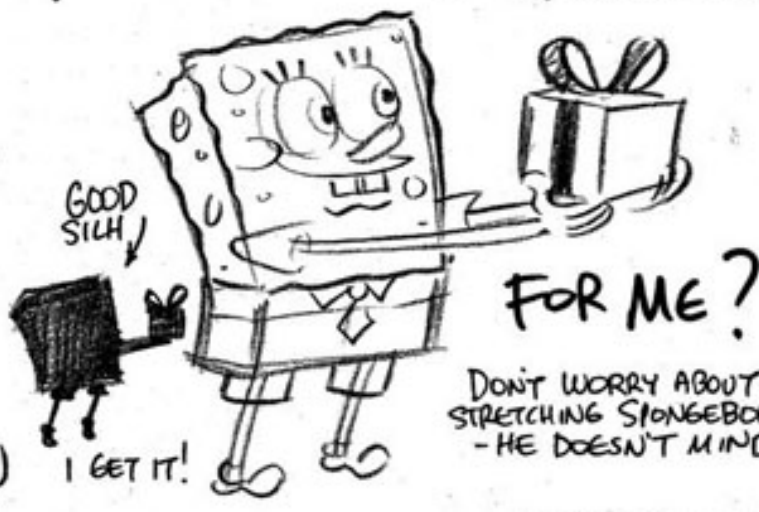
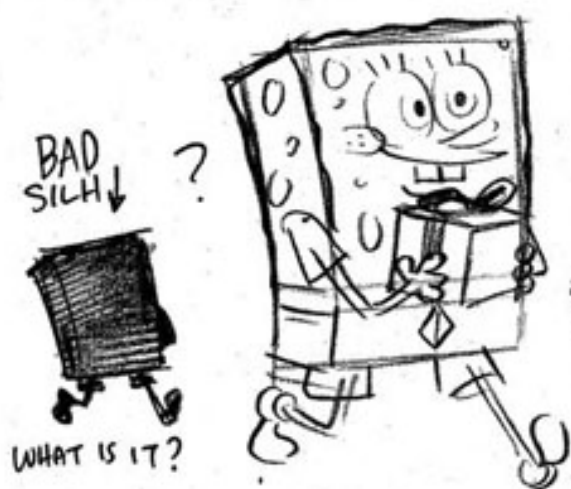


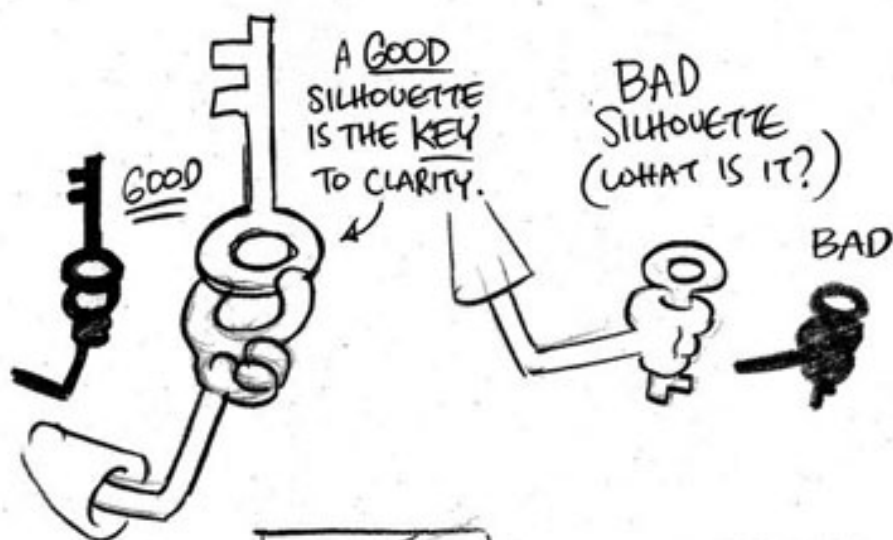
SILHOUETTES = CLARITY = STORYTELLING SUCCESS

Hey, SpongeBob...whatcha got?

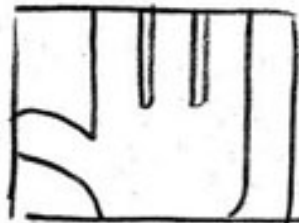
A PRESENT?



DON'T WORRY ABOUT STRETCHING SPONGEBOB'S ARMS. - HE DOESN'T MIND.



WE NEED TO SEE EDGES...



TO RECOGNIZE THE FORM.



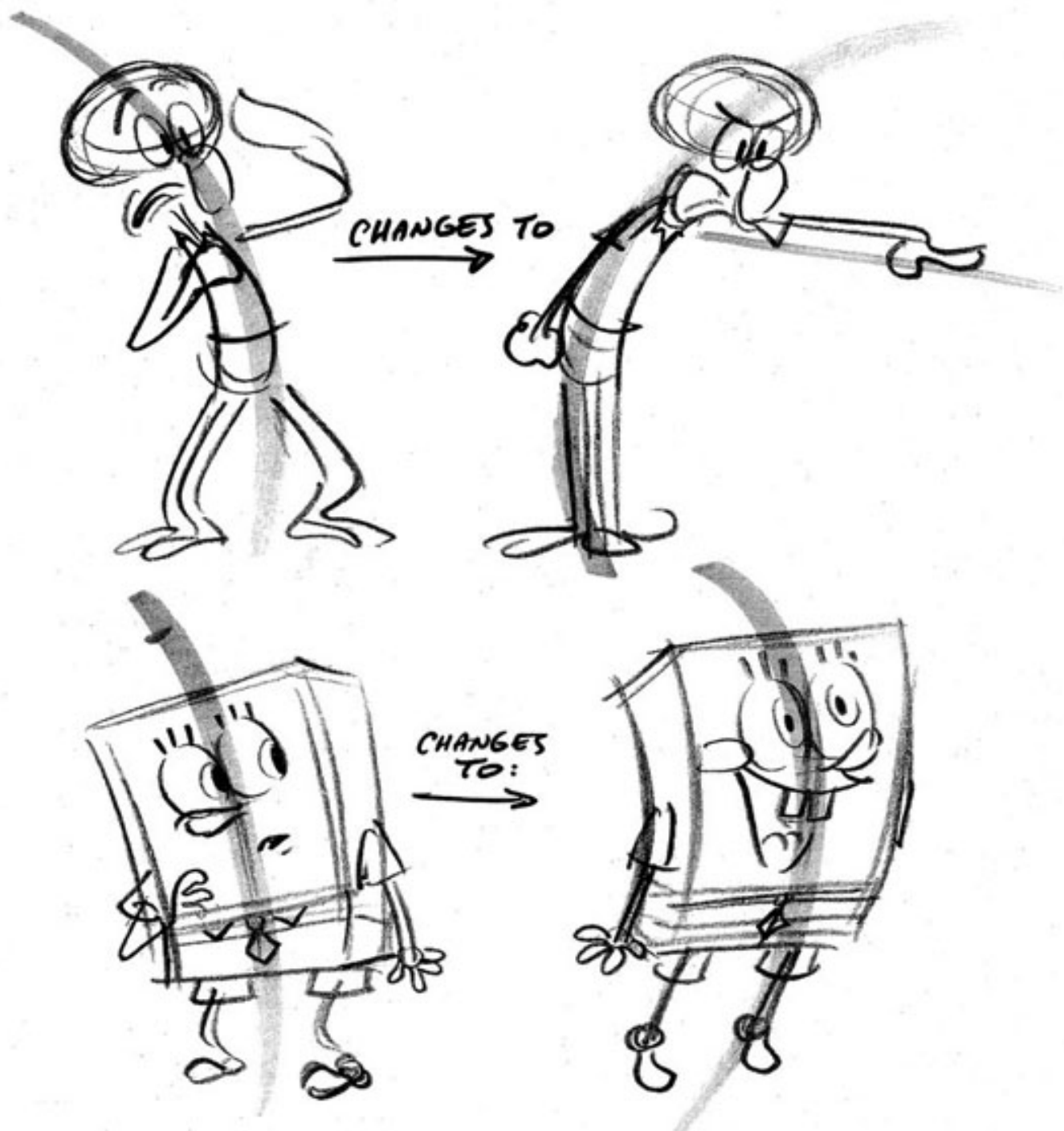
WHAT IS IT?



OH!

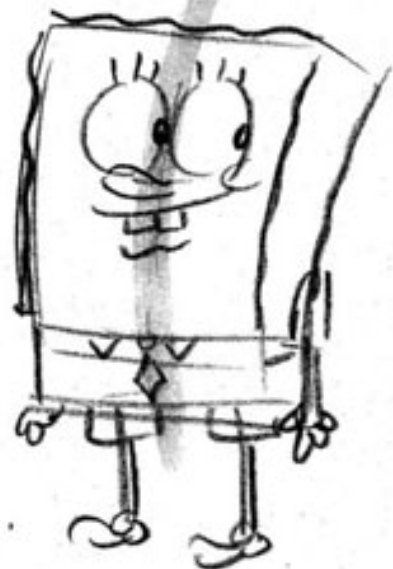


LINE of ACTION!



ACTING IS MOVEMENT and CHANGE
and CONTRAST

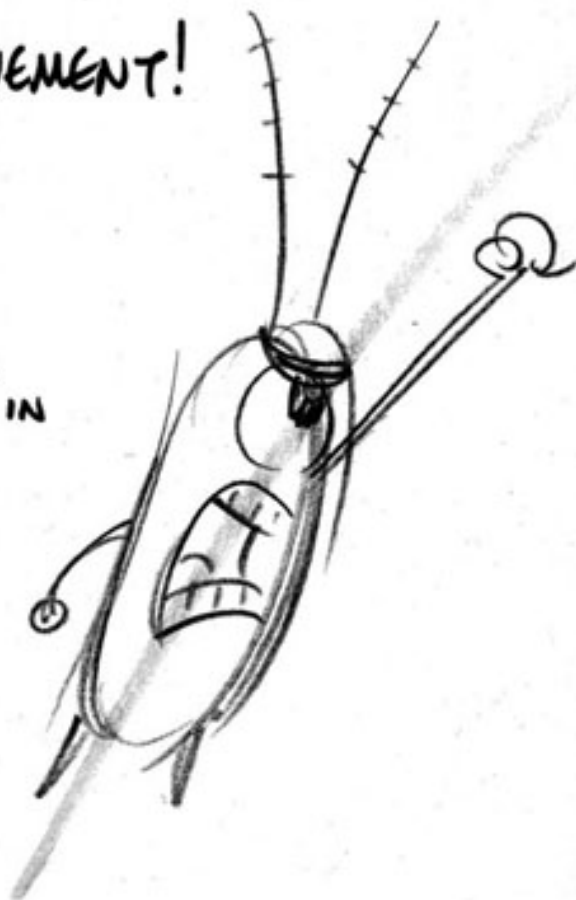
LINE of ACTION!



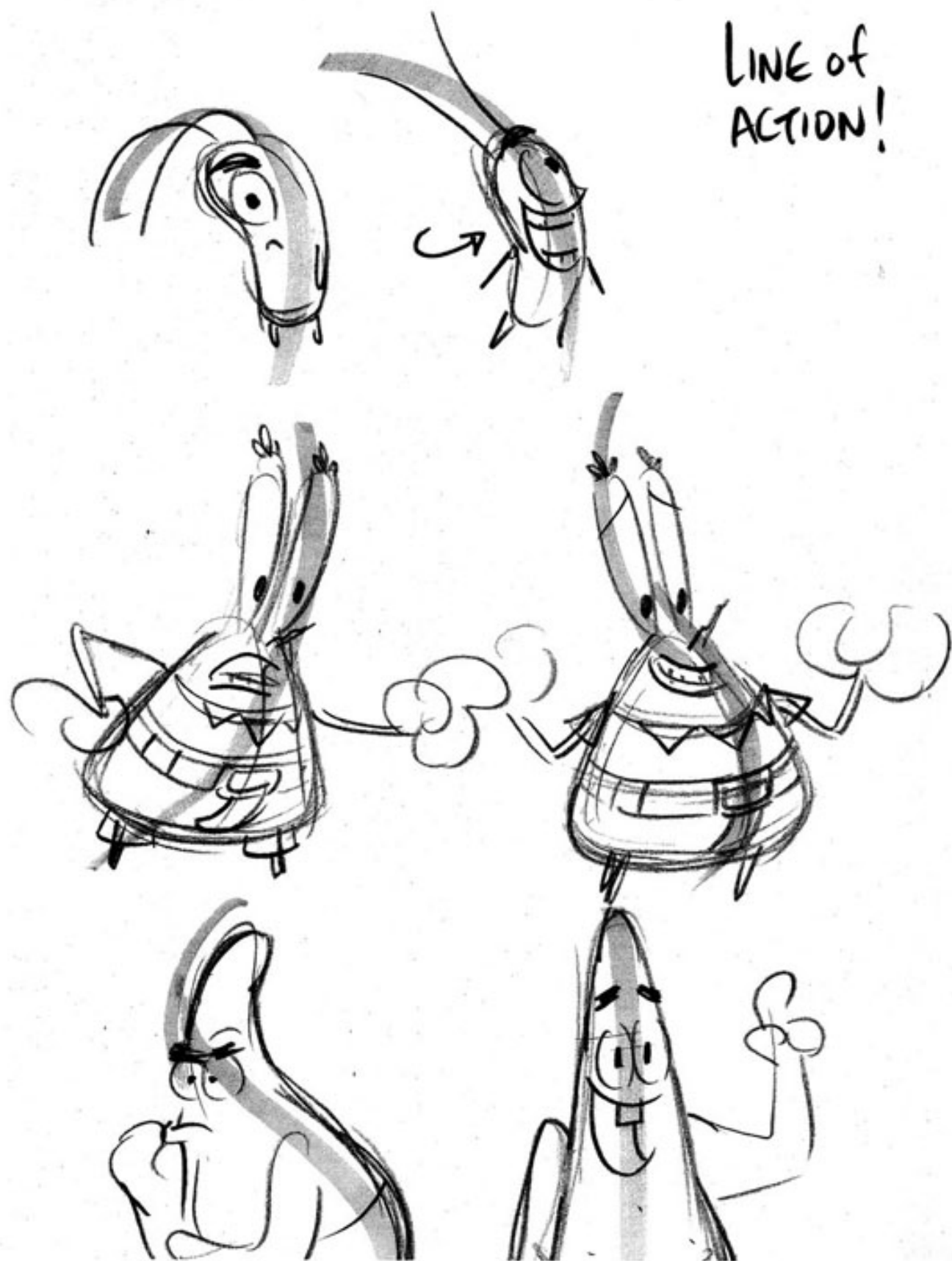
ACTING IS MOVEMENT!



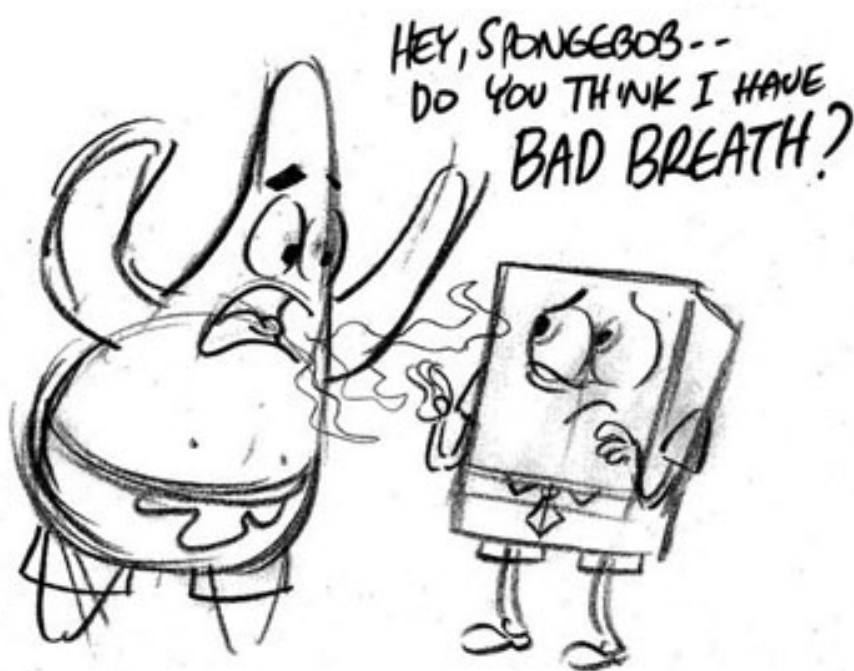
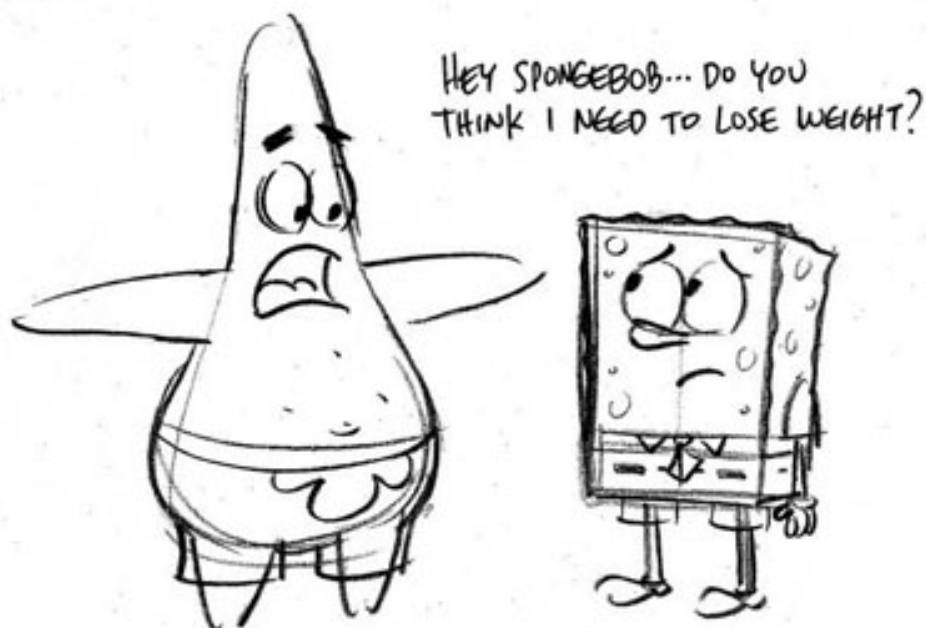
CONTRAST IN
ATTITUDE
ANGLE
INTENSITY



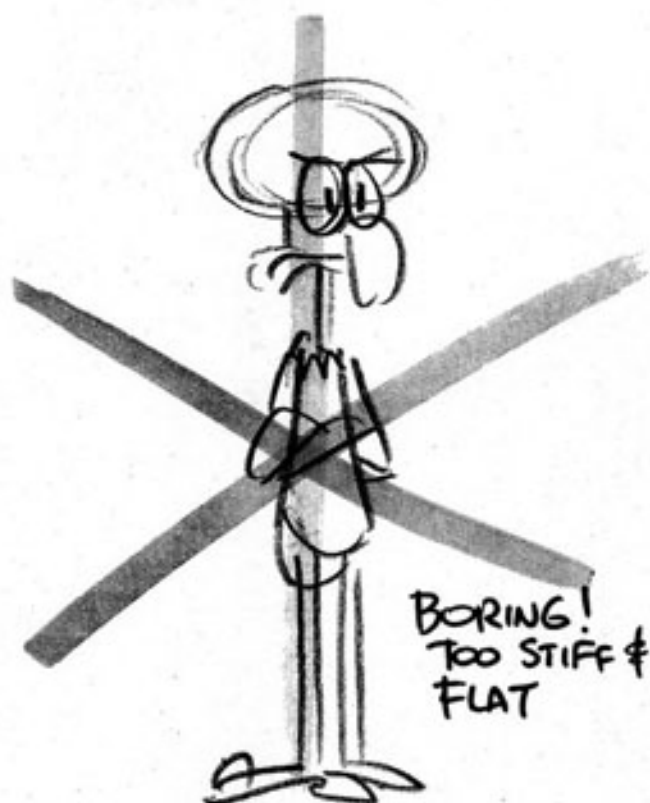
LINE of
ACTION!



HOW FAR SHOULD YOU PUSH IT? IT DEPENDS ON THE CONTEXT...

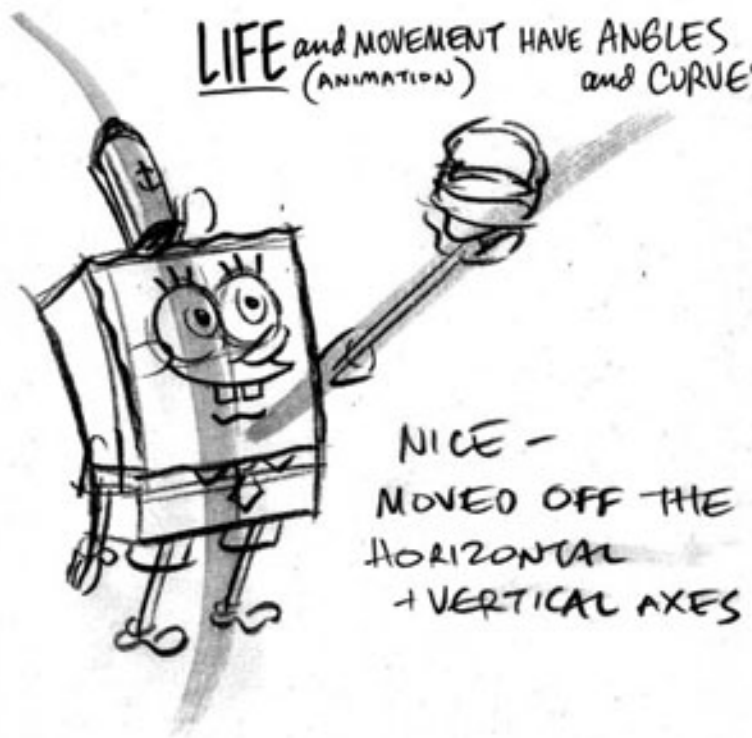
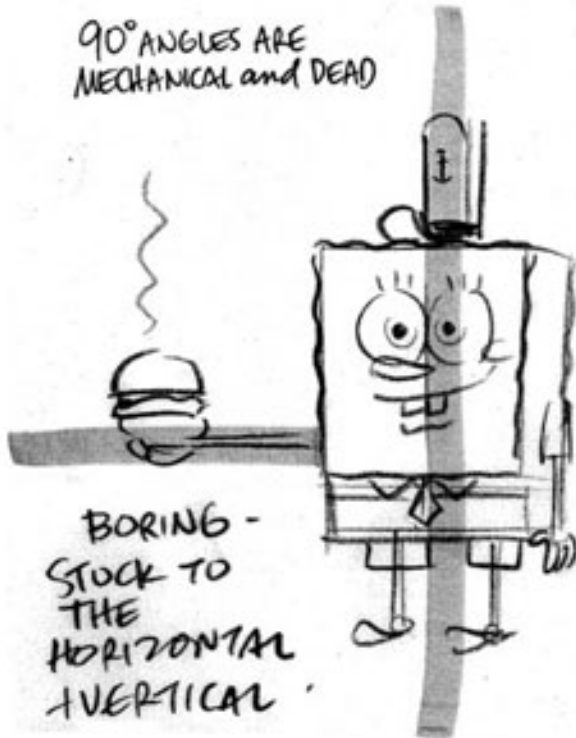


FULL-BODY - ACTING / LINE OF ACTION / ANGLES



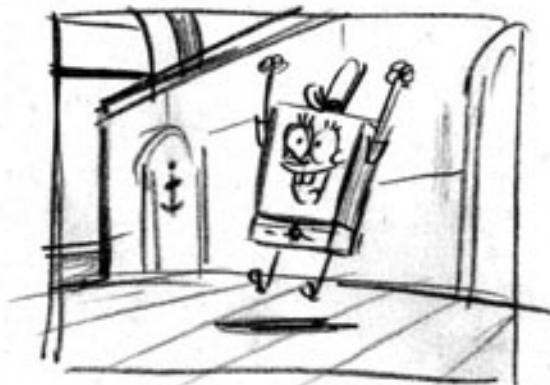
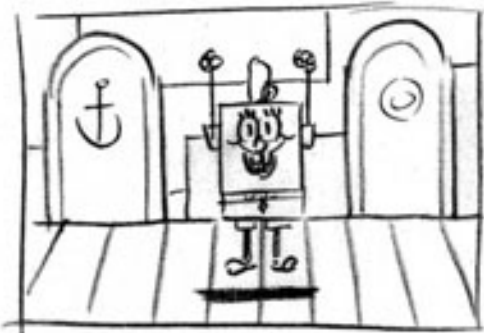
90° ANGLES ARE
MECHANICAL and DEAD

LIFE and MOVEMENT HAVE ANGLES
(ANIMATION) and CURVES!



The storyboard panel border is always a plain old rectangle, so keep your drawings filled with ***lively angles*** to prevent them from flattening out.

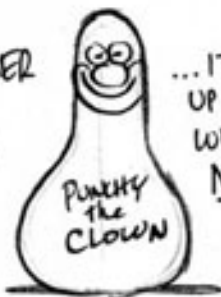
Whenever possible, keep the characters and background elements OFF of the horizontal and vertical!



THIS IS TERRIBLE

THIS IS BETTER

REMEMBER
THIS
TOY?



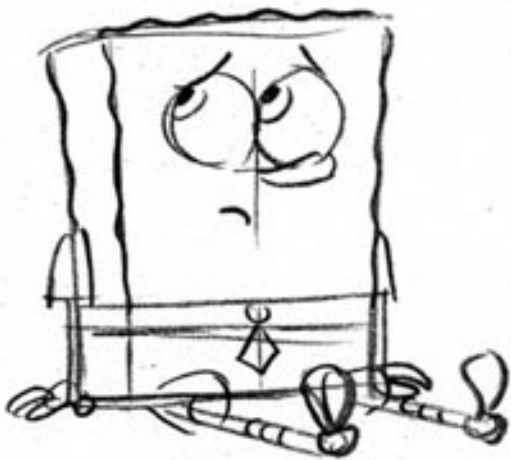
...IT ONLY STOOD
UP STRAIGHT
WHEN IT WAS
NOT MOVING!

ANGLES = ACTION
& MOVEMENT
& LIFE!

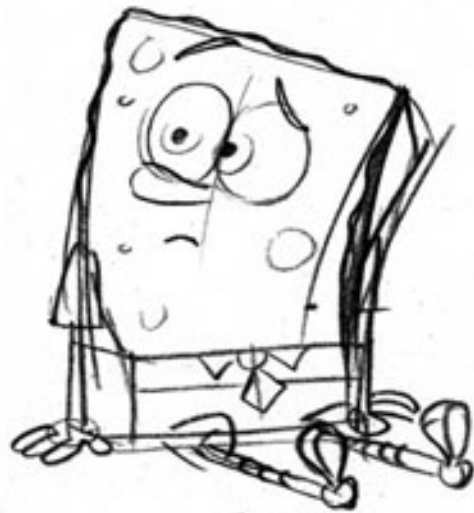


PUSH YOUR POSES!

THIS WORKS,



BUT THIS IS NICER



THIS
IS
FINE...



BUT THIS
IS STRONGER



THIS
IS
DUMB



BUT THIS
IS DUMBER,

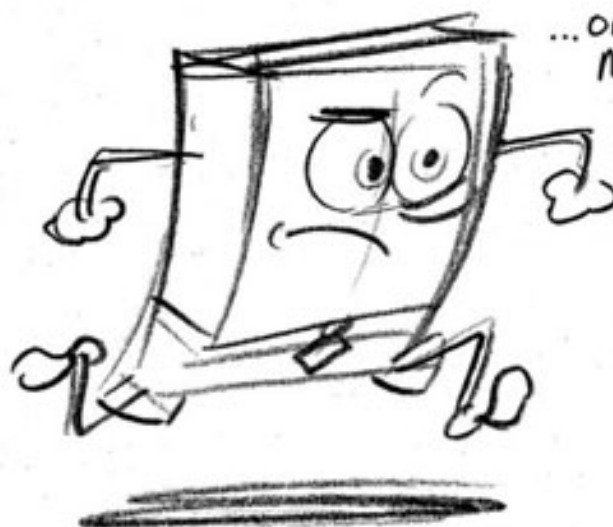
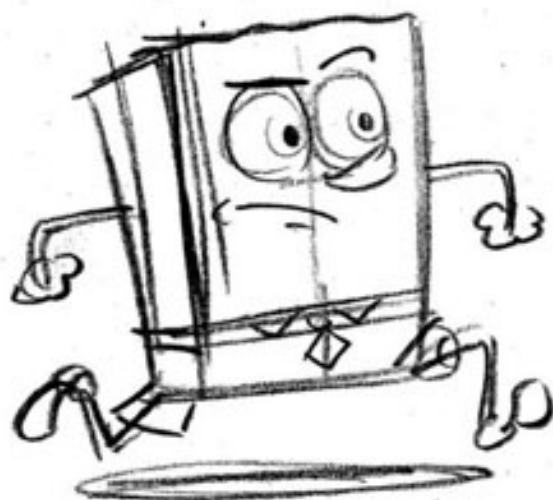
IF YOU
WANT PAT
TO LOOK UP...



RUNNING



...MAKE HIM
REALLY LOOK UP!



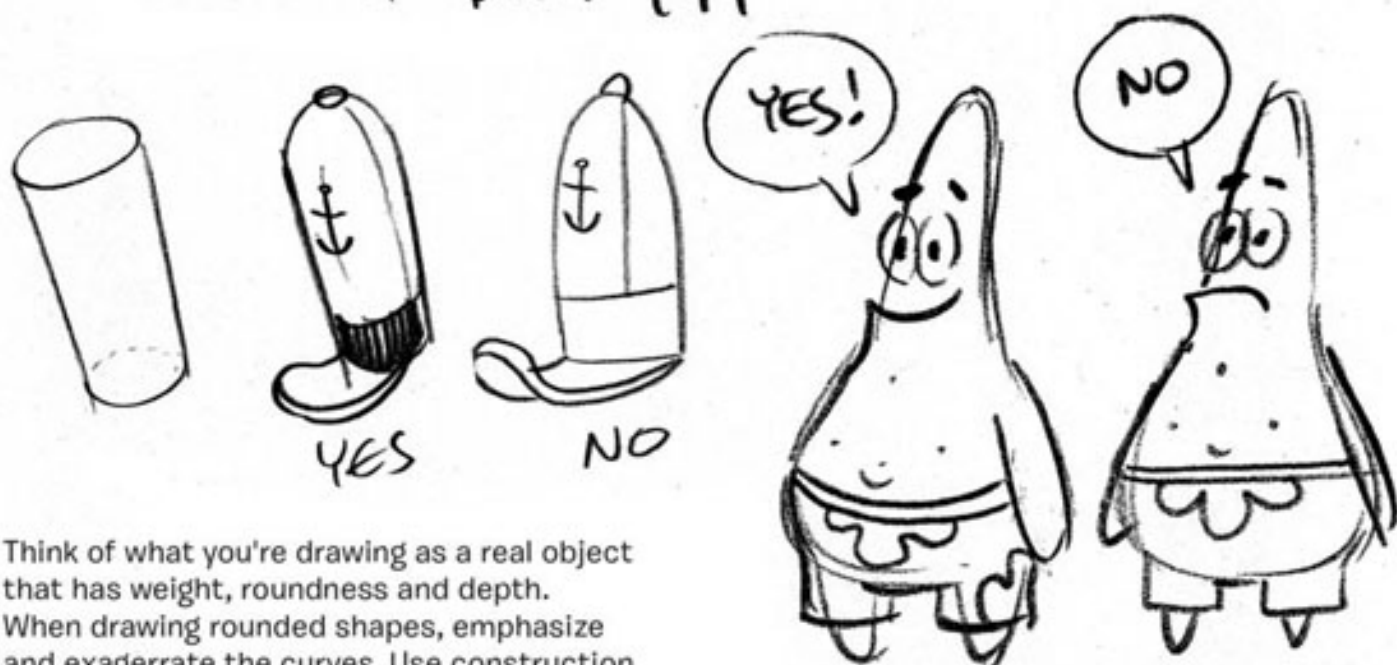
...ON A
MISSION



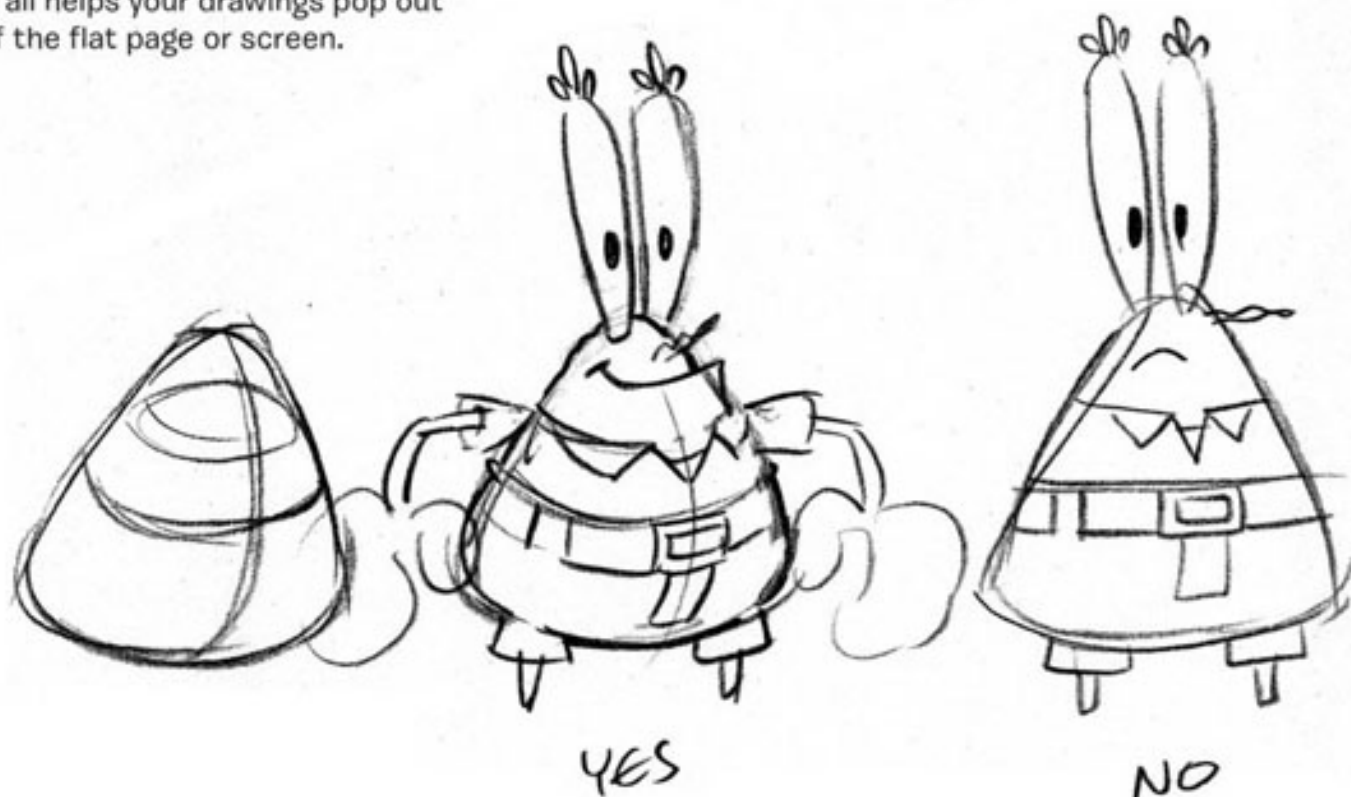
RUN FOR
YOUR LIFE!

**How far can
you push it?**

DRAW THROUGH TO EMPHASIZE ROUNDNESS & DEPTH



Think of what you're drawing as a real object that has weight, roundness and depth. When drawing rounded shapes, emphasize and exaggerate the curves. Use construction lines to trace the forms all the way around. It all helps your drawings pop out of the flat page or screen.



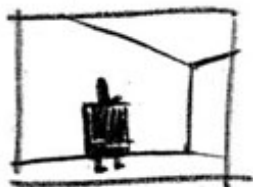
BACKGROUND STAGING: AVOID FLATNESS! USE ANGLES, ASYMMETRY, OVERLAPPING and SILHOUETTES TO ADD DEPTH!



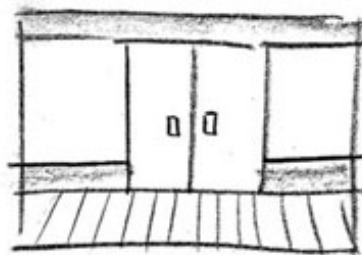
TOO FLAT



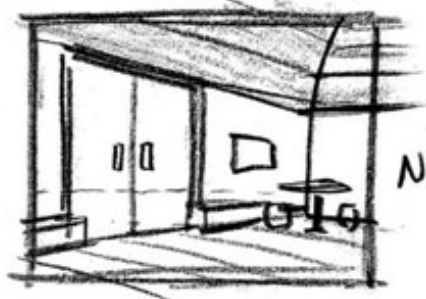
BETTER



NICE!

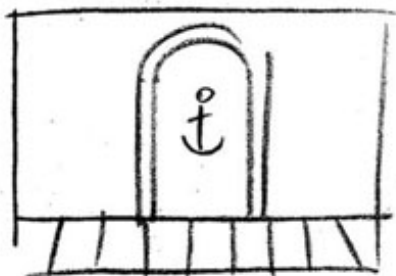


TOO FLAT

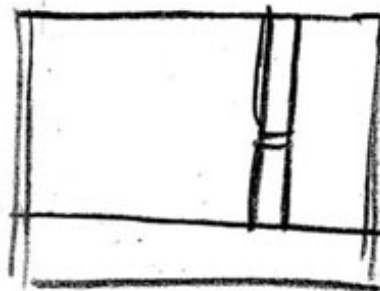


NICE

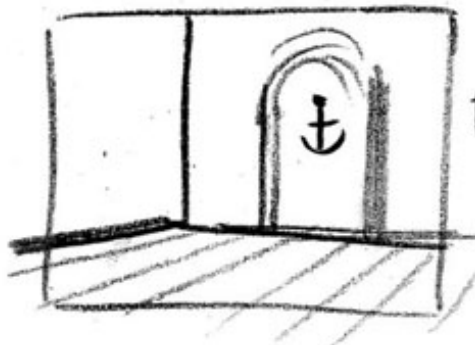
NEGATIVE SPACE/SILHOUETTES...
EDGES HELP DEFINE THE FORMS



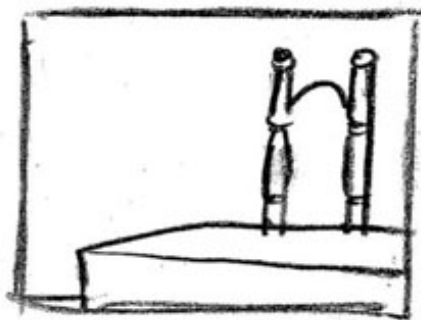
TOO FLAT



WHAT IS THIS?



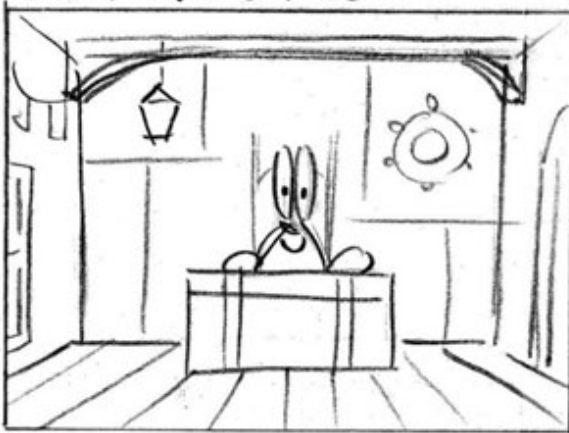
BETTER



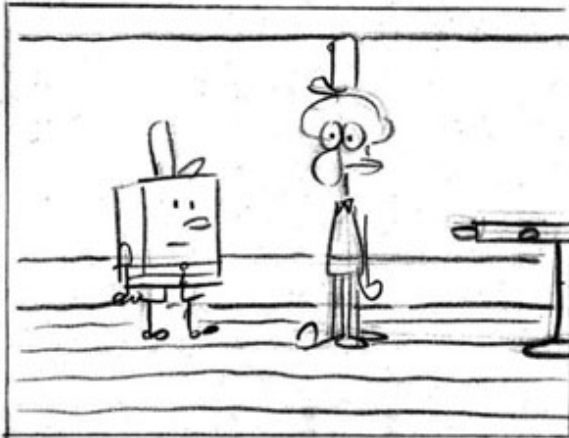
MR KRABS' DESK & CHAIR!

BACKGROUND STAGING: USE ASYMMETRY, ANGLES & DEPTH

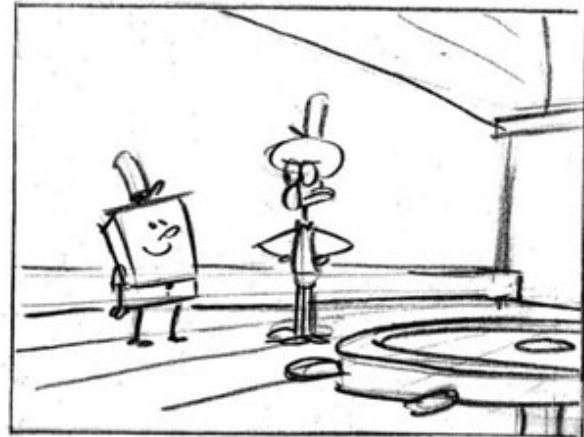
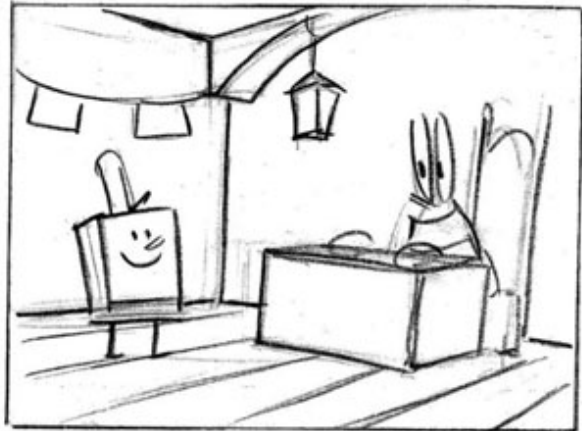
TOO FLAT + BORING



BORING + FLAT



NICE! HAS A SENSE OF SPACE. LOOK AT ALL THE COOL NEGATIVE SPACE SHAPES



BETTER!