**Character Design**

Vocabulary

* Proportion
* Distortion
* Exaggeration
* Caricature
* Scale

Schedule

1. Research the following sites and many others on character design
   1. <https://characterdesignreferences.com/>
   2. <http://pixar-animation.weebly.com/character-design.html>
   3. <http://www.creativebloq.com/character-design/tips-5132643>
   4. <https://design.tutsplus.com/categories/character-design>
2. Begin by looking at the styles of many different character designers. The sites above are just the tip of the iceberg and hopefully you will find many more that are relevant to your interests and styles. Many character designers, cartoonists, and the like create blogs to keep up with what has become a booming industry.
3. Start in your sketchbook with tons of quick and loose ideas. In the beginning, do not even consider the objectives below. If you get stuck, look back to some of the ones that you liked online but be careful not to copy what you have seen. It will be obvious. After you have a few that you like, show them off to people and get some feedback.
4. The next step will be objective two. Here you will create a character design sheet. This will allow you to fully understand all of the proportions and angles of your character. If this step is done correctly part three will be much easier.

Project: Character Design

* Create an original character design.
* Create a character sketch sheet (similar to the first illustration below) that includes three views of the character with the same proportions.
* Now you have two options: Create a two dimensional artwork that includes the character as the main focus (painting, inked drawing, etc.) . OR Create a three dimensional model of the character. The character should measure at least six inches in one direction.
* There should be at least one page in your sketchbook that refers directly to the project through vocabulary and sketches

   