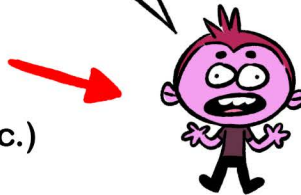


SOME QUICK Character Design TIPS

When starting a character design here are a few things you should have in mind.

- Personality
- Motivation
- Their fashion taste
- Human, monster person, creature, or etc.
- What will the character need to do action wise
- What genre will the character be in?
(sci-fi, noir, detective, action adventure, and etc.)
- Will the character fit some kind of trope?

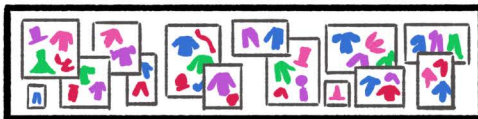
MY HEAD IS TOO BIG TO DO CRAZY ACROBATICS!



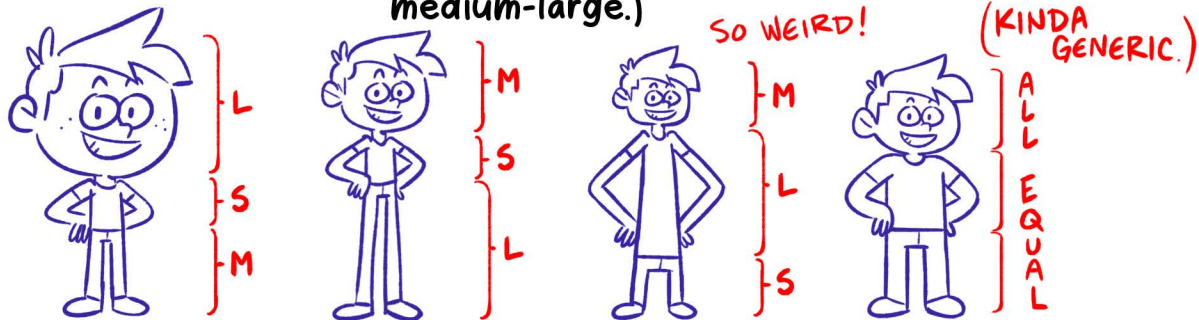
THE NERD THE JOCK THE MAD SCIENTIST THE SIDEKICK



You may want to start getting inspiration by creating a mood board. Try to find art styles, fashion, and shape language that will inspire you.

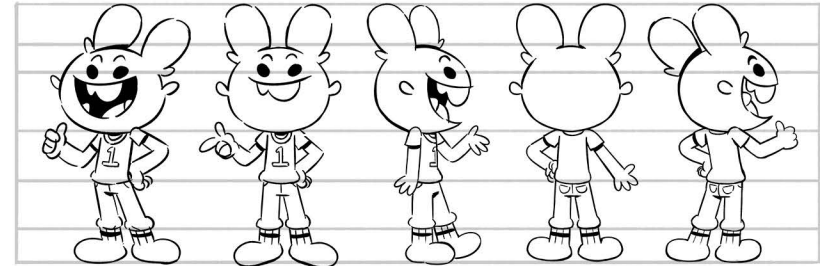


If you want to have interesting character designs you'll want to vary the proportions of the character. (Known as the 1/3-2/3 rule or Small-medium-large.)

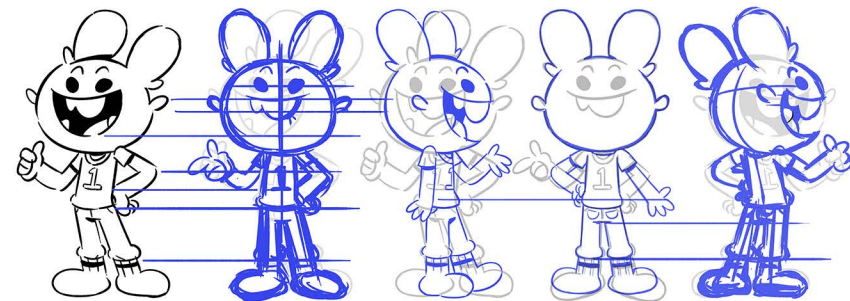


If all proportions are even it makes for a static, boring design.

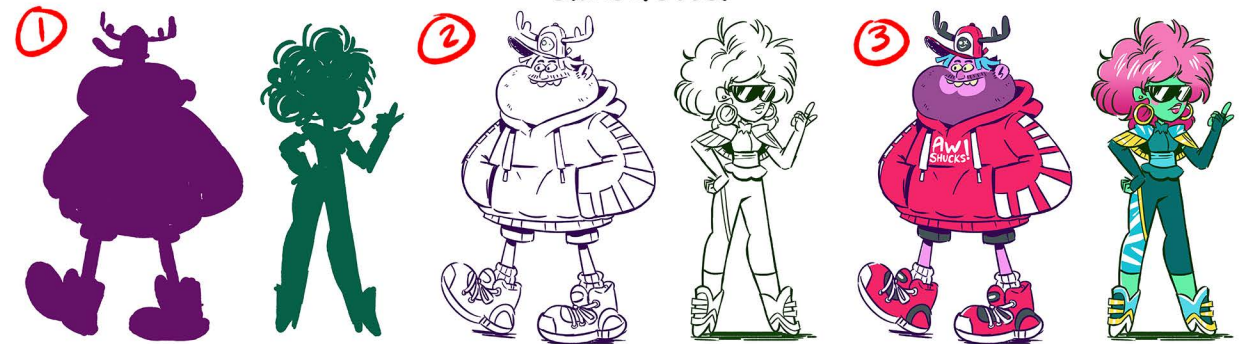
When creating a turnaround for a character use guide lines to make sure you keep the proportions and placement of elements of the character consistent.



A trick I use when creating a turnaround for a character is drawing the 3/4 view first and then I copy that lower the opacity and draw the other views on top to help maintain the proportions of the character. Use the front view to do back view.



If you want to start really loose with designs you can start by designing in silhouette.



If you get stumped when choosing colors try using a "color generator" or "palette generator." You can reference other existing character's color palettes as well.