

# Pre Production Document

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## Character Design

After numerous brainstorming and ideation sessions, I have decided to create a 3D character model inspired by the concept of an art historical portrait painting. Given that I have both a Bachelor's degree in Art History and a Masters in Creative Digital Media, it is a natural fusion of two of my own personal interests - art history and digital design.

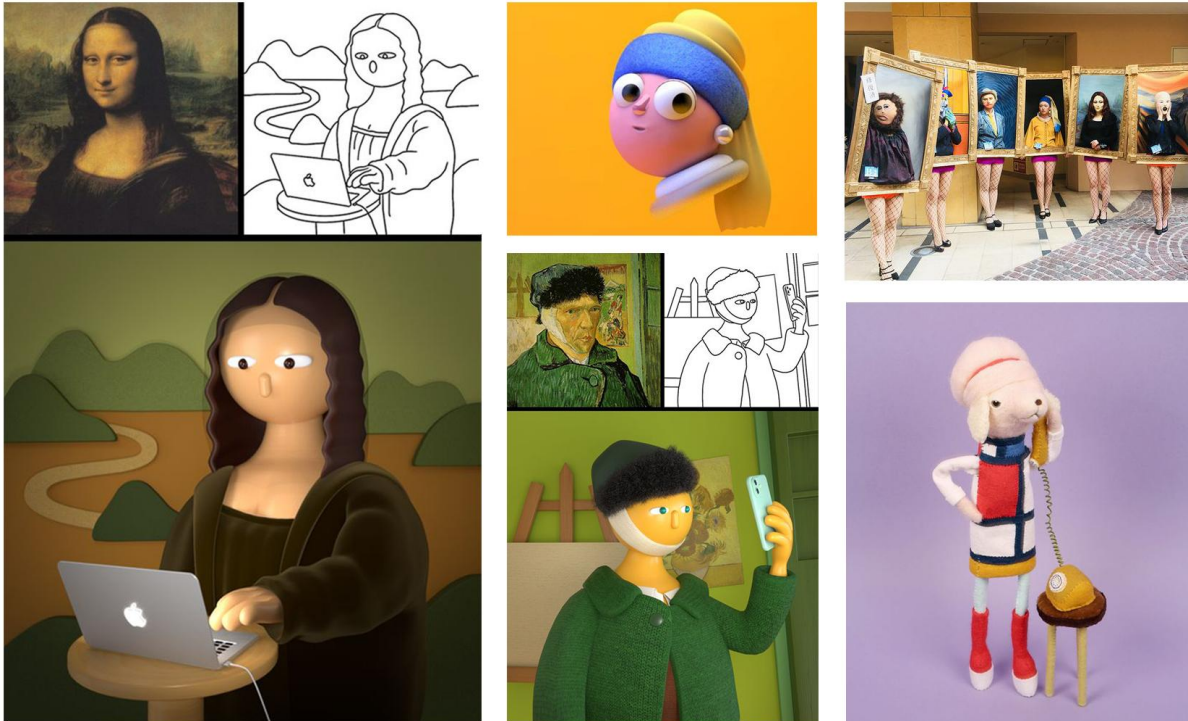
## Inspiration & References

The initial spark for the idea was ignited when I came across some images of famous art history portraits turned into 3D models. For example, The Mona Lisa, The Girl with the Pearl Earring and a self portrait of Van Gogh (which playfully showed him taking a selfie). I really

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like this playful combination of old and new. It's so much fun to see how the forms, colours and textures of a recognisable painting can be re-interpreted in a completely different style and media, yet still retain its recognisability. It will be a challenge to see how I can take the visual motifs of a 2D analog painting and convert them into a unique 3D digital form. It is also worth noting that art historical paintings belong to the public domain (they are so old that there is no copyright - it has either never existed or has expired).

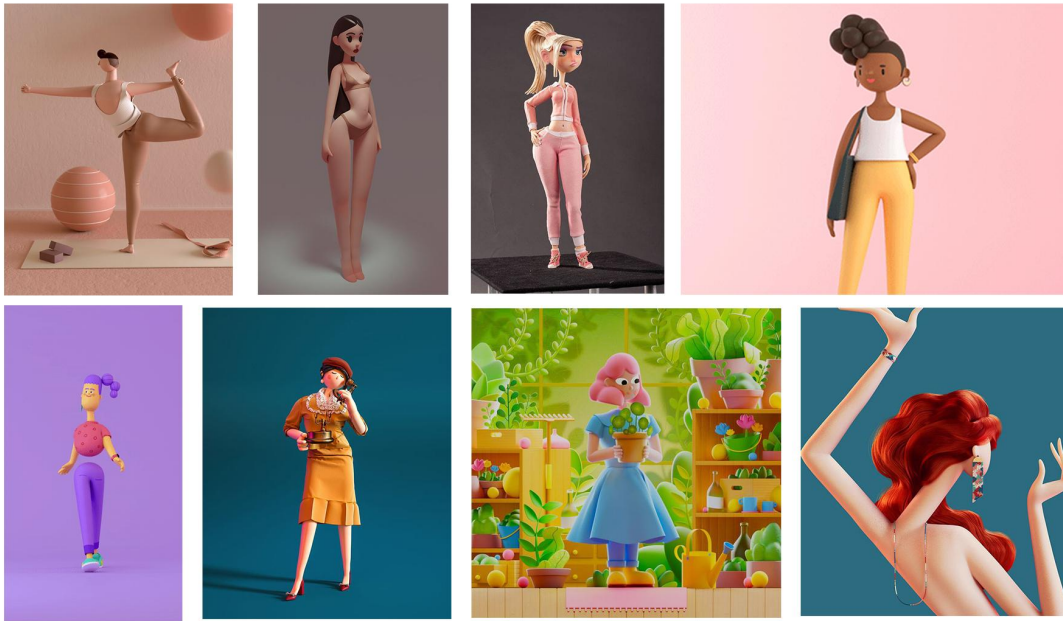


## Research & Sketches

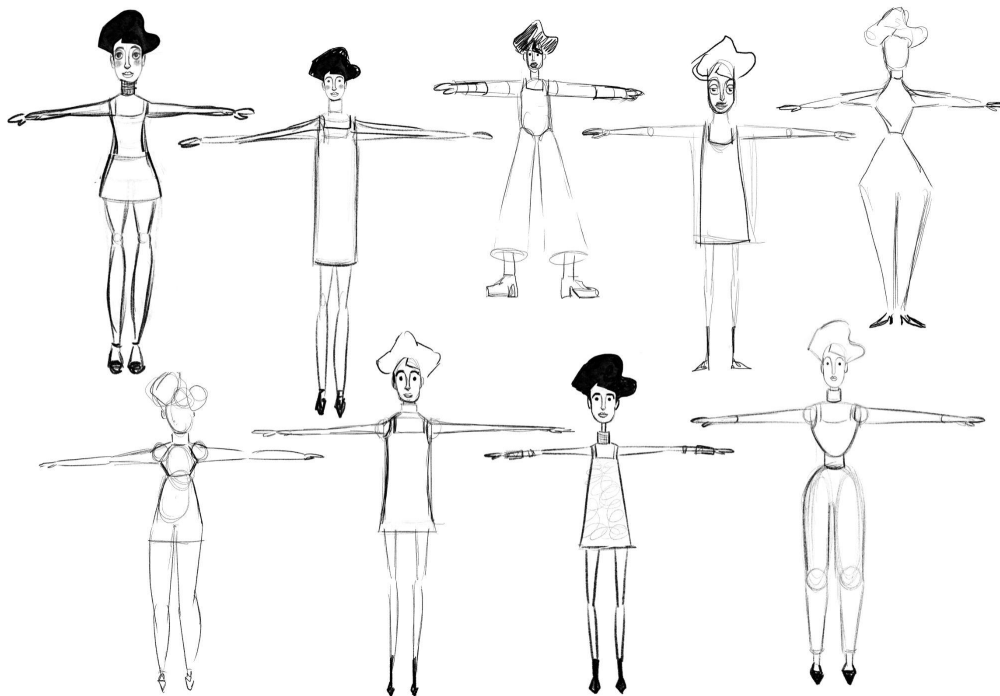
After lots of research, the painting I have chosen is the portrait 'Adele' by Gustav Klimt. It might not be as well known as his popular 'The Kiss' painting, but his style is so iconic that it still seems to be a good choice. I also liked the geometric nature of his decorative triangles, squares and eyes pattern and the unusual form of Adele's dark hair. Her large eyes and elongated body also appeal to me. It seems that there are plenty of shapes to use as a starting point.



Before starting the modelling part of the production, I want to make sure that I have looked at plenty of examples of how contemporary 3D characters can be created in a simple, geometric way with exaggerated proportions. Below are some examples of character designs that I like and that I think can be used as inspiration. These designs appeal to me due to either their geometric, symmetrical body parts (which would be easier to model), elongated limbs, small or large proportional heads and large rounded hairstyles.



Based on looking both at the painting by Klimt and the contemporary 3D character designs above, I have sketched out some rough ideas. Below are some examples of how I played around with different shapes and proportions. It is a challenge to keep in mind the ease of modelling and creating something that is interesting or aesthetically pleasing to look at.



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After lots of figure sketching, I finally settled on the drawings below and created both a grayscale and colour turnaround. At this stage I am more focused on translating the 2D inspiration into a 3D form that is not too complicated to model and is easy to rig/animate. I don't want to get too hung up on the minute details of the decorative pattern texture yet. I think it will be much easier to decide on the final texture once the actual 3D forms and unwraps are set in stone. Also, the colours will be selected from the painting's palette but I might play around with the saturation to create something more vibrant and less muted for the final 3D character model.

