Session 1 - Character Lineup

Write out a simple story, as described in [Week 1 of Worldbuilding: Character Design](). To do this, create the Story Spine first (bullet #3), and then create a line up of 5 characters to populate the story using the character profile (bullet #1). You will later use this story to create a storyboard sequence as well.

Write out your 5 character ideas using this paragraph method:

Describe this character using as much description and context as possible, remembering to make them as individual and unique as you can. Try to do this in 3-5 sentences.

Some basic character prompts/examples to inspire you: An old fisherman who is down on his luck. A young, optimistic ballerina who is yet to face the criticism of reality. A machinist who served in the war has had a family and is now living by himself by a pond in the middle of nowhere. An ambitious young lawyer who believes strongly in justice, but gradually finds injustice everywhere. A radical environmentalist who wants to blow up oil pipelines.

These are all examples taken from books and films - what will your character's sentence(s) be?

So ideally you'll have 3-5 sentences to describe each of your 5 characters. Don't worry about the rest of the questions on the Basic Character Profile document on the Week 1 page.

Think about the importance of each character in your story - take inspiration from existing animated movies. Look at some of the [existing character line ups]() to gather ideas. [Example 2]()

Observational Drawing
Do 20-minutes of figure drawing each day (or bulk together on few days) with a focus on gestures (3 minutes to 20 minutes)

Session 2 - Character Line Up

Begin sketching ideas for your character line up! Aim to have 1 page of sketches exploring different potential designs for each character (5 pages total). Reference existing animation characters as much as possible. Use any art books you have as inspiration as well. Here are some good anatomy exploration examples: LINK1 LINK2 LINK3

Observational Drawing
Do 3-4 hand drawings over the week (or bulk together on a few days).

Session 3 - Character Line Up

Continue sketching ideas for your character lineup, based on Garth's feedback from the previous meet-up. Aim to have another 5 pages of sketches.

Observational Drawing
Do 3-4 hand drawings over the week (or bulk together on a few days)

Session 4 - Character Line Up

Continue sketching character ideas - work most on the main character and friend. Ideally, by the end of this week, you'll have the approximate final character designs in mind (try adding bodies too). 5 pages total.

Observational Drawing
Do 20-minutes of figure drawing each day (or bulk together on a few days) with a focus on gestures (3 minutes to 20 minutes)

Session 5 - Character Line Up

Continue sketching character ideas - work most on the main character and friend. Ideally, by the end of this week, you'll have the approximate final character designs in mind (try adding bodies too). 5 pages total.

Session 6 - Character Scenarios

Scenarios to try out for your character:

- They're breaking into someone's house to go swimming, but then someone wakes up
- Then they're running down the street trying to escape the police
- They find safety and are able to relax for a moment
- Then one of them sees their crush on the street and is transfixed
- Then that same character goes up to their crush, and looks bashful, while the other character is awkward/embarrassed for him

More life drawing

Session 7 - Final Character Sketches

Choose 1 of the 2 characters

Create some final sketches of his design, the best you can do. 50% more cleaned up, than the previous sketches you were making.

1-2 pages of cleaner drawings of this character. Imagine an animator using this character page for proportion reference.

More life drawing
Try to get some 2-3 minute poses

Session 8 - Final Touches

Choose 1 character
Make a character rotation - front, ¾ front, side view, back ¾

More life drawing
Try to get some 2-3 minute poses

Animation
Bring walk cycle

Layout
Bring layout