

# *DESIGNING CHARACTERS*

*FOR* **NARRATIVE**

*BY  
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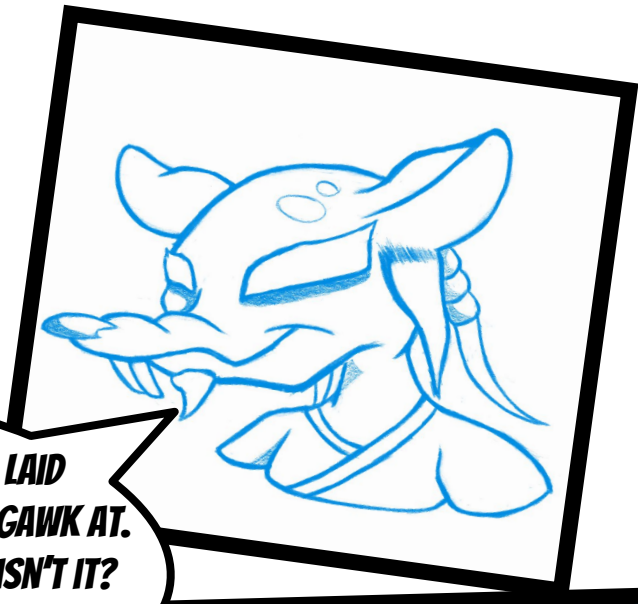
Telling thousand word stories with  
character illustrations.

# ***HOW I TELL STORIES WITH MY DESIGNS***

In my eyes, a strong character concept isn't just a drawing that simply looks appealing.

I believe successful designs are those that:

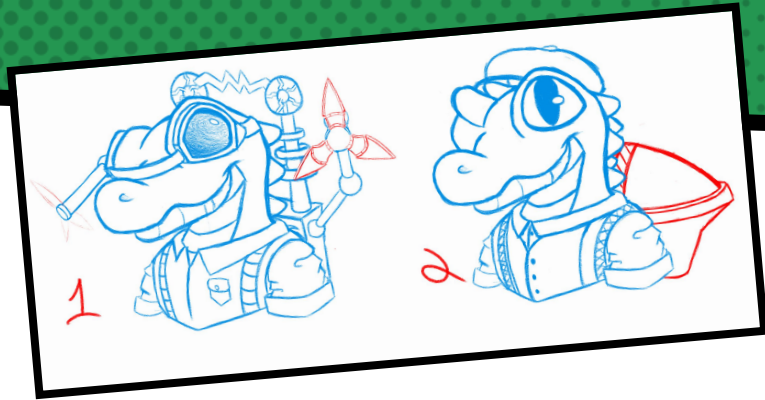
- × Give the audience information about the character
- × Have a good feeling of balance
- × Work well with the environment and other characters
- × Contain enough style to catch viewers eyes



***MY LIFE'S AN OPEN BOOK, LAID  
BARE FOR THE WORLD TO GAWK AT.  
AN ENTERTAINING SHOW, ISN'T IT?***

# ***THE DESIGN PROCESS***

## ***PRELIMINARY SKETCHING***



***MANY DIFFERENT IDEAS***

***MOST OF THEM SCRAPPED!***



# ***CREATING A STRONG SKETCH***



***IS VITAL TO CREATING...***

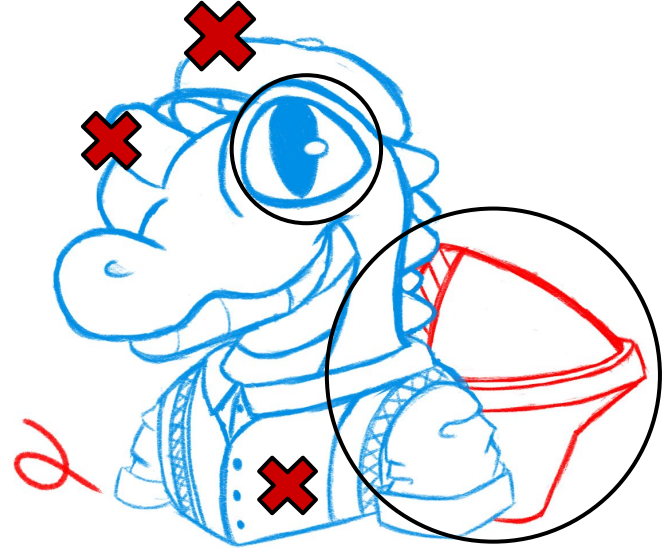
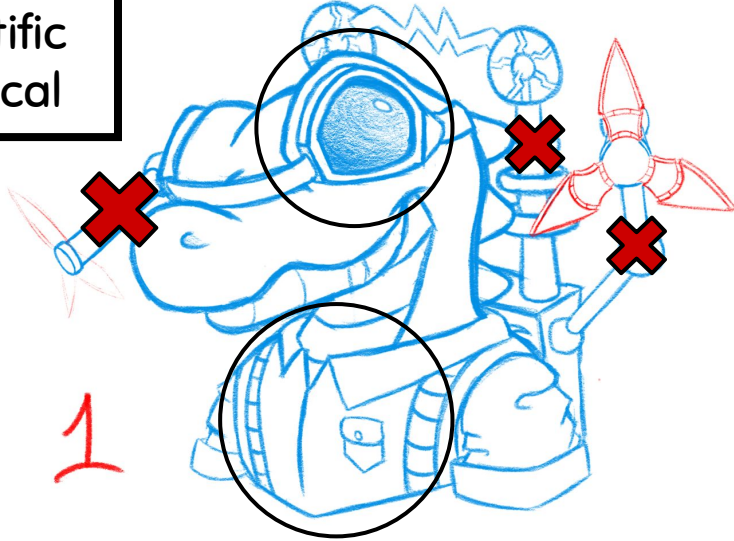
# ***AN EVEN STRONGER ILLUSTRATION!***



# HOW DO I KNOW WHAT WORKS?

By knowing the character first!

- Optimistic
- Scientific
- Practical





# THE ROLE OF COLOR

Blue face to calm to the  
fierce, and sharp linework

Orange eyes to  
compliment blues

Duller, darker body  
demands less attention



Golden arms to  
define transition

# A COMPLETED DESIGN!!







***THANK YOU!***

## ***CREDITS***

- × Illustrations by Joshua R. Garcia
- × Presentation template by SlidesCarnival  
(<http://www.slidescarnival.com/>)