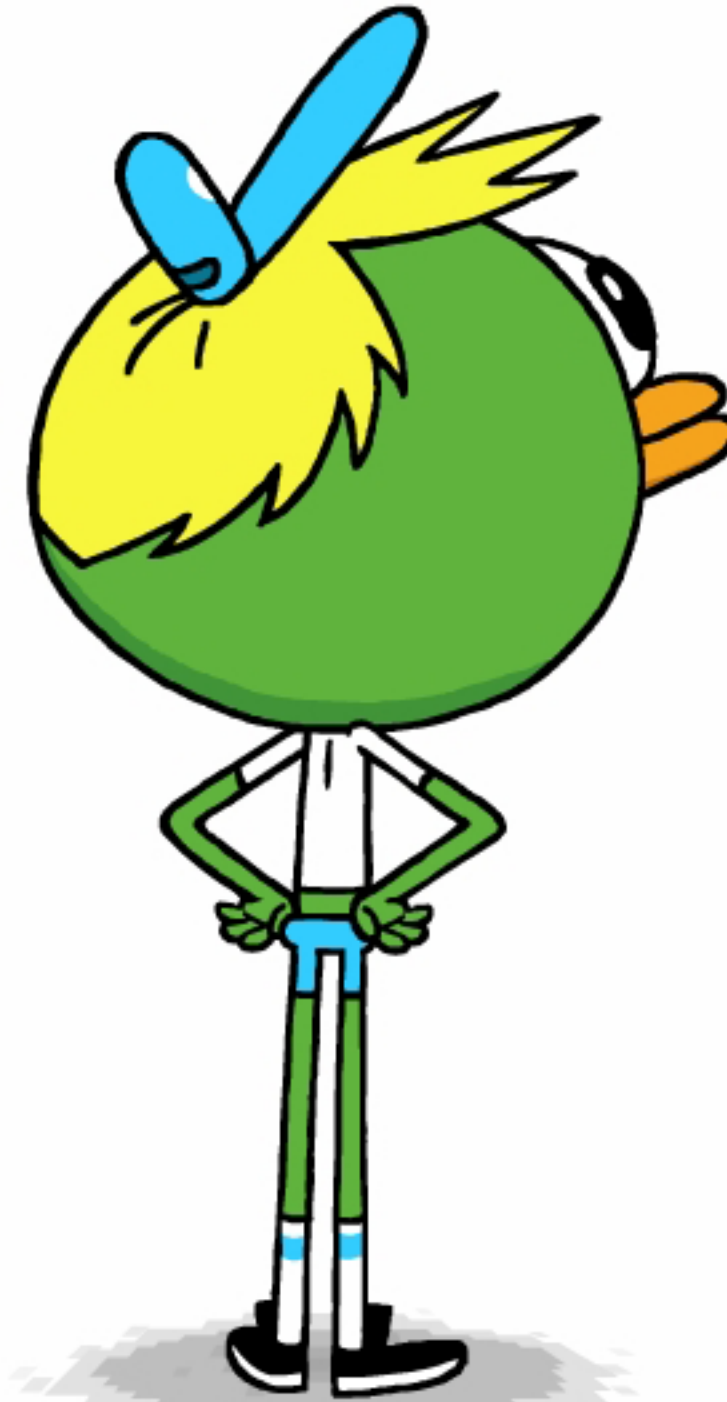
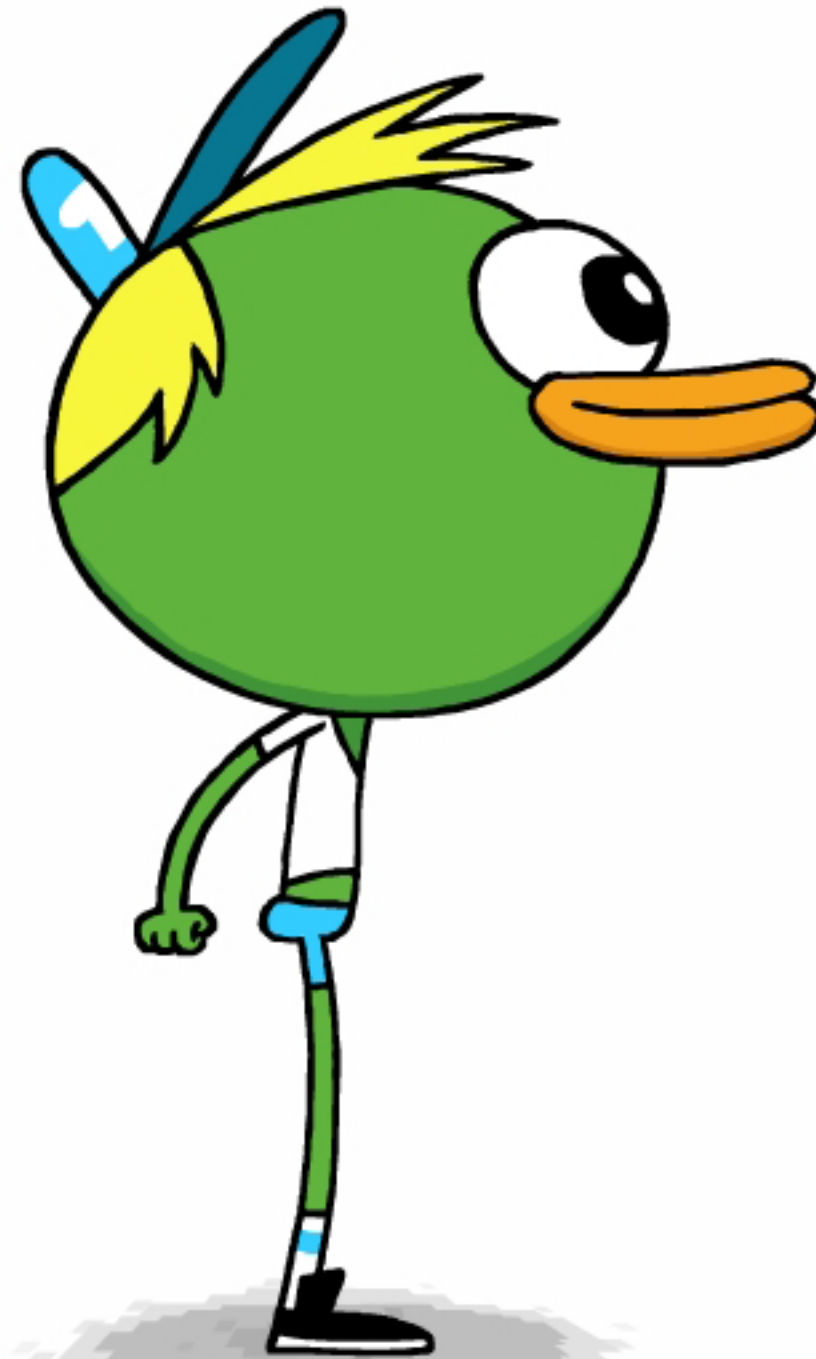




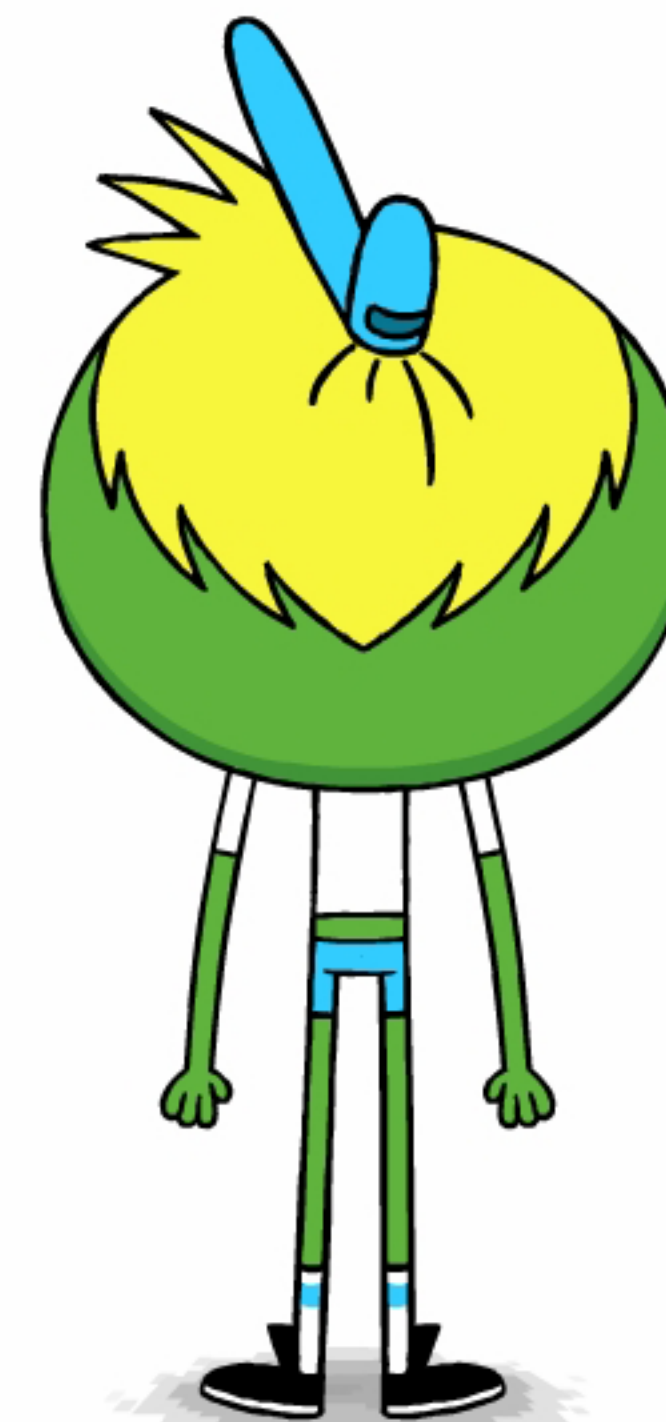
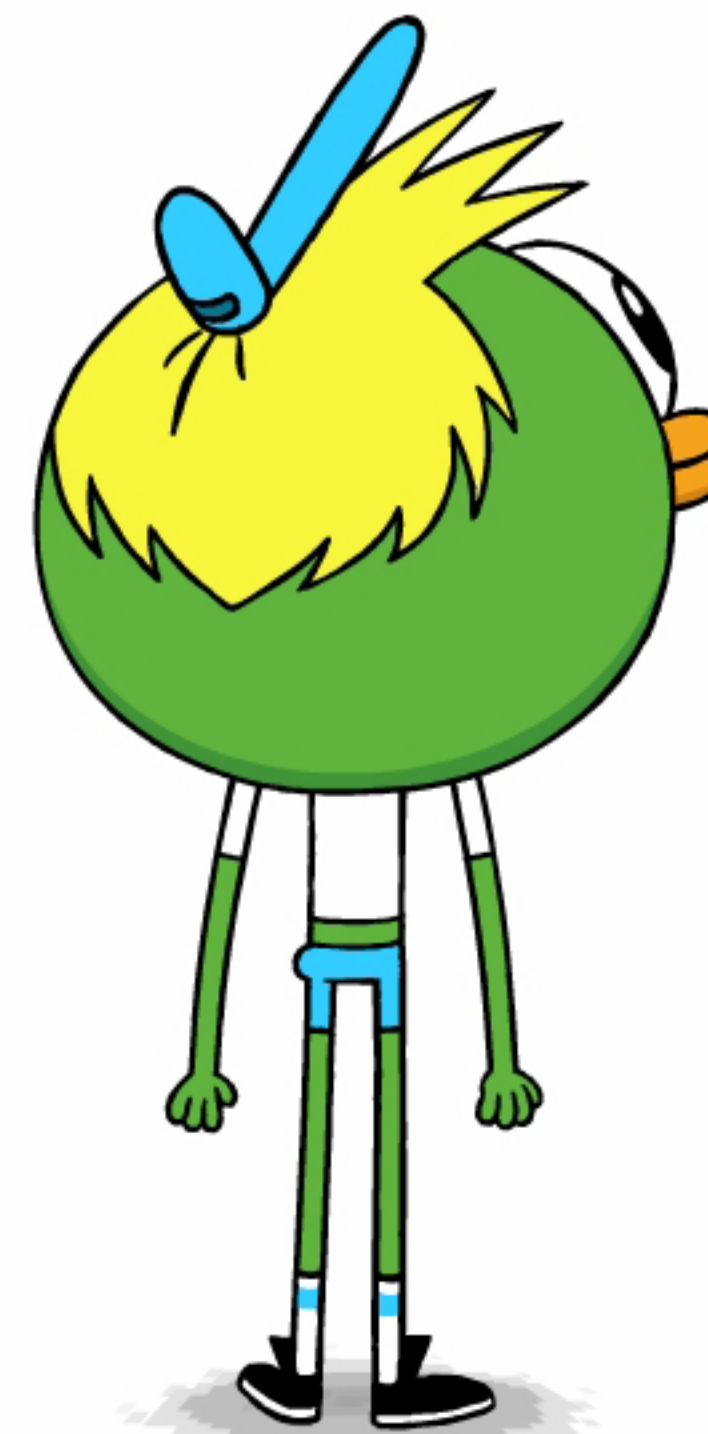
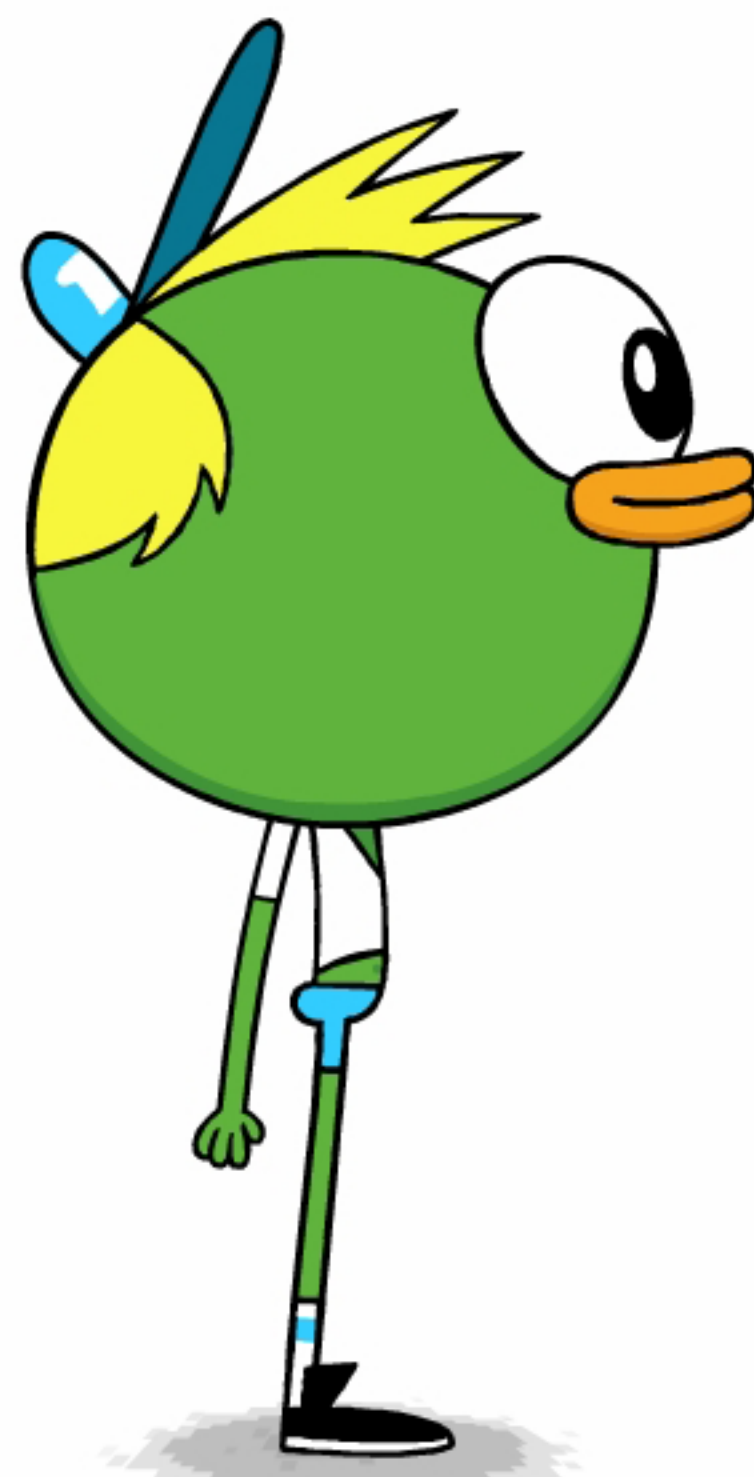
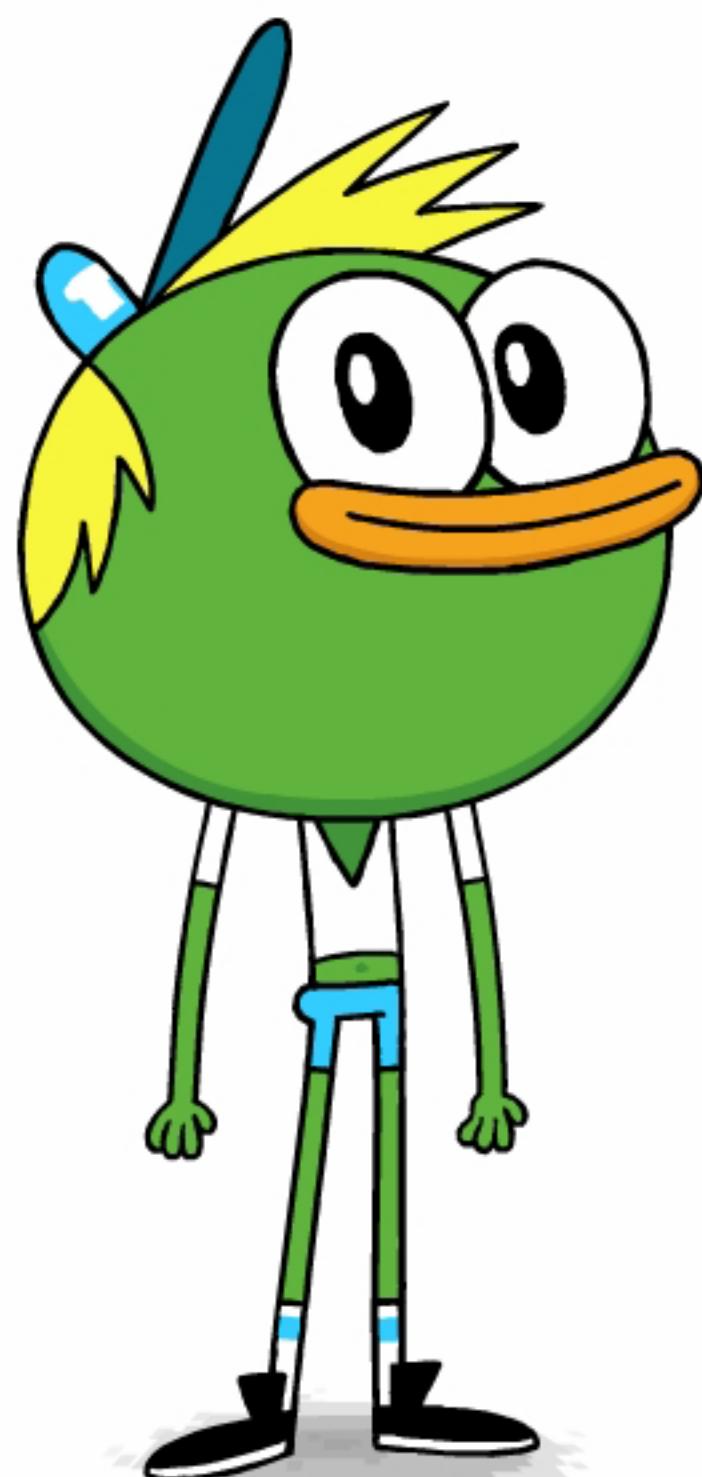
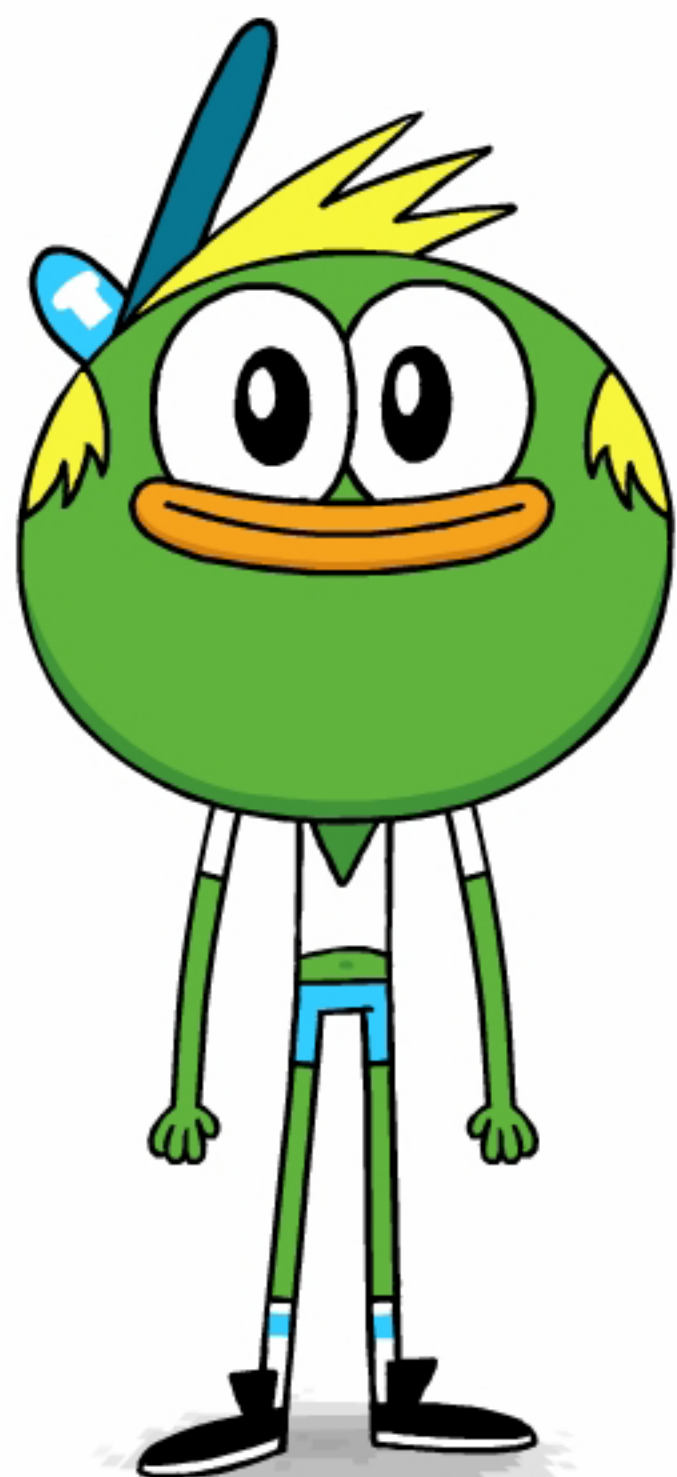
Season Two

Models and Character Handling

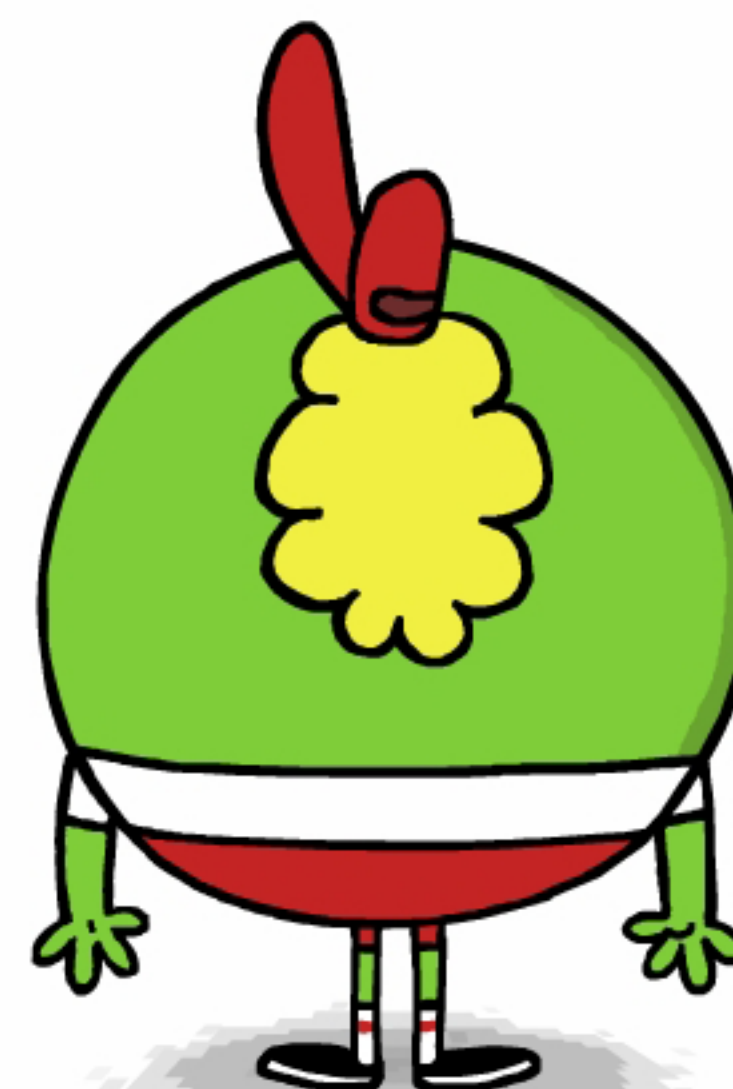
OLD MODEL



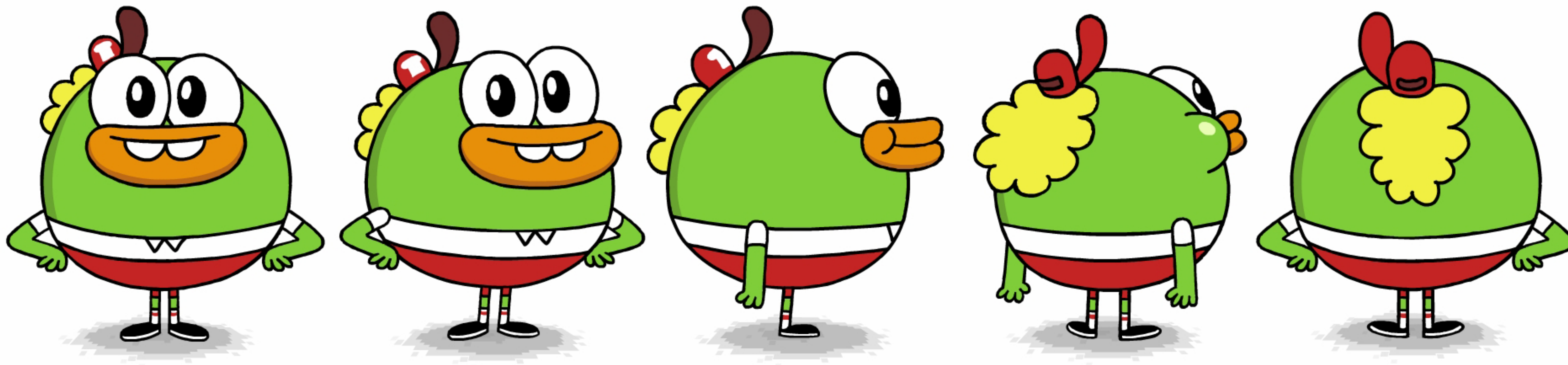
NEW MODEL



OLD MODEL



NEW MODEL

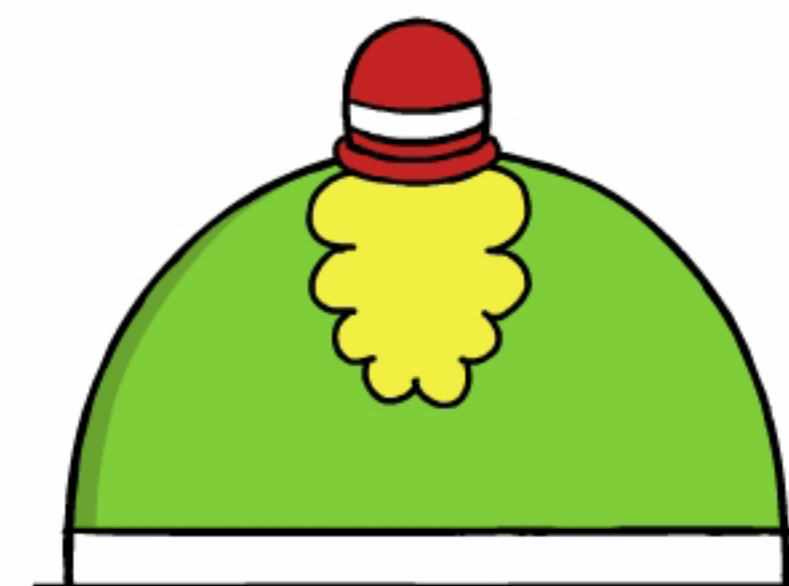
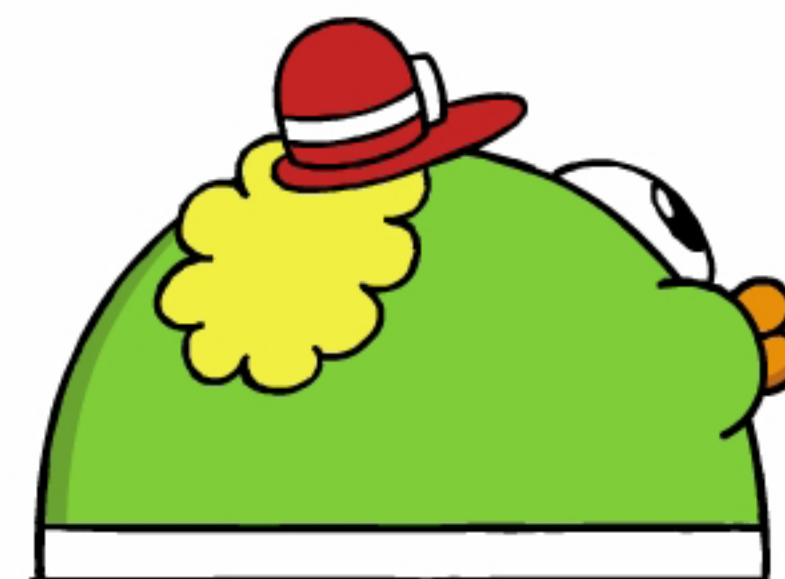


Close-up Shots

Close-up shots require Close-up designs and composing of scene



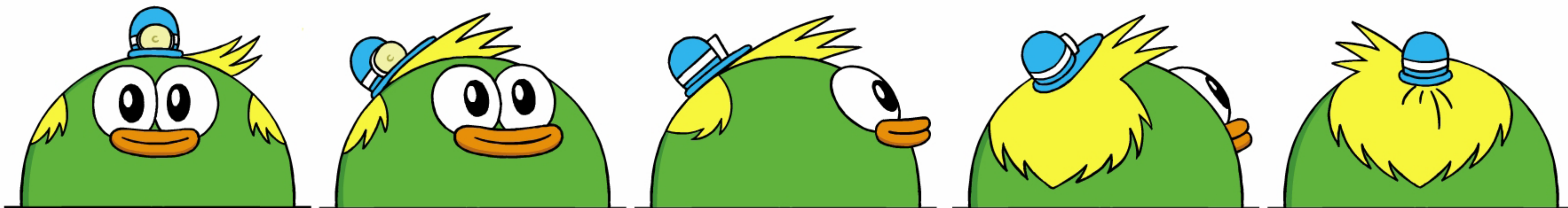
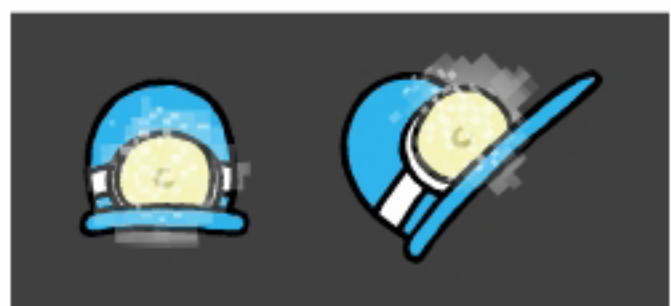
Close-up shots require Close-up designs and composing of scene



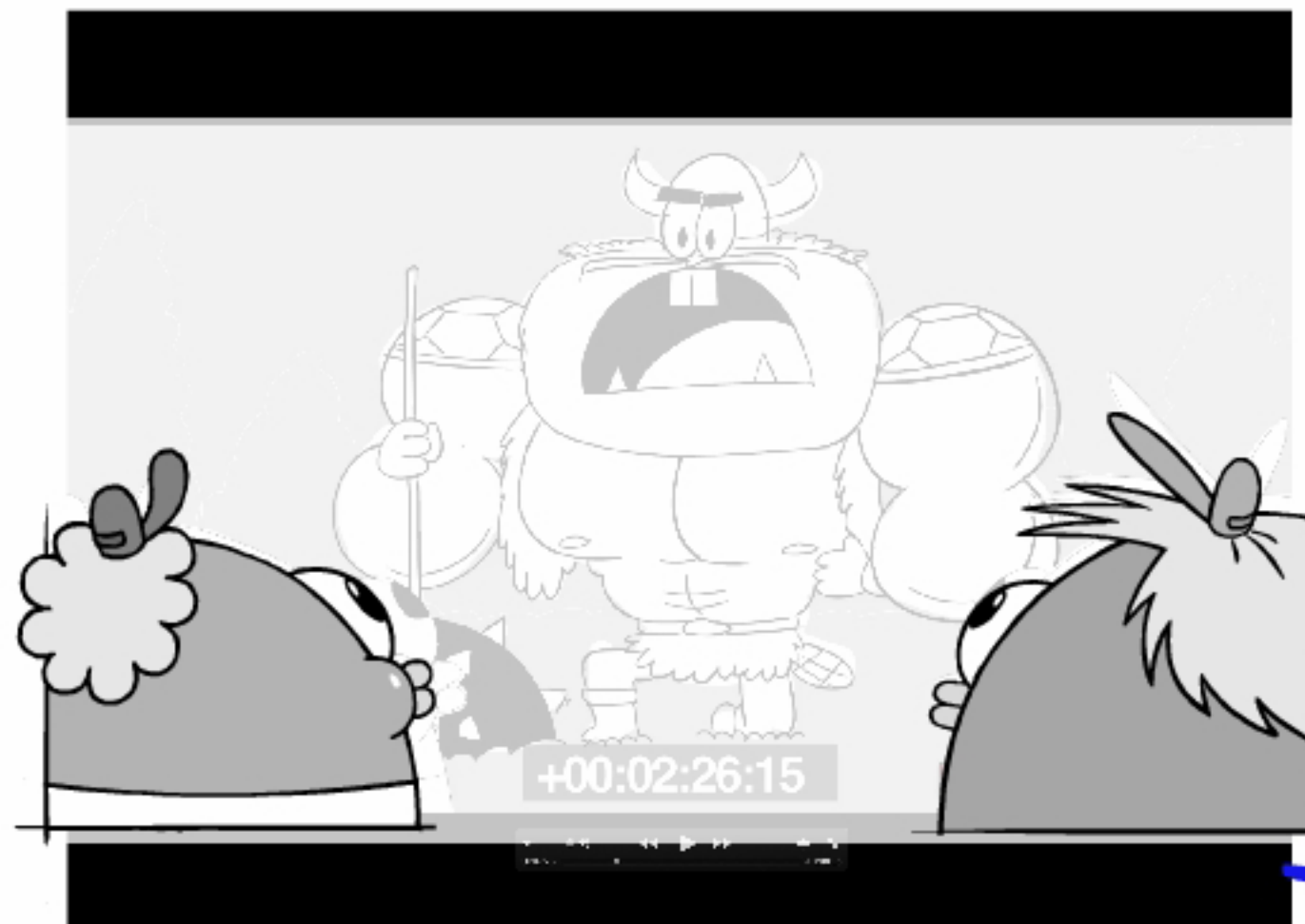
Close-up shots require Close-up designs and composing of scene



Close-up shots require Close-up designs and composing of scene



Close-up shots require Close-up designs and composing of scene



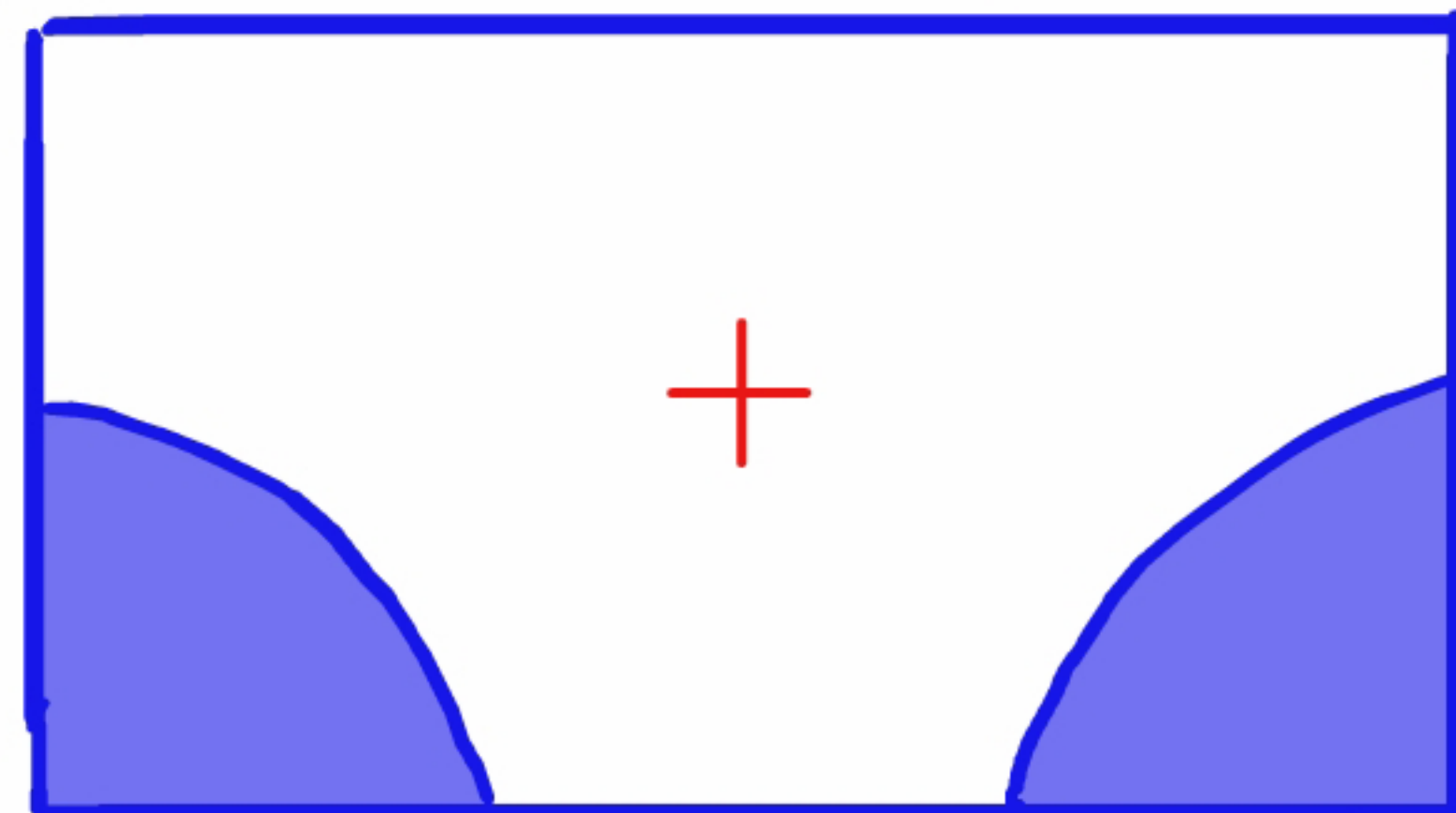
Good!



- Collar line curves here to direct eye to center of screen (or action)



This is a much cleaner composition...



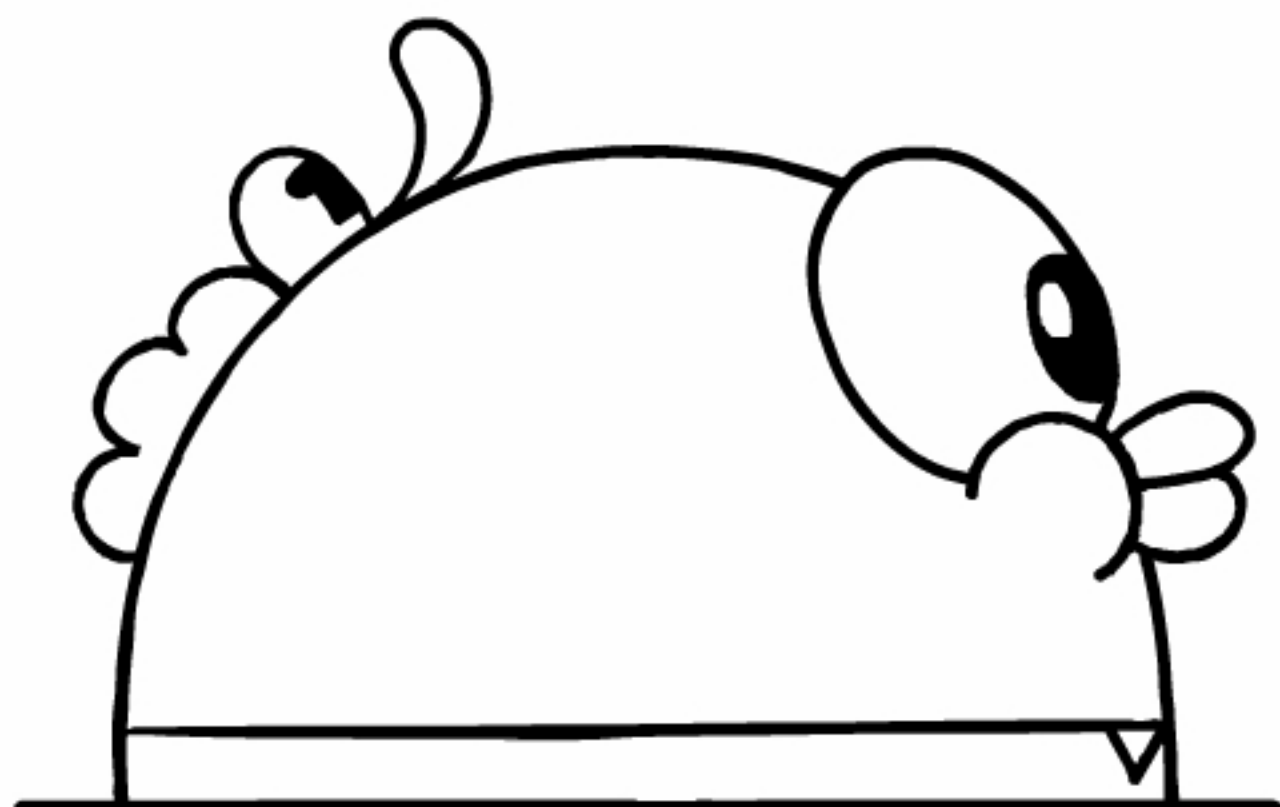
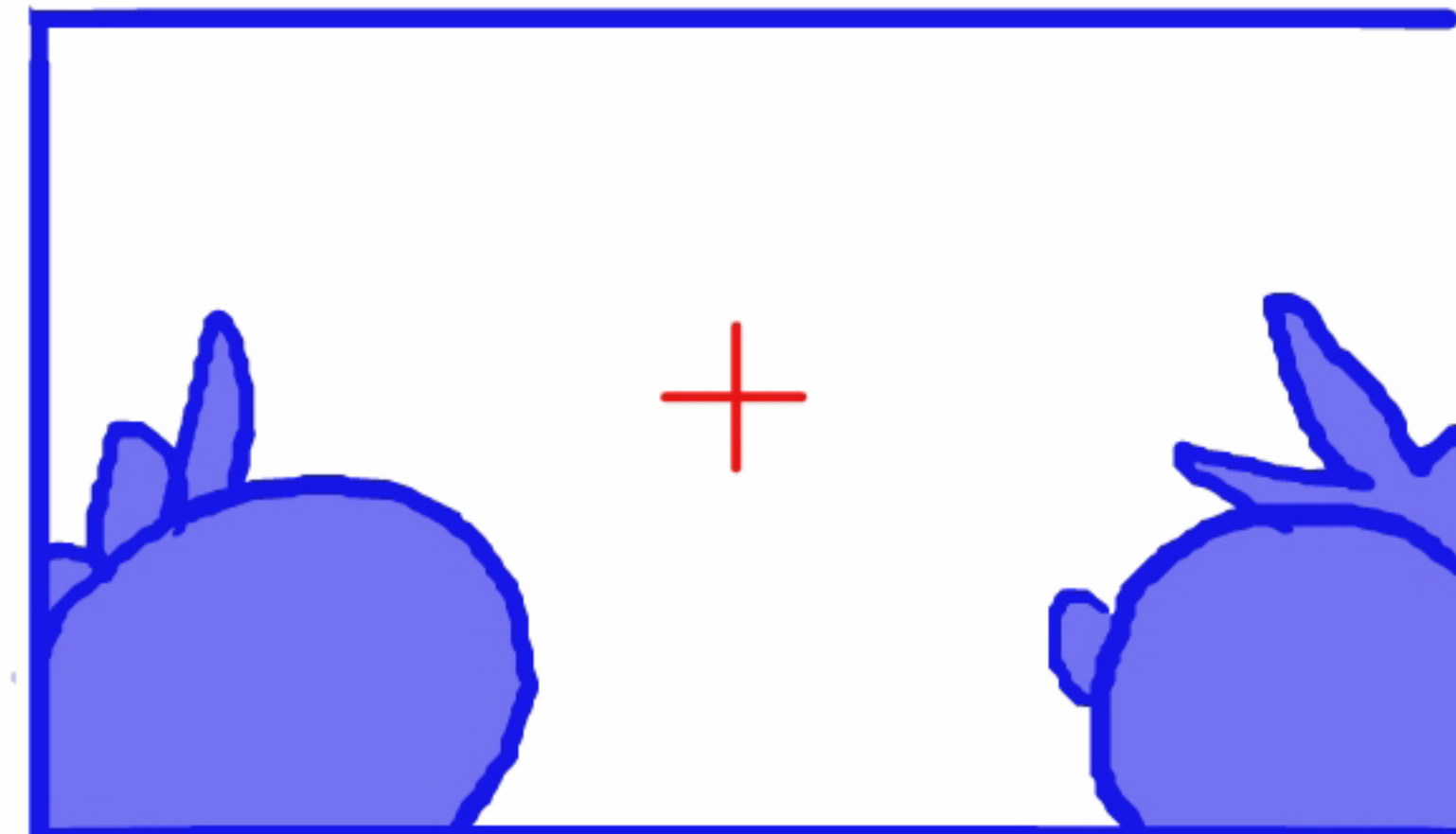
Could be gooder!



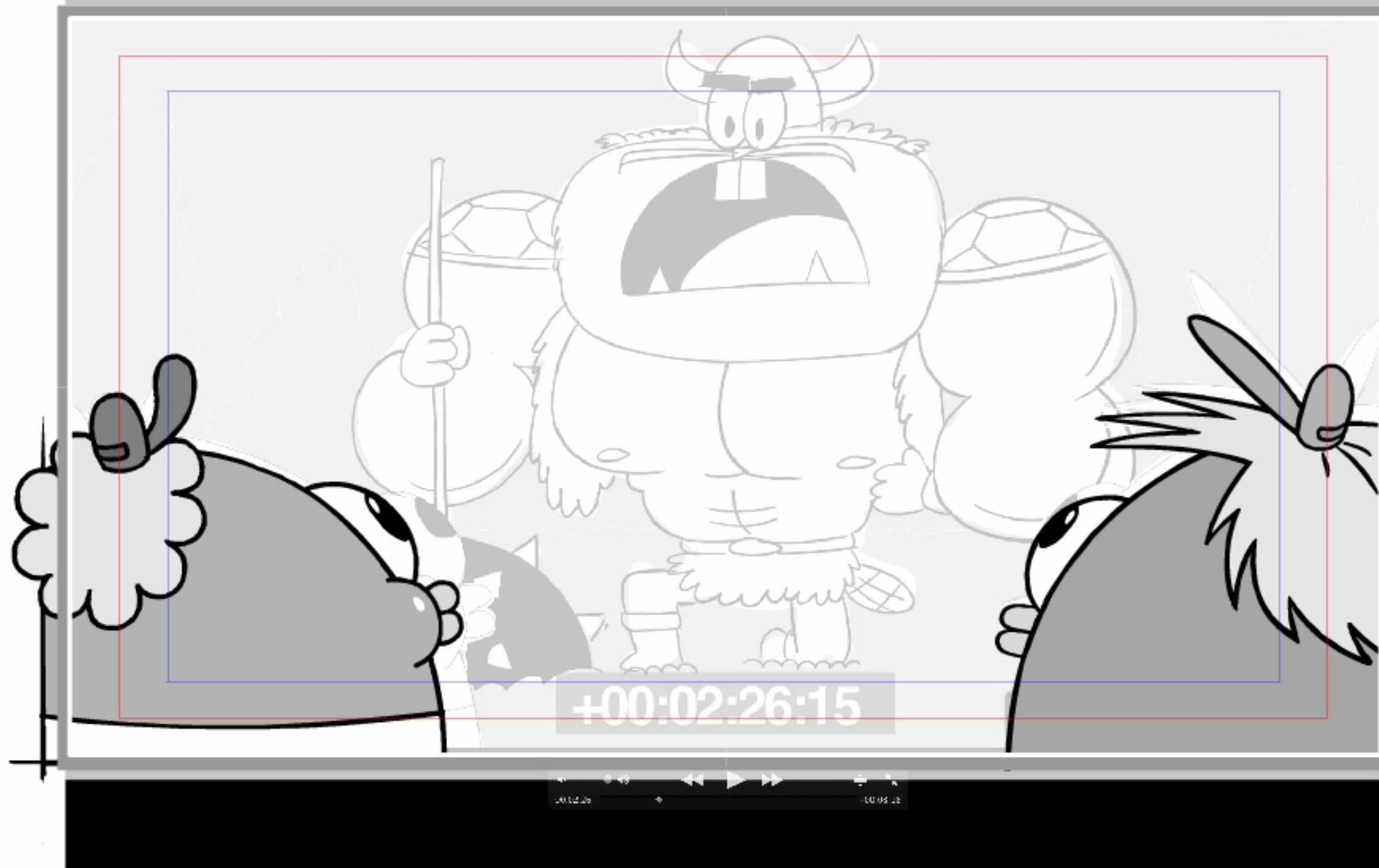
✱ Watch that things happening in center of stage, are fully in center



This is an awkward composition
(using the old stock turns,
so not "wrong" by any means)



Speaking of back 3/4 Close-up shots...

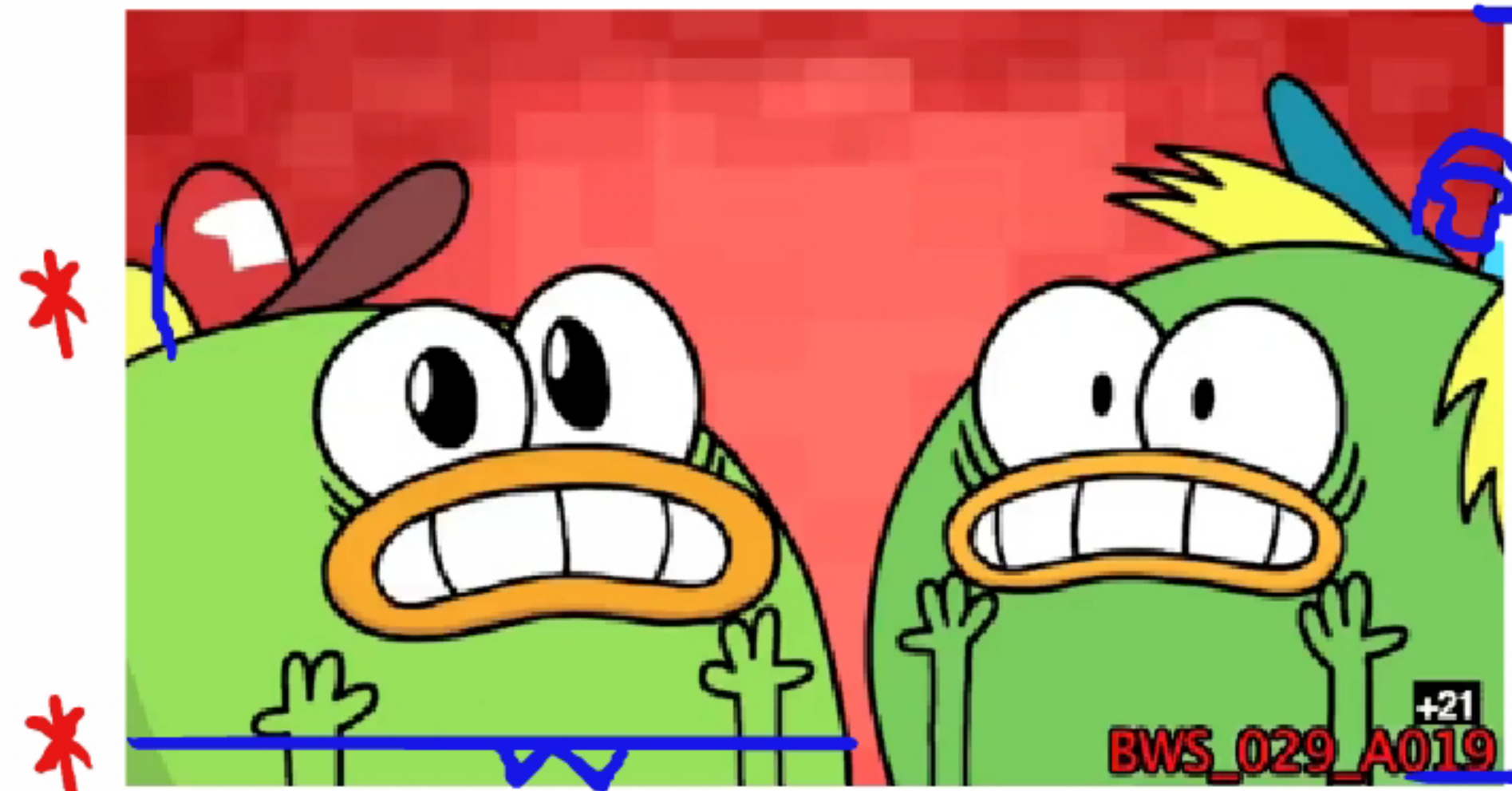


* Keep hats and hair fully onscreen

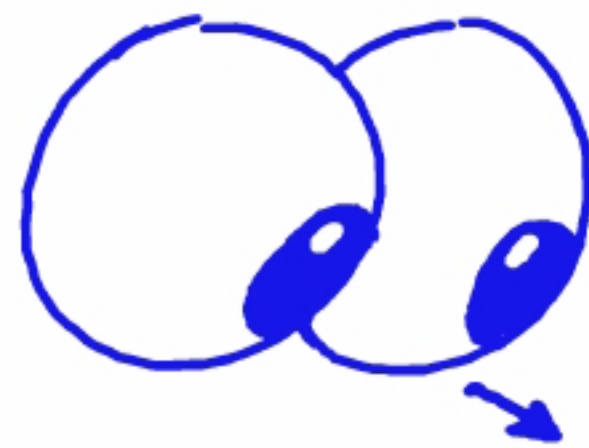
For held back 3/4 shots:

Please use this Special Posing of the characters. This composition is used routinely and the characters here are drawn to the shot. The characters in this composition have hair and hat details that might otherwise get lost if simply dropping in models and placing them to the board. If the board isn't perfect, please place the characters to better reflect what we see in this example.

Close-up shots require Close-up designs and composing of scene

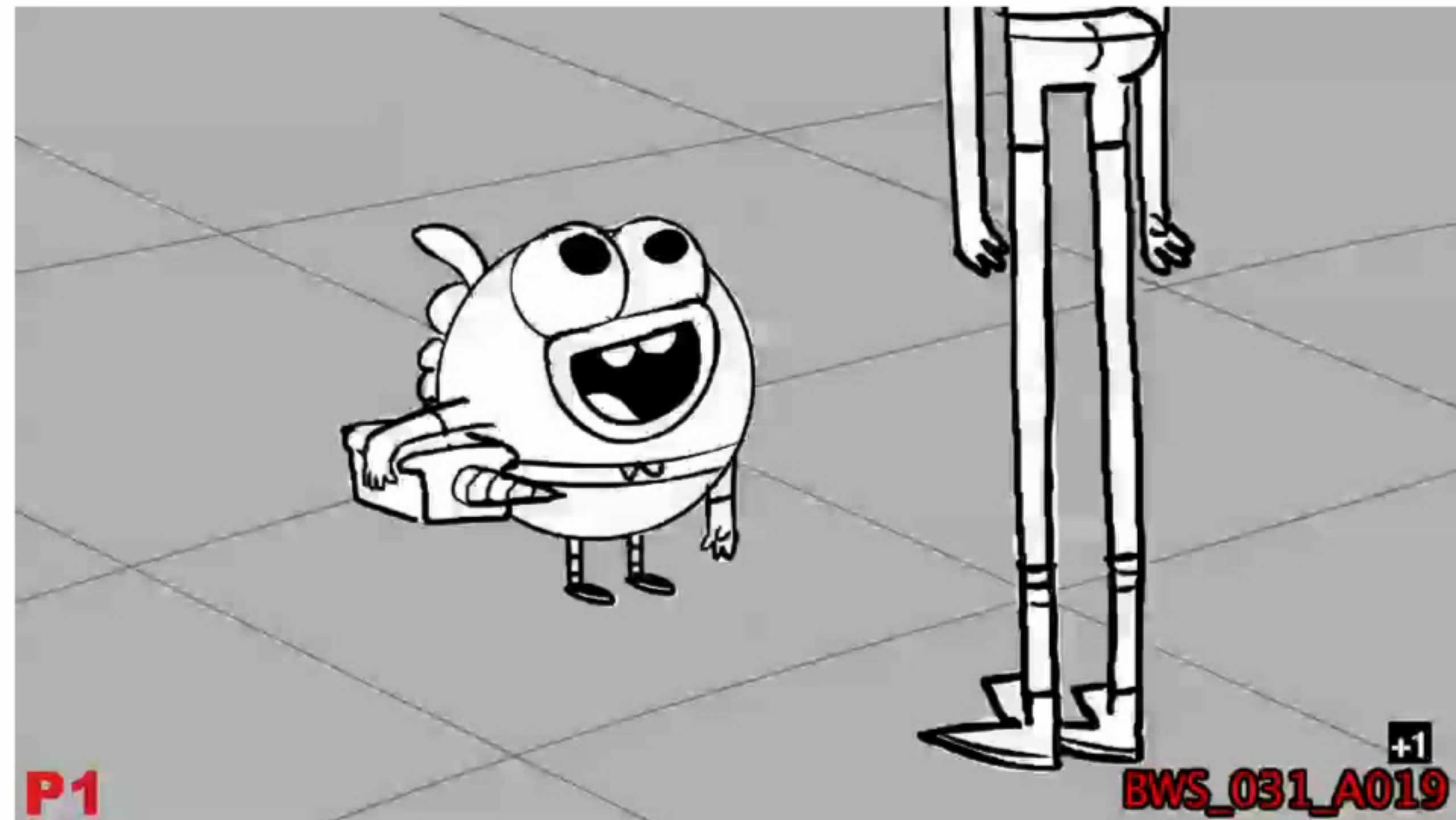


Keep bread logos in action safe whenever possible



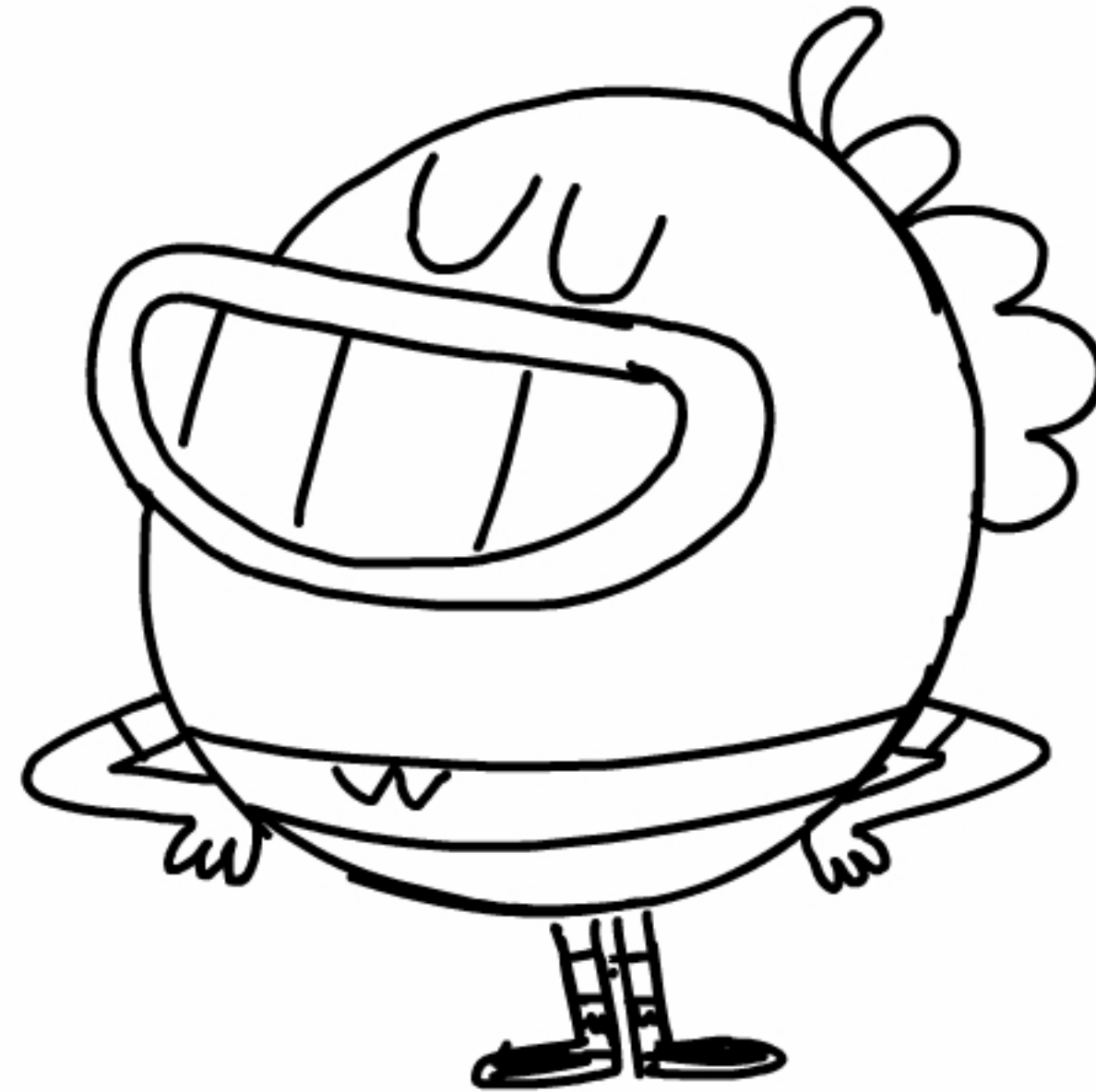
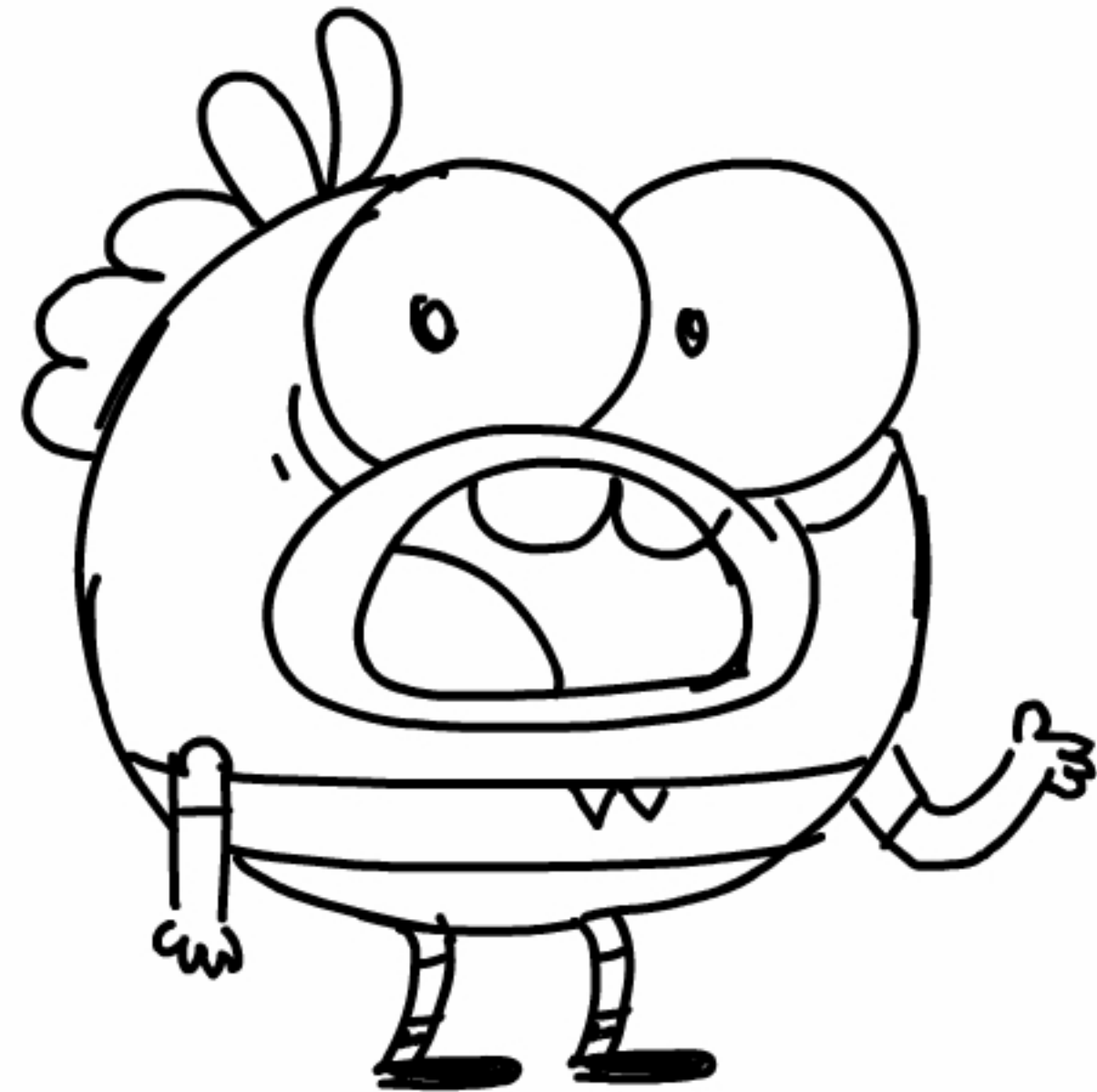
Putting a collar on BD helps differentiate him from Sway Sway. It also helps say "he's small, and also not naked"

Close-ups on Legs

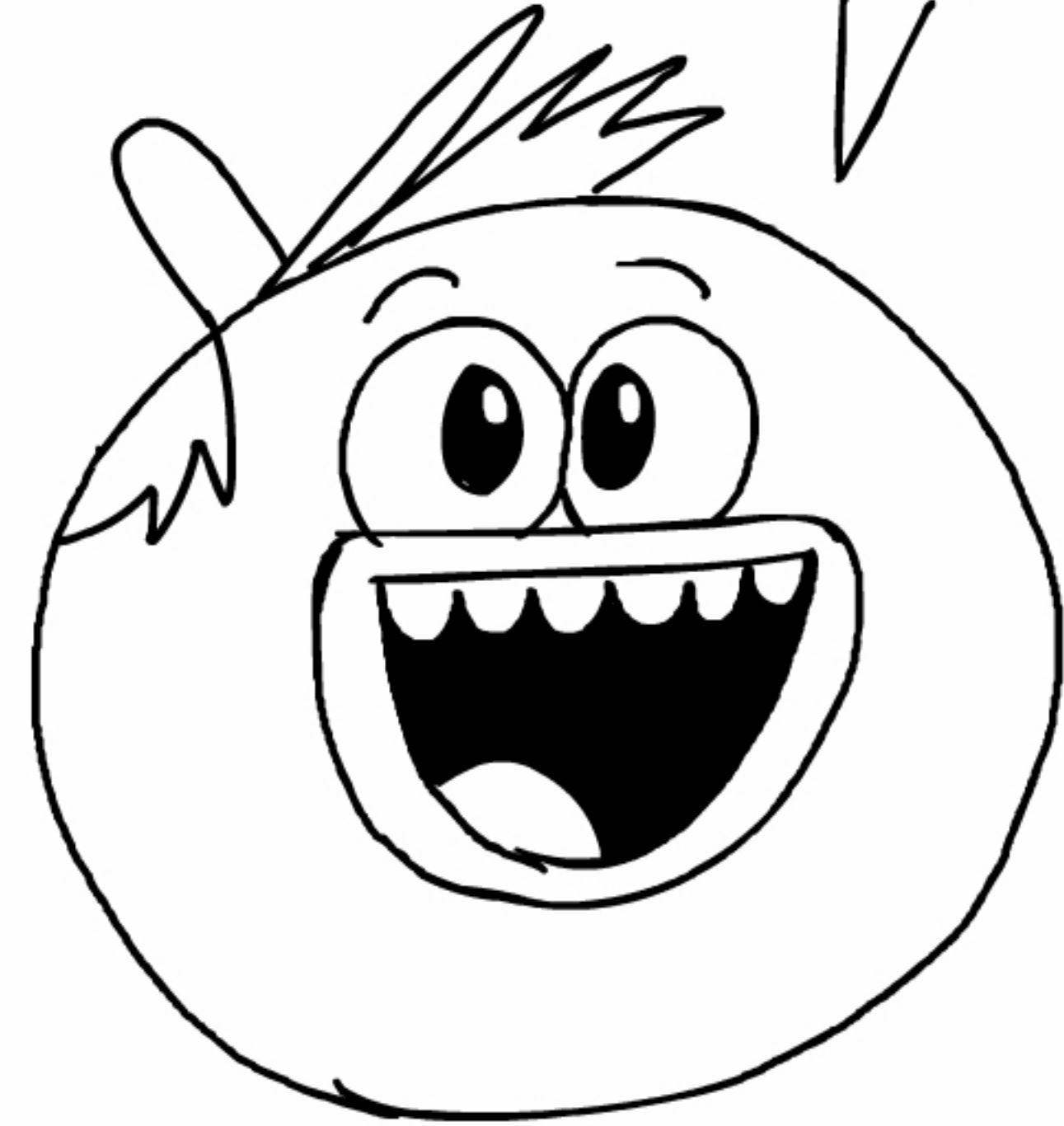


There should be a design (a special pose in some cases) of these close-up legs. If you see this shot, ask for a design.

BUHDUECE ISN'T AN EGG, HE'S MORE
LIKE A LUMPY, BOTTOM HEAVY CIRCLE.



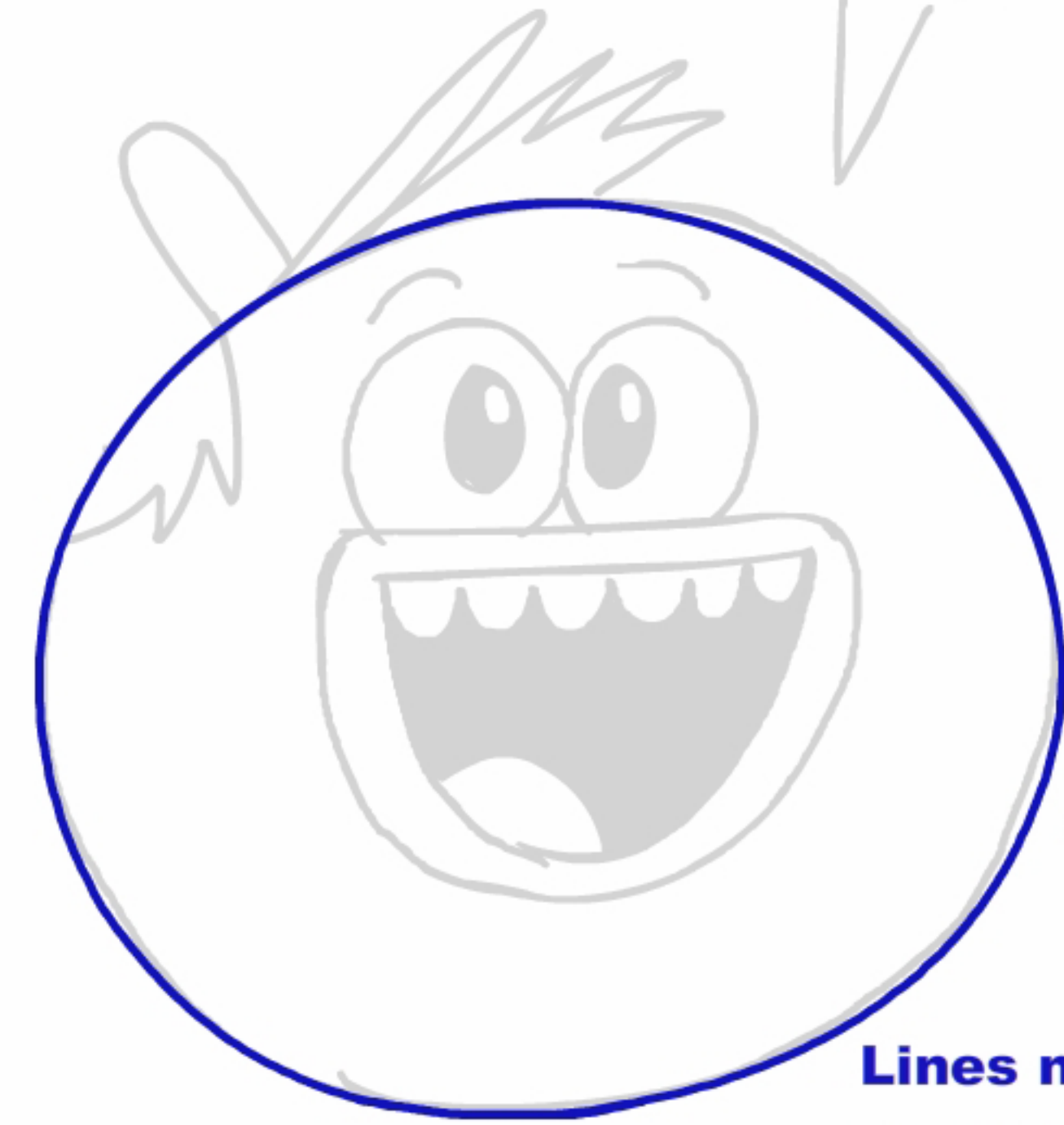
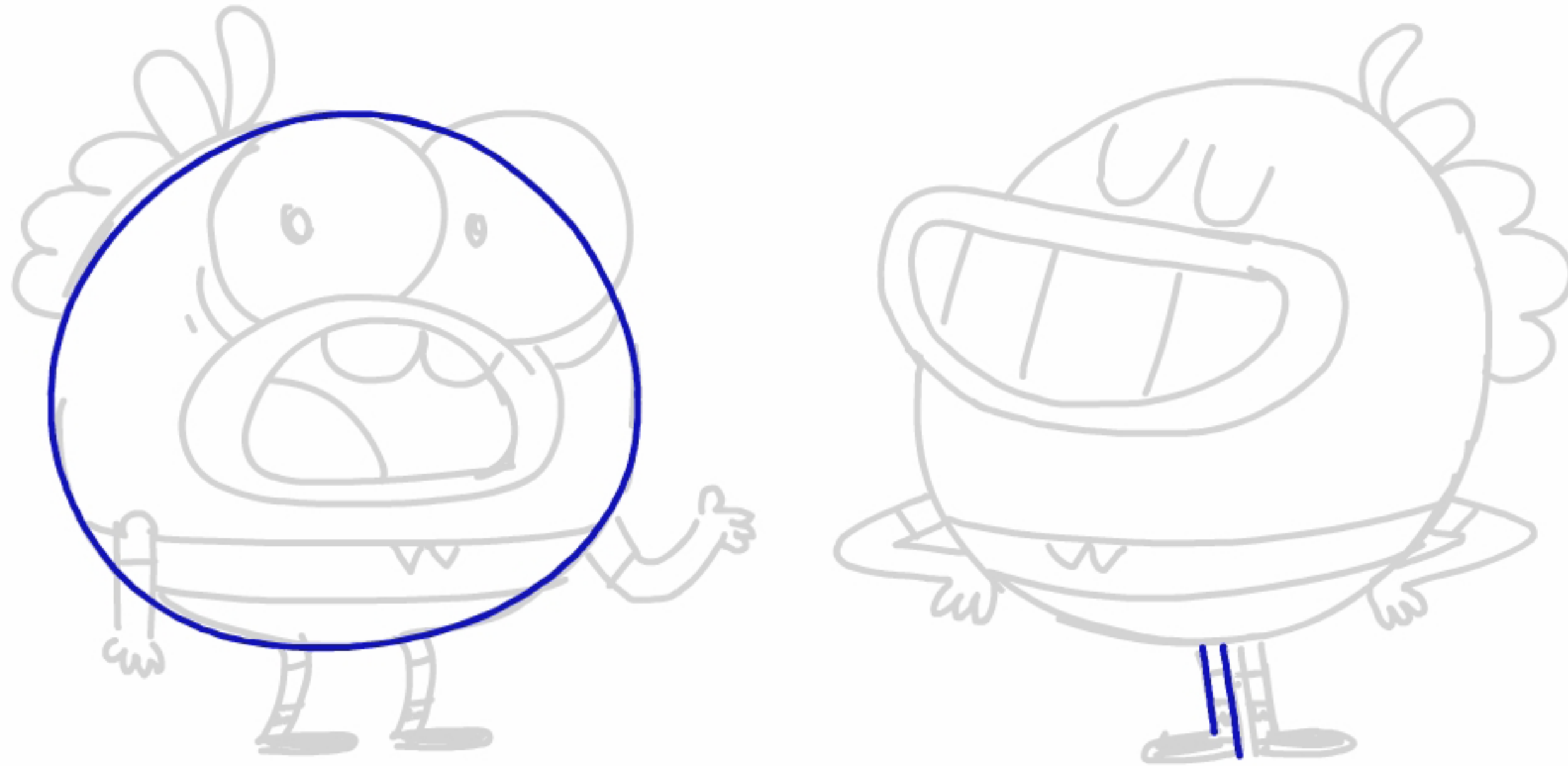
MY HEAD'S A CIRCLE, BAP,



SIZE CAN FLUXUATE, BUT GENERALLY, SWAY'S HANDSOME HEAD
IS APPROXIMATELY THE SAME SIZE AS BUHDUECE'S SWEET BOD!

BUHDUECE ISN'T AN EGG, HE'S MORE
~~LIKE A LUMPY, BOTTOM HEAVY~~ **CIRCLE.**

MY HEAD'S A CIRCLE, BAP,



**Lines need to be
clean and
graceful when
in finished animation.**

SIZE CAN FLUXUATE, BUT GENERALLY, SWAY'S HANDSOME HEAD
IS APPROXIMATELY THE SAME SIZE AS BUHDUECE'S SWEET BOD!

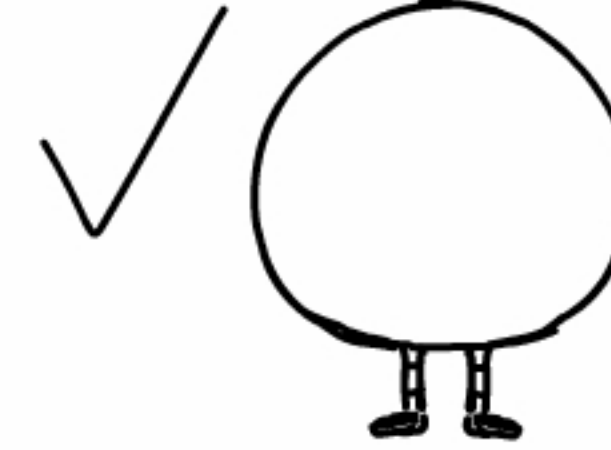
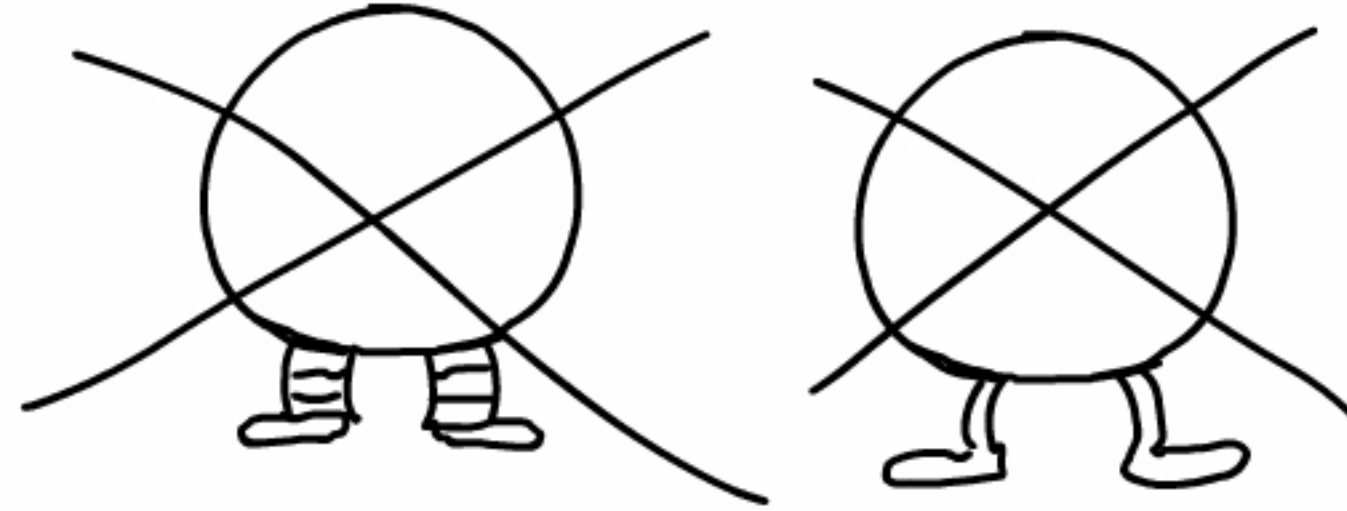
**There shouldn't be
lumps, or gritty
lines, for example**



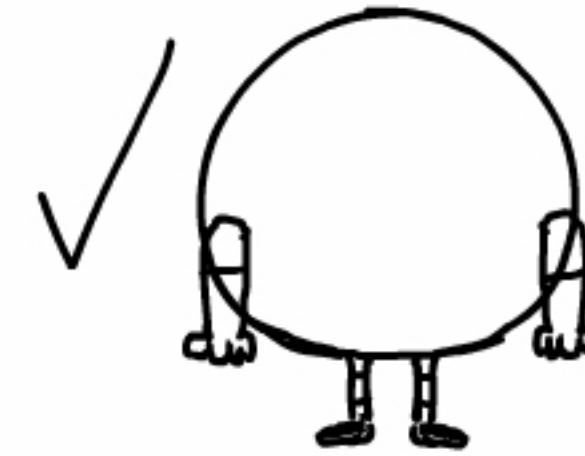
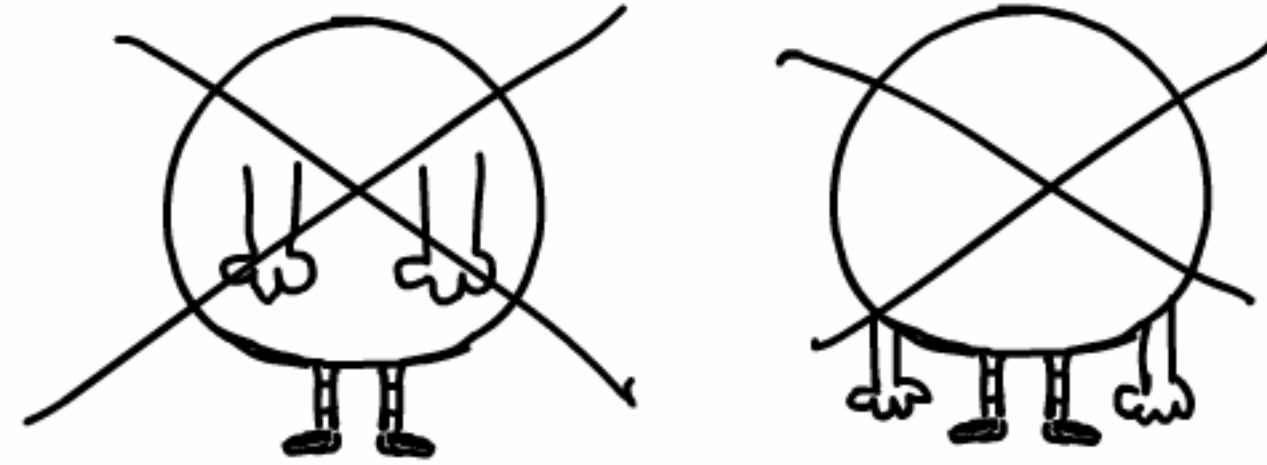
BD'S BODY SHAPE



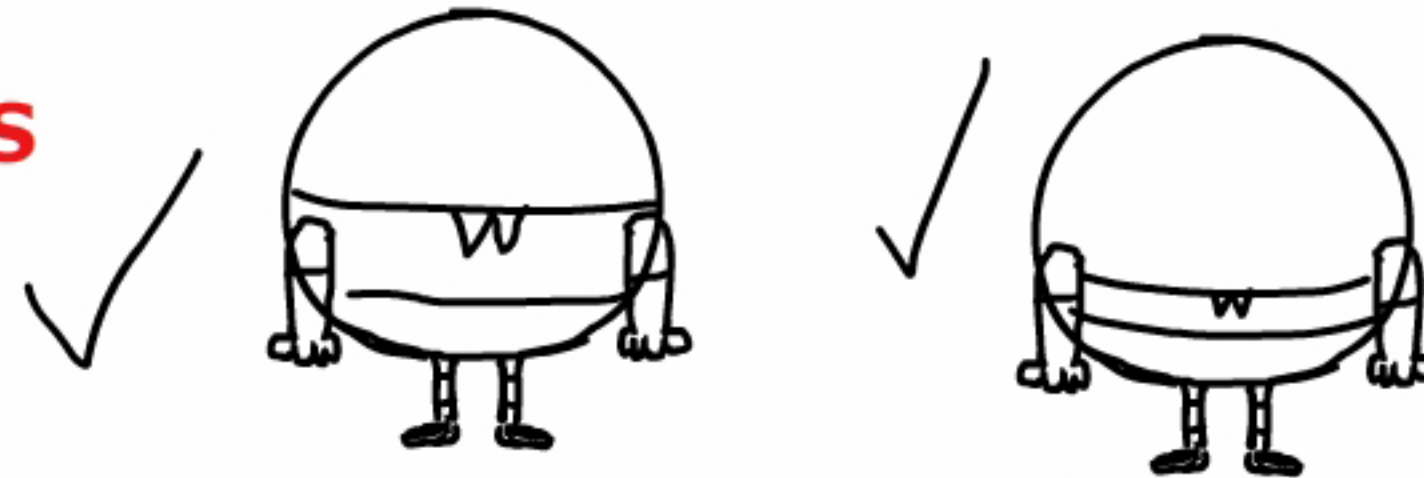
BD'S LEGS



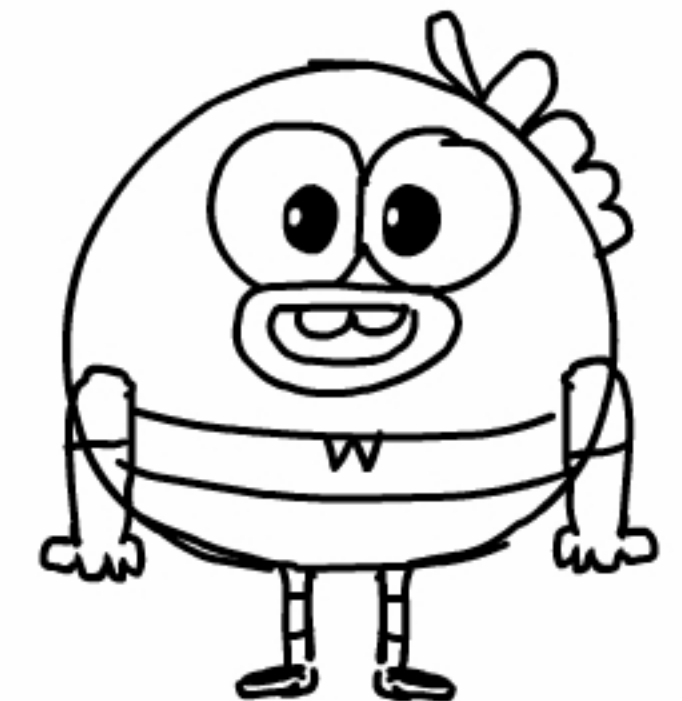
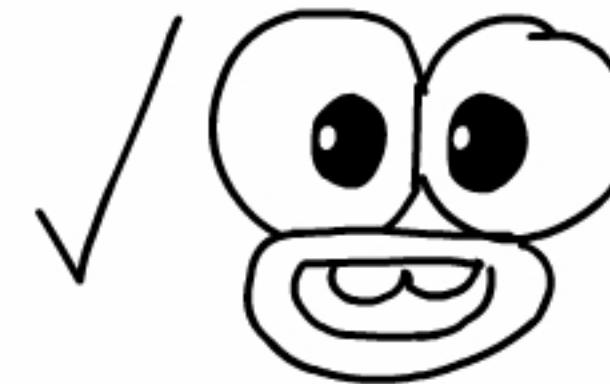
BD'S ARMS



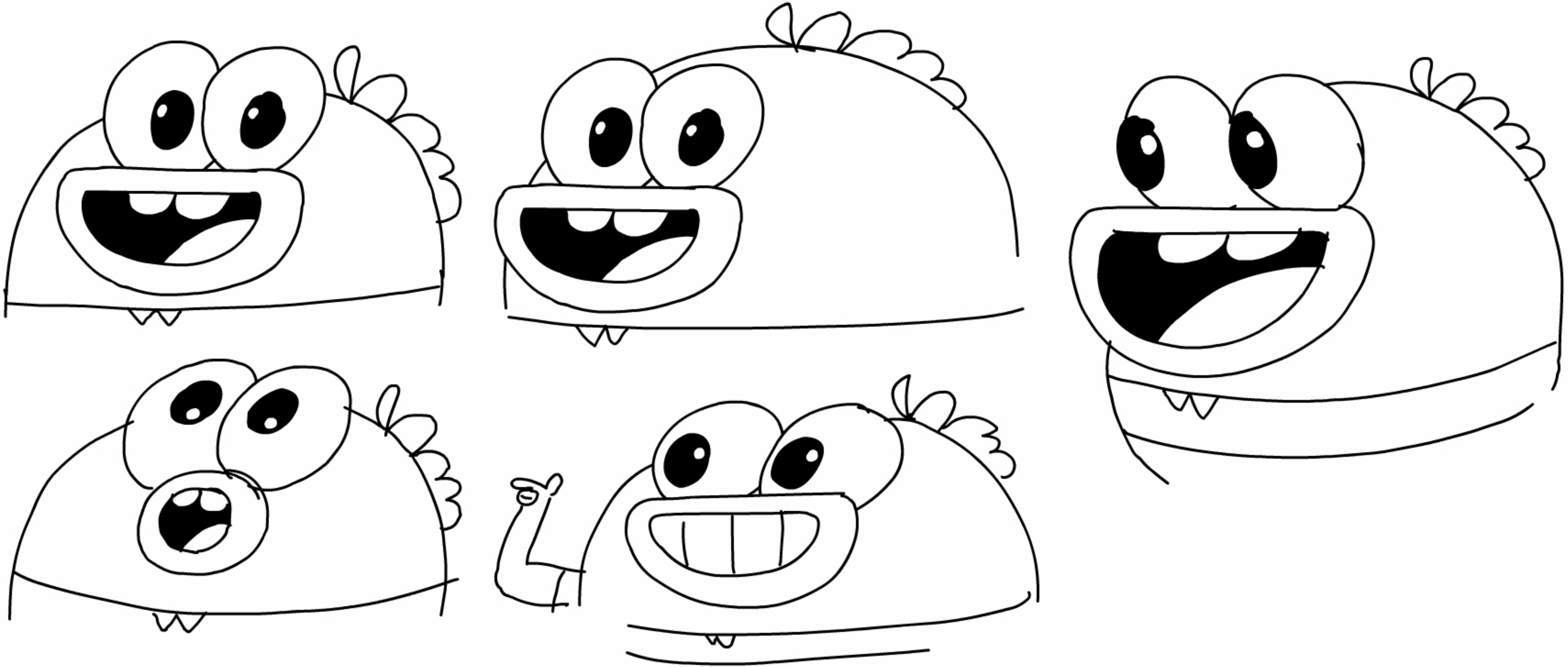
BD'S SHIRT/SHORTS



BD'S FACE

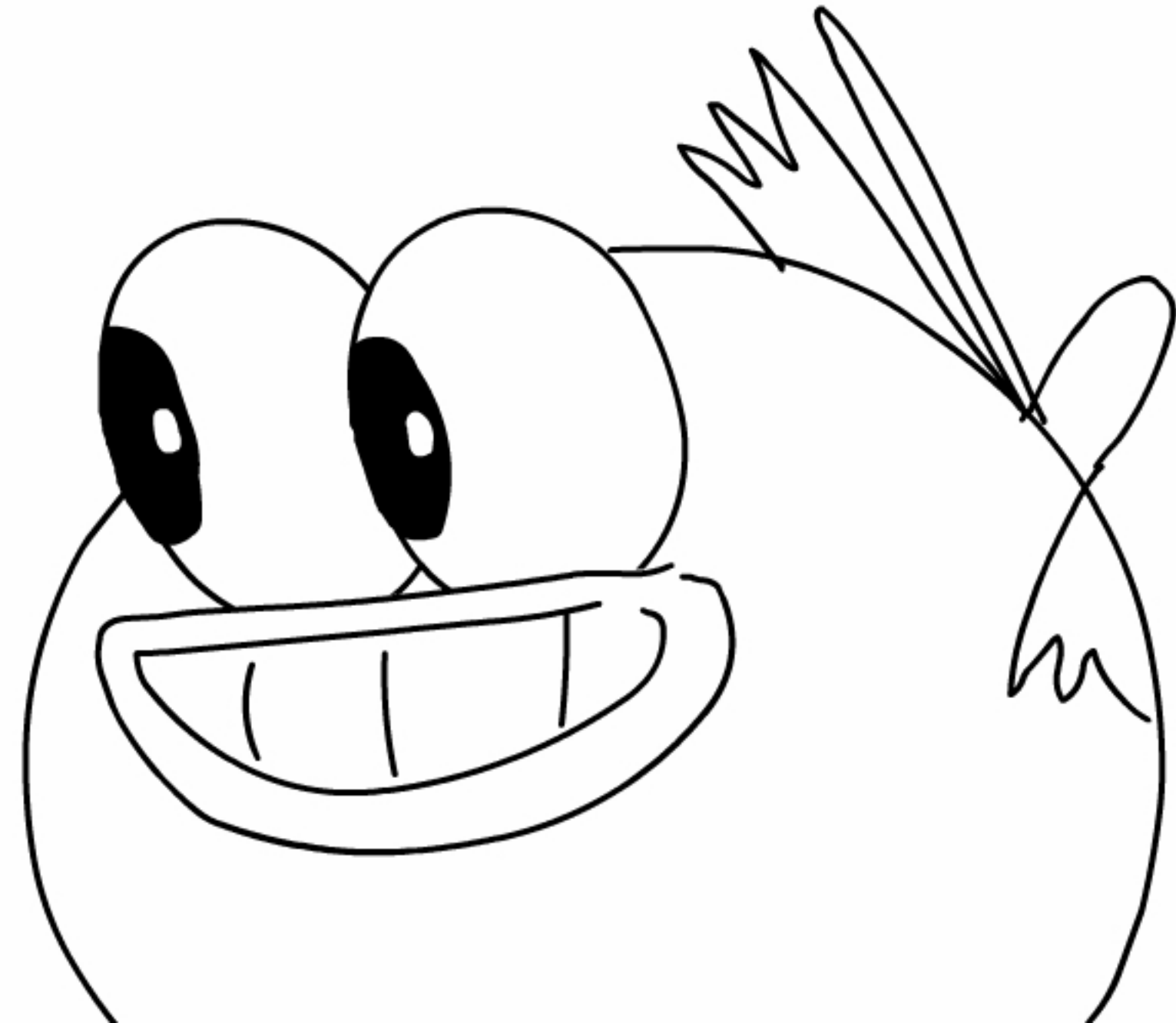
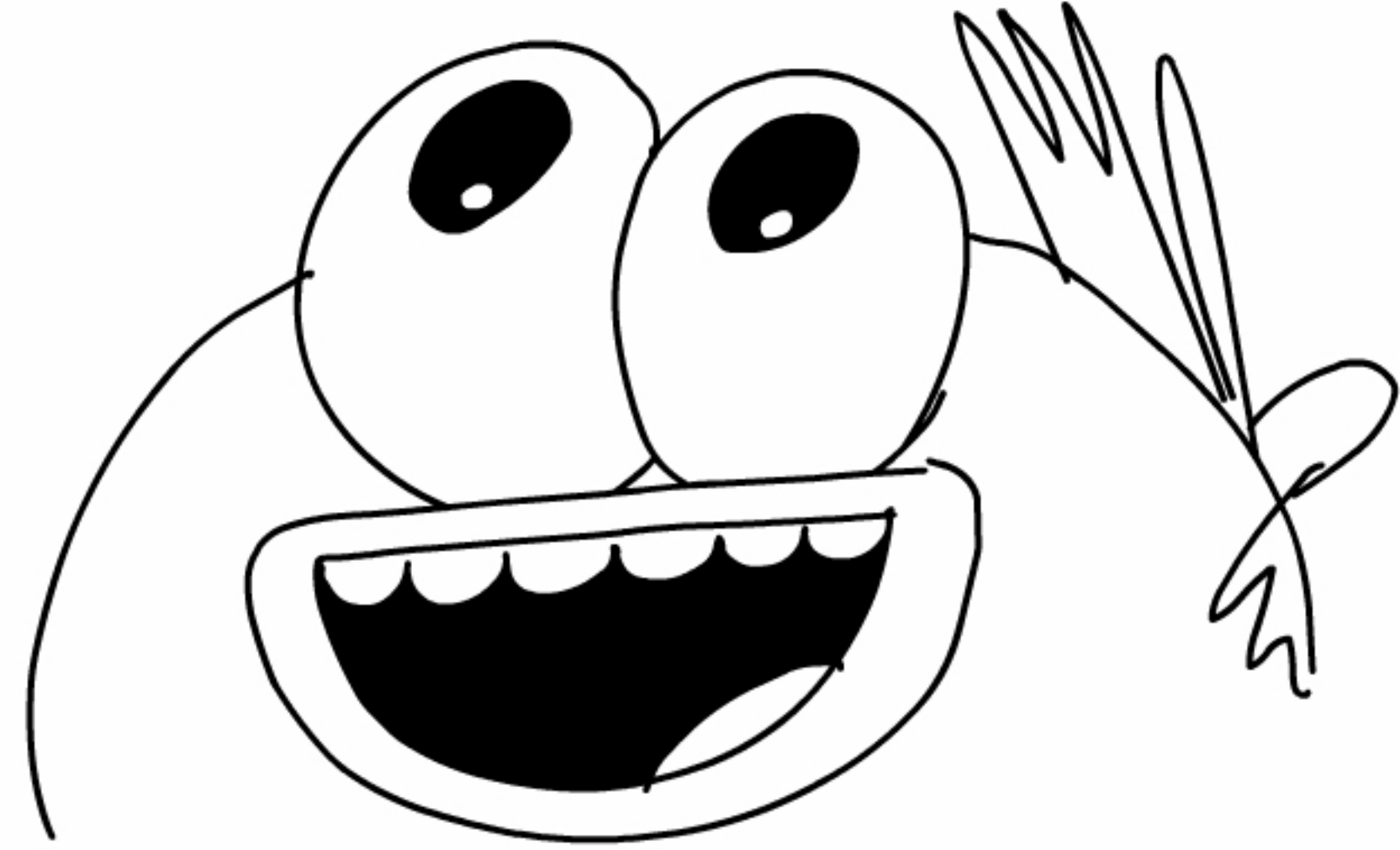
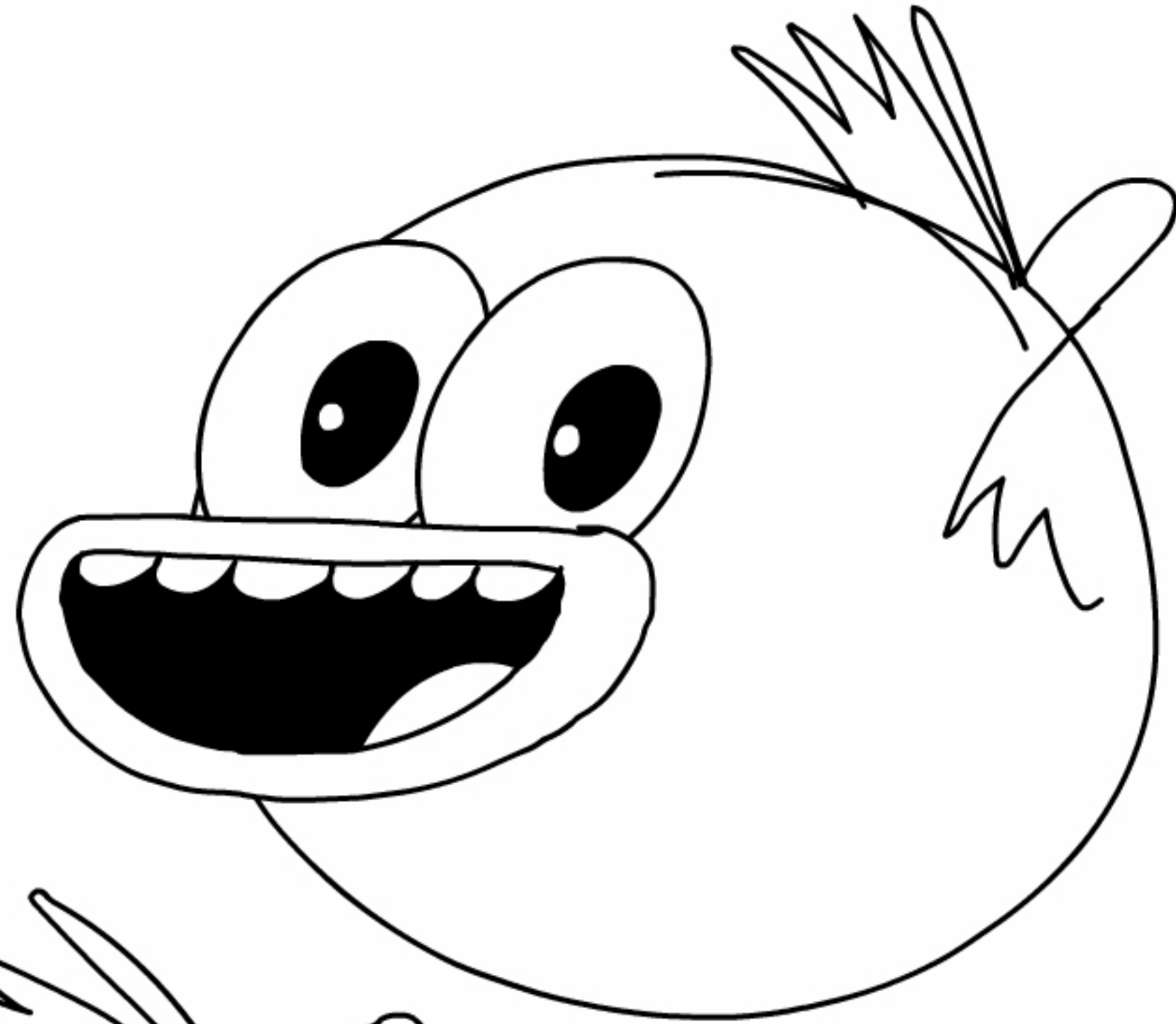


PUSHING SS AND BD'S FEATURES OFF THE FACE ALWAYS LOOKS GOOD!

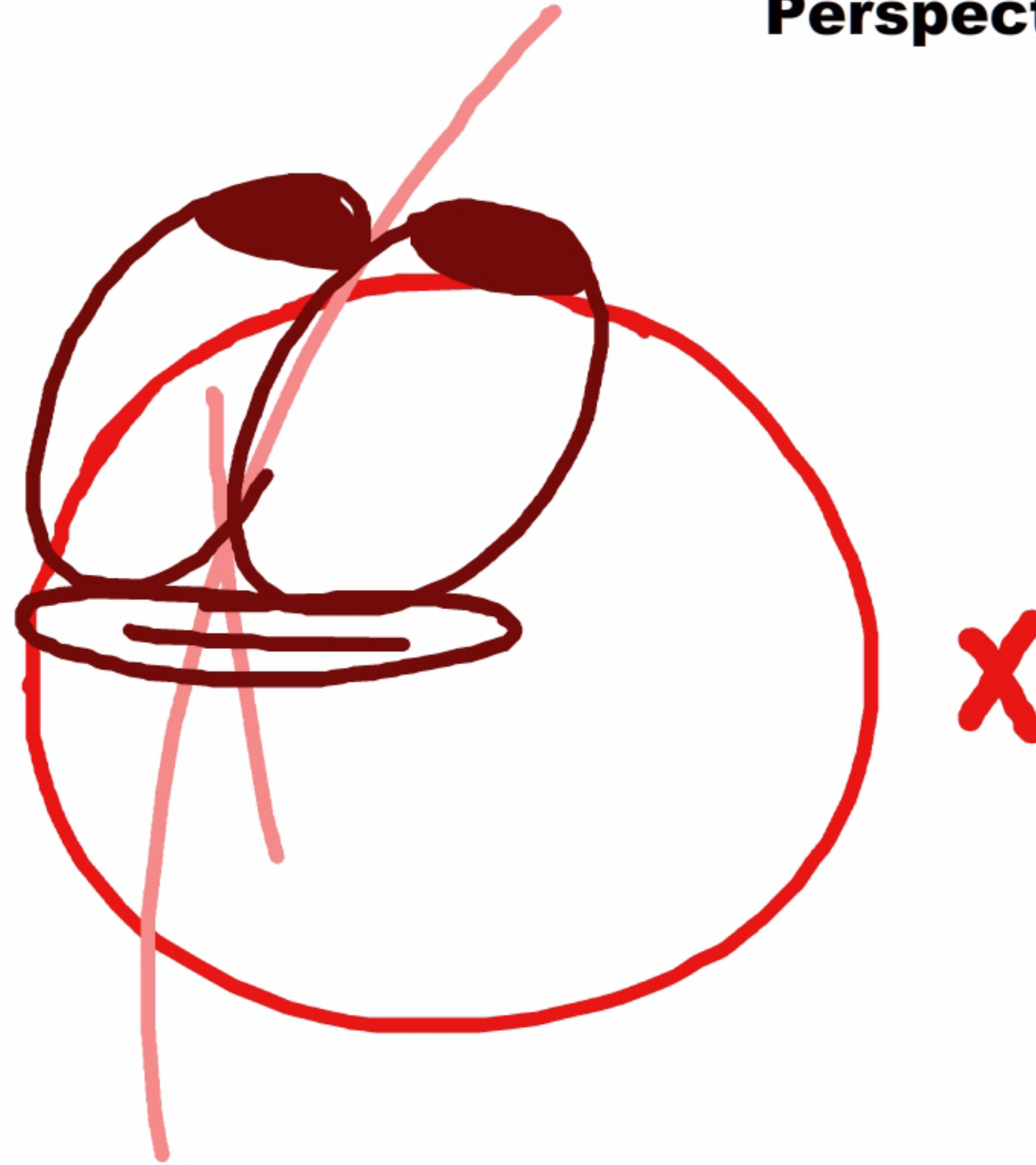


PUSHING SS AND BD'S FEATURES OFF THE FACE

For Boards



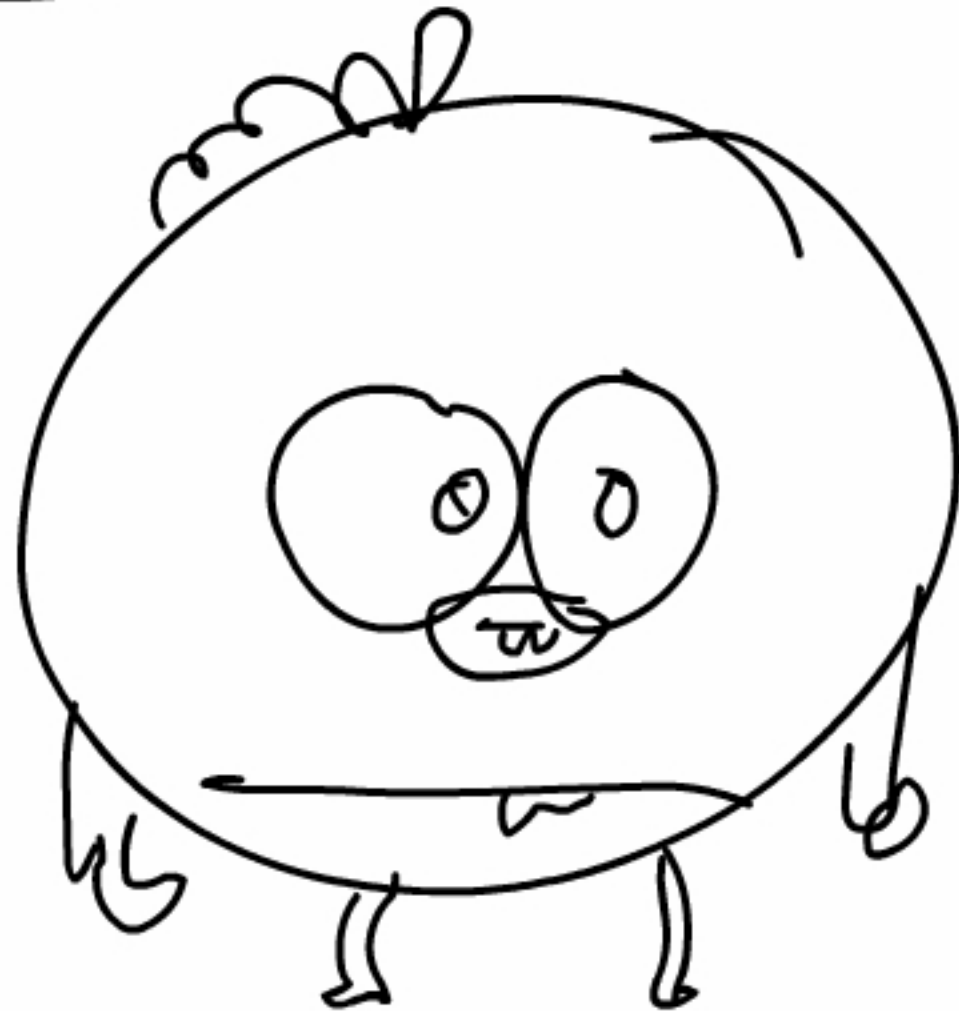
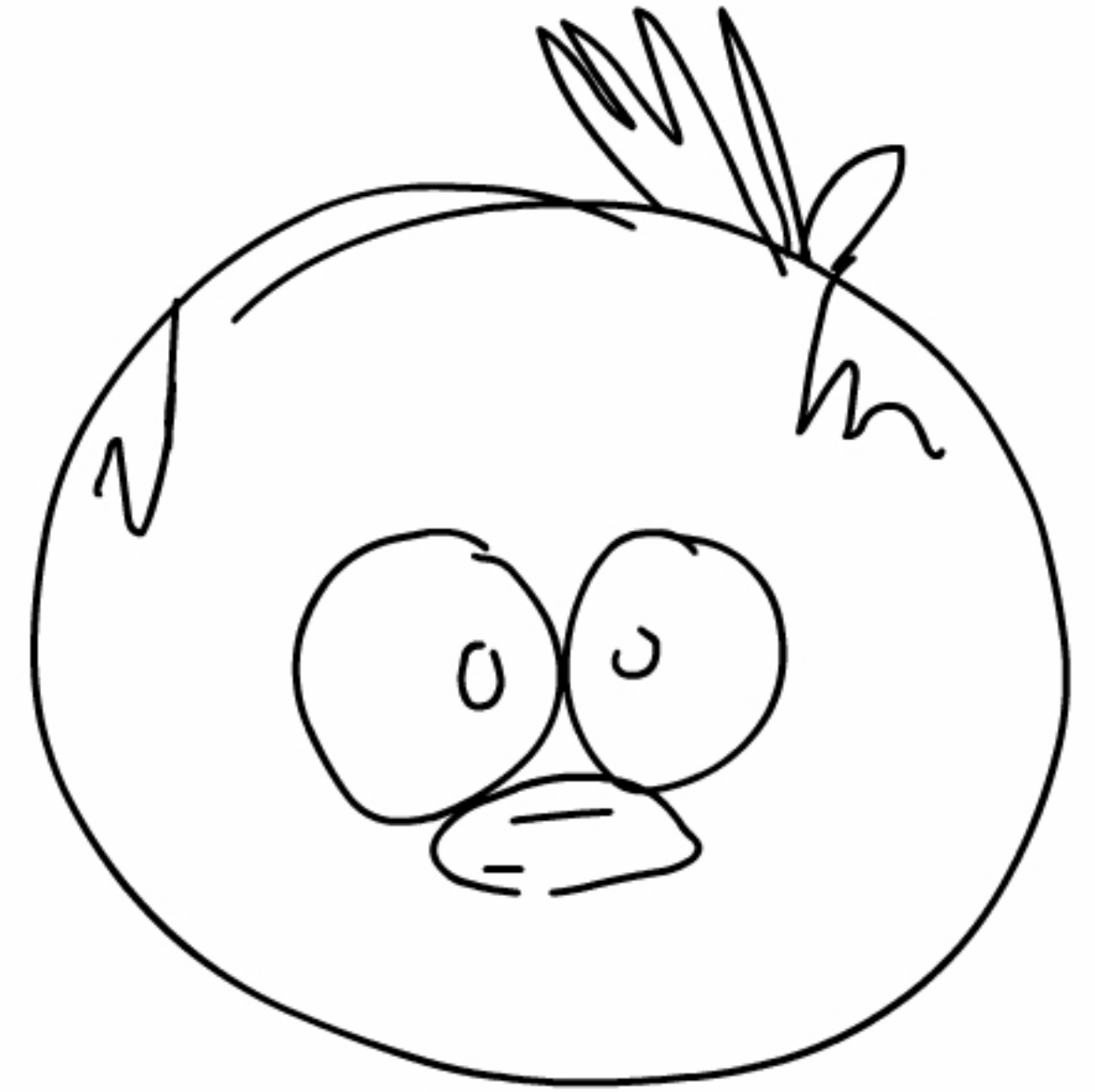
Perspective for face

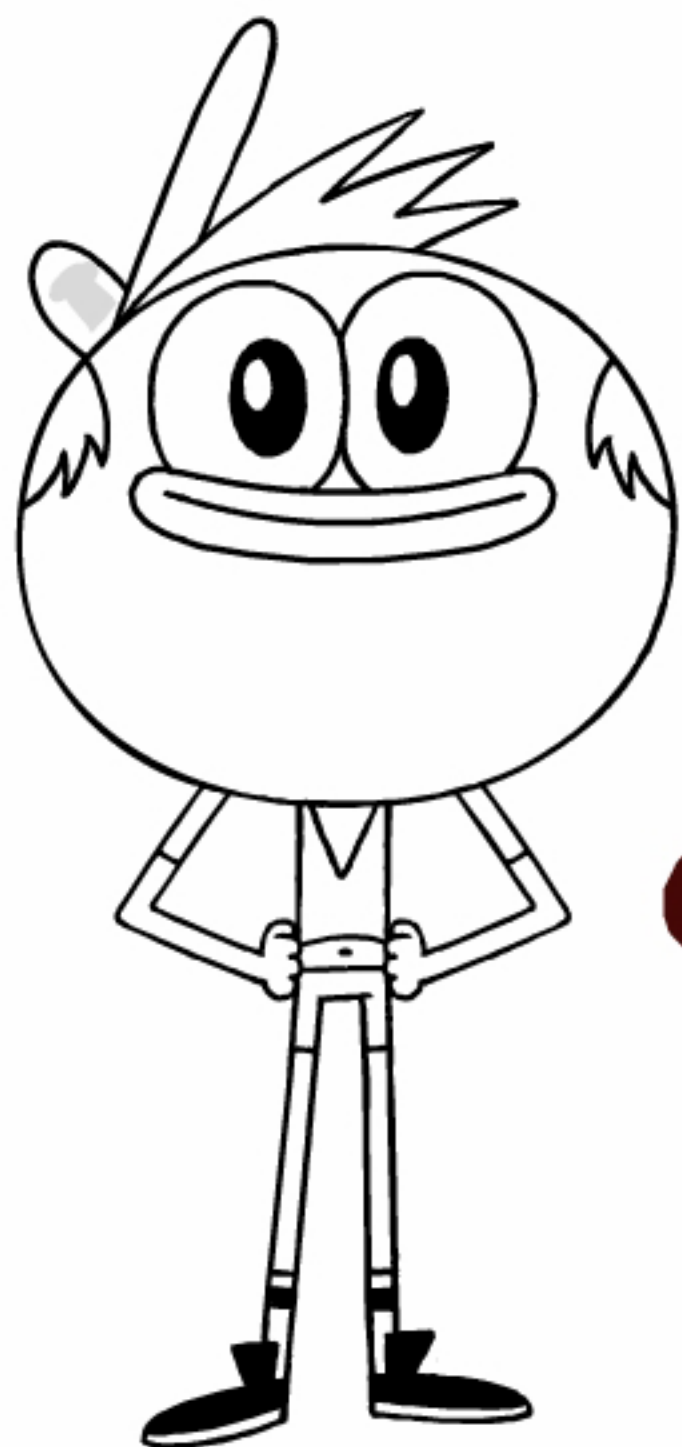


Put beak on perspective of face, rather than vertical to the face.

If the beak isn't following the face, the character tends to look like he's sneering

**PLACING THE EYES AND BEAK LOW ON THE HEAD ALMOST ALWAYS
LOOK UNAPPEALING.**

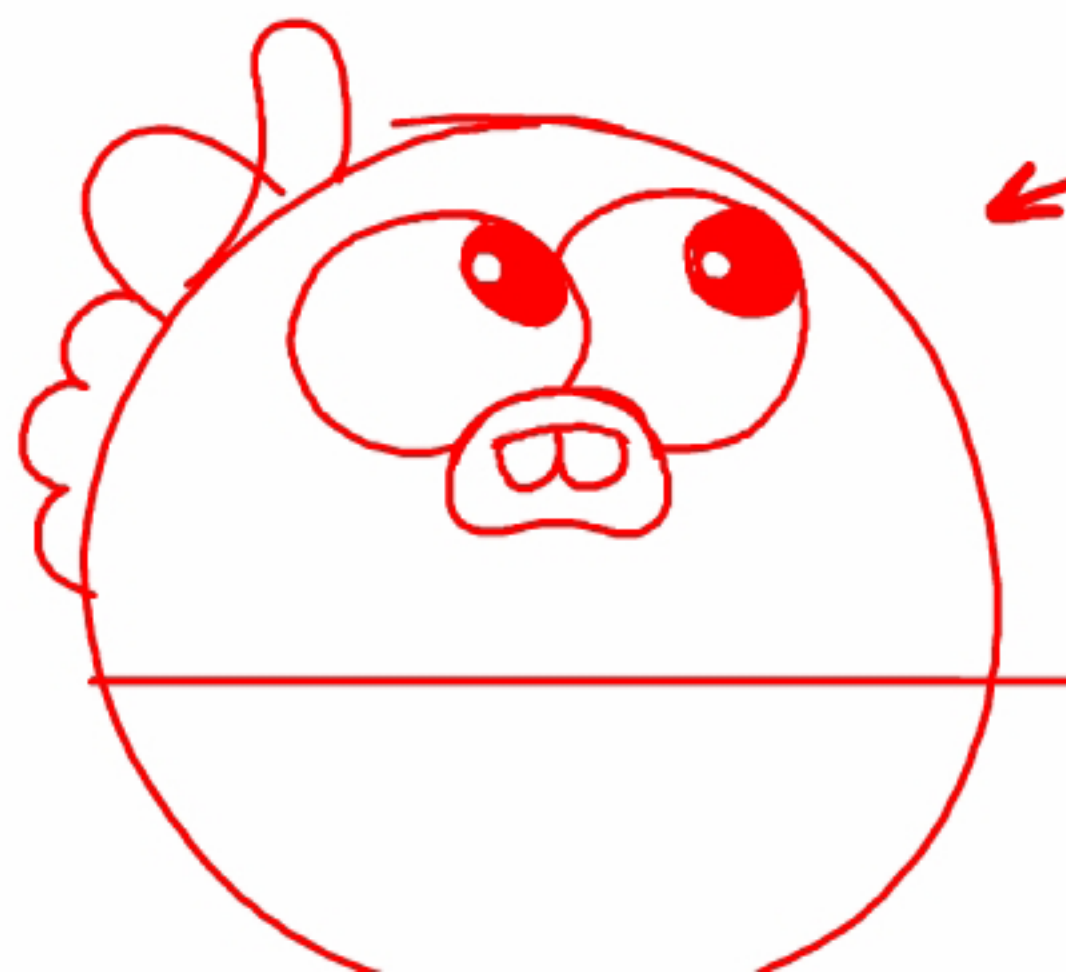
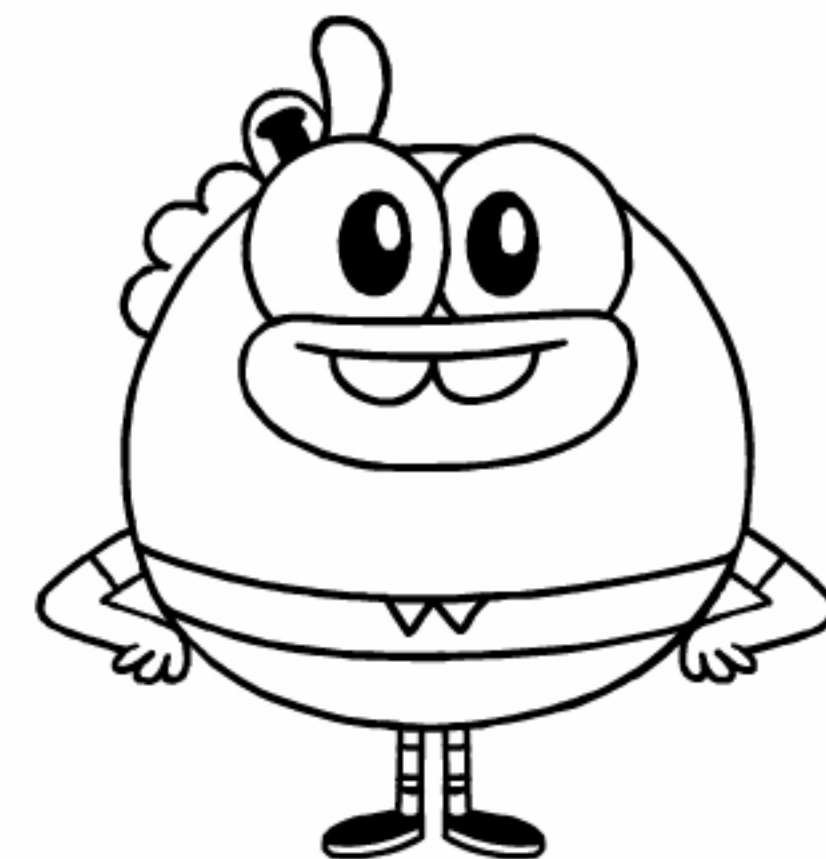




**Sway is tall and slim
So is his beak!**



**Buhdeuce is short and squat
So is his beak!**



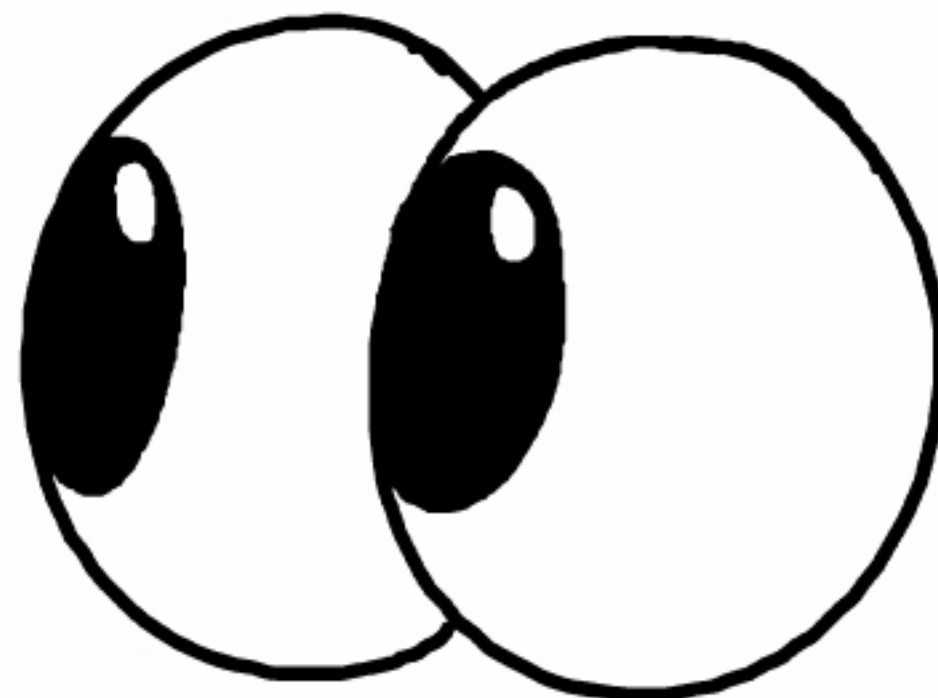
**watch the BD
doesn't get fangs**



DUCK EYES

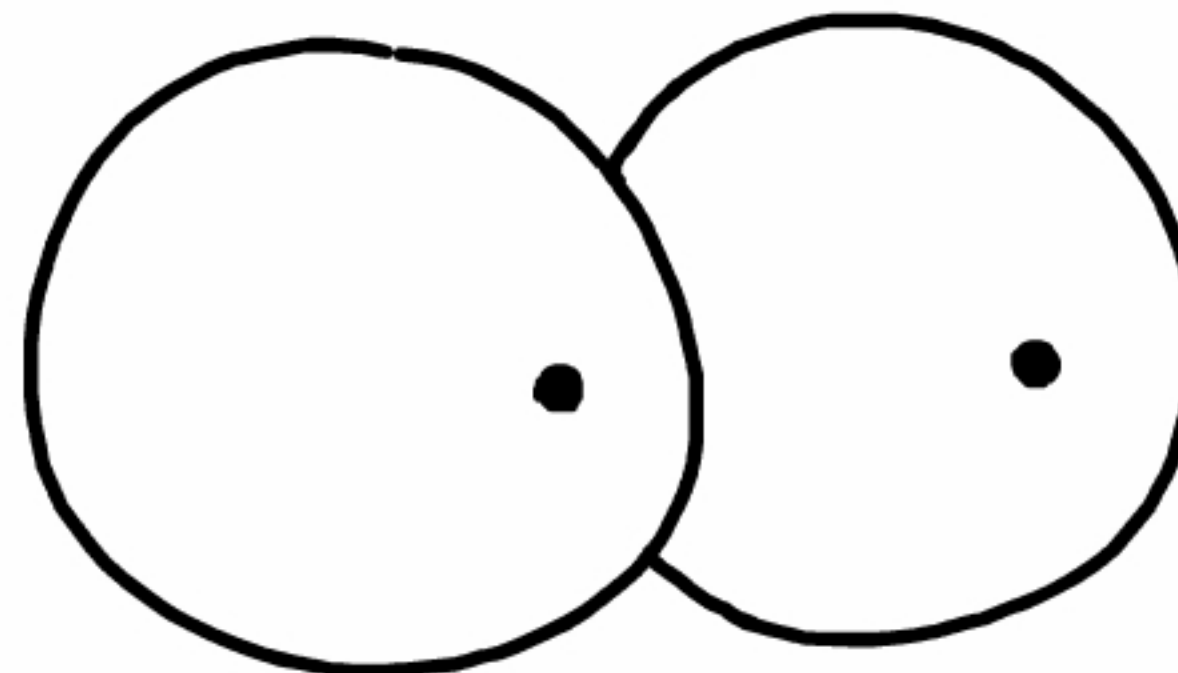
Normal Eyes:

large pupils
highlights high and large



Scared / Shocked Eyes

small circles (clean dots)
no highlights



X as much as the square
highlight is loved,
please avoid it unless
specified.



X dot highlight not
significant enough

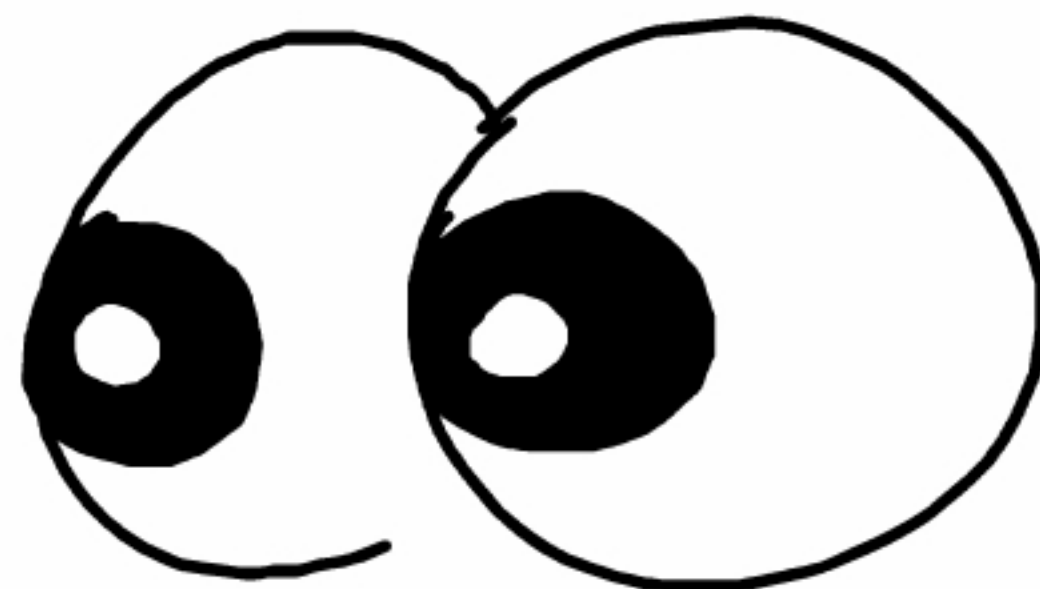


X pupil too low
(ok if pushing
eye direction)



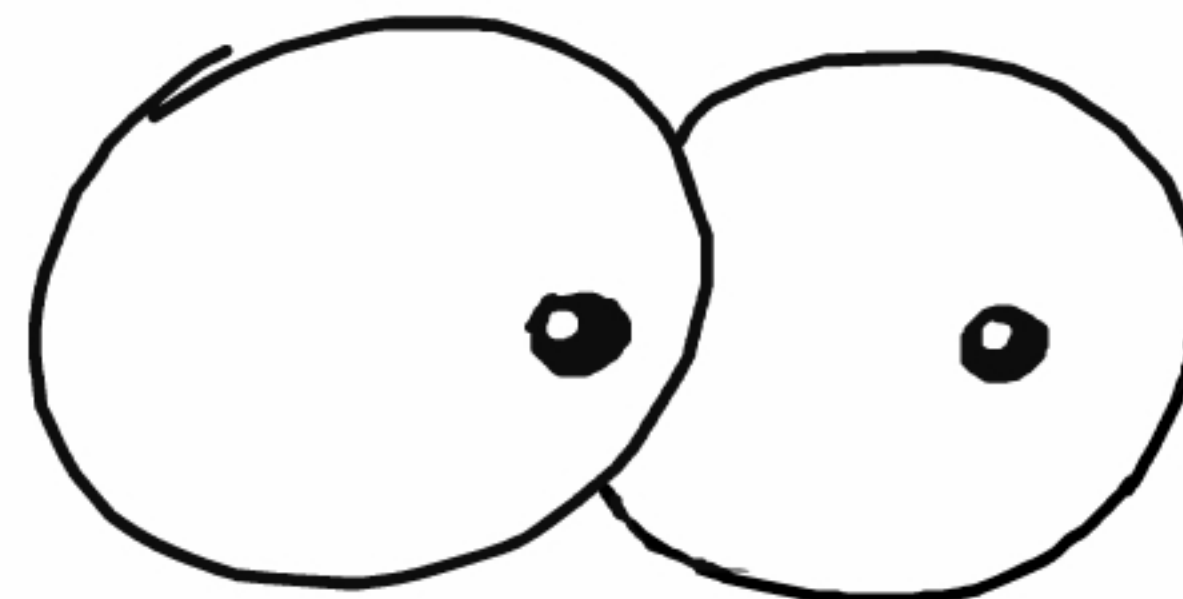
✓ safe, high, large
highlight

NO!



Avoid highlights being placed as pupils

CREEPY!



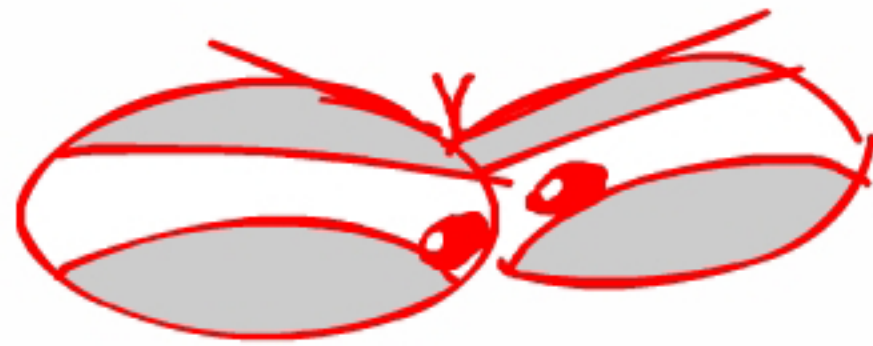
Avoid tiny pupils with highlights
(they start to look like marbles)

Eye direction with highlights (pushing eye direction)

Please avoid squashing comps (here, the eye comps).

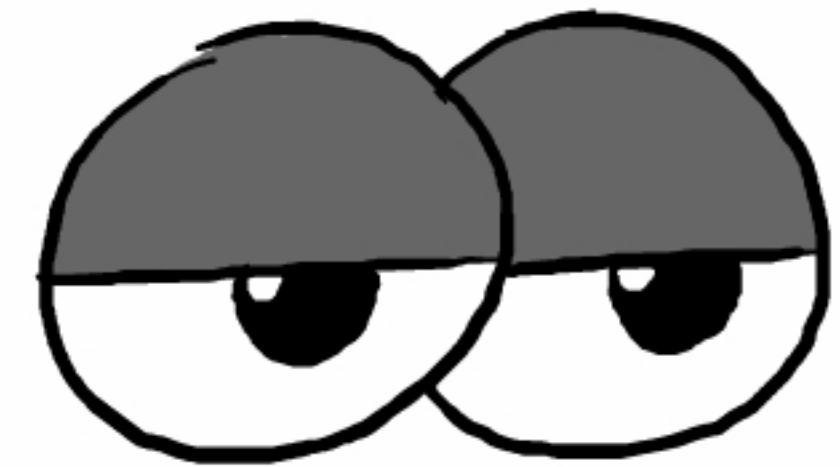
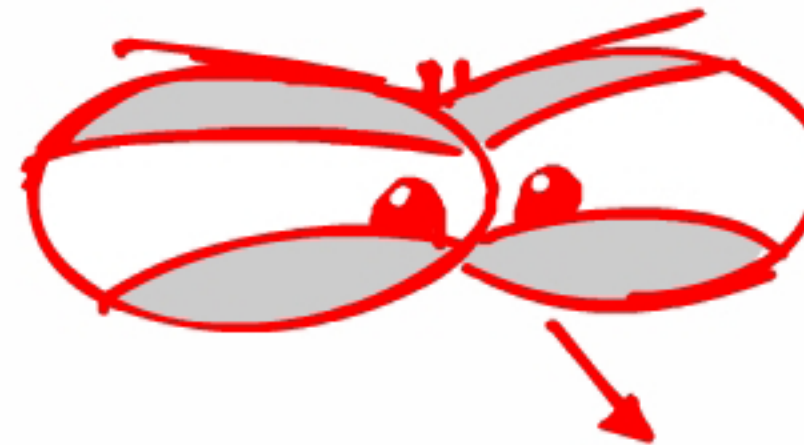
The eye direction (and emotion) is suffering a bit because we're placing the pupils on eyelid rather than cutting and shaping the pupils to make the expression work

DIZZY / CROSSEYED

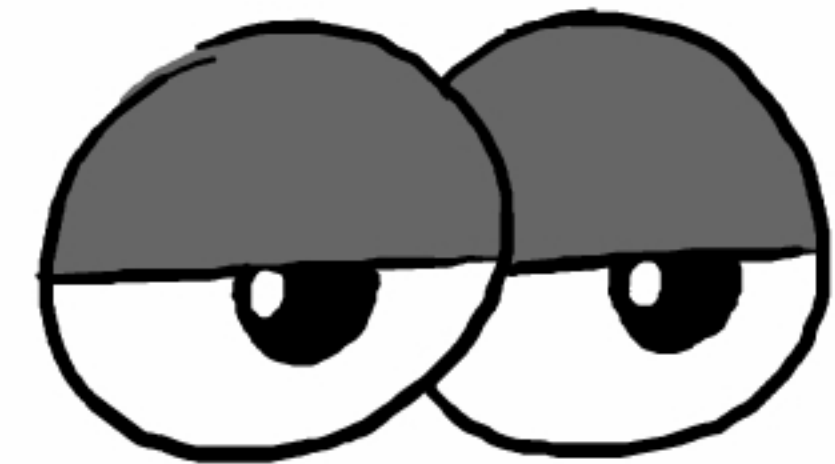


VS

INTENSE + DIRECTED



VS

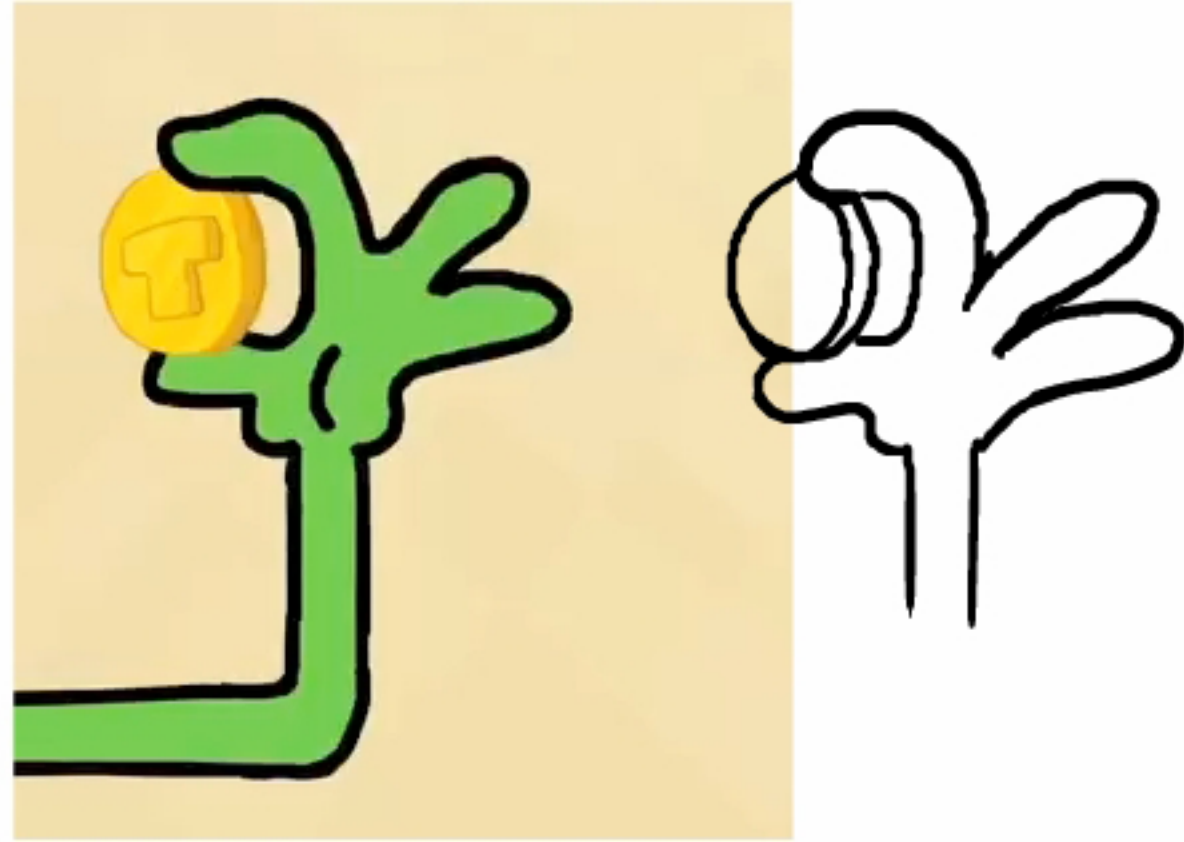


FROG EYES



Too much anatomy and not enough focus on shape detract from Jelly's appeal.

Avoid Anatomy
(draw over a good form)



Jelly legs:

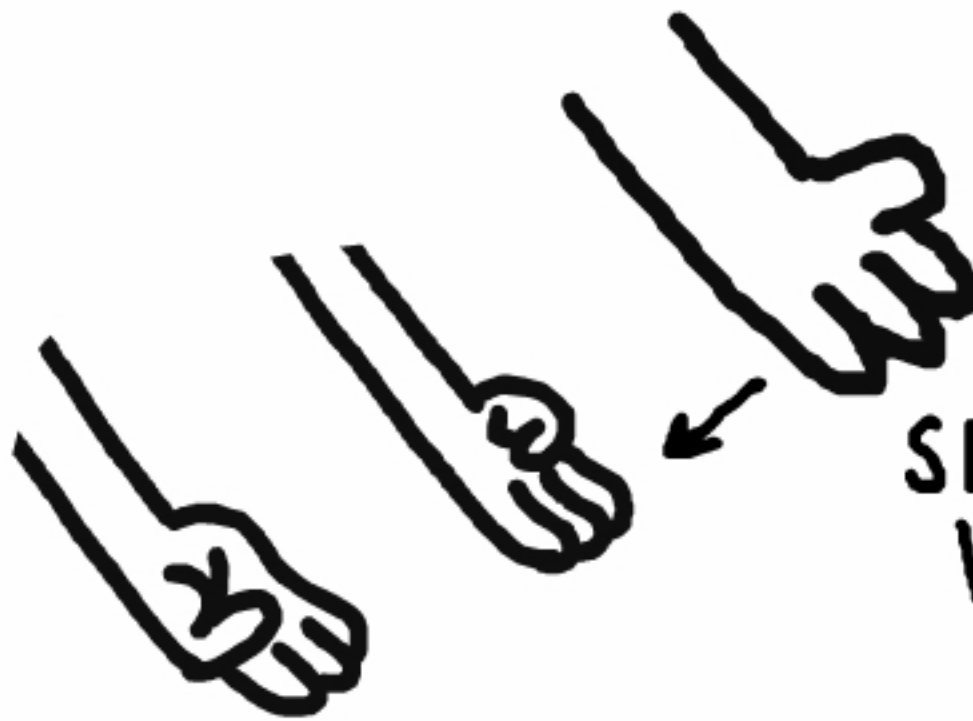


Too much anatomy and not enough focus on shape detract from Jelly's appeal.

HANDS



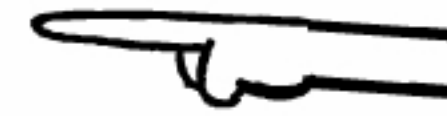
Fold thumb over finger when pointing



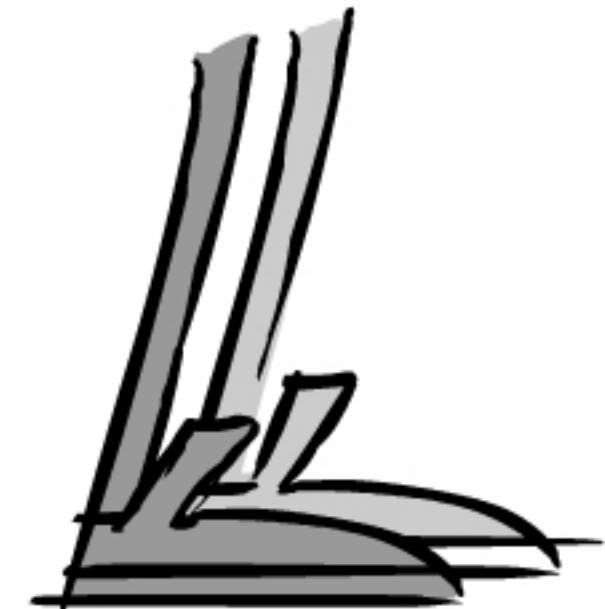
**too much anatomy,
overly-complex**

**SIMPLIFY
WHEN
NEED
TO**

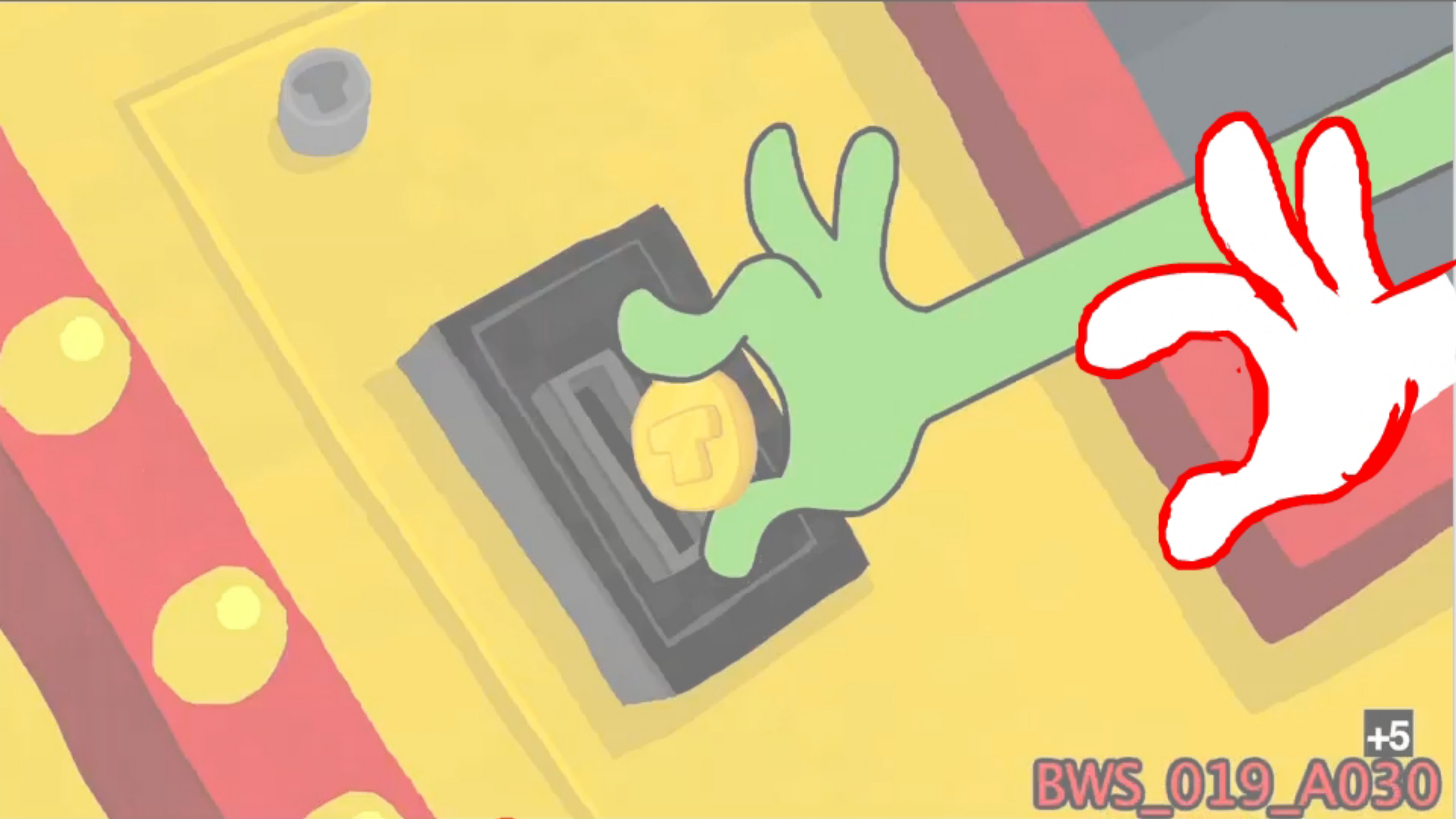
instead of:
fingers are long and
lizard-y.



try this:

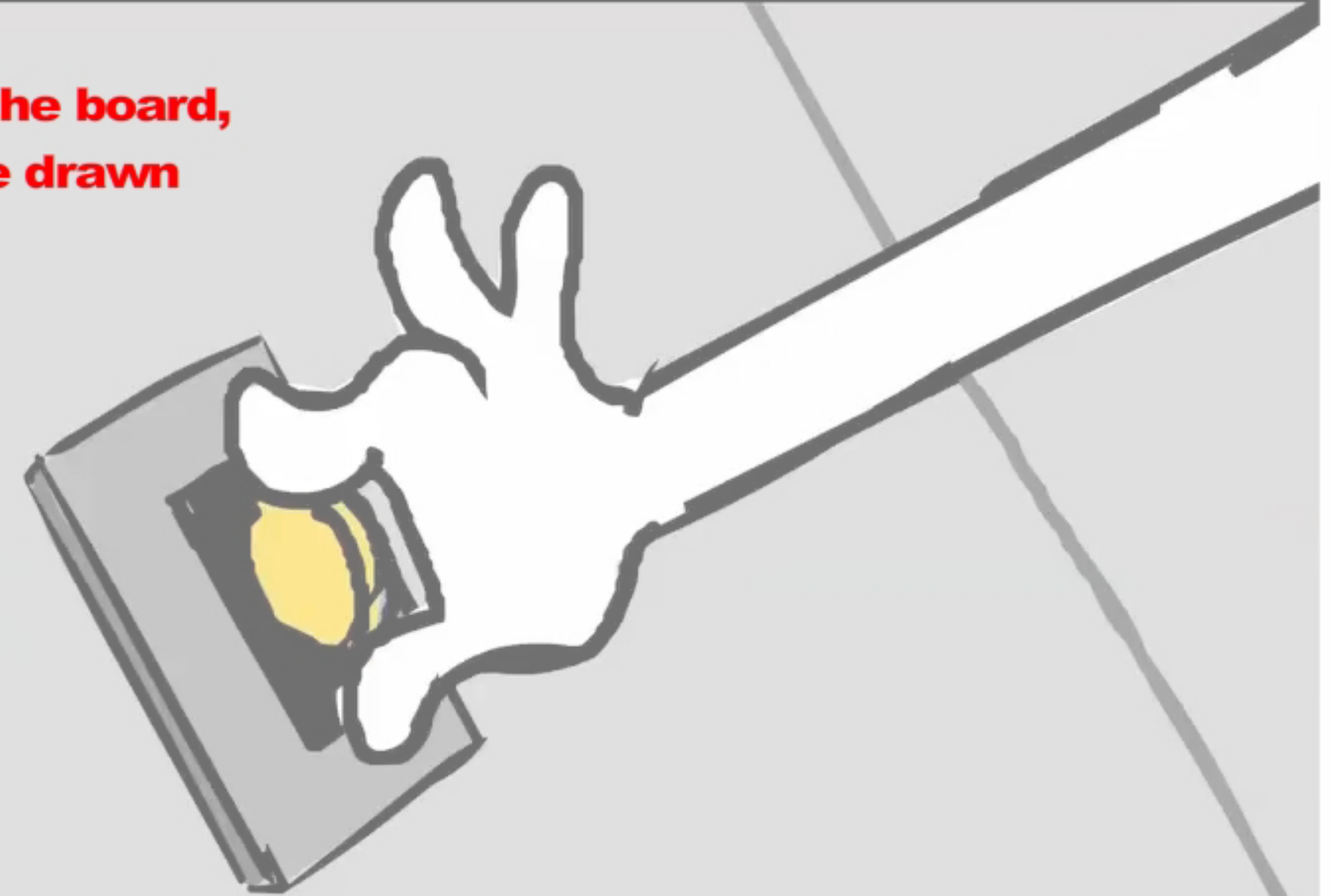


**Give a bit of clarity to feet
through negative space.**



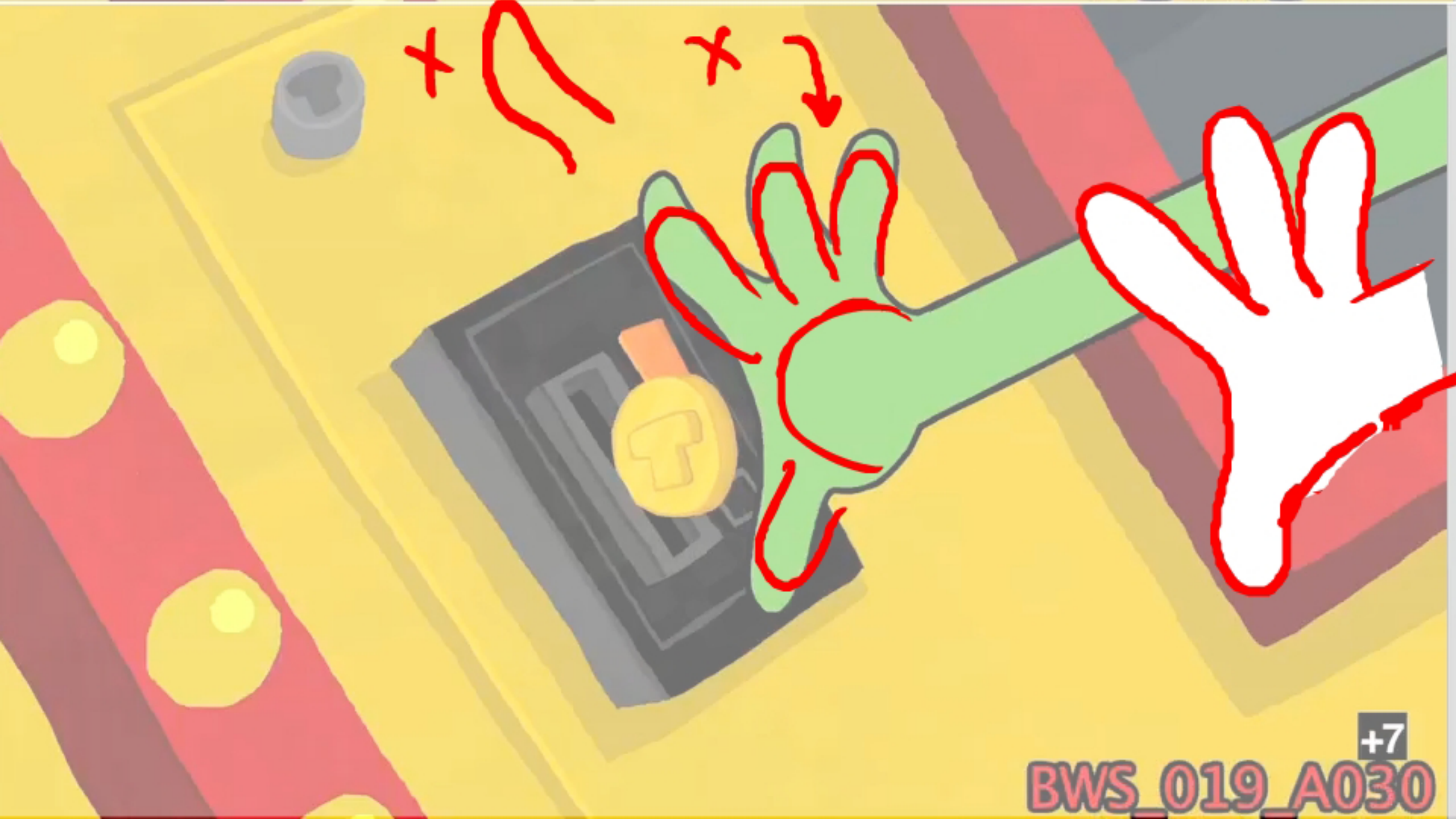
BWS_019_A030⁺⁵ P2

Animator followed the board,
but hands should be drawn
with more appeal
in animation

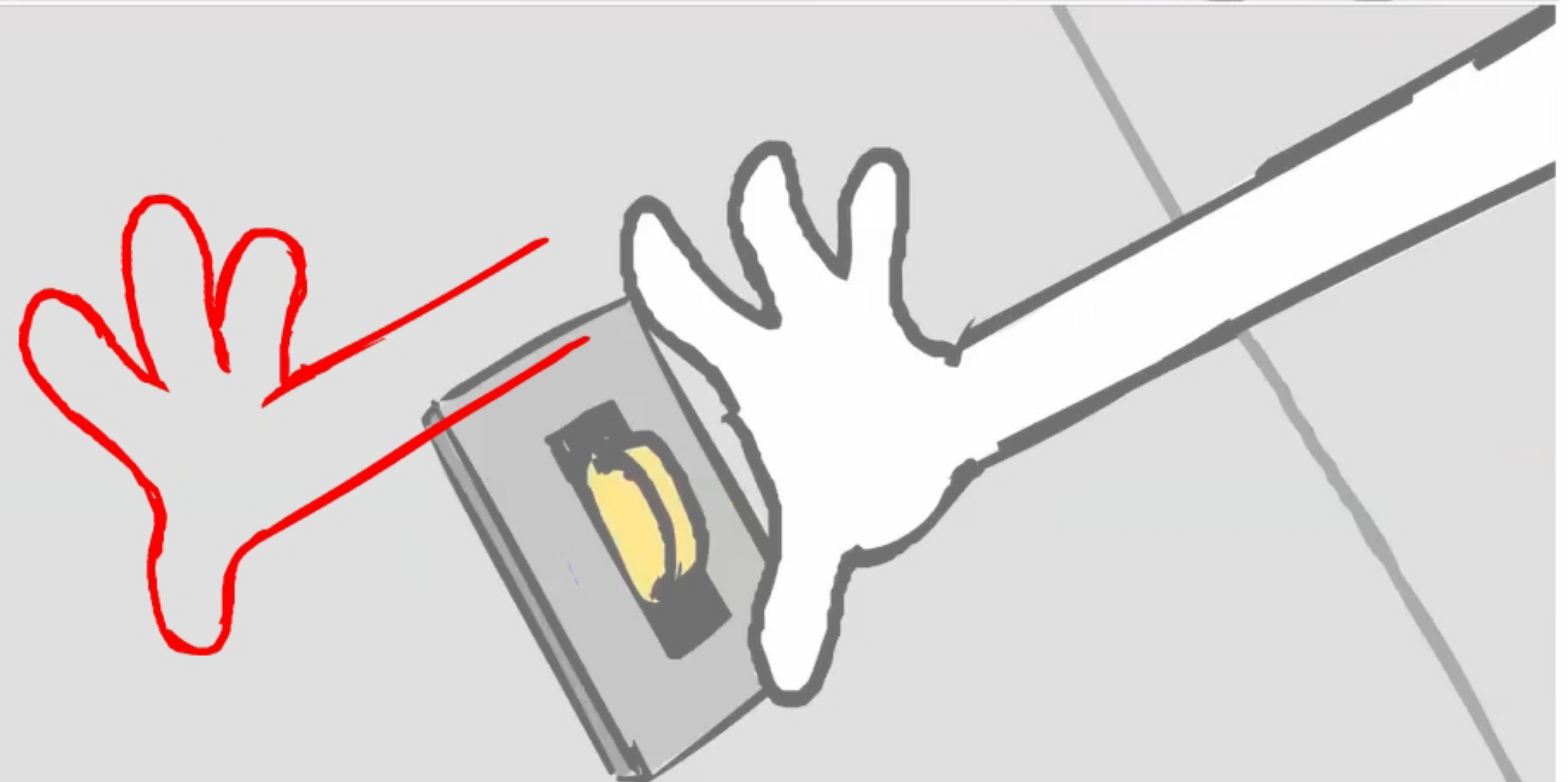


+00:01:51:14

BWS_019_A030⁺⁵



BWS_019_A030⁺⁷ P2



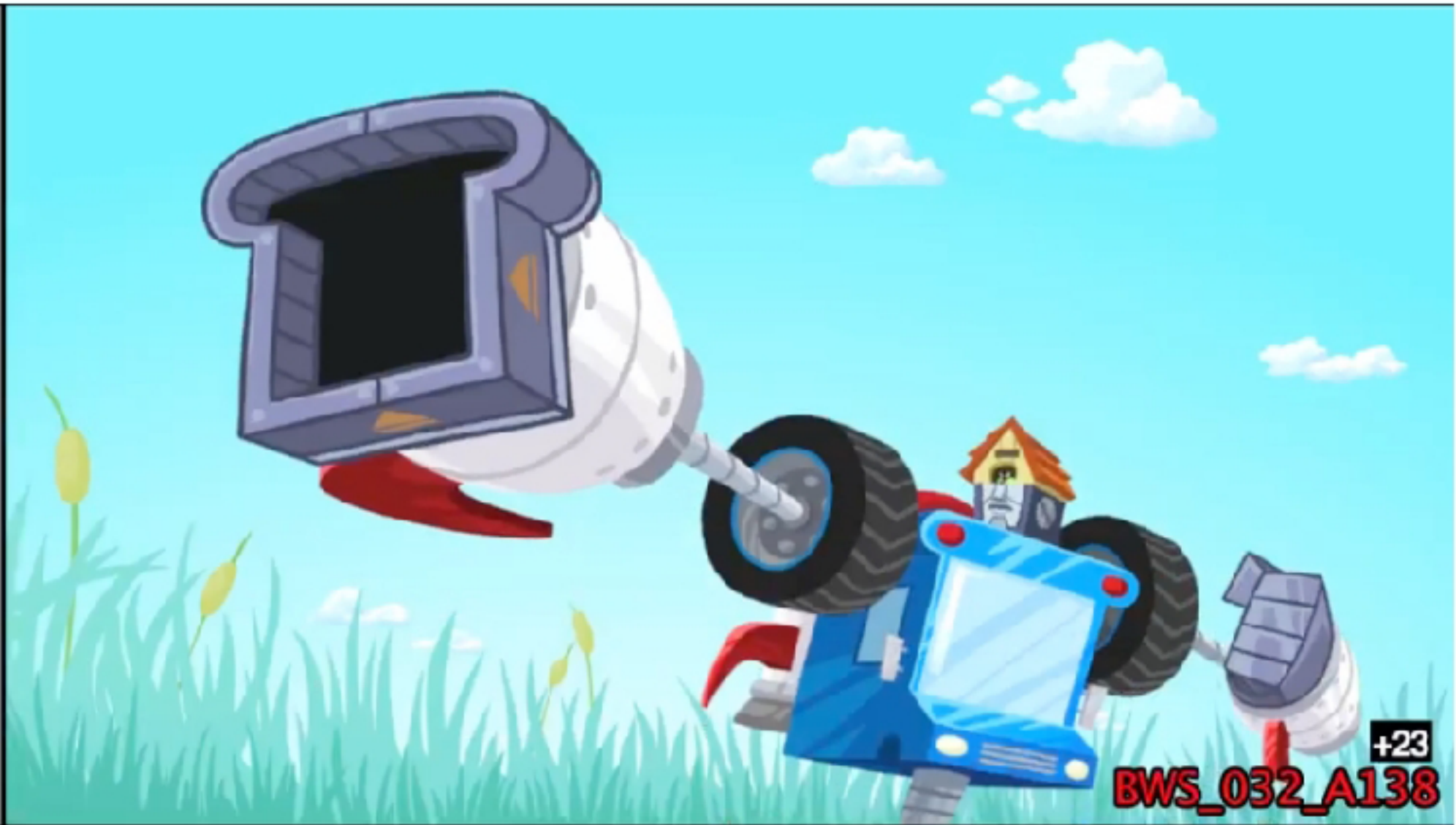
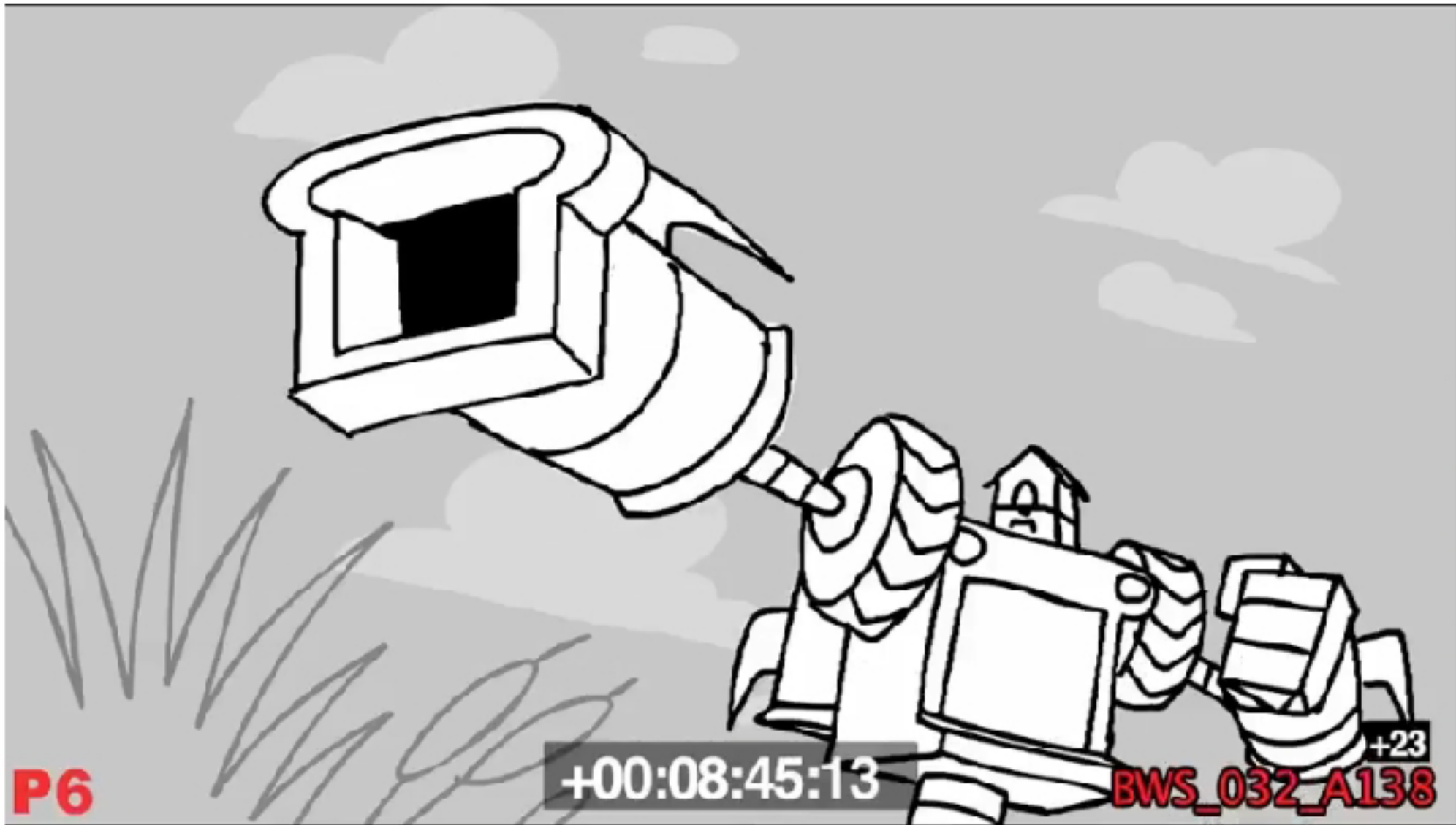
+00:01:51:16

BWS_019_A030⁺⁷

Composing Shots

Speaking of composing a scene...

...stage surrounding elements to compose the action



Good!

Clouds in board are shorthand.

Animator took ownership here and staged the clouds to frame the action



Could be better!

Clouds here muddle the cloud monsters, they could frame the action better.



Good!

Clouds in board are shorthand.

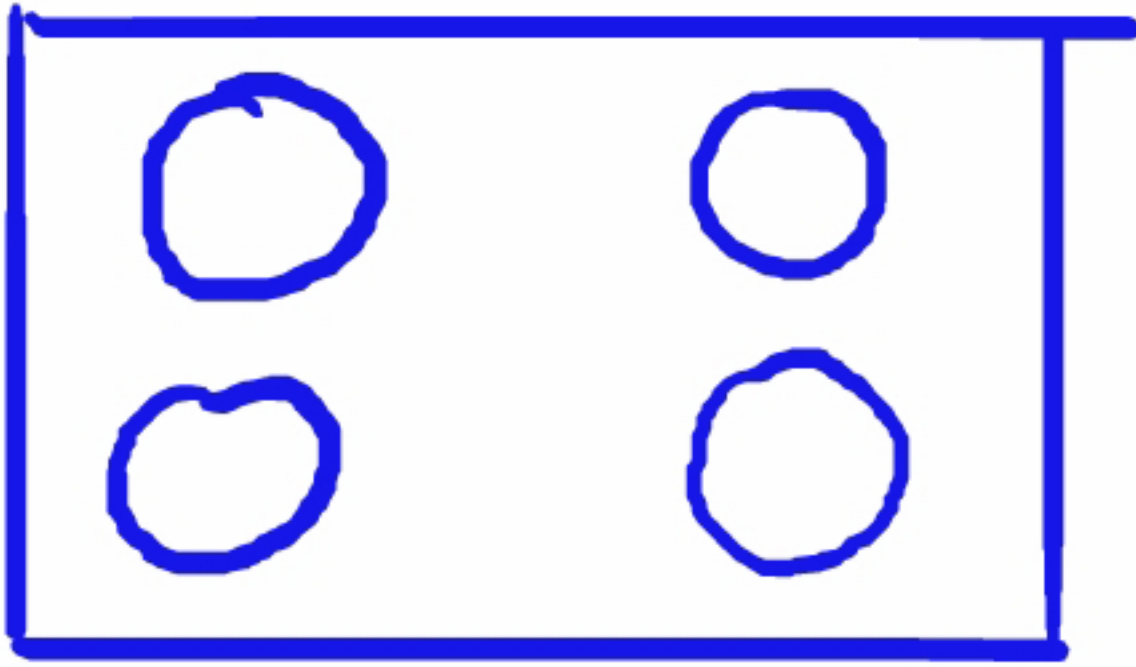
Animator took ownership here and staged the clouds to frame the action



Could be better!

Clouds here muddle the truck; they could frame the action better.

Great!



Characters will end up in these final positions
so the animator cleared that area of distracting elements!



This is a perfect example of the animator thinking ahead to where the
characters would end up, and staged the clouds to prepare for that.
SO GOOD!

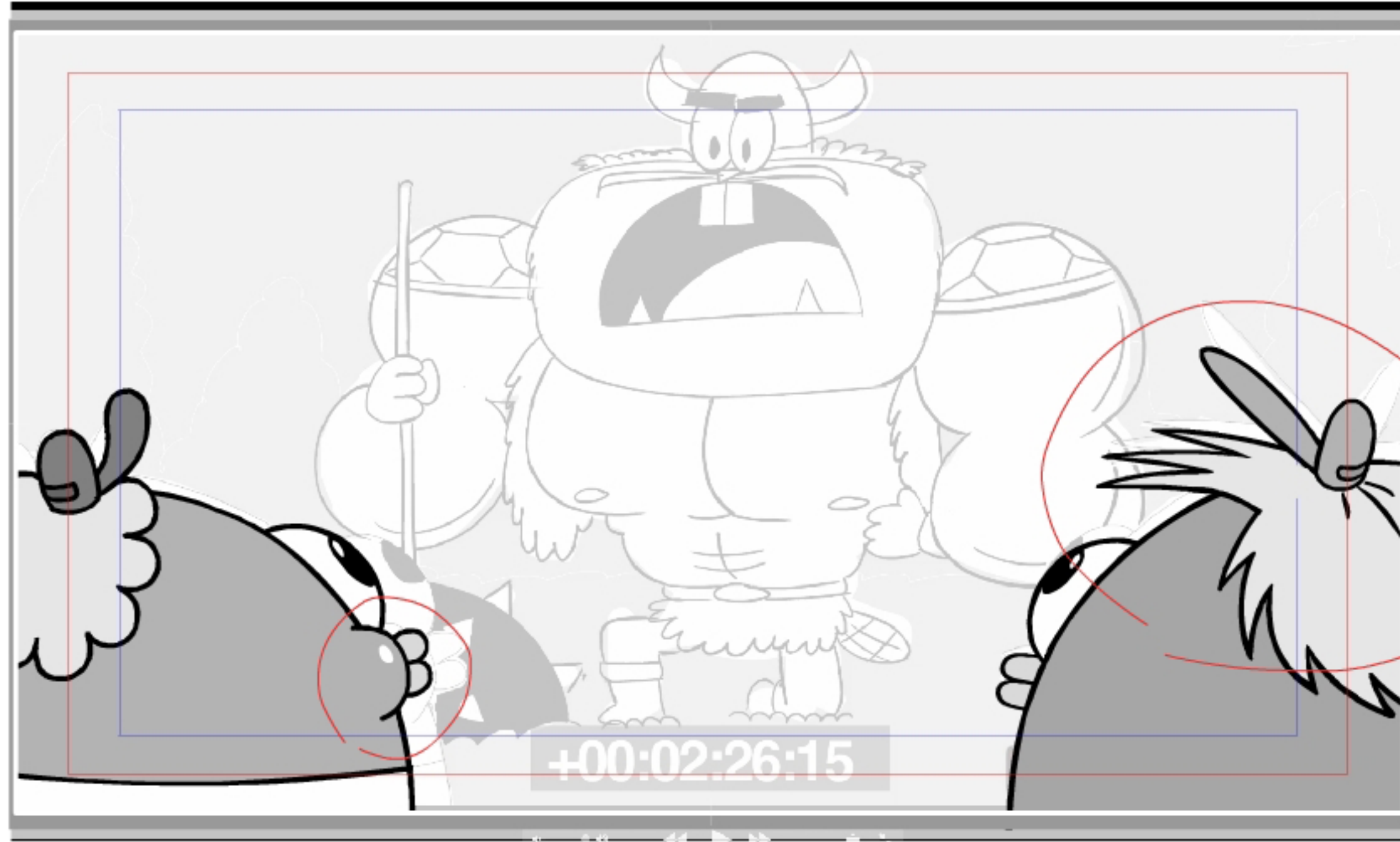


Nice framing!





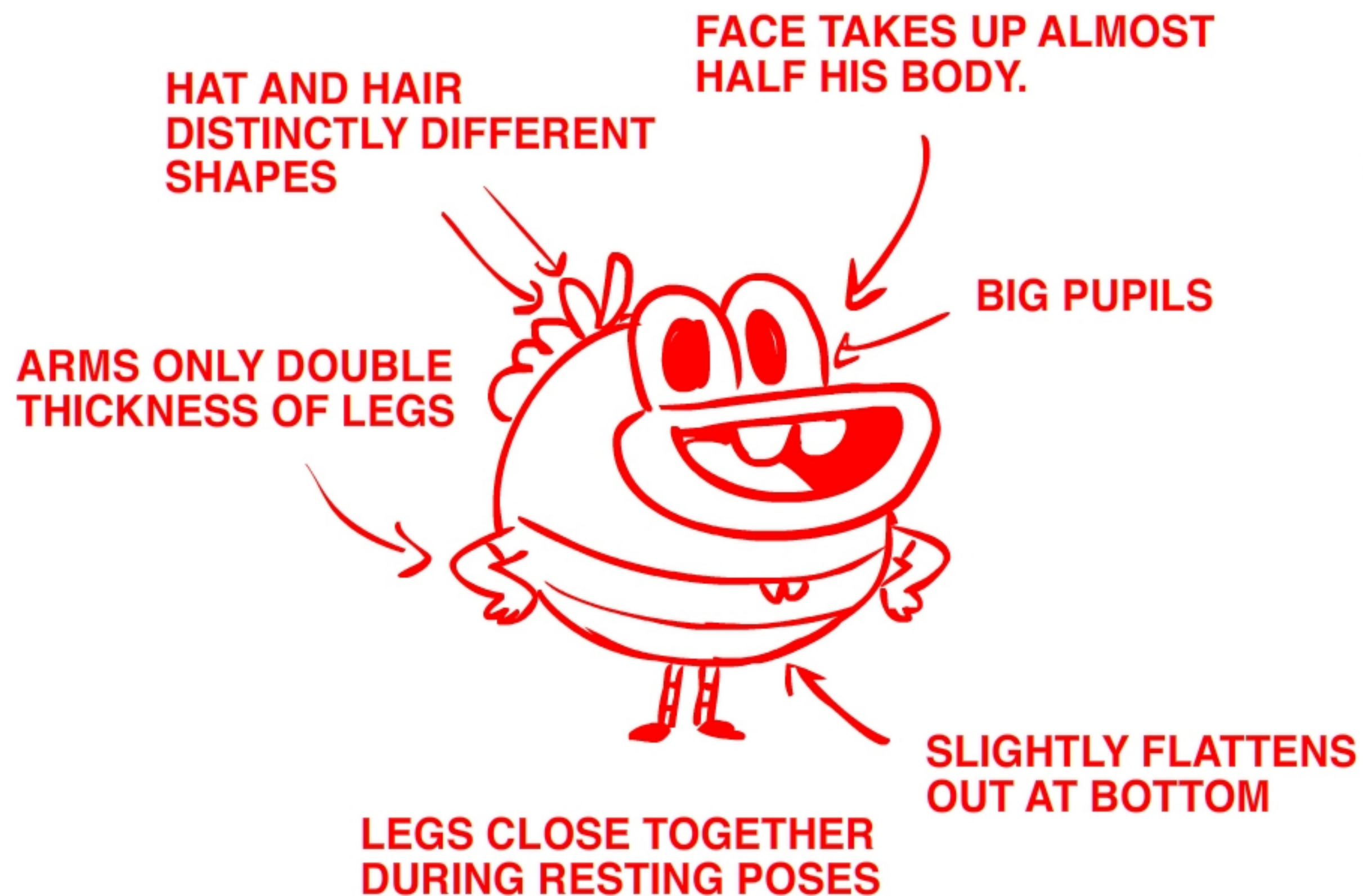
This is a well animated and fun scene, but could be just that much better if framed a bit. Clouds dilute the truck's silhouette, and the eyeball on the right is running right along the edge of the screen.



**hi light on BD's cheek
should be pushed be centered
like the main the model.**

**yes! let's connect the hair
on SS's hair like the previous
approved model.**

YES!



NOPE.

