

角色設計的基本原理

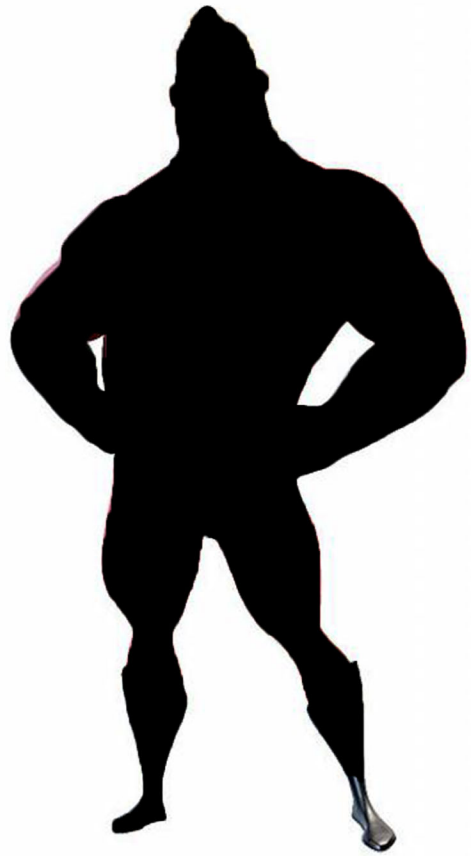
角色的類型

1. 英雄 和 女英雄 (Hero or Heroine)
2. 助手、隨從 (Sidekick)
3. 反派 (Villain)

外形 (Shape)

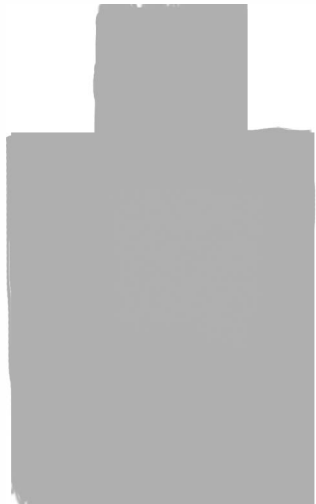
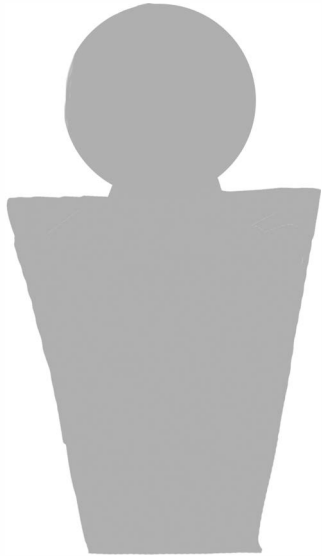


大小 (Size)



英雄 (Hero) & 女英雄 (Heroine)

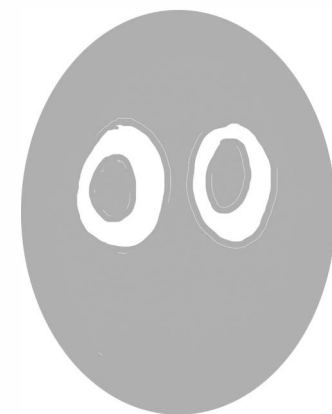
英雄 Heros



女英雄 (Heroine)



跟班 (Sidekick)



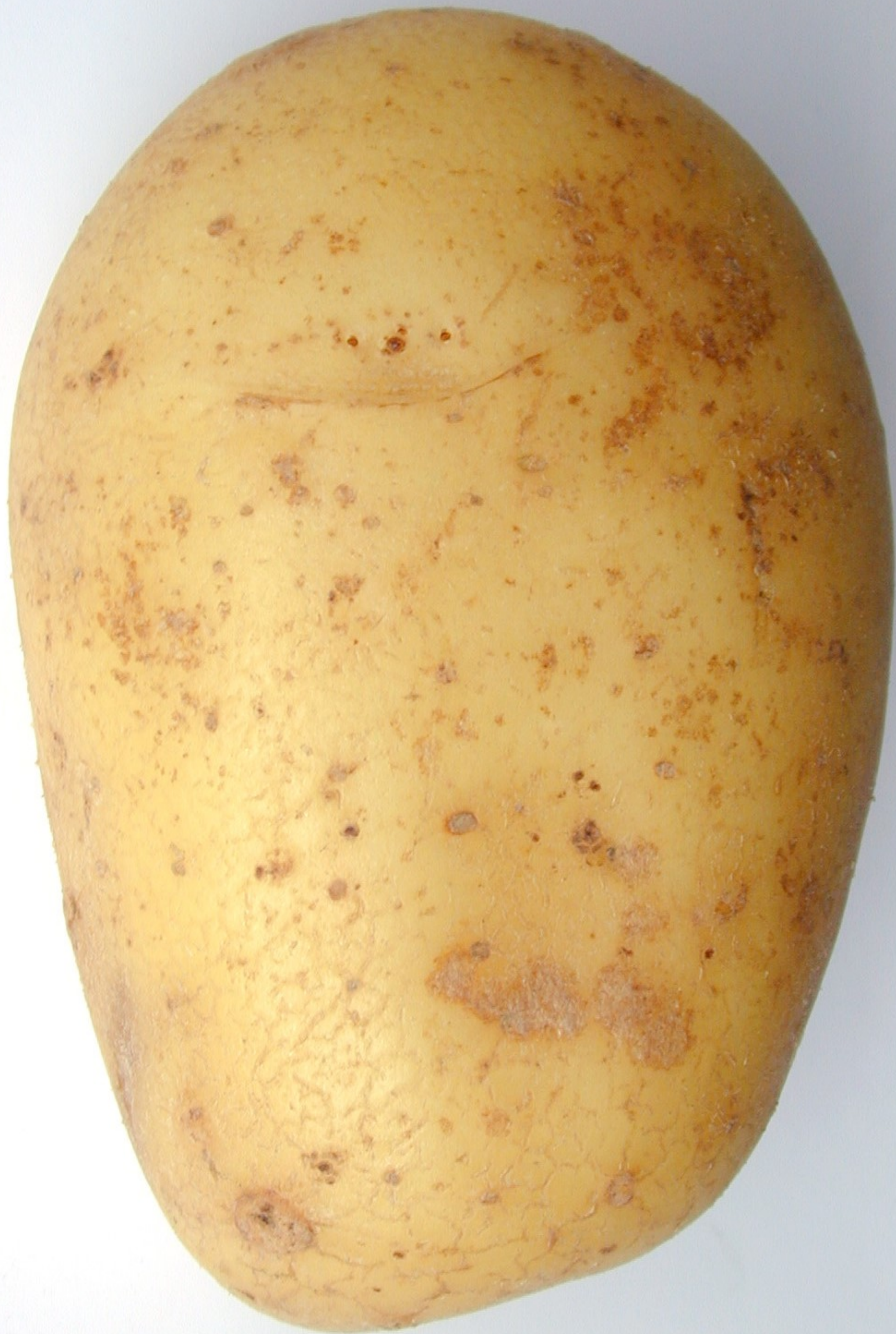
反派 (Villain)

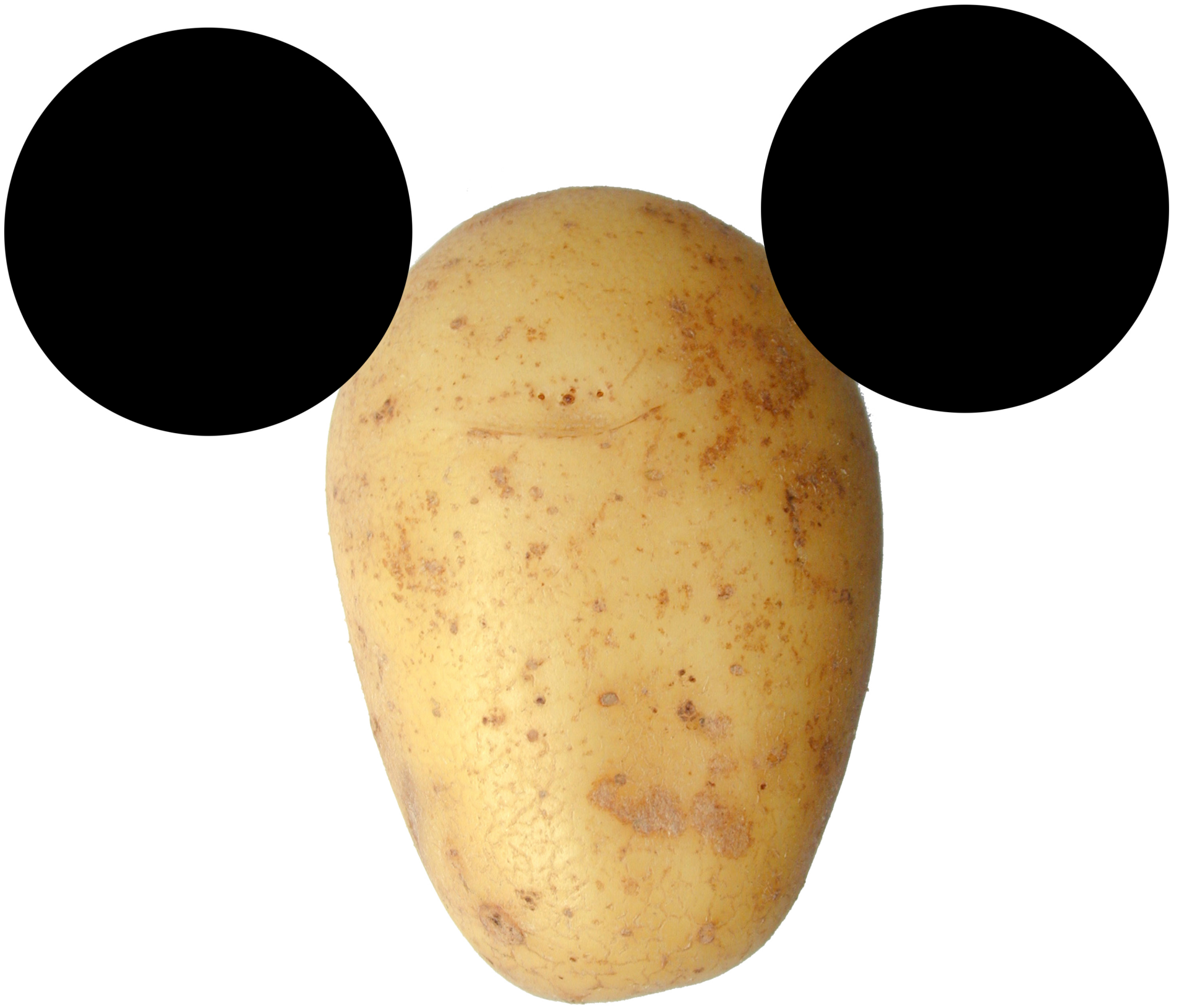


身體姿態 (Gesture)

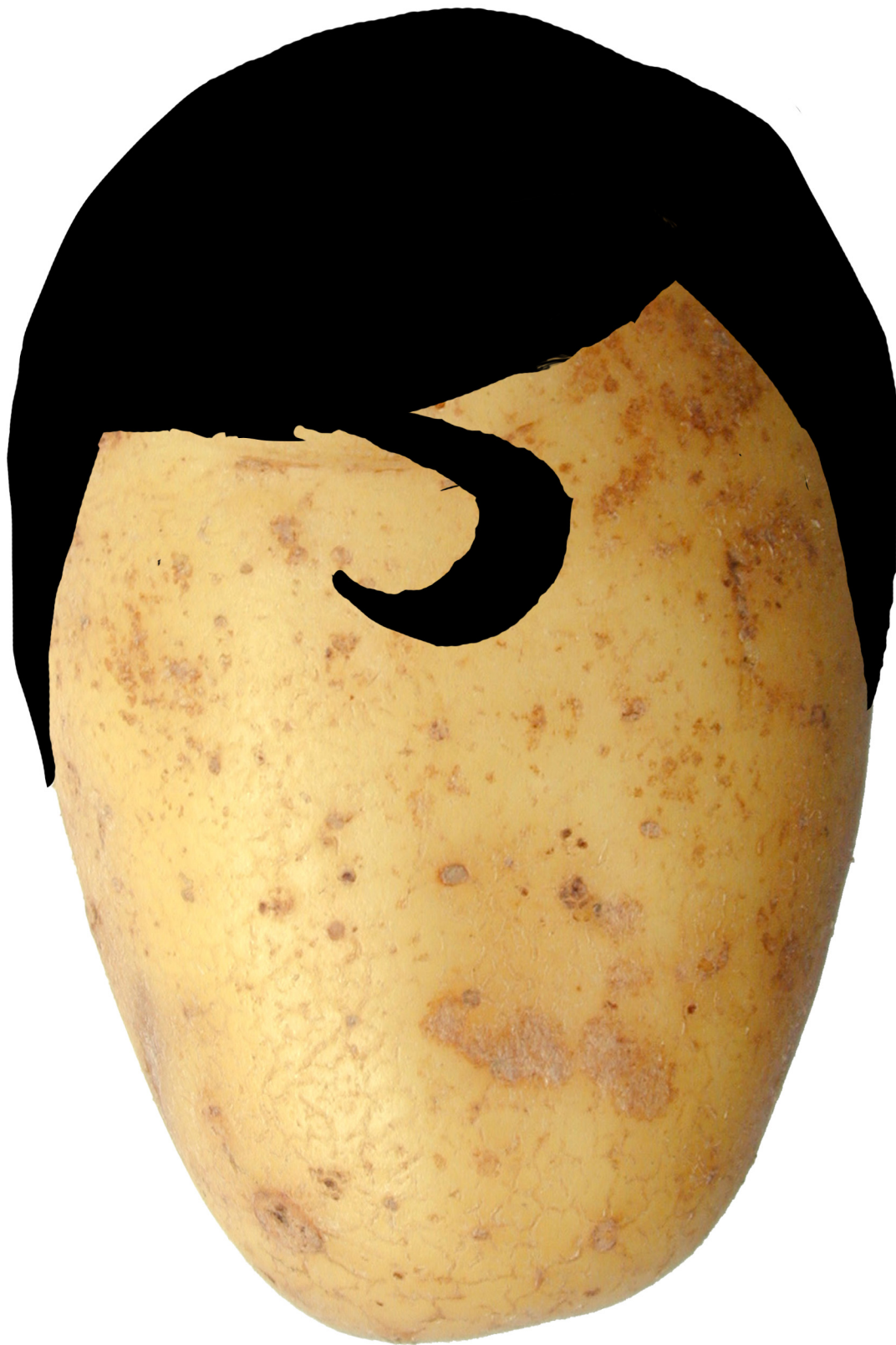
顏色 (Color)

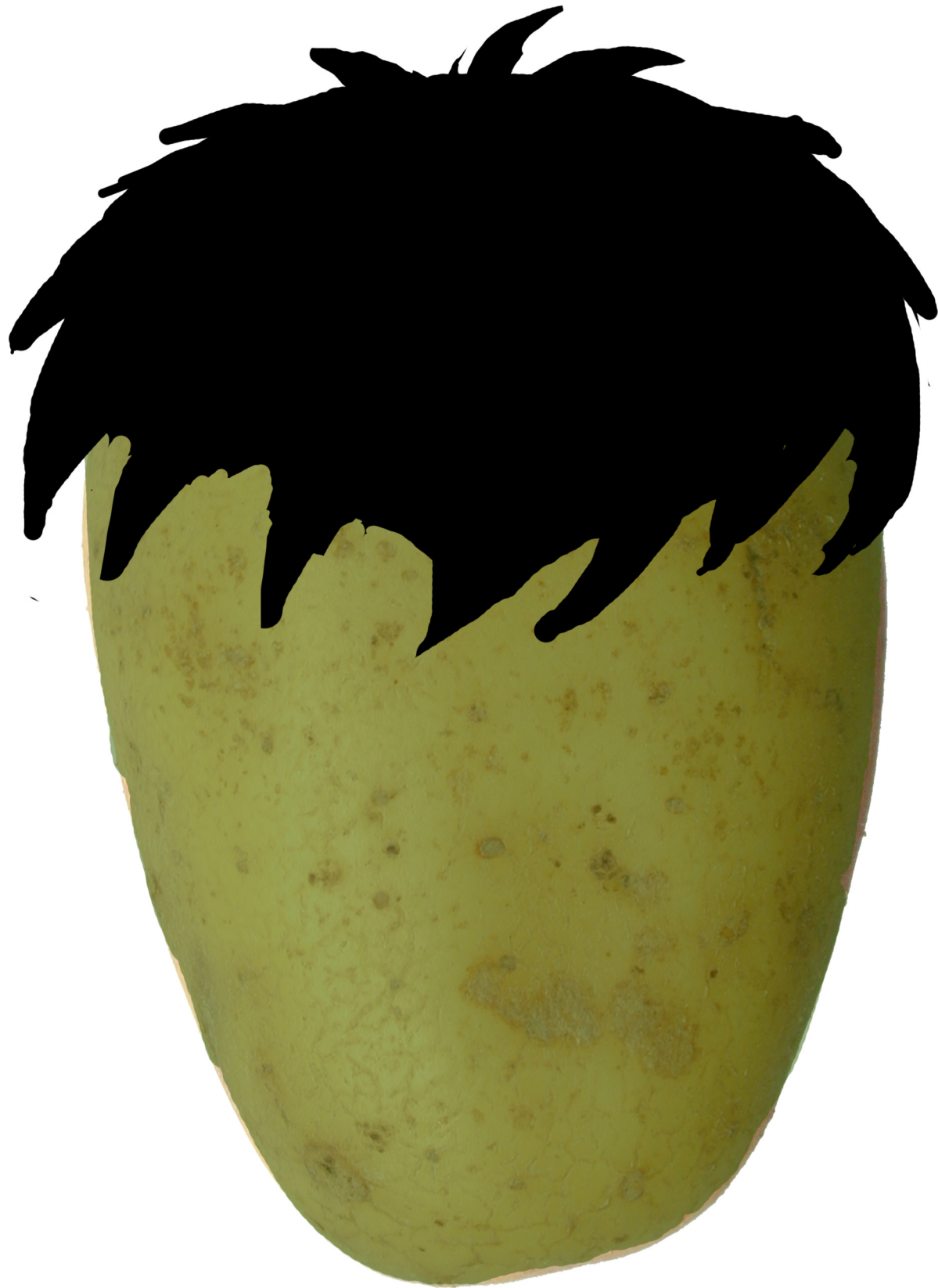
特徴 (Distinctive Feature)











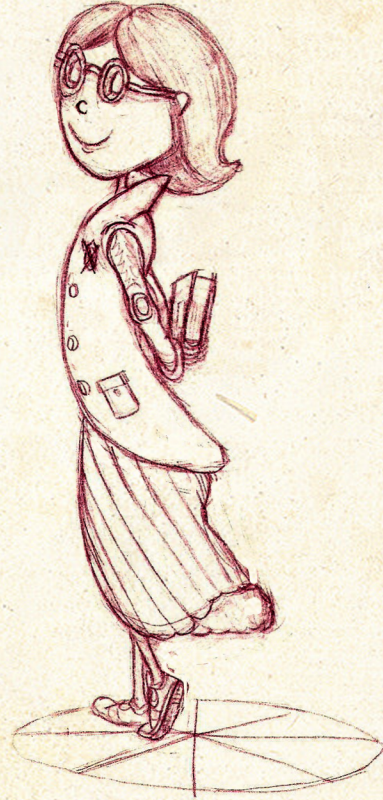


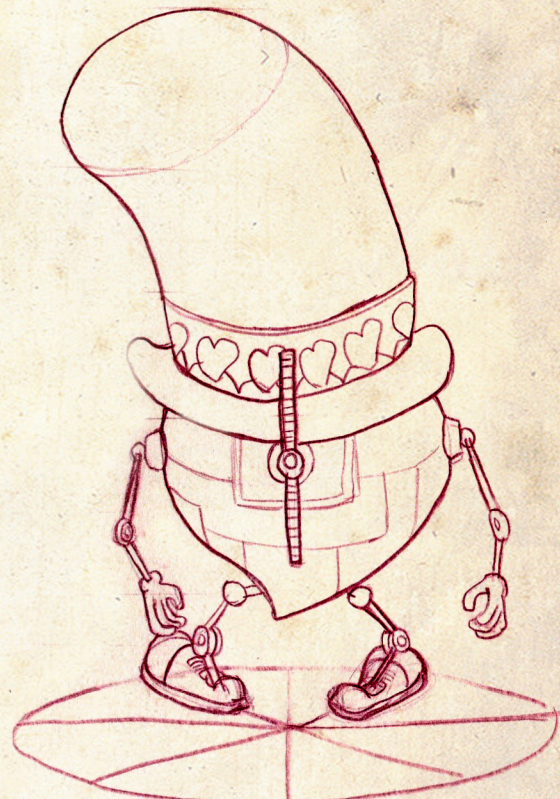
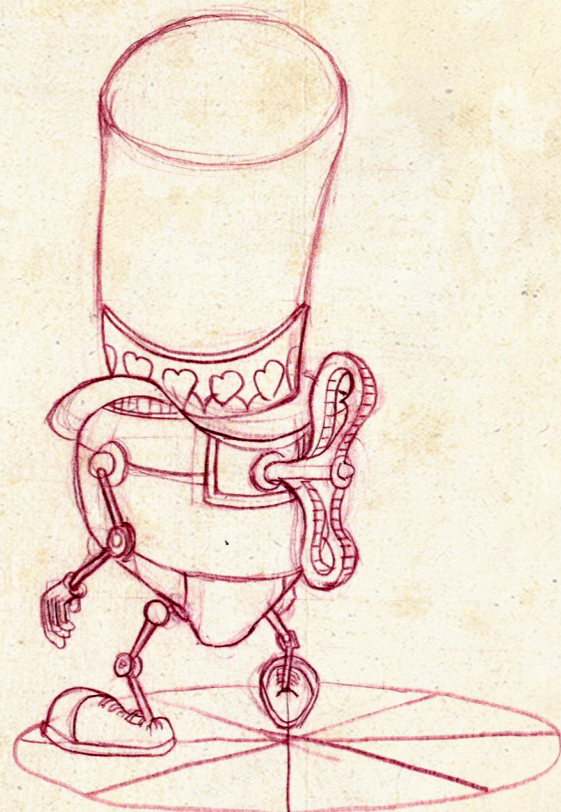
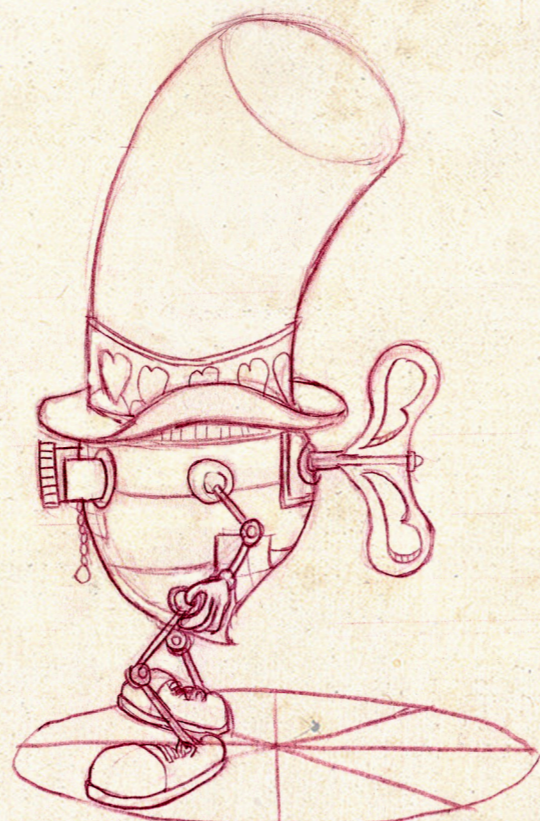
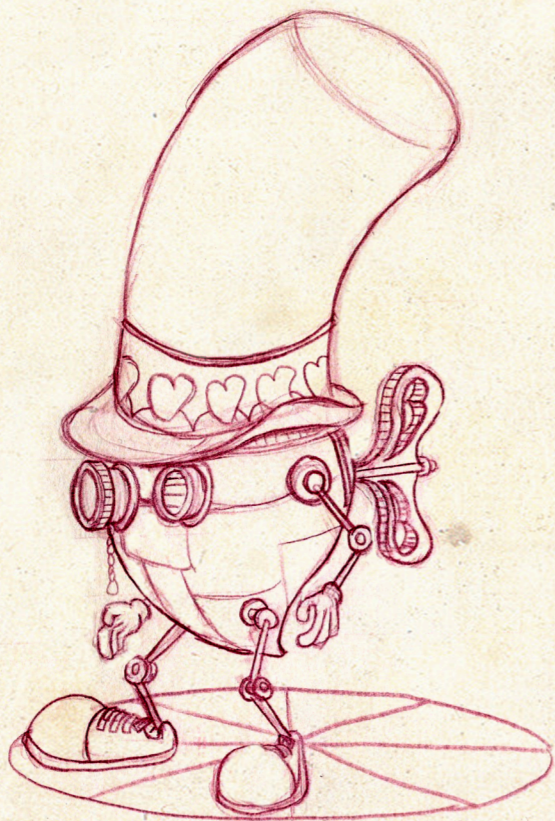
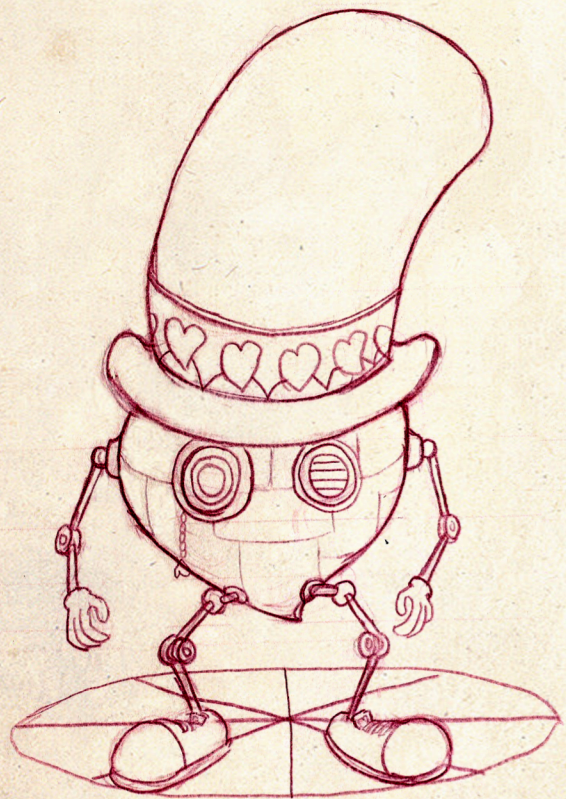




表情 (Face Expression)

Turn Around





Action Poses