

Bakugan Battle Brawlers 3D Female Character Model

Character Development and Narrative:

The 2009 Bakugan Battle Brawlers video game was made by Activision and NOW Production and based on the original cartoon series by the same name. The game allowed fans of the series to create and customize their own Bakugan Battle Brawler with unique attributes. In the game the player receives their own Bakugan named Leonidas who they used to fight the forces of evil alongside the Battle Brawlers. But despite these customization options there was one critical option missing, the ability to play as a female character. Considering three of the six main characters in the series were female this was a disappointing point of the game. For my 3D character creation, I intend to make the missing female model the game never got.

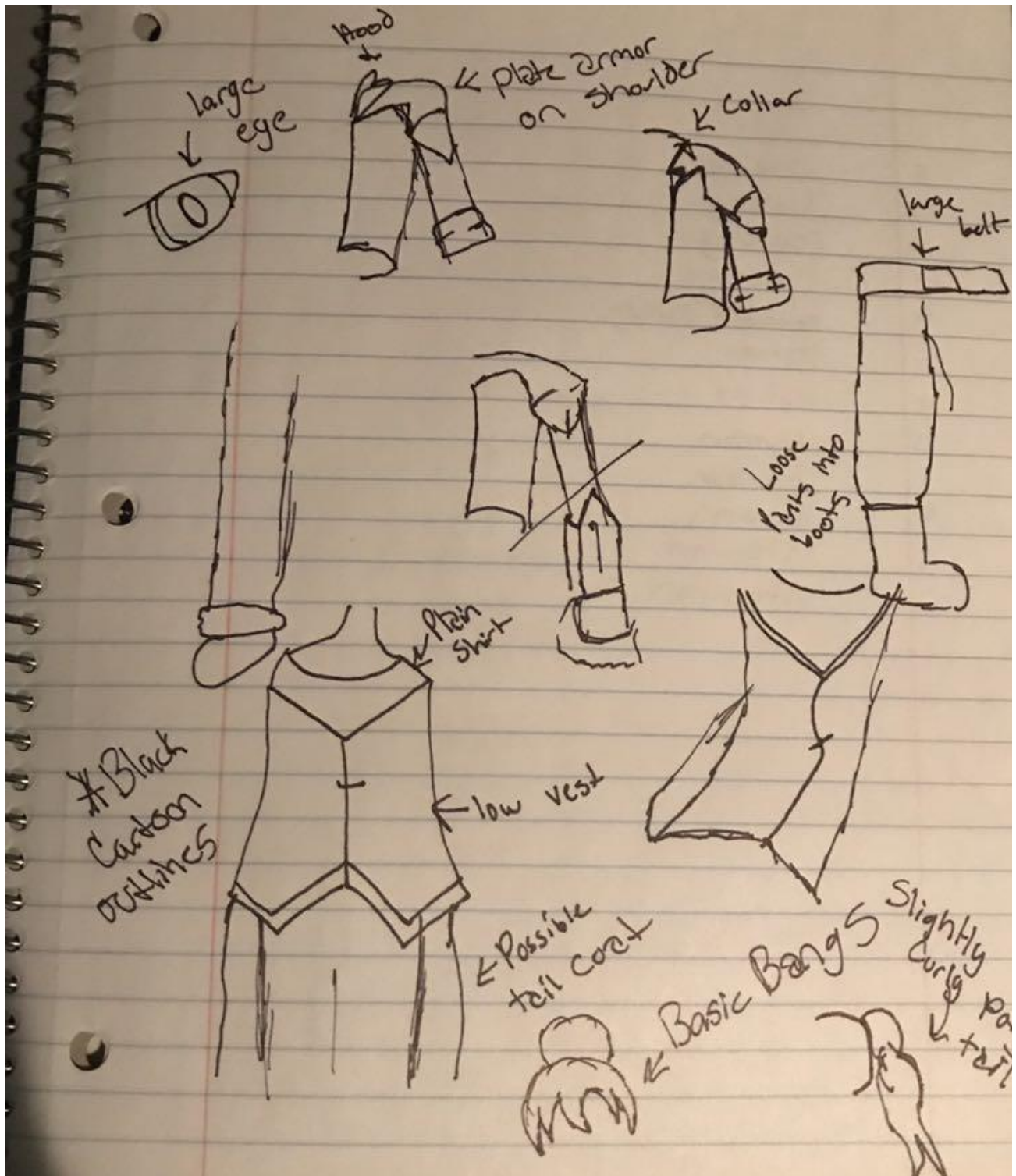
The character will be based on the anime and cartoon style of both the series and the game. With large eyes, wild hair style, black cartoon outline, and anime clothing style. As a starting point for the model I looked at the other 3D female models in the game. I also looked at the old customization options more the male characters. I chose an outfit that would also work on a female model and used that as a base for my character design. For the more specific narrative of the character I intend to have their animation be a throwing Bakugan animation. Throughout the series one of the unique aspects of each character is how they throw a Bakugan and Card at the start of a battle.

Concept images from Game:





Sketches for character design:



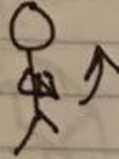
Story Board

①



Basic stand w/ card in hand

②



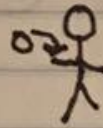
Bends arm back across body with card

③



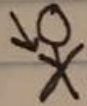
Throws the card

④



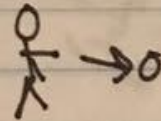
Catches Bakugan out of air

⑤



Pulls fist back in the air

⑥



Throws forward and releases Bakugan

⑦



Moves back into stance.

⑧



Pulls fist down in fist pump

Timeline:

Date 2/12: Modeling basic body model.

Date 2/19: Modeling body details and face.

Date 2/26: Modeling clothing and hair.

Date 3/4: Modeling Clean up, adding cartoon lines and refining details. *Modeling Due This Week.*

Date 3/11: Texturing with basic colors.

Date 3/18: SPRING BREAK: Catch up on anything falling behind.

Date 3/25: Animation and skeleton building. *Materials and Textures Due.*

Date 4/1: Animation finalization. *Animation Due.*

Date 4/8: Integration.

Date 4/15: Integration.

Date 4/22: Integration.

Date 4/29: Catch up on anything falling behind. Prep for Final Presentation.

Date 5/6: Last week to catch up. *Integration Due.*

Date 5/13: Final Presentation Due.

Documentation: All progress will be documented in my personal word document and posted on the class blog site.