

CHARACTER DESIGN



In making “Maurice” I wanted to capture both aspects of space and western cowboy attire, using a poncho and helmet allowed me to keep his body a simple shape and thus making it easier to animate, in regards to the colour scheme I decided in reds and oranges as it will stand out from the blue and black themed background. Animating his movement frame by frame was time consuming but has allowed me to make sure each movement correlates to the movement before it. I had to import it as a png to allow solar to program “maurice” and apply a hitbox and fully animate the character.