

Project HANS

Bibliography

CHARACTER CONCEPT LINKS

Websites:

Starodubtseva, Olga. 2019. "A Step-By-Step Guide on How to a Draw Character Concept Art | Room 8 Studio." Room 8 Studio. October 16, 2019.

<https://room8studio.com/blog/art/designing-character-concepts-in-gamedev/#:~:text=To%20make%20character%20concept%20art,clothing%2C%20or%20a%20magic%20object.>

This is an article made by an actual character designer working at Room 8 Studios named Olga Starodubtseva. It's another site that covers the very basics of character concepts but it adds more detail than the other sites. It goes in-depth on the color palette and how it can drastically change the viewer's perspective of the character. It even mentions the emotions the viewer may express looking at them while also mentioning balancing tones to ensure the character doesn't look offputting. In addition to this, Starodubtseva recommends trying to draw the character in multiple styles to see if the design fits with the overall project.

Deguzman, Kyle. 2021. "What Is Character Design — Tips on Creating Iconic Characters." StudioBinder. September 19, 2021.

[https://www.studiobinder.com/blog/what-is-character-design-definition/.](https://www.studiobinder.com/blog/what-is-character-design-definition/)

Although this is a blog, it helps define what character concept art is, and what it's for, and covers the very basics with a small detailed description. It even has videos covering each of the basic steps to help further inform the viewer. The videos help bring in a visual representation of what the step process looks like. It even shows how to prepare for it and covers the steps through the process. The author of the article is educated on film, the production of films, and being a scriptwriter. A lot of the other articles he's written are about the explanation of different film concepts such as building suspense, catharsis, and photography.

Levanier, Johnny. 2021. "How to Design a Character: The Ultimate Guide to Character Design." 99designs. 99designs. May 3, 2021.

[https://99designs.com/blog/art-illustration/character-design/.](https://99designs.com/blog/art-illustration/character-design/)

Again, this is another blog post. However, this site is known to mainly talk about the designing process. And this article specifies the steps in a list format and goes into detail with every step. It also mentions that the main sources were people that worked in character

concept design. It helps show the purpose of companies using character concepts. It also tells readers some techniques from artists on how they usually go through the process of creating characters. It even mentions making sure you know the audience you're trying to attract. However, this might just be used for marketing purposes.

Cartoon Brew Connect. 2017. "Aaron Blaise Reveals the Seven Steps to Great Character Design."

Cartoon Brew. Cartoon Brew. March 23, 2017.

<https://www.cartoonbrew.com/sponsored-by-aaron-blaise/aaron-blaise-reveals-seven-steps-gr eat-character-design-149504.html>.

This article brings in the perspective of Aaron Blaise, a character designer and animator for a short film. Since the article is in perspective, he only expresses his process of how he does character design and he even provides a video on it. Along with this, he expresses how important research is when it comes to referencing. The more accurate it is, the better the outcome will turn out to be. It also helps him immerse himself in the project. In addition to this, anatomy is another topic the artist should capture due to it being one of the main foundations of art in general. Once this step is done, he then says then the artist can try and find their style.

MasterClass. 2020. "How to Write Compelling Character Backstories: Step-By-Step Guide."

MasterClass. MasterClass. 2020.

<https://www.masterclass.com/articles/how-to-write-compelling-character-backstories>.

This article helps the reader understand what the purpose behind a character's backstory is and what it means to make it memorable for the viewers. The author expresses the different steps it takes to create a compelling backstory, saying that the story needs to be planned beforehand. However, the events that happen in their life have to be relevant to the plot. It even goes into detail about the dos and don'ts of making it along with giving its reasoning. However, the most important detail that the article presents is the fact the character needs to feel real to the viewer. Doing so, it'll make the character seem more alive in the story and makes the readers want to learn more about them.

Content Creators:

"Marc Brunet." 2022. YouTube Video. *YouTube*.

<https://www.youtube.com/c/bluefley00>.

Brunet is known to be a previous concept artist at Blizzard Entertainment and moved his knowledge to Youtube to help people learn how the process works and align with teaching people how to draw professionally. In addition to this, he even talked about what it takes to dive into the design field and his experience at the company. Through his content, he teaches people how to get out of the void that is art block and lack of inspiration and how to avoid it both as a hobby and in the professional setting. Hopefully, if I do encounter any of these issues, I can turn to him whenever I need some assistance.

Season. 2022. "Proko." YouTube Video. *YouTube*.

<https://www.youtube.com/c/ProkoTV>.

Proko is an artist and a teacher on the platform. This is more so an entertaining way to learn how to create professional-looking art while also teaching the viewers the foundations of it. He even collaborates with a couple of other artists to give their critiques about a certain topic through multiple live streams. He also goes through different types of art styles, which can help me experiment. I feel as though having this source will help me go through these steps from a different perspective from Brunet. However, the main difference I see between the both of them is that Proko covers more topics than Brunet and makes sure to include different points of view.

How. 2022. "ModernDayJames." YouTube Video. *YouTube*.

<https://www.youtube.com/c/ModernDayJames/videos>.

James is another content creator that is an artist and animator who does similar content to Proko. However, he does more tutorials on anatomy, introductions to different mediums, and intro to color theory. However, he dives into environmental concept art, which can be helpful for developing concepts for the story. In addition to this, he mainly does digital art which helps me a lot due to the fact that the main medium of the project is digital. This channel, of course, can be helpful for the same reasons as Proko and Brunet, but I feel as though this is a good starting point in general since I'm not too familiar with anatomy. Finally, his most recent video might be the most helpful because it's a tutorial on how to make pieces seem cinematic.

Videos:

Super Eyepatch Wolf. 2017. "What Makes a Good Character Design?" YouTube Video. *YouTube*.

<https://www.youtube.com/watch?v=euTe191sAWg>.

Although this video is done by someone that only reviews content relating to popular media, he brings in good points about why many of the iconic characters are likable or tolerable.

They mention characters from popular anime such as JoJo's Bizarre Adventure, Kill la Kill, and Demon Slayer and explain why the viewers adore them. I feel as though having this perspective can help me understand what qualities catch the viewer's eyes and how they interact with the world.

Monitor Comics. 2019. "How to Make Concept Art, Character Turnarounds, and Reference Sheets for Comics, Manga, and Webtoons." YouTube Video. *YouTube*.

<https://www.youtube.com/watch?v=-g4fznLGiU>.

Fairly similar to the websites listed above, it visually shows the different materials needed for character concepts. For example, it showed off why the concepts are important and how it's used throughout the process. The speaker even tries to tell the viewer the main difference between illustration and concept art. He even specifies that concept art isn't supposed to look pretty, instead, you're supposed to put emotion into the piece and how the result makes you feel.

Janos Gerasch Art. 2021. "HOW to Character Design with Gue Yang." YouTube Video. *YouTube*.

<https://www.youtube.com/watch?v=L2XqOHUAKjU>.

This video is an interview with a character designer and how he personally does his work. He explains what the workload is like for his company, how he gains inspiration, and what mediums he starts with. He explains the importance of research and how it can practically change the entirety of the character themselves. He even tries to differentiate the difference between good and bad design along with what to do and what not to do. He explains what the growth process was like and how it'll look once the final piece is finished.