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ANI219.2 Character and prop concept art Example 1

SAE University College

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1. character concept words:

Outlaw, Male, Chaotic neutral, Humanoid cyborg, Miltary background

2. thumbnails
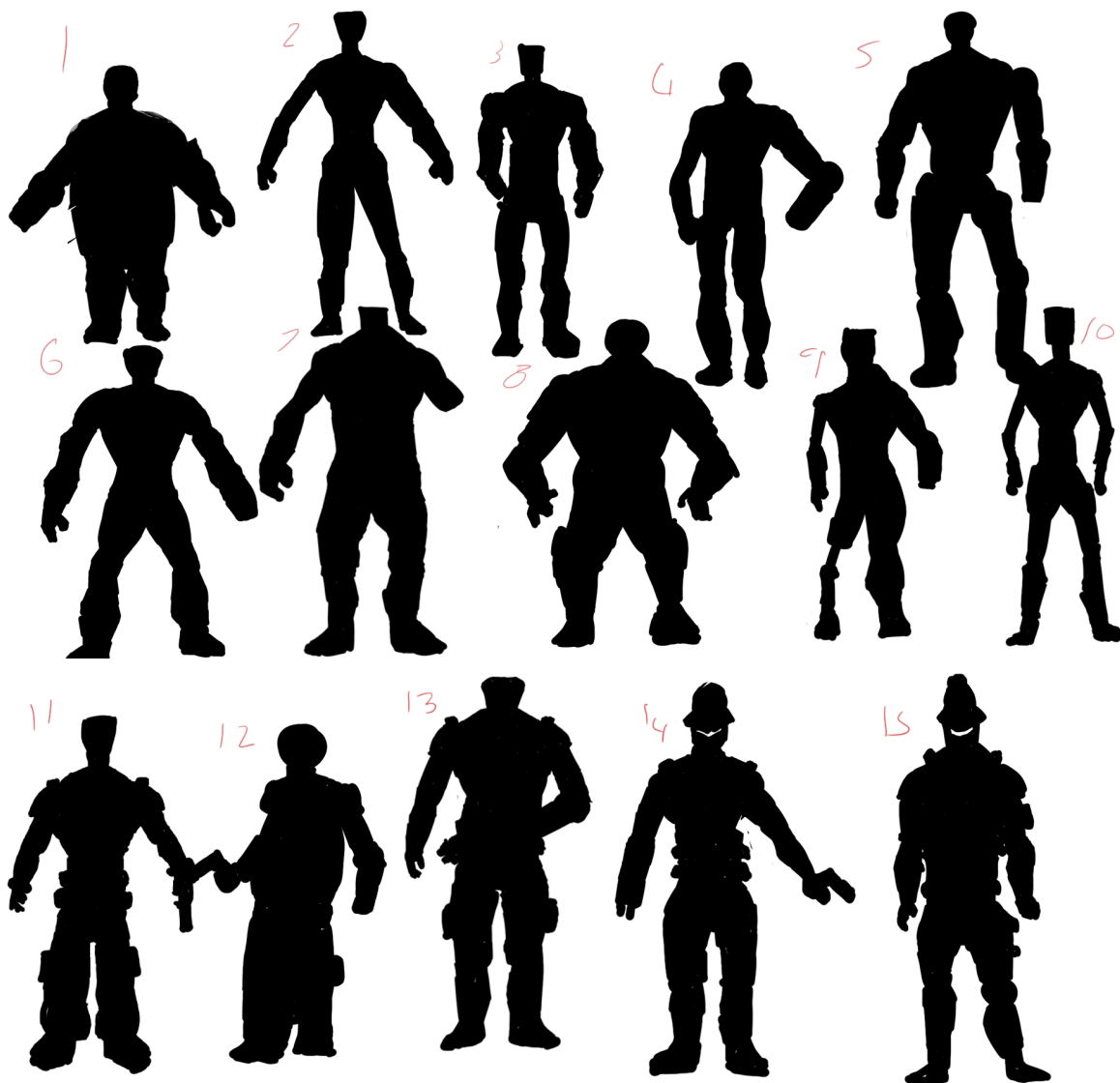
When thinking of characters I wanted to place in my scene, I thought that authoritative characters like cops or military figures might have fit well in my setting. In a lot of media set in cyberpunk environments, the most familiar stories follow either cops/detectives or criminals. I thought it would be interesting to have my character be a cyborg who started of in a military or cop position but became a criminal who is on the run. In my first ten thumbnails, I mainly focused on achieving the cyborg look with characters having gun arms, robotic attachments and some asymmetric designs meant to signify half robotic and human bodies. I also used these thumbnails to play with shape design figuring out if I wanted my character to be bulky with blocky by using square shapes, thin with triangular shapes or heavy with rounder shapes. Since the first ten thumbnails were more body-based silhouettes, in the last five, I tried silhouettes with more distinct cop/military uniform markers to make it clearer that the character was in a position of authority. I ended up selecting three silhouettes to further develop making sure to choose ones with each type of shape variation. The silhouettes I chose were numbers 5,7 and 13.

3. character design and variations

Character design variations
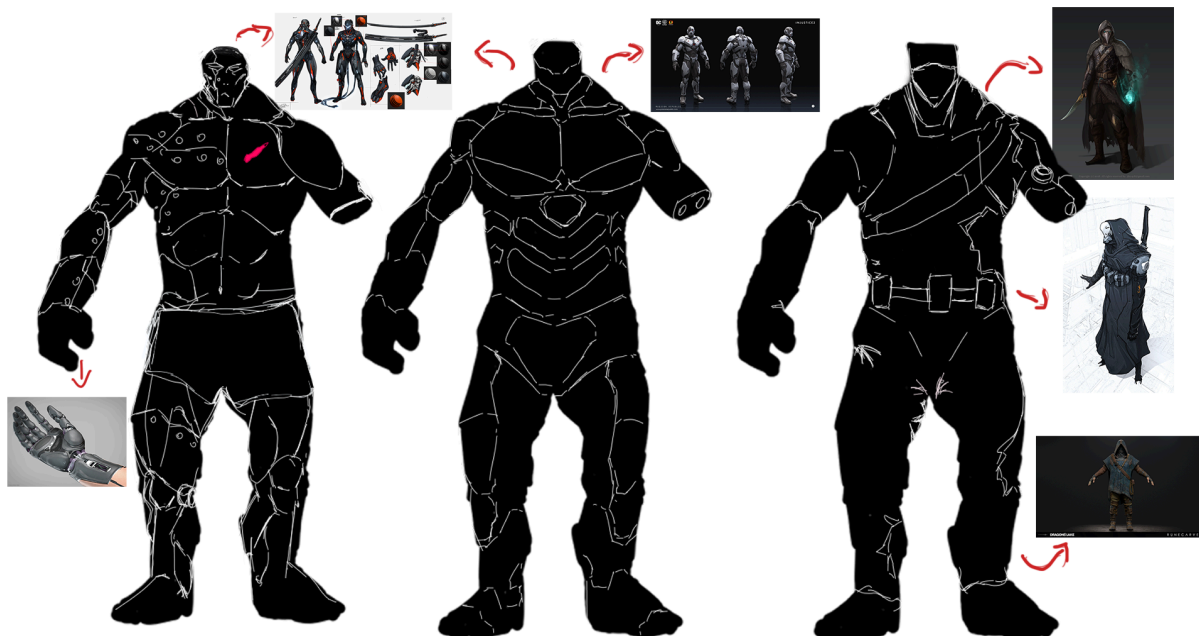
Silhouette 7 was the first one that I worked on. My process was to select a few references and create three variations of the silhouette based on each reference. While not entirely consistent, my pattern would be one silhouette focusing on half-robotic half-human visuals, one focusing on entirely robotic/armoured visuals and one being heavily clothed to match the

hiding criminal visual. Sometimes I felt the first and third silhouettes leant to the criminal side more than the military side so you'll see that most of my favoured choices were the middle designs as they gave more of a military feel. I also felt like the arm missing in this silhouette could add to the X-military turned-fugitive story. My explanation of how each reference was used is on the second silhouette description below as all references were applied the same way on different silhouettes

References (left to right)

(1st Image): Daoust, F. (2023, April 18). *Cyborg Hand*. ArtStation. Retrieved July 6, 2024,

from https://www.artstation.com/artwork/lDEyxa

(2nd image): Obiols, M. (2021, December 8). *Cyborg NinJa*. ArtStation. Retrieved July 6,

2024, from https://www.artstation.com/artwork/ZeeWyx

(Third image): Chew, R. (2017, October 2). *Injustice2 - Cyborg Armor Gear*. ArtStation.

Retrieved July 6, 2024, from https://www.artstation.com/artwork/3nnaA

(Fourth image): Tuma, A. (2018, May 10). *Assassin*. ArtStation. Retrieved July 9, 2024, from

https://www.artstation.com/artwork/qD5vP

(5th image):Chanthara, N. (2016, February 4). *Hooded cyborg.* ArtStation. Retrieved July 6,

2024, from https://www.artstation.com/artwork/kGenn

(6th Image): Eurke, B. (2023, August 17). *RUNECARVER- Valki*. Art Station. Retrieved July

9, 2024, from https://www.artstation.com/artwork/dK3VAW

Second silhouette variations
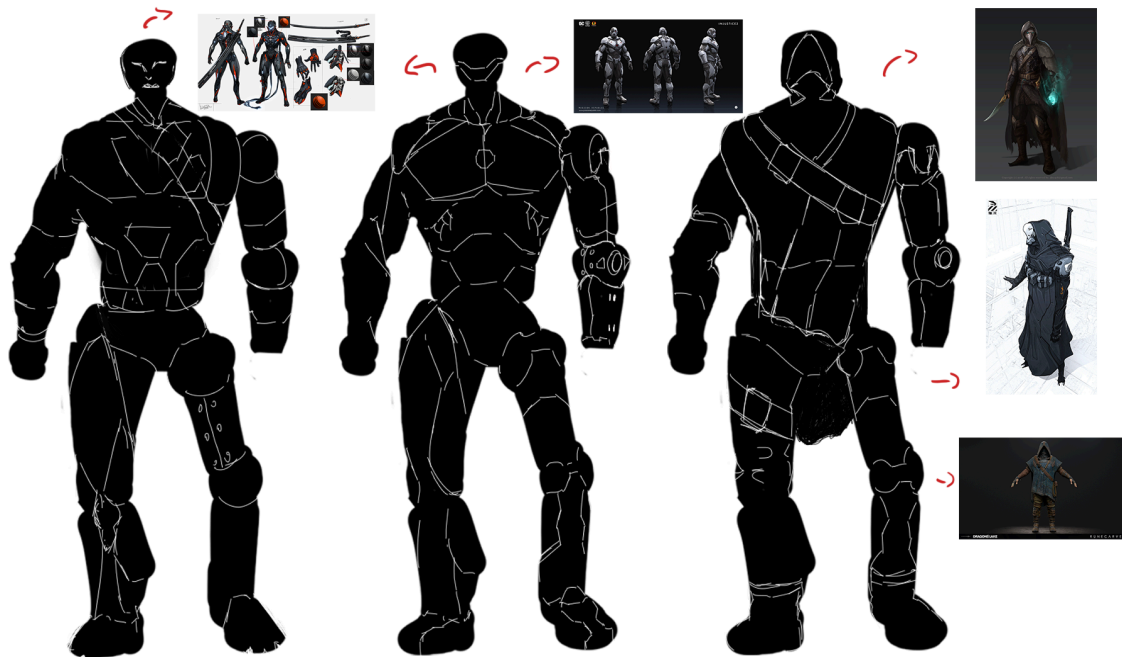
silhouette 5 variations follow the same pattern. I chose a limited amount of references and applied them to all silhouette choices just to keep things consistent and simple. For the reference on the top left (Obiols, 2021), I mostly took inspiration from the armour patterns plus the robotic arm and feet designs. The image next to it heavily influenced the middle silhouette's armour design (Chew, 2017) and that goes for the middle designs of all the silhouettes. The reference mainly gave me ideas of what armour for a bulky cyborg would look like. The three images on the side were used as references for drapery that disguised the figure to create the feeling of someone trying to hide their identity (Tuma, 2018) (Chanthara, 2016) (Eurke, 2023). I would use the Panchos and hoodie designs to conceal the character and the shoulder straps to make him look prepared and equipped especially since military gear has a lot of straps with pockets. While I would mostly use the same references on the same silhouettes every time, occasionally I would try to add one or two references from one silhouette to another. An example would be me adding the shoulder straps usually taken from Silhouette 3's references and putting it on silhouette one.

References (left to right)

(1st image): Obiols, M. (2021, December 8). *Cyborg NinJa*. ArtStation. Retrieved July 6,

2024, from https://www.artstation.com/artwork/ZeeWyx

(2nd image): Chew, R. (2017, October 2). *Injustice2 - Cyborg Armor Gear*. ArtStation.

Retrieved July 6, 2024, from https://www.artstation.com/artwork/3nnaA

(Third image): Tuma, A. (2018, May 10). *Assassin*. ArtStati

(4th image):Chanthara, N. (2016, February 4). *Hooded cyborg.* ArtStation. Retrieved July 6,

2024, from https://www.artstation.com/artwork/kGenn
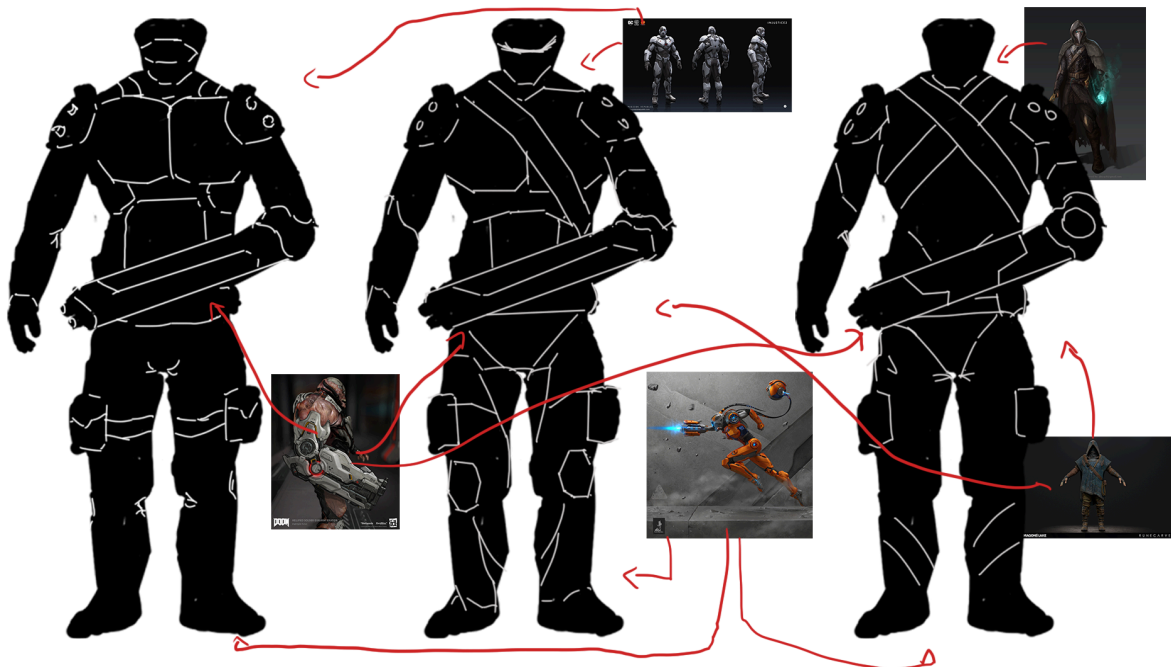
(5th Image): Eurke, B. (2023, August 17). *RUNECARVER- Valki*. Art Station. Retrieved July

9, 2024, from https://www.artstation.com/artwork/dK3VAW

Third silhouette variations

Lastly, I did the variation on silhouette 13. This was probably the most difficult one to do as I felt like I was running out of ideas but these silhouettes still ended up serving a purpose for my final design. Two new references were added to help in creating more unique ideas. The first one was used for the details of his gun arm and the other for armour variation designs (Tung, 2017) (Kargall, 2017). The straps and pants designs were taken from the images on the right and a few armour details were added from the top middle image like on previous silhouettes. Overall I found it more beneficial to take the gun from this character and use it as a prop for my chosen character who is missing an arm.

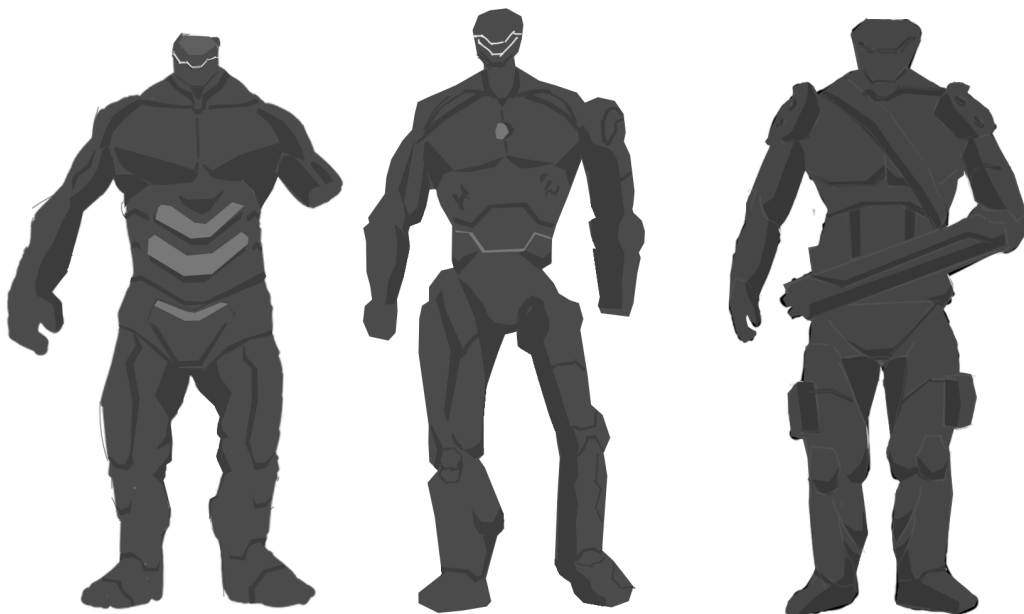**References (new images) (bottom left to right)**

(image 1): Tung, E. (2017, February 14). *DOOM - Hellified Soldier Gun Arm Concept*.

ArtStation. Retrieved July 6, 2024, from https://www.artstation.com/artwork/3xrdm

(Image2):Kargall, E. (2017, may 21). *Perso-Last-final*. Art Station. Retrieved July 6, 2024,

from https://www.artstation.com/artwork/1k5mo

Values

These value studies were used just to get an idea of where the lights and darks would be placed after I had chosen my flat colours. As mentioned before, my favoured designs from the variation stage were the military armour concepts so I ended up choosing the same middle(or second) variation designs from all three versions of my character designs to take forward to the value stage.
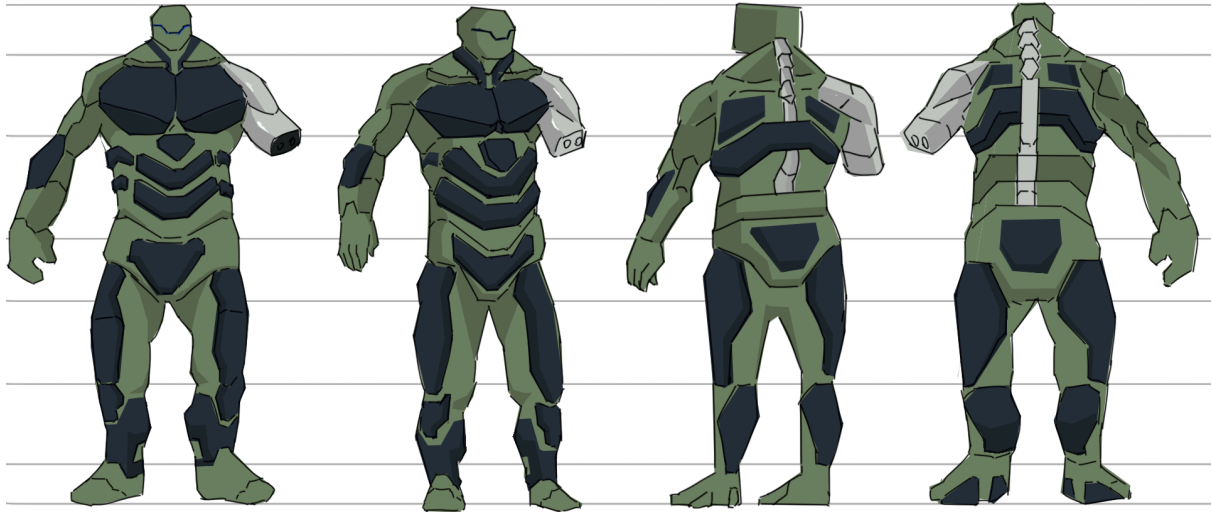
Colours

In the end, I decided on silhouette 7 and variation 2. All that was left was the choice of colour scheme. Since the character had a military background I tried using greens and dark blues trying to mimic camo colours. The helmet references below helped in creating other colour variations as well. I mainly chose to colour-pick helmets with less saturated colours like silvers and greens. My final choice ended up being the first colour variation which is taken from the second and eighth helmet's base colour in the reference.

References

Burn, N. (2024, June 19). *Helmets II*. Art Station. Retrieved July 6, 2024, from

https://www.artstation.com/artwork/29AZ9a

Charachter sheet

After deciding on the colour scheme I wanted, I created a character sheet to get a view of the character from multiple angles. This helped a lot in drawing a dynamic pose of the character as I could easily pick what angle I wanted to draw him in.

Props on charachter

Finally, I attached my three previously drawn props onto my character. The first being the gun on his right arm, the second being the knife in his left hand and the third being his helmet.

4. prop/clothing detail drawings

Create prop/clothing detail drawings with multiple views (2 min) to explain what the prop/clothing element is and how it is used/worn. Include references and notes on these elements as needed.

Prop1

This is the first prop, a cannon that attaches to the character's missing robotic arm. The idea is that depending on the task needed the character can add and remove different attachments to their arm. The character uses this gun attachment to defend himself. The two handgun examples on the right and left mainly helped me figure out what surface details I wanted on the gun (Coded Arts Ltd, 2023) (Plat, 2020). To make the gun look more mechanical I used those images to figure out what kinds of indents, vents and interlocking parts give the guns a more complicated silhouette. The middle image also helped with figuring out how a gun arm would interlock at the elbow and shoulder. I also used it as a colour base as it matched the already silver arm of my character (Tung, 2017).

References (Left to Right)

(Image1): Coded Arts Ltd. (2023, August 18). *Rogue 7 Handgun*. Art Station. Retrieved July

6, 2024, from https://www.artstation.com/artwork/vDxKBx

(image2): Tung, E. (2017, February 14). *DOOM - Hellified Soldier Gun Arm Concept*.

ArtStation. Retrieved July 6, 2024, from https://www.artstation.com/artwork/3xrdm

(Image 3): Plat, W. (2020, August 2). *Gun - Cyberpunk Challenge*. Art Station. Retrieved July

6, 2024, from https://www.artstation.com/artwork/nY0mXr

Prop2

This prop was an additional weapon the character could use to defend himself. The prop is a knife that the character would probably hold in his functioning hand. For the references I mainly searched knife and sword examples that matched the cyberpunk aesthetic. Like my first object, most references for cyberpunk objects were mechanical having compiled technical designs. I decided to take the sword-like designs from the first and third images and add the indents on the knife handle from the middle reference (Obiols, 2021) (Zhang, 2018) (Soto, 2022). The colours for all the references were black so I also matched that.

References (Left to Right)

(Image1): Obiols, M. (2021, December 8). *Cyborg NinJa*. ArtStation. Retrieved July 6, 2024,

from https://www.artstation.com/artwork/ZeeWyx

(Image2): Soto, V. A. (2022, August 4). *Model -T Sword Design*. Art Station. Retrieved July

6, 2024, from https://www.artstation.com/artwork/NGNAzg

(Image3): Zhang, P. (2018, January 1). *A Japanese sword design*. ArtStation. Retrieved July

6, 2024, from https://www.artstation.com/artwork/k9LG6

Prop3
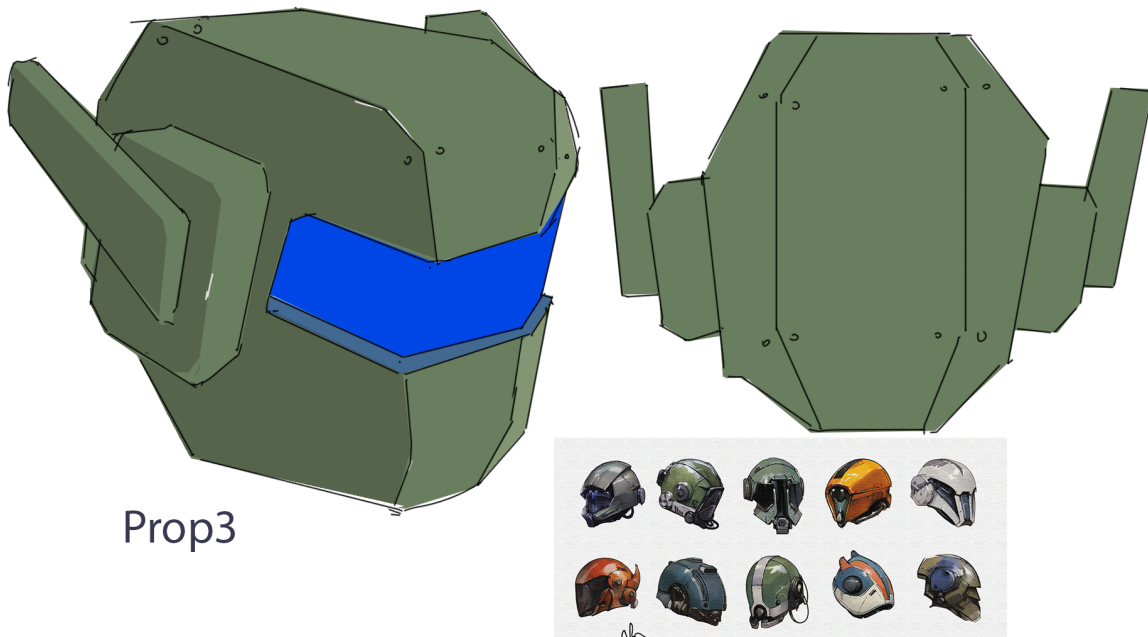
Finally, I wanted to move away from weapons and try one clothing prop(or armour). The reference I previously used for the colour scheme of my character had a lot of inspiring helmet designs so I thought I could use it again when creating my own helmet (Burn, 2024). I wanted the colour to stay matching with the entire fit so I reused the second helmet's colour. I wanted the helmet to have a larger glass screen so I took slight inspiration from the orange helmet (1st helmet on row 2/ 6th helmet). I also kind of liked that motorcycle helmet shape from both helmets 6 and 10 with a low front and high back so I based the overall shape after them. Lastly, I noticed most helmets had circular bumps attached to the side of the hamlet (some with small antennas) and I thought I'd add the same thing on my helmet with antennas as well. After realising the motorcycle helmet resemblance, I figured my character could own a motorcycle that he uses this helmet for.

References (Left to Right)

Burn, N. (2024, June 19). *Helmets II*. Art Station. Retrieved July 6, 2024, from

https://www.artstation.com/artwork/29AZ9a

5. (Stretch goal) dynamic character drawing

In the final image, I placed my character in the environment I made from Project One. To make him feel like he belonged in the environment I used the neon lights and reflected them off the character. All the parts of his body facing the opposite window are lit with a blue tint and all the parts of his body facing the back window are lit pink. Lastly, I added a show on the wall he's pressed up against.
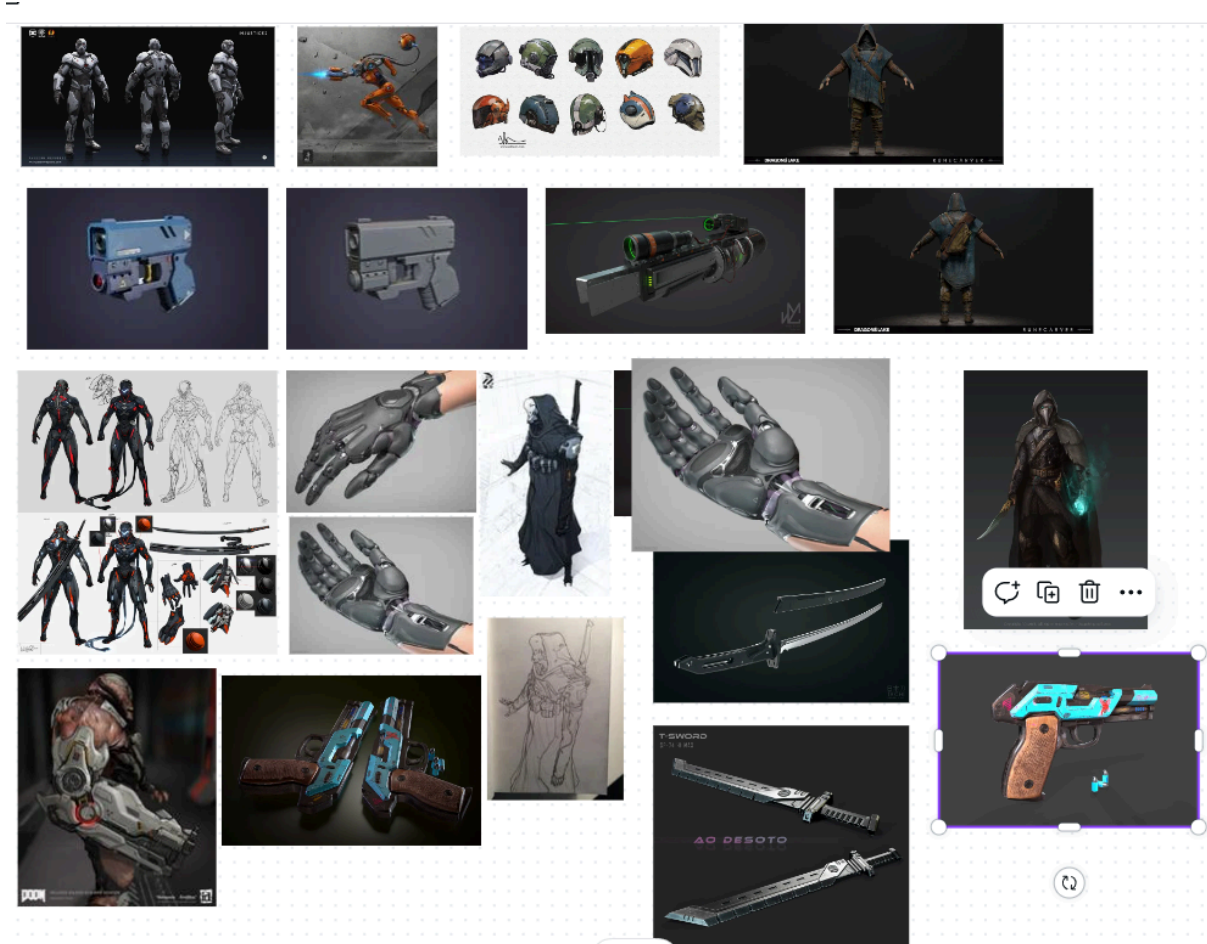
Full mood board

Full References

Burn, N. (2024, June 19). *Helmets II*. Art Station. Retrieved July 6, 2024, from

https://www.artstation.com/artwork/29AZ9a

Carlini, W. (2021, August 19). *ARC 404 : Cyberpunk Weapon Design*. ArtStation. Retrieved

July 6, 2024, from https://www.artstation.com/artwork/q91ayL

Chanthara, N. (2016, February 4). *Hooded cyborg.* ArtStation. Retrieved July 6, 2024, from

https://www.artstation.com/artwork/kGenn

Chew, R. (2017, October 2). *Injustice2 - Cyborg Armor Gear*. ArtStation. Retrieved July 6,

2024, from https://www.artstation.com/artwork/3nnaA

Chew, R., & kumar, s. (2017, October 2). *Injustice2 - Cyborg Armor Gear*. ArtStation.

   Retrieved July 18, 2024, from https://www.artstation.com/artwork/3nnaA

Coded Arts Ltd. (2023, August 18). *Rogue 7 Handgun*. Art Station. Retrieved July 6, 2024,

   from https://www.artstation.com/artwork/vDxKBx

Daoust, F. (2023, April 18). *Cyborg Hand*. ArtStation. Retrieved July 6, 2024, from

   https://www.artstation.com/artwork/lDEyxa

Eurke, B. (2023, August 17). *RUNECARVER- Valki*. Art Station. Retrieved July 9, 2024, from

   https://www.artstation.com/artwork/dK3VAW

Kargall, E. (2017, may 21). *Perso-Last-final*. Art Station. Retrieved July 6, 2024, from

   https://www.artstation.com/artwork/1k5mo

Obiols, M. (2021, December 8). *Cyborg NinJa*. ArtStation. Retrieved July 6, 2024, from

   https://www.artstation.com/artwork/ZeeWyx

Plat, W. (2020, August 2). *Gun - Cyberpunk Challenge*. Art Station. Retrieved July 6, 2024,

   from https://www.artstation.com/artwork/nY0mXr

Soto, V. A. (2022, August 4). *Model -T Sword Design*. Art Station. Retrieved July 6, 2024,

   from https://www.artstation.com/artwork/NGNAzg

Tuma, A. (2018, May 10). *Assassin*. ArtStation. Retrieved July 9, 2024, from

   https://www.artstation.com/artwork/qD5vP

Tung, E. (2017, February 14). *DOOM - Hellified Soldier Gun Arm Concept*. ArtStation.

   Retrieved July 6, 2024, from https://www.artstation.com/artwork/3xrdm

Zhang, P. (2018, January 1). *A Japanese sword design*. ArtStation. Retrieved July 6, 2024,

   from https://www.artstation.com/artwork/k9LG6