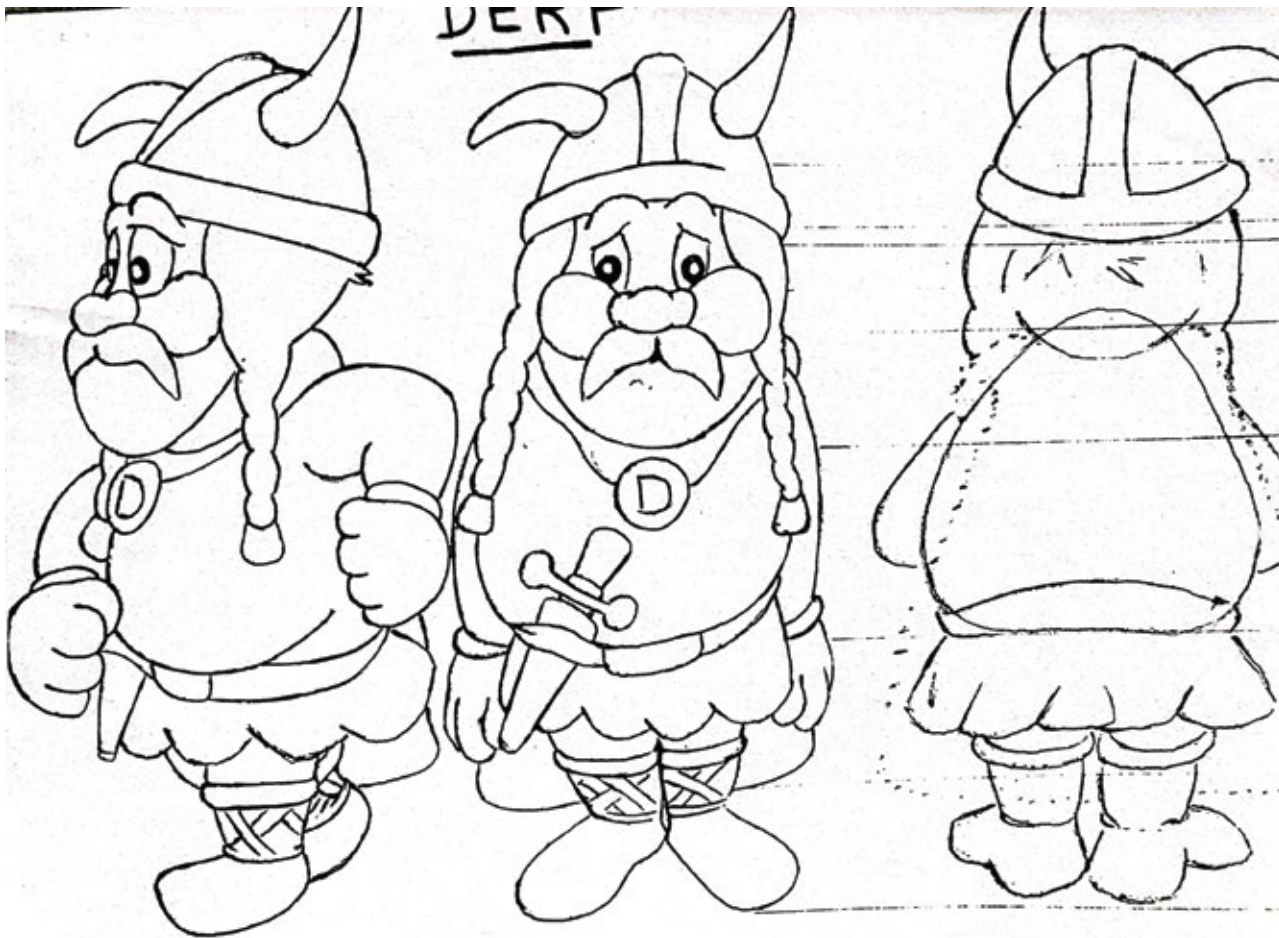


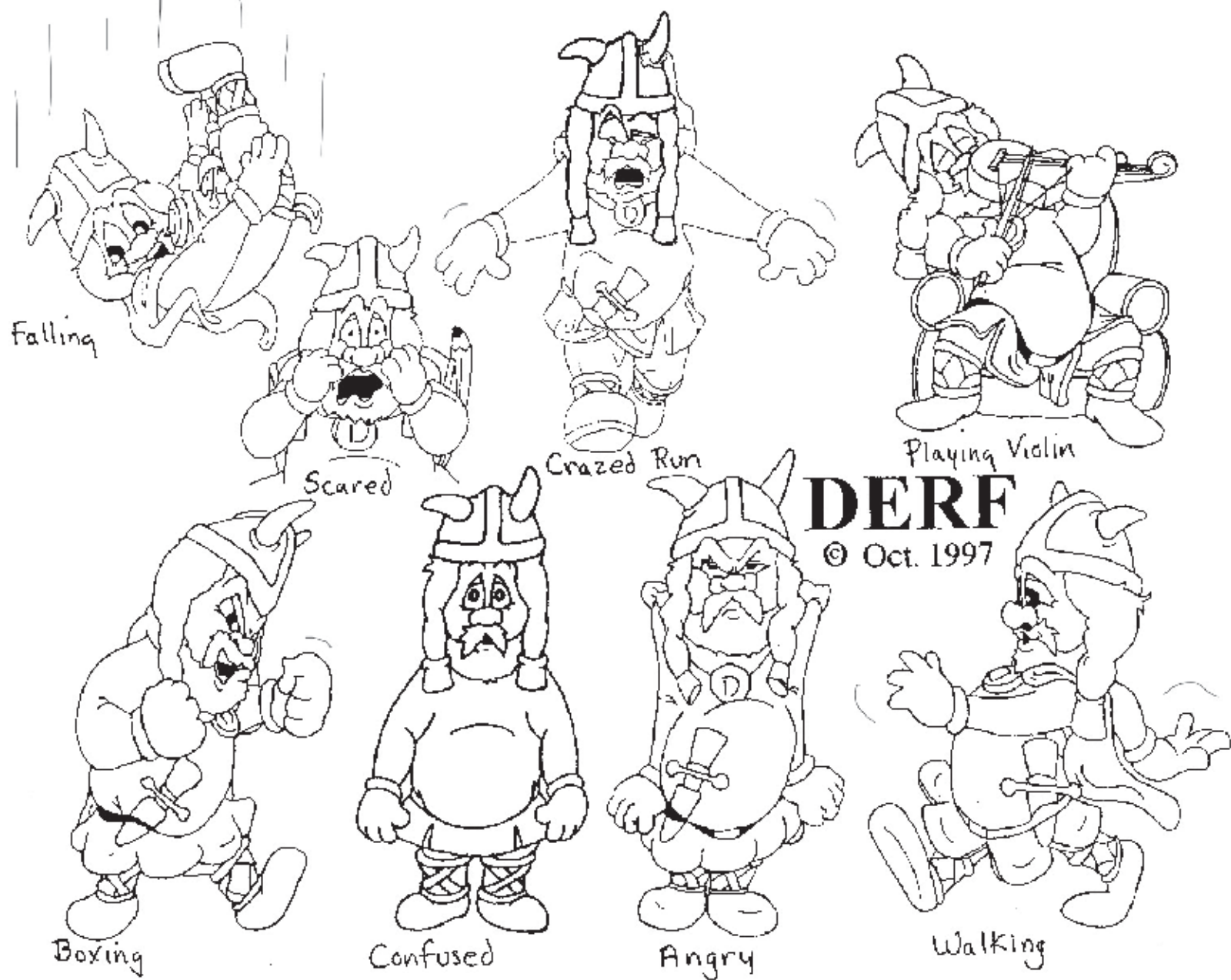
# Case Study: Derf the Viking

The artists at Animatus Studio created Derf as a side project to work on between jobs. The character was imagined as an ineffectual Viking, one who is not as strong and brave as he thinks he is.



This MODEL SHEET shows some inconsistencies in the pigtails (how many bumps in the braids?) but a nice X-ray view on the cape.

Also, some elements like the cape, medallion, and dagger were dropped after tests to speed up future animation.



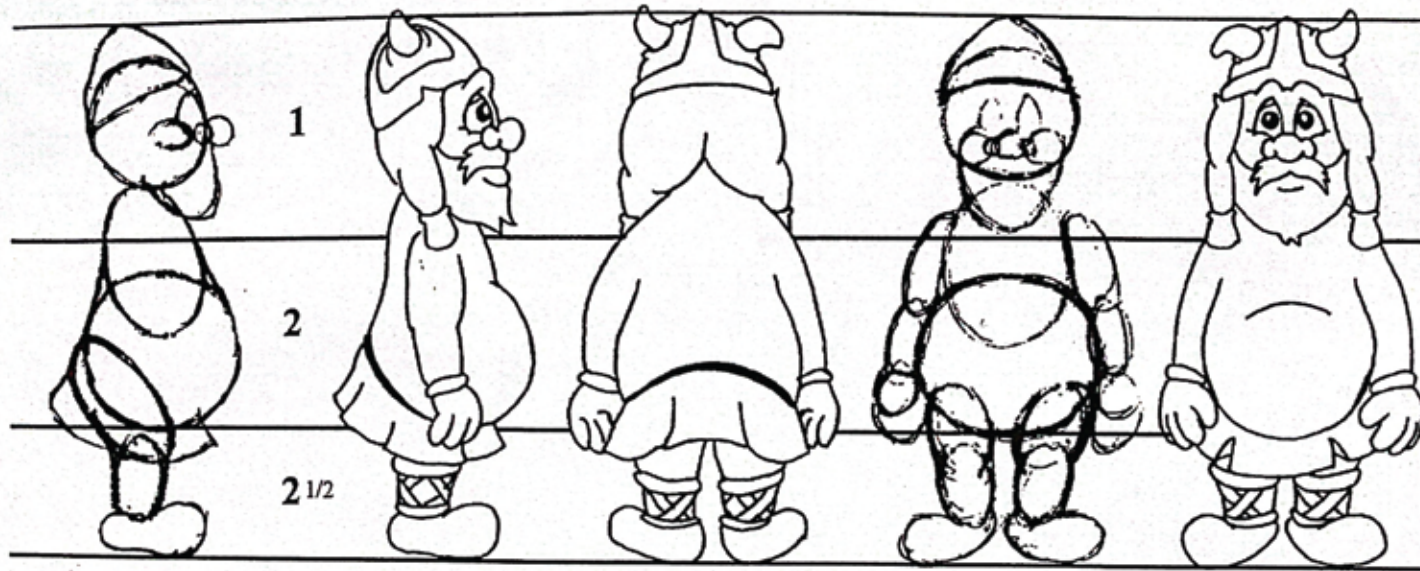
In this ACTION SHEET, you can see some inconsistencies based on who was drawing the character.



In the first 8 minute cartoon, the character does not stay on model. Different artists took their own approach to proportions of many elements.

One thing I noted most was how the mouth and mustache interacted. Should there be space between the mustache and the mouth, or should the mustache BE the upper lip?

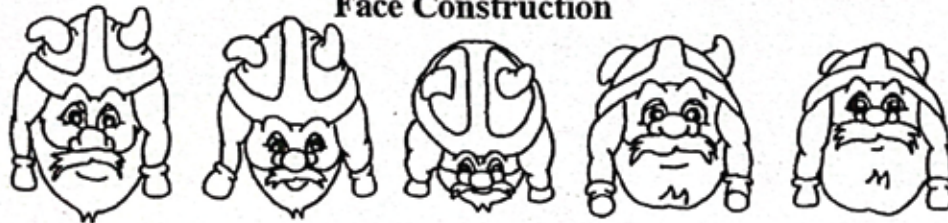
Also, what's the rule for the teeth? One big white area, or vertical white lines to separate them?



Basic Construction and Shapes



Face Construction



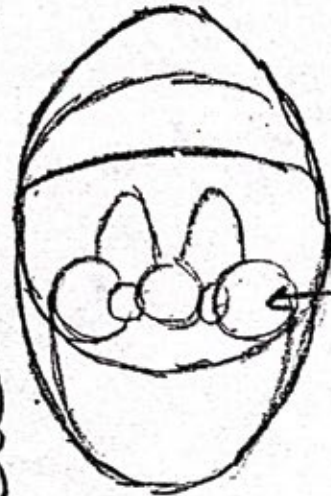
**DERF**  
Model Sheet

Animatus Studio

© Oct. 1997  
Revised May 1999

For the second cartoon, we redesigned the model sheet. There's focus on the little details -- how many flaps to the skirt, how many tufts of hair to his beard and mustache, the solid form around his horns. Also attempted to show the head from many more angles.

# DERF CONSTRUCTION



NOSTRILS ARE TWO CIRCLES ATTACHED TO THE MAIN NOSE. THEY ARE SLIGHTLY MORE THAN HALF AS BIG AS THE MAIN CIRCLE

CHEEKS PUSH UP ON EYES  
GIVE DERF THE 2 WRINKLES  
BOTTOM EDGE DEFINES BEARD LINE



DERF HAS A CHILD-LIKE, CHERUBIC LOOK.  
LARGE, ROUND EYES AND ROUND, HAPPY CHEEKS  
DOMINATE HIS FACE. THE HELMET RESTS ON THE  
BACK OF HIS HEAD, SO WE LOOK UP AT IT IN THE FRONT VIEW.  
THE HAIR FRAMES THE FACE, FALLING DOWN THE SIDES  
OF HIS HEAD

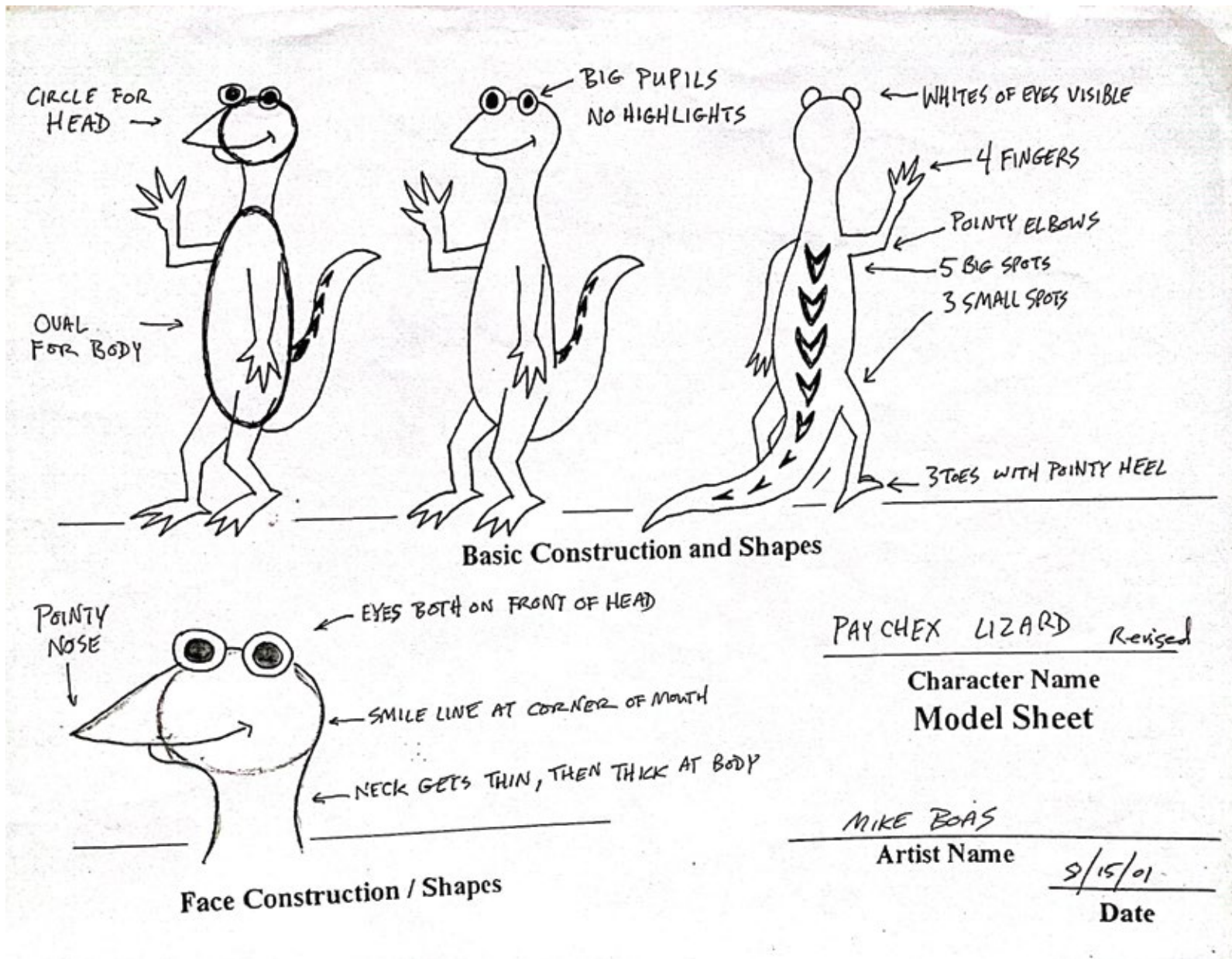
Here's a sheet to explain the construction of his cheeks and how they interact with his eyes and beard.



This meant for the next cartoon Derf would be much more consistent from shot to shot. We also assigned one artist to do most Derf shots.



Certainly a lot of room for improvement, but this was a learning process.



Around that same time, we did an industrial film for Paychex. Here's a sample model sheet that shows details and proportion notes for multiple artists to refer to.