2D Animace CHARAKTER

CREATING A CHARACTER

The main character of your story, the "protagonist", can be anything you choose: a person, an animal, a robot, or even a rock. But whoit is is just as important as what it is: character design involves more than just the way something looks. Some personality description or background history is essential. This will affect the way the character moves and how it interacts (or doesn't!) with its world. CHARACTER PROFILE

Work out what the model needs to be able to do within the story, then design your character accordingly. Even better, work out how it can tell its story in a way that takes into account its special characteristics.



HEROES AND VILLAINS

You can't always tell from a character's appearance whether it's a hero or a villain. You can make it look like the bad guy with dark clothes or a mean expression, or like the good guy with kind features - but looks can be deceiving!



MIX AND MATCH

you're going to have more than one character, draw them next to each other. Make sure their proportions and styles work together. Even if they're very different from each other, they should look as though they belong to the same world.

Think about how the characters would interact if they met



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KEEP IT SIMPLE

The more complicated a character is the trickier it can be to animate, so keep your creation simple and quite sketchy at this point. An outline or just a basic shape will do. Draw it in different poses and from different sides to make sure its design works in your story.



Use horizontal lines to check that the proportions and features line up from every angle

Aby postava v animaci působila přirozeně, je důležité, aby měla také svoji osobnost. Při tvorbě charakteru pro animaci musíme myslet na to, že i v reálném světě nejsou všichni černobílí. Jednotlivé postavy by měly mít svoji povahu, chování, reakce, výrazy obličeje, zvyky, gesta a charakteristickou chůzi, která je jednoznačně identifikuje. Čím zajímavější a přitažlivější osobnost, tím lépe dokážeme diváka zaujmout



HAVING GONE THROUGH ALL THIS WALK BUILDING and FORMULAS etc. WE END UP AT The MAIN ISSUE = NO TWO CHARACTERS WALK THE SAME. ALL WE CAN DO IS GENERALISE -



SHE'S BALANCING TW. WEIGHT - SO'S HE. THE WEIGHT HAS TO BALANCE - EXCEPT FOR TW BRIEF INSTANT WHEN WE STOP OURSELVES FALLING OVER -WE REGAIN CUR BALANCE.



https://color.adobe.com/create/color-wheel

PSYCHOLOGY OF COLORS TO THINK ABOUT

yellow - encourages, gains relaxation, a sense of harmony, harmony, provides cheerfulness and opens; it also means ego orange - festive, evokes a feeling of joy, associated with the idea of the sun, heat, wealth, gold, harvest green - means city, emotions

light green - prepare naturally, but sometimes poisonously, is associated with the idea of cold, moisture, silence, plants dark green - soothes and protects, but also restricts, is friendly, gives a feeling of security and hope

dark blue - calm, serious to depressing, color further, depth, contemplation and sadness

light blue - causes a welcome, evokes the image of the sky and air, silence and desire

red - exciting, energetic, sharp to passionate, strong, powerful, associated with notions of fire, blood, danger, love, noise purple - protects with dignity, proud, sublime, encouraging, is associated with the notion of justice and majesty "al - restless, disturbing, melancholic, mysterious, distinctive, demanding light "al - affects viciously, halved, weakly, it is the color of magic, melancholy, intoxication

brown - sober, silent, solid and serious, realistic, associated with the idea of security and order, home, tradition, restraint gray - indifferent, sad, associated with the idea of poverty and humility

white - indeterminate, uncertain, associated with the idea of innocence and purity

black - the color of defiant protest, evil secrets, nothingness, death