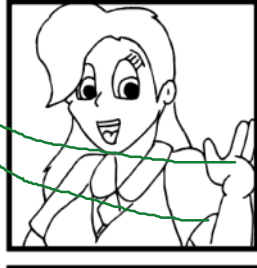


# Introduction

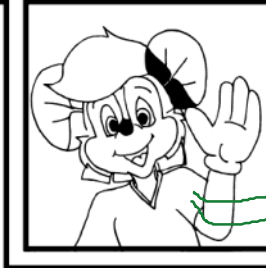
Thursday, November 01, 2012 4:39 PM

For those who need to know what I'm doing, I'll be putting the Panel by Panel commentary here, with notes pointing to whatever needs fixing. I'll be dividing the suggestions at this point: Green for the parts I can fix with a little Tablet work, and Red for those I have to say "Lesson Learned: Try to keep this in mind on the next page." That way I won't have the problem of working on one panel for weeks on end when I have a regular schedule to keep up. There will be times when I just won't have the chance to redo a panel unless it's really really necessary. It's also why I want to work on the pages about a month ahead of time.

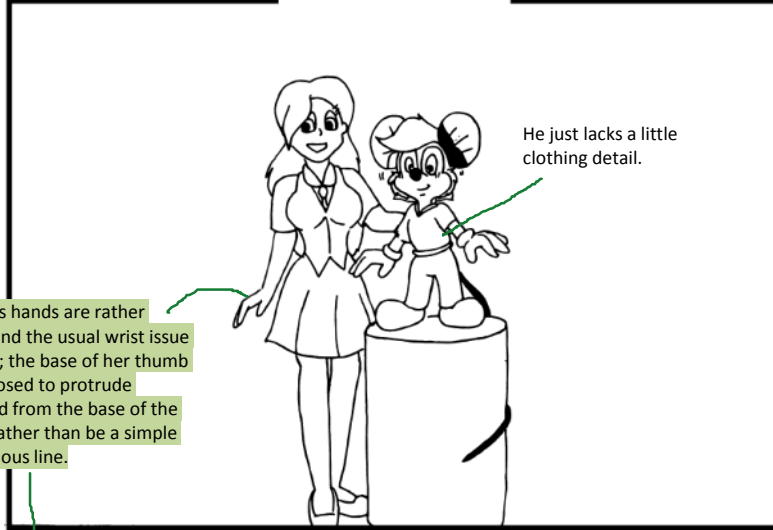
Amber's waving hand looks awkwardly made; where the wrist meets the base of the thumb needs a little reworking.



though the arm on the right appears to be a bit too far into the shoulder.



the designs aren't terrible, but the lack of definition on the outfits sort of holds the piece back. I'm not saying there needs to be obscene detail, but little things like Amber's vest buttons, maybe a stripe down JB's pant legs, and some shoe detail would go a long way on improving the piece

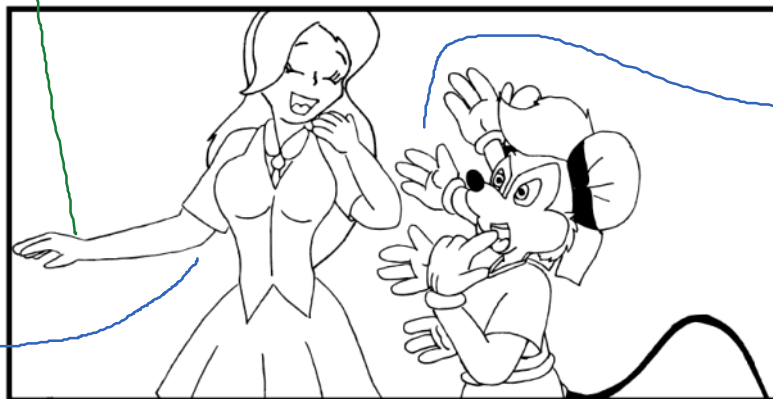


He just lacks a little clothing detail.

Amber's hands are rather small, and the usual wrist issue returns; the base of her thumb is supposed to protrude outward from the base of the wrist, rather than be a simple continuous line.

Point of Interest for future pages: work on wrists and hand sizes

An anatomy area that still needs improving.



A good first attempt on the visual arm flailing gag with Johnny, but there needs to be lines (or faded drawings of the extra arms) to convey motion (like with his nose in the above panel). Also, each "arm" is originating from different spots behind him, causing them to look disconnected. If each one originated from the same point, it would appear more strongly like flailing, combined with one of the techniques to convey motion I mentioned.

Will I be Able to Fix this in GIMP?

Amber's right arm (on our left) seems too short from the shoulder to elbow and too long from elbow to wrist



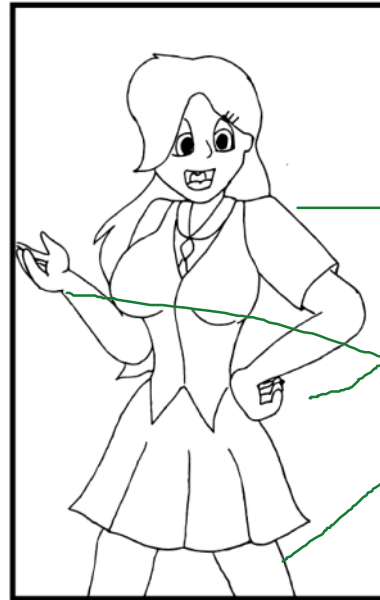
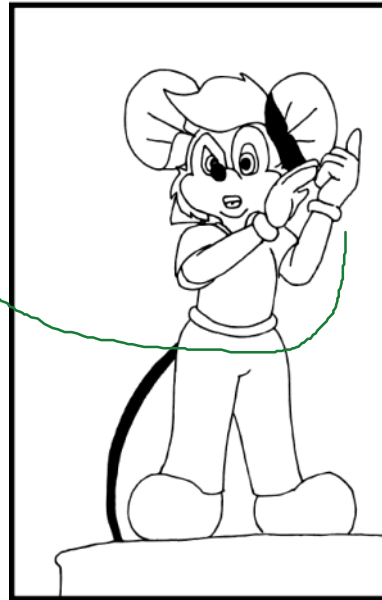
Johnny looks visually smaller than he did on the last page. Conversely, Amber's face is more rounded and her head seems bigger than normal. Her fingers appear a lot like JB's gloves, where they should be more slender and longer. Also, her right leg (on our left) is positioned

JB's gloves, where they should be more slender and longer. Also, her right leg (on our left) is positioned outward awkwardly.



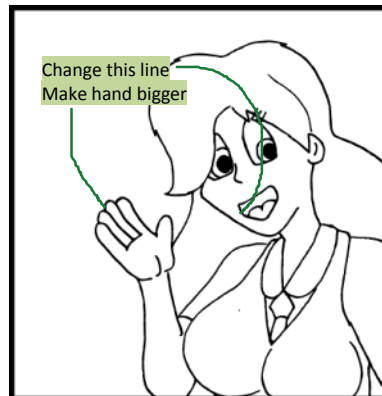
Working on hands and wrists is needed, especially human and feminine hands.

Aside from the lack of detail in JB's clothes, it's pretty well constructed. If I had to recommend something to fix, his left hand (on our right) needs to appear straight on with the camera, hiding the majority of the curled fingers behind the pinky like the other hand does.



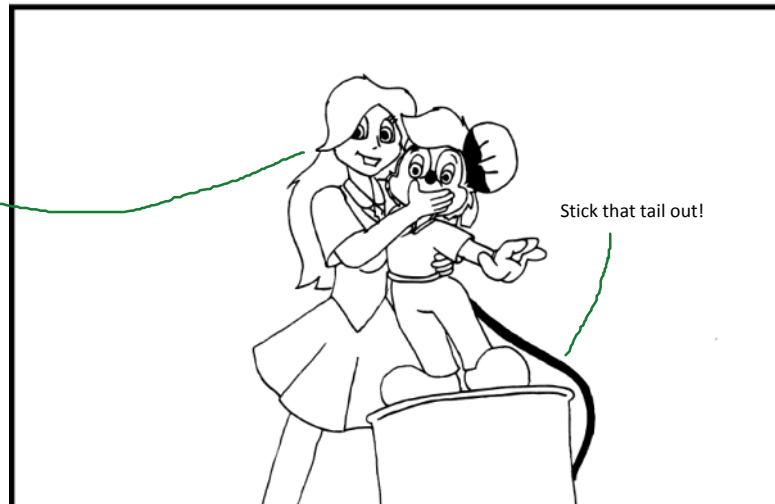
I just don't like the way her left arm (on our right) appears. It seems a bit disconnected from the shoulder by how far it appears from the torso in comparison to the other shoulder. Her hands are small and chunky again, like Johnny's gloves, where they need to be a bit longer and more slender. Lastly, it would appear she's missing the hip area where her legs hook in. You did fine with Johnny in the previous panel, you would want to revisit this to make the figure more natural.

The shape of Amber's head needs a little reworking. For better results, the face comes together at the chin starting around where the mouth appears. Of course, this may vary from character to character (and should, for more varied appearances), but the general premise is the same. If you're going to add the tongue in the open mouth, it needs to come in on an angle the way the head faces, rather than straight on. Her hand seems a little small, but maybe that's just me.



it's pretty clear to see you've spent a lot of time with JB. The pose is fine, his expression is good for what's being discussed according to the script. All your work with him makes everyone else look worse by default, because you haven't spent as much time with them. I would expect the issue to resolve over time, though. Just don't forget the others whenever JB's around.

the dynamic pose in this frame is good. The characters look as if they're interacting, rather than superimposed on one another. I do wonder what Amber's mouth is doing, though. It's backward for an open mouth, and too square to be her tongue sticking out. If JB's surprised by her silencing, perhaps his tail would be upward and tensed. If I had to fix something, Amber's arm covering JB's mouth is again shorter from shoulder to elbow than elbow to wrist.



See to spend more time with the human characters. I probably will do so with Amber, Alex, Jennifer, and the others as I work with the comic, but maybe some more time and sketches are needed. For the pitch bible perhaps?

What a mouth! The issue I



What a mouth! The issue I mentioned in the first panel is properly illustrated here, with the side of the face encompassing the jaw. Other than that, it comes together well. A good finish to the work.

