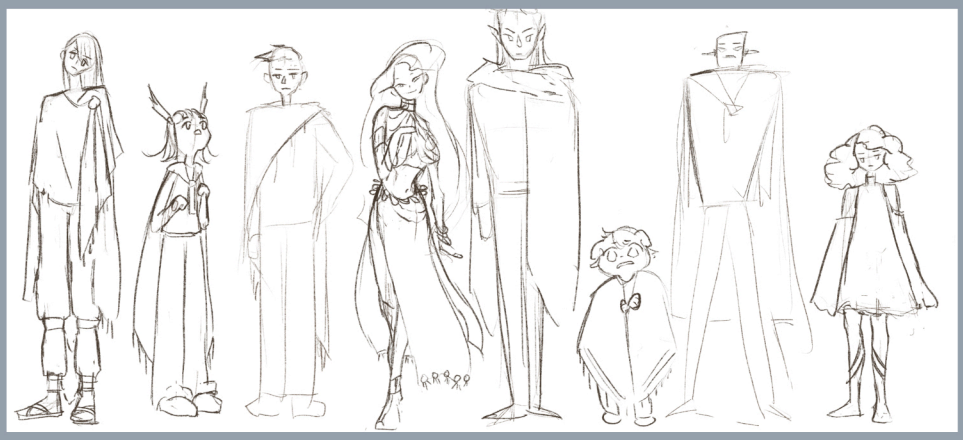
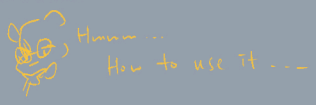


Rough characters

I have chosen prompt 3, which is a scarf, as my basis. So I am creating the characters who may wear scarfs or who can fit the colour scheme of the scarf.

The reason of me choosing this prompt is because I am very interested to the colour palet of the scarf. I don't usually use large scale of red for any of my drawings, so I want to try this time.



Further development of the chosen character

I like the pose and facial expressions of the first rough character that I have made and the clothings of the other characters. So I tried to combine them together to see if something different may pop out.

I tried to apply the colours on the scarf to this character to test which kind of arrangement and proportion of the colours works best.

The rendering style of my final design is pretty much influenced by the style of Japanese animation and comics. This is because I am a huge fan of these.

I first done clear out lines as I really enjoys to see how the lines will work and show the character without colours. Then I tried to apply the colours in a more realistic way as to seek a new style of drawing. It works great to me at last.

I really like how the golden lines on the red cloak works out. It really decorated the whole character to make it seem not boring and dull. I didn't use large scale of red before as this is very aggressive colour. However, it turns out to make a good contrast with this character's calm face.

This is a character seems to be quiet and elegant because of his appearance. However, he is spunky just like the red cloak he likes to wear. He often gets annoyed and will show this face.

final design