



[Character design | Yuyang Zhao \(arts.ac.uk\)](#)

In this rotation, I'd like to try to construct different shapes that we have learnt on class. I have made various kinds of research on winter and made some sketches to explore them further. When I did research at the second time, I decided to mix steampunk style in my work because I think the mechanical factories and chilled steel could really remind me of the feeling I have got in winter. Thus, the shapes I like to use in this project are always squares and triangles. They could make my character look like heavy, solid and cold. In addition, the colors I chose were very light which feels like white snow, so I use the bright and light colors on my character as well as the background. However, the character could not jump out of the environment. That's why I finally change a deeper color as the background. From this project, I think my use of color needed to be improved. The proportion and value of deep and shallow are of great importance of the final effect in character design. I think I could learn further in the light, shadow and colors to improve my skills to create works better. In conclusion, I know more about how to build structures with basic shapes and also find a way I could explore and develop much deeper in the future.

