This workshop provides an introduction to creature design and will cover theory and practice with an aim to create a believable creature concept. Rosemary will demonstrate the principles of creating imaginary animals based on the anatomy of real animals. Topics covered will include: finding inspiration and reference, consideration of behaviour and habitat, and practical guidance on combining animal features through drawing. Throughout the workshop, you will be given guidance and feedback on the creation of your own hybrid creature design.

9:30am-12:30pm
24 May 2017
Habitat-based Creature Design

What kind of habitat will your creature exist in? Think about how this would change its behaviour and physiology.

- Mountains
- Desert
- Swamp
- Forest
- Plains
- Polar

Find more habitat inspiration at: http://www.bbc.co.uk/nature/habitats
Adaptation-based Creature Design

What kind of adaptations will your creature possess? Think about how this would change its behaviour and physiology.

- Heat tolerant
- Nocturnal
- Mimicry
- Scavenger
- Venemous
- Defense

Find more habitat inspiration at: http://www.bbc.co.uk/nature/adaptations

Drawing for Creature Design: Theory & Practice

Rosemary Chalmers

www.rosemaryartist.com
**Creature Design formula**

A process for developing a 'backstory' for your creature in order to find the right animal reference and generate ideas.

<table>
<thead>
<tr>
<th>Habitat</th>
<th>Base animal</th>
<th>Adaptations &amp; Behaviours</th>
<th>Real-world animal reference</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reef</td>
<td>Green Sea Turtle</td>
<td>SPEED</td>
<td>Lemon Shark</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CARNIVORE</td>
<td>American Crocodile</td>
</tr>
<tr>
<td></td>
<td></td>
<td>TERRITORIAL</td>
<td>Nubian Ibex</td>
</tr>
</tbody>
</table>
Rosemary Chalmers is an illustrator and concept artist specialising in creature design. An in-depth training in concept art, time spent living in East Asia and a fascination with speculative evolution has helped Rosemary develop an eye for creating imaginative and believable creatures. As a freelance artist, Rosemary has produced concept art and illustrations for games, animation and publishing. Most notably, she was a concept artist for Yamination Studios’ short film At-issue, a stop-motion animation screened on Sky Arts. Rosemary is a graduate of Teesside University with a Distinction in MA Concept Art for Games and Animation. She has now returned as a Lecturer in Concept Art where she teaches on drawing and concept art modules for foundation, undergraduate and postgraduate students.

All welcome to join!

Special Interest Group: Creature Design

A closed Facebook group to share, discuss and critique all things creature design!

https://www.facebook.com/groups/SIGCreatureDesign