Story development and Character design

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Character and Story

- Motivation creates characters
- Obstacles create conflict
- Conflict creates drama

Developing a story

- Story through action
- Visual comes first
- Keep it simple
- Brainstorming a premise
- Keep it simple
- Brainstorming a premise

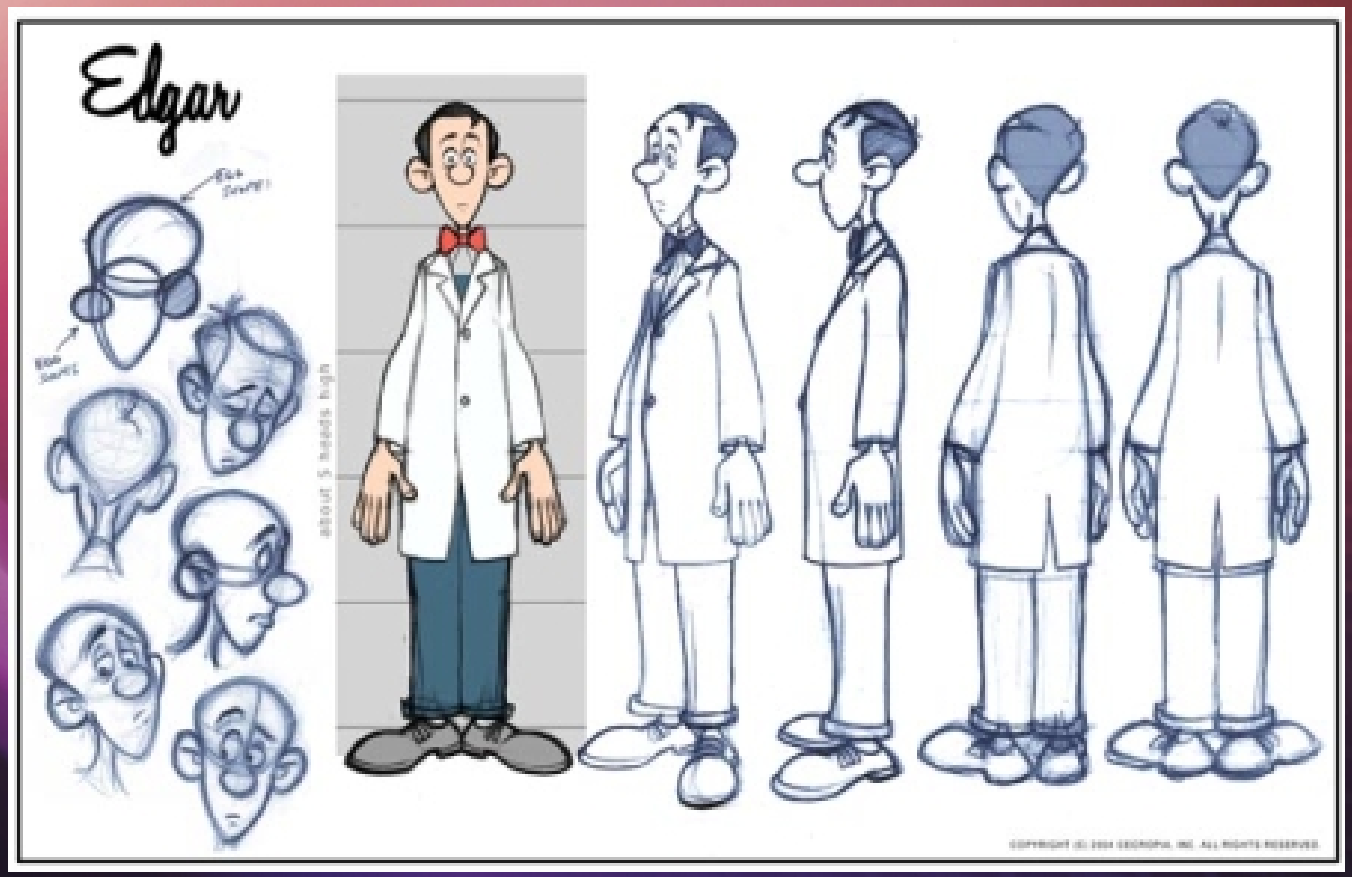
Breaking your story apart

- Beginning--who, when, where
- Developing--incident 1
- Developing--incident 2
- Point of crisis--climax
- Developing--turning point
- Conclusion--ending

Top ten tips

- A world
- A conflict (or conflicts)
- Characters' desire and motivation
- Characters' secret or weakness
- An event
- Ticking clock
- Dialogue
- Character's own voice and style
- Do not have a character to tell us something if he/she can show us.
- A moment for characters.

A model sheet



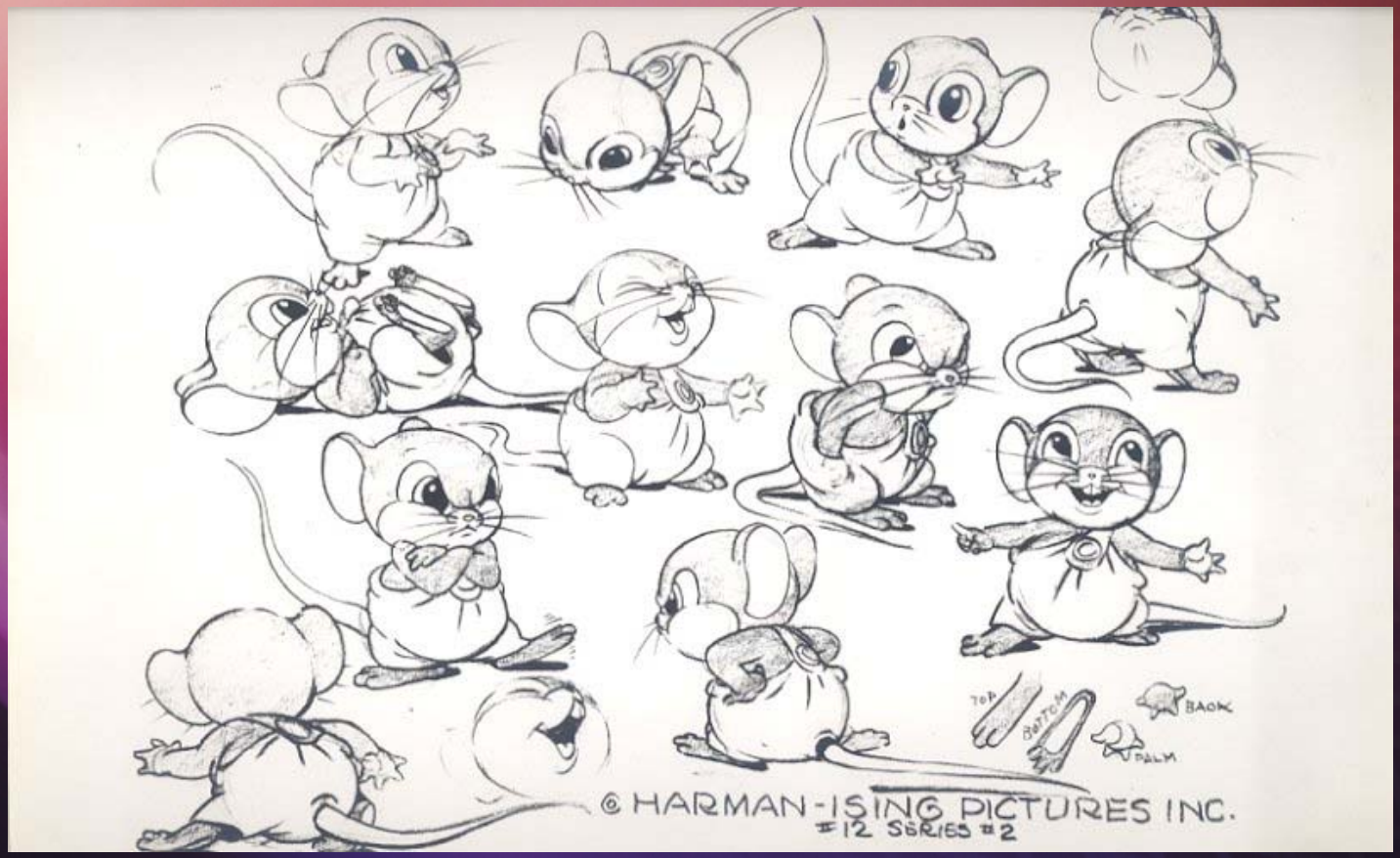
"Sand Wizard"

BASIC CONSTRUCTION
OLIVE OYL
1
2
3
4
5
6
7
FLEISCHER STUDIOS INC.

A successful character design..

- An inner life
- Visual distinction
- Expressive traits.

Facial Expressions



KINGDOM IN THE SUN
NOTE: Crown not on model

Six basic emotions

- Anger
- Disgust
- Fear
- Joy
- Sadness
- Surprise

- In-class practice

Draw these basic emotions of a simple character