

STRUDEL  
BRAIN

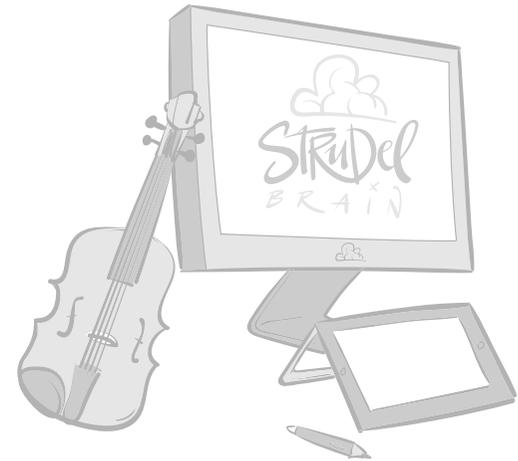
# CHARACTER DESIGN



**MATTEO  
CUCCATO**



**BOLZANO  
BOZEN**



**MUSICA  
+ DESIGN**







#### I NOSTRI PROGETTI



#### IL COLLETTIVO



##### Chi siamo

Dr. Ink è un collettivo formato da 6 fumettisti professionisti, un graphic designer e una editor con una solida esperienza nel settore editoriale e una precisa competenza nell'autoproduzione fieristica.



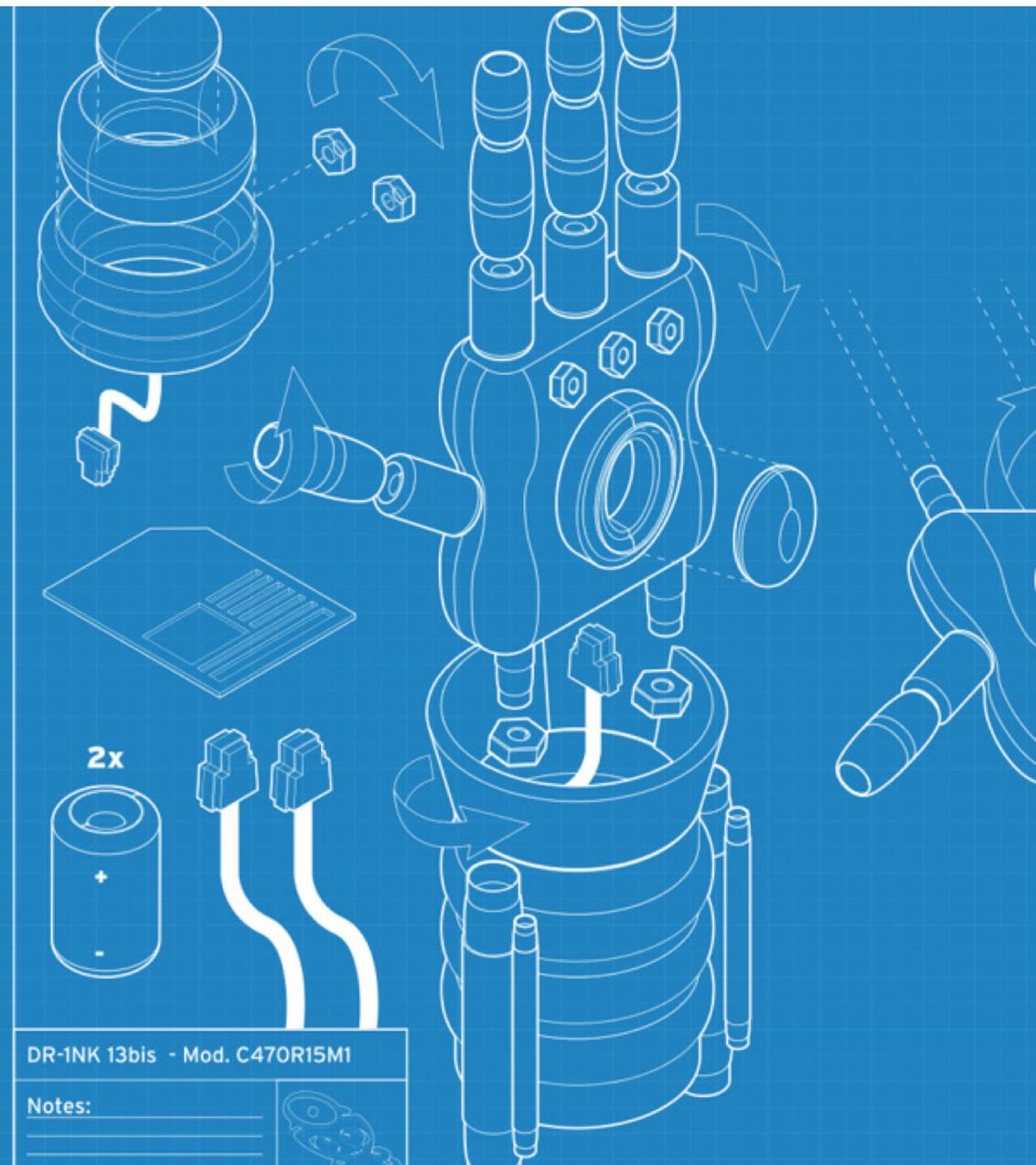
##### Press

I comunicati stampa del gruppo e una raccolta di chi, nel bene e nel male, parla di noi. Per fortuna tutti ci amano.



##### Shop

Ogni momento è un ottimo momento per acquistare i prodotti Dr. Ink. Scopri come venire in possesso dei pregiati manufatti del collettivo.







# BADASS

MOTHERFUCKER'S CULT

DRINK | N.001 - 09.2013



MAI PIÙ RETRESSI... L'APARENZA È  
UNO X PACK DI PAURA. QUESTI SONO I  
CABELO ARMATI SOBRRESI. ONI  
VOSTRO NUBE. LERAGADI ANALI SE

ET... PELI SUPERFUI...  
ESS UNO DI VOLOMER  
DI A TU PER TU COME  
IS... MOON CUP THEORY

COLLI  
A... COCKLE  
BEST BEERFIELD  
TIT... WORKOUT

COME HAI DETTO? QUESTA FOTO?  
TE LA FACCIÒ UN PO' PIÙ GRANDE?  
IL MIO AUGURIO È CHE IN TOTO  
TU TI CACHI EN'LE MUTANDE.

@\*#!



STEFANO TURCOLO

DANIELA VETSO

BREAKOUT



Bēhance  
**PORTFOLIO REVIEW**

Verona



I tuoi progetti.  
Il tuo portfolio.  
I migliori consigli  
per renderlo perfetto.

16 Maggio 2014  
18:30 > 21.30

INGRESSO LIBERO  
POSTI LIMITATI

Geekville, Verona  
Via San Marco, 28 | [www.geekville.it](http://www.geekville.it)

CON:  
Ale Giorgini, Andrea Aldrighetti, Alessandro Bigardi, Matteo Cuccato,  
Mirko Ingrà, Luca Rebesani, Stefano Torregrossa.

Part of the Adobe Family

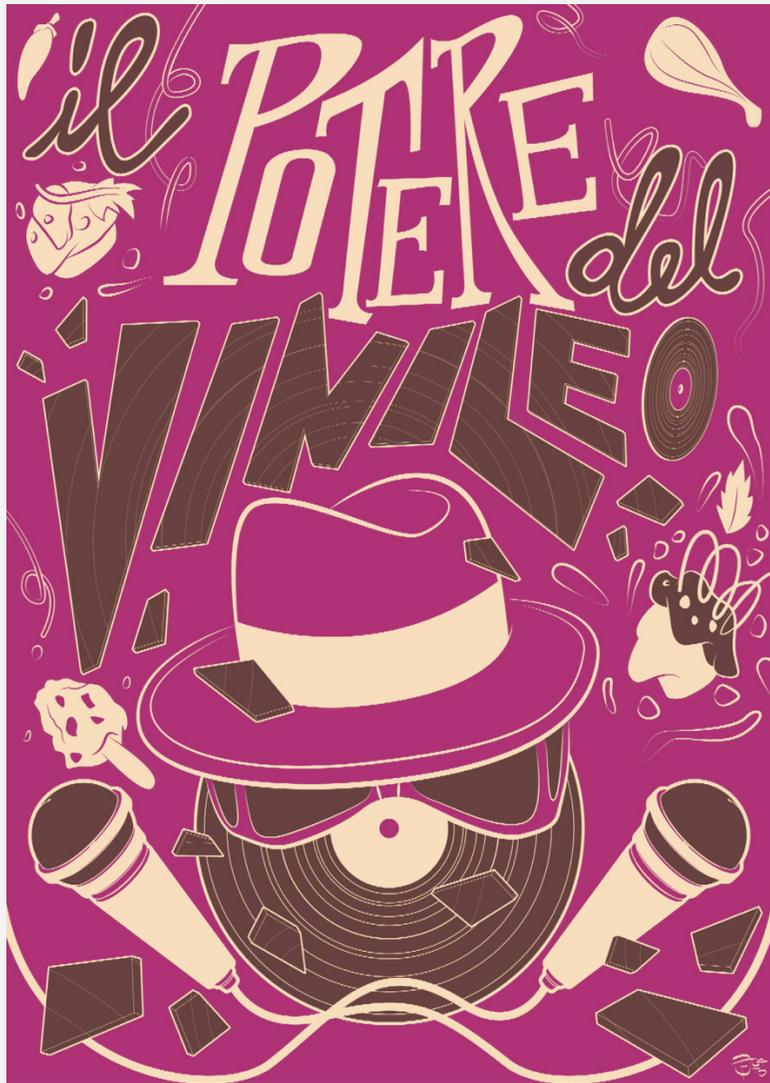
[behance.com](http://behance.com)



[www.footlocker.it](http://www.footlocker.it)

ONLY AT Foot Locker  
BY MATEO CUCCATO  
EXCLUSIVES

11/10









STRIDEL  
BRAIN



STUDEL  
BRAIN









# STRUDEL BRAIN

## MATTEO CUCCATO PORTFOLIO

### WORKS

ABOUT  
CONTACT

MONKEASE

[Bè](#)
[in](#)
[f](#)
[@](#)
[t](#)
[v](#)
[s6](#)



### CAMPING TIME - 3D ANIMATED ILLUSTRATION

2020  
Digital Art, Computer Animation, Character Design



### PICTOPLASMA #2CUTE2FAIL CONTEST [3D ILLUSTRATION]

2020  
Illustration, Character Design, Digital Art



### CASIO G-SHOCK - BODY PAINT ILLUSTRATION

2019  
Illustration, Advertising, Digital Art



### LA PESCHERIA - ILLUSTRATION AND CORPORATE IDENTITY

2019  
Art Direction, Illustration, Calligraphy



### BUY YOUR SOUL - 3D ILLUSTRATION

2019  
Illustration, Character Design, Digital Art



### UNCOVERED - REAL LIFE MAGAZINE

2019  
Art Direction, Illustration, Digital Art



### DANTE PLUS 2019 EXHIBITION - ANIMATED ILLUSTRATION

2019  
AR/VR, Digital Art, Illustration



### GARDALAND MAP - 3D ILLUSTRATION

2019  
Illustration, Digital Art, Art Direction



### SENZA PROJECT - SKIPPER

2018  
Animation, Illustration, Motion Graphics



### IL CORSARO NERO - COVER ILLUSTRATION

2018  
Illustration, Character Design, Editorial Design



### SMART CITY | A2A - EDITORIAL ILLUSTRATION

2019  
Illustration, Character Design, Editorial Design



### NOIIZ | ALBUM COVER ART ILLUSTRATIONS

2019  
Illustration, Digital Art, Music



# STRUDEL BRAIN

## MATTEO CUCCATO PORTFOLIO

### WORKS

ABOUT  
CONTACT

MONKEASE

🐦 Bè in f @ t v 56



#### CAMPING TIME - 3D ANIMATED ILLUSTRATION

2020  
Digital Art, Computer  
Animation, Character  
Design



#### PICTOPLASMA #2CUTE2FAIL CONTEST [3D ILLUSTRATION]

2020  
Illustration, Character  
Design, Digital Art



#### CASIO G-SHOCK - BODY PAINT ILLUSTRATION

2019  
Illustration, Advertising,  
Digital Art



#### LA PESCHERIA - ILLUSTRATION AND CORPORATE IDENTITY

2019  
Art Direction, Illustration,  
Calligraphy



#### BUY YOUR SOUL - 3D ILLUSTRATION

2019  
Illustration, Character  
Design, Digital Art



#### UNCOVERED - REAL LIFE MAGAZINE

2019  
Art Direction, Illustration,  
Digital Art



#### DANTE PLUS 2019 EXHIBITION - ANIMATED ILLUSTRATION

2019  
AR/VR, Digital Art,  
Illustration



#### GARDALAND MAP - 3D ILLUSTRATION

2019  
Illustration, Digital Art, Art  
Direction



#### SENZA PROJECT - SKIPPER

2018  
Animation, Illustration,  
Motion Graphics



#### IL CORSARO NERO - COVER ILLUSTRATION

2018  
Illustration, Character  
Design, Editorial Design



#### SMART CITY | A2A - EDITORIAL ILLUSTRATION

2019  
Illustration, Character  
Design, Editorial Design



#### NOIIZ | ALBUM COVER ART ILLUSTRATIONS

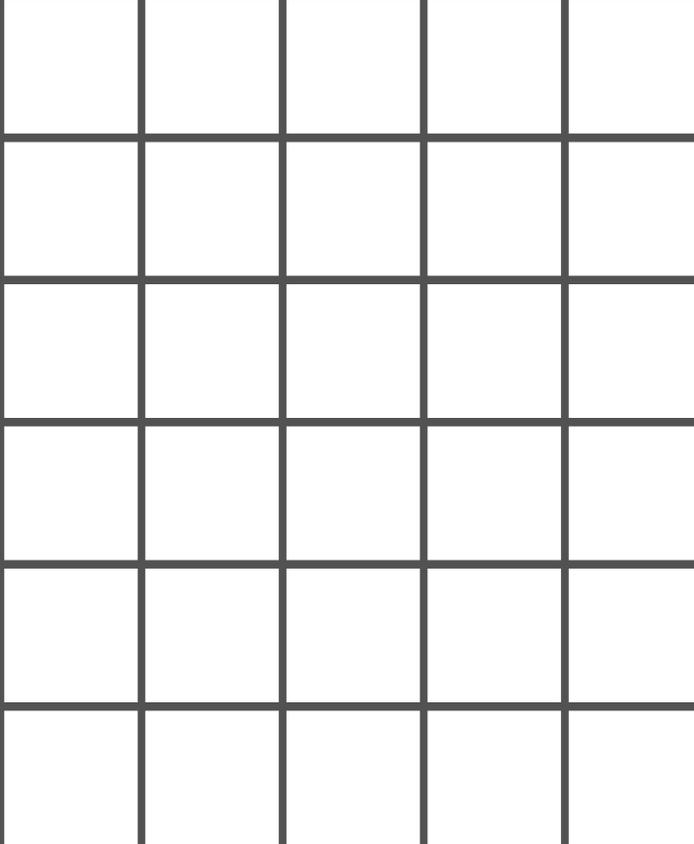
2019  
Illustration, Digital Art, Music



**FONTI DI  
ISPIRAZIONE**

your name here's

# INFLUENCE MAP



**WHAT IS THIS?**

As an artist, you are influenced by things. The reason why you do what you do is the combined application of all the things that influence you. If you run into a major block and cannot create new work, chances are you are forgetting what inspires you and need a refresher. Fill in these squares with everything that influences and inspires you to fuel the art you love to create. Refer to it as a kind of "map" in the future in case you get lost.

You can literally put anything in these squares -- photos of locations or people, other artist's work, artists themselves, video games, TV shows, music, movies, and books. You name it, you can put it in there. Fill the grid placing more prominent influences as larger images. A 3x3 image being the biggest.

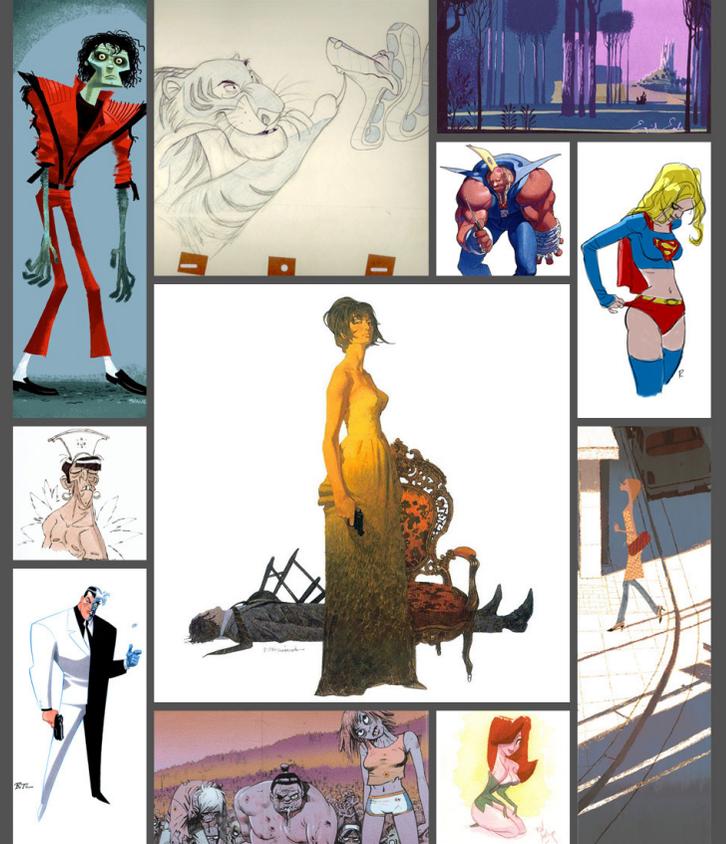
meme by fox-orlan | fox-orlan.deviantart.com

try to fill the grid using the following sizes:



XAV's

# INFLUENCE MAP



**WHAT IS THIS?**

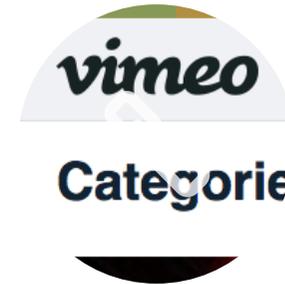
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try to fill the grid using the following sizes:





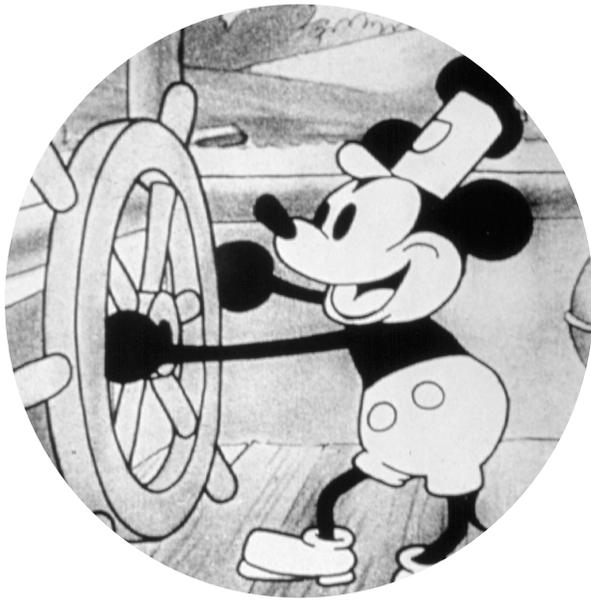
CENNI  
STORICI



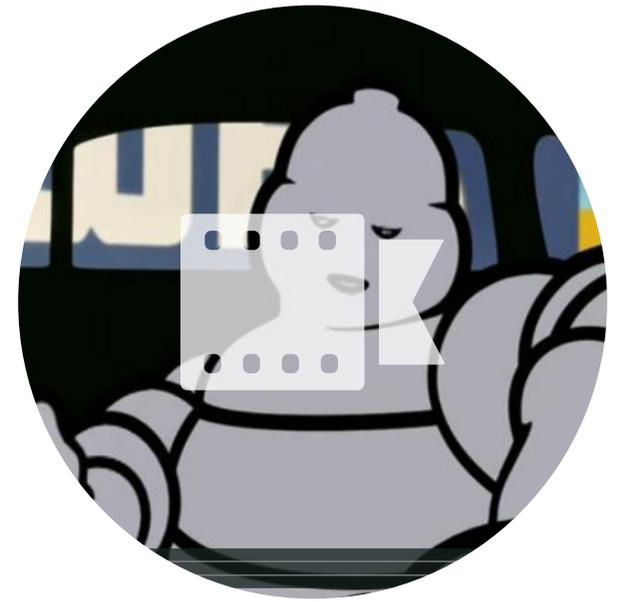


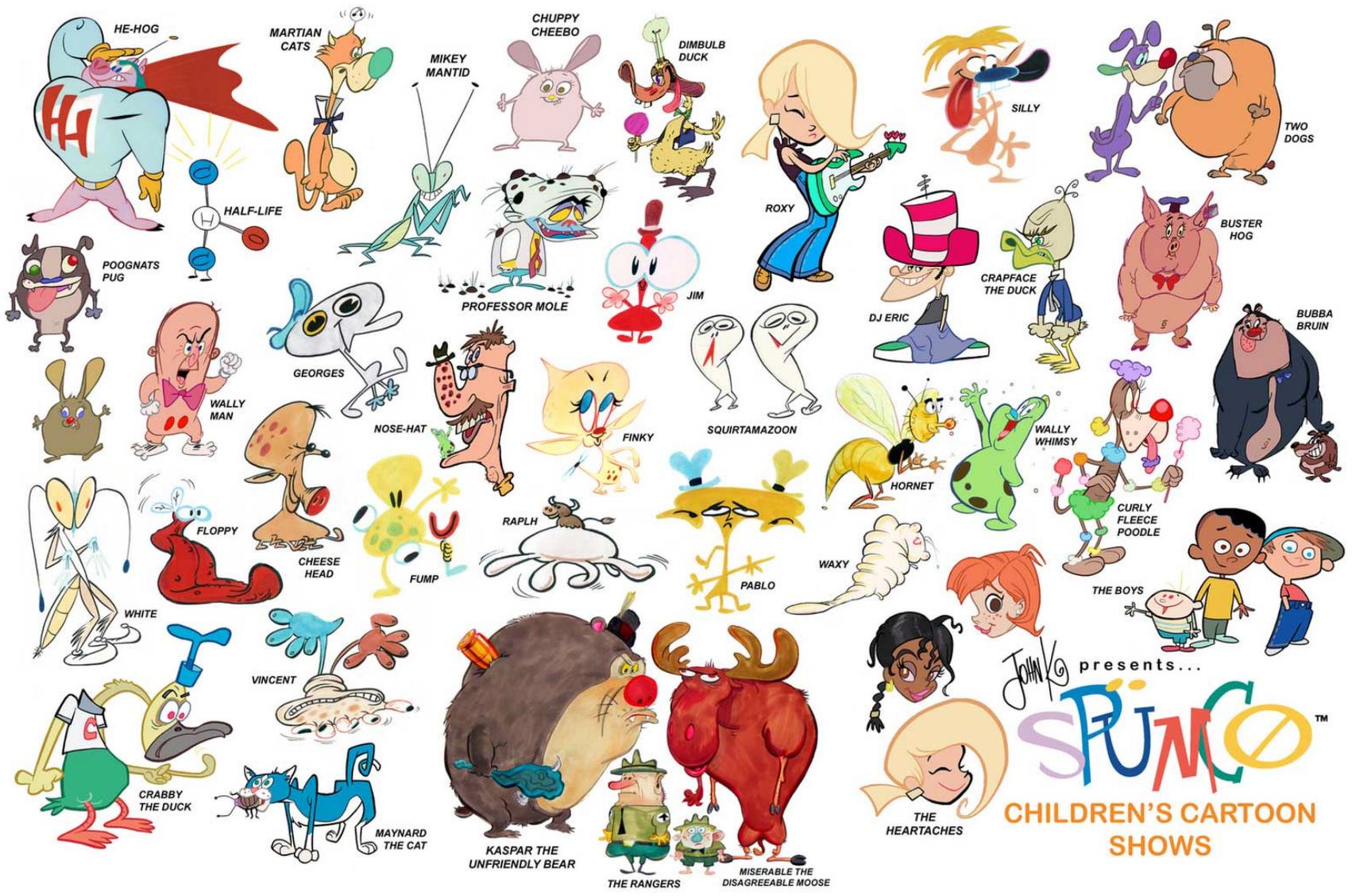












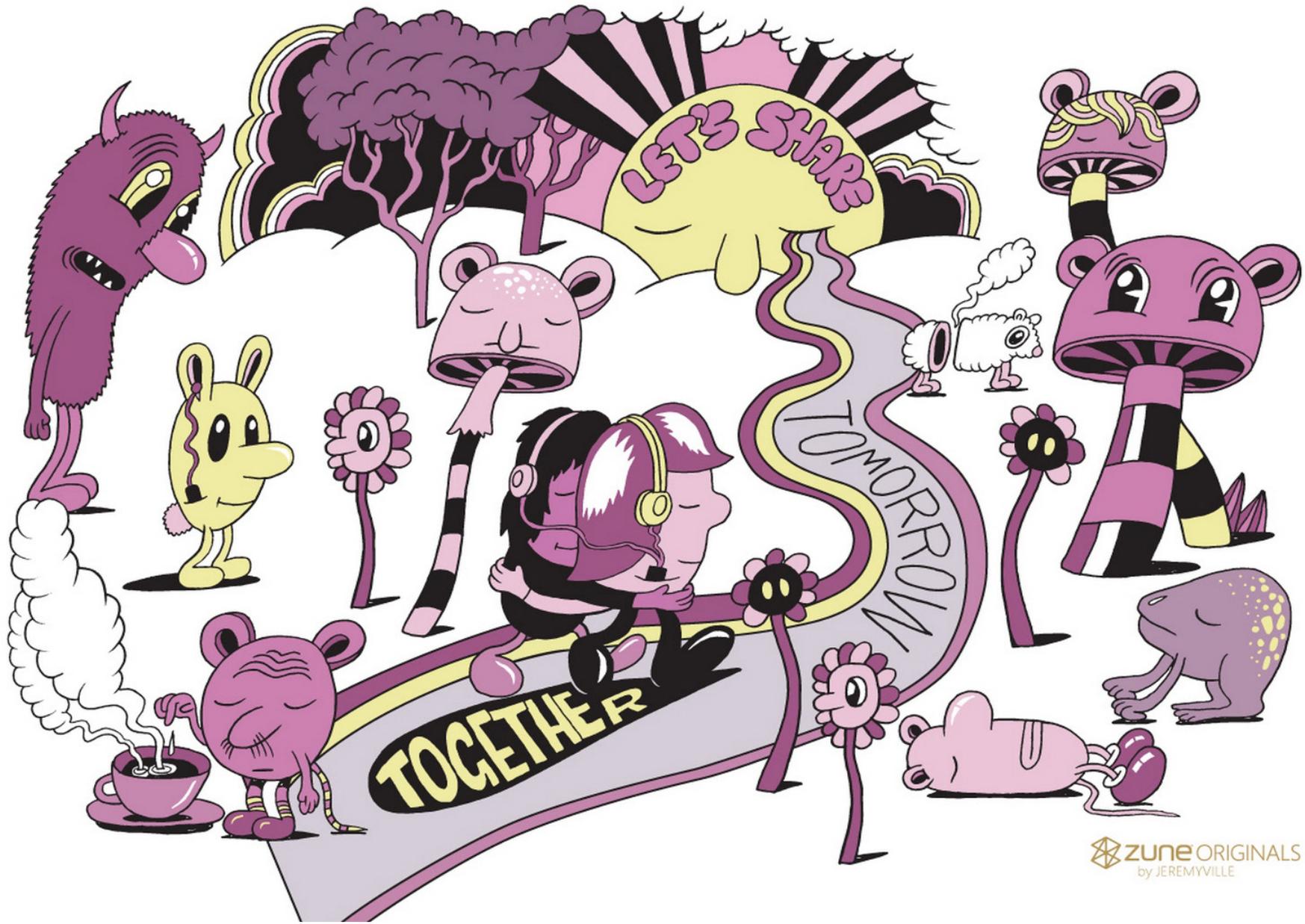
Jim K presents...  
**SQUINKO**<sup>TM</sup>  
CHILDREN'S CARTOON  
SHOWS















NATHAN  
JUREVICIUS

# CUPHEAD

"DON'T DEAL WITH THE DEVIL"



STUDIO MDHR INC.

Copyright MCMXXX



By Studio MDHR Corp.

A Run & Gun Game



MICHAEL & SIMON

present



WITH



Dirty Melody RECORDS  
&  
THE DEAD PIRATES X

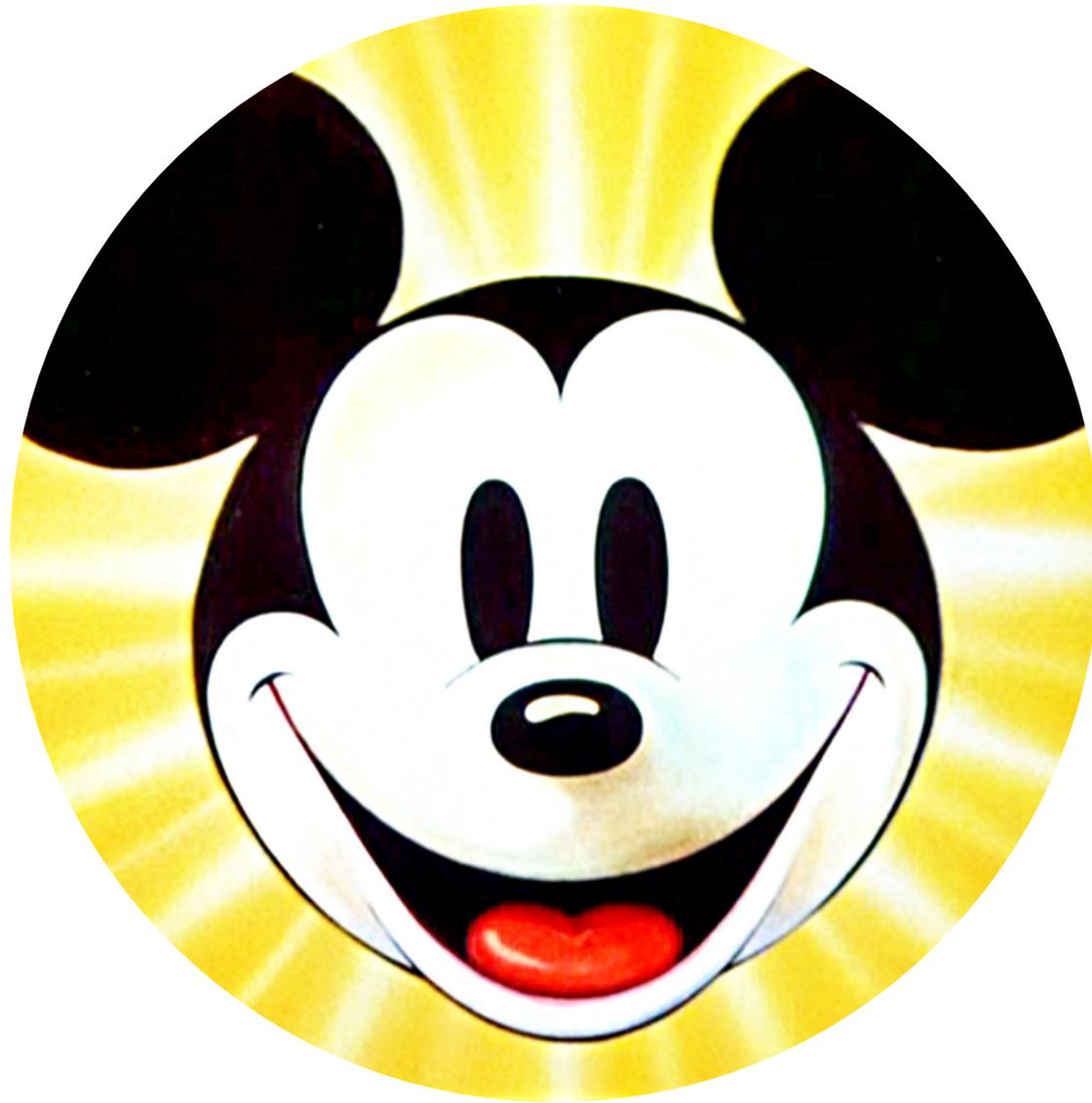
a Mill film  
LONDON 2009



HOW  
TO













VITA  
INTERIORE



vs



# The LEGEND of the **BATMAN**

— WHO HE IS AND HOW HE CAME TO BE!

ONE NIGHT SOME FIFTEEN YEARS AGO, THOMAS WAYNE, HIS WIFE AND HIS SON WERE WALKING HOME FROM A MOVIE...

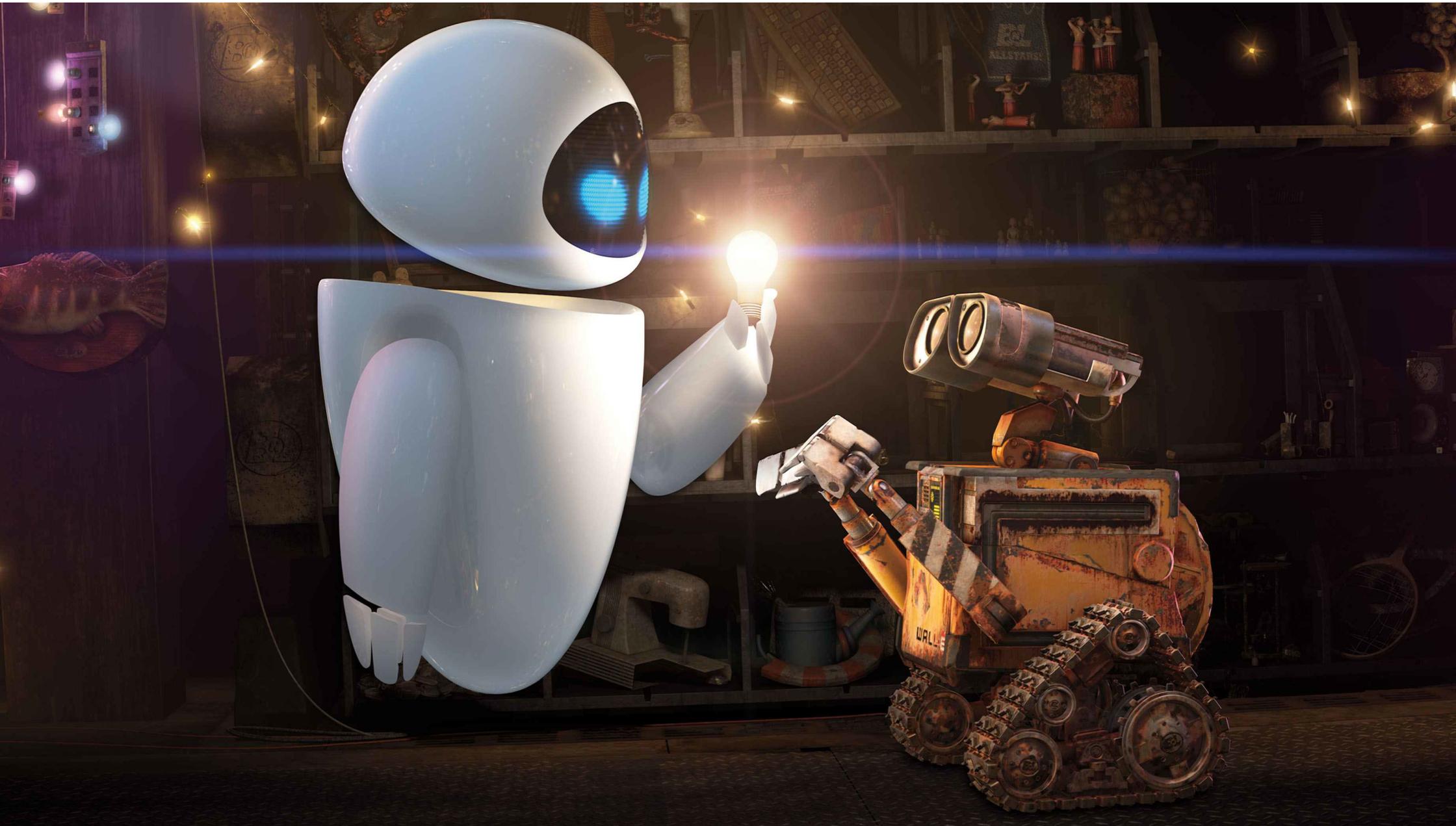








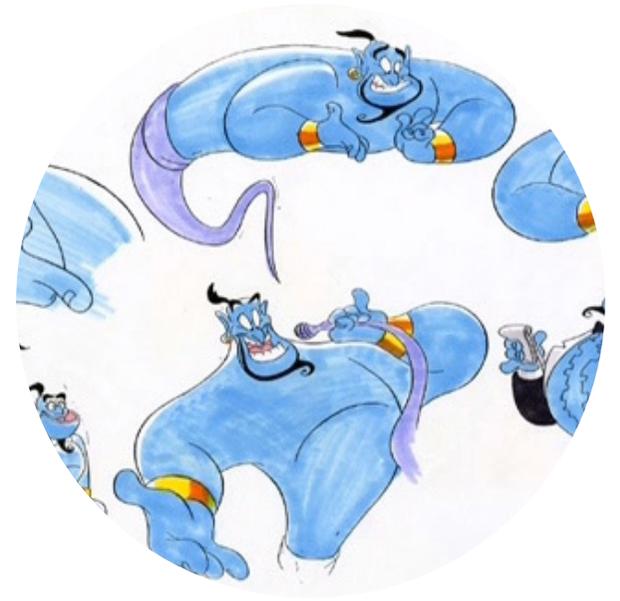


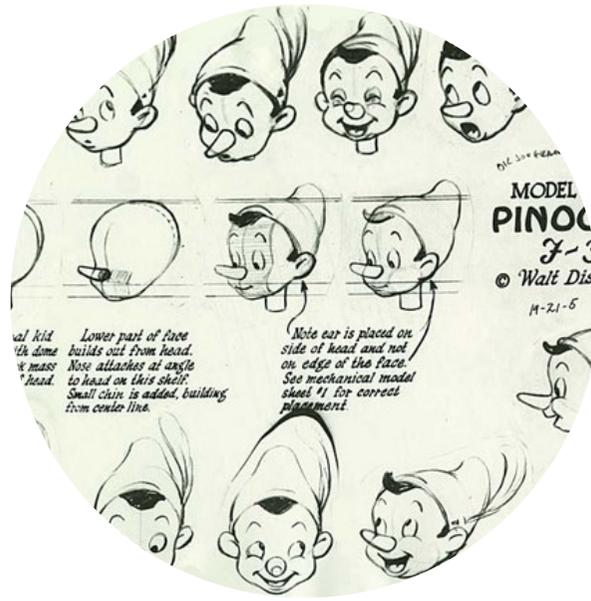




# **DISTINZIONE VISIVA**

















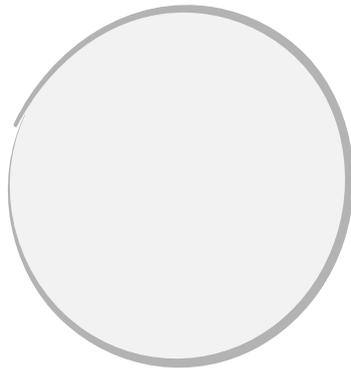








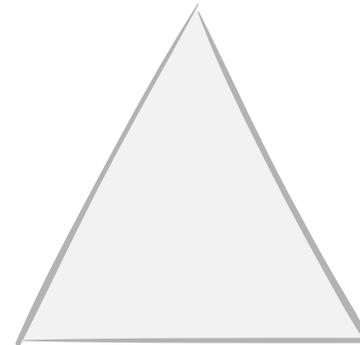
**VISUAL  
DEVELOPMENT**



**SOFT  
FRIENDLY  
INACTIVE**



**STABLE  
STRONG  
MORE ACTIVE**



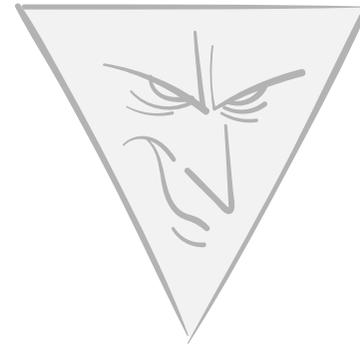
**SHARP  
DANGEROUS  
ACTIVE**



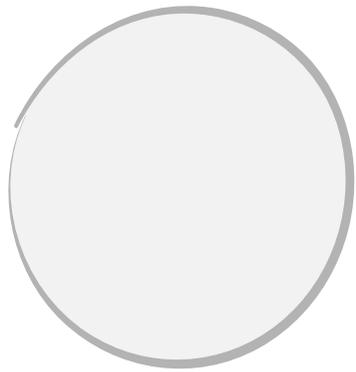
**SOFT  
FRIENDLY  
INACTIVE**



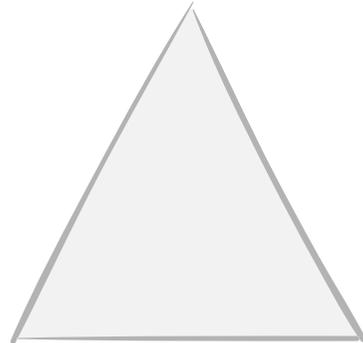
**STABLE  
STRONG  
MORE ACTIVE**



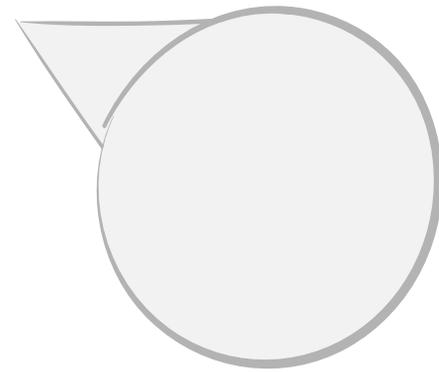
**SHARP  
DANGEROUS  
ACTIVE**



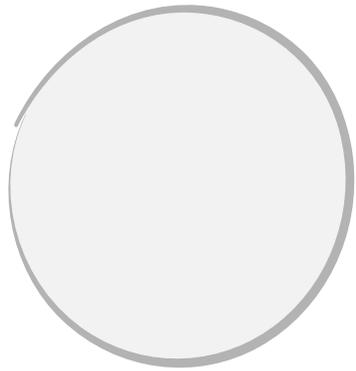
**SOFT  
FRIENDLY  
INACTIVE**



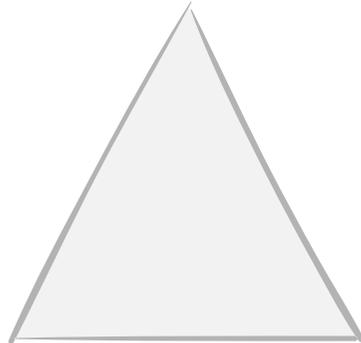
**SHARP  
DANGEROUS  
ACTIVE**



**FAST +  
ACTIVE**



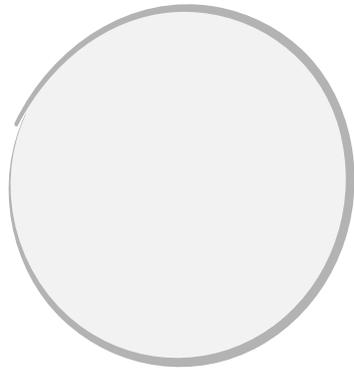
**SOFT  
FRIENDLY  
INACTIVE**



**SHARP  
DANGEROUS  
ACTIVE**



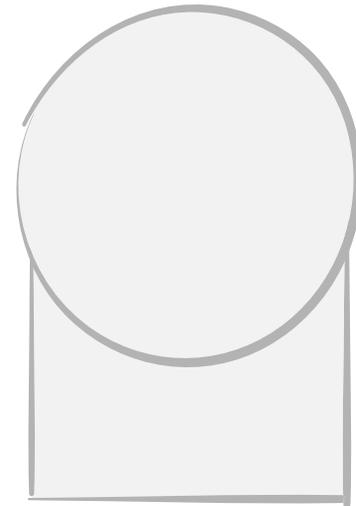
**FAST +  
ACTIVE**



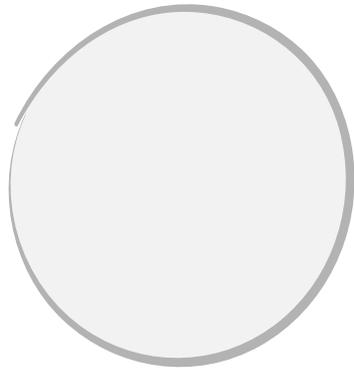
**SOFT  
FRIENDLY  
INACTIVE**



**SHARP  
DANGEROUS  
ACTIVE**



**GOOD +  
STRONG**



**SOFT  
FRIENDLY  
INACTIVE**

**+**



**SHARP  
DANGEROUS  
ACTIVE**

**=**



**GOOD +  
STRONG**

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OFFICER OF THE COMPANY.

# Aladdin

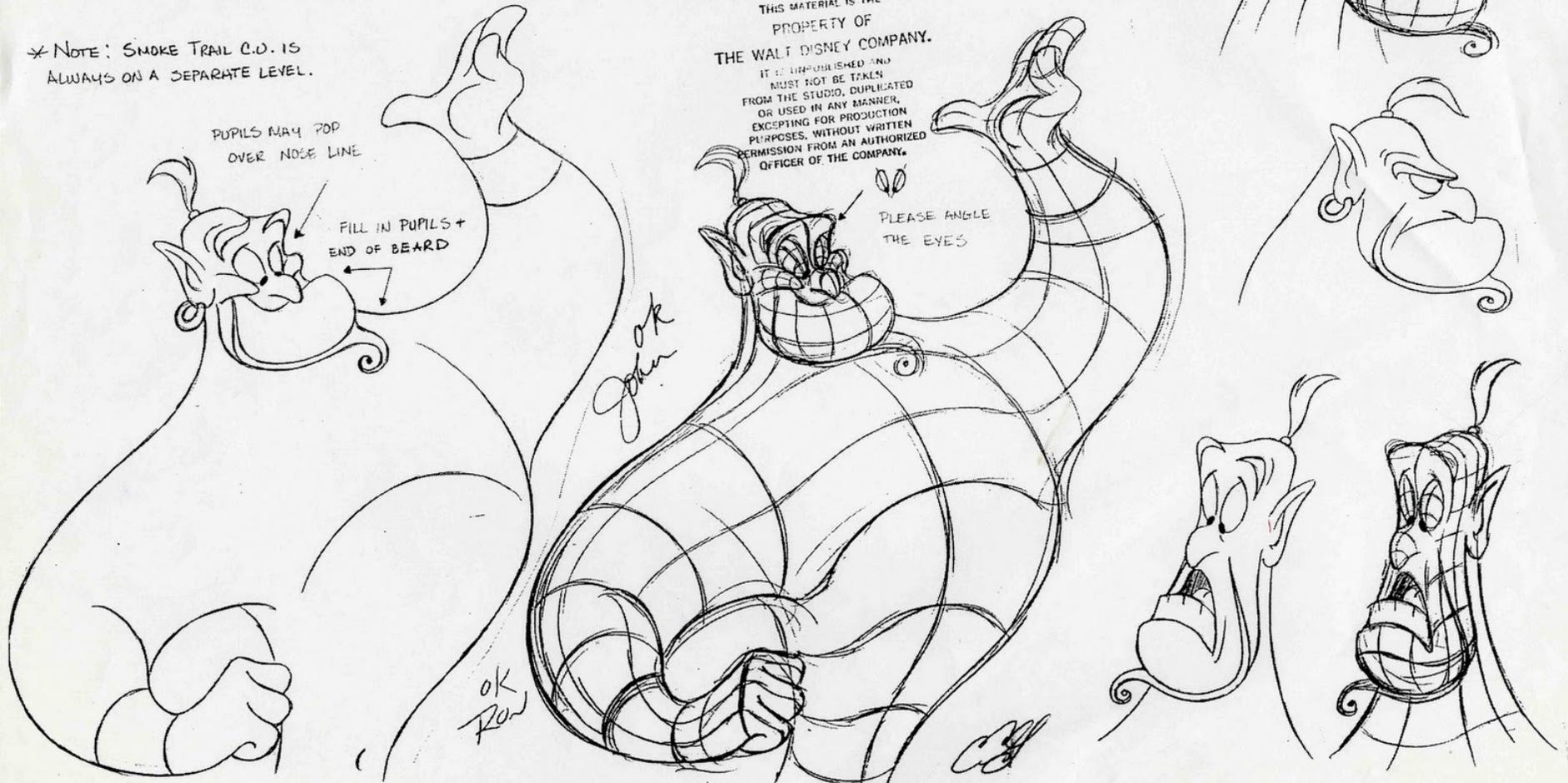
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\* NOTE: SMOKE TRAIL C.O. IS  
ALWAYS ON A SEPARATE LEVEL.

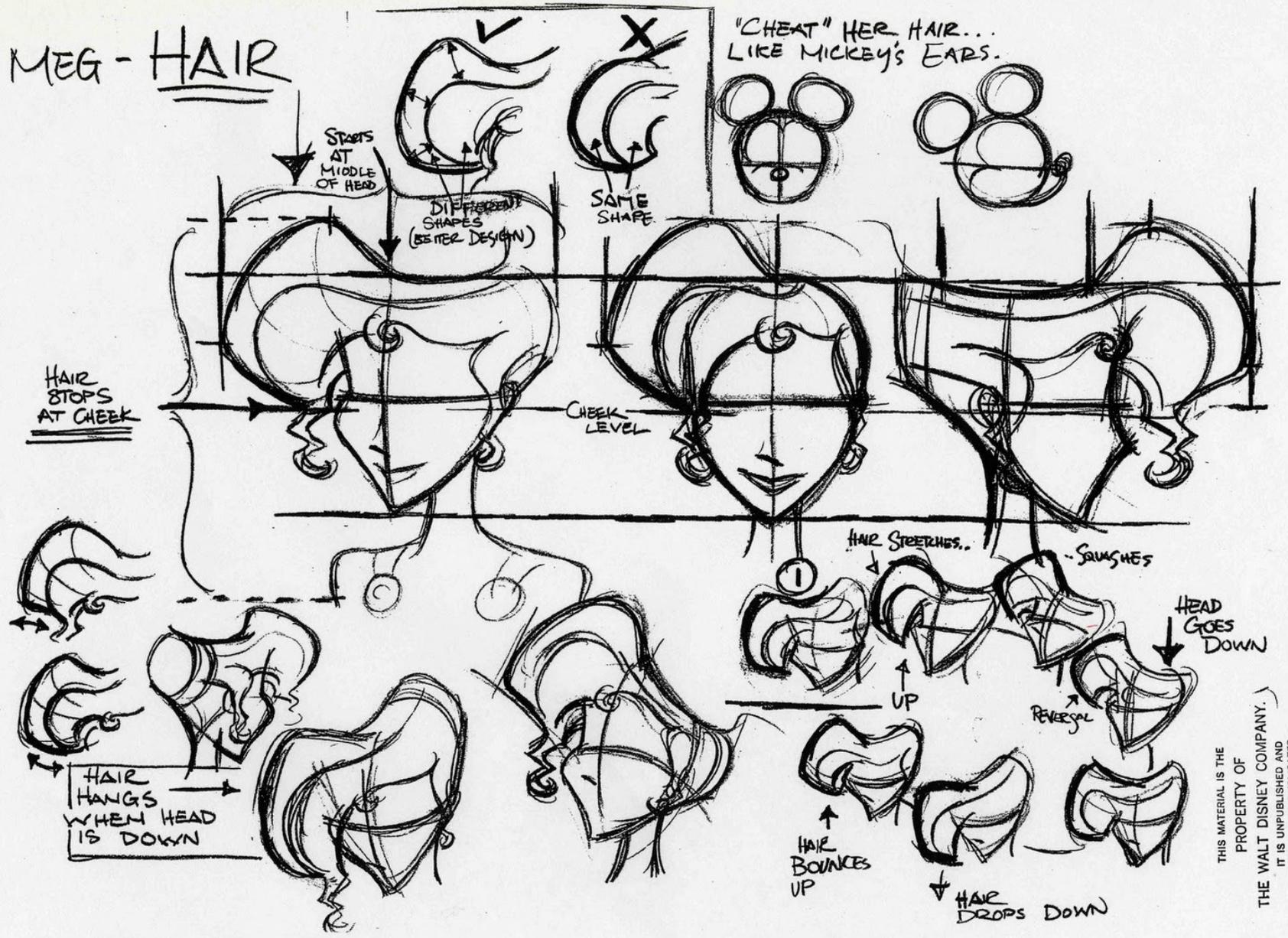
PUPILS MAY POP  
OVER NOSE LINE

FILL IN PUPILS +  
END OF BEARD

PLEASE ANGLE  
THE EYES



# MEG - HAIR



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OR DISCLOSED TO UNAUTHORIZED  
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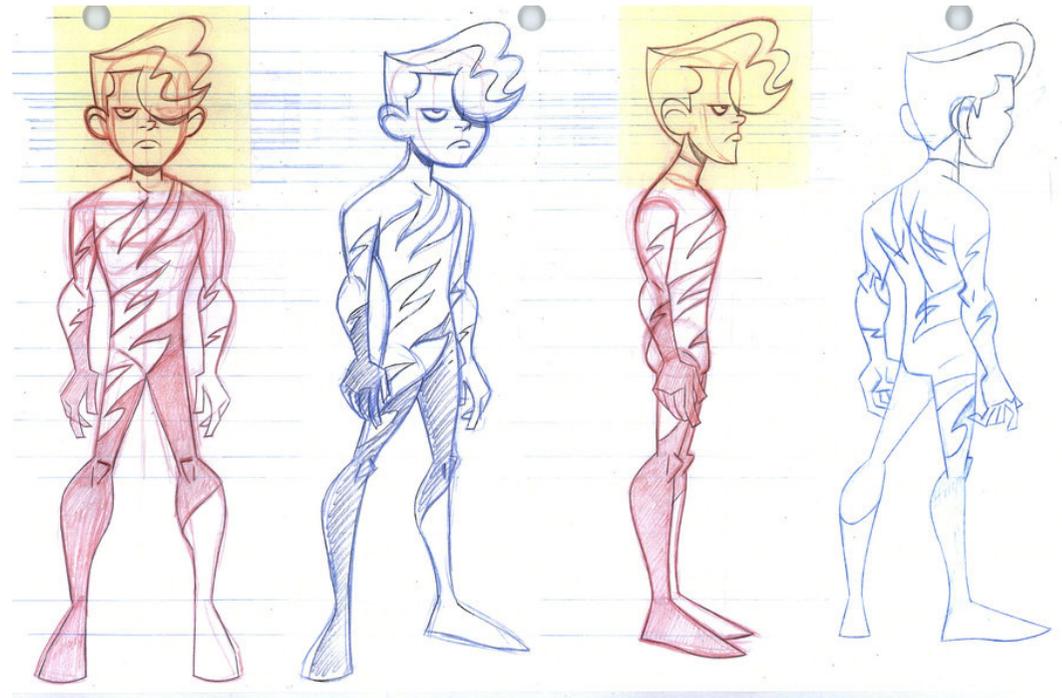
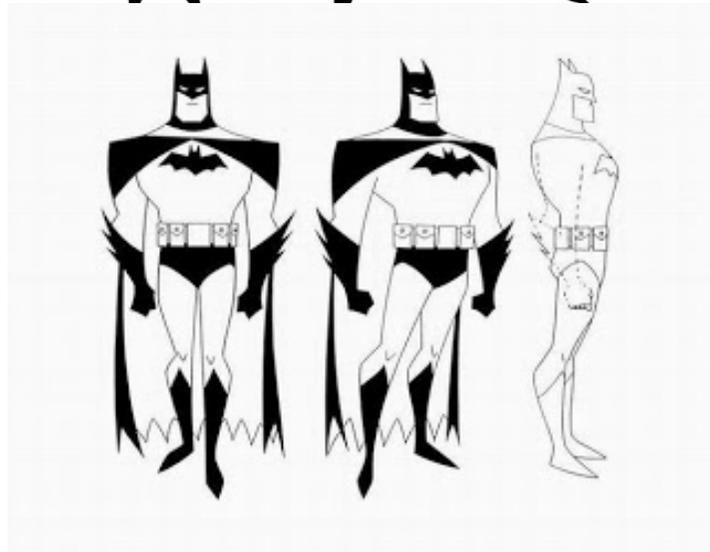
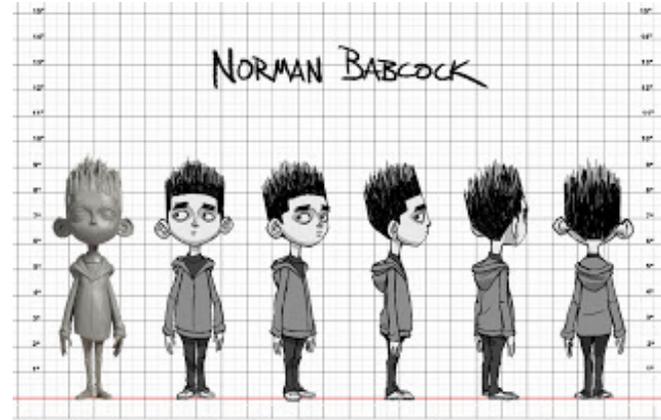
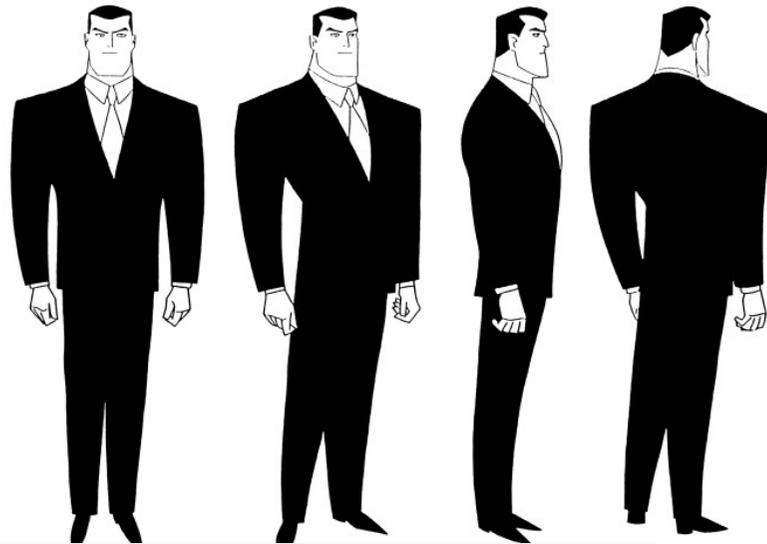


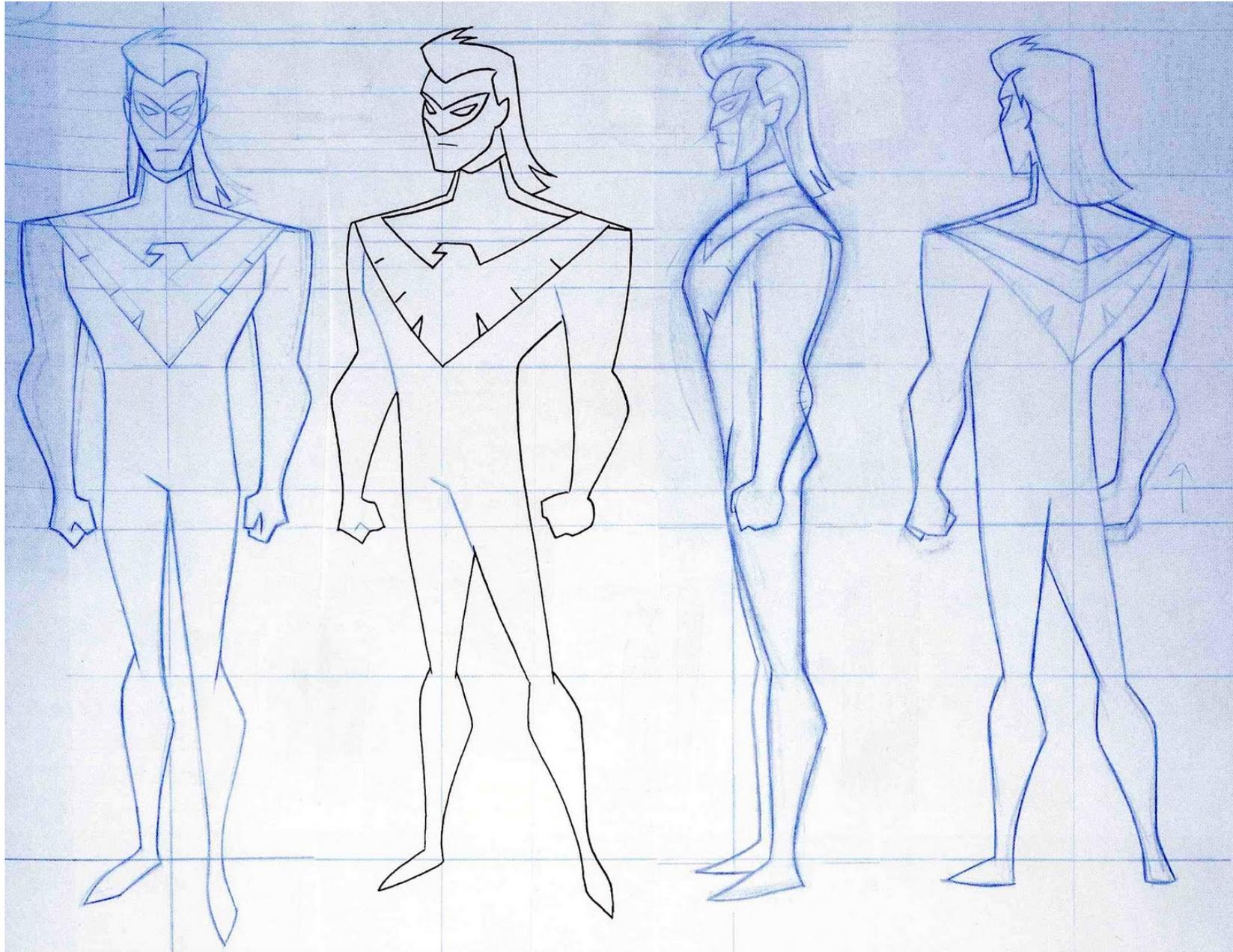
MEG

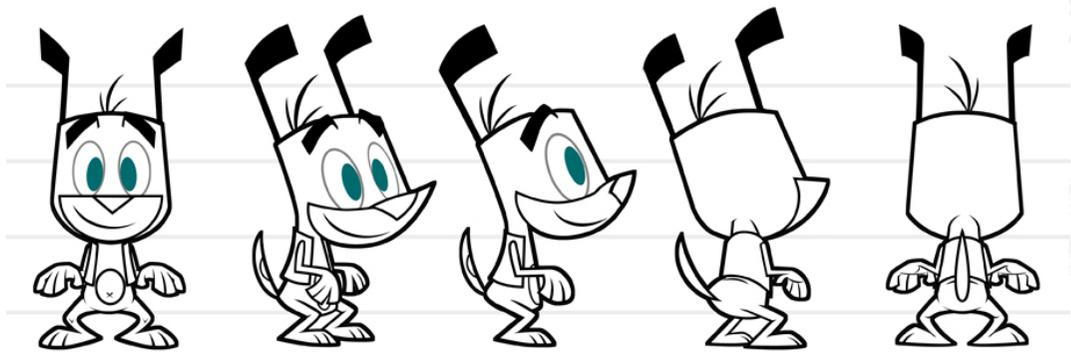
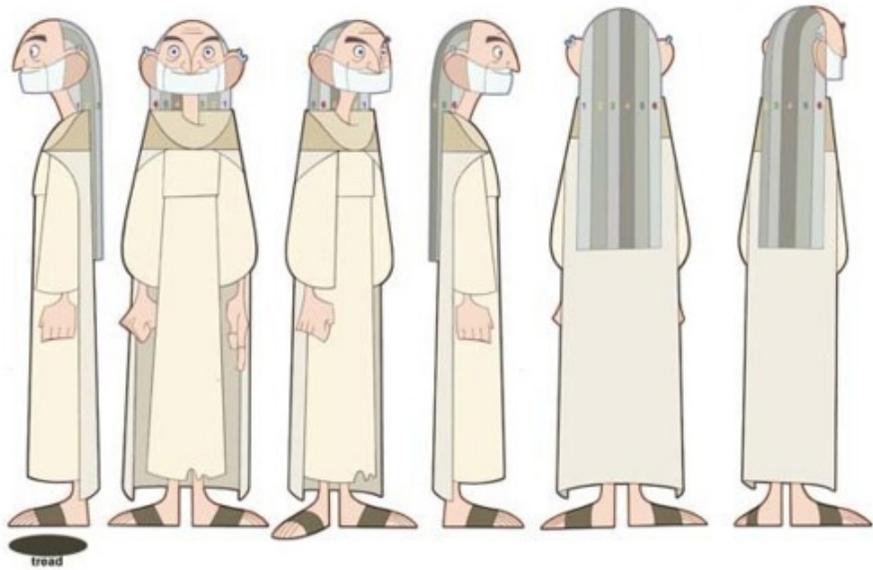
#6

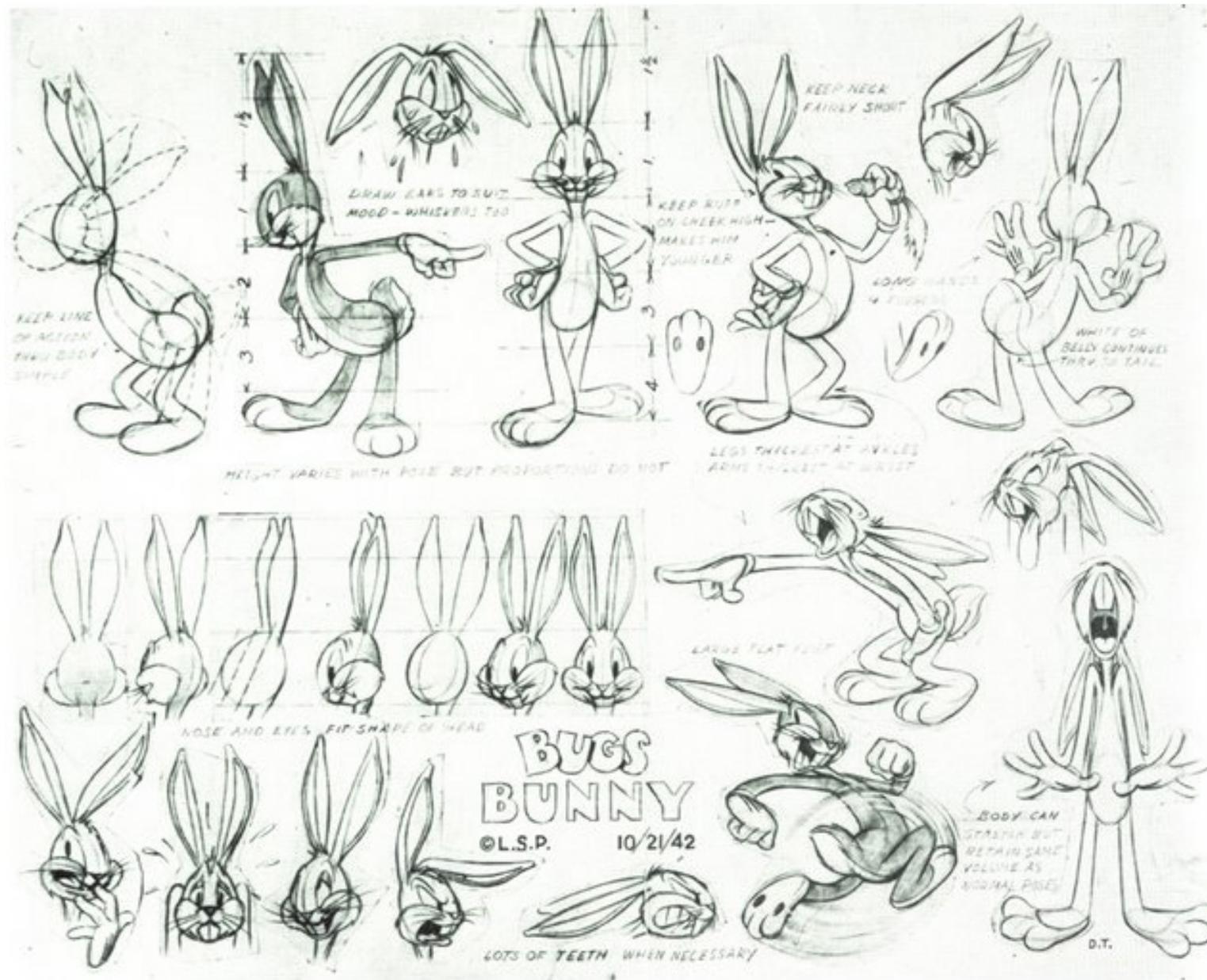
HERCULES  
PROD. #1461  
RUFF MODEL SHEET  
DATE 10-13-95  
APPROVAL

*JM RC*









KEEP LINE OF ACTION THROUGH BODY SIMPLE

DRAW EARS TO SUIT MOOD - WHISKERS TOO

KEEP NECK FAIRLY SHORT

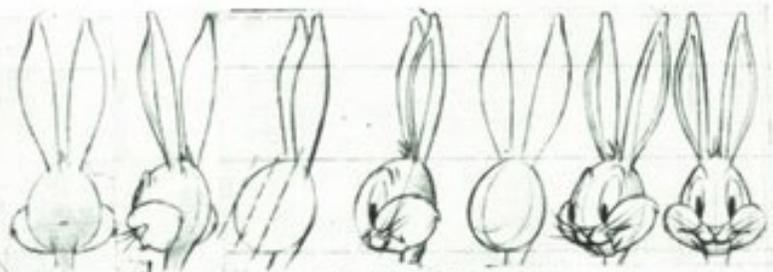
KEEP RUFF ON CHEEK HIGH - MAKES HIM YOUNGER

LONG HANDS 1/4 FINGER

WHITE OF BELLY CONTINUES THROUGH TAIL

HEIGHT VARIES WITH POSE BUT PROPORTIONS DO NOT

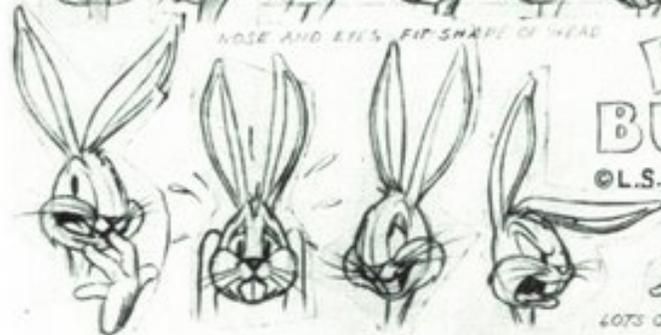
LEGS THICKEST AT ANKLES ARMS THICKEST AT WRIST



NOSE AND EYES FIT SHAPE OF HEAD



LARGE FLAT FEET



**BUGS BUNNY**  
©L.S.P. 10/21/42

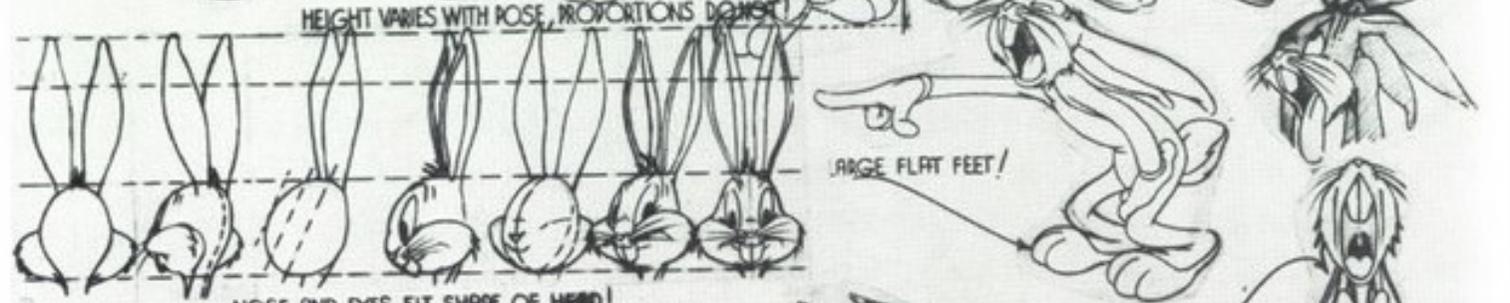
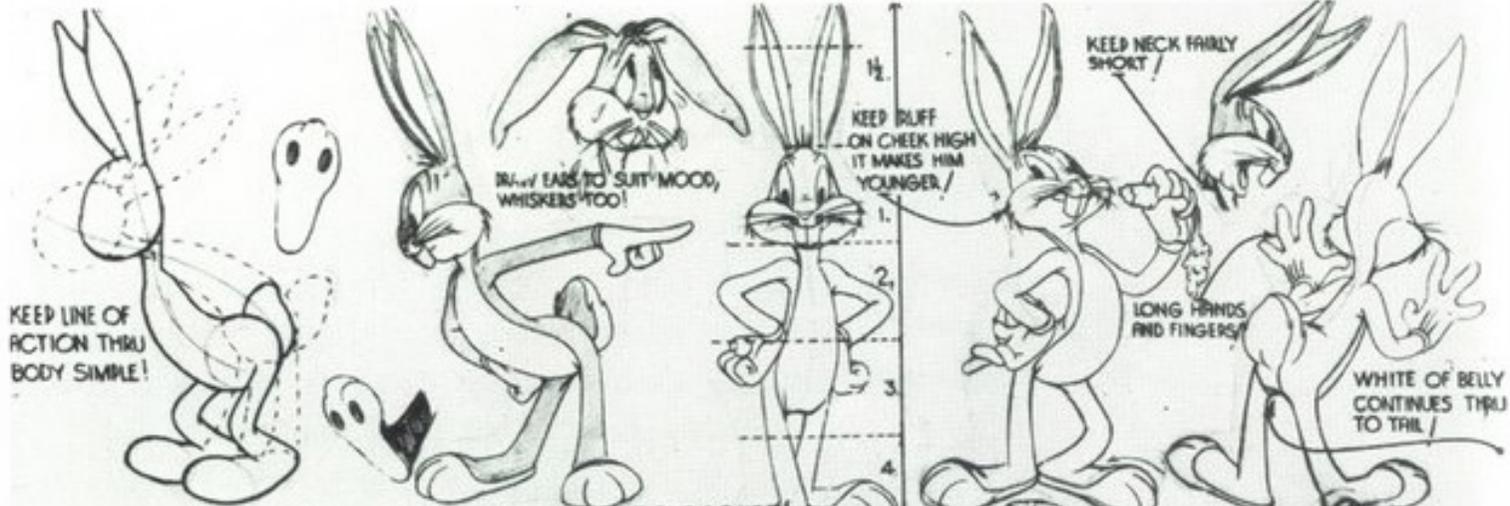
LOTS OF TEETH WHEN NECESSARY

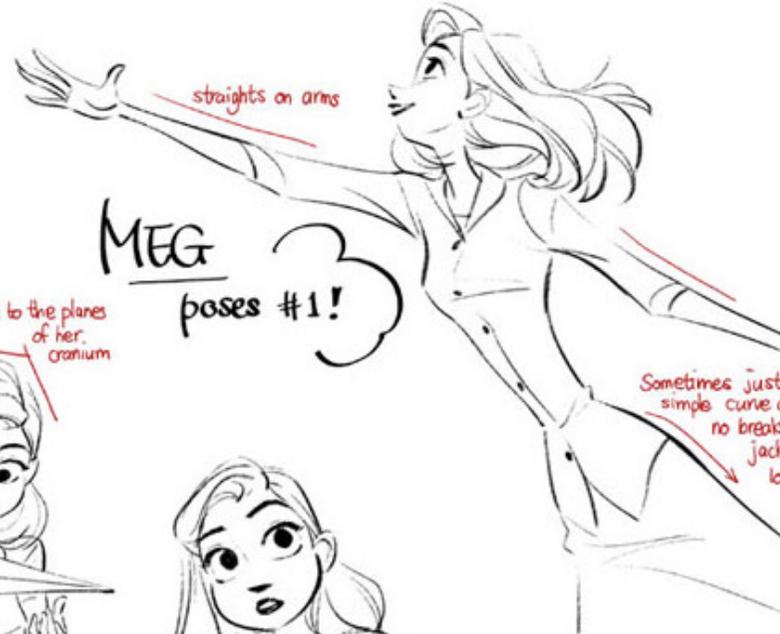


BODY CAN STRETCH BUT REMAIN SAME VOLUME AS NORMAL POSE



D.T.





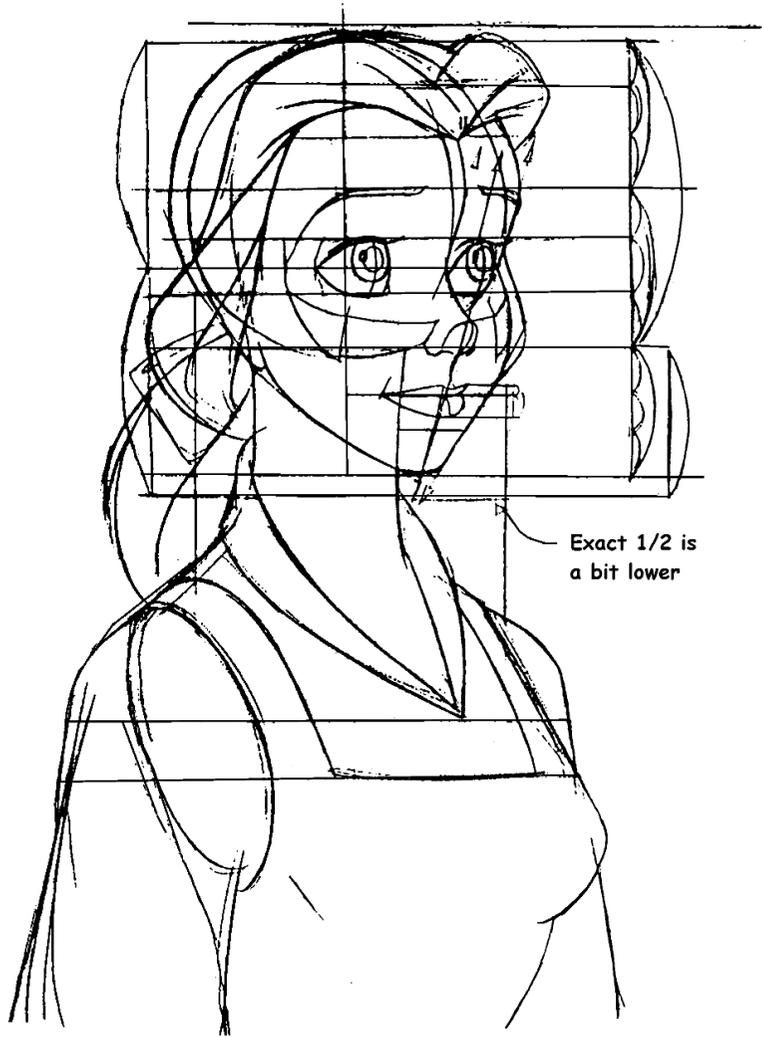
MEG  
poses #1!

slight breaks to the planes  
of her  
cranium

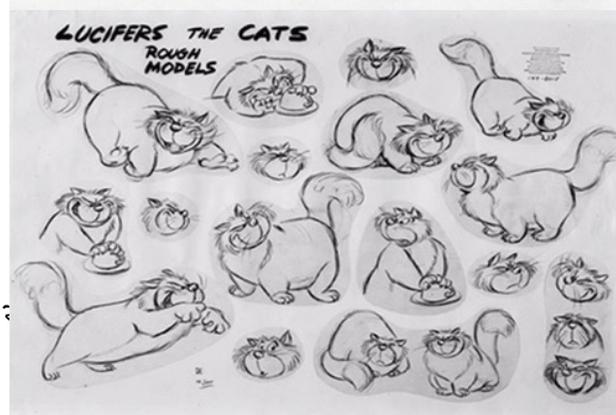
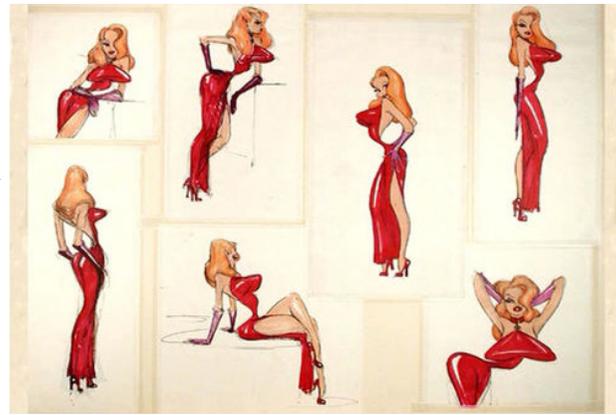
Sometimes just a  
simple curve with  
no breaks for  
jacket/skirt  
looks better...

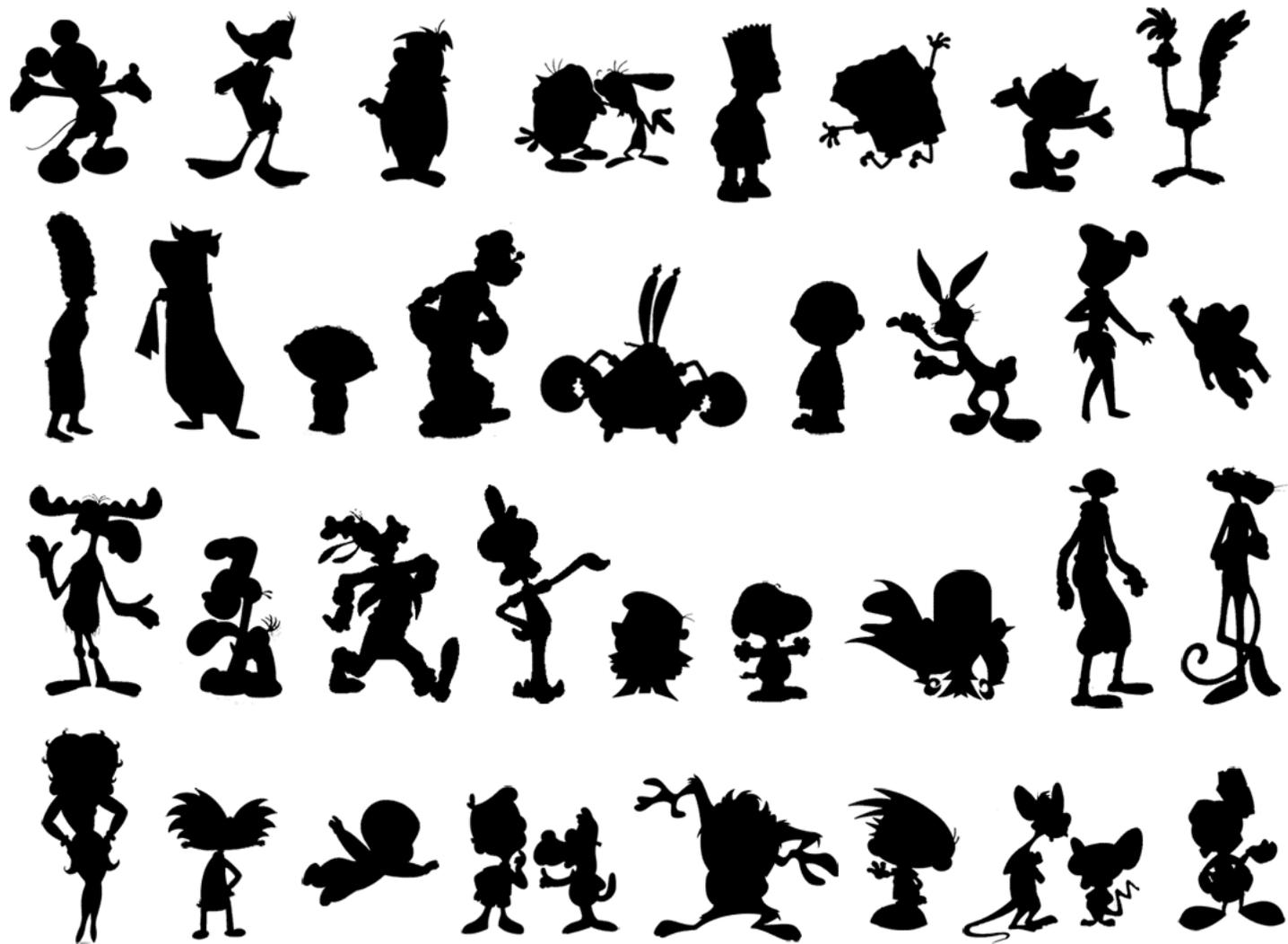
breaks in  
the line  
for simplicity





Exact 1/2 is a bit lower

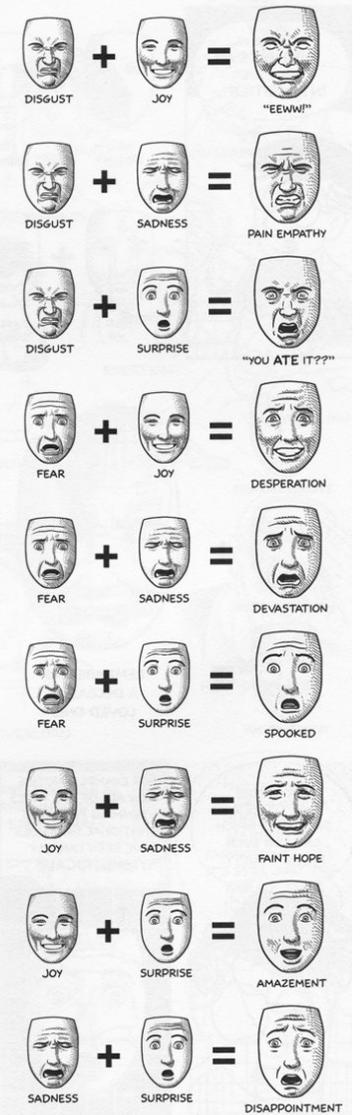
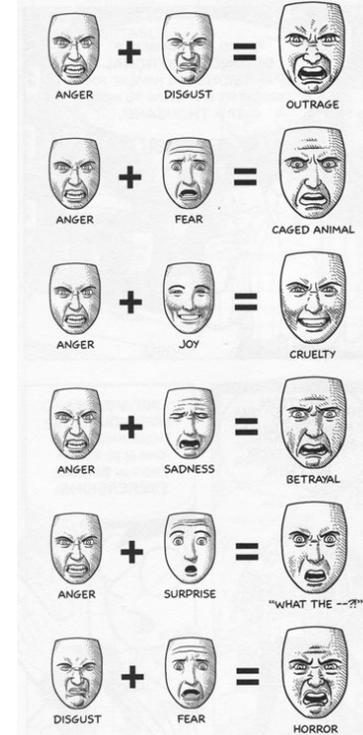
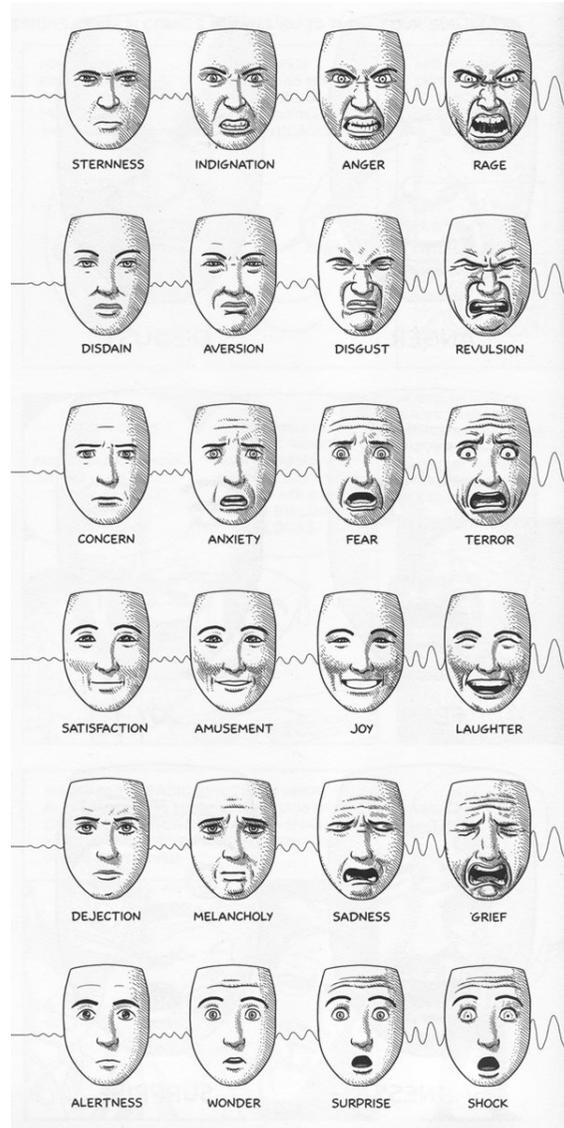


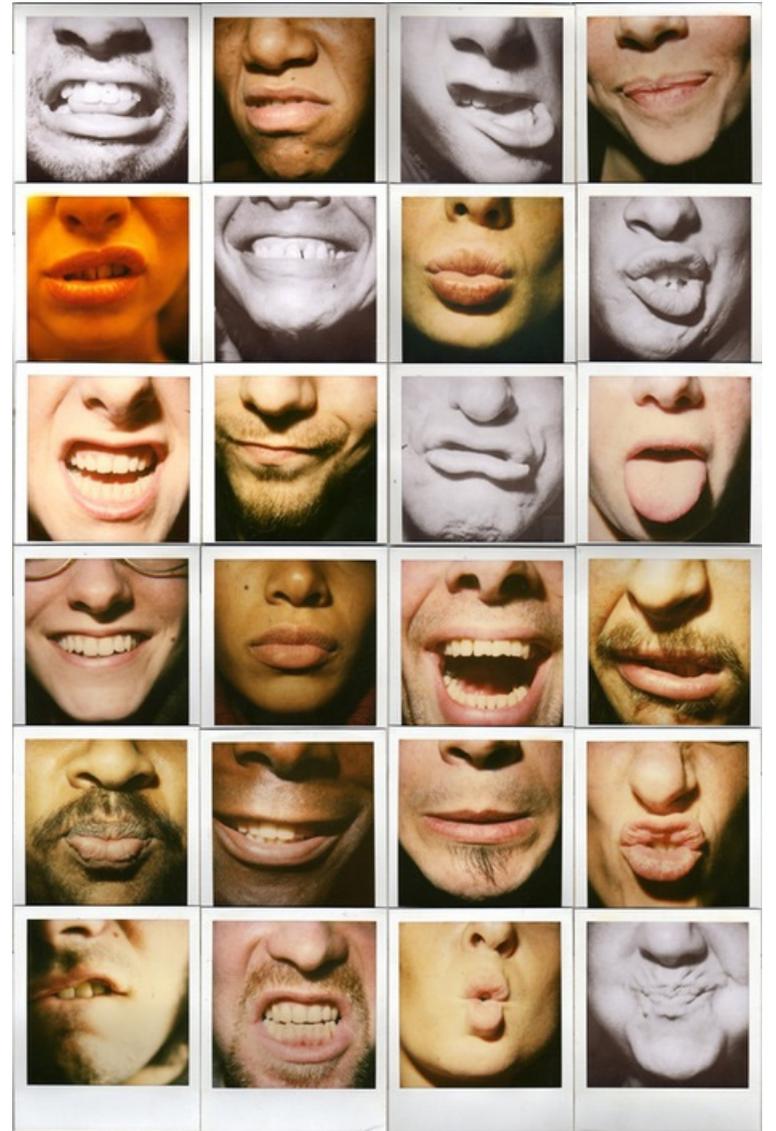






# ESPRESSIONI FACCIALI









**BODY**  
**LANGUAGE**



ALERT



SUSPICIOUS



ANXIOUS



THREATENED



ANGRY



"PEACE!"  
look away/head turn



STRESSED  
yawn



STRESSED  
nose lick



"PEACE!"  
sniff ground



"RESPECT!"  
turn & walk away



"NEED SPACE"  
white eye



STALKING



STRESSED  
scratching



STRESS RELEASE  
shake off



RELAXED  
soft ears, binky eyes



"RESPECT!"  
offer his back



FRIENDLY & POLITE  
curved body



FRIENDLY



"PRETTY PLEASE"  
round puppy face



"I'M YOUR LOVEBUG"  
belly-rub pose



"HELLO I LOVE YOU!"  
greeting stretch



"I'M FRIENDLY!"  
play bow



"READY!"  
prey bow



"YOU WILL FEED ME"



CURIOUS  
head tilt



HAPPY  
(or hot)



OVERJOYED  
wiggly



"MMM..."

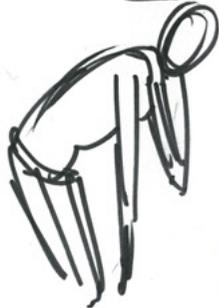


"I LOVE YOU,  
DON'T STOP"

Dynamic Posing Rough Draft



Joyes



30 SEC  
WARM UPS

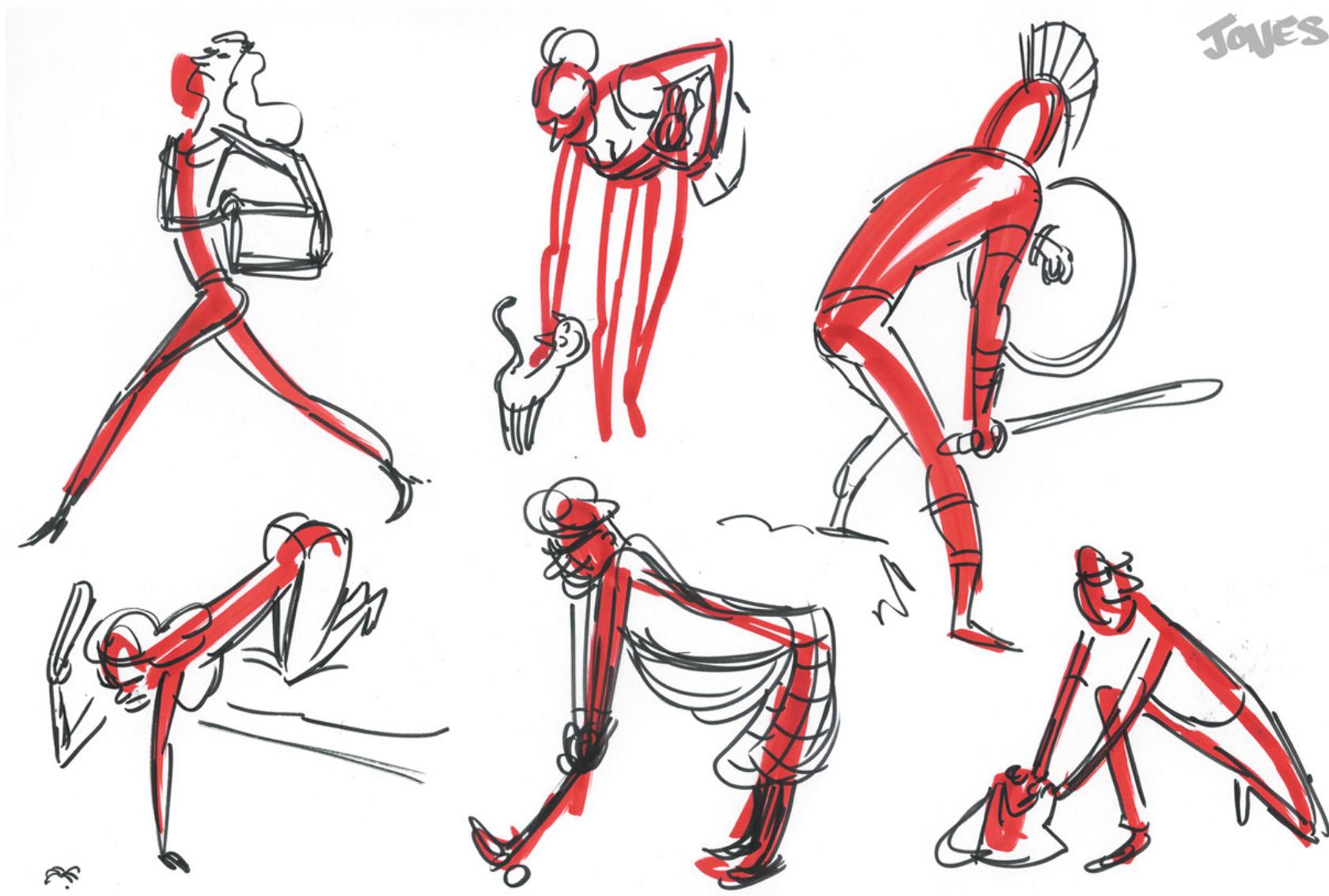
JONES

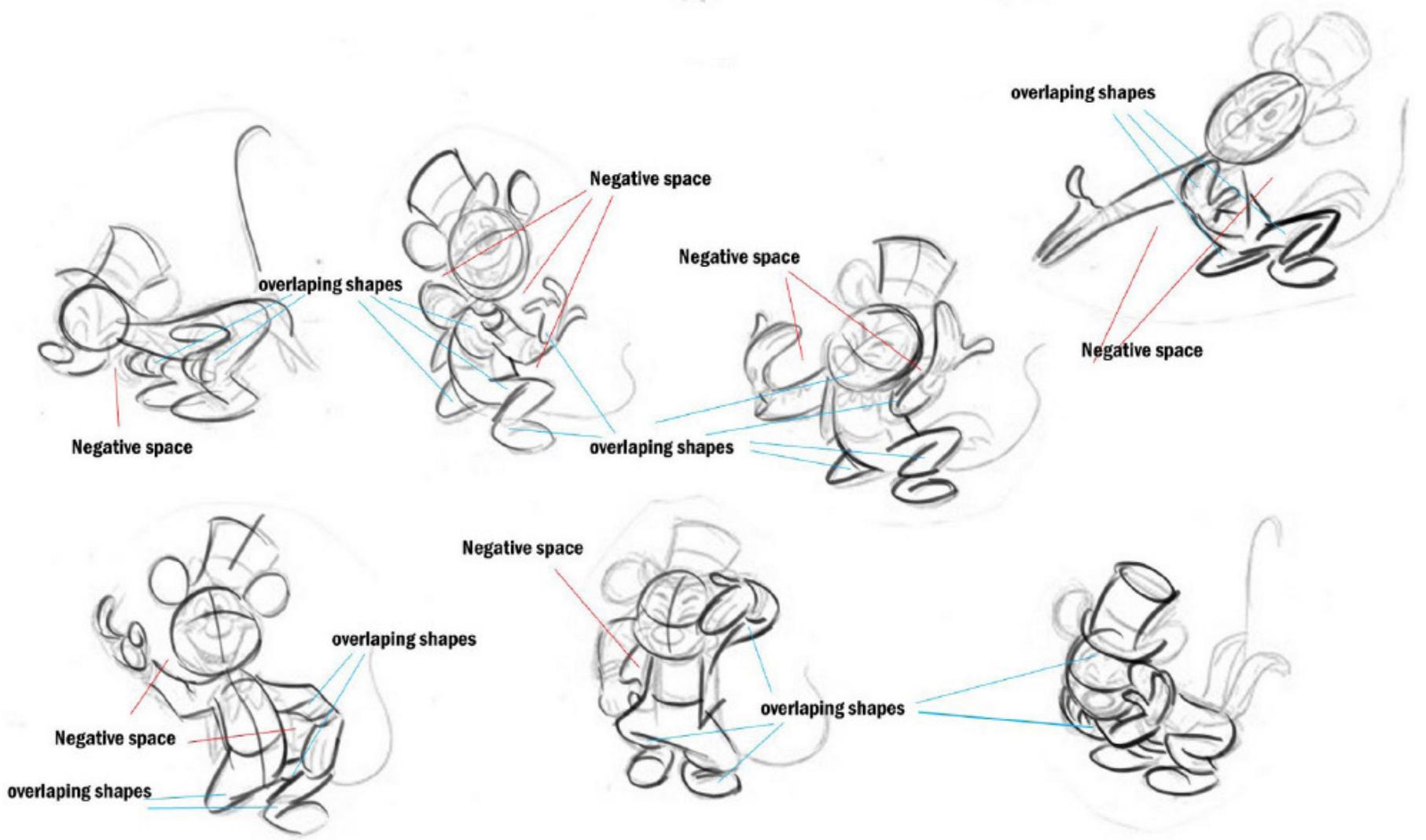


JONES



JOYES

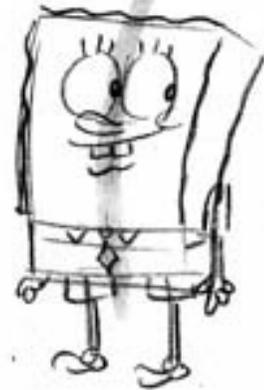






LINE of ACTION!

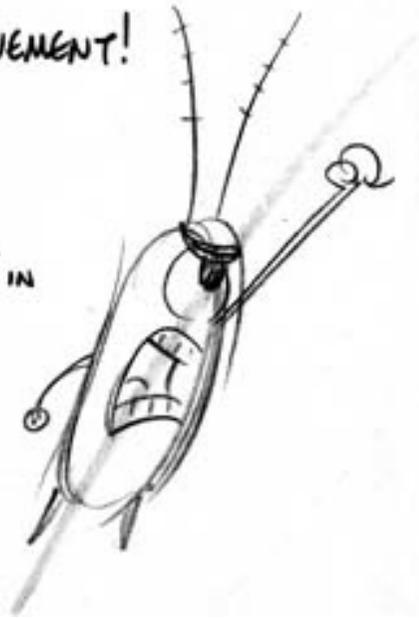
3

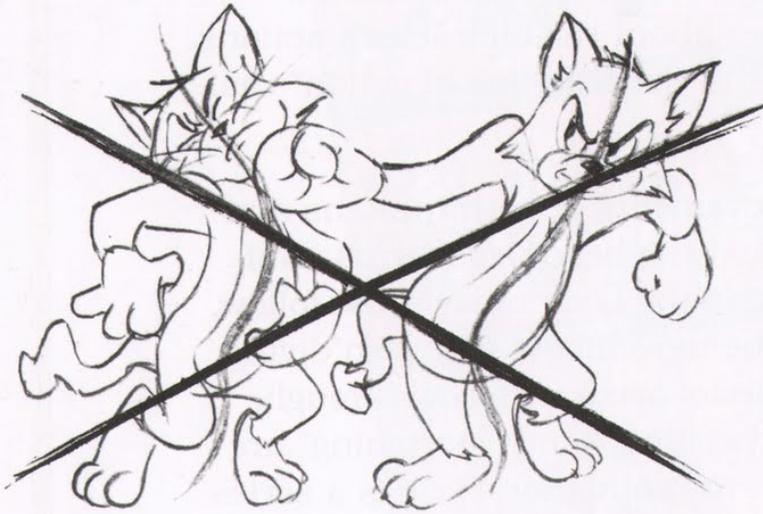


ACTING IS MOVEMENT!

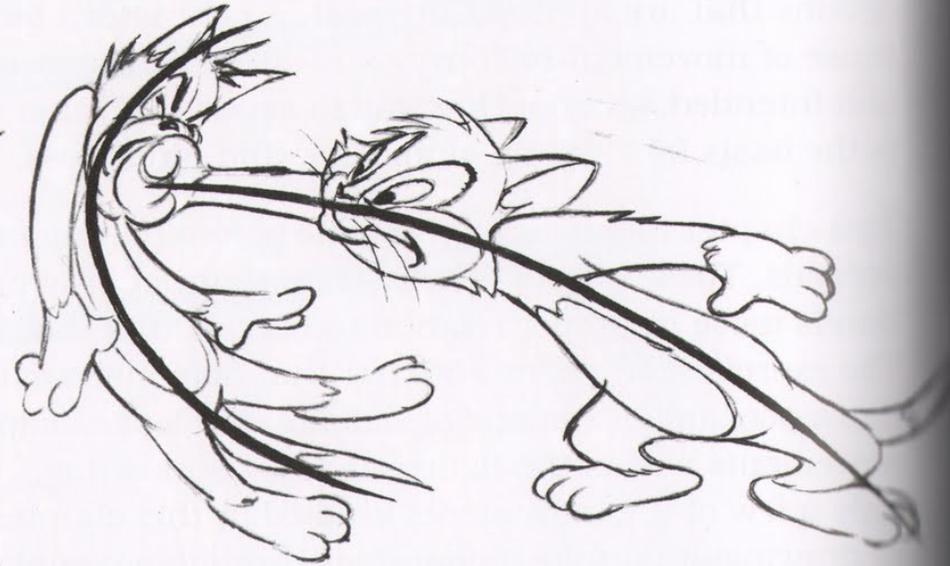


CONTRAST IN  
ATTITUDE  
ANGLE  
INTENSITY

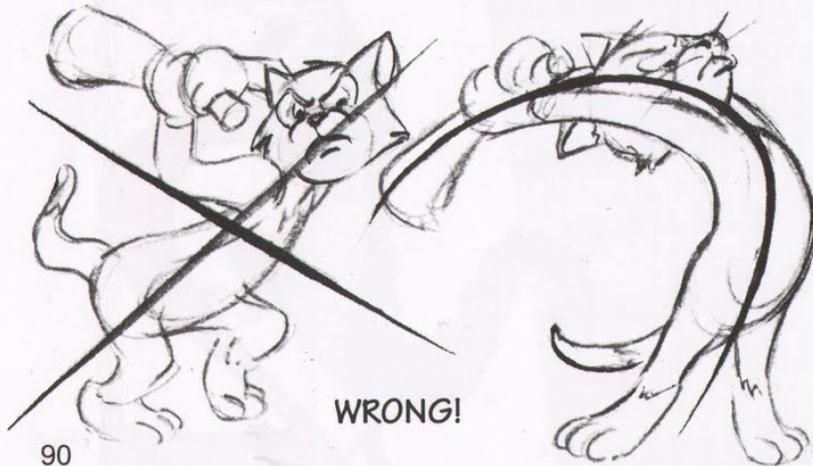




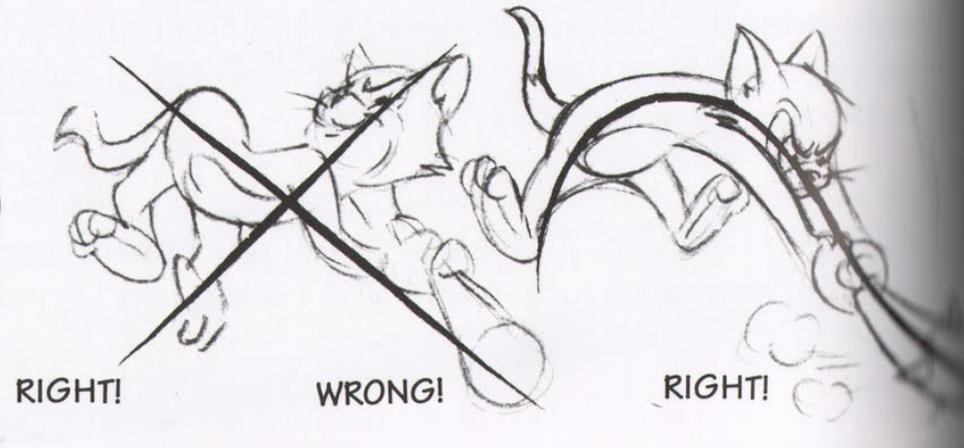
WRONG! THE LINES OF ACTION DO NOT FIT.



CORRECT! THE LINES OF ACTION FIT AND ARE ACCENTUATED.



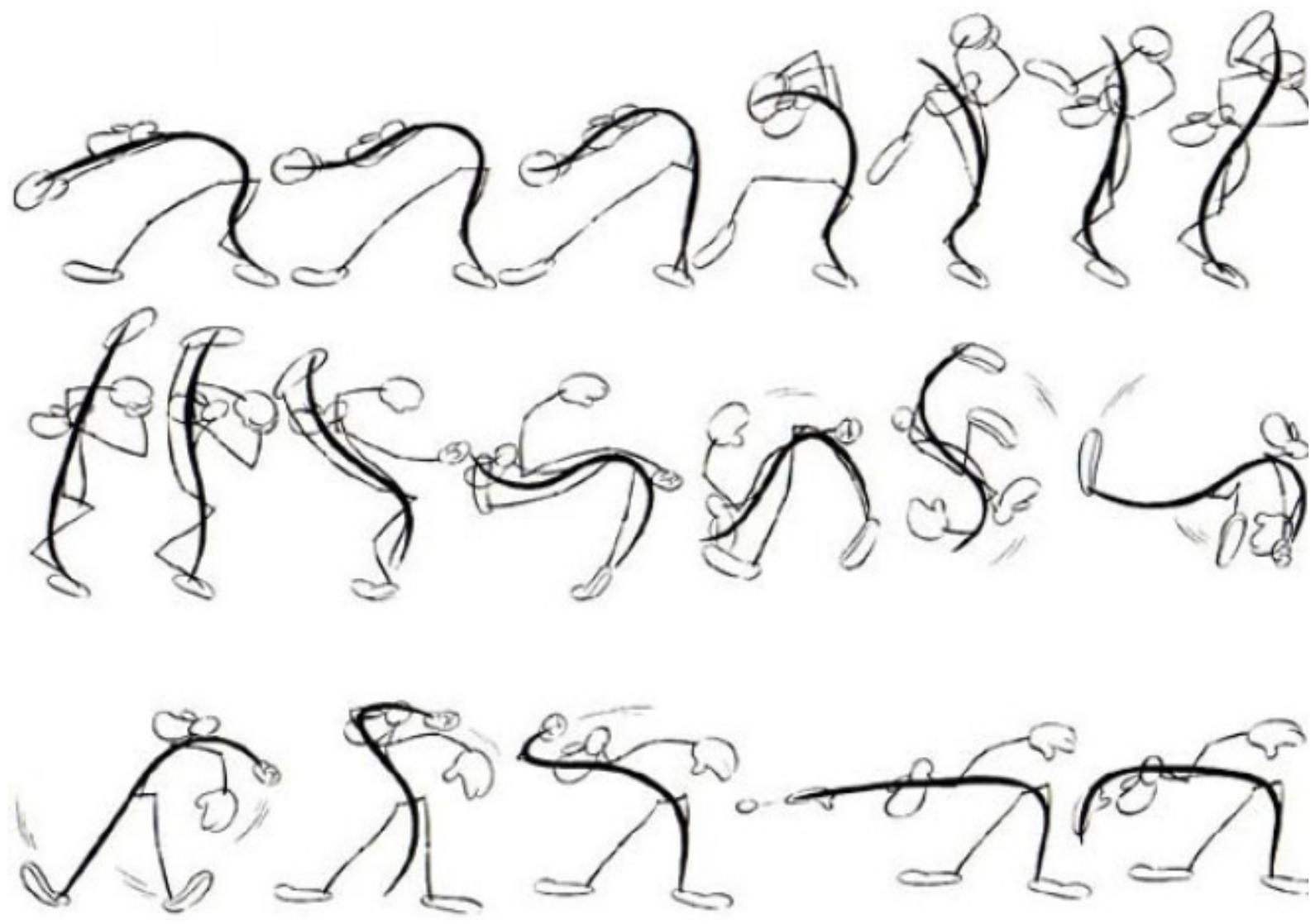
WRONG!



RIGHT!

WRONG!

RIGHT!



CURIOUS



LAUGHING



EXULTANT



ME!?



EXCITED



THOUGHTFUL



DREAMY



SHOCKED



**P**



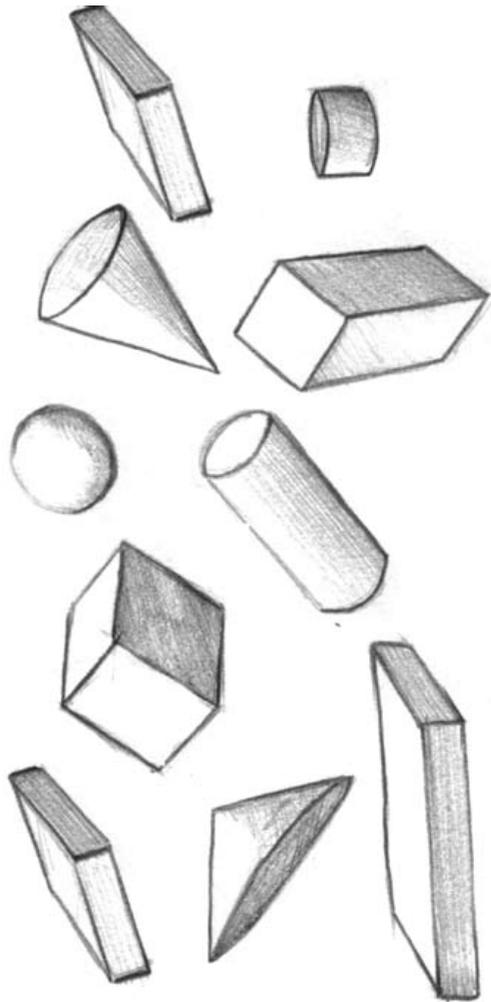
**X**



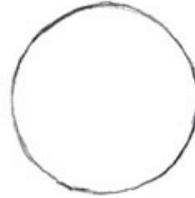
**R**

**ANIMATION STUDIOS**

# UNDERSTANDING STRUCTURE



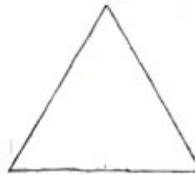
Shapes



Circle

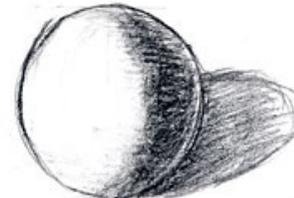


Square

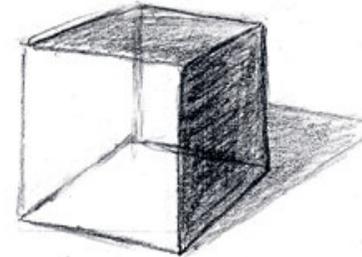


Triangle

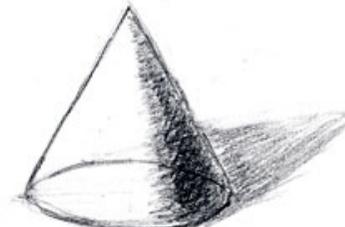
Forms



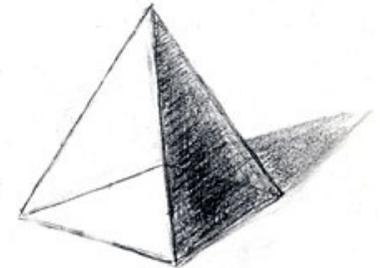
Sphere



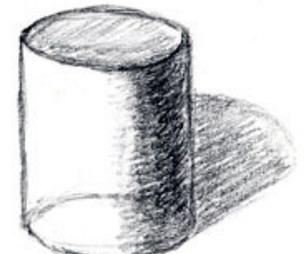
Cube



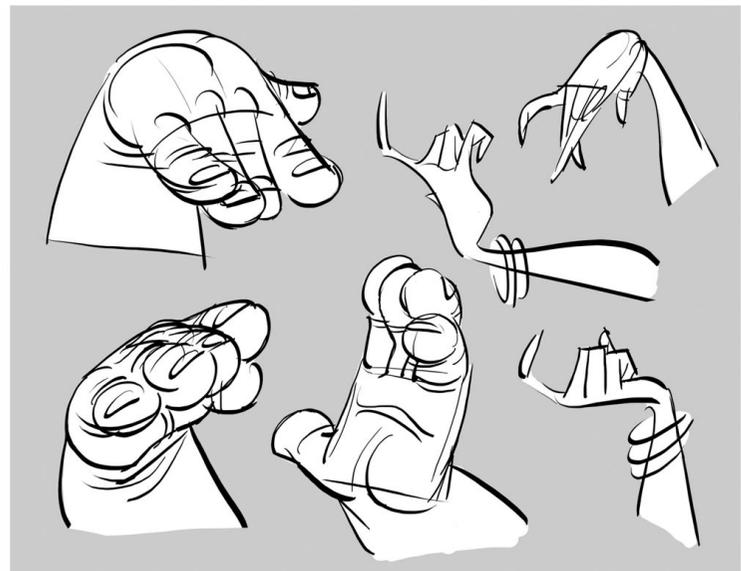
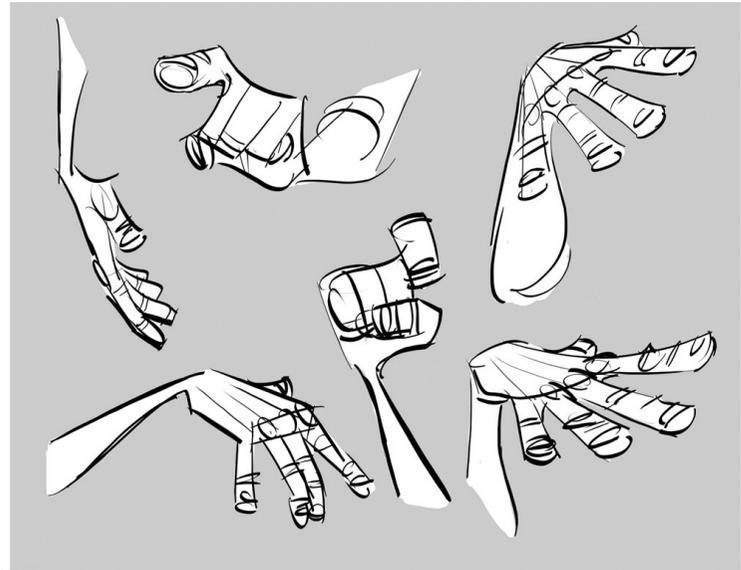
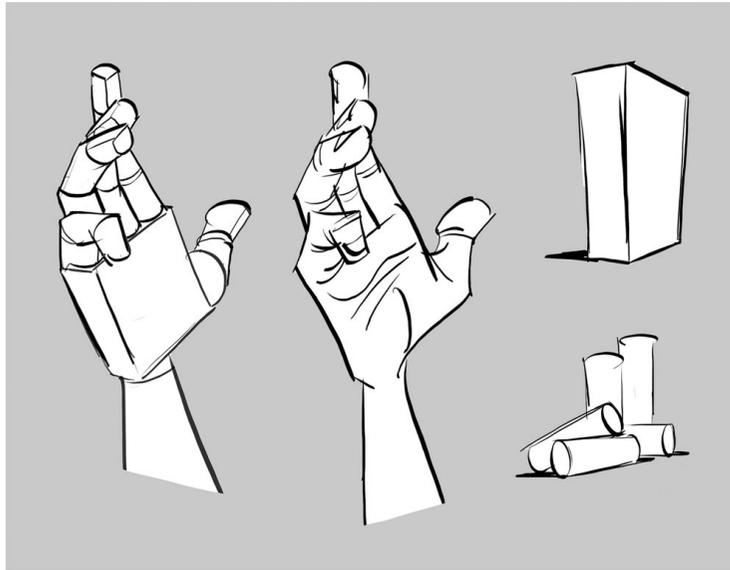
Cone

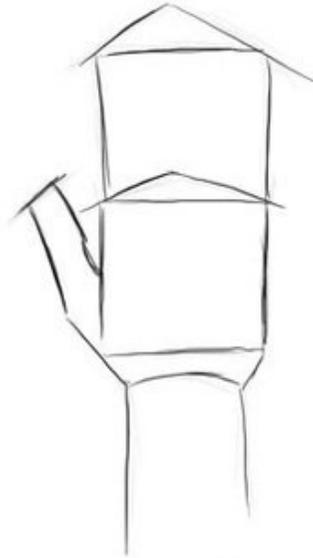


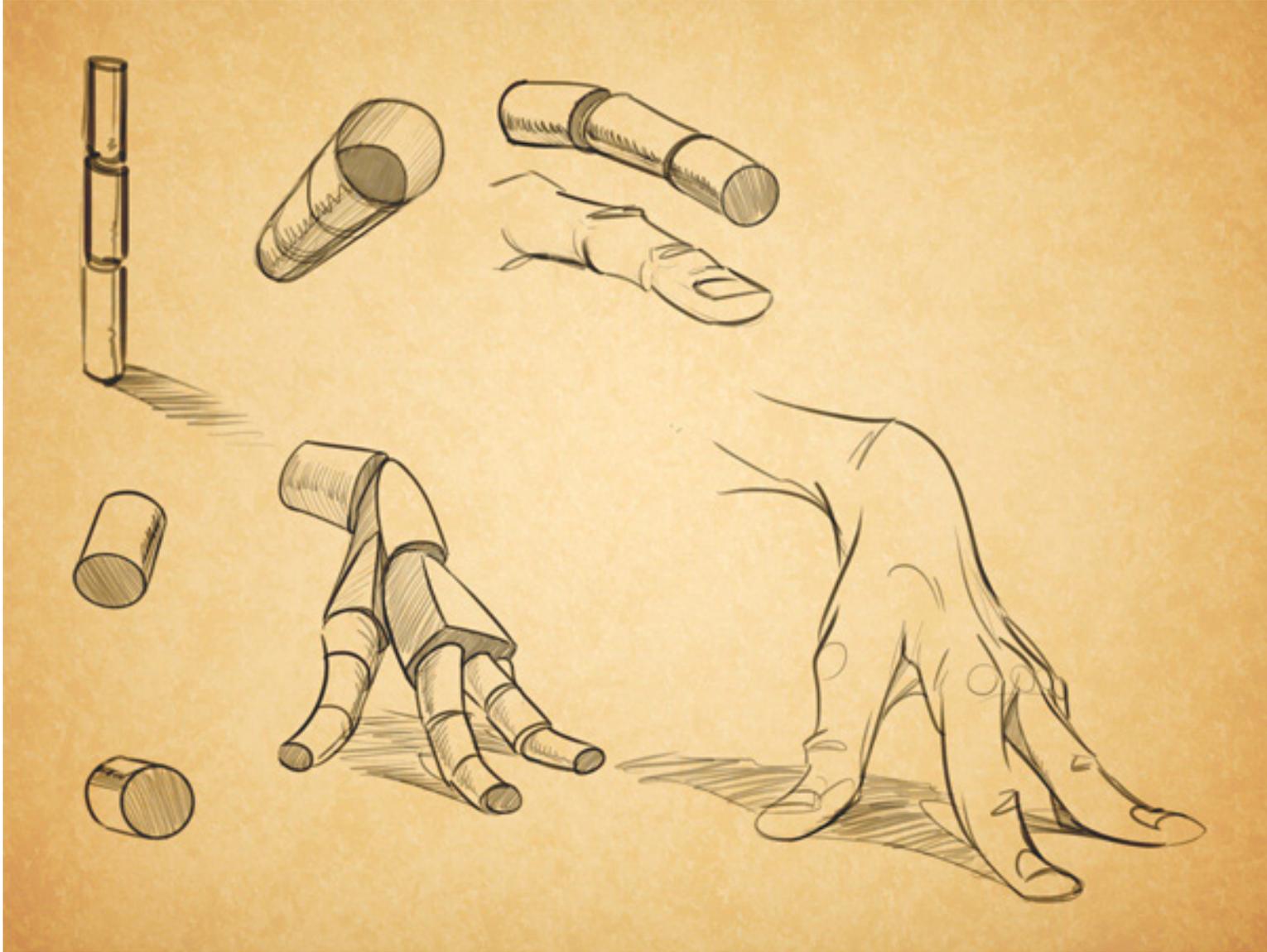
Pyramid



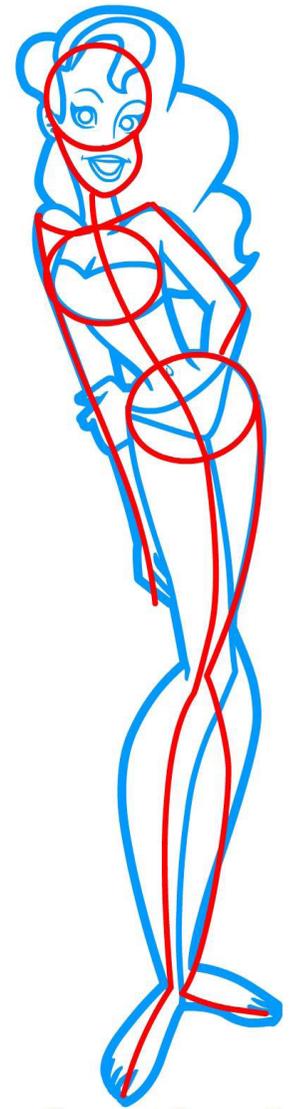
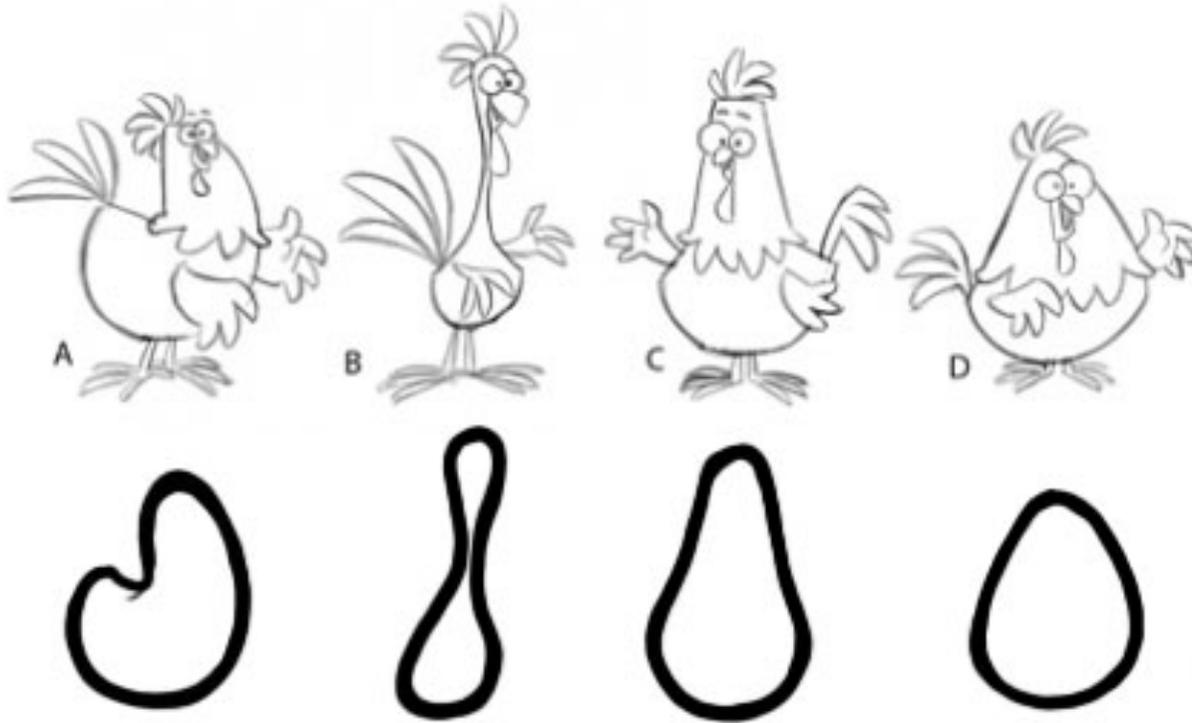
Cylinder

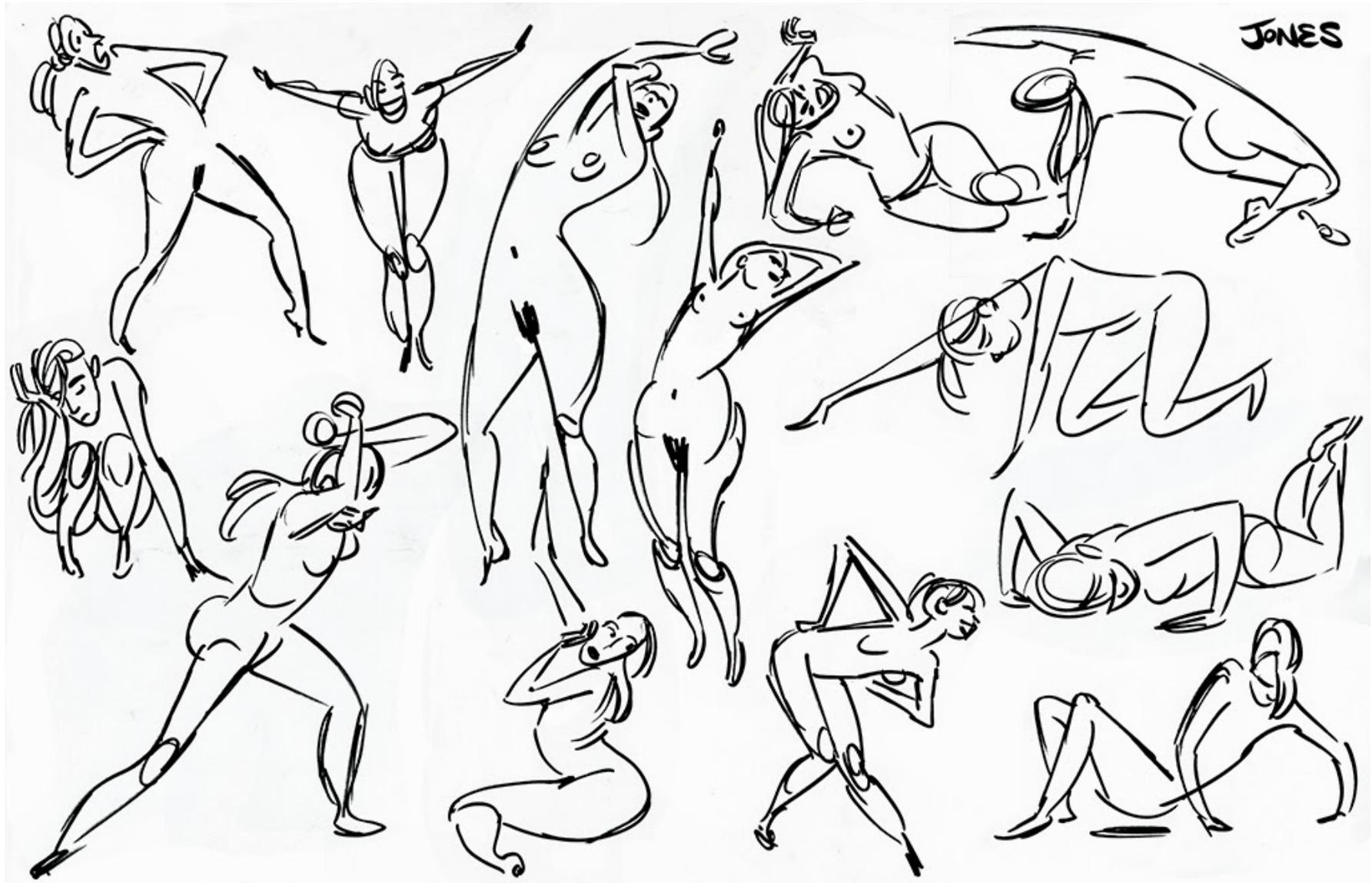






## Basic Shapes





**CONSIGLI  
UTILI**

- **RICERCA, ANALISI E COMPRENSIONE**  
**Cosa rende così speciali i character di successo?**
- **PIANIFICA E DISEGNA IN BASE AL MEZZO**  
**Che livello di dettaglio è necessario?**
- **DEFINISCI IL TUO TARGET**  
**A chi si deve rivolgere il tuo character?**
- **IMPATTO VISIVO**  
**Cosa rende unico un character?**

- **QUALITA' DEL DISEGNO E STILE**  
**Ritmo, timbro e tonalità del tratto**
- **ESAGERARE**  
**Mettere in risalto con le peculiarità del character**
- **COLORE**  
**Psicologia del character attraverso simbologia del colore**
- **ACCESSORI**  
**Definiscono ulteriormente lo status del character**

- **CREARE UNA STORIA**  
**Date vita al character, metteteci del vostro vissuto**
- **DISEGNATE SENZA PENSIERI**  
**Prendete ispirazione da come vi sentite**
- **AFFINA IL PERSONAGGIO**  
**Se lo conosci, puoi descriverlo. Vivrà di vita propria!**
- **DISEGNATE OVUNQUE**  
**Un buon character può nascere anche su un tovagliolo**

- **DISEGNATE DAL VIVO**  
**Qualsiasi oggetto o creatura può ispirarvi**
- **CONFRONTATEVI**  
**Come percepiscono il character amici e colleghi?**
- **OLTRE IL PERSONAGGIO**  
**Create un mondo in cui possa vivere**
- **NON SMETTETE DI FARVI ISPIRARE**  
**Se potete immaginare qualcosa, riuscirete a disegnarlo**

**TECNICHE  
CREATIVE**

- **I 5 SENSI**  
**Facciamoci ispirare da suoni, sapori, colori, materiali**
- **METAFORE, STATI D'ANIMO, CONTRASTI**  
**Partiamo da un concetto e sviluppiamo un character**
- **MOODBOARD**  
**Creiamo uno schema di ciò che ci ispira**
- **CHARACTER BATTLE**  
**Date vita a scontri tra personaggi**

- **CADAVRE EXQUIS**

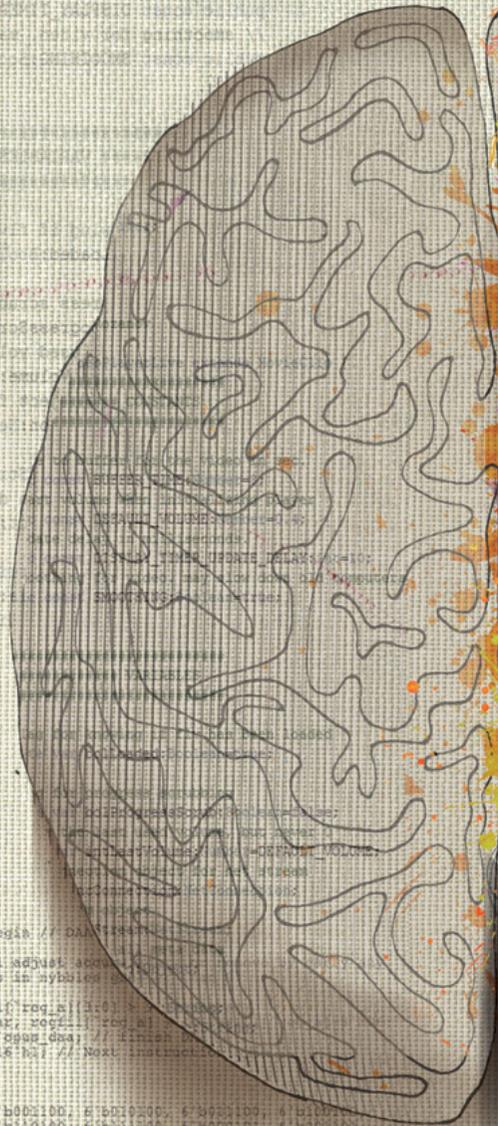
**Una tecnica creativa che ha origini nel decadentismo**

- **GIBBERISH**

**Scarichiamo e resettiamo il nostro cervello**

# Left brain

I am the left brain.  
I am a scientist. A mathematician.  
I love the familiar. I categorize. I am accurate. Linear.  
Analytical. Strategic. I am practical.  
Always in control. A master of words and language.  
Realistic. I calculate equations and play with numbers.  
I am order. I am logic.  
I know exactly who I am.



# Right brain

I am the right brain.  
I am creativity. A free spirit. I am passion.  
Yearning. Sensuality. I am the sound of roaring laughter.  
I am taste. The feeling of sand beneath bare feet.  
I am movement. Vivid colors.  
I am the urge to paint on an empty canvas.  
I am boundless imagination. Art. Poetry. I sense. I feel.  
I am everything I wanted to be.



**GRAZIE!**  
**MATTEOCUCCATO.COM**