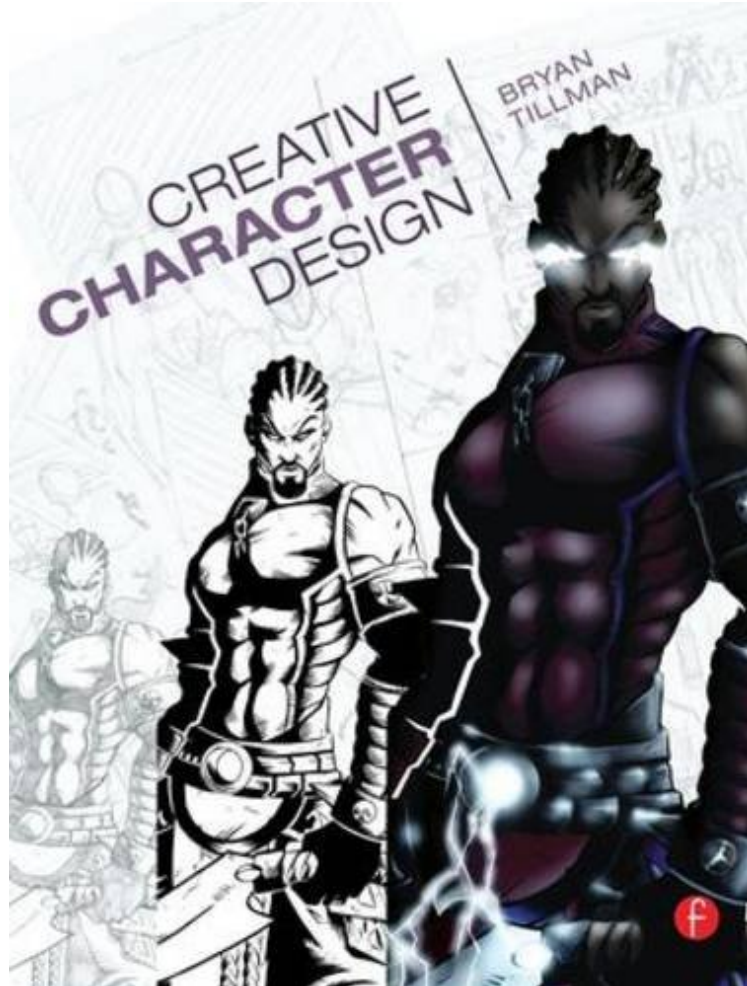


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## Creative Character Design

*Bryan Tillman*

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#957483 in Books Focal Press 2011-06-17Original language:EnglishPDF # 1 10.70 x .60 x 8.50l, 1.75 #File Name: 0240814959250 pagesFocal Press | File size: 61.Mb

**Bryan Tillman : Creative Character Design** before purchasing it in order to gage whether or not it would be worth my time, and all praised Creative Character Design:

4 of 4 people found the following review helpful. Cutting Edge Designs! CREATIVE CHARACTER DESIGN: A Critical ReviewBy Andre Lawrence[[VIDEOID:mo19ELVSEC9LLD8]]"The one thing that you as the character designer must remember is that the characters are always in service to the story--is not, nor will ever be, the other way around." Bryan TillmanThis is one of those unique books on illustration that you often wonder why hasn't a "style" like this been published before or on a grand scale that a publisher like Focal Press would produce.CREATIVE CHARACTER DESIGN is a illustrative how-to book with a distinctively hip-hop, urban rendering. If these books How To Draw Caricatures and Cartooning the Head and Figure (Perigee) are considered the foundations for learning how to illustrate people/ "characterizations" for a mass "pop" population, then this book CCD is such a book for this second decade of the new millennium.In a sense, Tillman is saying about illustration and the storyline, form-follows-

function. What's special here is that Tillman, the author and creative director for a design firm, has some very simple-to-follow illustration basics as well as a psychological outline to get the most out of one's talent. According to Tillman, before one can approach an illustration, he/she should possess the following five (5) traits in order to correctly capture the image. They are as follows: Starting Points: \* Archetype\* Story\* Being Original\* Shapes\* References

Of the five, only one "Shapes," struck me as not be self-evident. As I read and re-read, I found the psychological breakdown of personalities based on the shape of the head intriguing. What do we typically think when we see a person with a circular-shaped head? Do we really have a distinctly different set of feelings for one with a square-shaped head? What about a triangular-shaped head, what do we presupposed about their personalities? "Shapes and Silhouettes," Chapter 5, is a must read. It is my guess that even experienced artists, even those of us who've been illustrating for more than three decades can learn something from this book. I also want to point out, which is not explicitly stated here, but needs to be pointed out about "illustrating," and it is a comment made by a former art professor (in an unusually boring and unproductive class.) He said, that when it comes to illustrating a person--how you feel about a person will have a dramatic effect on the way that subject is rendered. And, there's nothing that can be done to dramatically change the output unless there's a change in impression by the artist. So, for instance, if the model is profoundly beautiful, let's say a "Cheryl Ladd." If the artist has some ill-feeling toward her, the rendering will undoubtedly show the character flaws that the artist feels the subject has. The opposite is also true. If the subject is, politely-speaking, not at her/his optimal and the artist has an exaggeratedly positive feeling, then the resulting image will no doubt reflect a generous display of admiration. (And, I'm guilty of this myself.)

When you go through this fine book, bearing in mind, the subjects that Tillman mentioned fascinated him as a young man, you'll clearly see that images of warriors and women (not a bad combo ;) ) are by far his most creative and best executed designs.

**CREATIVE CHARACTER DESIGN**--an excellent resource for learning illustration.

2 of 2 people found the following review helpful. An Amazing Resource, No Matter How Skilled an Artist You Are

By Rebekah G

This book should be in everyone's collection. Bottom line. Creative Character Design actually teaches you how to build a character. Not just how to draw one. It actually goes into details you wouldn't necessarily think about when building your character, their past, and how they fit into their world and the story. This book really makes you think about your character. It doesn't just teach you how to make your character look awesome. Most instructional art books in my collection have a little instruction and then a lot of step by step drawing explanation. While that can be helpful in some cases, I always gain more from the instruction and explanation than someone showing me how they draw. If you're looking for a step-by-step "How do I draw my character?" book, this probably isn't for you. However, if you are looking for an extremely useful tool that helps you build your character, flesh them out and really develop them, you definitely need this book. It may say "beginner" for the level, but this will continue to be a wonderful reference, no matter how long you are in the industry.

1 of 1 people found the following review helpful. Great Read

By Robyn L Williams

I'll begin by saying excellent book and even better artwork. Unlike stuffy, and dry art books out there, this book was not only an easy read but it was a fun read. There is a wealth of useful information for beginner and seasoned character artists. Its refreshing to see creative character designs represented in multiple styles all in one source. As much as I love buying and collecting art books, it seemed most of them out there were filled with fluff and poor artwork. Bryan is somehow able to gather and point out relevant information that applies to a wide array of art disciplines (3D Artists, illustrator, sculptors, painters etc...). As a 3D artist, the knowledge I gained from this book will stick with me and go a long way in improving the quality of my art. If you consider yourself an artist, this is the book for you. Kudos and congratulations to all the great artists who contributed to this book. Enrique Rivera, Daniel Araya, Jon Stuart, Elvin Hernandez, Sam Ellis, Alex Buffalo, Jerald Lewis, Kenny Hill, Kevin Martin, Chris Lie, and last but not least Bryan Tillman. I'm proud of you all and honored to call you all my fellow artists and friends. Keep up the great work. ~Bakia "Gadget" Parker

Create compelling, original characters using archetypes and design elements such as shadows and line with the tips and techniques found in this image-packed book. Bryan Tillman bridges the gap between the technique of drawing characters and the theory of good character design by using case studies, examples of professional art, and literary and pop culture references to teach you how to develop a character, not just draw one. The book also features Character Model Sheets that will guide you through the creation of new and unique characters. Finally, Bryan will break down established character archetypes to show you why and how the different aspects of good character design work. The content on the book is based on Bryan's popular 2009 Comic-Con course on "Character Design."

"Tillman's book bridges the gap between the technique of drawing characters and the theory of good character design by using case studies, examples of professional art, and literary and pop culture references to teach how to develop a character, not just draw one. The book is based on Bryan's popular Comic-Con course on character design."-- Animation Magazine