

Design Study:

# Character Design



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# Backstory

Alyona Kasparov is an American post-apocalyptic scavenger with Russian roots. She was separated from her friend Guilia in an ambush with a bandit gang of bikers where she escaped but her friend was not so lucky. She intercepted a radio signal from her friend giving her the location of her captivity. Now she wanders the wasteland, to rescue her friend.



# Character Traits

Alyona Kasparov has a very adventurous personality, and used to go on trekking rounds with her father who was a park ranger before the “big flash”. Despite her toughness, she does have weaknesses. She lost her arm and wears a prosthetic, even though it is helpful, it does limit her capabilities, but it makes her more determined to overcome it. She knows her way around firearms and is quite handy with an axe. She is not very open but has managed to get one friend who luckily survived the big flash.



# Shape Breakdown

I decided to design my character with triangular shapes since triangles represent strength, stability, and intellect, which were the target traits of my character.

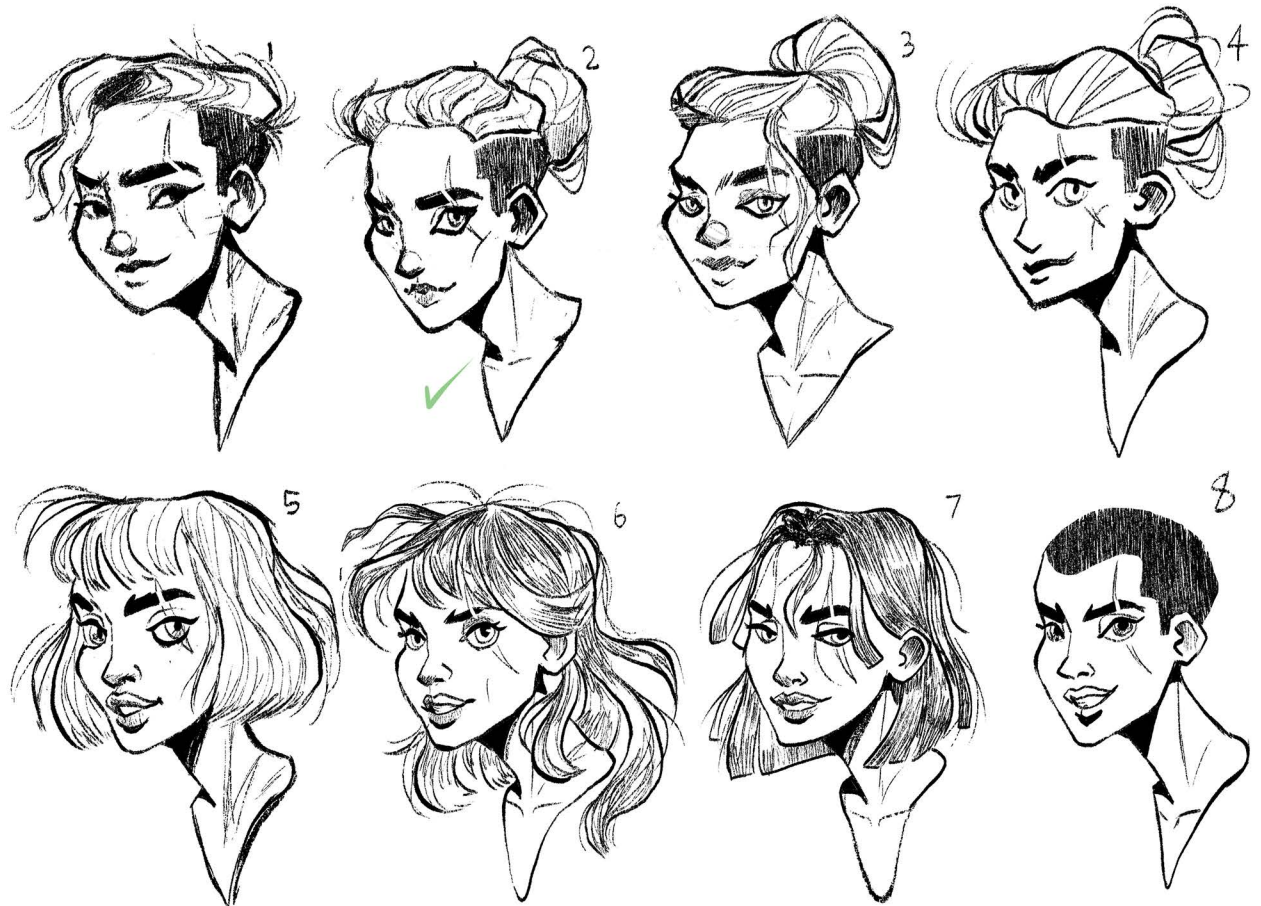
Since she is a tough character surviving the harsh post-apocalyptic world, I have refrained from adding rounded corners and shapes.

This style of illustration is a blend of strong anatomical accuracy with subtle stylization.



# Face Iterations

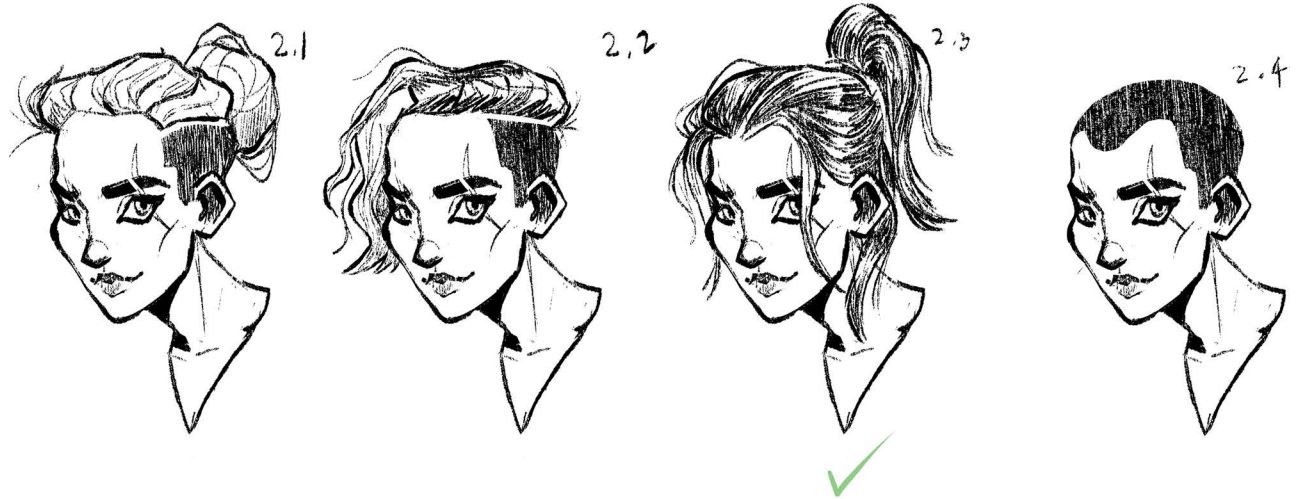
To show the traits of the character best, i made eight iterations of the face having similar stylization



Out of the eight the second appealed the most because, it was the one that matched the description best, and it was also what i had imagined her to be first.

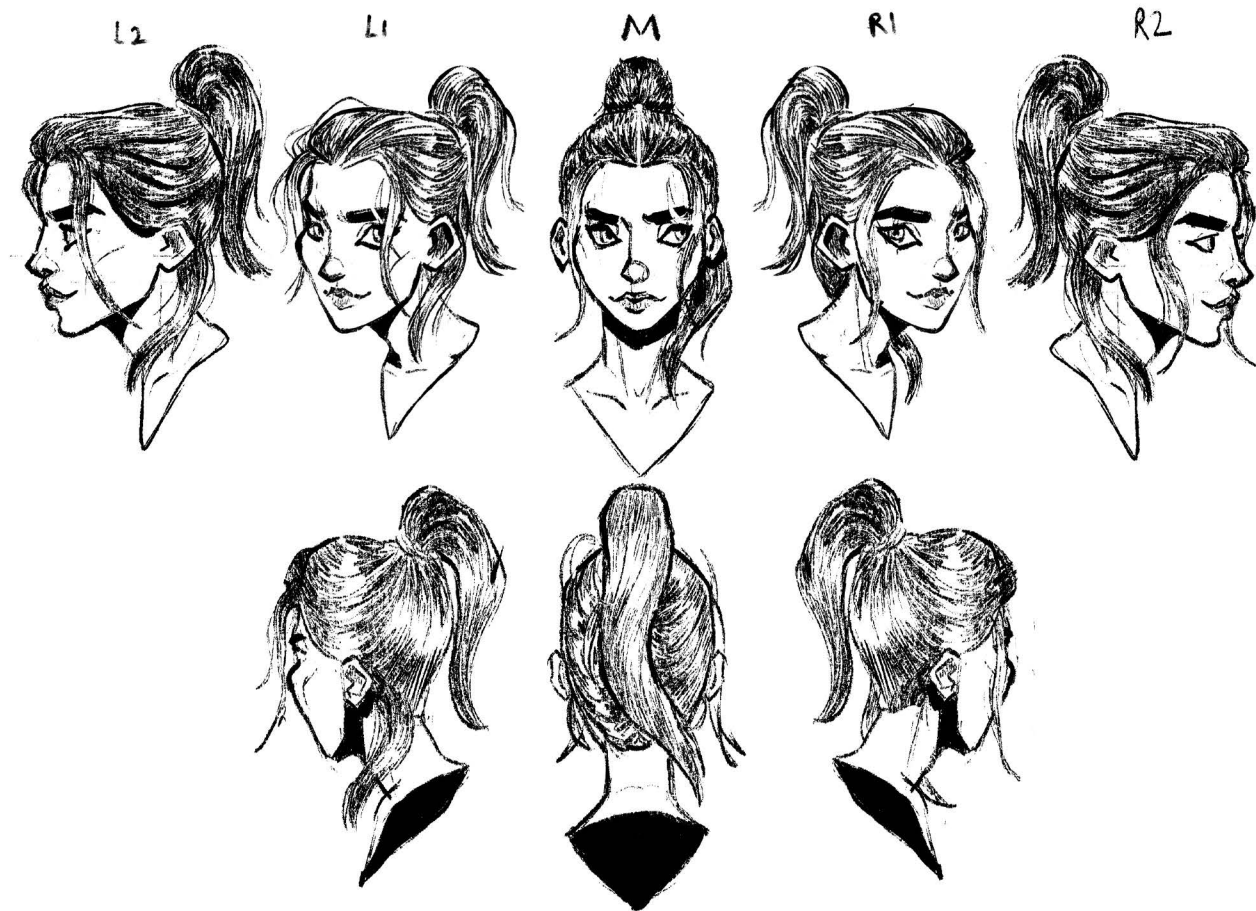
# Hairstyle Iterations

Now that the head was chosen, i made four iterations of hairstyles that would be apt for her environment, and tasks at hand. Which would meant a style that was not too long.



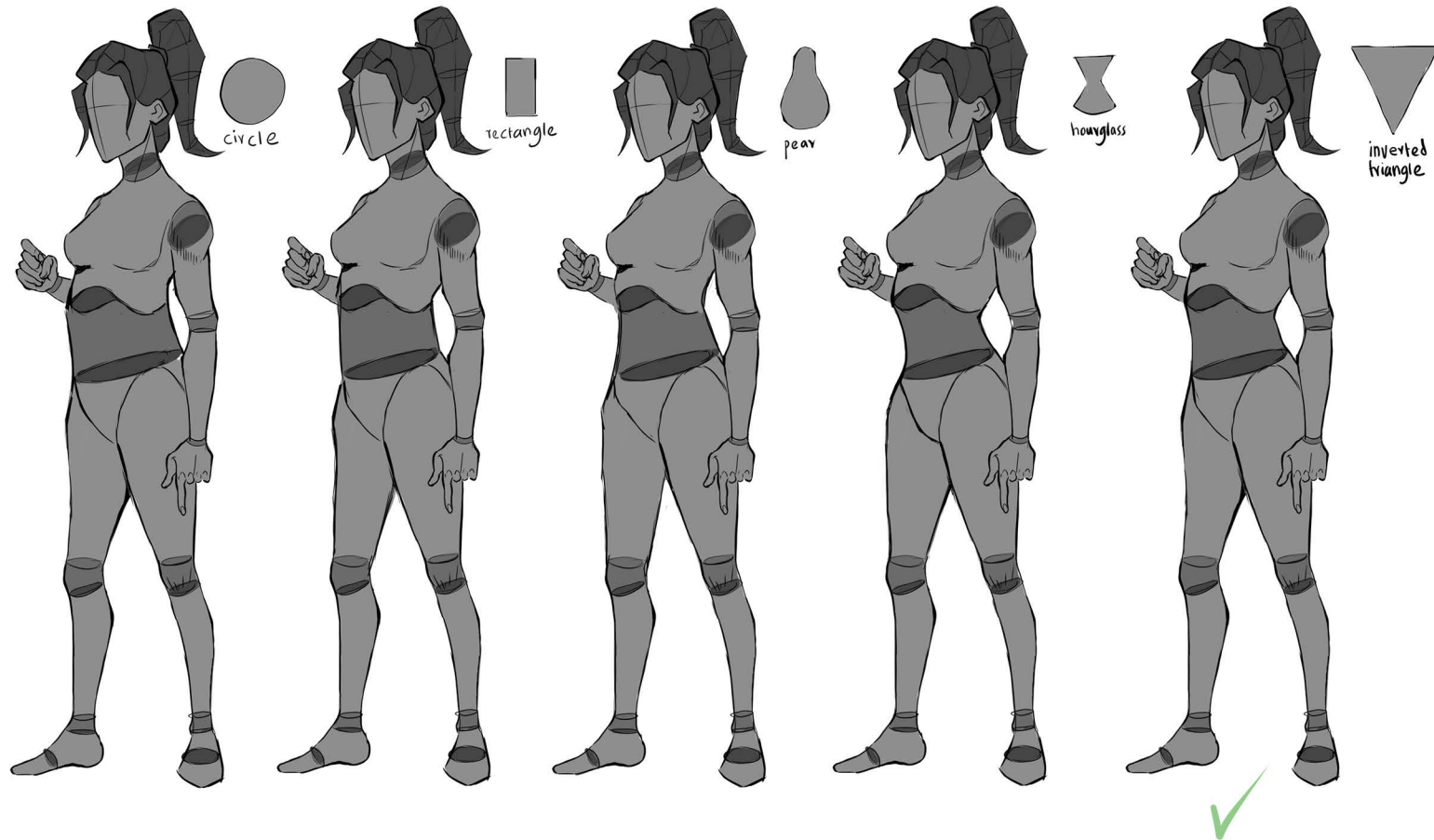
I chose the third one, since it was not too little like 2.4, nor was it too masculine like 2.2.

# Head Turnaround



After deciding the face and hair I made a head turnaround for reference for future drawings

# Body Types



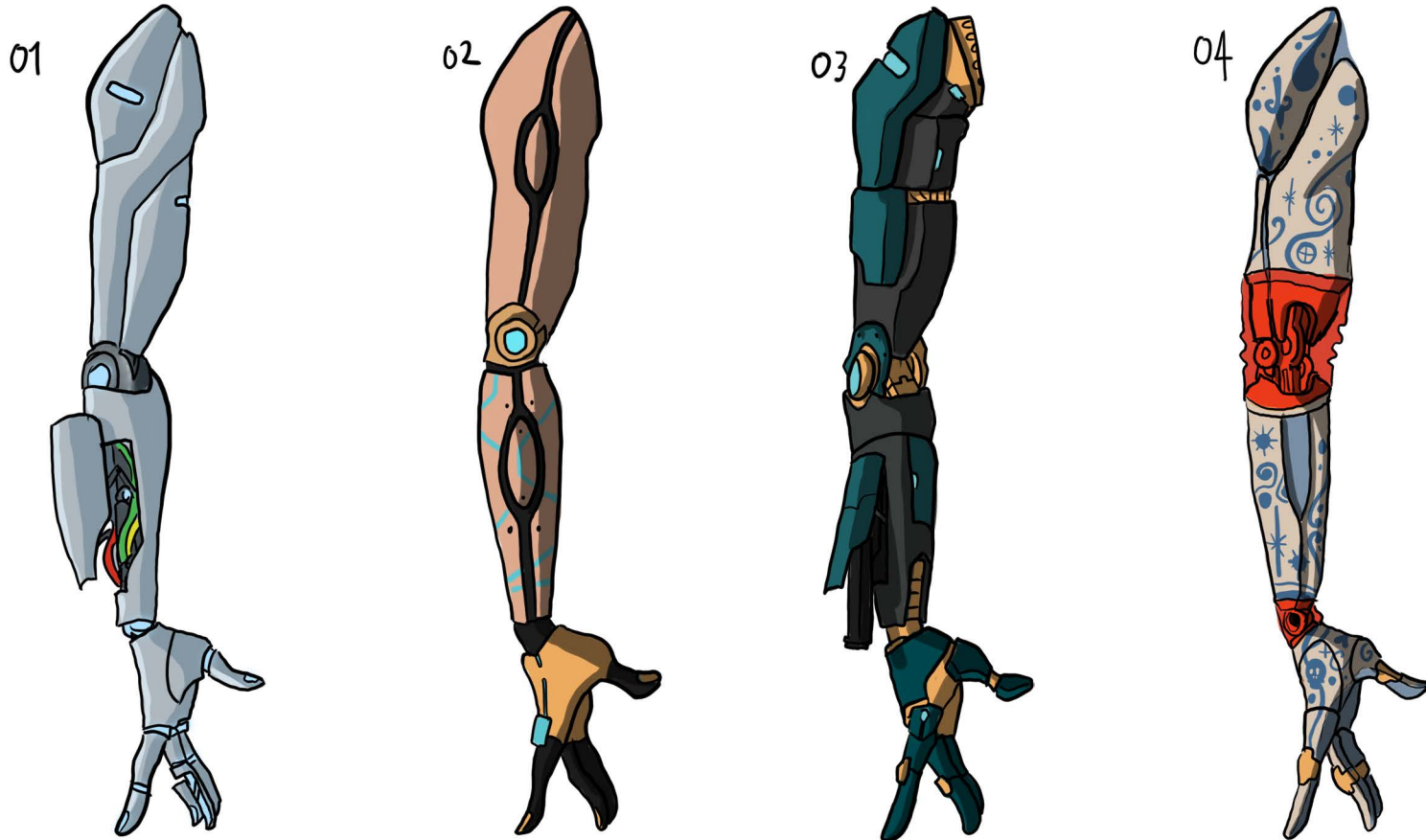
There are five basic body shapes: Circle, which has more rounded edges. Rectangle, which is more athletic but slightly masculine. Pear shaped, which is too feminine for my character. Hourglass, which has indented shapes which was a good match. Inverted triangle, which was the perfect match between being athletic and feminine. Therefore, I chose the inverted triangle shape.

# Clothing Concepts



After the body, face and hairstyle was determined, the character was taking form. Now it was time for fashion. Well, atleast i would try out concepts for clothing options and then, i would select the best bits from each of them based on practicality and visual appeal

# Prosthetic Iterations



I liked the concept of a prosthetic limb from the clothing ideas i had drawn. It would add a sense of ruggedness in the character showing that she has been through rough times. Rough enough to cost her an arm.

# Axe Iterations



To add to the sense of ruggedness, i added an axe, since axes are associated to lumberjacks, and they have a strong association to ruggedness.

# Rifile Iterations



A rifle was an obvious choice for the character and what better rifle than the Ar-15? being a semi automatic, it controllable and can be handled with a good pace. Perfect for self defence.

# Handgun Iterations



A side arm is must, and i chose my all time favourite, the colt m1911. In current military service around the world for more than a hundred years, and seen two of the worlds greatest wars, this firearm is a good choice for my character.

# Top Iterations

01



01



01



01



I made four iterations of the four most popular styles of tops. I chose the first one because I personally liked the style, and thought it would suit the other green firearms she had.

# Jacket Iterations

01



02



03



04



For the jackets, I chose two styles: The classic hoodie, and a puffer jacket. I chose the puffer jacket because it would balance her silhouette.

# Backpack Iterations



Every survivor needs a backpack. It's an essential tool for carrying cargo, and since it is after the apocalypse, she definitely needs to carry a lot of cargo, and therefore I chose the rucksack or trekking backpack, as it is designed to carry a large payload.

# Shoe Iterations



The air jordan 1 is neither practical nor apt for situation, but it is a cult classic, and for that reason it made the cut into the design.

# Proof of concept

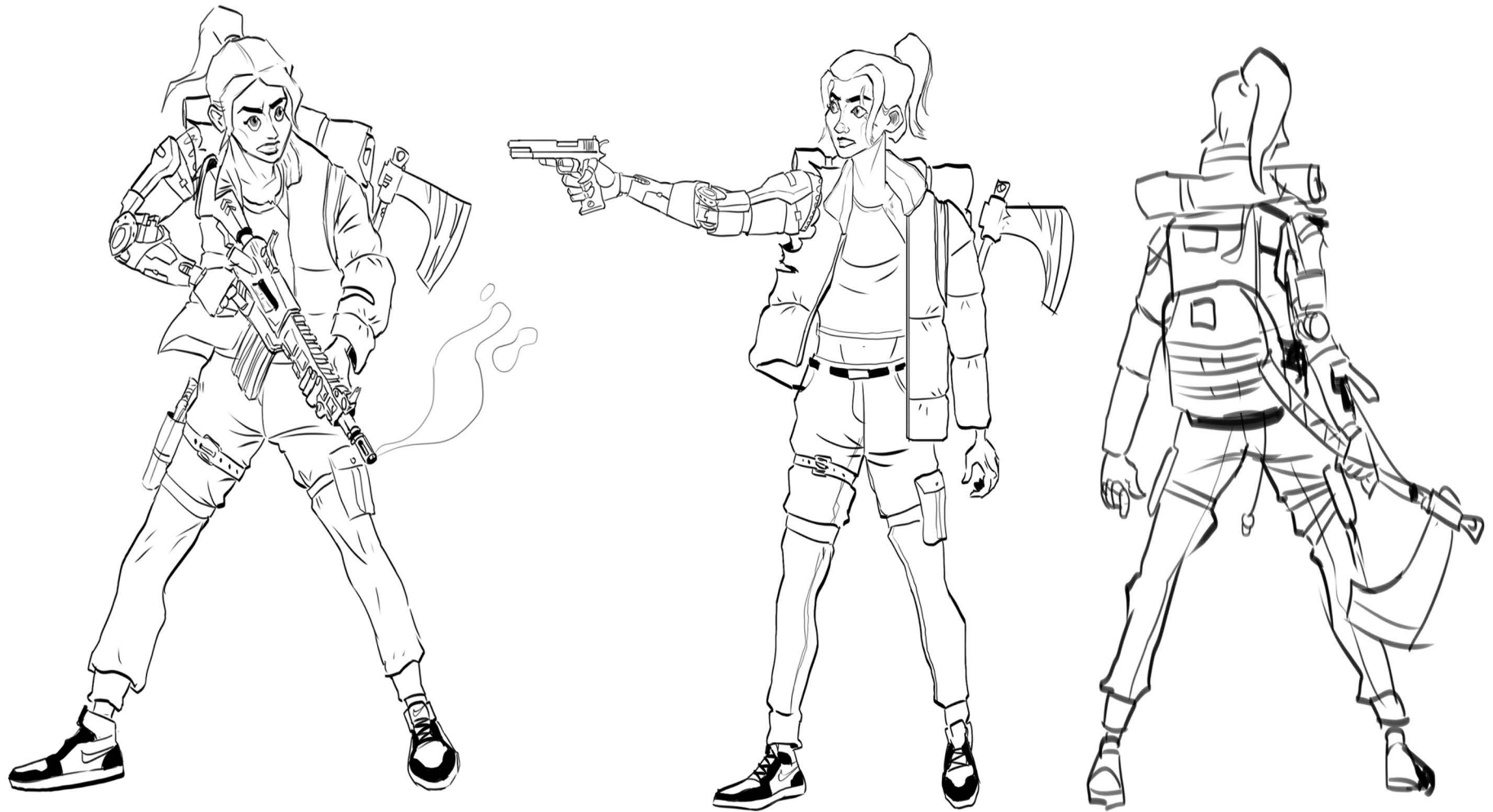


After all the iterations were done, it was time to assemble the final piece.

# Expressions



# Poses



These are poses to show how the character would look doing what she does.

# CONCLUDED

