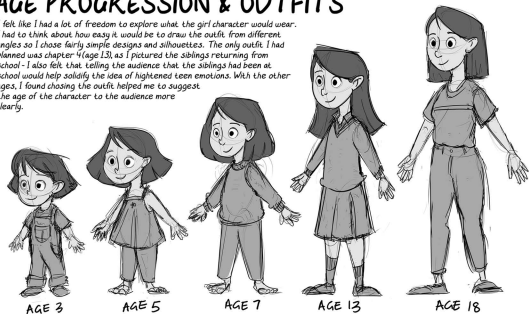


SIBLINGS: My Life In Five Chapters - Character Design

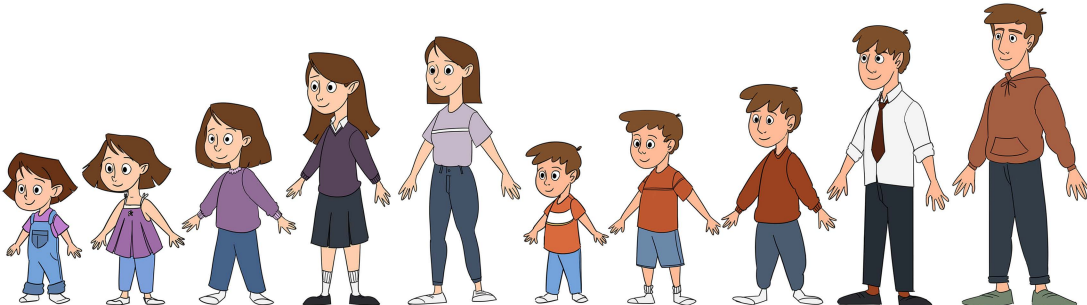
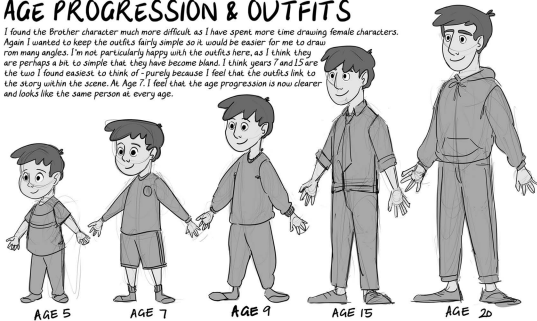
AGE PROGRESSION & OUTFITS

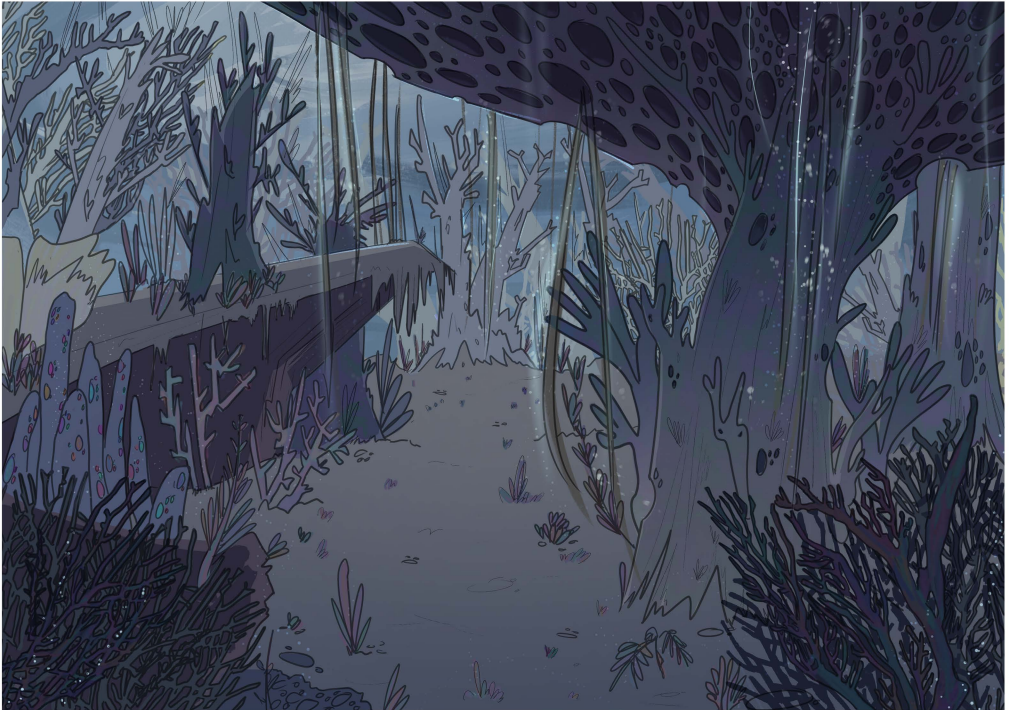
I felt like I had a lot of freedom to explore what the girl character would wear. I had to think about how easy it would be to draw the outfit from different angles so I chose fairly simple designs and silhouettes. The only outfit I had planned was chapter 4 (age 13), as I pictured the siblings returning from school - I also felt that telling the audience that the siblings had been at school would help solidify the idea of heightened teen emotions. With the other ages, I found choosing the outfit helped me to suggest the age of the character to the audience more clearly.



AGE PROGRESSION & OUTFITS

I found the Brother character much more difficult, as I have spent more time drawing female characters. Again I wanted to keep the outfits fairly simple so it would be easier for me to draw from many angles. I'm not particularly happy with the outfits here, as I think they are perhaps a bit too simple that they have become bland. I think years 7 and 15 are the two I found easiest to think of - purely because I feel that the outfits link to the story within the scene. At Age 7, I feel that the age progression is now clearer and looks like the same person at every age.





Background development for 3D short film, digital painting, December 2021



CORAL FOREST SETTING

(TOP FRAME: THUMBNAIL, BOTTOM FRAME: CLEAN LINES)

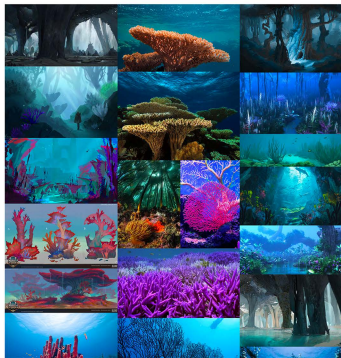
THUMBNAIL:

I liked this thumbnail the best as I thought it offered the most interesting composition. I also liked the idea of having a main feature in the background of the scene.



REFINING THE IDEA:

I think the thumbnail of the idea translated well into a clean design. Using the moodboard I created, I took elements and inspiration to create texture and an environment that I think is appropriate for the tone and feeling we're trying to achieve.





Background development for 3D short film, digital painting, December 2021

Life drawing, ink and watercolour painting, A3,
January 2022



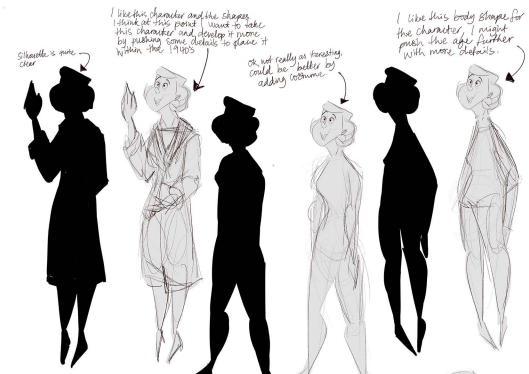
Life drawing, colour pencil and watercolour painting,
A3, December 2021



Life drawing, pencil on paper, A3, October 2021

Infected Scientist - Character design development

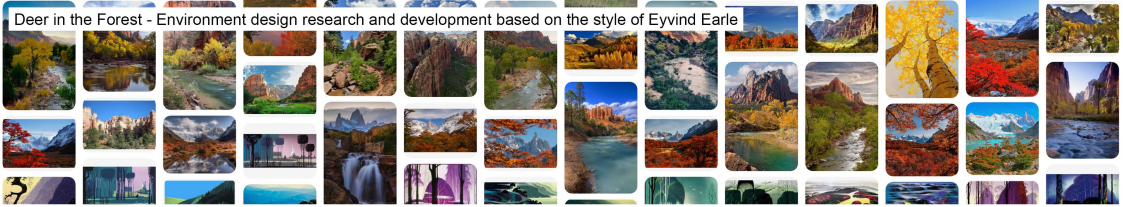
SKETCHES & SILHOUETTES



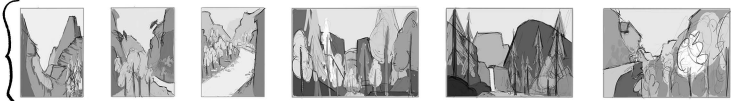
Deer in the Forest - Environment design based on the style of Eyvind Earle, digital painting using Procreate



Deer in the Forest - Environment design research and development based on the style of Eyvind Earle



LAYOUT THUMBNAILS



EYVIND EARLE STUDIES



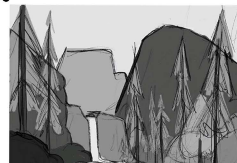
STUDY

Eyvind Earle
"Desert Seascape"

I found it difficult to emulate the texture from Earle's original piece, I think if I was looking to mix in this study longer, it would benefit from more texture and more attention to detail.

What I noticed from studying this piece:

- frequent use of gradients
- simplified shapes and depth and dimension. They suggest a rocky texture
- very strong texture, not sure if it's from low quality reference or if that was the desired texture



I chose this thumbnail to move forward with. I think it was my strongest composition, but there were still a few changes I wanted to make. For example, changing the curved mountain to a more geometric shape.



I cleaned up the base sketch, at this point a lot of the values were off and it was difficult for me to progress. I later took out the mountain range in the distance background because I didn't think it was necessary.



At this point, the base sketch and values were complete. I added more details to the mountains, which I think helped to push Earle's style. The piece started coming together. However, I wasn't happy with my choice of tree shape as I think it didn't really fit with the environment in my research.



STUDY

Eyvind Earle
"Sun Low Origin"

- the foreground is much more detailed than the background.
- use of silhouettes
- strong use of color gradients
- colour palette isn't that saturated, it's quite pastel, but the contrast is high.

This study was useful for matching Earle's style but I would have chosen a similar environment to what one I'm going to use for my painting.

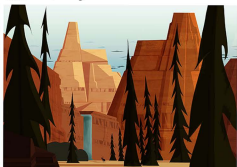
I think I could have spent more time on this, but I think I successfully managed to copy the style.



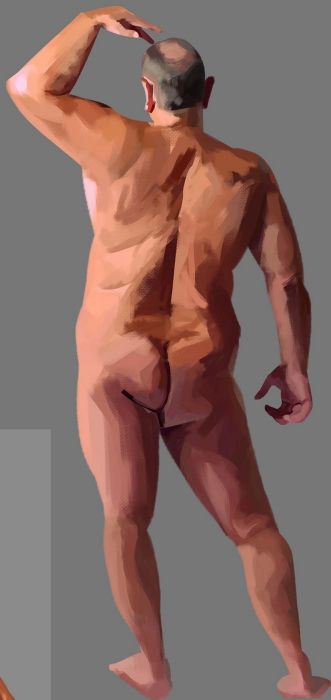
I found adding colour quite challenging - this was my first time painting over values and it was difficult to figure out the appropriate colours. I think in this and the base colours were ok, but I would like to spend more time studying colour to further understand it.



Some values were still incorrect, so I lightened up the background and made the foreground slightly darker. I think this helped improve the piece.



After adding some light and shade, the piece was beginning to take shape. I think in the end I could have pushed the light more to make the composition more interesting.



Digital painting life drawings using Procreate, Late 2021

Acrylic painting on paper, October 2020



Character development for 2D Animation inspired by the Scottish men 'The Blue Men of the Minch', January 2022

