

the do's & don'ts of hoops&yoyo™ fan character design

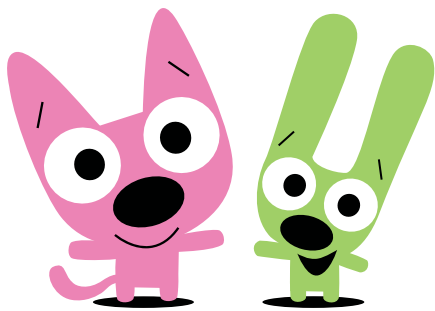
introduction

With the rise of hoops&yoyo's popularity, many have created their own characters based on Hoops and Yoyo, however, a lot of these characters end up falling into a lot of the same tropes, and end up feeling unoriginal and stagnated. This guide is to help with the design process of characters based on hoops&yoyo.

Note that this guideline is not law, and you shouldn't take this as me saying this is how you HAVE to do it, rather this is how I would go about it.



DO change the animal



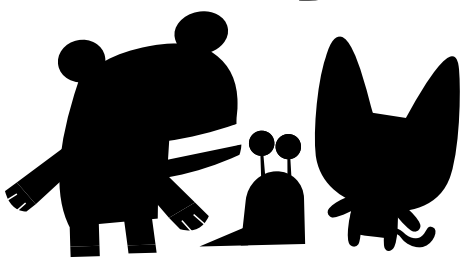
While there is nothing stopping you from making your character into an animal that already exists within hoops&yoyo, this makes them stand out, more interesting, and gives you a lot more creative freedom when designing your character. Your character doesn't even need to be an animal, Piddles is an undefined animal and Marshy is a talking marshmallow. If you are going to go with an animal that is already done, try looking for similar species of the same animal, for example, if you are making a feline critter, instead of making a domesticated cat, you could make a lion, a hairless cat, or even a caracal! This will allow you more creative leeway when making a design.

DON'T recolor

The biggest mistake I have noticed with hoops&yoyo fan characters is that often times people will just recolor the characters and give them a new name. Even if the design is slightly changed, they usually do not have much to set them apart from their templates. You should avoid using pre-existing characters as a template and more as a guideline for shapes, color, proportions, and size.



DO change the shape

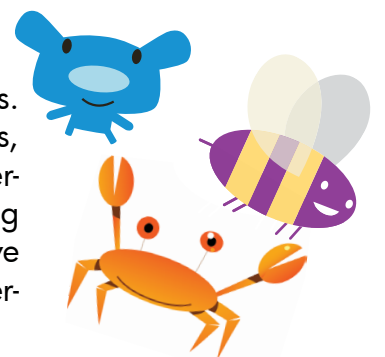


Another mistake people tend to make with the characters is the idea that every critter must have the same body shape as hoops or yoyo, when every critter has a completely unique shape language. Your character should be recognizable from it's shapes alone. Take these 3 for example, you can't see any of their features yet you can tell them all apart from how varied the shapes that make them up are. Playing into what animal your character is can help a lot in setting them apart.

DON'T copy the face



The face of your character is very important as it is how they will express themselves. Avoid copying the eyes and nose of characters and instead play with shapes, colors, and placement to make your characters have their own expressions. This does not inherently mean to not ever use eyes another character has, but to be mindful of not making them only look like the left example. The right example showcases simple but effective use of these varied shapes, notice how despite all being happy, they express it in different ways through different shape language.



conclusion (DO keep it simple, but not too simple)

Characters in hoops&yoyo are deceptively simplistic in design, and often this is mistaken as them being "easy to draw" or make, however the shapes that make up these characters are chosen intentfully. Most of the characters are basic shapes built upon each other to create an abstract representation of something else, so using lots of different shapes, lines, colors, and sometimes gradients, can help keep a character simplistic without being boring. Keep in mind however that overly detailed aspects of a character can be clashing and difficult to visually read against everything else, avoid detailing stuff to an unnecessary degree, less is more.