how do characters communicate non verbally?
How do characters communicate nonverbally? Through expression, gesture, and posture.
how does an audience understand a character's role in a story?
how does an audience understand a character’s role in a story? through behavior, clothing context, and design
design considerations: age
proportions
proportions

the nose is the only part of the body that grows throughout life
...More about Proportions!

Ideal height of a man: 8 heads
Ideal height of a woman: 7.5 heads
(also for 15 year old boys)

15 to adult
Pre-puberty
10 years old:
7 heads

5 years old:
6 heads

3 years old:
5 heads

1 year old:
4 heads

RATIO:
The torso keeps the same ratio
(or more like the SPINE) through growth.

...Except babies!

NOTE THE FOLLOWING:
- The skull has the same size on both 7.5hds and 8hds.
- The elbows are aligned with the centre of our torso on all sizes (except when we are 1 year old).
- Some goes for the placement of the hands/wrists; they all end below the crotch-level (except when we are 1 year old).
- The only difference between the 7hds and 7.5hds is that the legs are a tad shorter on 7.5hds.
- As we grow taller during puberty, the legs and arms grow longer while the spine keep the same ratio.
design considerations: expressive features
expressive features
minimize the distance between eye and eyebrow

arch

end

start

nose
expressive features
design considerations: outline
size and shape

- body type
- relative size
- age
- proportions
- hair shape
- hair color
- costume
Size and shape make characters easily recognized.
reference to recognisable types

Generic Alien v4
(and Tattoo Alien)
Final Approved

... just change the proportions ...
design considerations: assets
reference to recognisable types