

Toronto Film School

ASSIGNMENT 1 | CHARACTER DESIGN

VGA 201 CONCEPT DESIGN II

Instructor: Ted Kim

Character Design

Overview

Instructions/Format

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Final Render Examples

Character Design

A1 Handout

CHARACTER DESIGN Instructions

Create a concept for one of the following characters. Refer to their backstory, key characteristics and art direction to guide your through the design process.

Option 1 – Valdir the Fierce

A battle-hardened barbarian who leads a nomadic tribe that dwells within a mountainous terrain and harsh arctic climate.

Genre: fantasy

Art Style: gritty, semi-realistic with some stylized elements

Reference: influenced by characteristics from Germanic tribes, Nordic Vikings and Mongolian feudalism. Frank Frazetta, Game of Thrones and God of War

Key Characteristics

Large, sinewy build

Gruff beard, facial scar

Wild and unkempt appearance

Between 40-50 years of age

Wields a heavy two-handed weapon

CHARACTER DESIGN Instructions

Option 2 – Codename: Stiletto

A femme fatale and freelance assassin available for hire to the highest bidder. She lives within a future of advanced technology and cutthroat corporate espionage.

Genre: sci-fi/cyber punk

Art Style: dark, heavy stylization, exaggerated but not juvenile

Reference: cyberpunk influences like Blade Runner and Deus Ex, Joe Madureira, Ghost in the Shell

Key Characteristics

Tall, sexy build

Professional and slick appearance

27 years of age

Dual-wielding firearms, sniper rifle

Uniform should feel hi-tech and elegant, stylish but not too militaristic

CHARACTER DESIGN Instructions

Option 3 – Coyote Jones

A vigilante originating from the desert Apache plains, Coyote Jones takes on the criminal

element which has run rampant in the wild, wild west. Can be either male or female.

Genre: western

Art Style: simple, whimsical and highly stylized

Reference: Desperado, Cowboys vs. Aliens, Bruce Timm

Key Characteristics

Athletic build

Long dark hair

Between 25-30 years of age

Wields mystic powers drawing upon the spirit of the coyote from Apache Legends

Expert in hand-to-hand combat

Due Dates | Requirements

DUE DATE **Submission Requirements**

DUE DATE: WEEK 3 (11pm) – 15 Marks

SUBMIT ALL OF THE FOLLOWING:

- A) Thumbnails – minimum 6 thumbnail sketches
- B) Revised Thumbnails – minimum 3 revised thumbnail sketches
- C) Revised Sketch – minimum 1 refined sketch
- D) Final Concept – final render (BW or colour).

Use the concept template provided to present your artwork and include the following information:

Project Title

Artist: your name

Character's name

Date: month, day, year of submission

FORMAT:

Traditional (ie pen & ink, markers, paints etc) or Digital 2D art (Adobe Photoshop, Corel Painter etc)

150 dpi, 800 pixels x 1200 pixels, .jpg

Filename: **VGA201_Assign1_thumbnails_YOURNAME**

VGA201_Assign1_revthumbs_YOURNAME

VGA201_Assign1_revsketch_YOURNAME

VGA201_Assign1_final_YOURNAME

Late Penalties

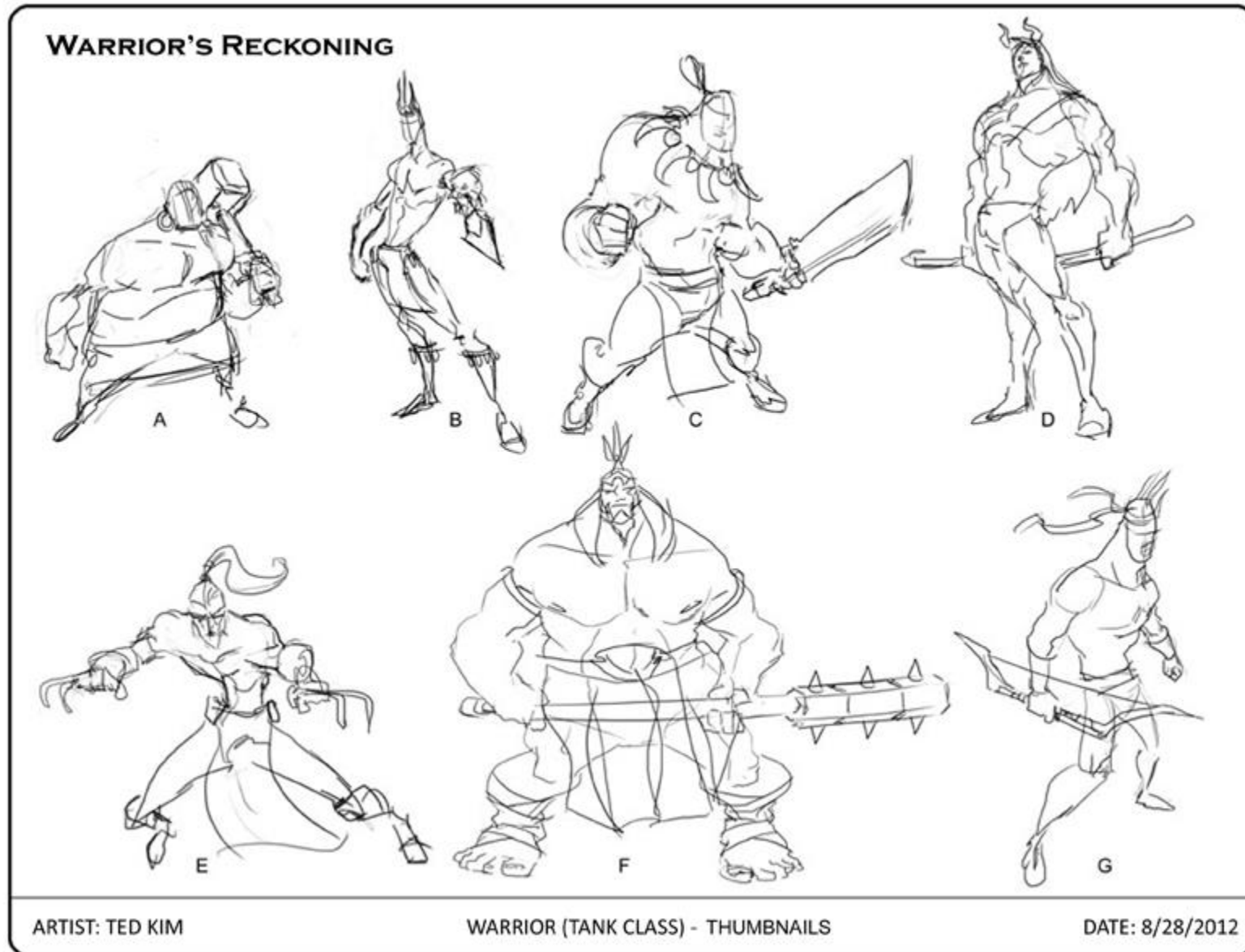
LATE Penalties

Late submissions will be penalized -5% per day up to 5 days after the original due date. Assignments submitted past 5 days will receive a zero (pre-arranged Academic Accommodations excluded).

Please ensure work is done in a timely manner. Remember, submitting quality work but late is preferred rather than incomplete or subpar work submitted on time.

Production Process

THUMBNAIL Sketch



THUMBNAIL Sketch

WARRIOR'S RECKONING



ARTIST: TED KIM

WARRIOR (TANK CLASS) - REVISED THUMBNAILS

DATE: 8/28/2012

REVISED Sketch

WARRIOR'S RECKONING



ARTIST: TED KIM

WARRIOR (TANK CLASS) - REVISED SKETCH

DATE: 8/28/2012

EXAMPLE Render

SAMURAI S.W.A.T.



TED KIM

GREYSCALE RENDER

9/11/2012

EXAMPLE Render w/template



ARTIST: TED KIM

PRIESTESS - FINAL RENDER

DATE: 5/22/2012

EXAMPLE Render w/template



ARTIST: TED KIM

SOLDIER - FINAL RENDER

DATE: 5/13/2012

EXAMPLE Render w/template



ARTIST: TED KIM

CYBERMONK - FINAL RENDER

DATE: 9/19/2013

Questions | Answers