

*"When a colour is surrounded by the same colour but with a higher saturation it looks more alive and strong"*

# ply-Spell

Ply-Spell is a design of a Role-Playing character, concretely a wizard warrior character. David Munoz Velazquez takes you through the Making Of for his Character Design.

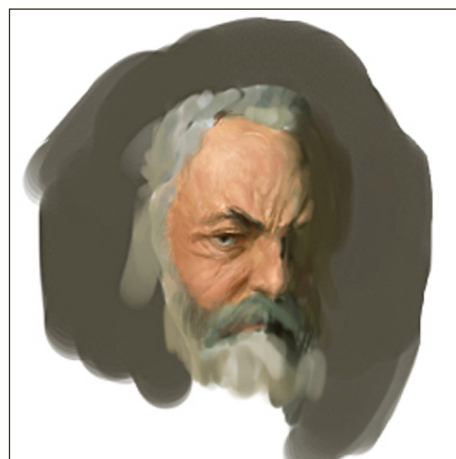
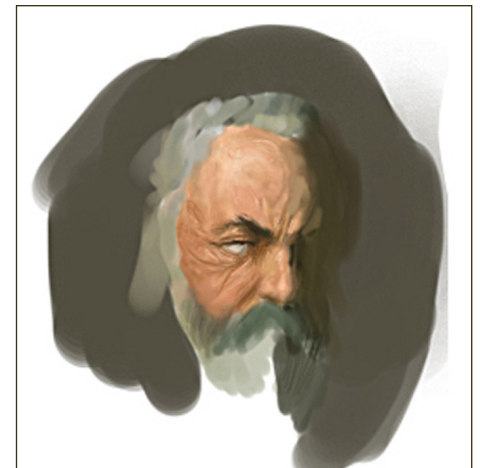
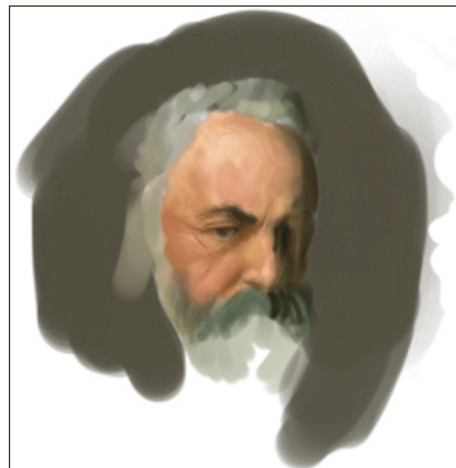
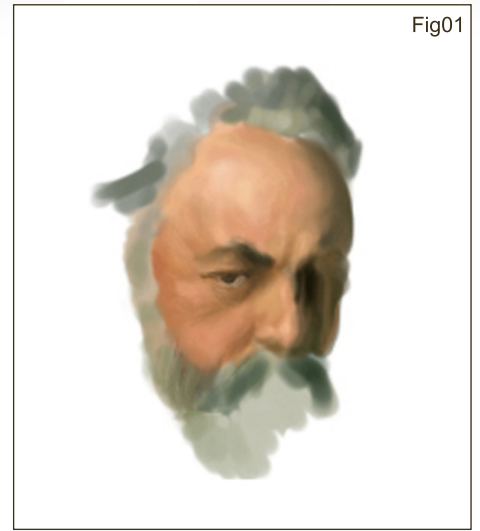
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## Introduction

This image is the design of a Role-Playing character, concretely a wizard warrior character. For those of you who might not be familiar with 'Role-Playing Characters; A role-playing character is a character of a game in which the participants assume the roles of characters and collaboratively create stories. Participants determine the actions of their characters based on their characterization, and the actions succeed or fail according to a formal system of rules and guidelines. Normally is a good help to get on to the mood of your character having a images that describe it. In this case the character wont be animated or modeled on 3D, it is just a couple of images to describe physically the character to play with and his personality

## Concept

The concept of this old man is a wizard prepared for hand-to-hand fighting, a spell that he has on him always to manipulate a yarn that grows from his arms under the shirtsleeves. With this spell he can take objects and use them as weapons or whatever he needs, making him as strong as a knight but still a wizard able to conjure other spells. He is holding with this magical yarn a extremely heavy stone made Axe. Is wearing a red monocle to see alive beings trough every obstacle on a limited distance. The colour of the monocle would be the colour he perceive everything alive. He doesn't wear armour because it would be very difficult to reach him because the yarn creates shapes to use as shields. On the Role-Playing he belongs to a religious sect that adore the perishable that is why on his shoulder has a symbol that represents a silver skeleton hand. I wanted it to have a spirit of a painting made on a canvas, and giving to it a bit more of solemnity



and represent a fantasy world which this character belongs. This sort of world of wizards and warriors use to be represented in a accident time. For that piece I didn't start from a sketch, I start painting an old man face. My first idea was to do a wizard that looks like the hermit figure of the Tarot. But instead of holding a lantern, I wanted him holding a sort of weapon that looks

like he uses it to illuminate his way. I changed this idea very quickly when I decided to give him a more obvious action character looking. If a don't have a very clear idea of his looking I use to just paint, and while I'm doing shapes discover some guide lines that can suggest me something to move forward on the design (Fig01 & Fig02).



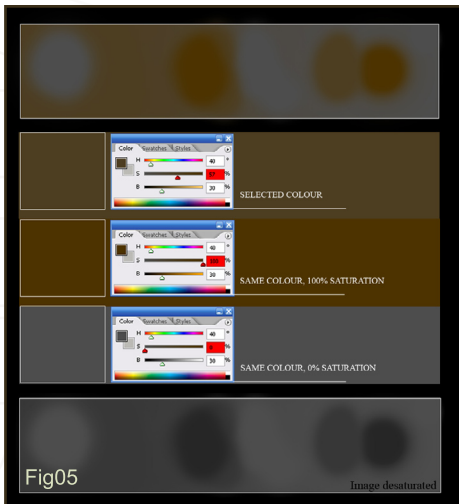
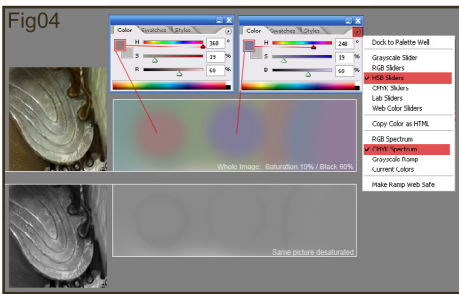
Fig02

## *Getting Started*

Right after having a clear idea I started to drop rough shapes and the basic palette of colours I used. I wanted him to hold a brightly coloured axe with a black and simple handle. This time the idea was to use a warm palette full of browns and blacks that can contrast with the silver materials of the Axe and some decoration he may have on him. I had a look on some references and I like the way they represent the hair colours, instead of being grey I add a desaturated green colour for a barb with two long dreadlocks and one cut. At this point I had added the colour of the monocle, it needs a different colour so I choose a red colour that would give more attention to the face. I added a little bit of blue colours on the semidarkness and place where wont be explain with detail to give it more depth and colour variation but as long as I was moving forward I made them less obvious because the background would be quite bright and desaturated. For the background I wanted something simple that fits on the my idea of a portrait, giving to the character more importance on the scene (Fig03).



Fig03



### *Playing with colour*

This is very useful to give on the surfaces more complexity and simulate some shading that appears a lot on the Fine Art. I think these should look more interesting. The practice is to grab a colour that use it and right after keeping the same amount of saturation and black on the colour, changing just the colour tone, if was blue, change it to red but keeping the rest (Saturation and Black) as they were before. If the image that result of that process gets desaturated would looks almost blank grey colour, this is great to give variation and subtle details to the picture without altering the

contrast and the setup of dark and light (Fig04). There is another way to make a colour more powerful. Playing with the same colour or tone and the same amount of Black but changing the Saturation. When I want a colour to be more present on the image I pick this colour and just give it more saturation, this is great to create volumes. For sure makes more attractive the picture without changing the overall Contrast and dark and light setup of the picture. When a colour is surrounded by the same colour but

with a higher saturation it looks more alive and strong (Fig05). The combination of both systems gives a lot of options and very nice results, and for sure gives the opportunity to understand the colours and the possibilities a bit better. I have used both systems all over the picture, those are two closeups to show it better (Fig06 & Fig07). The latest image is how I would like him to look when he is going to fight, that was for fun but I think is a important part to bring in more background to the character concept.

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