







BATMAN ATTITUDES

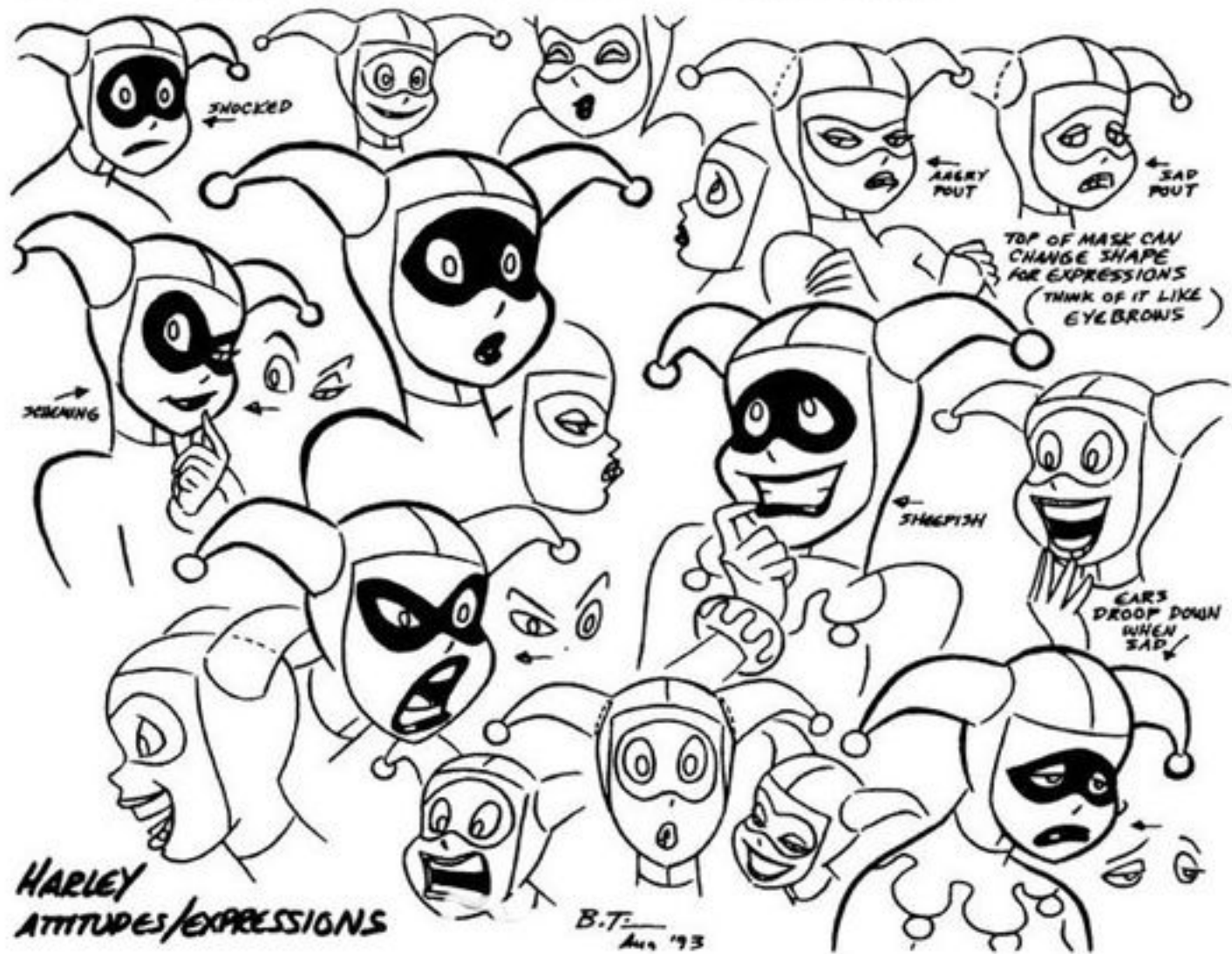
HARLEY QUINN

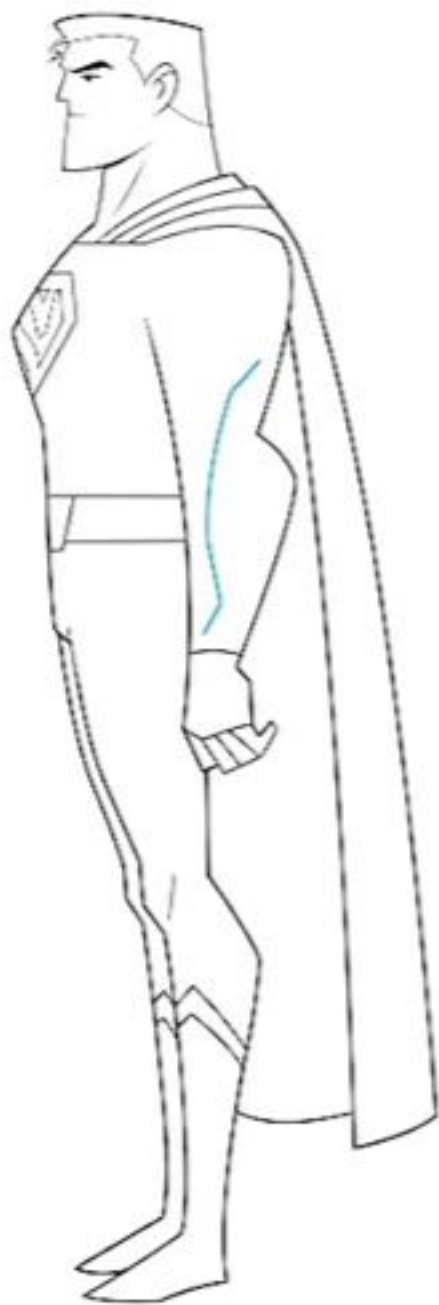
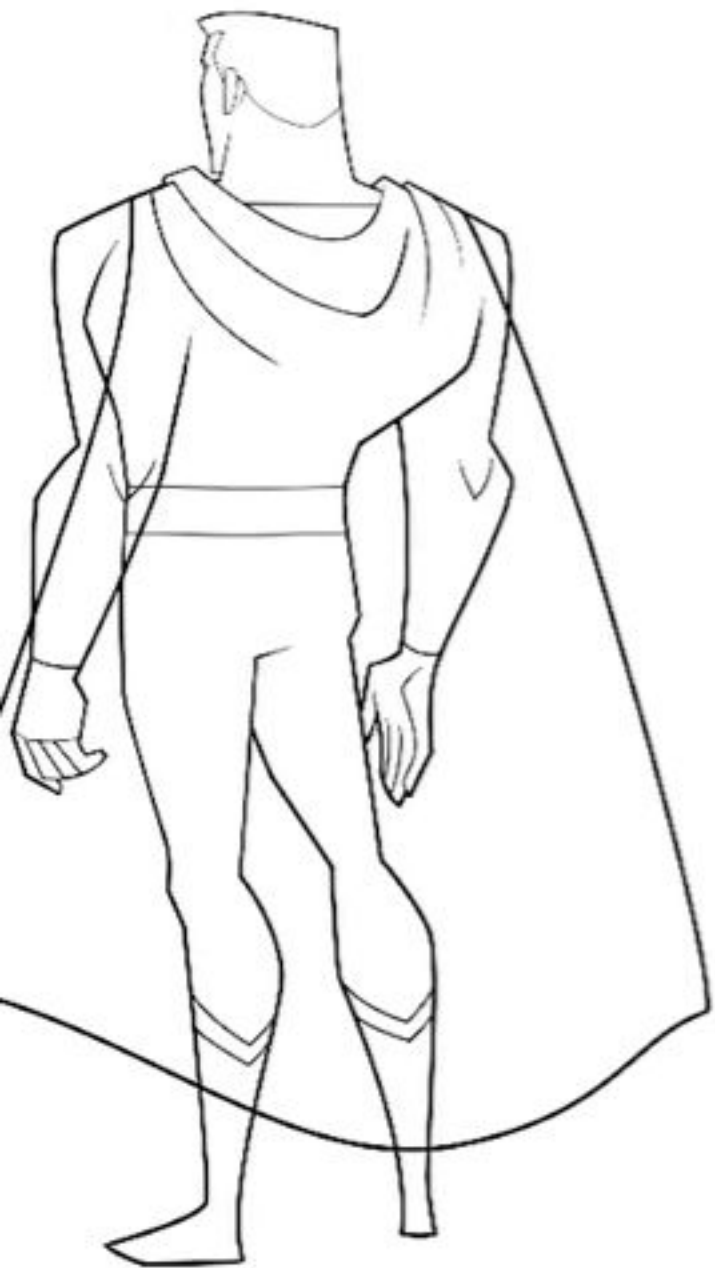




BATMAN ATTITUDES

HARLEY QUINN





ALW /S...
KEEP 'EM SIMPLE!
...AND STYLIZED!

HAND THEORIES

RHYTHM

"FLOW" ALWAYS!

"SQUARE-OFF" FINGERS
OR
TAPER TO A POINT...

...DON'T ROUND 'EM OFF

FLARE INTO KNUCKLES

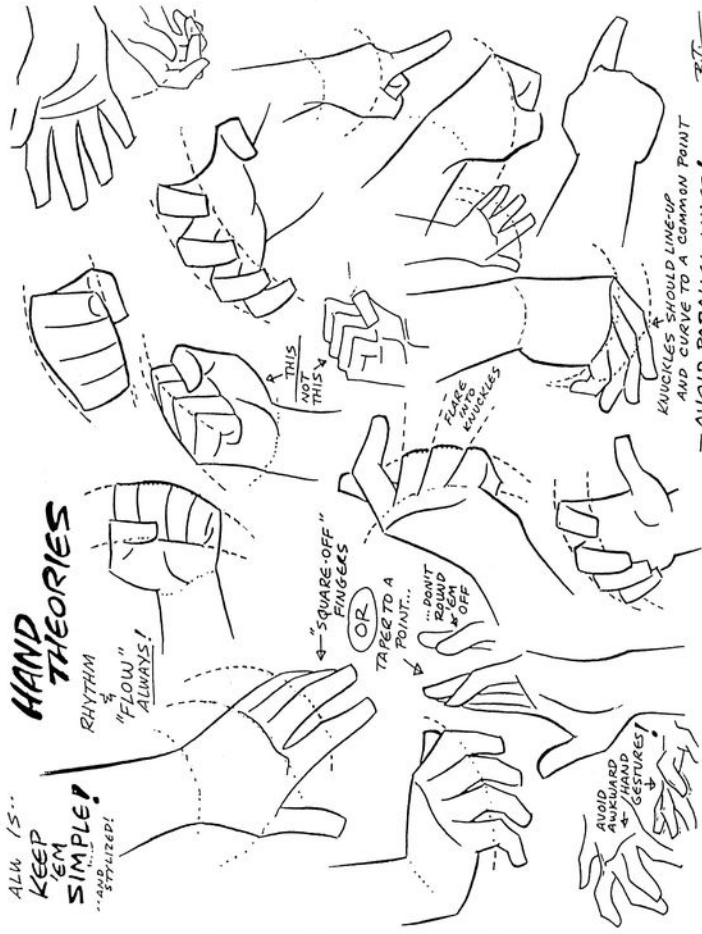
THIS NOT THIS

KNUCKLES SHOULD LINE-UP AND CURVE TO A COMMON POINT

AVOID AWKWARD HAND GESTURES!

- AVOID PARALLEL LINES!

BT



STRAIGHT AGAINST CURVES



- A STRAIGHT LEADS THE EYE QUICKLY.
- A CURVE (OR SERIES OF) SLOWS DOWN THE EYE TO GIVE INFO ON SHAPE/VOLUME.



THEN THE EYE GOES SLOWLY BACK DOWN LIKE A PACHINKO MACHINE.



STRAIGHTS ARE OFTEN BONES OR SPINES.

CURVES ARE OFTEN FLESH, MUSCLE OR FAT.



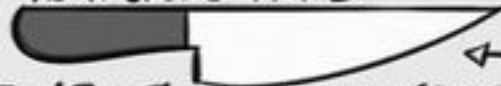
OH! THAT'S WHERE THE FUN IS!

COMBINE STRAIGHT/CURVE. LESS DETAILS/MORE DETAILS. (SIMPLE/COMPLEX)

THINK OF WEIGHT AND FUNCTION

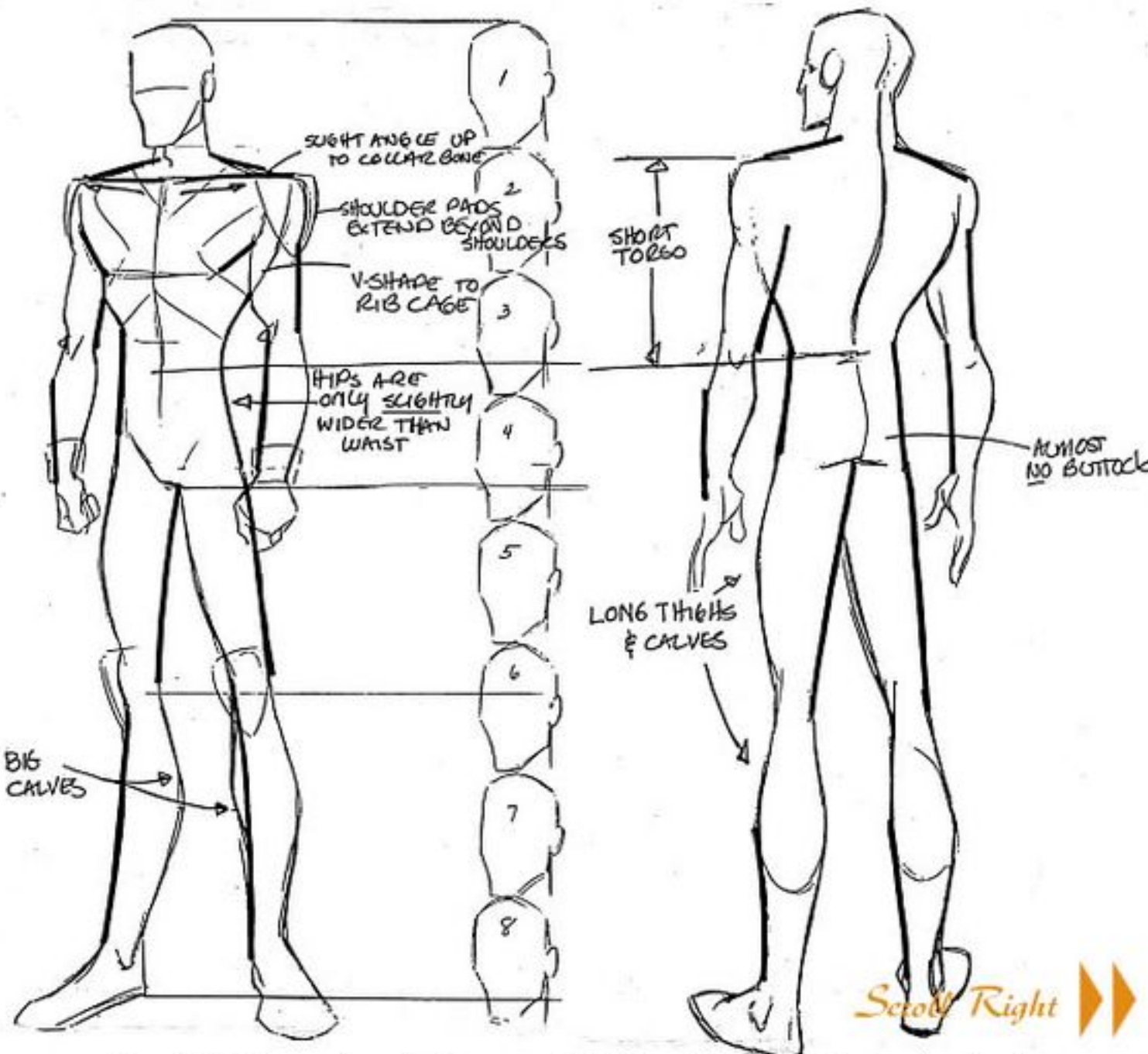


THINK OF STRAIGHT/CURVE AS A CHEF'S KNIFE.

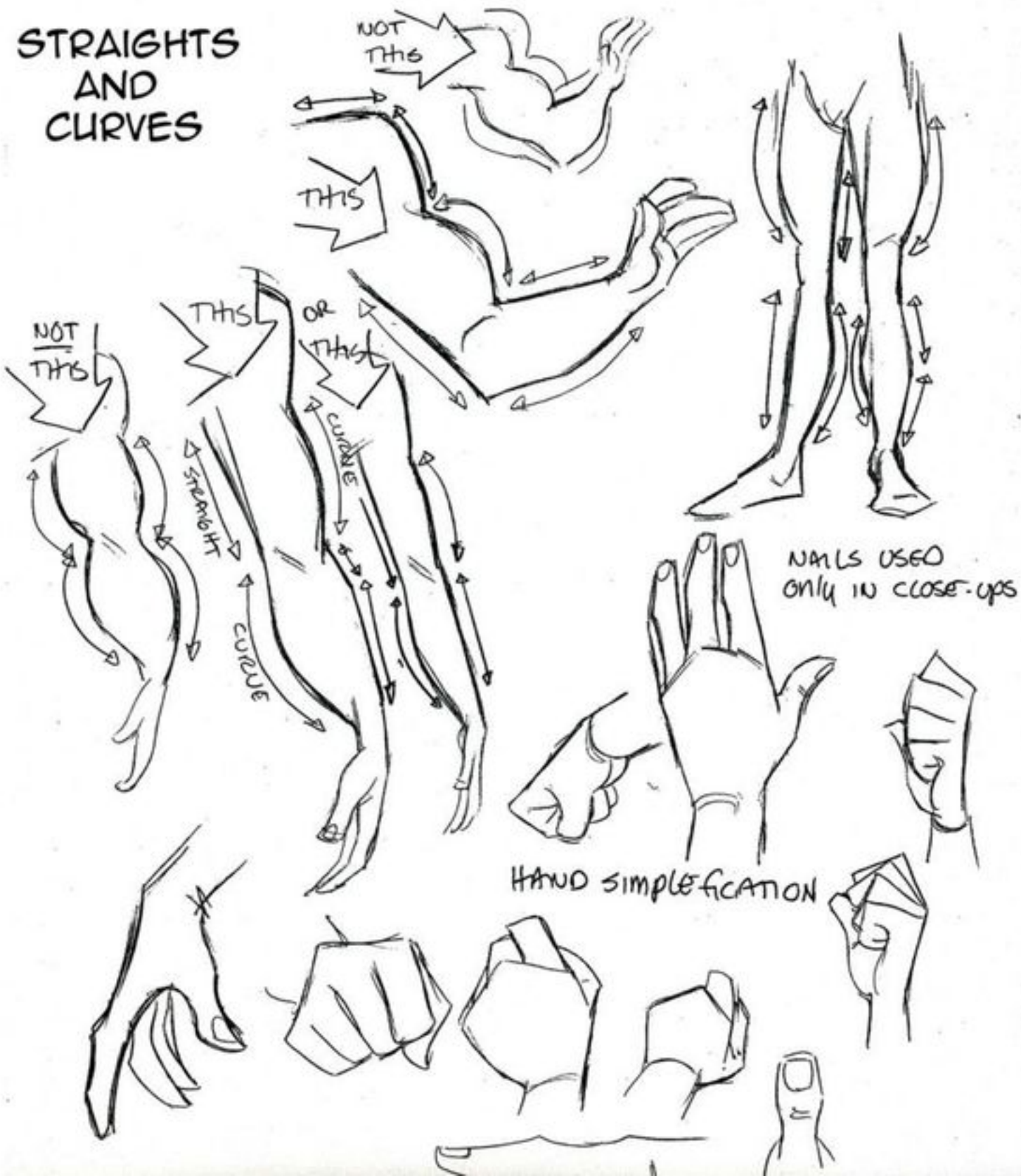


THE INTERESTING PART IS WHERE IT CUTS!

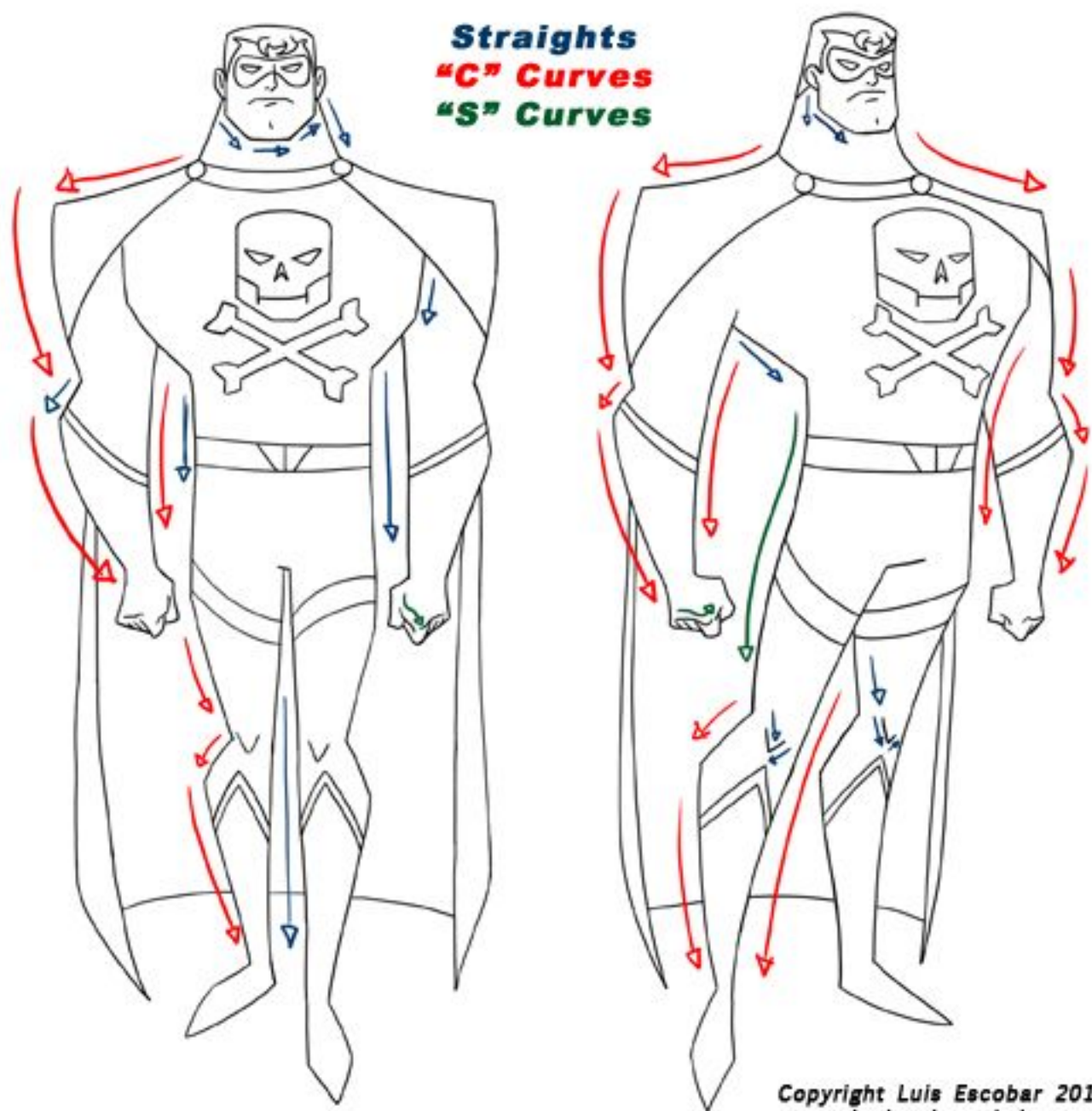




STRAIGHTS AND CURVES

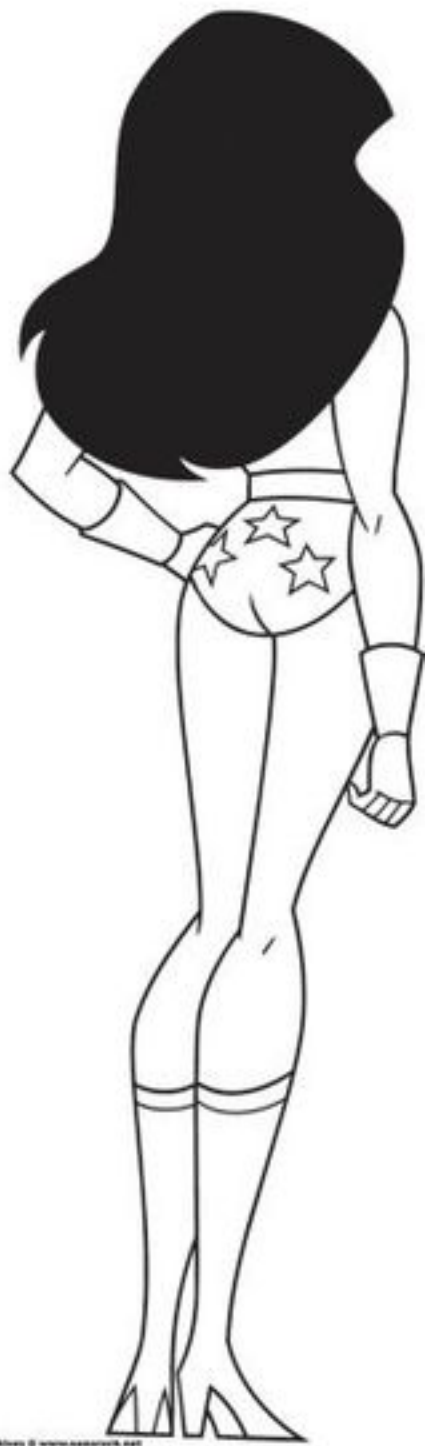
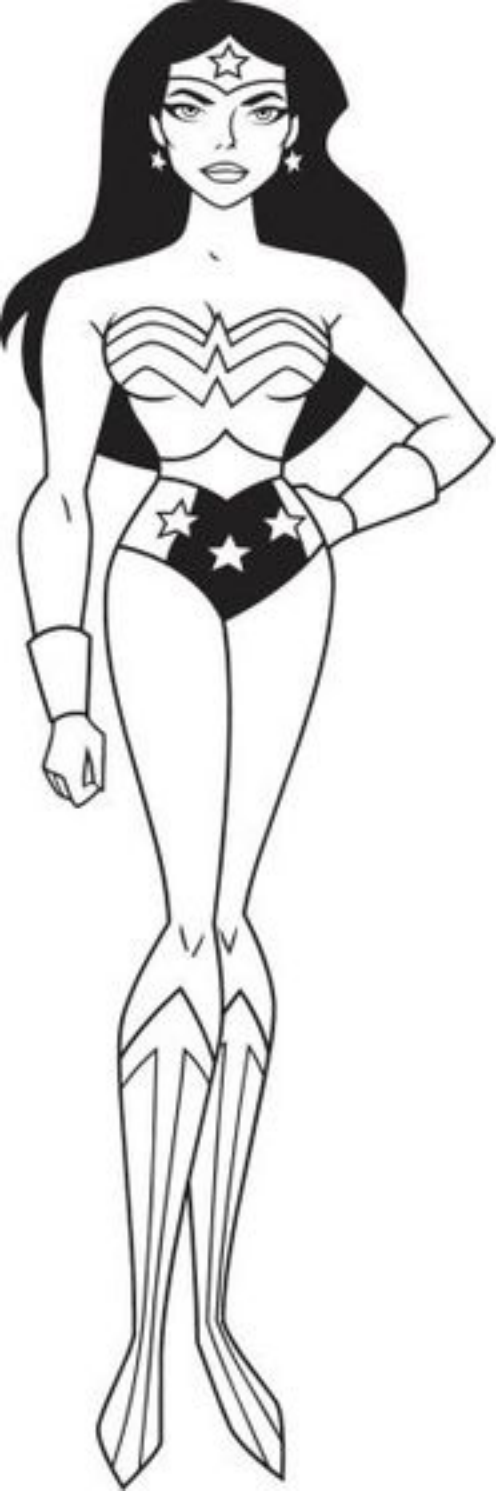


Straights
"C" Curves
"S" Curves



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AS YOU CAN SEE, THERE ARE MORE "C" CURVES THAN OTHER LINES. THIS IS MOSTLY DONE TO AVOID AN ORGANIC CHARACTER FROM GETTING TOO MECHANICAL. STILL, IT HELPS TO SEE WHERE AND HOW THE STRAIGHTS AND "S" CURVES ARE PLACED



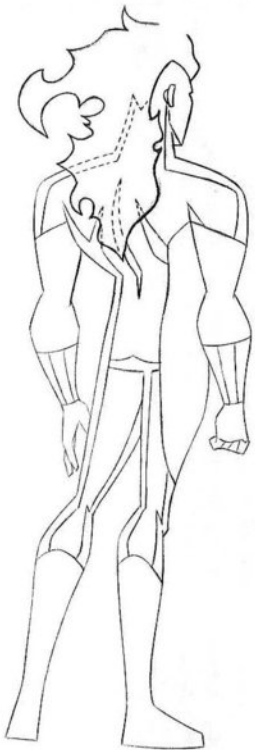
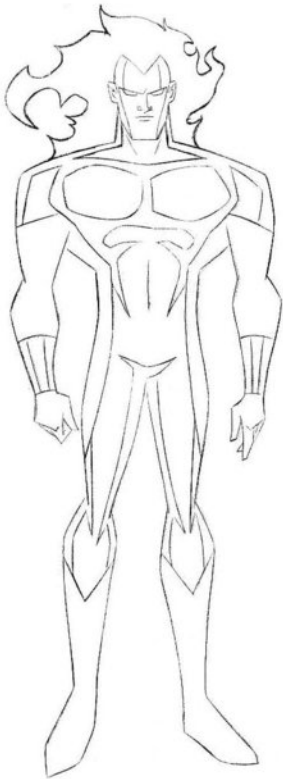


BIT





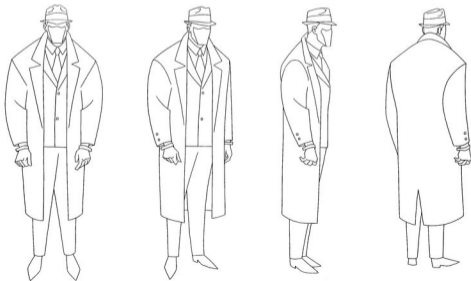


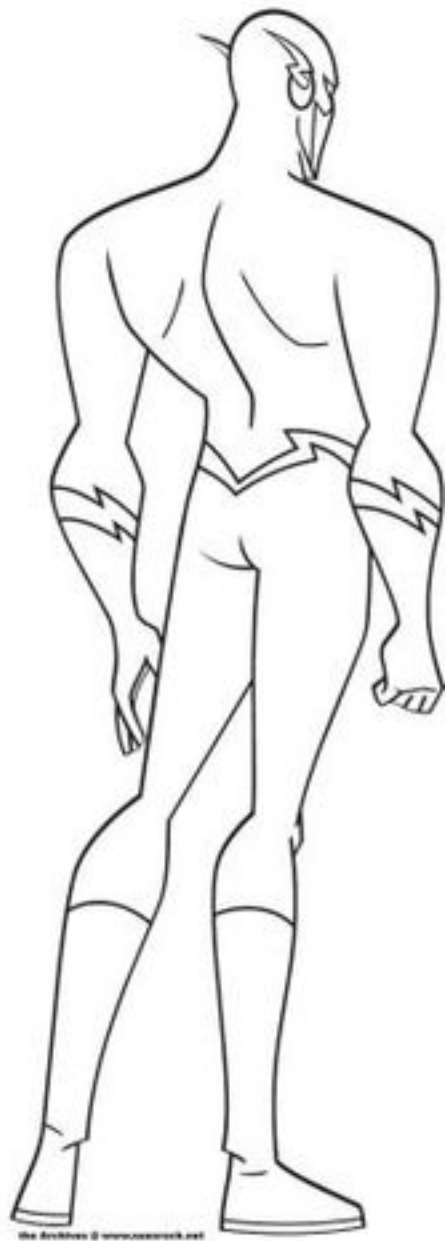
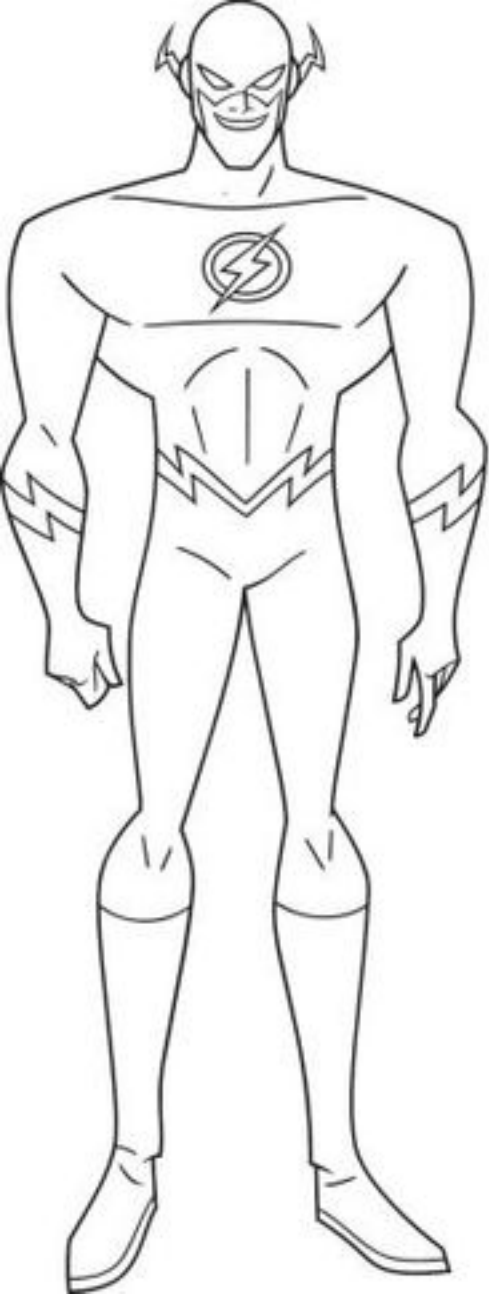






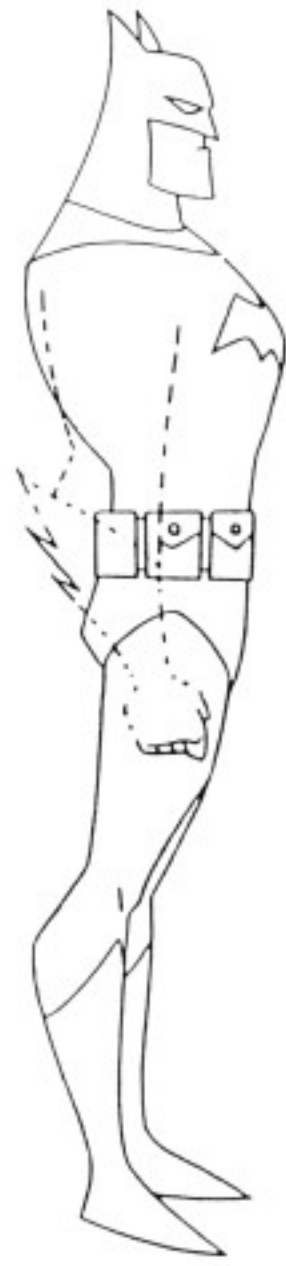


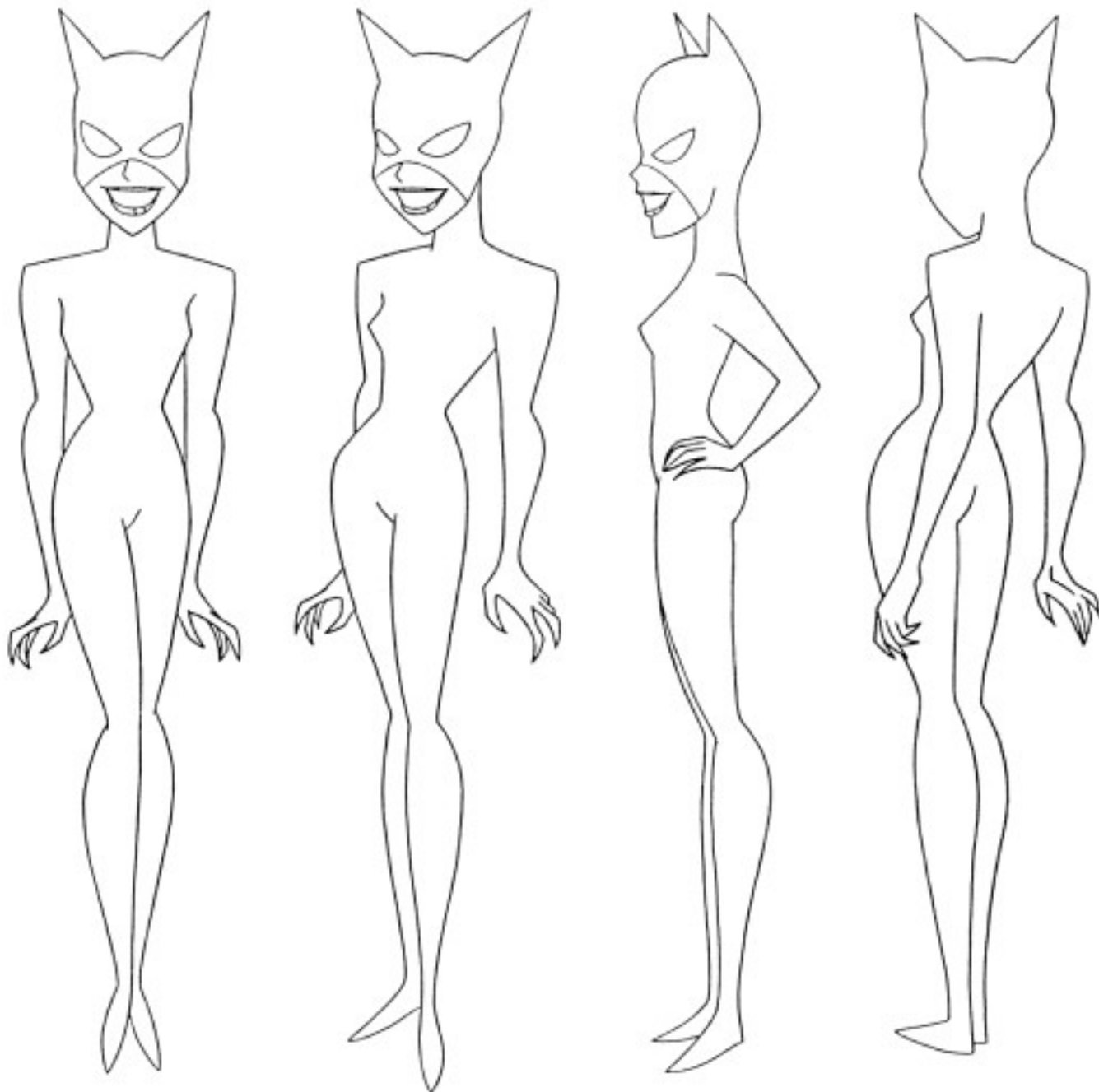












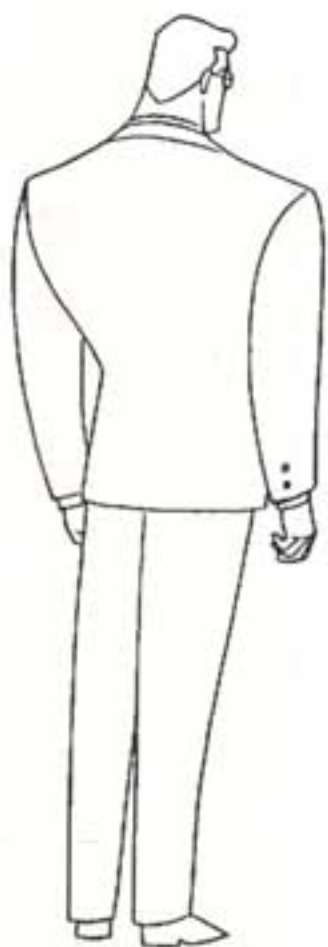
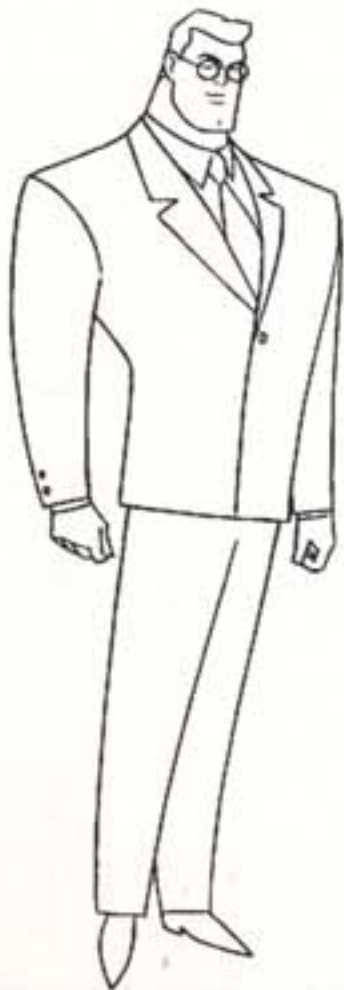
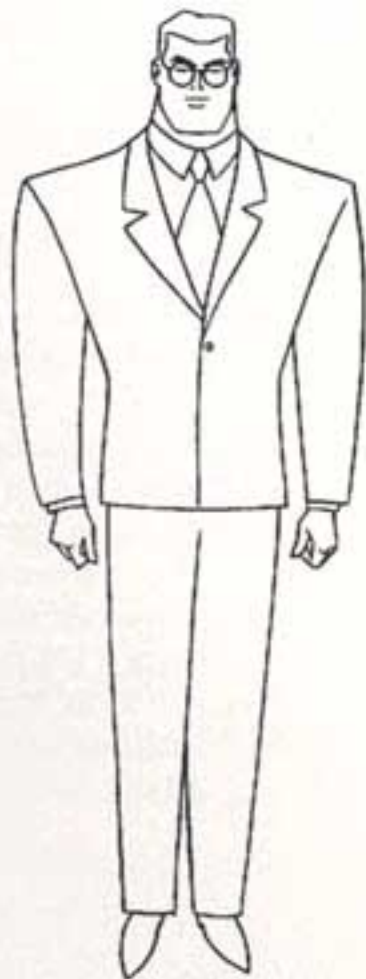
REVISED 6/4/97

SUPERMAN **TURNAROUNDS**

407-000
Final 6/6/96

LIVEWIRE







BATMAN MAIN MODELS

406-006

COMMISSIONER
GORDON



14

* PLEASE NOTE:

COMMISSIONER GORDON
WILL NO LONGER USE A
PIPE

WARNER BROS.

APR 19 1991
REVISED



CARTOON
NETWORK

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BICEP WHEN NEEDED

USE ONLY AS MUCH ANATOMY AS YOU ABSOLUTELY NEED!

THAT'S CLOSEST TO "CAMERA" AND ALWAYS KEEP IT SIMPLE.

"STRAIGHTS AGAINST CURVES"

1) DEPENDING ON THE ACTION, ARM CAN GO TOTALLY STRAIGHT...

ALWAYS SIMPLIFY, AND STYLIZE WHENEVER POSSIBLE!

IF "SCALLOPS" REALLY GET IN THE WAY...

"JUST LOSE 'EM!"

2) ...OR CURVED.

CURVE

STRAIGHT

LOSE HI-LITE ON FINGERS COMPLETELY ON LONG SHOTS

WHEN IN DOUBT! LEAVE 'EM OUT!

WIDER "SCALLOPS" NEAR ELBOW FLARE OUT

THINNER TOWARD WRIST

"SCALLOPS" IN PERSPECTIVE

THI -- NOT THIS

ARM THEORIES

B.T.



BICEP
WHEN
NEEDED

THAT'S CLOSEST TO
"CAMERA."
AND ALWAYS
KEEP IT
SIMPLE.

USE ONLY
AS MUCH
ANATOMY
AS YOU
ABSOLUTELY
NEED!

"STRAIGHTS
AGAINST
CURVES"

① DEPENDING ON
THE ACTION,
ARM CAN GO
TOTALLY STRAIGHT..

ALWAYS
SIMPLIFY,
AND
STYLIZE
WHENEVER
POSSIBLE!

CURVE

② ... OR CURVED.

STRAIGHT

"SCALLOPS"
REALLY GET IN
THE WAY..

"JUST
LOSE
'EM!"

LOSE
HI-LITE ON
FINGERS
COMPLETELY
ON
LONG-SHOTS
WHEN IN DOUBT
LEAVE 'EM OUT

"SCALLOPS"
IN
PERSPECTIVE

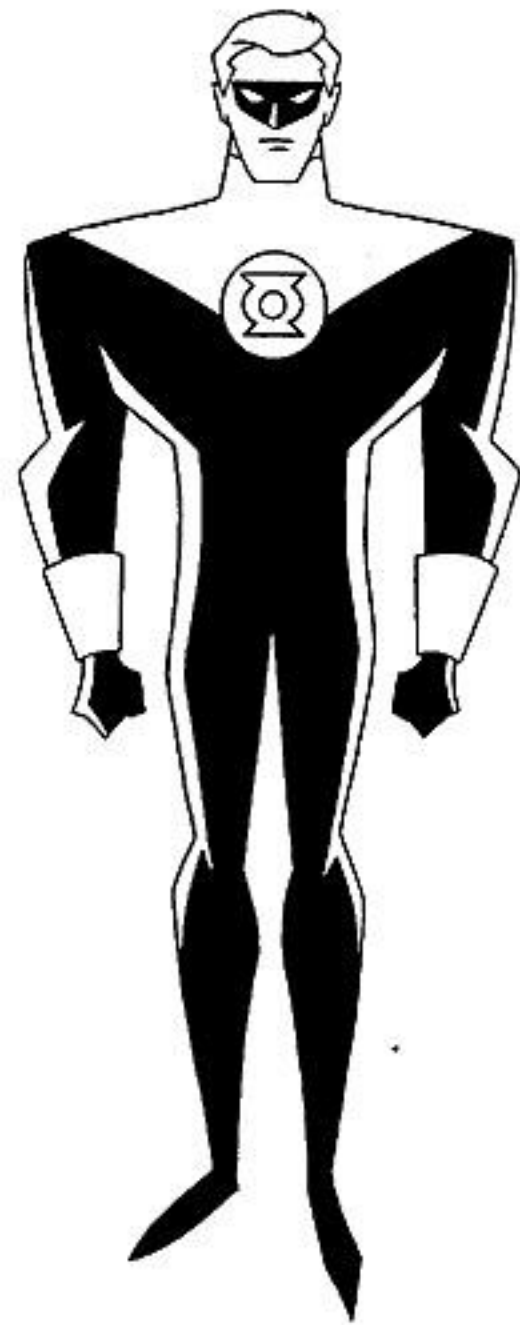
ARM THEORIES

B.T.

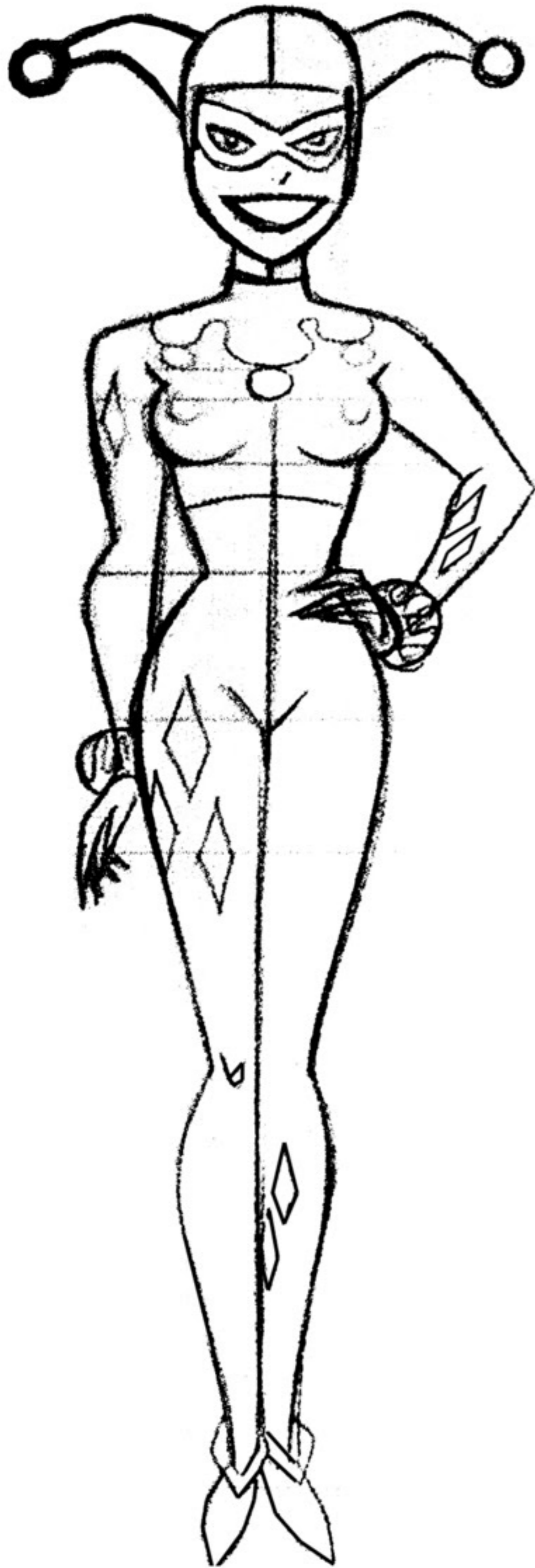
"SCALLOPS"
FLARE
OUT

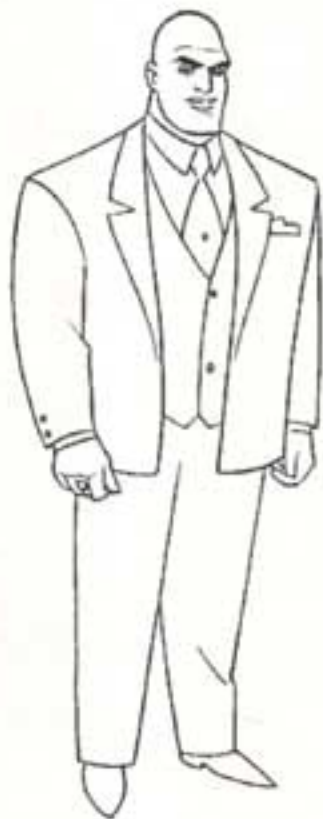
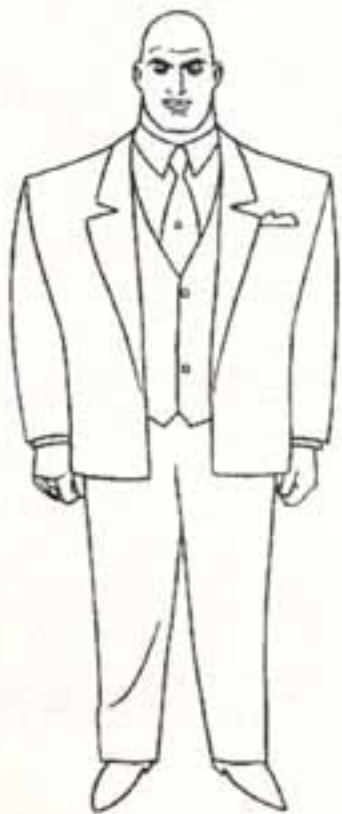
INNER
WARD
WRIST

THIS -- NOT THIS

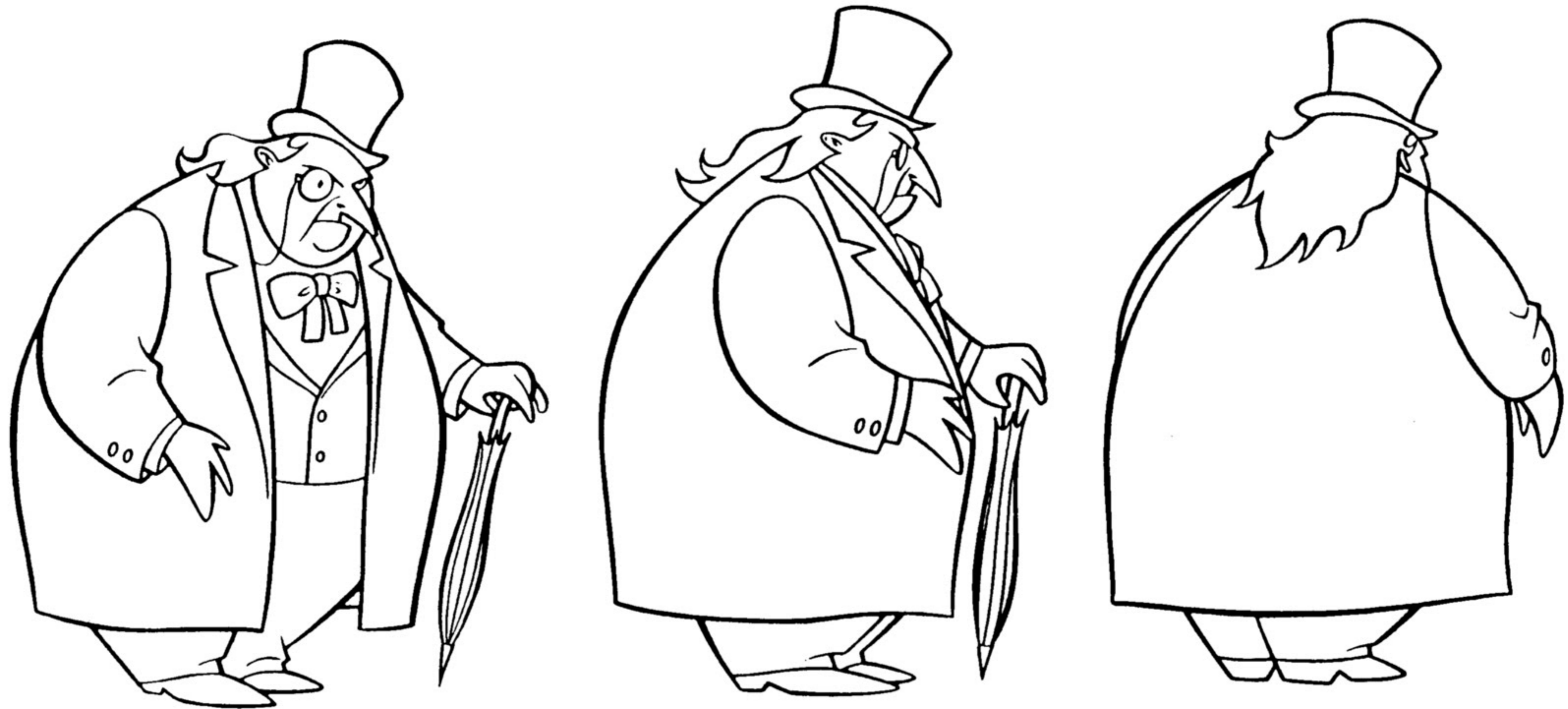








The Penguin



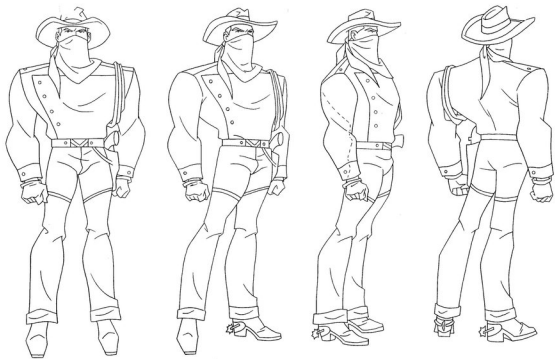
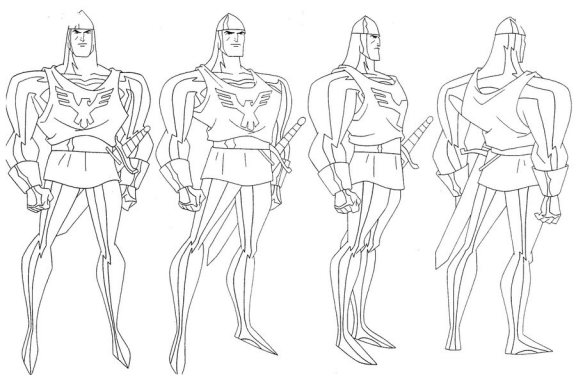




SUPERMAN TURNAROUNDS

407-000 SUPERGIRL
Final 9/25/96





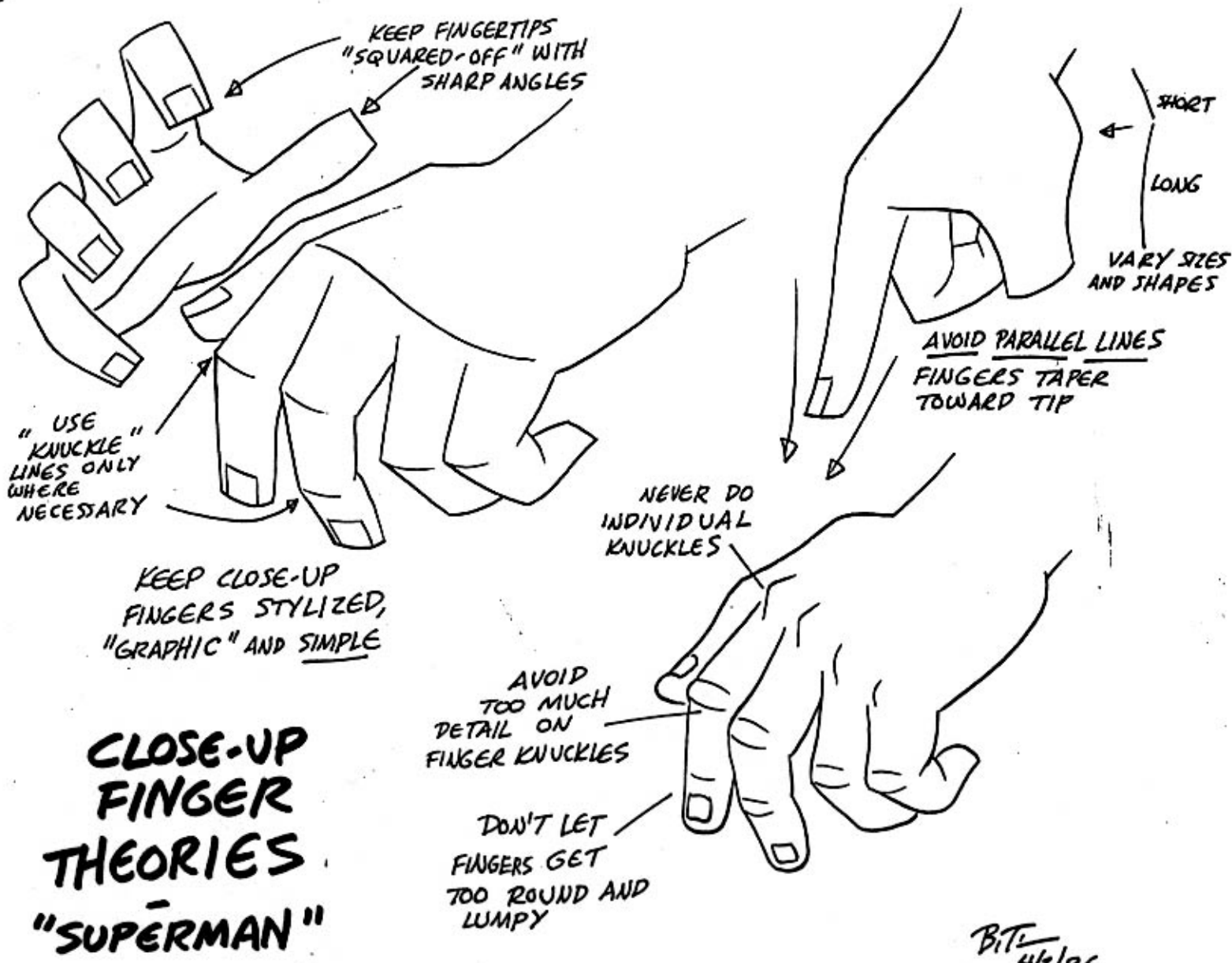


Warner Bros. TV
Animation ©1996

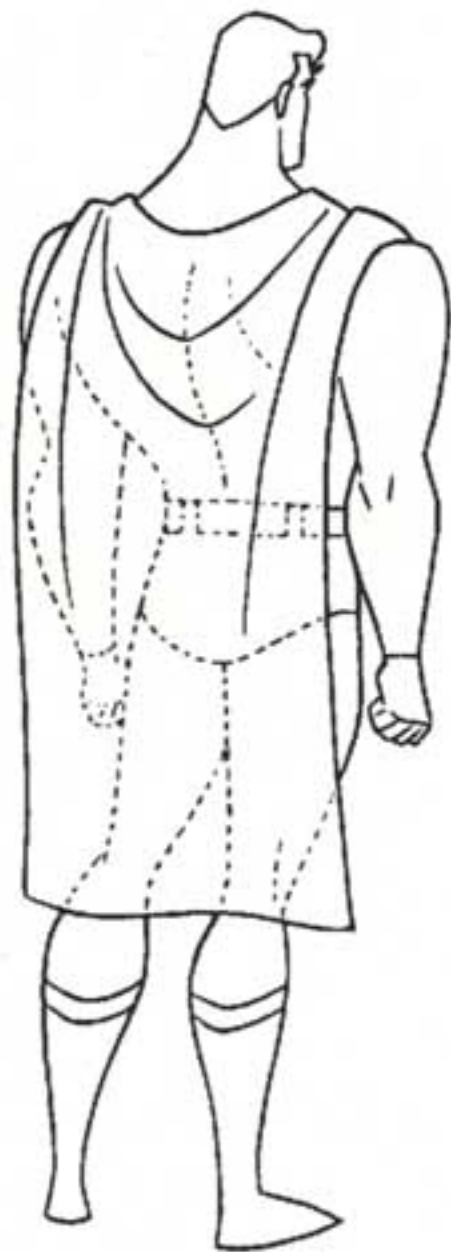
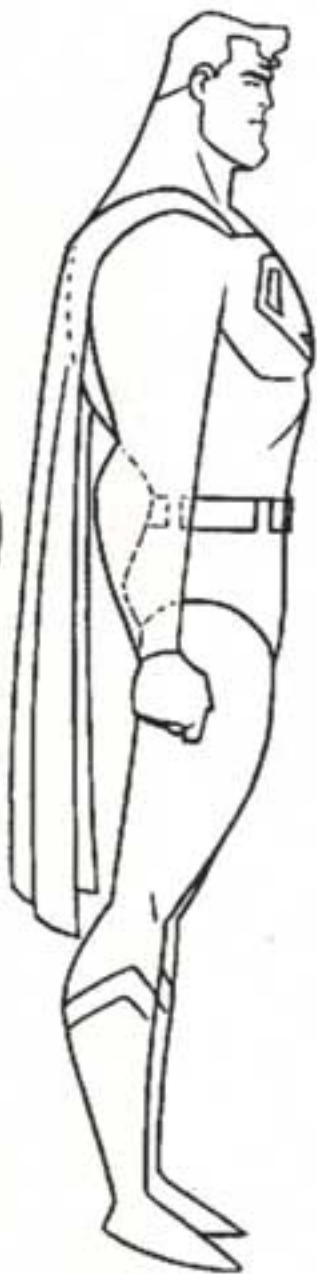
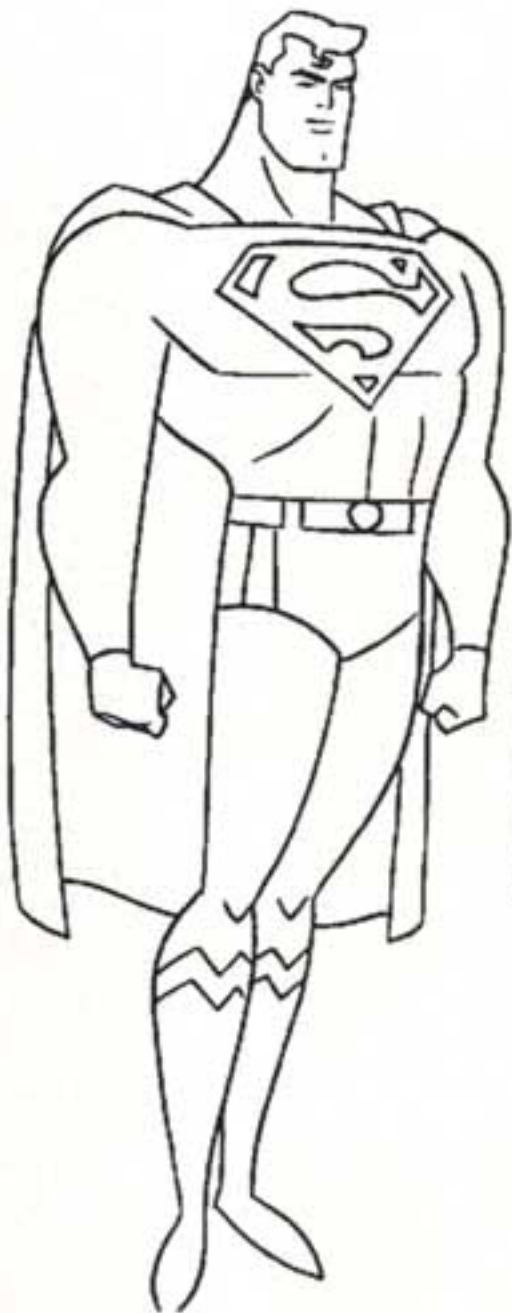
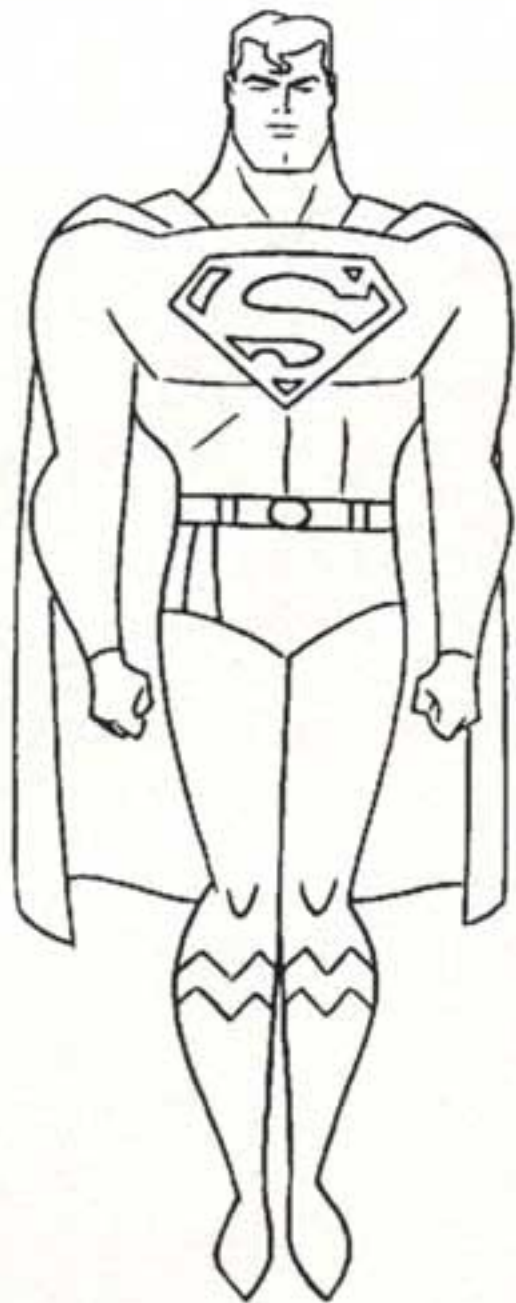
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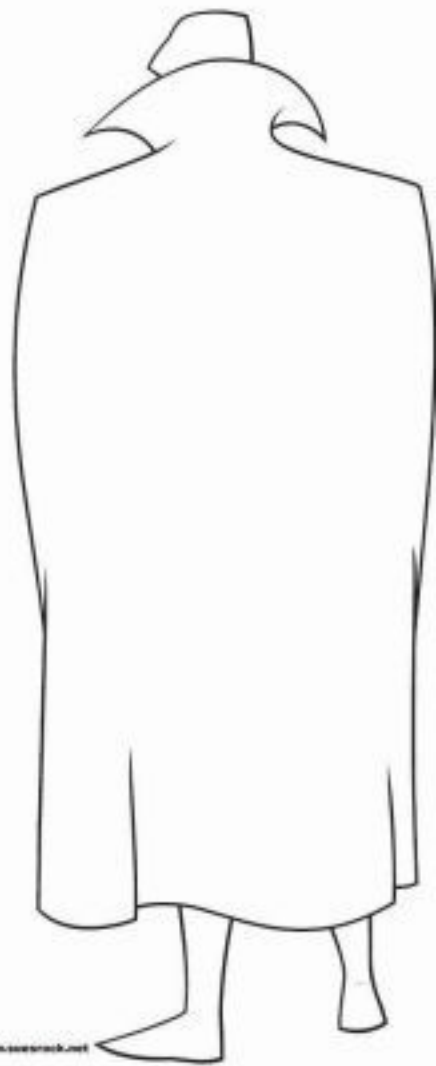
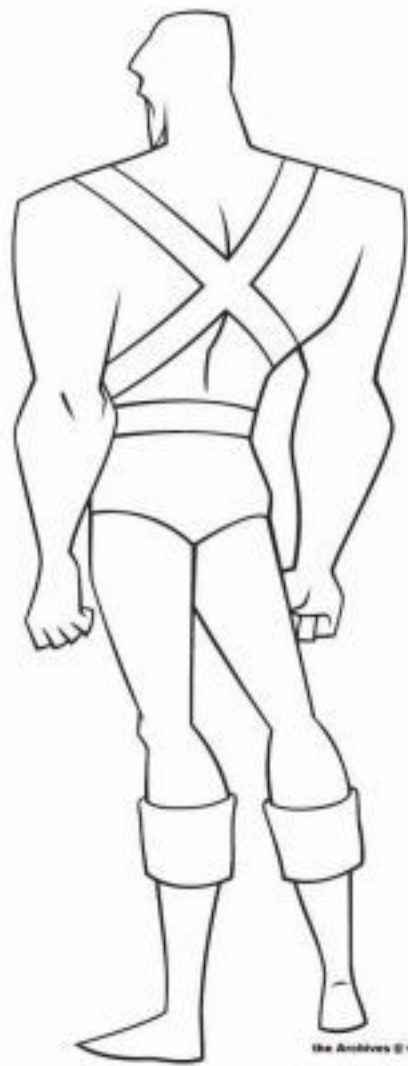
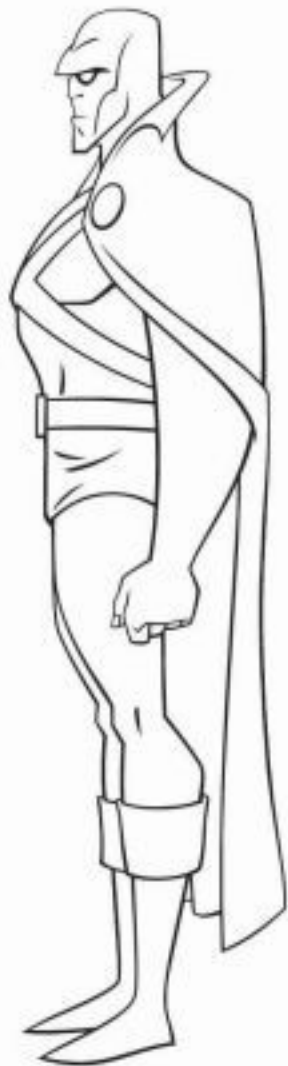
407-000

FINAL
APR 03 1996



BIT
4/2/96







Darwin

