UNIVERSIDAD POLITECNICA DE VALENCIA

ESCUELA POLITECNICA SUPERIOR DE GANDIA

LICENCIADO EN COMUNICACIÓN AUDIOVISUAL

"Preproduction and Design for Animation"

UNIVERSIDAD
POLITECNICA
DE VALENCIA

ESCUELA POLITECNICA
SUPERIOR DE GANDIA

TRABAJO FINAL DE CARRERA

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INTRODUCTION

It is known by most people who are dedicated to the audiovisual world, that the main production of an animation work is a task done by the cooperation and work of different people with a large artistic talent. The audiovisual world of the animation is not an easy work. It takes lot of time and human resources to complete a project, and as a main part of the development process, it is essential a good communication between workers.

With this project, done as a Final Degree Project for the Audiovisual Comunication Degree, I want to show to the people who read this lines that It is possible for me to work in the different tasks of the character creation for an animation product, thanks to my education in the ''UPV Valencia'', the ''Fachhochschule Düsseldorf'' and the guideance of Dieter Flesichmann. For this purpose, this Final Degree Project is divided in two main chapters, both focused in the character development process.

The first one is a chapter focused on character development and allows me to introduce the tecnical development process of a character creation. The characters found here have been vectorized with the Flash Tool. The vectorization process is one of the hardest one, and it costs a lot of time to do. However, it is needed for most of the animated TV series that uses the flash technique in their development, so it's important to know the process before you work on your character. Once you have the concept of a character; you need to show your partners how does it work and how was it created, so they will know how to animate the different parts of its body. As I said before, the comunication betwen workers is a very important task in the animation process, and this is what is being done with the preparation of the techincal work such as the character construction and the making of turna-round sheets. Here I develop some of the characters that were previously sketched and vectorized, and I prepare them for a future animation.

INTRODUCTION

But letting your imagination flow is another important aspect of the creative process involved in the character creation, and that's what I pretend on the second chapter of this work, the sketch work. So here I leave the hard work of vectorizing to focus all my effort in the creation of new crazy ideas. Many of the characters that are created now are suitable to be taken one step further and be used in the elaboration of a much more technical work. Here I would focus only con the creation on new ideas for different kind of characters, and provide the very first step of character creation, wich is the direct work between the artist and the white paper.

Finally, I should clarify that the creative process of character creation may not occur without a context, that's being said, the universe in wich the characters are moving. Each character is created by an imaginary situation that it's given in this universe. That is why I need to start this work with a narrative section called ''The World of Typhares'' where the developed universe has gestated most of the characters presented in this Project.

In the middle of a vast wasteland stands the great walled-city of Typhares. Led by its monumental tower, a large population of animal-looking creatures are controlled by the powerful patriarch of Typhares, the absolute authority to whom their subjects must respond with blind obedience. He leads the city from the top of the tower with the main purpose of isolate and protect the population of Typhares from a devastated outside world where there are only rocks and sand.

Its inhabitants live with constant pressure and fear from the police autorities lead by the Captain Wolfgang. They have the duty to control the order inside the city, and for this aim the police authorities will keep an eye on every suspicious move. The city inside is controlled by Pygma, the political pork, who responds every command from the Patriarch and is responsible of enforcing his will. The Patriarch is an omnipotent form of artificial life without physical form, that lies in an informatic program prepared to protect and isolate the walled-city of Typhares from the outside world. That's the reason why the Patriarch has no physical representation, and we'll only heard its voice through Pygma's narrative point of view, the only member of Typhares that is allowed to interact with the Patriarch. But no one knows the truth about the existance of the Patriarch. It was built up by an old race, disappeared long time ago, with the purpose of gathering the animal life forms that survived to the natural disaster that caused the disapperance of this ancient race. That's how Typhares was created. The animal forms inside its walls evolved over time and developed a new society controlled by the informatic program of the Patriarch.

But inside the walls of Typhares, a group of characters struggle to escape the dictatorship of their Patriarch. Foxy, a fox shaped animal form , is about to discover the truth about his existence. He belongs to an animal species that disappeared long ago from Typhares. The only species that was able to scape from the city, the species of the Foxes. Foxy was found in the suburbs of the city when he was a baby, at the periphery of the city, with an extrange bracelet with him that will be his only clue to discover his origins and his fate.

When Foxy grows up, he soon understands that to find the truth about his people he will need to scape from the city and discover a new world full of secrets. But the Patriarch and its entourage are not going to put things easy for Foxy. He will need the help from his friends to avoid reprisals from Captain Wolfgang and the police authorities from Typhares that will do whatever is needed for prevent Foxy to scape the city and discover the truth that awaits him.

They will soon discover that they're not alone in this world. Pirates, ruins, primitive civilizations, extravagant creatures and even cyber-robots are some things that will await our heroes to be discovered in their adventures traveling around the extrange, huge exterior world of Typhares.

CHAPTER 1:
DEVELOPED CHARACTERS

CHARACTER DEVELOPMENT

The character development process shown below will respond to a development pattern ordained as follows:

–First it will be shown a **brief description** of the developed character in wich I explained its role in the TV series as well as the 3/4 view of the model design with its construction.

–The fist character, Foxy, will have a short description of its **evolution design**, as it was created as the mixture of two previous designs of potencial main characters for the TV series.

–The **construction sheet** will show how the character is working in its basical shape forms. It shows the character as a mixture of basic geometrical shapes like circles and ovoids.

–The **turnaround sheet** allows us to contemplate the final design of the character in all its views, so we can see all the parts of the character, even its back!

–The **caracteristial poses** show us more information about the entire character design, how does its body elements work and how should be the body expression of the character when it is in action.

–The **facial expresions** allows us to know some of the most important expressions of the character. They show us a little more of information about the character, and how its face elements are related to each others.

–The **lip synchronization** sheet is a guideance for animators to know how should be the different kind of mouths involved in the speaking process when it starts an script dialog.

–At the end, we'll see a brief **color palette** of the character containing the main colors that should be shown in the final animation.

FOXY

Foxy is the main character of the series and the last member of the Foxes's species. He was born orphan and he knows nothing about his past, that's why the main objective of Foxy is to discover what happened to the members of the Foxes Specie and his family. For this task he only has one clue, the mysterious bracelet that leads in his left arm when he was found in the city suburbs.

To reveal the secret of his past and his extinted species, Foxy will crawl in the mysteries of Typhares until he finally escapes from the city to adventure himself into the devastated land of the outside world in wich he will discover the real truth about his past. But that's not going to be an easy task, the patriarch of Typhares will do whatever is able to stop Foxy from escaping to the outside world and discovering the truth. He will fight against the Patriarch's Team Forces in his attempts to escape from the walled city, and for that aim he will count with the help of his very best friends.

Foxy is a cheerful character, very smart and perceptive, who has the virtue of find simple solutions to big problems.

CHARACTER EVOLUTION (CONCEPT)
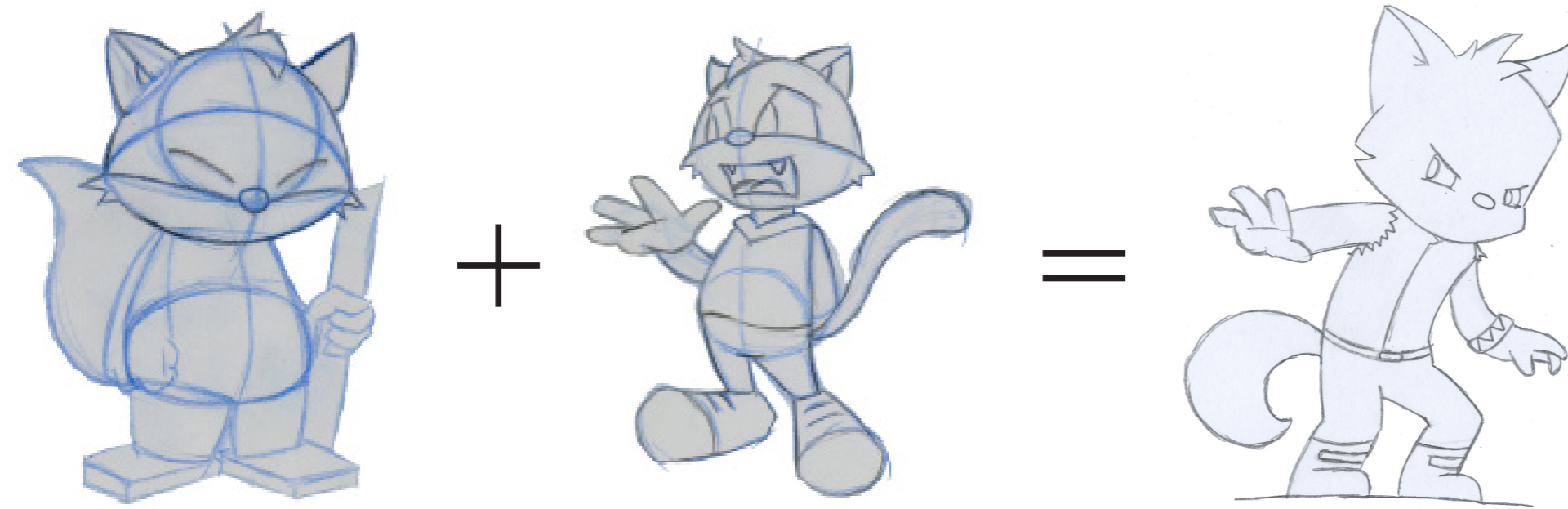
This Character was created as an evolution of two previous designs. One was the little fox that it's shown on the left side of this page. He was created as a fox member of a primitive tribe, always wearing an spear for hunting. Next to him we found a cat animal form design created now for the TV series about Typhares as the smart main character. In the end it was decided to mix both designs to create a Fox animal character with the main characteristics of the little primitive fox and the smart cat. This is how Foxy, the actual main character of the TV series of Typhares, was created.

CHARACTER EVOLUTION (SKETCHES)

Those are some early sketches of the original designs from Foxy.

CHARACTER EVOLUTION (DESIGNS)
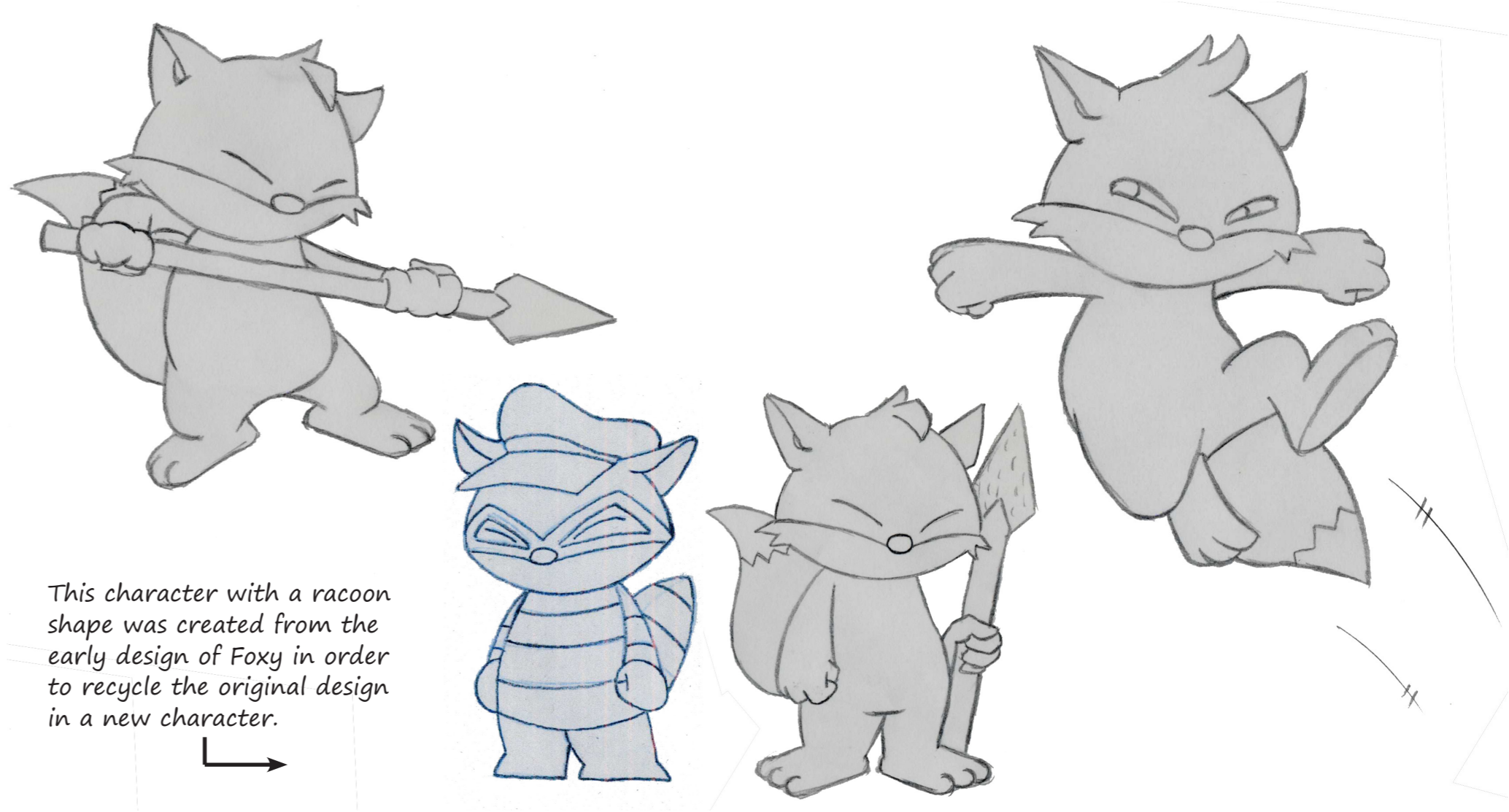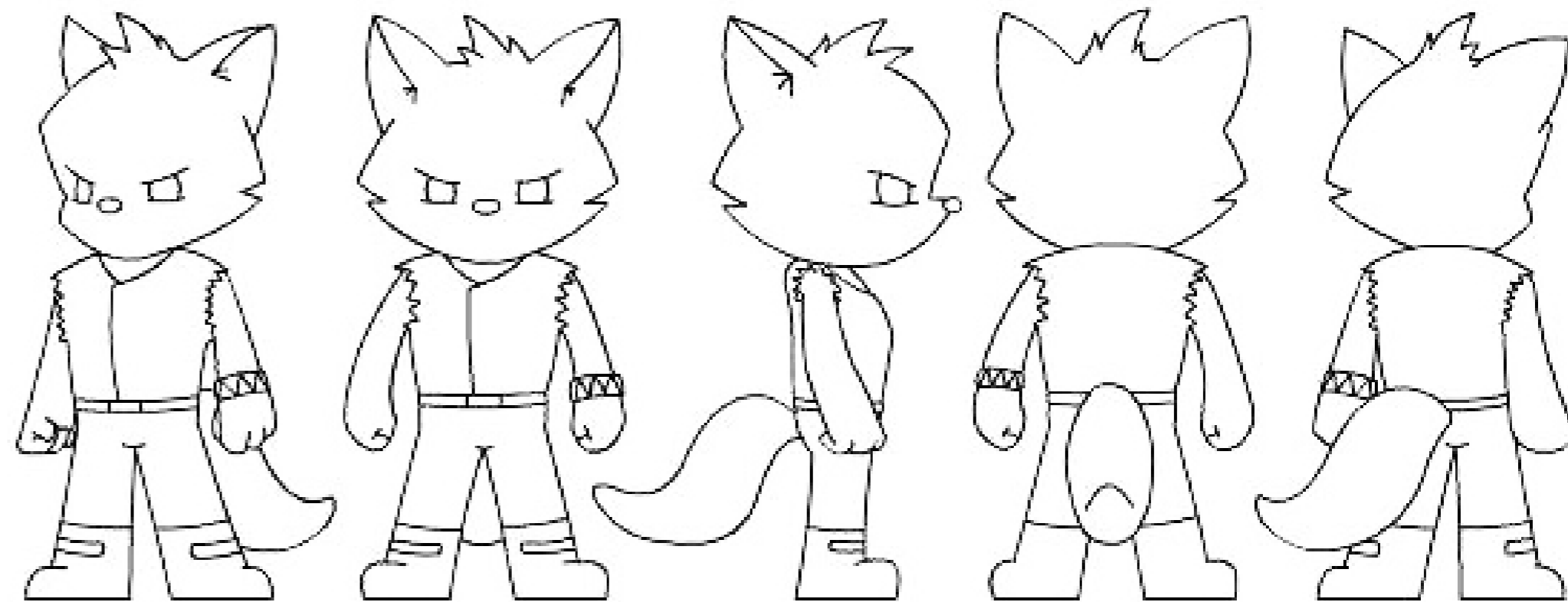
This character with a racoon shape was created from the early design of Foxy in order to recycle the original design in a new character.

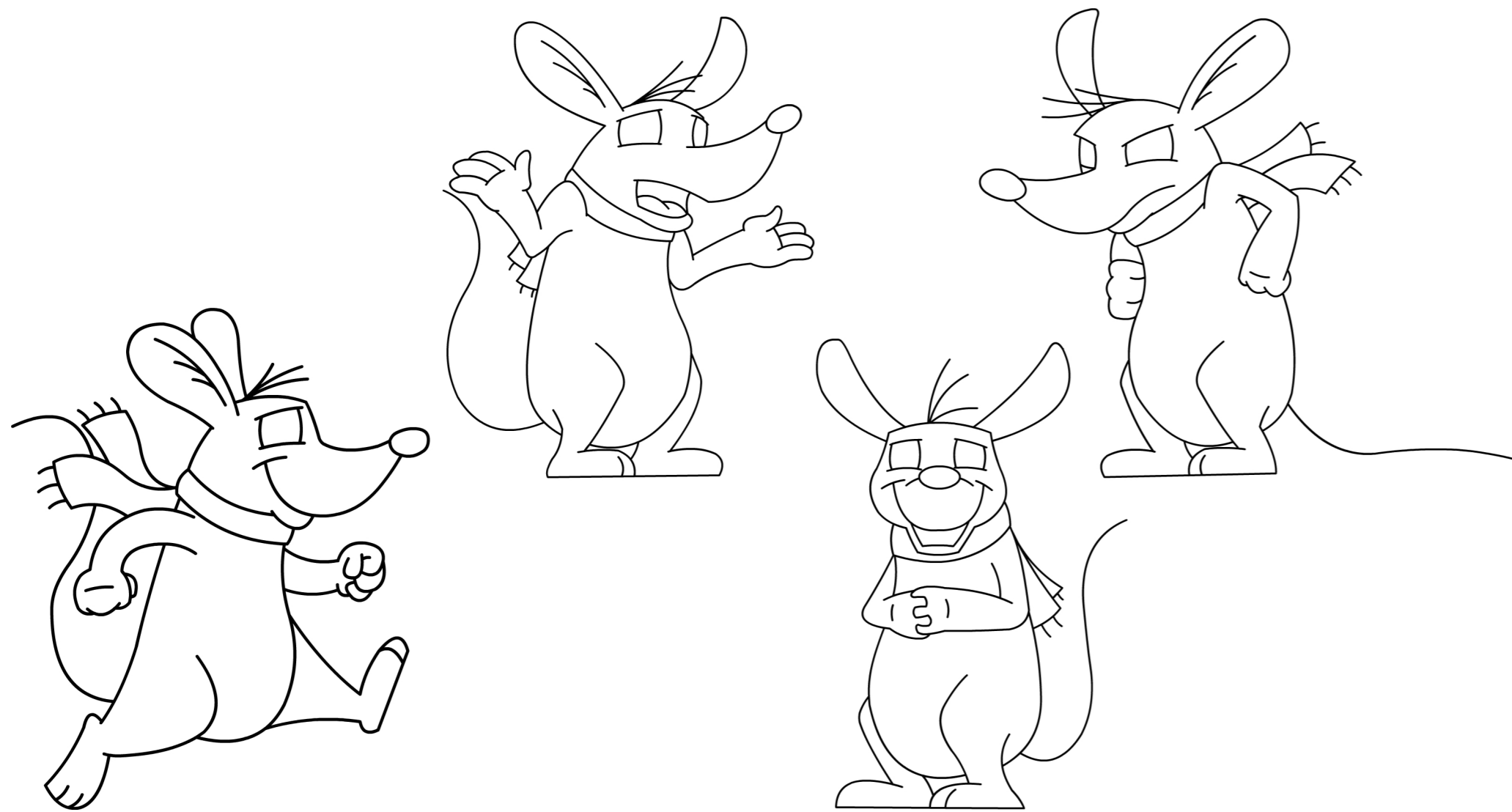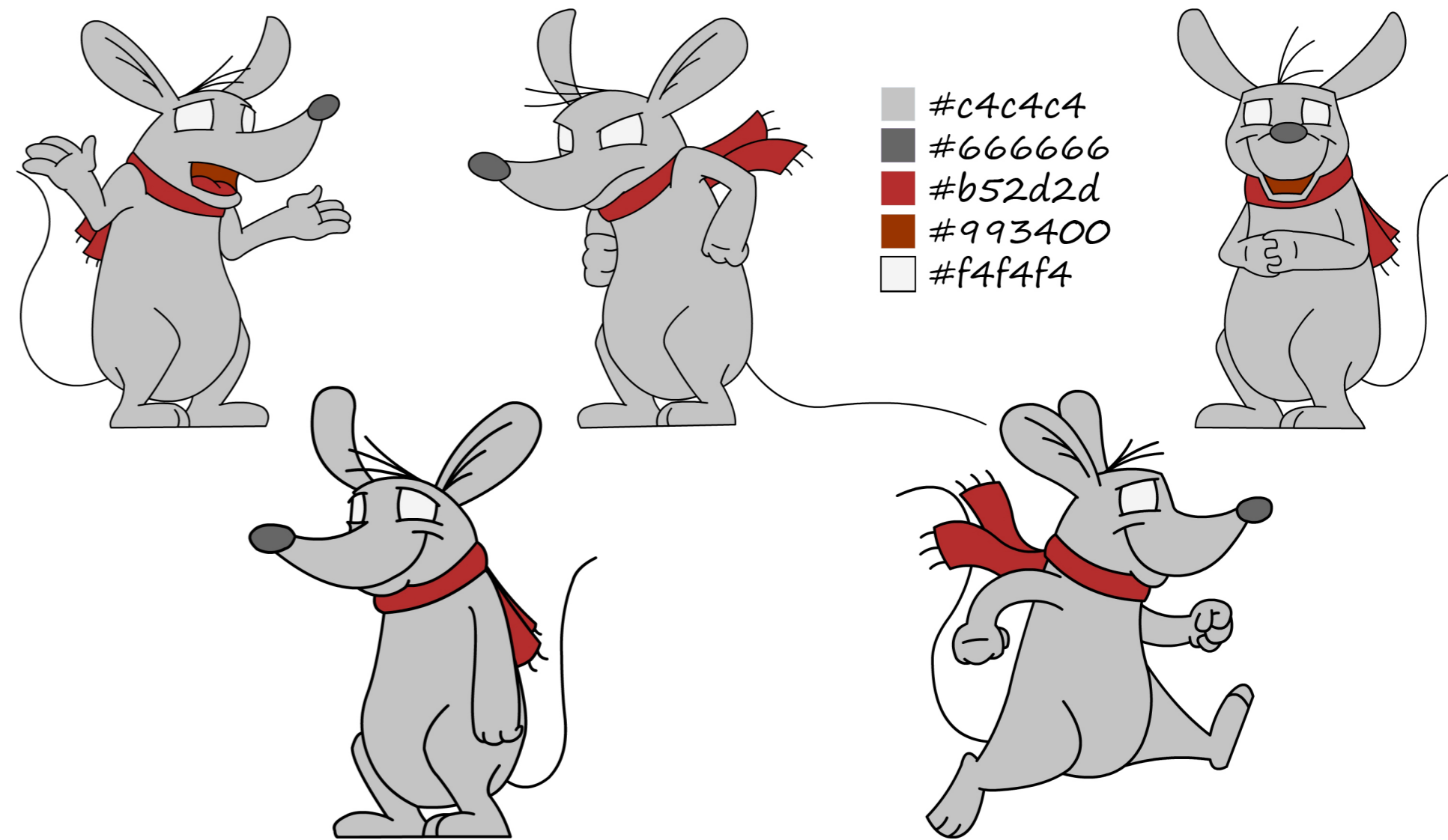# CONSTRUCTION SHEET

TURNAROUND SHEET

CARACTERISTICAL POSES

FACIAL EXPRESIONS

LITTLE BIT SURPRISED

LOOKING DOWN WITH SUPERIORITY

"NOT SURE WHAT YOU'RE TALKING" "SERIOUSLY, ARE YOU KIDDING ME?"

ANGRY (NOTICE HOW THE EARS POINT BACK)

TALKING ABOUT SERIOUS STUFF

DEPRESSED (NOTICE HOW EARS FALL DOWN)

LIP SYNCHRONIZATION

A

E

O

TR

U

BMP

VF

COLOR PALETTE

#d66d40   #0066cb
#933f00   #000098
#993400   #4b5265
#f4b800   #67718c
#006766   #f4f4f4
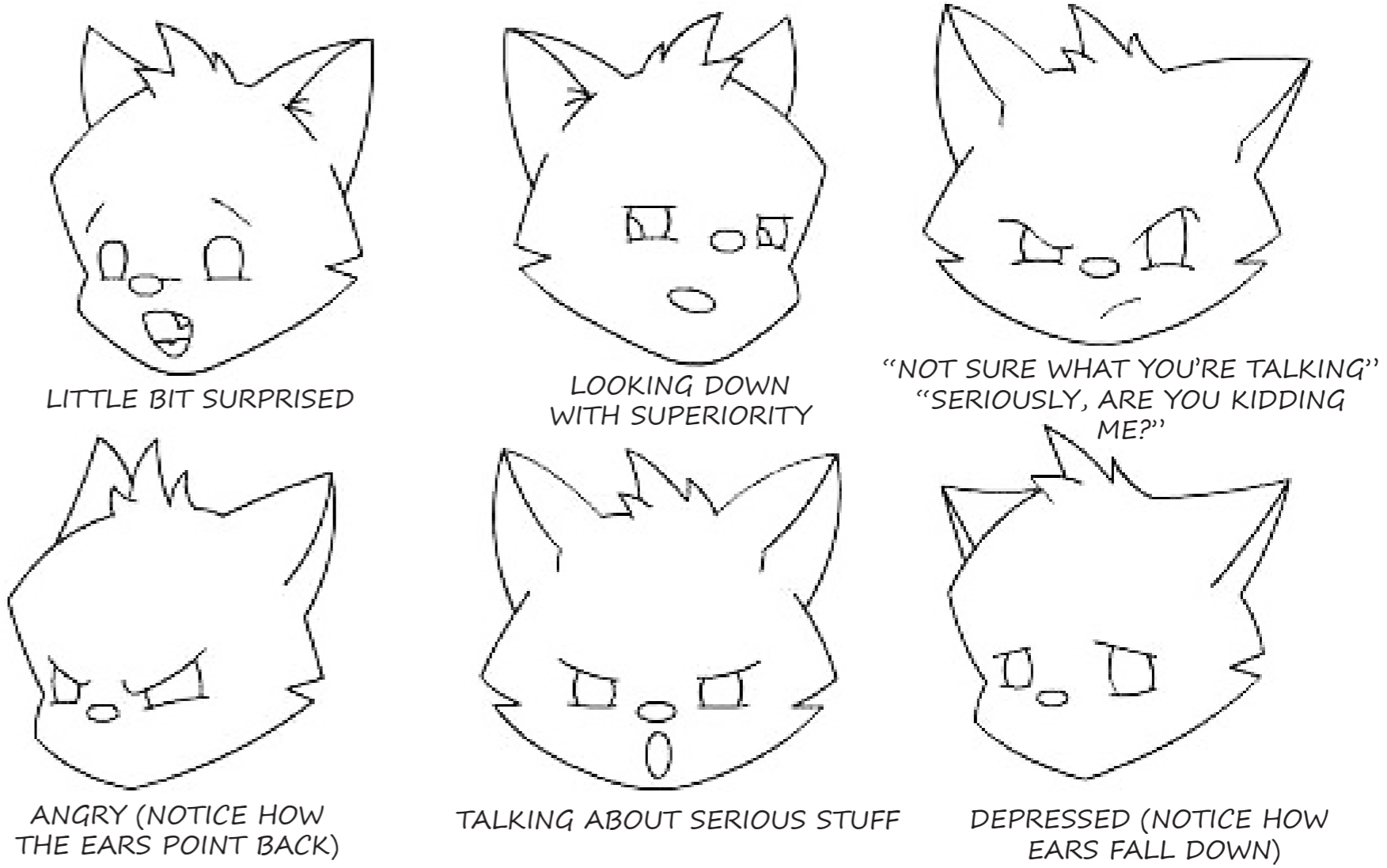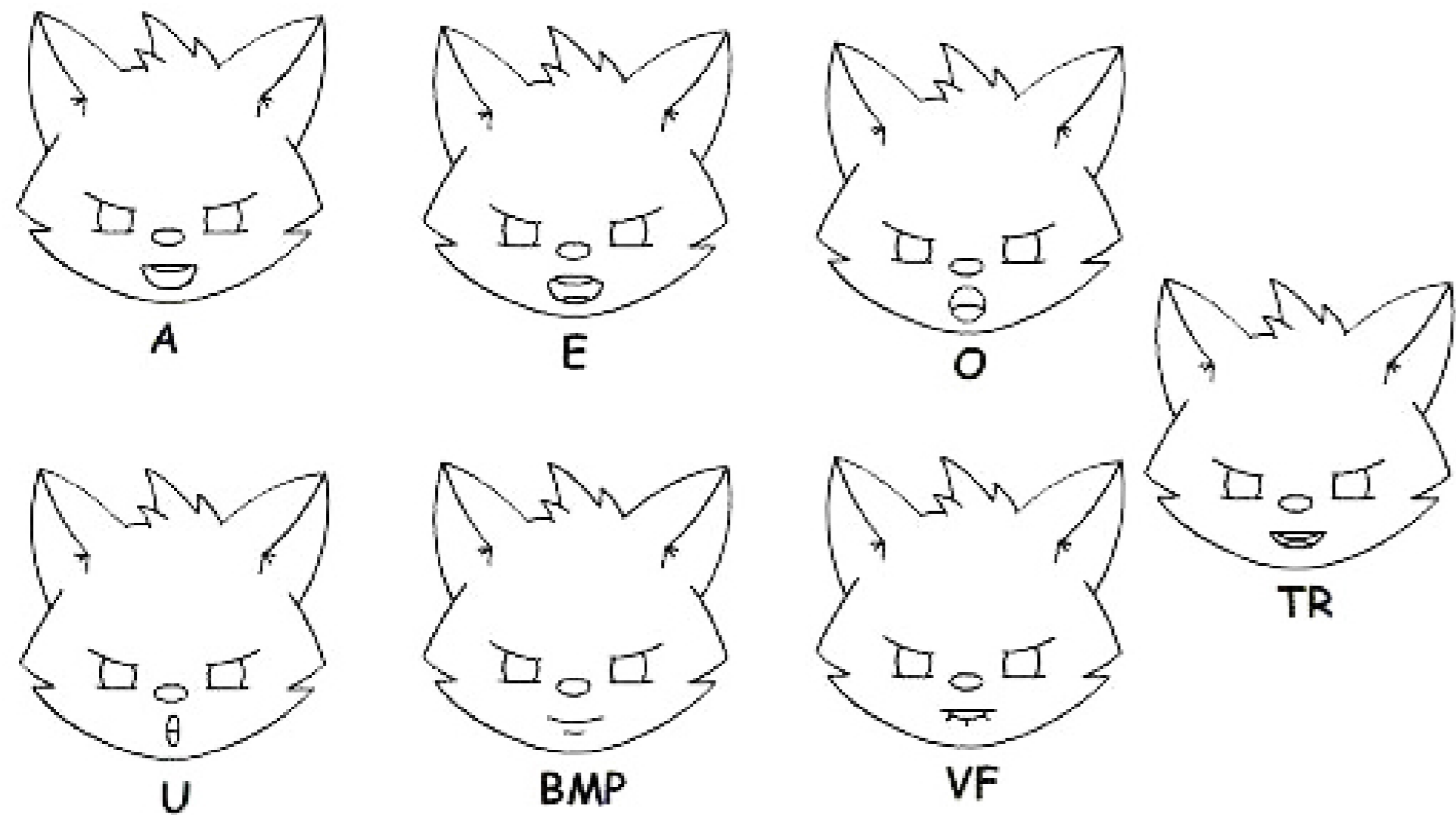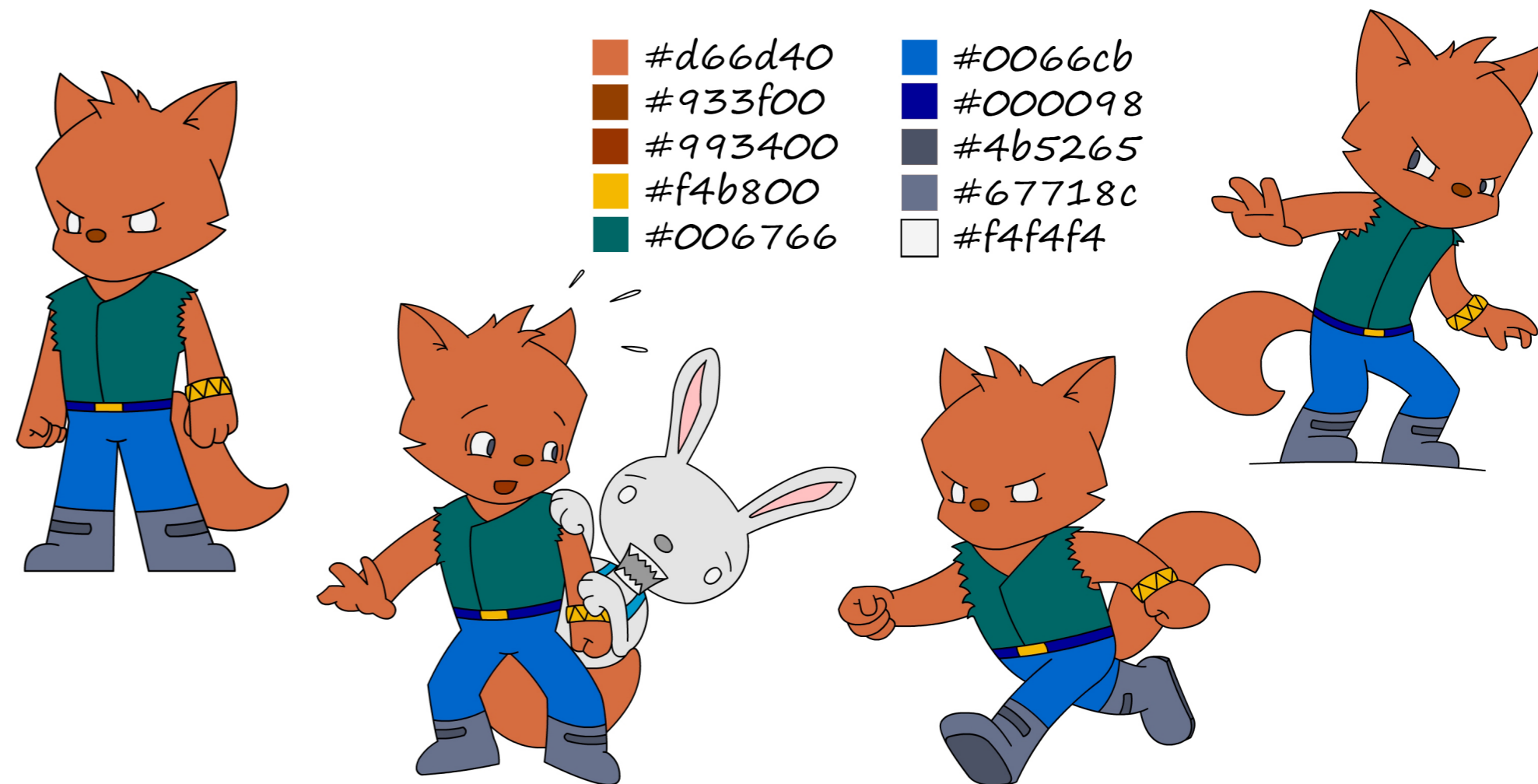
CONEJO

Conejo is the very best friend of Foxy and his main companion on their adventures. He is very susceptible to get into troubles although he has an extremely incomparable great hability with mechanics who makes him able to construct almost every crazy invention to help their friends.

He is an extremely scary character, who jumps behind the protective back of his friend foxy each time he finds himself in a compromised situation. He is also a very excentric and crazy character that usually takes unfortunate decisions that trigger more problems. However, his genius in mechanics and his fidelity towards his friends makes him a very valuable companion.

CONSTRUCTION SHEET
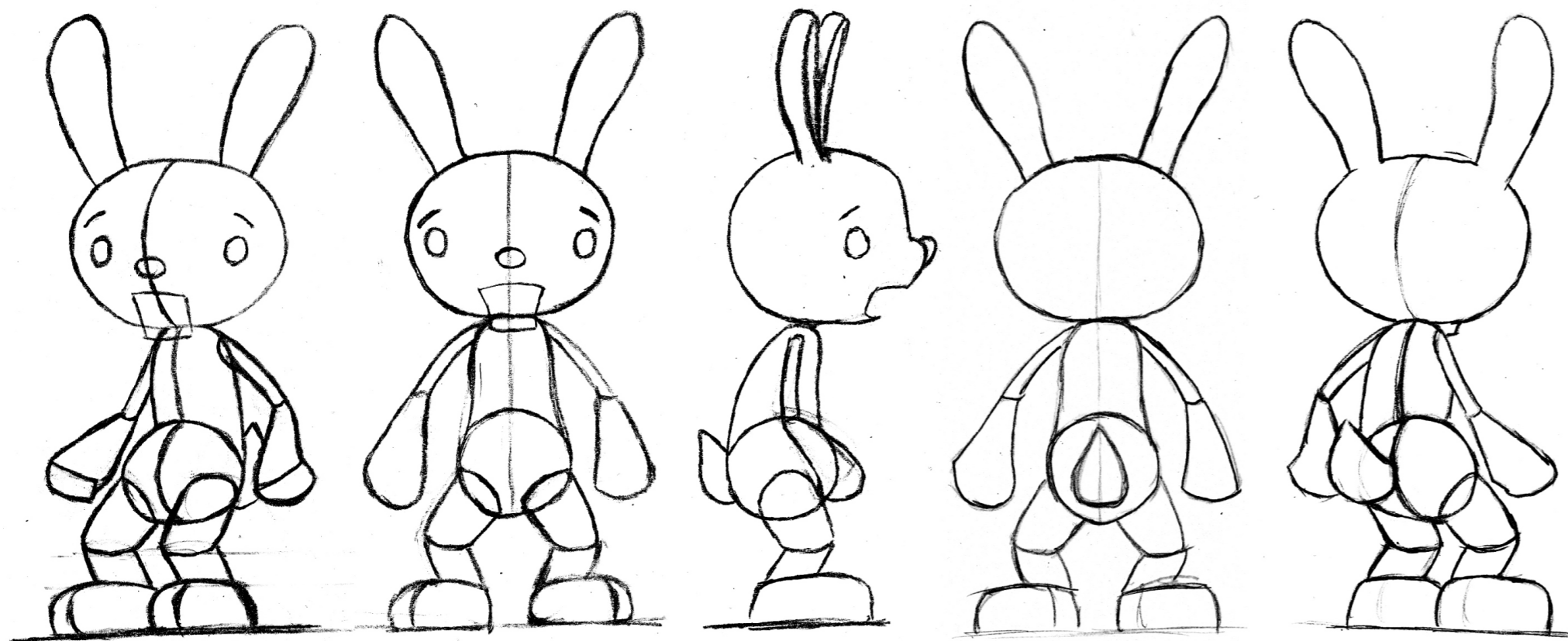
TURNAROUND SHEET
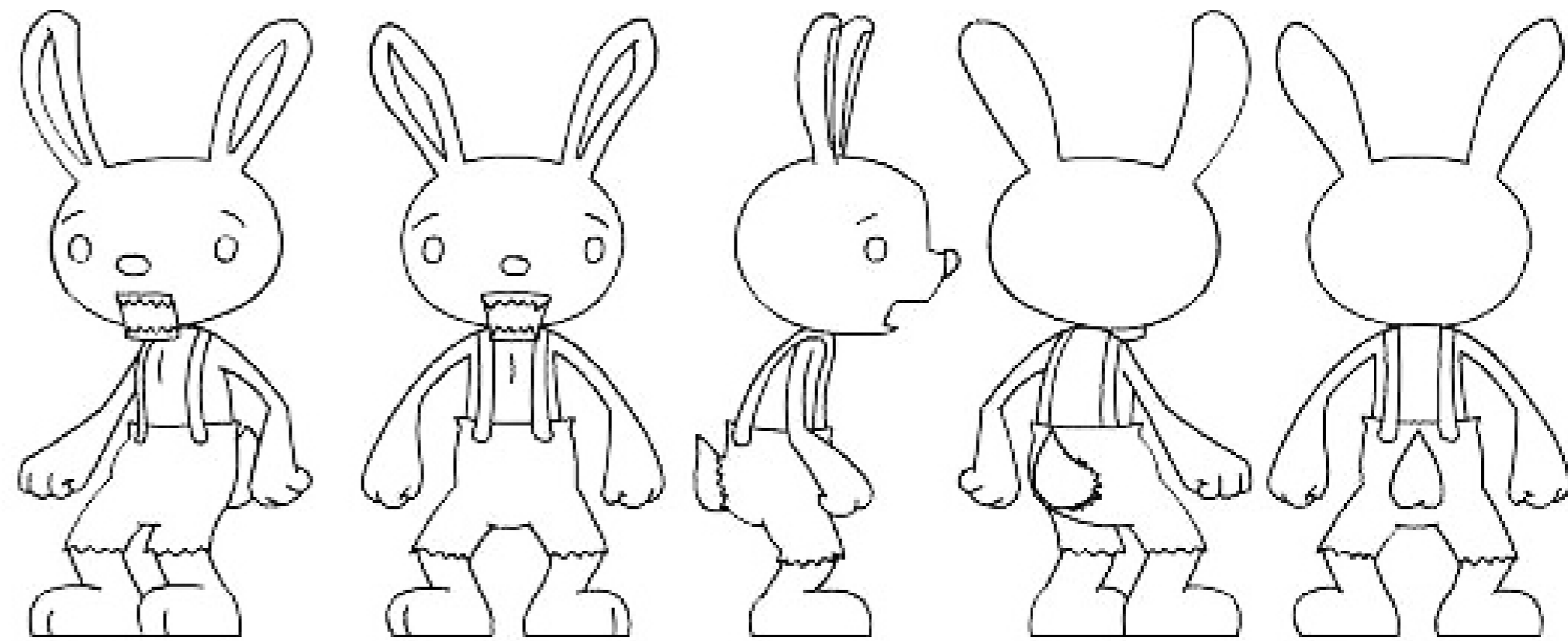
CARACTERISTICAL POSES
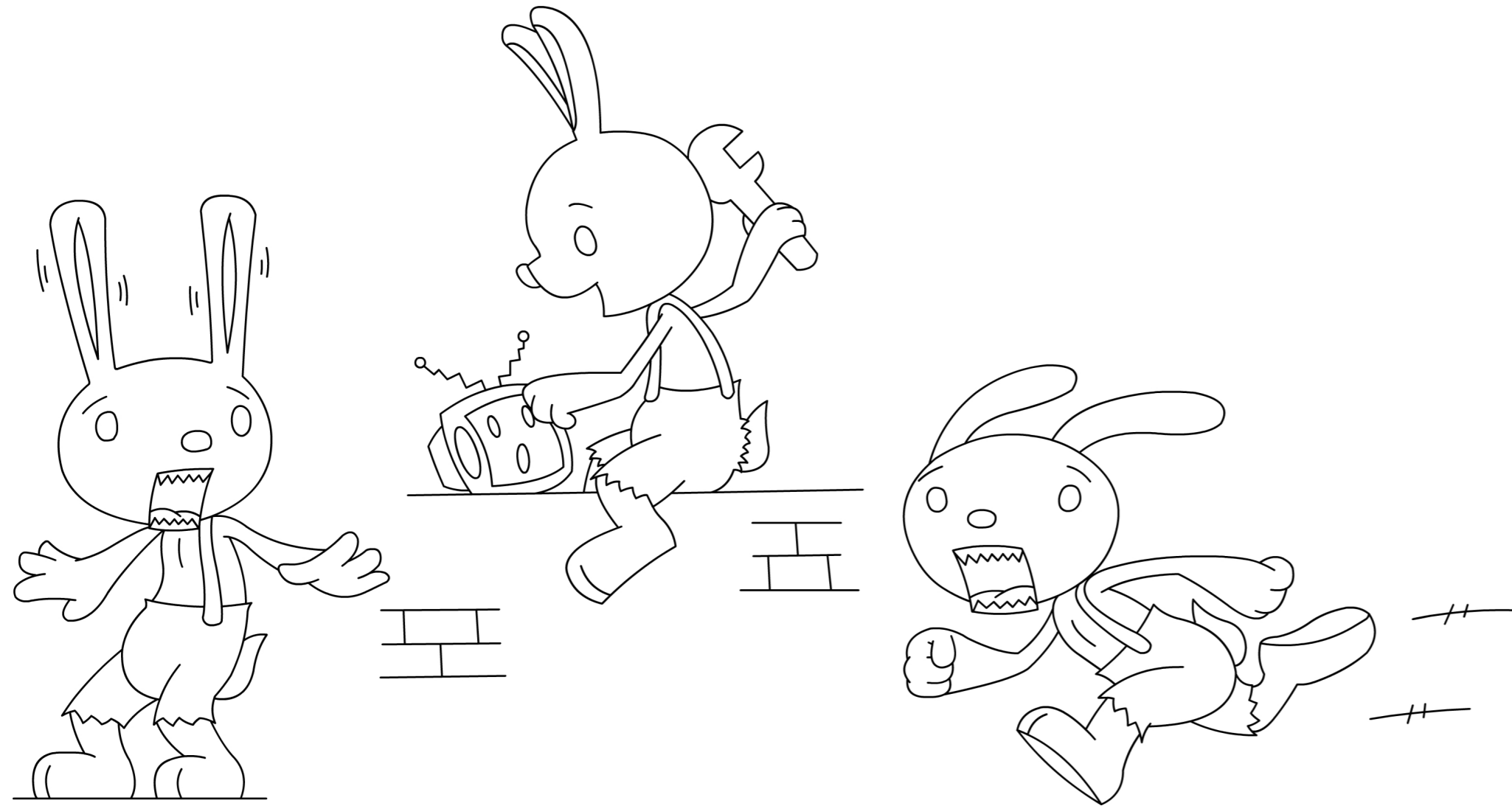
FACIAL EXPRESIONS
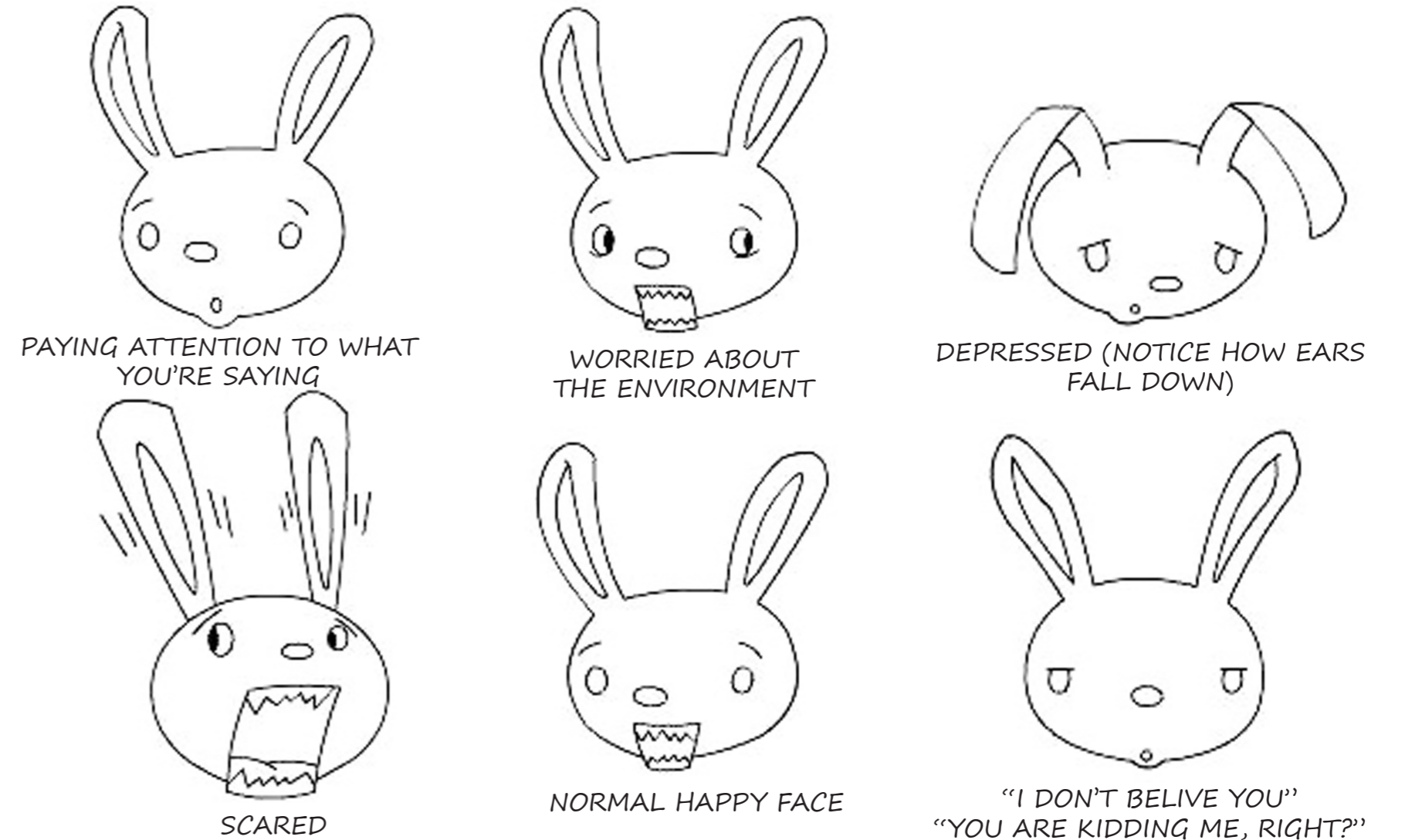
PAYING ATTENTION TO WHAT YOU'RE SAYING

WORRIED ABOUT THE ENVIRONMENT

DEPRESSED (NOTICE HOW EARS FALL DOWN)

SCARED

NORMAL HAPPY FACE

"I DON'T BELIVE YOU" "YOU ARE KIDDING ME, RIGHT?"

LIP SYNCHRONIZATION

A

E

O

U

VF

BMP

TR

COLOR PALETTE

#e4e4e4
#999999
#ffc1c2
#cc0001
#0099cb
#ffcc00
#f4f4f4
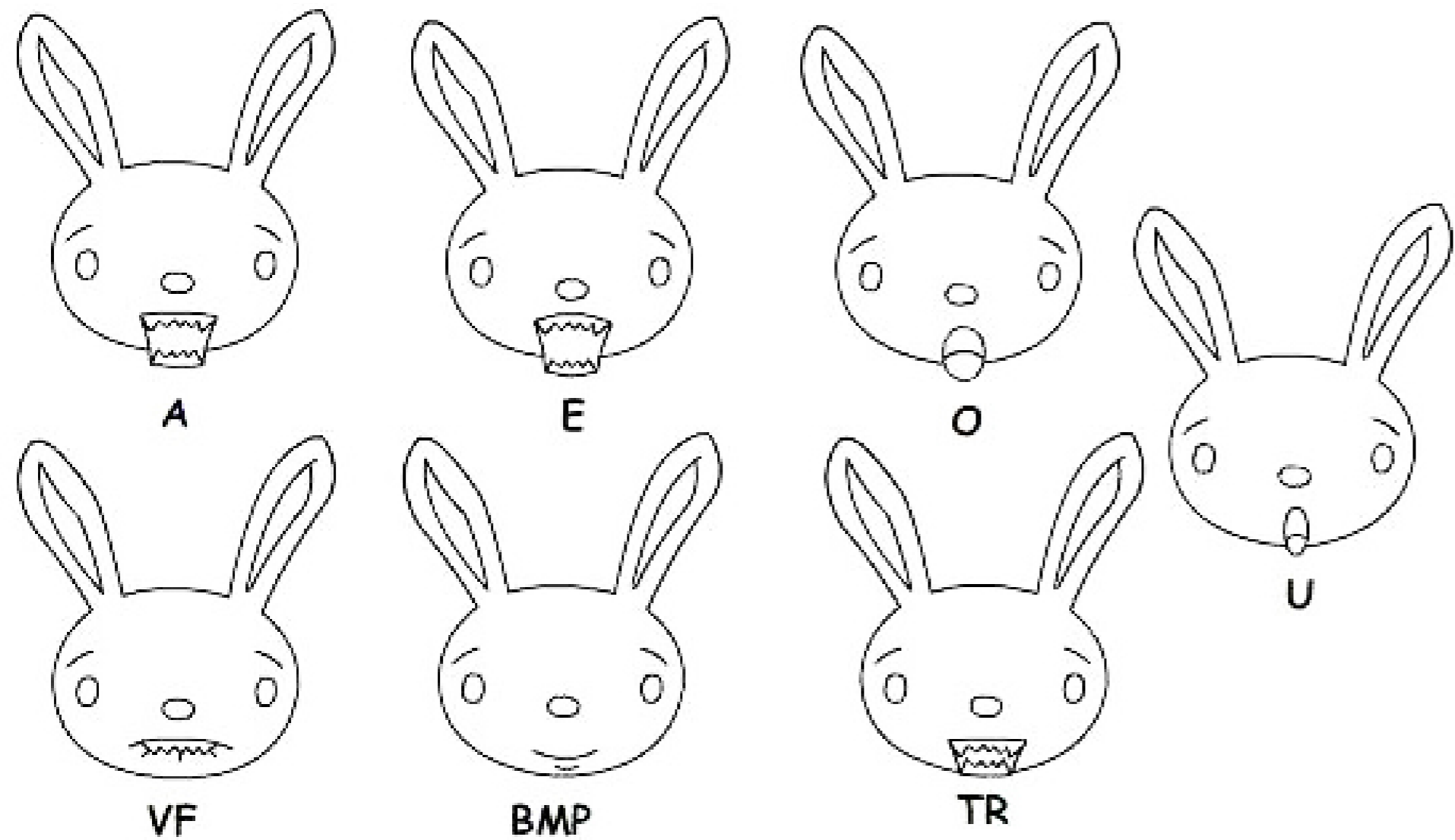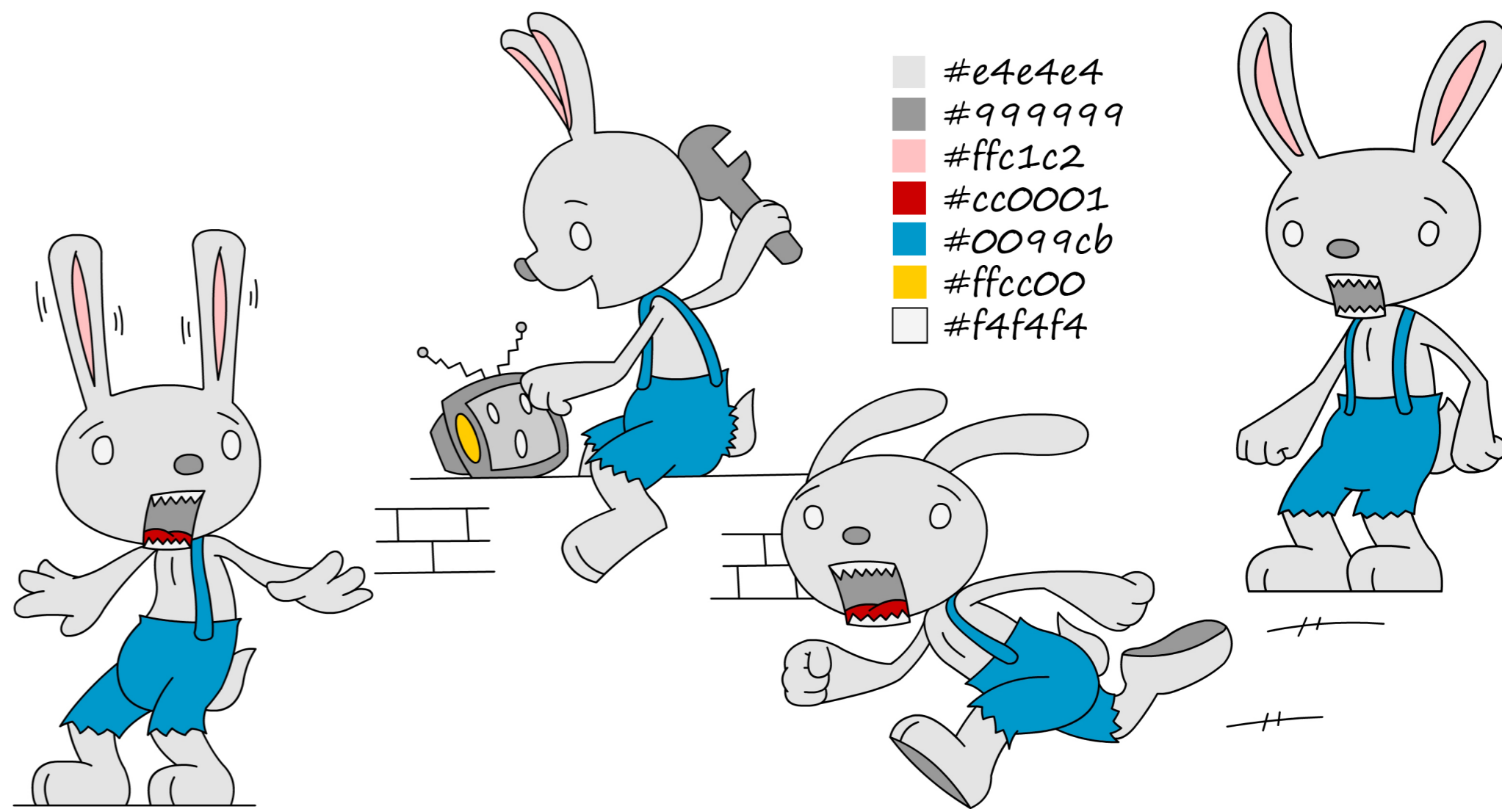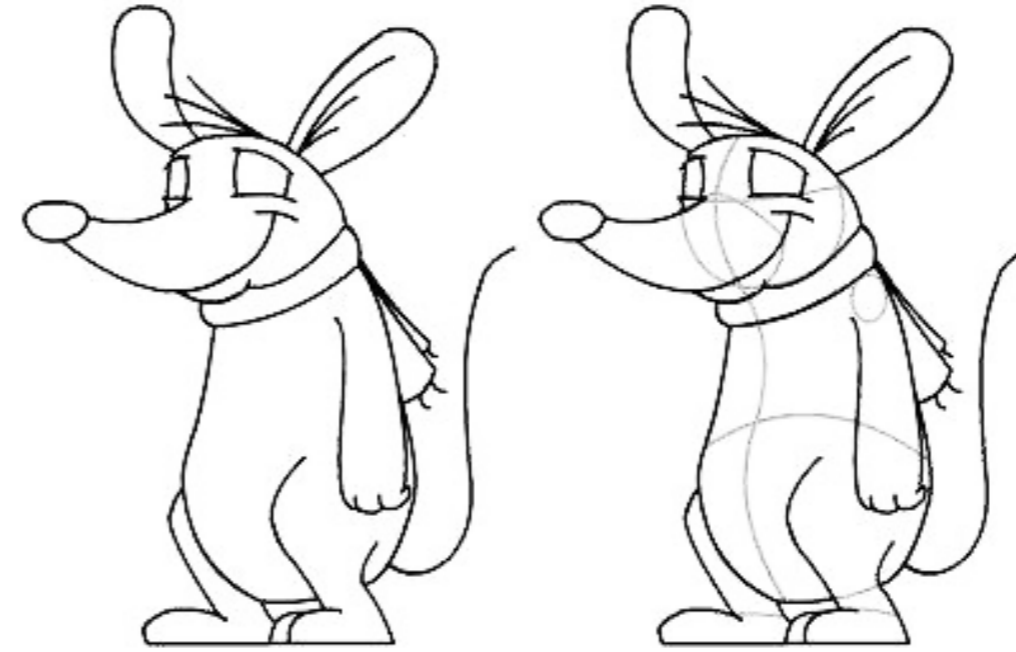
MOUSY

Mousy is an elusive mouse with a very diminutive stature who is not able not speak the normal languaje. However, he is extremely clever and understands prefectly the languaje of his friends. He will help Foxy and his friends to escape from different bad situations in several times, although he'll get himself into troubles due to his obsession with shiny things.

Despite his lack of hability to comunicate with his friends in a common languaje, Foxy will always understand the mimics of his friend Mousy, just unlike Conejo who will always misunderstood his gestures. He always wears a red scarf on his neck as he is often afraid of cold temperatures.

CONSTRUCTION SHEET
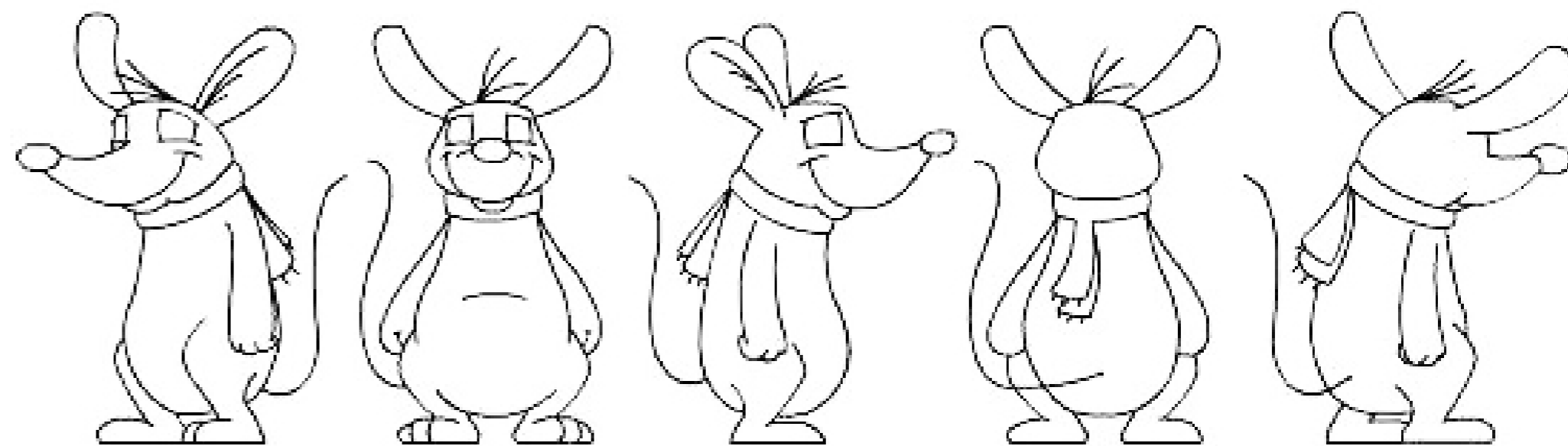
TURNAROUND SHEET

CARACTERISTICAL POSES

FACIAL EXPRESIONS

DEPRESSED

UNBELIEVABLE

VERY HAPPY

SOMETHING HURTS!

ANGRY

LIP SYNCHRONIZATION

A

E

O

U

VF

BMP

TR

COLOR PALETTE

#c4c4c4
#666666
#b52d2d
#993400
#f4f4f4
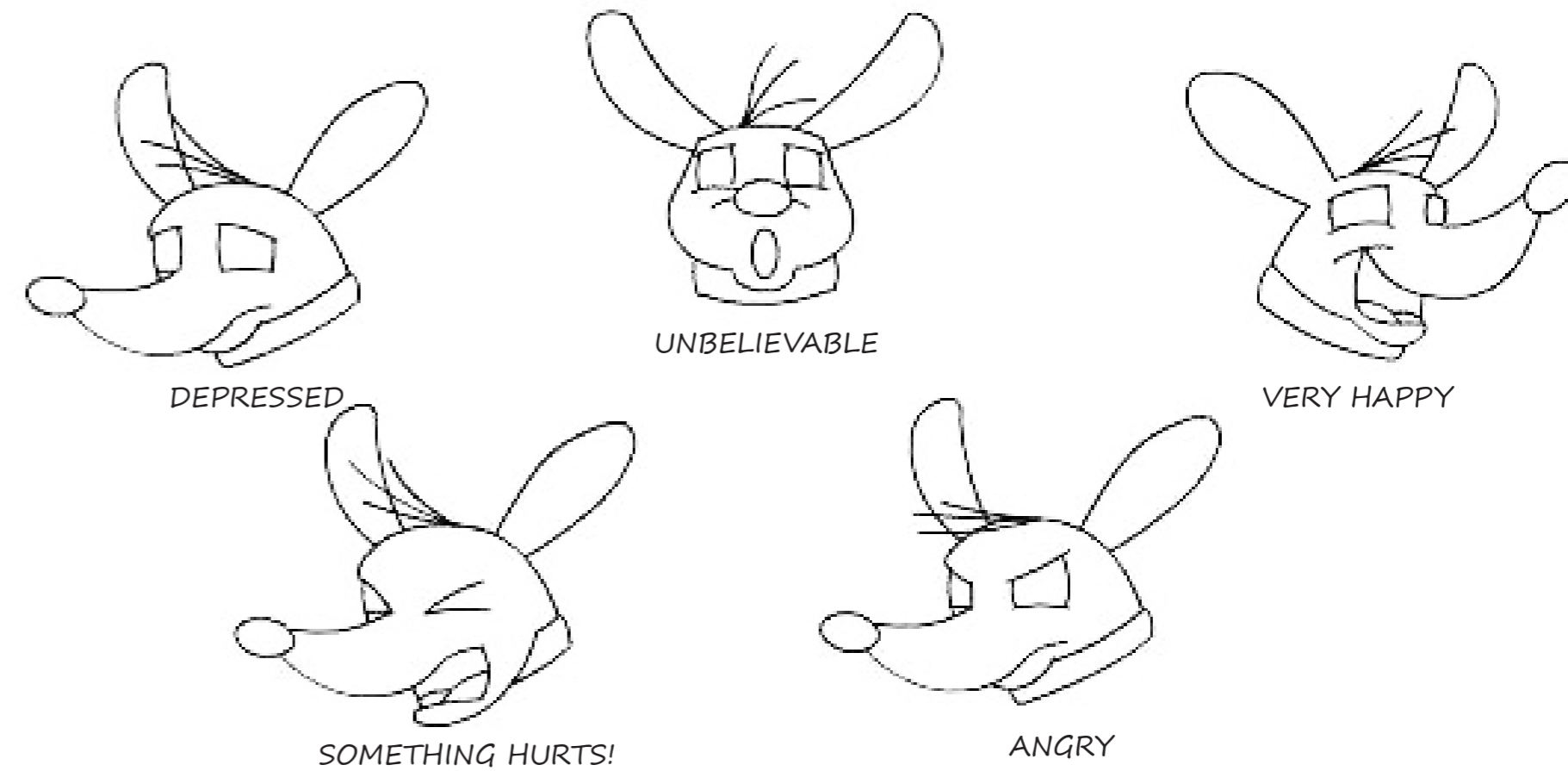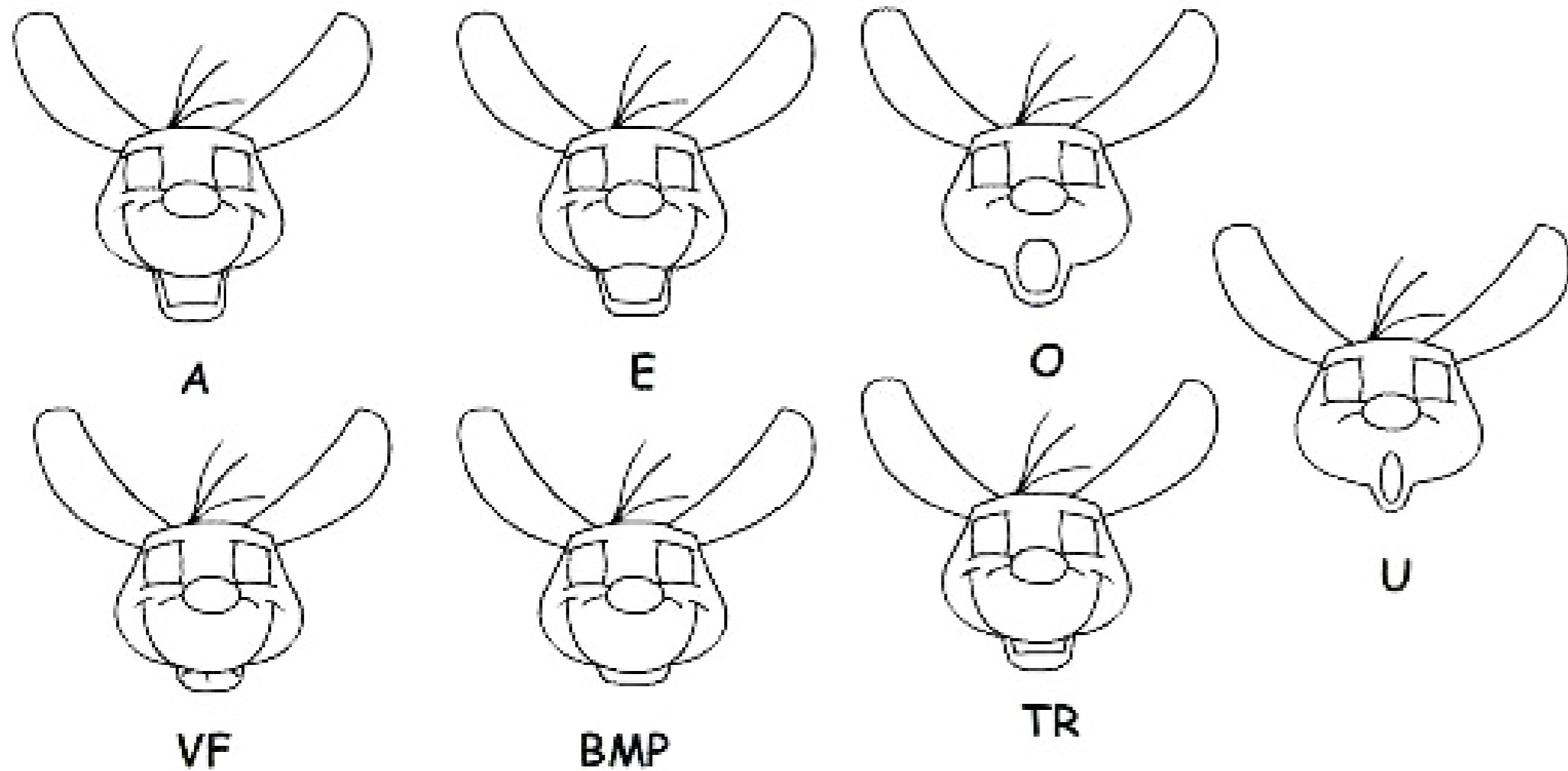
PYGMA

As the principal antagonist of Foxy and his friends, Pygma is represented as a metaphor of a politic corrupt. His only ambicion is to become the most powerful boss under the command of the Patriarch, so he can own an enormous amount of money, and to be recognized one day as the Patriarch of Typhares.

To attains his proposal, Pygma will do whatever he needs to do even if it means to betray his companions. He does not distinguish between friends and enemies, they are all usurpers to him that prevents his power to grow. So as the series progresses, Pygma will become more and more a lonely character.

CONSTRUCTION SHEET
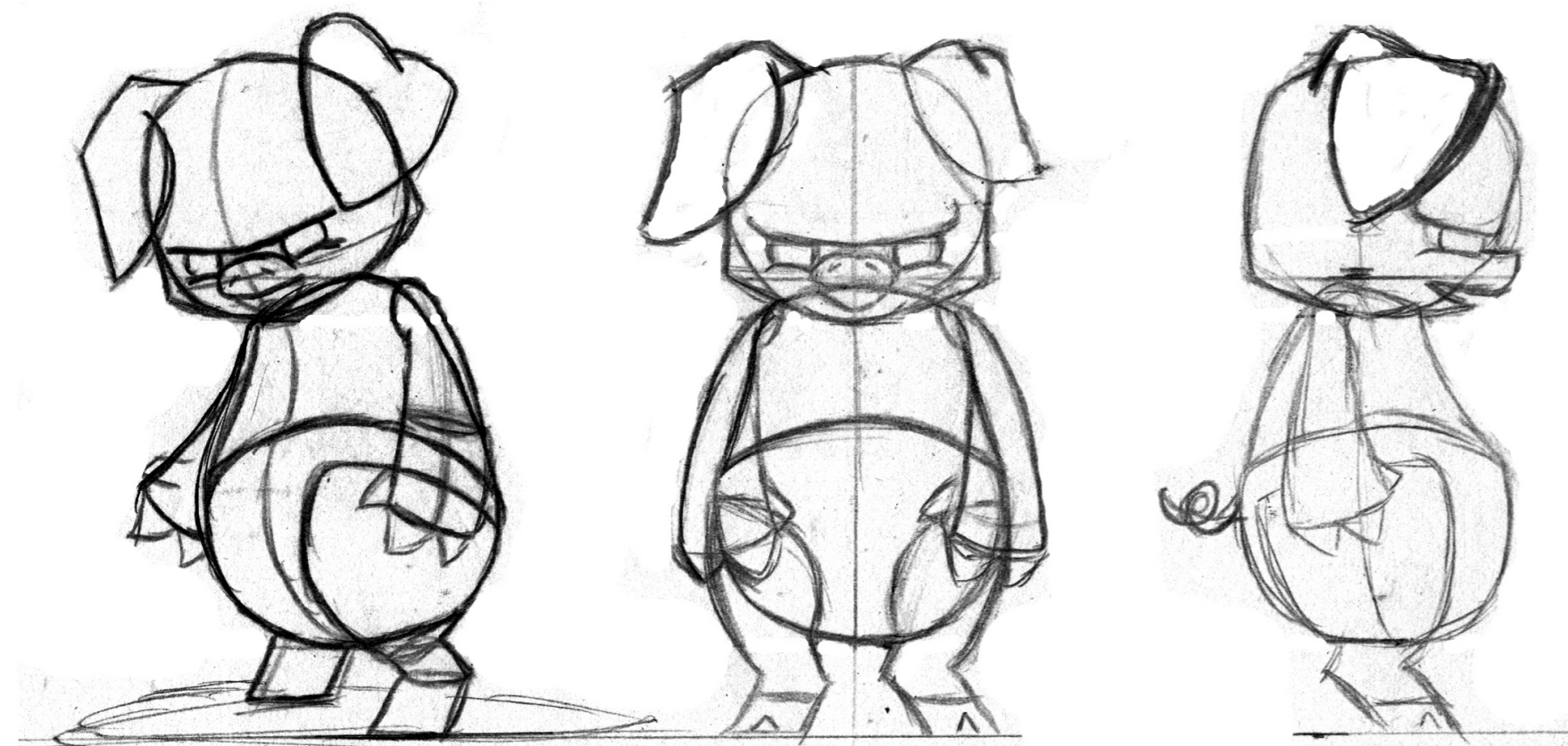
TURNAROUND SHEET
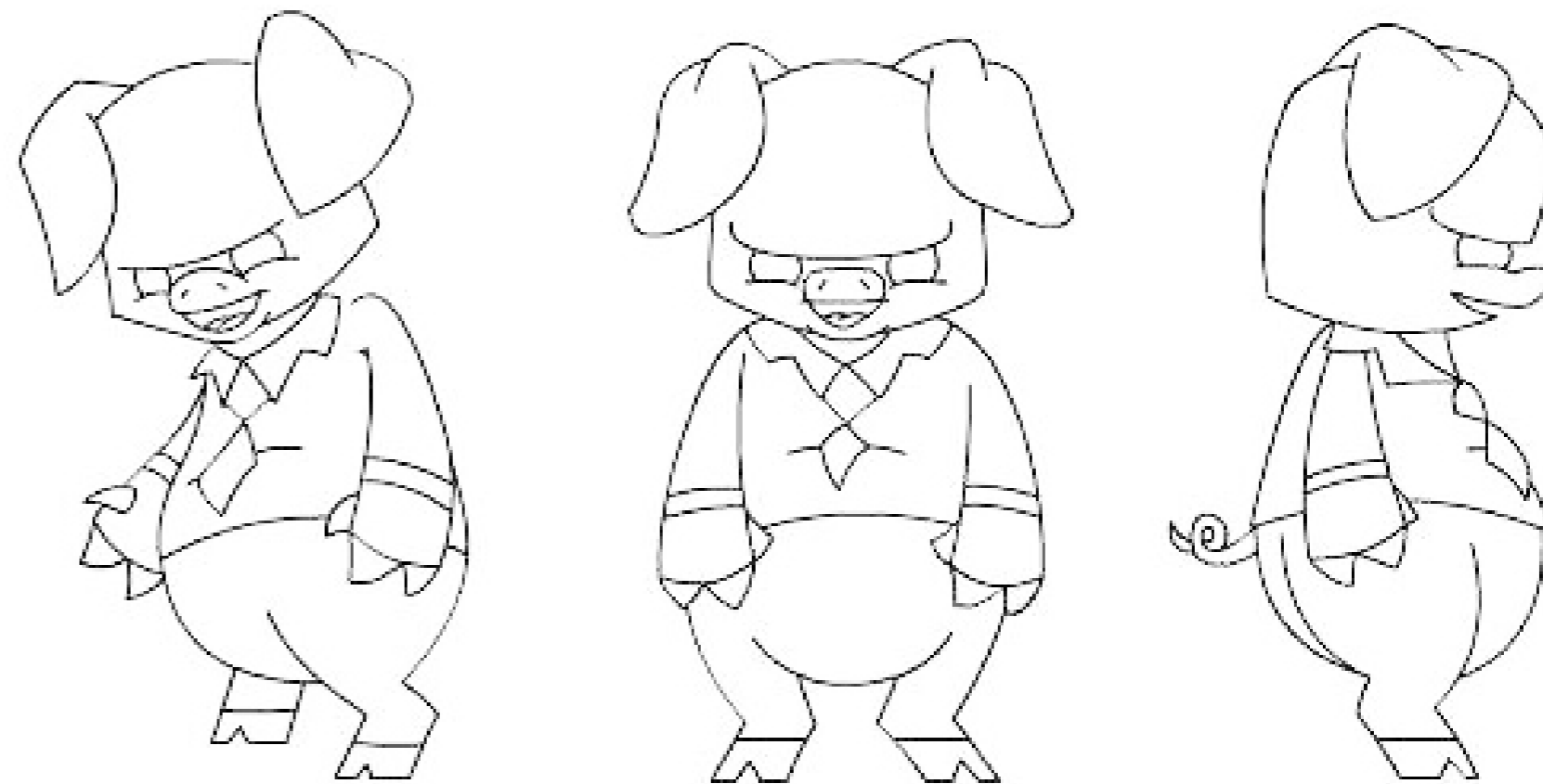
FACIAL EXPRESIONS
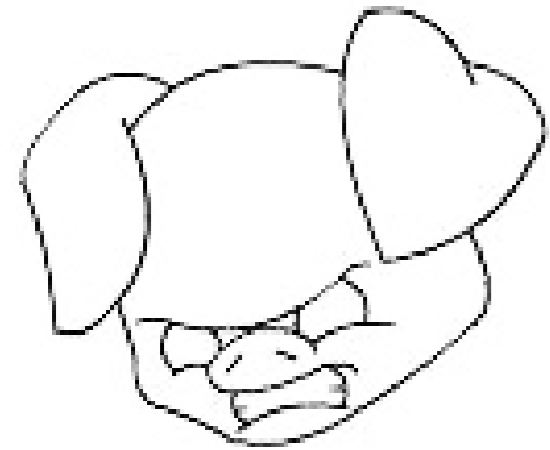
ANGRY

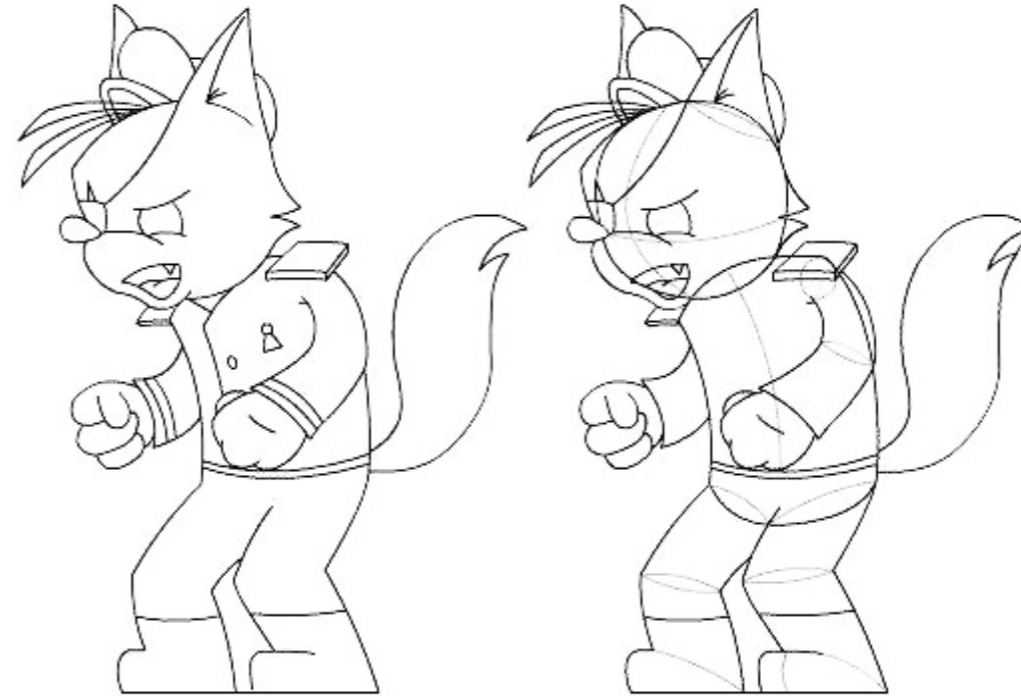EXTREMELY HAPPY

DOUBTFUL
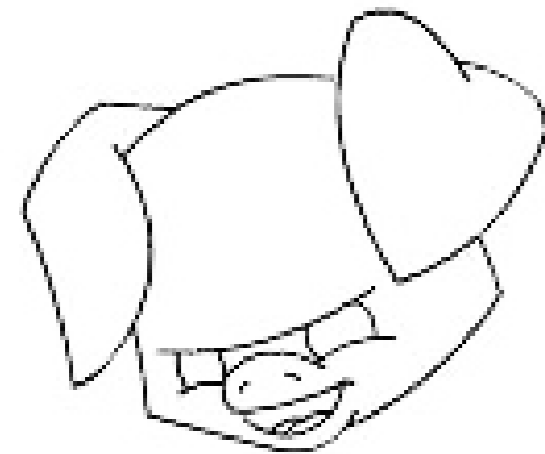
NORMAL FACE

"YOU'VE GOTTA BE KIDDING"

UPSET

COLOR PALETTE
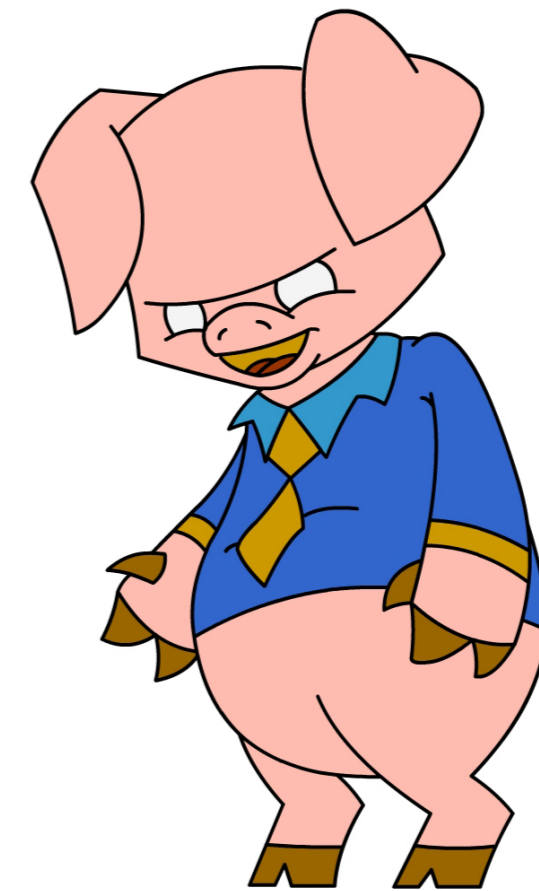
#febcb0
#993400
#cc9900
#9a6600
#3398cc
#3266cc
#f4f4f4

CAPTAIN WOLFGANG

The noble and clever Captain Wolfgang is the leader of the Typhares Police Force. Always faithful to his master patriarch and his agent, Pygma, the Captain Wolfgang will become the main nemesis of Foxy and his friends. He has a legendary sense of smell that will guide him to find Foxy and will prevent him to escape from Typhares.

However, Captain Wolfgang is not always a bad guy. He has an internal conflict between what he must do and what he thinks he has to do, produced by his deep sense of loyalty. In fact, Wolfgang envies the courage of Foxy, and that's the reason why he admires him. On the other hand, he'll increase his contempt towards Pygma, with whom will disagree in most of his decisions.

STRIP

Strip the racoon is a friendly thief dedicated to spying and hiding in the shadows, and master on escaping from the authorities of Typhares.

He will be a resource character in most of the episodes that will be used to make a presentation of the main trigger of the story. For that aim, he'll be shown looking through the shadows and finging out some important facts about the main plot of the enemy's plan.

COMPARATIVE SIZES
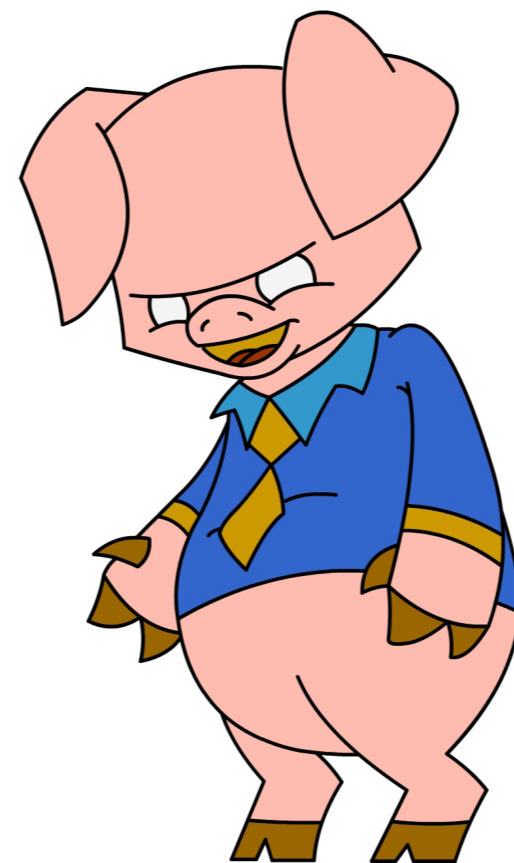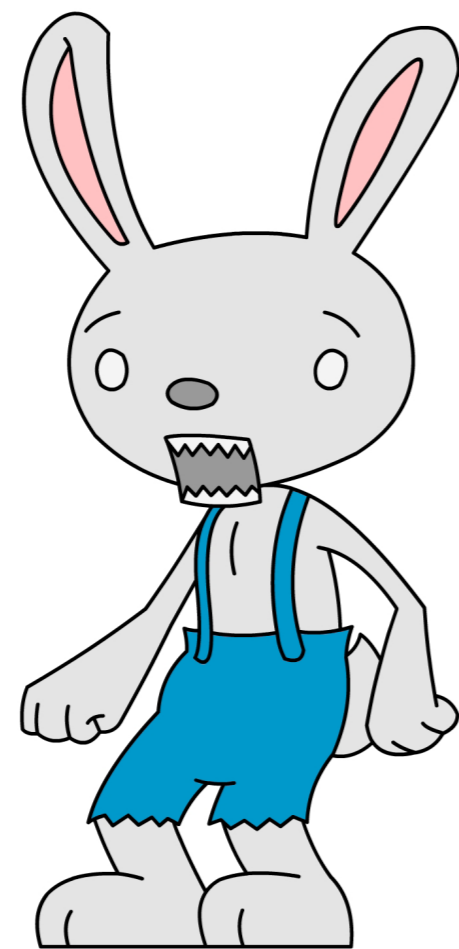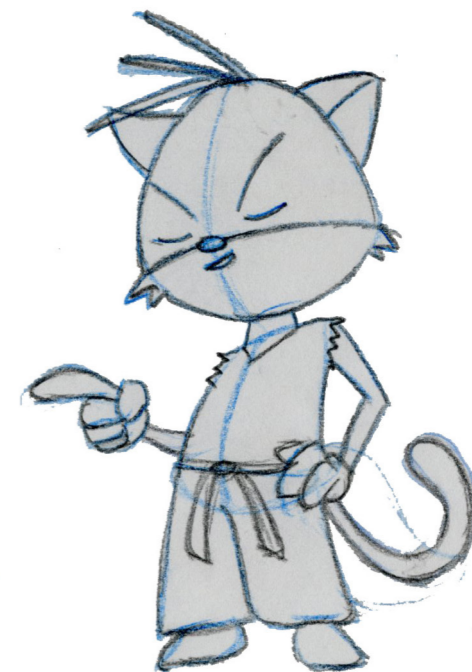
CHAPTER 2:
SKETCH WORKS
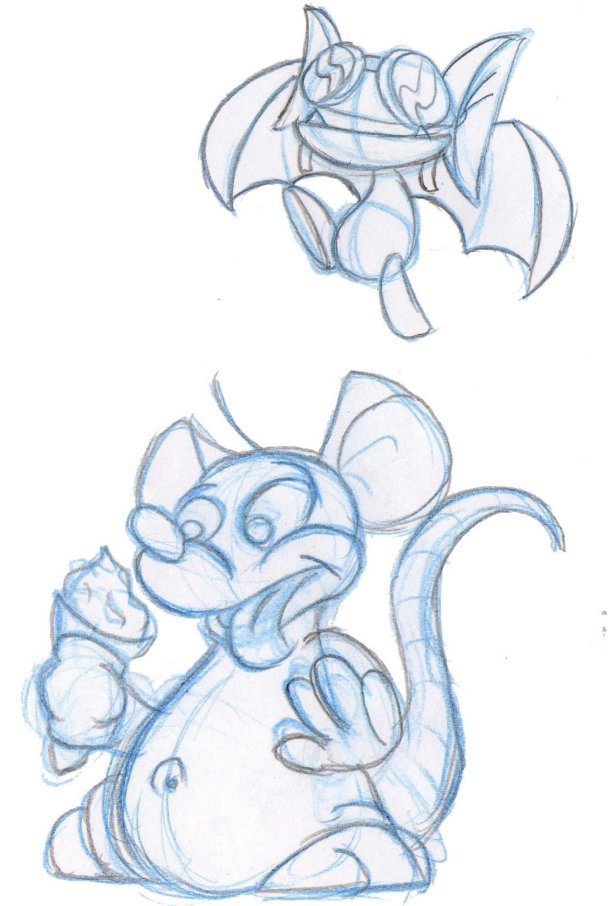
LET THE IMAGINATION FLOW

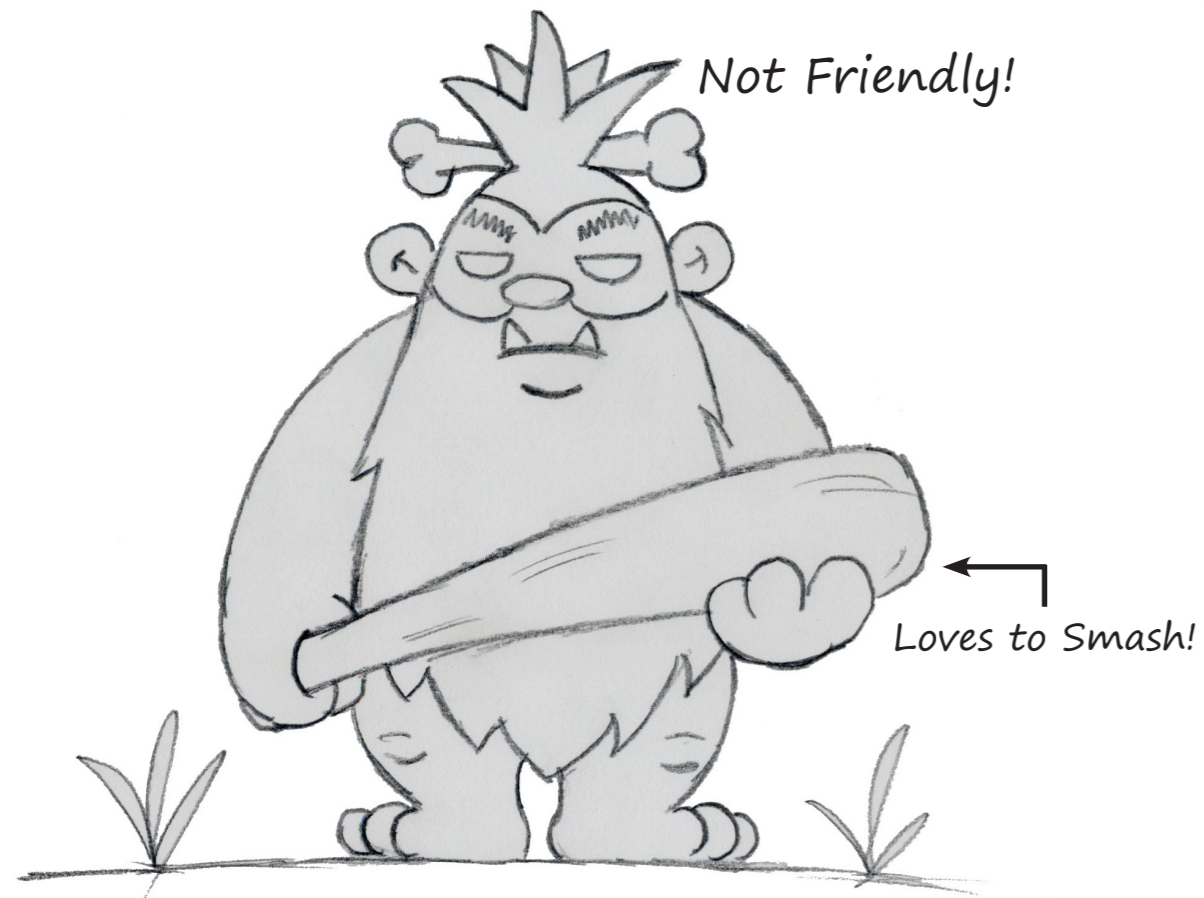# LITTLE VAMPIRE AND KARATE-KAT

Still learning
how to Bite!

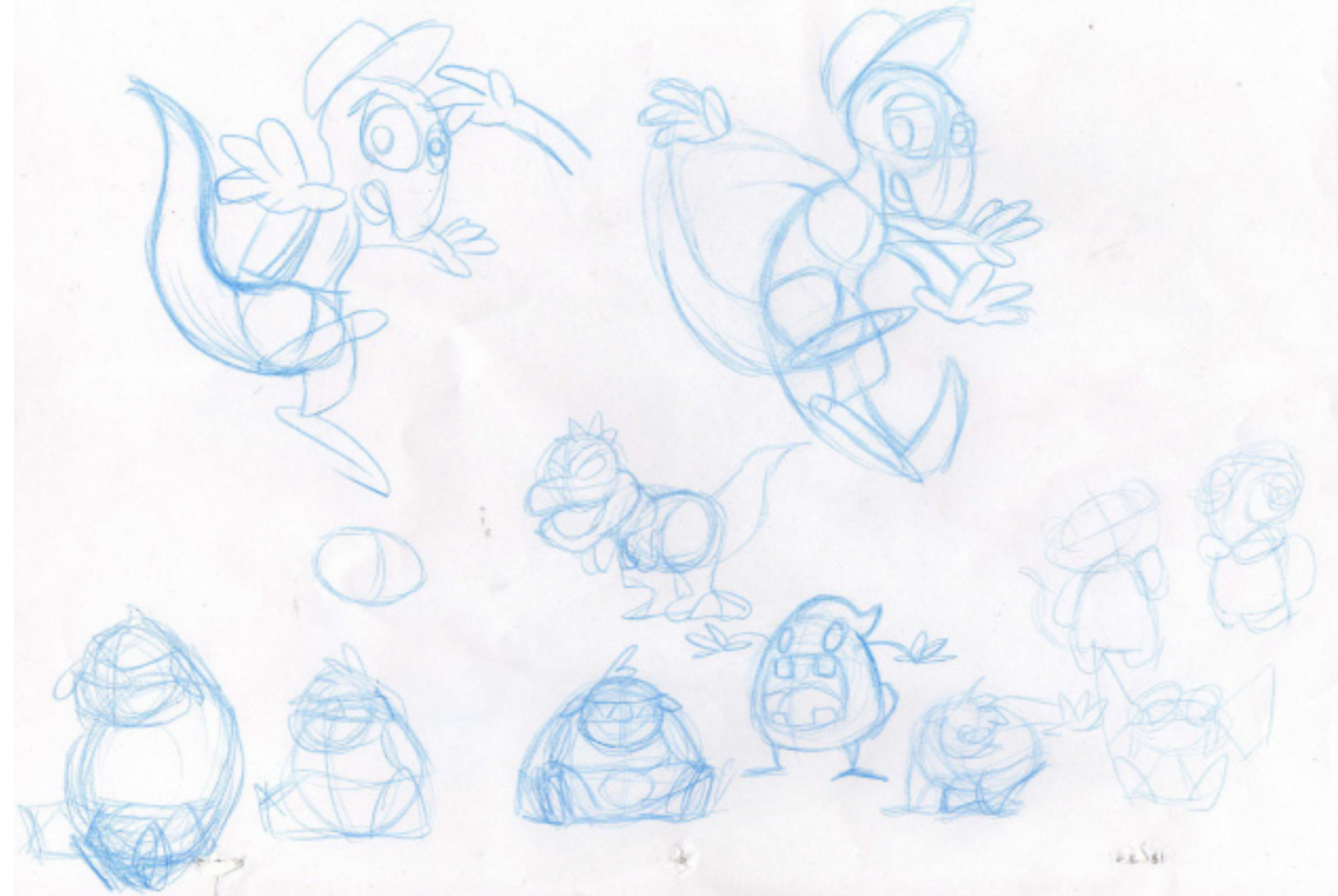Karate-Kat:
He is awesome and Hard!

THE OOGA BOOGA MAN

Not Friendly!

Loves to Smash!

NINJA-MONKEY

Angry Monkey knows no Mercy!

Jumping and Slashing all the time!

MIXTURE OF IDEAS

THE PROLETARIAN

Auch!!

Too much Work!

Master of
"Tortilla de patatas"

LET THE IMAGINATION FLOW II

LIZARDS

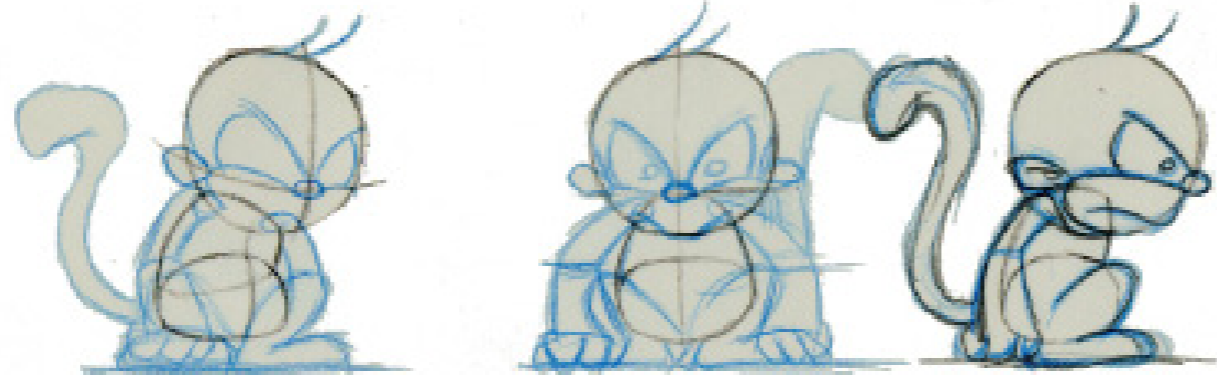

He loves to repair things!
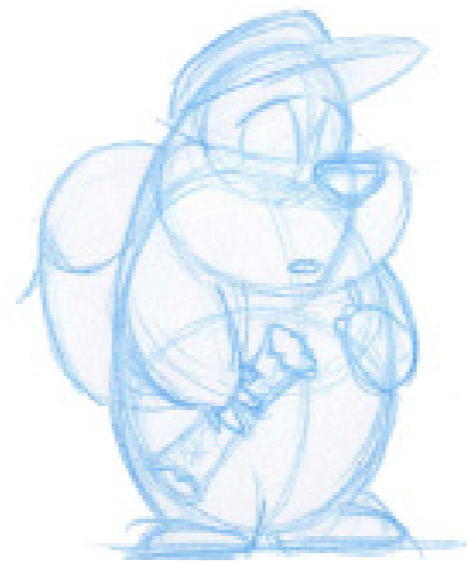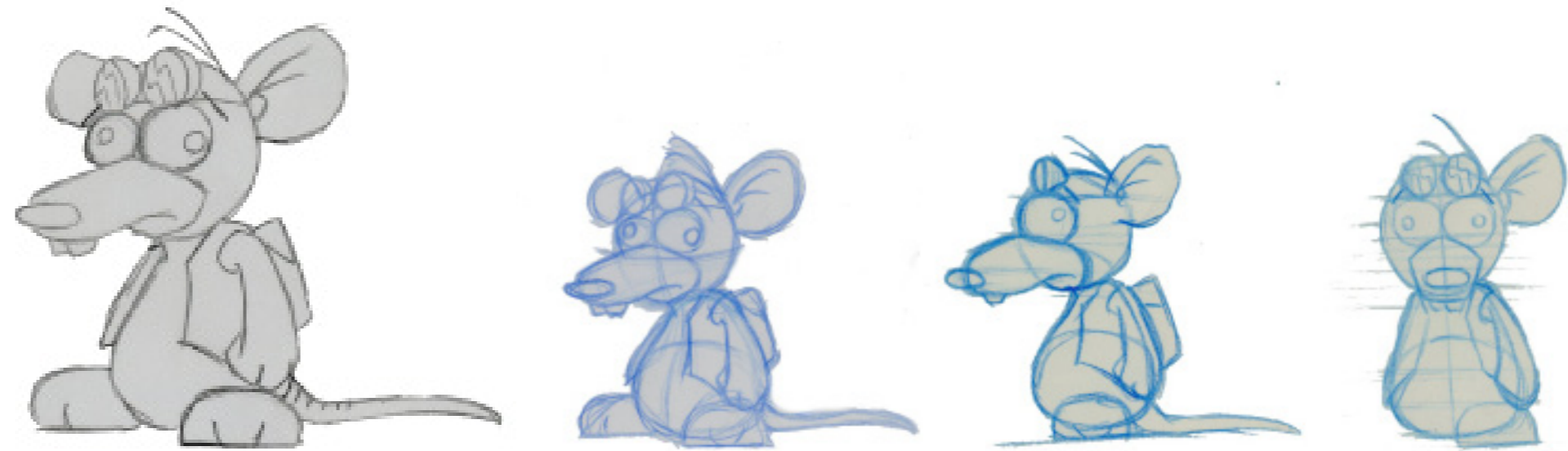
Early model was scared from everything!
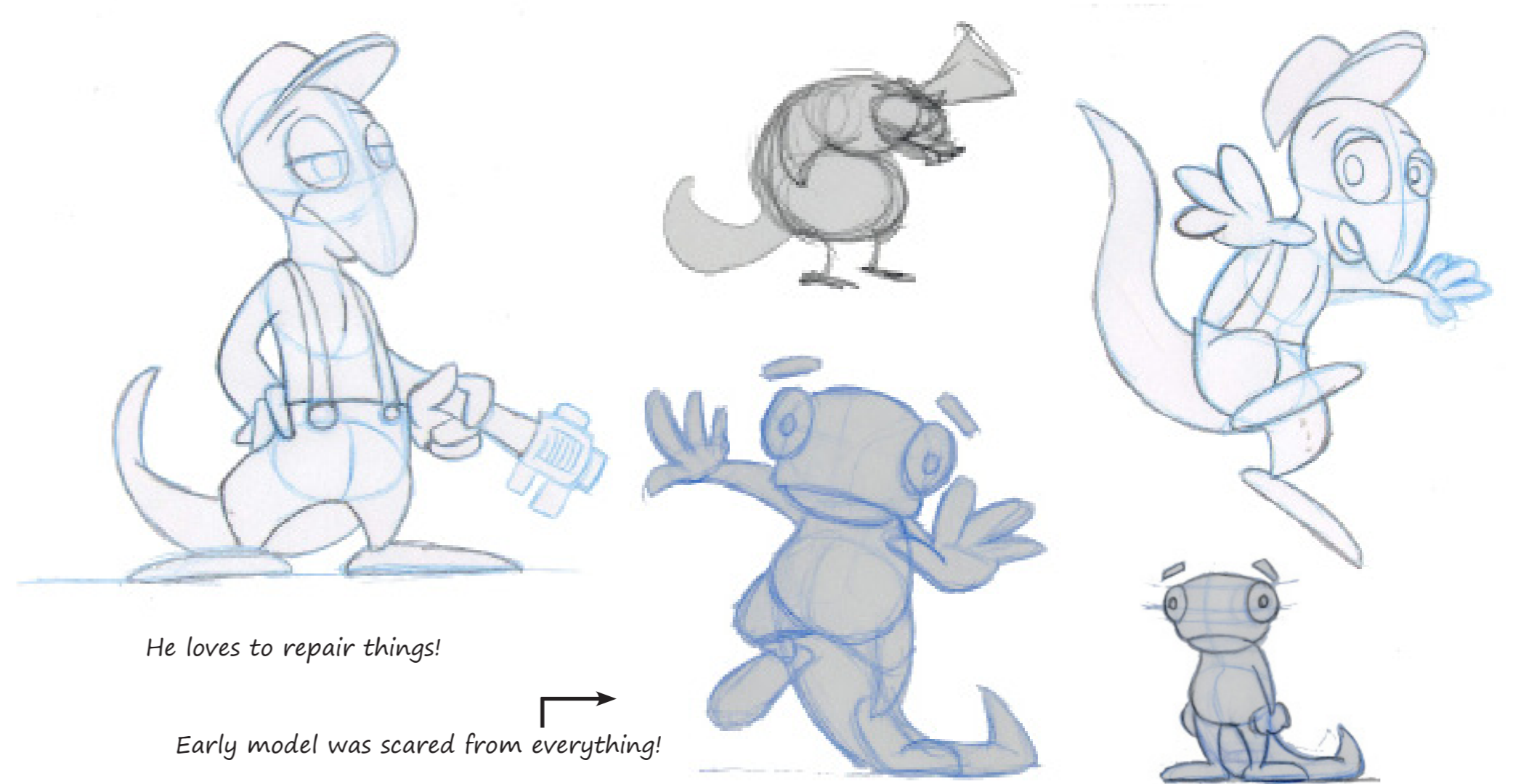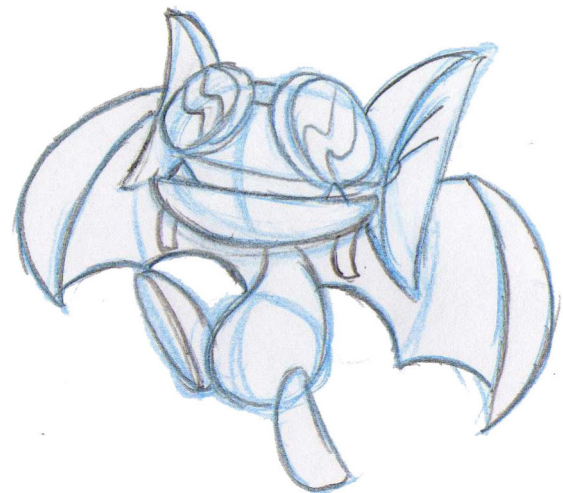
TECNO-MONKEYS

Base Monkey
+
Tecnology Obsession

RODENTS

The adventurer Mole
abandoned his cage
to discover a brand new world.

LET THE IMAGINATION FLOW III

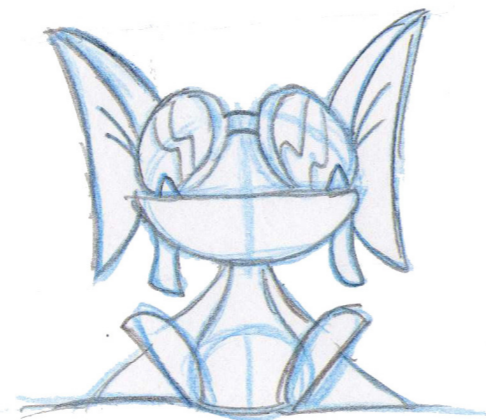# BAD GUYS!

Big Tool for Big Damage
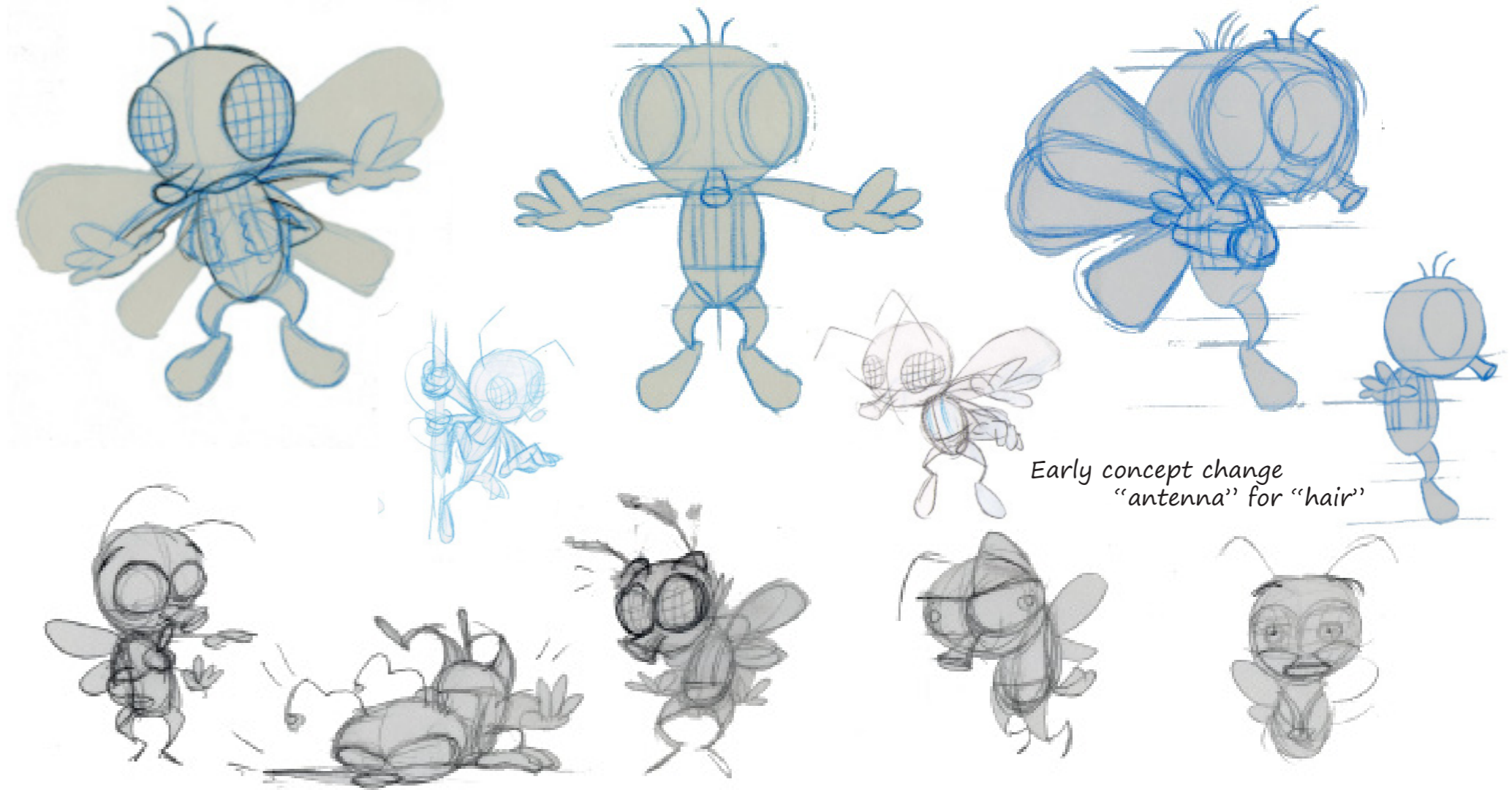
Big Back, Small Brain!

LITTLE BAT & BIG RAT
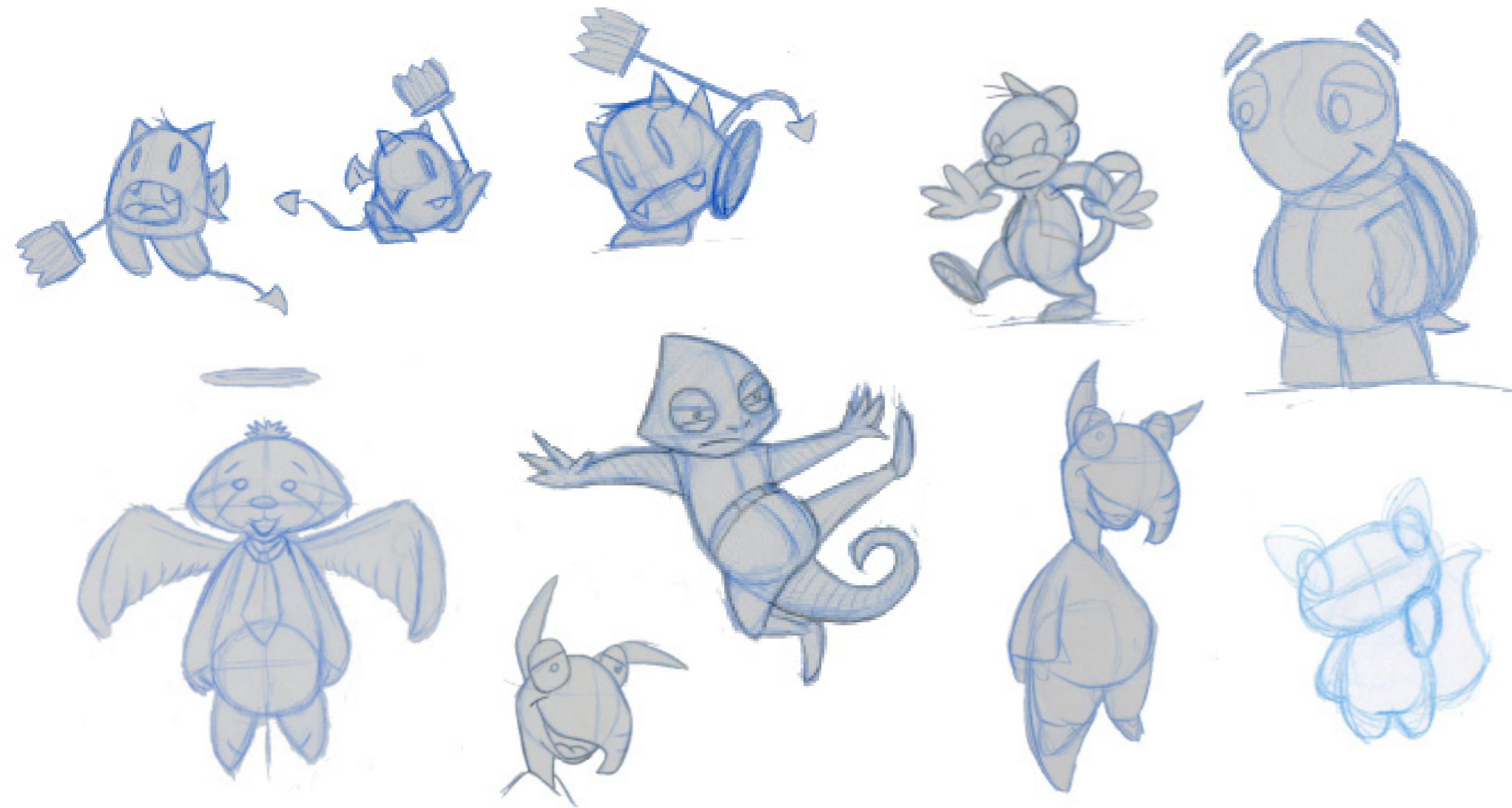
Need Googles to fly!

Ice-cream Lover

MR. FLYMAN

Early concept change "antenna" for "hair"

MIXTURE OF IDEAS II

EPILOGUE FROM TYPHARES

Female Character for Typhares
inspired in the first Cat design of Foxy.

Bird Character companion for Foxy
removed in the final project
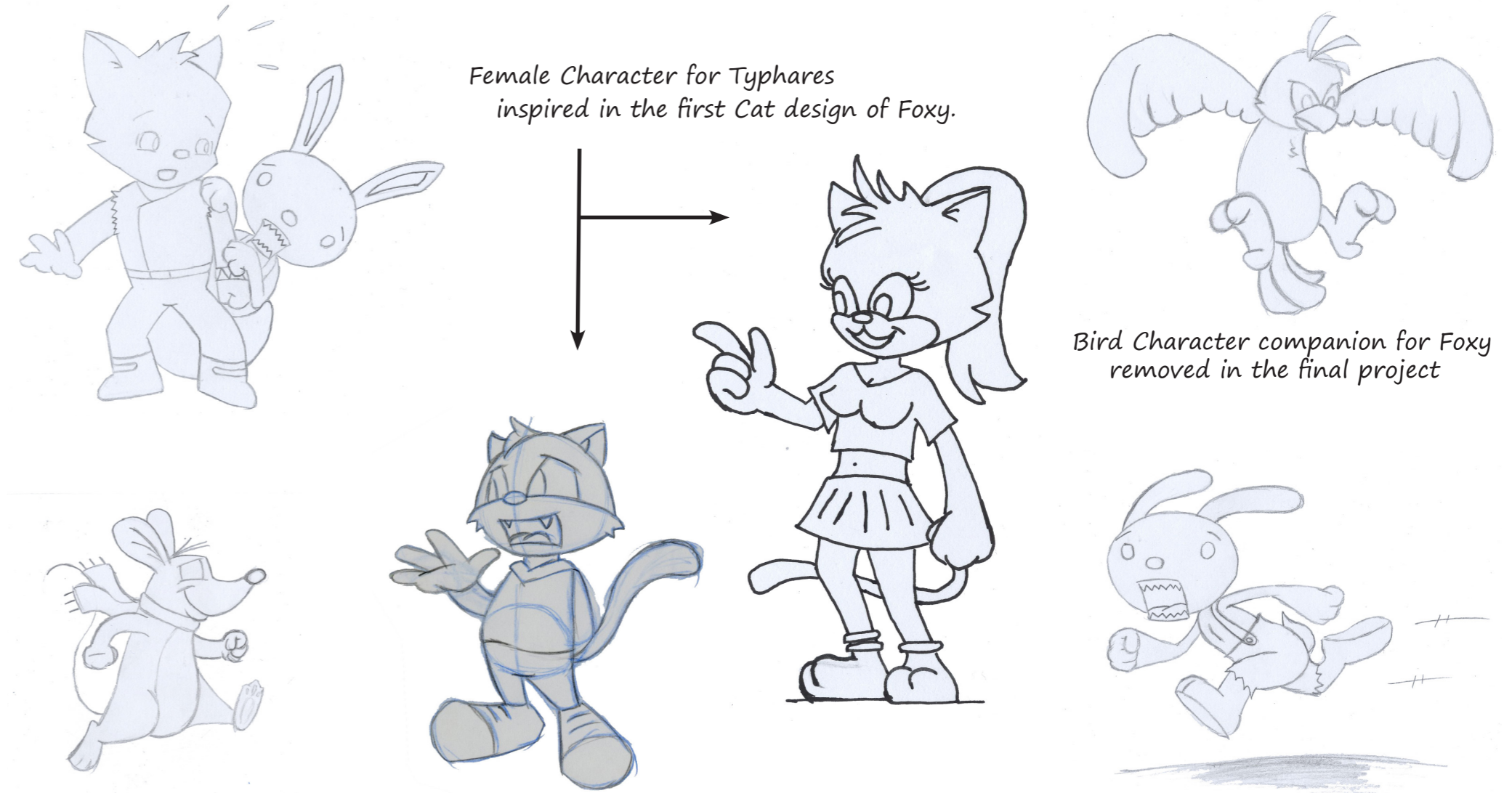
The art of character design
lies in the imagination inside,
which is capable of creating new ideas,
worlds and untold stories.

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