



For this rotation, I wanted to explore beyond my usual artstyle while designing a character. I generally opt for more detailed designs, however, I wanted to imagine a character in an animated environment. Overly-detailed characters can suffer in animation and be tedious to draw, so in order to create a simpler one I thought about basic shapes.

I wanted my character (based around the season '**Winter**') to have a roundness to them, so I used basic shapes with harsher edges and softened them (for example, the coat of my character is just a simple triangle with around edges). I aimed for my character to be like this as I consider Winter a childlike season, and thus, I wanted a childlike character. I also wanted some type of animal motif (a deer) that represents Winter, as I believe that a fantasy-type character matches the 'magic' of the season.

The colour palette I chose makes the character stand out in perhaps a snowy environment, with the darker blues and purples, and I wanted a pop of colour on the design with the slightly yellow fur. I also included a texture on the clothing, to emulate that thick, warm feeling Winter coats have.

Overall, making a character that I wouldn't usually make was both challenging and rewarding. Learning about how to make interesting characters from basic shapes was helpful, as I was able to make an eye-catching character without thinking too heavily about details early in the design stage

Below are just some basic outfit choices I was considering when designing the character, and a moodboard for inspiration.

ankles

fluffy hood

long coat

pants

