

Character Development For Game

VCD 2500

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Origins / Story

CHARACTER PROFILE SHEET

(Tomas Belovec – M00449933 – VCD 2500)

Name: Nicholas Forrest

Gender: Male

CHARACTER ROLE

Homeless Man

This character is a very kind and gentle person. He survive. There will be a few other characters in the Nicholas will be helping and taking care of the girl uncomfortable handshake denies with the doctor role is to help and show kindness and to twist the there won't be a lot of people in the game. Nicholas wounds up and will become her best friend. At and keeping her safe.

PHYSICAL Profile

Physical Advantages:

Healthy, Middle aged.

Physical Disabilities:

Weaker from living on the streets.

Attire:

Dress is a mixture of classy and urban. He will be their age. Around his neck will be multiple scarfs, t he will use a belt to pull it together around the waist away in his front tuxedo pocket. One of the legs of be wearing. The socks will be of different color and one an old Italian shoe while the other will be a tra

Unique Physical skills:

Advanced knowledge of how to survive with minor years of experience from being homeless.

Major life events:

Became homeless after being tricked out of his busin

SOCIOLOGICAL Profile

Born:

25.11.1970 – America (New York)

Upbringing:

Had a very formal and strict upbringing, he was raised was homeschooled to perfection. He was raised to tal moved to England London to continue the growth of t

Accent or Dialect:

Mixed accent a mixture of New York sharp and soft Br and well-spoken.

Past profession:

Major player in the industrial business owned major cr

Major life events:

Nicholas got swindled out of the business by his busin with nothing but the clothes he had.

How does your character make a living/survive now?

Gets given food from small businesses for sweeping t change from strangers. Occasionally sell one of his sk

PSYCHOLOGICAL Profile

Personality traits:

- Kind
- Helpful
- Happy
- Humble
- Compassionate
- Gentle
- Friendly
- Thoughtful
- Mentally Strong
- Grateful

Treasured items:

The handkerchief given to him by his now dead father will be his most prized possession always kept clean and neatly folded in his front coat pocket.

Personal interests:

High interest in animals loves looking at them, drawing them and interacting with them (feeding, petting). While wealthy he spent his free time reading and studying medicine on the side. His love in animals will show up in interaction with people and animals. He will be gentle and caring about what he does and how he does it.

Mannerisms:

A discreet swipe of hands on the chest as to wipe them clean but in reality he will be checking if the handkerchief is still neatly folded.

Sense of Humor:

Playful but respectful makes sure not to step over any boundaries.

Major life events:

Loss of father made him very eager to work hard at work and to duplicate the wealth that was generated by his father. Loss of his job and living on the street made him realize just how much he was ignoring people in need, but also how much he loved nature and changed him to be better kinder.

Gameplay abilities:

His long and unfortunate living situation makes him extremely useful to the character, as he will be able to tell him what resources he is in need of and has a good understanding of how to take care of wounds and injuries because of his medical background.

CHARACTER SYNOPSIS

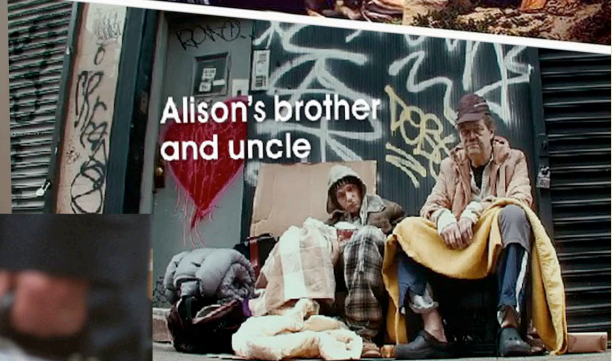
Story

Nicholas was born and raised by the same people all his life so he wasn't exposed to people and their struggles on daily bases. Because of this he became a very successful businessman he never had to look at how people are treated in those businesses. Because he only met with people in a very high position he naturally only knew how to deal with that type of people. Never really established a family as such because he was very focused on the carrier. After his dad passed away he tried to become even better at his craft and control international businesses. This way carrying on his fathers legacy and dreams. He moved to London to continue this dream.

Along this way he made his advisers jealous because he grew and they didn't. Because of this they managed to swindle him out of his business and make him lose everything but, a handkerchief given to him by his father while he was still a young boy which he cherished more than anything else he ever could have bought him. He did so because that was the only birthday gift that was given to him out of love and was personal. His father was never around for any of his birthdays, and even though he kept receiving expensive items he never cared for any but the one he got in person.



HOMELESS IN FILM





FASHION FOR ALL



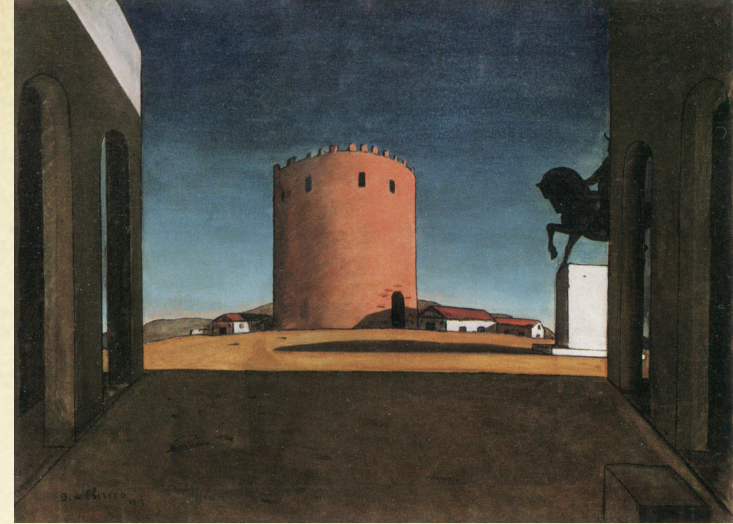


HOMELESS IN ART



Giorgio De Chirico

Van Gogh



Leonid Afremov



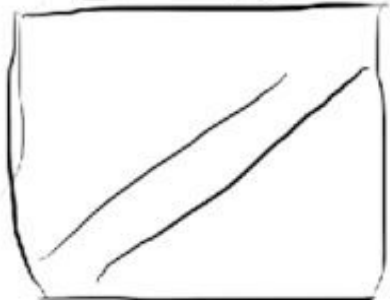


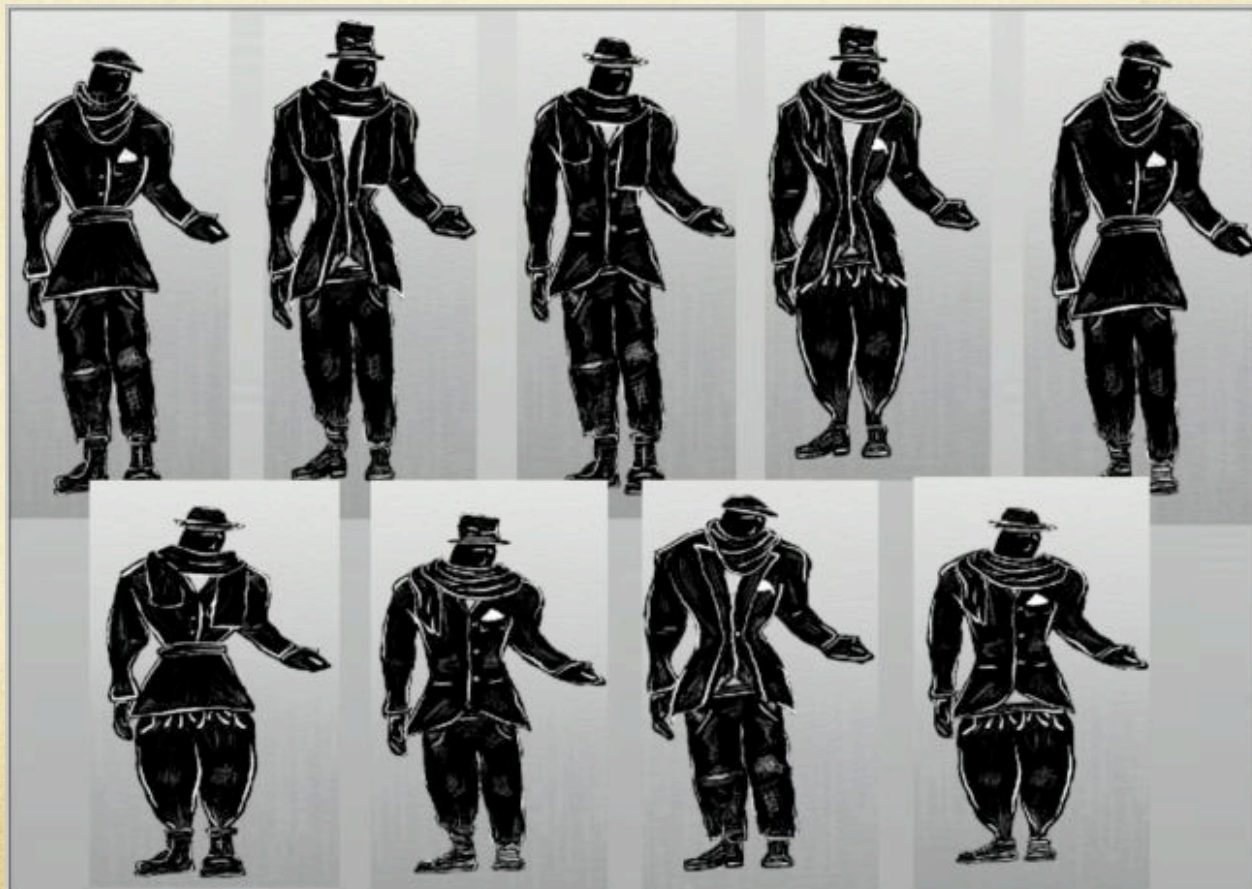
Experimenting



Development









FACE AND HANDS



SUIT AND HAT



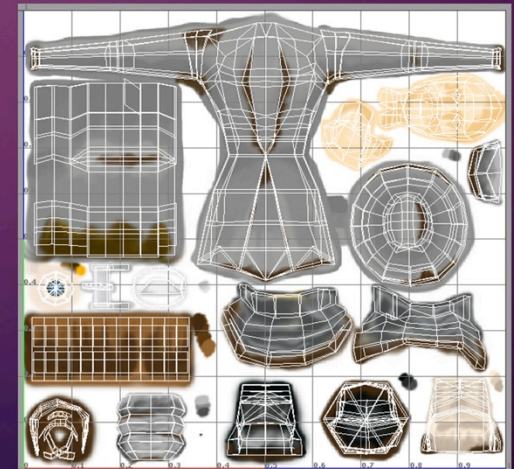
SCARFS, SOCKS, SHOES
AND BELT



Low Poly

Homeless Man

Game Character 3222 Tris

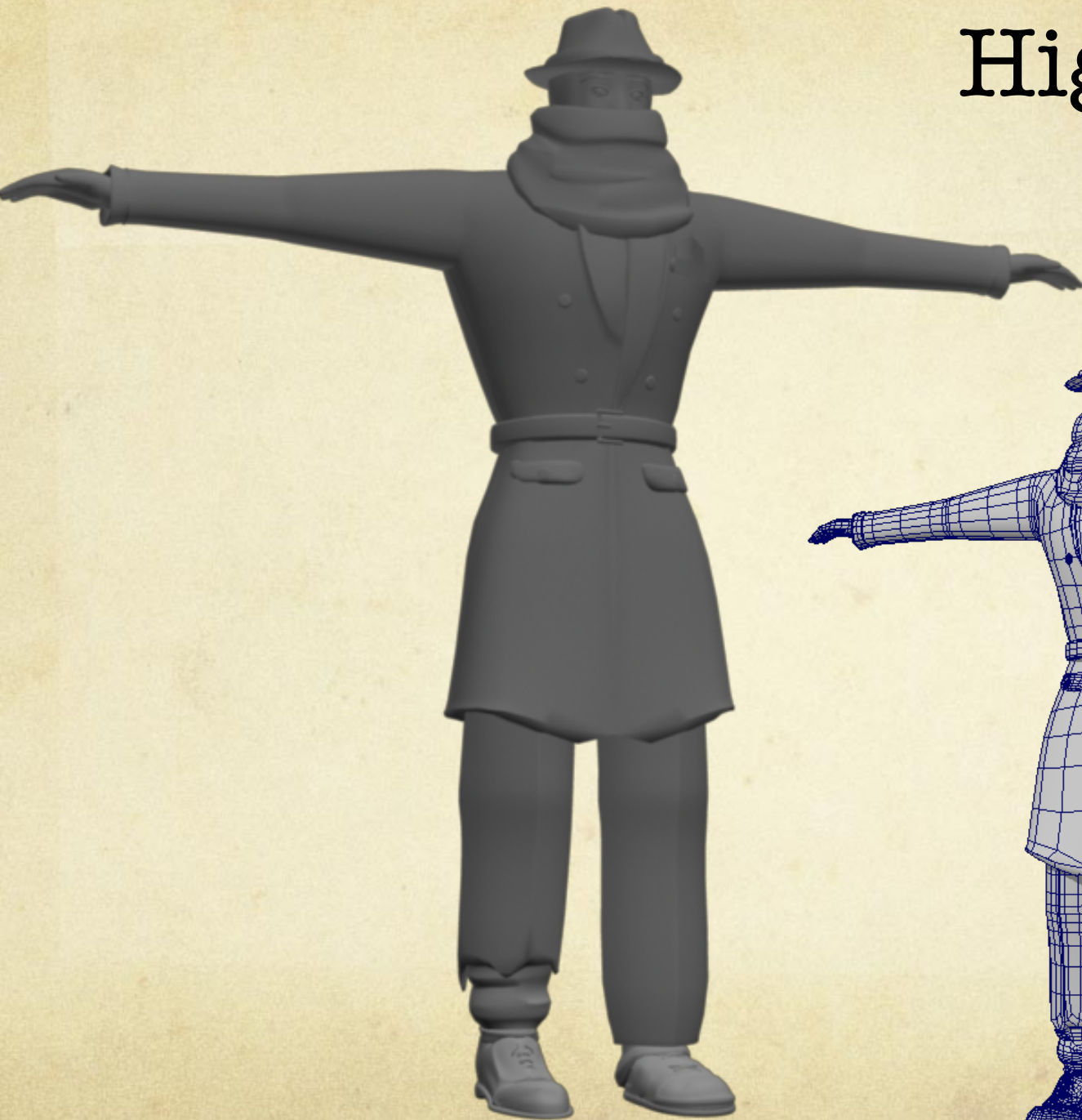


1024 Texture

Turntable



High Poly



Q & A