

GRAPHIC ARTS

UNIT 2 – ANATOMY AND CHARACTER DESIGN

OBJECTIVE

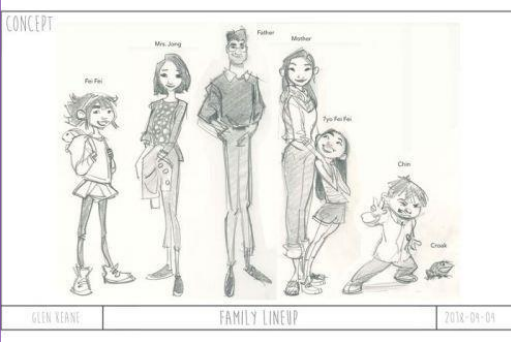
Imagine you're a character concept artist like, Glen Keane (Disney), Jonathan Li (Square Enix), or James McDermott (Rick and Morty) working for a big company that needs you to design the main character for the next big THING! How will you come up with your ideas?

INSPIRATION

Since Da Vinci first studied the human skeleton, artists have been drawing and studying how real humans look and move. We are going to take inspiration from the human skeleton, as well as illustrators like Hayao Miyazaki to make illustrative characters with real human characteristics. We'll use our observational drawing skills to aid our illustration skills.

PROJECTS

You're going to learn about realistic human anatomy in order to alter it into your own illustrative style. You're going to create one to three original characters using a character generator. By the end of this unit you will have sketched each character about three times per assignment, for three different warm ups. This practice will help you to finish the *Character Creator Worksheet*.



Original Character Sheet

Notes: _____

Name: _____

Character Design

Side	Front	Back
Front	Side	Back
Front	Side	Back
Above	Below	Below

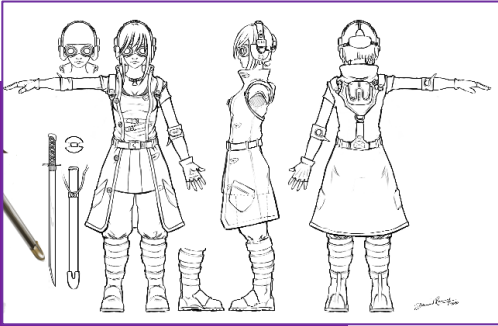
Facial Expressions

Happy	Sad	Angry	eConfused
Surprised	Tired	Frustrated	Um...What??
Caring	Mischievous	T_T	Cutsie
Scared	Snarly	Extatic	Dramatic

(Above and Below Angles)

GRAPHIC ARTS

UNIT 2 – ANATOMY AND CHARACTER DESIGN



SKILLS



CHECKLIST

Warm Ups:

- Digital Skeleton Drawings
- Digital Muscle drawings
- Gesture Sketches
- Movement sketches
- Foreshortening

Projects:

- Character Creator worksheet:** notes on character, three design sketches, facial expression, three poses and four different angles.

Self Assessment and Reflection

Hamburger



Every box on the worksheet is filled, with detail and care.



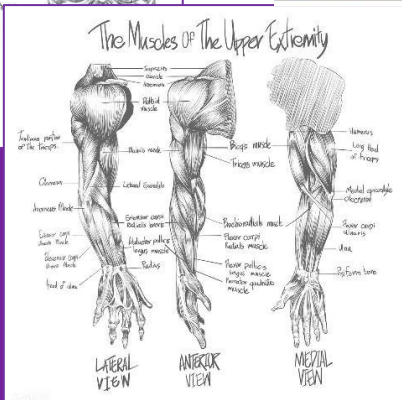
Every box is filled but drawings are quick and unrefined.



Design, pose and perspective boxes are filled. Drawn with care.



Not all of the required boxes are filled and drawings seem rushed.



I can get new ideas in areas which I have an interest and build my skills to make them work.



I can use my observations to make judgements (Skeleton drawings to musculature drawings.)



I can use my imagination to draw conclusions and ask new questions.

GRAPHIC ARTS

UNIT 2 – ANATOMY AND CHARACTER DESIGN

Warm up #1 – Digital Skeleton Drawings



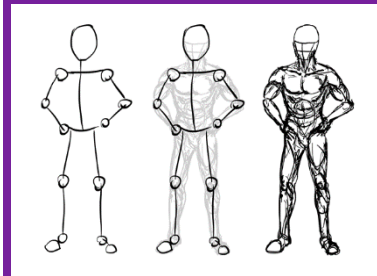
Use the pictures provided of the human skeleton to trace or draw by observation in photoshop or illustrator. Pay attention to where the bones are connected to each other and the general shapes of each bone.

Warm up #2 – Digital Musculature Drawings



Add a second layer to the drawings of the skeleton you did previously. On this layer you are going to add the musculature system of whichever part of the skeleton you chose to draw. Pay attention to where the muscles attach to different bones, and which muscles would look different on different people. (Face muscles vs. leg muscles.)

Warm up #3 – Gesture Sketches



Using a mannequin or a picture of a person (with permission!) draw a person in a still pose - but draw from the skeleton up. Begin with a simplified version of a skeletal structure, then add muscle definition for bulk and finally add the clothing, hair, facial features etc.

Warm up #4 – Movement



Using the same process as the previous warm up, draw a pose that suggests movement. Take the pose yourself, what areas are responsible for the movement? Legs, arms, waist etc. Can you imply that in the drawing?

Warm up #5 - Foreshortening



Now that you've learned how to use the skeleton to create realistic looking representations of poses and movements – we're going to distort the realistic proportions to imply foreshortening. (The effect of seeing the human body in perspective.)

The Project for this unit is to complete both sides (or layer groups) of the CHARACTER DESIGN SHEET. You can draw either in photoshop or illustrator or on paper.

