



Concept Art, Character Design and Props/Environment Design

Original artworks and designs created exclusively for LION DANCE
by the film's directors, Zheng Kang and Tim Pattinson

1. Concept Art



Festival lighting, golden hour and blue night (2D paintings)



Ayumi and Jian meeting, golden hour (2D painting)



Ayumi and Jian meeting, blue night (2D painting)



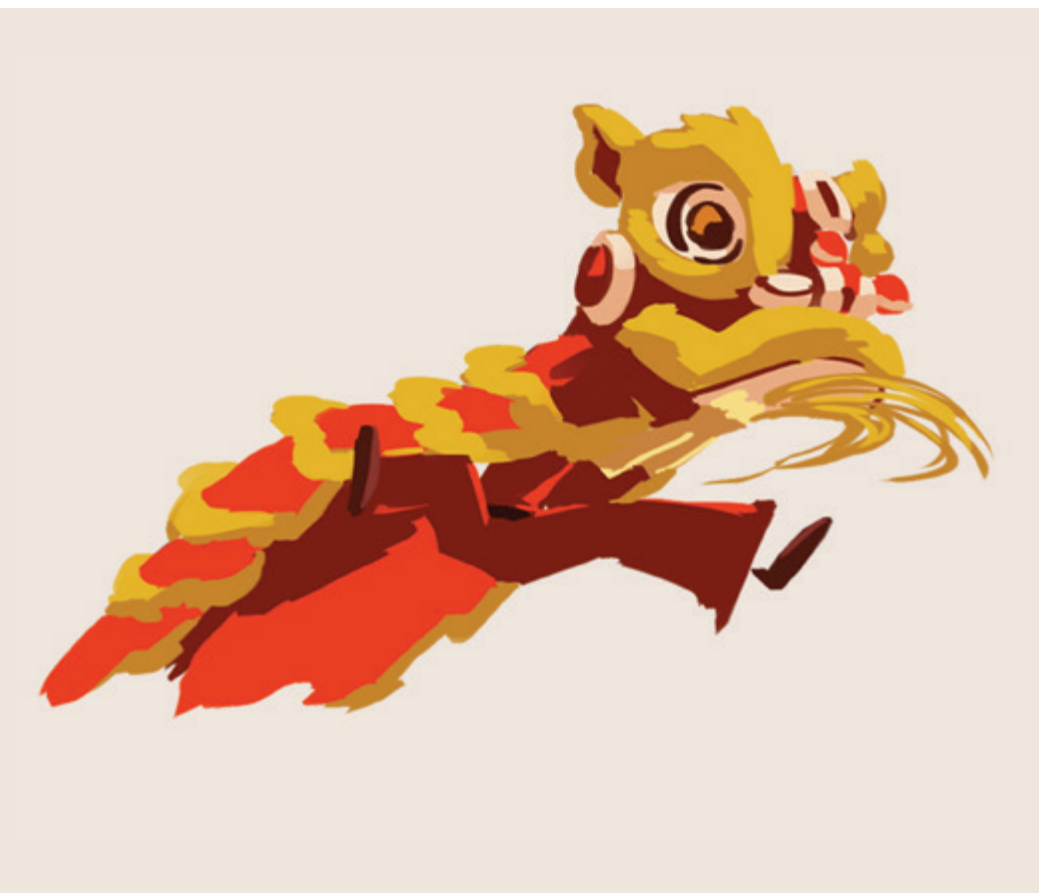
Ayumi and Jian in crowd situation (2D painting)



Lions performing in situation (2D painting)



Lion studies (2D paintings)



Lion studies (2D paintings)



Lion studies (2D paintings)



Lion studies (2D paintings)

2. Character Design

步

Ayumi

(Progression)

Ayumi is a Japanese tourist, visiting China, who falls for Jian. Ayumi is naturally unafraid and curious. She is determined to find Jian in the parade.



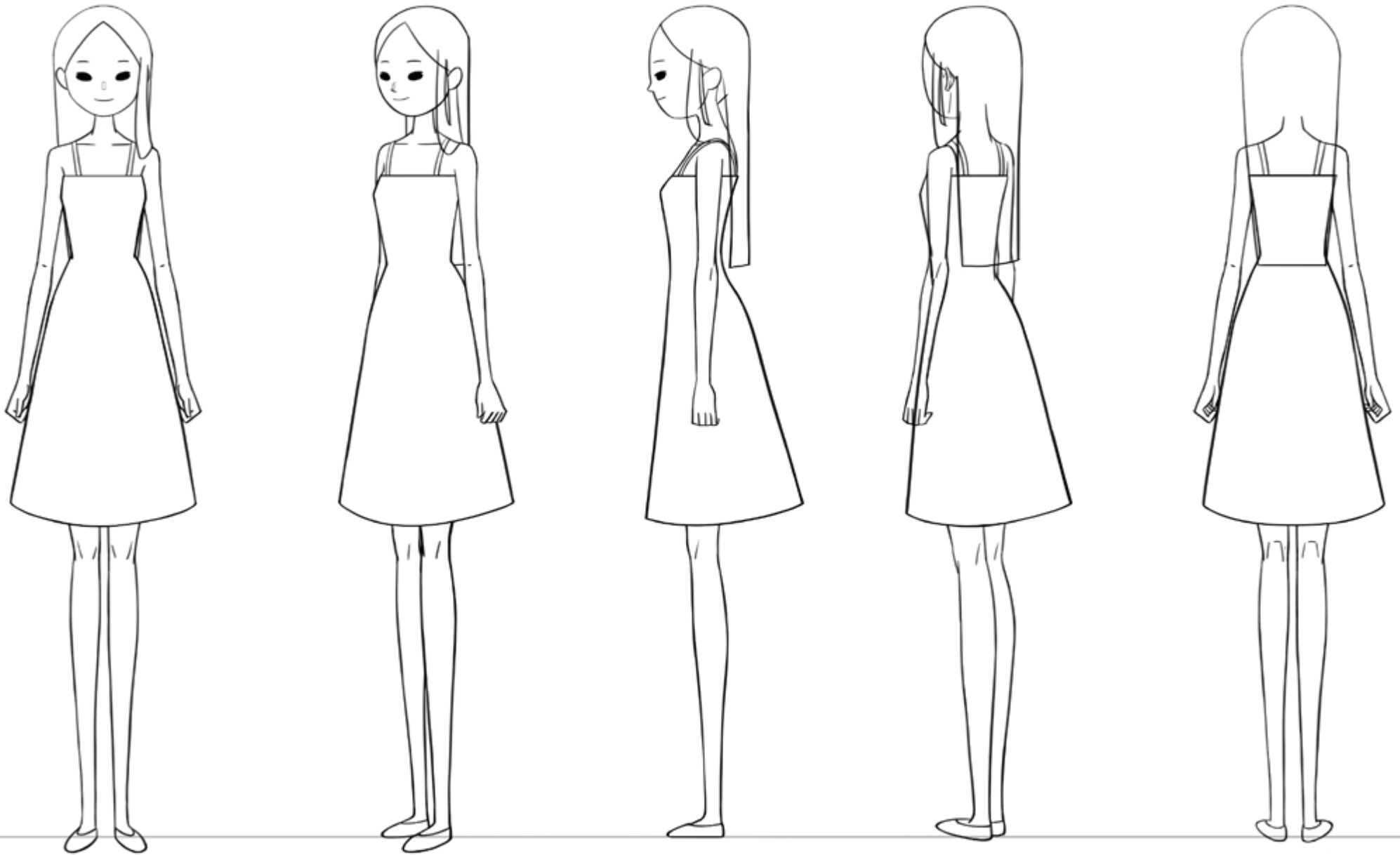
健

Jian

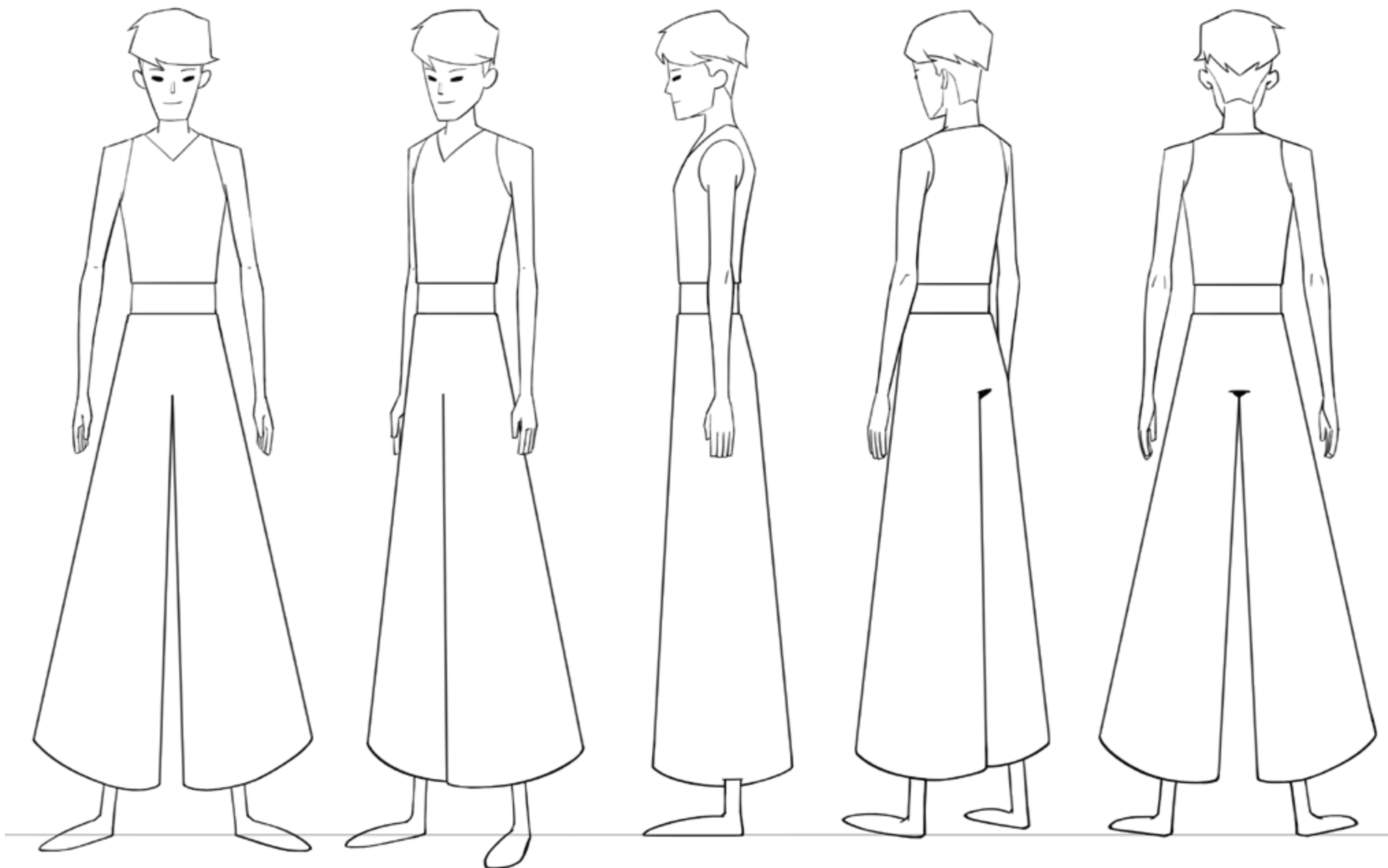
(Wellbeing)

Jian is a Chinese dancer, happy and busy with life, who falls for Ayumi. He's never made time to think about romance, and he is blown away by Ayumi. He must find her!

Final design of the film's 2 stars, Ayumi and Jian (2D painting)



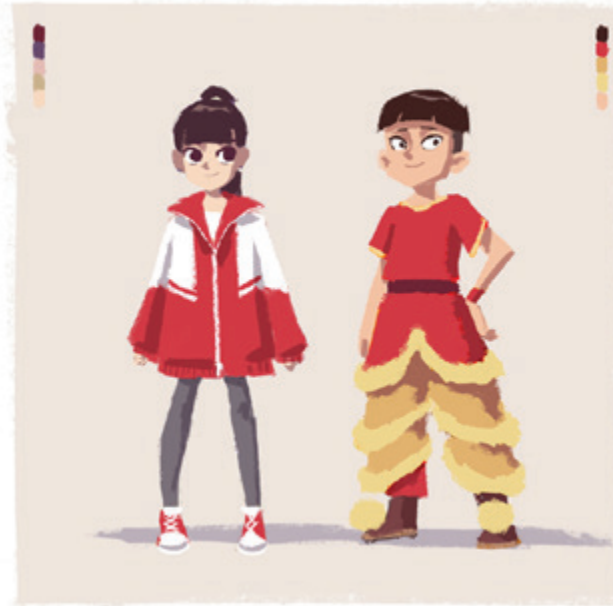
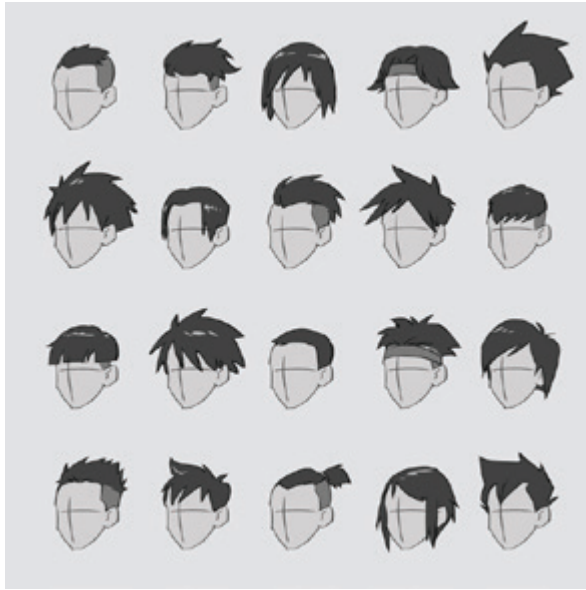
Ayumi turnaround (digital lineart)



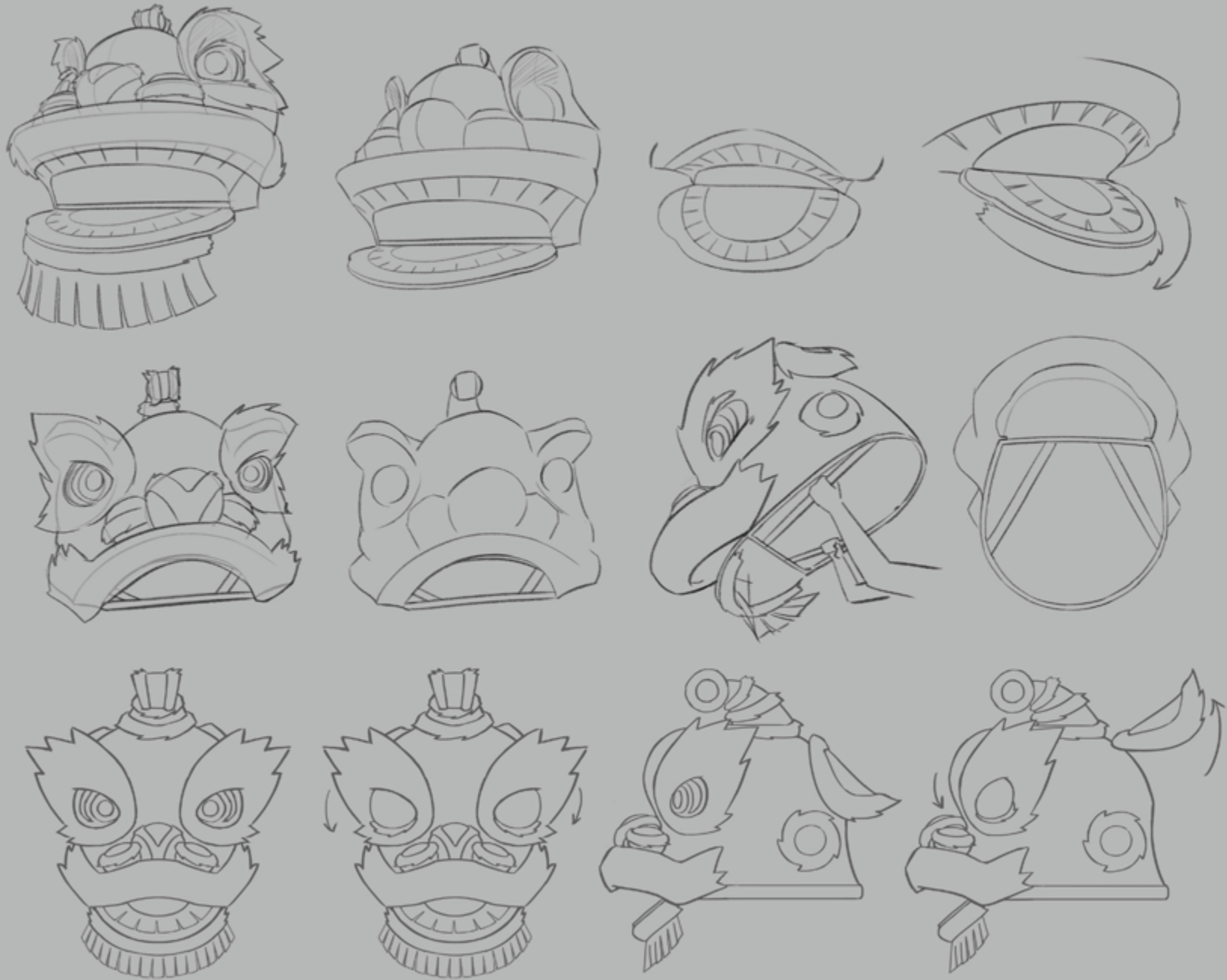
Jian turnaround (digital lineart)



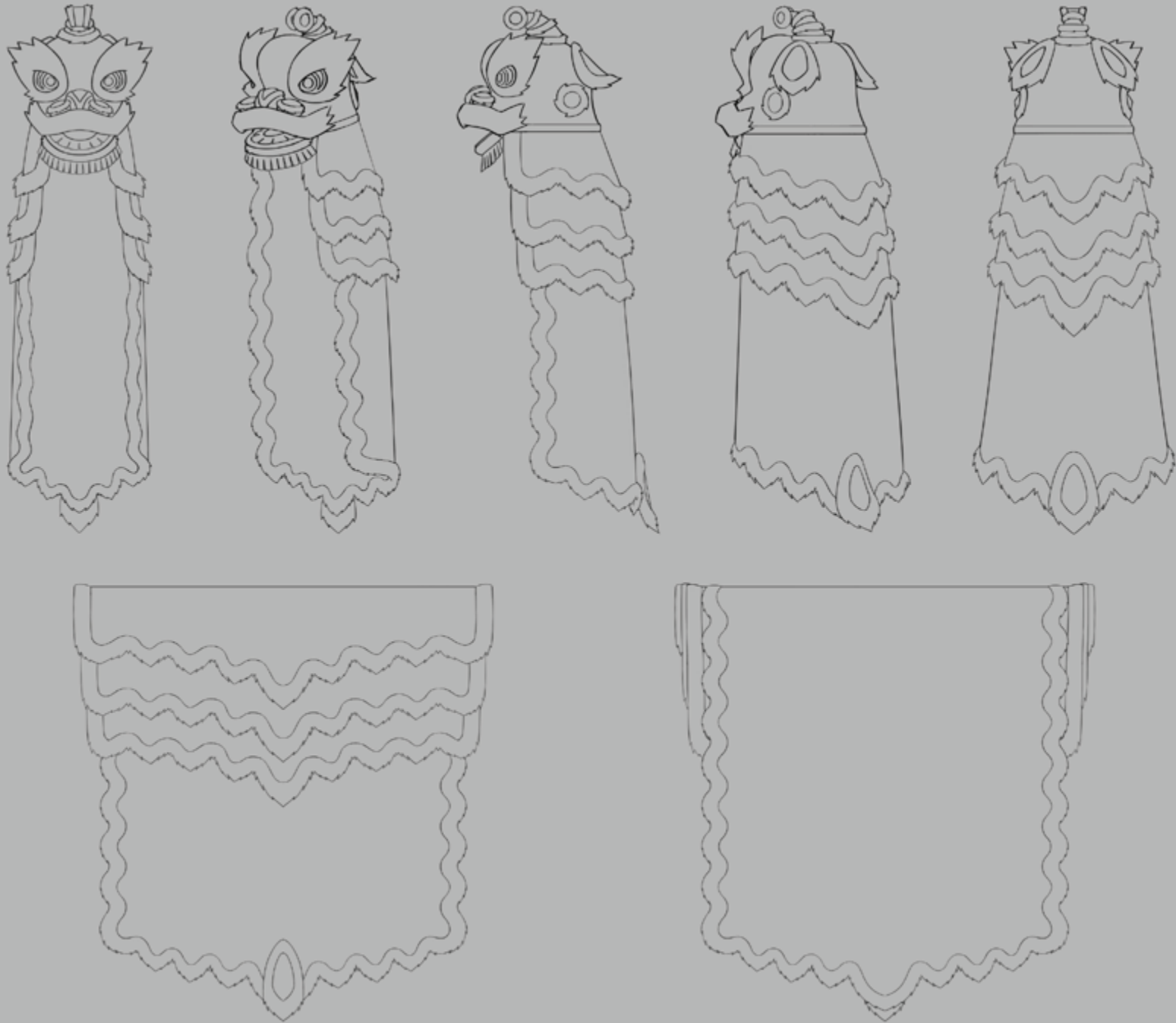
Early designs for Jian and Ayumi (2D paintings)



Early designs for Jian and Ayumi (2D paintings)



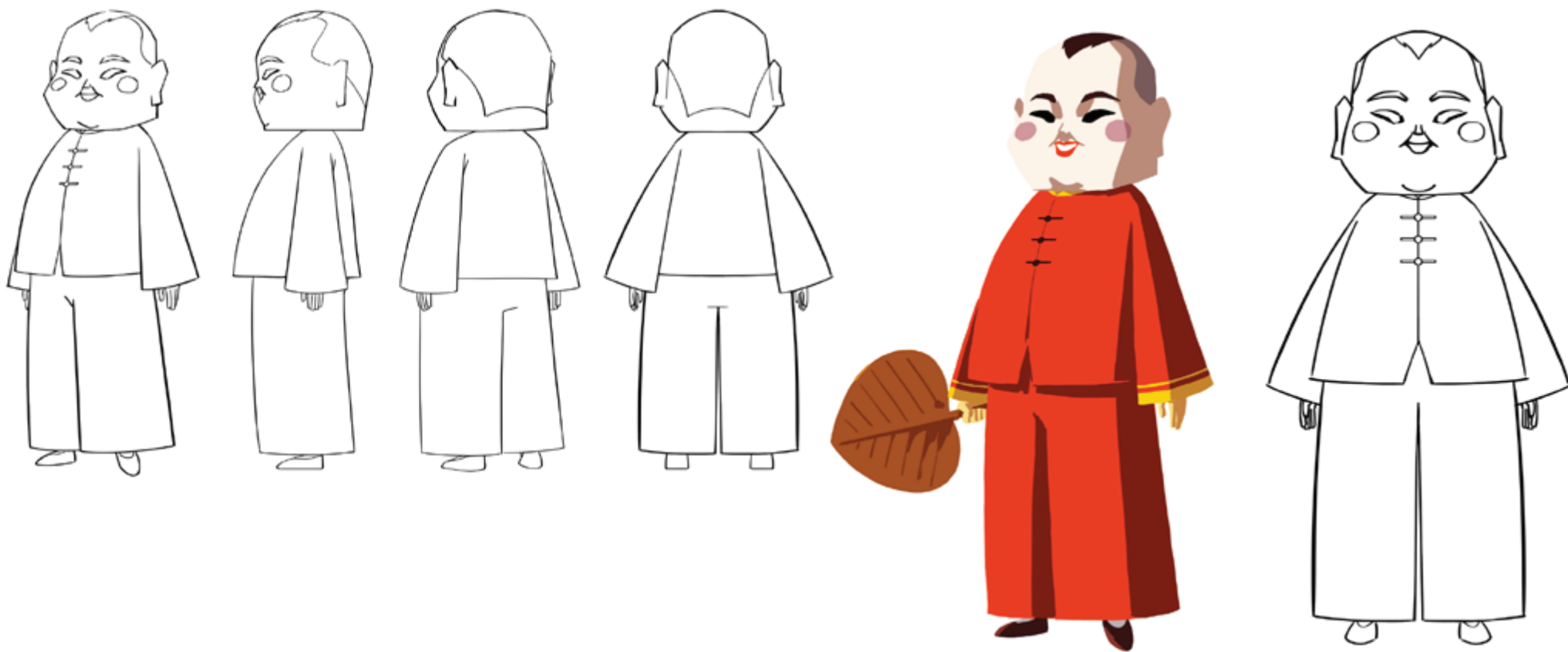
Lion Head functionality (digital sketches)



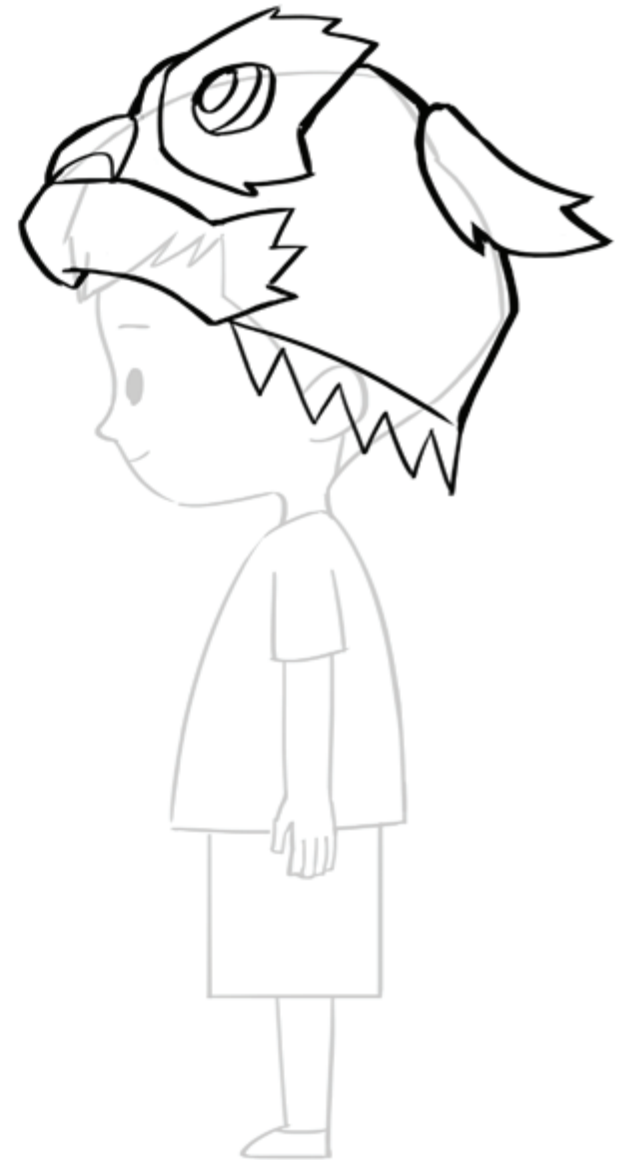
Lion Costume (digital sketches)



Lion Costume turnaround for scale (2D painting)



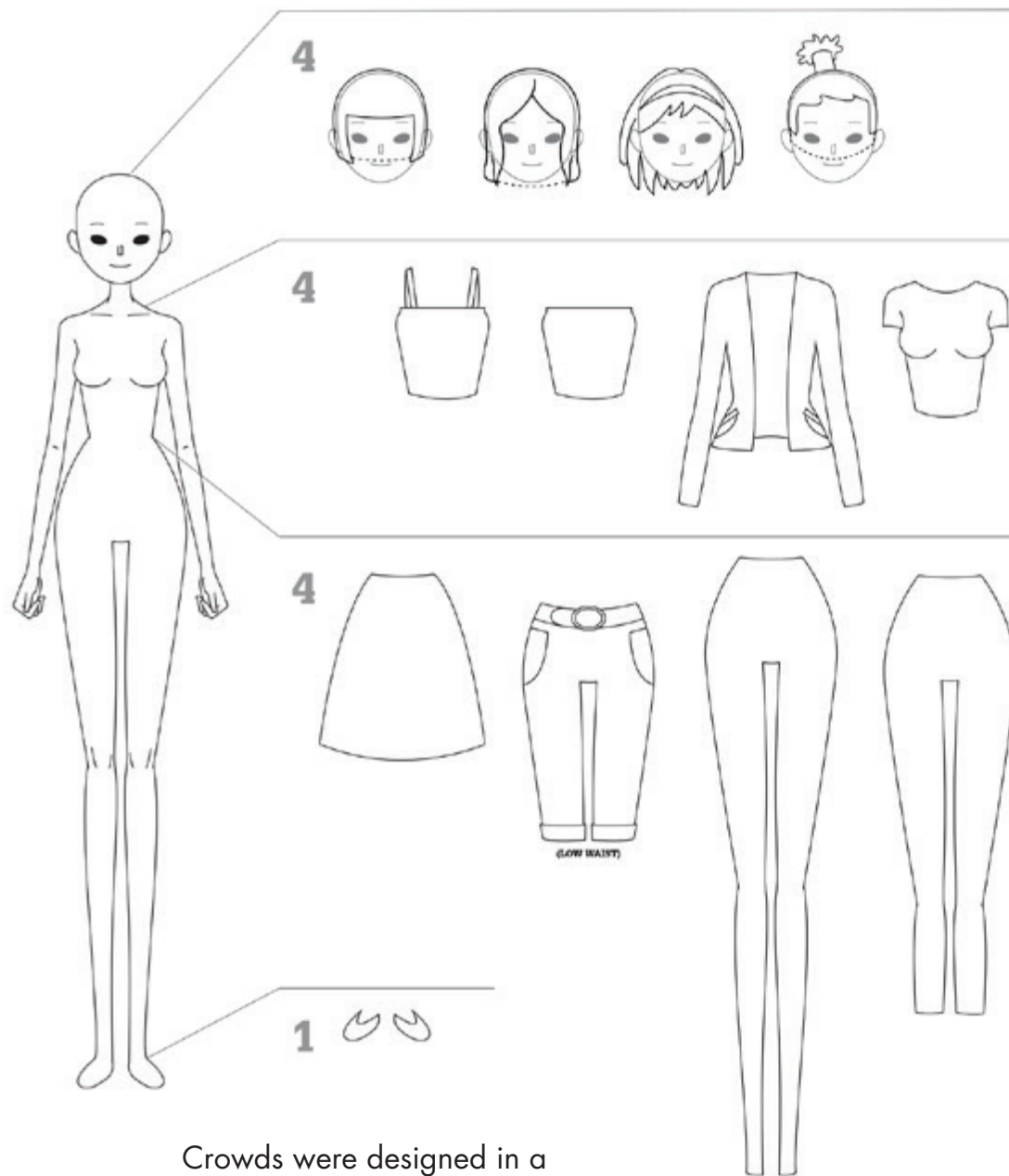
Buddha Costume turnaround/color design (digital sketches, 2D painting)



Modular child system, lion hat design (digital sketches)



Modular child system, CG proof of concept (Maya)



Crowds were designed in a modular fashion, allowing a minimum number of rigs/animations for maximum effect.



MODULAR CROWD DESIGN: FEMALE

SKIN TONES (GLOBAL)



FASHION (FEMALE)



MODULAR CROWD DESIGN: MALE

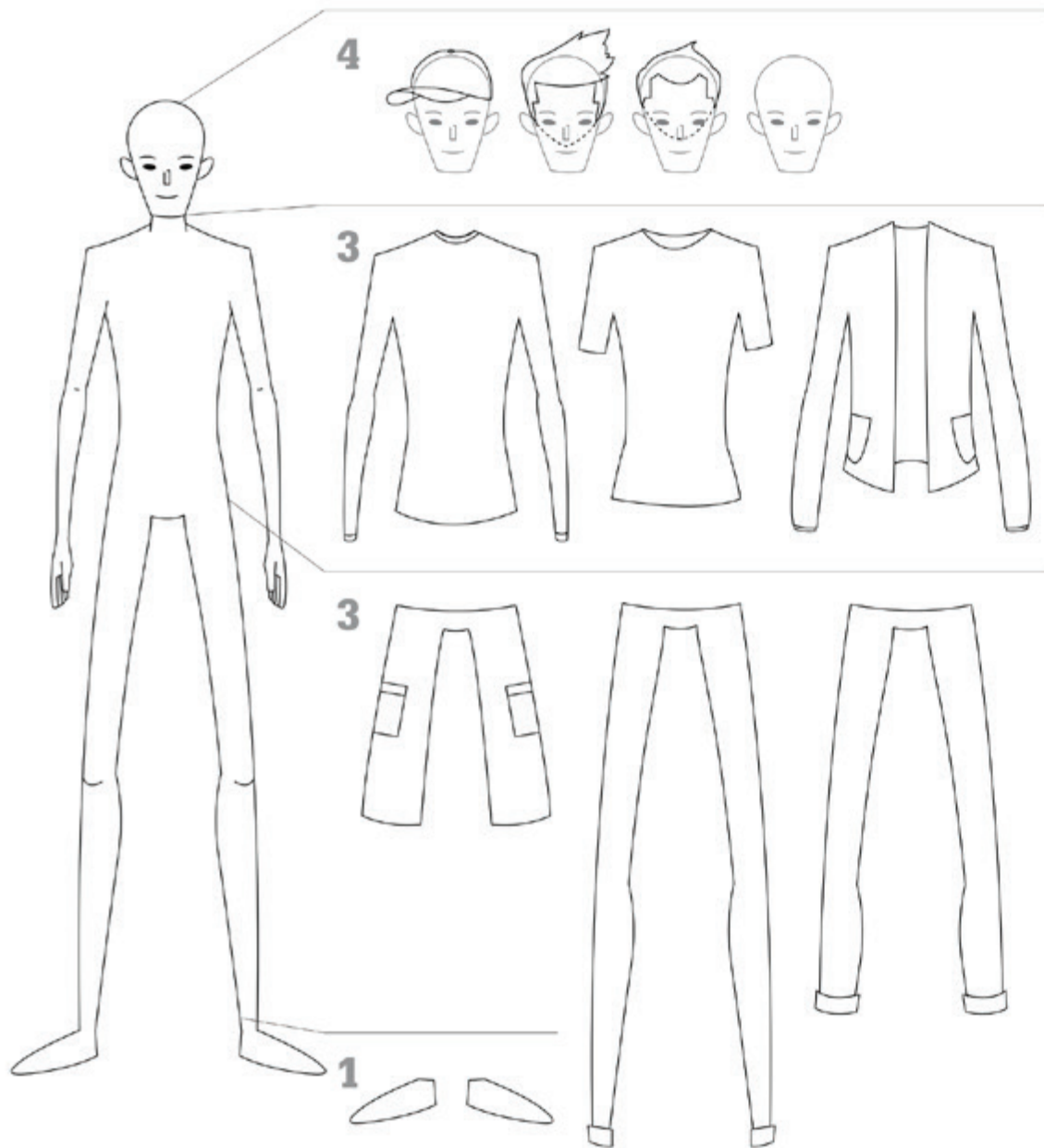
SKIN TONES (GLOBAL)



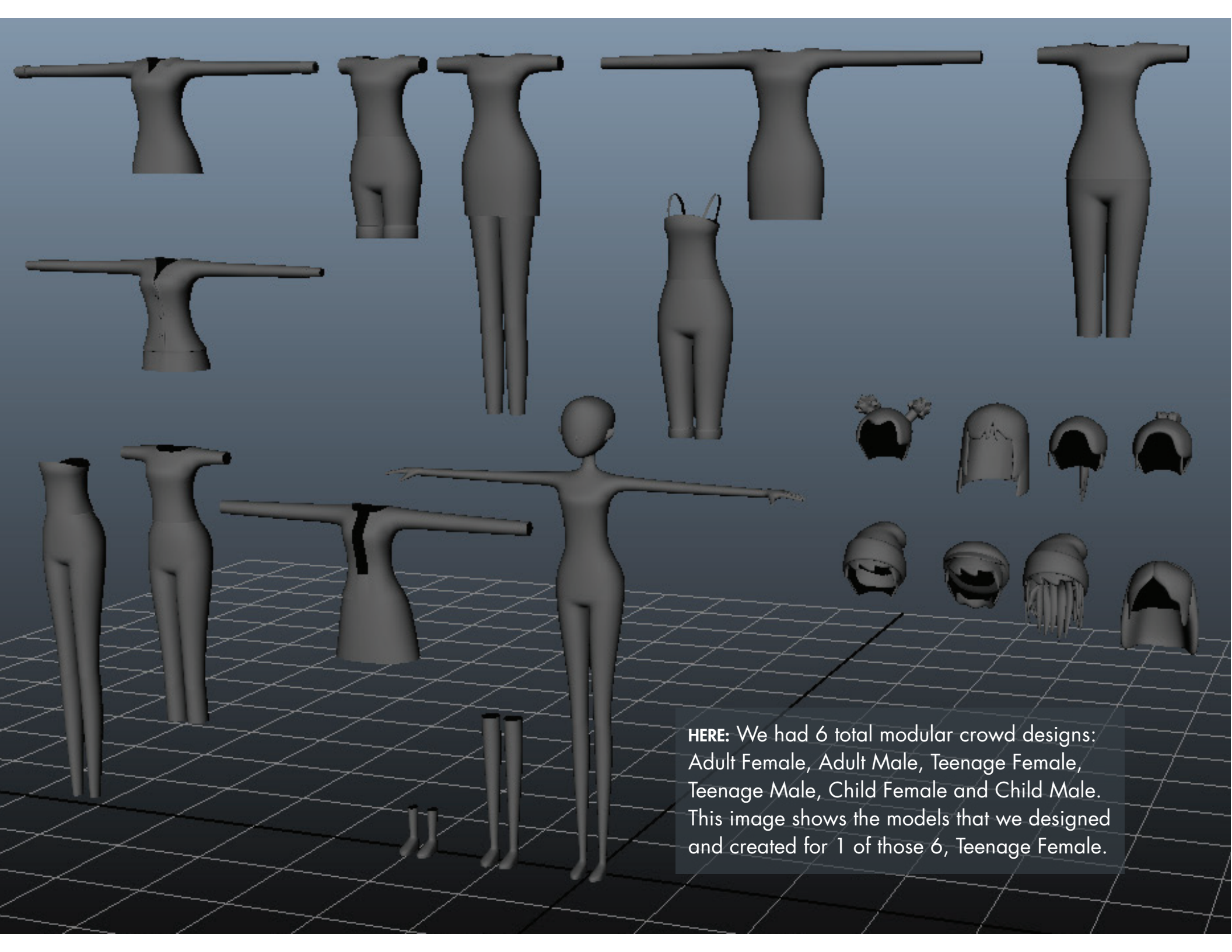
FASHION (MALE)



Modular crowd design example, Female (digital lineart, vector)



Modular crowd design example, Male (digital lineart, vector)

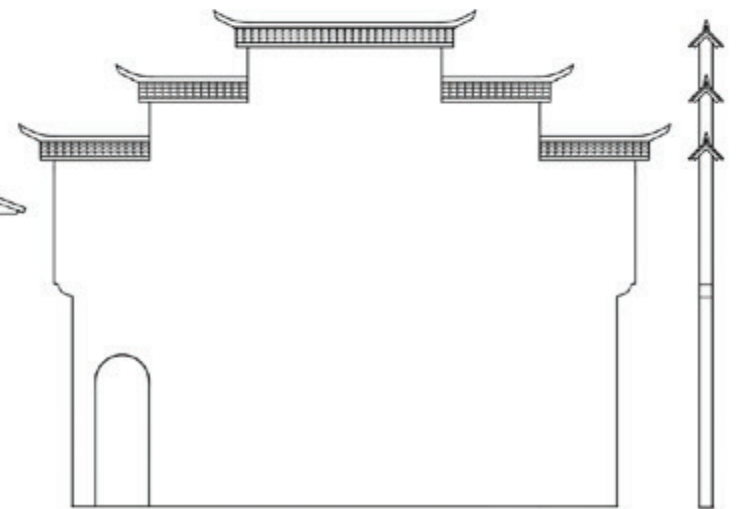
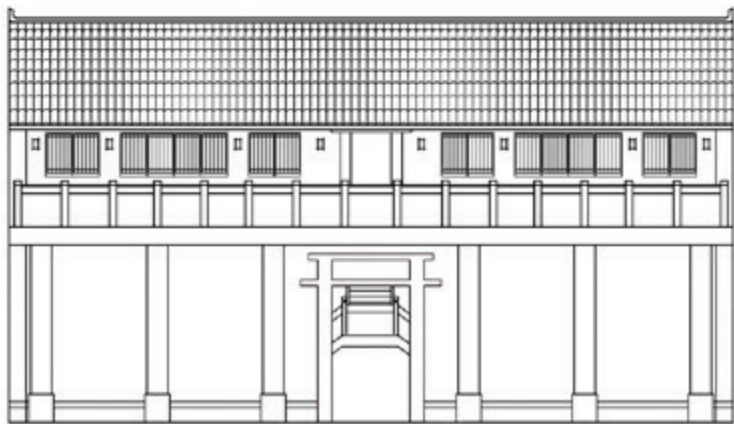
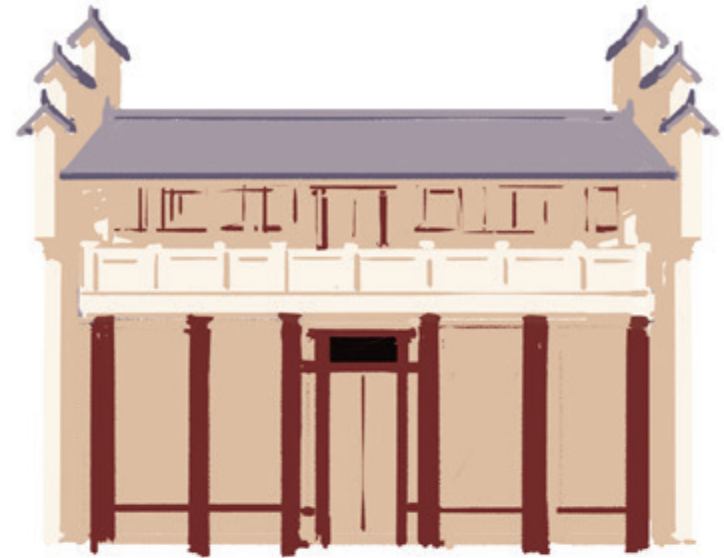
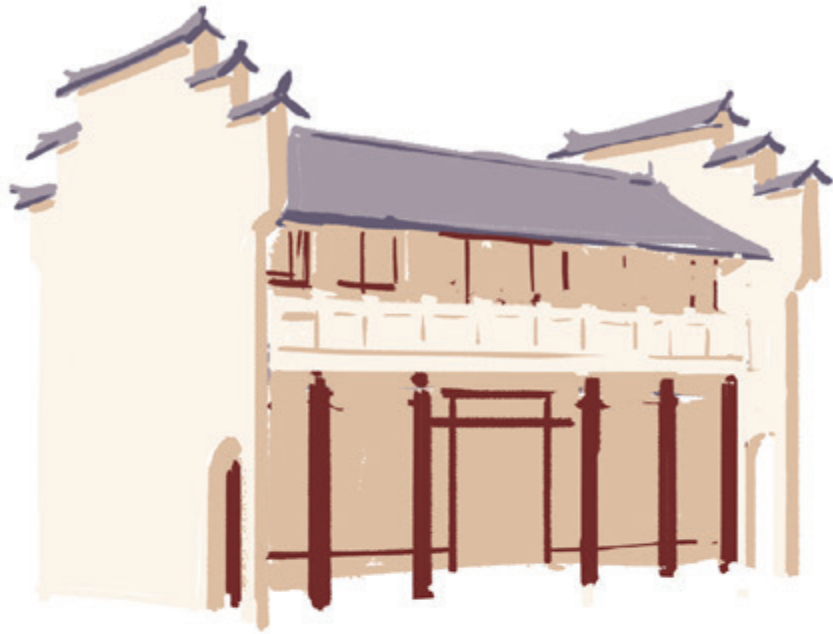


HERE: We had 6 total modular crowd designs: Adult Female, Adult Male, Teenage Female, Teenage Male, Child Female and Child Male. This image shows the models that we designed and created for 1 of those 6, Teenage Female.

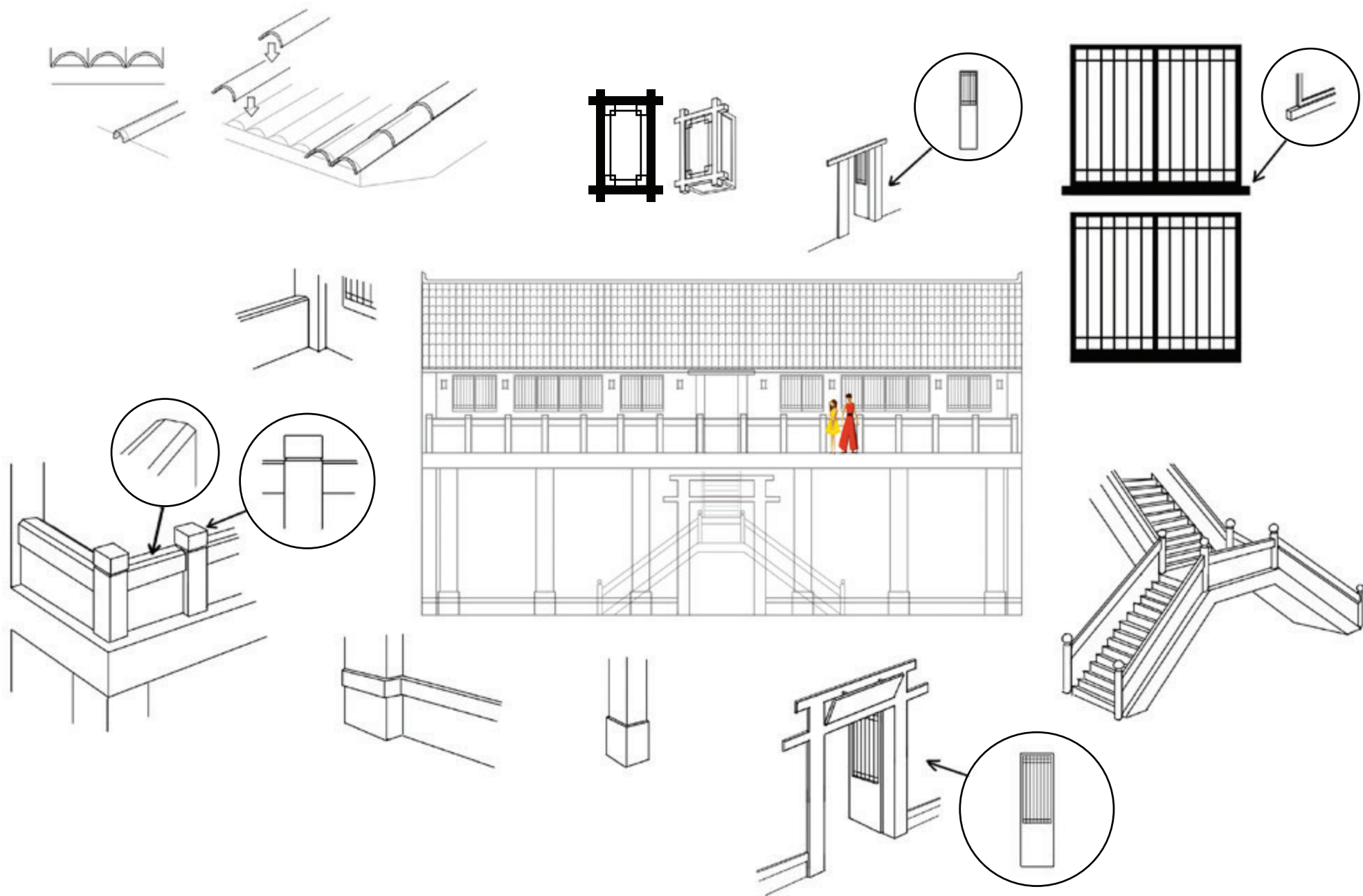


Modular crowd design example, Hilight/lowlight tests (digital lineart, vector)

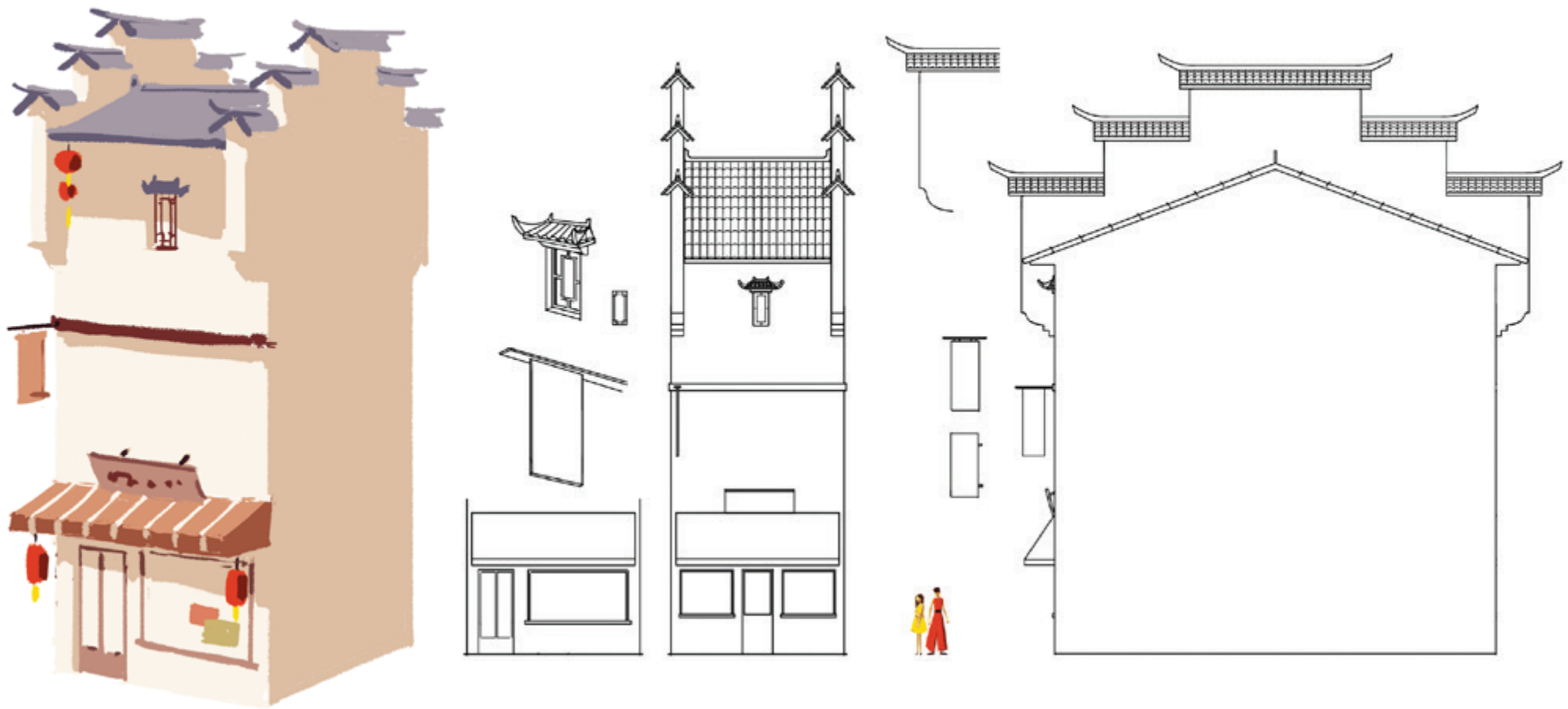
3. Props/Environment Design



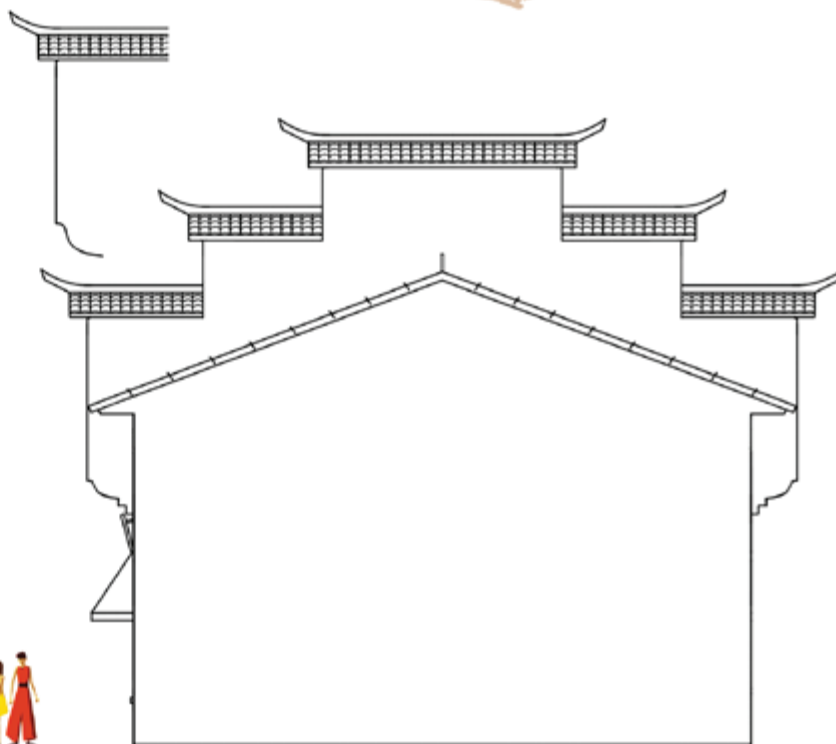
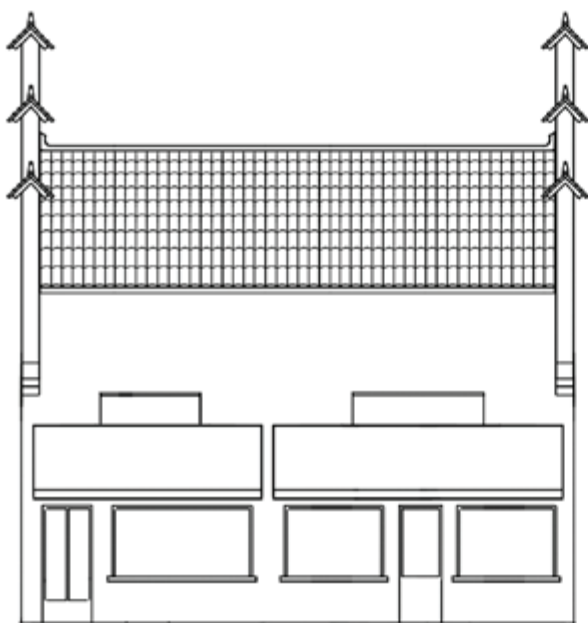
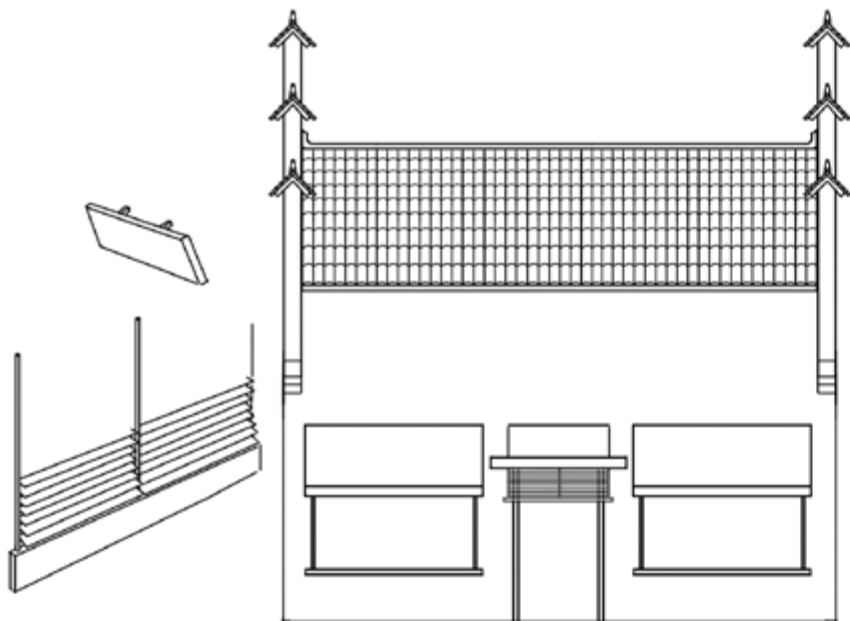
Design for Ayumi's Building (2D Painting, Digital lineart)



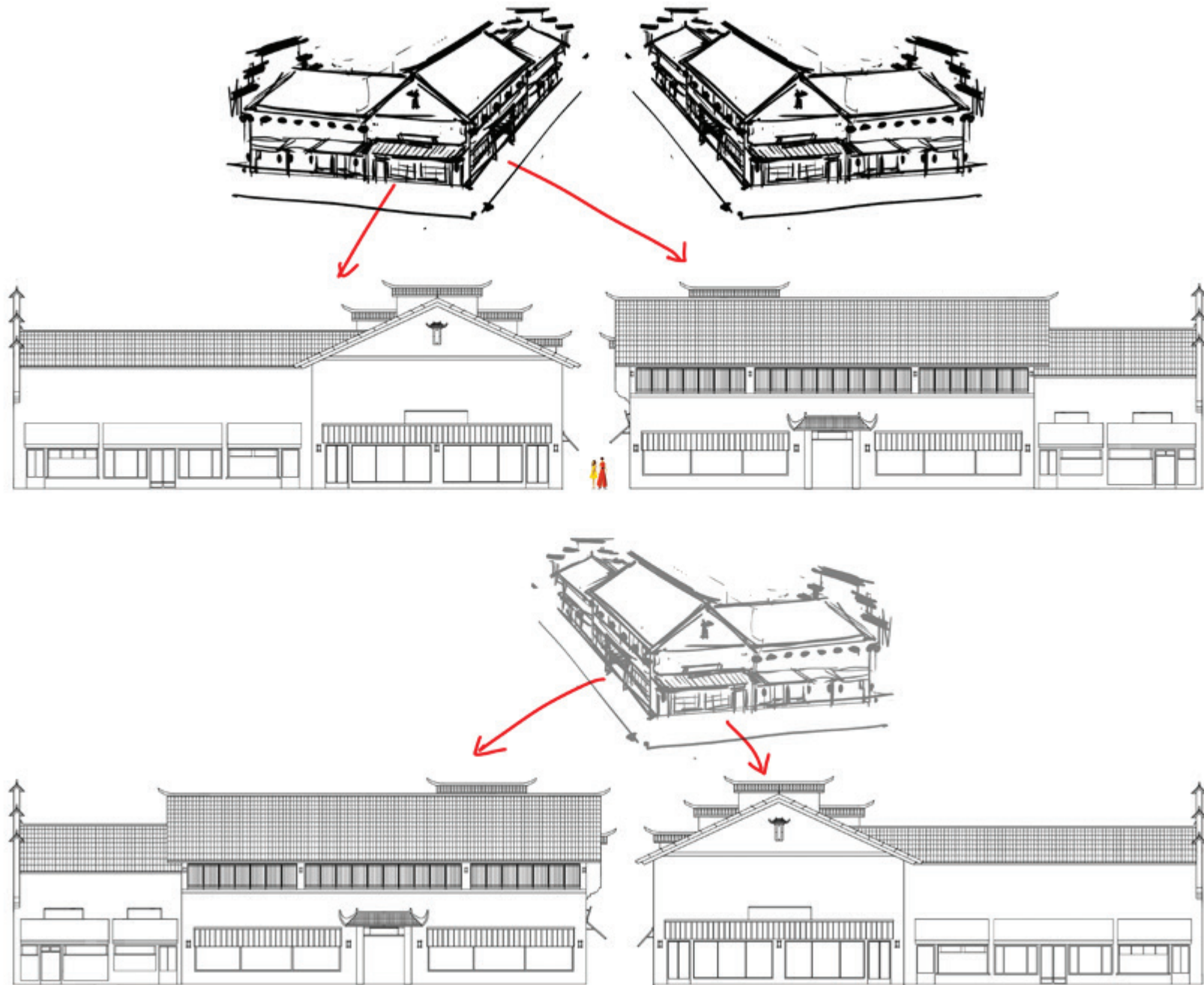
Design for Ayumi's Building (Digital lineart)



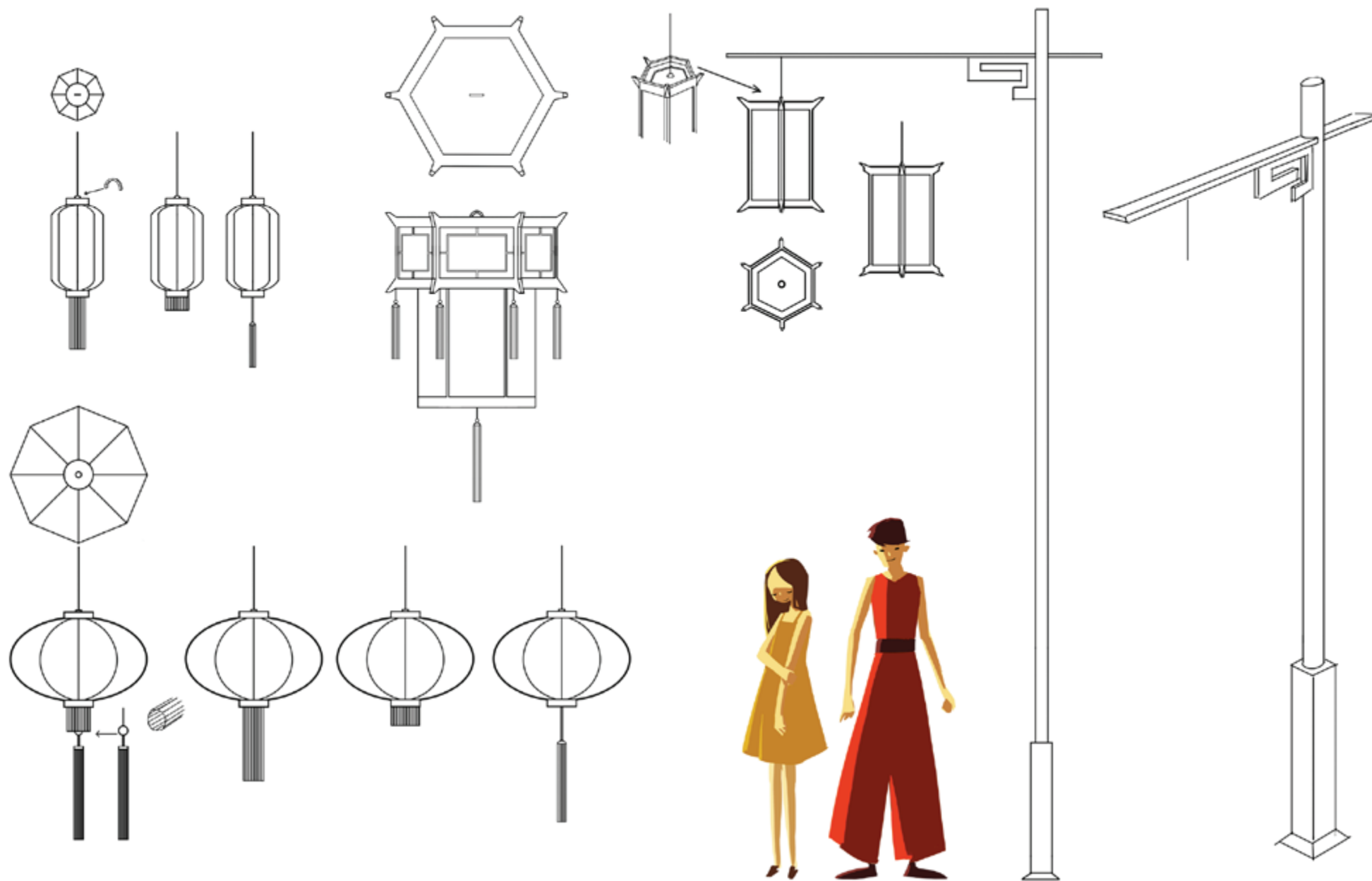
Design for Parade-route Store (2D Painting, Digital lineart)



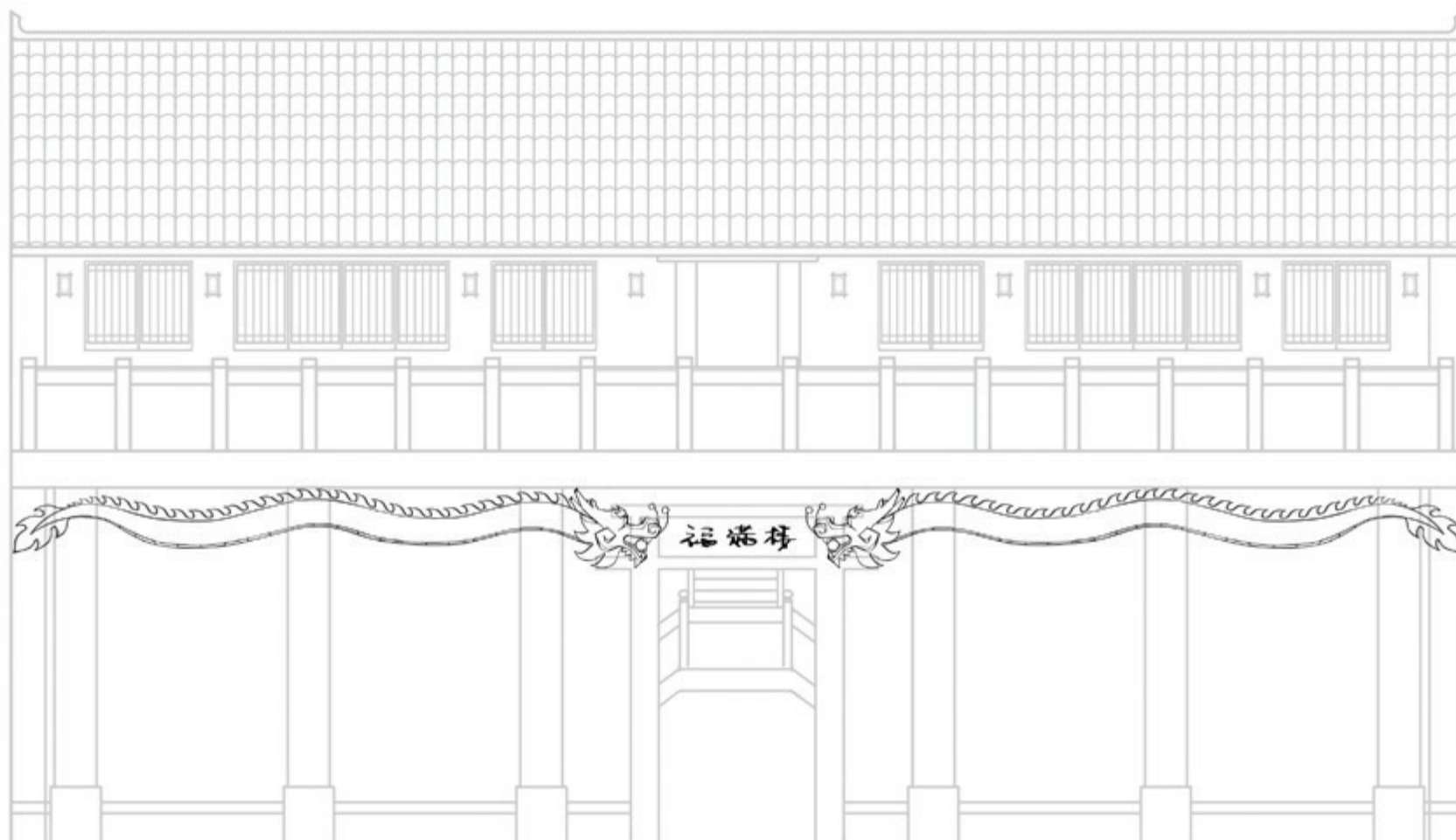
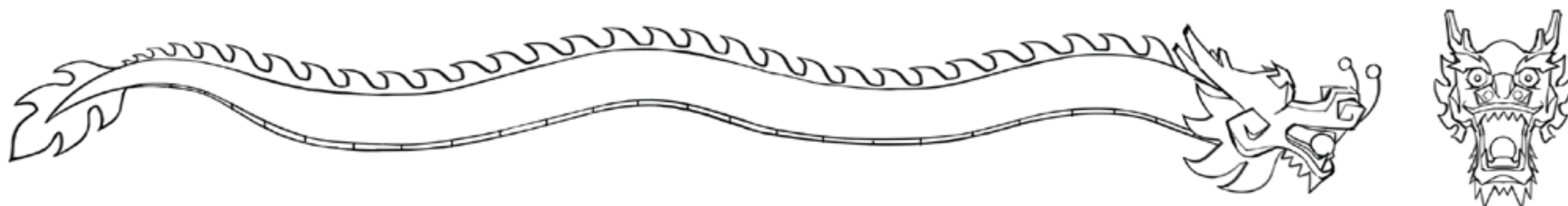
Design for Parade-route Store (2D Painting, Digital lineart)



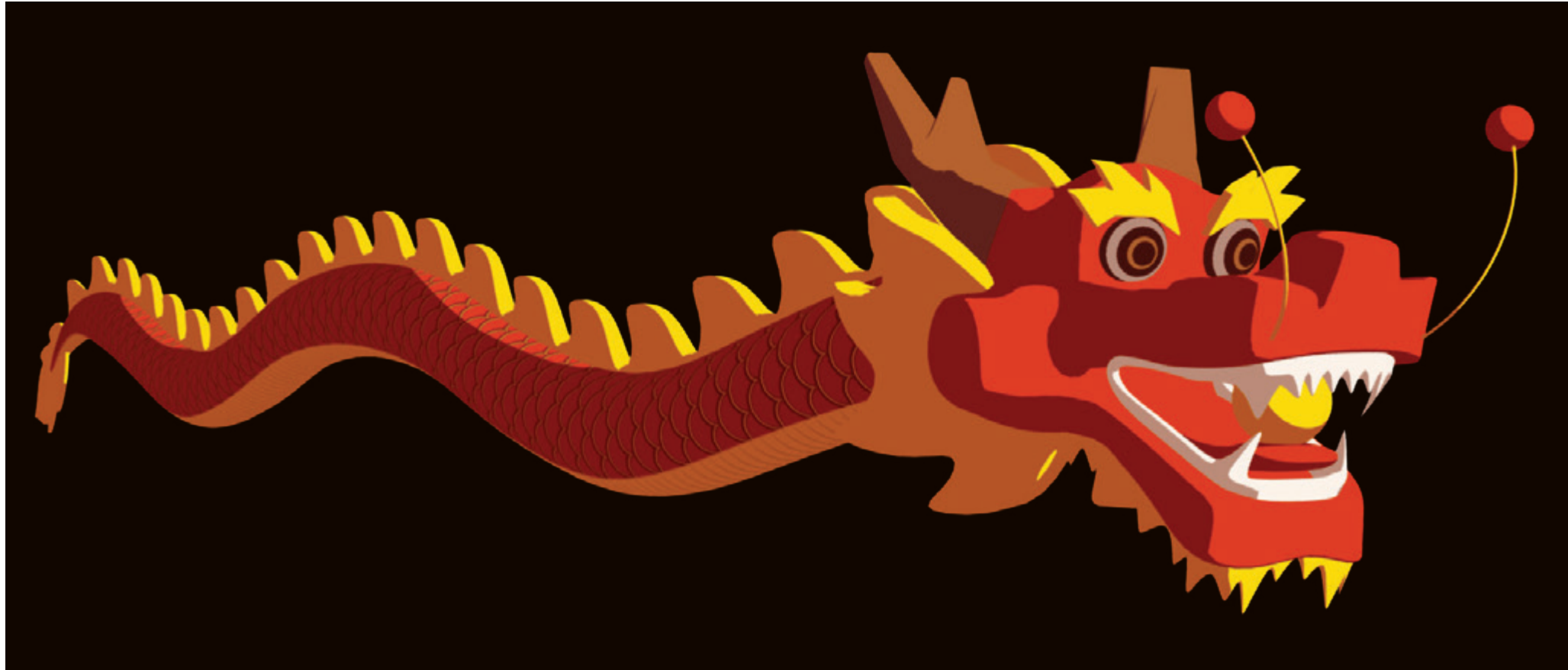
Design for Parade-route Store (Digital lineart)



Design for Parade-route Lanterns (Digital lineart)



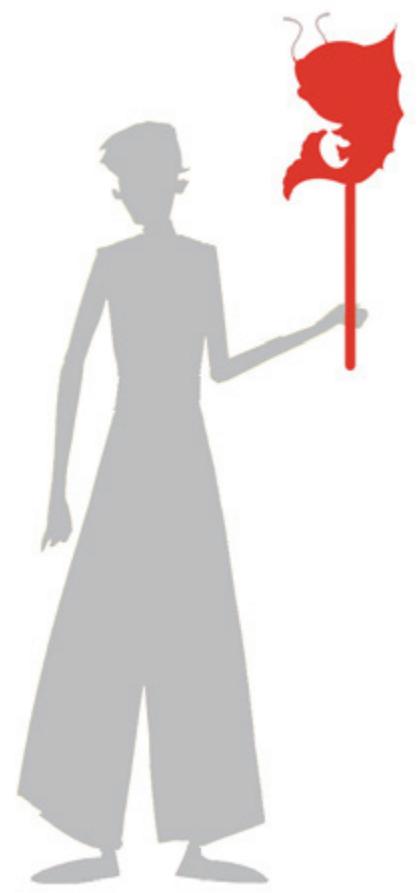
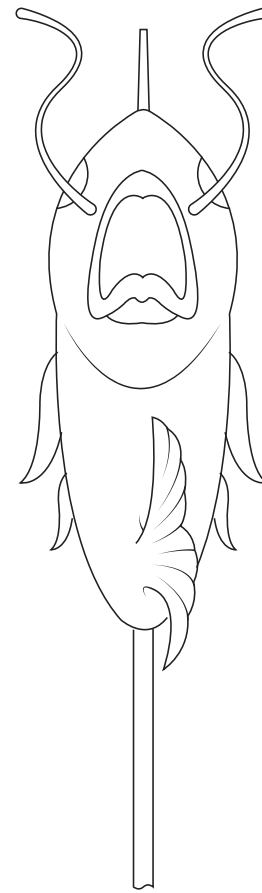
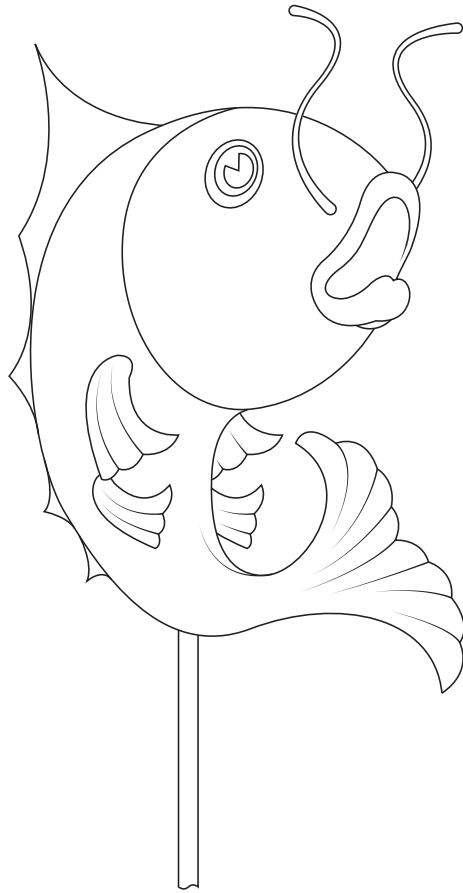
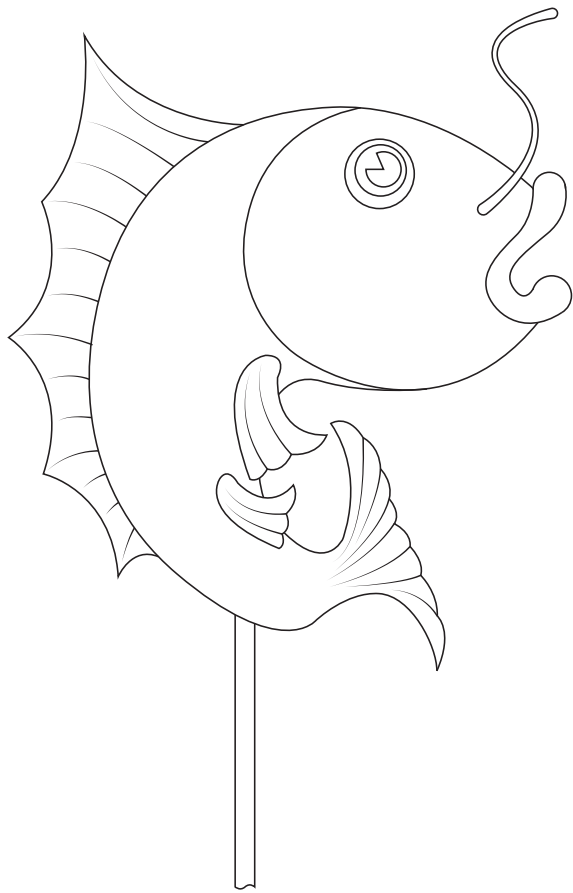
Design for Dragon Lanterns (Digital lineart)



Dragon Lantern Proof of Concept (Maya)



Ayumi's Building w/ Lanterns Proof of Concept (Maya)



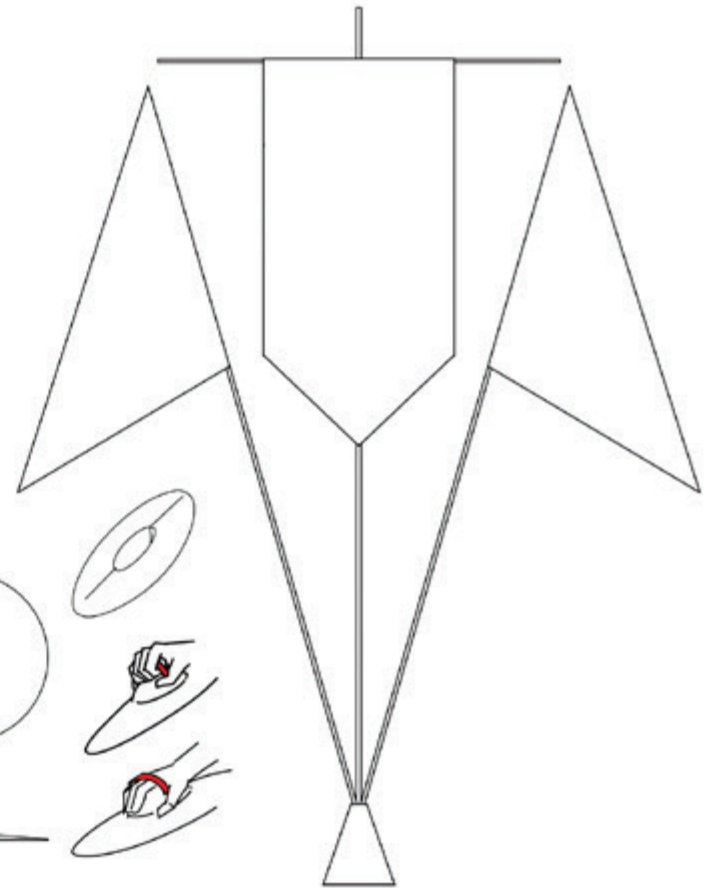
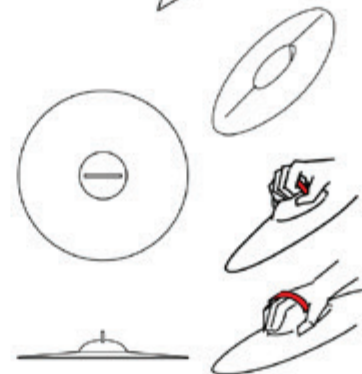
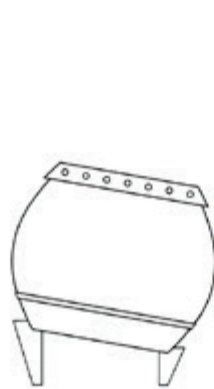
Design for Fish Lanterns (Digital lineart)



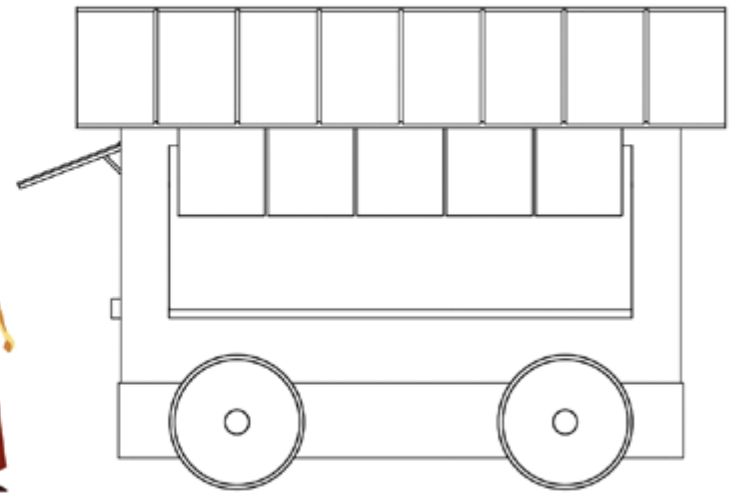
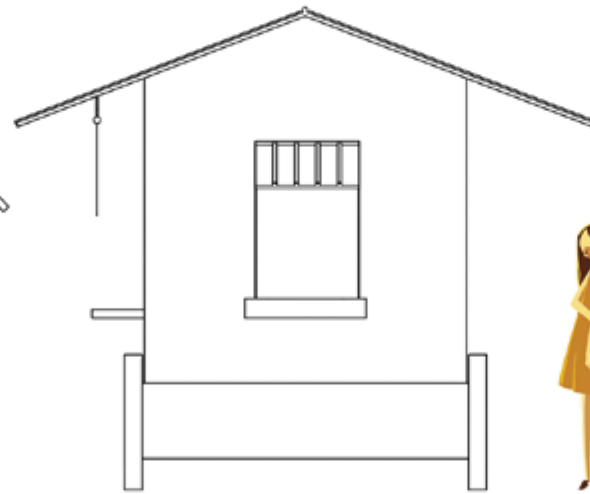
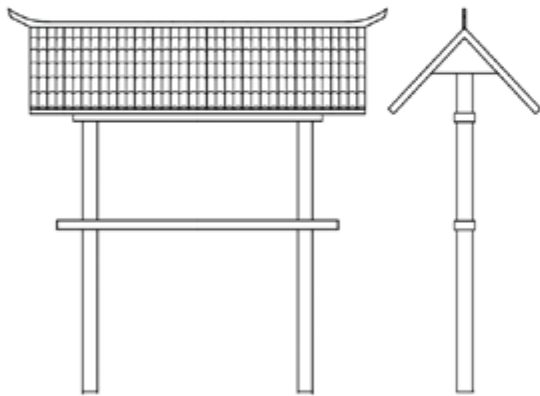
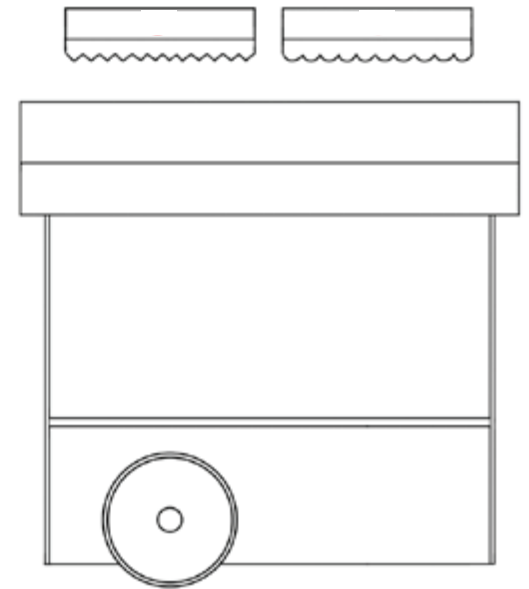
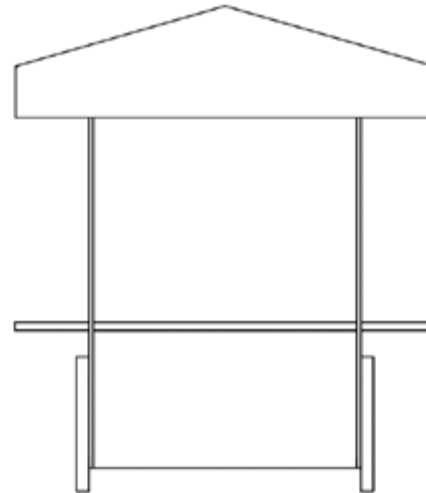
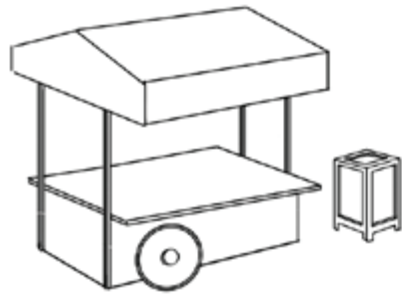
Fish Lantern Proof of Concept (Maya)



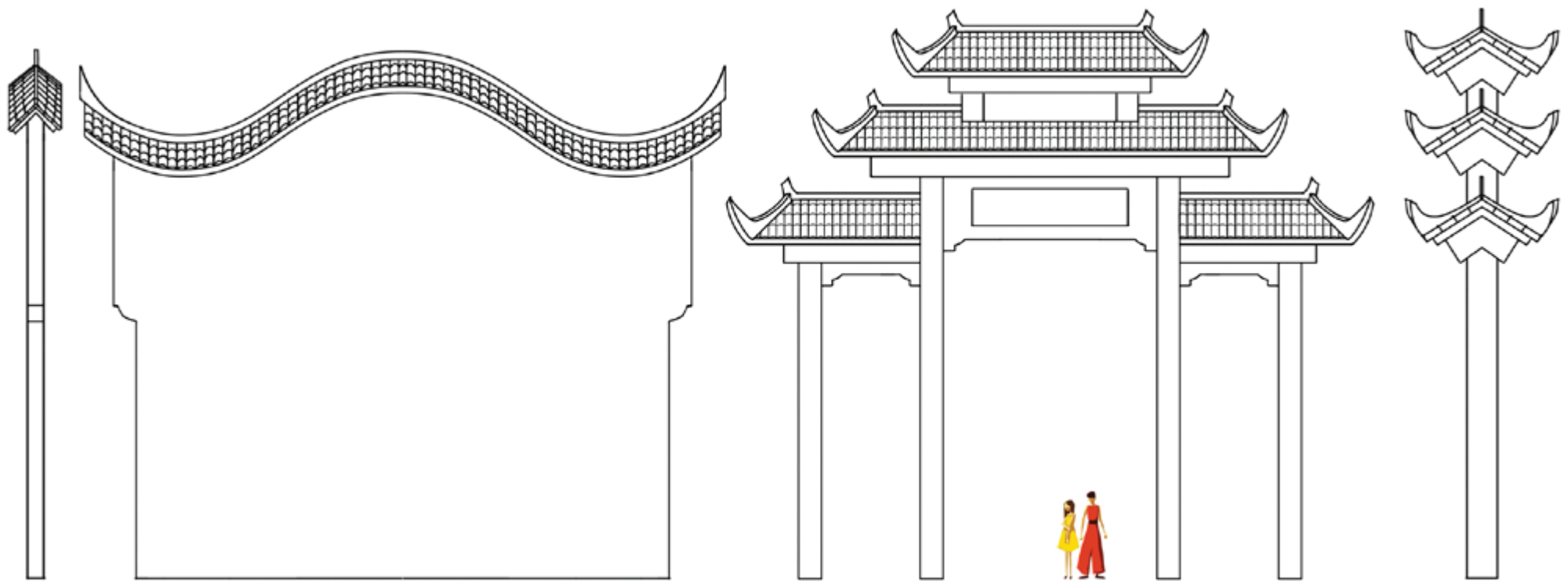
ABOVE: The Drum has two sets of UVs, specially designed to maintain our graphic 2D handdrawn feel. One with detail, for close-up shots, and the other of silhouette only.



Concept for Drum (Digital lineart, 2D Painting)



Design for Food Trucks (Digital lineart)



Design for City Gate (Digital lineart)



Concept for Store Displays/Identities (Vector)

CURTAINS



CURTAINS



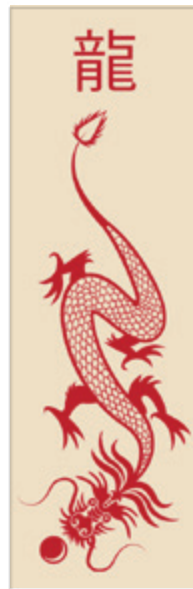
CANOPY



CANOPY



WALL SIGN



DOORWAY SIGN



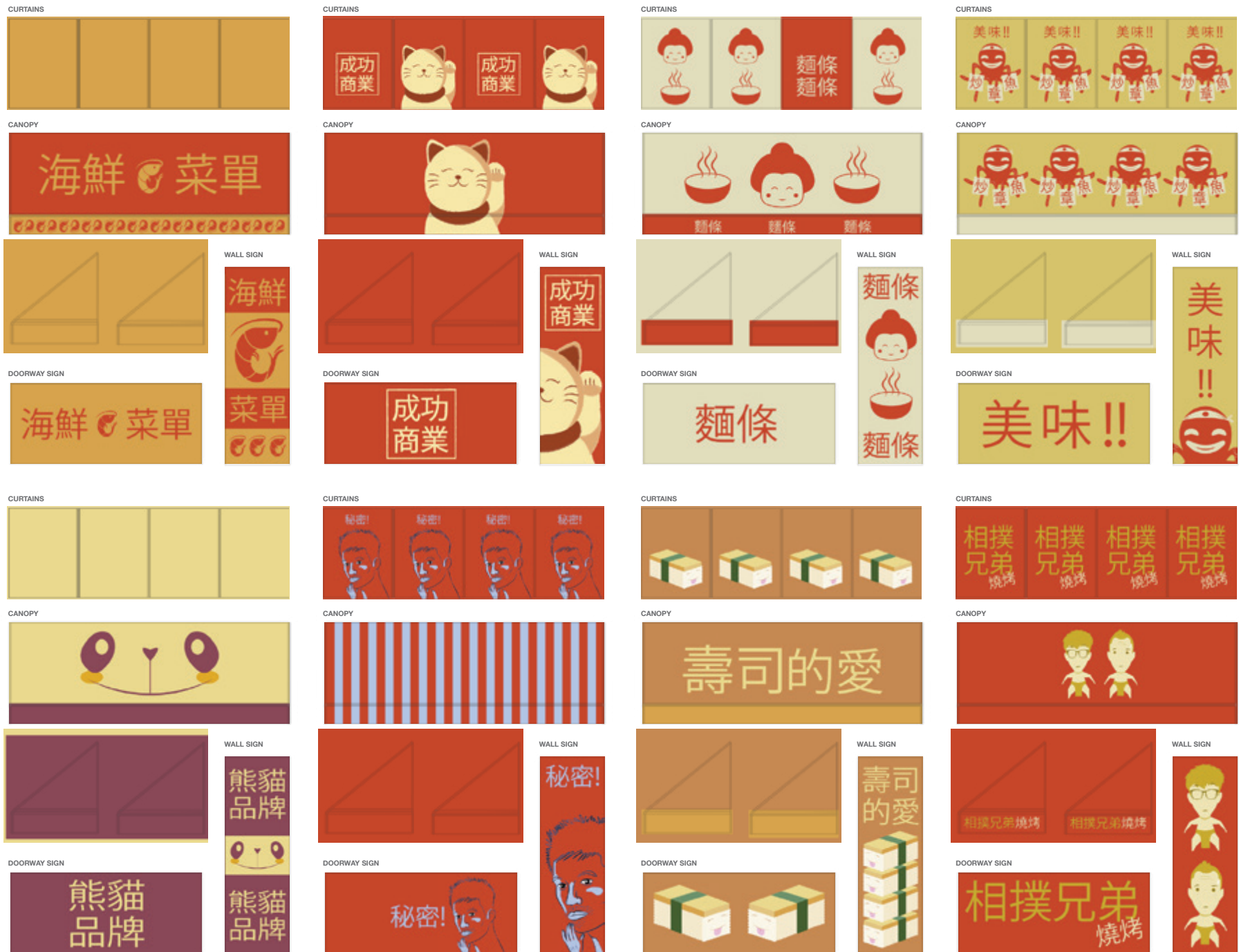
WALL SIGN



DOORWAY SIGN



Concept for Store Displays/Identities (Vector)



Concept for Store Displays/Identities (Vector)