

Head Part SUIT475 - Battle InterfaceB  
\_provide full interface and artificial intelligence for combat  
and strategy\_ thermal reader / eletromagnetic spectrum  
identifier / mechanical vibrations sysmical detectors /  
field vision complete spectral processor\_ allows full  
control of power suit designed for special units assault

\_MagnaBlade - Prototype ADX-03A98  
<< \_Special serialized magnetic surger blade for special  
melee combat\_ Channel energy spikes and focus  
controlled energy in both directions\_ >>  
Initializing... ..

# CHARACTER DESIGN

DA IMAGINAÇÃO Á VIDA

Limb Components KTU - EIF340A  
\_A3\_3F\_E0\_2A\_23 >> @interface <<  
spring system \_pneumatic balance /\_ handles impact  
from spr// pneumatic energy spring system ICARI ;  
designed for variable nuances in battlefield \_xenomorph  
system adapt limb system to different anatomy of  
warriors\_ aeji technology and design prototype of  
travelling battle machine \_special forces soldiers\_

Special Crafted Combat Bodysuit - GYR0349  
\_designed for extreme combat \_fuses with host body for  
full power \_powered by aeji ARC generator; stands for 28  
xenocycles of unstoppable use \_hexagonal force/fiber  
handle impact distribution and physical optimization  
\_initialization require special embedded user key\_

\_special alloys require key procedures and handling >>  
isodantrinum ore extracted from the depths of toran sites  
needs fortification before being able to form metallic  
compounds with noble alloys\_

ANDRÉ VANTS



# *A Silhueta*

---

**FORMA** → **FUNÇÃO**

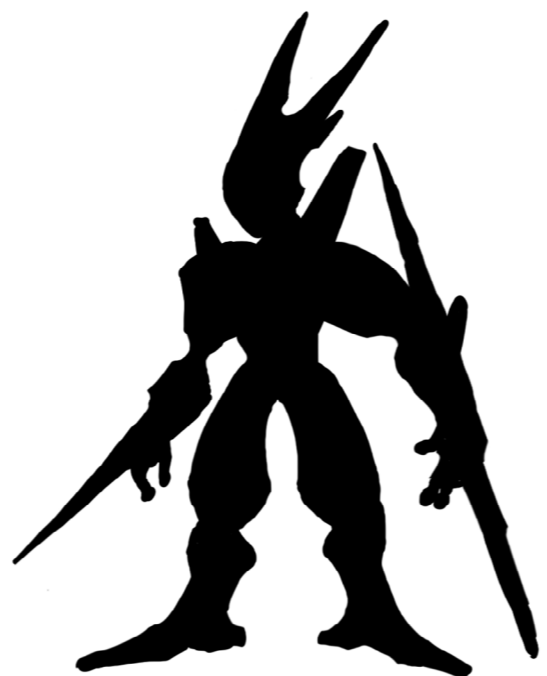
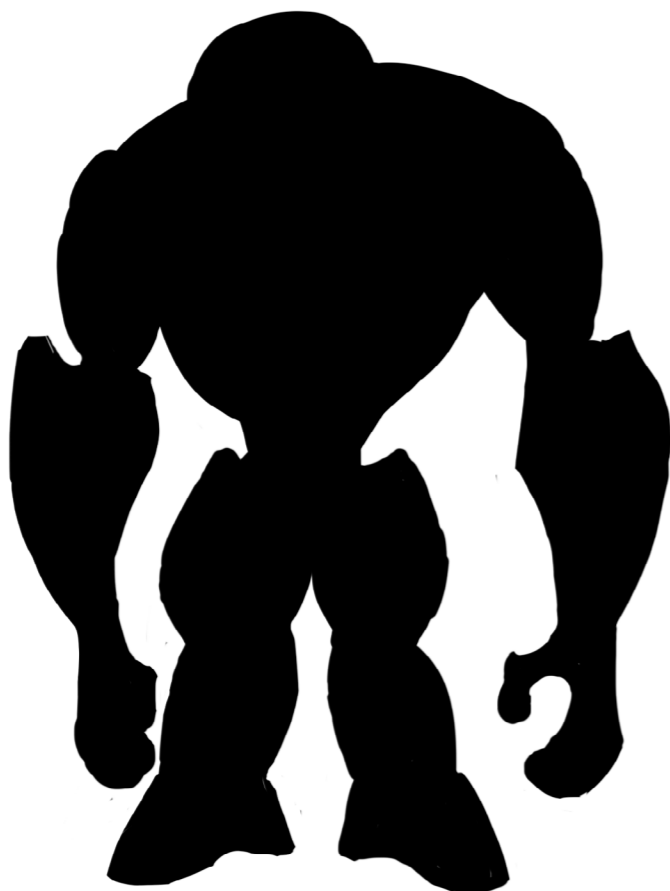
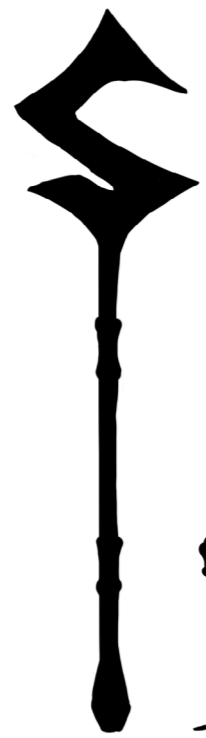
# *A Silhueta*

---

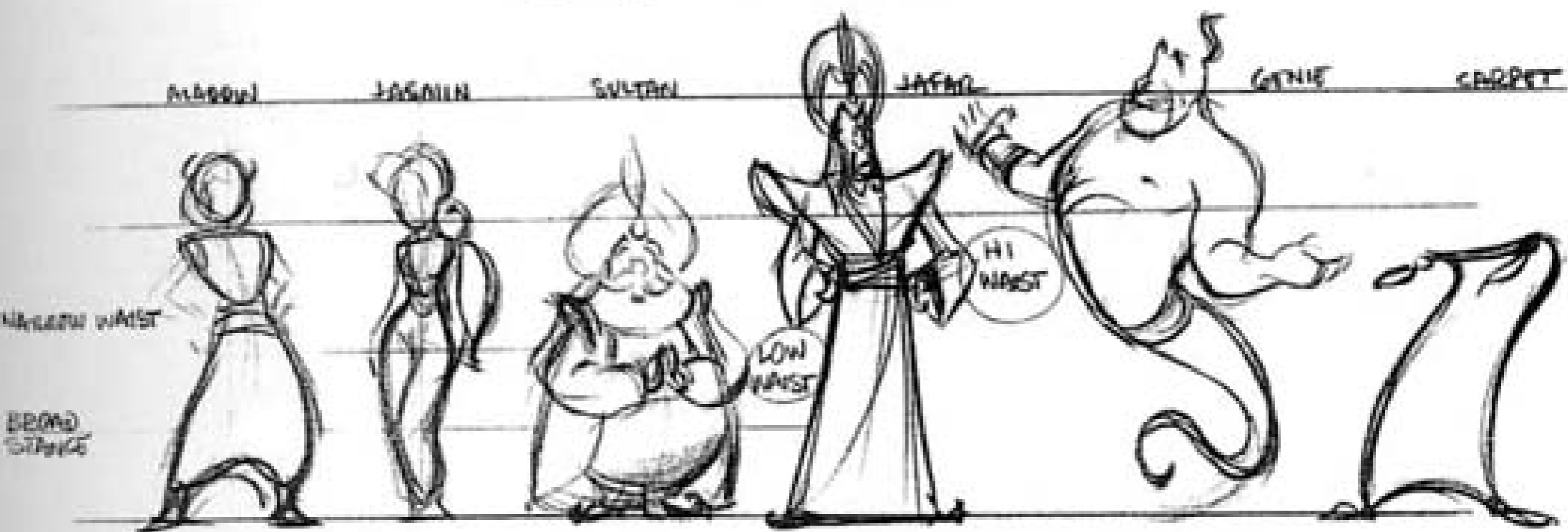




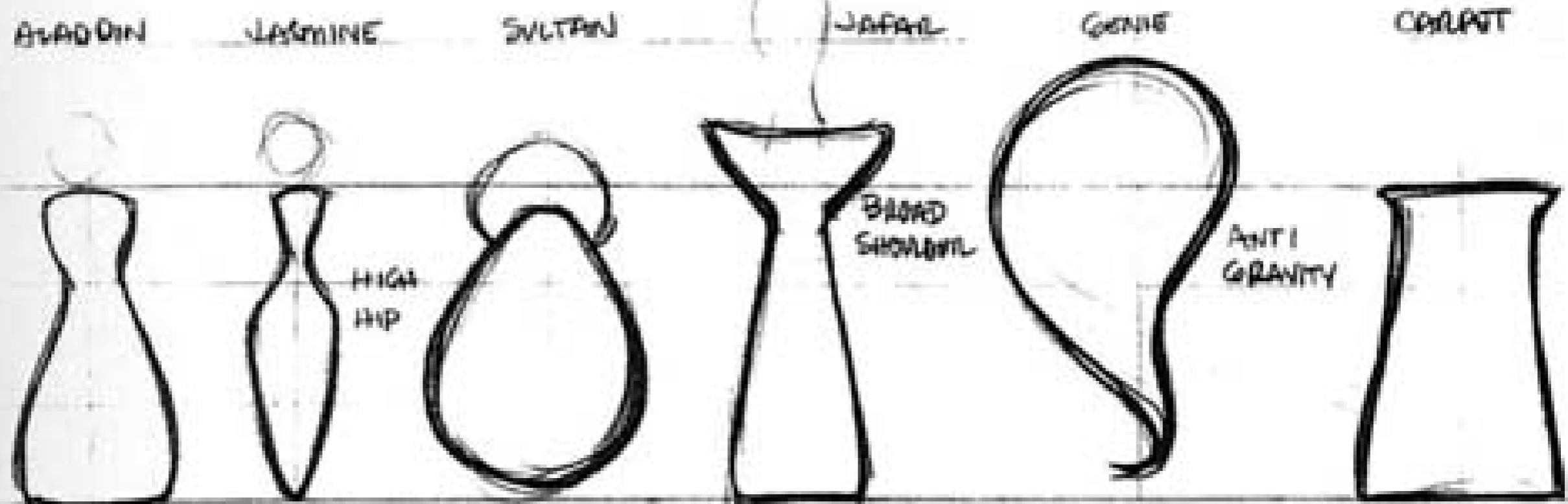




# 0514 ALADDIN STYLE



## • BASIC SHAPES OF PRINCIPAL CHARACTERS •





# *Arquétipos*

---

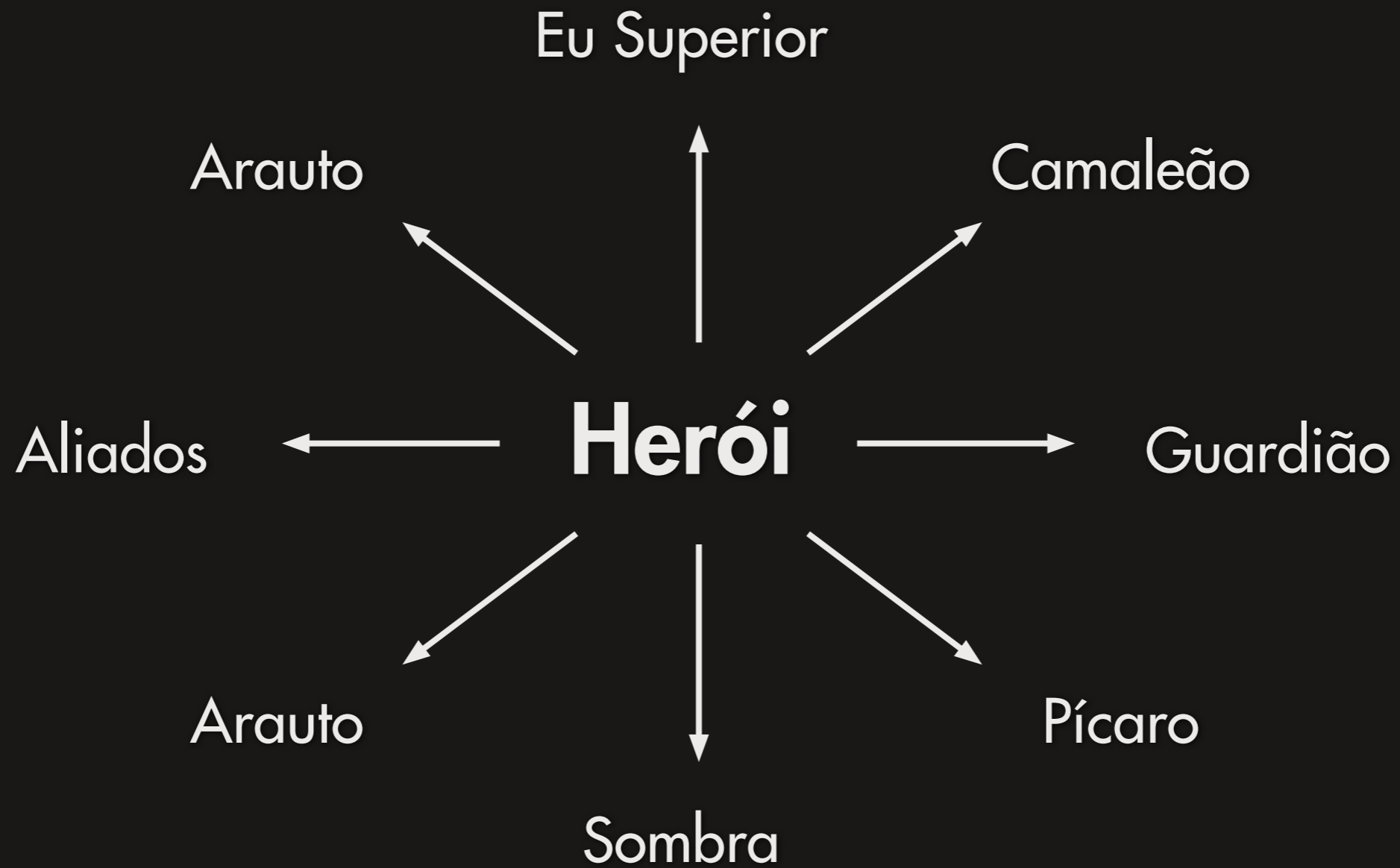
*Narrativa*

*Personagem*



# Arquétipos

---



# *Arquétipos*

---

**1- Que função psicológica / que parte da personalidade ele representa?**

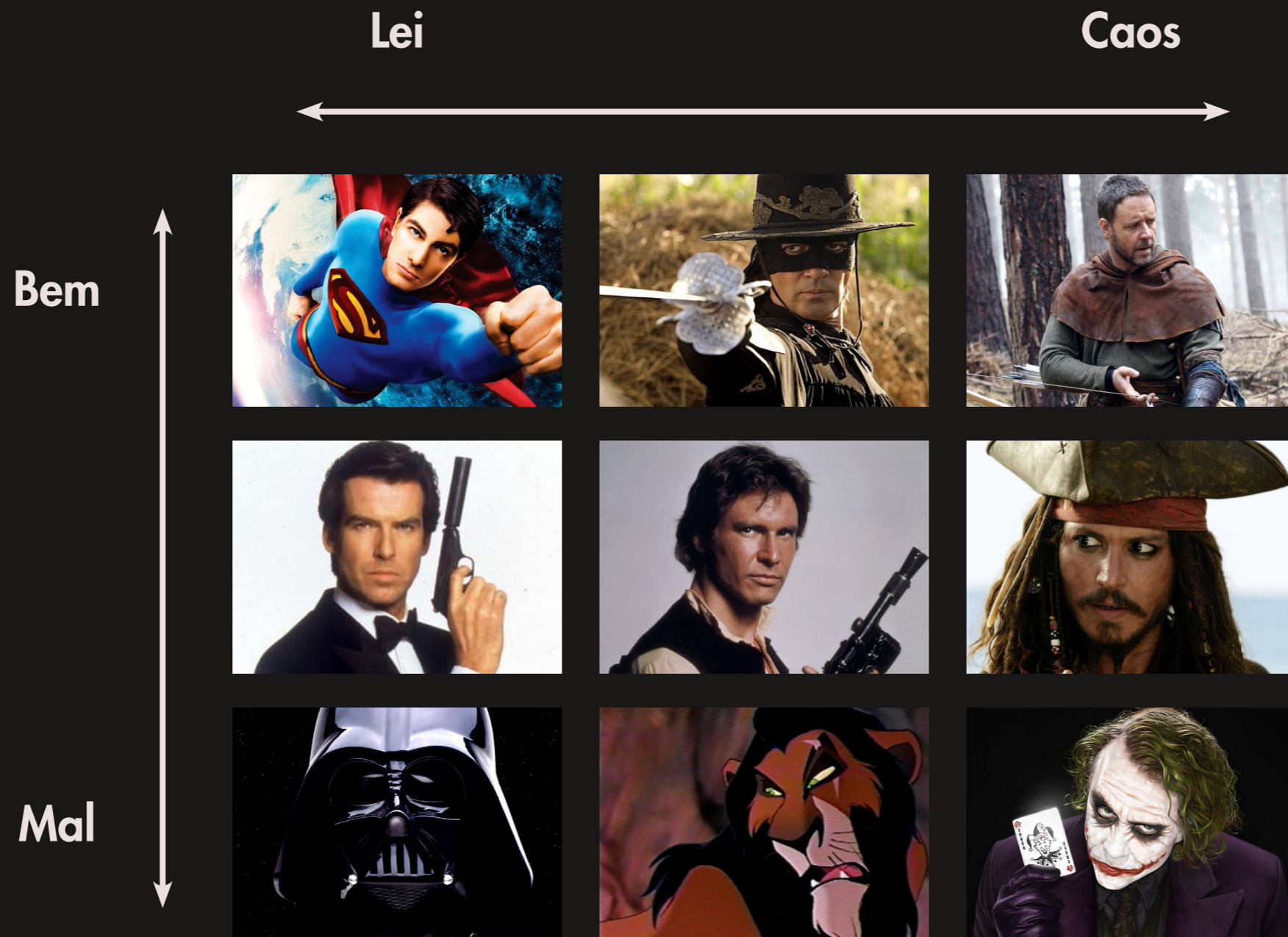
**2- Qual sua função dramática na história?**

# *Alinhamento / Tendências*

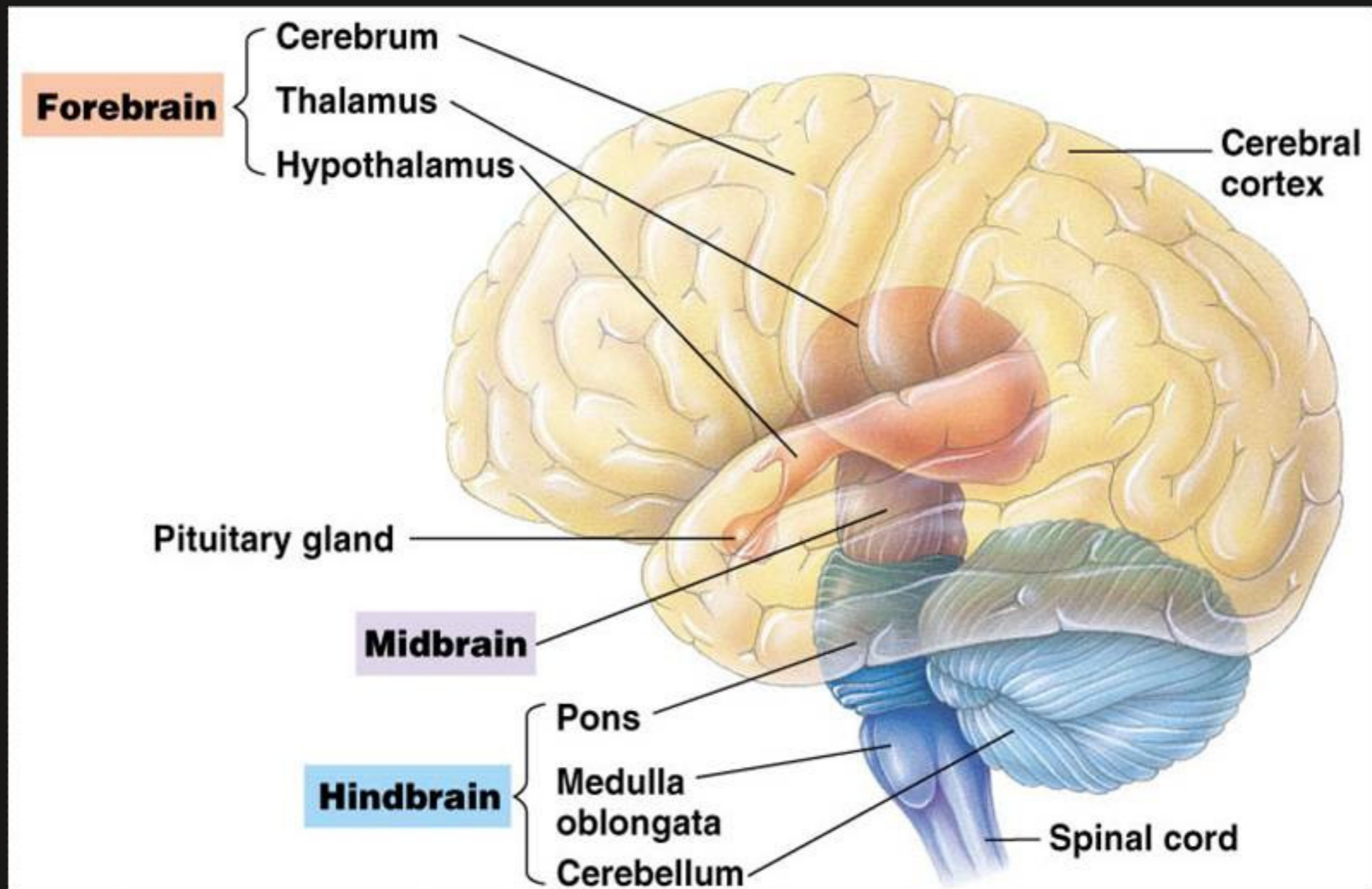
---



# Alinhamento / Tendências

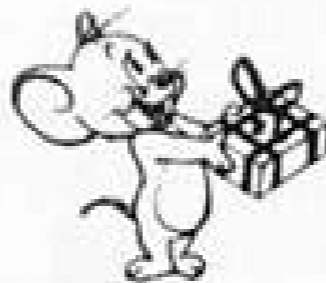
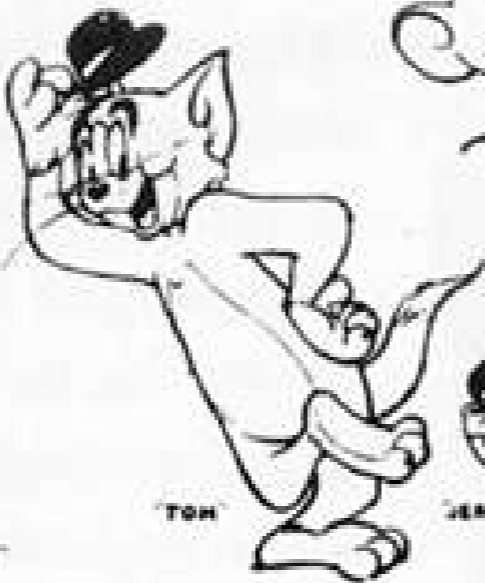
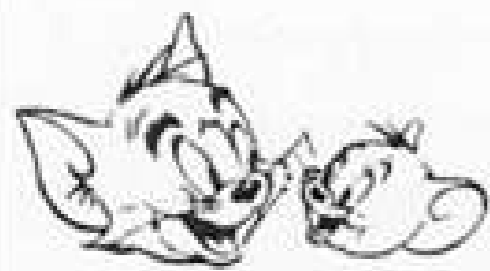


# *Atitude / Linguagem Corporal*



# TOM *and* JERRY

© 1940 H. MAYER



TOM

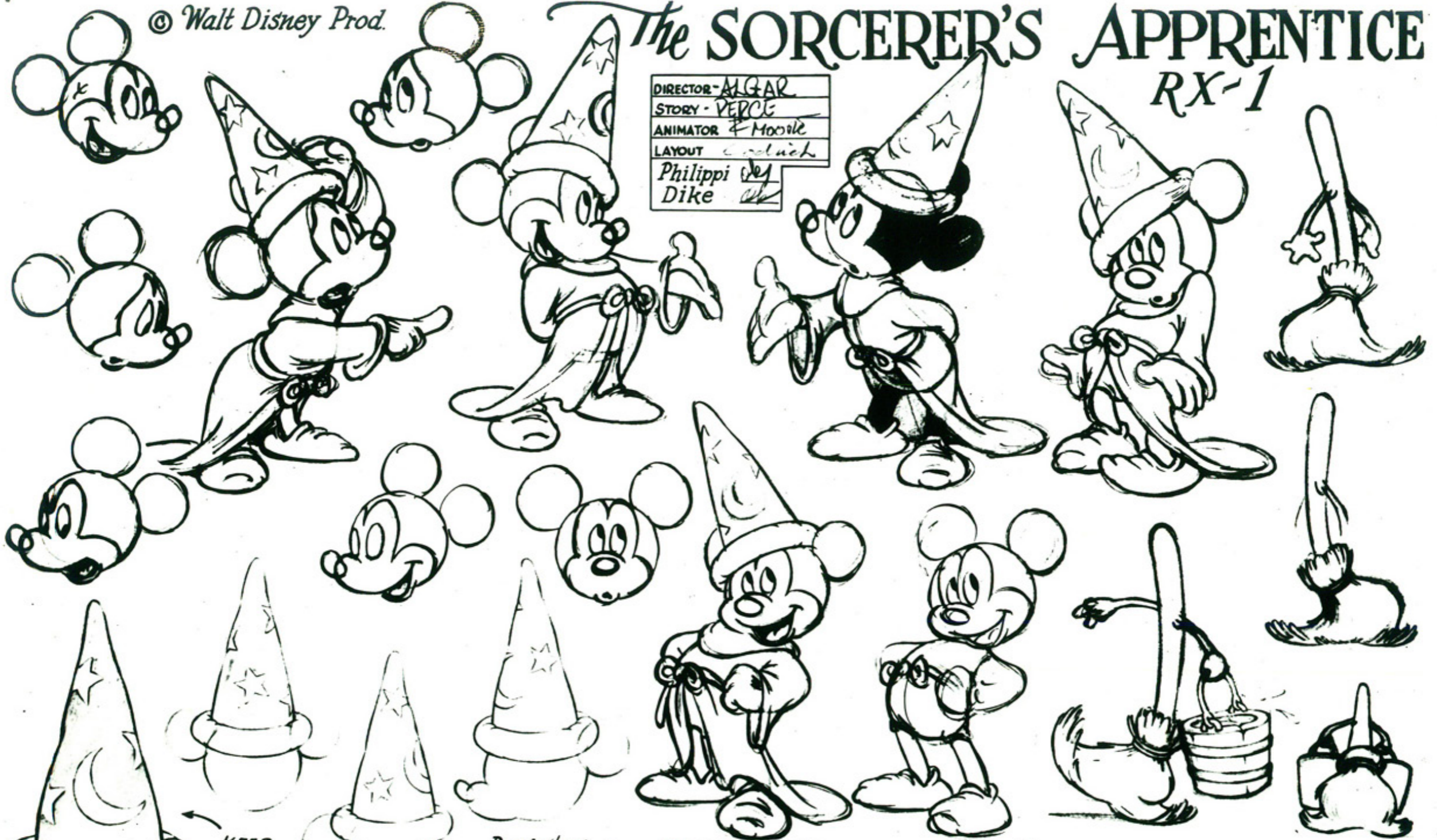
JERRY



# The SORCERER'S APPRENTICE

RX-1

DIRECTOR	ALGAR
STORY	PERCE
ANIMATOR	Moore
LAYOUT	Waltuch
Philippi	Dike



KEEP  
CRESCENT  
MOON CENTERED  
ON FRONT OF HAT

Draw stars  
and crescent  
to fit the  
contour of  
hat.

RETAIN MICKEY BODY UNDER CLOAK

Layout head  
same as ever

Place eyes on each  
side of middle line.

Use black above new  
eyes as eye brows.

COMPARATIVE  
SIZES OF  
BROOM,  
BUCKET AND MICKEY



# GADGET

(ROUGH MODEL)  
 PROD. 4303

APPROVED *A.D.* DATE *7/88*

THIS MATERIAL IS THE  
 PROPERTY OF  
 WALT DISNEY PICTURES  
 IT IS UNPUBLISHED AND  
 MUST NOT BE TAKEN  
 FROM THE STUDIO, DUPLICATED  
 OR USED IN ANY MANNER,  
 EXCEPT FOR PRODUCTION  
 PURPOSES, WITHOUT WRITTEN  
 PERMISSION FROM AN AUTHORIZED  
 OFFICER OF THE COMPANY.

KEEP HER LEGS  
 RODENT LIKE &  
 SIMPLE NOT FAT  
 OR HUMAN LIKE

2 3/4 HEADS  
 HIGH

KEEP WAIST  
 PINCHED FOR  
 FEMININE LOOK



Head Part SUIT475 - Battle InterfaceB  
\_provide full interface and artificial intelligence for combat  
and strategy\_ thermal reader / electromagnetic spectrum  
identifier / mechanical vibrations system detectors /  
field vision complete spectral processor\_ allows full  
control of power suit designed for special units assault

\_MagnaBlade - Prototype ADX-03A98  
<< \_Special serialized magnetic surger blade for special  
melee combat\_ Channel energy spikes and focus  
controlled energy in both directions\_ >>  
Initializing... ..

Limb Components KTU - EIF340A  
\_A3\_3F\_ED\_2A\_23\_ >> @interface <<  
spring system \_pneumatic balance\_ /\_ handles impact  
from spr// pneumatic energy spring system ICARI ;  
designed for variable nuances in battlefield \_xenomorph  
system adapt limb system to different anatomy of  
warriors\_ aeji technology and design prototype of  
travelling battle machine \_special forces soldiers

Special Crafted Combat Bodysuit - GYR0349  
\_designed for extreme combat\_ fuses with host body for  
full power \_powered by aeji ARC generator; stands for 28  
xenocycles of unstoppable use \_hexagonal force/fiber  
handle impact distribution and physical optimization  
\_initialization require special embedded user key\_  
\_special alloys require key procedures and handling >>  
isodantrinum ore extracted from the depths of toran sites  
needs fortification before being able to form metallic  
compounds with noble alloys\_

andrevants@gmail.com