

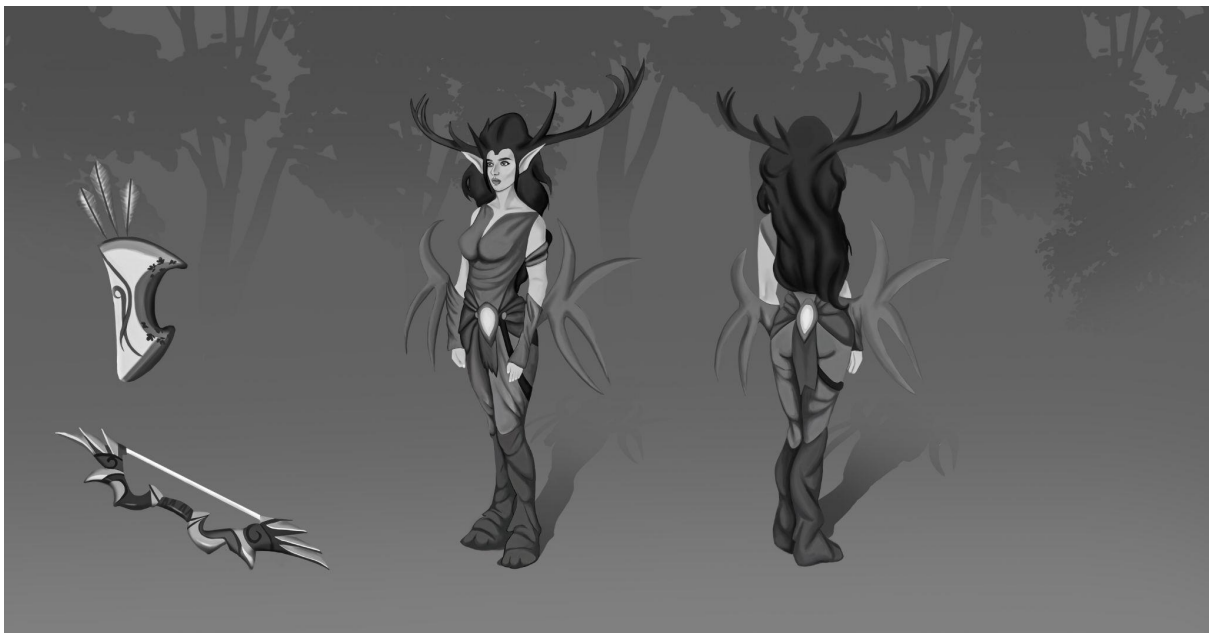
ANI219 Project 2

Student name: Eleonora Kondrateva

Campus: Dubai

Project folder:  Project 2

Final result:

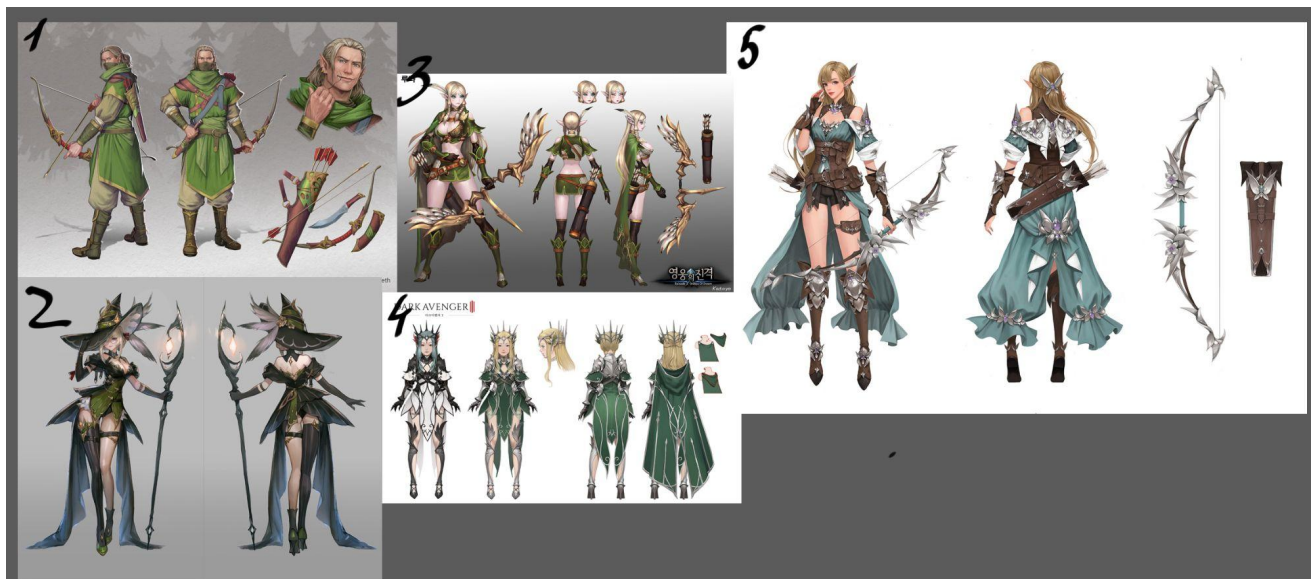


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1. Character concept words:

Explorer, Female, Neutral good, Humanoid, Belief in cause

This project started with an idea. An important aspect of this is that my character should be related to the environment from the first project, so I chose the Deer Queen Girl. I wanted to draw something much more unique, something I had never come up with before. This is my bench mark.



1	ThunderSeth. (2022, October 4). <i>Elf character sheet</i> [Digital art]. DeviantArt. https://www.deviantart.com/thunderseth/art/Elf-Character-sheet-931888903
2	Koo, S. (2023). <i>Personal work: Elf</i> [Digital art]. ArtStation. https://www.artstation.com/artwork/nErko4
3	Yu, S. (2014). <i>Heroeswill</i> [Digital art]. ArtStation. https://www.artstation.com/artwork/XDmkw
4	Yeonjun, P. (2017, August). <i>Drak Avenger 3 (Darkness Rises): Character design</i> [Digital art]. ArtStation. https://www.artstation.com/artwork/L2k0ol
5	EB. (2020). <i>Archer</i> [Digital art]. ArtStation. https://www.artstation.com/artwork/d84BV3

Color scheme:



2. Thumbnails

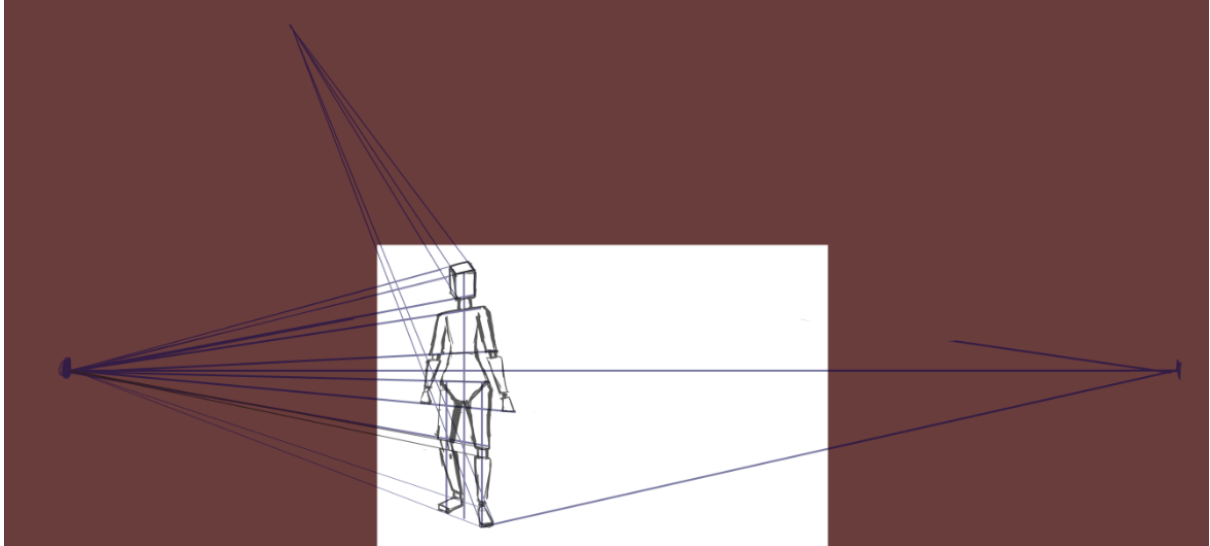
Next I started drawing the thumbnail. I was still trying to create a creative and diverse image. After receiving feedback, together with the teacher we chose option 10, since this silhouette stood out from all the others.

Thumbnails Druid

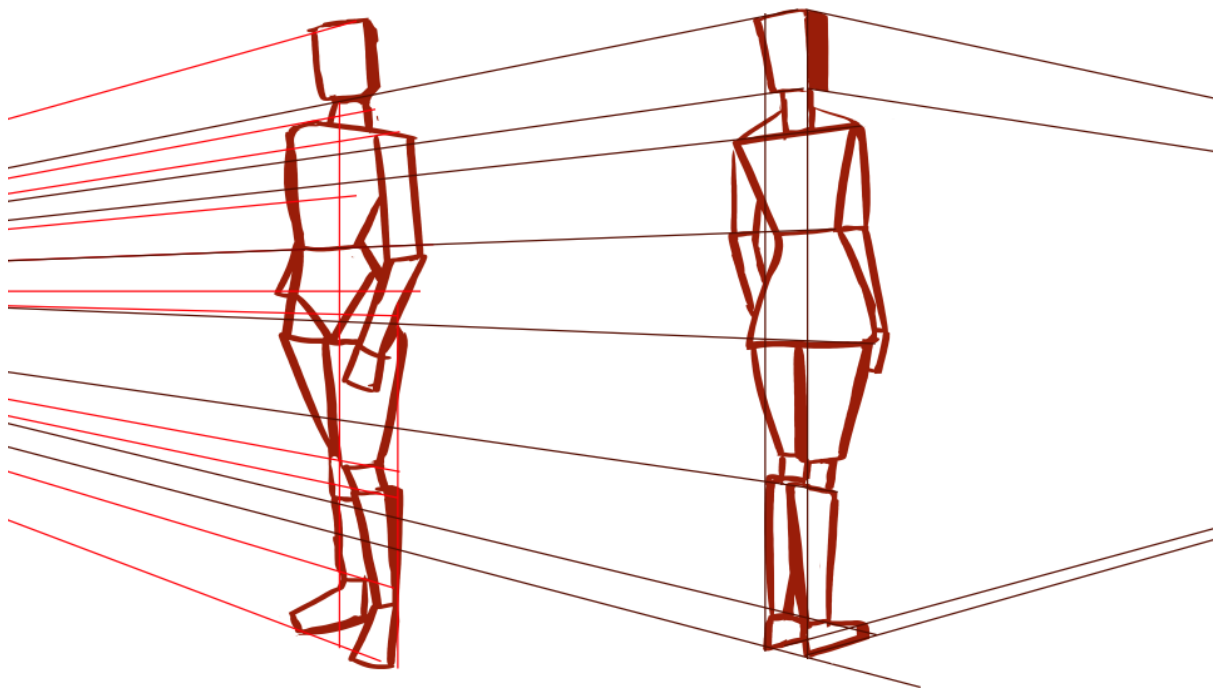


3. Sketch and body construction.

Right in the lesson, I started drawing my first sketch and tried to fit the character into perspective.

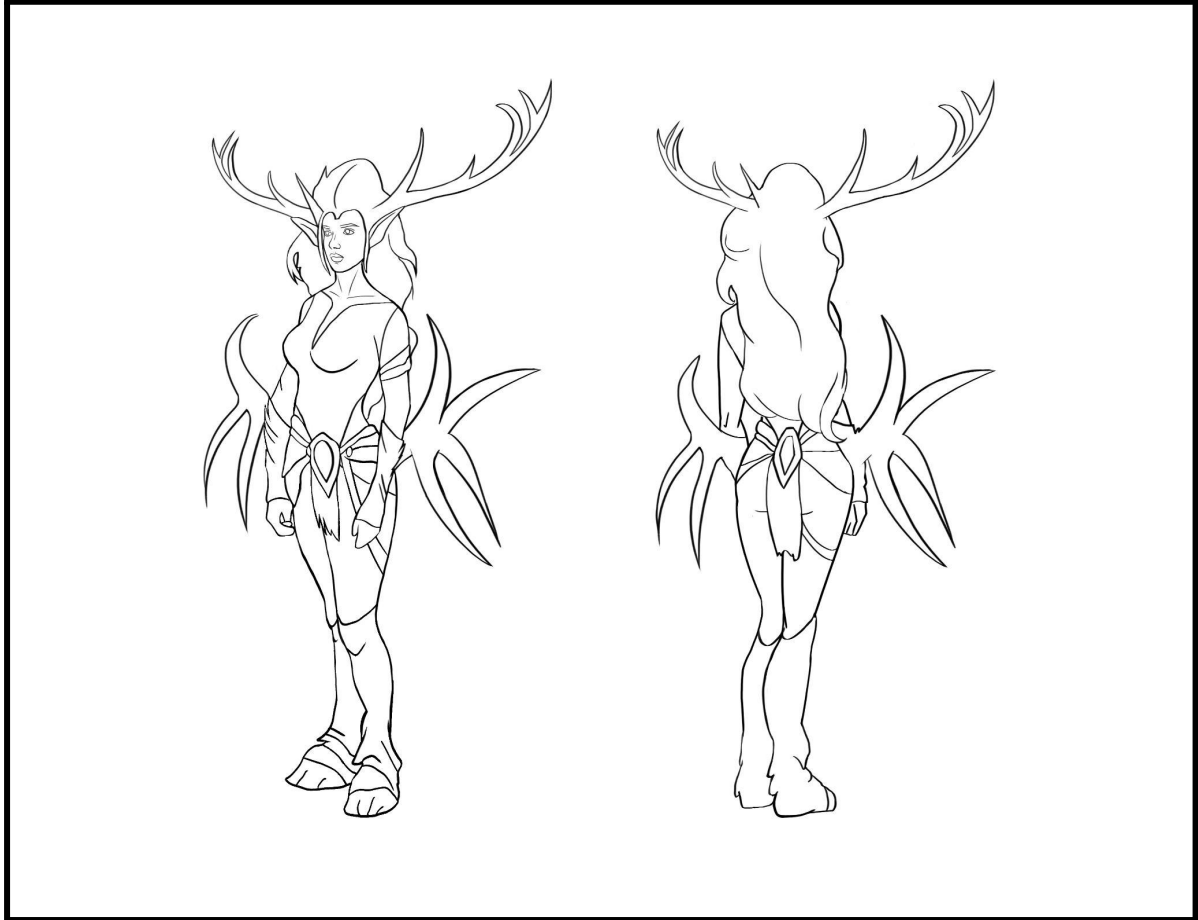


I also received verbal feedback that the pose was too turned to the left. Then I started working on the character at home. I drew a new sketch and waited for an online consultation with the facilitator.



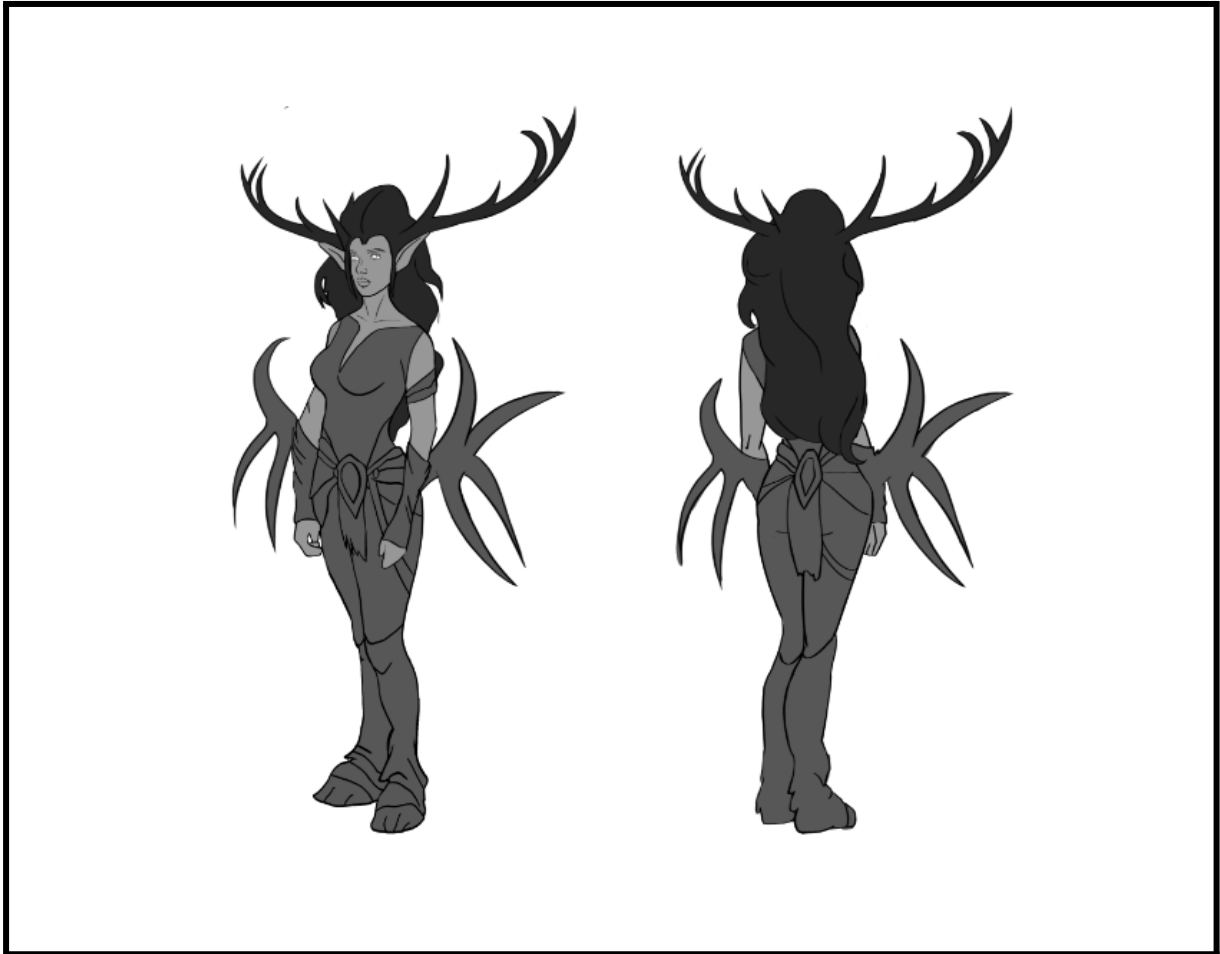
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I got feedback on this work, it was a quick online consultation and the lecturer said that everything was fine, but each hand needed to be visible. That's why I decided to correct this work already in the process of line art.



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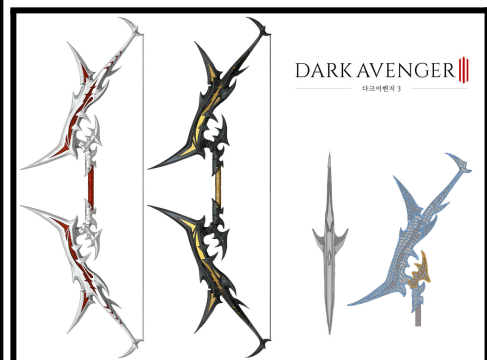
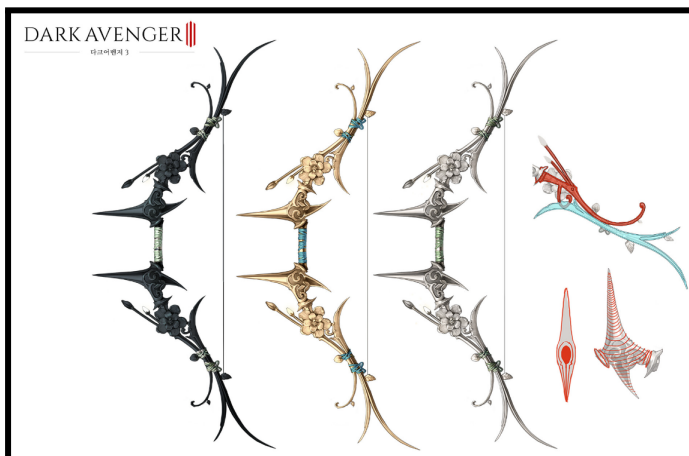
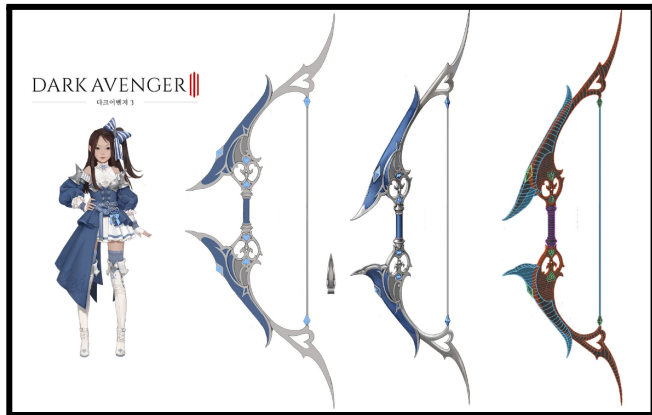
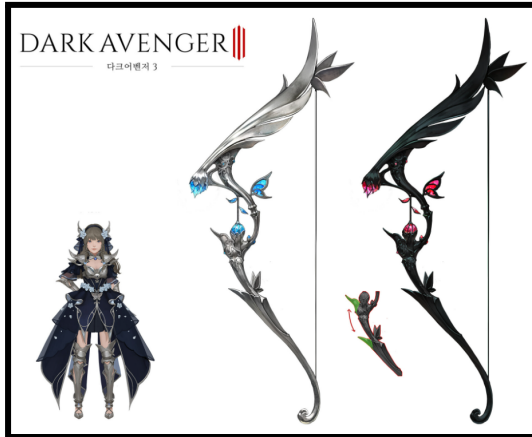
I did the line art and started doing the basic coloring.



There was very little time, so I couldn't get feedback on the line art and started drawing a new part.

4. Props design

I started gathering references from my favourite character artist Park Yeonjun. I decided to draw an archer bow as a weapon and a quiver as an item.



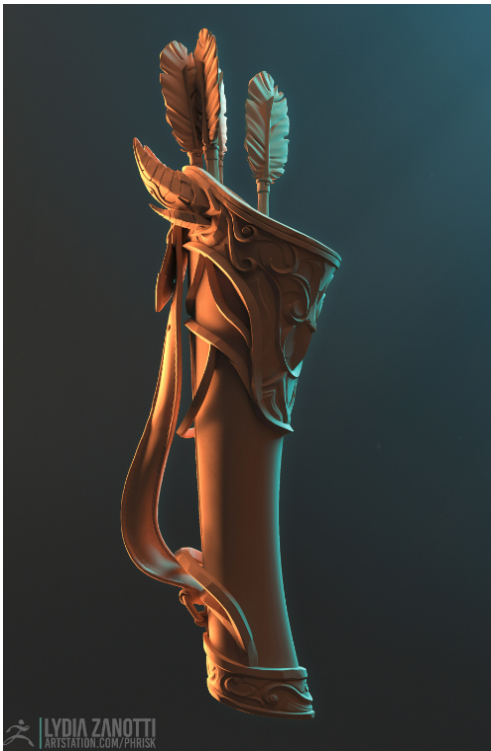
Archer bows (Yeonjun, 2017).

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Next I started looking for references for the quiver.



Quiver (Baier, 2018).



Quiver (Zanotti, 2021).



Quiver (Krulikivskaya, 2018).

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I decided to watch a video guide from a professional on how to best draw props since I don't have much experience in this.

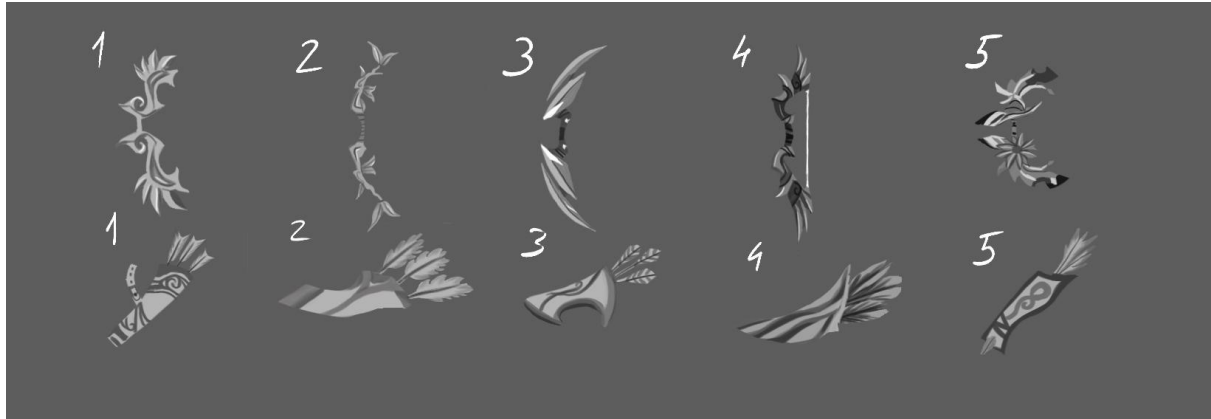


Youtube Guid (Coudray, 2022).

Author emphasises the necessity to create stylized settings and states that beginners should pay attention to shape design and narrative. He also talks about teamwork in creating games and the ideas gotten from other artists in the same field. Along the way, Florian also gives tips on how he approaches his work and the digital tools and approaches he employs in designing.

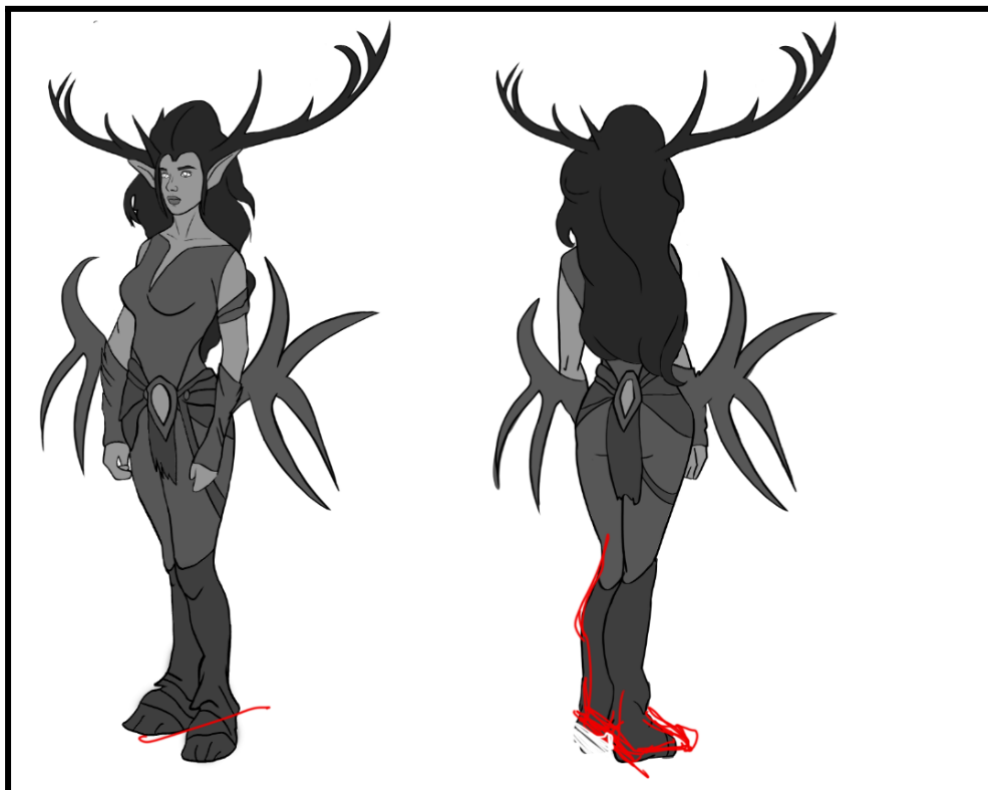
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I drew 5 versions of each item and during the lesson, together with the teacher, I chose 4 weapon options and 3 prop options.



5. Greyscale and rendering

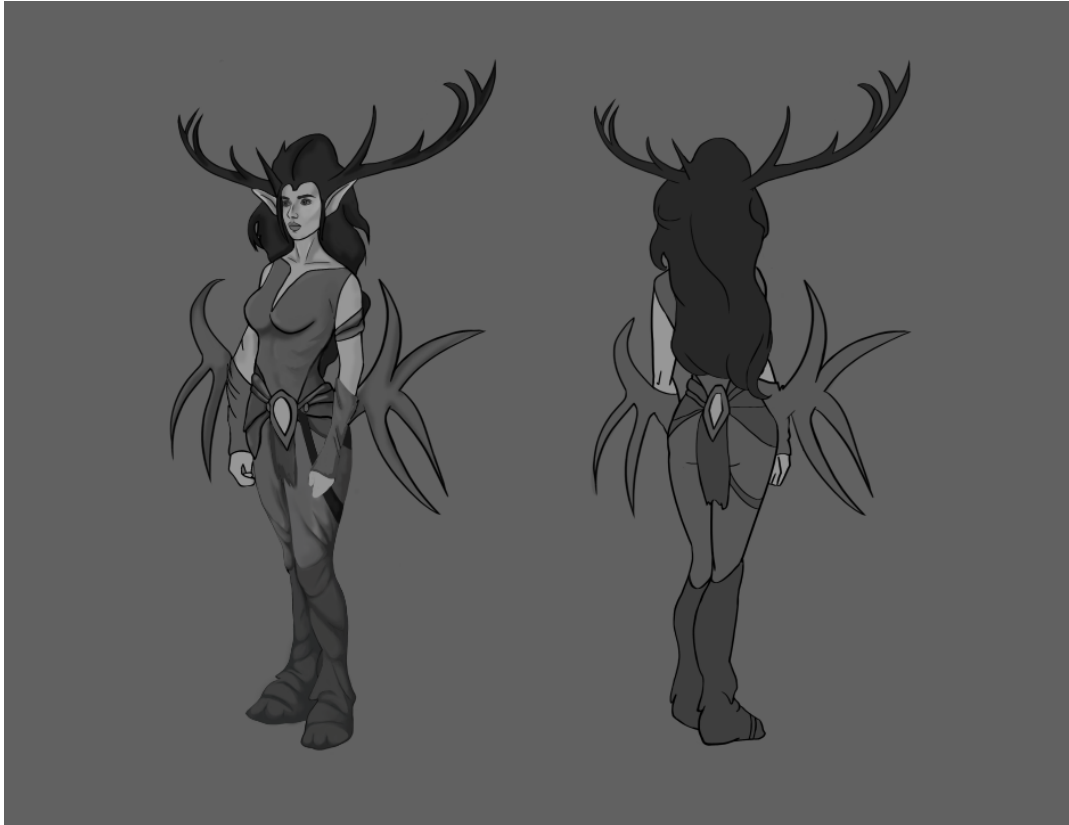
The Lecturer said that all my work looked good but I needed to fix the position of the legs in the back view. I quickly fixed this and moved on to drawing the details.



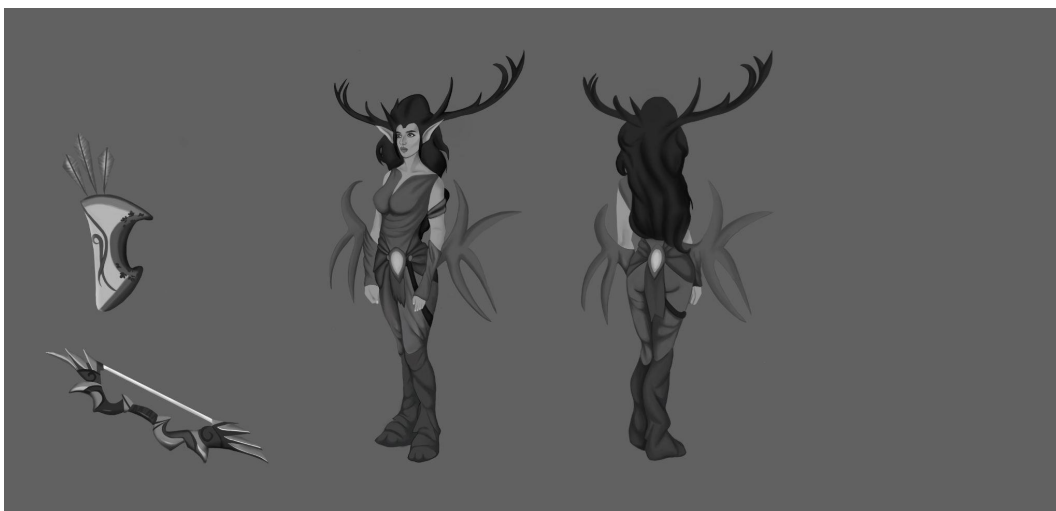
To be honest, I was scared by the idea of drawing shadows, as I never managed to do it correctly. I started to create soft shadows with an airbrush, but then the facilitator came and

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looked at my benchmarks, which had a completely different style, together with him we experimented with different brushes and he showed me a master class on how to correctly create a style similar to mine. We also noticed that almost all the works in my benchmark did not have line art, so I also began to correct this.

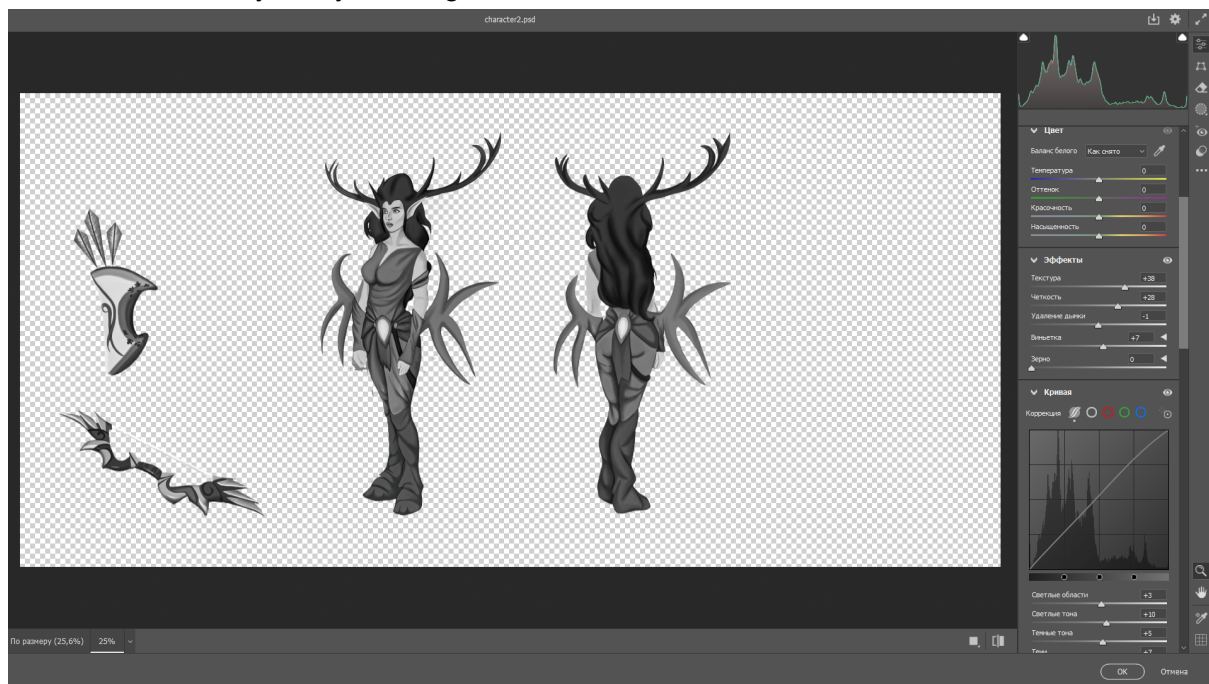


Then I continued working. I experimented a lot with brushes and the method of creating folds on clothes. I discovered a new brush in Photoshop - blur. Also, while drawing the face, I remembered how I put on makeup to repeat the cheekbones and eye makeup of the character. It was a long process that took me about 14 hours. Also, on the same canvas I drew the final version of the weapon and prop.



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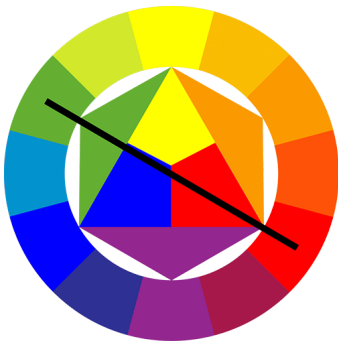
Before I started colouring, I went into the camera raw plugin and adjusted the noise, shadows, and clarity of my drawings.



Character design and variations (Colored)

Next I started creating the last version of my project, this is the colour. Also referring to the unit guide, we needed to draw the 3rd version of the character pose and props, so I added a bow and quiver to the facial pose, changing the position of the hand and adding shadows. At that moment I started colouring everything. The process is quite simple, I created a new layer and filled it with the desired colour with a brush, then changing the layer effect to colour.

The first colour I chose was brown for the legs and horns. I had a question about what colour I should make the costume, so I opened the colour wheel and used it to choose the opposite colour - green.



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The final step I decided to add was shadows and background to better show the theme of my character. I also added this to the grayscale version.



To sum up, I want to say that I consider this work very successful, as I have made great progress in digital drawing since last year and I really like it. Due to lack of time, I was not able to make a detailed rendering, in the future I want to fix this and refine the hair and the back view of my character.

Reference List

Baier, M. (2018). *Quiver: Digital painting of a World of Warcraft quiver*. ArtStation.

<https://www.artstation.com/artwork/8lWeoG>

Coudray, F. (2022). *How to design props for games* [Video]. YouTube.

<https://www.youtube.com/watch?v=PYOzrGvm4lY>

Krulikivska, R. (2018). *Props: Bow and quiver*. ArtStation.

<https://www.artstation.com/artwork/GBJJW>

Yeonjun, P. (2017). *Drak Avenger 3 (Darkness Rises) character design*. ArtStation.

<https://www.artstation.com/artwork/L2k0ol>

Zanotti, L. (2021). *Owl bow & quiver*. ArtStation.

<https://www.artstation.com/artwork/48gNK2>