

FROM: ALICE CHEN

= TALK TO YOU MONDAY 9AM WESTERN TIME!

### MovieMaker - Character and Objects to be sculpted

I have sent a page indicating the size of each character and object in relationship to Ellie. Please use this for reference in creating the objects.

Some amount of interpretation will be necessary on the opposing sides since I have not provided turn around views for you. Sculpting parameters and number of parts per object have been provided below as well as thoughts on how the production tool will open and shut

Proportions may change slightly from the drawing since I have specified minimum diameters for some rods etc that seem too thin.

#### Camera

- Basic dimensions - Height 2.85" without base, Diameter of base 2.0"
- Number of parts
  1. Camera (NO rotation or swivel)
  2. Extension, Legs and Base as one unit (sculpt base with three legs in the form of a tripod)
- Interface between two parts to be a snap or keyholed glue fit (You just need to make the rod fit into the corresponding cavity on the underside of the camera)
- Parting line runs down the spine of the camera as shown in the attached illustration
- Extension Rod and Tripod legs diameter must measure a minimum diameter of .20"

#### Panini - The Director

- Basic dimensions - Height 1.86" without the base, Diameter of the base to be 1.0"
- Number of parts (sculpt parts separate from each other)
  1. Head (will be articulated at neck)
  2. Right arm (will be articulated at shoulder)
  3. Left arm with amplifier (arm will be articulated at shoulder)
  4. Torso
- Parting lines and tool open and close directions have been indicated on the attached illustrations
- Areas where undercuts may exist
  - Head - Parting line is down the center of the face and nose
  - Scribe line for inside of mouth only (any recession will become an undercut)
  - Hat - Can dip from front to back but cannot dip in the center from side to side otherwise an undercut is formed (illustrate below)

- Head feathers need to stay in a row like the mohawk style shown
- Glasses - Do not necessarily have to be molded in relief against Panini's head, but mold the lower part of the glasses against his cheek. Lens area cannot be recessed. Eye detail area can be a scribed line only
- Tail - pull up and run up his back. Sculpt the tail in relief against his back.
- Feet - all angles must draft forward and backward - reference sketch.

### Boom Mike

- Basic Dimensions - Height 1.60", Diameter of base to be 1.25"
- Number of parts
  - Mike and horizontal tilt arm (this arm will tilt forward and backward)
  - Need to determine how to articulate
  - Base and vertical rod
- Parting Lines have been indicated on the attached illustration
- Add texture to mike (perforation)

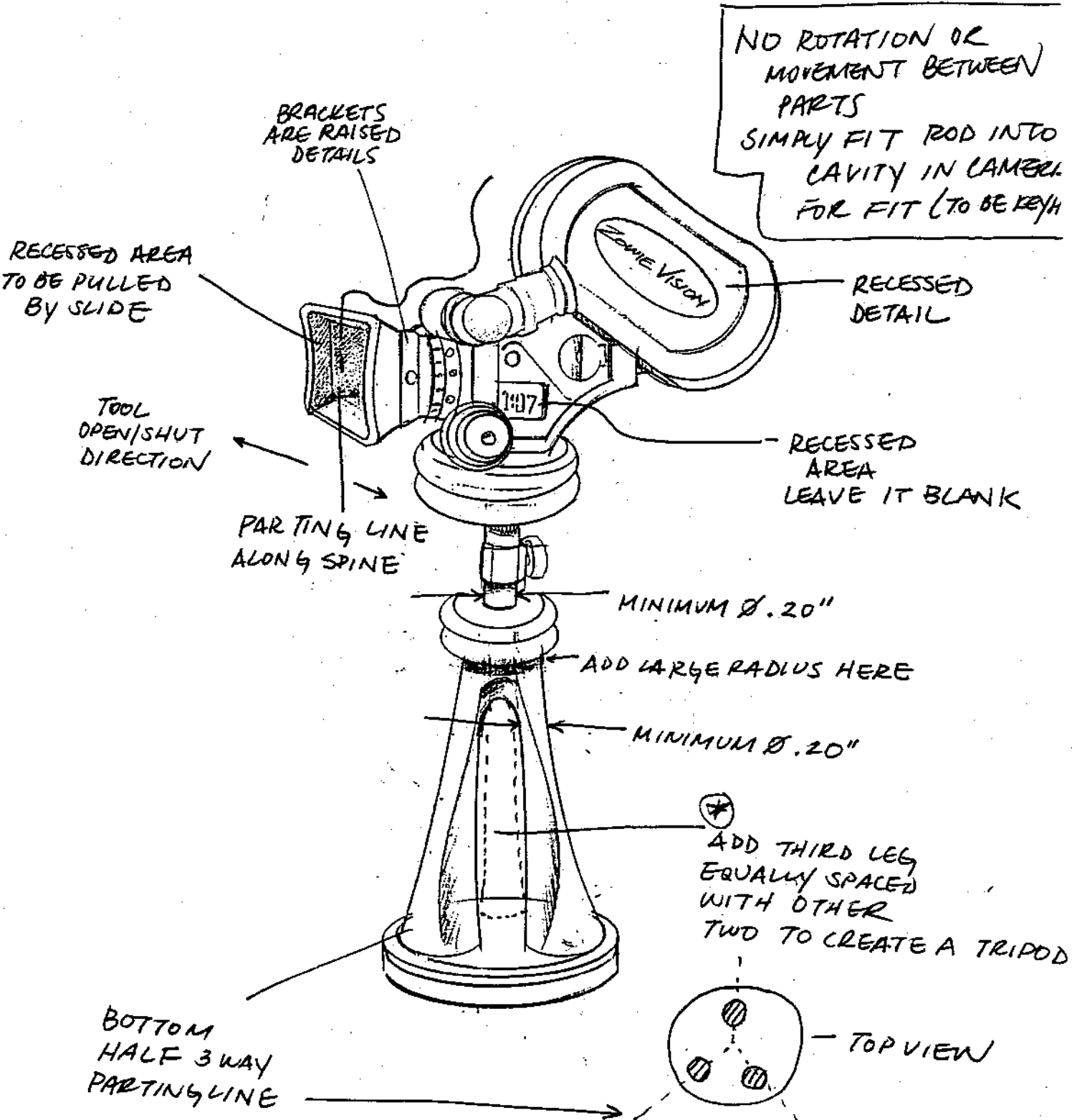
### Clapper

- Basic Dimensions - Height 1.70", Diameter of base to be 1.25"
- Number of parts
  1. Clapper top arm (articulated and should be hinged) - figure out simplest way to hinge
  2. Clapper bottom with film cases
- Parting Lines have been indicated on the attached illustration
- No extra platform is necessary - puck will be housed straight into the bottom most film canister - as I have noted on the sketch.

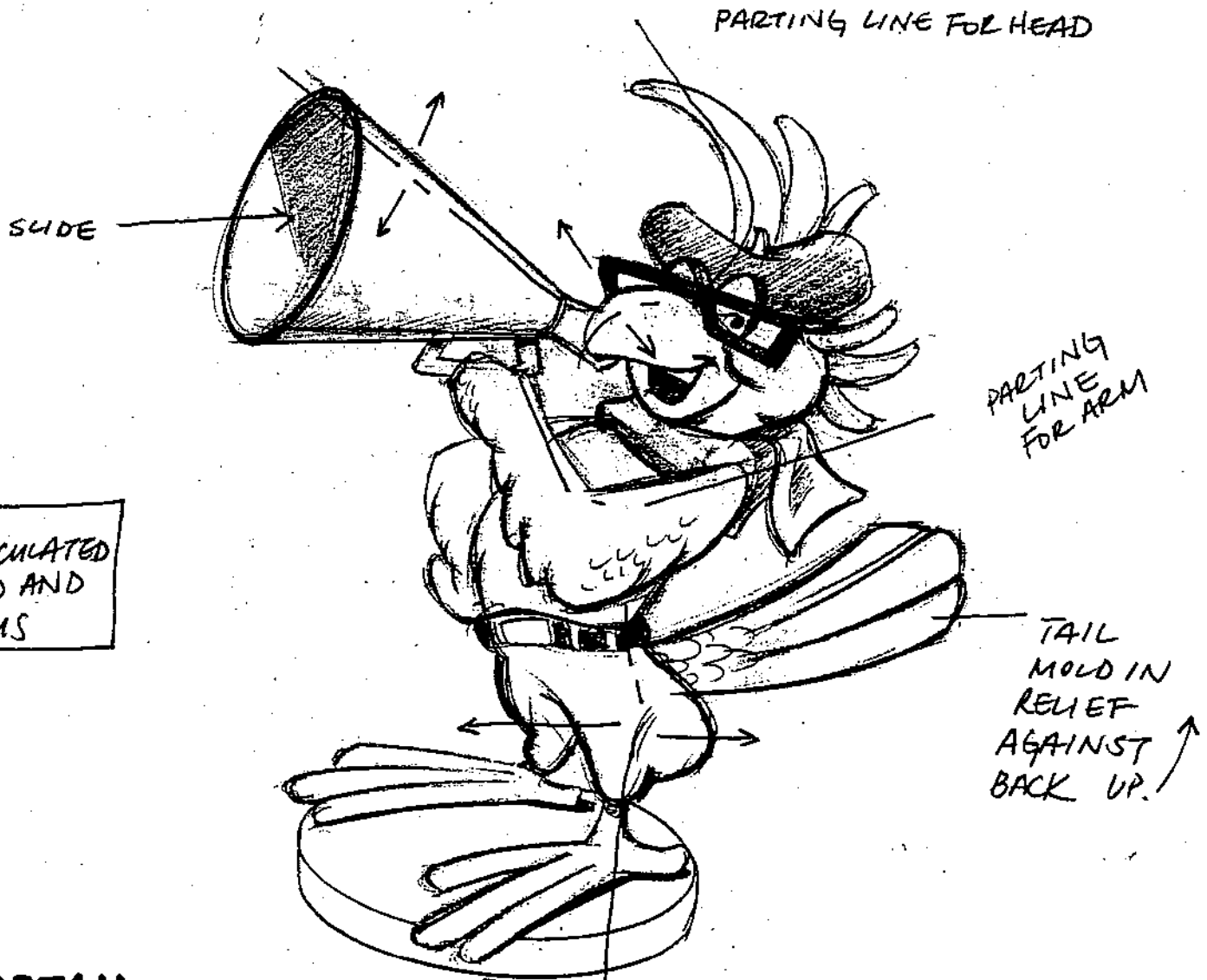
### World Slider

- All objects are in relief against the slider body. The tool will pull front to back and the slider itself will be molded in two halves like the first cloud slider.
- You can sculpt directly over the foundation of the last slider.

# CAMERA



# PANINI - DIRECTOR

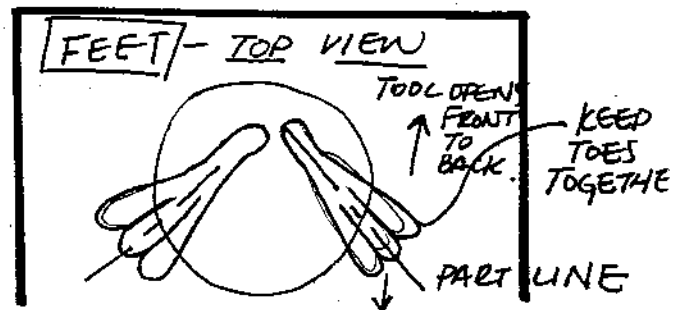


\* ARTICULATED  
HEAD AND  
ARMS

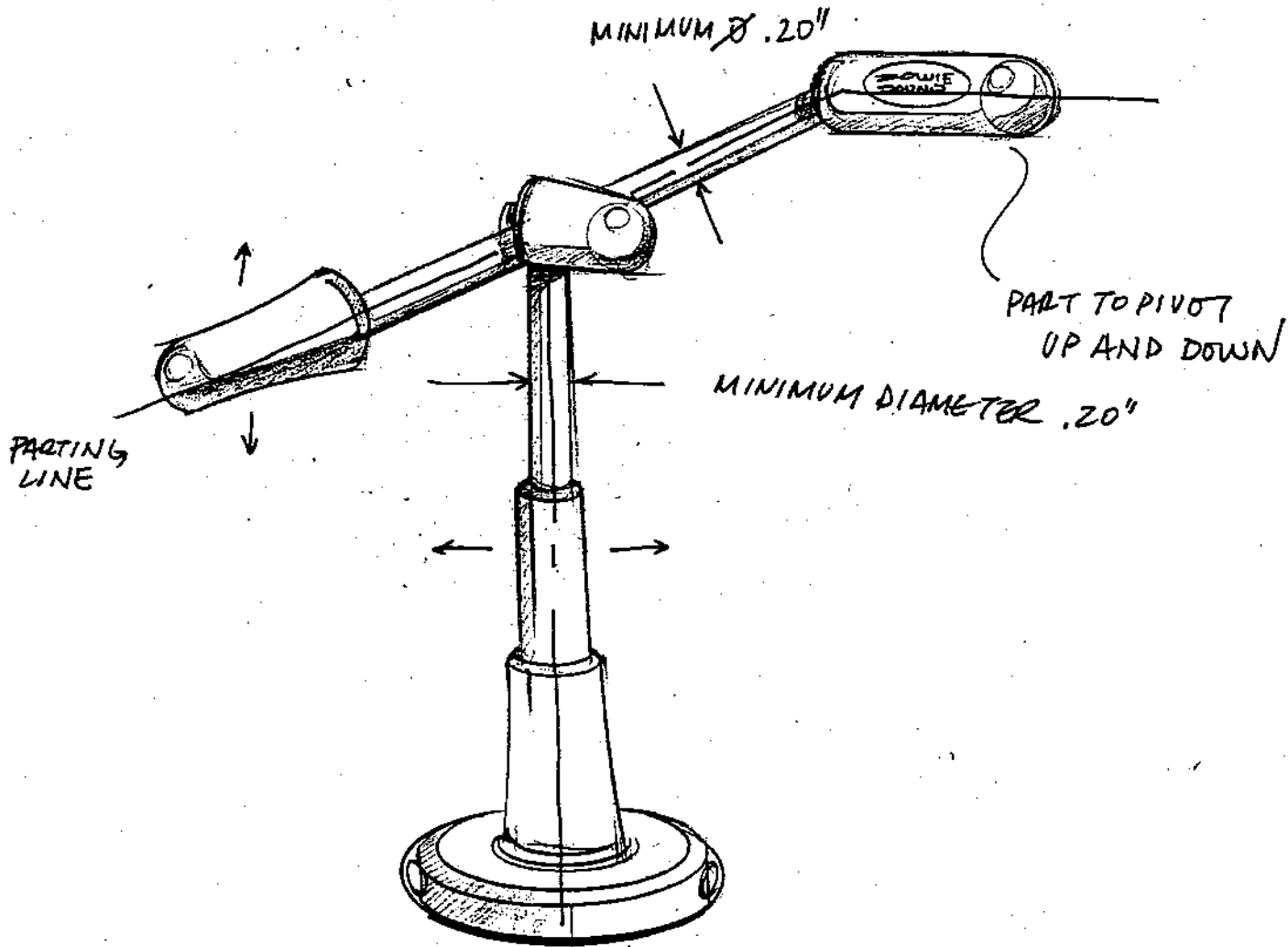
## HAT-DETAIL



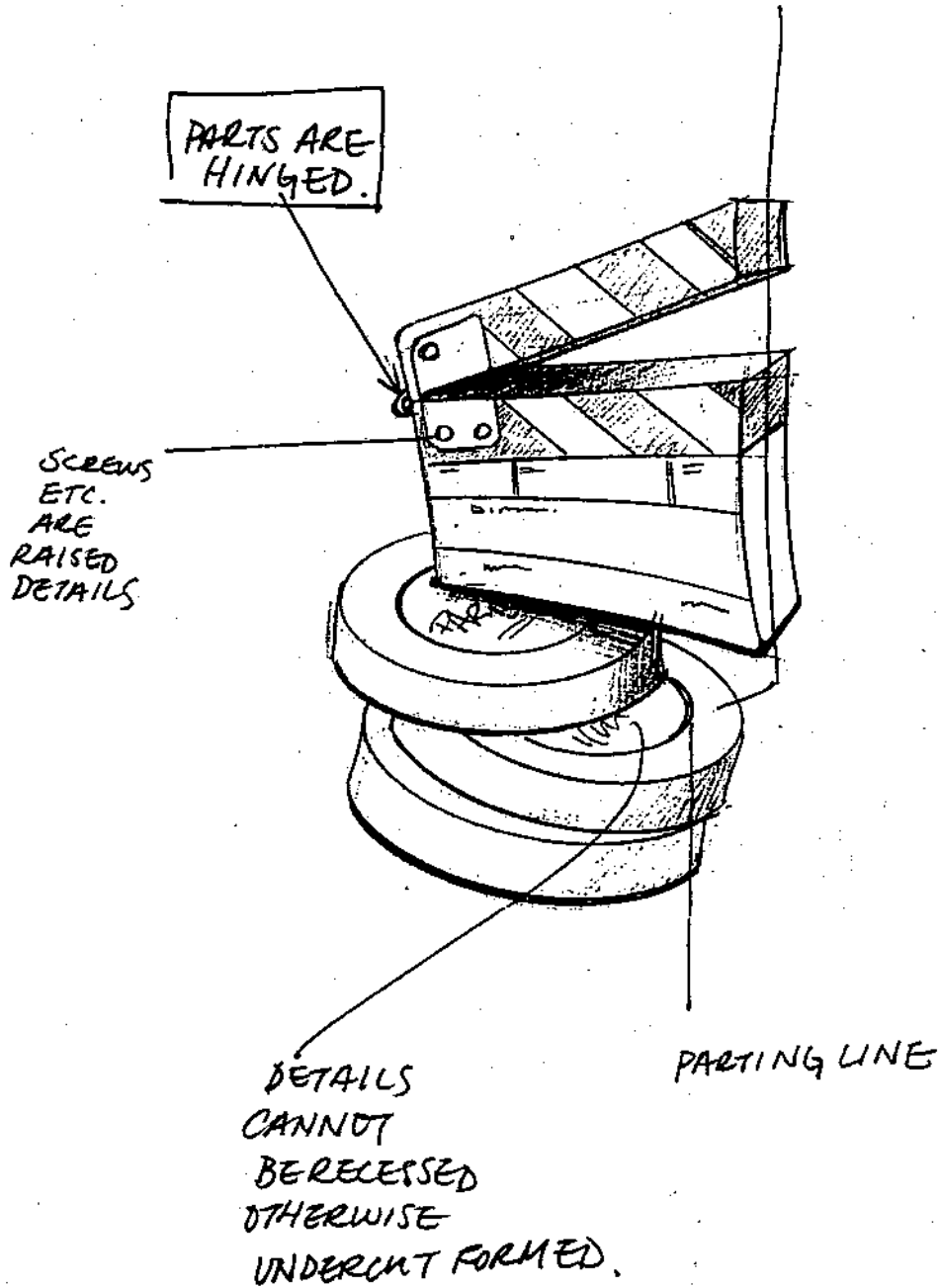
PARTING LINE ON TORSO  
TOOL PULLS OPEN FRONT TO BACK



# BOOM MIKE

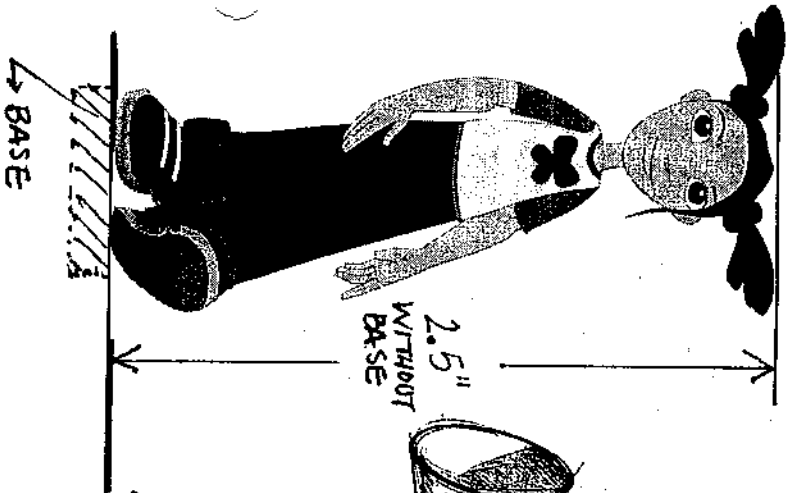


# CLAPPER

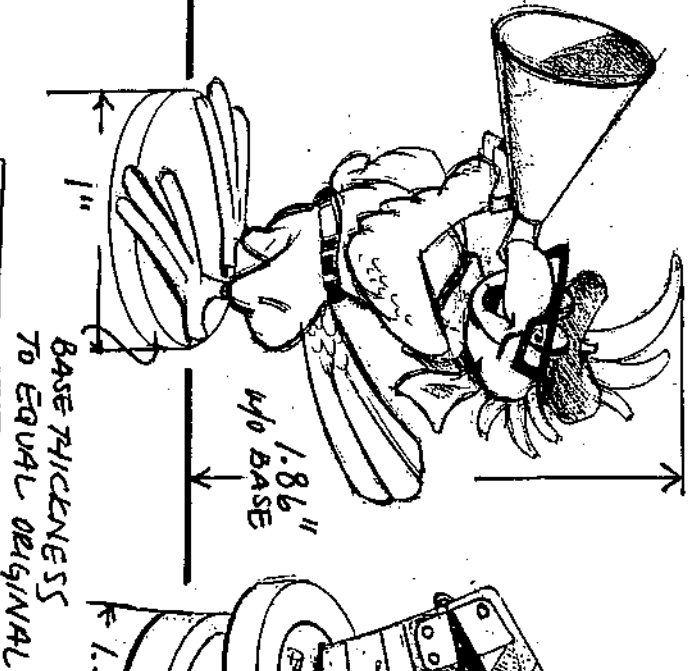


# MOVIE MAKER OBJECTS IN SCALE

**EWE**

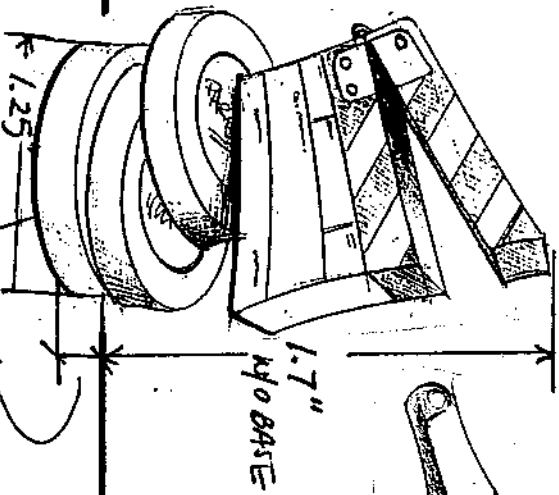


**PANINI**



**NOT TO SCALE**

**CLAPPER**



PUCK TO FIT DIRECTLY IN BASE HEIGHT TO EQUAL ORIGINAL EWE BASE.  
(APPROX. .25" THICK)

**MIRE**

