Clayfighter blog

What are the strengths of your design?

The strengths of my design are;

The powers from Big Fish’s tentacles make him swim super-fast and stop bad guys everywhere he goes. The fins make him punch someone in the face.

How can it be improved?

This could be improved by making a clay model of the character and trying hard to make the moves of the character’s body parts that make him punch, swim and fight. I’ll be taking a picture one tiny move at a time to create the final footage. It’ll take up to 8 weeks to complete.

Comment on its effectiveness and/or fitness for purpose. Will it ‘make it cut’?

My character will fit the purpose of animation. It will make the final cut, because it’s set at an audience aged under 10. I don’t have another design for this.

I’ve seen the basic wire frame, and I decided to add a few extra legs for Big Fish’s tentacles, I wanted the arms of the character to be orange, the hands will be the fins, the middle of the wire frame will be the character’s chest (whatever it is), and the head will have a fish’s head in white, orange, green and black.