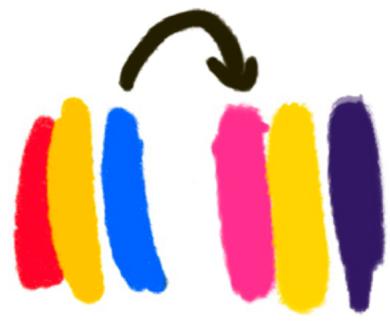


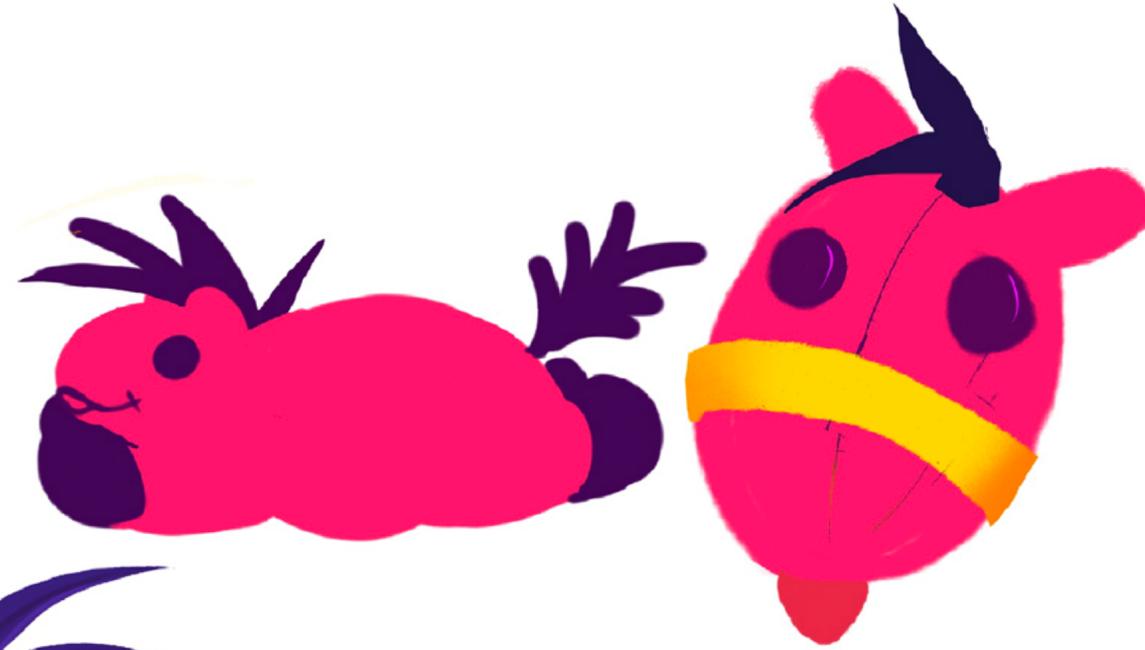
CAROUSEL MAJOR  
PROJECT

Tin HOLLOWAY



# DUCKY initial character explorations

DUCKY



Ducky is based off a hook a duck game- my favourite funfair game as a child. He is based on a cheap fairground plush design I remember having when I was little. He speaks exclusively in duck quack noises

CANDY  
FLOSS

# FLOSS initial character explorations



FLOSS is based on candyfloss, one of my favourite  
treats in the fairground as a child.

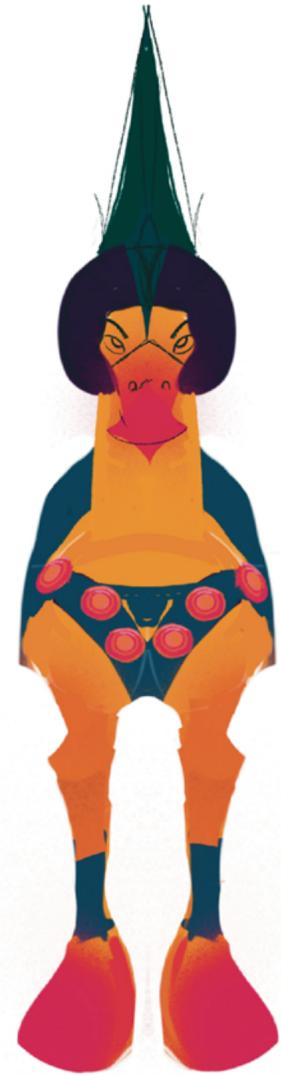
# crash initial character explorations



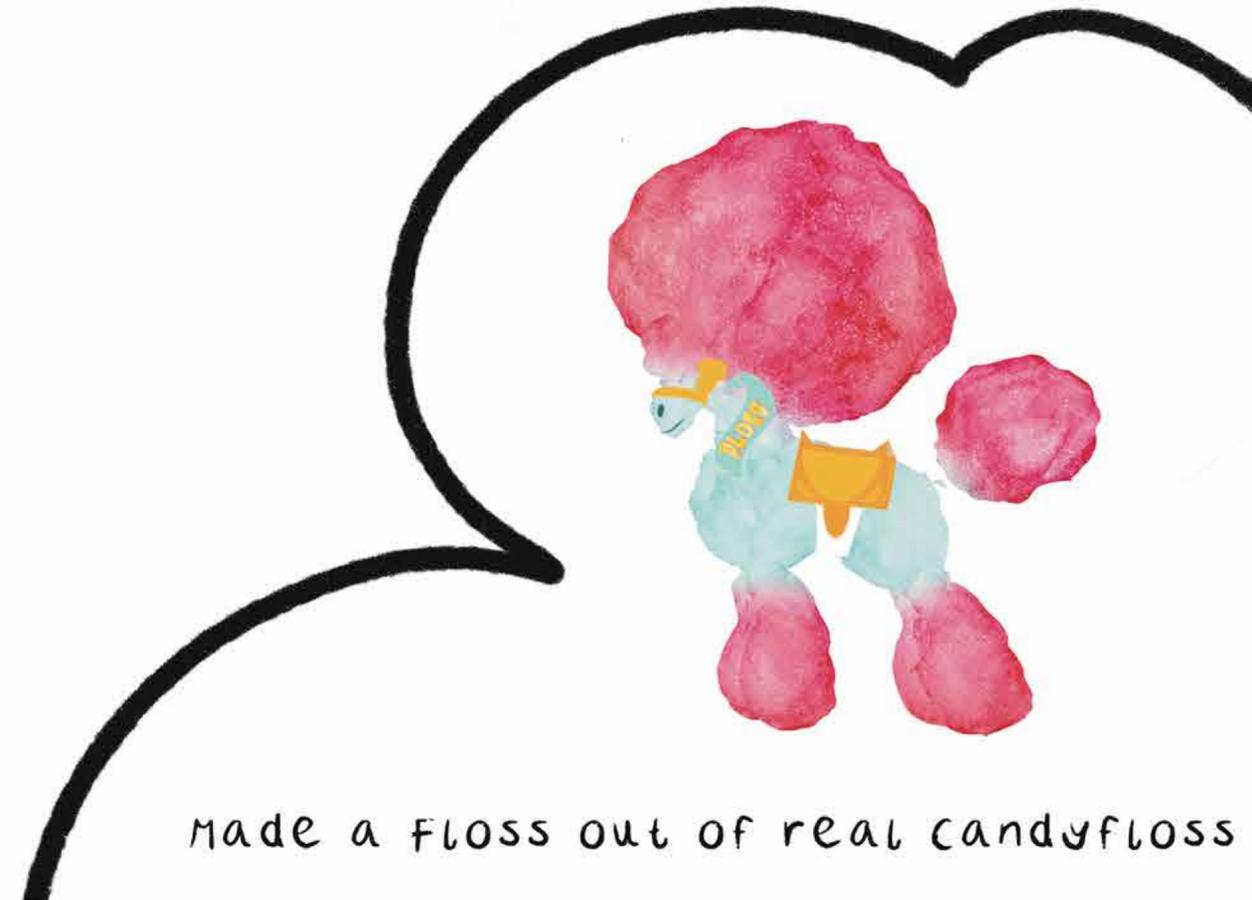
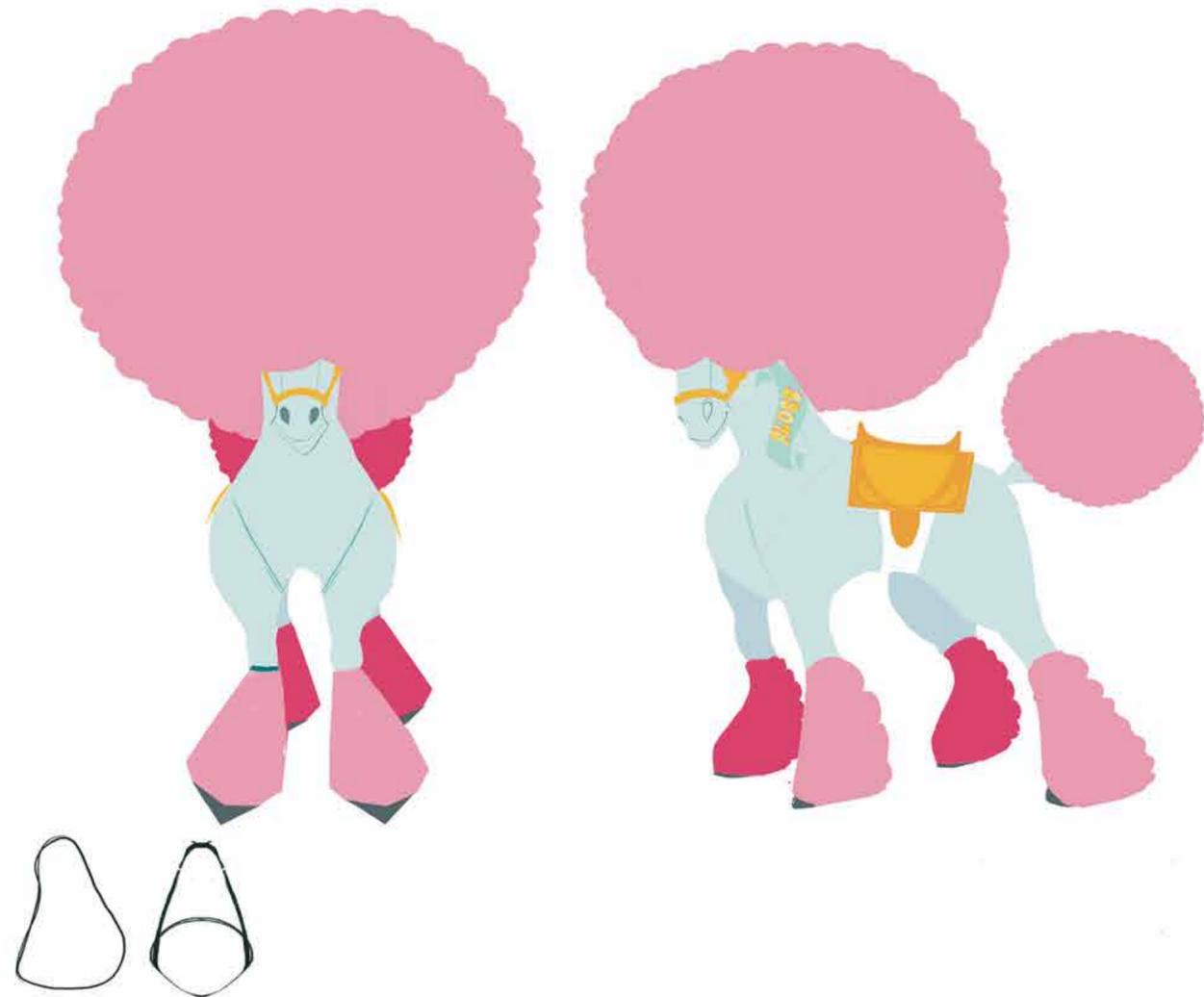
crash is based on a dodgem, one of my favourite rides as a child.



# Turnaround: crash



# Turnaround: FLOSS



Made a FLOSS out of real candyfloss

# The importance of strong silhouette



FLOSS

Mostly comprised of circles. The biggest horse. Soft shapes show her sensitivity based on the shire horse.



CRASH

Comprised of triangles, sharp shapes, angles. Large feet to emphasise his recklessness and lack of fear. He doesn't care about crashing.

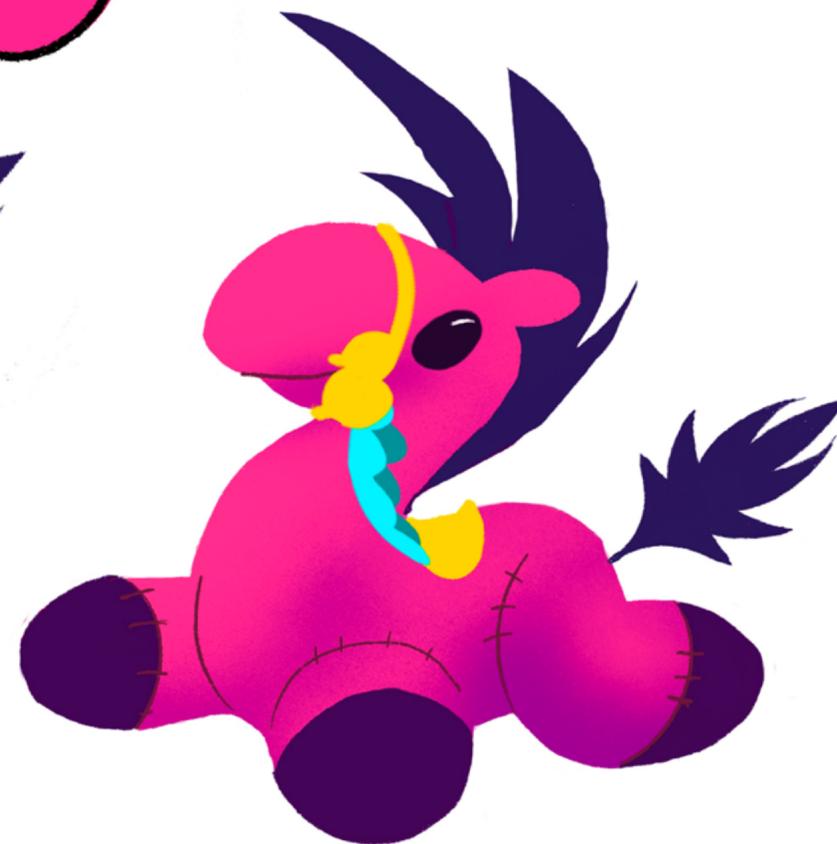


DUCKY

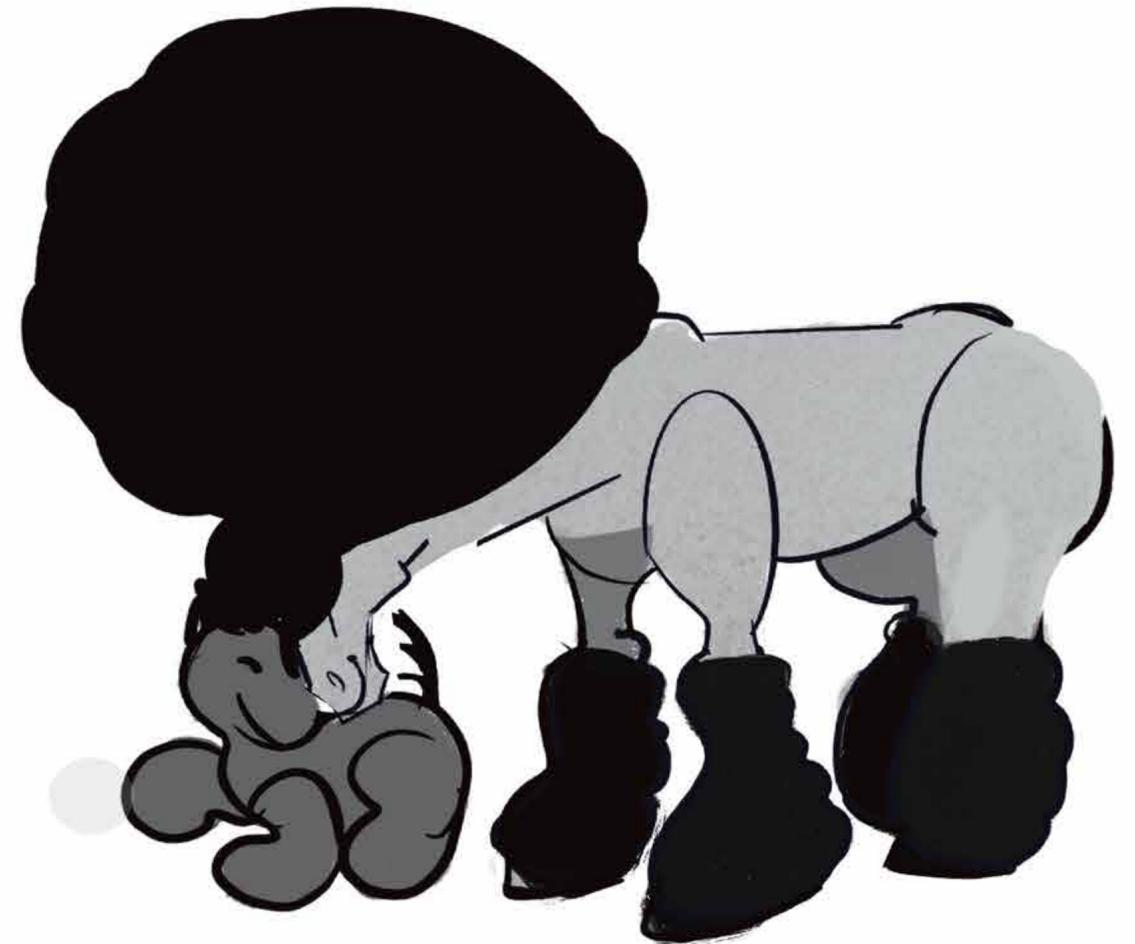
Mainly round, soft shapes to resemble a plushie one would find at a hook a duck stall. Hooked saddle as icon of the stall. My childhood favourite based on a pony.

Most carousel horse designs are very similar in silhouette, which is a little boring. However, my characters need to be distinct and diverse. They use different shapes and contrast in design and size. Large, and small. Pony and shire.

# POSES EXPLORATION: DUCKY



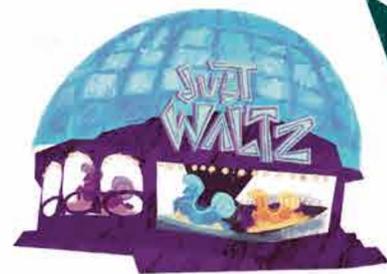
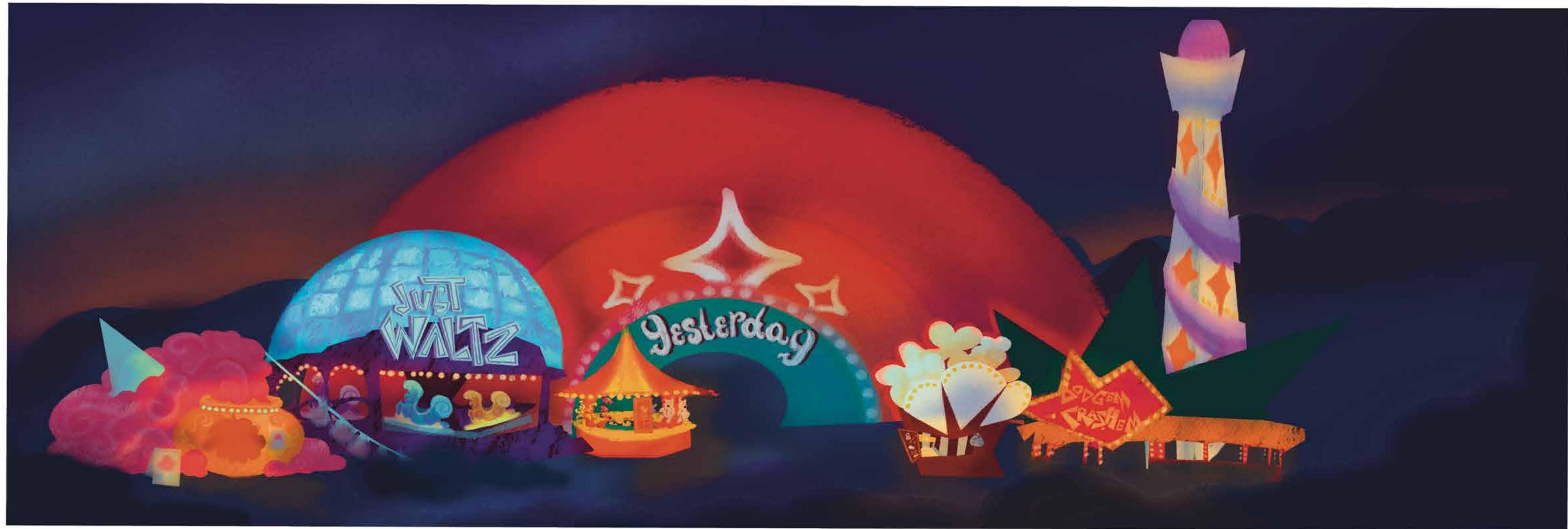
# Poses exploration:FLOSS



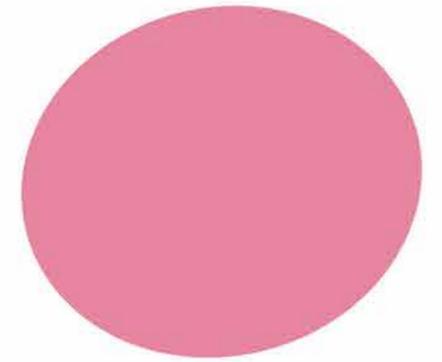
# Poses Exploration: Crash



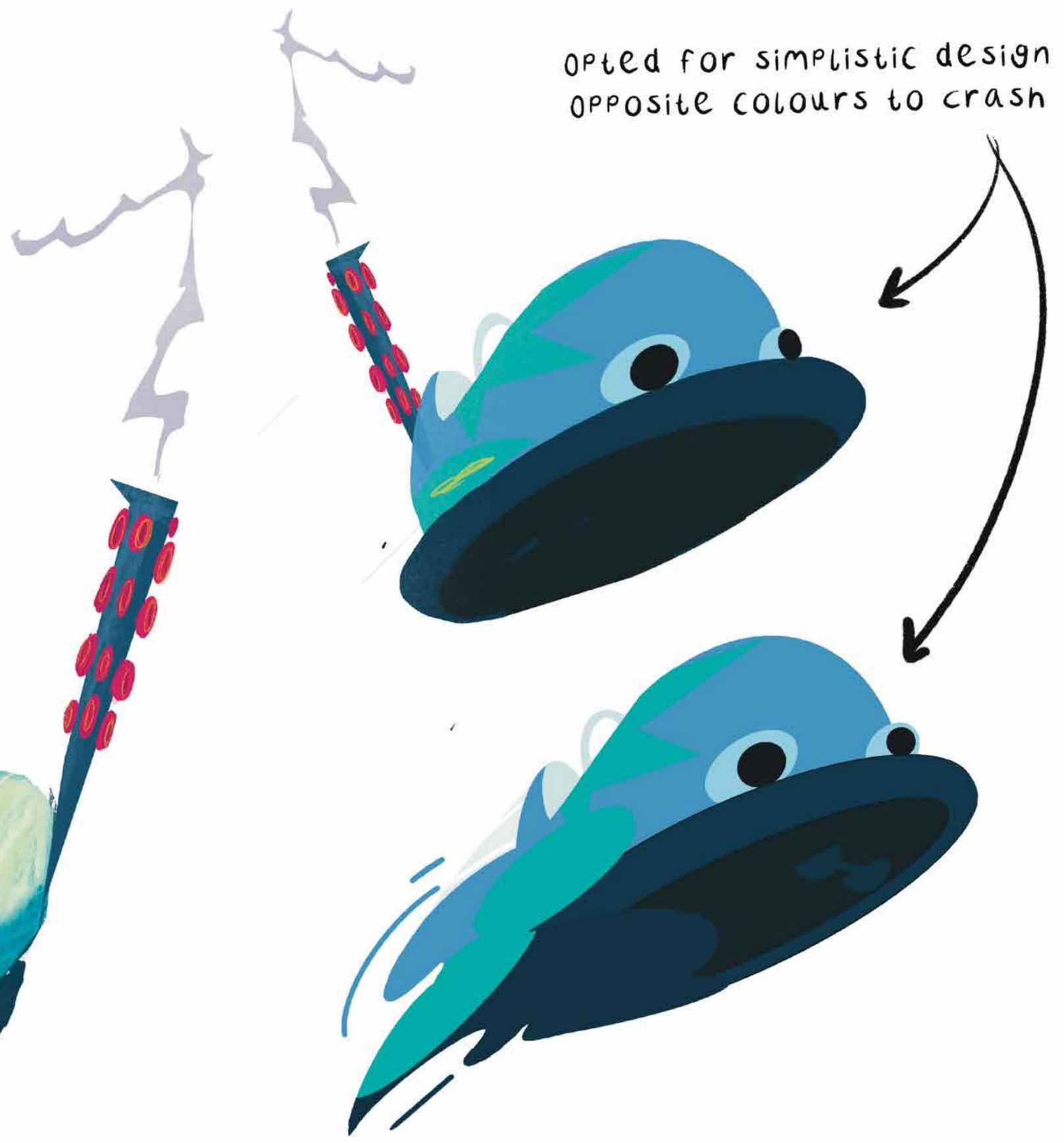
# BACKGROUND exploration



# Matching stalls



# Dodgem designs



Opted for simplistic design  
opposite colours to crash

# story moments







