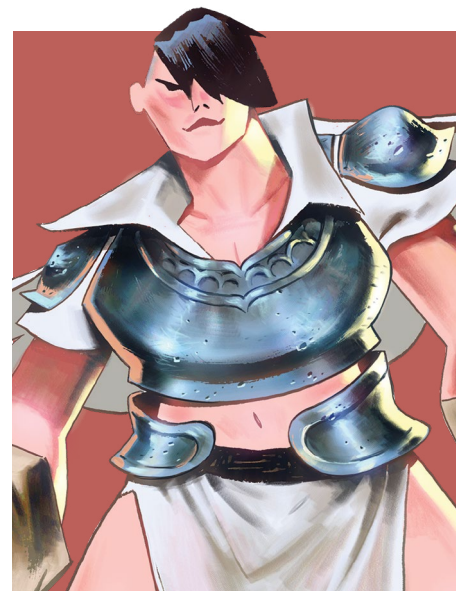
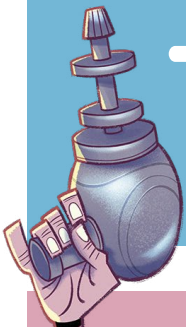


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ALIEN ROYALTY

BY MAX GRECKE

In this chapter, illustrator Max Grecke creates a high-ranking alien villain equipped with a protective armored suit.

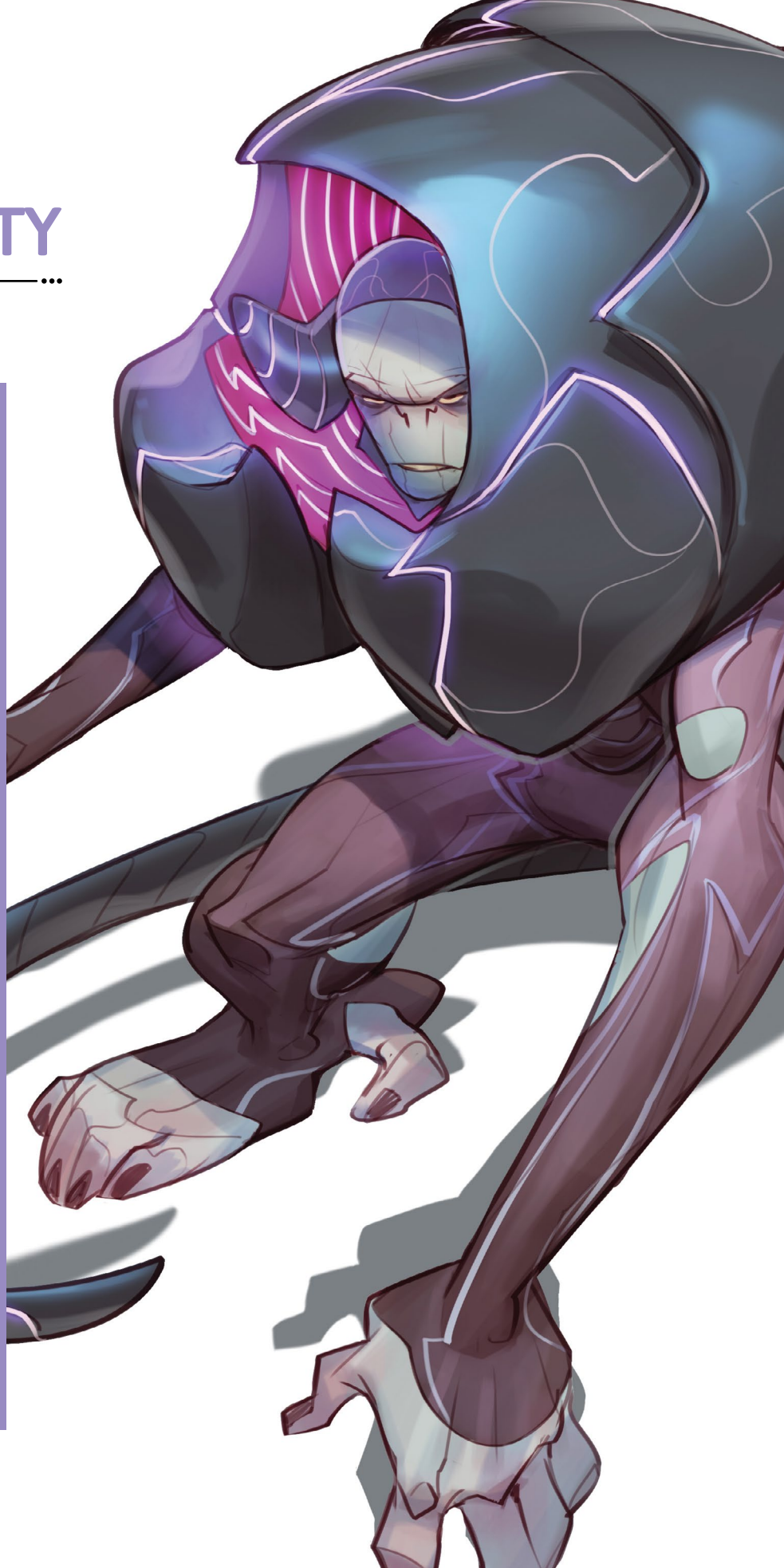
VARIATIONS

- BABY ALIEN
- FERAL MUTANT
- HUMAN VILLAIN

FOCUS

Max's style uses dynamic, fluid poses to create a sense of action and personality, even when the character is standing still. This approach would work well for illustrating a comic or designing for animation.

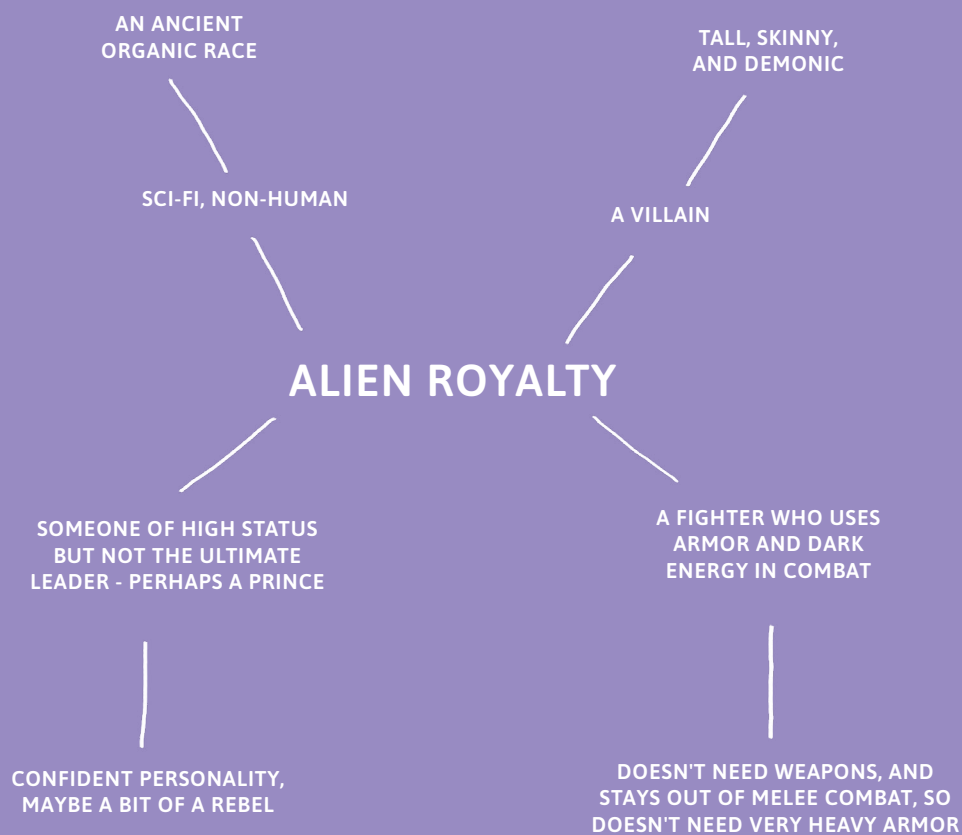
Pay close attention to using recurring details, patterns, and forms, and using research into real-life sources to create consistency across characters of different shapes and sizes.



THE IDEA

“Alien royalty” are the keywords I start to work from. This character should be someone recognizably an alien from another planet, with elements of technology or materials that are not from Earth. I want this character to be a villain: tall, dignified, and lanky to make the design more creepy and alien. A member of royalty doesn’t have to be the ruler; creating a character of lower standing within a royal family could be more interesting. I think about what attitude and personality this character could have, and decide he is a prince or relative to the highest royalty on his planet. He has less responsibility, so he’s something of a rebel and doesn’t want to be perfectly behaved all the time, but still has access to the best and finest equipment his race has to offer.

Concept: A sci-fi character who is royalty in an alien race



RESEARCH

One challenge of designing an alien character is to make the design believable, with elements that the viewer can relate to, yet still clearly of an *alien* race. This is perhaps why alien designs often lean towards being animal-like, in addition to having a lot of humanoid elements. Studying some of these more recognizable elements, such as primate anatomy and animal talons, will enable me to make the most effective design choices.

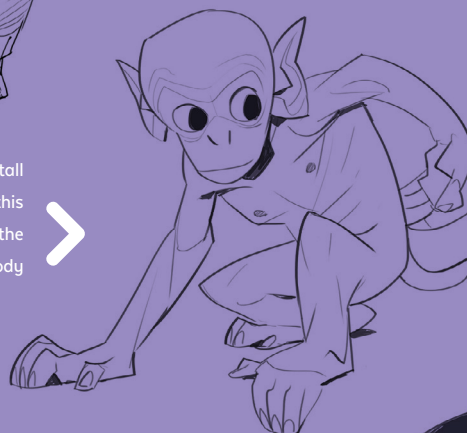


Apes are very humanoid and have a lot of traits that I can exaggerate to make them “alien,” such as long, powerful arms and feet with opposable grasping toes. This could form an interesting basis for the alien’s anatomy.



The character should look and feel evil and villainous. Bringing in jagged and sharp design elements help to sell this idea easily, so adding some sharp claws might work well.

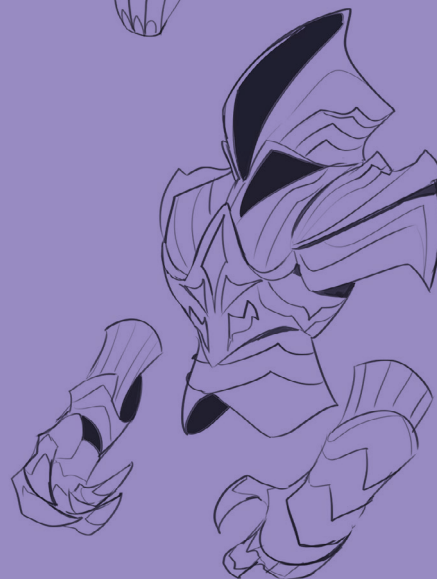
A younger ape fits a lot more with the tall and lanky proportions I want to use for this character. In this study, I try to explore the shapes of the wiry arms and hunched body to get a feel for how an ape works.



Here I am exploring a sort of monster hand which I really like, and that might fit very well for the character. It has some relatable human elements but is still very primal.



This has more of a “creature” feel to it, but the long palm of the hand gives a strong flow to the arm which would strengthen a design with exaggerated limbs. However, the very long claws might not fit a more sophisticated, civilized alien race.



I really want parts of this character to have armor, indicating his role as a fighter, but not anything recognizable as armor from Earth. Nonetheless, I study how our armor is built, as this will give me a foundation from which I can start to think outside the box.

THUMBNAILS

I imagine the character as tall but somewhat hunched over, adding an animalistic touch, with long, lanky arms and legs. I use very broad marks and motions to capture this feel in my thumbnails, and try to mix sharp edges with long swoopy motions, especially

for the limbs and big claw-like hands. Aim to get a wide variation in your thumbnails, even exploring some ideas that you're initially not sure you might want – you never know what might work out. A few of these thumbnails are too scrawny, too bulky,

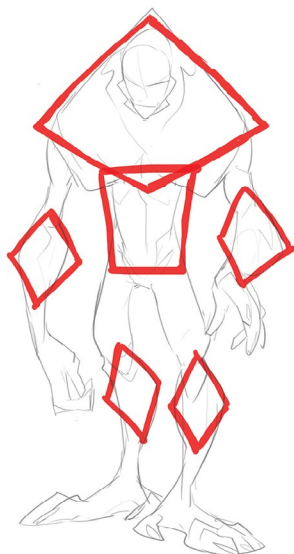
or lacking in armor, but I have highlighted the three thumbnails that I particularly like. They show a mix of animal and human shapes, with threatening, jagged armor and ape-like limbs and feet which will be a strong basis for this villain.



BASIC SHAPES

Now that I have chosen the strongest thumbnails, I can start to refine what I want from my final character by puzzling together the elements that I like the most. Basing his form around a large diamond shape will draw the viewer's eye to his head and armor, while his long limbs will add flow around it.

I like the idea of this alien race having a love for powerful armor and energy weapons, yet being quite vulnerable without their suits, and with relatively skinny limbs. This would also fit the idea of a rebellious prince, who is perhaps not a seasoned warrior, but compensates for it with a bad attitude and the most expensive equipment. The over-sized armor seems like a defensive threat display, making him look larger and tougher; I like this idea of the character having a vulnerable side without his armor, but with it, he is an imposing, evil being.



Starting with a strong core shape is important to make the character read well, to make the design dynamic, and to express his personality. I use a huge diamond shape, as it is pointed and villainous. This will be echoed through his limbs to create flow.



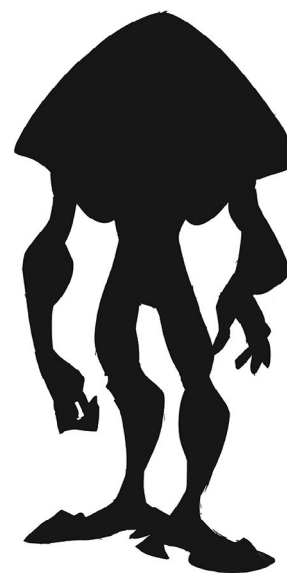
The character will wear large chest armor as his main core of power, with a tight spacesuit underneath. This will add to his ape-like but alien sense of proportion, with a hunched back and skinny limbs.



I fill in more details to get a better grasp of the character and finally give him a face. Adding horns to the hood of his suit makes him look menacing and evil, and almost gives him a regal crown which suggests his rank.



As the design develops, some of the weight and shapes of the torso start to get lost, so I revisit that area and enlarge it to recover the dramatic, over-sized proportions that I liked in the thumbnails. The muscular arms and legs are inspired by my ape research, though I avoid making him too bulky, in keeping with the idea that these aliens rely heavily on their armor.



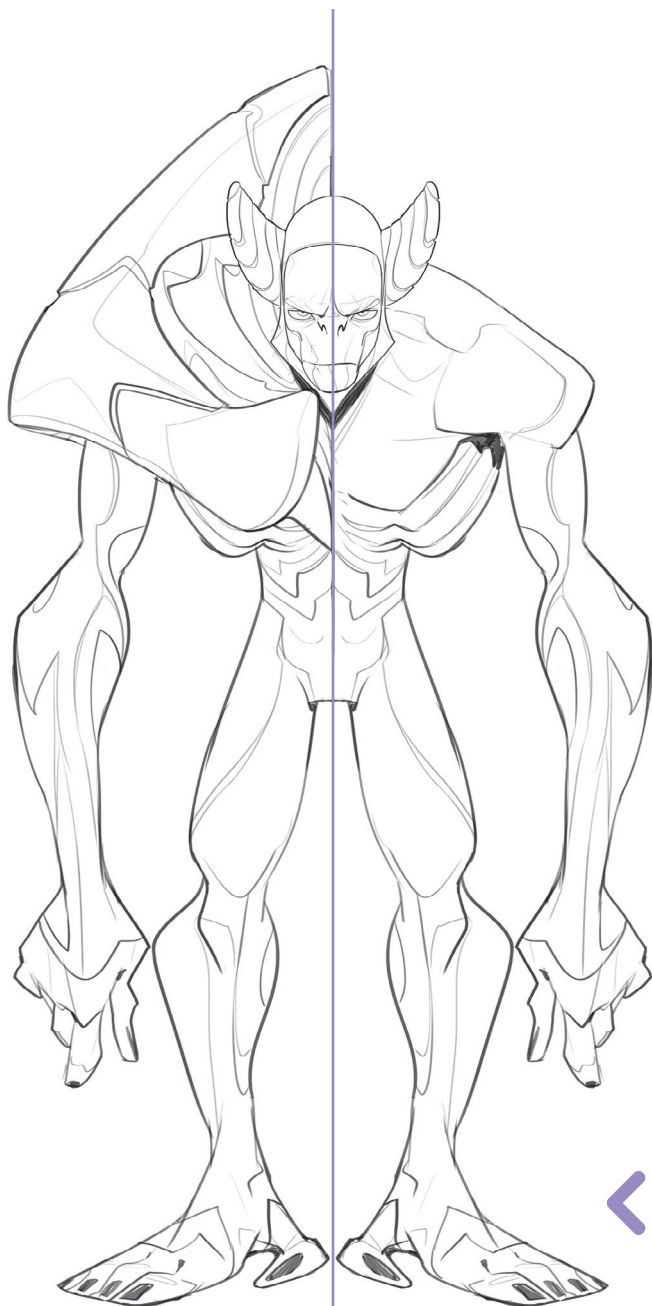
I check the silhouette to confirm that the upper body has kept a strong diamond shape, and that I have not lost the clarity I started out with. I would like to add a tail to the design, but I do not indicate it here to keep his silhouette clear from the front.

DETAILS

As I add details to the character, I want to show that he has advanced, fancy gear; this race values its energy armor highly, and with his royal connections, he would have the best armor there is. I therefore want to show that it is ornamented with lavish details;

these ridges and lines clarify the hard, shell-like nature of the armor, as well as adding more flow to the design and drawing focus towards his head. In the final version, these patterns might glow with light or energy to add an extra sci-fi aspect. In the profile

view, you can see that I've added a long armored "tail" piece to his suit, which will be mobile and add visual flow to his pose later. This also ties in with the contrast between the armor and the alien's thin, somewhat vulnerable body.



Here is a cutaway view of the character with and without his armor. He is tall and limber, and looks regal and intimidating with his huge torso armor; without it, he is more exposed and animalistic. His prehensile feet, based on my earlier research, reinforce his ape-like qualities and add a non-human strangeness.



This profile view makes it even clearer that the character uses his armor as something to make himself stronger, and to look bigger and more threatening. The tail will be prehensile, again making him seem animal-like, while also suggesting the armor's advanced alien technology. This view also shows more clearly that his regal horns are, in fact, part of his suit!

FACIAL EXPRESSIONS

There are many options I could explore with a character like this. The most obvious choices for a villain would be sneering and snarling expressions, but I also want to try a more fragile or confused face, suggesting that he's not always as tough as he appears. As his horns are only part of his suit, I do not include them when sketching his facial expressions. He essentially lacks a nose and eyebrows as secondary features to emote with, so his mouth, chin, eyes, and heavy brow ridges must be heavily emphasized.



The character has very jagged teeth, so giving him a wide grin really shows off his dangerous fangs. Lowering the brow makes him appear feral and villainous, which is something I want to bear in mind for my final image.



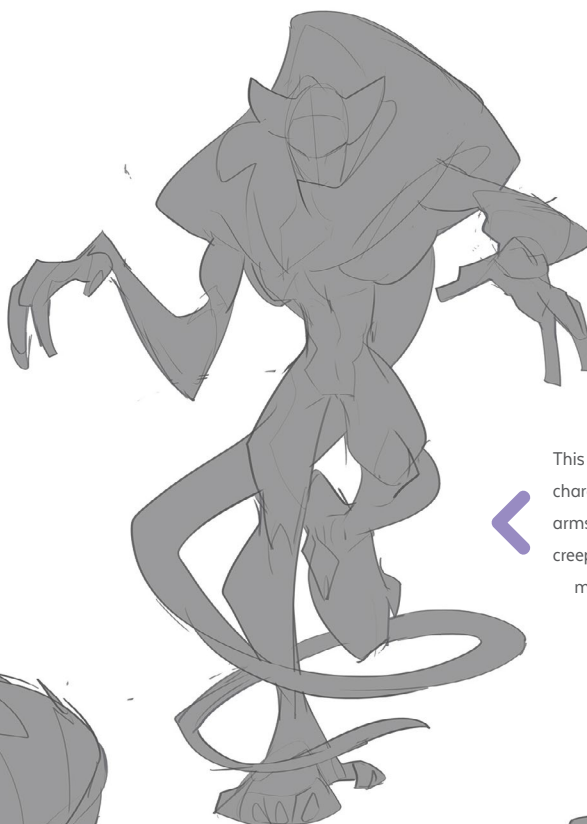
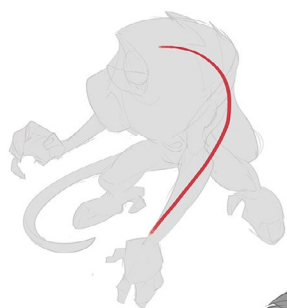
As a villain, his main expressions would be sinister and ill-intentioned, but I also feel like he would be arrogant and superior due to his rank and wealth. This haughty expression fits him well, with his chin up and nostrils flaring, but it does not show much of his animal side.



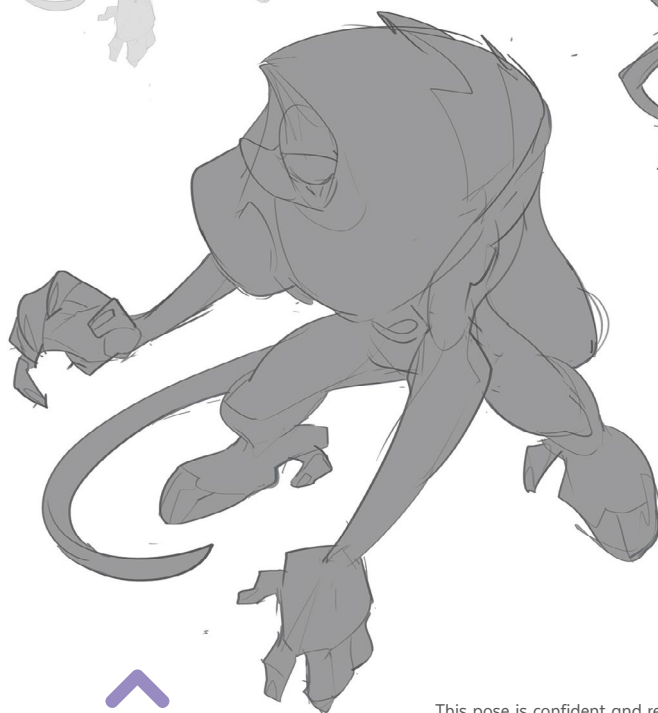
I also try a more surprised and stunned expression, consistent with the idea that this character is vulnerable without his armor, and that things might not always go as he has planned! This could help to invite the viewer's sympathy, but that may not be a quality that I want for a depiction of this wicked villain.

POSING

Posing a character wearing this sort of armor is a tricky part of the process, but I am able to create a lot of variety with his long limbs and tail. I really try to use all of the elements of his design to make him feel alive. I need a final pose that shows he is impressive, threatening, and capable in combat.



This fun pose utilizes every part of the character's design, and the posture of the arms and hands is alien and somewhat creepy. However, it doesn't indicate very much about his role and personality.



The armor is a big part of this character, and tells the viewer a lot about him. Showing him in a more defensive action stance, as if he is in battle, shows off how he might use it. The feral crouch reinforces his non-human nature, giving a clear view of his armored tail and strange feet. I will use this pose for my final design.

This pose is confident and relaxed, which is indicated by his whole body, such as his loosely hanging arm and long tail lying on the ground. He looks regal and imposing, but it's not particularly obvious that he is a fighter or a very active character.



VALUES & COLOR

Throughout the design process, I usually have an idea of how I want the final design to be colored, but it is important to explore other options besides the first one I have in mind. This ensures that I do not miss out on a better solution. When choosing colors for the design, I keep in mind that he is a villainous character, and that this must shine through in all my choices. I also want to create contrast between the skin and armor, so that the key parts of the design are shown clearly. The details of his armor will also give me an opportunity to add some lighting effects, creating visual interest and reinforcing the sci-fi setting he comes from.



Applying grayscale values helps me to see the volume and shapes more clearly. You can see where I have created contrast between his suit and his skin, and between his pale face and the dark interior of his armor.



These are the colors I pictured for the character as I started working on him. They are quite desaturated, which makes the glowing red elements pop. Black and red is a classic villainous combination: dark, aggressive, with the high contrast giving a sense of danger.



I want the character to look very pale, but I also like the reds I have used so far, so I try giving him bright red skin. Unfortunately, this distracts too much from his armor, but I like how the purple glow stands out against his armor; this could be something I can use for the final design, and is a less obvious choice than my initial red.



The character has an almost reptilian look to him, with his armored shell and long tail, so I try out a green-based color scheme. However, removing the striking reds also removes his aggressive edge.

FINAL DESIGN

The final color scheme combines elements of my first and third ideas from the previous page, moving away from the classic black and red villain scheme to feature more pink and purple colors that add a sense of showiness to his armor. The overall look is still dark and threatening, further enhanced by his angular muscles and jagged armor,

but the final palette does not rely on cliché colors, making it more interesting.

Designing an alien character is always tricky, because you may want to create something original, something that no one has seen before, but your design still needs to be something that the viewer can relate

to. It can be difficult to convey a concept such as “alien royalty” without also showing what an average alien of this race looks like (see page 60, “Keep your cast in mind”), or drawing too much from our ideas of royalty on Earth, but I feel I succeeded in conveying this through his personality, pose, and looks.



Final artwork © Max Grecke

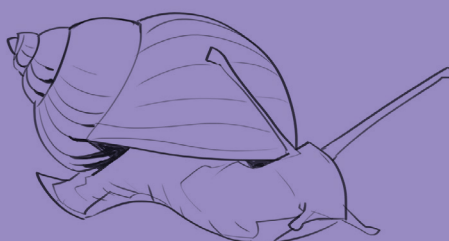
VARIATION 1: BABY ALIEN

IDEAS & RESEARCH

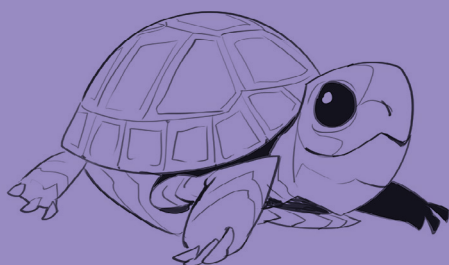
For this variation, I will design a baby alien, based on my established character and an understanding of how his race works. This means not just making a young alien version of that race, but actually making the same character younger and keeping as much of him recognizable as possible. The whole idea of this alien race already works well for designing a baby or infant; I imagine them using their shell-like armor as protection for their weak bodies, and perhaps they even grow into their suits in a way.



The original character's defensive armor gets me thinking about other creatures that use a shell or armor for a protection, such as snails.



Snails' shells protect their vulnerable bodies exactly like I imagine my alien race's armor to do. Perhaps I could use a spiral element in this design, in reference to snails, similar to this angular shell.



Baby tortoises and turtles might also have something in common with the snails I have looked at. I want to show how the alien's armor acts almost as a shell for his whole body. These baby creatures' large eyes are also a striking feature that would fit a character of this young age.



I researched apes for the adult version of this character, so looking up some images of baby apes seems like the obvious thing to do for this variation. This will help to ensure that the baby keeps a strong resemblance to his adult self. Baby apes' huge eyes and small, wrinkly faces would suit this design perfectly.

Baby apes have a lot of attributes that I can use for this infant creature, such as a large, bald head; big, round eyes; and much skinnier limbs than an adult ape, with proportionally large hands and feet.



I make sure to research some further references for the armor, as that is what I want the baby to be wearing or held in. Like the adult version of the design, there may be some overlapping, pointed plates to retain a villainous edge.



CHANGES

The most major changes to this version will be to his size and proportions, but I must make sure that he reads as the same character. The armor will be emphasized a lot more in this version, relative to the size of his body, so I may focus on that slightly more than the character's actual body.

The design of the suit underneath his armor could remain similar to the adult version, as it resembles a playsuit, which is fitting for a baby character.

I intend to keep the concept of the chest armor, but it must be adapted in some way in order to work for him as a baby. Perhaps it could resemble more of a cradle or a pod in which the baby is carried or transported.

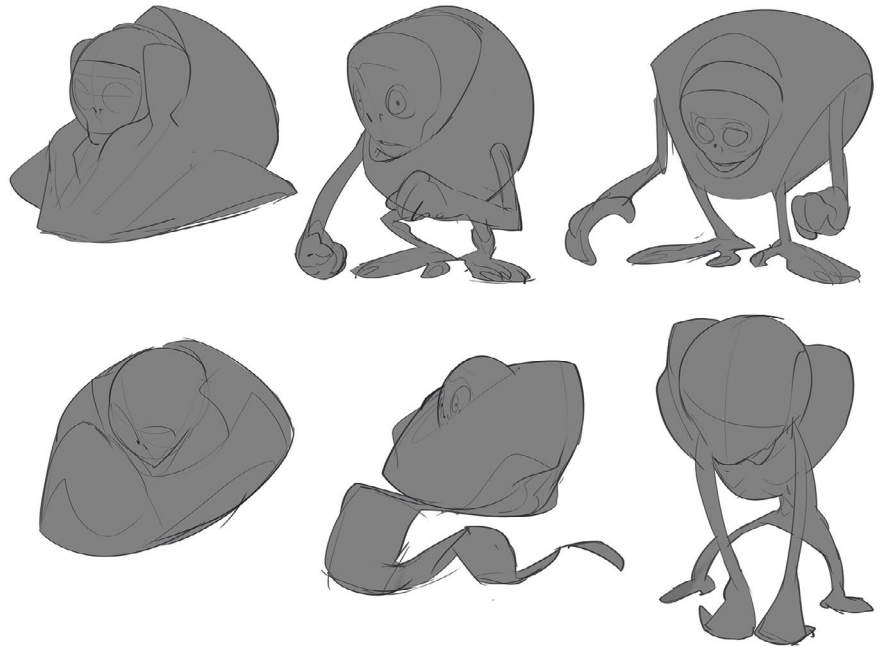


I need to keep some elements consistent, so that it's obvious that this is the same character, while still being its own design. Cultural aspects such as his armor design and patterns could help with this.

The overall proportions of his body must be child-like, with a large head, hands, and feet, but they must also suggest what he will look like when he is much older. His limbs would still be ape-like, but much less developed and muscular than the fully grown adult, with softer shapes.

THUMBNAILS

At first I imagined the character being carried around by his armored pod, but as I explore my thumbnails, I find it pays off to try ideas that I did not initially plan for. I much prefer the thumbnails where you can see his limbs, especially the one on the top right, as it creates proportions that are really quirky and more dynamic. This is the one I choose to work with.

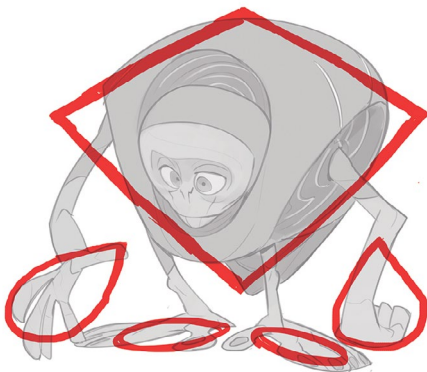


BASIC SHAPES

My chosen thumbnail features both a strong shell shape and distinct arms and legs that will allow me to create a wider range of poses. I want to use underlying shapes that are similar to those of the adult alien,

but make concessions to the character's much younger age and more endearing proportions. I will make the edges more rounded and less angular, and also reduce the athletic bulk of his limbs, making them

resemble the scrawny arms and legs of the baby apes I covered in my research. The relatively huge size of his hands and feet will also make him look younger, adding to his ungainly toddler's stature.



Keeping the shapes consistent from the adult version is important, but I give them a softer feel and more child-like proportions, with a large head and small limbs. The main body is still a diamond shape, but his hands and feet are now rounded.



He now resembles a shrunken-down version of his adult self, with a diamond-shaped body and even a little tail, but the forms are more minimal and rounded to suggest his age. His arms and legs are also straighter and skinnier in shape, showing how he lacks muscle mass at this age.



When I see the silhouette, I'm glad that I chose this approach to the character, compared to him just lying in a pod. The limbs add interest and more opportunities for posing.

DETAILS

This younger design leaves the character's face more exposed and readable, so I explore this further as I develop the character's details. During my research, it was interesting to see how the faces of apes and monkeys develop, with the babies being very wrinkly and thin, so I introduce those elements of my research to the design.

Compared to the adult character, this version can demonstrate a lot more emotion through his face and those big eyes. However, I don't want him to look too cute, as he is still a villainous character. My studies of baby monkeys help me to find a balance between looking childlike and slightly creepy and alien.

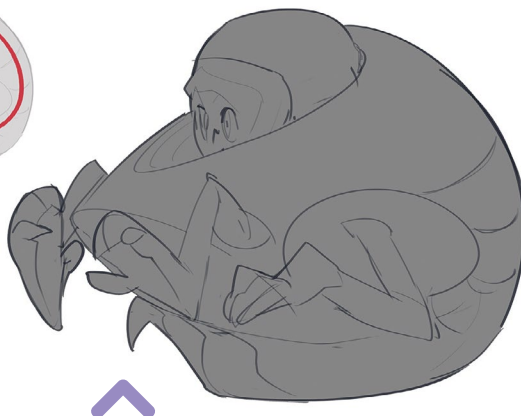
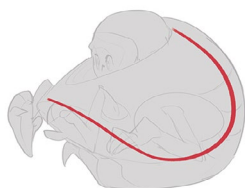


In this side view, you can see where I have brought in some of the snail shapes from my research, adding to the appearance of a swaddled baby while also suggesting the armor's protective shell-like qualities.



EXPRESSIONS & POSING

The thumbnail that I chose on the previous page went against my very first idea of having the armor as a pod that can both protect and transport the character, which worked out to my benefit. Now that the character has limbs, and can walk and stand, I can explore how he might interact with his armor and use it in different ways.



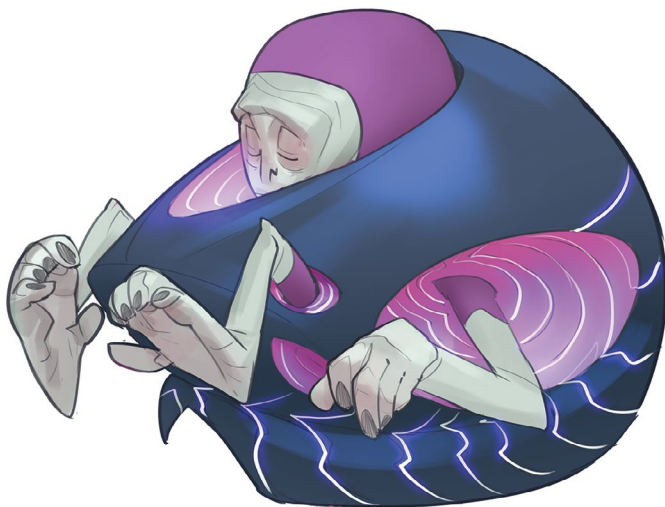
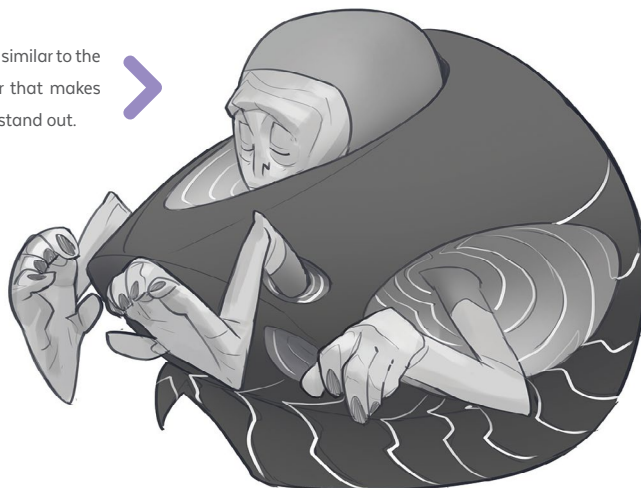
I like the idea of him hitching up his armor as if to get ready for running, but it's hard to immediately tell by the pose that he's pulling up the suit, so this does not really work.

This harks back to my original idea of the baby being contained in a pod, but reinterpreted for this more dynamic character, showing him curling up defensively and pulling in his limbs. Presenting this tiny character protected by an over-sized shell also suggests that he is a baby of some importance, which is appropriate for his princely rank.

VALUE & COLOR

The original character's color scheme was already a strong one. However, going back to my studies and seeing how different some baby animals look from adults of their species, I want to approach this version in a new way by adding some patterns like those that young animals often have. I also try out some brighter colors to make the character more playful, fitting his younger age, but I try to stay true to the original adult version.

The value distribution will be similar to the adult alien, with dark armor that makes the character's pale face stand out.



This palette is largely similar to the original, but slightly more colorful, with the pink being more prominent. This version forms my main basis for the final design, but I will mix in some features from the other palettes.

This palette features a lot of green, and has perhaps moved too far from the adult version's color. However, the greenish skin could be a great complement for a palette with more pink or warm colors, so I will adapt it into the final design.



Baby animals often have spots or markings that they grow out of in adulthood, so I explore that concept here. It adds an interesting but subtle new pattern to the design, which I will use for the final version.

FINAL DESIGN

The final design uses a mix of the strongest ideas from each of the different color explorations: the brighter colors make him look younger, as does the freckled skin, while his green hue complements the pink

and makes him appear fragile and alien. The design of his armor is different from the adult version, but still similar enough in color and design to suggest that this is the same character. The subtle, decorative patterns

on his armor and suit add a touch of luxury that suggest his rank and importance. His sleeping eyes and curled-up hands and feet help to emphasize the more vulnerable nature of the alien at this young age.



VARIATION 2: FERAL MUTANT

IDEAS & RESEARCH

So that I do not lose track of the very first original ideas for the character, I try to study within the same “field” of subjects that I used for reference before. This makes it much easier to come up with ideas early on, using the basis I have already built, but branching out into larger and fiercer creatures for inspiration.

I return to the ape kingdom for my research. For a bigger, scarier character, I study gorillas for inspiration. With their massive physiques and large teeth, they can be really fearsome.



The gorilla's proportions are very striking, bulky, and different from the previous apes I studied. They could work well for this version.



I study horned animals, as I may include more horns in reference to the crown detail from the original version. This would also make the character look more beast-like.



I did not really get to use my research into claws for the original character, but including it here fits the brief a lot better. They will be a striking feature that still keeps a similar essence of the original design.

CHANGES

My initial feel and idea for this variation is to make the character a big beast: massive compared to the previous version, with large, scary limbs, but still keeping the core ideas

of contrast between forms. Many aspects will have to be dropped or changed, such as the clothing and armor, but I will aim to keep a similar sense of shape and color.

The alien prince's head was protected deep inside his armor in the original and baby designs. This will be a challenging feature to translate to this feral version, as he will not be wearing armor.

The original character is already quite intimidating, so this version has to be even more so. Emphasizing the horns and spiky shapes of the original could be a way to do this.

This will be a monster version of my original design, so I try to picture it as if the character was bitten by a werewolf (or the alien equivalent of one). What would a were-version of this race look like?



It is important to keep the elements consistent for this version as well, as it needs to be recognizable as being based on the same character. Perhaps I can adapt the original's long "tail" to be a part of this design.

THUMBNAILS

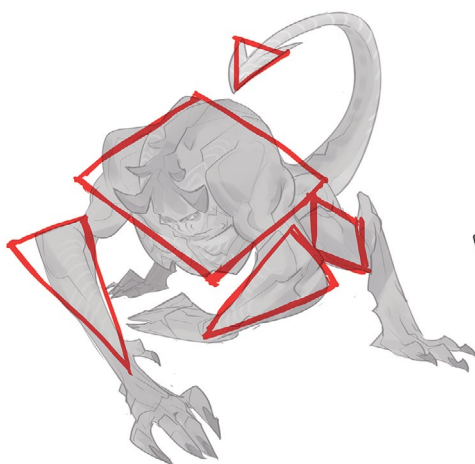
I want to keep the idea of a very heavy upper body with thinner limbs coming out of it, as that is the recognizable core shape of the original character. In my thumbnails, I focus on exploring different postures and how this creature's anatomy might work. Would he now be standing on two legs, or on all four? I lean towards a quadrupedal design as it suggests a more wild and feral nature. I mix varying amounts of gorilla-like bulk with the sharp, scrawny visual language of the original character. The head is tucked low between the shoulders like the apes in my research, also recalling the deep protective neck armor of the previous designs.



BASIC SHAPES

As with the previous versions of the character, the core body shape I use is a diamond. This creates a solid but dynamic sense of strength, sharper than a square but heavier than a triangle. In order to play up

the impressive bulk and threatening nature of this character, triangular and diamond-shaped elements will recur throughout his body, framing his formidable muscles and sharp, tapered extremities.



The core shape of the original character was a large diamond with curved limbs flowing out from it, which you can see carries through this new version as well.



As this character doesn't have any clothing or armor elements, I will need to bring more focus to the body shapes and patterns. For example, his horns and spiked tail have a similar shape, creating a visual rhythm which is also reminiscent of his original armor.



Seeing the silhouette confirms that the design comes across as creepy and dangerous, and has a strong flow to its shapes, so I consider it a success!

DETAILS

Now I can really push the similarities between the original alien and this mutant version. Here you can see the similarities in contrasting forms more clearly, balancing bulky shapes with skinny ones.



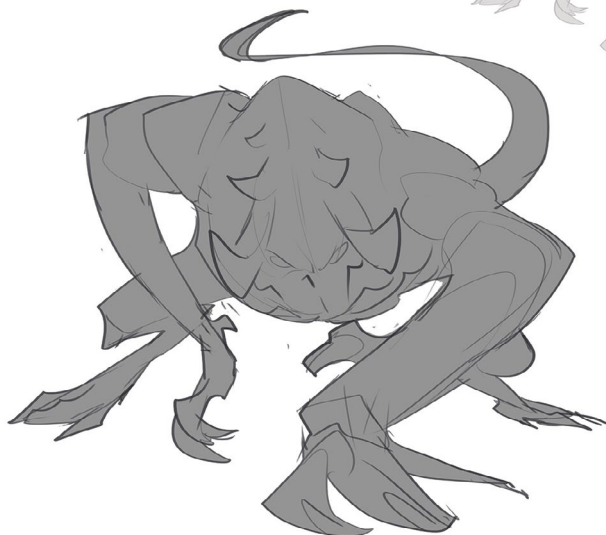
The profile view has more of an animalistic look which makes the character menacing. I really exaggerate the chest area, contrasting it with the thin waist, similar to the physique of the original design. The scales and ridges echo the original's ridged armor design, and the forked tail helps to tie the long tail in with the horns and spikes around his head.



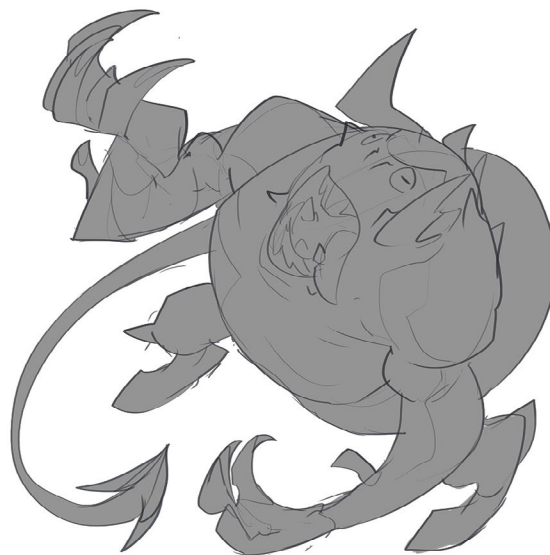
The face has not been a prominent part of the sketches so far, so I want to focus on it here, exploring how it works. I add more details to the horns, making them resemble the shapes and patterns of the original design more closely. The large fangs are inspired by my research into gorillas, and the overall sharp shape language of his tongue and teeth complements his spiky head.

EXPRESSIONS & POSING

This character should feel even more intimidating and scary compared to the original version. While the original was more defensive, wearing armor to protect himself, this mutant is highly aggressive and already has all the armor he needs! I try poses that emphasize his physical bulk and dangerous claws, and menacing, villainous character.



This pose is more stealthy, as if he is creeping up on his prey, which I feel captures the danger of the character more effectively. I will use this for the final pose.



I try a dramatic top-down angle to get more focus on the character's claws and face, but it doesn't give it the sinister feel I want to convey.

VALUE & COLOR

For the character's colors, I focus on defining the values and shapes to ensure the design reads well, because there are no elements such as clothes or armor to break it up, only the alien's own skin tones. Thus I try to keep the base tones simple and organic, while using gradients and patterns to create interest and definition.



The overall tonal value of the creature is quite subtle and neutral, giving the impression of a more animal nature with no costume or ornamentation. However, when it comes to detailing the final palette, adding some bright, alien skin patterns will make the design pop.



This fairly natural, neutral palette doesn't bear enough resemblance to the other versions of the character, though it has some strong details that pop, like the purple tongue and eyes.



This color palette is villainous, almost demonic, with its use of a fiery red underbelly and red eyes. However, it does not recall the pale skin and purple hues of the original design.

This palette has a good balance of neutral colors (such as the gray) and rich colors (such as the purple) that are a strong reminder of the original character. The glowing stripes and pale face are reminders of the previous designs, while also calling to mind dangerous real-world predators such as tigers. I will use this as a basis for the final version.



FINAL DESIGN

The final version of the character succeeds in recalling the original design, while also presenting something new. Features such as the pale skin and purple palette bear a resemblance to the character's original version, as well as the stripes, tail, and

horns, which are now integrated into the mutant's body for a more wild, organic appearance. The tense, predatory crouch and lolling tongue immediately convey that this is a dangerous feral beast on the hunt. Adding some specular highlights to the

final design enhances the sense of an alien skin texture and muscular ape-like bulk. By playing close attention to the choices made earlier on in the process, it becomes easier to design without losing the spirit of the original character.

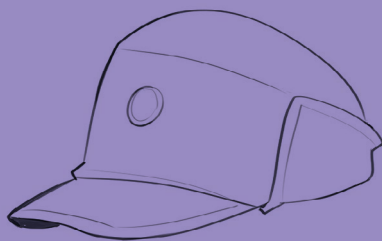


VARIATION 3: HUMAN VILLAIN

IDEAS & RESEARCH

Making a human version of an alien character is an interesting challenge to think about. I start by considering how it would work if the versions were created in the opposite order: what would the human look like if I had based that alien design on him? The original alien isn't extremely far from a human, but achieving a similar silhouette will be more of an obstacle; I want this human to be a present-day character, creating a challenge for myself, as he would not be wearing extravagant armor or anything overly fantastical or futuristic. In my research, I explore options for clothing and accessories that might help to convey the character's personality and capture aspects of his alien form in the context of a human.

An elaborate royal jacket would definitely help to convey his rank and importance. The final version might not look like this, as it is too historical, but it would be a good idea to merge this with a more modern design.



I also research inspiration for headgear that is not just a typical cap. This type of shape would give the character a more formal, military edge, consistent with the original alien design. Even if I don't use these specific elements, I can transfer the ideas to other items, such as the jacket.

A hat might help to convey the cocky attitude of this rebellious prince, and could also remind the viewer of the horns and headgear of the previous versions.



Smart dress shoes could give the design an elegant touch, as long as they don't make him look silly or clumsy with their size. Their pointed shape would also add to the angular, villainous shape language.



The human version should have expensive clothing suitable for a wealthy villain, so formal dress pants seem fitting for him.



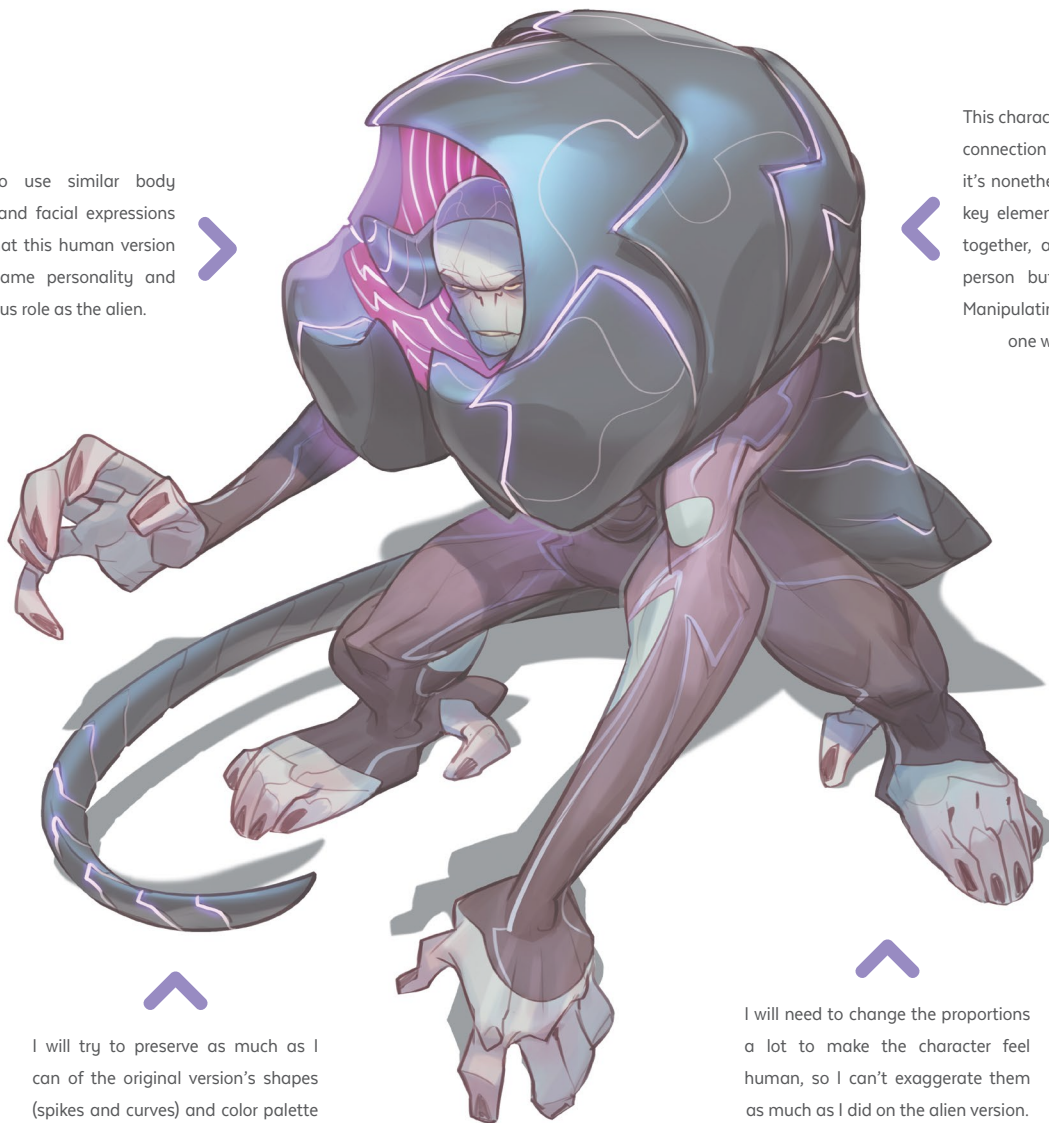
Alternatively, if the character doesn't have any headgear, perhaps he could wear a hood. This would suit the look of a more modern human, and successfully call back to the hooded suits and protective armored shells of the alien designs.

CHANGES

I want the human character to have the same personality and intentions as the alien character, but set on Earth instead of a sci-fi planet. Many of the overtly futuristic

and alien elements will have to be changed, so I must find other, more human ways to capture the same personality and the almost demonic shape language.

I want to use similar body language and facial expressions to show that this human version has the same personality and villainous role as the alien.



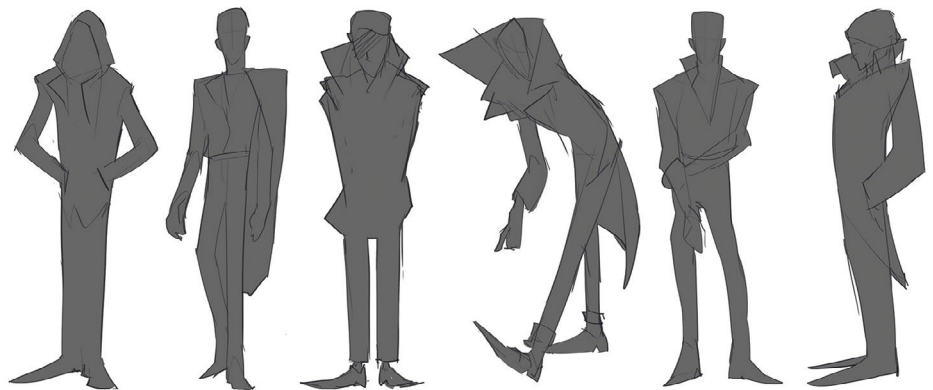
This character will have no narrative connection to the alien universe, but it's nonetheless important to make key elements that tie the versions together, as they are the "same" person but in different settings. Manipulating his costume will be one way to achieve this.

I will try to preserve as much as I can of the original version's shapes (spikes and curves) and color palette (purples, pinks, and neutrals).

I will need to change the proportions a lot to make the character feel human, so I can't exaggerate them as much as I did on the alien version.

THUMBNAILS

In my thumbnails, I play around with how regal and formal or rebellious and casual he might look. I explore different shapes for jacket collars or hoods, creating sharp angles or a strong diamond shape like basis of the original design. Using sharp, angular shapes helps to convey that he is a dangerous, untrustworthy character, so diamonds and triangles are a recurring element.



BASIC SHAPES

This character does not have the beastly bulk or heavy sci-fi armor of the previous designs. Instead, the villainous nature of this human is conveyed through recurring triangular shapes. His overall physique would be less ape-like and primal than a

race of alien warriors; instead, he might be a villain that relies more on intellect and cunning than physical strength. The sharp, narrow triangles underlying his figure make him look menacing and severe, and his long, thin legs give him a sense of impressive

height without bulking up his physique too much. The long shoes add another sharp triangular element that ties in with the horns, spikes, and pointed extremities of the previous alien designs.



I choose to develop the thumbnail that's somewhat hunched and mysterious, as the high collar is a visual reminder of the original design's protective shell-like armor. The very triangular shape, with much narrower arms and legs, is also similar to the menacing top-heavy structure of the alien.



Having the very big collar works well, recalling how the armor pieces looked around the face of the alien version. His hair is cropped short around his head, like the hooded suit of the original design. His shoes look expensive and sinister, and echo the pointed shapes of his collar.



The silhouette clearly shows the strong balance of large and narrow shapes, angles, and curves. The large coat almost disguises his skinny human figure, making him look more menacing. The multiple sharp and pointed edges convey the villainous, dangerous aspect of the character.

DETAILS

In the detailing stage I really focus on the elements that will tie the human and alien versions of the character together, finalizing how the character's clothing looks and suggesting that it works in similar ways.

My initial sketch obscures the character somewhat, so this detailed front view shows all his clothing, and we get to see what's under the jacket as well. The textures and patterns of these elements will tie this character together with the alien version.

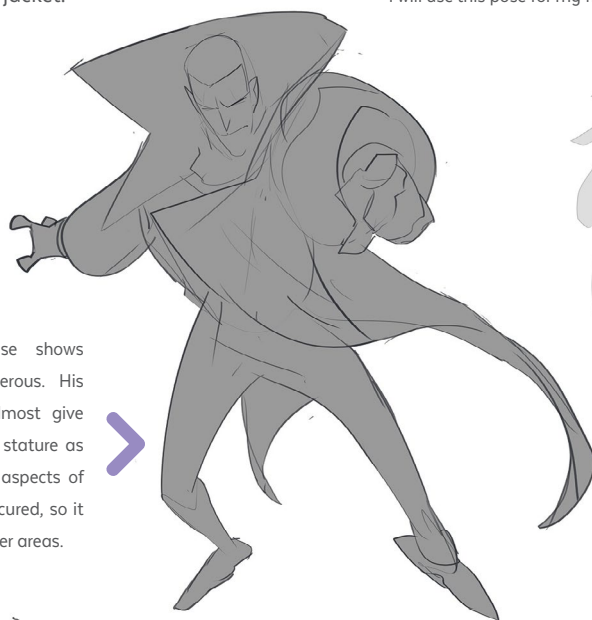


Here you can see his physique and costume more clearly, without the jacket. The loose, striped scarf is a reference to the neck of the alien's armor. The fancy patterns on his shirt are also similar to the glowing patterns of the sci-fi armor, while also making him look refined and wealthy.

EXPRESSIONS & POSING

I look back at some of the poses I drew for the alien version, and consider how I could translate some of them to this character – maybe even trying the exact same poses with a human figure. The tail on the alien design added a sense of motion which I can parallel with the long jacket.

This is a throwback to one of the unused alien poses, with a regal and arrogant bearing and simple angle that shows the character's posture and every aspect of his design clearly. I will use this pose for my final design.



This action-oriented pose shows him as physically dangerous. His stance and long coat almost give him the same shape and stature as the alien. However, some aspects of his costume would be obscured, so it loses its similarity in other areas.



VALUE & COLOR

The color palette will really sell the similarity between the alien and human designs, with a dark outer shell and a brighter purple or pink inside. When exploring colors, I keep that core idea and branch out into different options from there, using the character's accessories and clothing patterns to add eye-catching pops of color inspired by his alien counterpart.



I use dark values for the character's pants and jacket, as I did for the original alien's suit and armor, and balance them with the lighter values of his shirt and pale skin.

This palette has a cooler feel overall, with a blue jacket that recalls the alien design, and a bright scarf that is very eye-catching against the neutral shirt color.



This version has eye-catching purple and pink hues, but the earthier tones of the coat and other accessories do not have a strong association with the original color palette.

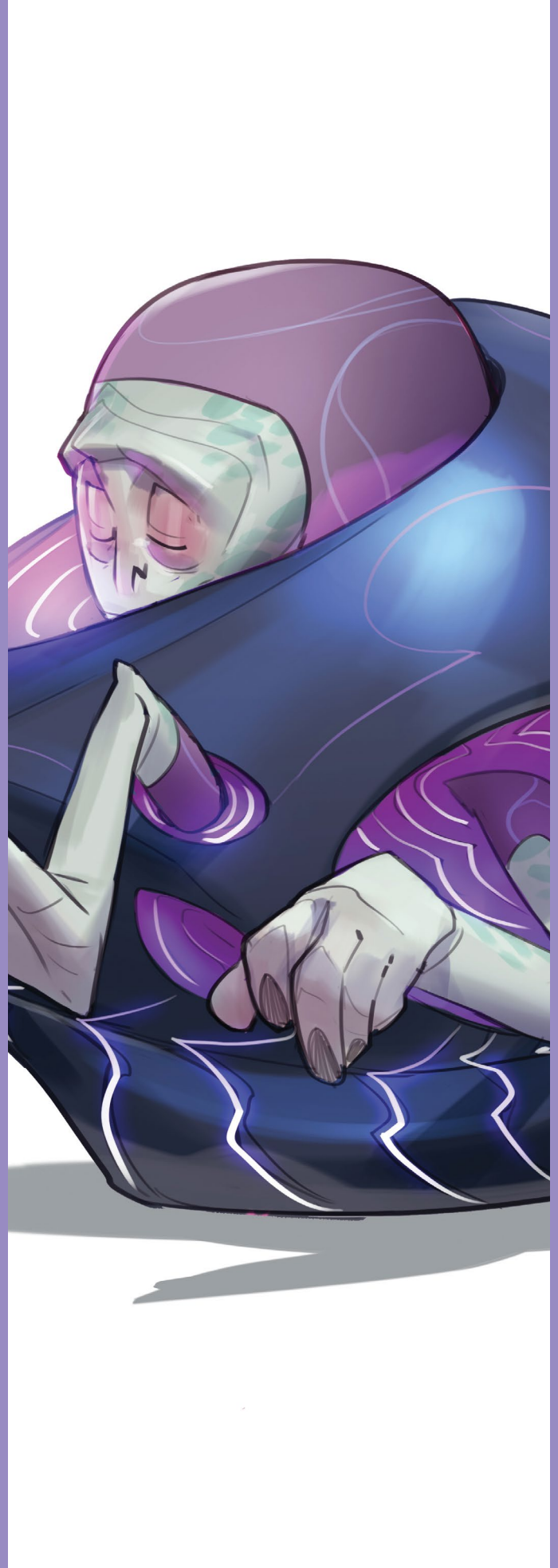


This palette shows a fine balance between the warm, dark colors of his shirt and trousers, and the cool blue of his jacket. The light-colored scarf stands out well against this shirt, but is no longer a vivid purple like the original design; I will use this overall palette as the basis for the final design, but incorporate ideas from the other scarves as well.

FINAL DESIGN

This final design is successful in transferring the attitude of a tall, impressive alien to a skinny, villainous human. Carrying across similar colors, patterns, and shape language between the designs plays a huge part in this, conveying the same cunning personality and sense of wealth and importance despite the characters' different species and settings. The dark blue overcoat, bright purple scarf, and ornate shirt are directly inspired by the alien's armor and glowing accents. The character's pointed, angular facial features and severe, arrogant demeanor help to communicate his villainous side, along with the sharp, dramatic shapes of his silhouette.









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