STRANGER THINGS

ARTIST'S BIBLE

7.25.2005

Illustration Guidelines

Action

Characters should always be shown in action. Posing is not an action. Hovering 3 feet off the ground and trailing smoke from the eyes -- that would be okay. Perching on a gargoyle and looking mysterious -- also action. Leaping, attacking, investigating, hiding, running, etc. All good.

No Whiteys

I don't want to see any character that looks like an American white male. Give the characters a more diverse look. The setting has a middle-eastern/eastern europe feel. Women and men should get equal treatment. No cheesecake of any kind. Women should not be d-cup stripper types and men should not be no-necked hulking brutes.

Costume is Important

Costuming should have a strong Persian influence, with a touch of Greek orthodox cassocks, victorian greatcoats and scarves, and D&D3 (with the buckles and straps).

Strangers are Not Human

A Stranger should look otherworldly. You can go all out and have red skin and pointed ears, or you can be subtle about it, but the "demomic features" should be clear. Characters tend to favor Magic or Fighting, so it would be nice if you could tell from costume, equipment, stance, etc. which type they were. Also, charatcers carry two special items as part of their character make-up. Putting two key items in a drawing would be very cool. I'll be as specific as possible about demonic features for each individual picture. Feel free to get creative on costume, items, and special effetcs. I may also ask you to draw demons, which are more full-on "monsters" and are much less humanoid.

Use the Glyphs

They're provided at the end of this guide. Use them as sparingly or as liberally as you want, but include at least one in every image. Don't have a glyph floating in the air as a mark or typography. Use them in the scene in some way (tattoos, marks on items or a map, magical runes, etc.).

Include a small bit of the environement

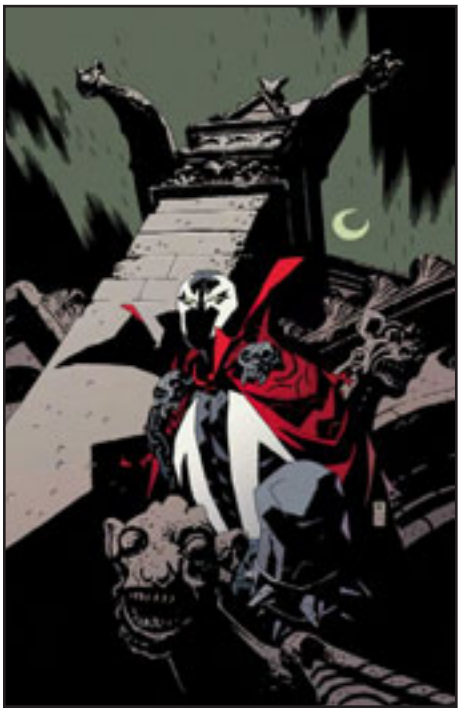
A full background is not necessary (or desired). But it would be nice to have a sense of place. Maybe the Stranger is perched on a stone gargoyle. Or hovering over a fountain. Or crouched in a pool of shadow on a cobblestone street. Just a little patch of environment to set the mood of the City. The statues of gods and reliefs that Mignola uses as backgrounds are *perfect*.

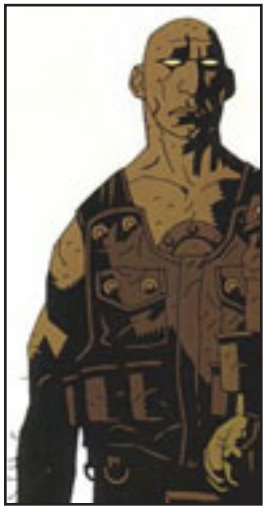
No Hatching!

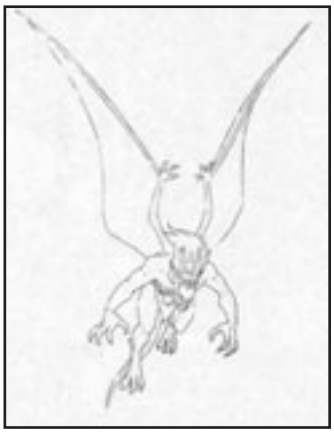
I'm looking for simple line art only, with solid blacks for dark areas, shdows, etc. No cross-hatching or grey tones for shading. The background should be mostly an empty white field and not large swatches of black, if possible. The PDF game needs to be printer friendly. Black is good though. Just don't go crazy.

Inspirational Images

All of these capture the spirit of Stranger Things.







Cheesecake, but I love the action here.

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