

In this module I wanted to find out how to create a good character design. Which elements can you use to show characteristic or what can represent their background story? Before I started to create a character, I did some research about what other people think makes a good character design. There were different views on what it takes. Some were saying a good character blends in with the world but at the same time they need to look not like everybody else in this world.

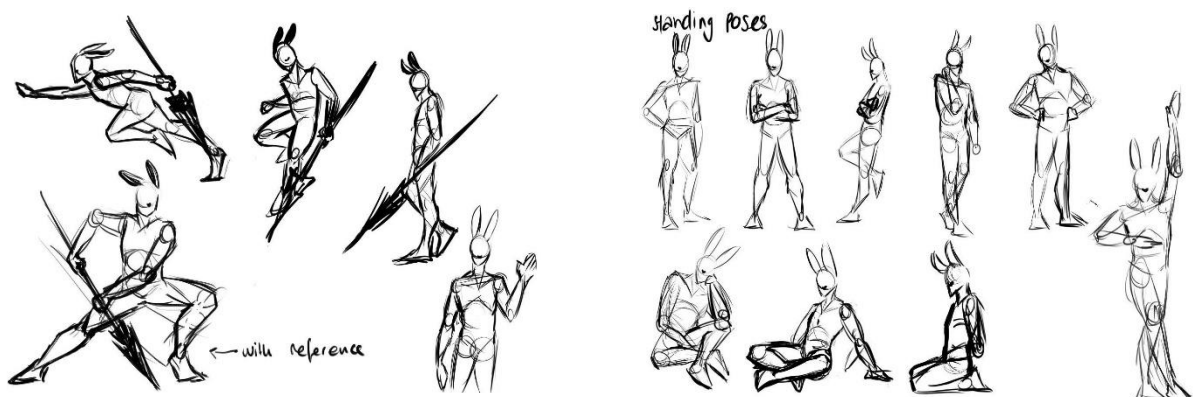
My usual way to create a character is by choosing a world or a setting already existing, and I chose to do this for this particular work too, because worldbuilding is a really big and complex thing, for which I did not have the time to do as well.

I chose the Final Fantasy XIV world as a base for my character design, to be precise the new Viera race. The Race is currently gender locked, there only exist concepts for female Vieras. The only thing I had to work with was the explanation of the Race and a four- or five-year-old official sketch for male Vieras.

From this concept sketch I tried to figure out what kind of body type male Vieras generally had. This alone can already tell something about a character, so I needed to take a step back again. First I had to think about the story of my character what is he doing and why is he doing exactly that.

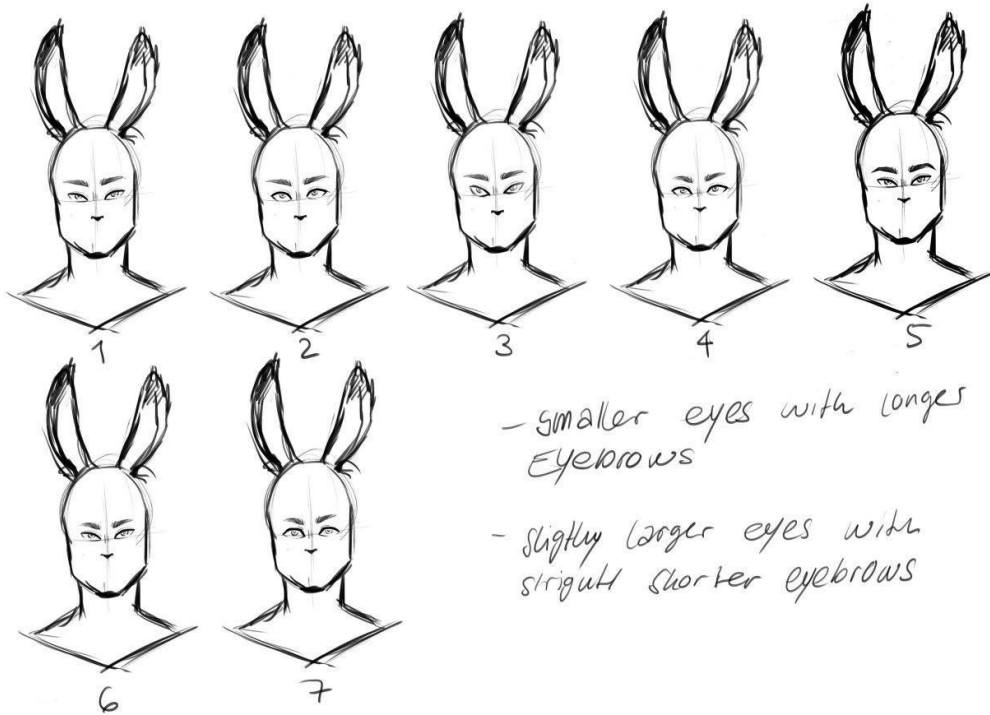
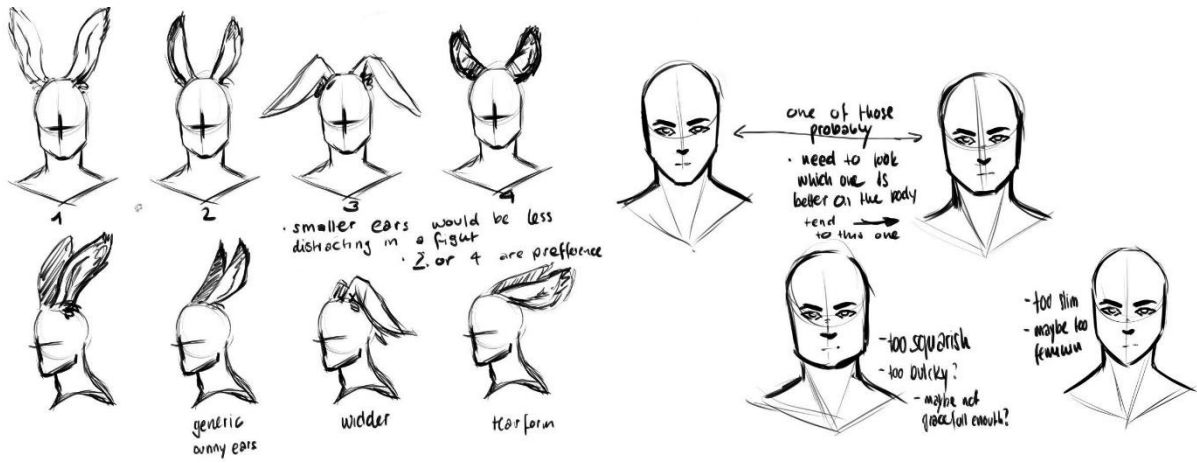
Story: as all male Vieras he got "kicked" out at the age of 13, he trained as a Wood-warder → we did train some males → the lovely life wasn't for him and he decided to leave the woods to go to see the world

These were some of the first notes for the character story. From there on I started with some pose sketches just to find out how this character would move, what is his basic standing pose, something like that.

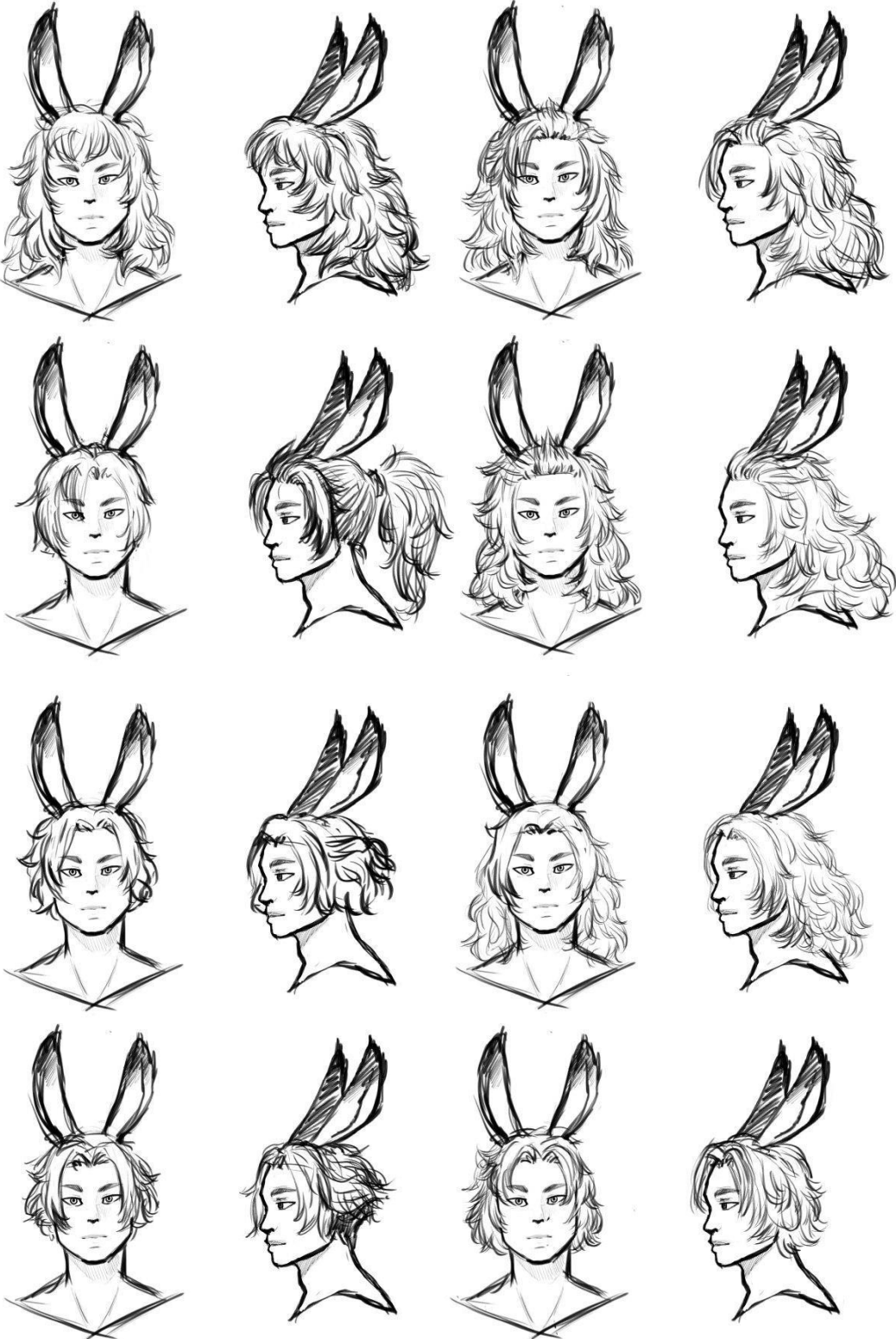


It was a good help to figure out how this character is as a person.

After the poses I then made my own character creator, kind of. I made different face, eye, brow and ear shapes I then could combine in a lot of different faces, from where I chose one that fitted the image, I had of this character, the most.



The Hairstyle was a whole new challenge. First to think of “new” Hairstyles and second to think about why would this character have his hair this way? Is there a reason why its long/short? Do Vieras generally have long hair? The only thing I could make out was that the race has a lot of volume in their hair. In the end I took a long hairstyle, but I kept in mind that whenever he knows he’ll have to fight, he would take his hair in a ponytail, so they won’t get in the way when he has to fight. The hair is really wild though so fits the image of an adventurer, someone who doesn’t really care if his hair is messy in a way.





For the hair and skin color I had restrictions again. My character belongs to the Rava, which have a darker skin color and light hair, but they do in fact dye their hair if they feel like having darker hair.

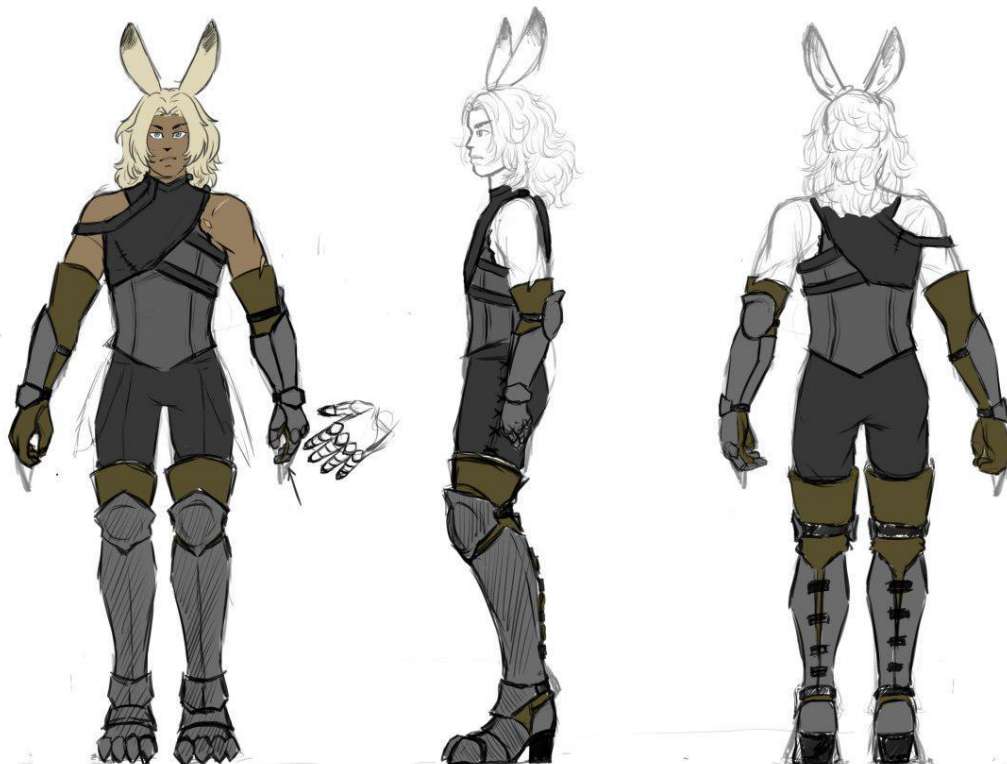


I did settle on a “natural” light color for my character.

When I had his face, I decided to make some emotion sketches, because now that I know how his face looks like I didn't need to fear that he would look entirely different every time I would draw him.



Then I started to work on the hardest part, the clothing. Clothes can define a person in a very strong way, and I didn't really know where I should even start. The time we had for this work was very limited and to be honest this is not my final design for the clothes. At the end I wanted to have a character sheet and time was running really short, so I took a big inspiration of the female race armor.



I did manage to at least make one complete pose sketch with the whole look of this character. This is the current stage of the character sheet.



I did find out that character design is a really big thing. It contains not only of drawing a character. Every decision we make on terms of design mean something to the character or how others will see this character. There are many things you have to consider when creating a new character, the reason I did it just because it looks "kind of cool" is not valid. Of course, it can look cool but there has to be a reason why this character has, as an example, this kind of clothing. But the racial features are a big factor as well, I sadly didn't had much information to work with and that did make it a bit more complicated for me.

And I know that this character is not finished yet. There are still too many things that I didn't think trough and I don't really like this fact. I like to have a meaning behind what I do design. Even when I chose a name for a character, the name normally means something.