



Tony Chen Hsiao

VarP105



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## Introduction

Hello there, my name is Tony Hsiao. I am currently taking this course, VMD105, because it is a part of the Digital Art Foundation certificate that I am trying to obtain. After I have done so, I will concurrently pursue the Illustration and Animation vocational certificates. I hope to one day become a character or game designer. I've always had a passion for drawing and designing characters, drawing inspiration from comic books and video games. I hope to gain enough skills from my studies and bring those characters to life in some way. My project utilizes dark colors and medieval fonts since I like knights.





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## *Raster/Photoshop Project*

The Raster/Photoshop section was the first time I have ever used an Adobe program for such a prolonged period. It was a rough start but I think I have grown accustomed to Photoshop and other Adobe programs. Photoshop isn't really my cup of tea in the fact that you are using images and content likely created by others rather than creating your own content and designs. Regardless, I had a lot of fun with this first project. I took two of my old coworkers and put their heads on Shrek and Donkey while I put my head on Lord Farquaad. Donkey is the actual employee of the month in this situation though.



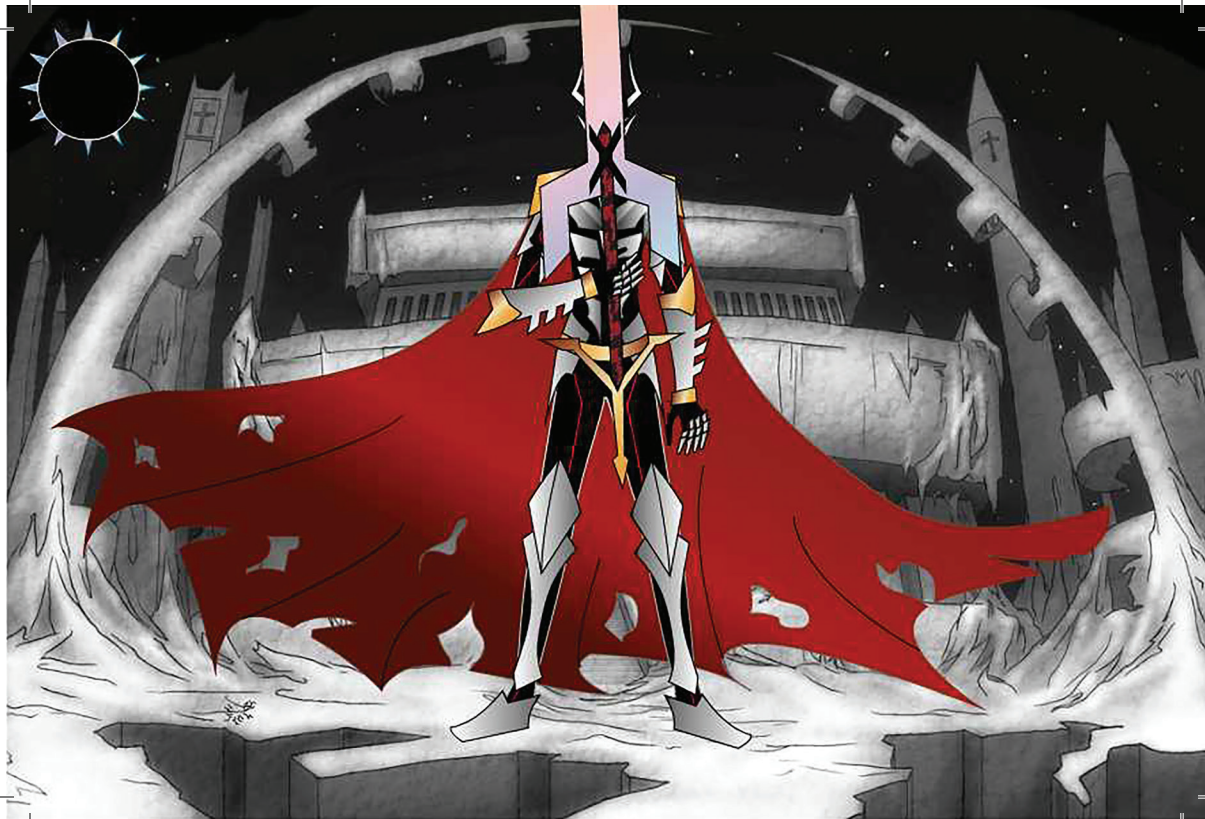


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## Vector/Illustrator Project

Working in Illustrator made me feel a lot more at home but I still had some getting used to. The pen tool was bizarre to me at first but it grew on me. I took a design from the anime Bleach and just changed the color, added some additional details, and I tried to make myself into that character. I wanted to incorporate more of my style into this character but I wasn't really comfortable enough with Illustrator yet. I feel that in the sense of creating characters, I will be using Illustrator a lot more often in the future and I look forward to the challenge of creating even more complex characters.







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*Animate/TBM Project*

For my Animate project, I was pretty set on creating a transformation sequence similar to that of Japanese Anime or video games. Animation was as difficult as I expected it to be but even the most simple commands were incredibly time consuming. I was excited for the opportunity to create an end state character for my animation but I went a little overboard and spent too much creating a complex character that was a little difficult to animate. Ultimately, I feel my project went the way I wanted it to so it was a great learning experience. I hope, if I become an animator, I can become prominent and famous enough to send my work over to a Korean animation studio to do all the tween work.