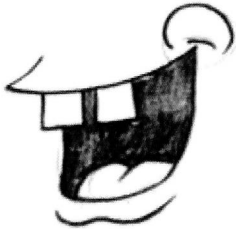


GENERAL NOTES

TEETH - MOST CHARACTERS HAVE A DISTINCTIVE TREATMENT FOR THEIR TEETH, AND THEY SHOULD STAY CONSISTENT.

THESE NOTES ARE FOR BASIC EXPRESSIONS ... FOR SPECIAL POSES AND ATTITUDES STORYBOARD ARTISTS HAVE CREATIVE FREEDOM!

SPONGEBOB



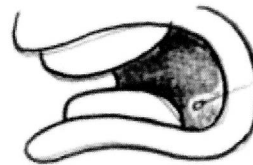
BOTTOM TEETH ARE RARELY SEEN IN NORMAL EXPRESSIONS.

PATRICK



PAT HAS NO TEETH SHOWING IN NORMAL EXPRESSIONS

SQUIDWARD

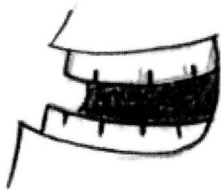


NOTE: TEETH DO NOT GO ALL THE WAY BACK TO EDGE OF MOUTH.

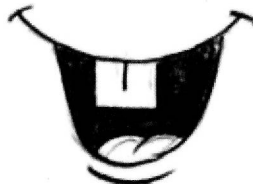
SQUID HAS SOLID BEAKS - LIKE A BOXER'S TEETH-GUARD - NO SHARP EDGES!



MR. KRABS



SANDY



- HER ONE SPLIT TOOTH IS SQUARE - NOT TAPERED!

MRS. PUFF

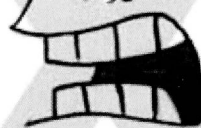


SMALL VERSIONS OF SQUID'S TEETH

#40

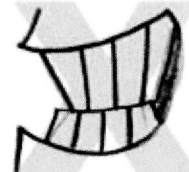


PLEASE DO NOT USE...



...THIS KIND OF GENERIC TEETH SET ON ANY OF THESE CHARACTERS!

PLEASE DO NOT USE THIS GENERIC CLENCH ON ANY CHARACTER

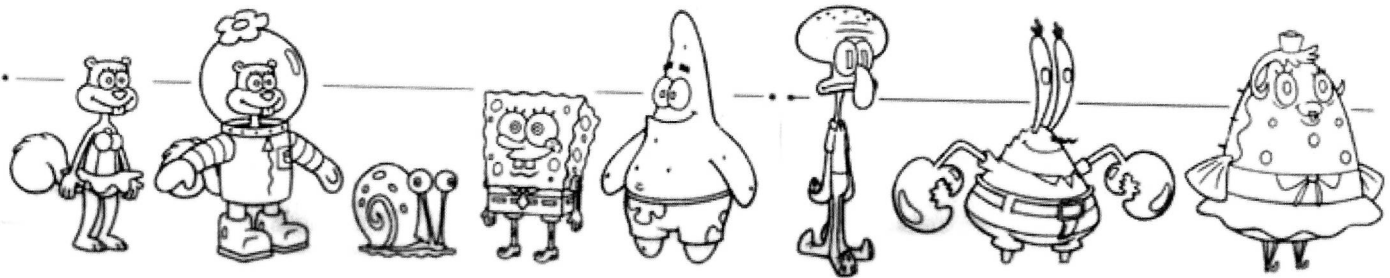


...ESPECIALLY NOT ON PATRICK!

- GENERAL NOTES -

- SIZE COMPARISON TIPS!

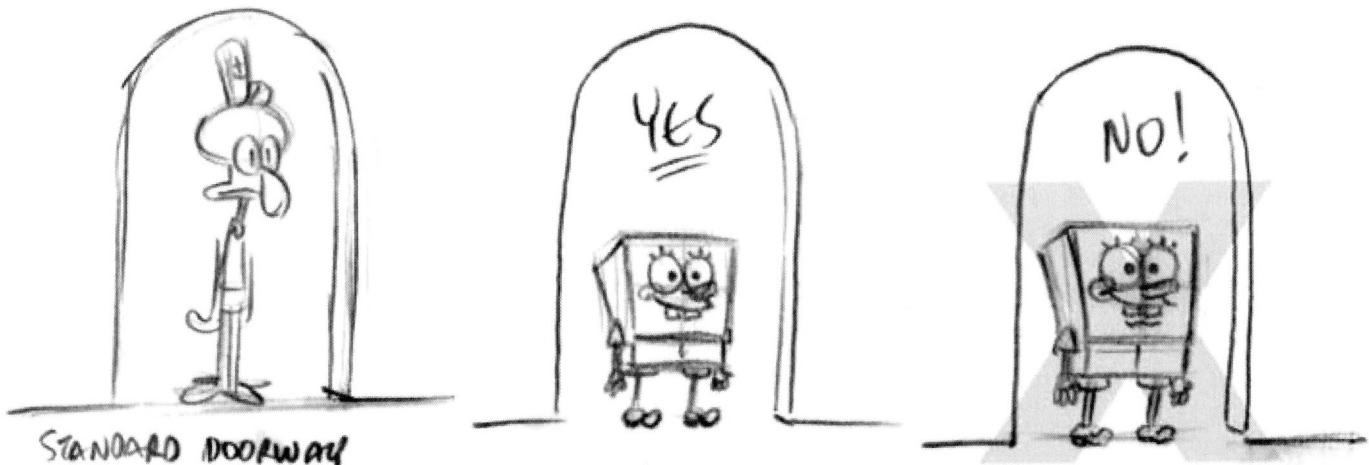
DID YOU KNOW? ...
SPONGE'S WAIST AND
PATRICK'S WAIST ARE
AT THE SAME HEIGHT!



The TOP of SpongeBob's head is at the same height as:
*the top of SANDY's nose... *the middle of PATRICK's eyes... *the top of SQUIDWARD's neck... the lower third of MR. KRABS' eye-stalks... MRS. PUFF's snout... and (not shown) PEARL's bottom lip!

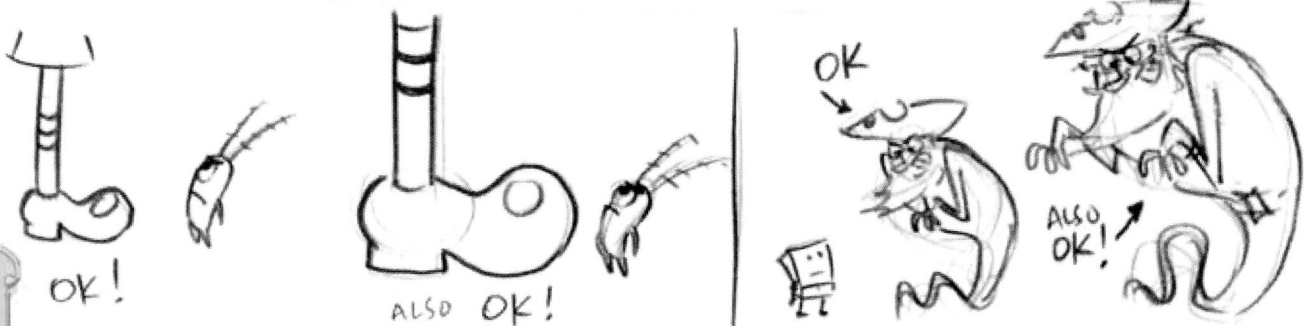
DOORWAYS -

Most doorways in the show should be tall enough for Squidward (with hat) to fit through, regardless of who is in the scene. For instance, Sponge should appear small in all doorways, even his own.

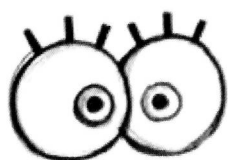


CHEATS!

Both PLANKTON and the FLYING DUTCHMAN have VARIABLE heights. They can be drawn bigger or smaller as needed for dramatic effect!



SPONGEBOB'S EYELASHES ARE VERY IMPORTANT!



YES!

BOLD LINE

SAME SIZE FOR EACH LASH

EVENLY SPALED

NOT TOO STUMPY (OR TOO LONG)

STRAIGHT LINES (NOT CURVED)

LASHES RADIATE FROM CENTER



NO!
NOT
EVENLY
SPACED



NO!
TOO
STUMPY



NO -
NO
CURVED
LASHES

EYELASHES DISAPPEAR
WHEN EYES ARE CLOSED
OR HALF-LIDDED

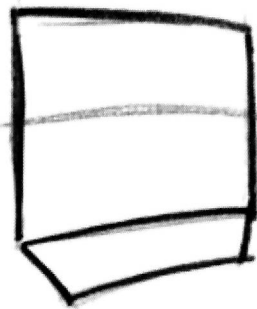
YES



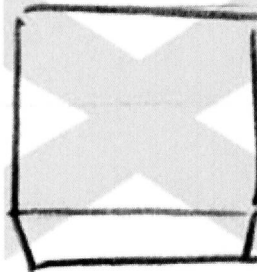
YES



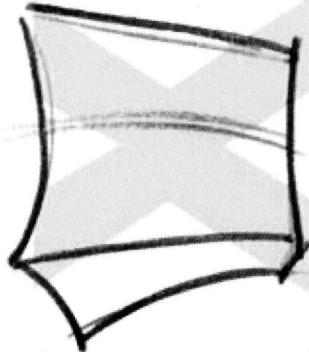
OF COURSE, ANY OF THESE "RULES" CAN BE BROKEN
IF THE POSE REQUIRES IT, AND IF THE STORYBOARD
PANEL REFLECTS THAT POSE.



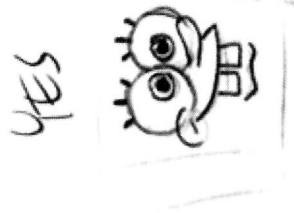
YES



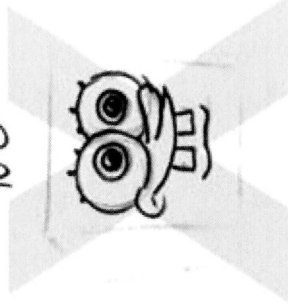
NO
(TOO FLAT)



NO
(TOO MUCH FLANGE)



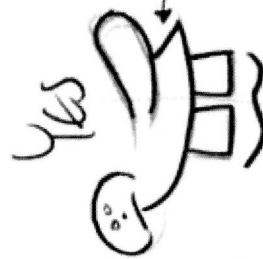
YES



NO

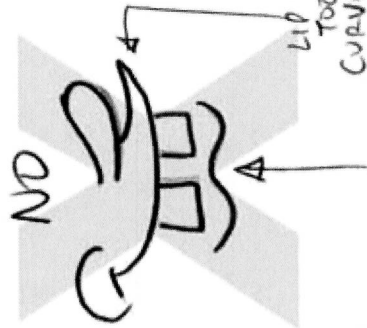
BOLD LASHES,
EVENLY SPACED
EYES NOT TOO BIG

STUMPY LASHES
UNEVENLY SPACED
EYES TOO BIG
PUPILS TOO BIG
NO HIGHLIGHTS!



YES

LIP IS
ALMOST
STRAIGHT



NO

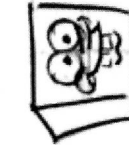
LIP IS
TOO
CURVED

TEETH ARE
TOO FAR
APART.

LIP IS
TOO BIG

HEAD SHAPE

YES

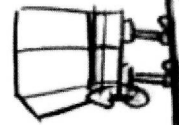


NO

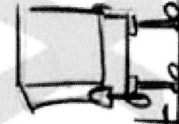


TOO
TALL

YES



NO



SHORT
LEGS

LEGS TOO LONG-
TOO FAR APART

SUBTLE PERSPECTIVE NO PERSPECTIVE

TEETH ARE
1/3 OF A TOOTH APART

TEETH TOO
FAR APART



YES

THICK
BROWS



NO

OLD, THIN, W
BROWS

EYES TOO TALL
PUPILS TOO BIG
NO HILITES!

SIDE OF
HEAD IS
TOO BIG.

DOUBLE WIDTH LINE
IS UNNECESSARY.

PATRICK'S HANDS:

USUALLY, PATRICK HAS NO FINGERS AND NO THUMB



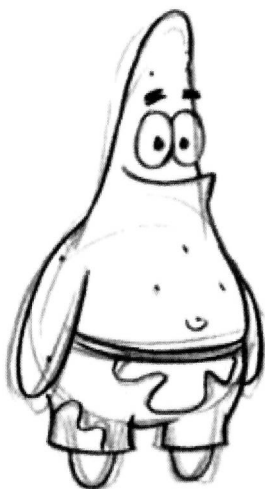
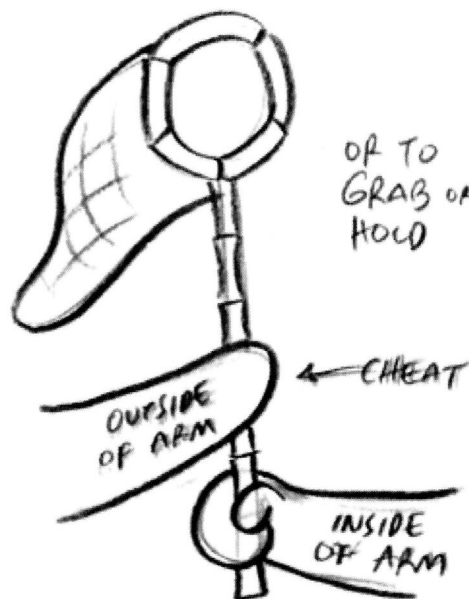
UNLESS HE NEEDS A THUMB FOR CLARITY...



OR TO POINT...



OR TO GRAB OR HOLD

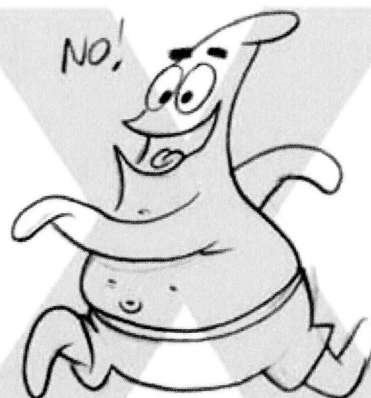


YES



PATRICK IS TIGHTLY PACKED! HE BENDS LIKE A JUJUBE OR A GUMMI BEAR

NO!



HE'S NOT ALL LOOSE AND FLOPPY!

EYES:



YES!

HEAVY, THICK, JAGGY EYEBROWS

EGG-SHAPED EYEBALLS w/ SLIGHT OVERLAP

EYEBROWS TOO THIN



EYES TOO TALL, TOO MUCH OVERLAP

NO!

KEEP IN MIND
PATRICK'S CONSTRUCTION

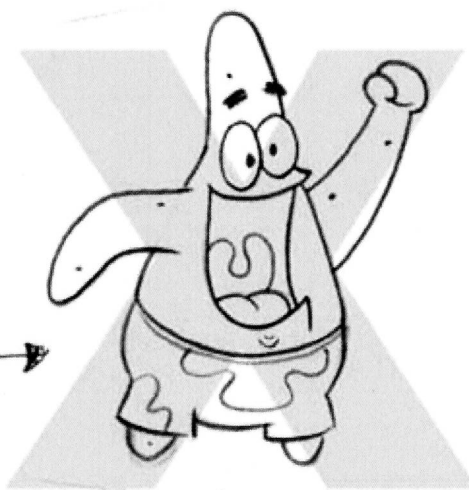
NOTE THE
CENTERLINE

AND THE LOCATION OF
THE NECK-HOLE and
the ARM-HOLES...



YES

...SO YOU
CAN
STRETCH
HIM
WITHOUT
LOSING HIS
CONSTRUCTION



NO

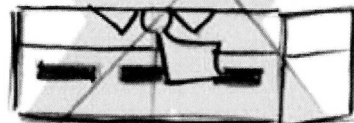
PLEASE
AVOID
MOVING
PATRICK'S
MOUTH DOWN
INTO HIS
STOMACH!

YES!

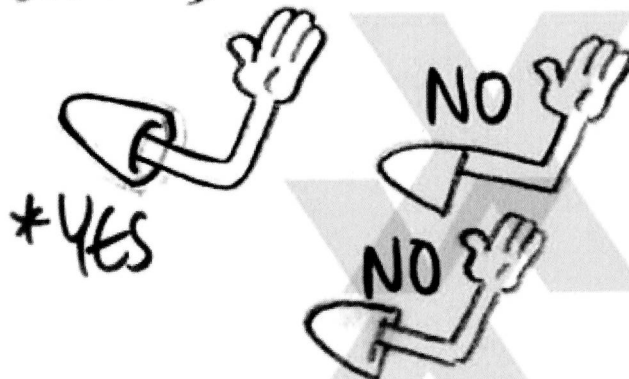


NO!

IT DOESN'T MOVE AROUND!



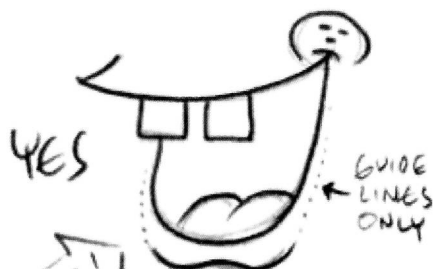
SLEEVES + CUFFS HAVE VOLUME



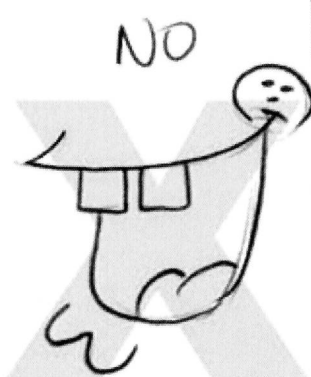
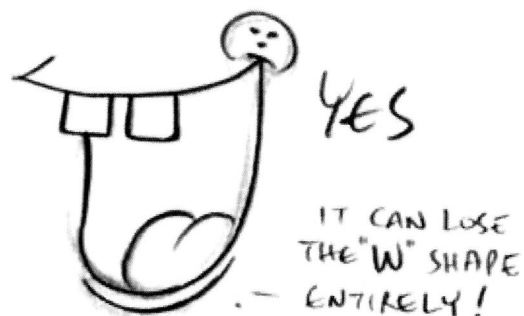
SPONGEBOB'S BIG
TEETH PUSH INTO
BOTTOM LIP, CAUSING
THAT W SHAPE.



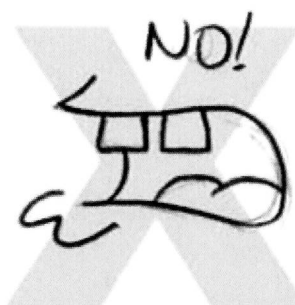
WHEN HIS MOUTH
IS OPEN, THE W
SHAPE SOFTENS.
THINK OF THE
WHOLE LIP SHAPE!



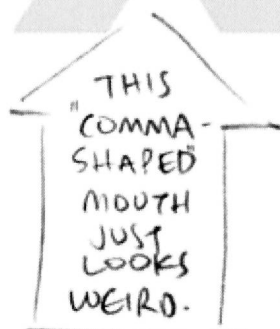
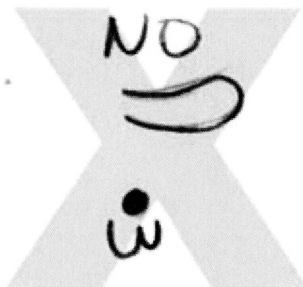
AS MOUTH
WIDENS, THE LIP GETS
STRETCHED, AND IT
APPEARS THINNER!



COMPAKE!



CAREFUL WHEN SPONGE MAKES THE "OH!" MOUTH.



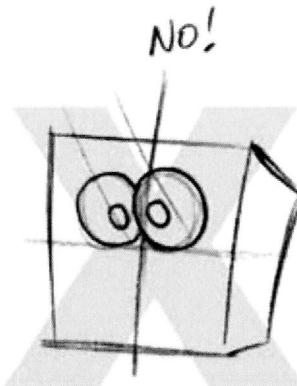
JUST REMEMBER -
THE BOTTOM LIP SHAPE
CONFORMS TO THE
SHAPE OF THE MOUTH.

SPONGEBOB TIPS

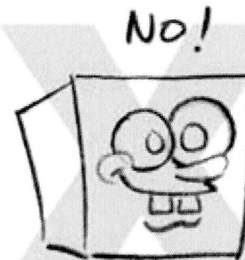
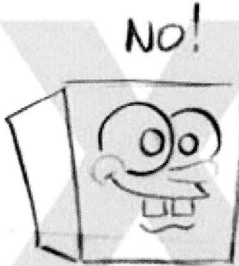
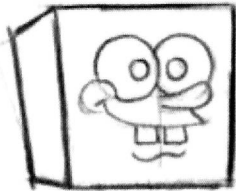
EYES



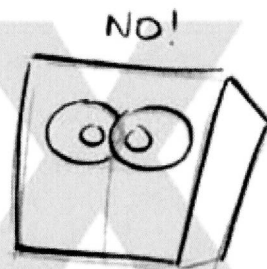
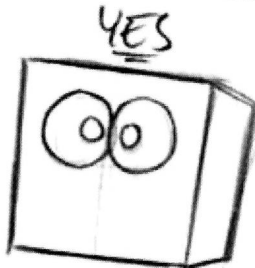
EYES SHOULD
LAY ON THE
PLANE OF
THE FACE.



EYES SHOULD BE OF
EQUAL SIZE, OVERLAPPING
ONLY SLIGHTLY

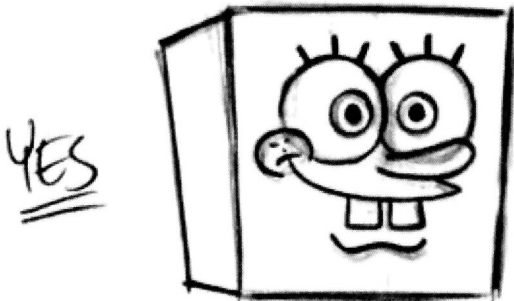


EYES SHOULD BE SLIGHTLY
TALLER THAN WIDE
IN 3/4 VIEWS...



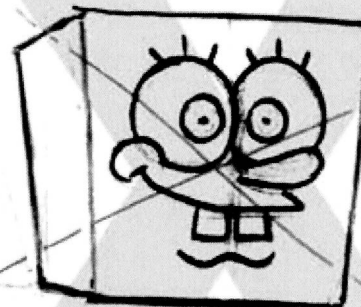
THESE
ARE
TOO
SQUASHED.

PUPILS SHOULD BE NICE & BIG - ABOUT $\frac{1}{3}$ OF THE WIDTH OF THE IRIS.



LOOKS
FRIENDLY

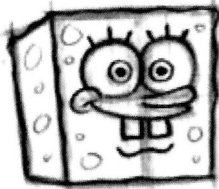
LOOKS
FREAKY



SPONGEBOB TIPS

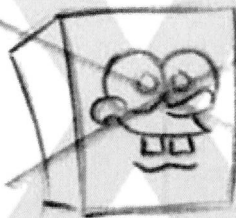
BODY -

YES



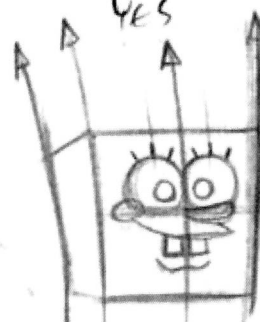
BODY SHOULD BE COMPACT & SQUARISH ...

NO!



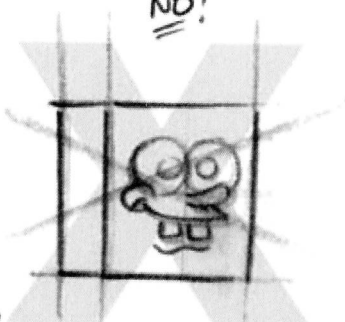
NOT TOO LONG!

YES

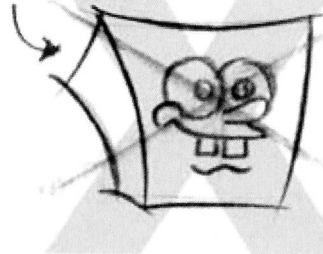


SHOULD BE SLIGHTLY TAPERED, LEANING BACK SLIGHTLY

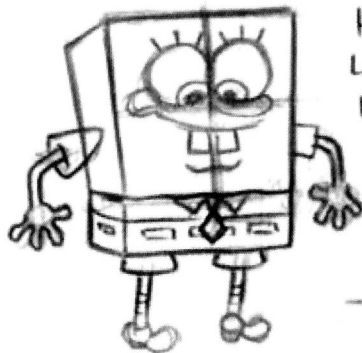
NO!



NO!

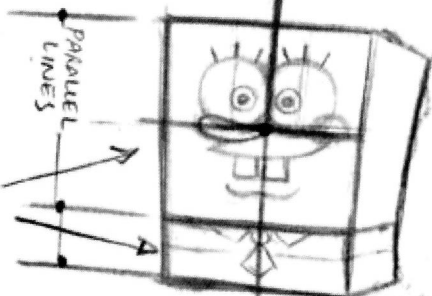


... BUT NOT TOO TAPERED!



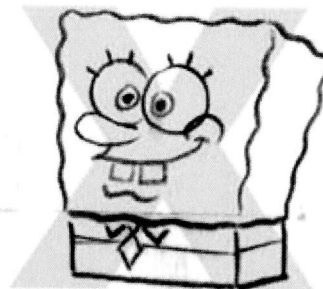
HIS WAIST SHOULD LOOK HIGH UP, LIKE HE WEARS HIS PANTS WAY TOO HIGH!

CENTER LINE



ALIGN ALL FEATURES WITH CENTER LINES

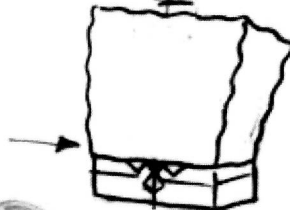
NO!



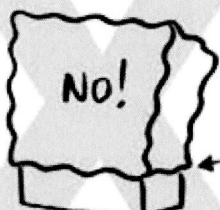
FEATURES FEEL LIKE THEY'RE FLOATING

SPONGEBOB'S WAIST SHOULD FIT TIGHTLY INTO CLOTHES...

YES!



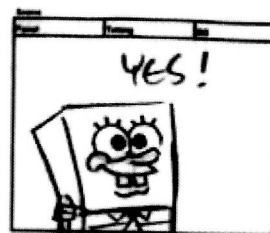
NO!



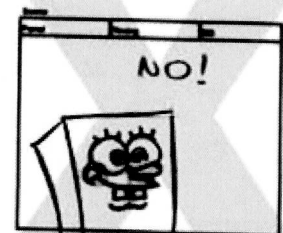
OTHERWISE HE LOOKS FLABBY.

SPONGE'S SHIRTLINE SHOULD ALWAYS BE VISIBLE, (except for extreme closeups)...

YES!



NO!



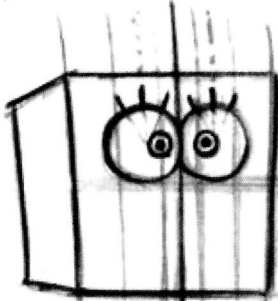
... OTHERWISE HE ENDS UP LOOKING NAKED!

SPONGEBOB TIPS

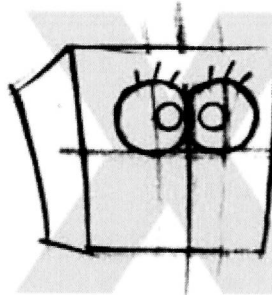
EYES (cont)

EYELASHES

SHOULD LAY ON THE PLANE OF THE FACE.
THE CENTER LASH SHOULD BE PARALLEL TO THE CENTERLINE

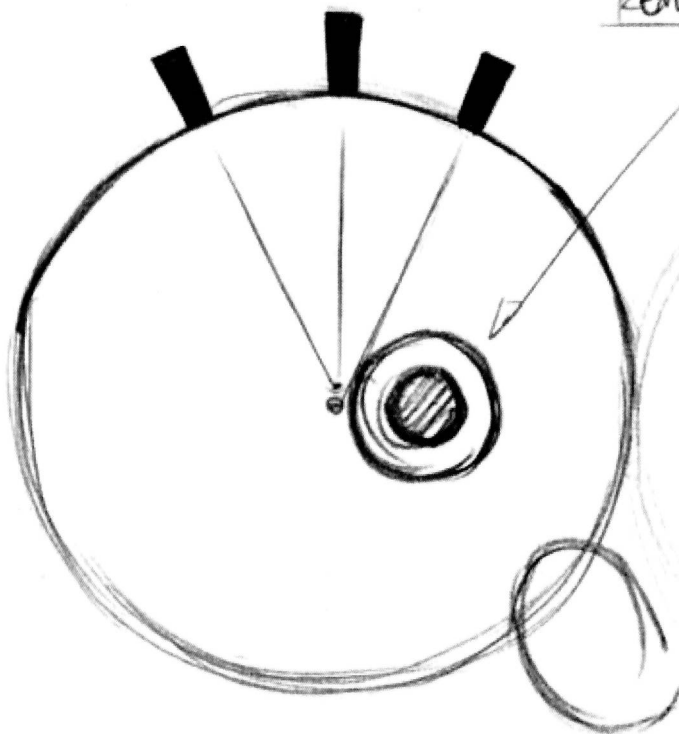


CENTER
LINE

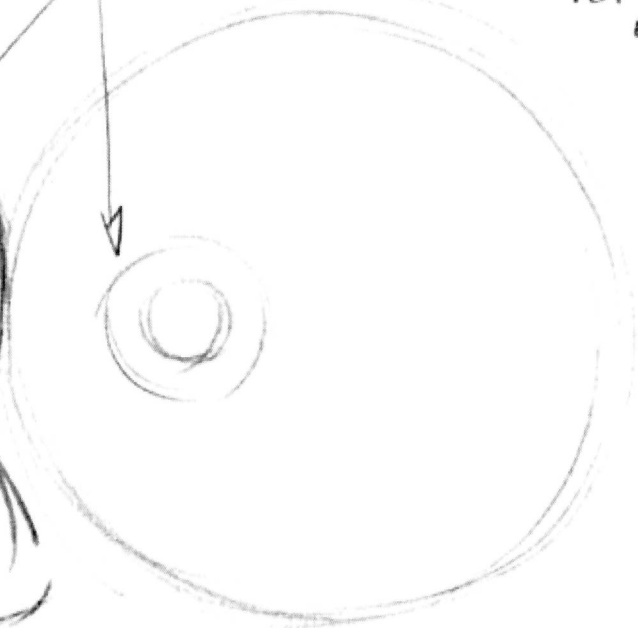


NO

IN CLOSEUPS, LASHES HAVE SQUARED-OFF ENDS and ARE TAPERED.



REMEMBER - PUPILS ARE SET VERY
CLOSE TOGETHER. (BUT HE'S
NOT CROSS-
EYED!)



MOUTH (SMILE)



CHEEK-BALL SHOULD
TUCK IN NEXT
TO EYEBALL

SQUARE TEETH, CENTERED
SPACED $\frac{1}{3}$ OF A TOOTH APART

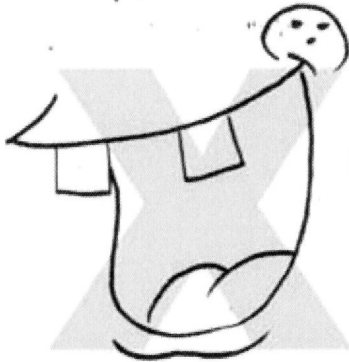
FAT TONGUE

ROUNDED MOUTH FOR SMILES

BOTTOM LIP SHOULD RELATE TO
MOUTH SHAPE.

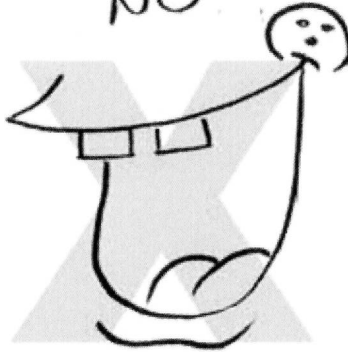
SOME COMMON PROBLEMS:

NO



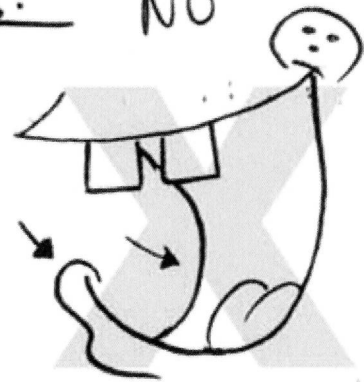
TEETH TOO FAR
APART

NO



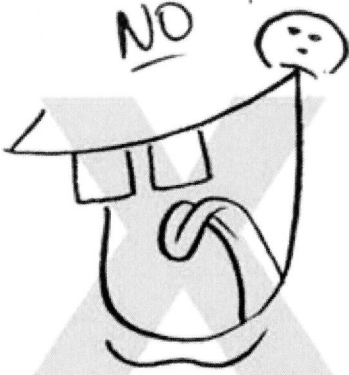
TEETH ARE TOO
STUMPY

NO



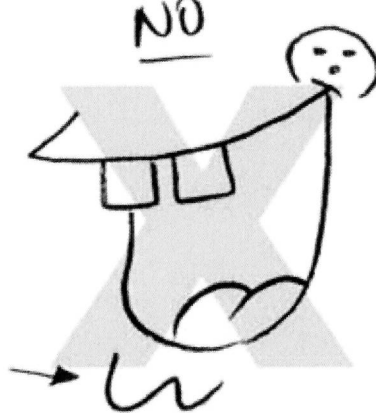
-MOUTH IS TOO "SCOOPED".
-LIP SHOULD NOT WRAP
AROUND

NO



TONGUE IS TOO
SKINNY.

NO



LIP LOOKS LIKE
A CHIN - SHOULD
CONFORM TO MOUTH.

NO



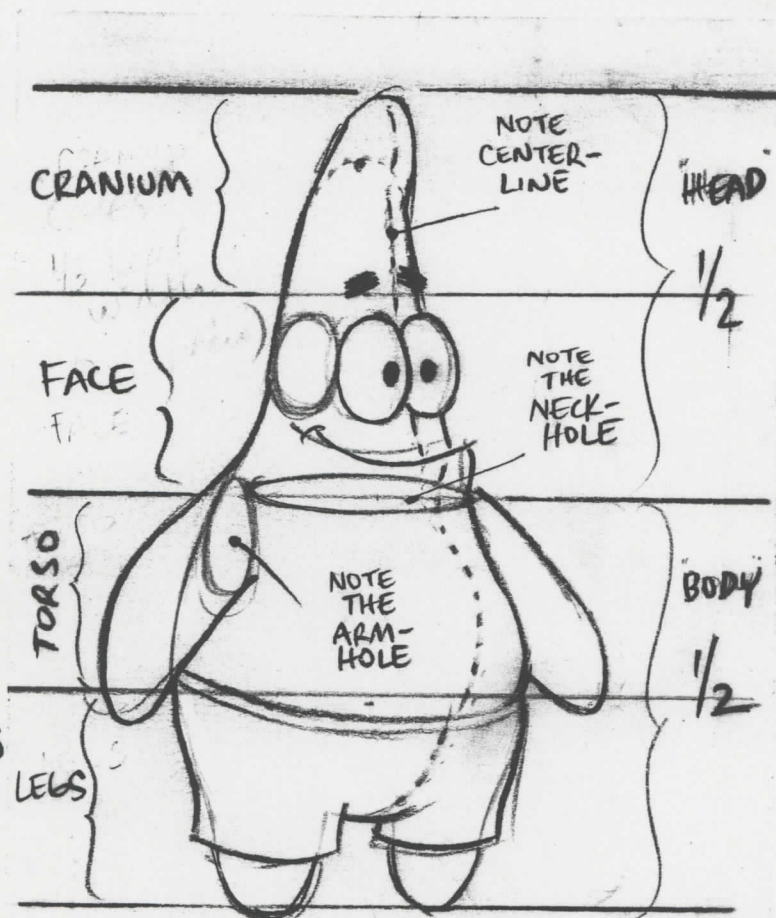
TOP LIP IS TOO "SIMPSONS".
CHEEK SHOULD BE A
LITTLE OVAL BALL!

PATRICK'S PROPORTION GUIDE

With CONSTRUCTION
TIPS!

PAT'S BODY CAN BE SPLIT IN 2 HALVES: HEAD + BODY
OR 4 QUARTERS: CRANIUM, FACE,
TORSO + LEGS

PAGE 1 OF 2



PAT'S EYES =
 $\frac{1}{3}$ HEAD WIDTH
ON $\frac{3}{4}$ VIEW

SIDE OF HEAD IS
ABOUT THE SIZE
OF AN EYE.

WHEN PAT'S ARMS ARE RAISED,
USE "INTERNAL MOUTH."

PAT'S EYES OVERLAP
ONLY SLIGHTLY!



YES!



NO!

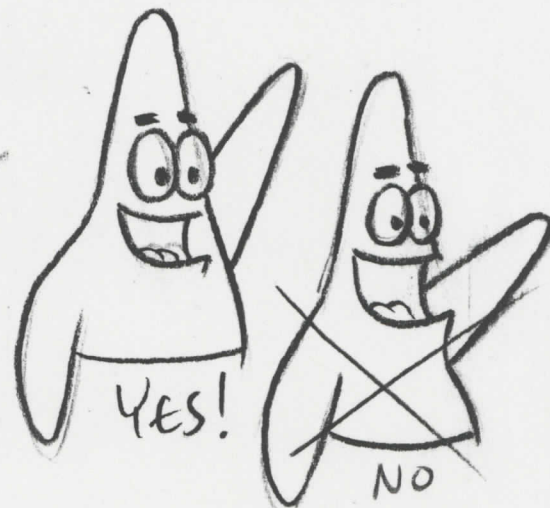
PAT'S ARMS ARE
SOFT AND FLESHY.



YES!



NO!



... SO IT WON'T LOOK LIKE HIS
ARM IS COMING OUT OF HIS MOUTH.

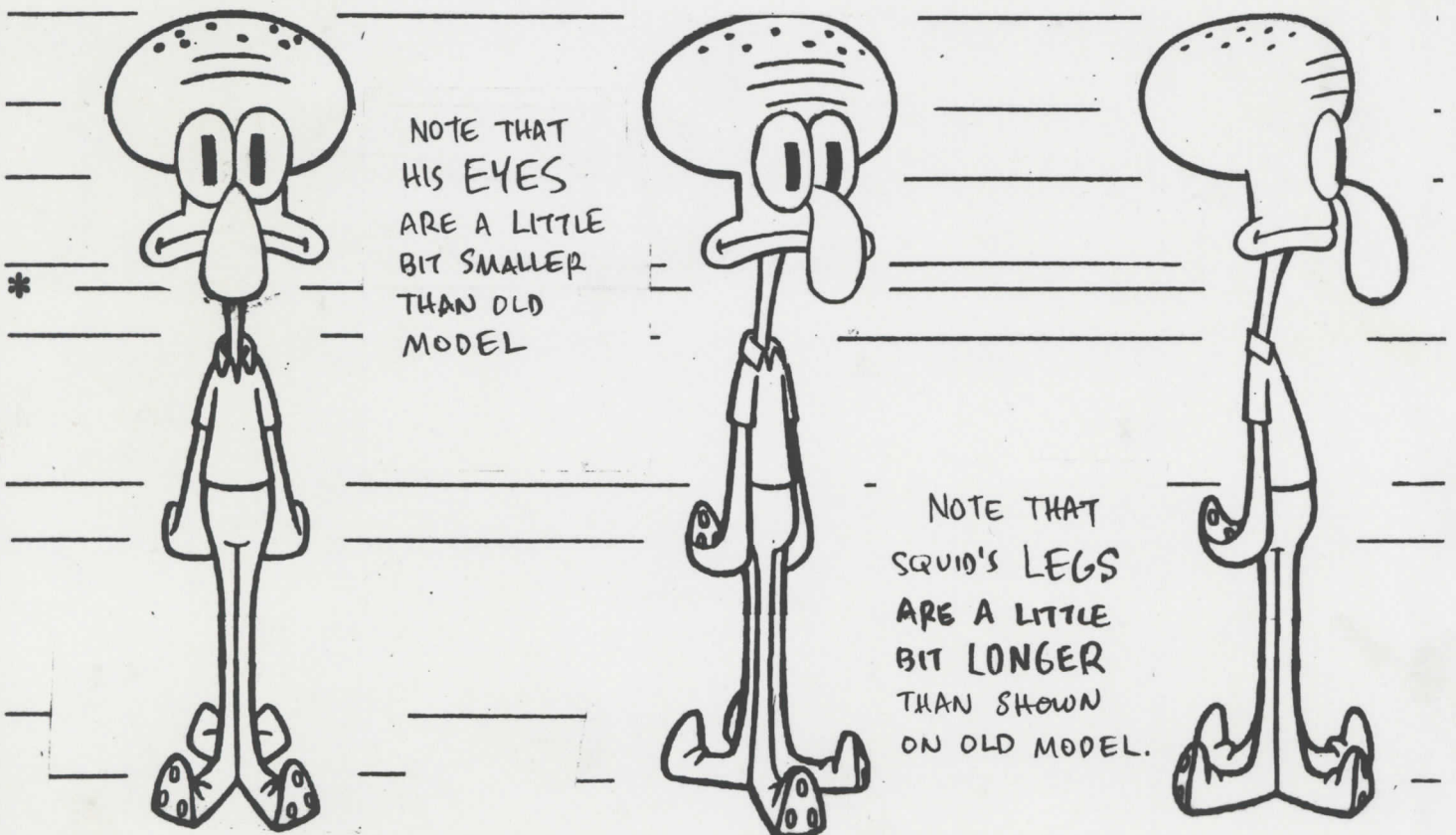
SQUIDWARD PROPORTION GUIDE WITH CONSTRUCTION TIPS

PAGE 1
(OF 3)

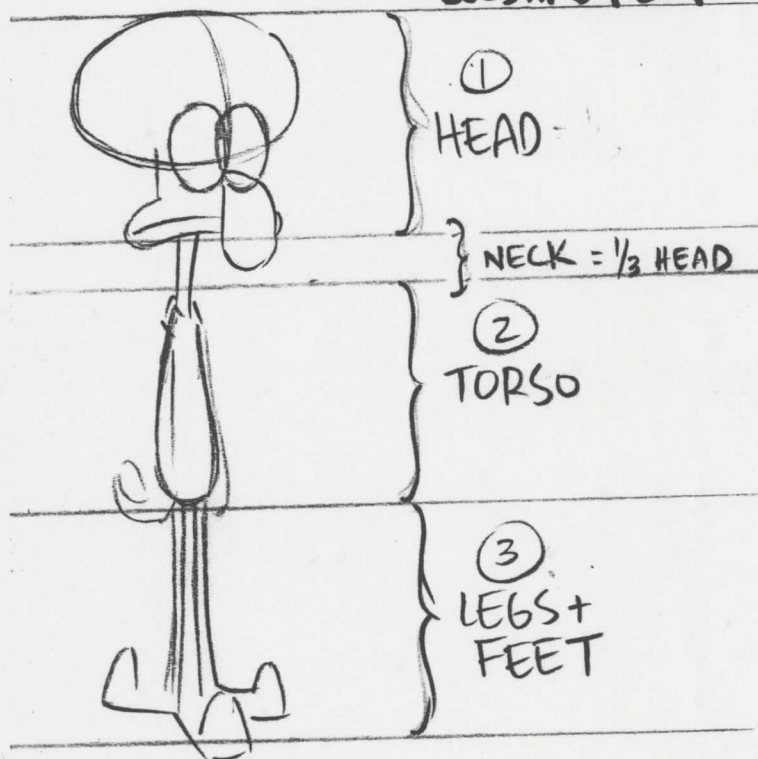
PLEASE NOTE THESE RECENT CHANGES
MADE TO SQUIDWARD'S MODEL:

(THESE CHANGES WERE MADE TO
REFLECT THE WAY HE HAS BEEN
DRAWN IN THE SHOW)

1. SQUIDWARD'S EYES ARE SLIGHTLY
SMALLER - LESS "GOOGLY"
2. SQUID'S LEGS ARE NOW A
LITTLE LONGER, CHANGING HIS
OVERALL PROPORTION TO ROUGHLY
 $3\frac{1}{3}$ HEADS TALL (FORMERLY ONLY
3 HEADS TALL). HIS OVERALL HEIGHT
IS UNCHANGED.



SQUID CAN BE DIVIDED INTO ROUGHLY 3 EQUAL PARTS (PLUS NECK) FOR AN OVERALL PROPORTION OF $3\frac{1}{3}$ HEADS TALL. THE HEAD IS ROUGHLY THE SAME HEIGHT AS HIS BODY AND HIS LEGS AND FEET



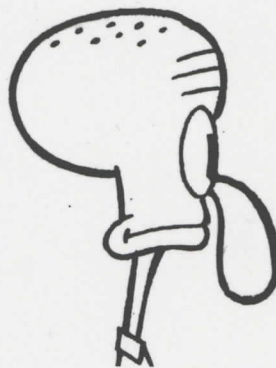
SQUID'S EYE SHOULD NOT BE TOO BIG OR TOO GOOGLY...



YES!



NO!
EYES ARE TOO BIG & GOOGLY.

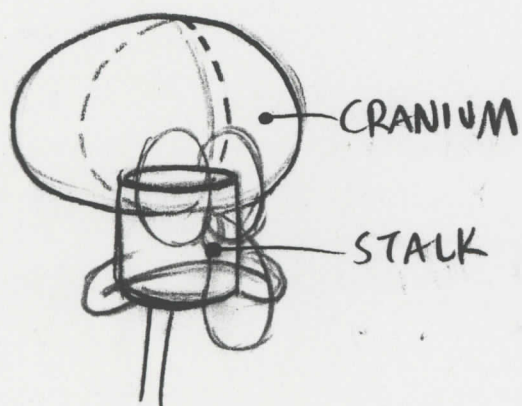


YES!



NO! EYES TOO BIG, TOO GOOGLY.

THINK OF SQUID'S HEAD AS
MADE OF TWO MAIN PARTS:
THE CRANIUM and the STALK



COMMON MISTAKE ALERT: MAKE SURE TO
KEEP SQUID'S EYES LOW ON HEAD - EYES SHOULD
REST HALFWAY ON CRANIUM, HALFWAY ON STALK.

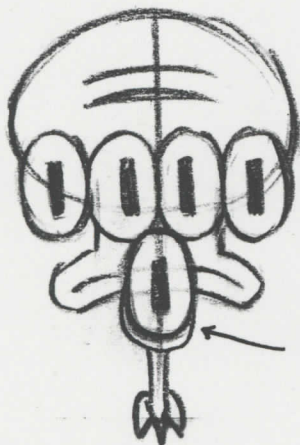


YES!



NO!

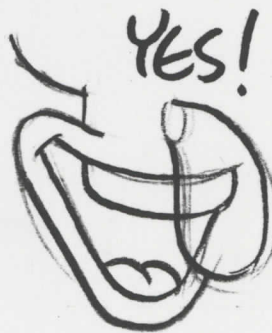
SQUID'S HEAD IS FOUR EYES
WIDE.



AND CONVERSELY,
SQUID'S EYES ARE
ABOUT $\frac{1}{4}$ AS
WIDE AS HIS HEAD.

SQUID'S NOSE IS A
LITTLE BIGGER THAN
HIS EYE.

SQUID'S TEETH ARE A SINGLE, ROUNDED
SHAPE LIKE A BOXER'S MOUTH-GUARD.
TEETH SHOULD NOT EXTEND BACK
BEYOND THE EDGE OF THE STALK.



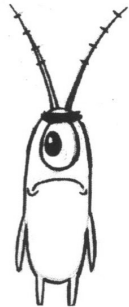
YES!



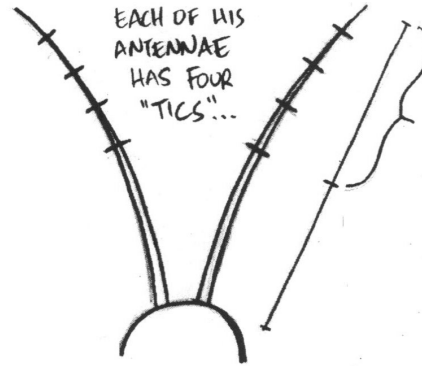
NO!

PLANKTON'S BODY SHAPE...

IS ALMOST LIKE
A VITAMIN
CAPSULE...



...NOT LIKE
AN
ELLIPSE,



EACH OF HIS
ANTENNAE
HAS FOUR
"TICS"...

... WHICH ARE
EVENLY SPACED
ON THE TOP
HALF OF THE
ANTENNA.

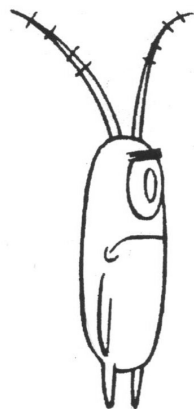
PLANKTON'S
ANTENNAE
ARE ABOUT
 $\frac{2}{3}$ THE LENGTH
OF HIS BODY.



THE BOTTOM OF
PLANKTON'S MOUTH
FALLS ABOUT
HALFWAY DOWN
HIS BODY...

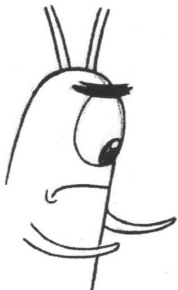
...AND HIS
SHOULDERS ARE
IN THE
LOWER HALF.

PLANKTON'S BODY
IS 3 TIMES
TALLER THAN
ITS WIDTH.

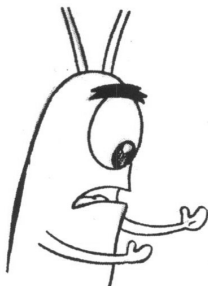


$\frac{1}{2}$ WAY

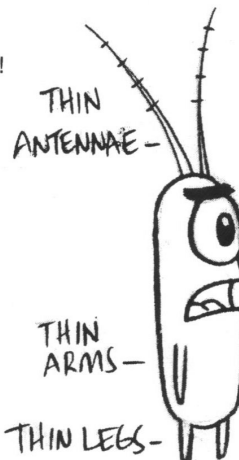
Usually, Plankton has
no hands at all...



But sometimes he has
little mitten-hands...



And sometimes he has
three fingers and a thumb!



THIN
ANTENNAE-

THIN
ARMS-

THIN LEGS-

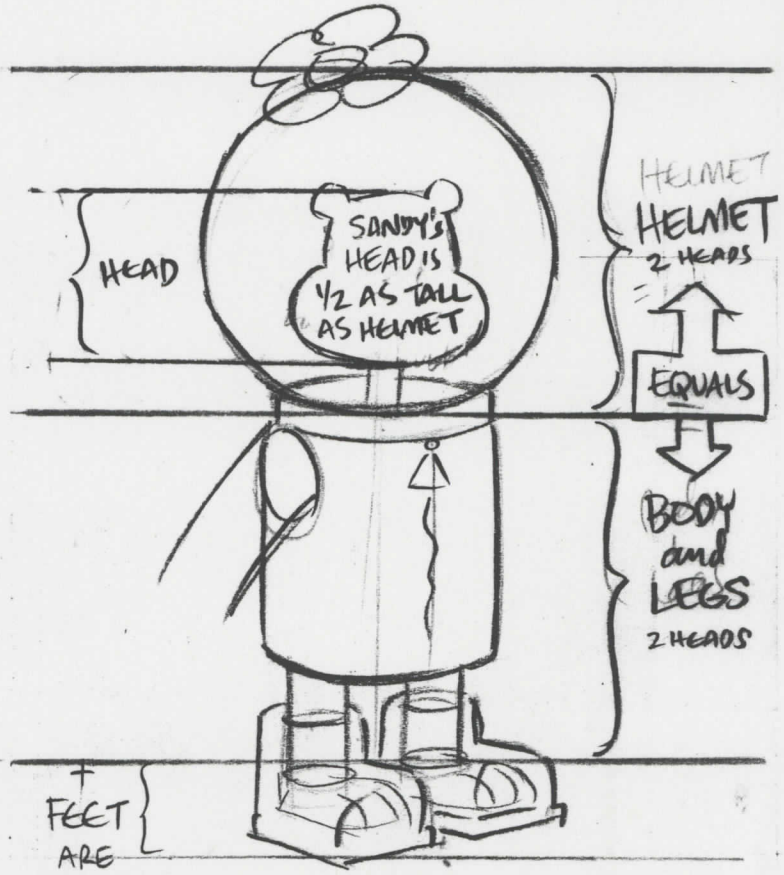
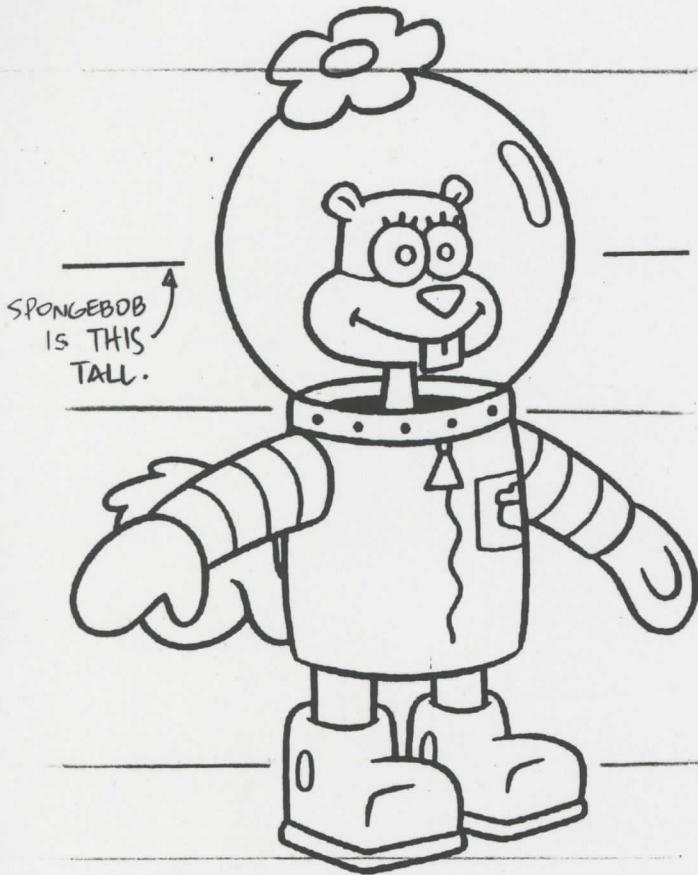
KEEP
PLANKTON'S
ARMS,
LEGS, &
ANTENNAE
THIN!

...LIKE A BUG!

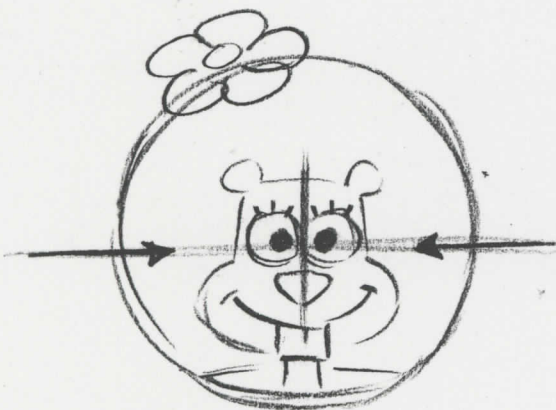
...it all depends on the needs of the scene!

SANDY CHEEKS PROPORTION GUIDE and CONSTRUCTION TIPS

PAGE 1 OF 2

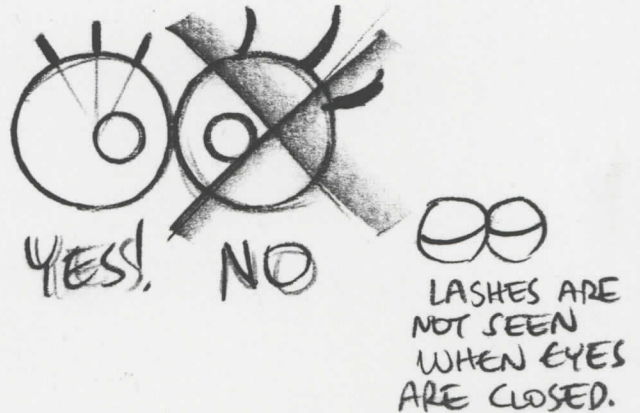


$\frac{1}{2}$ HEAD = 5 HEADS TALL IN HER WATERSUIT.



Sandy's eyes are at the MIDPOINT of BOBBLE.

SANDY'S LASHES ARE SIMPLE AND EVENLY-SPACED



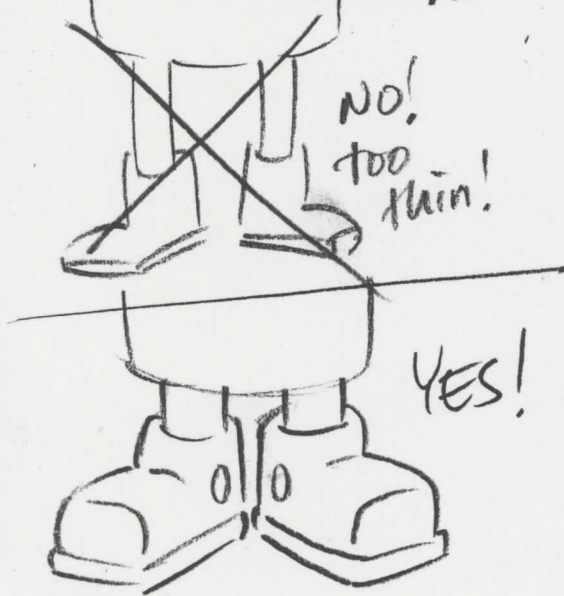
SANDY CHEEKS PROPORTION GUIDE and CONSTRUCTION TIPS

PAGE 2 OF 2



SANDY'S LEGS CAN
BE LONGER WHEN
RUNNING OR KICKING

KEEP SANDY'S SHOES + FEET
THICK AND STUMPY.



SANDY'S TEETH DO NOT TAPER.
They are split down the
middle, but only HALFWAY.

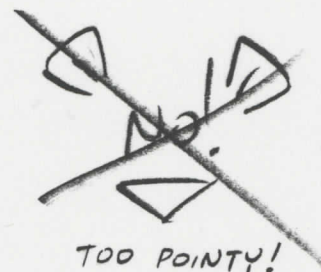
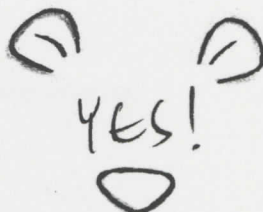


KEEP SANDY'S EARS AND NOSE
ROUNDED OFF:

COMMON MISTAKES!

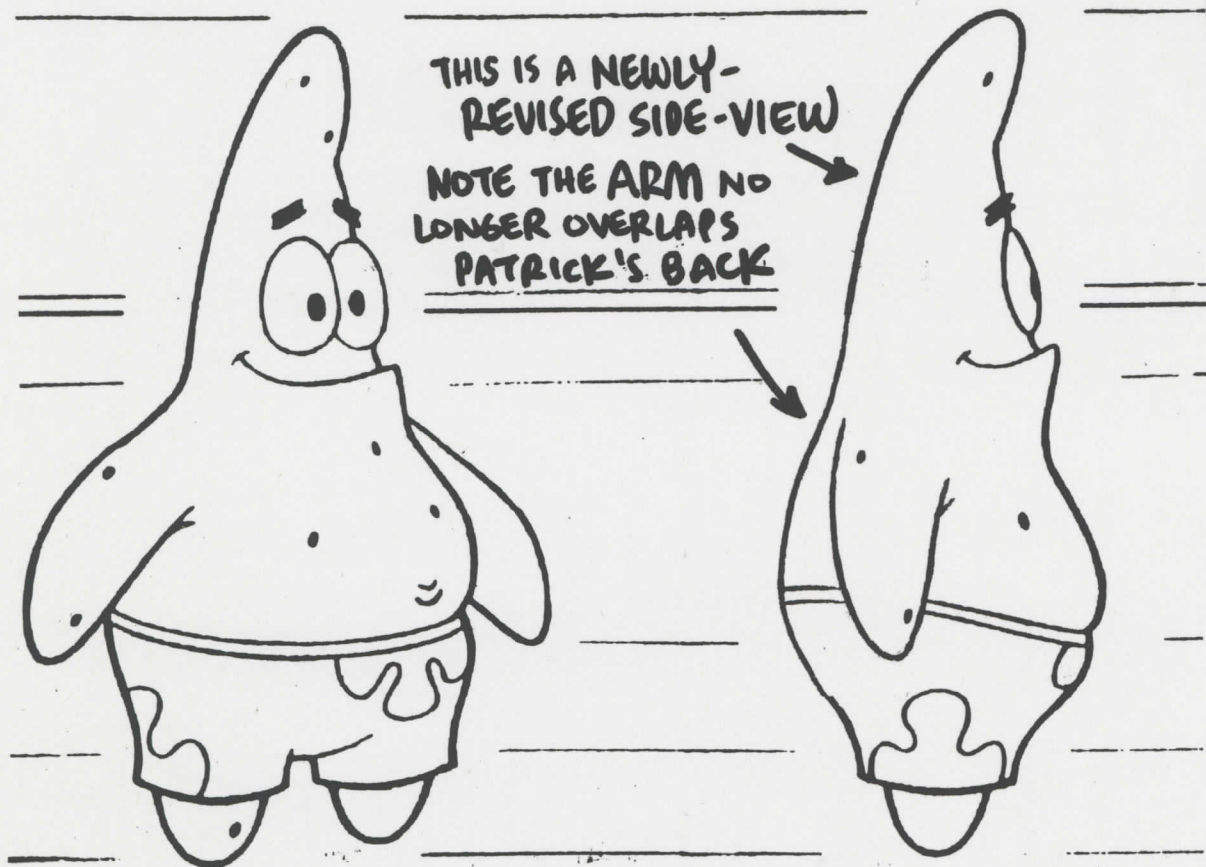


Head is too
big for
Bubble.



PATRICK'S PROPORTION GUIDE (CONT'D)

PAGE 2 OF 2



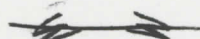
PAT'S EYEBROWS ARE CLOSELY-COMPRESSED SCRIBBLY LINES. THERE IS NO NEGATIVE SPACE. THEY SHOULD NOT LOOK LIKE N's OR W's!



YES!



NO!



NO!

KEEP IN MIND THE CONSTRUCTION OF THE NECK-HOLE TO MAKE SURE PAT'S MOUTH STAYS OUT OF HIS STOMACH.



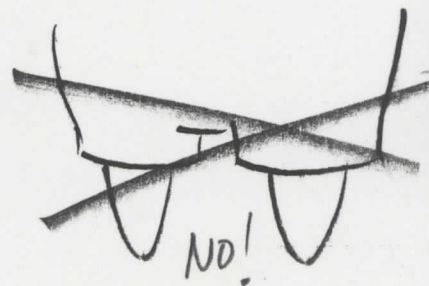
YES!



NO

PAT'S FEET ARE SHORT + STUBBY!

YES!



NO!