

BOTTOM FEEDERS

Visual Development

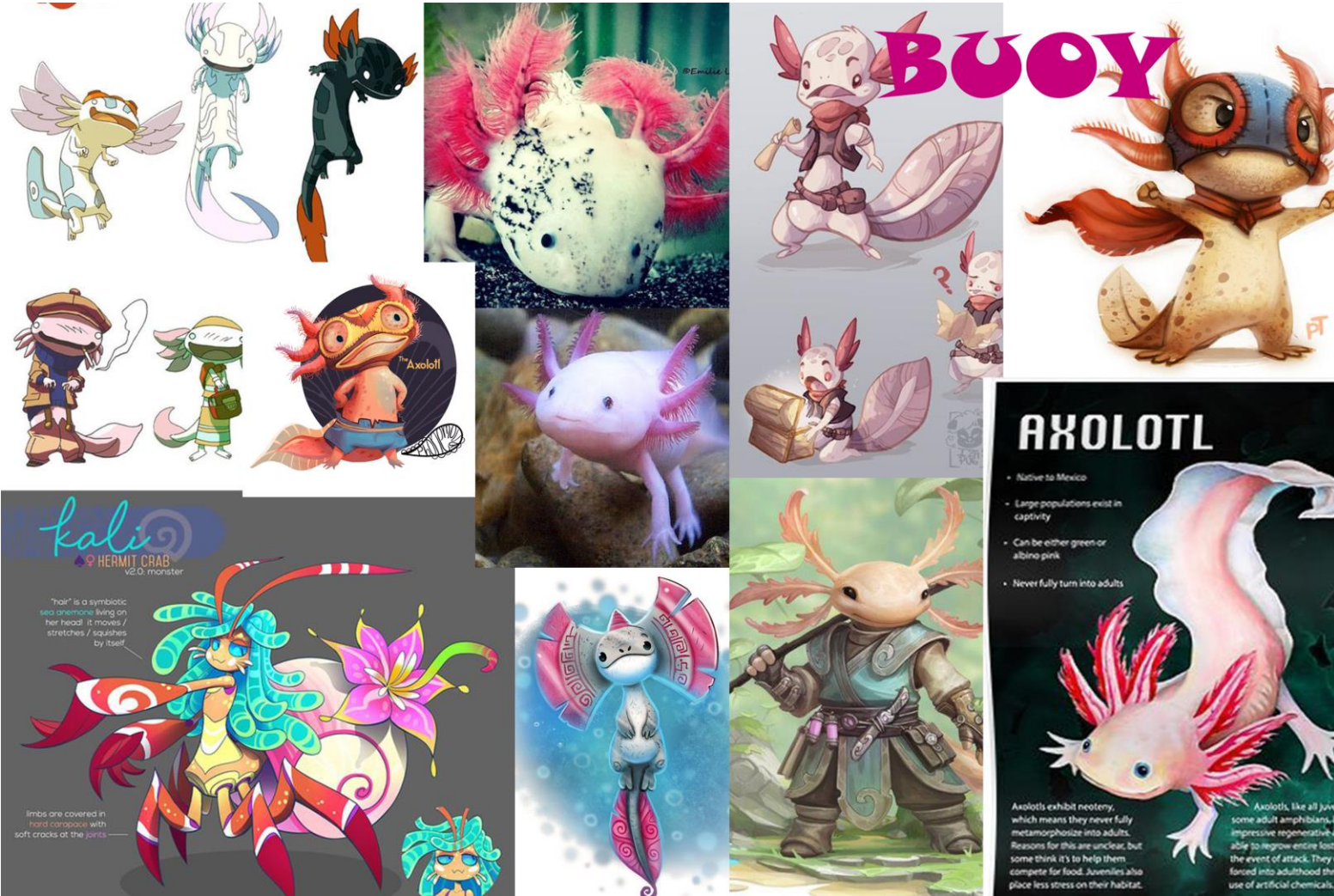
By

Nicole Hibbs

Houston's Mood board



Bowie's Mood Board



Barnabas's Mood Board



Cora's Mood Board



Houston's Rough Sketches



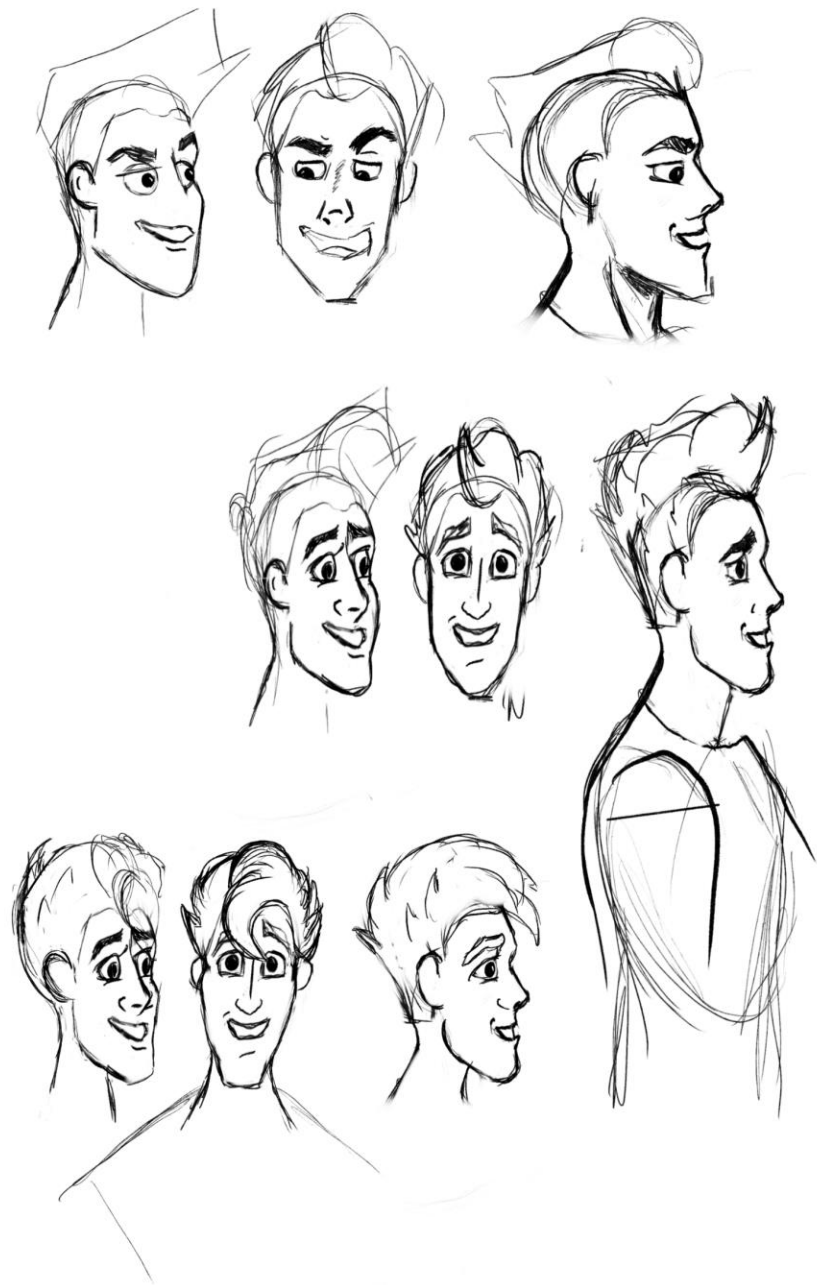
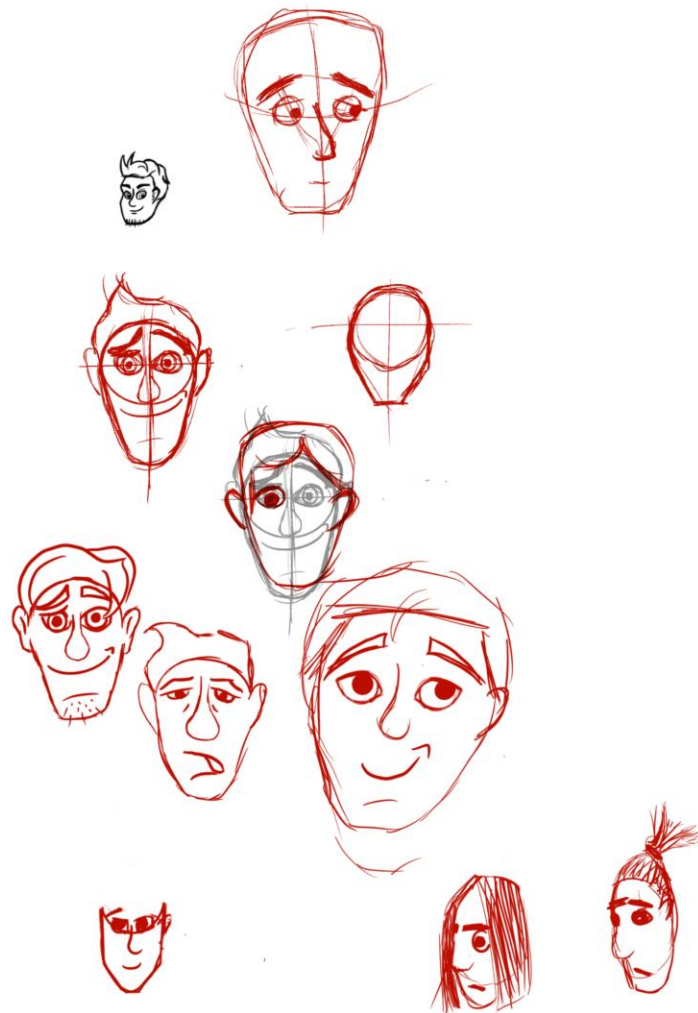
BINGO!



Houston started out as a very young looking character, resembling the kid from Disney's Treasure Planet. Then I decided to see how he would look with a scuba helmet, but the first drawing looked a little overcomplicated. So I decided to try again, and he turned out to look more jock/stuck-up. I wanted a lazy, skateboarder looking kid. And that is where I ended up, a few tweaks later once I hit the final design.

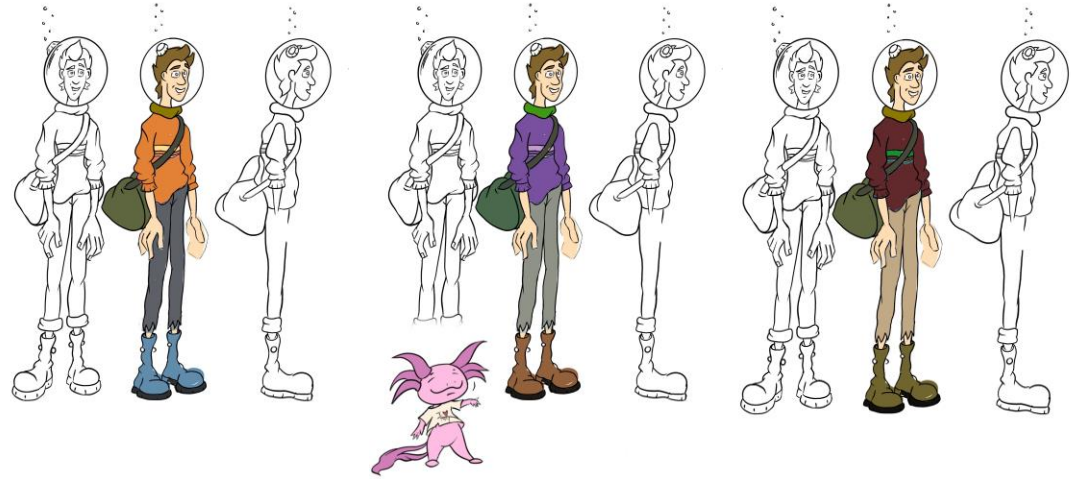
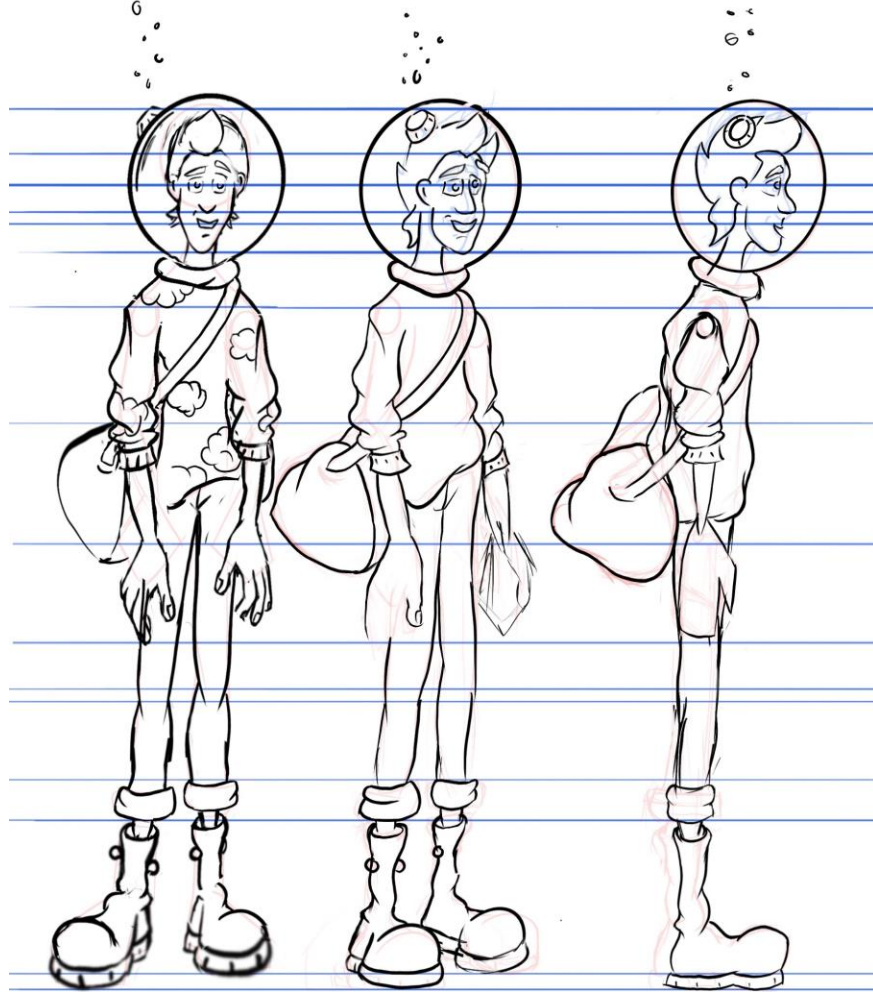
I did a rough sketch of what he might look like while he's in his shack, laying around playing video games.

Heads are where I struggle the most. I feel like I drew about a hundred different heads for Houston before I was happy with something. It can sometimes be difficult to convey age when drawing a character, that is something I will have to continue practicing.



Houston's Final Design

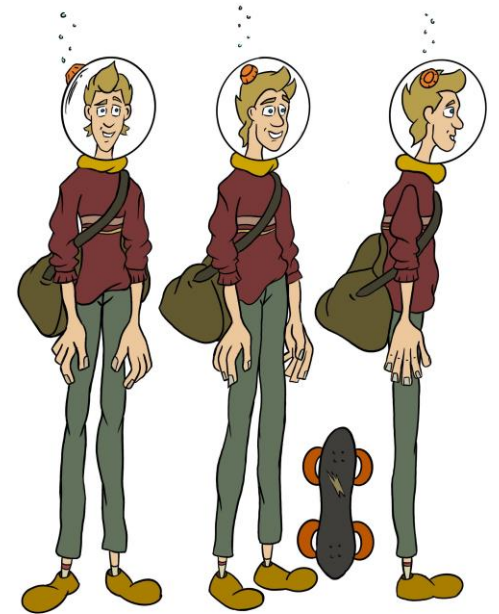
If you look at Houston's shirt, I had drawn clouds on it at first, thinking about the fact that because he was raised underwater, he has never seen a cloud.



Houston ended up looking like the lanky 19 year old that I was going for. He wears clothes that he has found on his adventures with Buoy that have seen their fair share of the sea bed. His helmet allows him to breathe and his wave board is a design he picked up from someone at the scrap shop.

I still don't like his boots here, they look almost too clunky and I had to remember that he rides a wave board around everywhere.

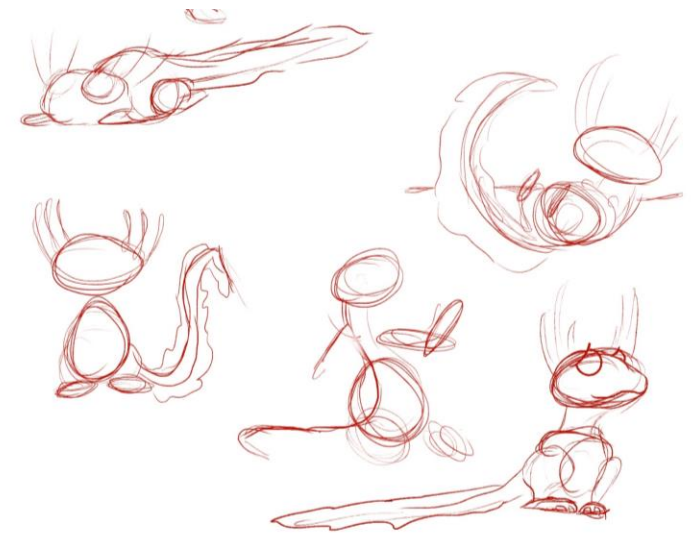
Fixed his shoes.



Bowie's Rough Sketches



Exploratory sketch book drawings of Buoy. He started out as a girl, but then I decided to change the gender to a boy. I did however decide to keep him as a little pink character, considering the pink stands out in the murky waters.



While designing Buoy in different poses, he developed his cute, pet-like charm. He's a small little salamander, but he's got a bright personality.

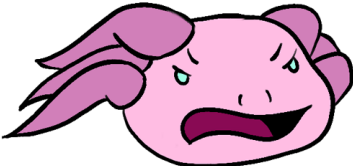


Bowie's Final Design

Colour palettes that I played around with while designing Bowie. The pink colour stood out a little better when placed in the grimy green sea background. Sure he's a boy, but he rocks his pink colour with a perky and playful personality.

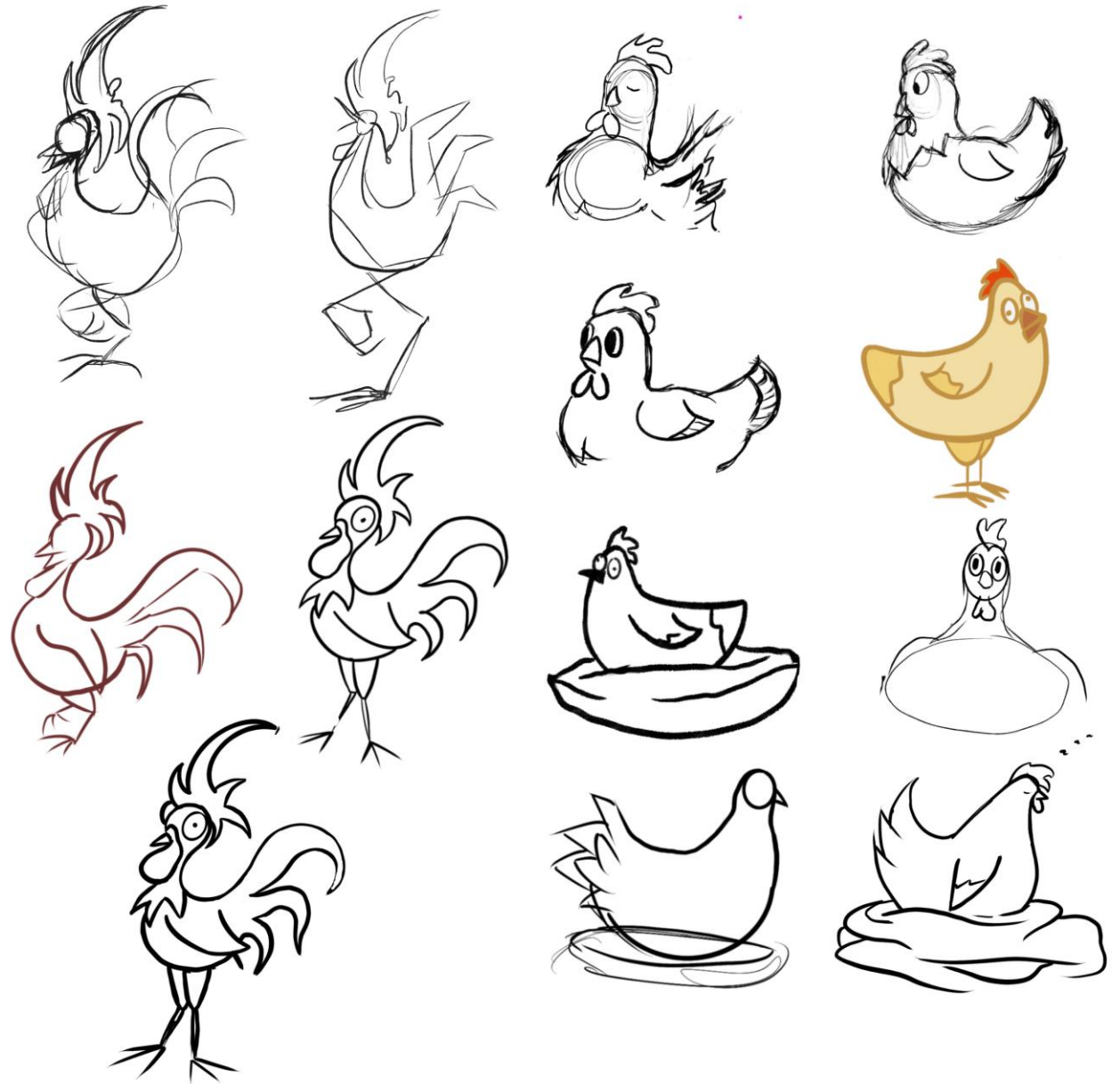
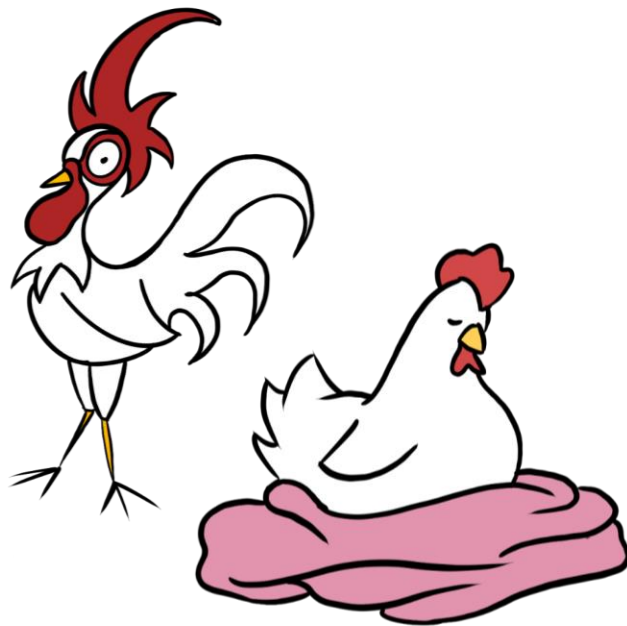


Bowie was the first character I decided to design, and I enjoyed it very much. Using the axolotl as the reference I was able to create a cute little friend for Houston. His name was originally Buoy, but I decided to change it, considering that Houston is a David Bowie fan.



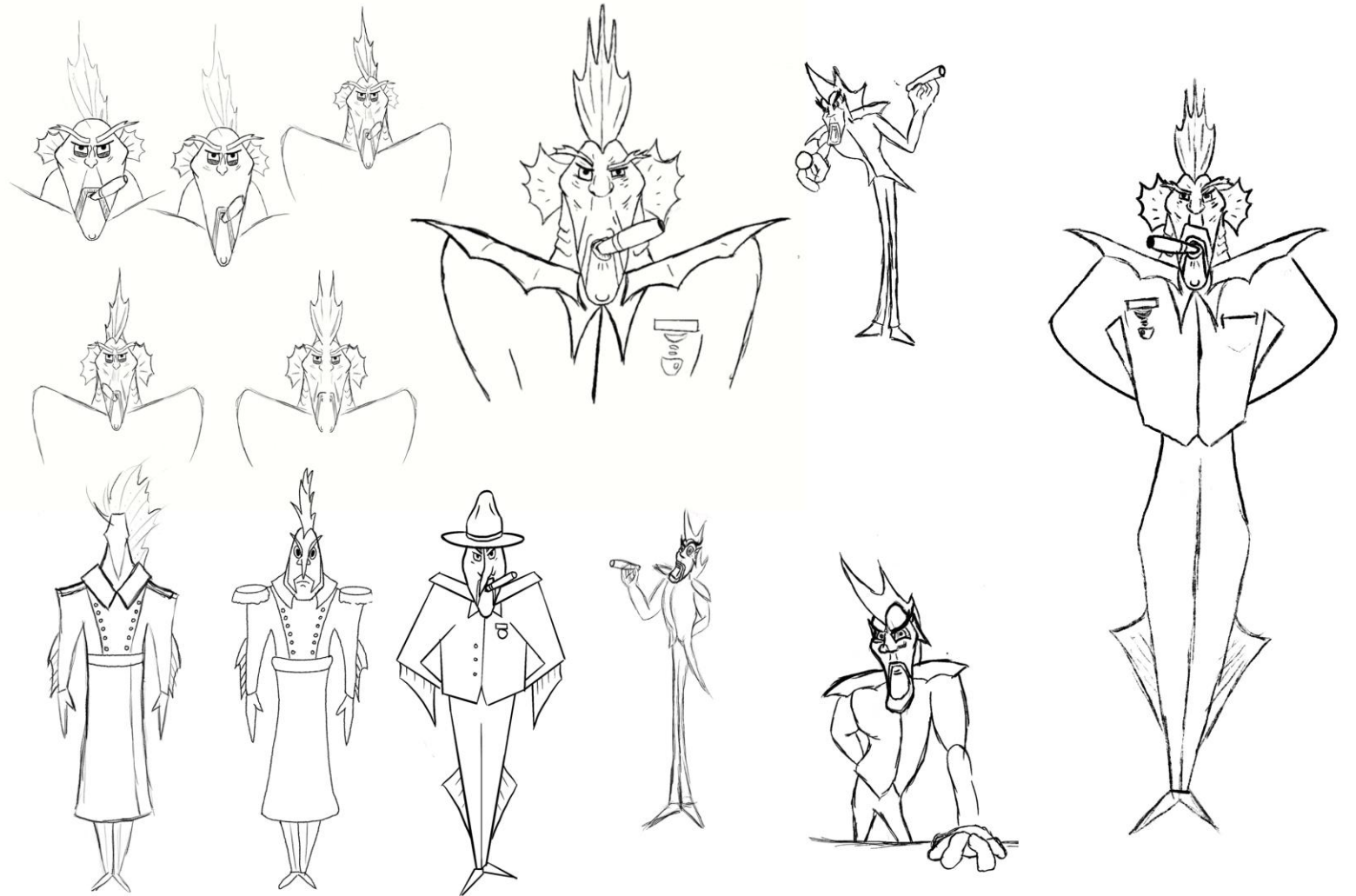
Rooster and Hen Sketches

I decided to design the rooster and the chicken because they are an interesting little duo in the show. I wanted to make them simple, knowing that they wouldn't exactly be main characters. While doing the rough sketches for the rooster I found I loosened up my drawing style when doing quick studies. The rooster has a nice gesture, showing how it can be slightly more crazy than the relaxed looking hen.



Barnabas' Rough Sketches

My process of drawing Barnabas was time consuming. I found it difficult to get the shape of his head right, so I ended up looking at a lot of Disney references. Then I found myself draw a Barnabas that looked too much like Hades from Hercules. I needed him to look more like a Sargent and not a villainous god.



I struggled when it came to Drawing Barnabas' head due to the large fin he has on top of his head as well as the shape of his face.

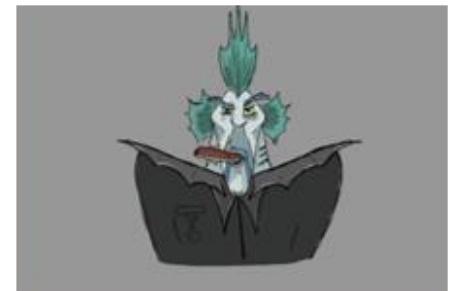


When it came to drawing out Barnabas' poses, I brought it back to his basic shapes. This allowed me to be able to draw more quickly with more character instead of a stiff sergeant pose.

Barnabas' Final Design

When it came to the final design of Barnaba I shied away from the green and purple colours because they resembled the joker a little too much. I wanted Barnabas to look mean and proper looking because of his army background. He did however turn into a wild crazy character which I tried to disclose in his crazy eyes.

I wanted to give him a mutant-sea creature colour for his skin because he is based on a sailfish, one of the fastest fish in the sea.



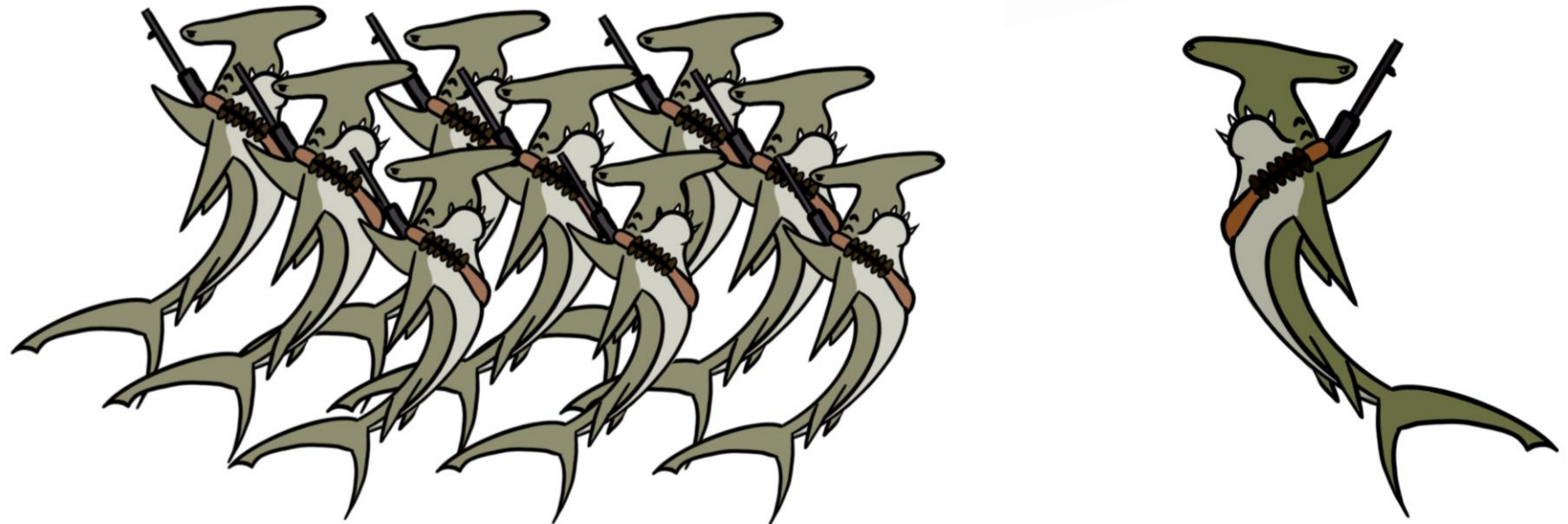
The Hammerheads Design

“What made you choose hammerheads for your soldiers of the Sea Bed?”

“I wanted a strong, menacing predator of the sea to represent me and my power.”

“You didn’t think about great whites?”

“NO ONE TOLD ME HOW STUPID HAMMERHEAD SHARKS ARE!”



Cora's Rough Sketches



When first designing Cora, I tried to give her a head of an octopus with the large, round mantle of the back of her head.



Cora's Final Design



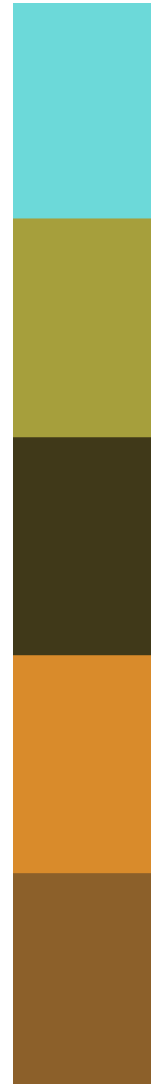
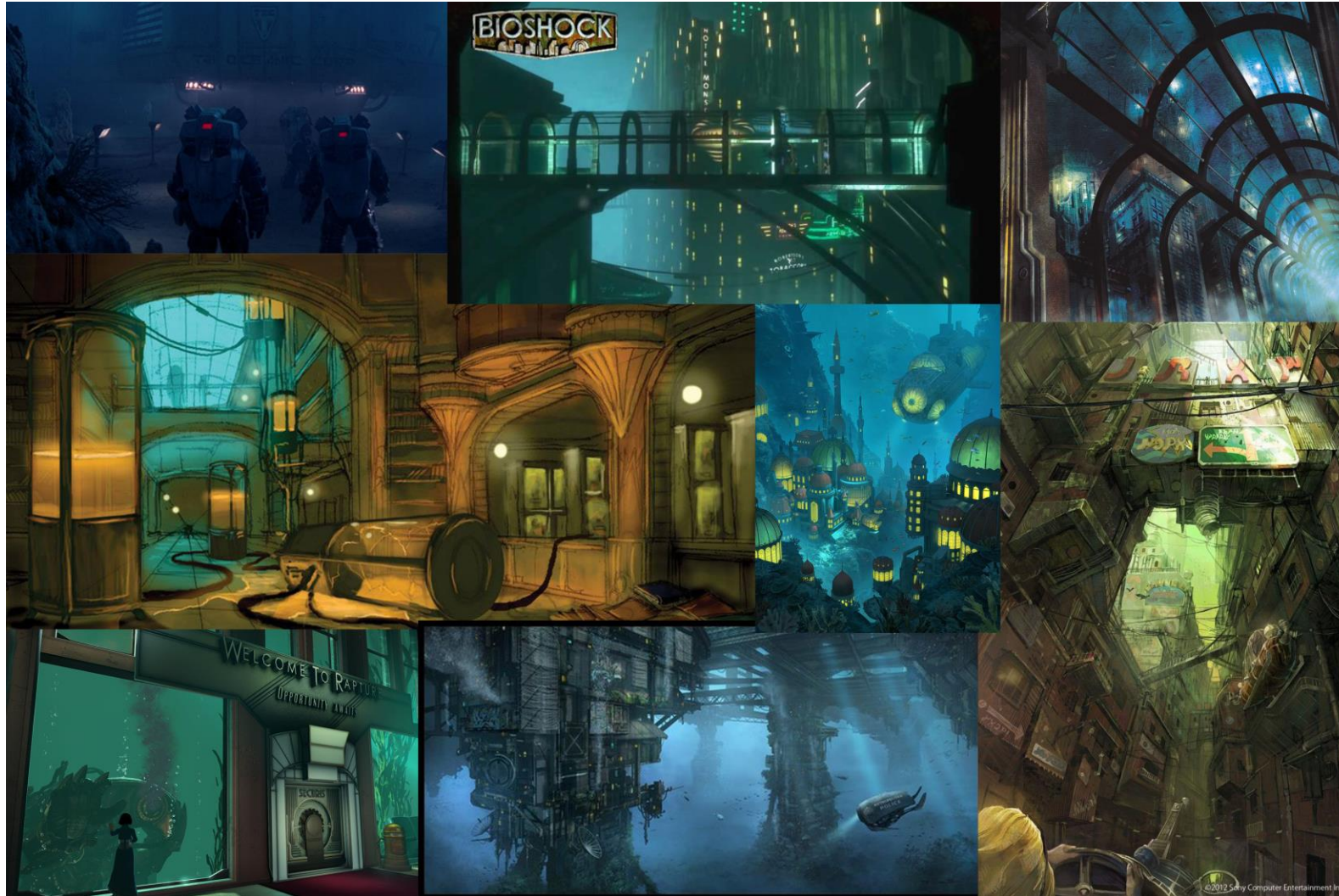
I wanted to see what Cora might look like with legs, and I found that she lost that mutant sea creature look, and the tentacles did not really work for me as her hair.

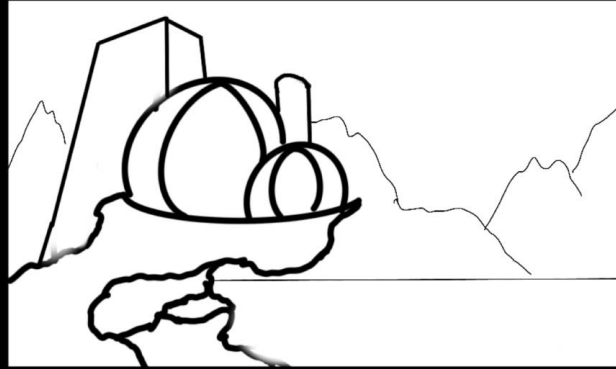
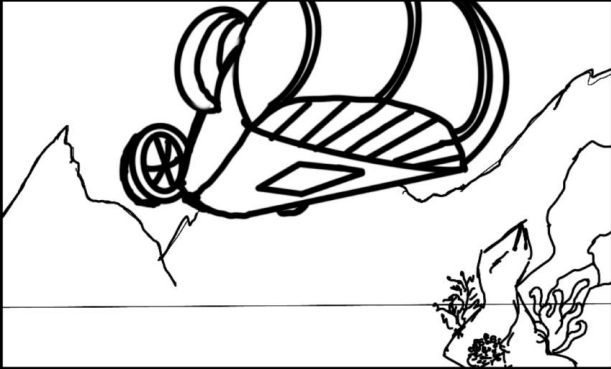


For the final design, I decided to give Cora hands instead of tentacles for fingers. She's able to hold her gun and might be a bit quicker in attack mode, especially with 8 legs. I also settled on a hair style which I think gives her that 'Don't mess with me' look.

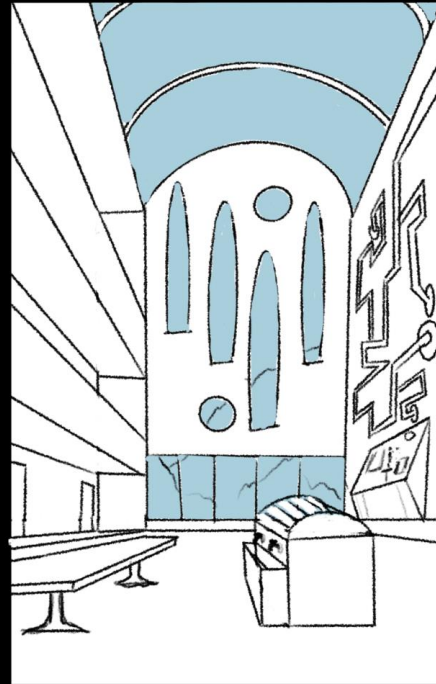
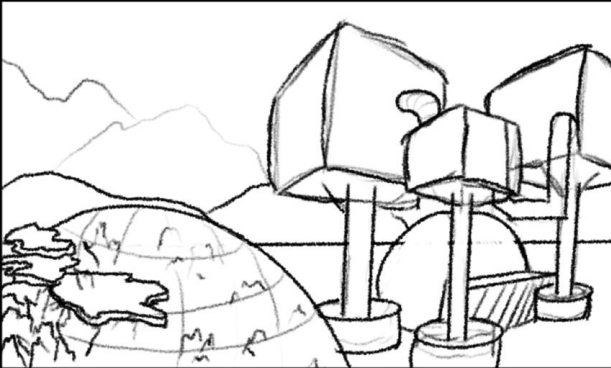


Environment Mood Board



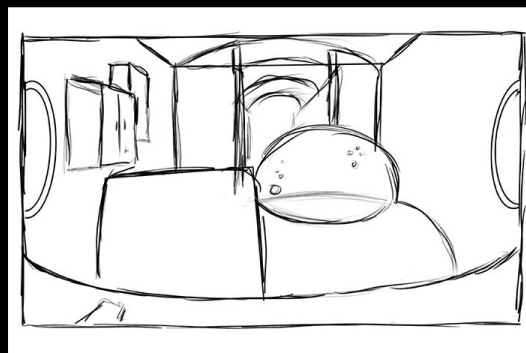
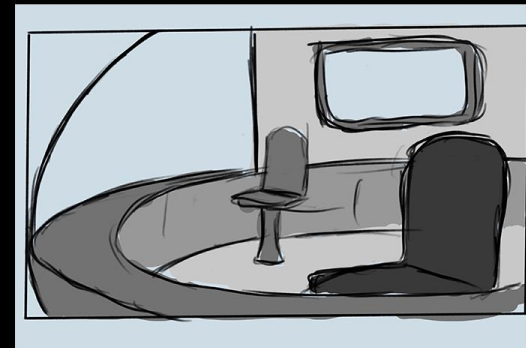
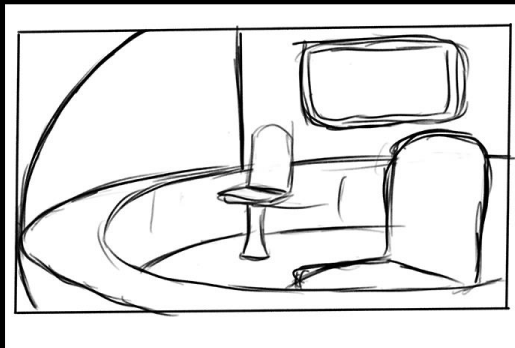
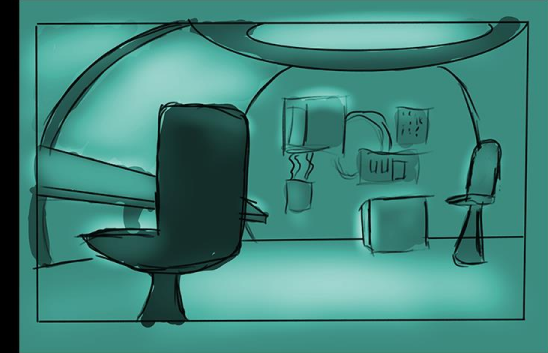
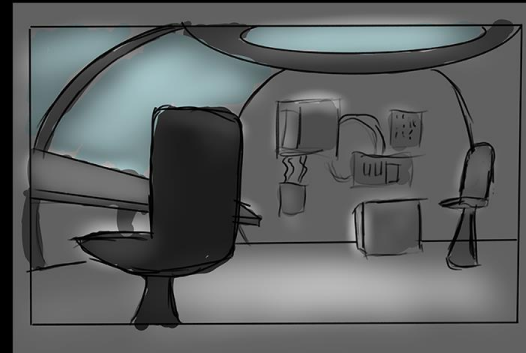
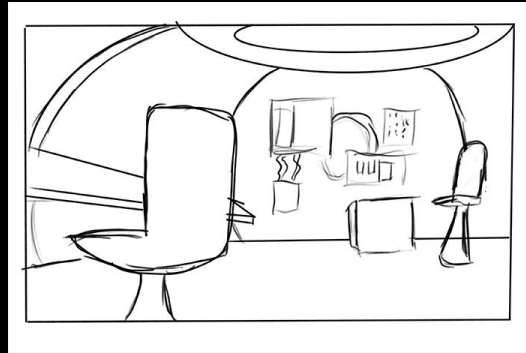


Background Thumbnails



Cora's Sea Ship Designs

I did some sketches of what I thought Cora's sea ship might look like on the inside for a shot where she is driving it. I wanted it to be big enough for an octa-lady to fit comfortably, and the possibility that Houston may sometimes ride along with her. When design Cora, I did have Han Solo in mind with the Millennium Falcon.

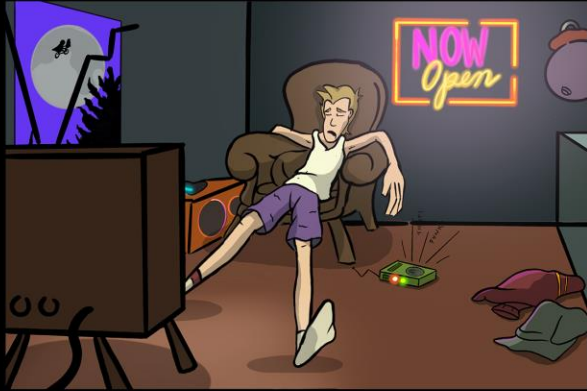
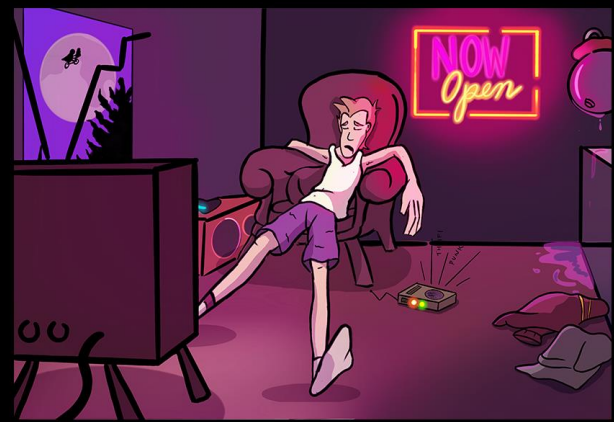




Houston's Shack Designs

Houston's shack was designed with the thought of a storage container in mind. The story behind the shack is that it had sunken with an individual's belongings in it from the surface many years ago and it somehow got preserved underwater.

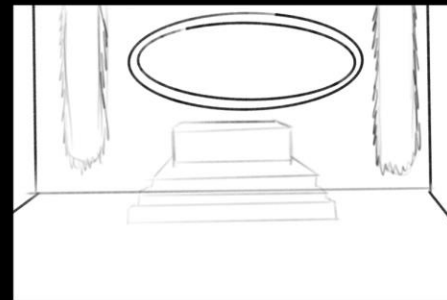
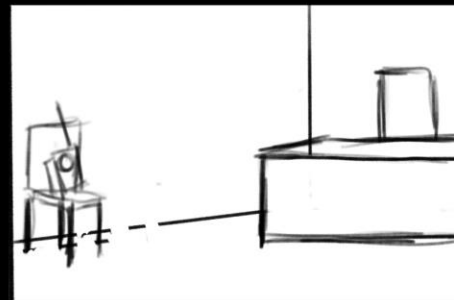
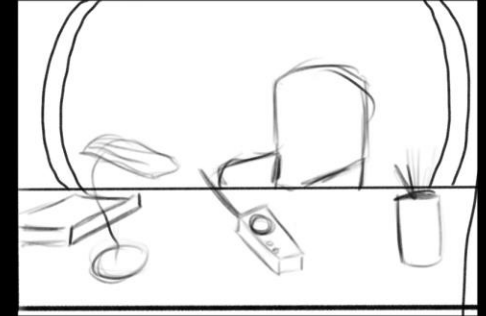
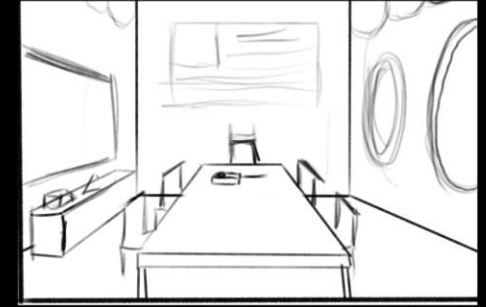
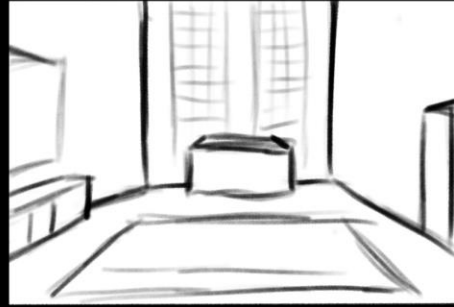
I designed it with a bit of pop culture in mind, a coca cola machine, some neon lights and a few movie posters. I also decided that being a teenager, what would be cooler than coming across a bunch of old video games and being able to play them in his very own shelter.

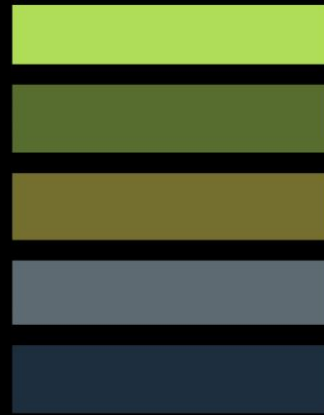
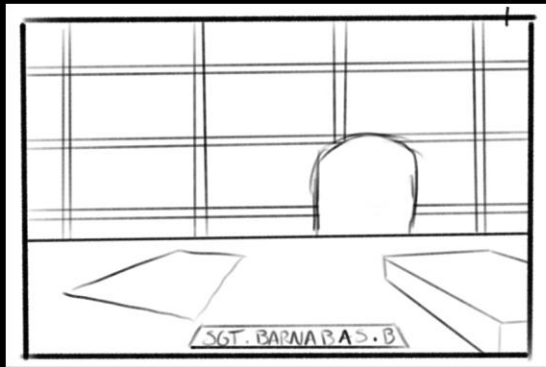


Houston's Shack Final Design

Barnabas' Office

For Barnabas' office, I wanted it to look very straight edged and military like. Barnabas is a very patriotic American and just wants the best for The Big Apple, which means keeping all the scum of the sea out of it. Being a mutant with such power I figured he needed a power space for himself.





Barnabas' Office Final Design

Sea Bed Backgrounds

