

PAPER_006 Shape and silhouette in character creation - The importance of roundness, squareness and sharp angles

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Abstract

Every story needs a protagonist. Be it a strange shape making its way through an abstract world or a muscular man fighting crime in the streets of a dark city.

What makes a good story – one which immerses the viewer and allows him to get lost? Is it the screenwriting, the storyboarding, the world building, the character design? Well, yes. All these subjects need to work together in order to tell a story. The key to a good story is its credibility. Every single aspect of the film we are watching needs to make sense, it needs to be believable. A great part of this believability is held by the character or characters of the film.

With this article, we intend to analyse the character creation process from its starting point and show how a solid foundation, made through the shape, form and silhouette of the character, tells the story visually to the spectator. We will be analysing this method in three distinct characters from different animated films.