

Comic Book Character Design Camp 2021

The Comic Book Character Design Camp will be focused on having each student design a character beginning from the sketch stage and finishing with a full color final drawing. Students will be given the option to design their own character or choose from a list of existing comic book characters to redesign.

The goal of the class is for the students to create work that they are excited about while developing skills and learning a process that they can continue to use with future work.

Day 1:

- Welcoming introduction to the class.
- Discussion of the week's assignment with examples and breakdown of the daily schedule.
- Presentation on the importance of silhouette in character design with examples of iconic characters and their silhouettes.
- Brief introduction on how to set up a file in Photoshop and the basic layout of the program.
- Students will be tasked with choosing a character to design/ redesign and creating 20 to 30 rough silhouette sketches to begin the design process.
- Closing discussion on the day's assignment and introduction of Tuesday's assignment, with examples on taking a rough silhouette sketch to the next stage.

Day 2:

- Presentation on different comic artists and styles.
- Photoshop demo and presentation on adding detail to a silhouette.
- Students will be tasked with picking their 5 favorite silhouette sketches from Day 1 to refine into more detailed sketches.
- Presentation and discussion on gathering and using reference.

Day 3:

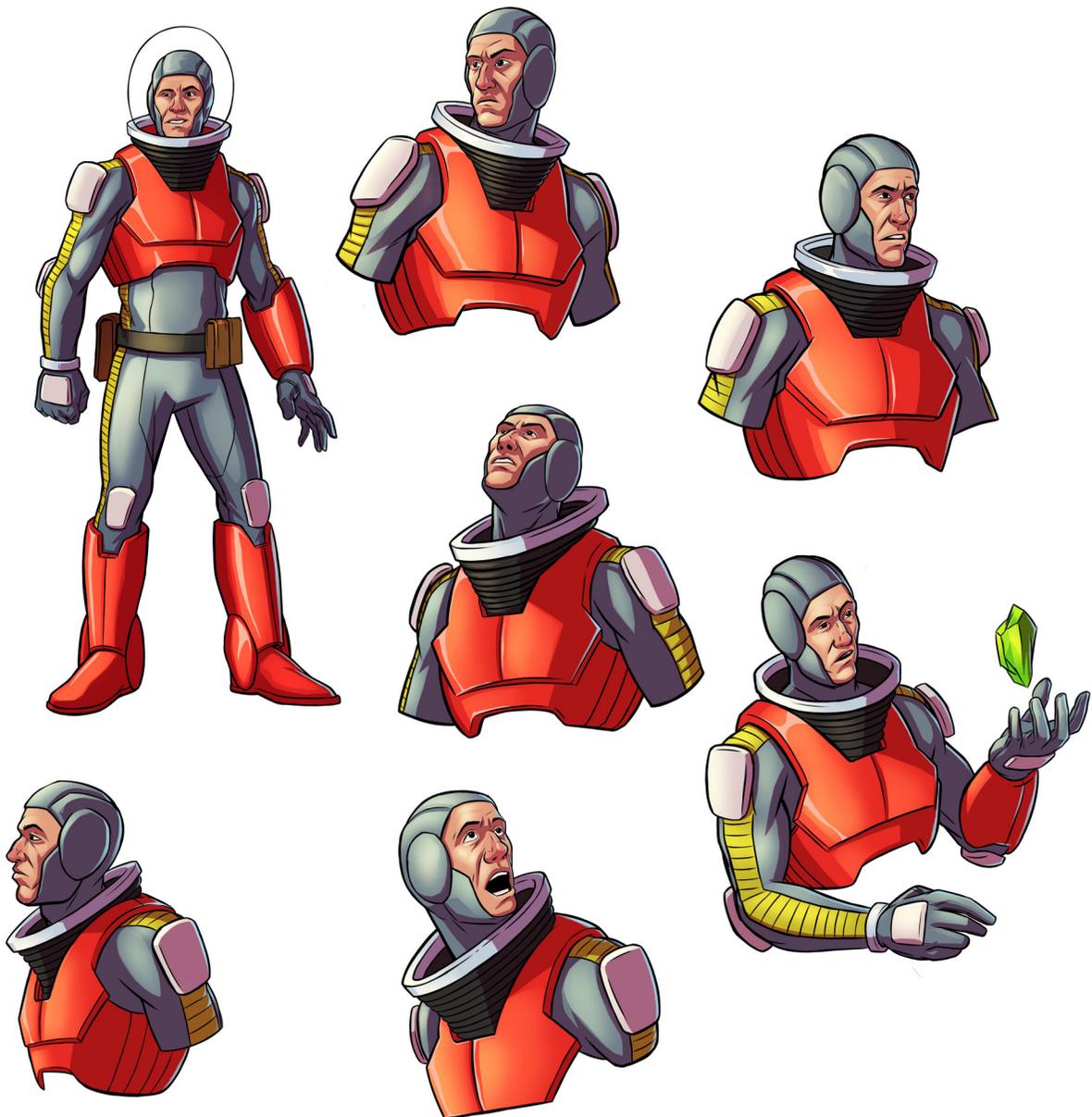
- Presentation on how to separate line work in Photoshop from a scanned drawing.
- Students will pick one of their refined sketches to take to final and begin work on the final line drawing.
- Photoshop Demo on coloring process.

Day 4:

- Presentation and discussion on color schemes in comic book characters.
- students will collect reference for their final character designs and block in flat colors, keeping in mind dominant and accent colors as well as materials involved in the design.
- Students will apply shadows, highlights and final details to their character designs.

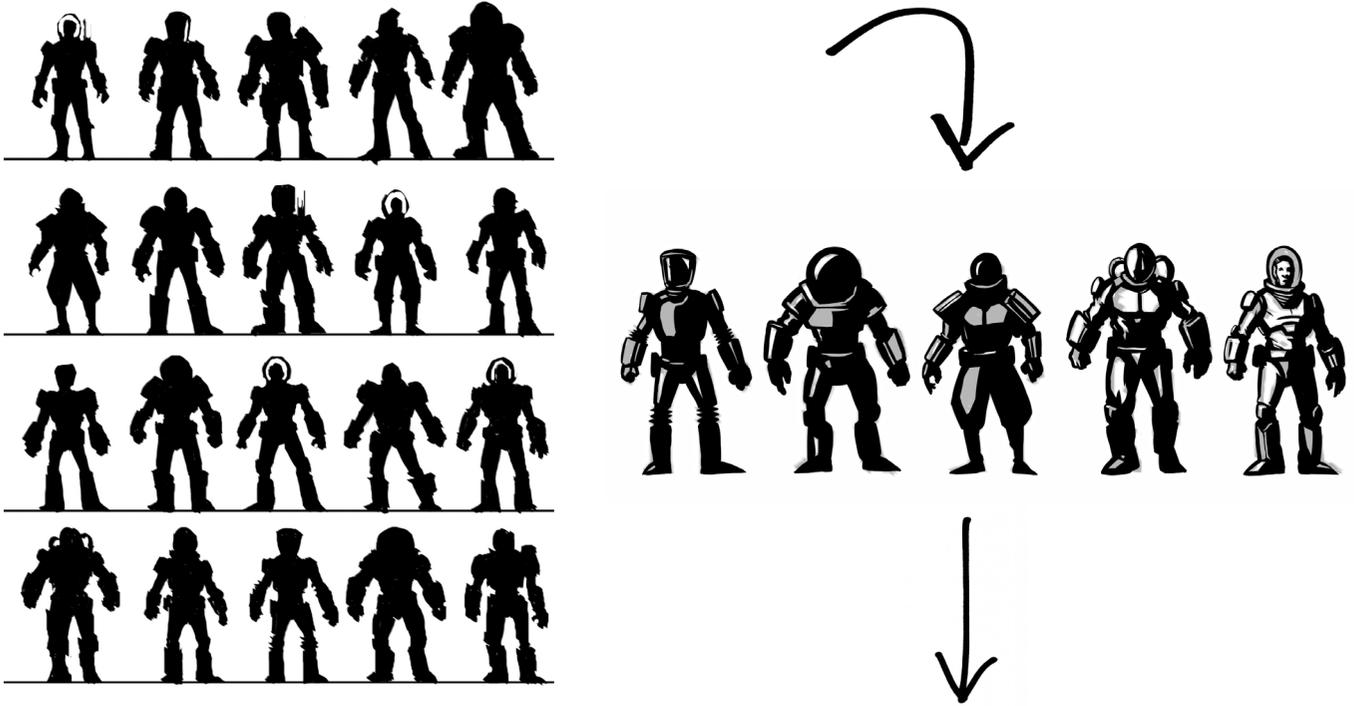
Day 5:

- Presentation/ discussion on different styles of comic art.
- Final critique and discussion of student work.



Assignment Overview

Students will each create their own character design beginning with a rough silhouette and resulting in a full color render of the character. Students will be given the option of choosing a character to redesign from a list provided, redesigning a character of their choice, or creating their own character for the class.

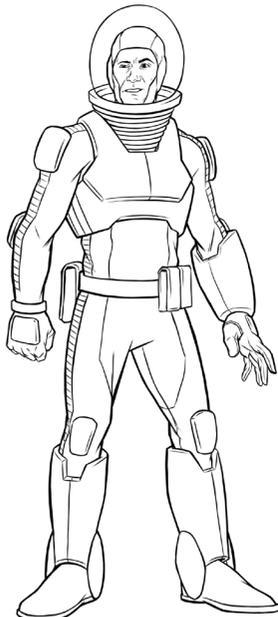


Sketch

Final Lines

Color Block In

Final Render



Optional: expressions and action poses



Character Design/ Redesign suggestions

- Batman/ Batgirl
- Ironman
- Goku
- Vegeta
- Tetsuo Shima (Akira)
- Kaneda (Akira)
- Wonder Woman
- Superman/ Supergirl
- Spider-man/ Spider-Gwen
- Mega-Man
- Harley Quinn
- Ryuk (Death Note)
- Knight
- Astronaut
- Detective
- Firefighter
- Pirate
- Dancer
- Wizard
- Viking
- Robot

Create a character design/redesign from the list of choices, choose a character you love, or design a character of your own creation. Do some small silhouettes first to get a feel for the shape and design of the character. silhouette is the most important thing in drawing/design. A good silhouette can be easily recognizable from a mile away. In comics, animation, and illustration you want to be able to easily recognize a character by their shape and silhouette no matter how close or far away they are from the viewer. Smaller is better. It's way easier to plan things out for a picture or design at a small size. If you make the mistake of going large with the early planning stages, you'll focus on details and get overwhelmed.

These can be very simple, stylized (cartoony), or realistic. It's up to you.

Think about what you might need for this character. Does clothing/costume, posture, action, etc. help explain who the character is?