

Exercise: Creating a character for Jennifer Wilde

For this exercise we're going to look at creating a character design. Stephen's video will walk you through the thought process of creating the first sketch of a character.

Use Stephen's notes to create your own character for the game "Jennifer Wilde", based on the brief below.

Brief

In the 1920s, Jennifer and Oscar come across the ghost of a young woman. We will later discover she has ties to the occult, came from a rich family, and was murdered only 2 weeks ago.

The ghost will need to float both left and right across the screen

Helpful Notes

Concept art can be broken into two core elements:

1. The 'Concept' is the Story you are telling.
2. Art is the way of portraying that story.

Function - We know that the character needs to move side to side across the scene, so we'll draw her in profile so she can look in the direction she is travelling.

Setting - We know that the ghost was a young woman in the 1920s. We can tell the player this by dressing her in the flapper outfits of the day.

We have to make sure she can't be confused with Jennifer (the main character of Jennifer Wilde), even from far away, and we can do this with a strong **silhouette** - we could give her large feathers on her head, and give her hair a strong triangular feature.

We can add in clues to her background and personality. We'll show her dressed in expensive pearls and fur shawl.

Style - We can then sketch out the character in the style of the game and add more details. This is a very rough approach, but it's a good way to get concepts out quick and you can refine them later when you pick your final design. This is a good chance to add in some **Details** like Tattoos to give us a hint of 1920s occult, and add a tear in her shawl and some marks on her arm to hint that her death may have been suspicious.

More information about "Jennifer Wilde" can be found at <https://outsidergames.itch.io/jennifer-wilde>

Develop your own character using these principals:

Function, Setting, Silhouette, Style and detail.

Keeping these principals in mind, a good practice exercise is to have a look at your favourite character, and break down how the designer used the principles above to tell you about the character. After that, have a go at creating your own character using the same principles.

Submit your work in your preferred format by email to screenworks@intofilm.org