



Dion Bowen

[SKETCHBOOK] - Games (HNC)

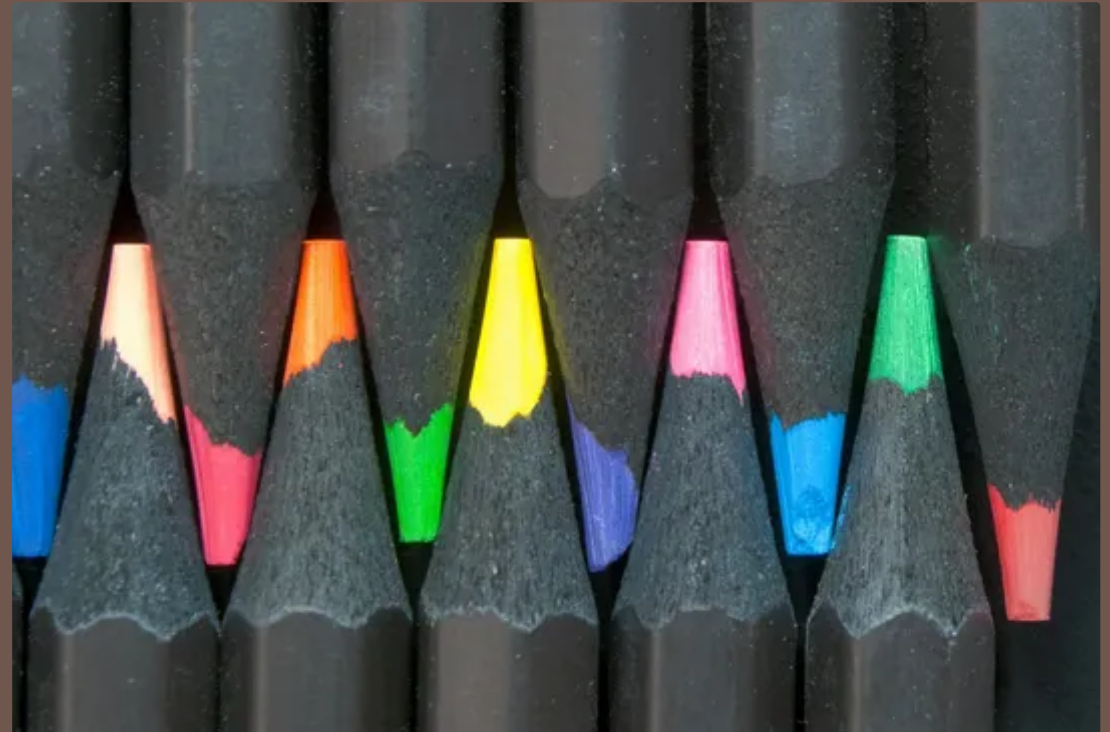
Dion Bowen Godzilla

About

Sketchbook

This is the Padlet for all my drawings and artwork and sketchbook related work

- Dion Bowen



Micro-Brief: Cahraacter Design

Task 1

Task Overview:

In this task, you will design a unique character based on a written description. Using traditional drawing techniques (on paper) or digital tools (Photoshop, drawing tablets, iPads), you will bring this character to life. You will document your creative process by presenting your work on a Padlet page, including sketches or drafts, and explaining the tools, references, and design choices you used.

Prompt Chosen:

The Hollow-Eyed Stranger: Design a human figure with empty, dark sockets where their eyes should be. Their skin is pale and cracked, like old porcelain, and they wear tattered, formal clothing from a bygone era. They radiate an eerie calm, with a twisted, unnatural grin stretched across their face.



Task 1 : Idea

Looking at the task I did a quick image search for porcelain man to get an idea and this is one of the images I used for an idea.



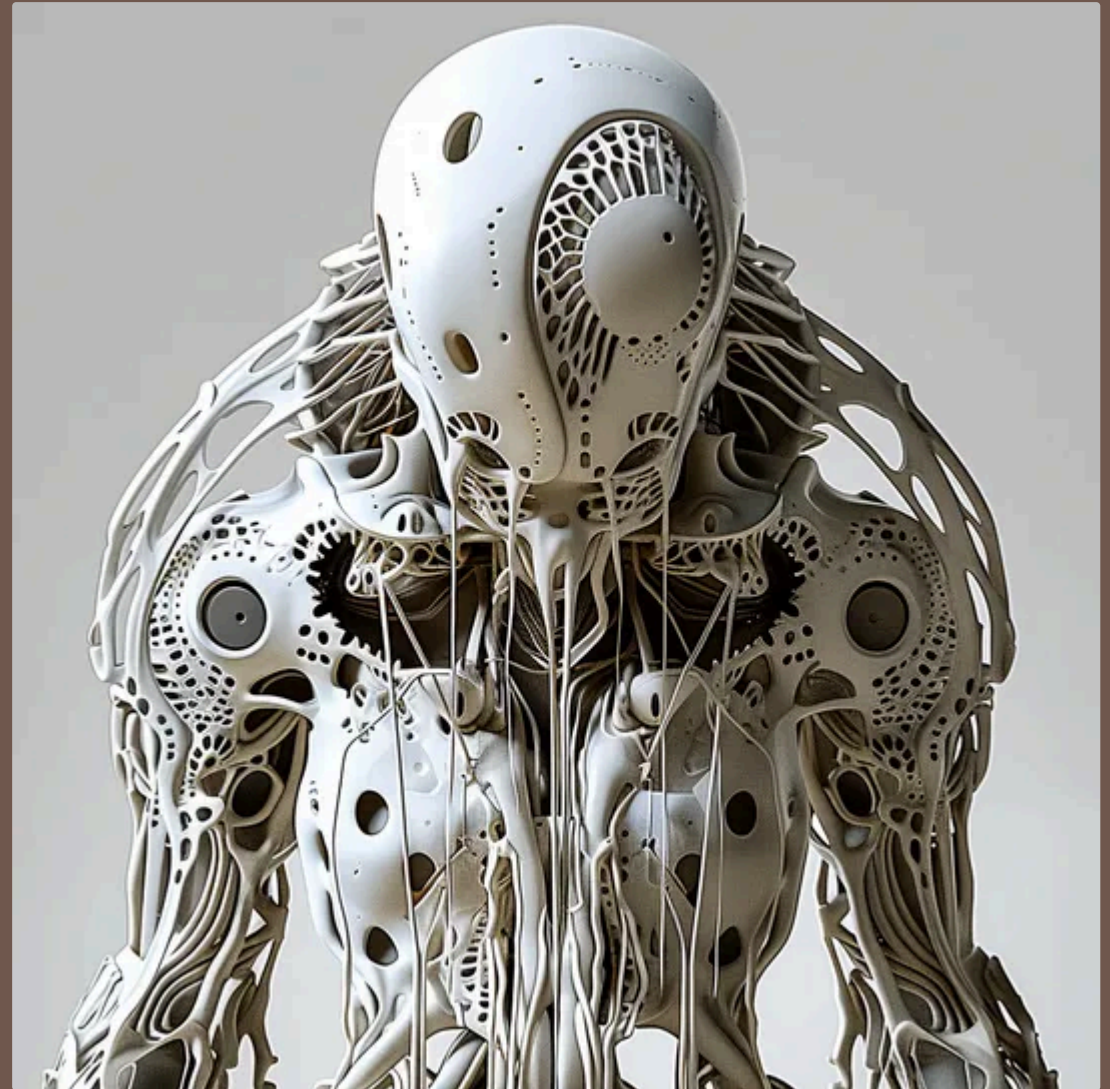
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Task 1: Mood board

Google images of a Mood board for skeleton skulls which I'm looking to use in my final design for a skeletal porcelain face.



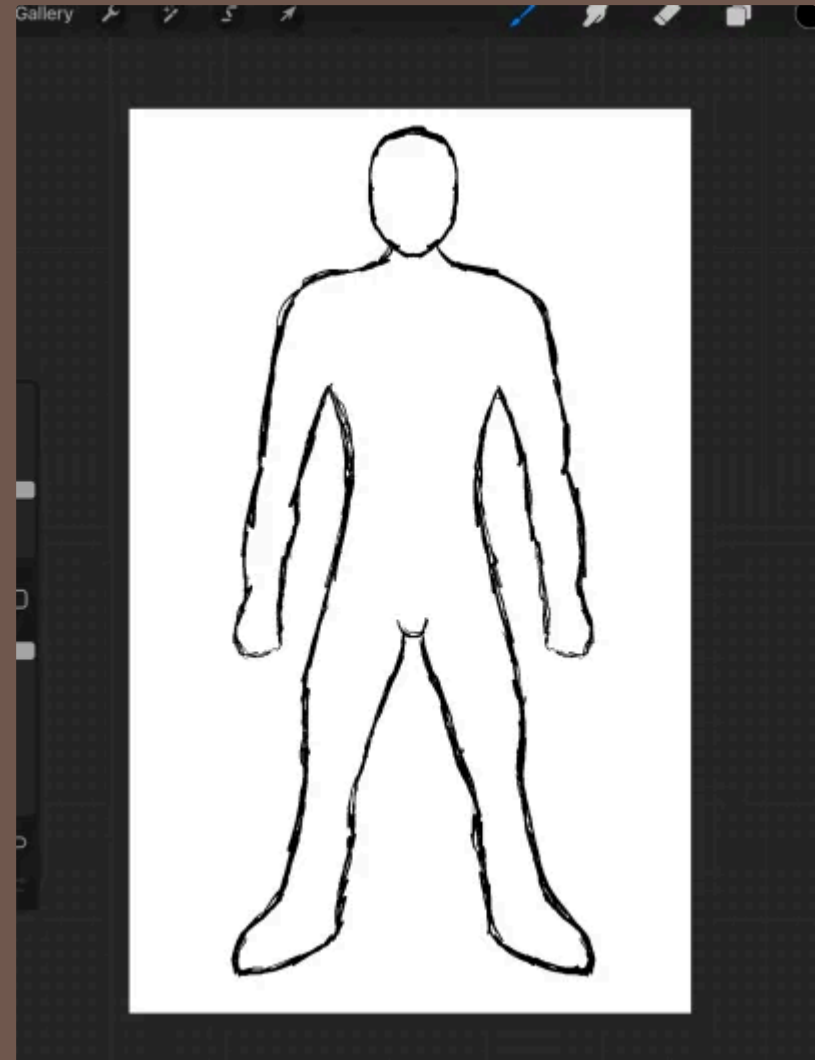
Task 1: Mood board

This is a mood board of google images consisting of hooded characters which I'm going to use to help me design my final drawing



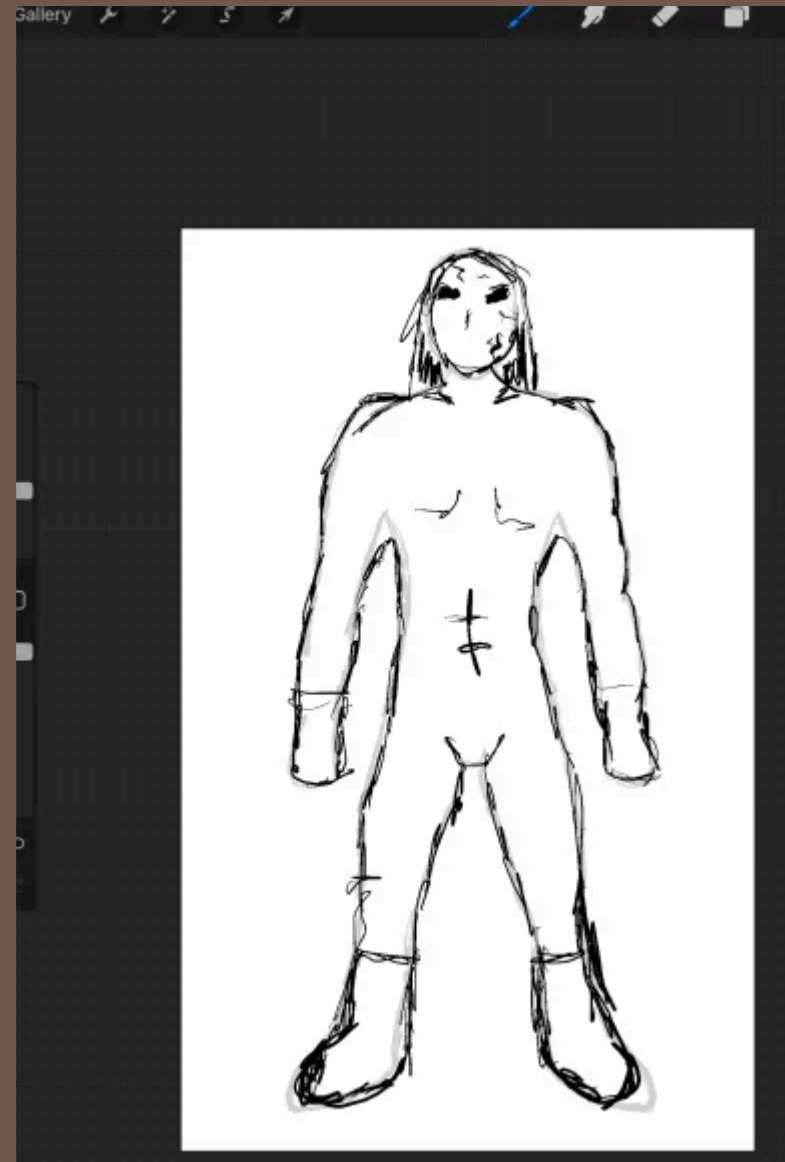
Task 1: Outline Reference

Using Procreate on the iPad I made a quick Silhouette outline for my character so I can use it for proportions and have an outline for my sketches.



Task 1: Rough sketch 1

This is my first rough sketch for my characters design using my base silhouette on a layer underneath and just roughly came up with this brief idea.



This is also another idea with a rough sketch of my character that I did with a little bit more detail and few changes here and there. but just to help give a rough idea.



Task 1: Drawing Details

With this drawing i started to use my refence to line things up and add in a few more details and make changes and I decided to make the robe longer and cover the legs and give my own twist on things and changed the hand design.



Task 1: Drawing

With this drawing I was happy with a few things and I started to put it all together, adding more details and making it final looking putting in the porcelain cracks on the face and adding more formal looking robe and the darkened sockets for eyes.



Task 1: Colours

Using Google I looked at some dark colours and some other colours that would relate to my final render drawing.



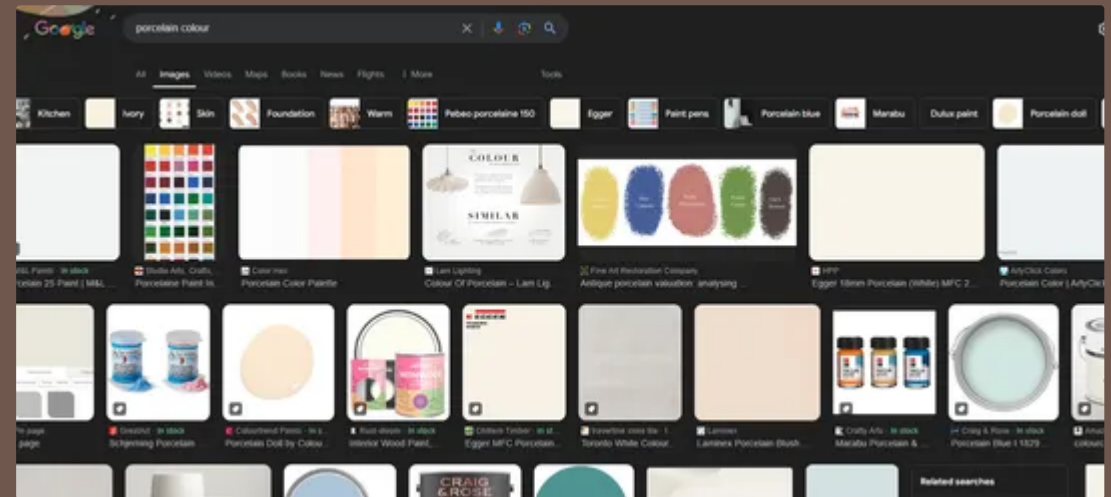
Task 1: Colours

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Task 1: Colours

Using Google I looked at some dark
colours and some other colours that
would relate to my final render drawing,
this one was for the porcelain skin on the
skull



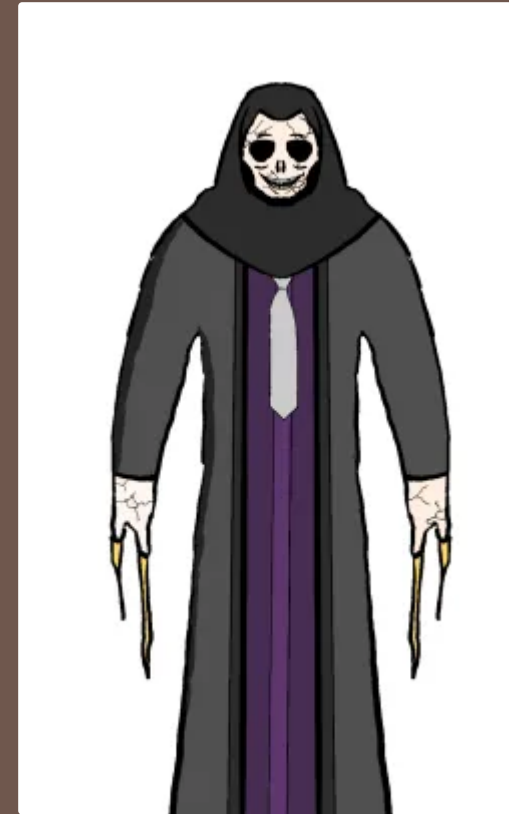
Task 1: Reference

I used this image from google for from an idea image to want to use as a refence to a formal robe and apply this to my final drawing.



Task 1: Final Drawing

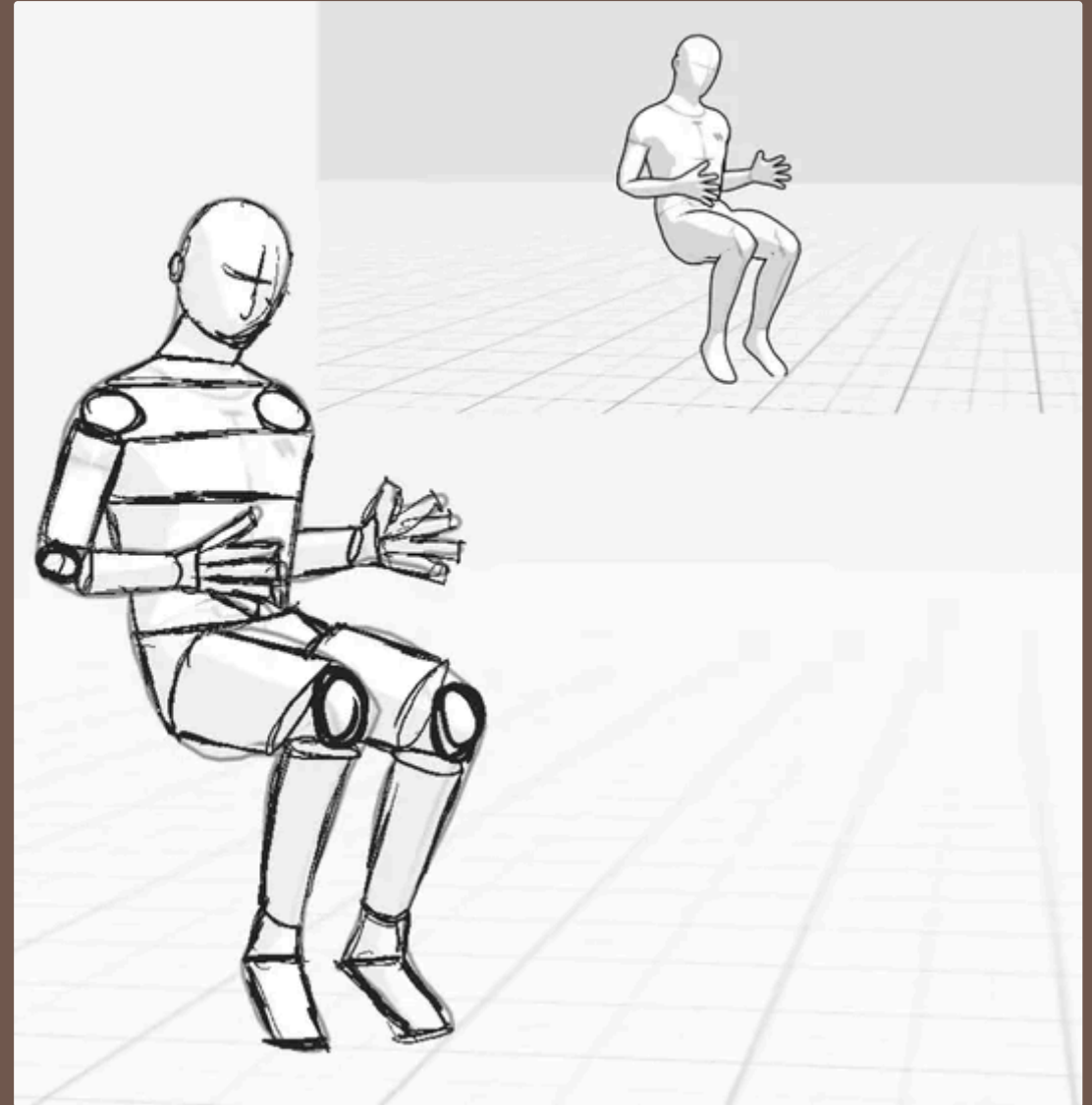
Using procreate on the iPad and doing all the previous steps in Task 1, This is the final drawing I came up with, Following the prompt given.



Understanding Shapes in Chatacters

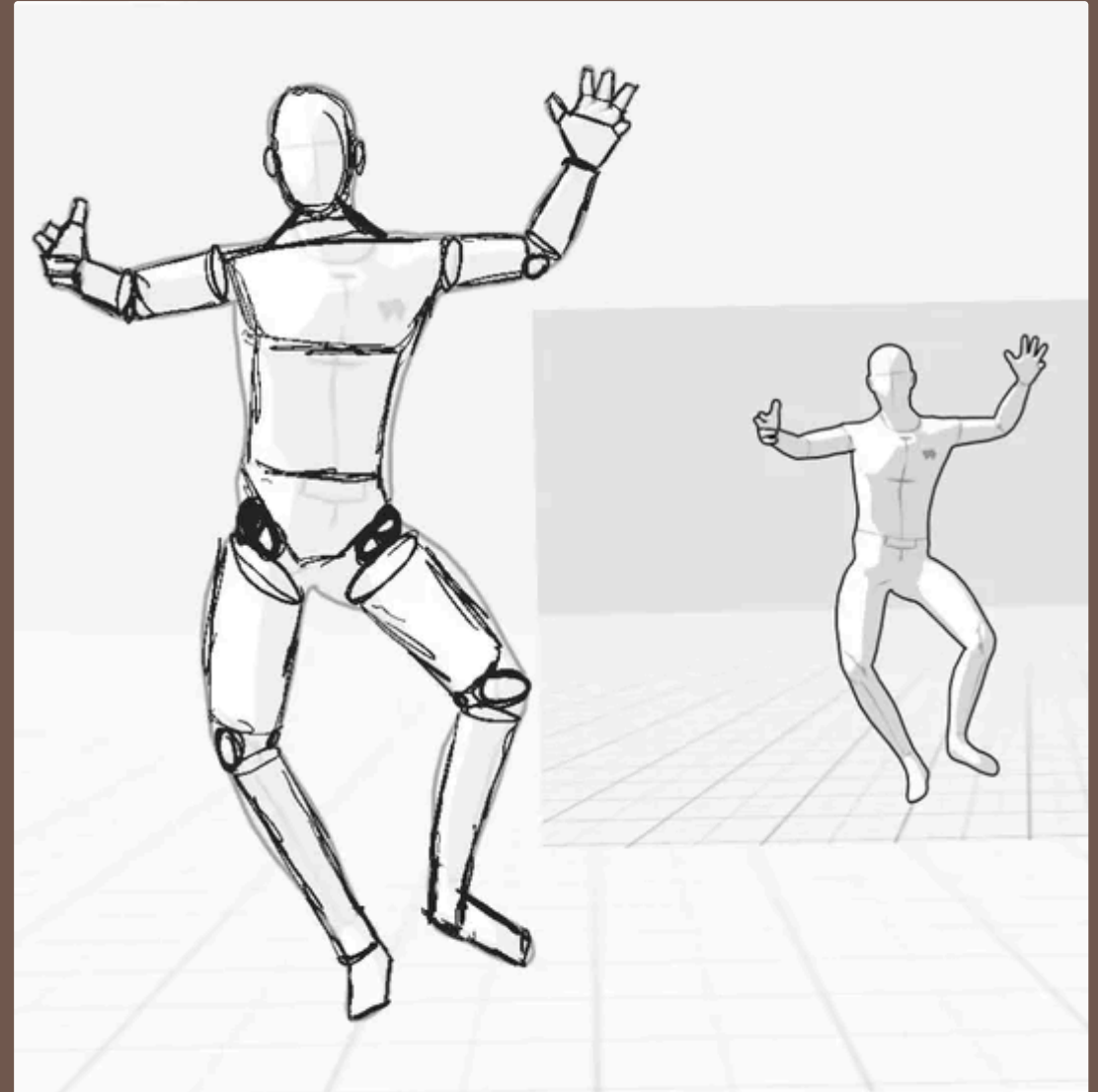
Character shapes 1

Using an app on apple iMac called Storyboard used the character feature and animations and various camera angles to place a character figure into position and take screen shots so the can place into procreate and use it as a reference to see what basic chappes are being used so can understand the angles used in a 3D space for a more detailed drawing in 3D of a character.



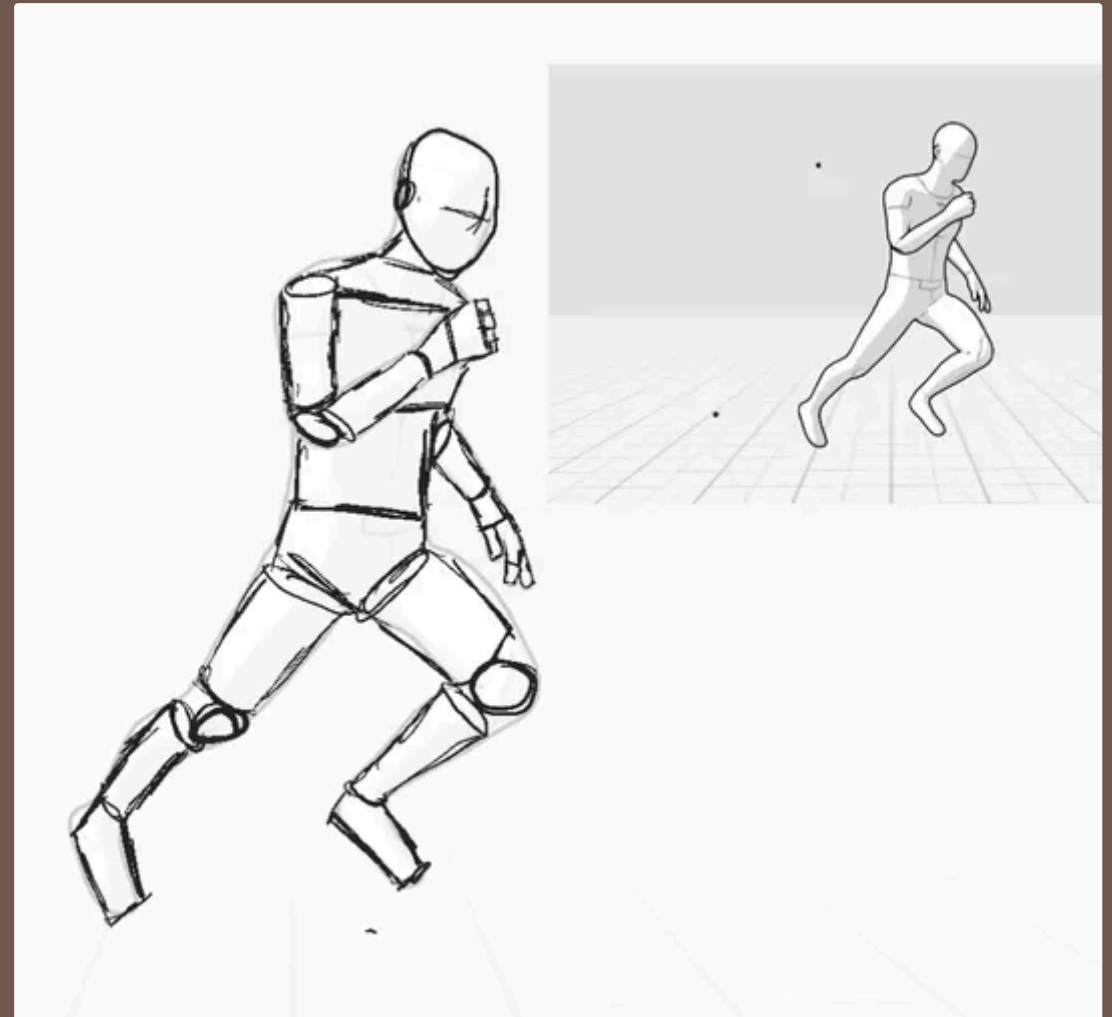
Character shapes 2

Using an app on apple iMac called Storyboard used the character feature and animations and various camera angles to place a character figure into position and take screen shots so the can place into procreate and use it as a reference to see what basic chappes are being used so can understand the angles used in a 3D space for a more detailed drawing in 3D of a character.



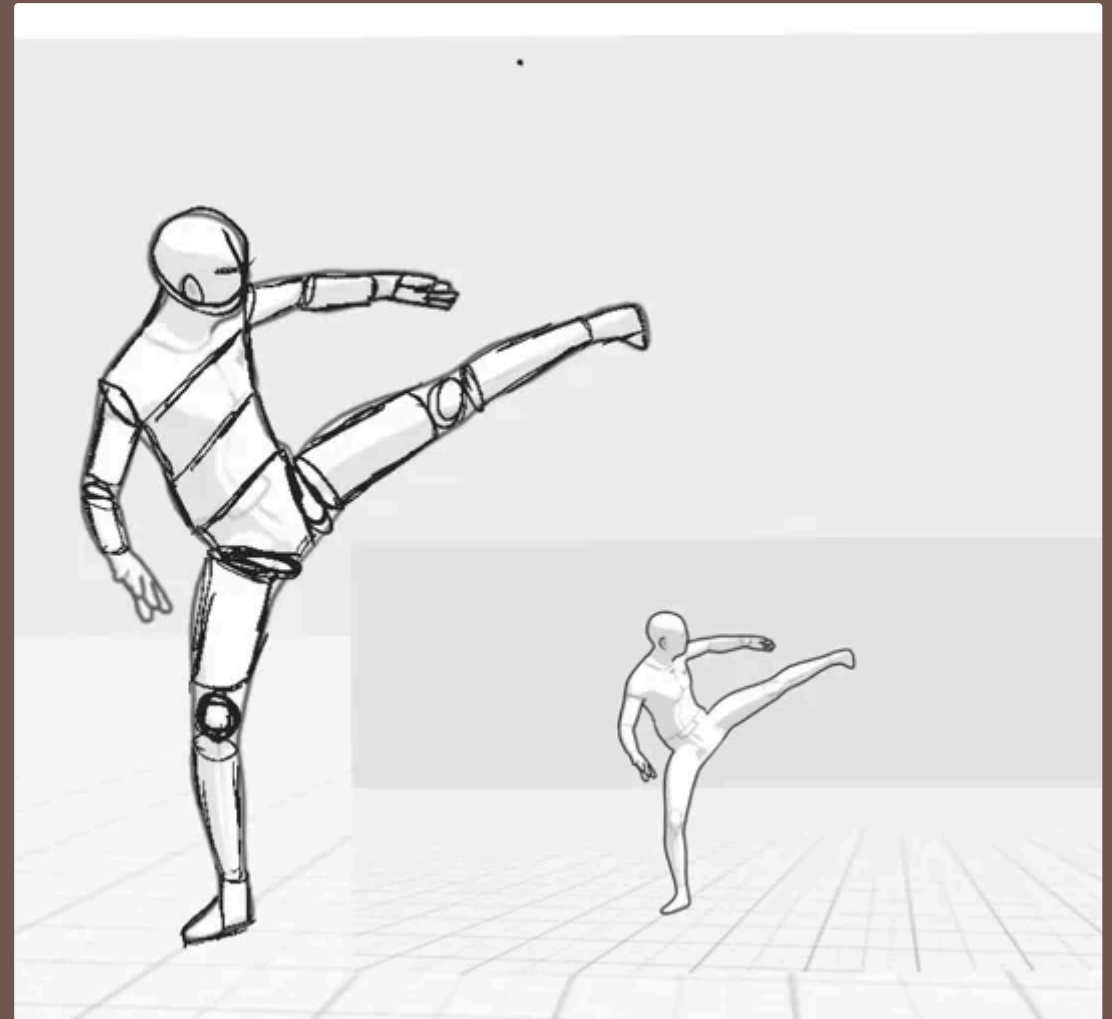
Character shapes 3

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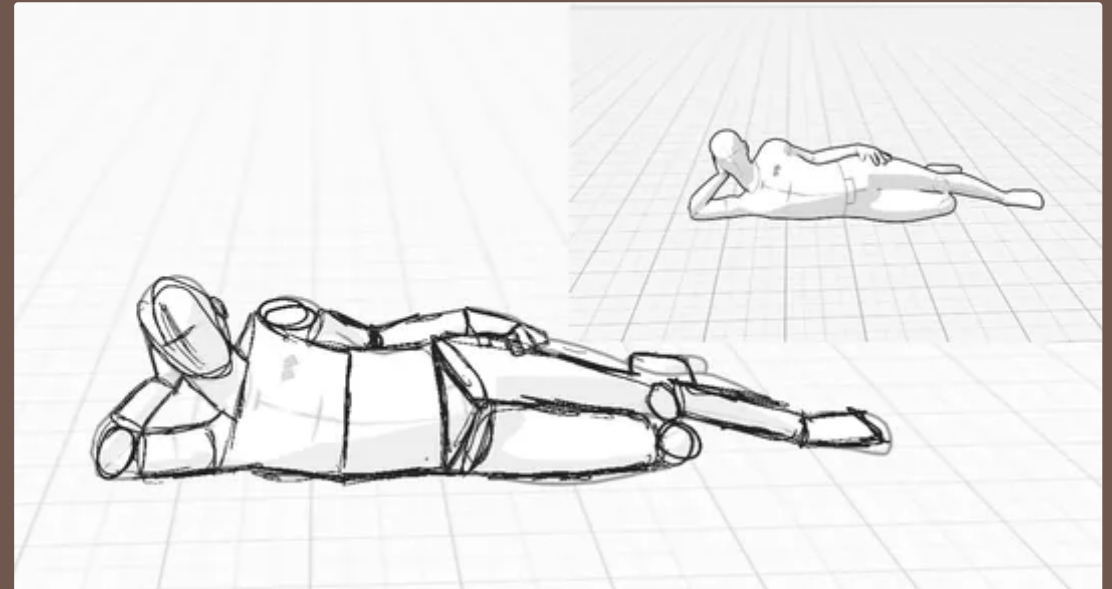
Character shapes 4

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Character shapes 5

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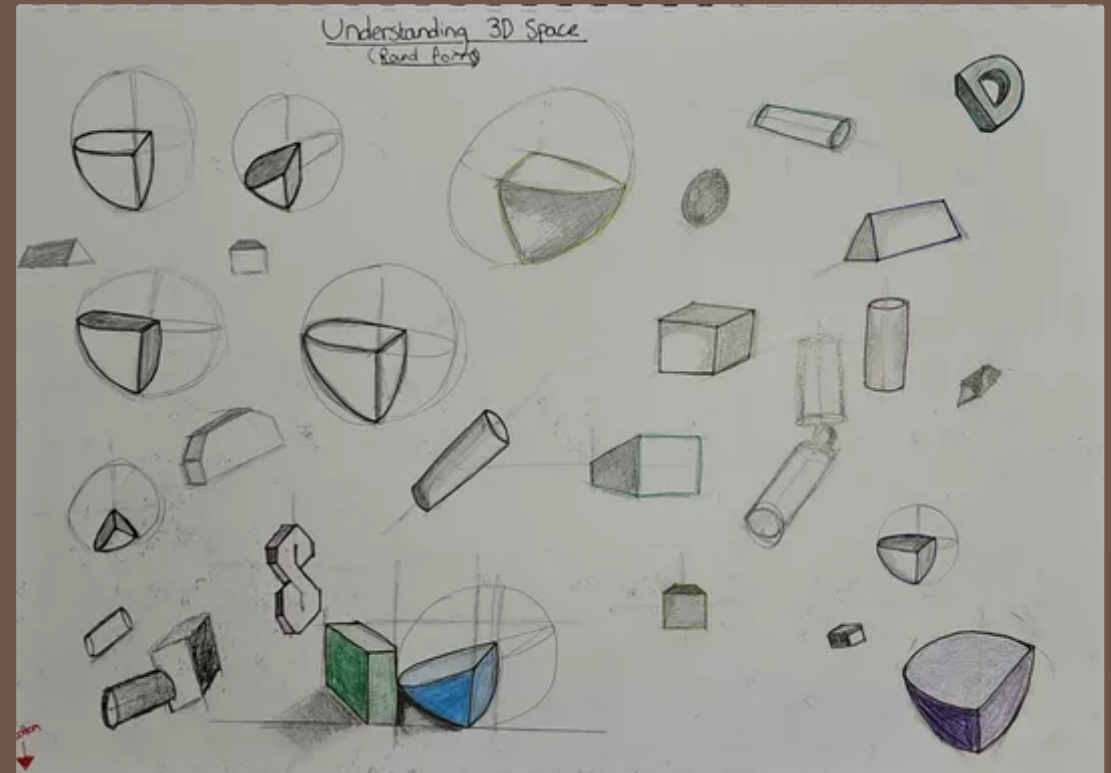


Physical Sketchbook

**In this section are pictures of the work done inside
of my sketchbook**

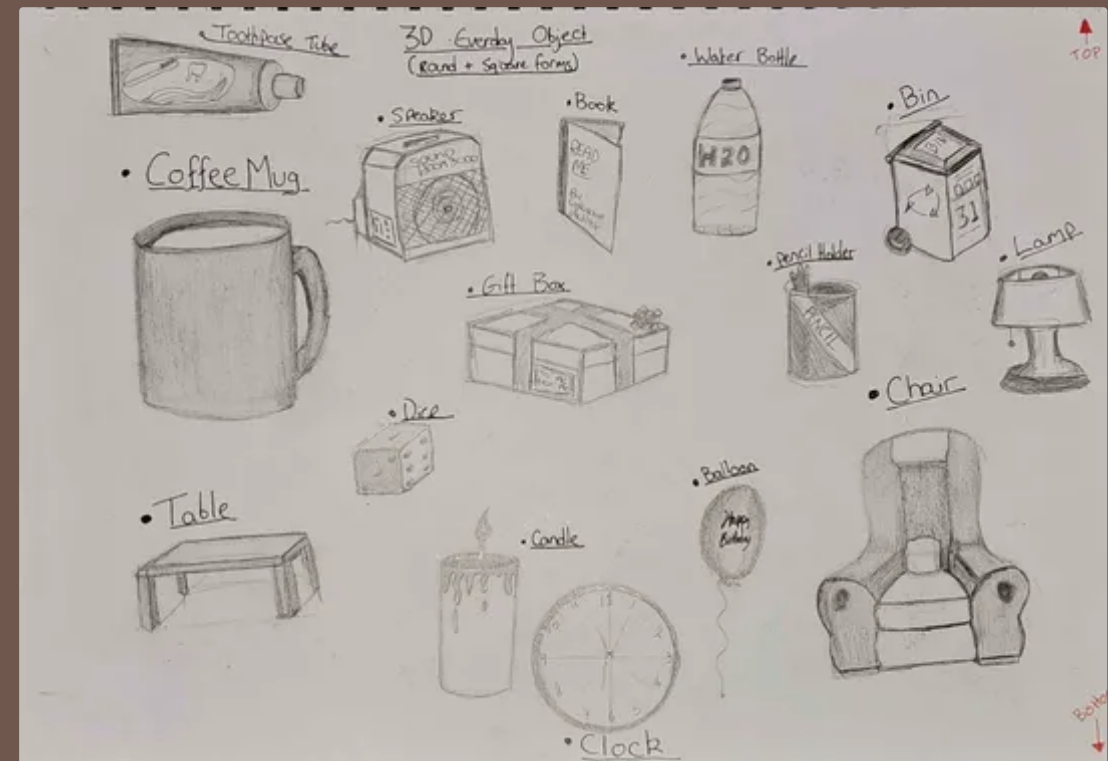
Understand 3D space

This page in my sketchbook was to help understand 3d space and focus on round forms within 3d space but also look at quare forms and just a general sense and practice of 3D space



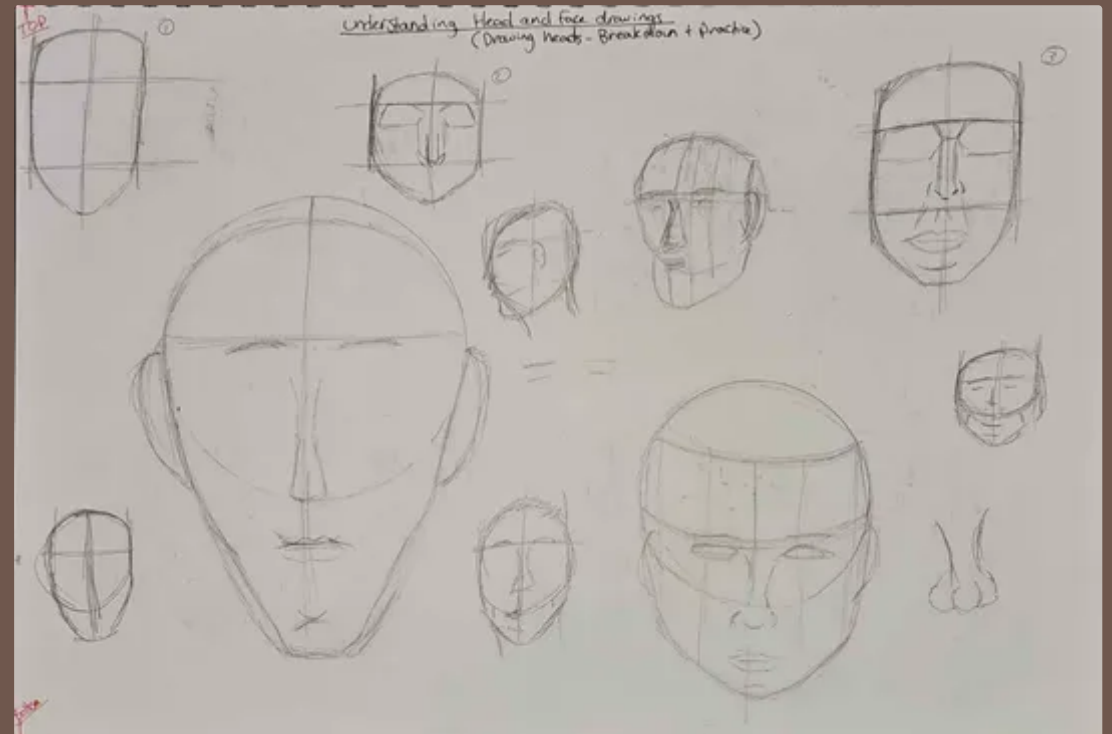
3D Objects

This page of my sketchbook is used to practice and understand square forms within 3d space as well as round too but mainly focus on the square ones.



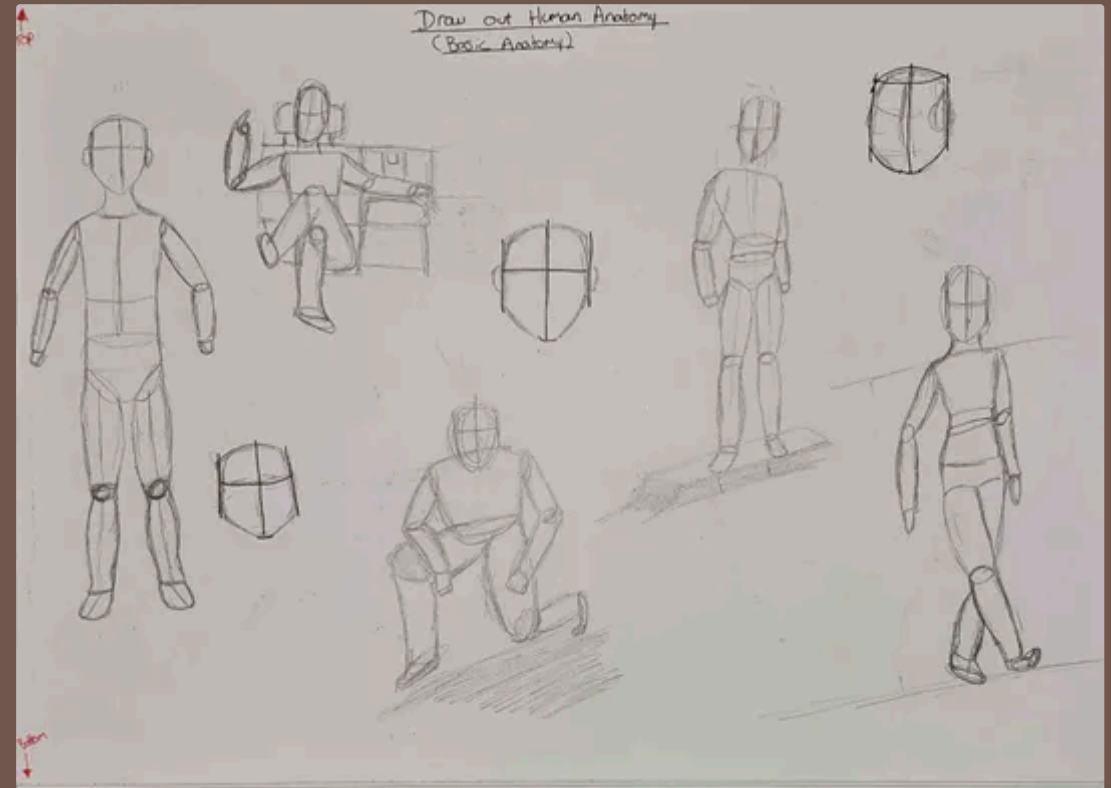
Understanding Heads

This page was to help understand heads and to practice the fundamentals of drawing heads and just to get a feel of how to draw heads at an angle.



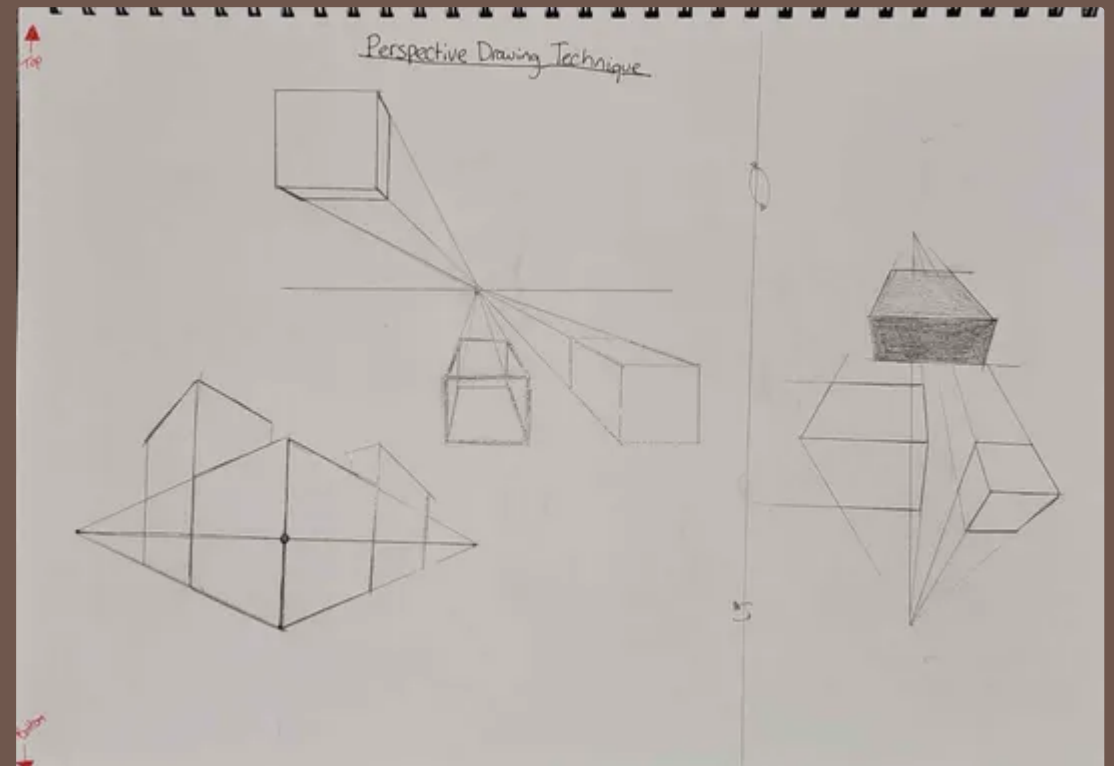
Drawing Human Anatomy

So on this page of my sketchbook I started to look and practice the basic forms of the human anatomy and started practicing different techniques and using different shapes to get an understanding of basic anatomy.



Perspective Drawing Technique

So with this I used a page to draw out some liens and started to try out and practice perspective drawing.



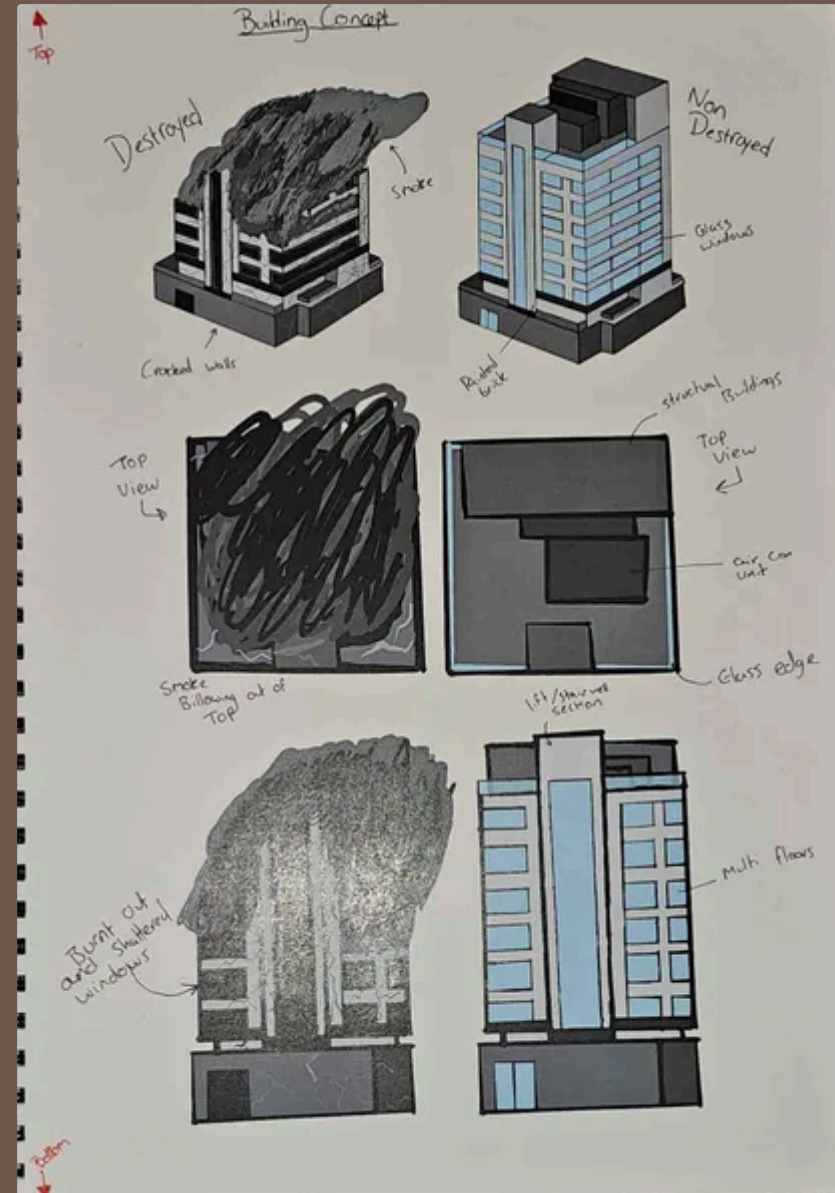
Building Concept (Two Point Perspective)

Using only a two point perspective I come up with this simplistic concept for building that could be used within my main game.



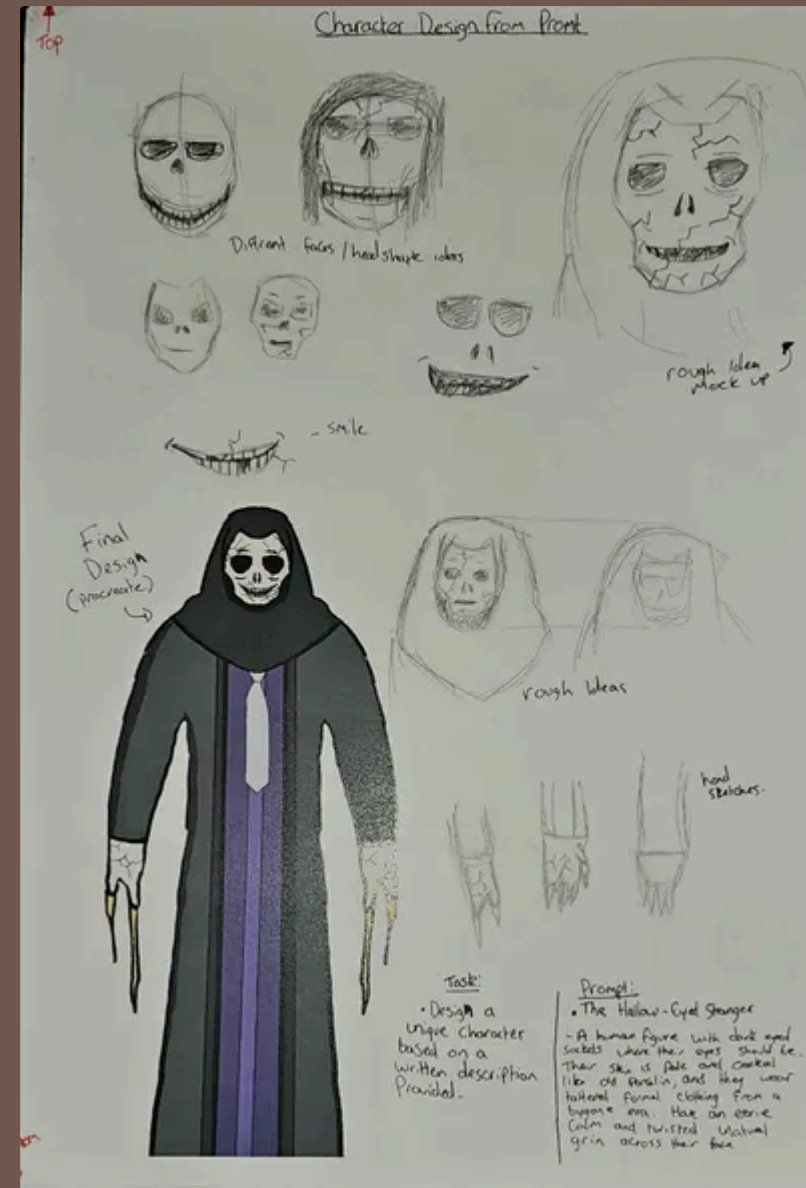
Building concept

leading on from my two point perspective I came up with this design concept for a building and drawn it from 3 angles using procreate and also drawn the design if it was to be destroyed.



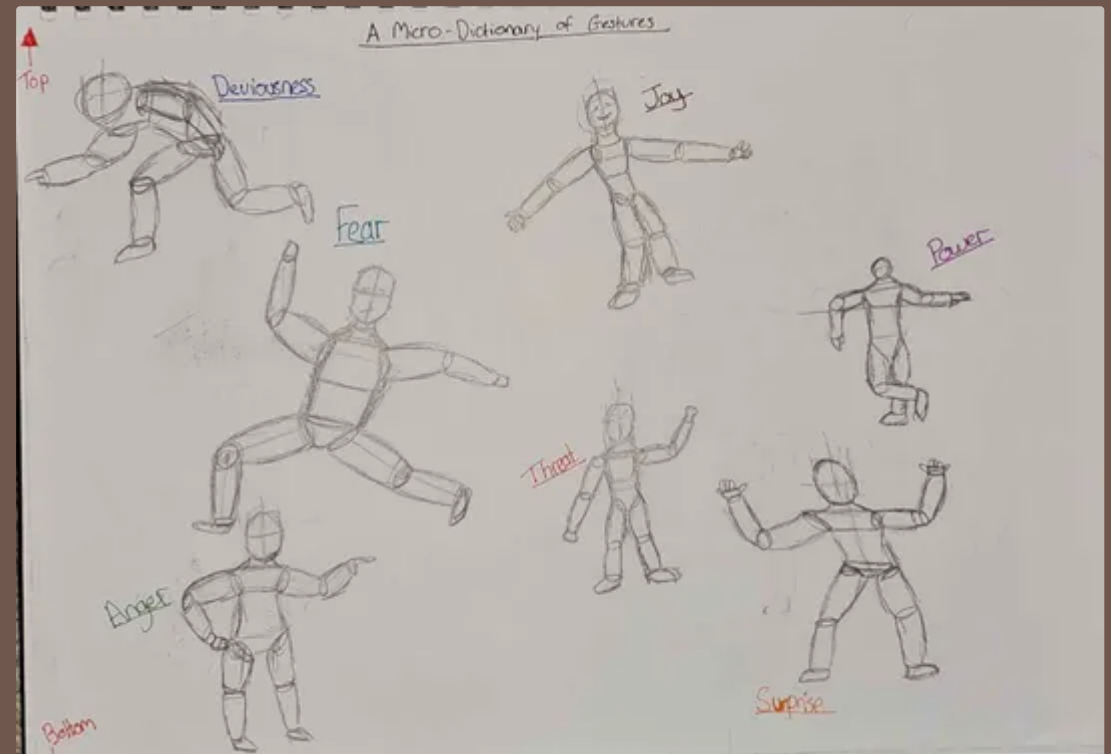
Character Design (Task 1)

On this page of my sketch book I made my design page from my task 1 prompt that I was given and I drawn extra details showing how I got to my final ideas and rough sketches of those ideas.



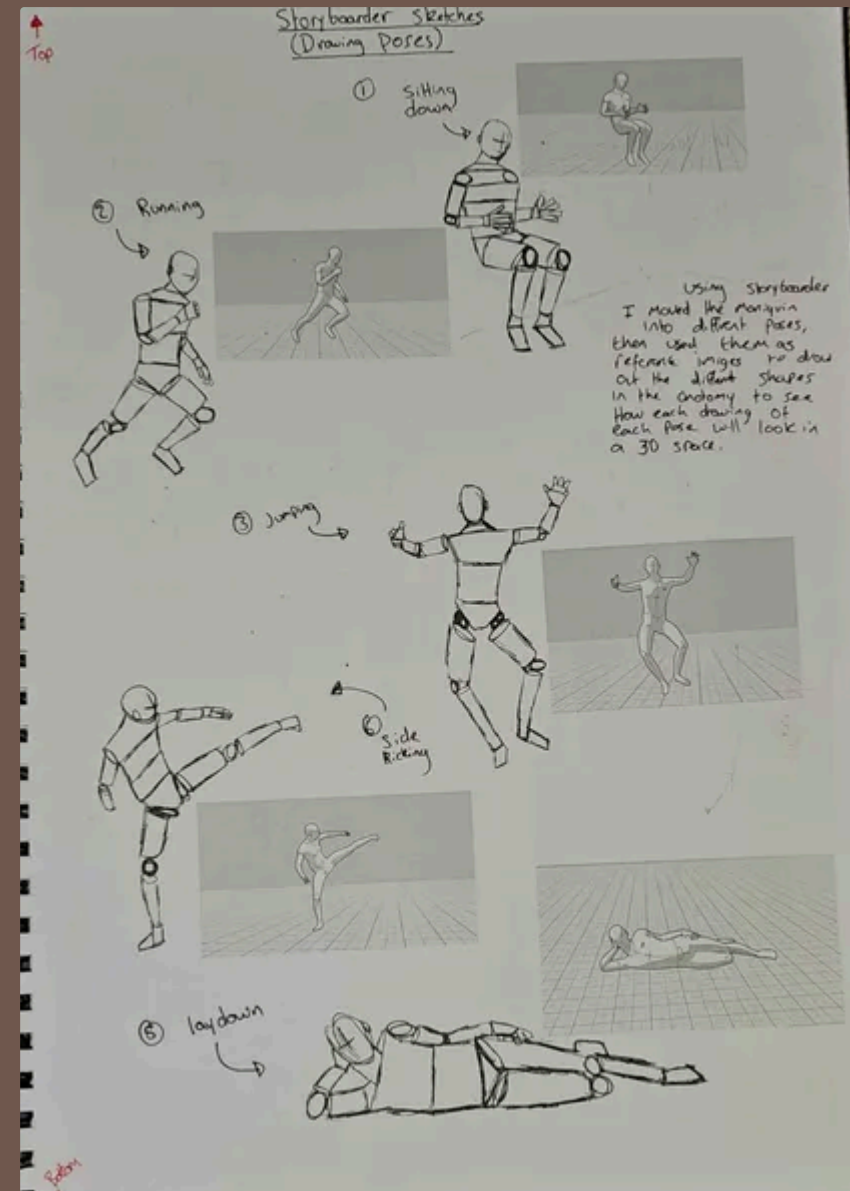
Micro-Dictionary Of Gestures

Using some techniques practiced trying to utilise the basic anatomy I looked at some silhouettes and tried to create the shapes used within them and the emotions along side them to make these simple gestures and the emotions along side them.



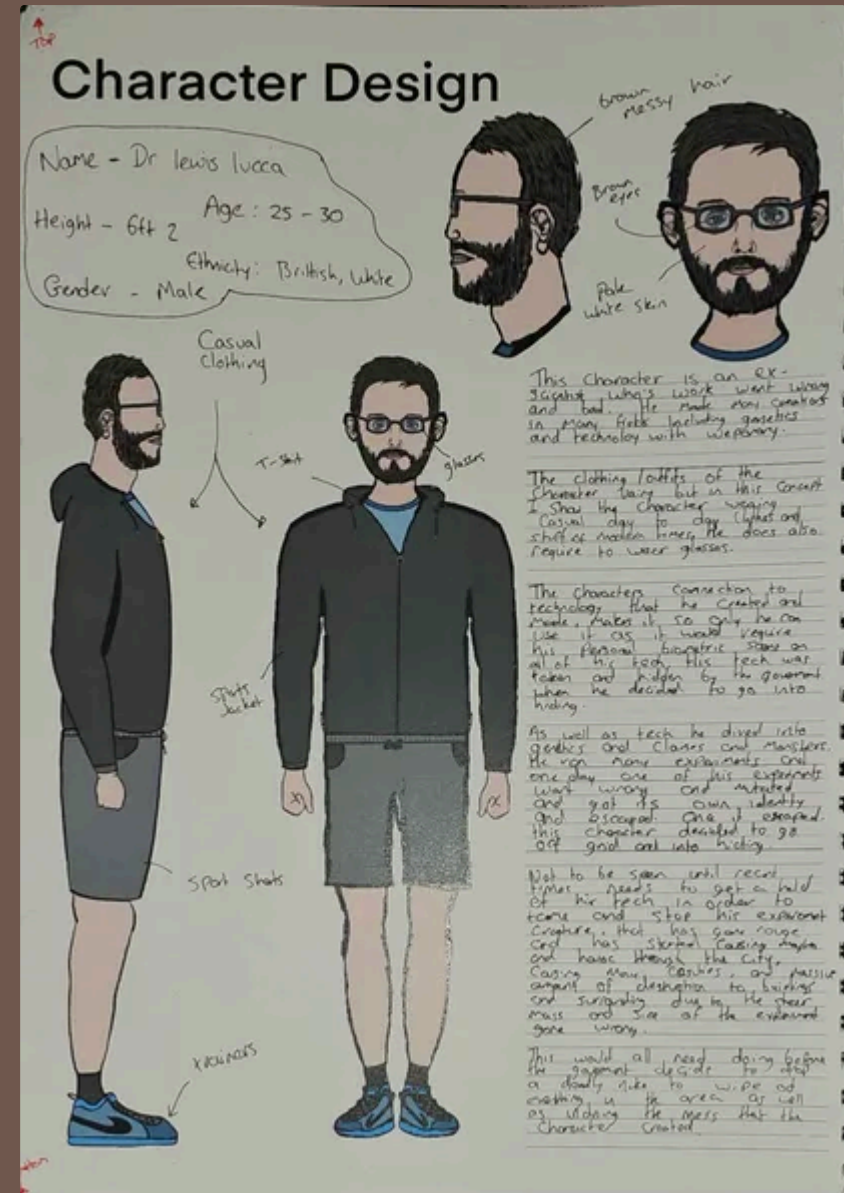
Drawing poses (Storyboard / Mannequin)

So using storyboard I used a mannequin in various positions and used them as a reference and went onto draw out the shapes and build the anatomy up on them again for practicing and understanding.



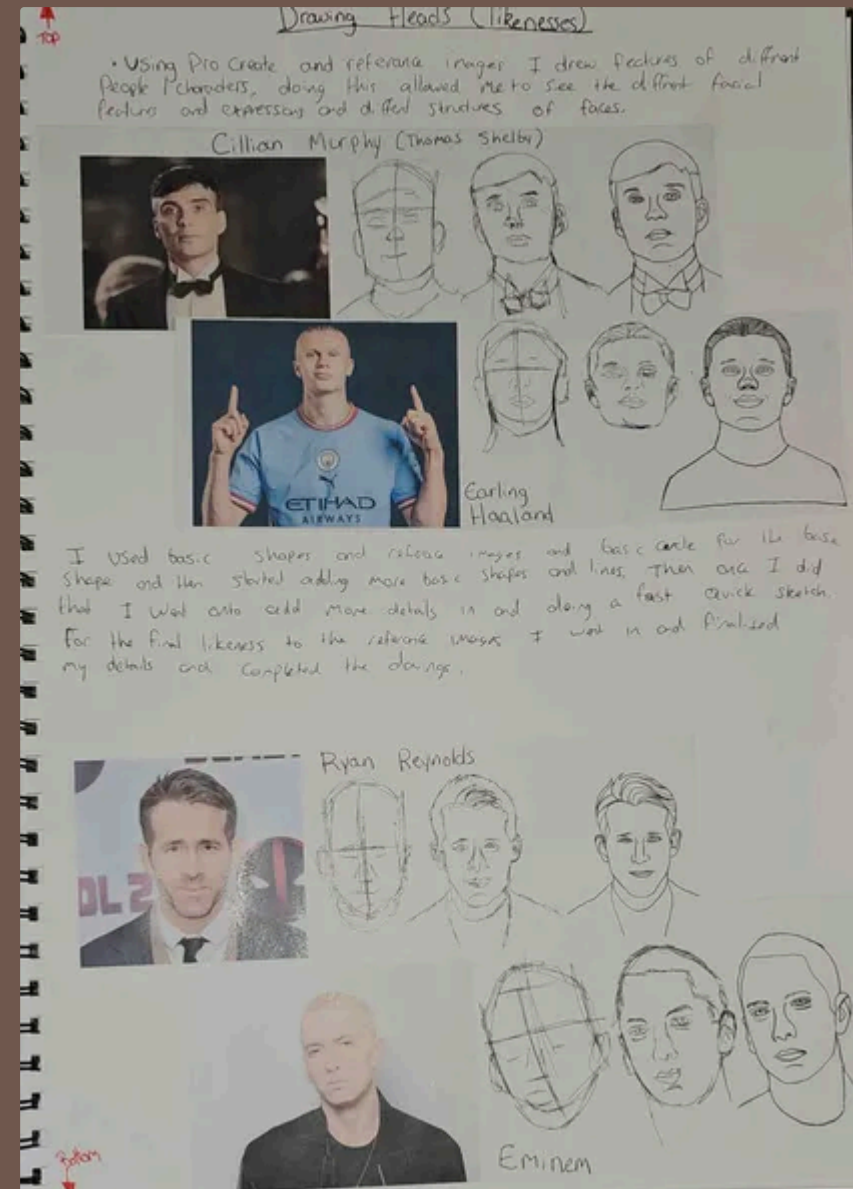
Character Design (Concept)

On this page that is used is my character concept I drawn up a concept of how my character will look and gave him some information and a story and background. The character was drawn using procreate.



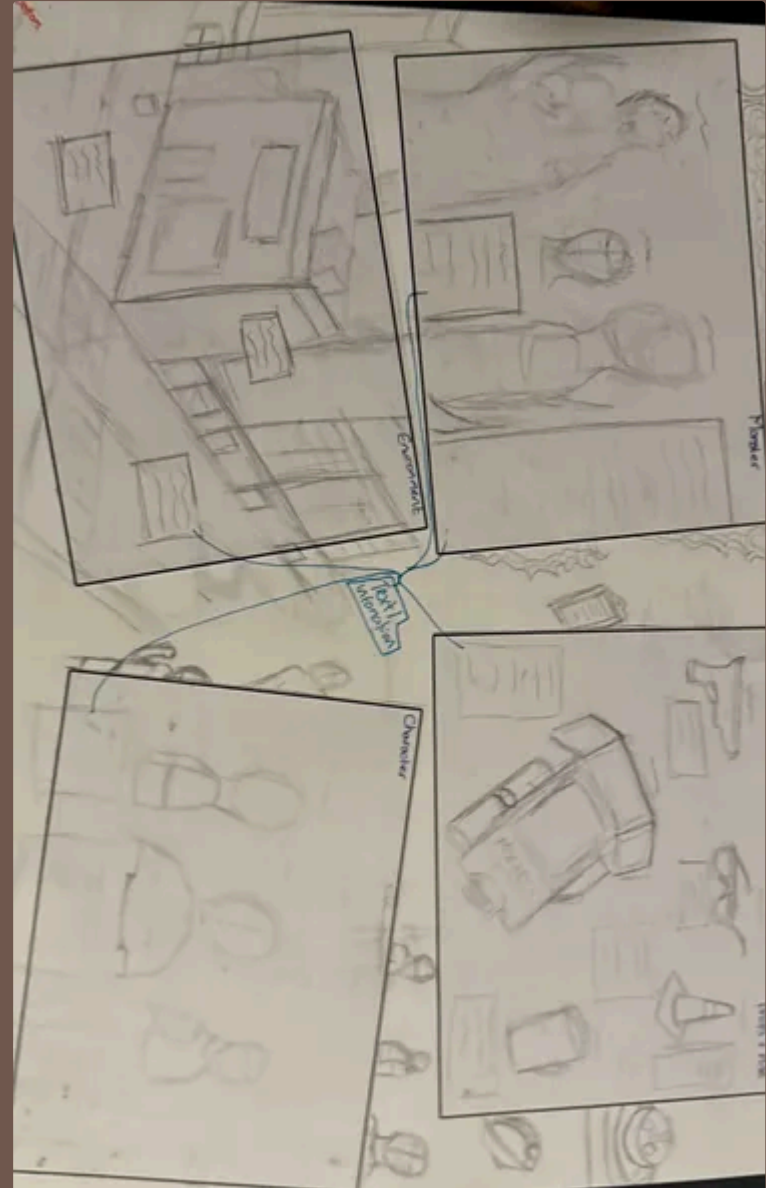
Drawing Heads (Likeness)

On this page of the sketch book I got some images of famous people to use their faces as reference and use techniques as a form of understanding on how to draw their likeness of their faces so can use that to draw characters.



Rough concept idea generation

This was rough idea and plan out for my concept art layouts just to give me a base idea on how I was thinking of doing my concept art pieces for my game project.



Game Character outfit designs

This is some outfit ideas for my character I had in mind and came up with.



Physical Sketchbook Concept Art

Game Character Concept

This is the concept art for my game character that I am going to use to make my character and have with in my game project.



Game Monster Concept

This concept is for my monster that I will have made and put into my base game project.



Game Building Concept

A simplistic building concept art I made for one of the buildings used within my game. this is a store that I will of made and added.



Game Prop Concept (Orca Machine)

This is concept of the orca machine prop that is added to my game project.

