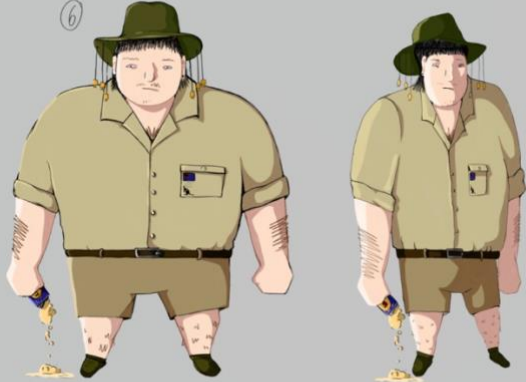


<p>CHARACTER DESIGN ROTATION Xanthe Pollard</p>	<p>x.pollard0120211@arts.ac.uk</p>
	<p>This is my final render for my character design. I chose larger square and rounded shapes for my character which was inspired by characters such as Tim Lockwood (Cloudy with a Chance of Meatballs), KingPin (Spiderman Into the Spiderverse) and Massimo Marcovaldo (Luca). Initially I really liked how this character was design, however, during the second sketch using a $\frac{3}{4}$ view, this is where it began to fall to pieces. The end result of the sketch looked squished and no matter how hard I tried, I couldn't change the outcome to something more preferable than this one. I do love the colour palette and the simplistic way in which I rendered the images, however, the fundamentals need to be worked on with different perspectives. Overall I really liked this rotation, however, I understand the amount of quality work needed to produce good characters.</p>
<p>https://xanthePollard.myblog.arts.ac.uk/</p>	