This assignment will give students the chance to explore the world of character design. In most stories, games, movies, mascots. The design and illustration of a character holds the utmost importance. A character illustration gives its audience the chance to connect on a more personal level.

In this assignment students are to design and illustrate a character for a story or game of their choosing. The character illustration must be completed in 6 different views and poses. Keeping in mind that each pose and view the character must maintain the same look through out. As an illustrator this is one of the most difficult aspects to re-draw the same looking character over and over again.
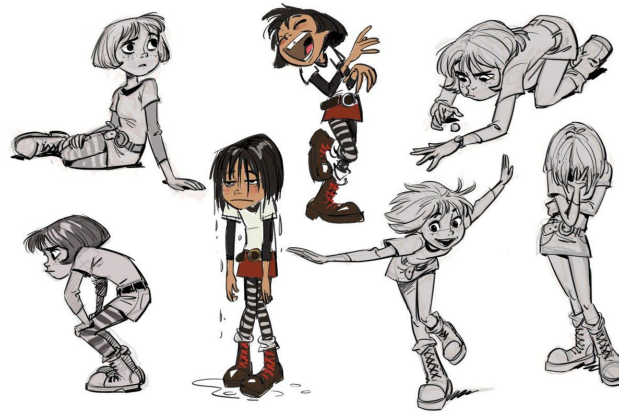
Along with your character illustrations please create a name and draw it on the page, making sure that the font selection you choose suits the character illustration. Traditionally illustrated in full colour.

INSTRUCTIONS

• **SIZE**: 8.5x11in white paper

• **MEDIUM:** open *(traditional)*.

• Research online different character examples for ideas and inspiration.

• Open and review the Power Point on the website.

• Create a series of character sketches to help develop your idea.

• Develop your final character illustration along with a name for your character in a hand-rendered font.

HAND IN

• **Email to Mr. Beaudin your images of your final character illustration as well as your thumbnail sketches.**

Character Design — TOMORROW

CRAFTSMANSHIP /10

This portion of the mark is an evaluation of effort, care and attention to detail for the assignment.

CREATIVITY /5
This portion of the mark represents how well thought out the students idea was for the assignment.

ROUGHS AND RESEARCH /5

This portion of the mark represents the research and roughs need for the exploration of the final design.

ILLUSTRATION PROBLEM SOLUTION /10
This portion of the mark represents how well the students solution solves a illustration problem posed in the assignment, and fulfils specific assigned requirements.

TOTAL **/30**