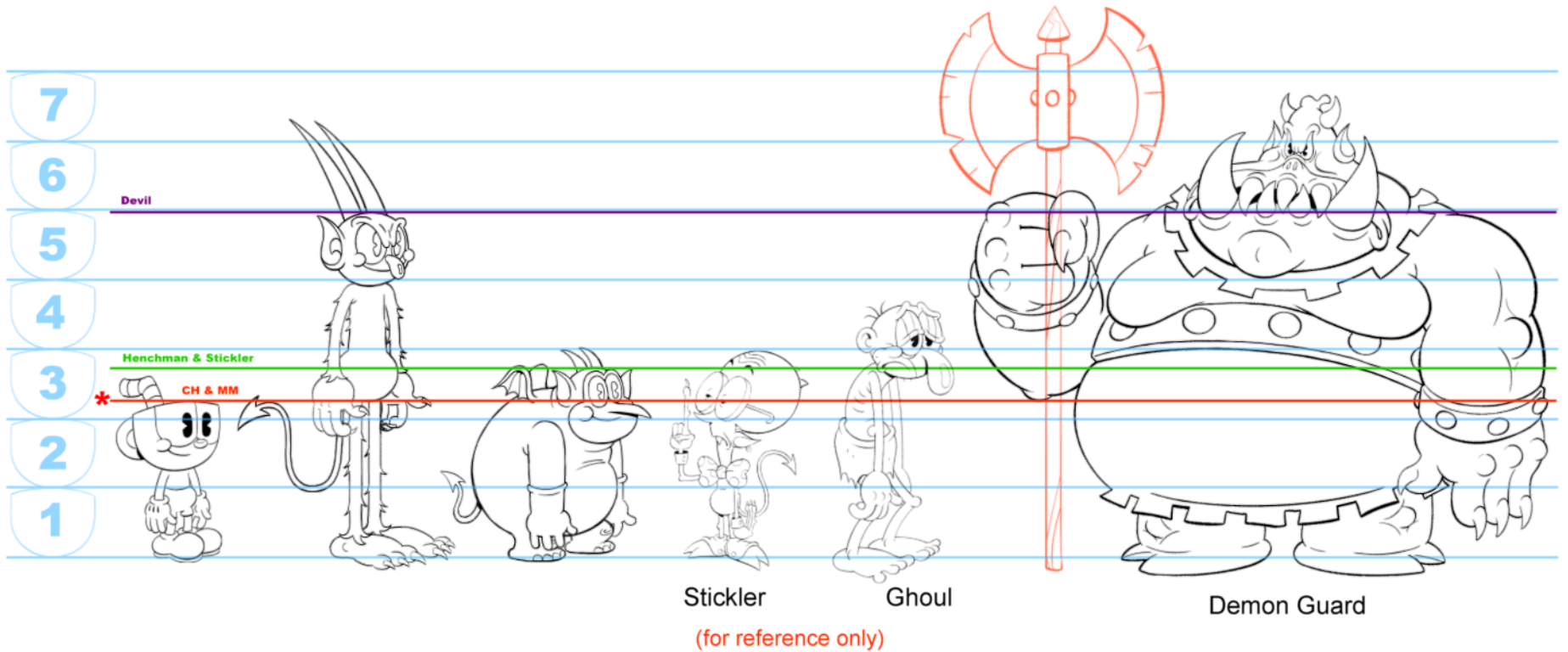


Scene	Duration	Panel	Duration
034	14:00	1	01:00

GHOULS

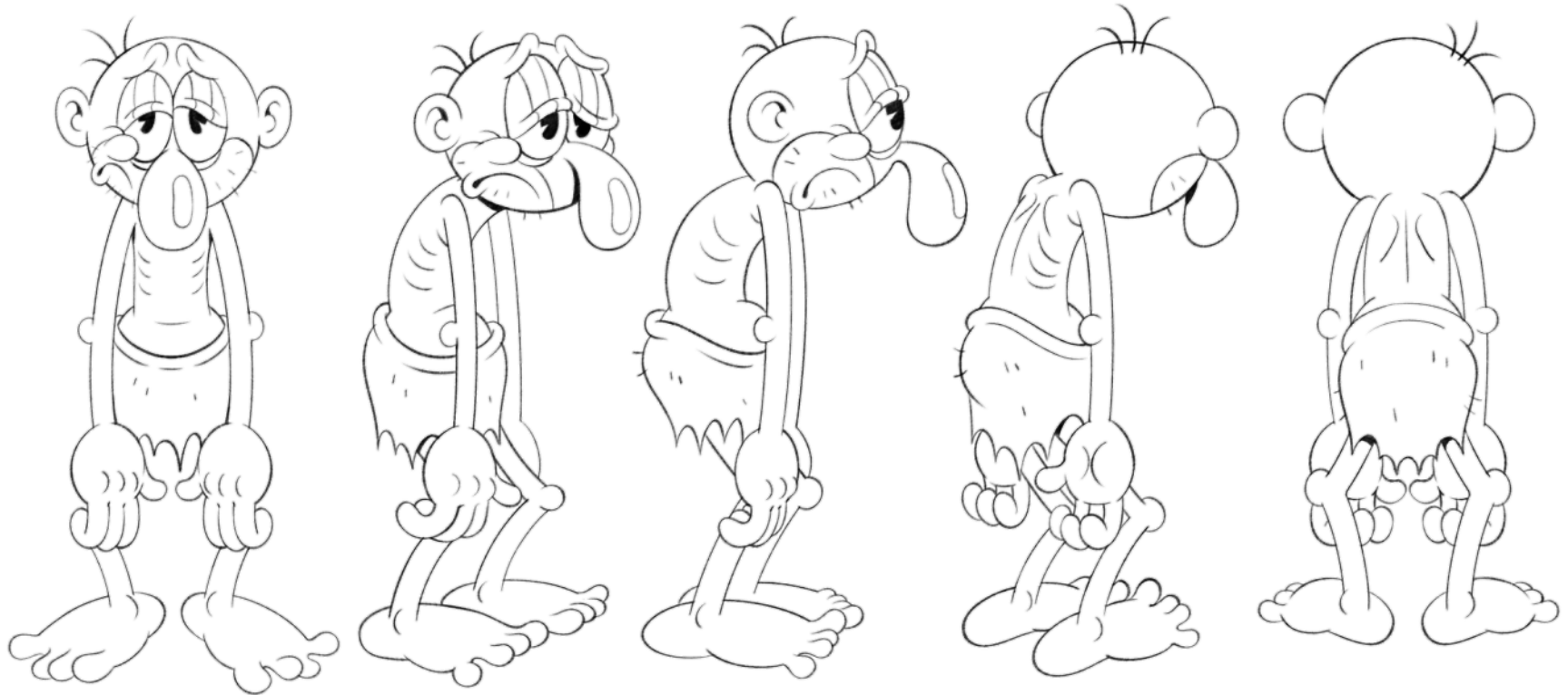
Scene	Duration	Panel	Duration
034	14:00	2	01:00

Demons Size Chart



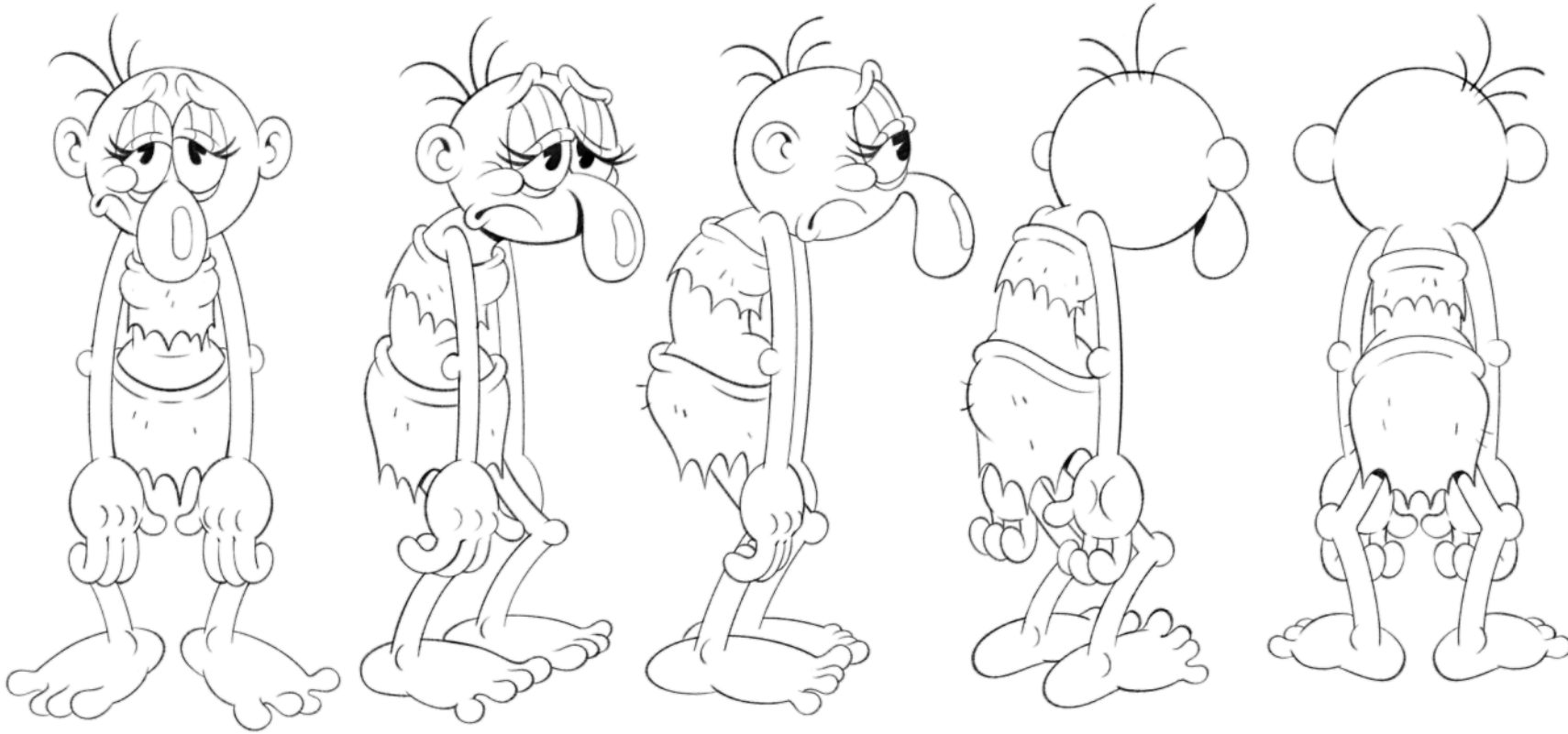
Scene	Duration	Panel	Duration
034	14:00	3	01:00

Ghoul (Male)



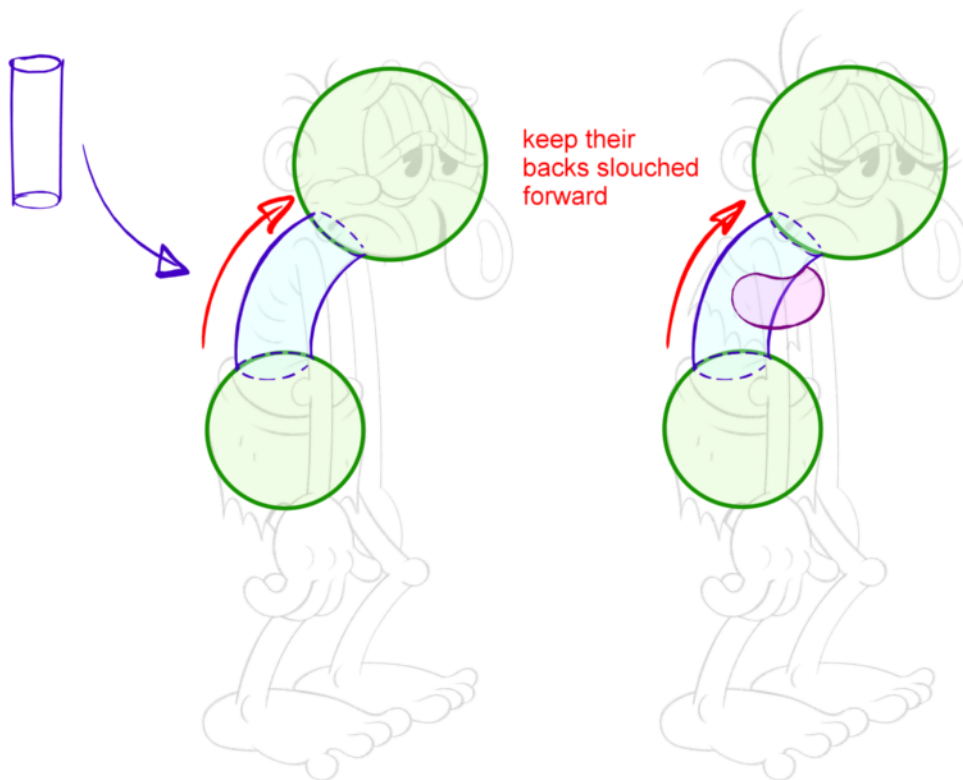
Scene	Duration	Panel	Duration
034	14:00	4	01:00

Ghoul (Female)



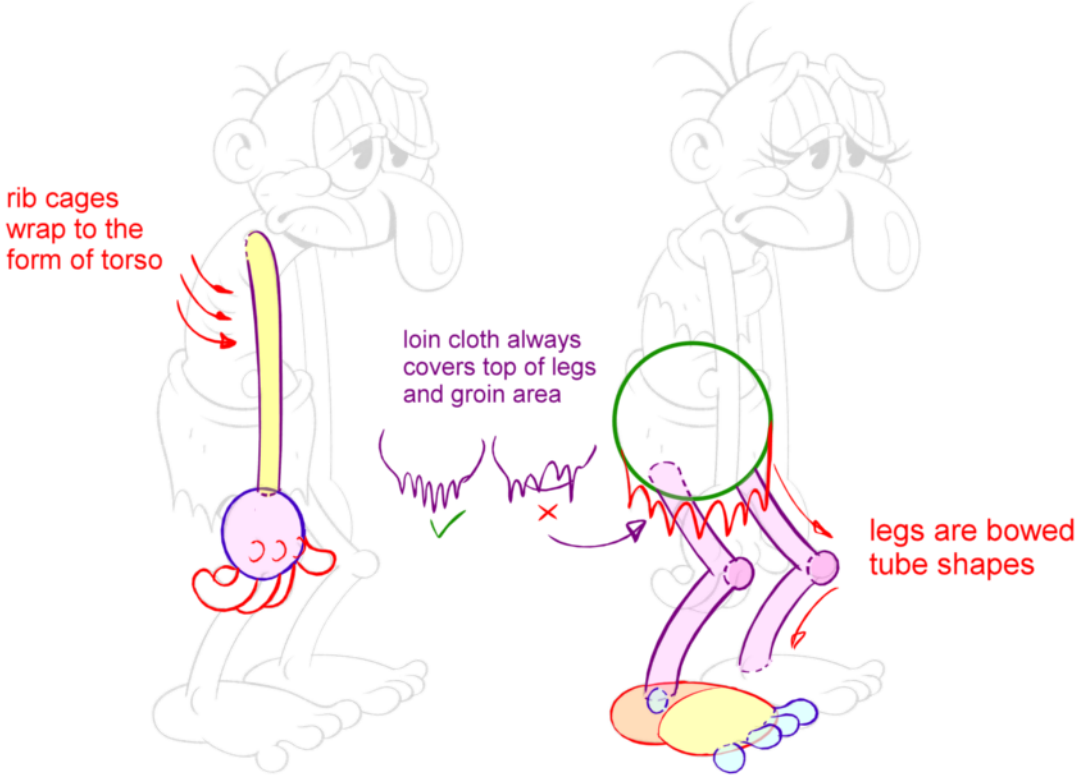
Scene	Duration	Panel	Duration
034	14:00	5	01:00

1) Ghoul - Body Construction - Body



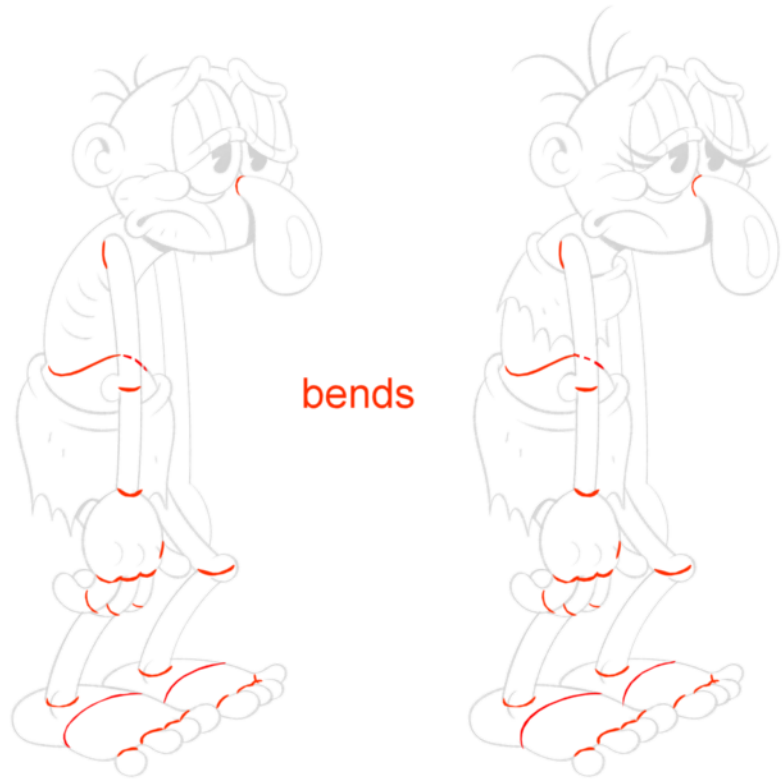
Scene	Duration	Panel	Duration
034	14:00	6	01:00

1) Ghoul - Body Construction - Limbs



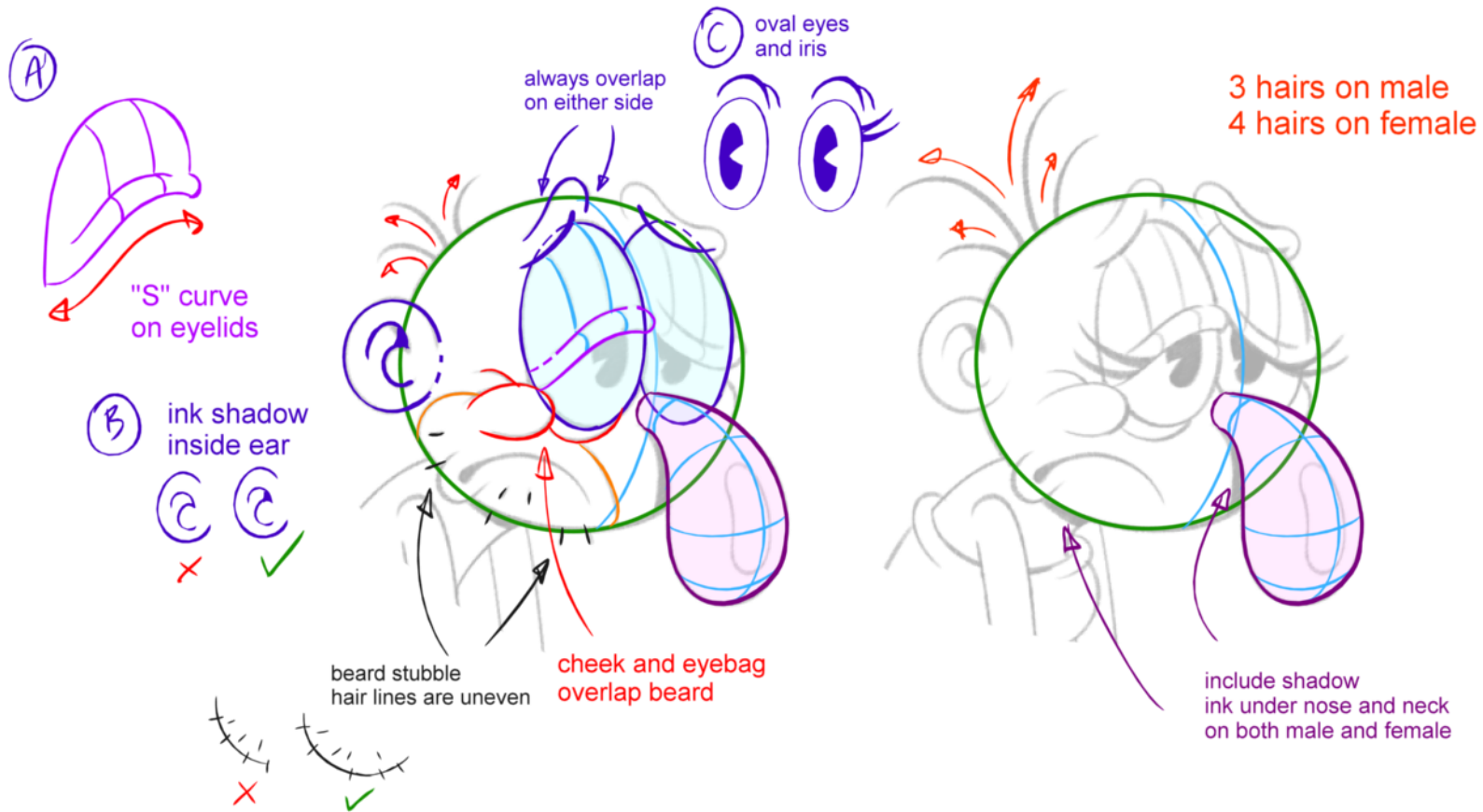
Scene	Duration	Panel	Duration
034	14:00	7	01:00

1) Ghoul - Body Construction - Bends



Scene	Duration	Panel	Duration
034	14:00	8	01:00

2) Ghoul - Head Construction



Scene	Duration	Panel	Duration
034	14:00	9	01:00

3) Ghoul - Mouth Chart



A,I



E



O,U



L



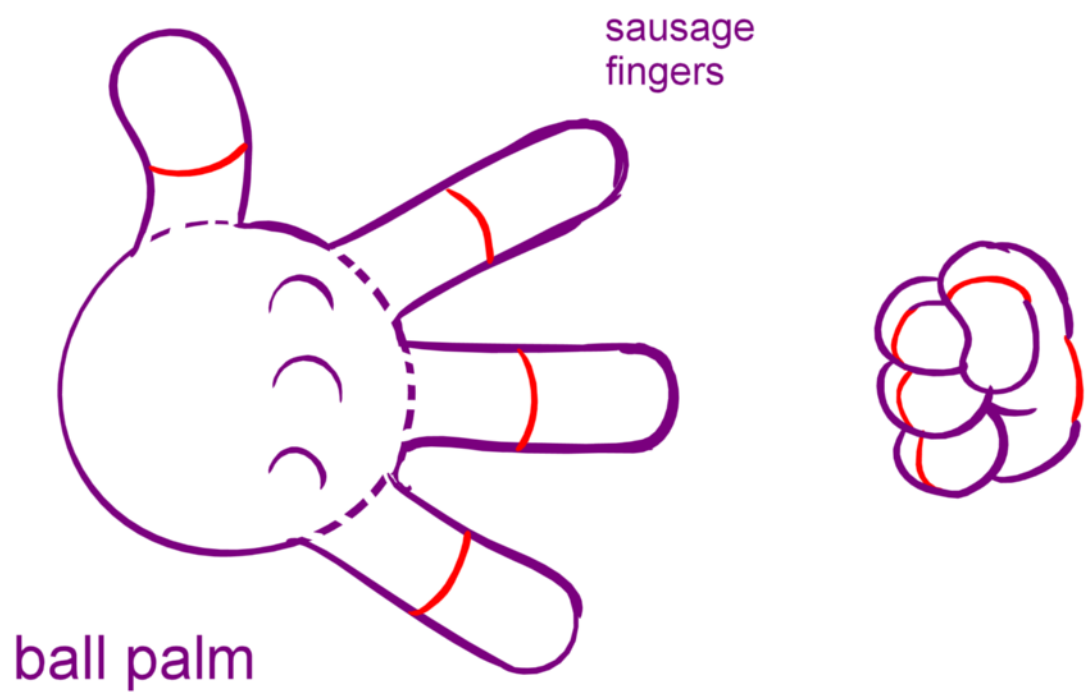
F,V



M

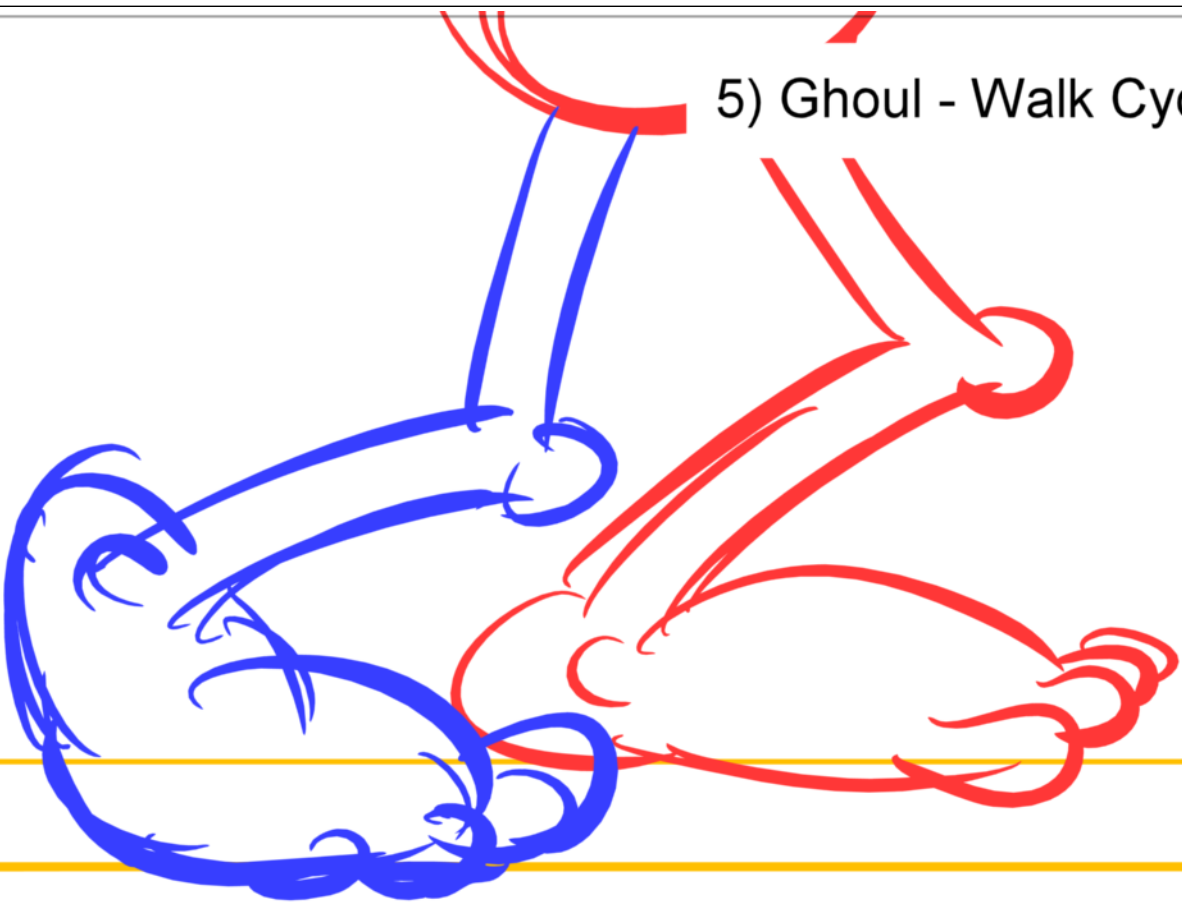
Scene	Duration	Panel	Duration
034	14:00	10	01:00

4) Ghoul - Hand Construction



Scene	Duration	Panel	Duration
034	14:00	11	00:03

5) Ghoul - Walk Cycle



NOTE:
This is reference for the ghouls carrying the heavy stone rocks

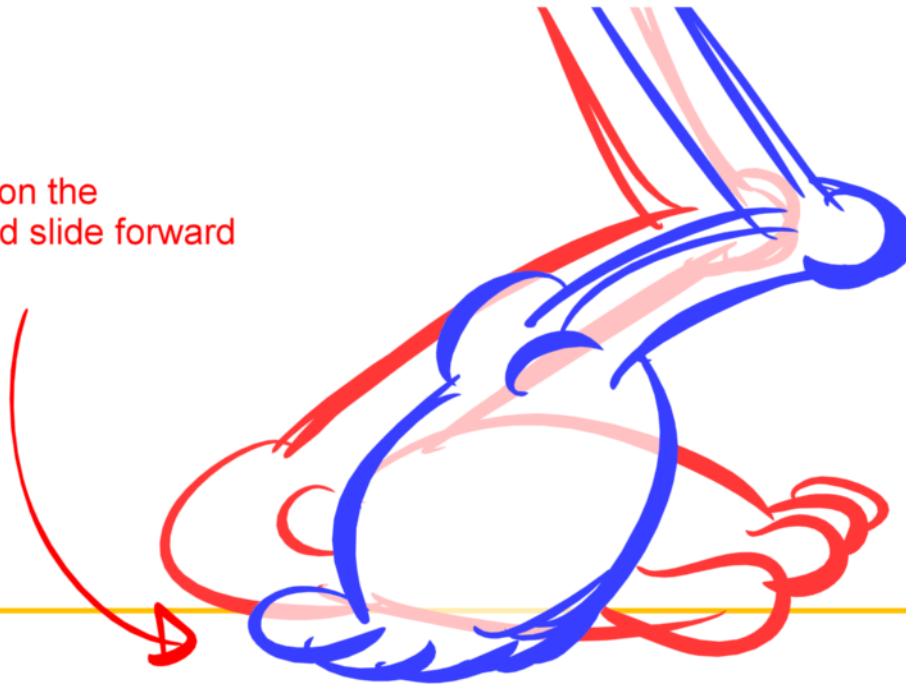
We want to make the rocks on the ghouls' backs feel very heavy. The ghouls' feet shouldn't lift off the ground when they step, their toes should drag forward.

(for reference only)

Scene	Duration	Panel	Duration
034	14:00	12	00:05

5) Ghoul - Walk Cycle

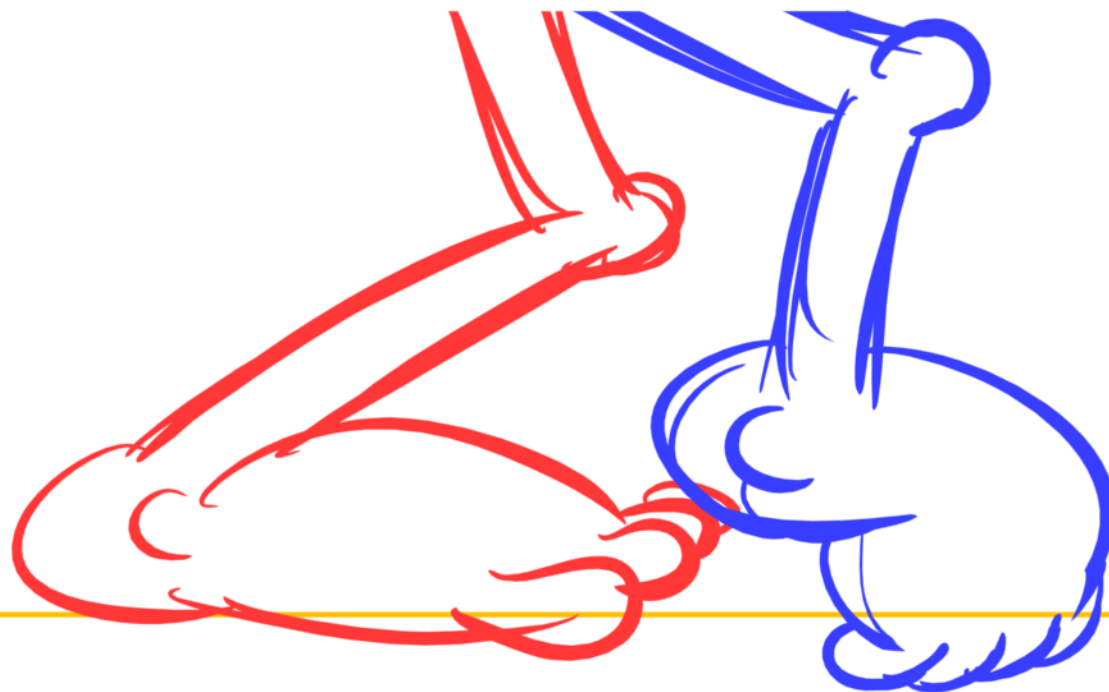
toes drag on the ground and slide forward



(for reference only)

Scene	Duration	Panel	Duration
034	14:00	13	00:04

5) Ghoul - Walk Cycle

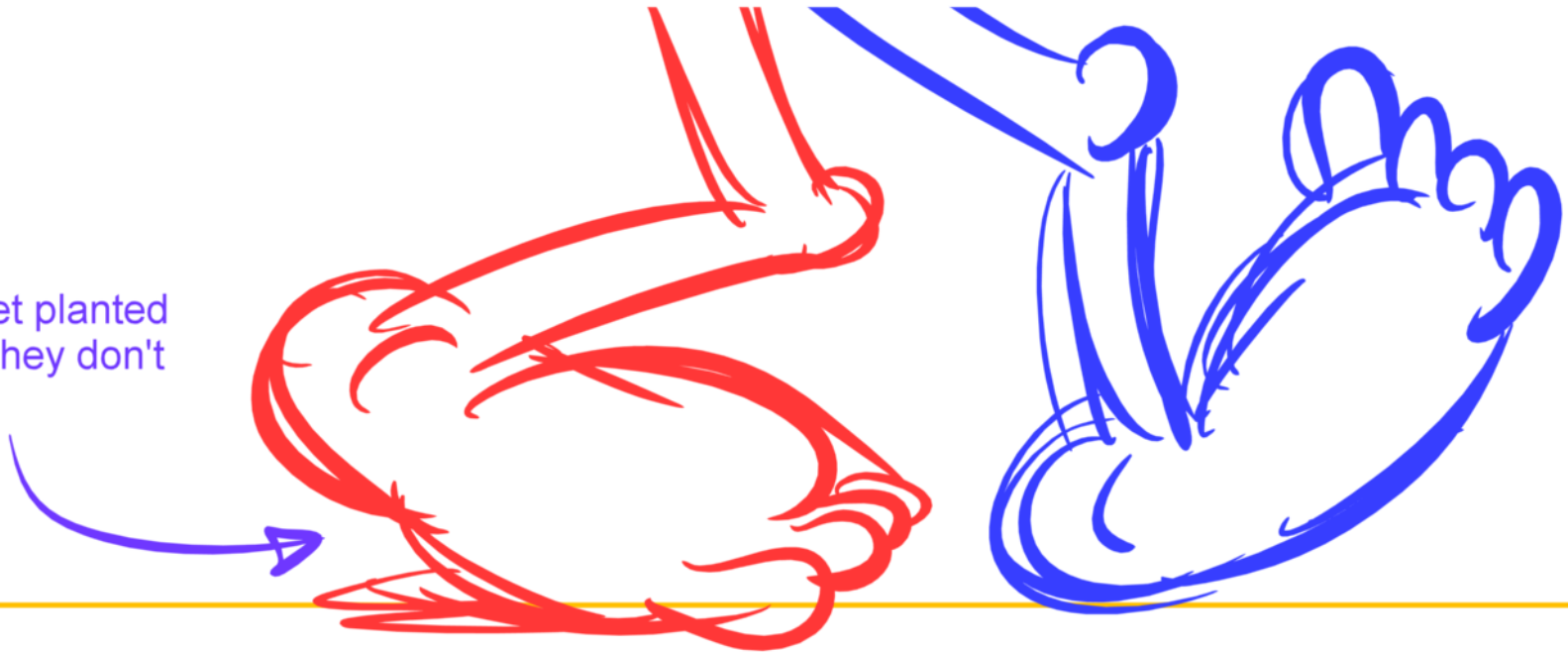


(for reference only)

Scene	Duration	Panel	Duration
034	14:00	14	00:04

5) Ghoul - Walk Cycle

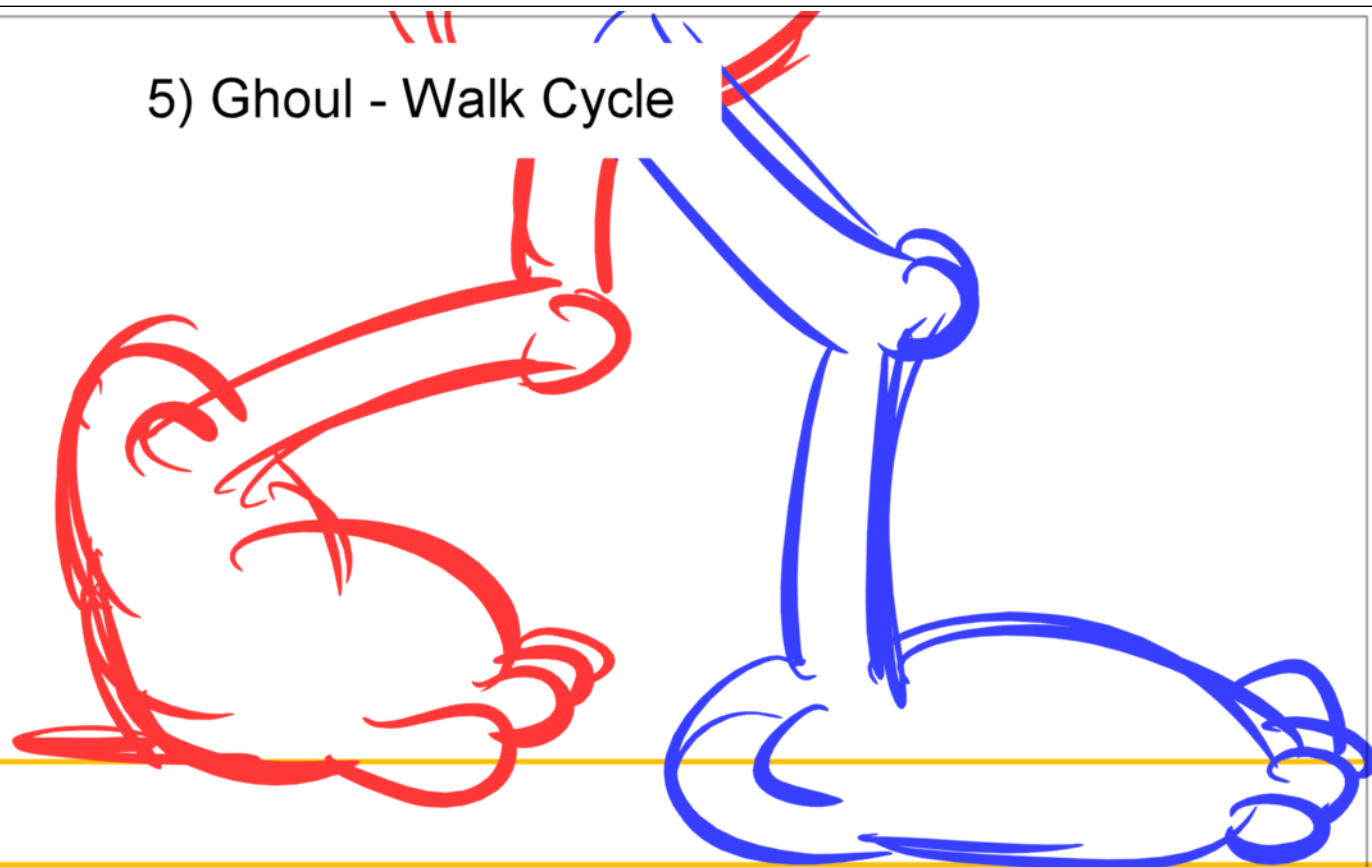
keep feet planted
so that they don't
slide



(for reference only)

Scene	Duration	Panel	Duration
034	14:00	15	00:08

5) Ghoul - Walk Cycle

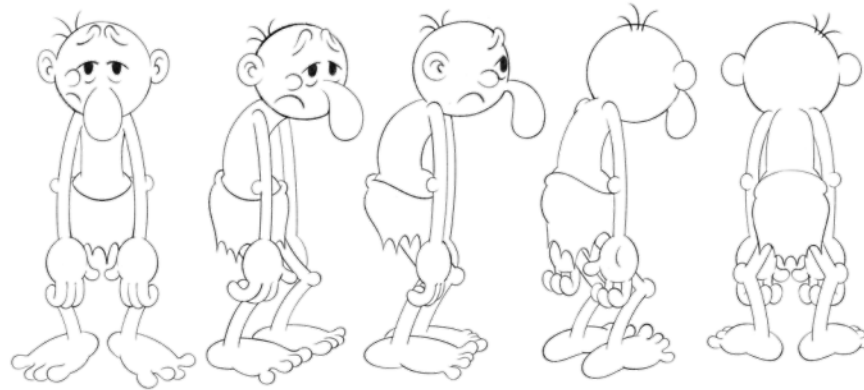


(for reference only)

Scene	Duration	Panel	Duration
034	14:00	16	01:00

6) Ghoul - B Model

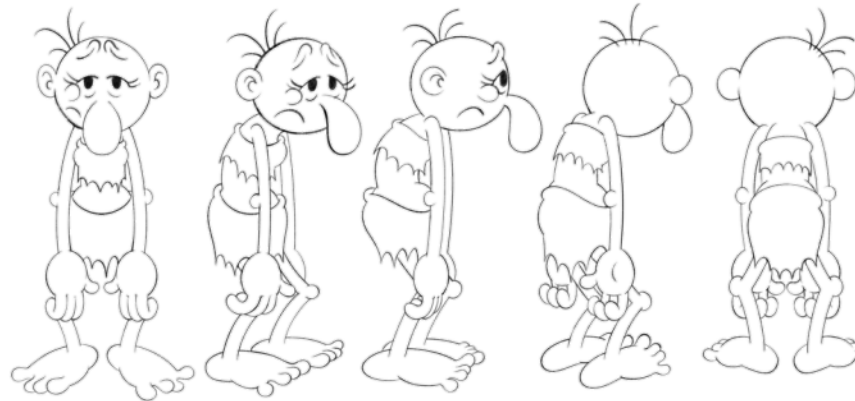
male ghou



size on screen



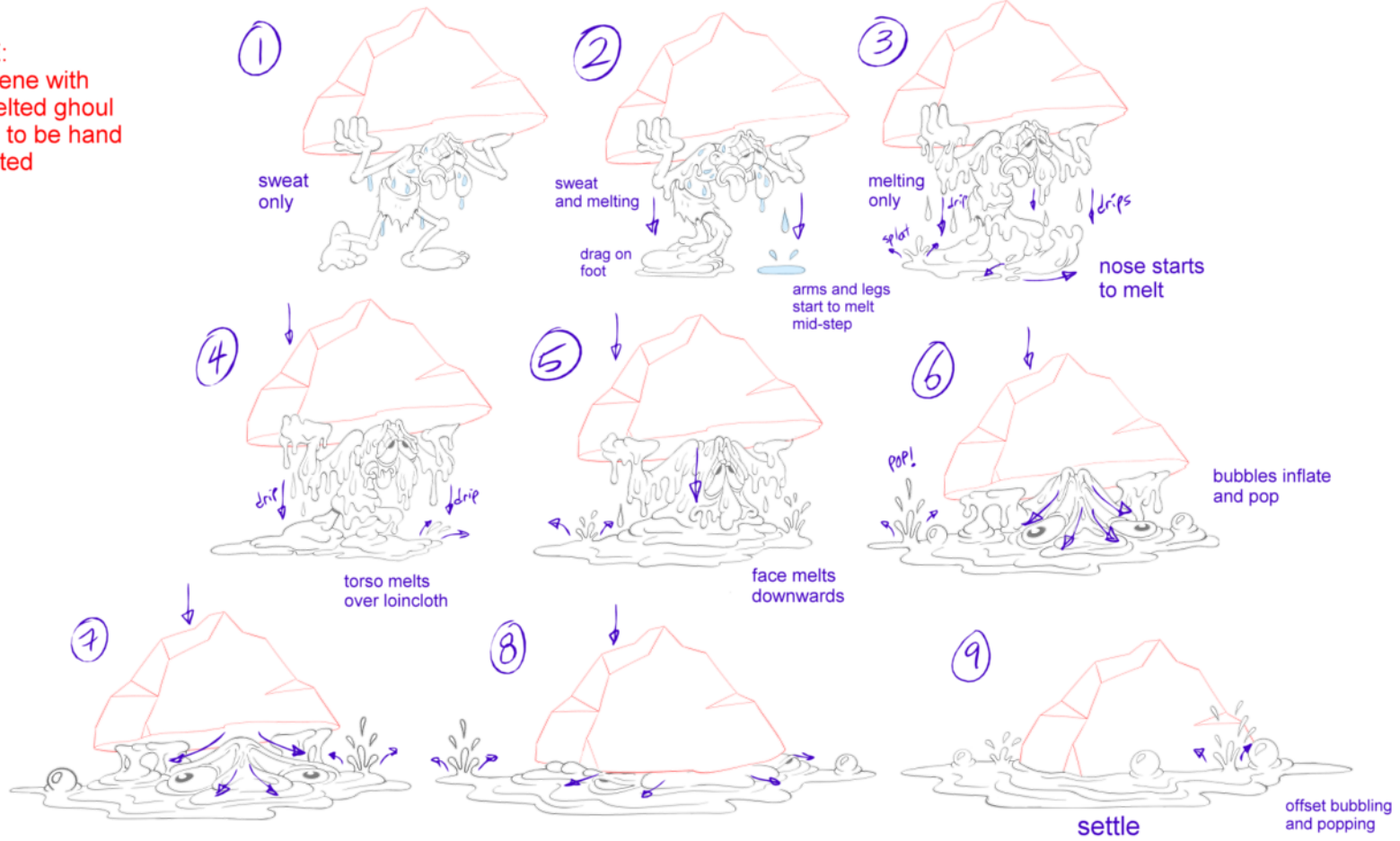
female ghoul



Scene	Duration	Panel	Duration
034	14:00	17	01:00

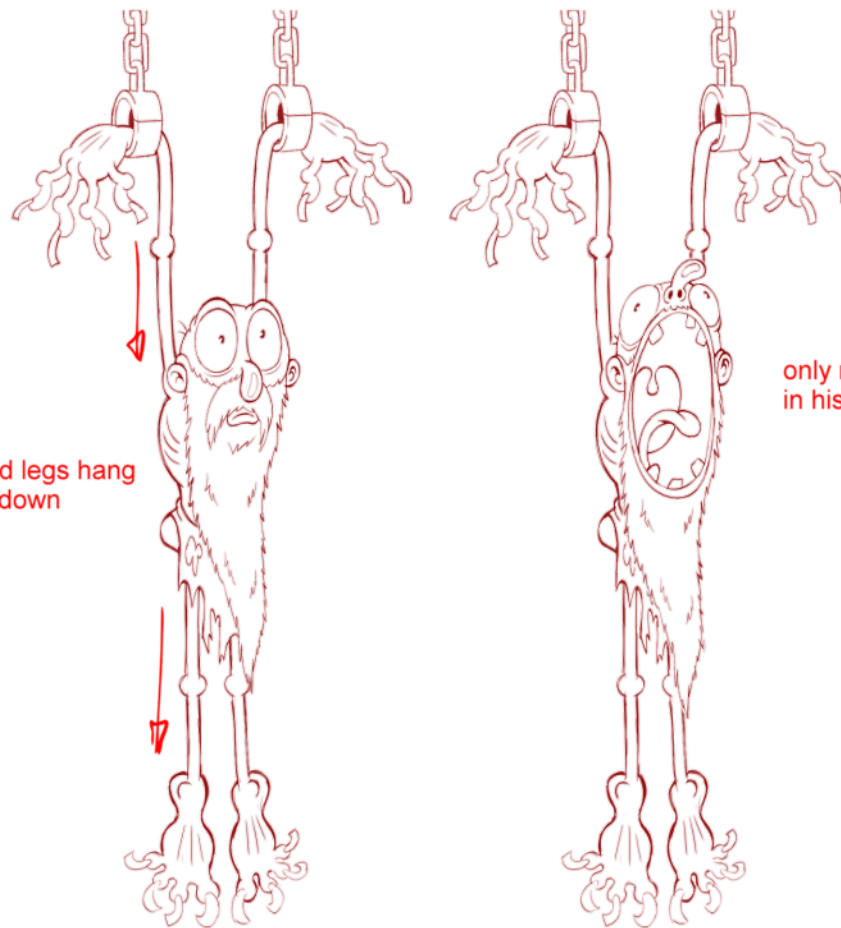
Melting Ghoul

NOTE:
the scene with
the melted ghoul
needs to be hand
animated



Scene	Duration	Panel	Duration
034	14:00	18	01:00

Old Ghoul



arms and legs hang straight down

only movement is in his head and mouth