

34-5880



MAIN MODELS

5

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**BUTTERCUP**



**BUBBLES**



**BLOSSOM**

**CARTOON  
NETWORK**



34-5880



MAIN MODELS

206

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ADDITION



THE GIRLS

MISC. ROUGH POSES

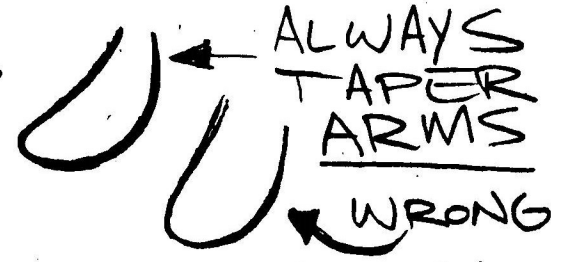


# DON'T BE ALARMED IT'S EASY!

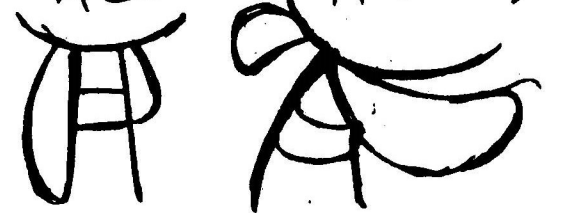
THE GIRLS DON'T HAVE FINGERS SO YOU HAVE TO CHEAT HOW THEY HOLD THINGS.



THE GIRLS ARMS ARE MUSCLE THERE SOLID NOT FLAT

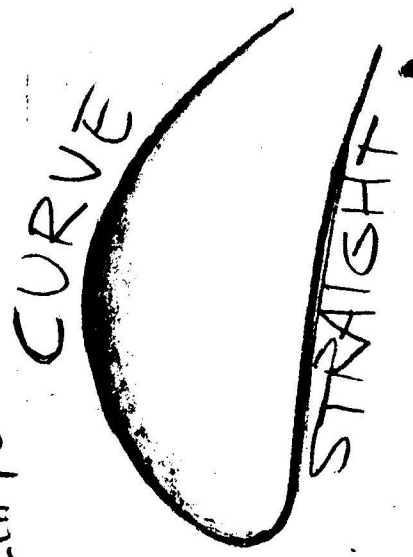


RELAXED ARMS ARE SMALLER THAN ACTION ARMS.

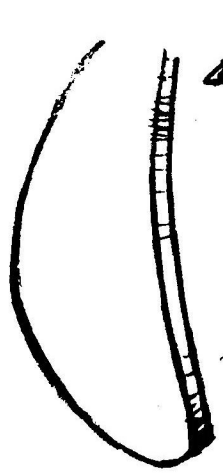


ARMS CAN ROTATE AROUND HEAD FOR BETTER POSING. BUT NOT SO FAR THAT THEY LOOK LIKE EARS.

ARM IS NOT THIS FLEXIBLE IT CAN'T BEND INTO A HAND. KEEP IT GOING IN ONE DIRECTION



YES



NO

HAND ENDS IN SLIGHT POINT. (LIKE A BUTTERKNIFE)



NOT ROUND



YES



NO

# GET A HEAD WITH THIS How To

WATCH HEAD SHAPES



IT'S NOT.



IT IS...



CURVE HAIR LINE A BIT



NOT STRAIGHT

HAIR PARTS BETWEEN EYES



EYES FOLLOW CURVE OF HEAD LIKE THIS

NOT THIS



THINK OF HEAD AS A SOLID BALL. FEATURES ARE "PAINTED" ON, THEY SHOULD WRAP AROUND CONTOUR OF HEAD

LIKE THIS



NOT THIS



**\*NOTE: THERE IS NO SIDE VIEW OF HEAD, PLEASE AVOID.**

FEATURES DO NOT ROLL ON HEAD.



HEAD MOVES



DON'T SPREAD EYES TOO FAR APART



OR TOO CLOSE TOGETHER



34-5880



MAIN MODELS

20F

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MAR 04 1998

ADDITION

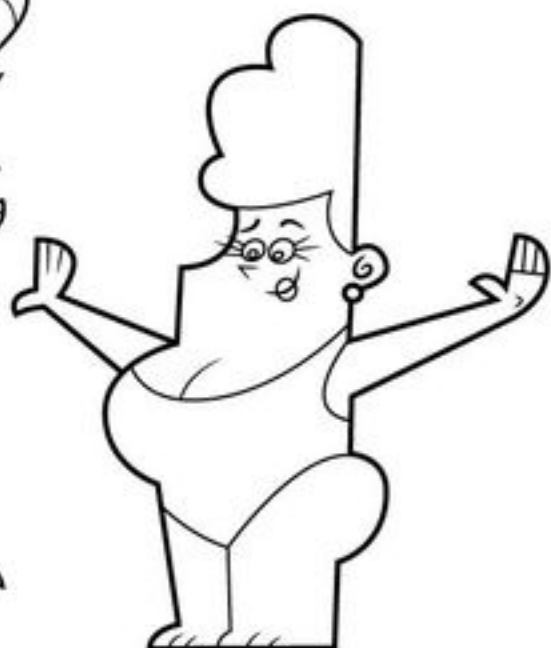


THE GIRLS

MISC. ROUGH POSES

CARTOON  
NETWORK







MAIN MODEL

scene: XX

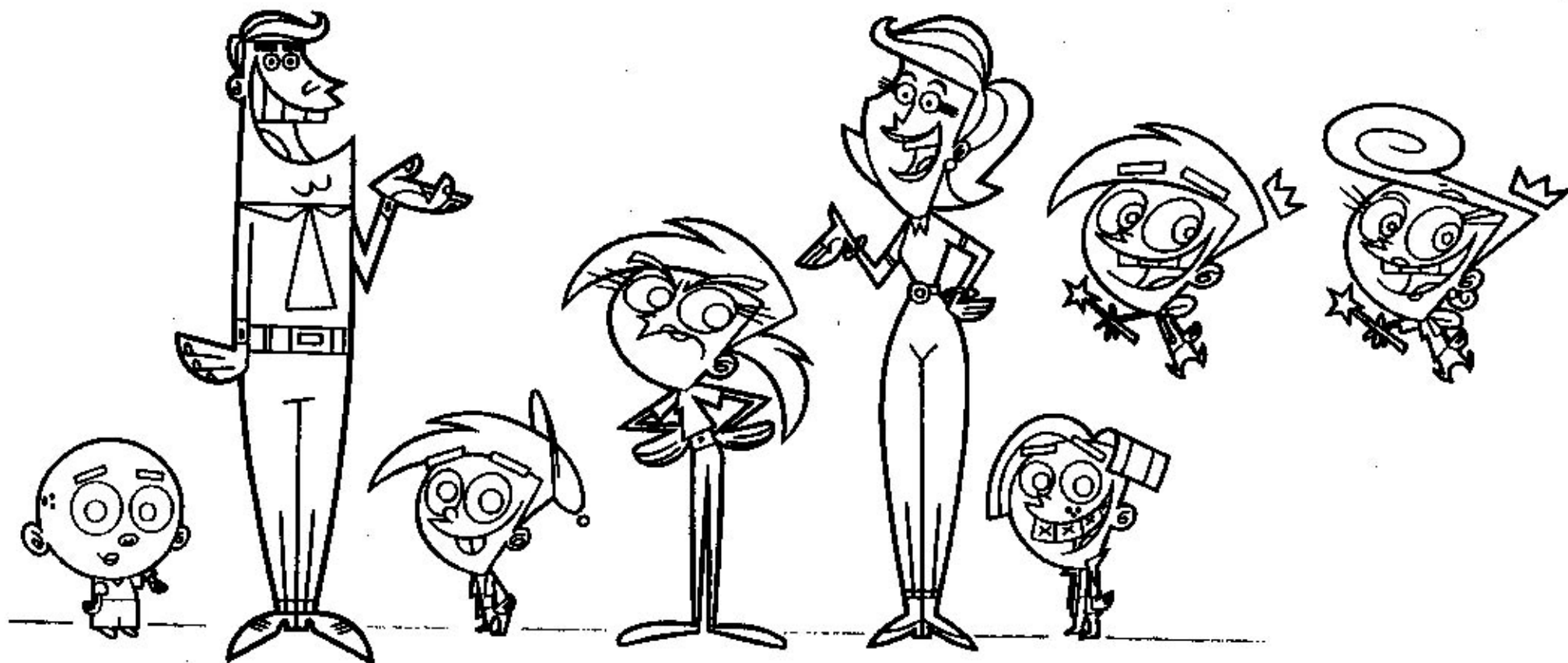
the Archives @  
suesrock.net

**CHARACTER**

same as:

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SIZE COMPARISON



(1)





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MAIN MODEL

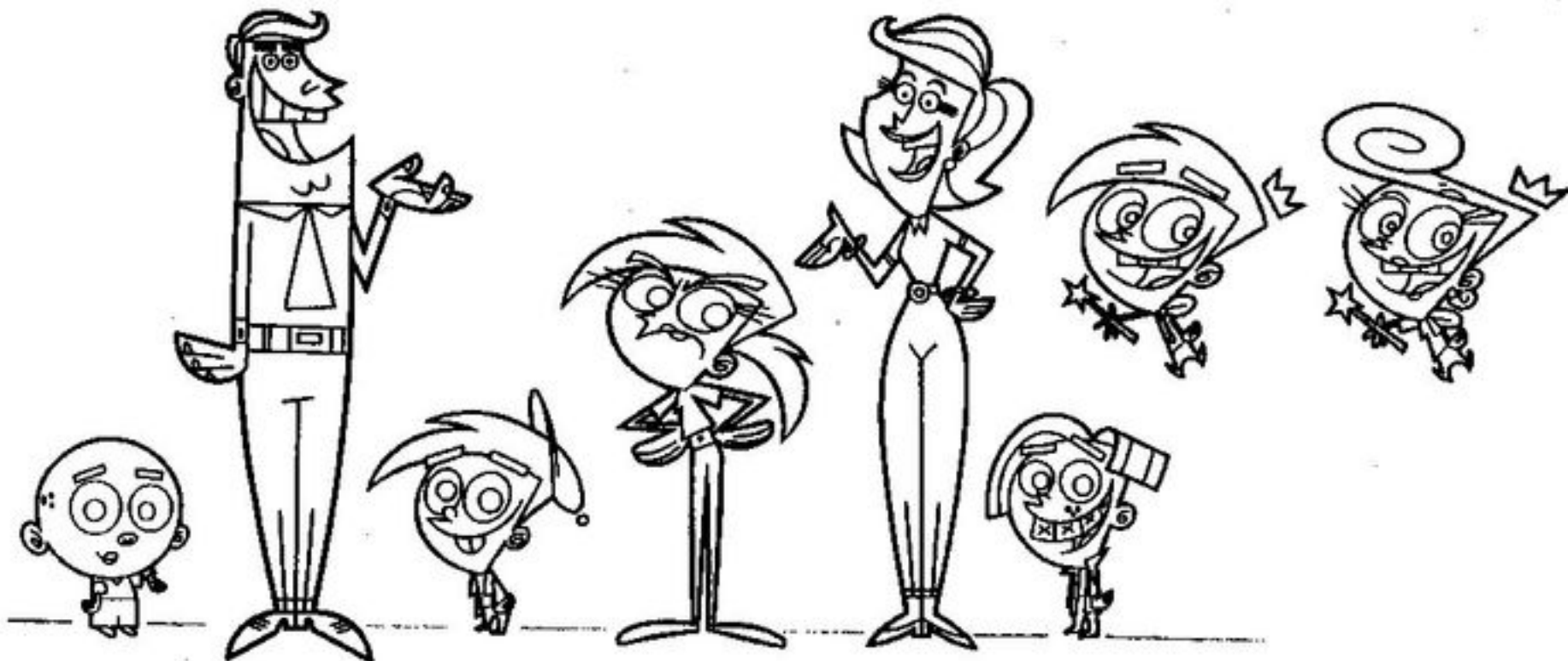
CHARACTER

scene: XX

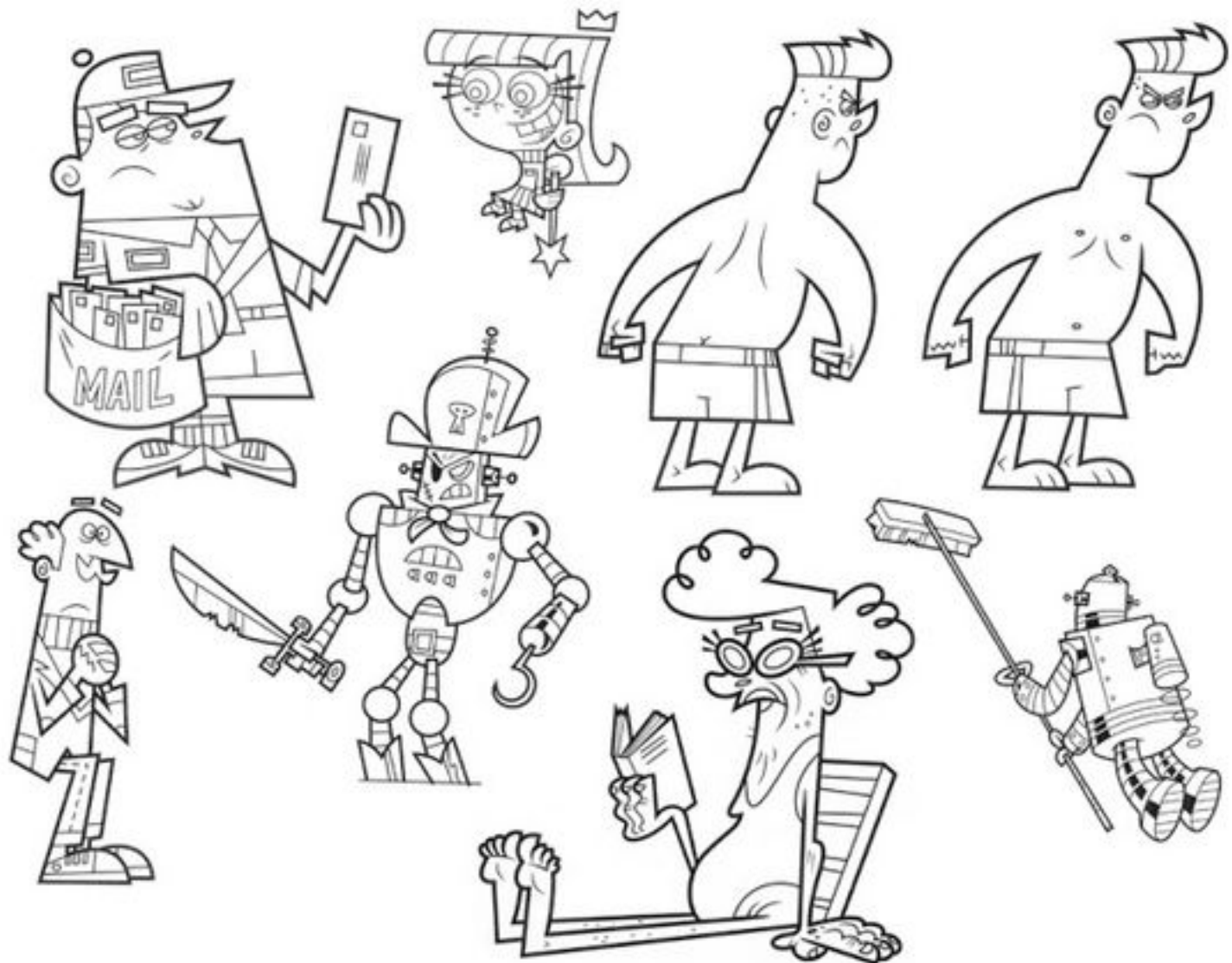
the Archives @  
suesrock.net

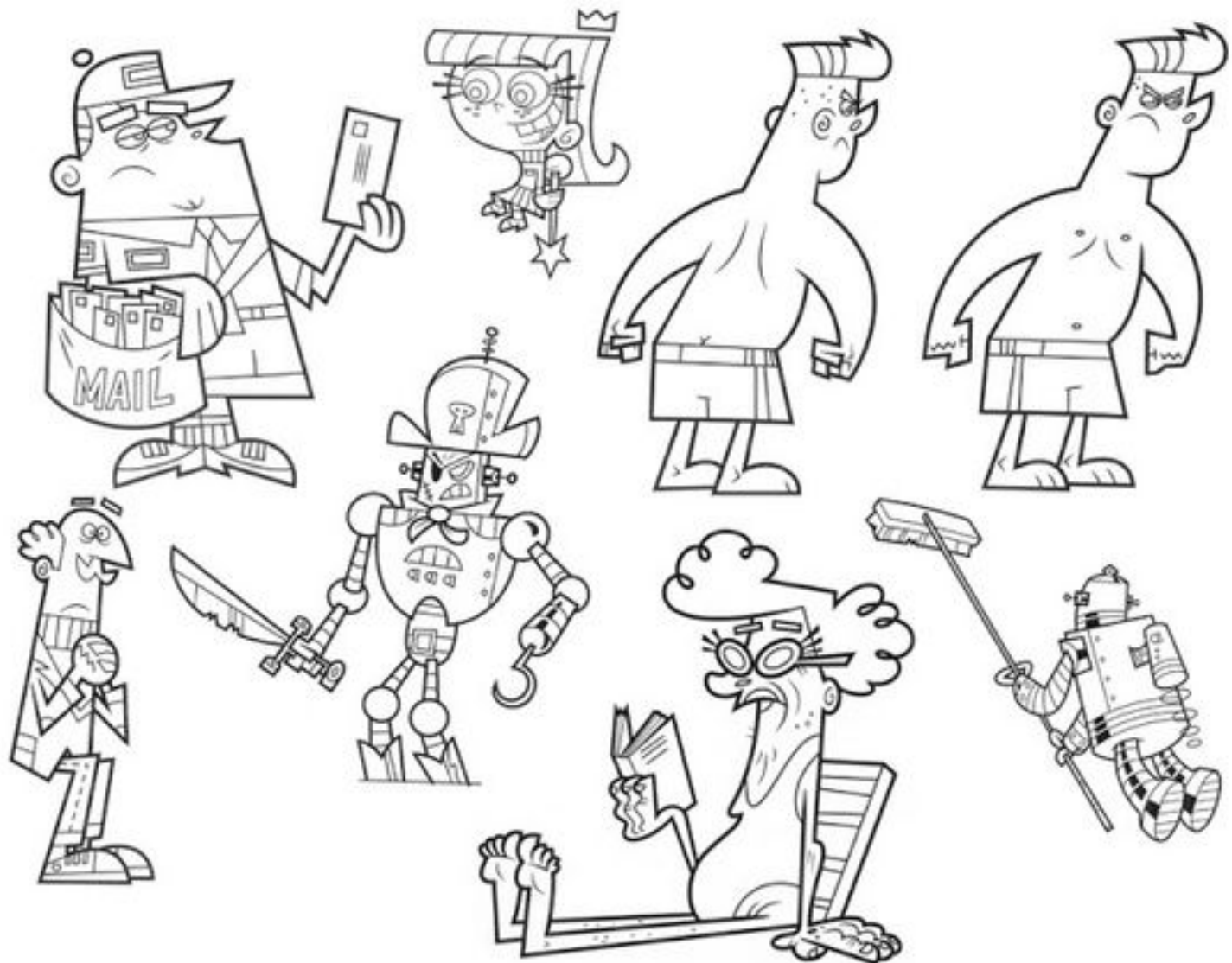
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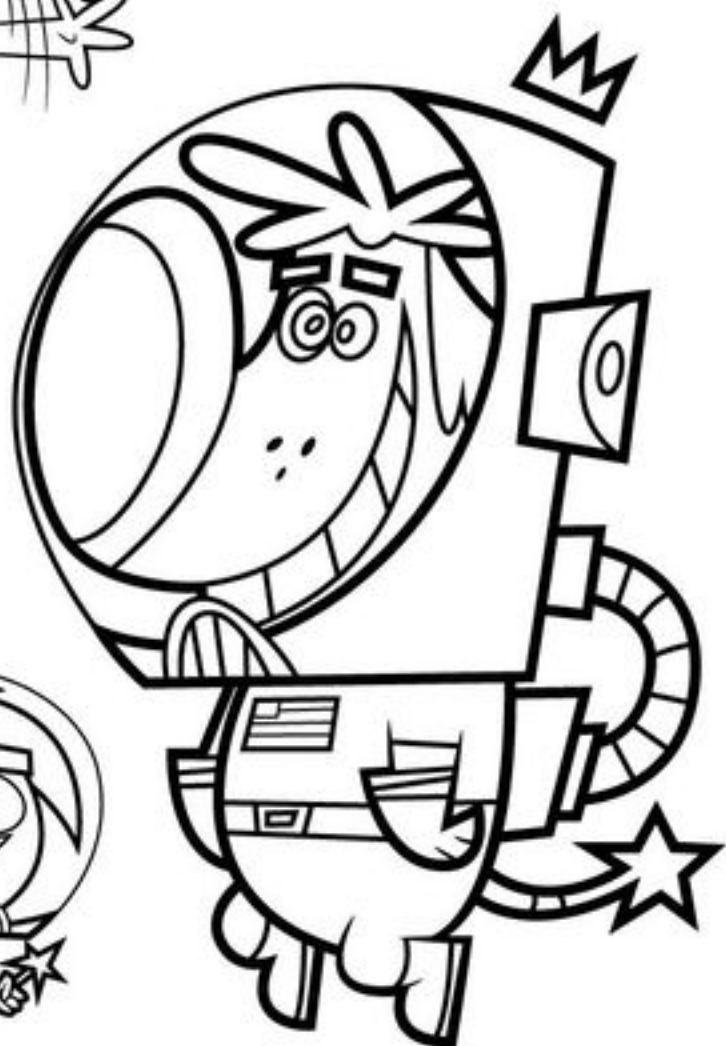
SIZE COMPARISON

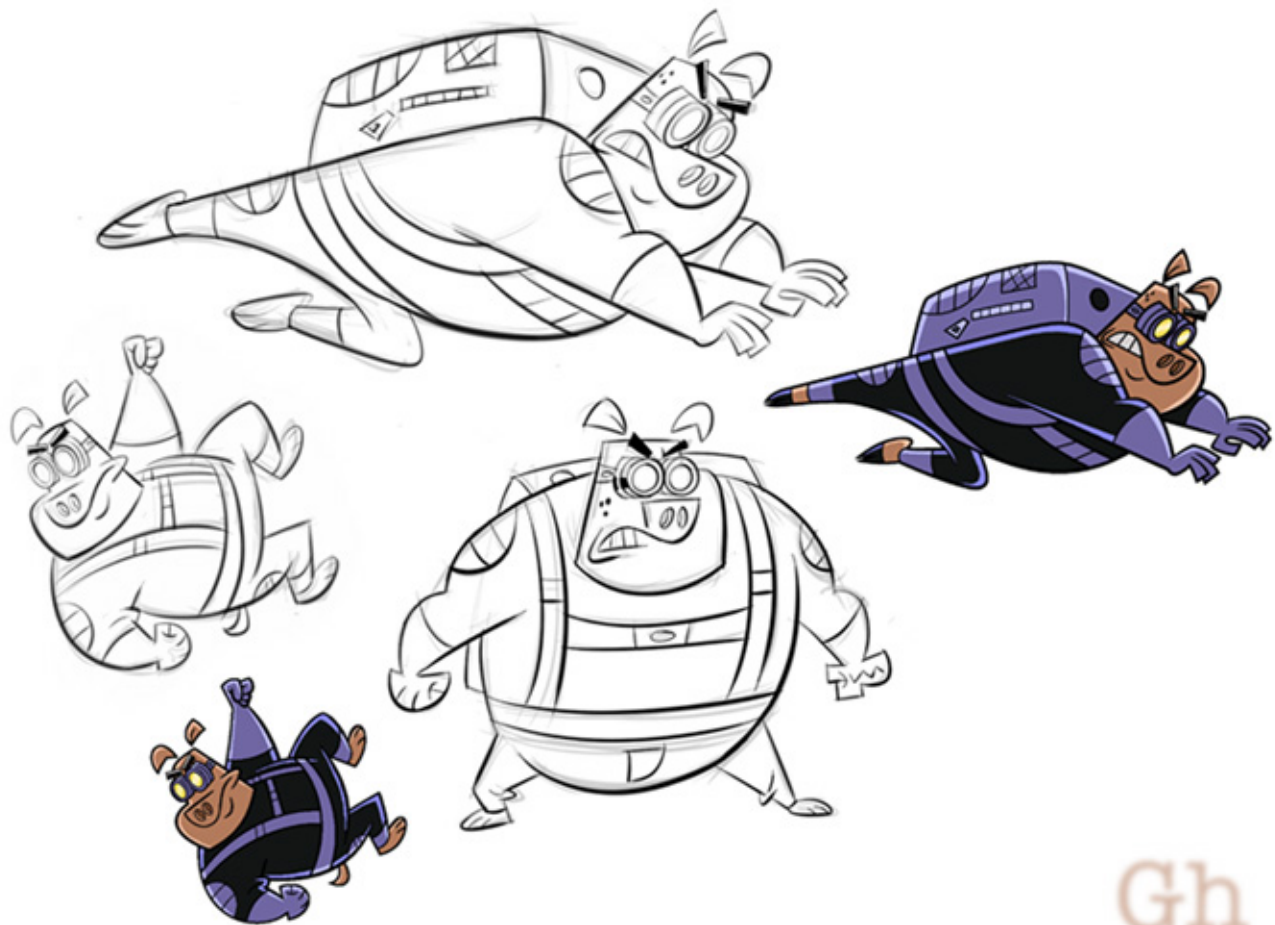


(1)









Gh

DANNY  
PHANTOM

MAIN MODEL

CHARACTER

NAME: DANNY PHANTOM  
TURNAROUND

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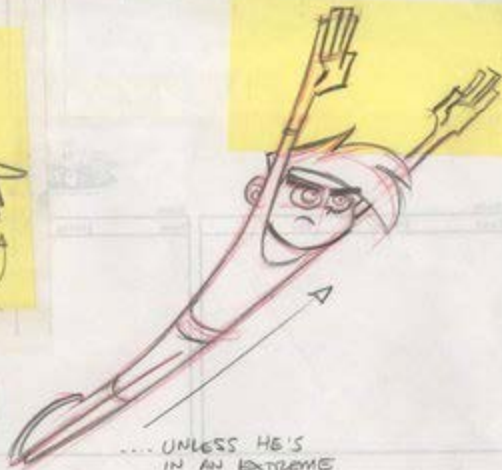


REVISED  
NOV 1 2004



DANNY IS  
MADE UP OF  
SIMPLE  
SHAPES

\* KEEP  
DANNY'S  
BODY COMPACT  
AND PROPORTIONED  
NORMALLY...



... UNLESS HE'S  
IN AN EXTREME  
ACTION POSE !!

DANNY PHANTOM CONSTRUCTION ART

APPROVED

APPROVED

MAY 06 2002

MAY 06 2002

Buich Hartman

Bob Boyle



# EYE SHOW YOU HOW...

ON 3/4 VIEW  
SECOND PART  
IN BLOSSOM'S HAIR  
DOESN'T SHOW

KNOT IN BOW, PART IN HAIR,  
EYES, AND MOUTH, LINE  
UP WITH CENTER LINE  
OF HEAD.

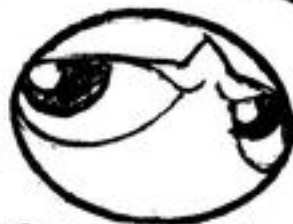
EYE BROW  
CONNECTS  
TO SECOND  
PART IN  
HAIR

BROW  
MEETS UNDER  
PART IN HAIR

HAIRLINE CAN  
DISAPPEAR  
ON UP  
SHOTS

EYES CAN  
SQUINT FOR  
ANGRY  
EXPRESSIONS

VARIOUS EYE  
EXPRESSIONS:



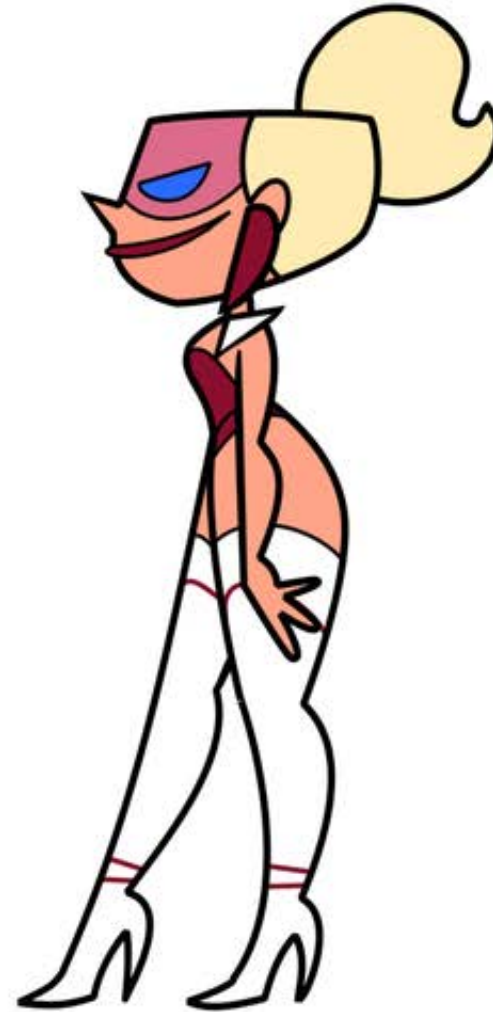
USE HIGHLIGHT IN EYES  
TO SHOW DIRECTION GIRLS  
ARE LOOKING.





# EGO TRIP: DEETOURA model sheets

" ACTION DEE DEE "  
(TURNAROUNDS)



# EGG TRIP: DEETOURA model sheets

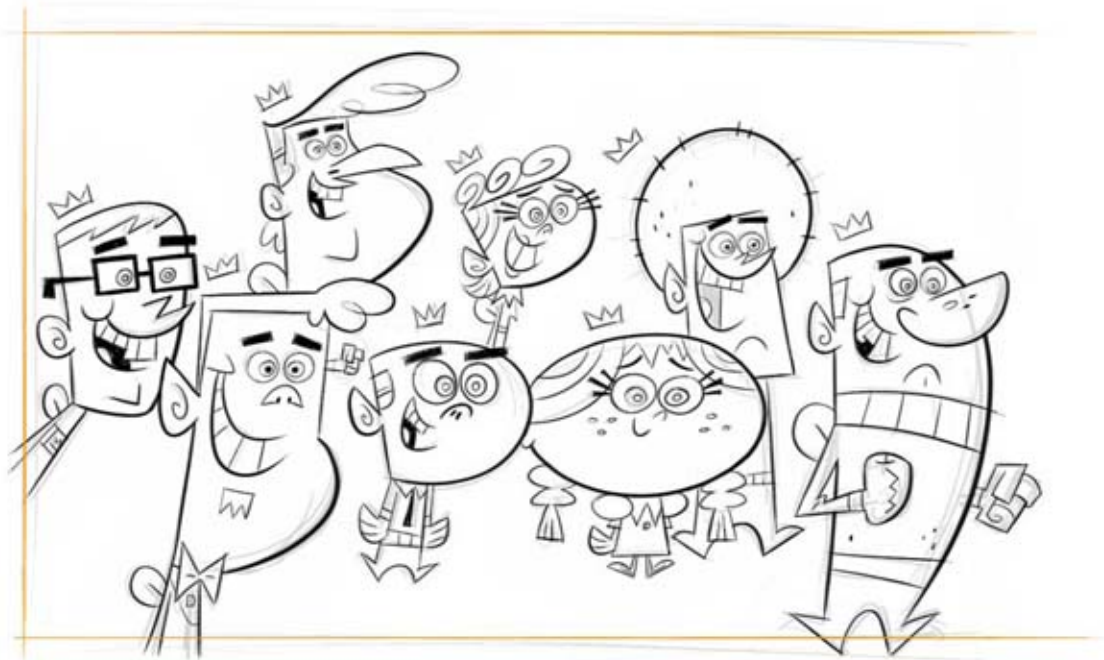
" DEE DEE "  
(TURNAROUNDS)





EGG TRIP: DEETOURA model sheets  
" OLD LADY DEE DEE "  
(TURNAROUNDS)



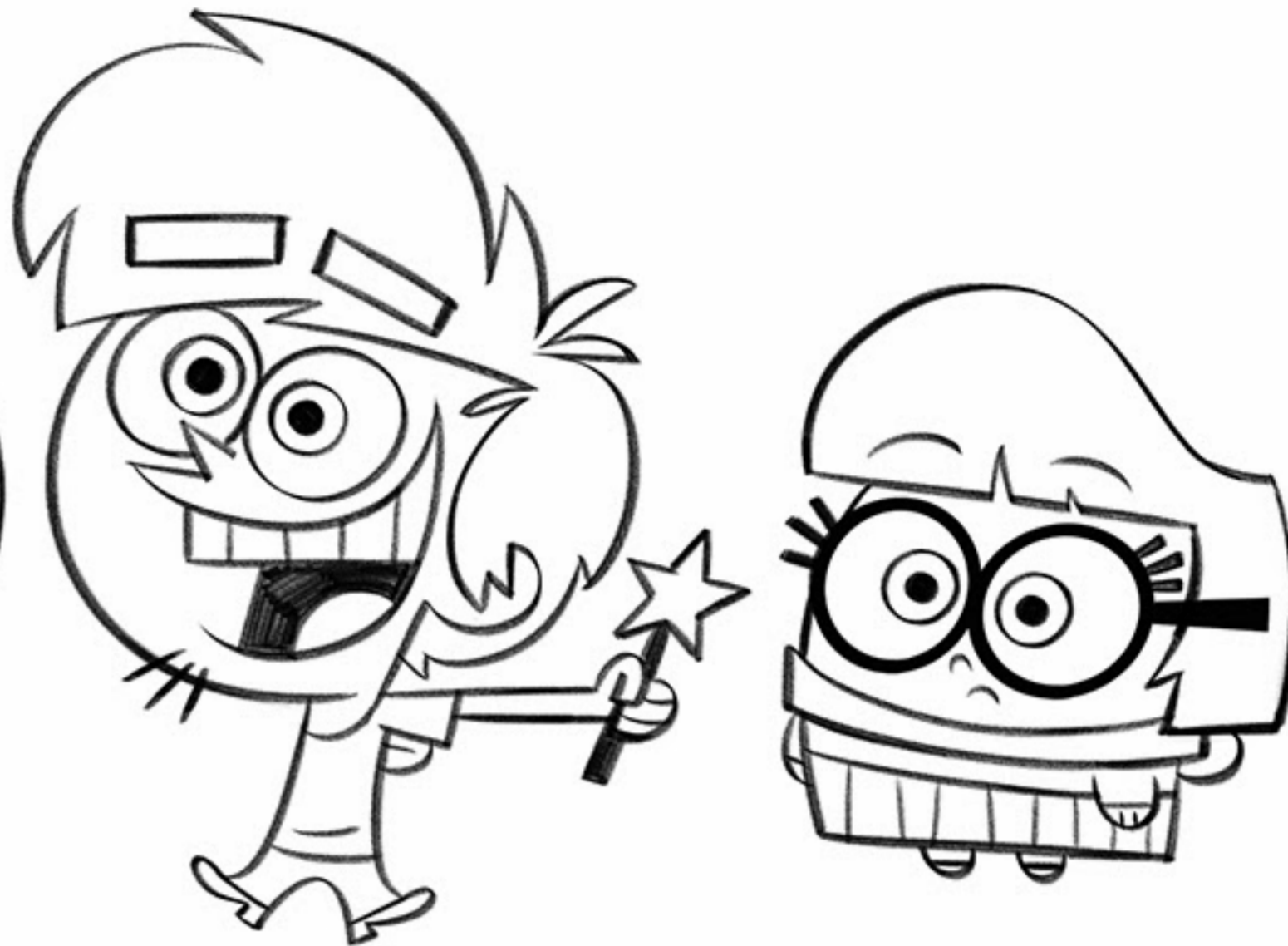
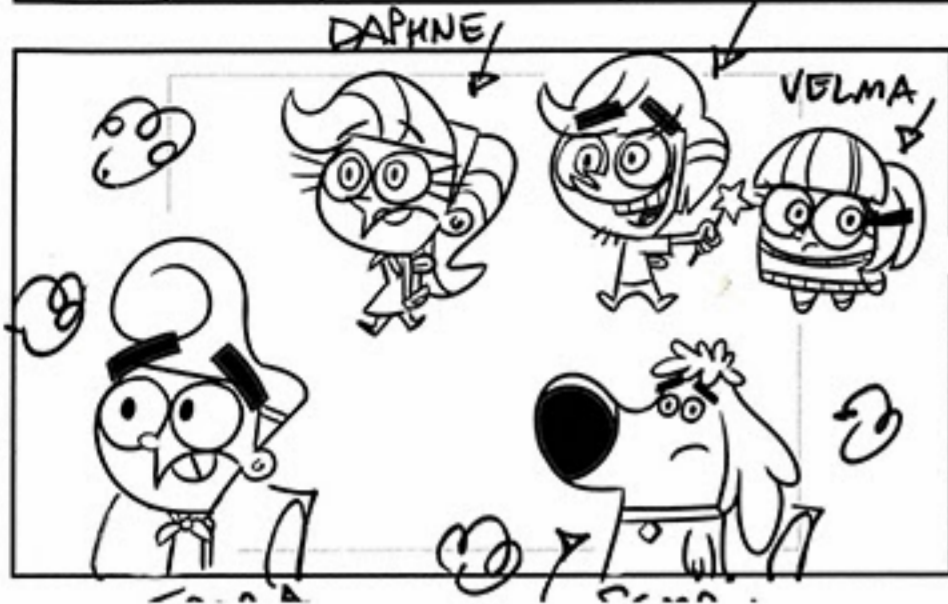


GH 12





Scene 43  
CONT. Panel D Time Frames SHAGGY



NOTES

Clean-up:

Color:

# JENNY'S HANDS

IT IS JUST AS IMPORTANT FOR JENNY'S HANDS TO BE APPEALING & EXPRESSIVE AS IT IS FOR THE POSING TO REFLECT THE STREAMLINED PHILOSOPHY OF THE SHOW.



THERE CAN BE A SLIGHT BUEGE TO JENNY'S FINGERS, BUT THEY SHOULD MEET EACH OTHER AT THEIR BASES. THIS HELPS THE SIDES AND DELICATE AND LESS CURVY.

AVOID SPACES BETWEEN FINGERS & OVERLY SWELLEN FINGERS & PALMS



JENNY'S HAND SHOULD NEVER BE DRAWN AS A CUT-OFF STUMP. DON'T LET WRISTS GET TOO WIDE



DEPENDING ON THE ANGLE, JENNY'S HANDS CAN BE MORE ROUND (DISTANT) OR MORE OVAL (CLOSE). FROM THE SIDE THEY CAN ALSO BE SQUASHED TO SHOW MORE TENSION.



DON'T DRAW OVERLY SQUARED OFF BLOCKY OR STUBBY FINGERS



DON'T MAKE FINGERS SHARP & POINTY.



DON'T GIVE JENNY THIN HANDS & FINGERS



DON'T MAKE JENNY'S HANDS INTO STIFF, UNAPPEALING MITTS LIKE THIS.

## PLEASE AVOID THE FOLLOWING



- (A) BULKY NON-STYLIZED FISTS
- (B) MONOTONOUS, EVEN FINGER SHAPES
- (C) COMPLICATED, DOUBLED-UP FINGERS
- (D) INTRICATE WRAPPING FINGERS
- (E) THESE AWKWARD KNUCKLED-OFF INTRICATE THUMBS

THESE ARE GOOD EXAMPLES OF FIST POSES



NOTE MANY FISTS HAVE TWO GROUPED FINGERS

TO KEEP OPEN HAND POSES APPEALING & AVOID MONOTONY IN THE FINGERS, IT'S USEFUL TO USE THE OLD PRESTON BLAIR FORMULA



START WITH MITTEN SHAPE

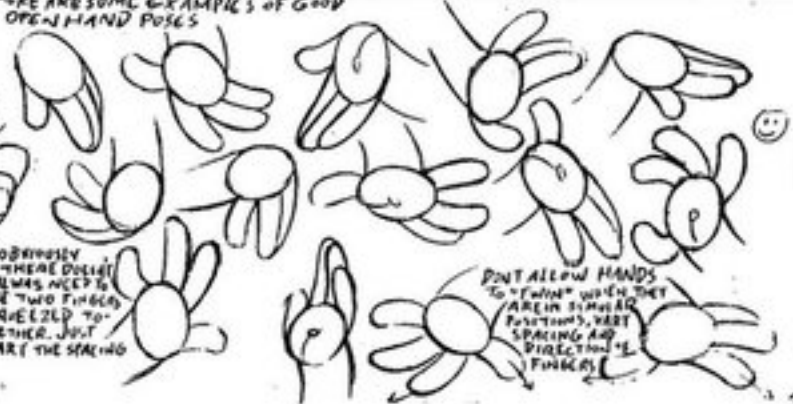


SEPARATE SHAPE INTO TWO FINGERS



ADD 3RD FINGER, OFFSET FROM REST (NOT ALWAYS ROCKY)

HERE ARE SOME EXAMPLES OF GOOD OPEN HAND POSES



OBVIOUSLY THERE SHOULD ALWAYS BE TWO FINGERS SQUEEZED TOGETHER, JUST WARE THE SEARCHING

DON'T ALLOW HANDS TO "FLUTTER" WHEN THEY ARE IN SIMILAR POSITIONS, VARY SPACING AND DIRECTION OF FINGERS





CONTINUE HAIR CONTOUR AFTER HAIR BREAK

WHEN ANGRY, EYEBROWS EXTEND SLIGHTLY INTO HAIR MASS

THREE EYELASHES PER EYE!

EYES ON EACH SIDE OF FACE DIVISION LINE!

TINY BOOBS!

AFTER HAIR BREAK, CONTINUE HAIR CONTOUR!

LIPS ARE SLIGHTLY OFFSET, AND TO ONE SIDE OF FACE DIVISION LINE!

ANGULAR ELBOWS!

A SIMPLE "6" SWIRL IN THE EAR

SMALL TORSO!

KEEP EYES INSIDE OF FACE SHAPE!

DON'T FORGET THE BELLY BUTTON!

FEET ARE VERY SIMPLE!

LEGS TAPER TO FEET!

THIS IS RIGHT!

THIS IS WRONG!

HANDS ARE A SIMPLE SHAPE!



KEEP MOUTH INSIDE FACE SHAPE!  
THIS IS RIGHT!

THIS IS WRONG!



34-5850



MAIN MODELS

31

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REVISED  
07/02/01

FCB 2 0 100



Rough

MAYOR  
MISC. POSES

[penciltests.tumblr.com](http://penciltests.tumblr.com)

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MAIN MODELS

2

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**BLOSSOM**

**CARTOON  
NETWORK**



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MAIN MODELS

2

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**BLOSSOM**

**CARTOON  
NETWORK**



WHO BENT  
MY DRAWINGS?

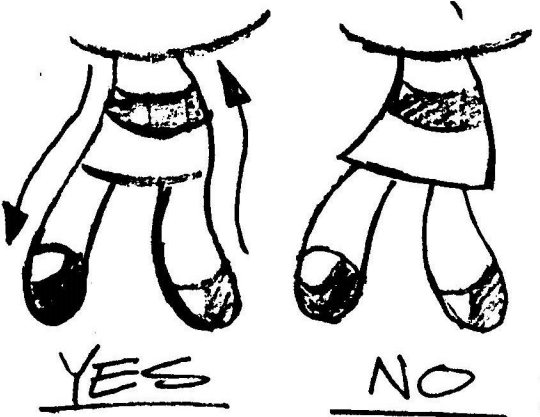


# TO GET A LEG UP ON DRAWING THE POWERPUFF GIRLS!!

IF LEG IS UP DON'T SHOW THIGH CHEAT TO ONE SIDE



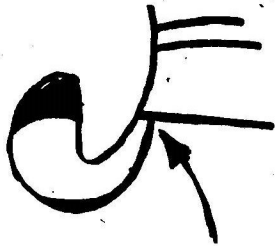
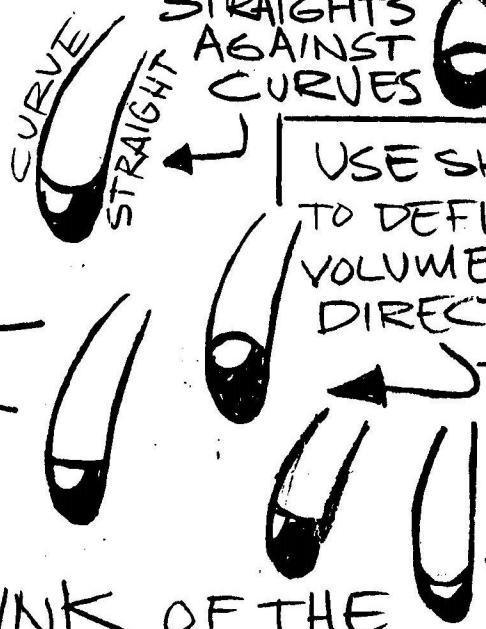
DRESS AND LEG ALWAYS ON LINE. NEVER BREAK. KEEP CONTOURS FLOWING.



\*REMEMBER! STRAIGHTS AGAINST CURVES BENT KNEE IS EGG SHAPED

USE SHOES TO DEFINE VOLUME AND DIRECTION

NOT LIKE A PILL



WATCH TAPER DON'T GET TOO THIN

FOR SPEED LEG CAN BE STRETCHED

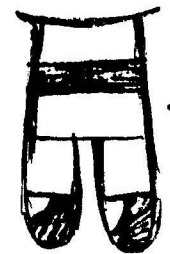
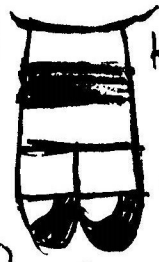


THINK OF THE GIRLS FEET AS SOCKS FILLED WITH WET SAND.

WEIGHT

ON STANDING POSES KEEP LEGS TOGETHER

NOT APART



Remember How  
Gang looks like  
that!

How do you make  
your face?



happy

Wow!

How do  
you make  
your face  
look like  
that?

How do you  
make your  
face look like  
that?



Wow!

Wow!

How do you  
make your  
face look like  
that?

How do you  
make your  
face look like  
that?

(This is happy!)



This is  
happy!

How do you  
make your  
face look like  
that?

How do you  
make your  
face look like  
that?

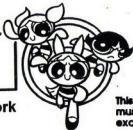


Wow!

Wow!

How do you  
make your  
face look like  
that?

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MAIN MODELS

1

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REVISED  
3-4-98

2/20/98  
G

**PLEASE NOTE:  
CHARACTER SIZE MAY VARY  
ACCORDING TO STORYBOARD**



PROFESSOR UTONIUM



BUBBLES



BLOSSOM



BUTTERCUP



MS. KEANE



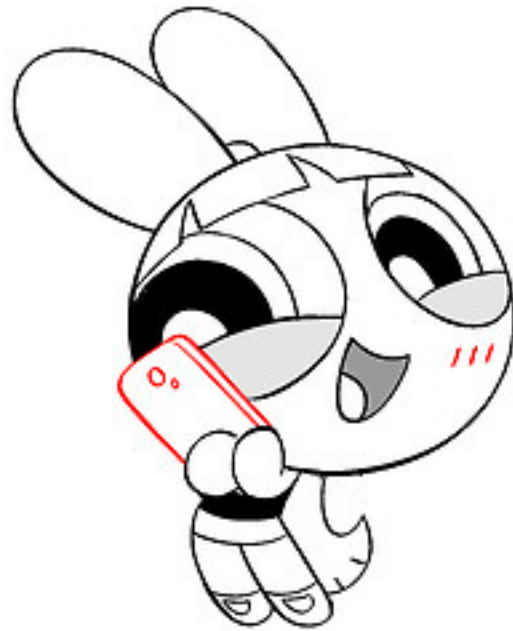
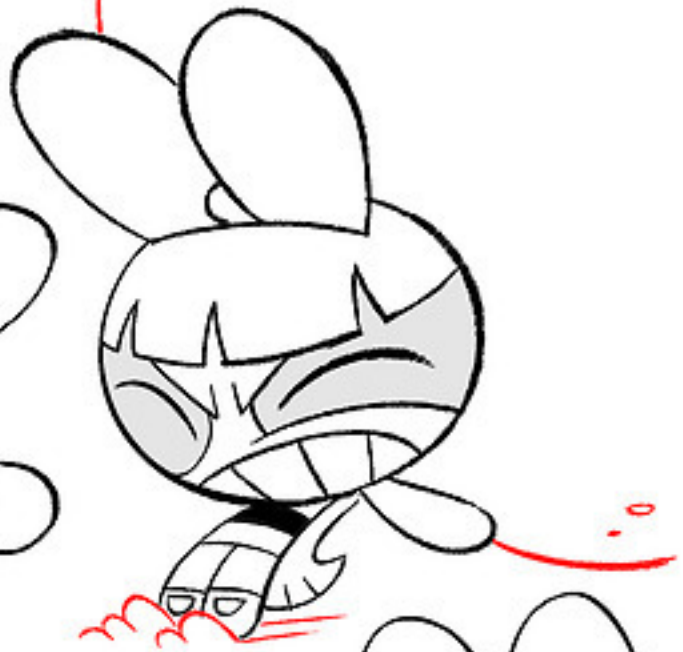
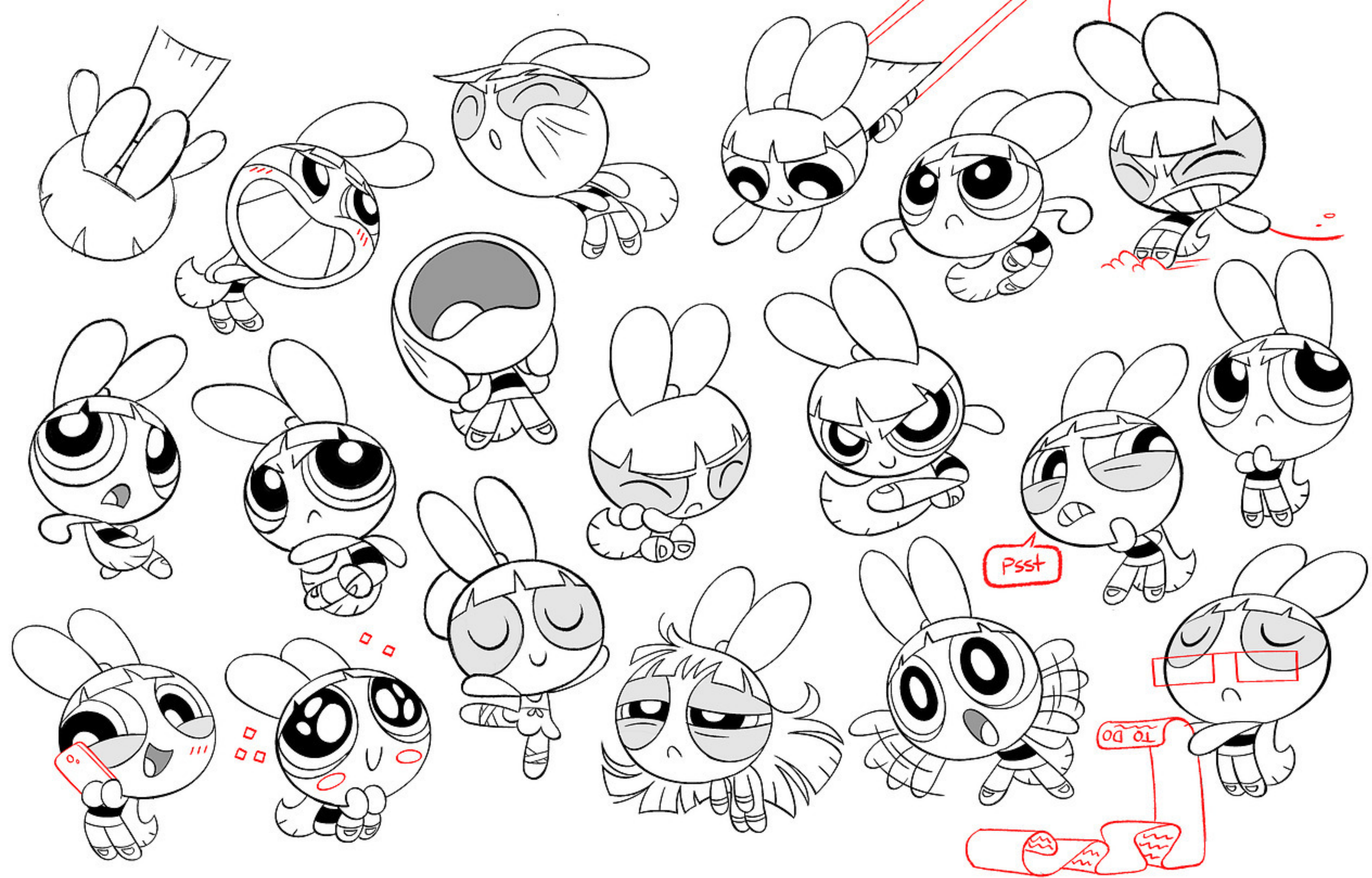
MAYOR



SARA BELLUM

SIZE COMPARISON





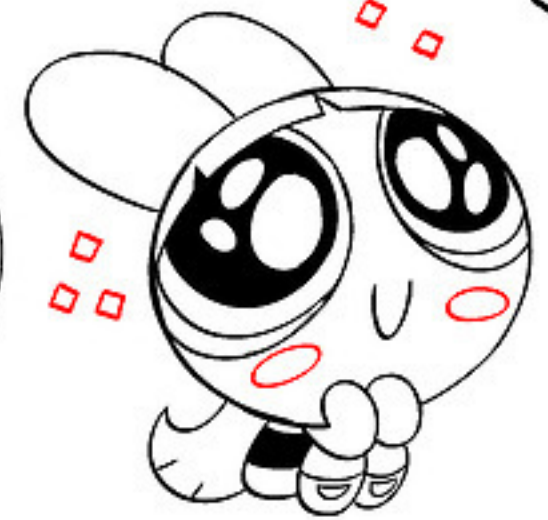
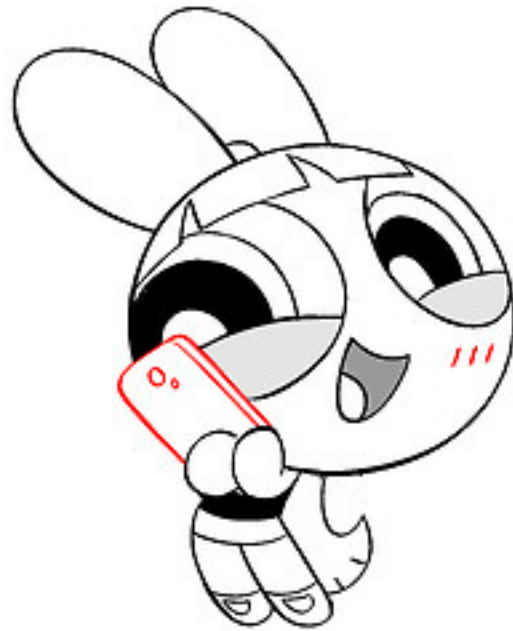
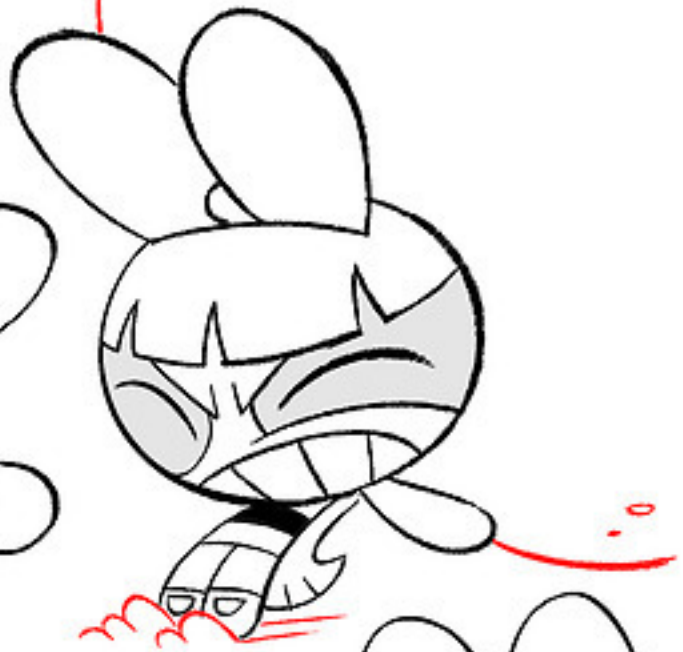
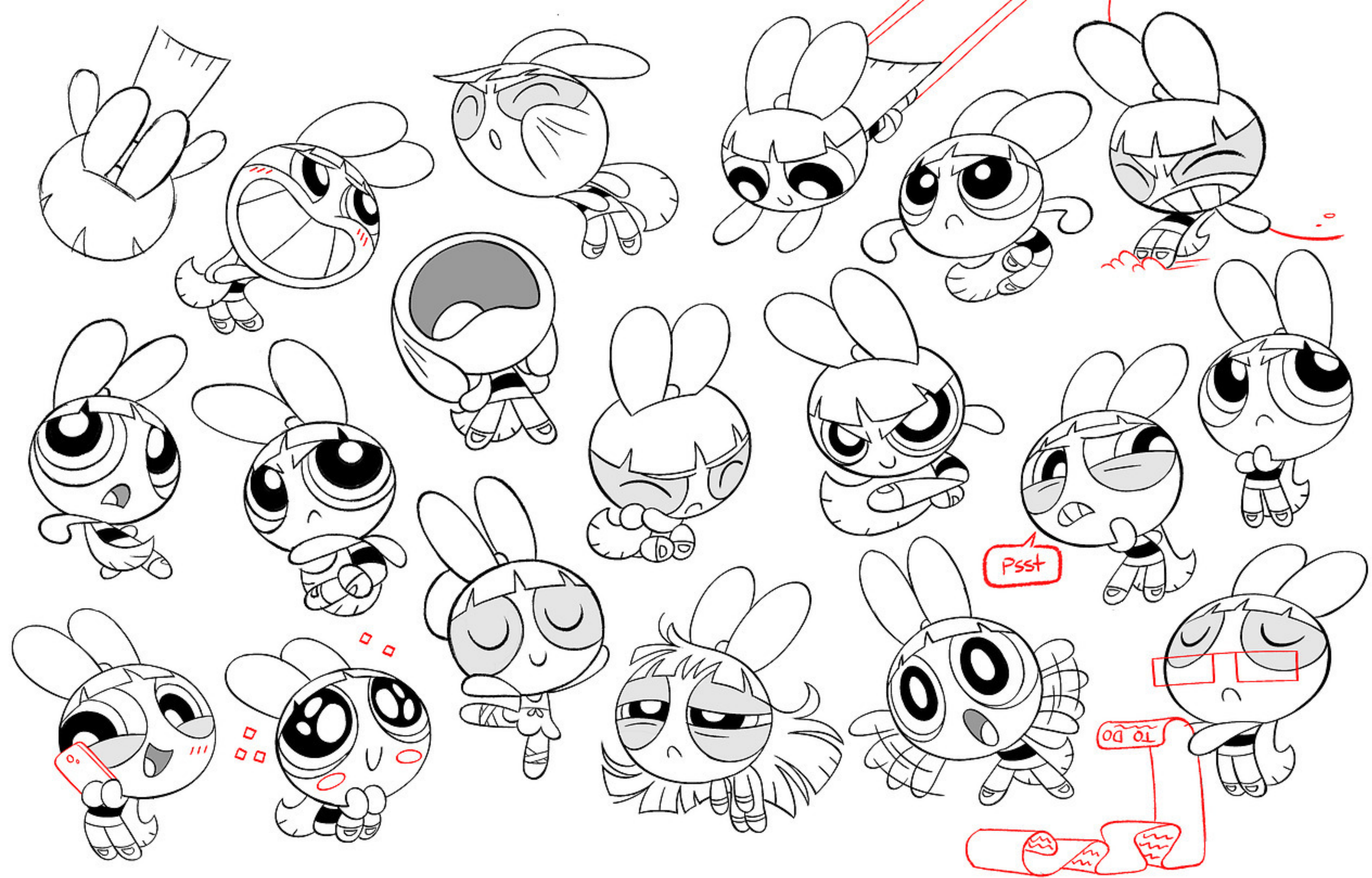
Psst



TO DO







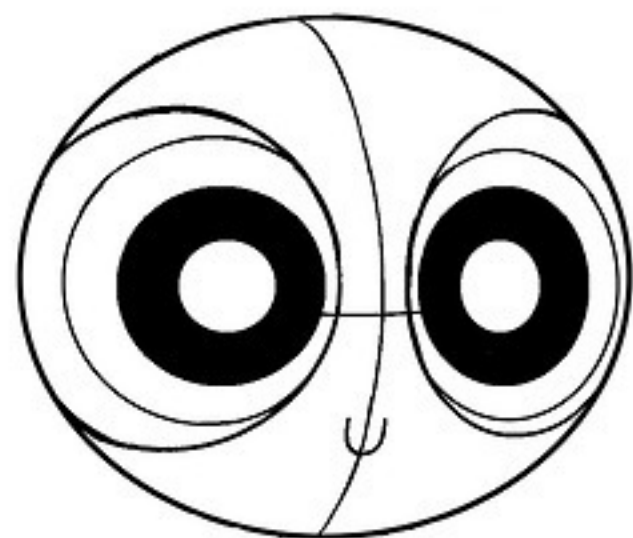
Psst





# HEAD SHAPE

FEATURES FOLLOW  
CONTOURS OF  
THE HEAD



EYES WRAP  
AROUND THE  
SKULL

THINK OF HEAD  
AS A BALL WITH  
"PAINTED" ON FEATURES



LIKE THIS ✓



PERFECT  
CIRCLE

NO!



ELIPSE

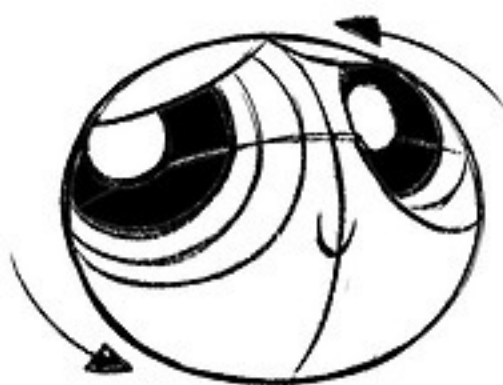
NO!



EGG

NO!

HEAD TILTS



YES!

FEATURES DO  
NOT PAN INSIDE  
STATIONARY HEAD

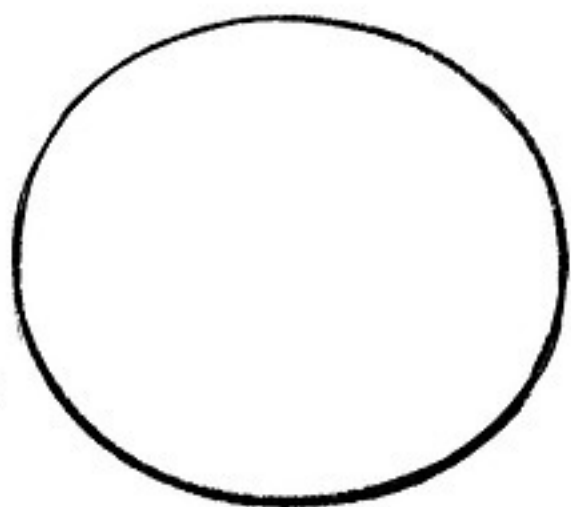


NO!



TOO FLAT! X

THIS



HAIR LINE SHOULD ALWAYS  
FOLLOW THE EYE LINE

ALWAYS SHOW  
HAIRLINE  
WHEN LOOKING  
UP (UNLESS  
SPECIFIED)



NO!  
X



BOW KNOT,  
HAIR PART, MOUTH  
MATCH UP TO  
CENTER LINE  
OF HEAD



NO DISAPPEARING  
HAIRLINE (UNLESS  
SPECIFIED)



YES!  
✓





## 2 KEY PRINCIPLES



STRAIGHTS + CURVES

## FOLDING FORMS

SHARP ANGLES ALWAYS COMPLIMENT THE CURVATURE



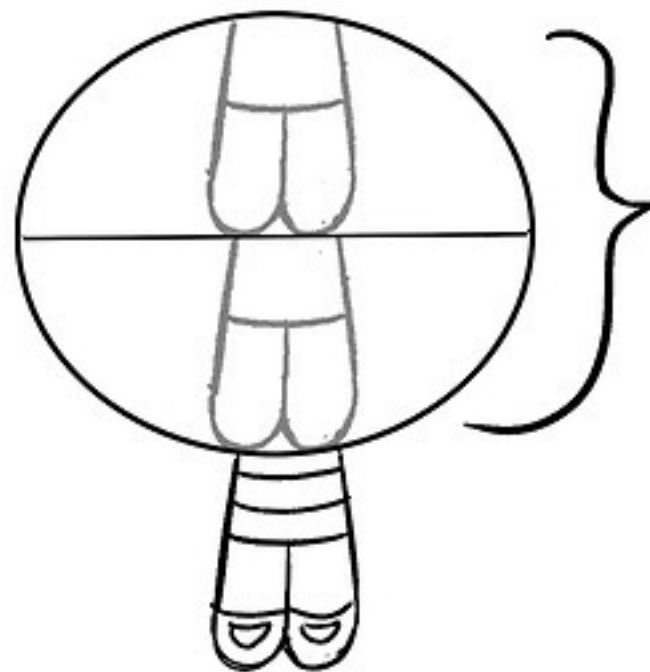
APPLIES TO LIMBS AS WELL



NO OVERLAPPING FOLD ON BENT LEG



## PROPORTIONS



BODY TO HEAD RATIO IS 2:1

FEATURES FOLLOW CONTOURS OF FORM



NO!

NEVER BREAK DRESS AWAY FROM BODY CONTOUR



USE STRAIGHTS WHEN FLYING INTO ACTION

WHEN GIRLS FLOAT, MAKE THE BODY FLOW



TAPER TORSO INTO SKULL

✓ ALWAYS OVERLAP!



AVOID TANGENTS



KEEP OVERLAPPING SHAPES SIMPLE AND CLEAN

HIP INSERTION AT WAIST BAND

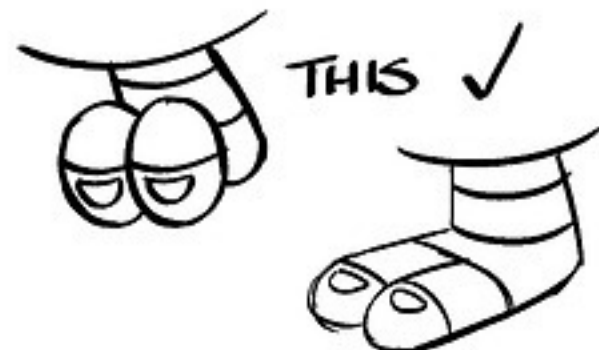


✓ LEGS TAPER INTO HIPS

NOT THIS X



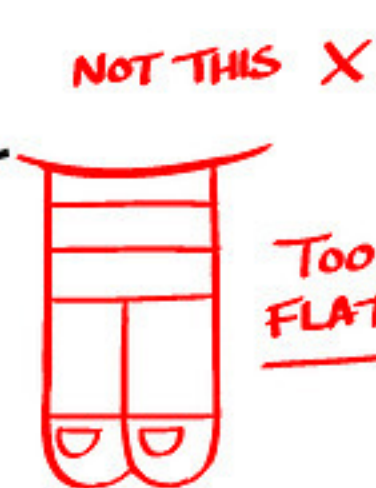
THIS ✓



HEEZEN



STRAIGHT BUT STILL TAPERS



AVOID PARALLELS

TOO FLAT!



## 2 KEY PRINCIPLES



STRAIGHTS + CURVES

## FOLDING FORMS

SHARP ANGLES ALWAYS COMPLIMENT THE CURVATURE



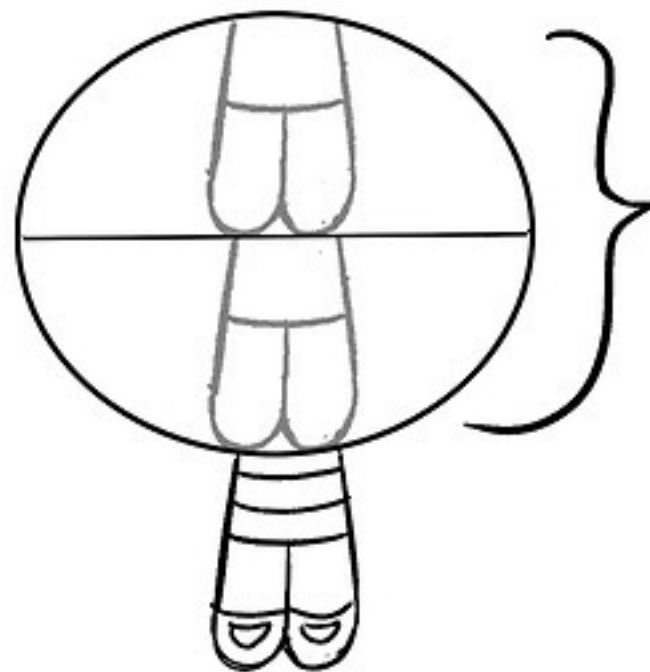
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TAPER TORSO INTO SKULL

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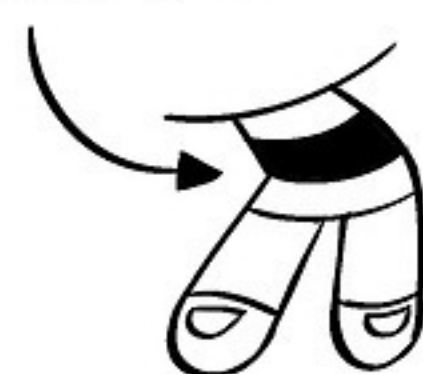


AVOID TANGENTS



KEEP OVERLAPPING SHAPES SIMPLE AND CLEAN

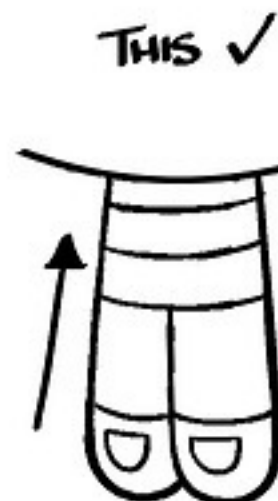
HIP INSERTION AT WAIST BAND



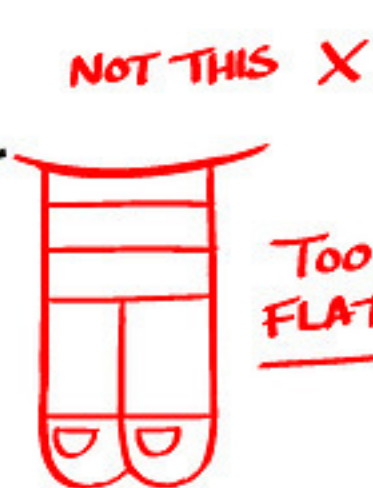
THIS ✓



HEEZEN



STRAIGHT BUT STILL TAPERS

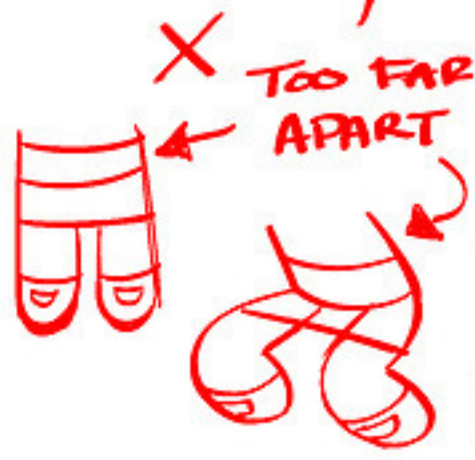


AVOID PARALLELS

TOO FLAT!



NOT THIS X



X TOO FAR APART

✓ LEGS TAPER INTO HIPS





# LIDS + CHEEKS

Good! NO!

CHEEKS CAN OVERLAP THE EYES (ONLY WHEN SPECIFIED)

LOWER LIDS CAN BE USED TOO

NEVER CONNECT CLOSED LIDS TO EYE'S EDGE

NEVER SHOW LOWER LID AND CHEEK AT SAME TIME.

# BROWS

KEEP ANGRY BROWS SHARP AND ANGULAR

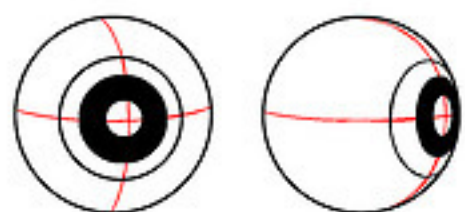
✓ THIS X NOT THIS

THIS ✓

BROWS NEVER BREAK FROM HAIRLINE

TOO LOW!

PUPILS WRAP AROUND EYES, TOO!



DON'T CUT OFF THE PUPIL/HIGHLIGHTS

YES! NO!

HIGHLIGHTS ACT AS A SECOND PUPIL

KEEP PUPILS/H.L. WITHIN EYE SHAPE

NO!

DON'T BREAK H.L. AWAY FROM EYE DIRECTION



EYES TOO FAR APART



TOO CLOSE TOGETHER



NEVER HAVE SPACE BETWEEN EYE + SIDE OF HEAD



DON'T CROSS EYES UNLESS ON PURPOSE

