

TGW Releases New Character Design for Animation DVDs

Gil Rimmer works as a Central Art Director at Electronic Arts

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The Gnomon Workshop announced the release of two new Character Design DVDs by art director Gil Rimmer. Whether you're a seasoned character designer, an entertainment design student, or simply interested in developing a feature animation, Gil's two dvds will enhance your process and show you the tools you need to design your characters. Gil methodically demonstrates how to create character headshots in Part One, and in Part Two he develops the character's' full bodies, ending with a final "look and feel" piece.

Stephen McClure, producer for The Gnomon Workshop says, "Gil Rimmer is an artist's artist, committed to the traditional arts as well as being a skilled digital artist. His passion for art and storytelling have led him to a position as a Central Art Director for Electronic Arts Cinematic Division in Montreal. These DVDs are a rare opportunity to see inside the mind of this visual genius and to explore with him the process of creating characters for animated features."

DVD Descriptions:

Character Design for Animation Part 1 - Headshots and Creating Compelling Personalities with Gil Rimmer

In this DVD, Gil Rimmer simultaneously develops two characters, Francis and Paulo, who are classic pugilists in a fictional turn of the century metropolis. This first in a two DVD series focuses on creating the faces and heads of the two fighters, using dynamic silhouettes, rhythms, graphic design and composition principles. Gil stresses the various visual relationships within individual characters while addressing the complementary relationship between the two fighters. Through a methodical process, beginning with a design brief followed by reference gathering, through traditional approaches to silhouette design and ending on detailed orthographic views and expression sheets, Gil shares his thoughts about the design process and its place in the animation production pipeline.

Character Design for Animation Part 2 - Look and Feel, Full Body Character Development with Gil Rimmer

In this second in a two DVD series, Gil continues to develop Francis' and Paulo's designs into full-body orthographic and 3/4 views. The demonstration finally culminates in a "look and feel" master shot posing the fighters in an alley behind Paulo's butcher shop. In the process, Gil reinforces the key principles from the first DVD: dynamic silhouettes, rhythms, graphic design and composition. He then explores the design brief further, introducing unique lighting approaches, shadow and light relationships, larger composition fundamentals, color treatments to complement the mood, and applying textures, atmosphere and visual effects to enhance the final result.

Instructor Bio

Born in Israel, Gil Rimmer studied industrial design at the Vital Center of Design in Tel Aviv. Finding his true passion in storytelling and visual development for animated films, Gil moved to Vancouver, and for the past three years has worked as a vis-dev artist and production designer developing IPs (intellectual properties) for Rainmaker Entertainment, IDT Entertainment, The Weinstein Company, Blue Yonder Films, Tony Hawk and Mattel. Recently, Gil finished work as a production designer on the animated sequel to the original Nutty Professor, starring the voice talent of Jerry Lewis, as well as working as a vis-dev artist on the animated feature production of Escape from Planet Earth. Currently, Gil works as a Central Art Director at Electronic Arts' Cinematic Division in Montreal.

More Information at: www.thegnomonworkshop.com. Images and Video Courtesy of Gnomon Inc and Gil Rimmer.