

SAKUGA

Wang Haoran 402

Components

1- **O**BJECTIVES

2- **R**ESEARCH

3- **D**OCUMENTATION OF PROCESS

4- **F**INAL WORK

5- **R**EFLECTION

6- **R**EFERENCES

OBJECTIVES

FIRST, DEFINING SAKUGA:

Definition and Etymology:

From Japanese 作画 (**sakuga**)

In Japanese animation (anime), a sequence of noticeably higher quality frames, used to highlight a particularly important scene.

OBJECTIVES

THE POINT OF THE PROJECT IS:

THE **APPRECIATION OF SAKUGA** AS AN ARTFORM

THROUGH **CREATING SAKUGA FRAMES**

WITH **AN ORIGINAL CHARACTER DESIGN,**

USING **DIFFERENT MEDIUMS**

OBJECTIVES

The rationale:

Sakuga is an area and concept of animation that is still relatively new to the animation scene. This type of animation is painstakingly made and is crucial in Japanese animation. Therefore, I wanted to appreciate it as an artform in itself by trying my hand at creating sakuga frames myself.

Main Idea:

I want to design a original character to use in the creation of my sakuga frames. By trying my own hand at trying to create sakuga frames, I aim to present Sakuga frames as an artform that requires as much effort ,craft and skill as any other.

DESIGNING
A
CHARACTER

RESearch

RESEARCH: ARTIST REFERENCES



The Ip Man Series



Overwatch



Dragon
Ball
Super/Z

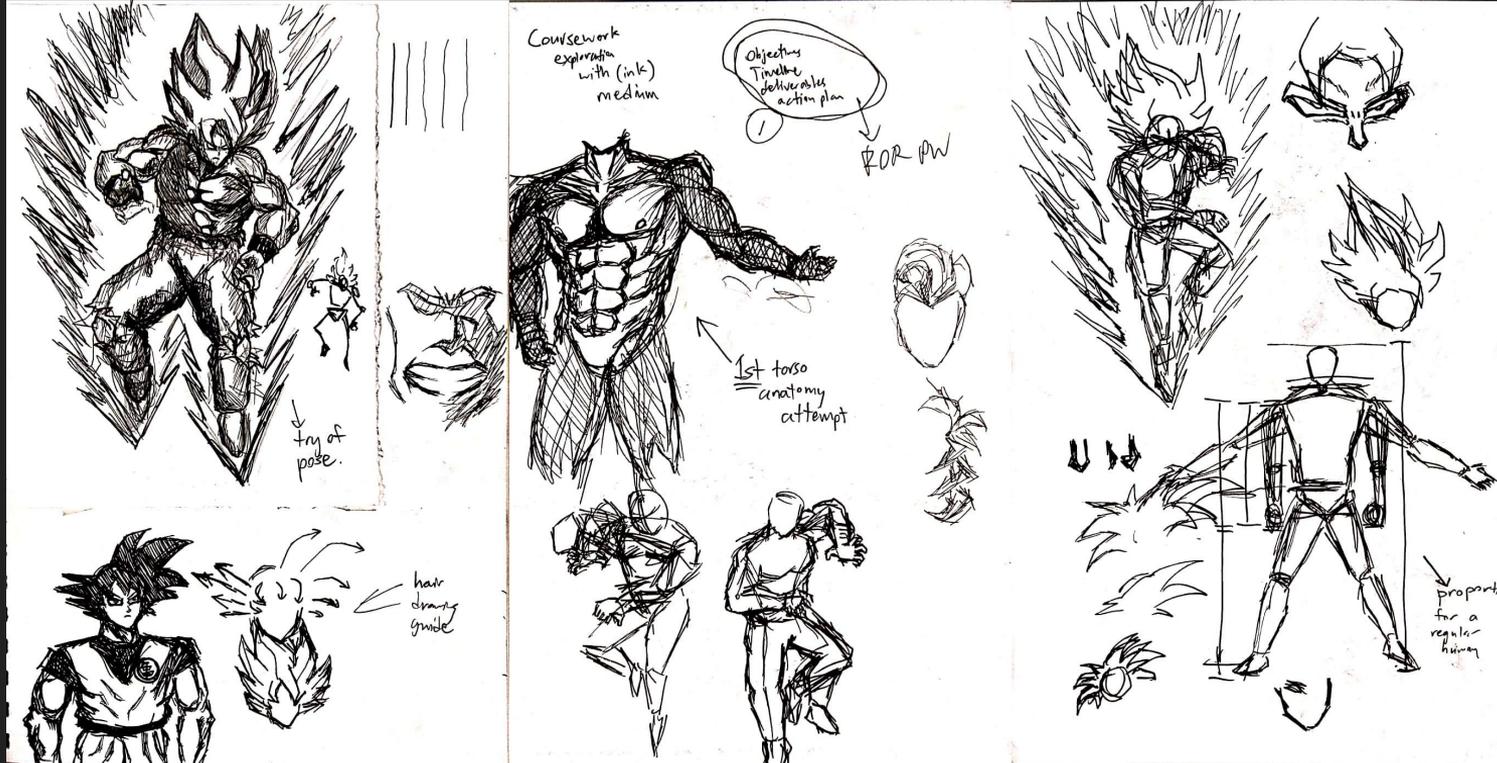


Red
Dead
Series



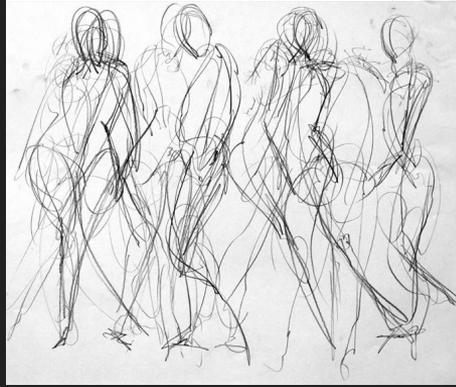
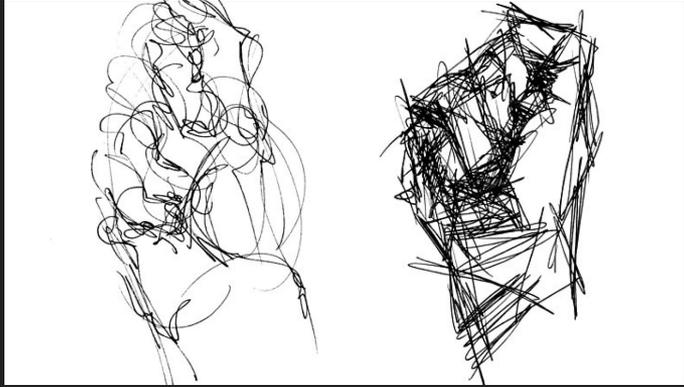
Hellsing's Alucard

DOCUMENTATION OF PROCESS



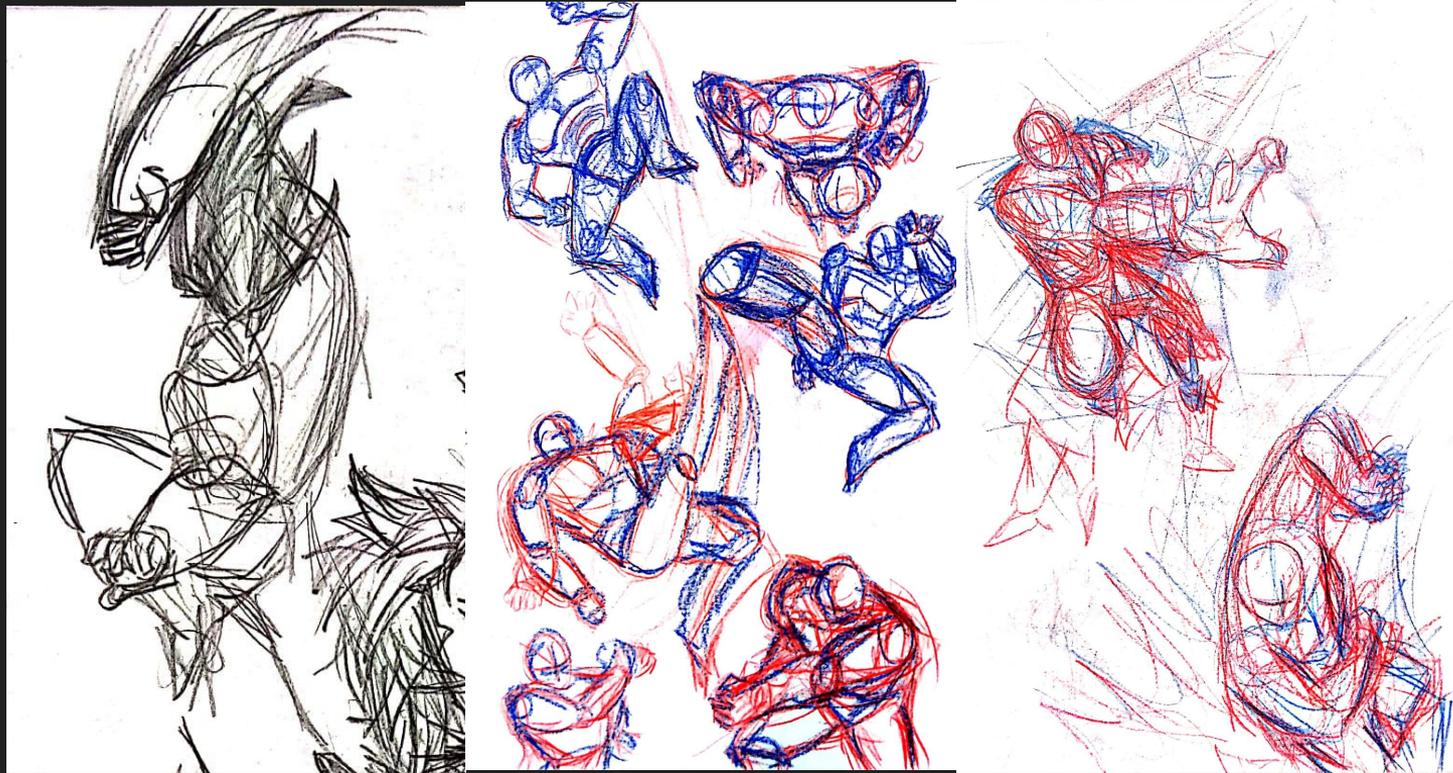
In some Initial sketches, I attempted to explore anatomy. My sketches ended up being way too structured and unnatural. There was no form or flow present in my works. The natural feeling that made a character's form come to life was absent in my sketches. A solution that I tried and ended up working was **Gestural Drawing**.

DOCUMENTATION OF PROCESS



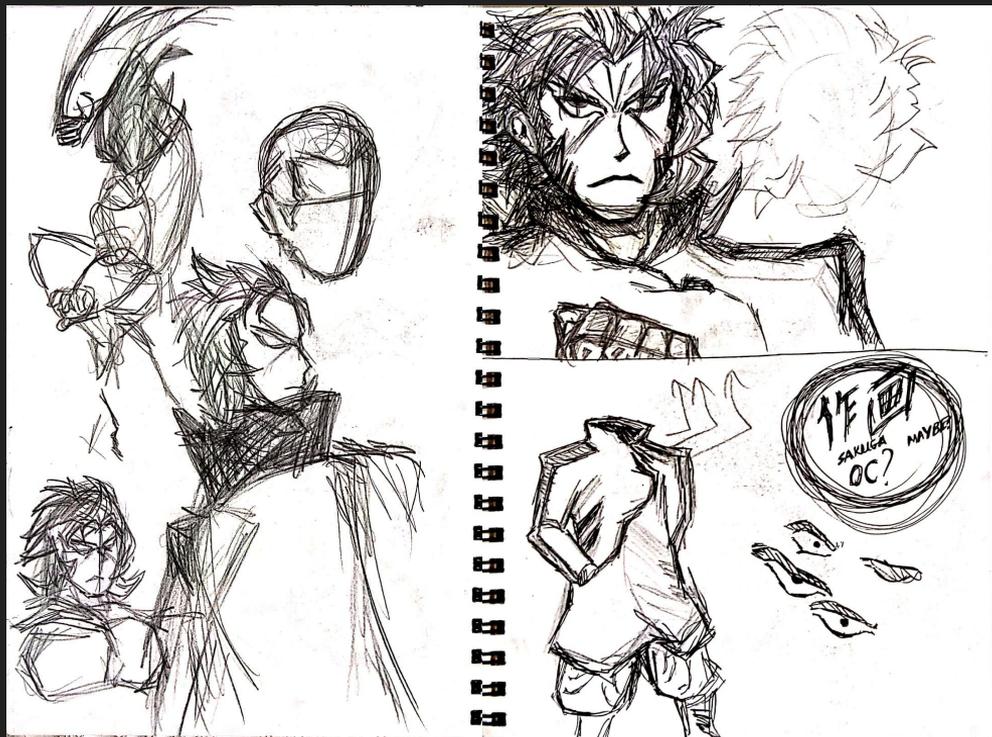
Gestural drawing is a loose form of sketching that attempts to capture your subject's basic form and express movement. It is a favorite style for drawing figures that are filled with emotion. Gesture drawing explores the form and movement of an object in space. More often gesture drawings will have just a sense of the overall form. Gesture drawing isn't an outline, nor is it an abstract drawing. It is not always look realistic, because it isn't trying to represent the figure in a photographic way. Instead, it suggests the essential feeling of the subject.

DOCUMENTATION OF PROCESS



On the far left includes the first instance of gestural drawings that I drew. On the right, I first did gestural drawing with a color pencil, then used a color pencil of a different color to give the figure a stronger outline and form. I explored poses and perspective using this style of drawing.

DOCUMENTATION OF PROCESS: DESIGN SKETCHES 1



The first character that was designed had a sci-fi, futuristic feel to him. He wore a trench coat and I envisioned him to be a martial artist space captain of some sort.

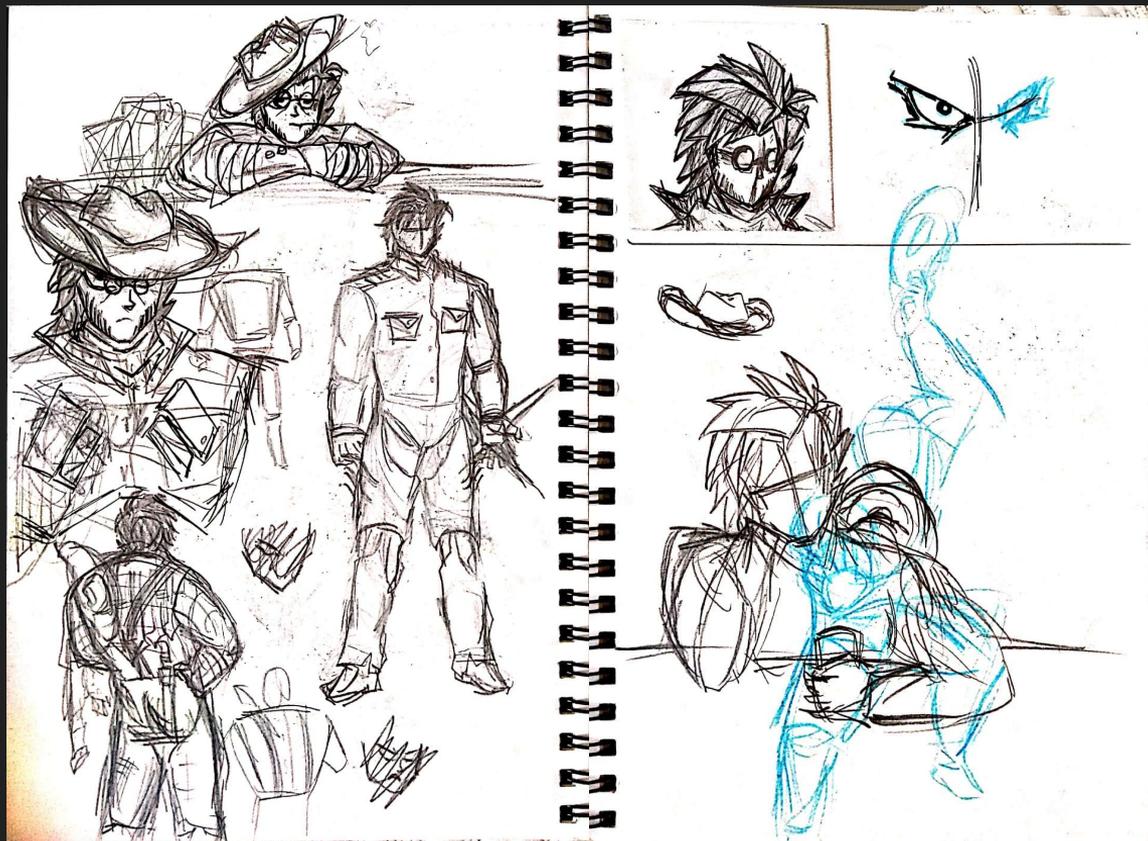
DOCUMENTATION OF PROCESS: DESIGN SKETCHES 1



On the left is a much more structured sketch of the character as i tried to map out his anatomy and create a reference board, and on the right is a sakuga pose I first drew using gestural drawing, then [somewhat] integrated his design into.

DOCUMENTATION OF PROCESS: DESIGN SKETCHES 2

This second design was inspired by the cowboys and outlaws of the old west. The outfit as well as general feeling I gave to the character while exploring this concept were more rugged than I did in the previous one. [Note: the round glasses were not originally part of the design. It was added at a later date when I wanted to see how they would look on the character, which would end up giving me the idea for my 3rd iteration of the design.]



DOCUMENTATION OF PROCESS: DESIGN SKETCHES 2



I did some more sketches of the character using ink and explored some expressions too. I also tried using colour pencil to colour an illustration.



The design of the character's hair was finalised at this point

DOCUMENTATION OF PROCESS: DESIGN SKETCHES 3



This design was very much inspired by demon/vampire hunters of old novels. A coat was given to this character so that he would look more ominous.



The very first ideation sketch of the character

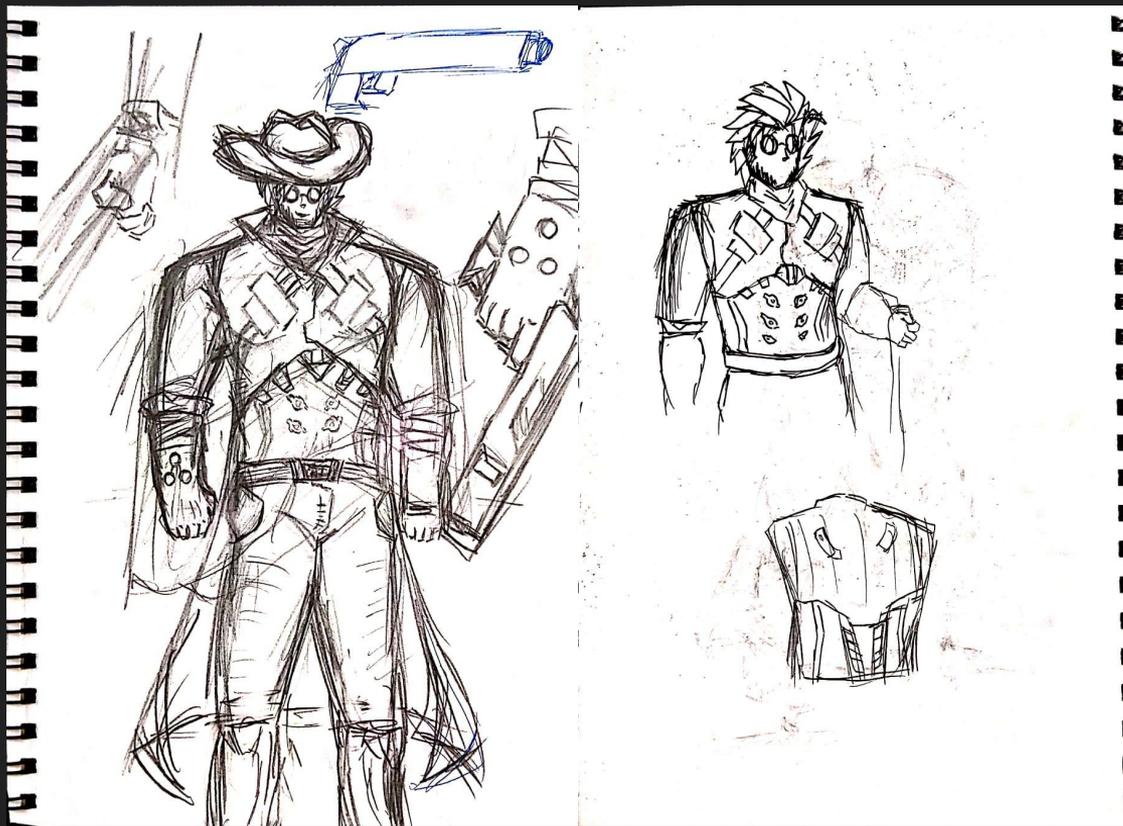
DOCUMENTATION OF PROCESS: DESIGN SKETCHES 3



The round glasses was heavily inspired from the anime **Hellsing**, where multiple characters wore such round glasses. I drew some more poses of this design before i started on the next.



DOCUMENTATION OF PROCESS: DESIGN SKETCHES 4



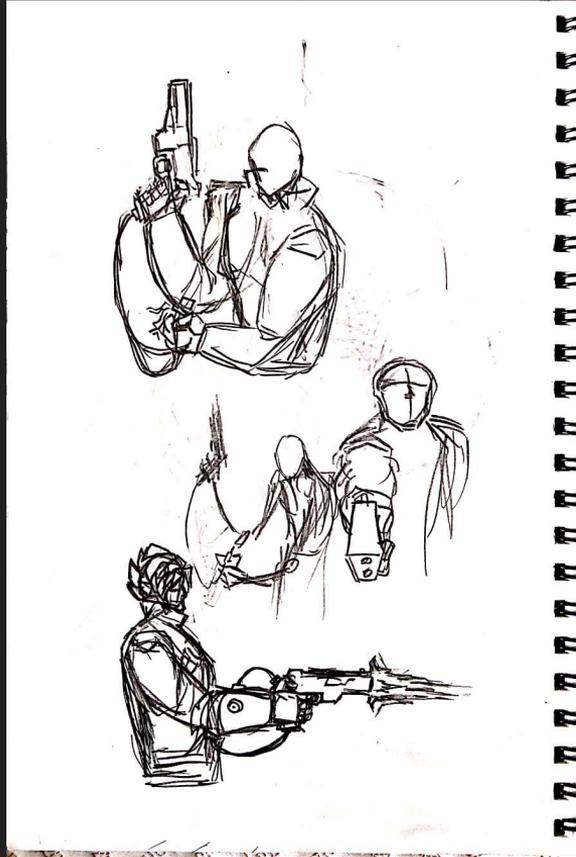
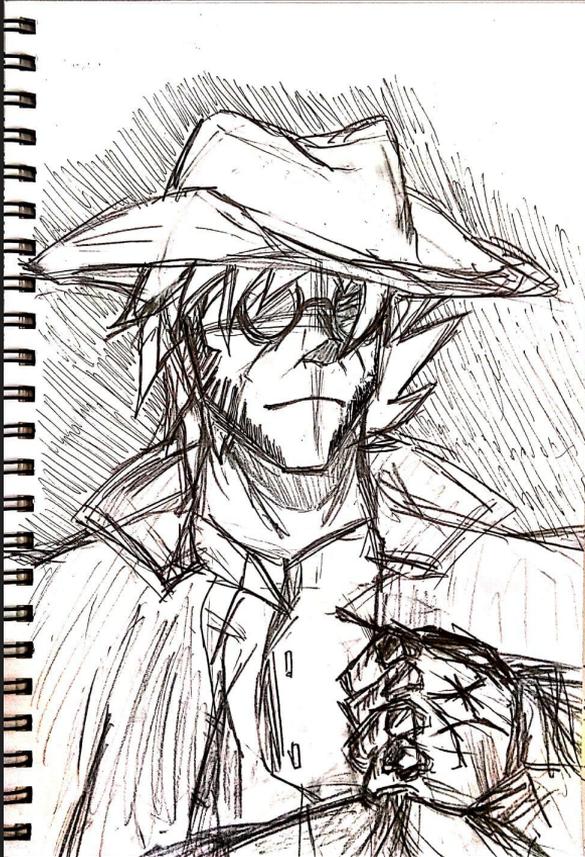
This is a character that is the incorporation of elements from all 3 previous character designs. This 4th design sports futuristic top clothing, has the style of an old west cowboy, and has round glasses coupled with the long coat.

DOCUMENTATION OF PROCESS: DESIGN SKETCHES 4



I made more sketches of the final design and also added a longer coat to further integrate elements of the 3rd design. On the right is a sketch of the design with its coat off.

DOCUMENTATION OF PROCESS: DESIGN SKETCHES 4



Some final sketches that I carried out to consolidate the design of the character. I drew a portrait of the character as well as sketched out the character wielding a weapon. **At this point, character design has concluded.**

DESIGNING

SAKUGA

FRAMES

RESearch

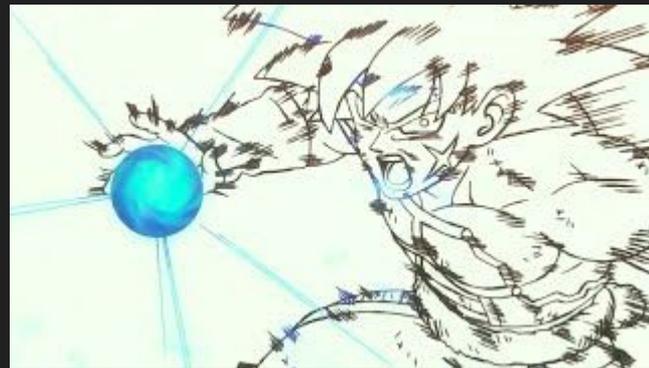
RESEARCH: ARTIST REFERENCES



Sakuga from FMA: Brotherhood



Sakuga of Dragon-Ball's Gogeta



Sakuga of Dragon Ball's Bardock

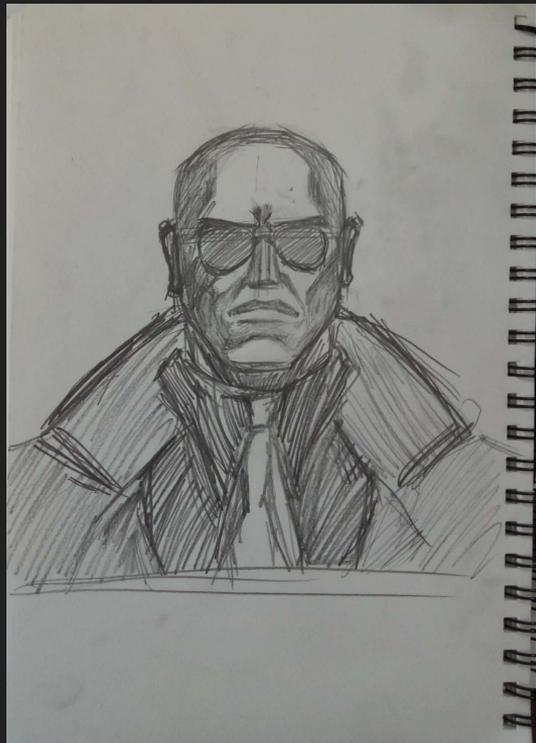


Sakuga from
Youjo Senki

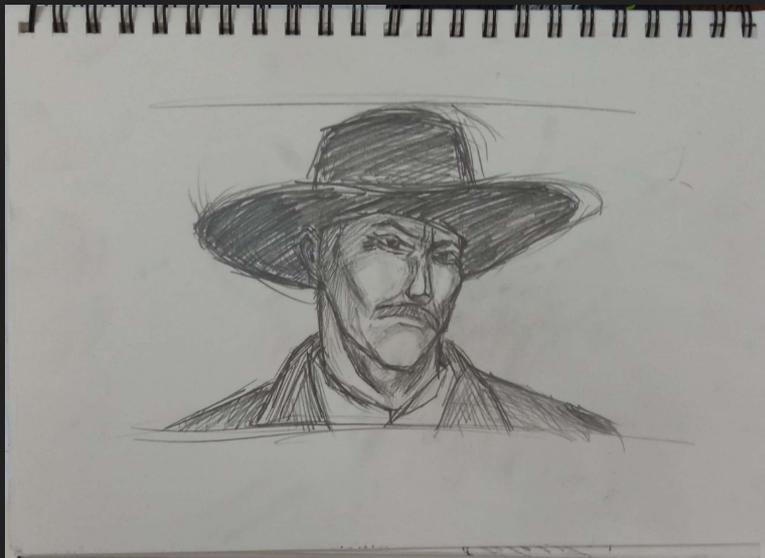
Sakuga from
Fate/Apocrypha



DOCUMENTATION OF PROCESS

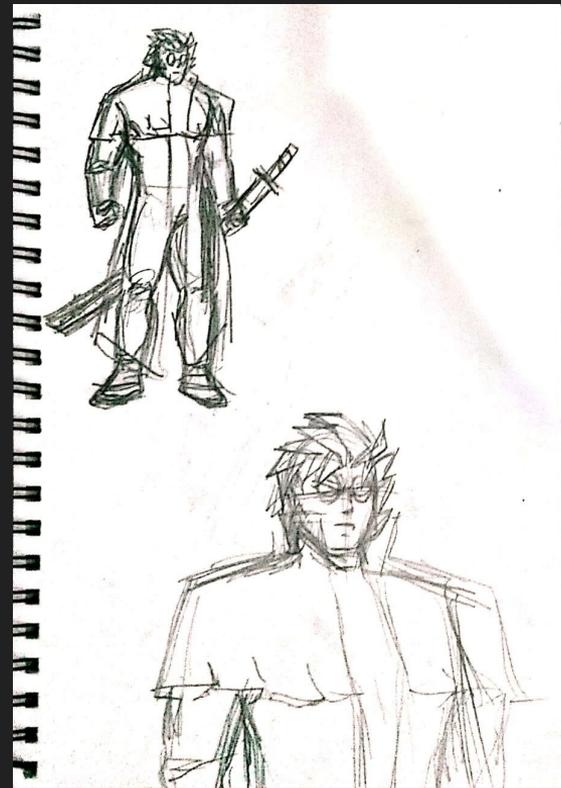


Sketches of Angel Eyes from The Good, the Bad, and the Ugly and Morpheus from the matrix



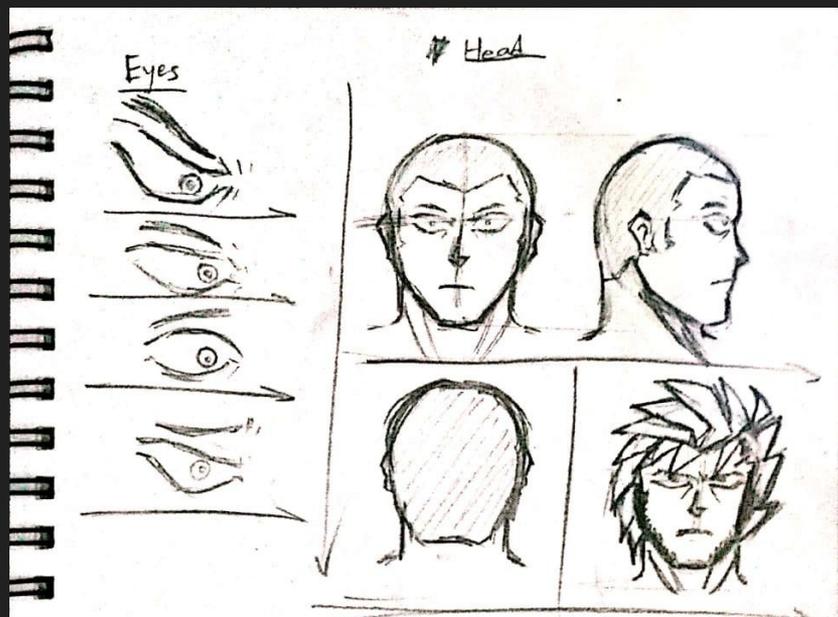
The first thing that I did after finishing character designs was to consolidate my skill of drawing face lightings, since it was an integral part of Sakuga

DOCUMENTATION OF PROCESS



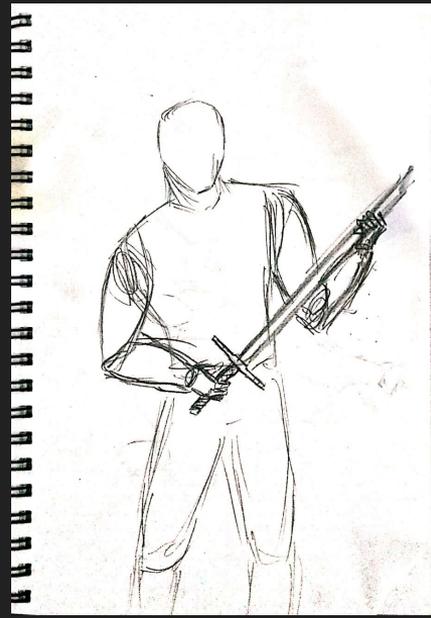
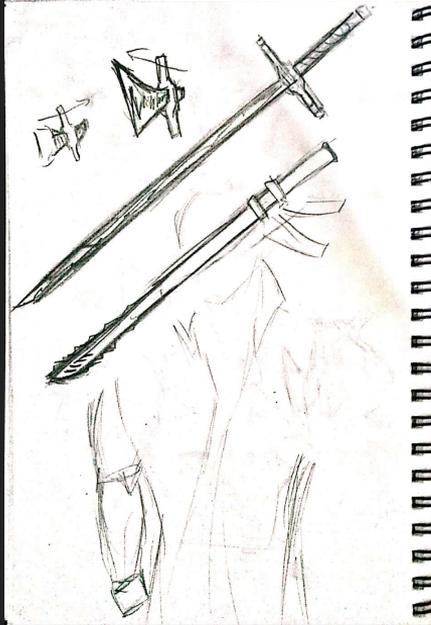
I began to experiment a little with body postures of the character and observed how the character looked when drawn with other props.

DOCUMENTATION OF PROCESS



I experimented with poses using the character, and also drew up a guide to assist me in drawing out the face of the character when the time came to create the frames.

DOCUMENTATION OF PROCESS



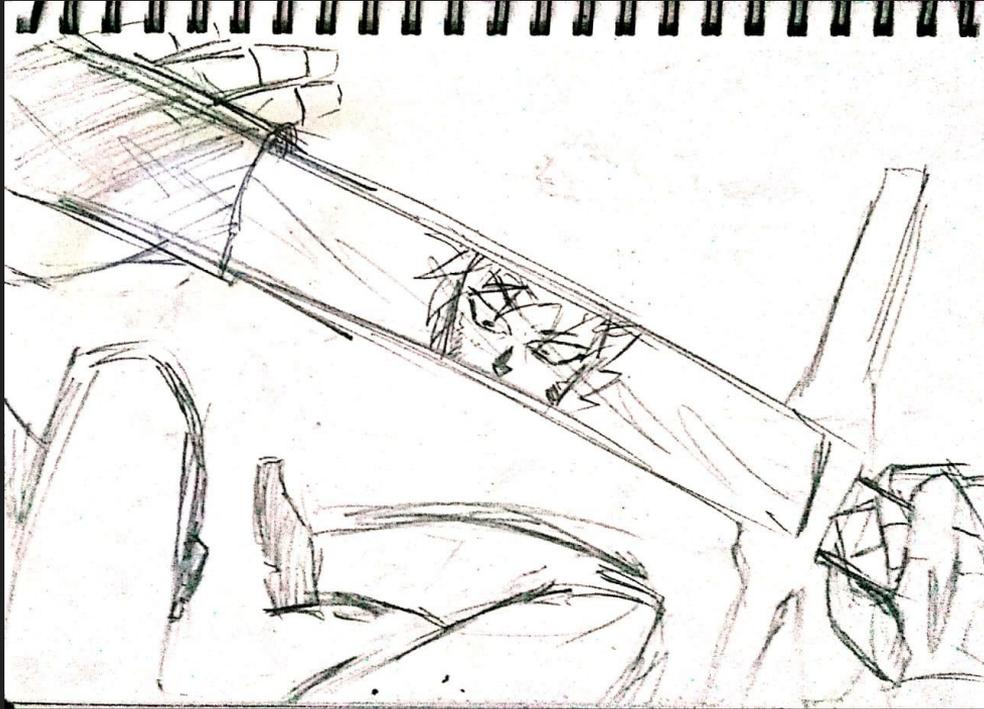
I created a sword design to further see how the character design that I created would interact with the added sword and if giving the character a sword to work with can enhance the feeling of my Sakuga.

DOCUMENTATION OF PROCESS



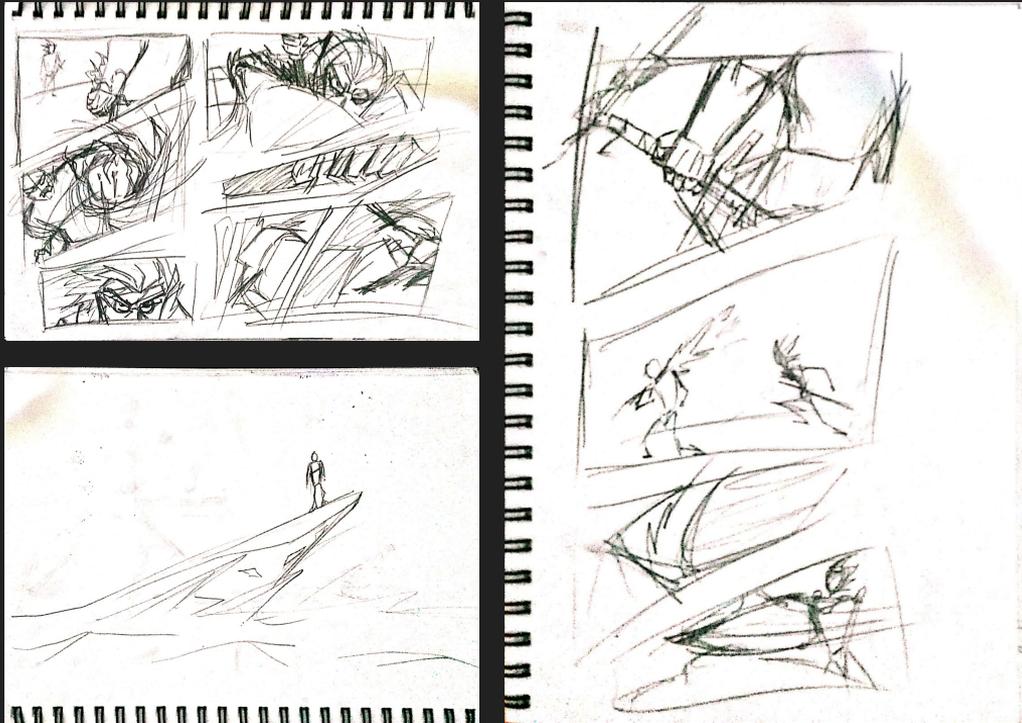
I drew more detailed versions of the character wielding a sword because I thought that the concept was promising. A much more curved sword was used in these drawings to see if different shapes had different effects on the look of the character.

DOCUMENTATION OF PROCESS



A drawing of the character's POV looking into his reflection in the blade of the sword. I considered making it into a Sakuga frame but decided against it due to the angle being too straight and the drawing itself feeling too static.

DOCUMENTATION OF PROCESS



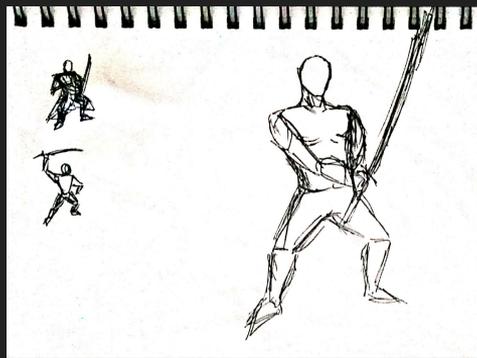
A comic that was drawn for the sole purpose of assisting me with the ideation of the Sakuga frames. I believed that the rapid motions that existed in comics would give me an idea on the pose or the angle that the frame would take.

DOCUMENTATION OF PROCESS

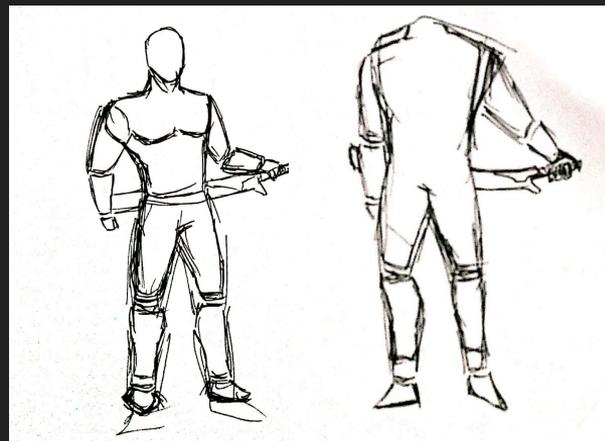
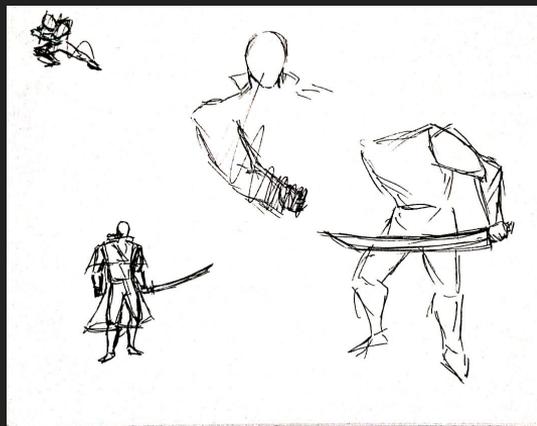
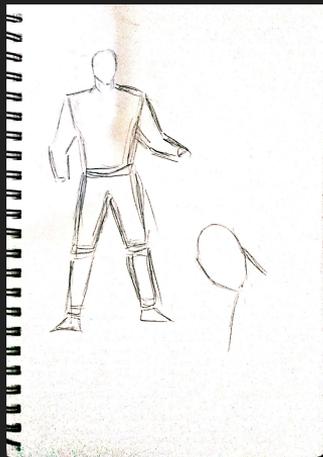


Angles with the character looking away from the camera that I experimented with, which also were considered to be frames for the end product. They were rejected as I deemed showing the faces of the characters to be important.

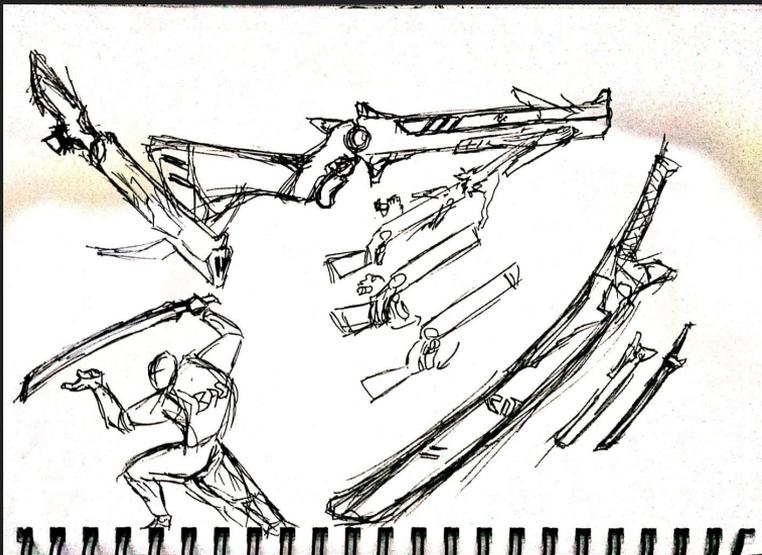
DOCUMENTATION OF PROCESS



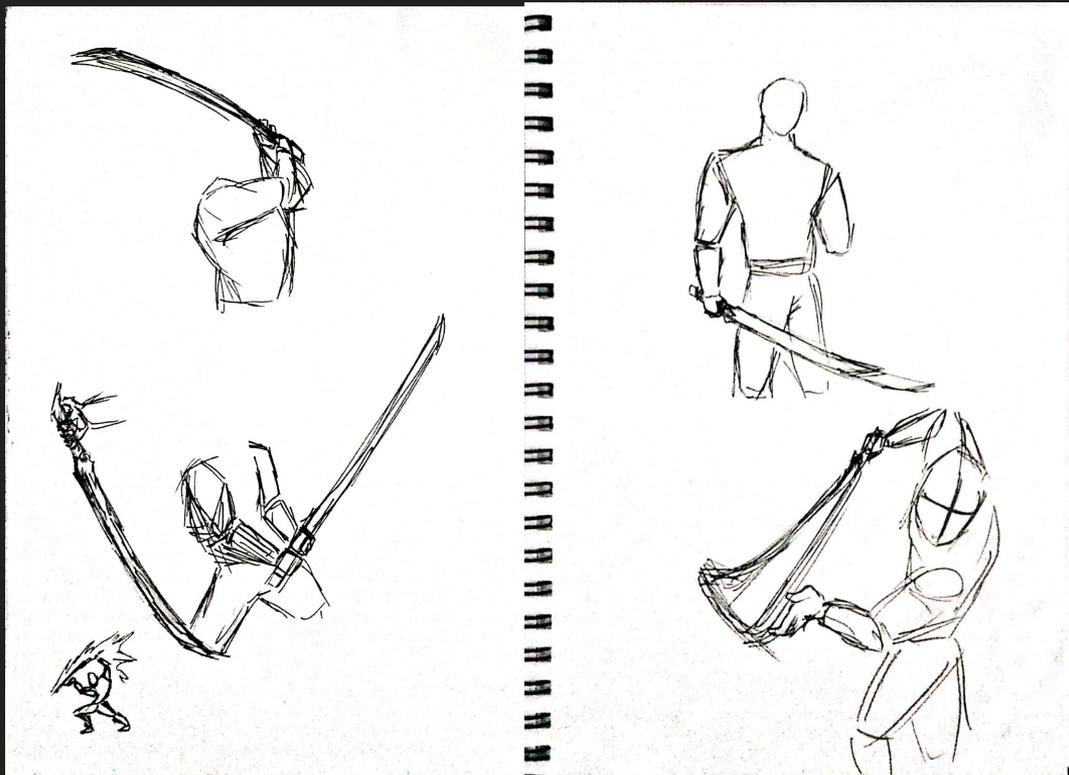
I tried out even more poses for the character, with a sword, as I had decided that it would stay in the final artwork.



DOCUMENTATION OF PROCESS

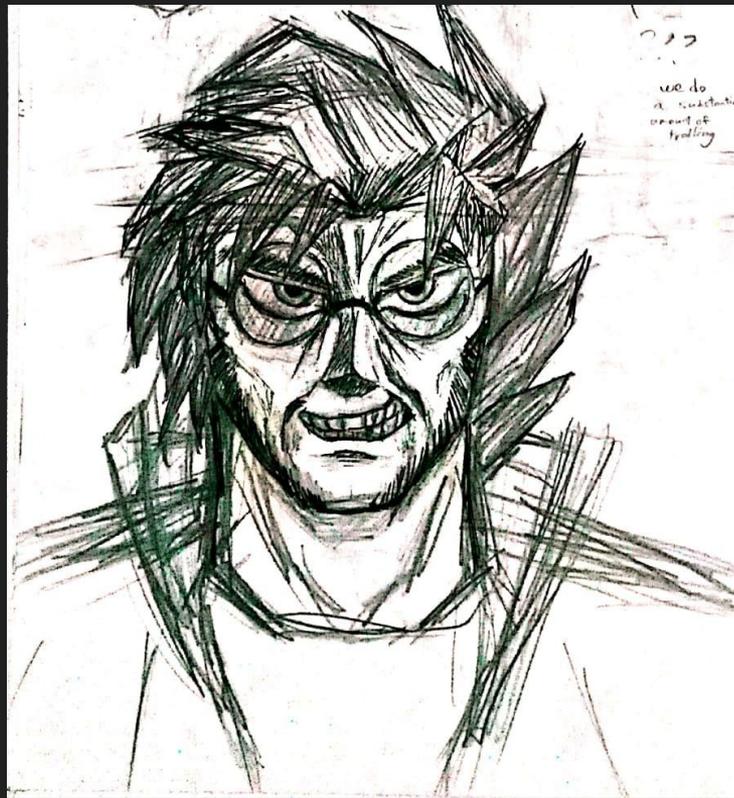


I began to consider what the sword would really look like and how I wanted the character to look wielding it.

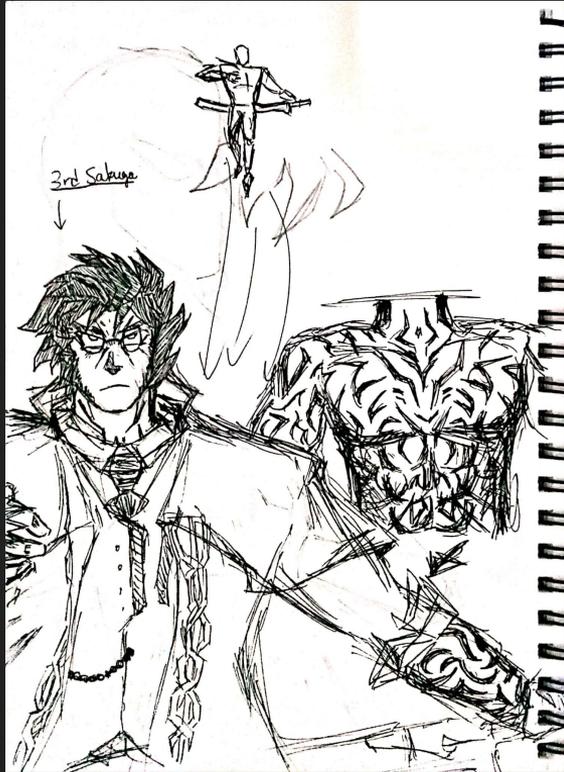


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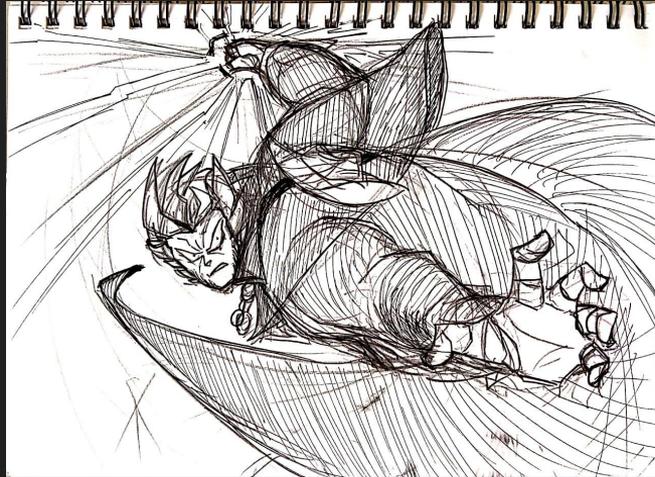
At this point, I began drawing different expressions on the character from up close



DOCUMENTATION OF PROCESS



I considered how the character's face would look in the Sakuga frame, and how it would look different from an angle compared to straight from the front, and sketched out both faces from the front and from the side.

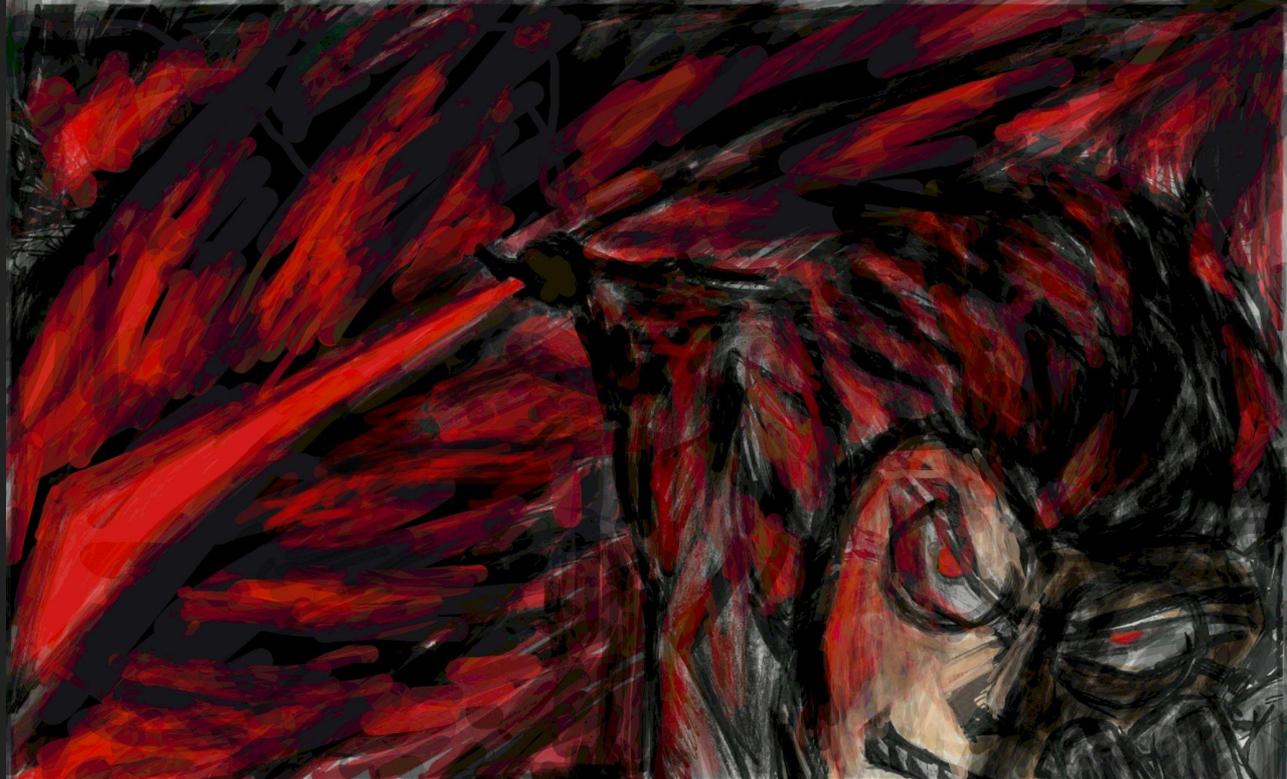


FINAL
PRODUCT

2 FRAMES

Frame 1

I drew the preliminary drawing below on drawing paper using pens and copic marker to provide a base.



The sakuga was completed using Krita, a digital art creation platform.

Frame 2

The preliminary frame below was also drawn using pen and copic on paper.



The same platform, Krita, was used in the creation of this frame.

Reflection

Haoran:

I have understood from embarking on this solo art project how to properly manage a large amount of work on my own, as well as gaining experience in using both pen and paper as well as digital art to create an art piece.

I have learnt many skills on digital painting from this project, as well as how to be adaptable. I have grown in a way I never would have if i did not do this project work solo.

References

Frame from an (Ip Man) film, retrieved from [It's time to watch all the Ip Man movies - The Verge](#)

Lawman coat from (Red Dead Redemption 2), retrieved from [Lawman outfit + actual lawman : reddeadfashion \(reddit.com\)](#) and [Another Lawman outfit because you guys seem to enjoy it. Made some pics of a lawman and recreated his outfit. : reddeadfashion \(reddit.com\)](#)

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Alucard from (Hellsing: Ultimate), retrieved from [Hellsing: 10 Hidden Details About The Main Characters | CBR](#)

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