



## Producers of Magic

### Walt Disney Animation Studios Designing Villains

Some of the most memorable Disney characters are evil villains. They are central to the story being told and the challenges faced by the hero or main character of the story (also known as the protagonist).

What techniques do character designers and animators use to create these characters and make them such an interesting part of the story?

Focus on either Maleficent (*Sleeping Beauty*, 1959) or Cruella De Vil (*One Hundred and One Dalmatians* (1961) and explain how their characters are expressed through how they look and move.

My villain: \_\_\_\_\_

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| Describe the <b>role</b> your villain plays in the story. How would the story change without this character? |  |
| Describe the <b>shape</b> of your villain and what it tells us about your character?                         |  |
| What does the villain's <b>face</b> and expressions tell us?   |  |

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| <b>Gestures and movement</b> –<br>how does your character move and express herself?      |  |
| <b>Caricature</b> --how is exaggeration used to communicate personality?                 |  |
| What do the villain's <b>clothes</b> tell us about them?                                 |  |
| What does <b>colour</b> tell us about the character?                                     |  |
| What other <b>design elements</b> add to the character?<br>(For example, Cruella's car.) |  |