

How to Design a Cult of the Lamb Follower

Inspired by James Pearmain's Art Style

Objective:

Students will design a stylized animal character in the Cult of the Lamb art style and finalize their artwork using Adobe Illustrator.

Step 1: Brainstorm & Sketch (Traditional Drawing)

- **Choose an Animal** - Pick a simple, recognizable animal (e.g., fox, rabbit, frog, owl).
- **Sketch Three Rough Ideas** - Experiment with different shapes and expressions.
- **Simplify the Design** - Reduce the details to basic shapes like circles, ovals, and triangles.
 - Explore how [shapes evoke certain emotions!](#)
- **Finalize Your Sketch** - Choose your best idea and clean up the lines.
- **Bring your sketch to your teacher for approval before moving on.**

Tip: James Pearmain's style is cute, minimal, and expressive—focus on big eyes, simple shapes, and smooth curves!

Step 2: Digital Artwork in Adobe Illustrator

Set Up Your Workspace

Open Adobe Illustrator and create a **new file (8.5" x 11" or 1920x1080 pixels)**.
Select **RGB** Color Mode for digital artwork.

Create Your Character with Shapes

Use the **Ellipse Tool (L)** to create the head and body.

Use the **Pen Tool (P)** to draw ears, horns, or unique features.

Use the **Shape Builder Tool (Shift + M)** to combine or subtract shapes for smoother lines.

Adjust with the **Direct Selection Tool (A)** to refine shapes.

Add Facial Features & Details

- **Eyes & Mouth:** Use basic circles and ovals with the Ellipse Tool.
- **Expressions:** Experiment with different eye shapes (happy, sad, surprised).
- **Accessories:** Add robes, hats, or symbols to personalize your character.

Tip: Keep lines clean and smooth to match Pearmain's style!

Color Your Character

- Select each shape and fill it with a solid color using the **Fill Tool**.
- Adjust **stroke thickness (1pt-3pt)** for outlines.
- Use shading techniques (lighter and darker tones) to add depth.

Final Touches & Exporting

- Review and refine details using the **Smooth Tool (Shift + S)**.
- Save your file as **.AI (Illustrator format)** and export a **PNG** or **JPEG** for submission.

Grading and Submission

Grading Criteria

- **Creativity & Design** – Unique character, original expression, and personality.
- **Use of Pearmain's Art Style** – Simple shapes, big eyes, and smooth linework.
- **Technical Skills in Illustrator** – Clean vector art and organized layers.
- **Effort & Process** – Sketching, revisions, and thoughtful execution.

Submission Requirements

- Final Digital Artwork (PNG/JPEG)
- 3 Character Sketches and your final sketch (Scanned or Photographed)
- Short Reflection (2-3 sentences on your design choices)

Extra Credit (10pts.)

For extra credit, students can enhance their Cult of the Lamb follower design by creating a background that complements their character. This background should reflect the world of Cult of the Lamb, using color, composition, and environment design to add depth and context to their artwork.

Guidelines for Extra Credit:

- The background should be visually cohesive with the follower design.
- It should be created using Adobe Illustrator, incorporating tools like shapes, gradients, and textures.
- The background can represent a natural setting (forest, cave, temple) or an abstract environment inspired by the game's world.

Extra Credit Value: +10 points on the final project grade.