

Designing for movement

The Kirin in Serekh has set movement animations which were discussed in detail before the character sculpt. This enabled the Character Artist to consider the combination of humanoid and animal physicality required to bring the creature to life.

The character walks on its hind legs, and uses its hands to move itself forward. It engages in predatory behavior and movement modelled on a range of animals, including wolves, tigers and bears.

Kirin was designed at the highest possible quality, to enable the Rigger to give it more than three hundred bones and optimize skinweight for the Animator.

They then created thirty three hand-crafted movement animations. These are slightly stylized, but designed for realism based on the identified animal references and the Animator's expertise.

They found a balance between primal predator and sapient human, building on the scope for empathetic engagement created in the character sculpt.

By considering this movement at the concept design stage, and creating a sculpt to support it, the Unity Icon Collective were able to bring a mythological-realistic hybrid character to life in minute detail.