



Individual Project

Prepared for: Ron Romain

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February 21, 2017

COMM 444 Capstone

SUMMARY

Objective

I will be producing a color-stylist portfolio. It would consist of crating images of a scene in which a character can be present and reproduce that scene in alternative color schemes. Im most cases the scene will be transitioning between night-time and day-time. I must showcase my ability to color background and characters based on their environmental light sources and how that effects the objects around them. So it would be, in the end, a complete portfolio from the ground up.

Description

"Color key artists develop color schemes in animations, they paint and design animation backgrounds, and they work with technical directors on light rigging. Also called "background painters" or "look development painters," color key artists create color schemes that are appropriate for different lighting situations such as "at night" or "underwater." Color key artists work primarily in the animation and game design industries. A typical job with an animation or game studio may require painting/rendering color keys for animations along with expertise in industry software programs such as Adobe Illustrator and Photoshop."

Goals

To create background paintings and color keys that lighting, materials, and production teams use for animated features, television series, and animated shorts. To have a good eye for color and advanced software skills. And use programs such as Adobe Illustrator and Photoshop for color styling.

Project Outline

I would like to show my design process from start to finish, to demonstrate my modes of execution as well as the finished projects. Most portfolios are lovely and polished but not knowing how they created their work is not as interesting to the viewer as other portfolios where the design process is shown.

- Create a color script
 - Background Designs
 - Characters
 - Characters in different lighting situations
 - props in different lighting
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BIANCA'S COLOR PORTFOLIO INDIVIDUAL PROJECT

TIMELINE

Agenda	Week	Date
research / outline/ inspiration for work based on other color stylists	5	February 21
Design/ rough draft of color script	6	February 28
Finalization and coloring of color script	7	March 7
Create/ right layout of background environment	8	March 14
Finalize background environment inking/lining	9	March 21
Color in three different lighting situations of background environment	10	April 4
characters and props design and inking	11	April 11
coloring of characters and props in 3 different lighting situations	12	April 18
Final Editing and Portfolio Website Completion	13	April 25
Portfolio Presentation	14	May 2

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EXAMPLES FROM PROFESSIONALS

