



# The Supernaturals

By

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Subject: Rock 'n Roll



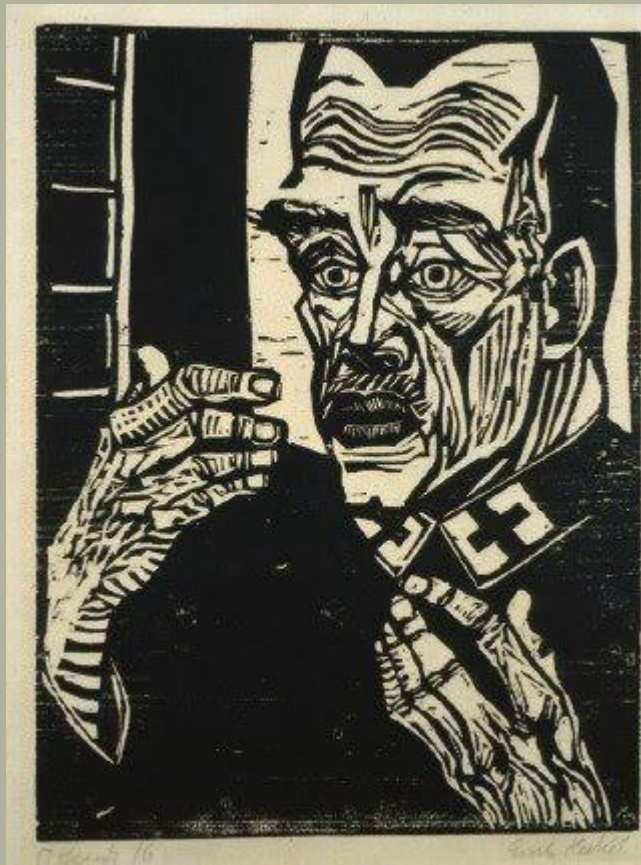
Graphic Style: Mike Mignola



- Thin lines
- Clunky shapes
- High contrast

# Mike Mignola's Style

Mike Mignola's style has evolved from artist such as Erik Heckel, Alex Toth, and Jack Kirby.



Erik Heckel



Alex Toth



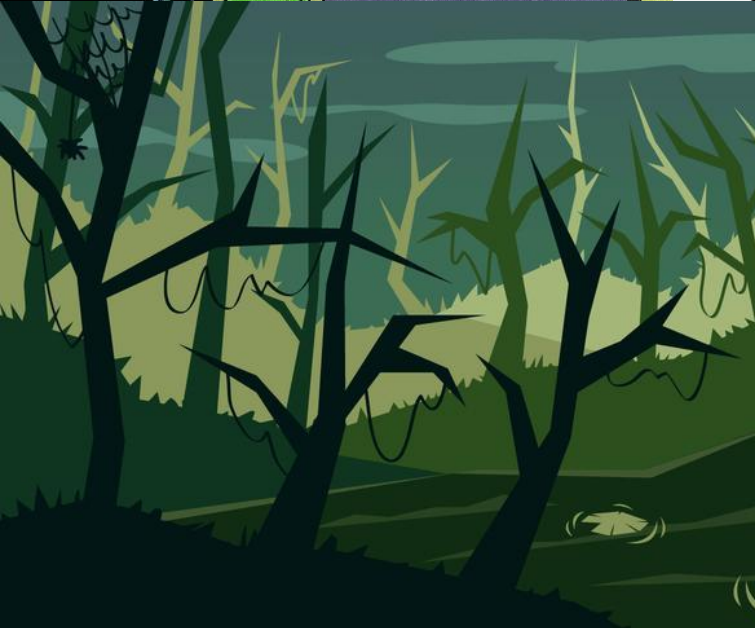
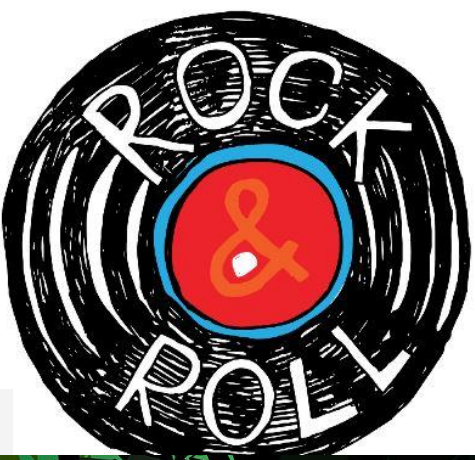
Jack Kirby



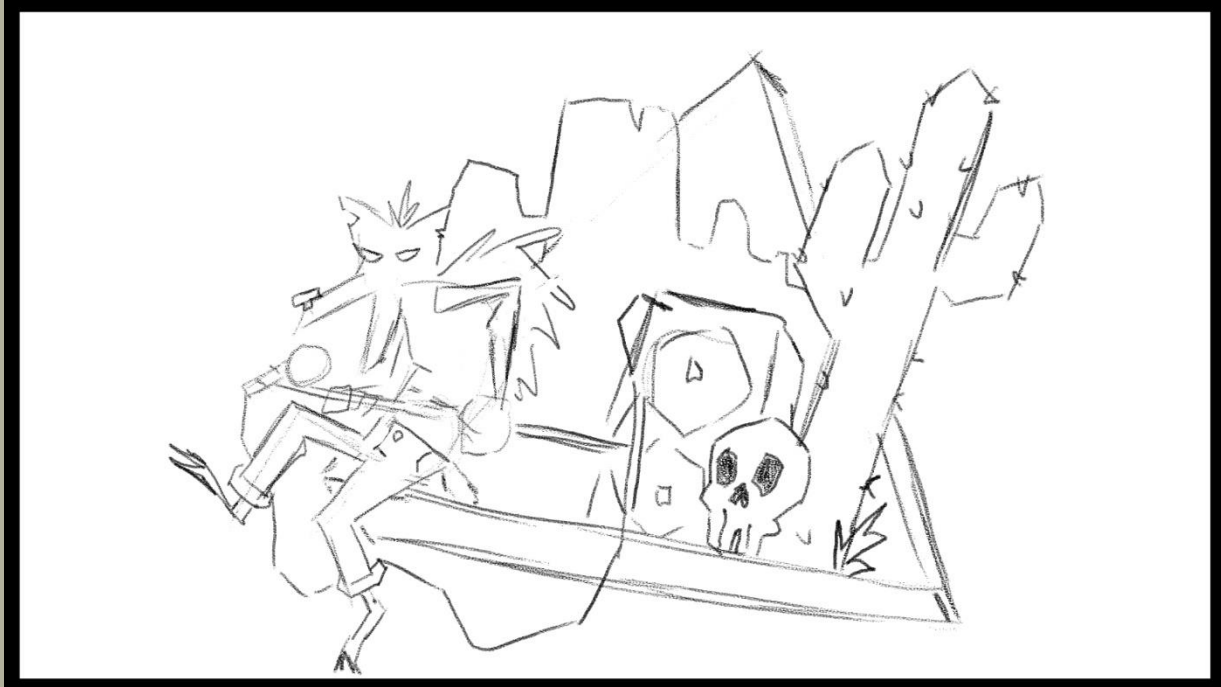
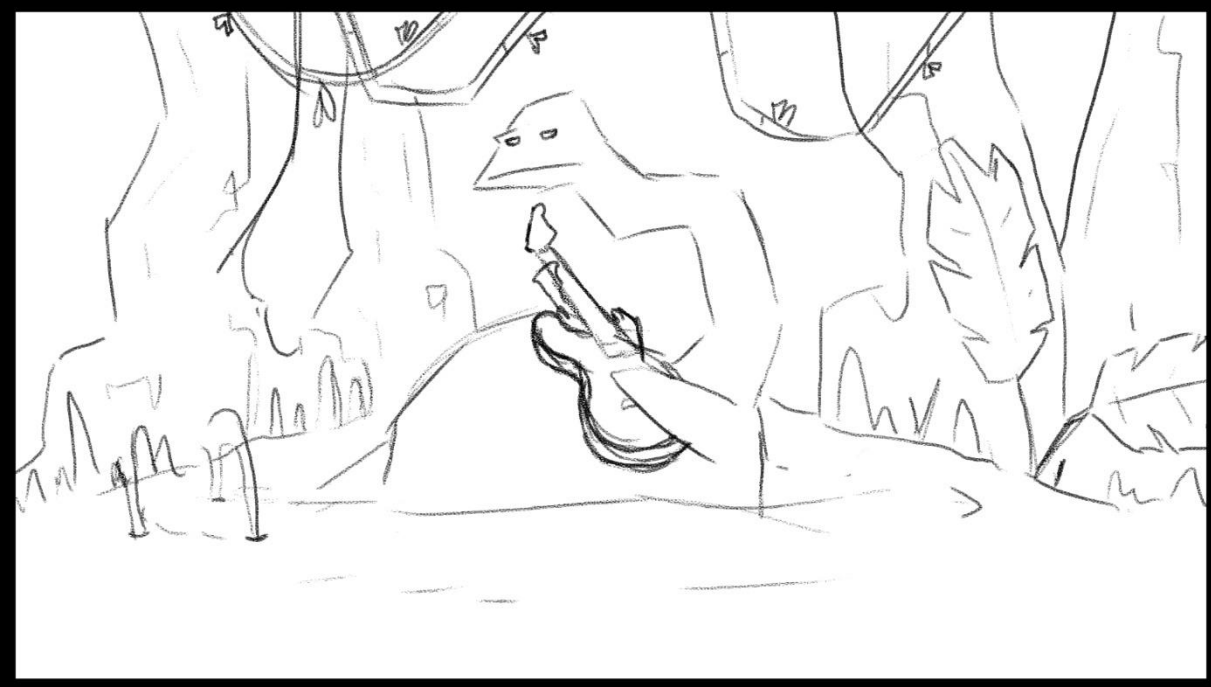
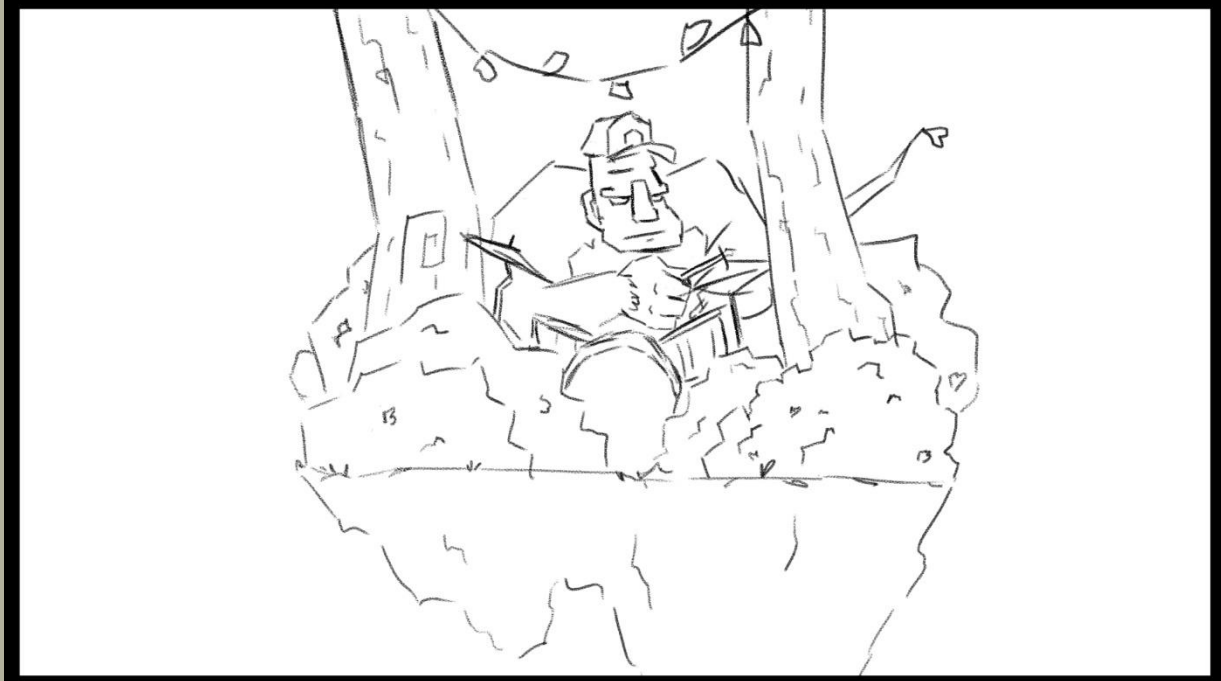
# Keywords

- Rock and roll
- Music
- Guitars
- Contrast
- Supernatural
- Swamp
- Jungle
- Forest
- Drums
- Bass
- Bigfoot
- Monsters
- Concert
- Folklore
- Sasquatch
- Band
- Extraterrestrial
- Urban Legend























# Music



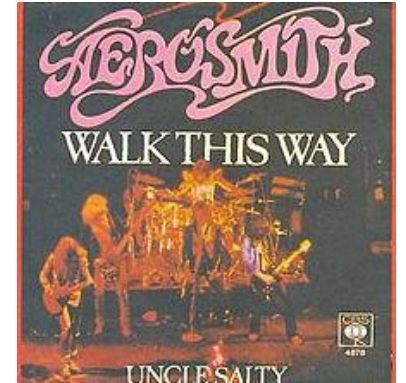
Band: The Cure  
Song: In Between Days  
Album: Head on the Door  
Year: 1985



Band: The Police  
Song: Roxanne  
Album: Outlandos d'Amour  
Year: 1978

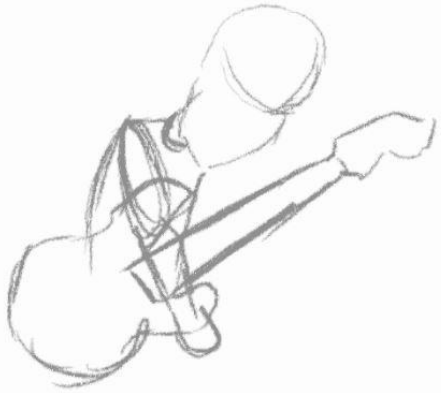


Band: The Rolling Stones  
Song: Beast of Burden  
Album: Some Girls  
Year: 1978



Band: Aerosmith  
Song: Walk this Way  
Album: Toys in the Attic  
Year: 1975

# Bassist



The Bassist was hand drawn in TV paint



# Guitarist

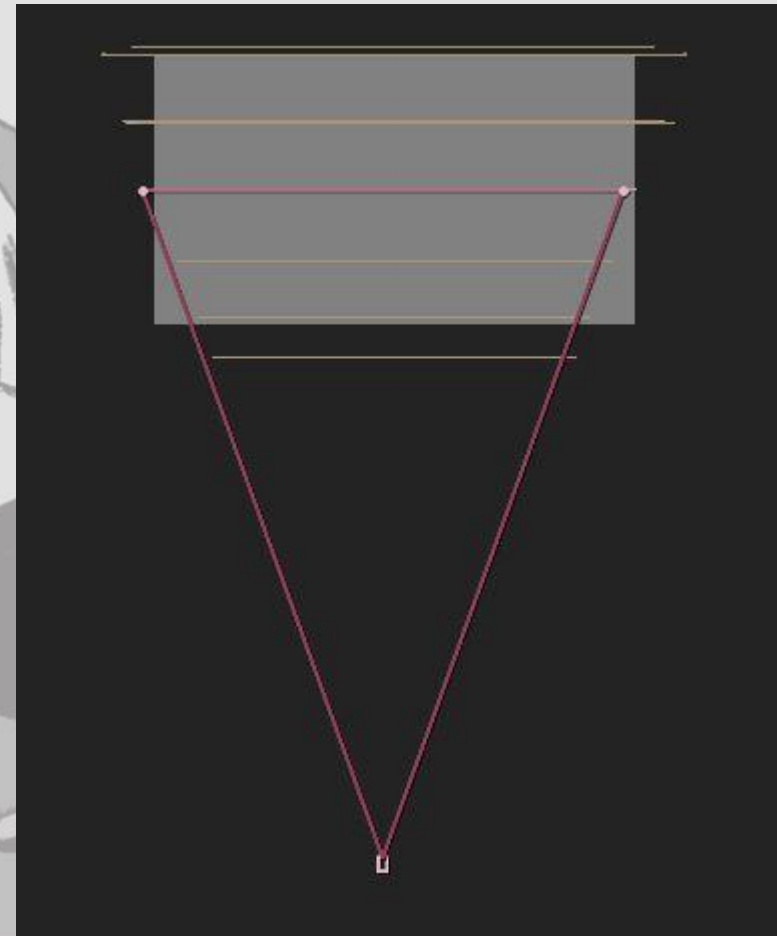


Guitarist Puppet

<	>	1	body water line	🔒	/	🌐	None	⌵
<	>	2	left hand line	🔒	/	🌐	9. body line	⌵
<	>	3	right arm line	🔒	/ fx	🌐	9. body line	⌵
<	>	4	chord water line	🔒	/	🌐	None	⌵
<	>	5	water color copy	🔒	/	🌐	None	⌵
<	>	6	guitar line	🔒	/	🌐	9. body line	⌵
<	>	7	leaft arm line	🔒	/	🌐	2. left hand lir	⌵
<	>	8	water color	🔒	/	🌐	None	⌵
<	>	9	body line	🔒	/ fx	🌐	None	⌵
🔊	>	10	[y2mate...QQ.mp3]	🔒	/	🌐	None	⌵

Guitarist's Layers

# Drummer



Camera Set up

o	>	1	drum kit	☞ ✨ /		☉	None	▼
o	>	2	left hand	☞ ✨ -	-	☉	3. left arm	▼
o	>	3	left arm	☞ ✨ -	-	☉	None	▼
o	>	4	head	☞ ✨ -	-	☉	None	▼
o	>	5	right hand	☞ ✨ -	-	☉	None	▼
o	>	6	body	☞ ✨ -	-	☉	None	▼
🔊	>	7	y2mate...X4N4.mp3	☞ ✨ /		☉	None	▼

Drummer's Layers



# Singer



○	>	1	[right arm]	♀	/	◎	11. body	▼	
○	>	2	[right forearm]	♀	/	◎	1. right arm	▼	
○	>	3	[hand mic]	♀	/	◎	2. right forear	▼	
○	>	4	[right eye]	♀	/	◎	8. head	▼	
○	>	5	[left eye]	♀	/	◎	8. head	▼	
○	>	6	★ Shape Layer 1	♀	✳	/	◎	8. head	▼
○	>	7	★ Shape Layer 3	♀	✳	/	◎	8. head	▼
○	>	8	[head]	♀	/	◎	11. body	▼	
○	>	9	[jaw]	♀	/	◎	8. head	▼	
○	>	10	★ Shape Layer 2	♀	✳	/	◎	11. body	▼
○	>	11	body	♀	/	◎	None	▼	
○	>	12	[left arm]	♀	/	◎	2. right forear	▼	
○	>	13	[snout ]	♀	/	◎	8. head	▼	
○	>	14	[waste]	♀	/	◎	11. body	▼	

Singer's Layers



# Getting to the final look

## Noise

fx Noise [Reset](#) [About](#)

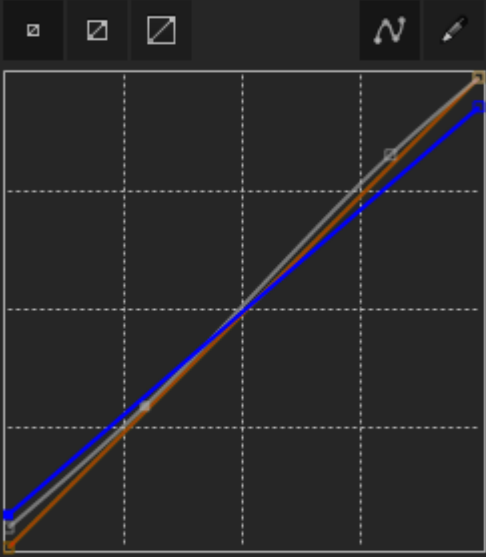
- > Amount of Noise 15.0 %
- Noise Type  Use Color Noise
- Clipping  Clip Result Values

## Color Correction

fx Curves [Reset](#) [About](#)

Channel: RGB

Curves



Open... Auto Smooth

Save... Reset

## 3D Glasses

fx 3D Glasses [Reset](#) [About](#)

- Left View 6. single Source
- Right View 6. single Source
- > Scene Convergence -1.0
- > Vertical Alignment 1.0
- Units Pixels
- Swap Left-Right
- 3D View Balanced Colored R
- > Balance 8.0

## Optics

fx Optics Compensation [Reset](#) [About](#)

- > Field Of View (FOV) 26.6
- Reverse Lens Distor
- FOV Orientation Horizontal
- View Center 959.1, 538.3
- Optimal Pixels (Inva
- Resize Off