

## People we Know 1

**Full Name:** Olivia Nicole Walker

**Family:** Mum, Stepdad, sister, brother

**Sex:** Female

**Pronouns:** She/her, They/Them

**Orientation:** Pansexual

**Occupation:** Student

**Country of origin:** United Kingdom (Manchester)

**Hobbies:** Drawing, animating, playing games (console, video, board, roleplaying, card), anime, film, art/fan-art, comics/graphic novels, fantasy fiction.

### **Description of Livvy:**

When I first met Livvy she was very friendly and sociable. Since starting at university Livvy has demonstrated her kind and caring nature by encouraging her peers to do their best. She has enthusiastically shared her passion for art, film, and animated tv series.

We have collaborated for two presentation projects: while working with Livvy I witnessed her ability to be fair, respectful, and professional when collaborating with others. She is very hard working and ensures deadlines are met and that briefs are understood properly. Livvy is good at helping people to share the workload with an even number of responsibilities.

When interviewing Livvy she told me about a past relationship she broke away from because he depended on her too much. Livvy has a strong sense of who she is and what will make her happy. I asked Livvy where she got this from:

### **“What was moment that made you go “I just don’t care what you think!”?”**

“It would have to be with my parents. They wanted me to be a doctor or in a career that could make money quick. I love horror and gore, and I draw gore! But I couldn’t be a doctor, I couldn’t be happy with that. They threatened to kick me out if I didn’t do science stuff and all that. And I decided I would do it if I could do art on the side and I much preferred that. They said OK. I eventually left home; I hadn’t seen them in a while. When they found out I was coming here for animation their reaction was like... “Why?””

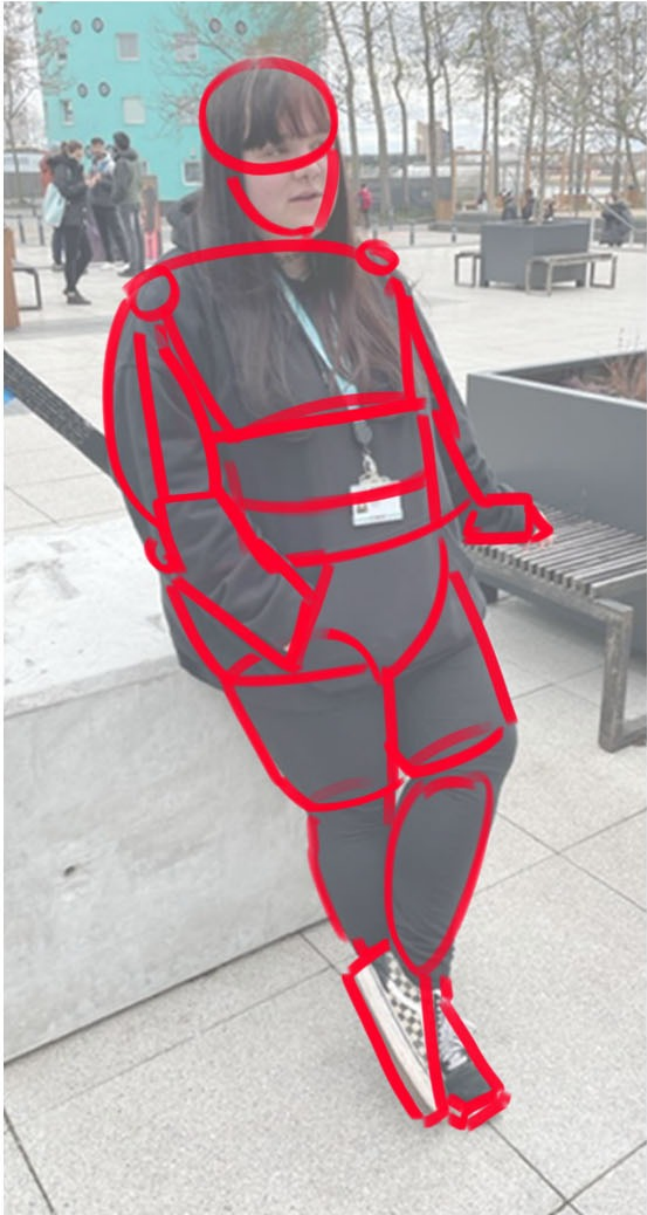
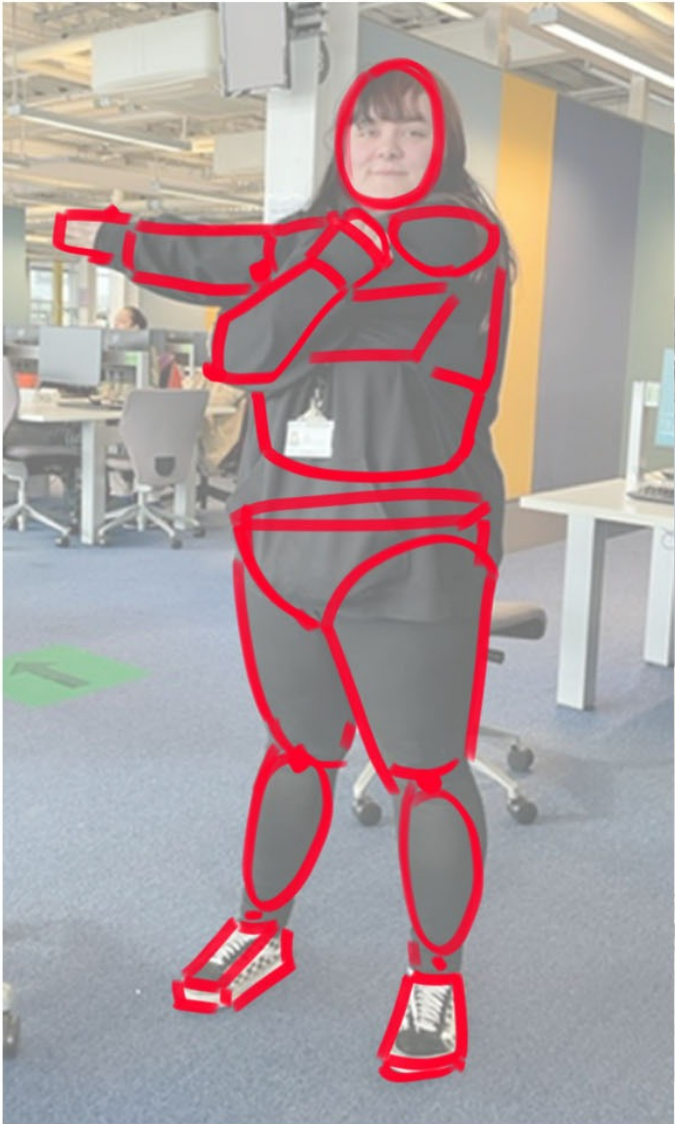
Livvy is estranged from her family, and this was her own decision. She decided to pursue her passions in the arts against her parents’ opinions and wishes.

### **“What was the conversation you had with your parents about coming here?”**

“I had to tell them I was going to London. The people I was living with told me I didn’t have to let them know, but I thought “They might think I’m dead...”. I decided to tell them where I was going so, they wouldn’t worry. I told them “I’m going to London for three years to learn animation because it’s what I want to do.” Their response was “It’s not going to make you anything.” I said, “I’ll see.” It was my choice. I went home [to where I was staying] and I said “They didn’t stop me. They’ve put it on me and that’s what I wanted.” Their opinions of me not wanting to do animation just didn’t matter to me. I don’t feel I have to prove anything. I feel like they’re refusing to see that I’ve improved a lot. My brothers inspired by it!”



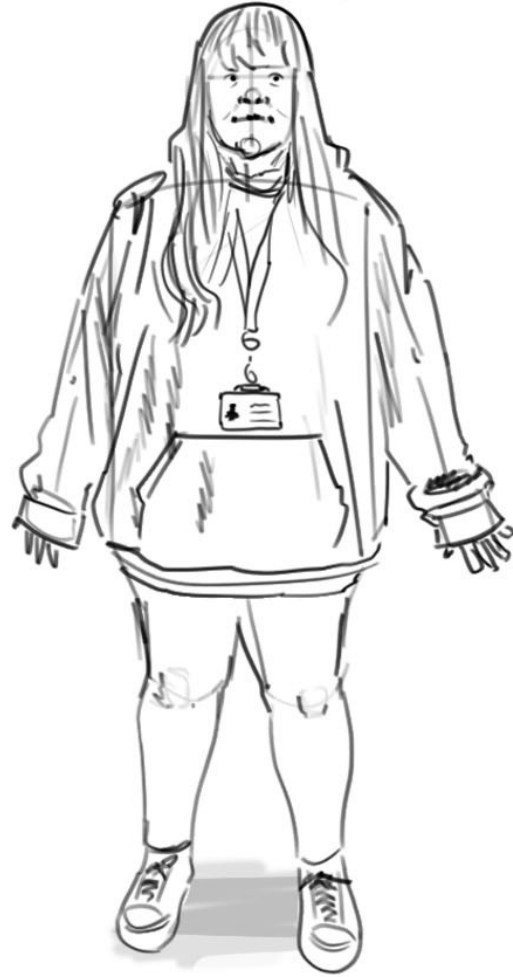
Trace body shape



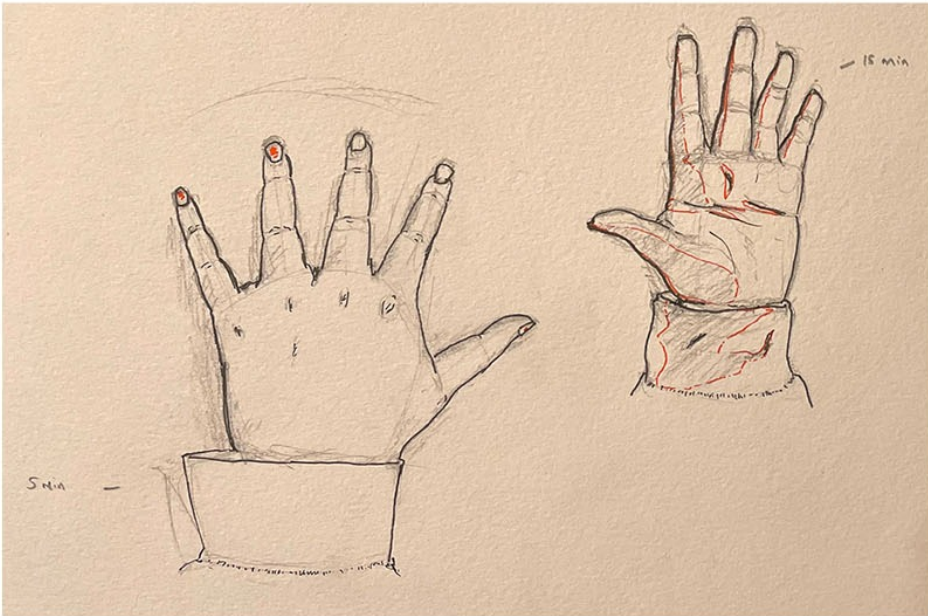
Observation drawings - Digital



I took photos of Livy in a front , side and back view pose then traced these poses digitally. This helped me focused on captioning more detail of Livvy's body shape and drawing a figure from these angles.

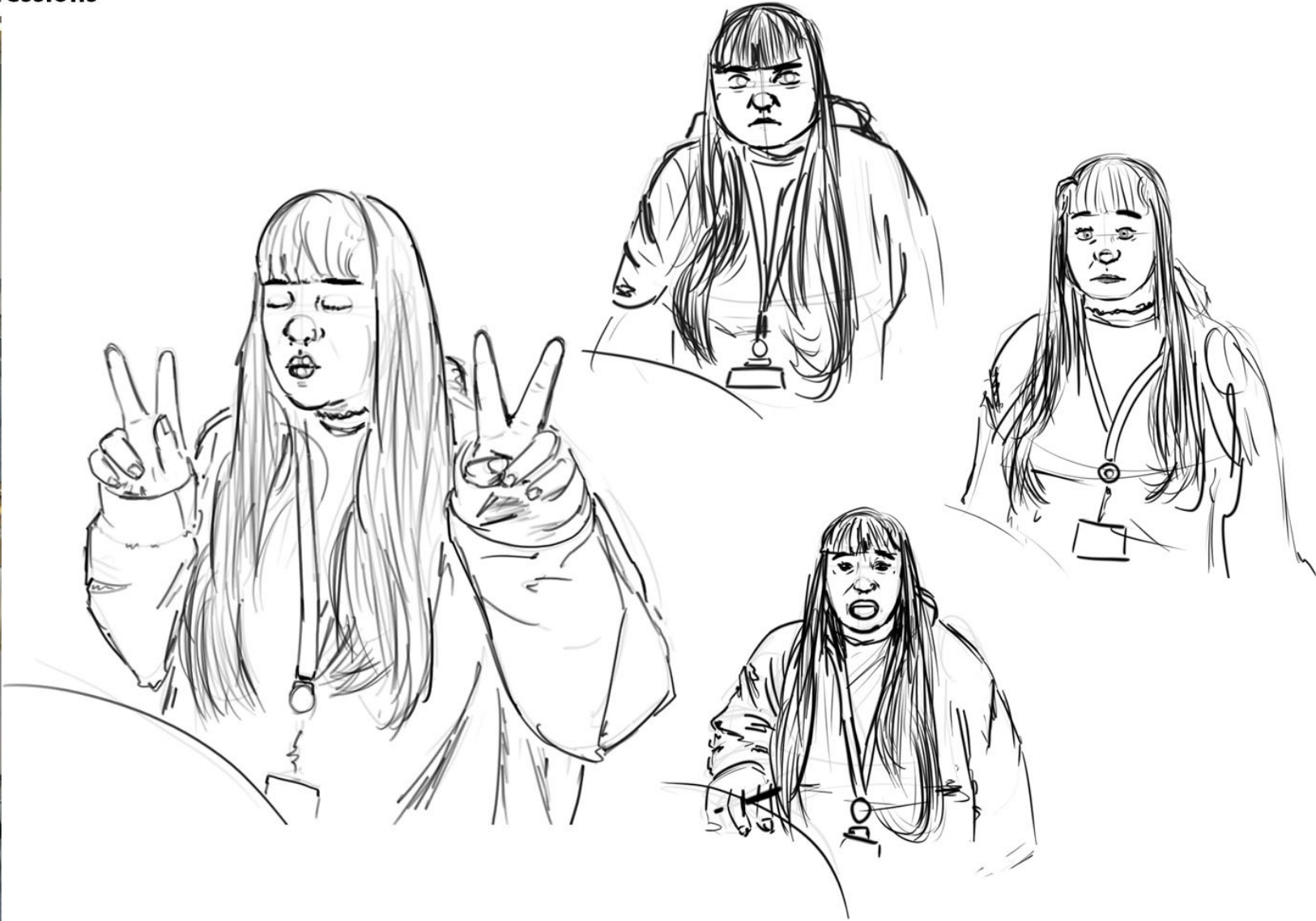


**Observation drawings**  
- pencil, pen + paper

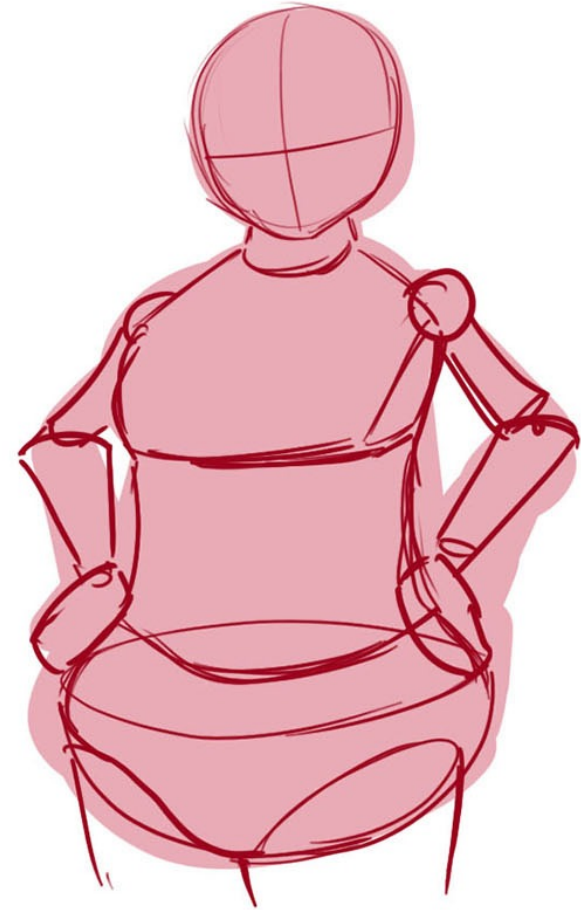




## Observational drawings - Facial expressions

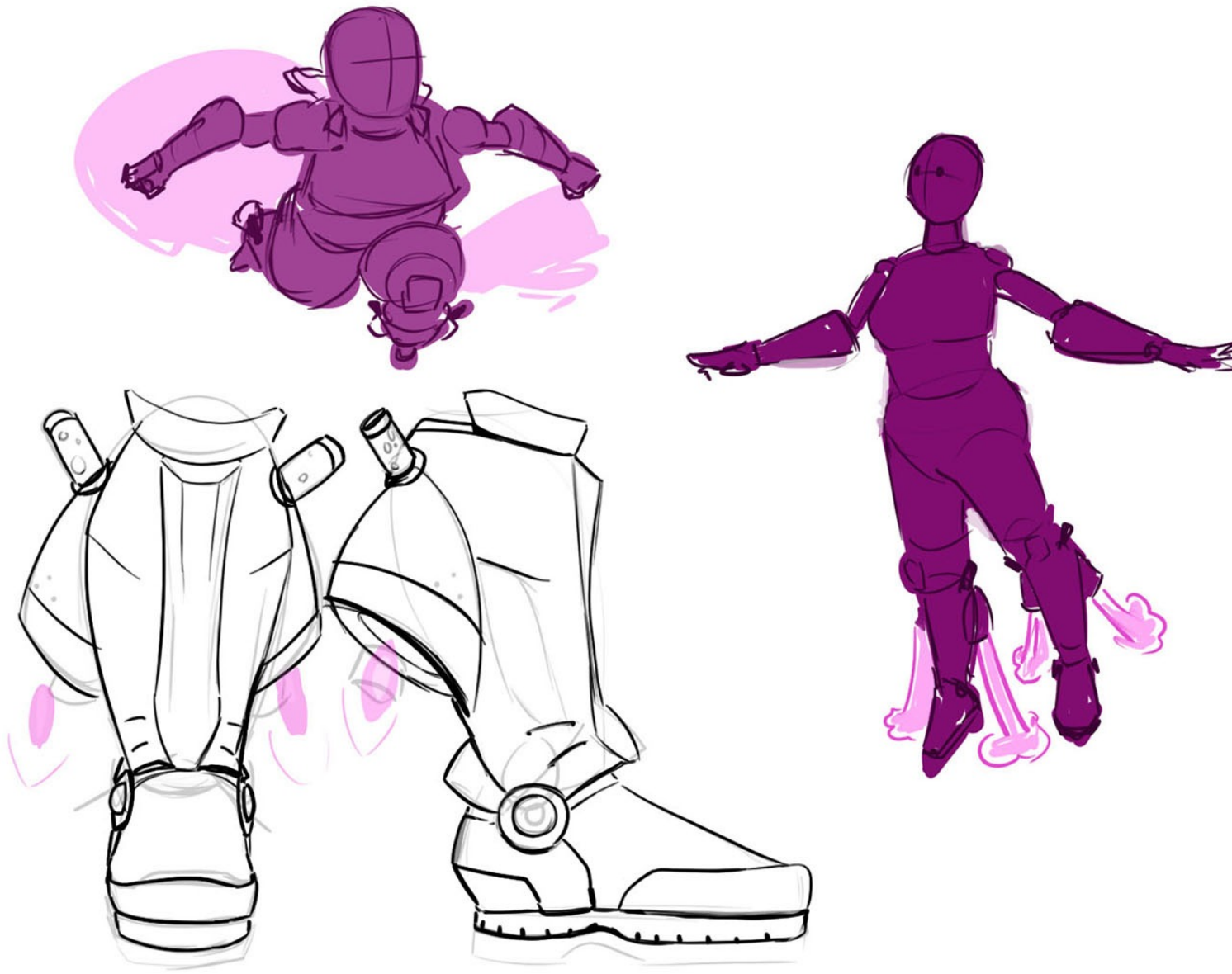


## First sketches



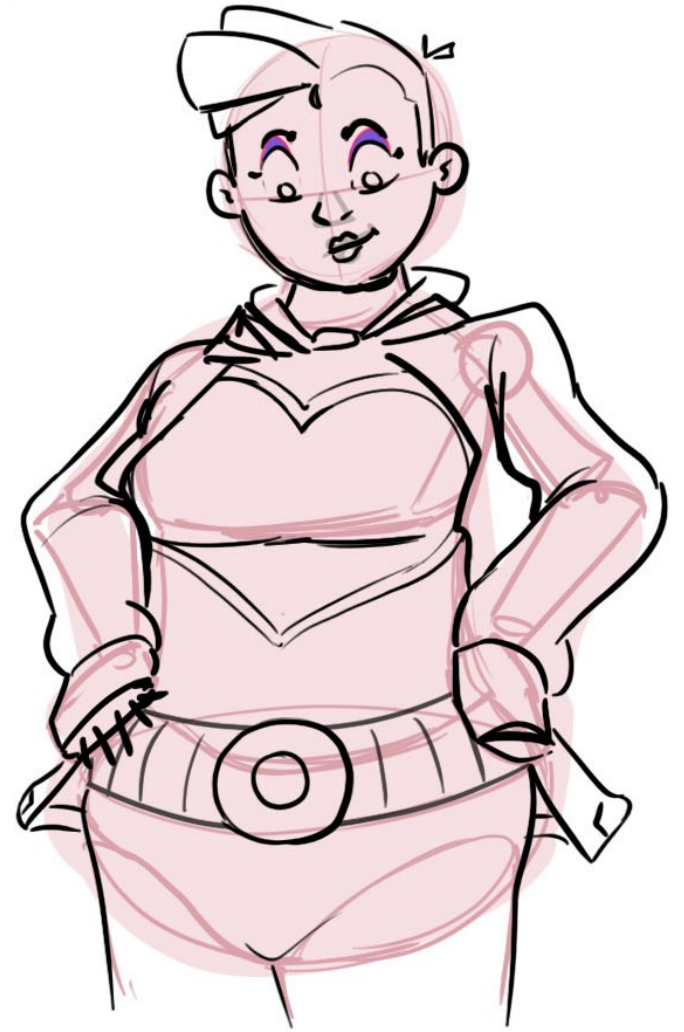
I started by sketching poses of Livvy's body shape. The initial traits I focused on were Livvy's kindness and her caring nature.

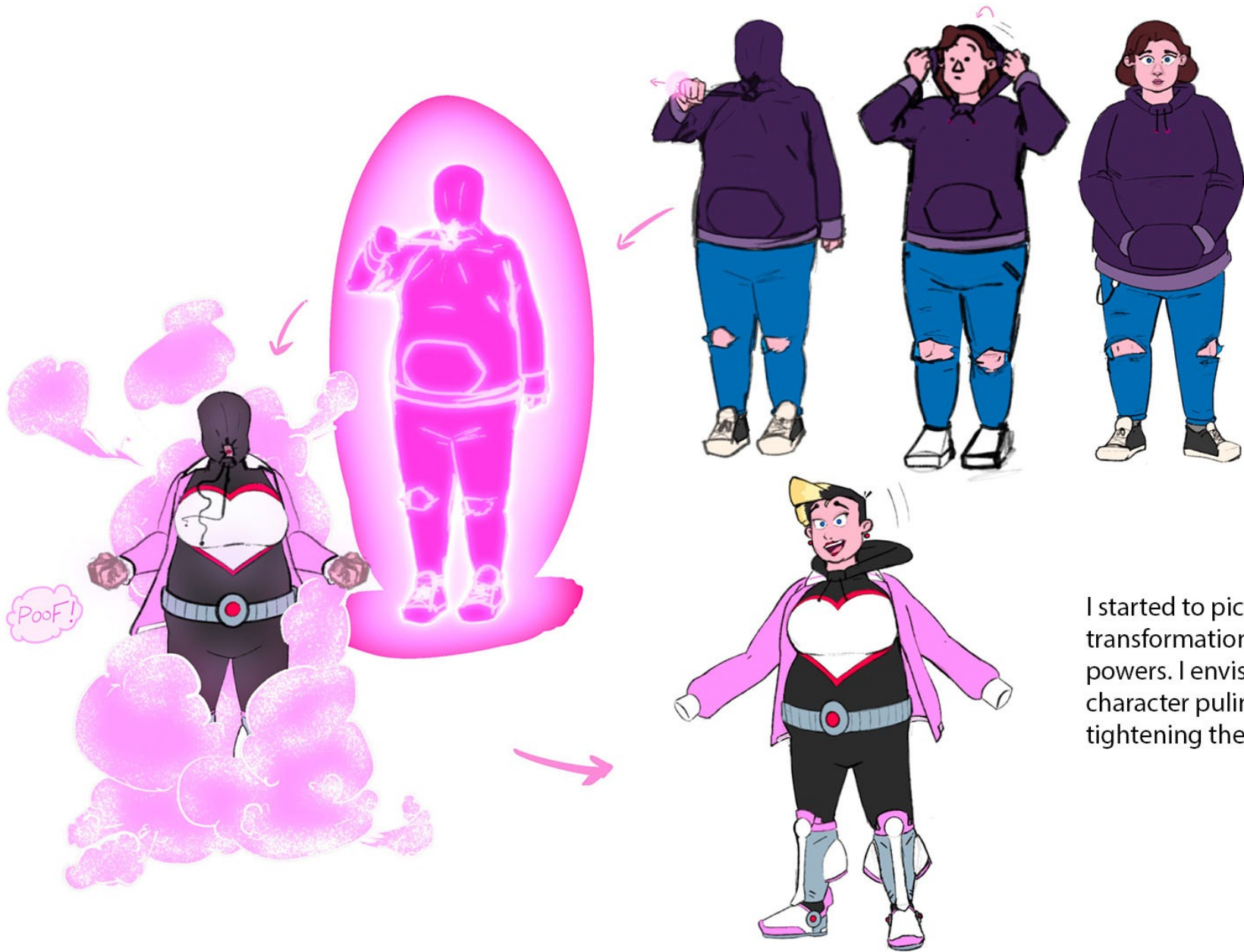




These traits led me to imagine a character who worked as a cupid in a modern/futuristic fantasy world. Livvy had told me she wanted to learn to fly a Jet plane if she could learn to do anything. I enjoy doing technical drawings, so I designed the mode of transport for this character would be rocket boots. I knew I wanted her to fly and boots seemed right as I did not want to give her wings.

Initial character design





I started to picture this character requiring a transformation sequence to activate her powers. I envisioned happening by the character pulling the hood over her head and tightening the strings to cover her face.

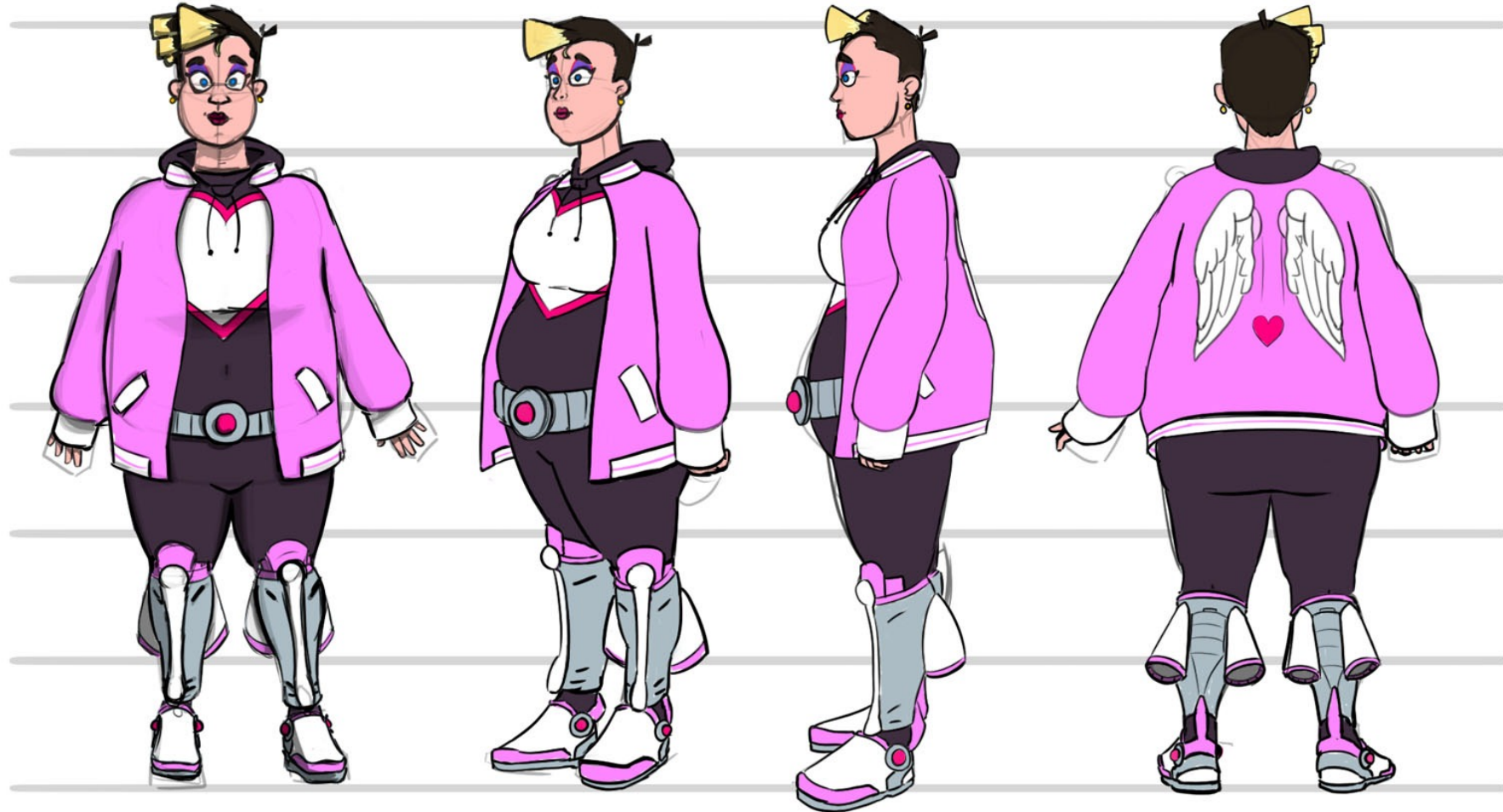


I did not want to give the character a weapon so I decided the character would summon arrows from her belt that would be made of love energy.

Facial expression experimentatoin



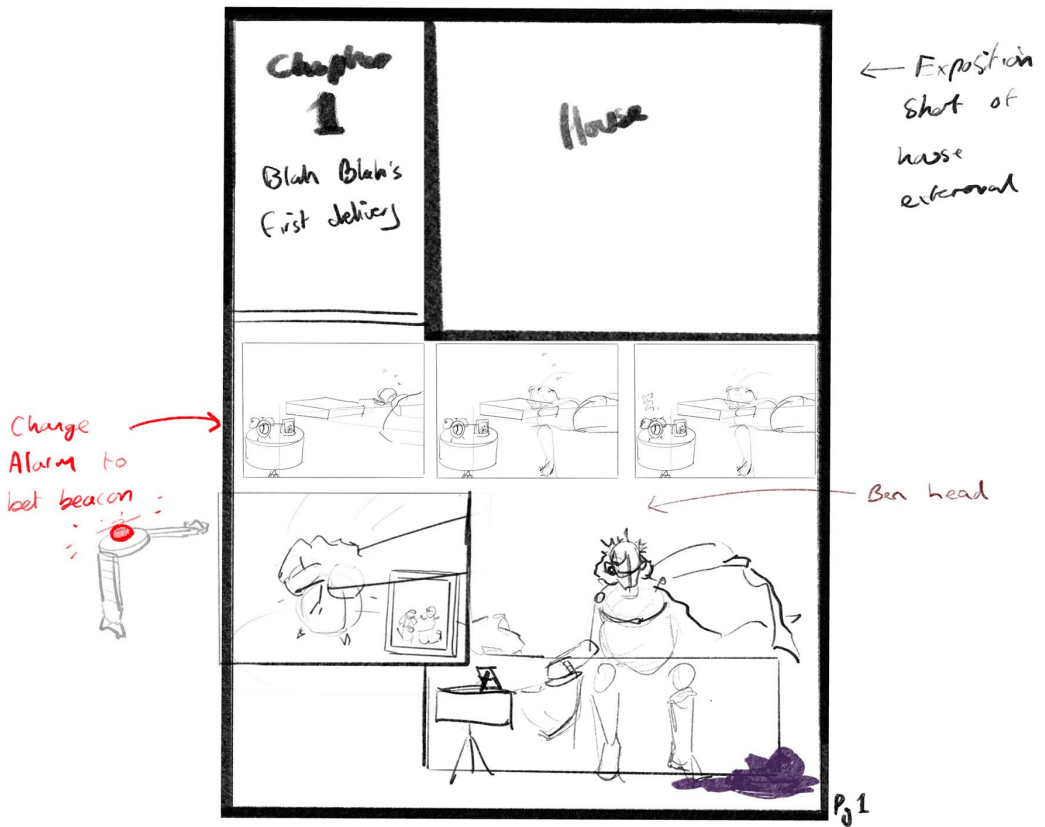
## First Model sheet



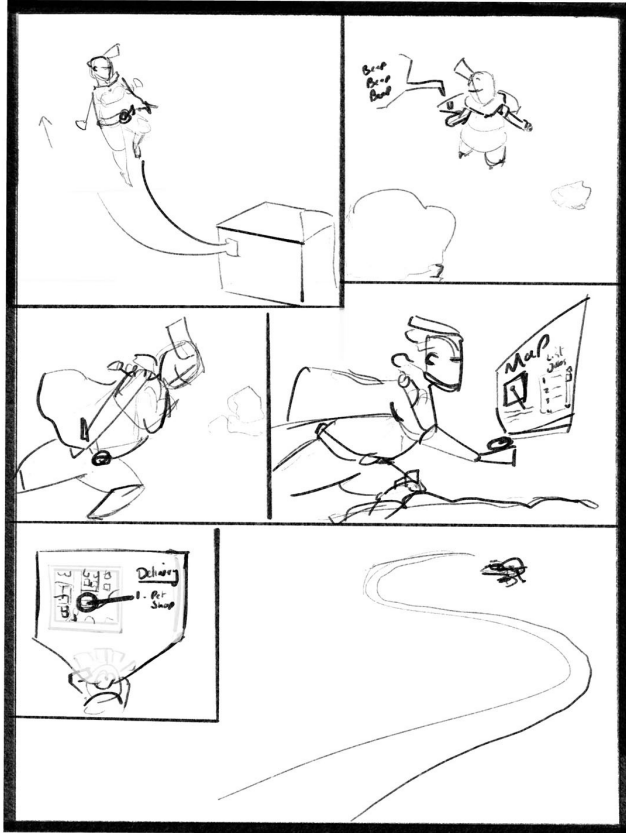
The initial idea for this character was that she was a young friendly girl, who works for a magical company that strives to spread love across the world. They work in secret to deliver arrows of love to those in need.

# Comic Sketch

The idea for the comic was the character delivering her first love arrow of the day to some one walking past a pet shop. That person would see a puppy, falling in love and take the puppy home with them to give it a new home.



Flies away from Home →



← Pager goes off  
[Draw pager]  
+ Belt in detail

← Map and day's deliveries

← Shoots off to first location

Lands on pet shop →

Charges + aims →



← Finds target

← Fires arrow





← see dog  
Buys dog

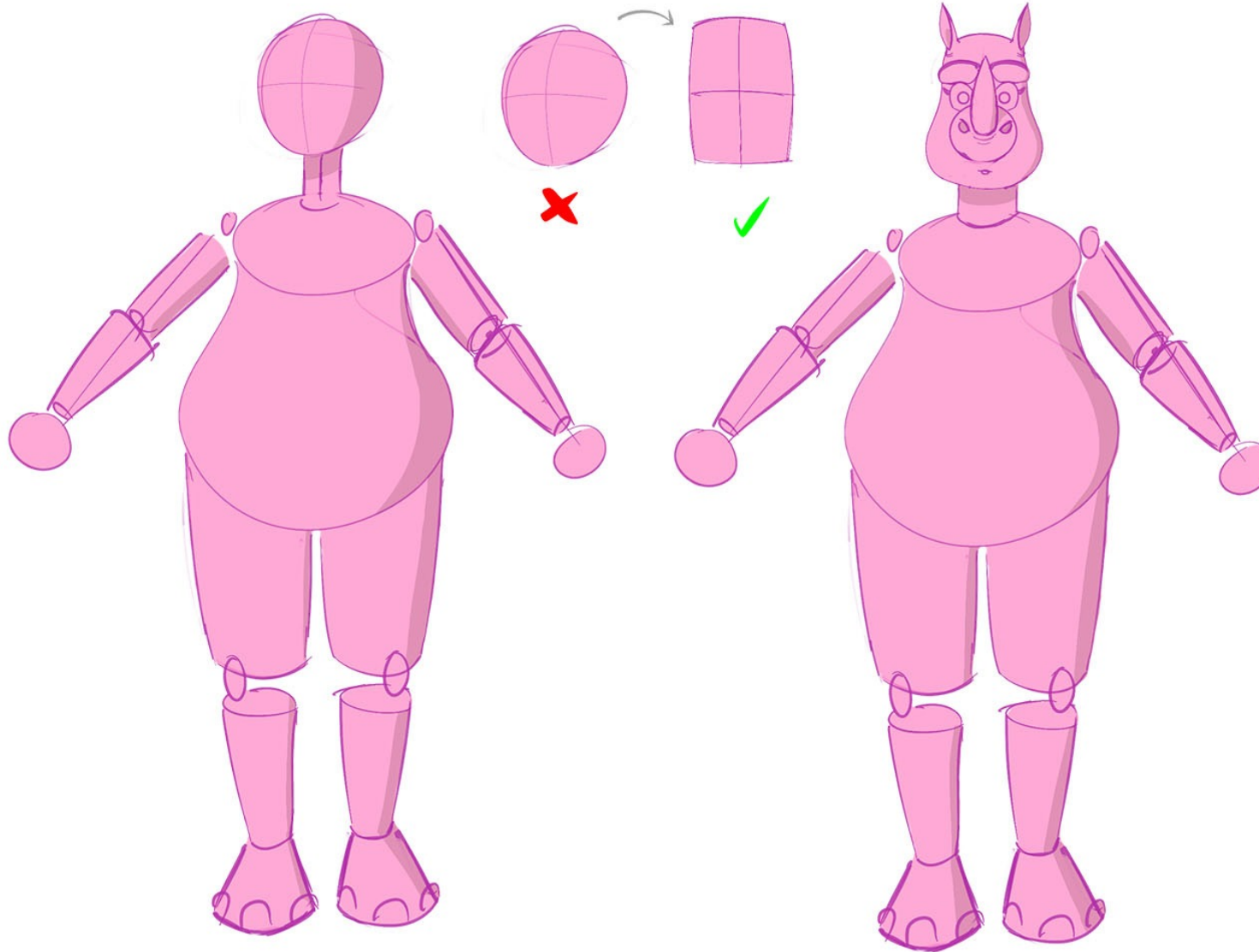
## Character concept 1 - Analysis

This character did not depict any specific traits belonging to Livvy. I decided to try and stick strictly to Livvy's body shape when drawing this character and this did not add anything to the character concept. The details of the drawings I found enjoyable, but I became distracted from the initial brief.

When testing these designs out with my peers the feedback I was given on this character reflected the absence of an identifiable trait. Understanding this I decided to refocus on my initial sketches (pg8).

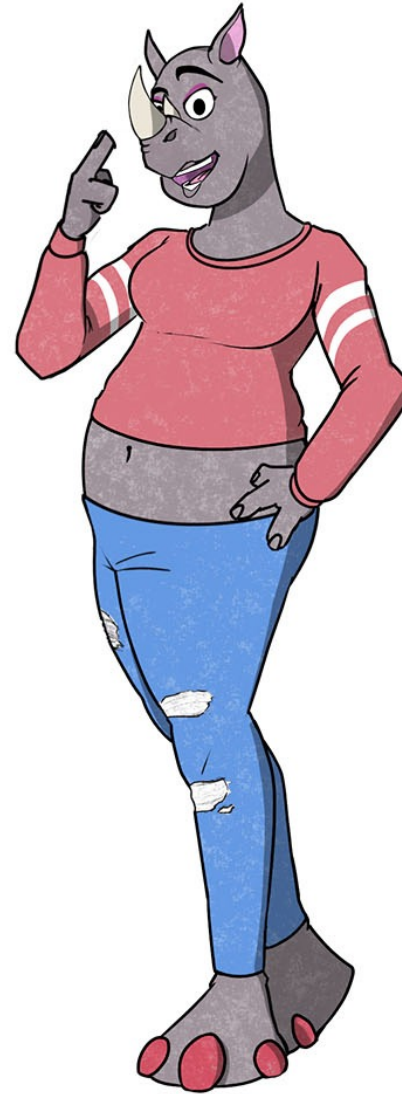
The feedback given to these first sketches was that they showed themes such as strength and sassiness.

## Character 2 concept



I started my second character with the same body shapes from the initial sketches, but I decided to try different shapes for the head. I felt the shapes of the body and their curves could represent the sassy traits that people had commented on. When I think of strength in terms of shapes I think of four-sided shapes like squares and rectangles, so decided to use a square for the head.

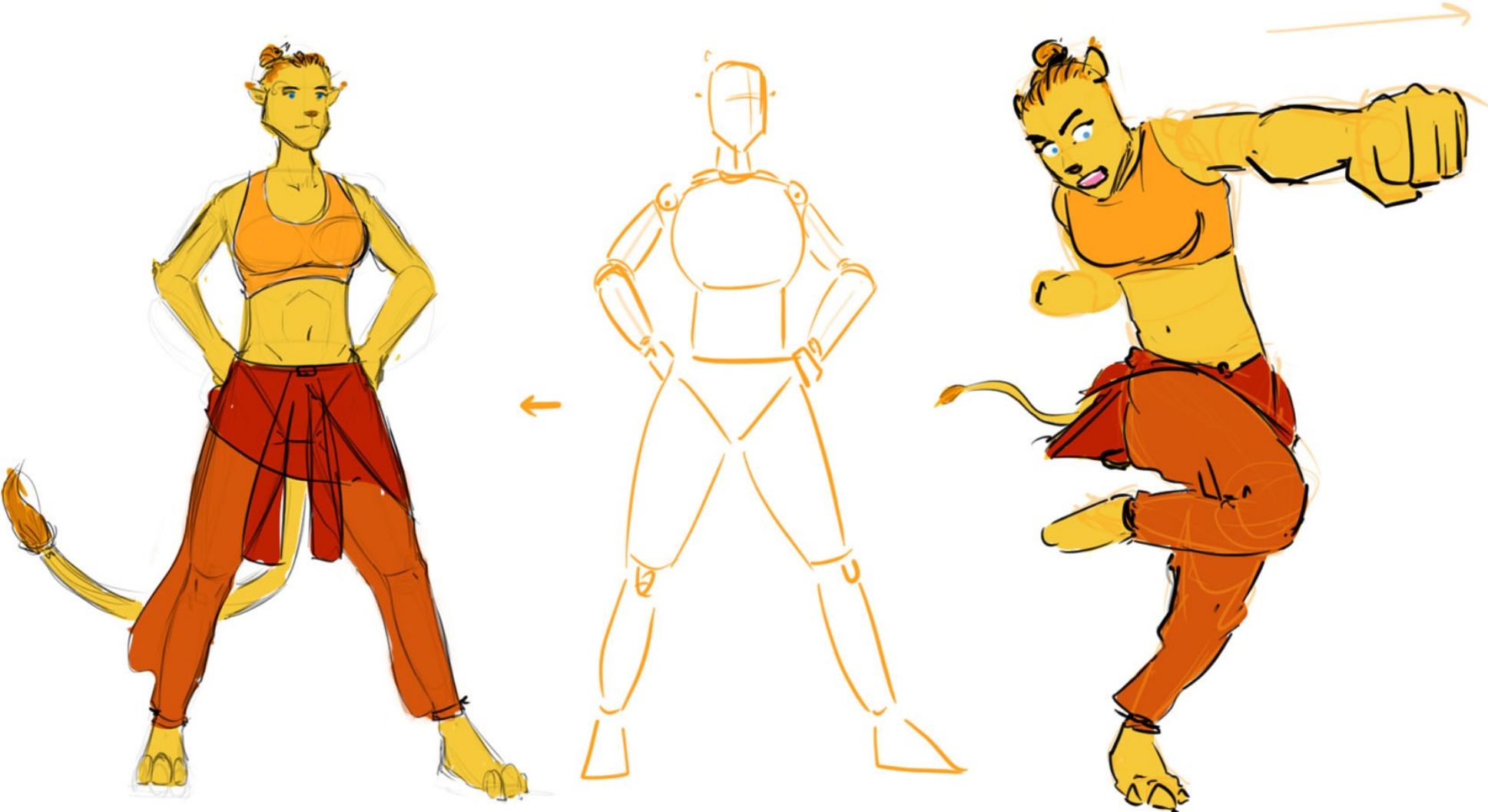
With a square shaped head, I imagined the character possessing animal/anthropomorphic features. I decided a rhino represented the trait of strength I wanted to show. I drew an effeminate pose to represent the characters sassiness.

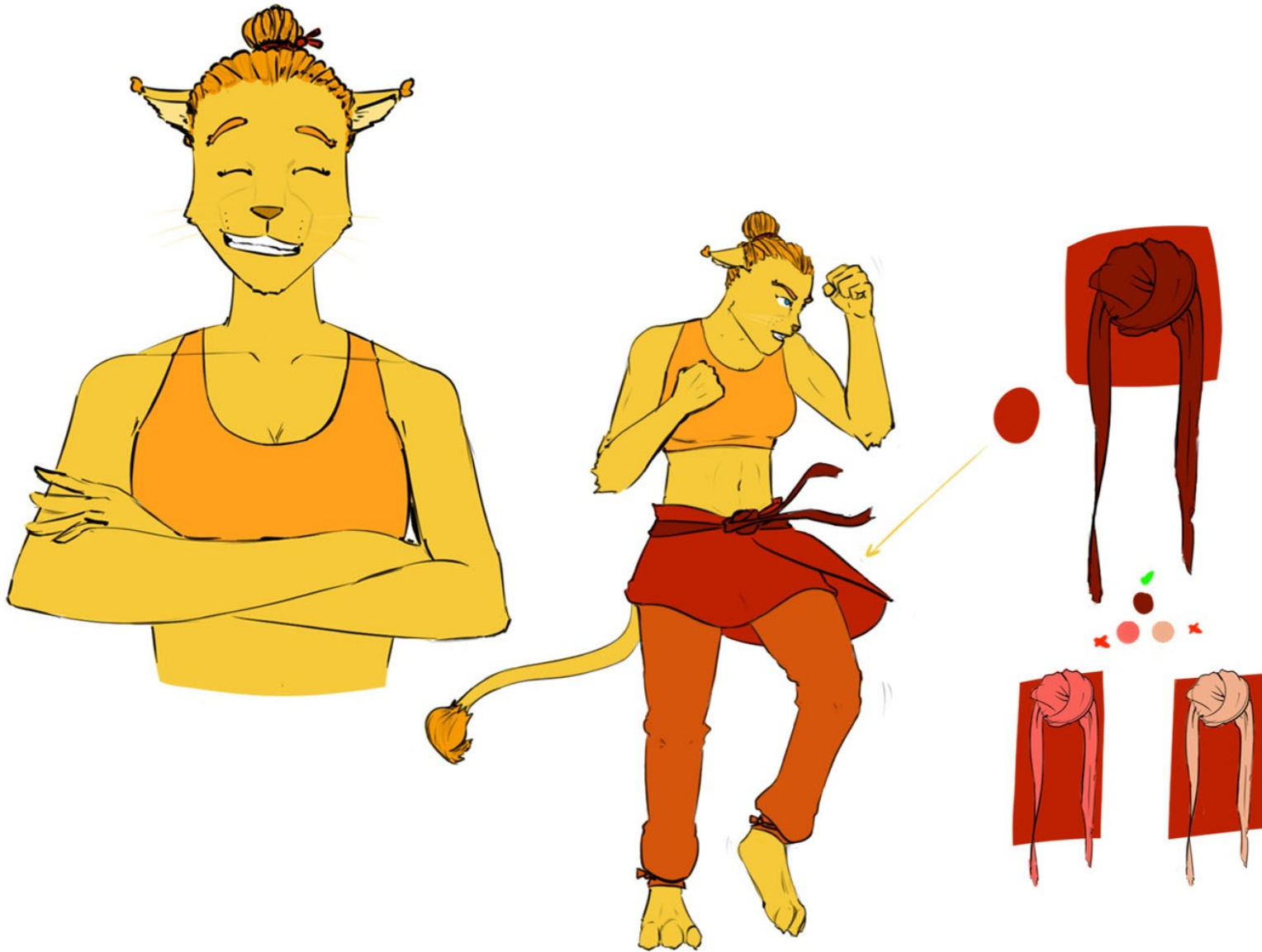


## Character Concept 2 – Analysis

The feedback given from my tutor was that the animalistic element made the trait of strength visible, but other traits were more apparent than sassiness, such as brute force, or sluggishness. This helped me realise from the information I had gathered from Livvy was that she was not instinctively a sassy person. I re-evaluated which traits from Livvy I wanted to visually represent and landed with strength and determination. The trait of sassiness would have been imposed.

Character 3 concept - Adari



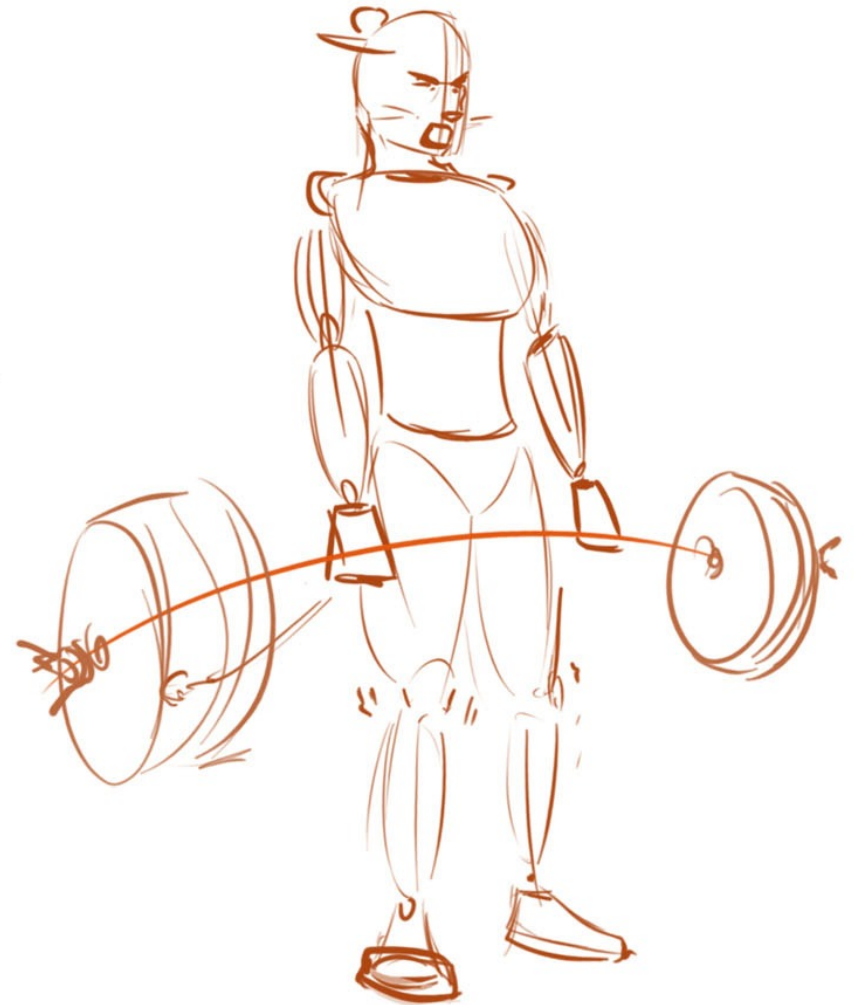


Sticking with the theme of anthropomorphic characters I drew the next concept as a lioness. When researching animals in the safari I was drawn to elements of a lioness that aligned with Livvy's traits. Lionesses do the hunting for their pride and look after the cubs while lions spend the day waiting for the lionesses to return with food. In some cases when a pride of lions are desperate for food they have tried hunting elephants. From these facts I considered a lionesses human-like character who was strong and determined; I imagined what they would look like with human features and what role one might take in a civilised society.

I recalled Livvy's telling me about her experience with an ex partner in which she made a great amount of effort to take care of them, while they made little effort to be self soficiant. This aligned with the facts I found about lions and I envisioned an enthusiastic, energetic character who might run their own gym or be an instructor of a certain style of martial arts while their partner lazed around doing little work.

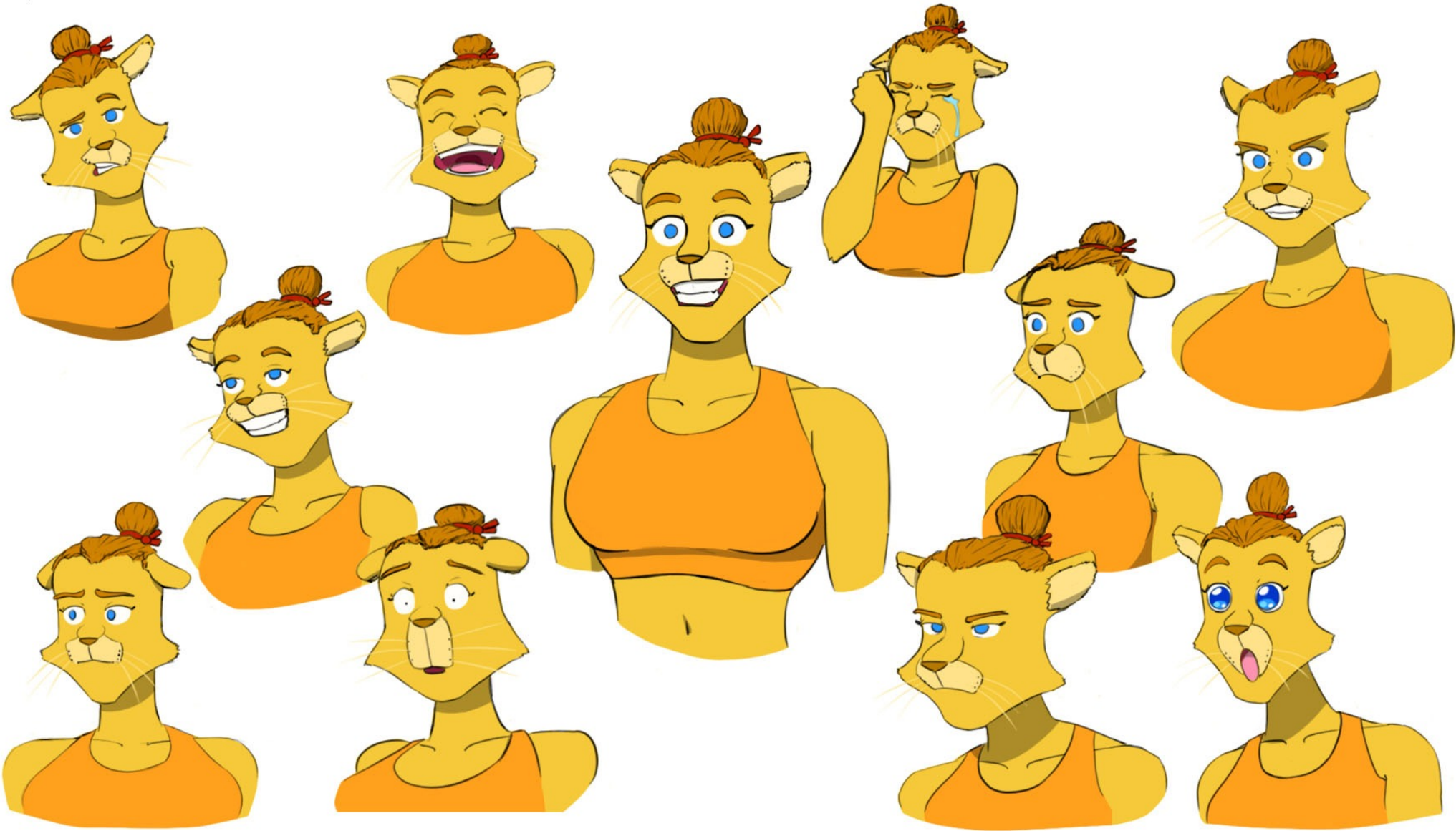
I drew the character giving examples of her strength.





In these poses I imagined her encouraging a client at her gym and her lifting weights during a working out. I named the character Adari. I chose this name after researching African names. Its meaning is 'Heart of a lion/ Powerful/ Complete', all of which felt appropriate and in line with the traits I had chosen from Livvy.

Facial Expressions





Model sheet

