



Character Design Presentation

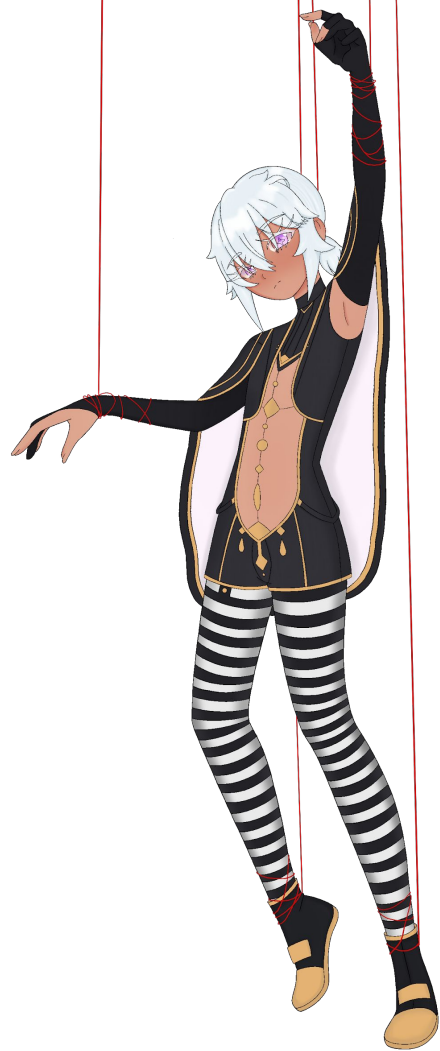
Jade Rosendo

Creator

Jade Rosendo is a junior at Information Technology High School. He's in the Video Production Academy. He's done activities such as after school clubs, Tae Kwon do, volunteering, filming, etc. Although slightly pessimistic, he's headstrong and is ready to take on whatever life throws at them. He has a need to help whenever and wherever he can. In the summer of 2021, he participated in the SYEP CareerReady. Working with Lippincott, he helped in making posters in preparation for NYC Pride 2022. With this art experience, he joined Creative Art to design a character using composition and principles of art.



Mihan



INFO ON MIHAN

Fundamentally, Mihan isn't human. Having been made in a lab, he's his master's greatest accomplishment. From the moment he opened his eyes to when he was told his role by the doctor, he never had a choice. A pawn in his master's greater scheme, he has no choice but to oblige. From assassination to selling his body, doesn't matter because he's his master's money maker. Mihan doesn't care he's just waiting for a chance to strike back. Despite being stronger than his master, he's outsmarted by him. Just wait for the moment he strikes.

Mihan is quiet, calm, and collected. Having been placed on a pedestal from the moment he came to consciousness, nothing but perfection was expected by him. If he wasn't perfect, then what was perfection.

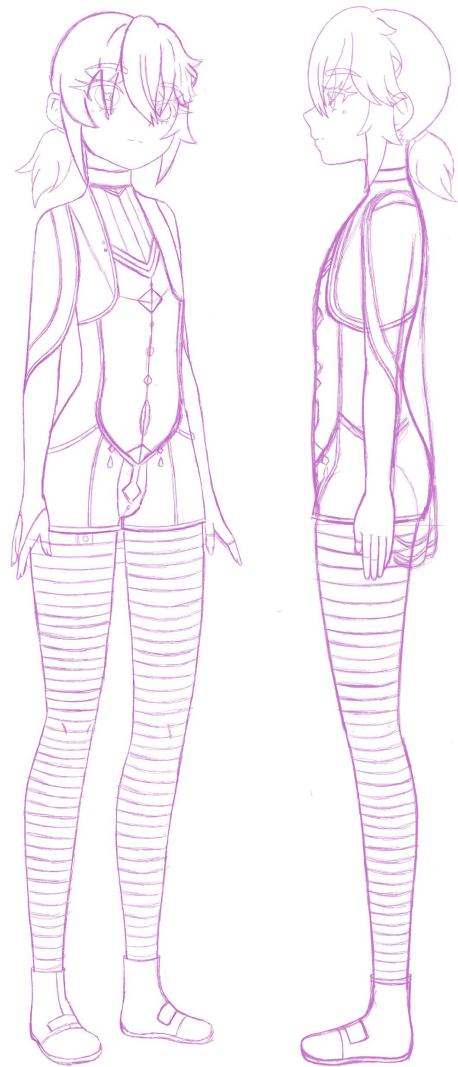
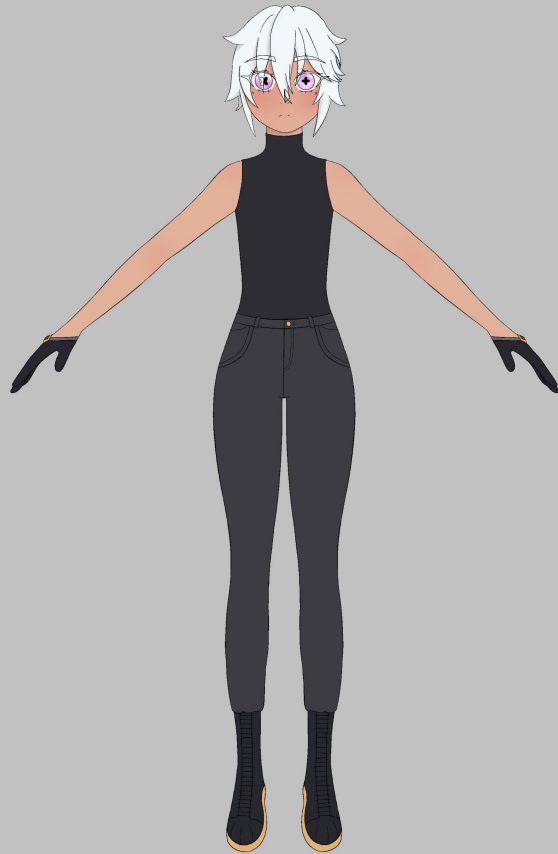
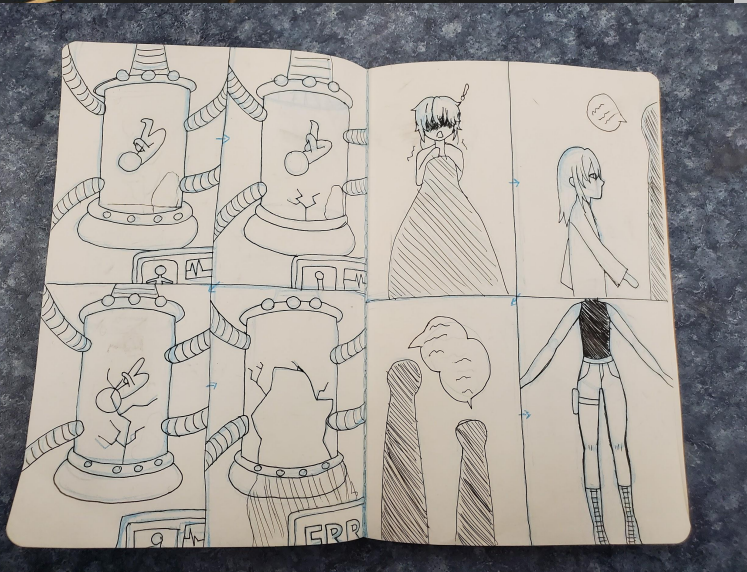


Extra Info on Mihan

Originally, Mihan was a character I created around a little more than a year ago for personal project of mine. His first name was Ichi. When I was redesigning Ichi, I liked both their designs so I split them and they became their own separate characters. They're the same person, except they're not. Watching them develop and grow from their original designs was nice. From only being my own personal character in my fictional storyline to being a character I bring into other projects like DND and the Creative Art Internship.

Character Development

- It didn't take me long to start sketching him.



Final Character Designs

I'm proud of the final designs.



Final Thoughts

To be completely honest, I struggled with the final designs. I'm not used to coloring my characters. I usually work in black and white or just leave it alone with the lineart. I wanted to challenge myself to color Mihaan in. I also struggled drawing side profiles. This internship taught me and gave me more confidence in drawing my characters. Color theory and dynamic poses are hard to do still but I definitely learned more within the weeks of this internship.