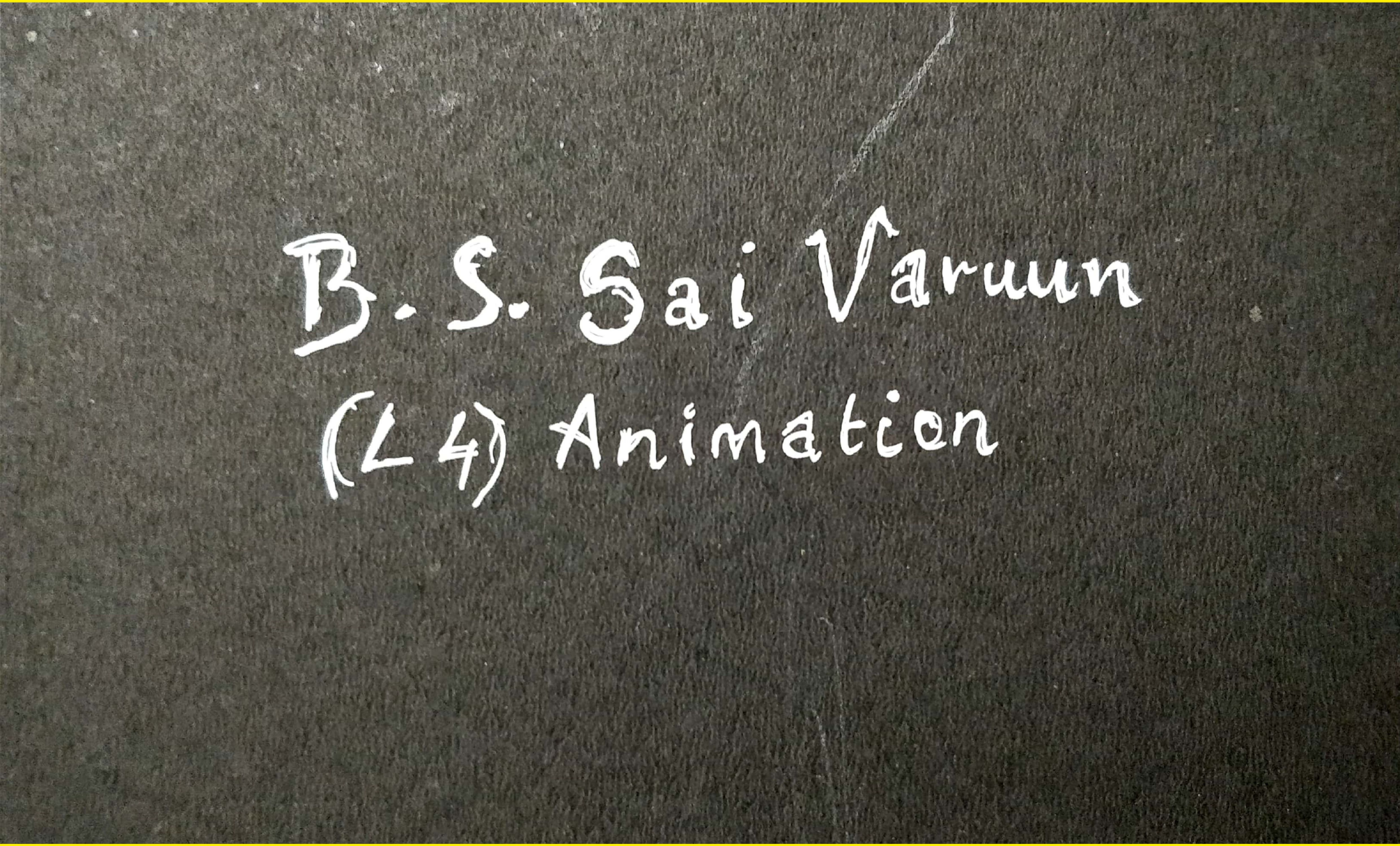
# L4 -ANIMATION -VISUALIZATION-1




BENGADI SATTHISH SAI VARUUN

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BENGADI SATTHISH SAI VARUUN

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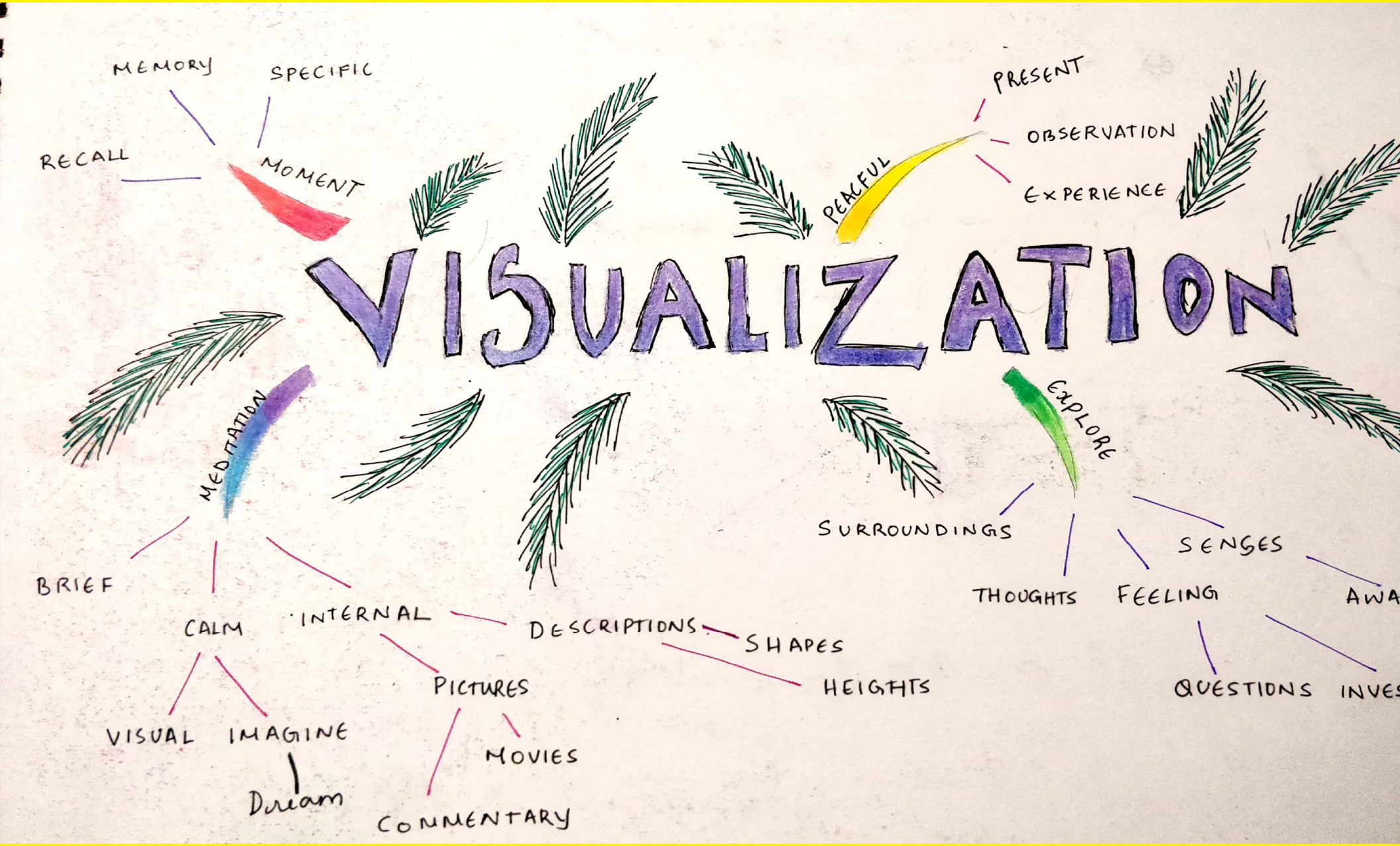

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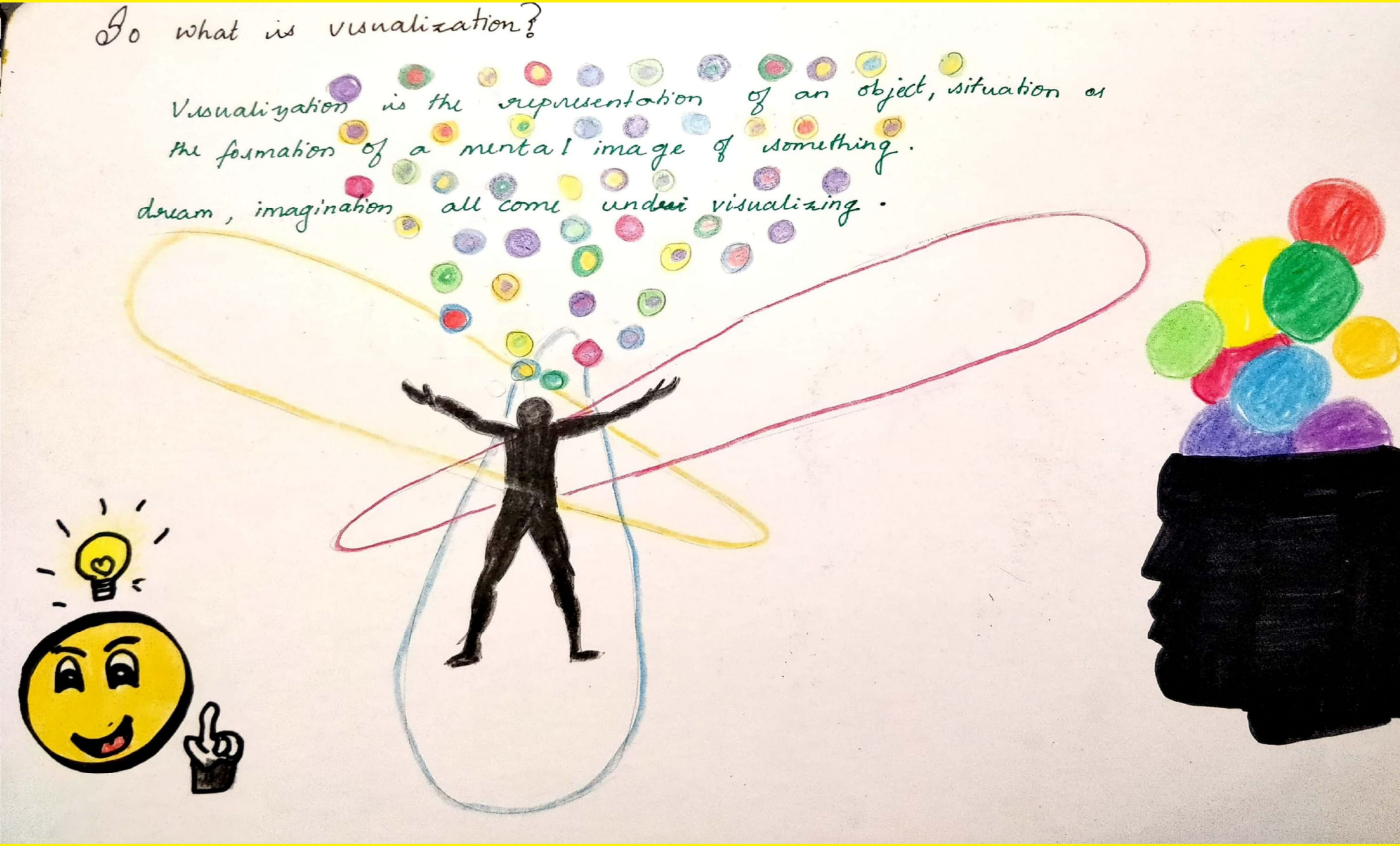
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# L4 -ANIMATION -VISUALIZATION-1




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# L4 -ANIMATION -VISUALIZATION-1

Selecting few words from the mind map....

Dream, visual, observation meditation

from these words how will people identify them as drawings.

Dream :-



the word dream people understand by a single cloud or a group of clouds. which can be colorful of plain white.

Dream.....

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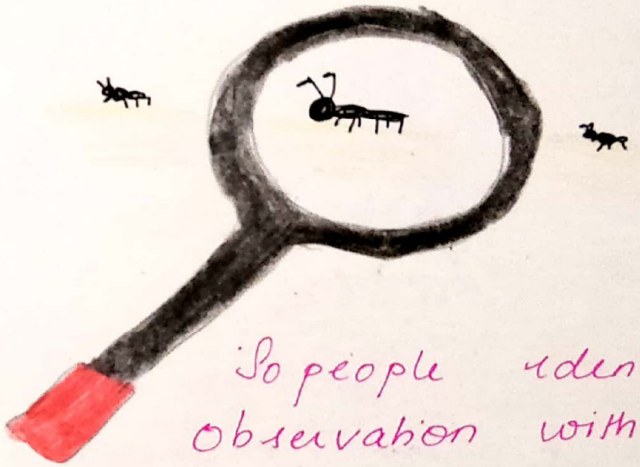
Visual

So how people use visual.



Normaly people identify visual with a black and white picture of a human eye, expect the Iris is filled with many colors.

Observation.



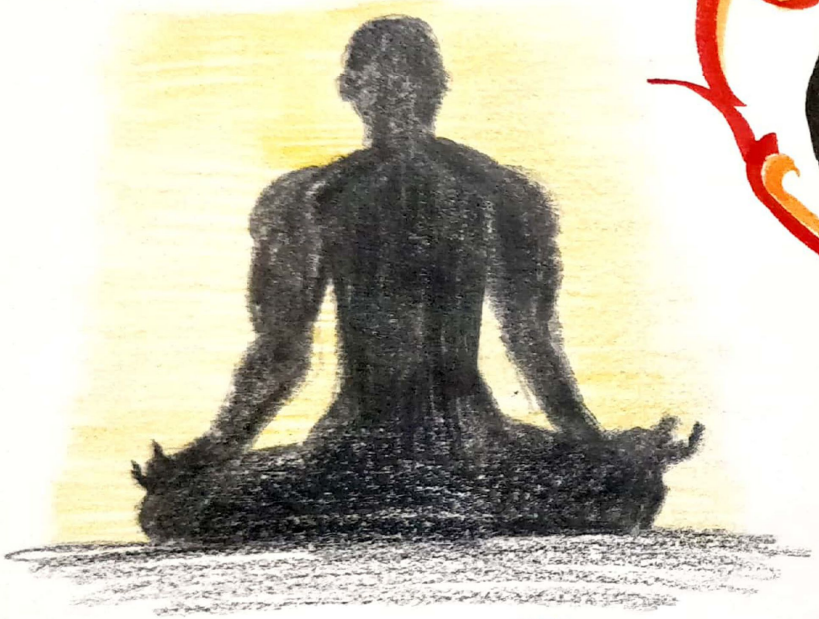
So people identify observation with a magnifying glass as that is used to observe small things.

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# L4 -ANIMATION -VISUALIZATION-1

Meditation:

So how people identify meditation!..



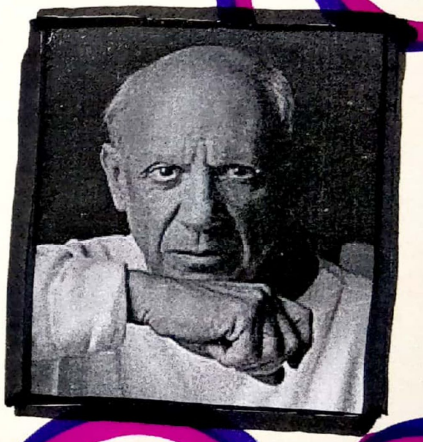
people identify meditation a person meditate in a orange background indicating sunrise or sun-set the figure is black in color.

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# L4 -ANIMATION -VISUALIZATION-1

## Inspiration from Artists

Pablo Picasso:
He was born on 25 Oct 1881 and died in 8 April 1973, he was a spanish painter, sculptor, Print maker, etc. He spent his life in france.
He was famous for is visual arts.
Some of his famous paintings are d'Avignon Guernica, weeping women





He has expressed his fellings though art

weeping woollen



- supressed person.

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# L4 -ANIMATION -VISUALIZATION-1

## Similar Art work

These art works are related to picaso's Art work. (modern)

Graffiti Art



Graffiti are writing or drawings that have been scribbled / scratched or painted on walls or other surfaces within public view



Abstract art

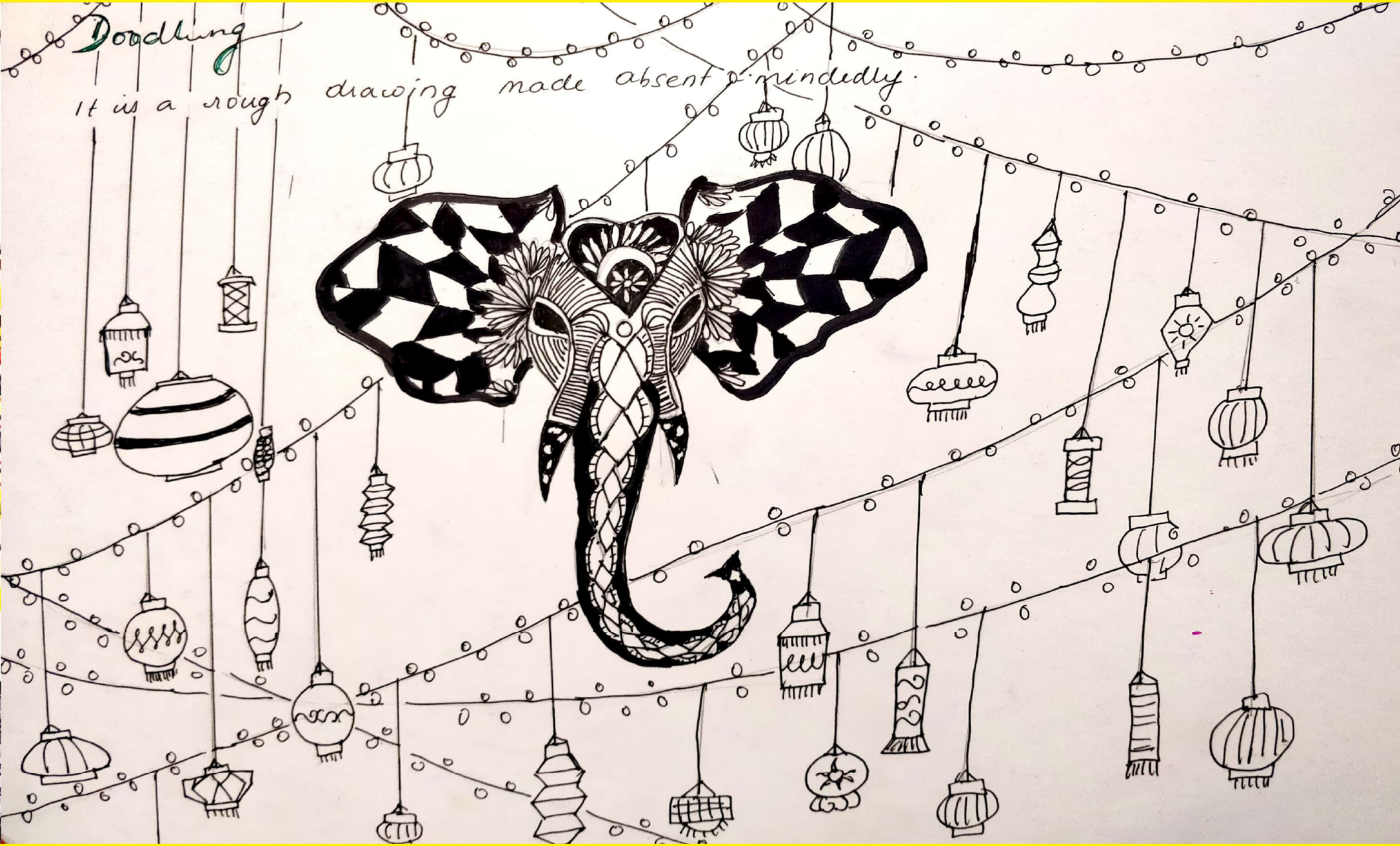


Abstract art uses a visual language of shape from color and line to create a composition which may exist with a degree of Idependence from visual reference



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# L4 -ANIMATION -VISUALIZATION-1




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**BENGADI SATTHISH SAI VARUUN**

# L4 -ANIMATION -VISUALIZATION-1



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# L4 -ANIMATION -VISUALIZATION-1

## More points about Visualisation.

This is the process of representing data graphically and interacting with these representation is order to gain insight into the data

It ~~is~~ also relates to the innovative use of visualisation technologies and interactive media as a means of communication

It has got a wide range of application → digital media virtual and argumented reality, 3D, user generated contents interactive cinema and digital humanities

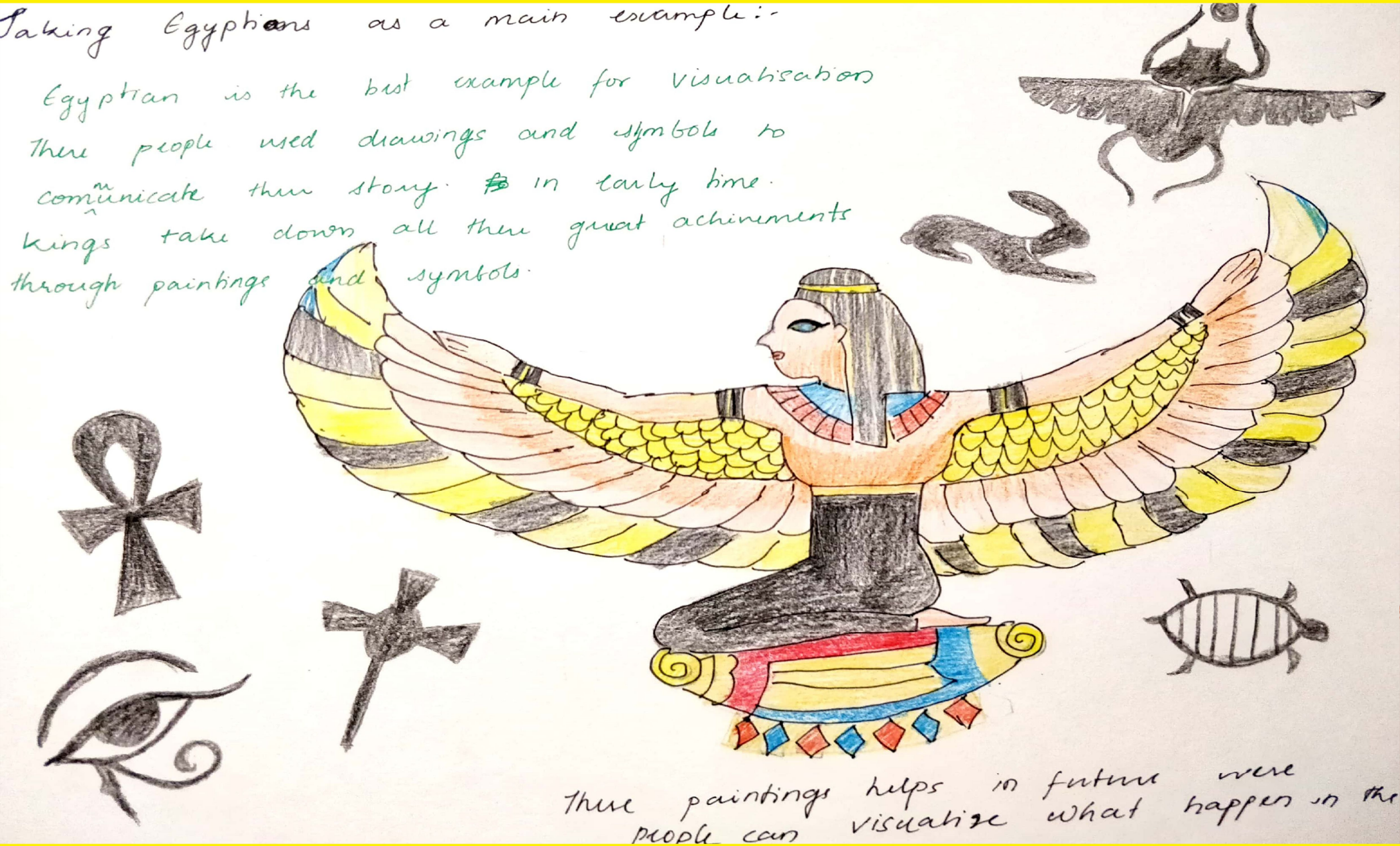
Visualisation is Day dreaming with ~~A~~ "PURPOSE"

Visualisation through visual imagery has been an effective way to communication both abstract and concrete ideas

~~Eg~~. Examples from history include cave paintings, Egyptians and leonardo da vinci's revolutionary methods of technical drawing for engineering and scientific purposes.

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# L4 -ANIMATION -VISUALIZATION-1




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# L4 -ANIMATION -VISUALIZATION-1

## Why did I Choose PICASO.....



So Why did I take "PICASO" as an example?

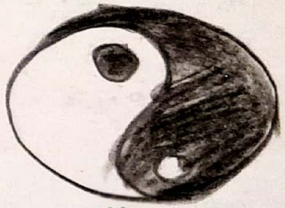
The first reason...



I knew "PICASO" as I studied about him before...

Second reason

PICASO is an visulizational artist all his paintings has to be ~~see~~ seen in a different way like we have to visualize it then only understand...



hence I choose him....

Other related things to visualization is illusion....

So., an illusion is a distortion of the senses, revealing how the brain normally organizes and interprets sensory stimulation....







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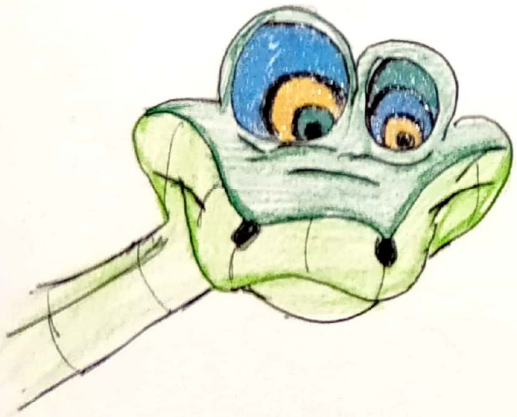
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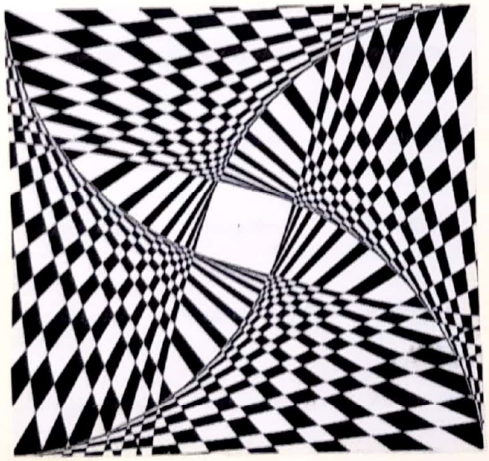
Some illusional drawings.

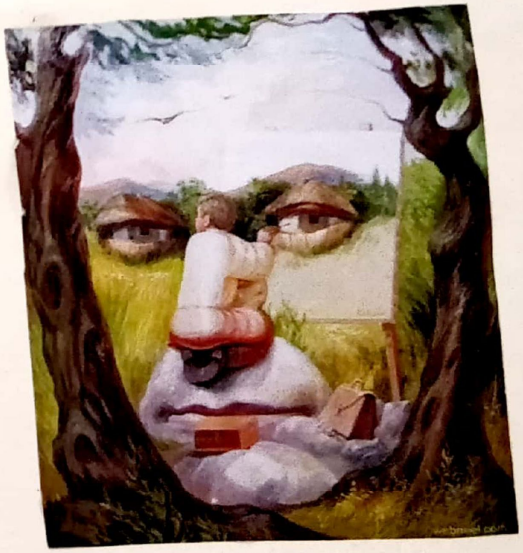




Some of illusion drawings are used to in hipnotizing people







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# L4 -ANIMATION -VISUALIZATION-1

Moving on to the brief....

So what is the brief?

To create character using visualisation...



So how people visulise a character...



- They observe some first hand ouference then,
- They visulise that thing to the character and observe how will it come...
- Then they finilize ~~ochi~~ with ~~so~~ different face expression and finishing the character.

So I should make a character with the topic Nasty.

So what dose Nasty mean???

it means very bad or unpleasent or behaving in an unpleasant or spiteful way...



So for my character i'm adding extra with nasty like

- Evil
- Bad, etc.

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# L4 -ANIMATION -VISUALIZATION-1

So before starting my brief -
- I did a character sketch using a thing and visualizing that thing as a character.

So my object was a mushroom.



reference pic of mushroom.

designing separately.



face.



the mushroom cap



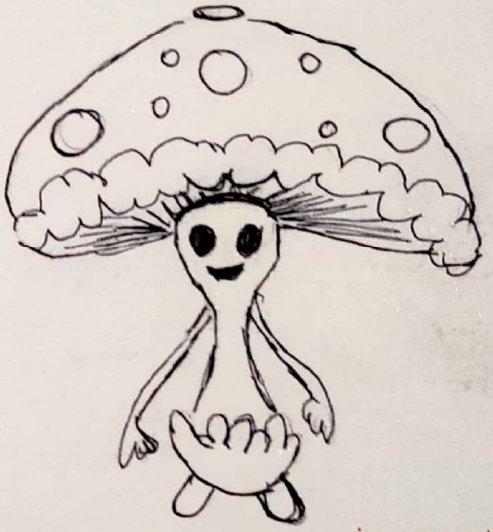
pants



body.



adding all together and visualizing.



improvised character after observing and visualising.

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# L4 -ANIMATION -VISUALIZATION-1

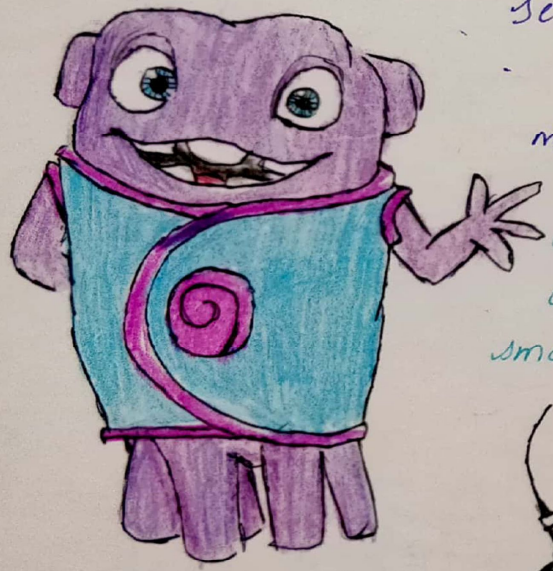
Factors ~~no~~ of making charecters.....

Fisthy take care of body propotions if you want to exaggerate the propotion you should know the achual propotion of the body before exaggerating.

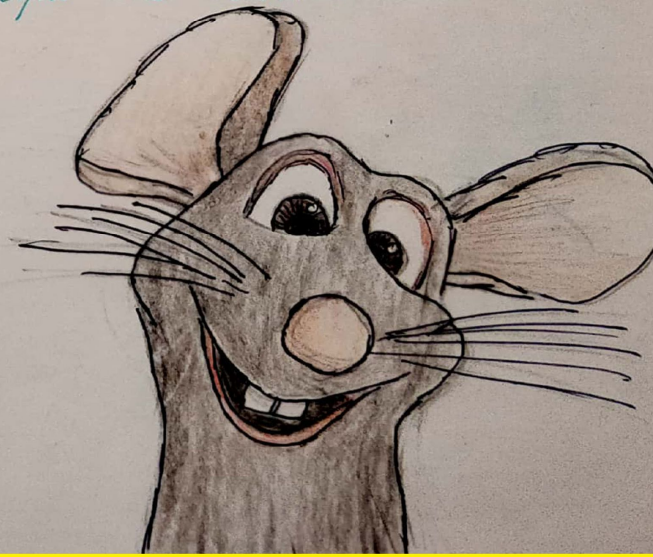
Secondly flow of body and body ~~before~~ gesture

Silhouette of yous charecter should be irecognisable make silhouette of all charecters you draw and compare.

contrast is an intersting element that makes a character intersting it can body big in contract to small head or contrast in lines, straight line contrast to curve lines.....







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# L4 -ANIMATION -VISUALIZATION-1

## About Color

So how colors helps in character?

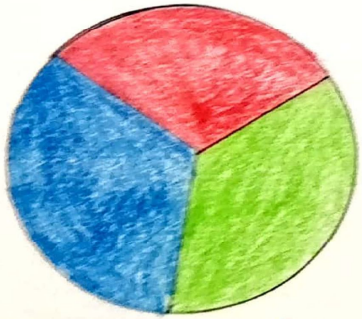
color contrast is very important for character making. color can display some qualities of a character.

So lets study about colors:-

main = color wheel.

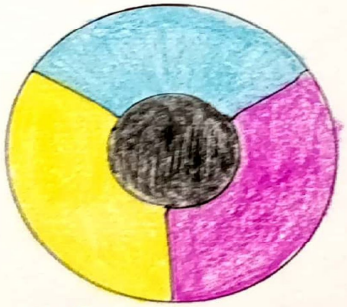
**Primary**

Primary wheel consist of Red, Green, blue.



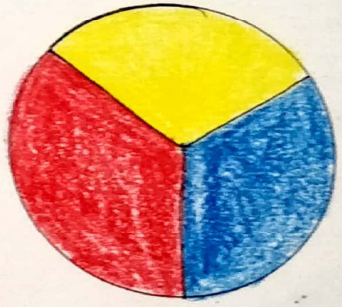
**secondary**

Secondary wheel consist of cyan magenta yellow & black



**Tertiary.**

Tertiary wheel consist of Red yellow blue.



Different types of color study are....

- color harmony.
- Complimentry colors.
- split complimentry colors.

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# L4 -ANIMATION -VISUALIZATION-1

## Moving to my element....



So my element for ~~that~~ creating character is "Nasty."

So what does Nasty mean?

Nasty means very bad or unpleasant. it also means damaging or harmful or annoying...





So How can or how will a nasty character look based on the information.

a) Stinky or bad smelling or bad looking
b) Evil or bulling looking.
c) Devilish or scary look.

So I'll explain each information with expressions and based on that i'll choose one of the information.







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# L4 -ANIMATION -VISUALIZATION-1

a) Bad looking or Bad smelling.

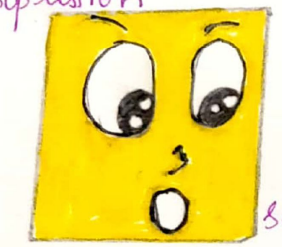
So normal these types of character will have normal expression. This types of character is identified with there dress or smell...



happy expression



Sad expression



Suprised expression.



MUK

looks bad.

Took and example (reference) of bad smelling and bad looking characters.



Garboder

Smells bad.

Hence one based on looks and smell only these types of characters. character can be found

(Both these character are from the series of pokemon.)

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# L4 -ANIMATION -VISUALIZATION-1

b) Evil and bulling

for these type of charecters their looks and expression matters a lot...





cunning expression



Evil expression



Angery expression



Grumpy expression

Cruella de vil...
She is a very evil and will do anything that makes her happy

(101 dalmations).



Buford van Stomm
~~He~~ is a very tough bully.
His hobbies bully children Street to street.

# L4 -ANIMATION -VISUALIZATION-1

c) Devilish or scary...

These type of charecter is mainly understand by its looks. The expression for these type of charecter is different or you can say unique from other charecters.

These type of charecter will have sharp teeth or claws will have a glowy look or gashy look.



Spirit tomb.

If it is gasous charecter it is a aggresive and destructive charecter. It gives a nasty vengeance





cunning smile.

Suppressed



frustrated.

Angry



Tasmanian Devil

(from the show looney toons)

It is a very nasty charecters in the show every other charecto run for their life as it distroys everything in its path living and non li (cant everything)

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In the 3 category of Nasty:

a) Stinky and bad looking.

b) Bully and Evil

c) Devil and scary.

I have decided to move on with the 3rd category that is Devil and scary. **WHY?**

I could have taken (a) stinky and bad looking or (b) Bulling and Evil

stinky and bad looking common for the word Nasty so I wanted to take something different

I could have also taken (b) Bulling and evil but it is not that related to (c) Devilish and scary ~~so~~ also also people prefer scary or Devilish character. Hence I took (c) .... Before going to character sketch taking some reference for Devilish and scary from Greek mytical creature and study their books....

# L4 -ANIMATION -VISUALIZATION-1




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# L4 -ANIMATION -VISUALIZATION-1

## Charecter info....

To basic info about my charecter.

it is a antagonist. very devilish charecter. As a reference I have taken Greek mythecal creature as a reference to create my charecter.

So what type of charecter it is as the above info it is a animal... very ferosious and nasty.

**WHERE Does It Belong?** (habbitat).

A: place where it is filled with fire and debris. hell.... Moving to reference.







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# L4 -ANIMATION -VISUALIZATION-1

## Medusa...

In Greek mythology medusa was a monster described as a winged human female with living snakes in place of hair Gazers upon her hideous face would turn to stone...





## Cerberus...

In Greek mythology Cerberus, often called the hound of hades is a monstrous multi headed dog guards the gate of the underw to prevent dead from leaving...





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# L4 -ANIMATION -VISUALIZATION-1

## Chimera...

In greek mythology Chimera is a monstrous fire breathing hybrid creature.. consist of ~~one~~ more that a animal ~~lion~~ lion goat and snake...




## Kraken...

Kraken is a legendary sea monster of giant size it is the size of 50 ~~mt~~ feet of hight and having large tentacles which can wipe a city...



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# L4 -ANIMATION -VISUALIZATION-1

Hydra....

Hydra is a serpentine water monster in greek.
it lies in the entrance of the underworld
it said that if you cut one hydra head
2 more grows back.. Normaly hydra has 4
heads in which one breaths fire.....





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# L4 -ANIMATION -VISUALIZATION-1

## Kronos...

Kronos was the first generation of titans He started destroying thing and killed many people and gods later imprisoned by his 3 son's in tartarus...



## Hades...

Heades is known as god of the dead. king of the underworld. He often had hatred with his brother zeus and posidon and came to a big fight.



## Minotaur...

It is a bull headed creature baisically half human and half bull...

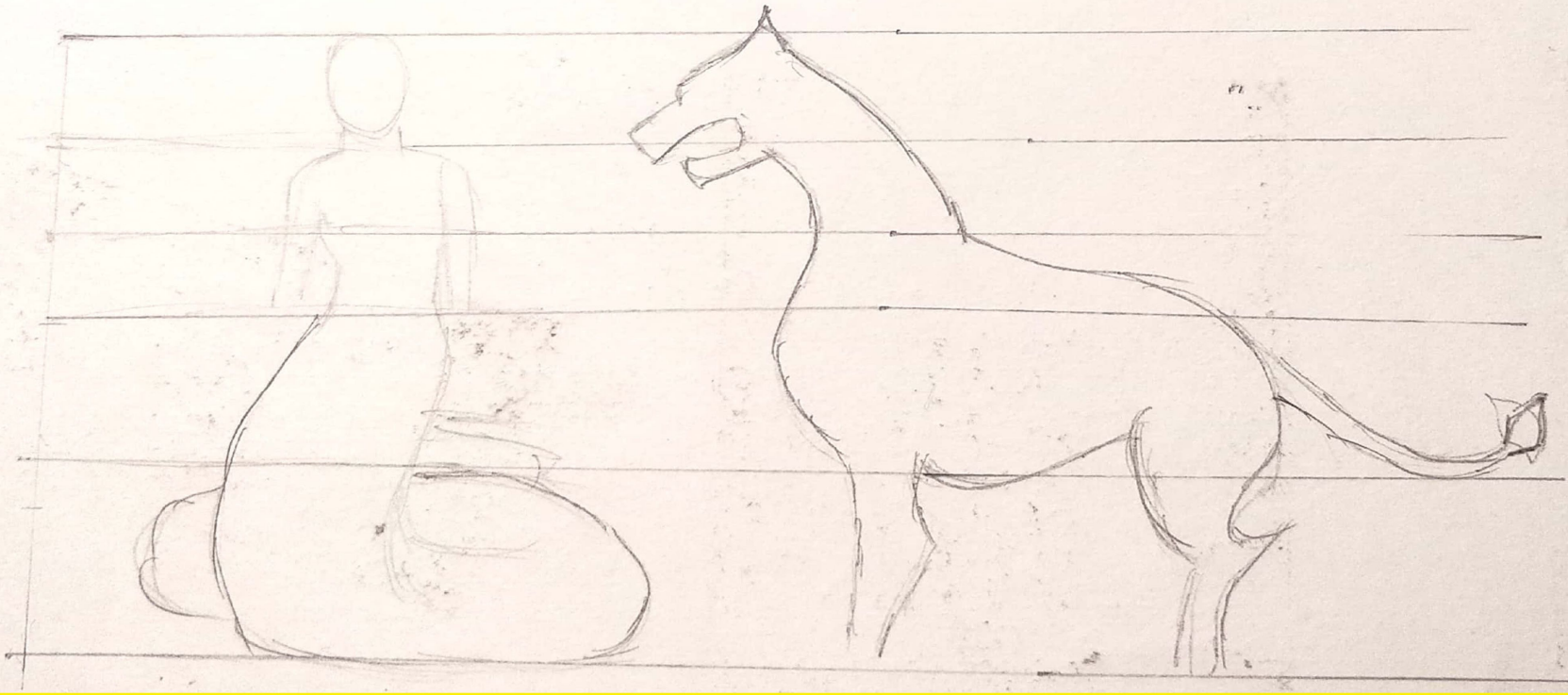


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# L4 -ANIMATION -VISUALIZATION-1

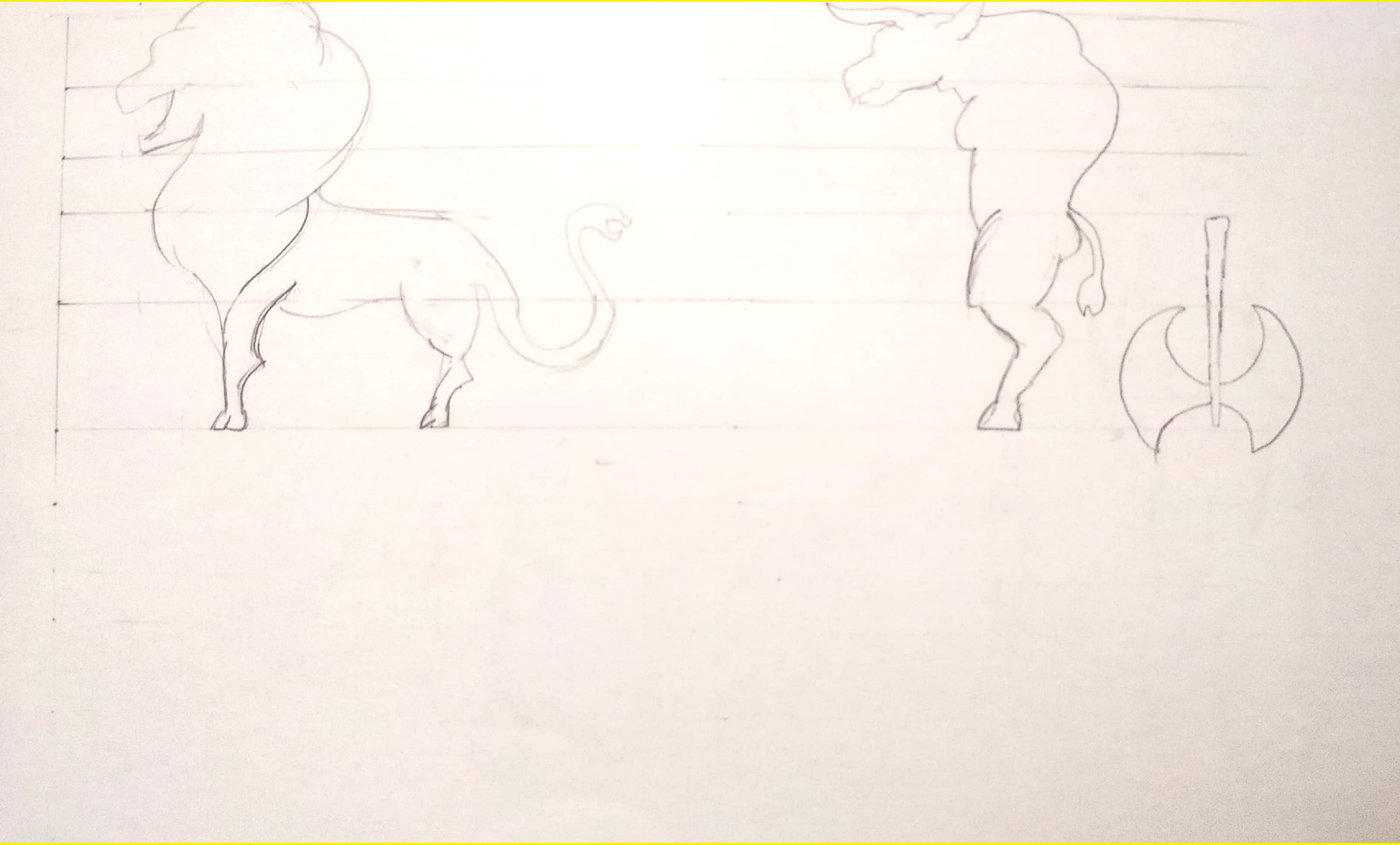
Resons:-

I have chosen all these creatures as they are related to Nasty and which will help me to et create myo chaseder I will take thers body structure and modify one of them.



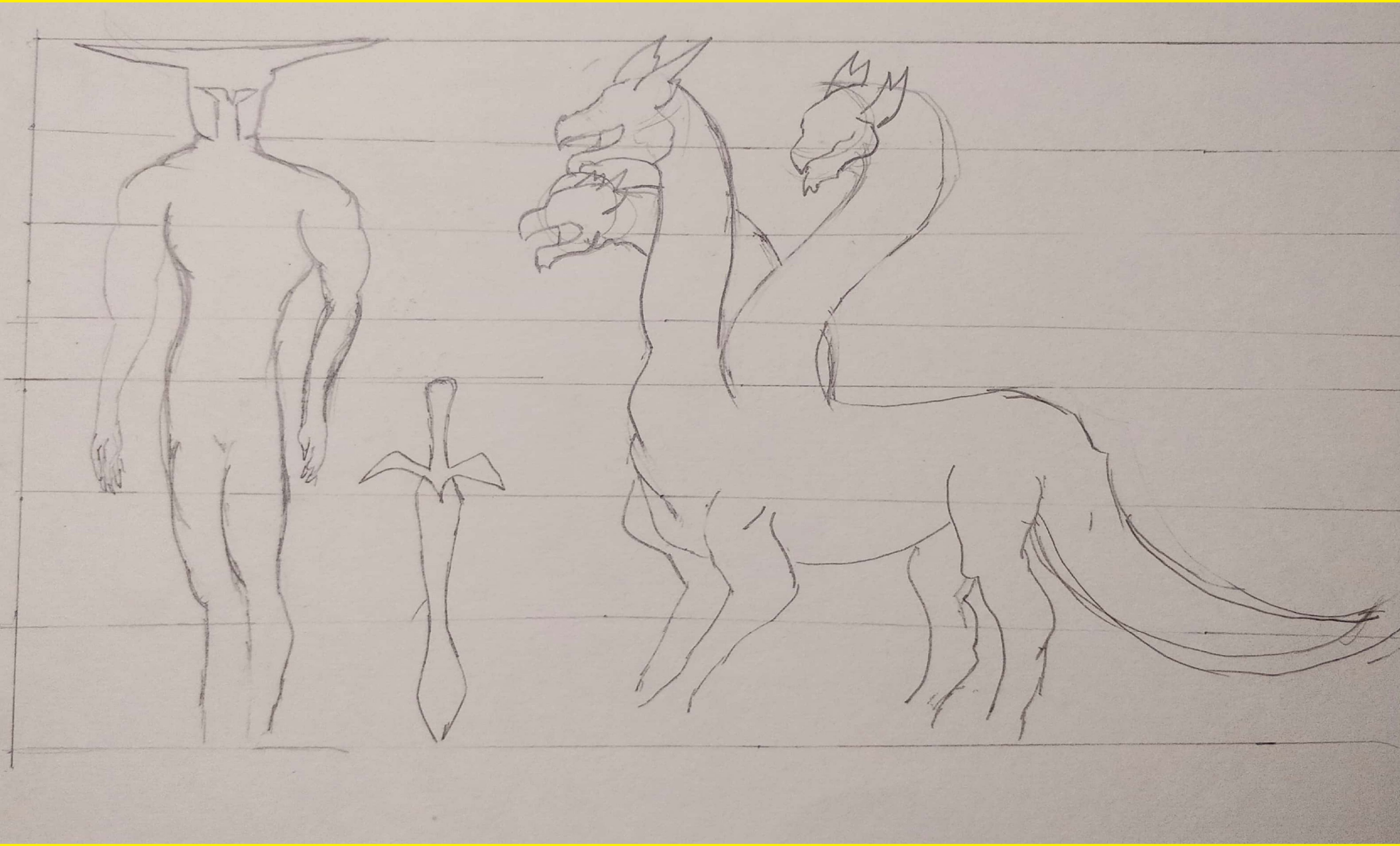
BENGADI SATTHISH SAI VARUUN

# L4 -ANIMATION -VISUALIZATION-1



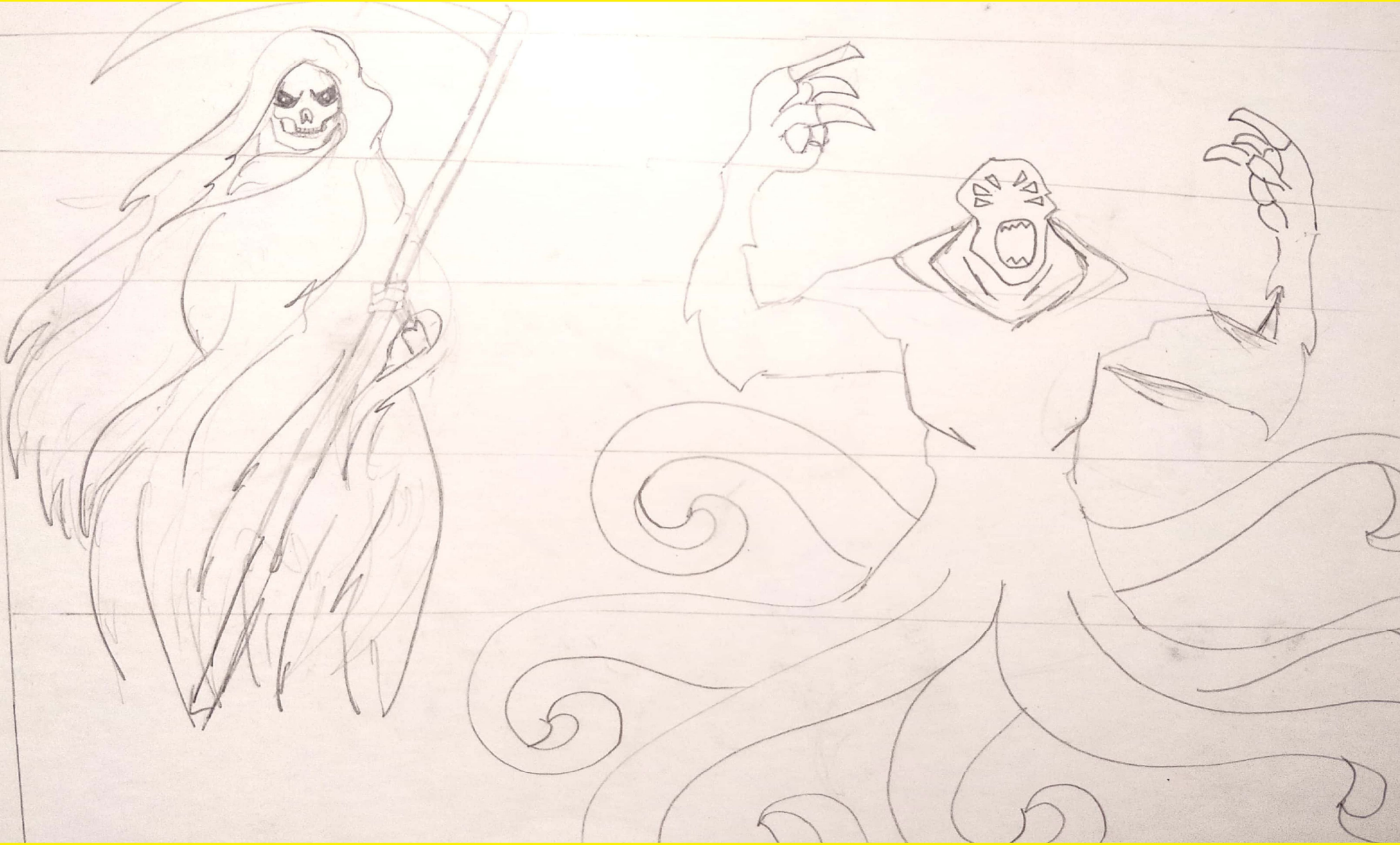
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**BENGADI SATTHISH SAI VARUUN**

# L4 -ANIMATION -VISUALIZATION-1



**BENGADI SATTHISH SAI VARUUN**

# L4 -ANIMATION -VISUALIZATION-1

So with the some variation I have chosen the 1st one that is medusa structure ...

why did I choose it because medusas body looks slimy because it is a reptile body and she a very nasty person.

moving on to the expression sheet of medus type. with so modification



evil smile



furious



Suppwise



laughin



Annoyed



Angry



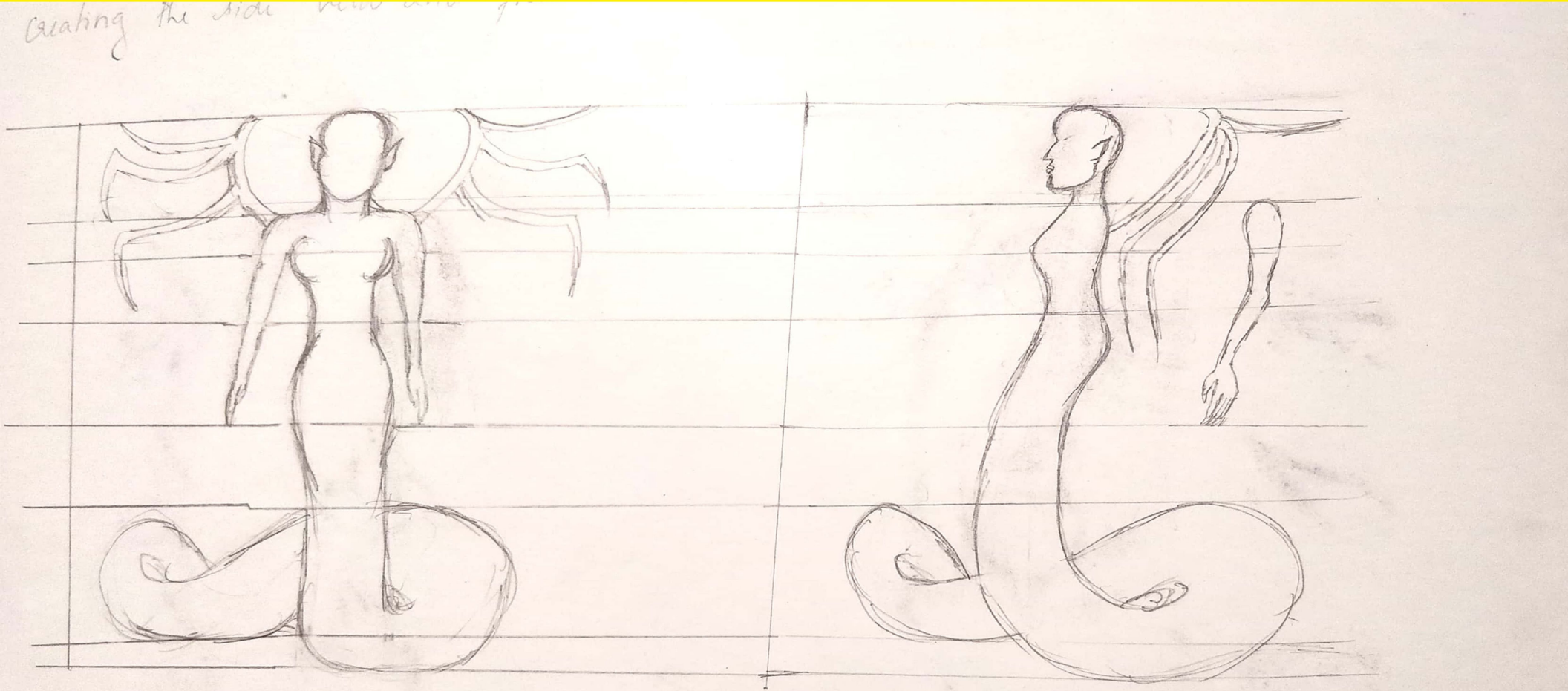
Cunning



Stunned

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# L4 -ANIMATION -VISUALIZATION-1



**BENGADI SATTHISH SAI VARUUN**

# L4 -ANIMATION -VISUALIZATION-1

Designing the face

a) eyes c) nose. e) lips.
b) hair d) ears.
or crown.

a) Eyes.



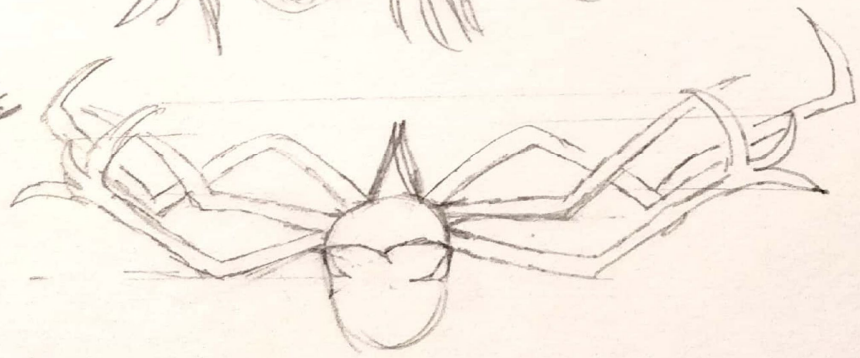




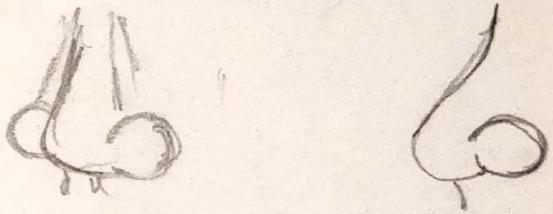
b) hair/crown.

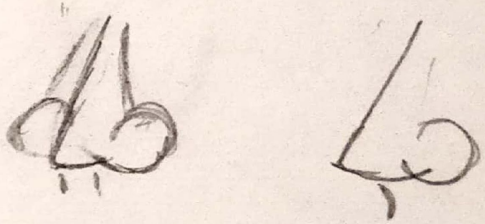


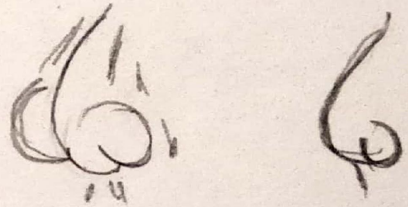




c) nose.

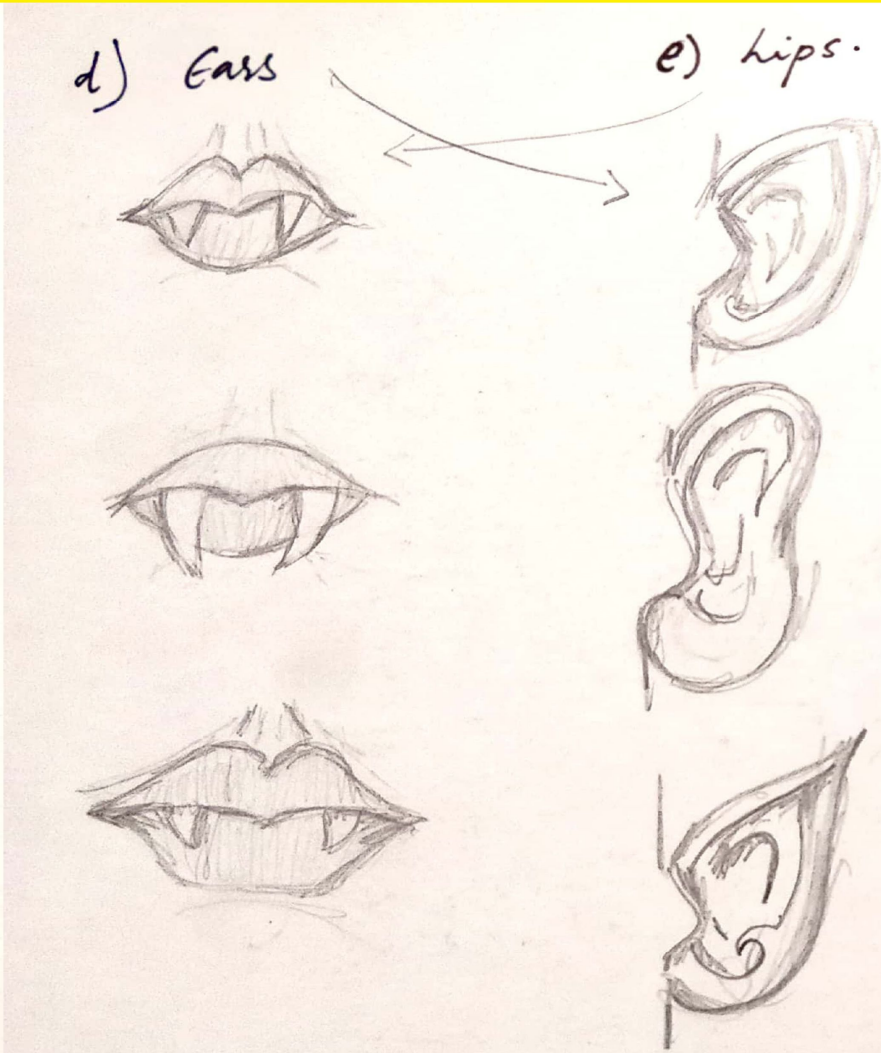






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# L4 -ANIMATION -VISUALIZATION-1

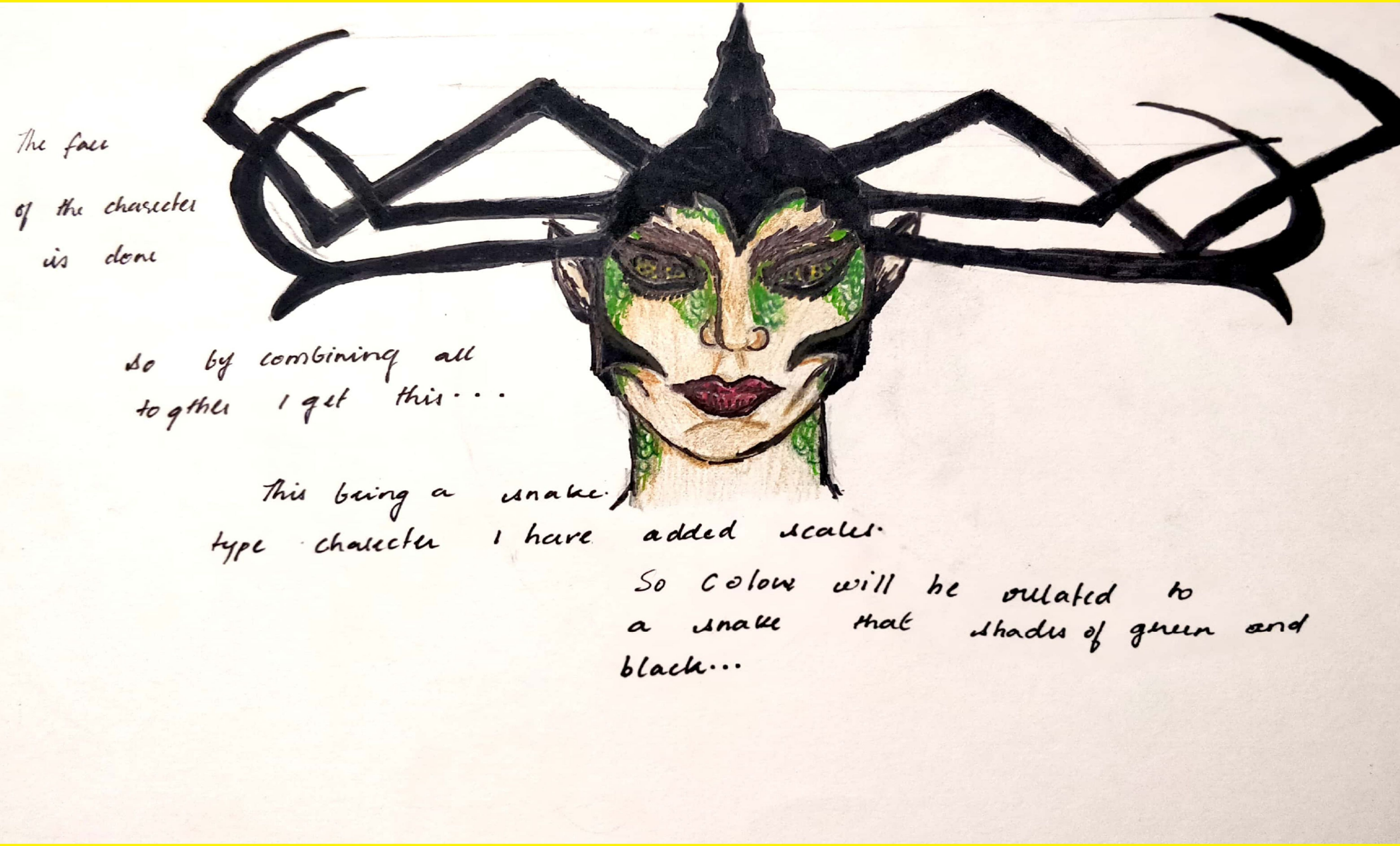



taking one of the thing and making the face
from eyes im taking the first one.
from crown/hair the last one.
from the nose the second one.
from the Ears last one and from
lips last one.

Now combining all to
make a face.

BENGADI SATTHISH SAI VARUUN

# L4 -ANIMATION -VISUALIZATION-1



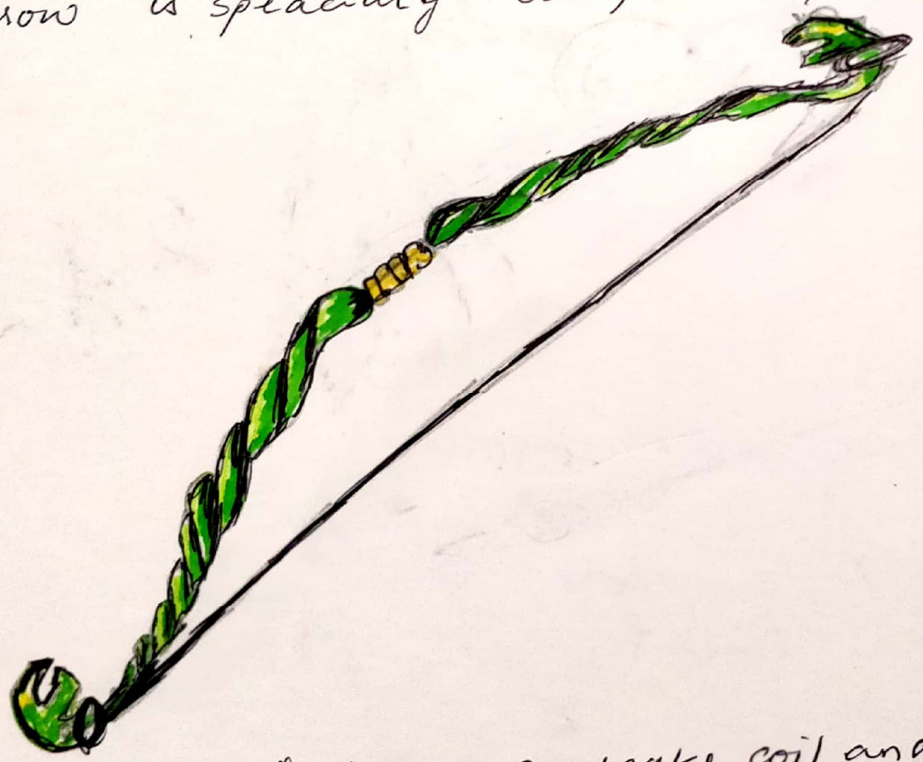

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Moving on to the body and ~~step~~ weapon...

weapon

in the Greek methology medusa has a weppon, A bow and arrow where the arrow is speacially dusign to posion the target...



I dusigned the bow as a snake coil and snake head in the end of the bow



Spiral ~~bo~~ straw and arrow bag.

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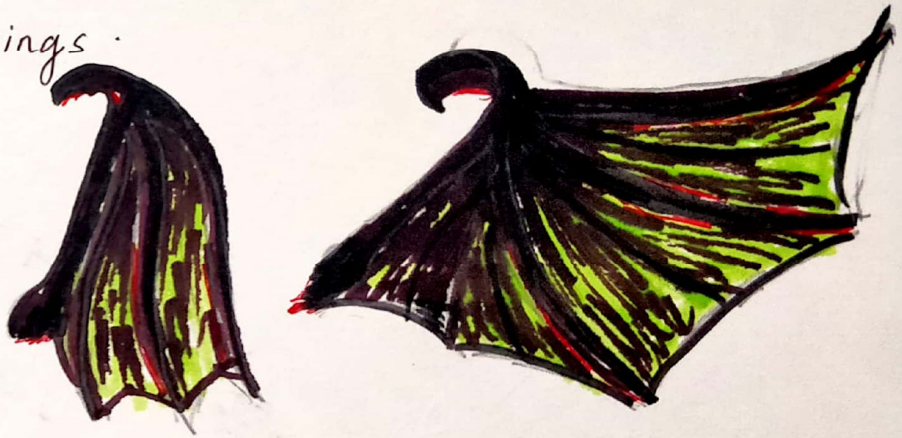
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Accessary.

As the necklus should be bad like skull necklus making look nasty.



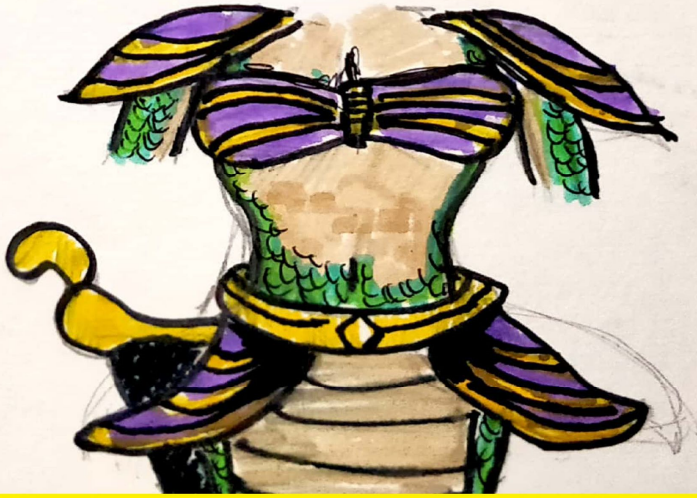
wings.





hand Accessary and looks...

Dress.



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This charecters profshon is based on a serial killer and a sadist...

both this charecters has a nasty background or a habit..

To this charecter lives in a very non-living background or To say like hell...

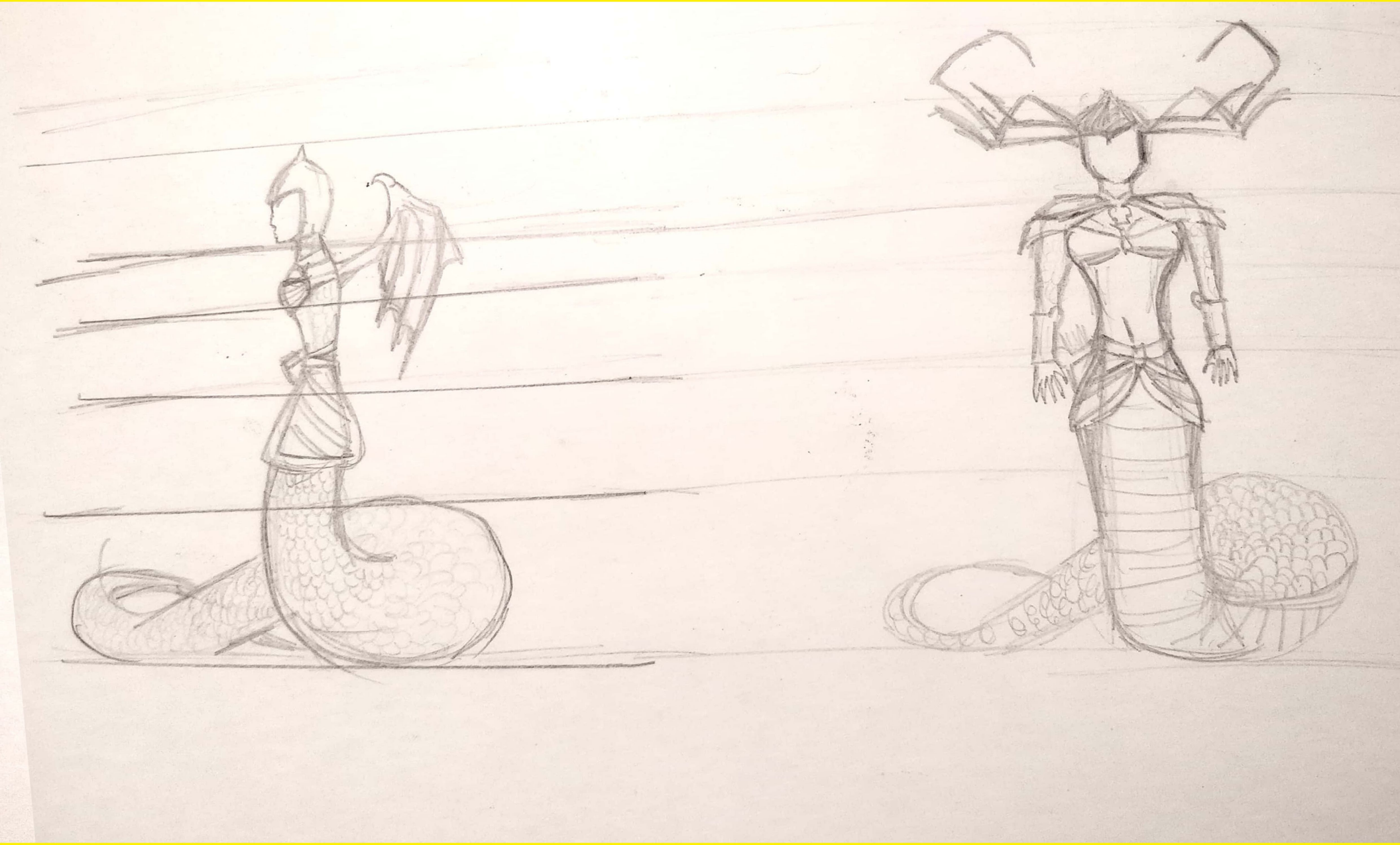
So the name of the charecters is "Medufus" a bit madhing with medusa..

Moving on to sideview and front reiw....
and expresion sheet...



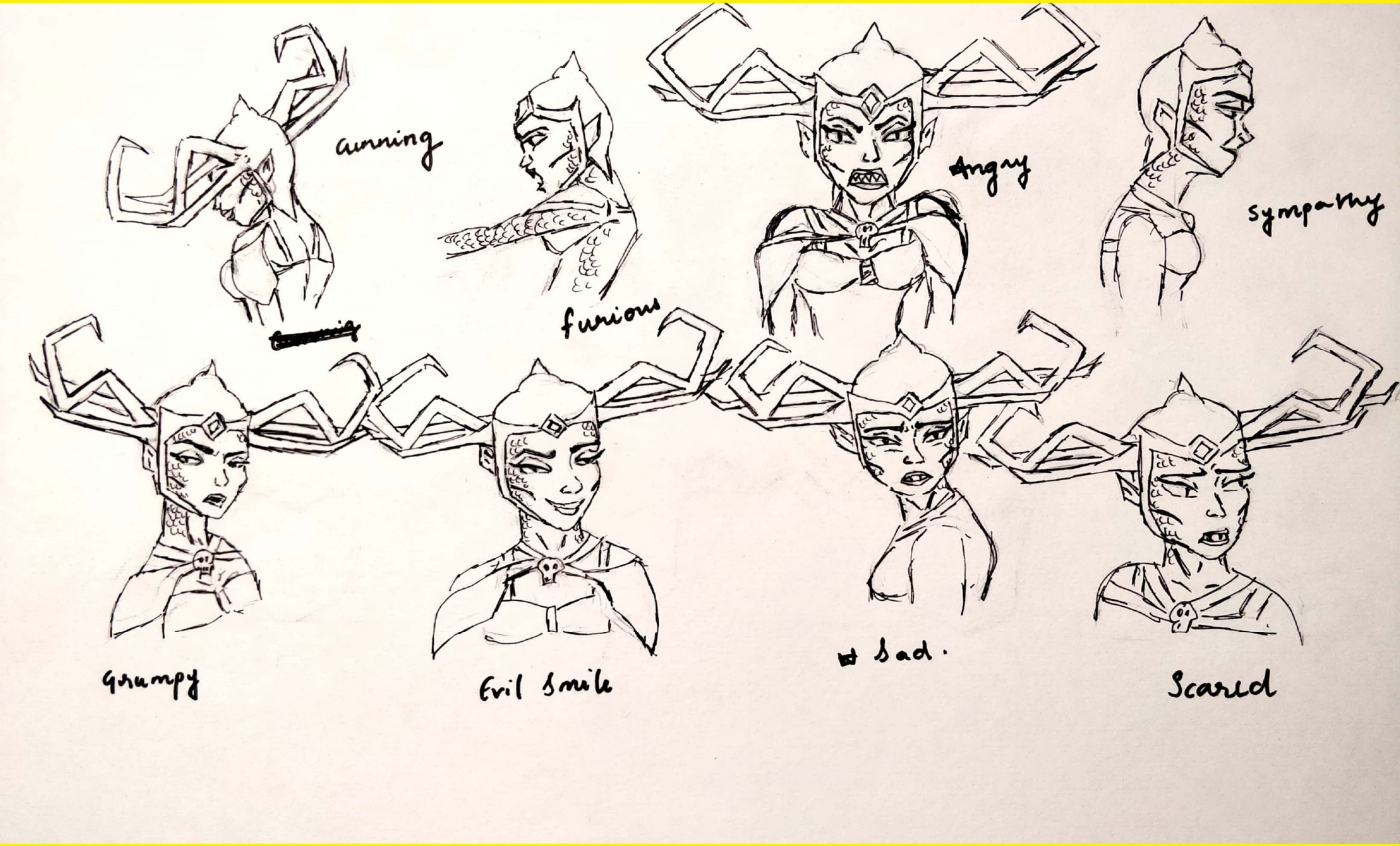
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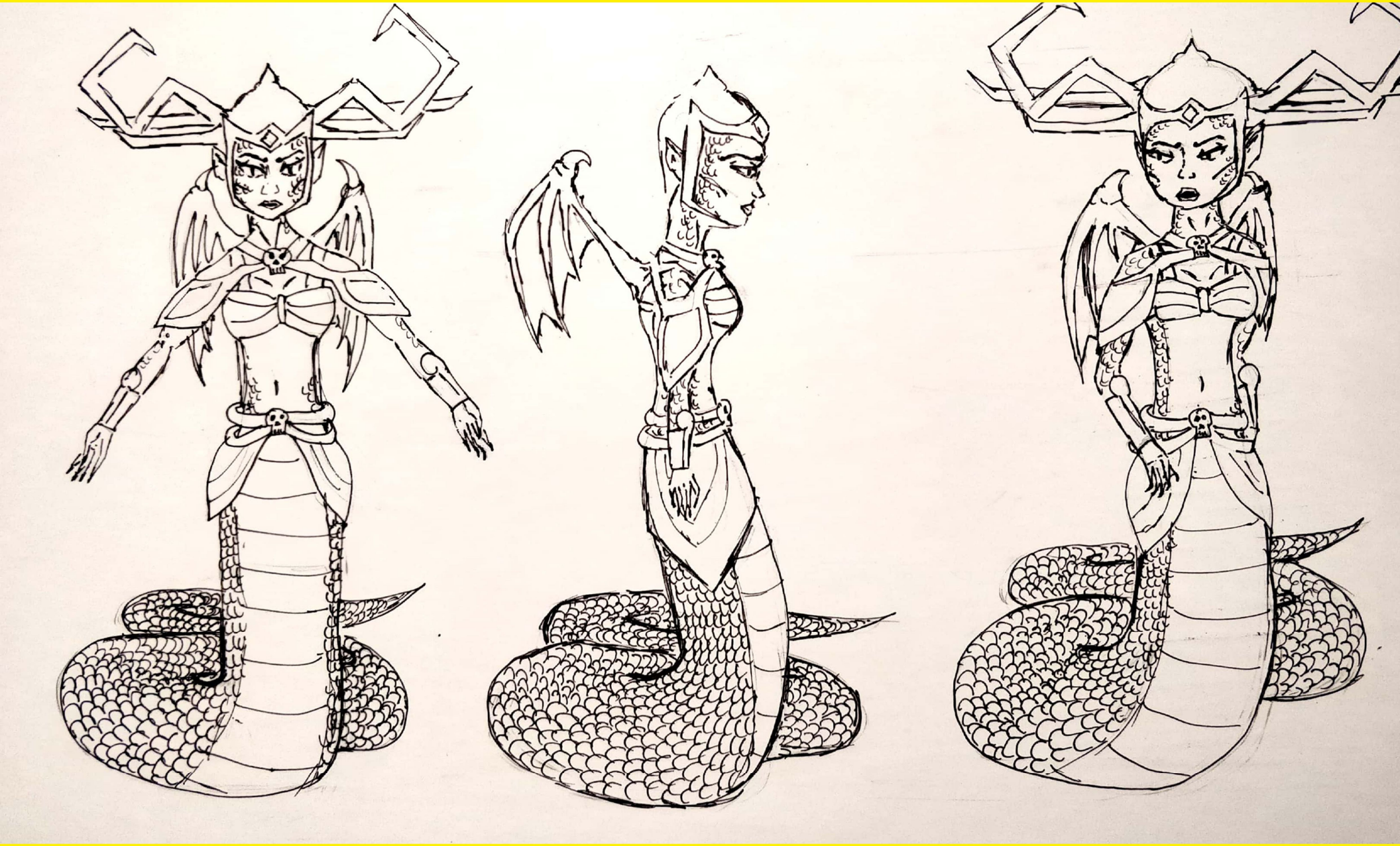
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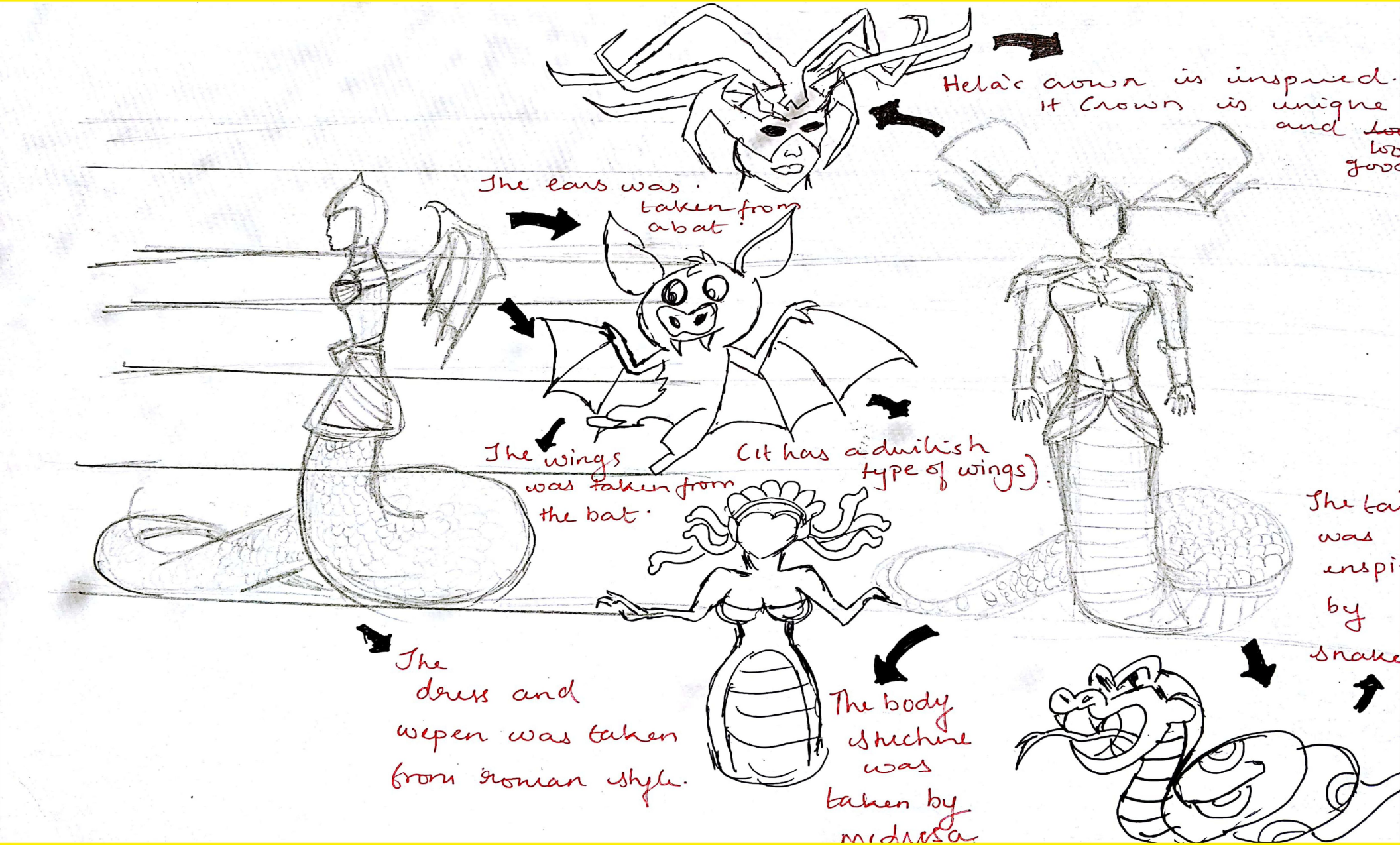

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# L4 -ANIMATION -VISUALIZATION-1



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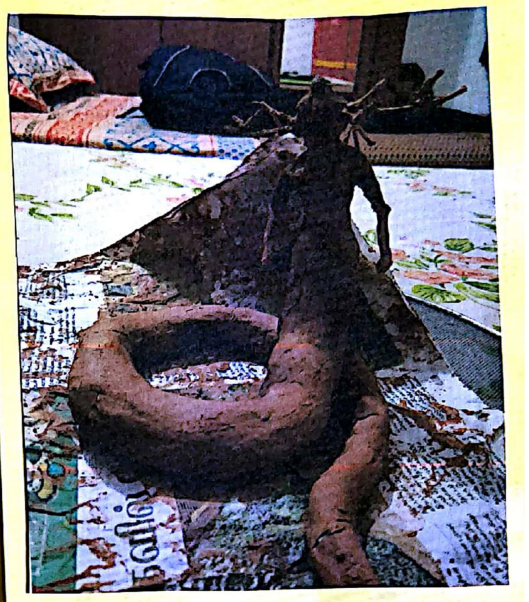
Process of Making the Model

I made 3 models.

Materials used →

For all 3 models diff are used.

Clay (wax), mod. clay, foil, tissue, fevicol, w...



1st model →

Materials used for this is
- powdered clay.
- pipes
- wires.

Pipes and wires where used to tail and skeleton (joints).
Then on that clay (powdered).

This mod... it was



2nd model. →

Materials.
- Thermocol
- wires.
- Sandpaper } - for making the
- Tools. } shape.

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The modil is 4-ft to 5ft tall.

→ This model mainly for the features.
small features.

dress →
- Bikini type dress
- bangles
- necklaces
- belt.

For Sense organs. →

eyes, eyebrows, nose and lips.
wax clay was used to give
a smoth finish.

Dress/horns.

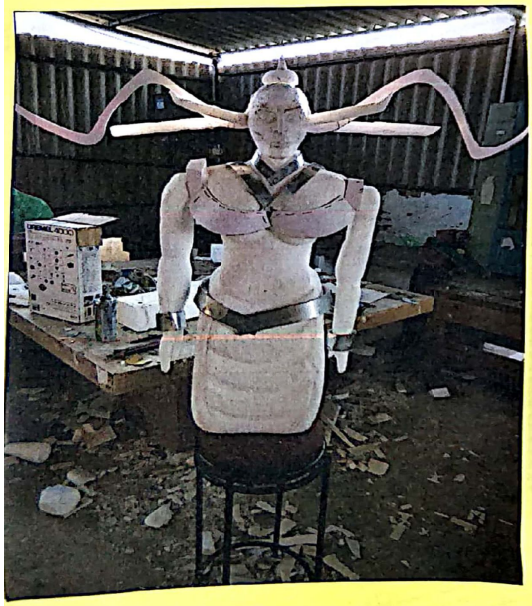
→ for the horns and dress I used form board and used wires to attach it.

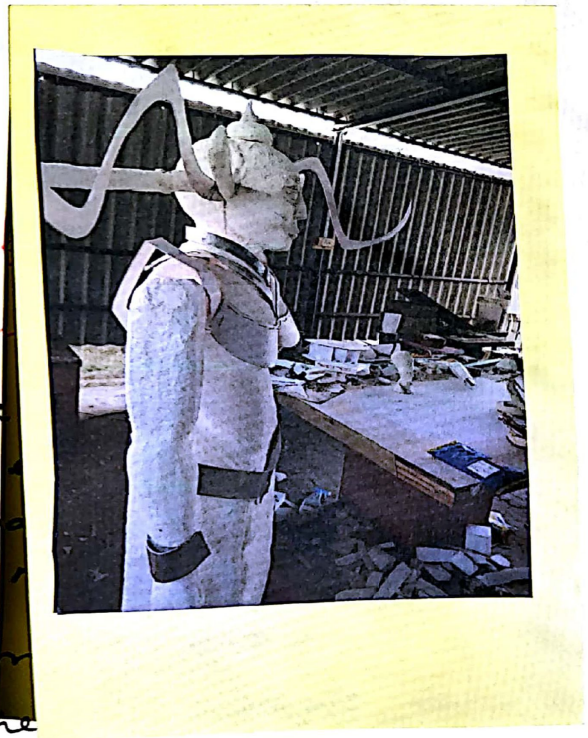
3rd modil: model →

This 3rd model was baisically a proto type just the structure without features.

Natrials useds

- wast clay
- aliminum
- tissue.
- glue (fu



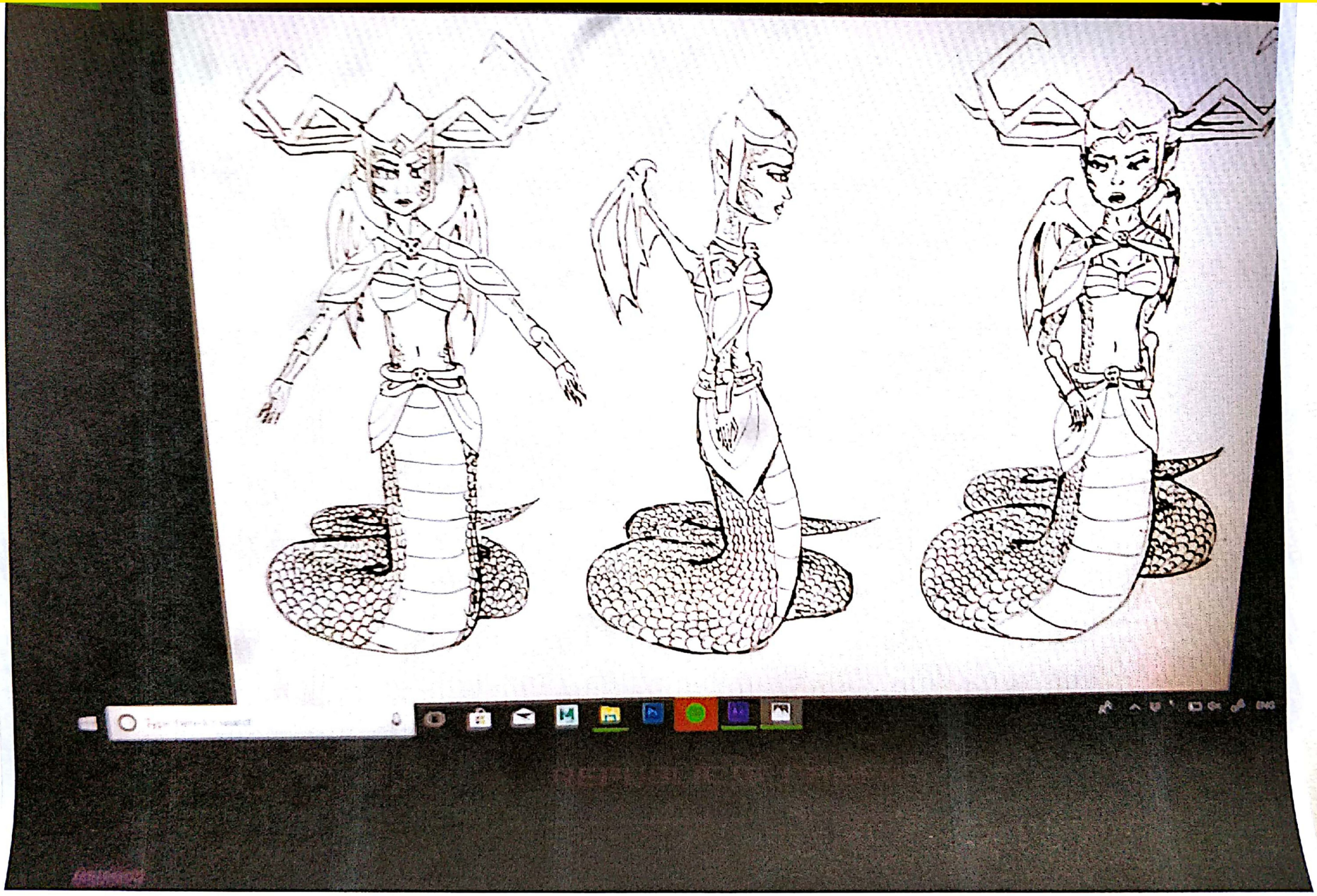


ly was made
as it is
sue and wo
o make the
same tim
rows and he
then clay (wax) was
coat it.

My model / character is pixar style 3D ca character
of Design or Disney

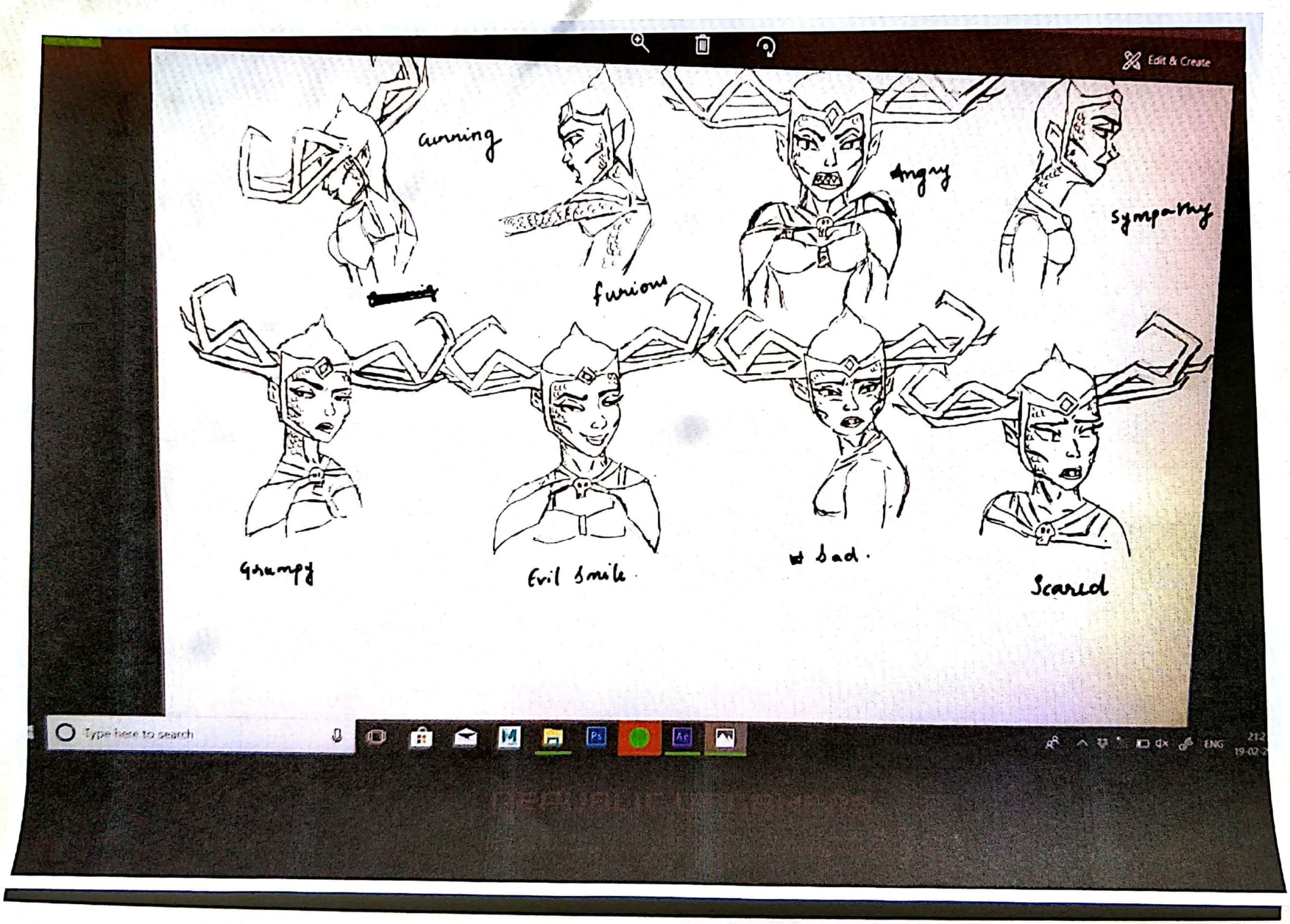
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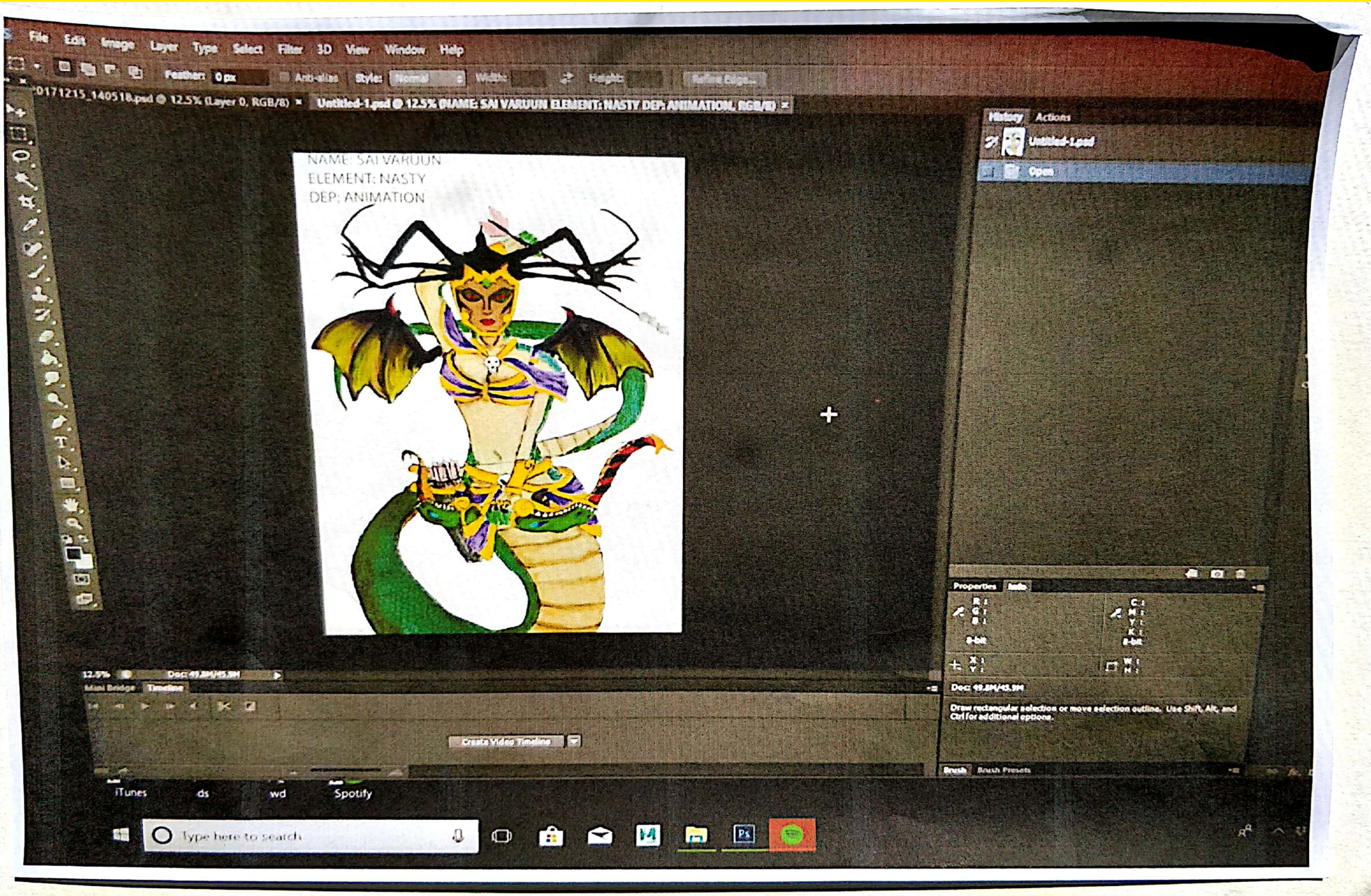
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## Reference

- google
- google images
- wikipedia.
- wikiinfo.
- ~~on~~ Ancient greek encyclopedy
- how to make fantasy creature anatomy book.
- Other.

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