

## Vitality

### Sharlee Legierski

For my design brief, a game developing and publishing company in Adelaide called Solis Studios has reached out to me to create four character designs for their game named Vitality. I have planned, sketched and illustrated everything digitally using a Huion graphic tablet and FireAlpaca/Adobe Photoshop. I have a strong passion for character creation and design, so being given the opportunity to expand my portfolio while working is one I will take up gladly.

Throughout my artistic journey, I have found inspiration in a myriad of subjects. I have created designs based on my personal interests, while also branching out of my comfort zone to explore new cultures, lifestyles, and topics. As I create and design my characters, I draw inspiration not only from visual images but also from music. Music is a fundamental part of my creative process, I listen to it whenever I am drawing - whether I am working on a project or just doodling in my free time. When I am generating ideas for my artwork, I usually have a very clear image in my mind of what I want the design to look like. However, I do sometimes struggle with executing these images into an actual illustration. I am constantly challenging myself and pushing my boundaries to grow as an artist.

My passion for art started from a young age and I have been heavily influenced by the animated shows and cartoons that I watched as a child. I have picked up various aspects of different art styles and designs from several different artists which have helped me to shape my own unique style. As I have grown as an artist, I have continued to take inspiration from various sources, such as books, games, and other forms of media. In recent years, I have been deeply inspired by popular Japanese manga artists such as Eiichiro Oda and Hirohiko Araki. I have conducted extensive visual research on their works, and their artistic styles have had a profound impact on my own work. Many people similar to myself have also been influenced by Oda's and Araki's artworks without even noticing, however two things I have taken from their work which has proven useful is the anatomy of a person and the fashion of their characters.

For my first design titled 'Athena', My primary inspiration was Ancient Greece / Greek mythology. When creating Athena, I had a tidal wave of ideas I wanted to incorporate into the visual appearance. Out of everything else I had thought of, I was set on making my character a physically strong woman. I personally find a lot of joy when characters have muscle, especially female characters who usually don't have any muscle to be seen due to the trait being associated with male characters. Out of all four designs, I can't pick just one but I believe Athena is one of my favourites.

My second design titled 'Joel' started with no inspirations at all, I had a vague idea of what I wanted to create and got started quickly, almost using no visual references at all during the whole creative process except for the idea of my character being a musician. The lack of research and patience I had led to this design being my least favoured out of the four and being left quite rushed and unsatisfactory to my standards. After completing my character, I learned to be more patient with myself and the brainstorming process before jumping right into illustrating.

The third design titled 'Peregrine' is very obviously inspired by the fastest animal in the animal kingdom, the peregrine falcon. I knew I wanted this character to give off a mysterious and intimidating presence, looking and feeling like a villain. My favourite part of the design was the skull mask and hood, the skull being referenced from a real peregrine falcon's skull and the hood keeping the rest of the facial features concealed. I believe the build-up of mystery comes from a lack of identity and recognizable features such as the face.

Finally, my fourth design titled 'Kismet' took a lot of time to brainstorm and to perfect. With this character, I really went out of my comfort zone and tried to be as creative as possible. This design was heavily inspired by the women of Pakistan, for no reason in particular, I just liked the traditional dresses and clothing in South Asia. Kismet might just be my other favourite out of the four designs due to the friendly and inviting aura she radiates. I think she would be a very loving and compassionate character to all.

One thing I struggled with was idea generation, especially with my second and fourth design. When I am creating a character, I find it difficult to instantaneously generate ideas one after another and need time to think carefully about what I want to design. However, that wasn't an option since creating my folio did not grant much time. I had to carefully conduct research for my references and inspiration to be as correct and accurate as possible when creating my designs. Without doing research beforehand, I was faced with more difficulty conceptualising ideas and drawing them. I rushed without any research and learned to do better in future creations by being as time efficient as possible.

During the creation and building of my extensive folio, I have had a noticeable amount of growth through my art style and how I view art, as well as the opportunity to reflect on my work. I believe that the best way for me to brainstorm and gather inspiration is to let it come to me naturally, not force myself to actively look for it. Exploring new things outside my comfort zone have also helped me to be more confident in my skills when it comes to creating and designing characters. I have learned a lot of new skills as well as developing known skills such as time management, patience and perseverance, creativity and problem solving.

For as long as I have known, I have always had a passion for character creation. Whether that be designing the character visually and giving it a physical appearance, or writing a story about the character to give it a personality, I have loved every aspect of the creative process of character creation. I have many personal passion projects that I have worked on over the years and I am currently developing one now, so maybe somewhere in the future I'll be able to share my love for character creation to all people through a profession or career.