

ABSTRACT

ANIMATED CHARACTER DESIGN “BANYU” WITH PHLEGMATIC PERSONALITY

In this final project, the author designs an animated character that fits the personality of the character, i.e. phlegmatic. The character would be designed due to the full process, from the character studies, concepting, visual development and 3D animation. The author hopes the character animation would look alive.

Keyword: Character, Animation, Phlegmatic, Visual Development