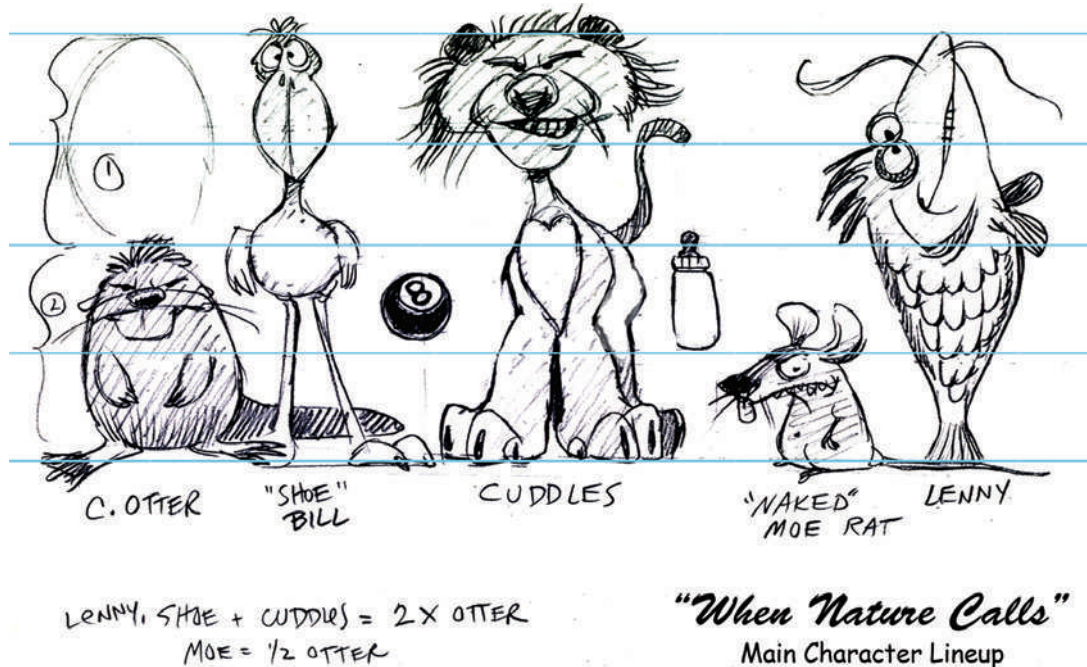


Draw final size comparison and construction models for the entire cast lineup after you have completed construction and action models for each character. Be sure to include important props. Figure 16-26 shows the rough character lineup that originally appeared in Chapter 7. One character, "C. Otter", is used as a standard of measurement. The taller characters are two 'otter heights' and the smallest character is one-half the height of C. Otter. Use simple fractions when making size comparisons; round off " $\frac{15}{16}$ ths" to a whole head for simplicity's sake. Whole heads and quarters, halves, and thirds of heads are commonly used when measuring scale.



[Fig. 16-26] Here is the original rough lineup and revisions for "When Nature Calls." The characters vary in size but can all fit on one model sheet. C. Otter is used as a unit of measure for the other characters. The tallest character is twice the size of the otter. Use simple measurements (one head height, or one-half or one-third of a head) rather than smaller increments when making size comparisons.

What happens if the size differences are so dramatic that a standard lineup is not possible (say, an elephant and a flea)? Compare the small character to a portion of the larger one on a 'close-up' model sheet. Figure 16-27 shows an example of a small character, and smaller props, working with Diane from Figure 16-8. The doll and its props are too small to read well when placed next to Diane in a standard lineup, so the new model sheet scales the doll and the sewing materials to Diane's knee and foot. The girl's head and hand should also be drawn on the doll's model sheet as a size guide. A small character in a big picture will have most of its action staged in close-up or medium close-up because of the scale differences between it and the other characters.