

**Head Room and
Looking Room
(aka Lead Room)**

crowded up here!

**She can't
breathe!**

is her butt this important?



**Head Room and
Looking Room**
(aka Lead Room)



Use of Space: Avoiding Dead / Unused Space

I hope Pinkie isn't claustrophobic.

This sky sure is interesting!



Use of Space: Avoiding Dead / Unused Space





Adjusting BGs: Simplifying / Tinting / Moving BG Elements

The tree distracts from Pinkie's face.

Lots of dark details in the far BG draw the eye.



Adjusting BGs: Simplifying / Tinting / Moving BG Elements

It can help if you think of the BG as a character which also needs to be "posed" to make staging work.

Adjusting BGs: Simplifying / Tinting / Moving BG Elements

This lamp is high contrast, draws the eye.

The poster interferes with Sweetie Belle's face.



Adjusting BGs: Simplifying / Tinting / Moving BG Elements



Make sure to guide off OLs from inside the main BG comp, so BG elements don't appear duplicated if the BG is moved. (in this case, the podium was pulled out of the BG to be an OL.)

Rule of Thirds



Place points of interest at 1/3 intersections.

Rule of Thirds



When centering characters, center their eyes, not their whole bodies.

Staging: Tangents

A tangent is a point where the edge of one thing (character, prop, BG element) meets the edge of another thing.



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Staging: Tangents

Solve them by separating OR overlapping the tangenty bits.



Staging: Horizon Line / Character Placement in the BG

**Make sure characters look like they fit into the environment:
Are their shadows following the ground?
Are they riding the edge of a hill in a weird way?**



Staging: Horizon Line / Character Placement in the BG

Sometimes all it takes is bumping the BG up or down a little bit for the characters to look like they belong.



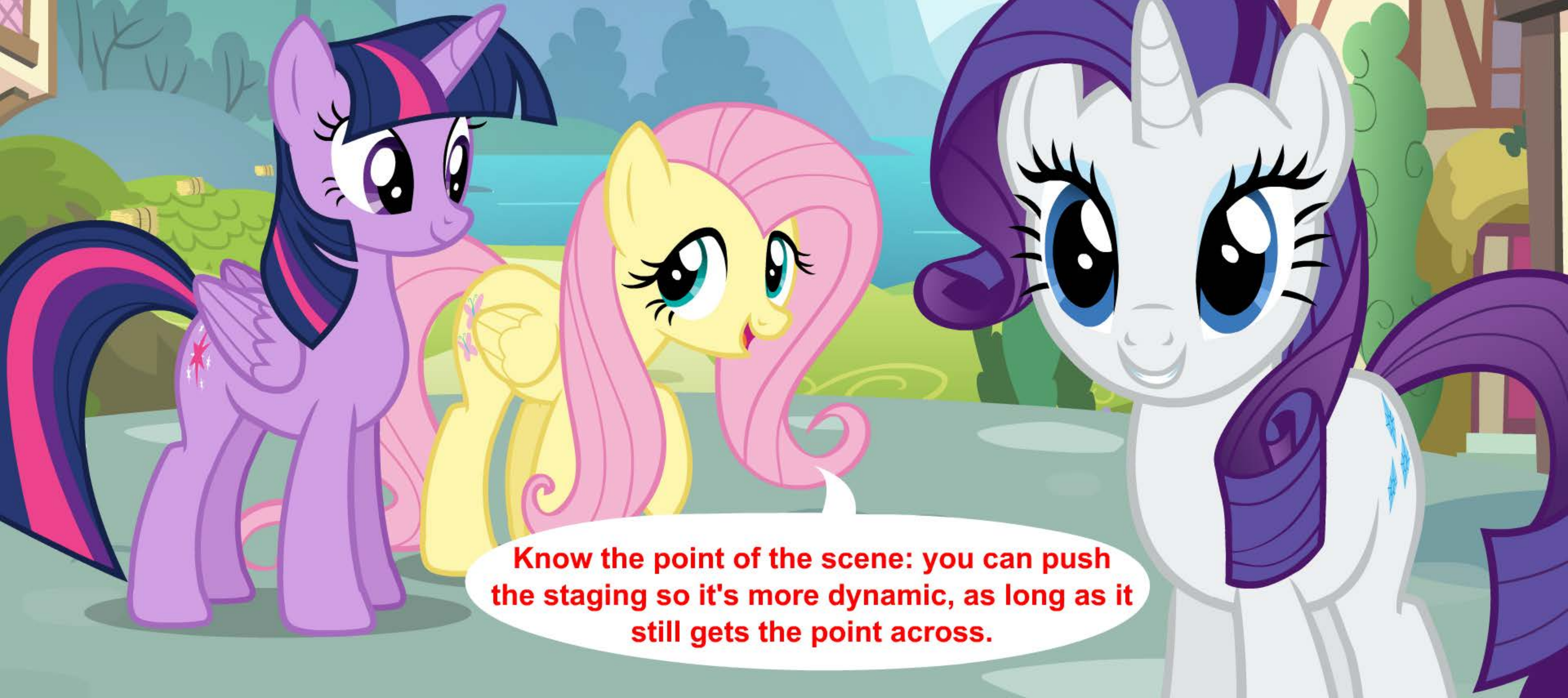
Staging: Keeping the main action clear

**Fluttershy's talking, but
Rarity's blocking her face!**



Staging: Keeping the main action clear

Staging doesn't *always* need to follow the board exactly, but the boards are usually quite strong: only change it if you're making it better.



Know the point of the scene: you can push the staging so it's more dynamic, as long as it still gets the point across.

-size relations don't work (PP is too big, AJ & RD too small, far incidentals too big)
-characters' heights don't appear consistent w/ BG (even if it were a downshot)



- characters of the same height have their heads around the same level relative to the horizon, so their sizing fits the BG more naturally.
- foot position gives them a more natural placement as a group (ie. semi-circle)

