Head Room and
Looking Room
(aka Lead Room)
crowded up here!
She can't breathe!
is her butt this important?

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Looking Room
(aka Lead Room)

Use of Space: Avoiding Dead / Unused Space

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Adjusting BGs: Simplifying / Tinting / Moving BG Elements

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

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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.

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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

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Staging: Keeping the main action clear

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-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)