

3D Digital Creature Design

25 points

Due: Dec. 13th, but will be working on this alongside your plaster pieces

You are going to design a character for a video game, movie, cartoon, TV show, or story (comic). This character must have some type of back story, could be fantasy or non-fantasy that is up to you. You will be creating this character in the **123D Creature** App found in the App store, it is free. This worksheet is to help you develop your creature's back-story. Later on, you will be presenting your creatures to the class and should have your back-story ready to share so we get a better understanding of your creature character. You must create the armature, sculpt, and paint your character and have it totally ready. Have fun!

Characteristics of your Character to think about:

- 1) Is this character good or evil? Are they a protagonist or antagonist of a bigger story? What good or bad qualities does it have?

- 2) Origin: are they from Earth? Are they from Space? Are they from another planet? Is that setting tropical? Is it desert? How does this environment effect their appearance? (May need to reference Earth creatures related to a particular biome to help with design).

- 3) What are your character's strengths and weaknesses? Is this just a personality thing or is it physiological?

- 4) What type of other beings or characters does your character hang out with? Is there a friendly/positive relationship there, or is there conflict? How do those relationships affect your character's personality?

- 5) Is there anything else about the character that is a need to know? What physical attributes are there that make this character recognizable, yet unique?
