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ARTIST ON CHARACTERS / CONCEPT-ARTIST CHARACTERS

The character artist works in the game industry and the film industry, and develops character concepts: searches for the hero's visual image; in sketches and sketches, reflects the character's visual development and character's "pattern of construction" given style and in accordance with design requirements. Creates characteristic poses of the hero, features, emotions, individual scenes, etc. It can also develop the entourage of the game or the animation world.

SKILLS

THINK: THEORETICAL-SKILLS

Trends in Modern Illustration

Basics of painting and drawing, coloristics, composition, perspectives

Developed imagination, imagination

Human and animal anatomy

Basics of directing and screenplay

Principles of the psychology of perception of visual information

Understanding the basics of storyboarding, key phases

Understanding the laws of animation

DO: PROFESSIONAL SKILLS

Creating an image through the design of the character, movement and facial expressions

Using visual metaphor

Work with different art and painting materials and techniques

Free ability to draw by hand / on the tablet

Confident knowledge of raster and vector graphic editors (Adobe CC, QuarkXPress, CorelDraw, SketchApp, etc.)

Collages

Work in different styles

Presence of own author's style

ACT: PERSONAL QUALITIES

Customer focus, work with the customer

Professional communication

Time management, efficient workflow management

Independent work

Teamwork

Multitasking, the ability to conduct several projects in parallel

Attention to detail

Responsibility for the result

Self-development, increasing their professional level

What makes character design good?

If you think seriously, then character design is a very strange thing to create. How does a character is a set of abstract characteristics, beliefs and motivation. All this is brought together in a single form, which our brain transforms into a physical envelope. And this shell is the character design.