

CHARACTER DESIGN FOR THE PLAYERS WITH THE PROFESSIONAL MAKE-UP

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Abstract

The player's character's physical appearance will create make-up, costumes and other accessories for both the player's performance to be reflected both in terms of the audience, it is important to convince the character. Used in film and television lights, camera systems and other technical specifications to make the player's make-up required overriding, the distance between the audience and the art of stage actress with light skin to prevent unwanted shine in a way that reveals the necessity of make-up. Each character in the player's portrayal of the characters' creation of living conditions and physical appearance of reflections in view of the distinctive physical habits of life having created specifications is made evident in the make-up.

Hair, facial hair, nails, eyes, a scar on the body or the performance of physical deformation in the body that must occur instantly (a hot gun injury, cutting or piercing with a blunt instrument injuries, Burns, et al.) make-up field with character creation app for applications support. Make-up application can be seen by the audience of the player of all textures and covers body secretions. This character will be used in the creation of products and technique does not damage the player's face and for clearing the goal should be to be performed as soon as possible.

Keywords: *professional make-up, make- up, character design, make-up design*

1. INTRODUCTION

Make-up is a kind of art that has to be applied on the player during the performance and than, like a costume, should has been removed. Therefore, every make-up technique has

to be applied should not be permanent. Permanent tattoos, eye brows, nails, hair color changes haven't been suggested. Temporary make-up technics have been chosen according to the duration of make-up necessity. Every theatre play or film has color, this mean; as feeling stage decorators, art directors, costume designers and make-up team according to the director idea realize the atmosphere of the film or play. So they chose the colors, costume design and decoration according to this feeling like brown or pink. Make-up also follows this atmosphere and lip rouge, eye shadow, foundation, rouge colors should be chosen according to reflect this atmosphere feeling.

2. ANALISING THE CHARACTER

To animate the character on the first; period, the living conditions of the country, the conditions in which that character, age, sex, psychological structure (angry, joyful, et al.), the general situation analysis is done. This analysis of the character's make-up and costume design is the most important step. Skin, eye and hair color, nail and hair will be given to the model shape, decided at this stage. Sometimes white skin player should be play Japanese or African. So, make-up artist should change the skin tone. It is same for the hair colors or shapes. Some times player should wear wigs, moustaches or beards. As a result, everything is possible to change on the skin or hair by using necessary equipment.

2.1 Painting The Character on the paper or on the computer

Player's portrait photograph has been taken and by hand or on the computer have been drawn new character on the picture. It's very important to decide skin, hair, eye color, the shape of the face and also lines on the faces. For example, if it is necessary to make old age make-up; whitening the hair, putting some old age lines on the face and hands, changing skin tone and adding some old age spots on the face and hands. Ears and nose look bigger during old ages, so may be it can be used prosthetics on the face. Teeth also, changes as color or shape, some teeth may be lost or if the character using cigarette it effects the skin tone, teeth, it gives yellowish color or some of them could be missing. So, by drawing every detail should be applied on the face. And also, colors of foundation, lip rouges, eye shadows, powders, moustaches, beards, wig, teeth, eyelashes should be given by all details. Prosthetics could be used like nose, ear, chin, chicks, hand, false hair pieces, lenses, nails are also

mentioned and should be given by all size, color and shape details. If ready made prosthetics would not be used, it is necessary to take impression of the face of player and produce new prosthetics. For the hair also, it is possible to measure the size of the player's head, face to make wig, moustache, beard, eyebrow or hair pieces.

2.2 Applying Make-up to the skin

All the techniques and colors noted in the paper or the computer should be applied to the face. As the foundation base is required for anatomical correction with light colors; lighting or with dark colors; shading. All those technics are exactly the same by painting. Paper is 2 dimensions, face and body are 3 dimensions but it doesn't make any difference to apply make-up products. It should aim to create a natural look. After applying make-up players should be able to feel the character would be played when she/he looks in the mirror.

2.2.1 Blank Face Make-up Chart

Blank Face Make-up Chart is necessary to keep all make-up detailed information. All the make-up decisions has been decided should be written on this paper by adding a picture of finished make-up. So, even if make-up artist or player change, it is possible to follow same character desing.

BLANK FACE MAKE-UP CHART

Character: _____

Player's Name: _____

Foundations: Shading _____

Lighting _____

Base: _____

Eyeshadow: _____

Lip Rouge: _____

Rouge: _____

Powder: _____

Wig: _____

Moustache: _____

Beard: _____

Prosthetics: _____

Nose: _____

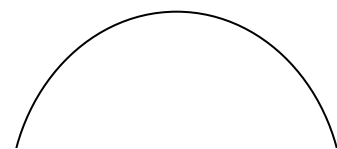
Ear: _____

Teeth: _____

Eye-Lenses: _____

Nails: _____

Hair Color: _____



The Picture of the player by finished make-up



3. PSYCHOLOGICAL SUPPORT OF THE PLAYERS UP

When the make-up finished and player look at the mirror. Player should feel like character who will be acting on the stage. So, it is very big support for the player.

4. CONCLUSION

Professional make-up is must. Otherwise, beside of the technic needs (lighting system, the size of the stage, camera systems ext.) player wouldn't feel like character as his appearance. Make-up is not for only stop shining of the skin, from toe to head including inner organs, hair, nail and body fluids are part of make-up to realize the character. So, make-up artist should have knowledge of history, art history, medicine, anatomy, artistic anatomy, producing prosthetics, airbrush technics and computer programs to realize the character.

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