

Strange Creatures

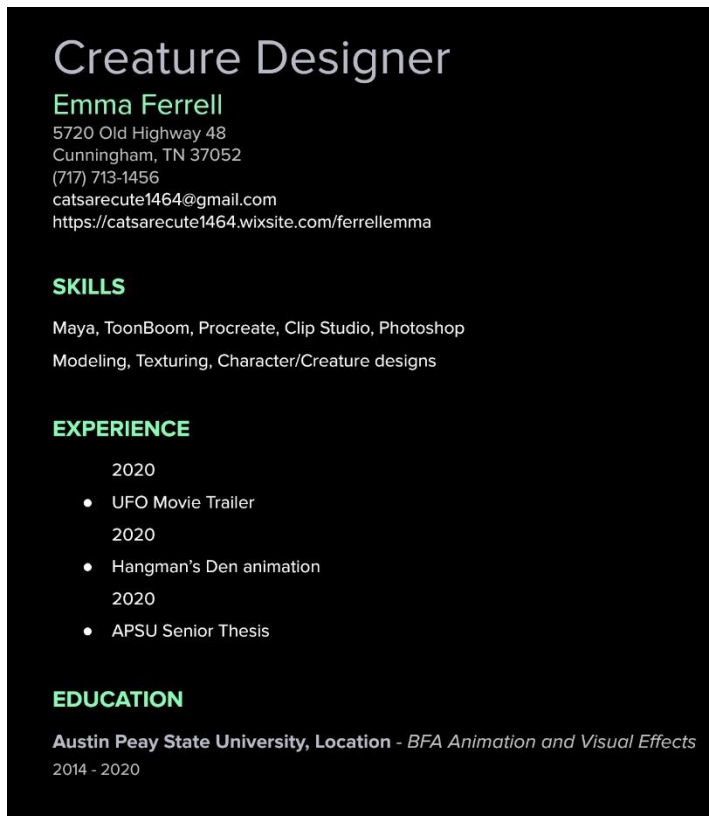
Emma Ferrell

Bio:

Emma Ferrell is an artist born in Washington, Pennsylvania on July 7th, 1995. She grew up in the era of exploring the outside world. Animals have always interested her from a young age, watching Animal Planet and reading zoo books. Art was something she did before she even knew how to read or write, it just came naturally. Put that together with her love of animals and her creativity bloomed.

Ferrell currently resides in Cunningham, Tennessee with her family and many pets. She strives to create creature designs that have a foundation from animals that live or have lived on Earth.

Resume:



Emma Ferrell

Animator/Character/Creature Designer

5720 Old Highway 48
Cunningham, TN 37052
(717) 713-1456
catsarecute1464@gmail.com
<https://catsarecute1464.wixsite.com/ferrellemma>

SKILLS

Maya, ToonBoom, Procreate, Clip Studio, Photoshop
Modeling, Texturing, Character/Creature designs

EXPERIENCE

Cracker Barrel, 200 Cracker Barrel Dr Clarksville, TN 37040 - Prep Cook/Retail

September 2015 - PRESENT

- Prepped food such as salads, roast beef, etc
- Team work
- Made sure all the food was up to date

EDUCATION

Austin Peay State University, Location - BFA Animation and Visual Effects

MONTH 2014 - MONTH 2020

Projects

- 2020
UFO Movie Trailer
- 2020
APSU Senior Thesis

Demo Reel:



<https://youtu.be/WOmM0P0UAUE>

Emma Ferrell Demo Reel

Unlisted

No views • Dec 3, 2020

0 0 SHARE SAVE ...

Demo Reel breakdown:

Cat and Mouse Game (Backgrounds)
Slow Dancing (Effects)
Hangman's Den (Texturing)
The Uninvited (Debris and Compositing)
Senior Thesis (Creature Designs)

Website:

<https://catsarecute1464.wixsite.com/ferrellemma>

Emma Ferrell

[Home](#) [Gallery](#) [Senior Thesis](#) [Demo Reel](#) [Resum](#)

Emma Ferrell

Creature Designer

aka marvelousbean

[Learn More](#)



Thesis Statement:

My life and art have unfailing circled around animals. I find new animals to learn about every day: where they were discovered, what their role is in the world, what makes them unique. The creatures I create always have a story or a purpose in the world that they live in, just like any creature in our world.

Thesis Proposal:

My life and art have unfailing circled around animals. I find new animals to learn about every day: where they were discovered, what their role is in the world, what makes them unique. In addition to learning about Earth's many organisms, I also create my own animals. The creatures I create always have a story or a purpose in the world that they live in, just like any creature in our world. Many animals on earth have mythical legends associated with them, perhaps because people do not know a lot of information about the animal. Biology, zoology, and paleontology help piece the information together and show the importance of a creature to our world. I make my own legends for the creatures thus giving them the roles they have in the world.

Research is very important in my studio practice, because a lot of my fictional creatures are borrowed from animals of our world. They're a mixture of species and it's important to understand and know the animals that are in them.

How does this tie into animation? Animation revolves around concept art. Concept art is what breathes the life into the media that we see every day in our lives. It is where everything starts. I will use this project to explore my connection with animals and animation. I want people to see my concept art and feel as though the creature could be real. I want them to get lost in the world and learn information about the animals that live there.

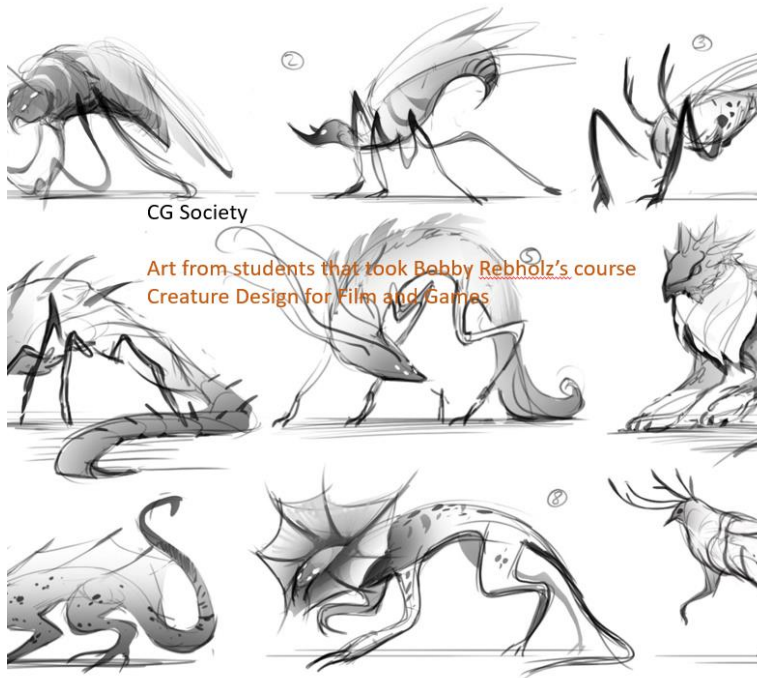
Research:

CG Society
ILM

Zoobooks

Artists:

Crash McCreery
Aaron McBride
Landis Fields
Terry Whitlatch
Helen Ward
Wayne Anderson
A.J. Wood
Dina Norlund
Yuri Bartoli
Jordu Schell
John Rosengrant
Rebecca Sugar
Hayao Miyazaki

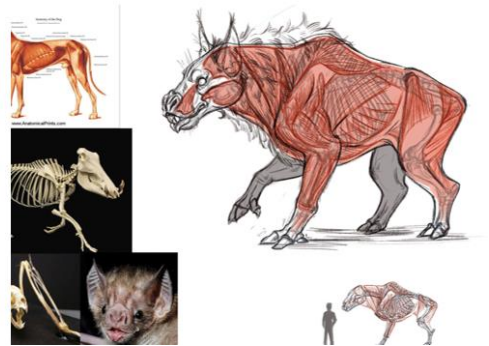


CG Society

Art from students that took Bobby Rebholz's course
Creature Design for Film and Games

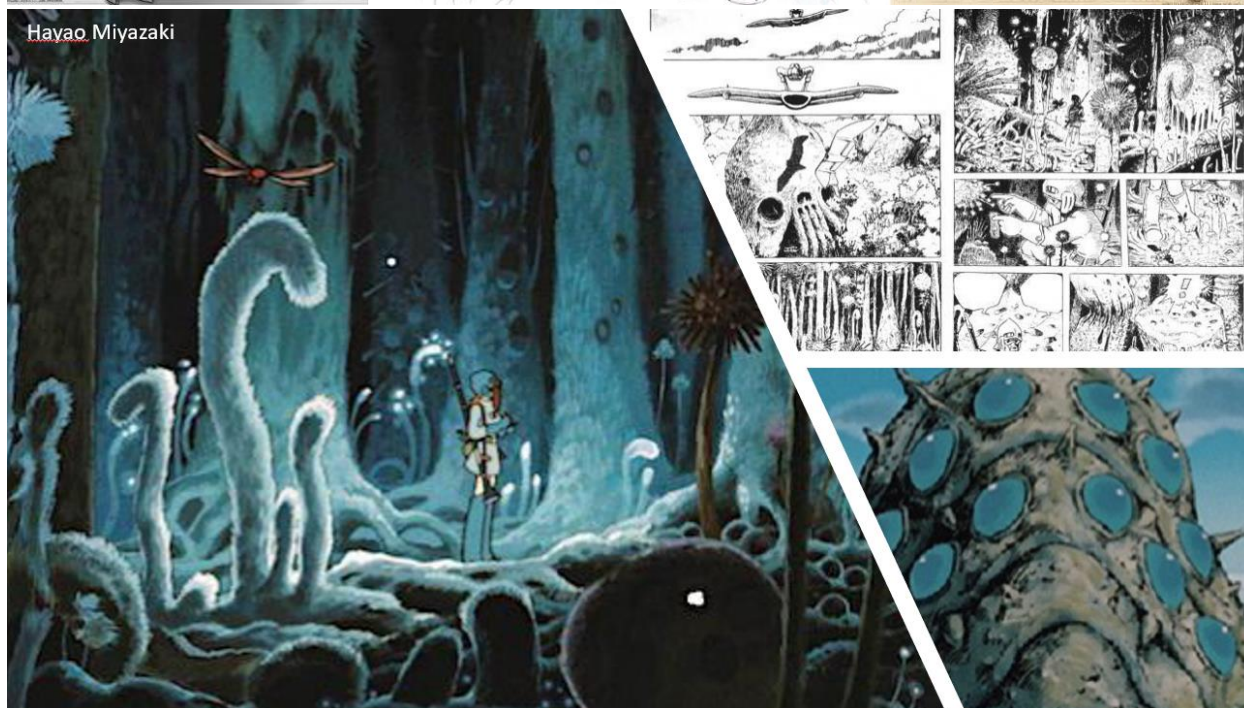
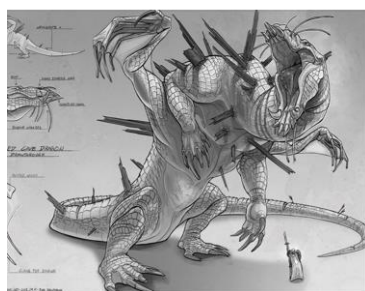
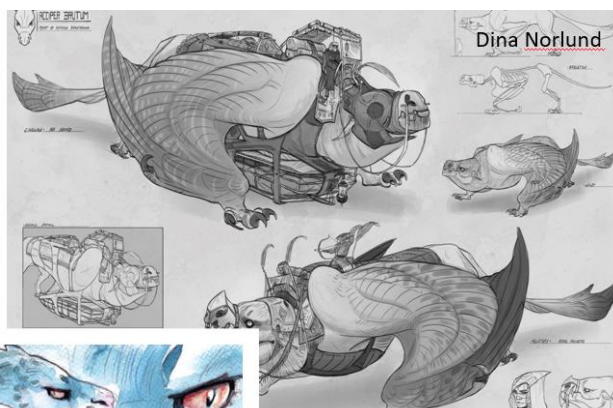


James Murlin
Creature Design
Spring Quarter week 3



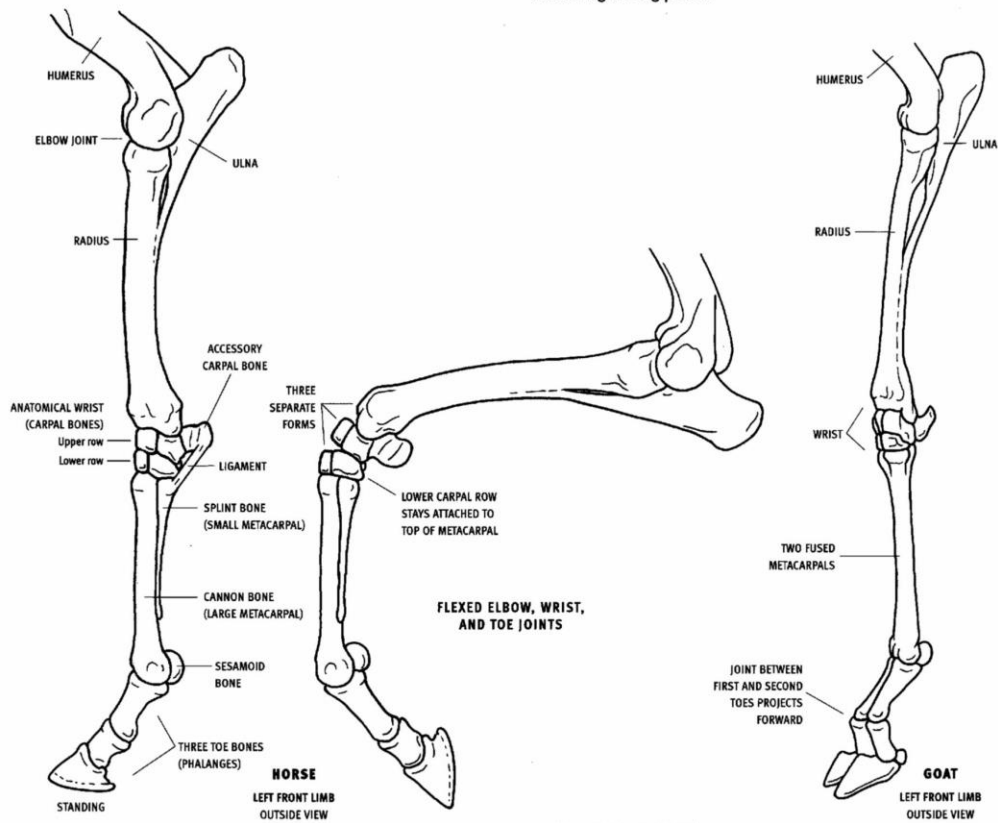
Industrial Light & Magic





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noticeable in the horse, a strong ligament that passes downward and forward from this bone to the top of the outer metacarpal participates in creating the leg profile.

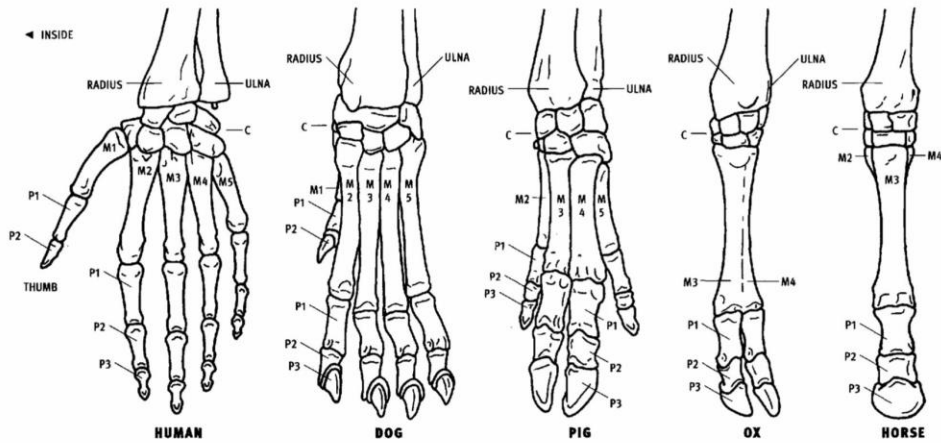


phalanx, as well as its distal phalanx (the **coffin** bone), is buried within the structure of the hoof.

The first digit (thumb) has only two phalanges—a proximal and a distal—and when present in four-legged animals, such as the dog and feline, it is reduced in size and doesn't touch the ground. In primates, the thumb is the shortest, heaviest finger, and is opposable to the other fingers (can touch the other four fingers). Monkeys have long slender

ed. A horse has only one toe per limb, cows have two, rhinos three, pigs four, cats and dogs have five in the forelimb (one very reduced) and four in the hind limb, and primates have five all around.

Interestingly, the extinct Devonian amphibian-like *Acanthostega* had eight digits per limb, making that the maximum number of fingers or toes found in the hand and foot. Missing digits in all descending species were lost through evolution.



LEFT MANUS ("HAND") OF FRONT LIMB • FIRST DIGIT ("THUMB") IS LOCATED ON RADIAL SIDE OF LIMB • FRONT VIEW
C Carpus; M Metacarpal; P Phalanx

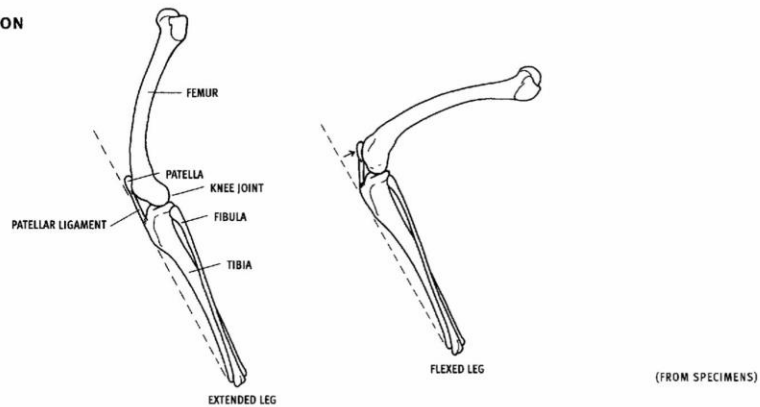
(DOG, OX, AND HORSE AFTER ELLENBERGER; PIG AFTER NICKEL)

ox, the width across the ilia is substantially greater than that across the ischiatic tuberosities. In the carnivores it is the opposite, with the ischiatic tuberosities slightly wider than the ilia.

16 BASIC BODY PLAN ► SKELETON

DOG
LEFT REAR LIMB
OUTSIDE VIEW
◄ FRONT

PATELLA MOVES BACK RELATIVE TO FRONT
EDGE OF LOWER LEG WHEN KNEE IS
FLEXED; LENGTH OF PATELLAR LIGAMENT
REMAINS THE SAME.



Lower leg

The tibia and the fibula make up the bones of the lower leg. The **tibia** is a large bone that supports the weight of the body. Its lower end forms the entire ankle bone in the horse and ox, but only the inner ankle bone in dogs, cats, pigs, and primates, where the fibula reaches the ankle on the outside. The inner surface of the entire tibia is subcutaneous. The bony prominence at its upper end, to which the patellar ligament is attached, is called the **tibial tuberosity**. The front edge of the upper portion of the

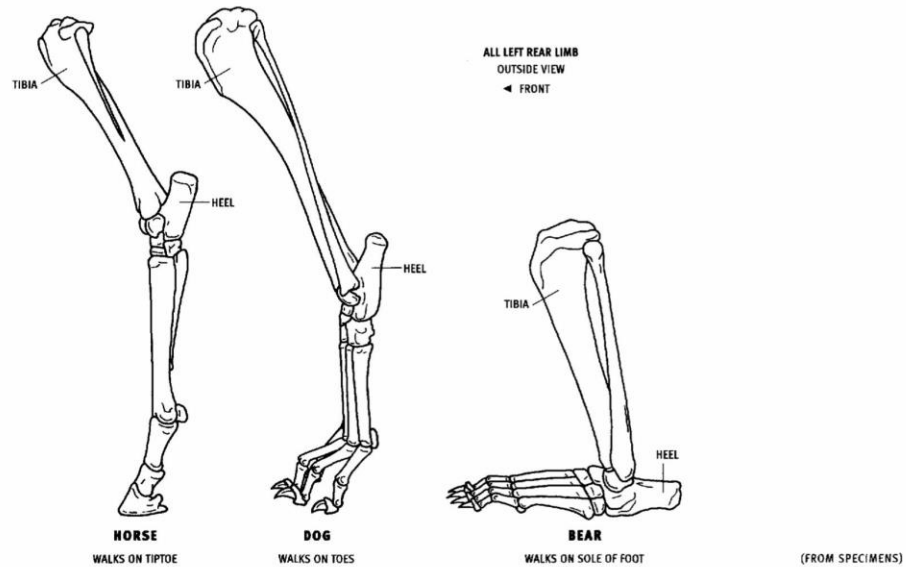
fibula doesn't reach the ankle but rather tapers to a point halfway down the lower leg. In the ox, only the upper and lower ends of the fibula are present. At the upper end, the head and a very short length of the shaft are fused to the outside of the tibia. The small lower end is fused to the underside of the outer portion of the tibia. These two fibular extremities are connected by a fibrous cord, which is a remnant of the missing shaft of the fibula.

Head of fibula

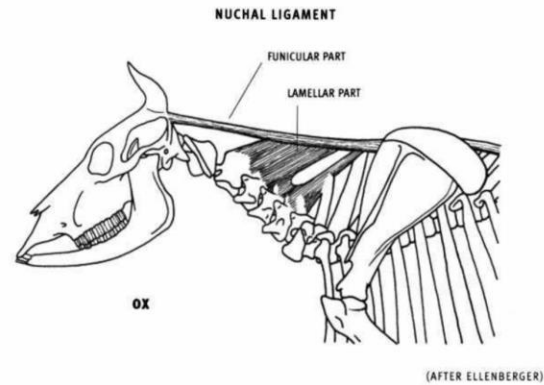
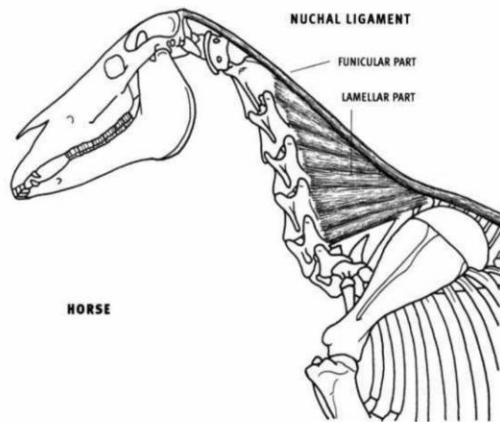
apart, are formed by the patella above and the tibial tuberosity below, and are connected by the patellar ligament. The tibial tuberosity is continued downward into the tibial crest.

The full **fibula** is a slender bone that lies on the outside of the tibia. Its expanded upper end, the **head**, is an important bony landmark and does not articulate with the femur at the knee joint. Its lower end reaches all the way down to the ankle joint and forms the expanded outer ankle bone in dogs, cats, pigs, and primates. In the horse, the

bone, which projects backward and upward, beyond the ankle joint, to receive the Achilles tendon of the gastrocnemius and soleus muscles. Primates and bears stand and walk with their heels on the ground; this is called **plantigrade locomotion**. Most four-legged animals stand and walk with only the tips of their toes on the ground and their heels raised quite high up off the ground, never touching the heel to the ground while walking; this is called **digitigrade locomotion**.



BASIC BODY PLAN ► SKELETON 17

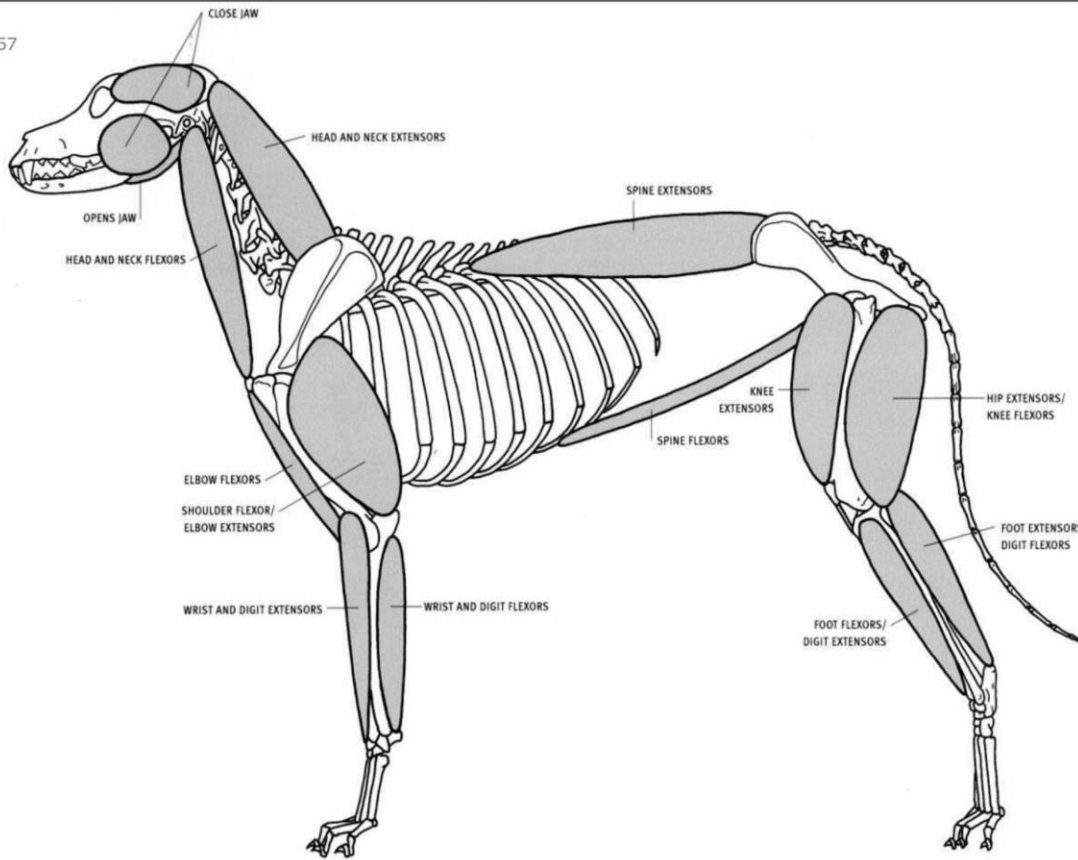


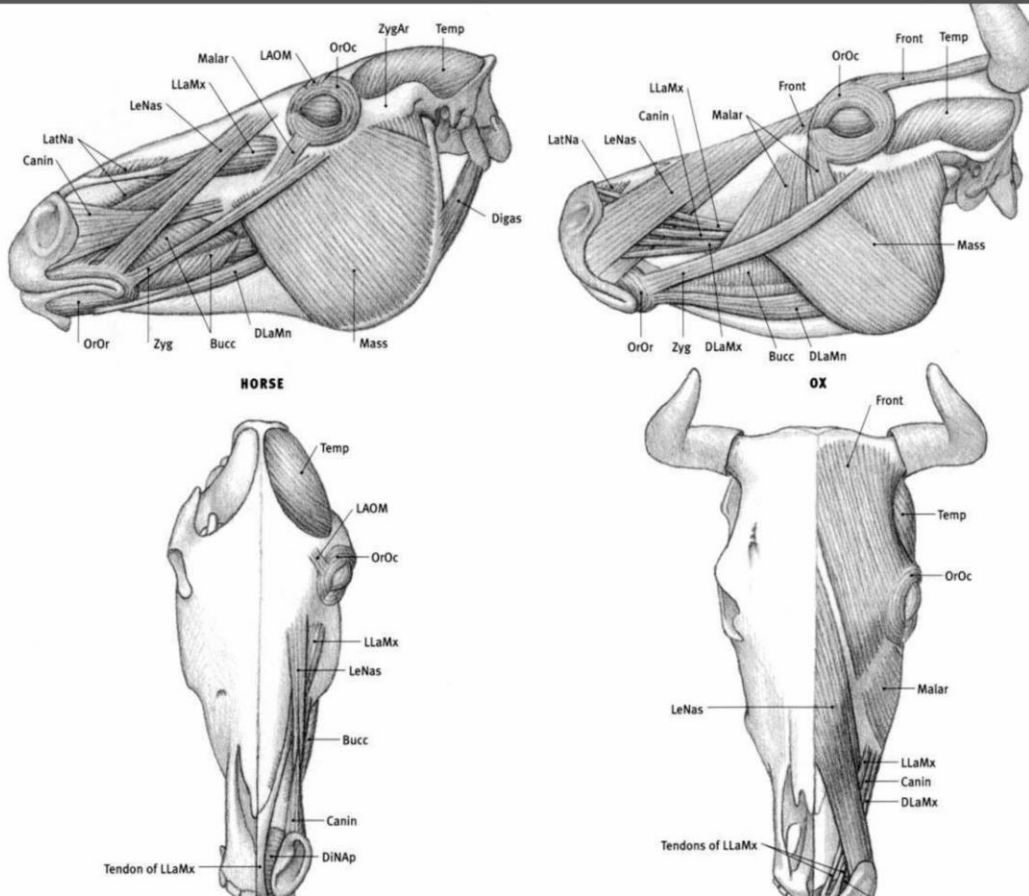
The **metatarsals** and **digits** of the hind limb are similar to those in the forelimb, with some notable differences. In the horse, the single metatarsal of the hind limb is longer than the metacarpal of the forelimb. Dogs may have a very rudimentary first metatarsal; occasionally, especially in the larger breeds, a couple of attached small phalanges form a much reduced digit, complete with a claw, called the **dewclaw**. Cats often have a tiny, rudimentary first metatarsal only, or may have a fully developed dewclaw. Because these first digit bones are usually either

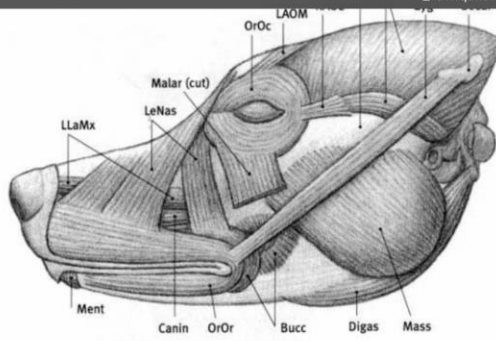
the weight of the head. Muscles pull the head down; the nuchal ligament, along with muscles, helps raise it.

In the horse, the rear end of the nuchal ligament attaches to the tip of the spinous process of the fourth thoracic vertebra, and in the ox, to the first thoracic vertebra. This makes the neck of the horse appear relatively longer and its trunk shorter, whereas in the ox the neck appears shorter and the trunk longer. In the horse, the nuchal ligament can be seen on the surface. An elevated fat pad and the mane run

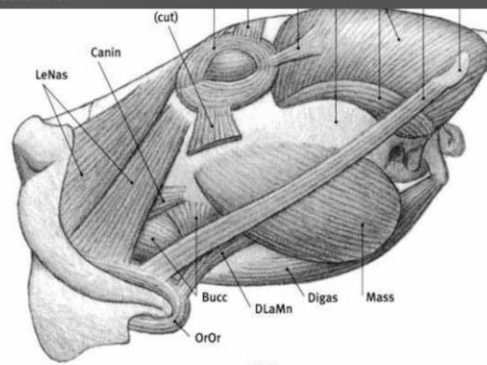
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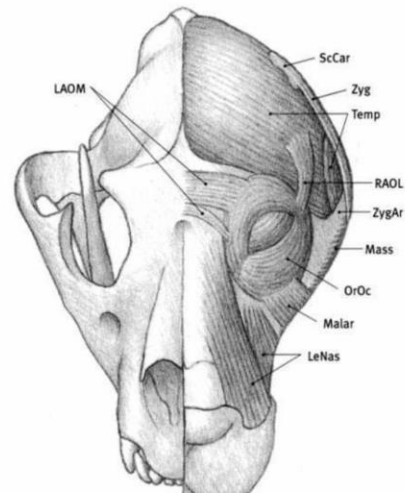
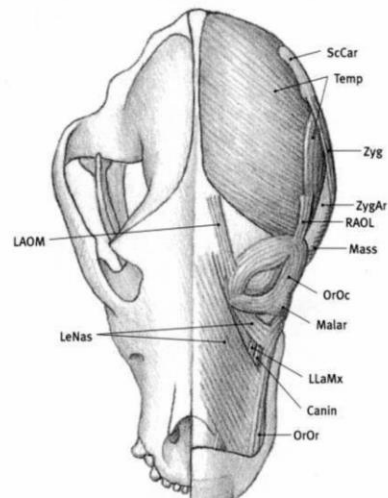


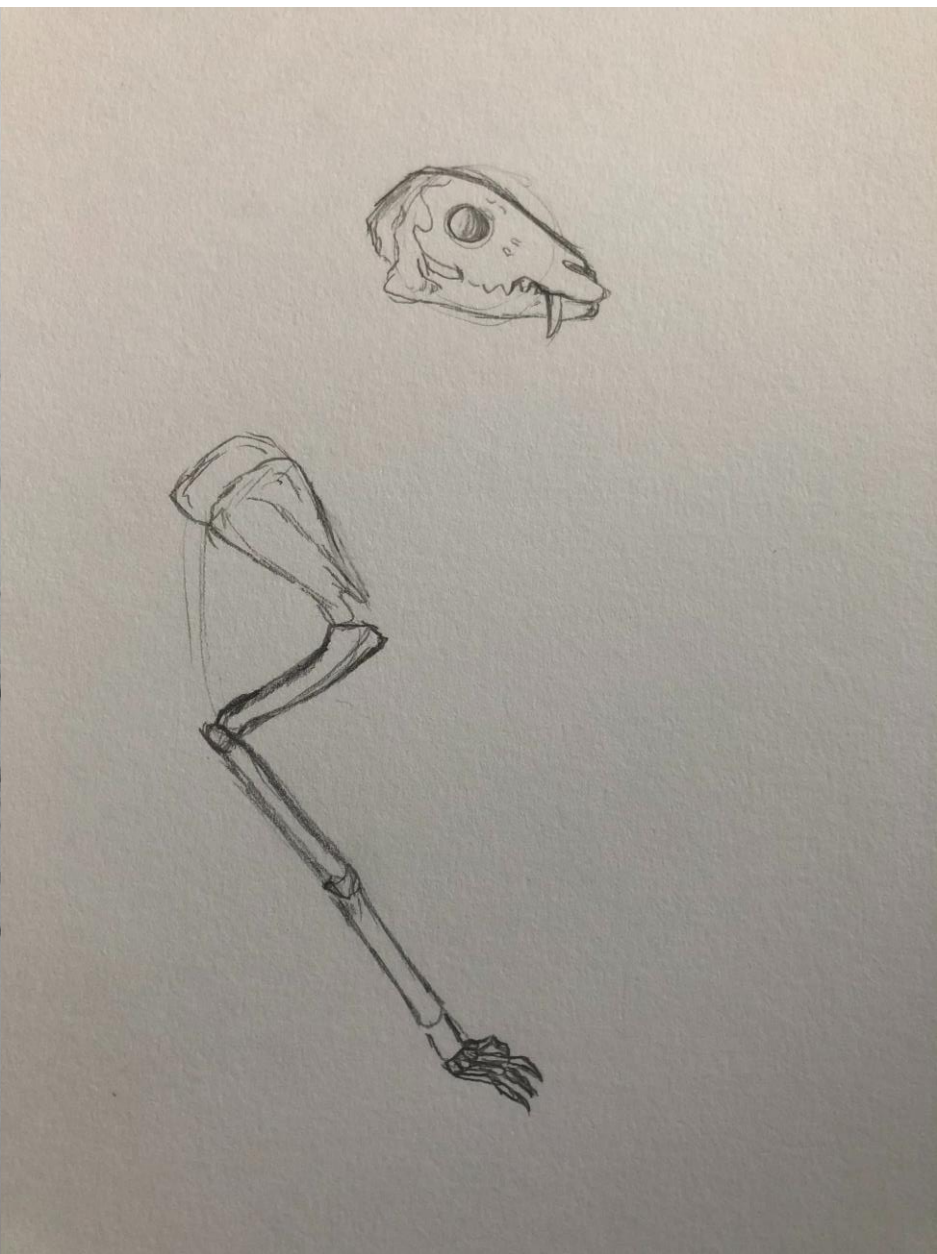


DOG



LION



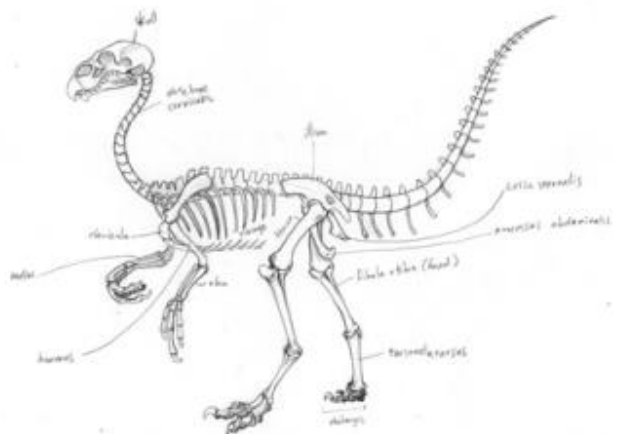
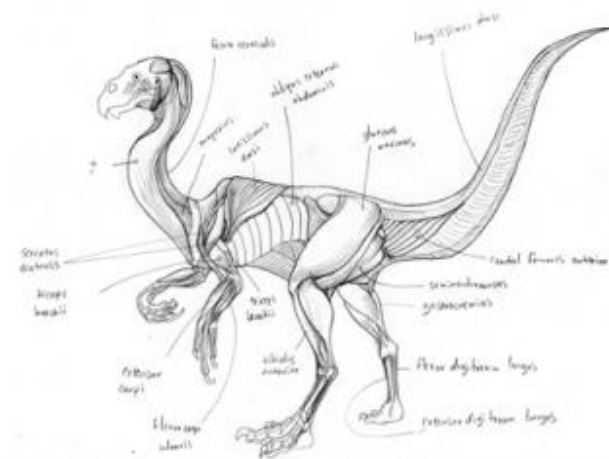




Human?
No,
There's
something
else
in the
woods
I hear
strange
noises
in the
night



yenshuliao.com





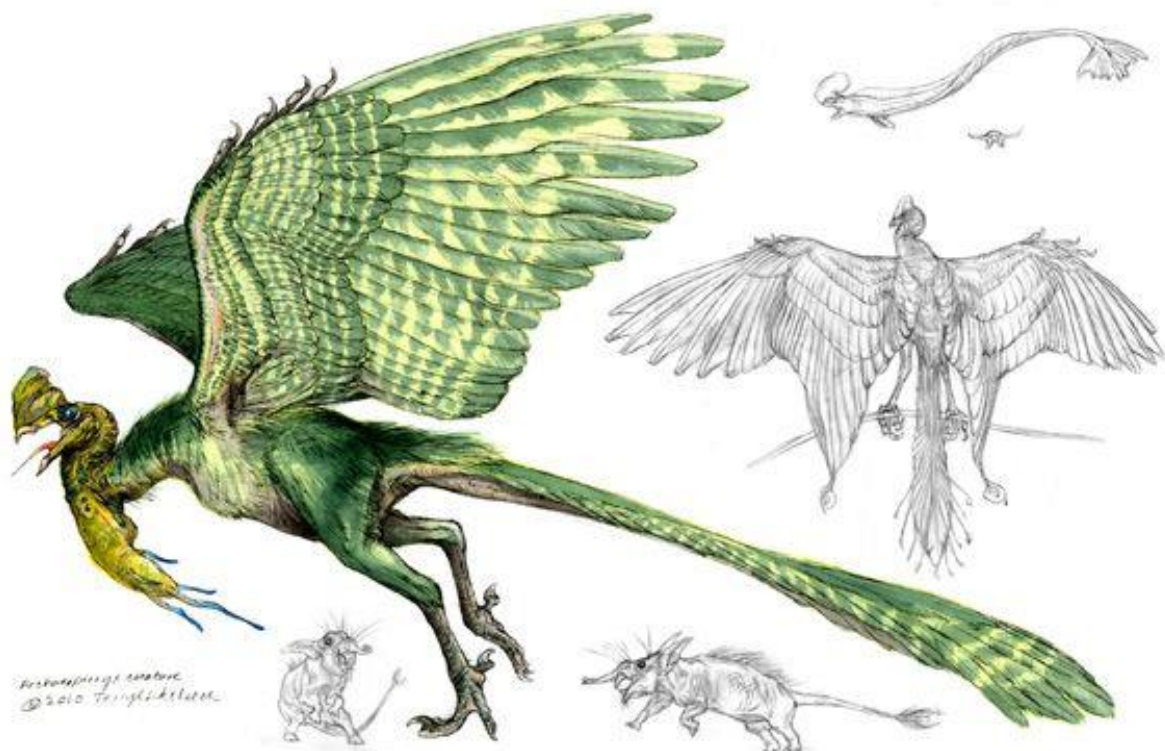


Illustration of a Microraptor
© 2010 T. S. S. S. S.







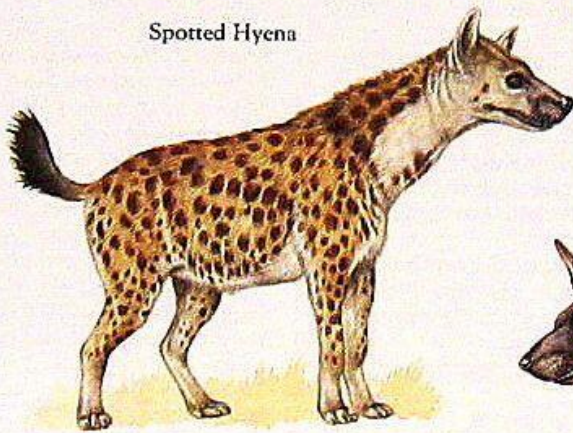
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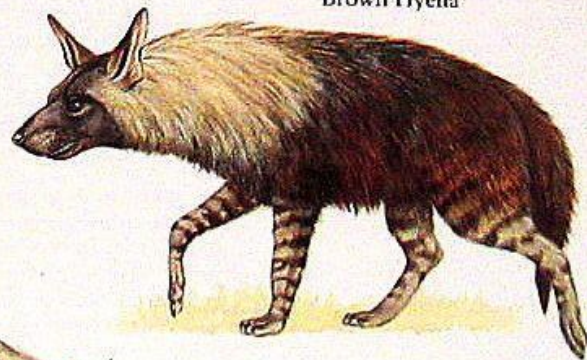
Aardwolf



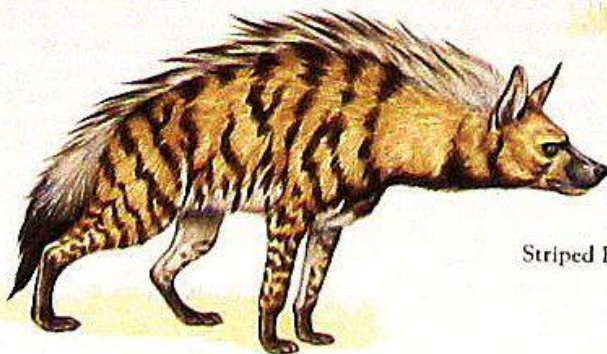
Spotted Hyena



Brown Hyena

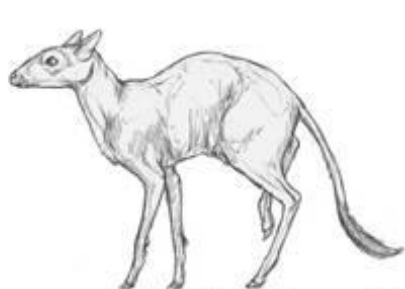
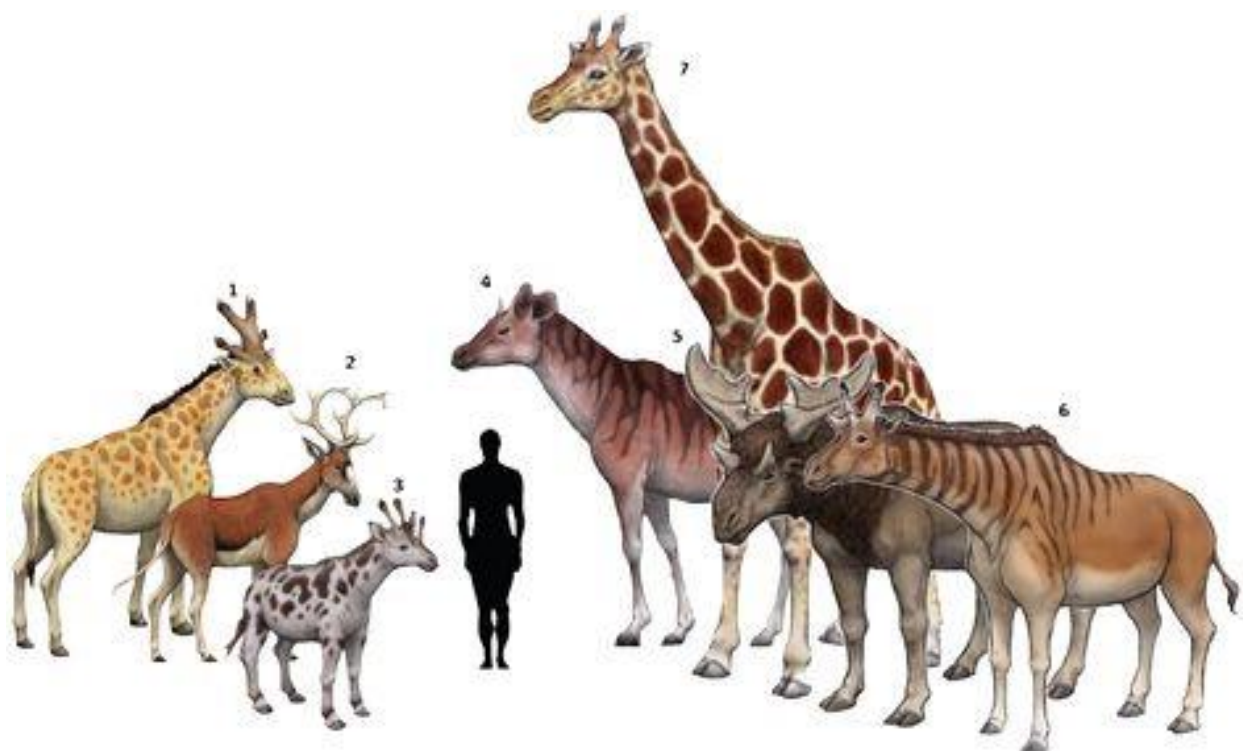


Striped Hyena

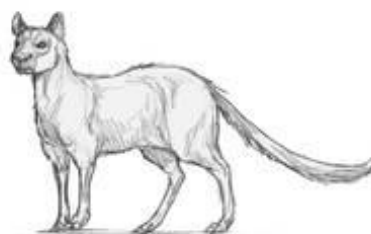






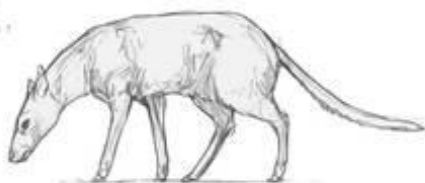


Dicodactylus pakistanensis ?

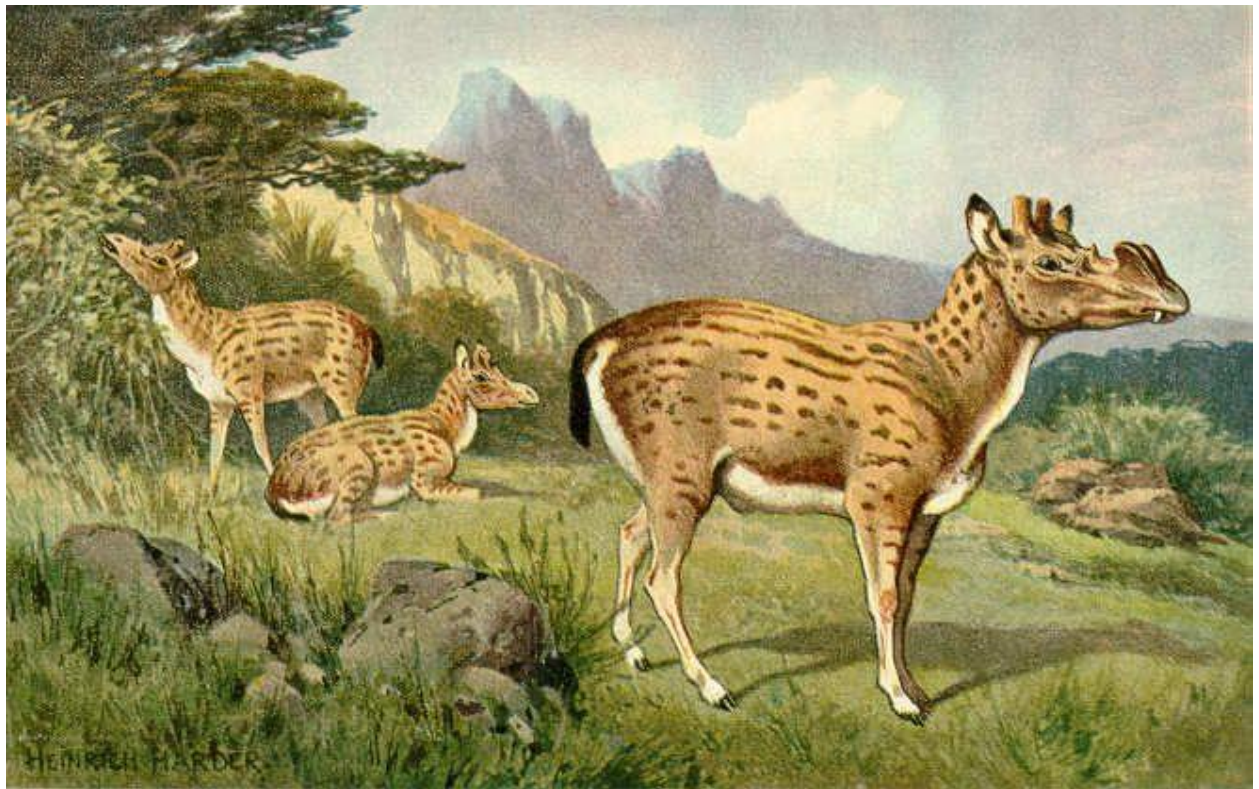
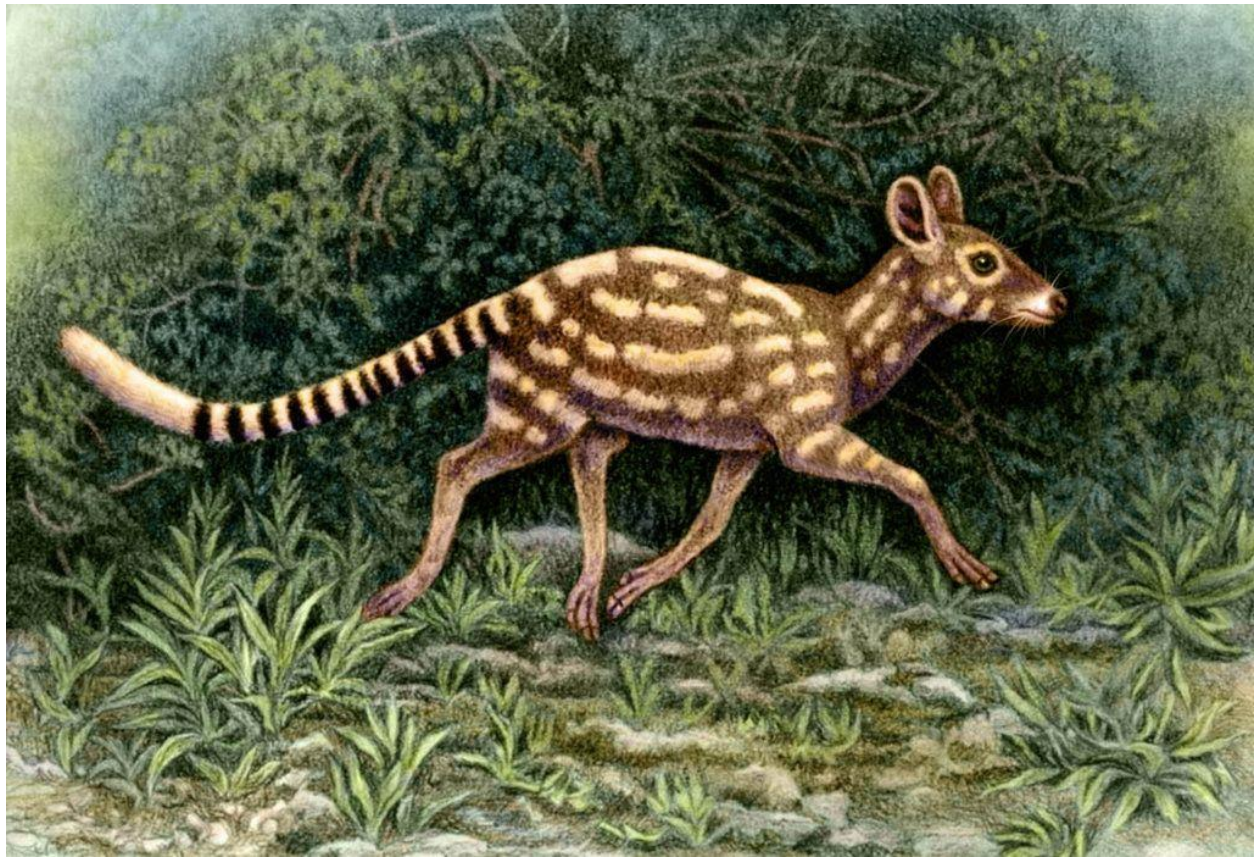


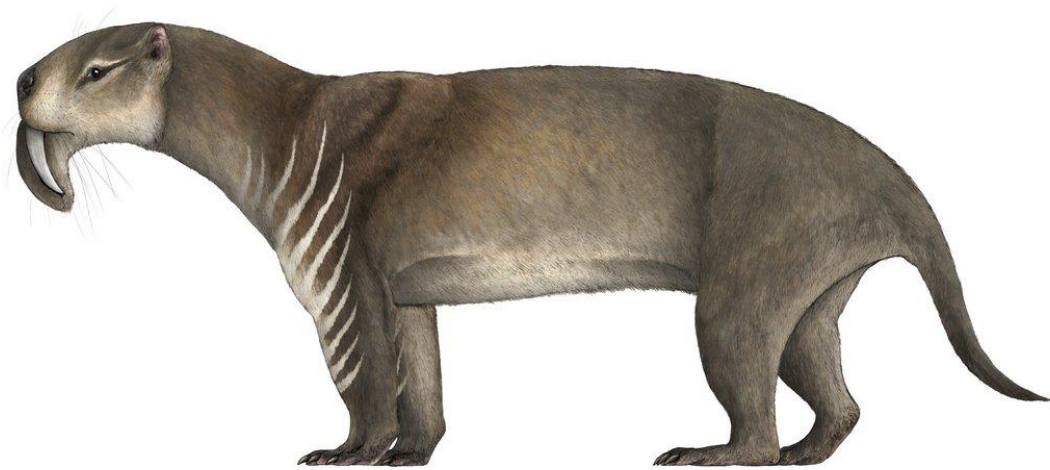
Agathagatherium weigelti ?

1/16/2015



Miotrochilus pelicanus ?





THYLACOSMILUS

ORDER: SPARASSODONTA

TEMPORAL RANGE: LATE MIOCENE-PLIOCENE

ESTIMATED BODY MASS: 80-120 KG (180-260 LB)

2011

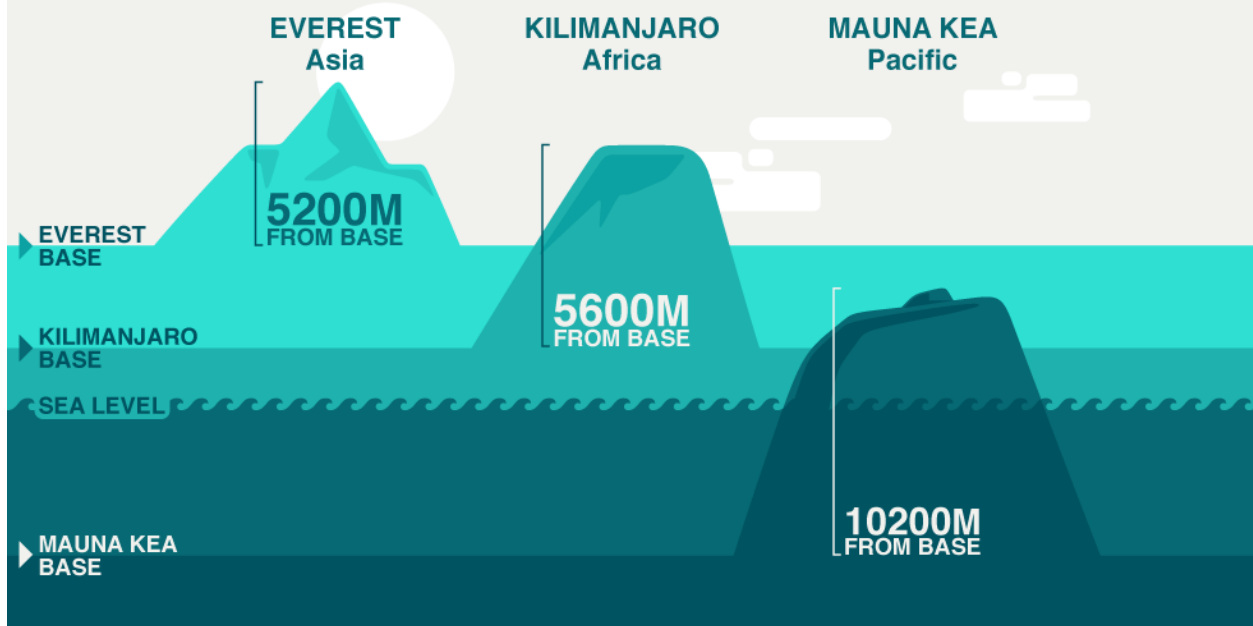




MONGABAY

EVEREST:

THE WORLD'S HIGHEST MOUNTAIN?





ZUKO

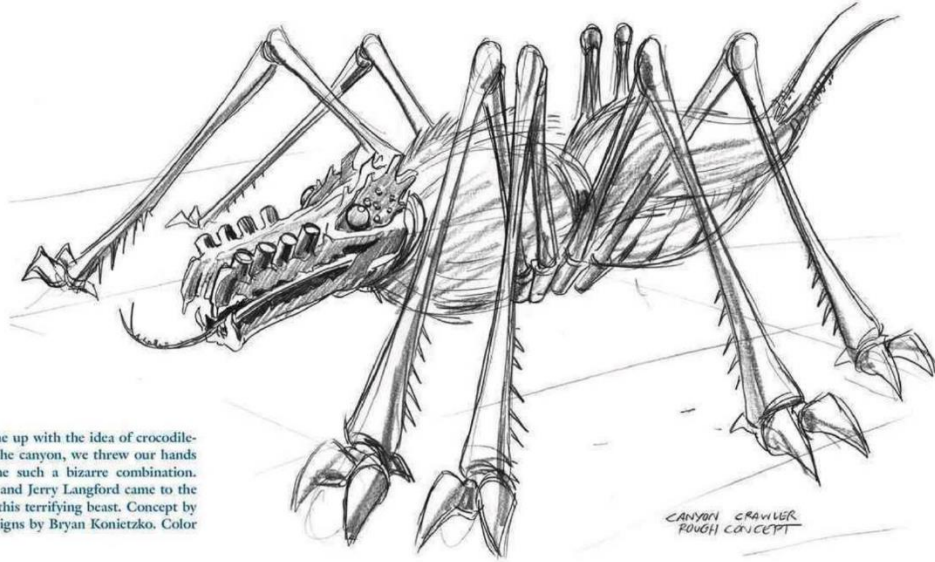
MIKE: Unlike Aang, Katara, and Sokka, whom we created in those first two weeks of brainstorming, Zuko came later in the development process. The only villain we had was the Fire Lord, whom we imagined leading the war from the comfort of his throne. Thankfully, Eric Coleman posed a question that gave birth to the banished prince: What if there was a young villain going after Aang in each episode? A flurry of sketches and story ideas followed. Bryan drew a scary-looking kid with a scar over one eye, and we thought, "What if his father gave him that scar?" From there, we focused on Zuko's motivation, deciding that he could restore his honor and return home only by capturing the Avatar.

Early on, we knew that Zuko would turn from Aang's opponent to his ally, but we didn't know exactly when it would happen or how. His journey and his decisions, both good and bad, made him the most complex and realistic character on the show, and one of the most popular.



An angry young man. Zuko from the development period after the pitch. Concepts by Bryan Konietzko.

When the writers came up with the idea of crocodile-spiders that infested the canyon, we threw our hands up, unable to imagine such a bizarre combination. But Ethan Spaulding and Jerry Langford came to the rescue and visualized this terrifying beast. Concept by Ethan Spaulding. Designs by Bryan Konietzko. Color by Hye Jung Kim.



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Production:

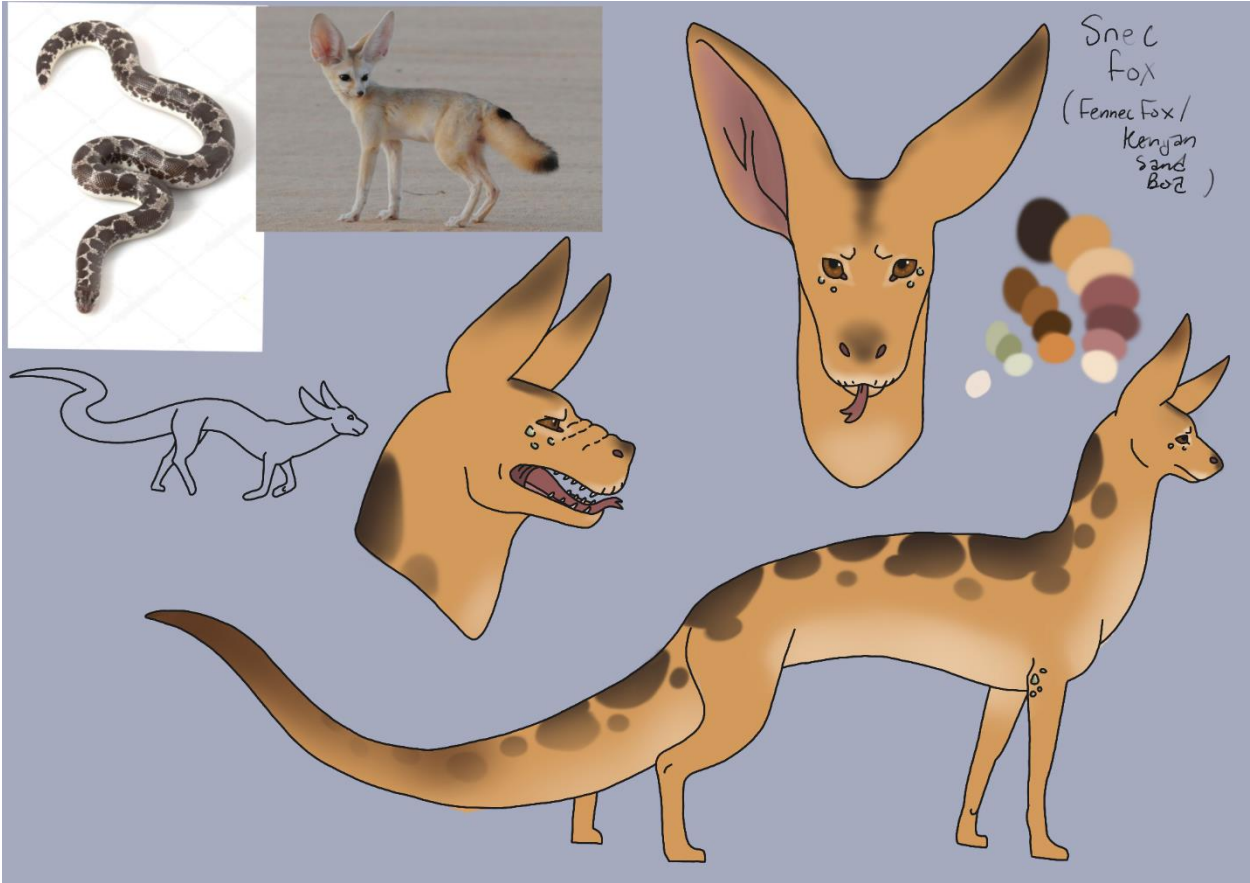
Originally, I was going to create a journal from an explorer. Their sketches while they are going through the forest and studying the creatures. However, Scott Raymond and I both decided that was more of an illustration project than what I needed to be going for which was something that would give me a good foundation to start in animation. So, I focused solely on the creature designs and turnarounds to build up my portfolio.

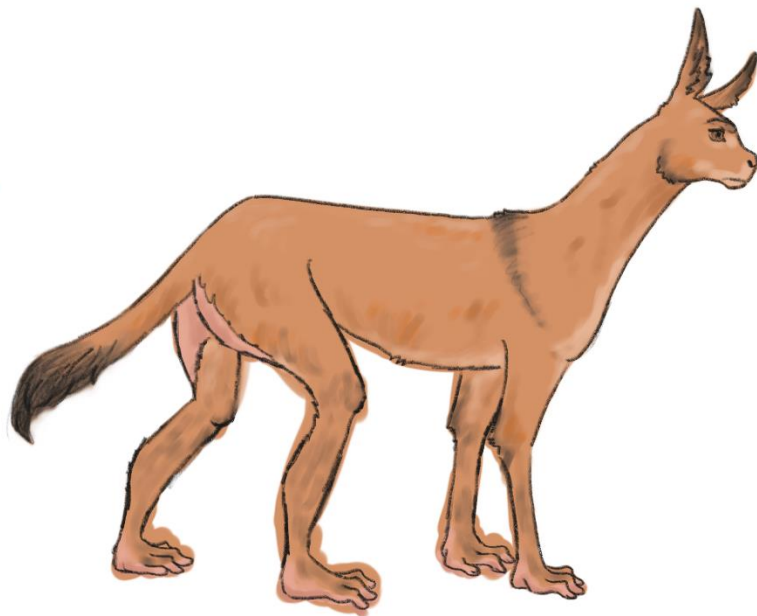
Updated Tasks:

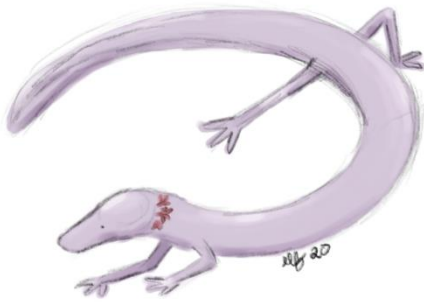
Create creatures
Move them to digital and paint them
Create some environment
Look at anatomy and other references
Book
Set up book on online format
Turnarounds and World building

Tasks	Date
Work on more environment - Scientific sketches	Week 1 Sept 20th
Work on scientific sketches	Week 2 Sept 27th
Add 'suspense' (strange footprints appearing)	Week 3 Oct 4th
Work on turnarounds and world building	Week 4 Oct 11th -Week 6 Oct 25th
Finish up sketches and put book together	Week 7 Nov 1st -Week 8 Nov 9th
Put book online - Finalize Thesis	Week 9 Nov 15th

Work-in-Progress:

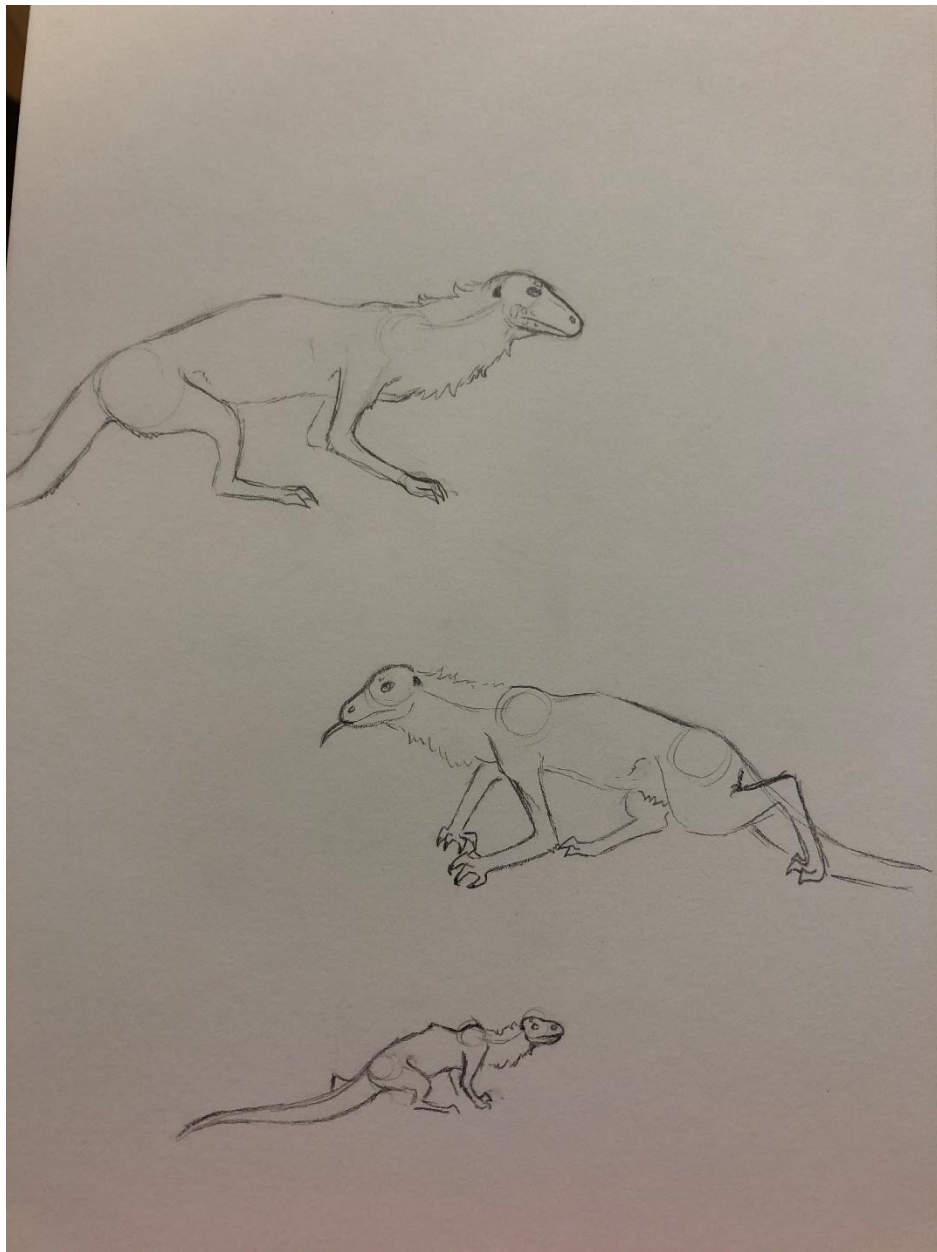


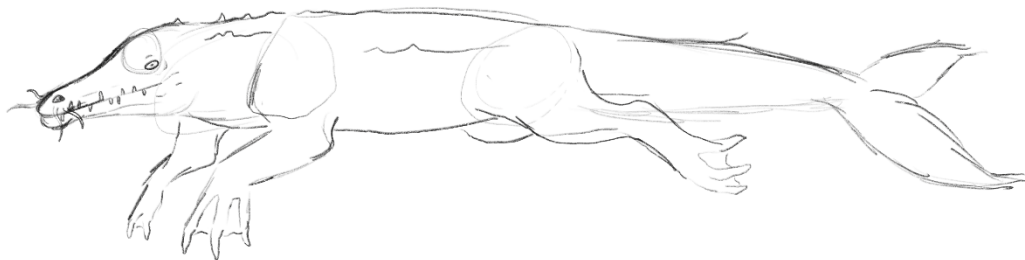
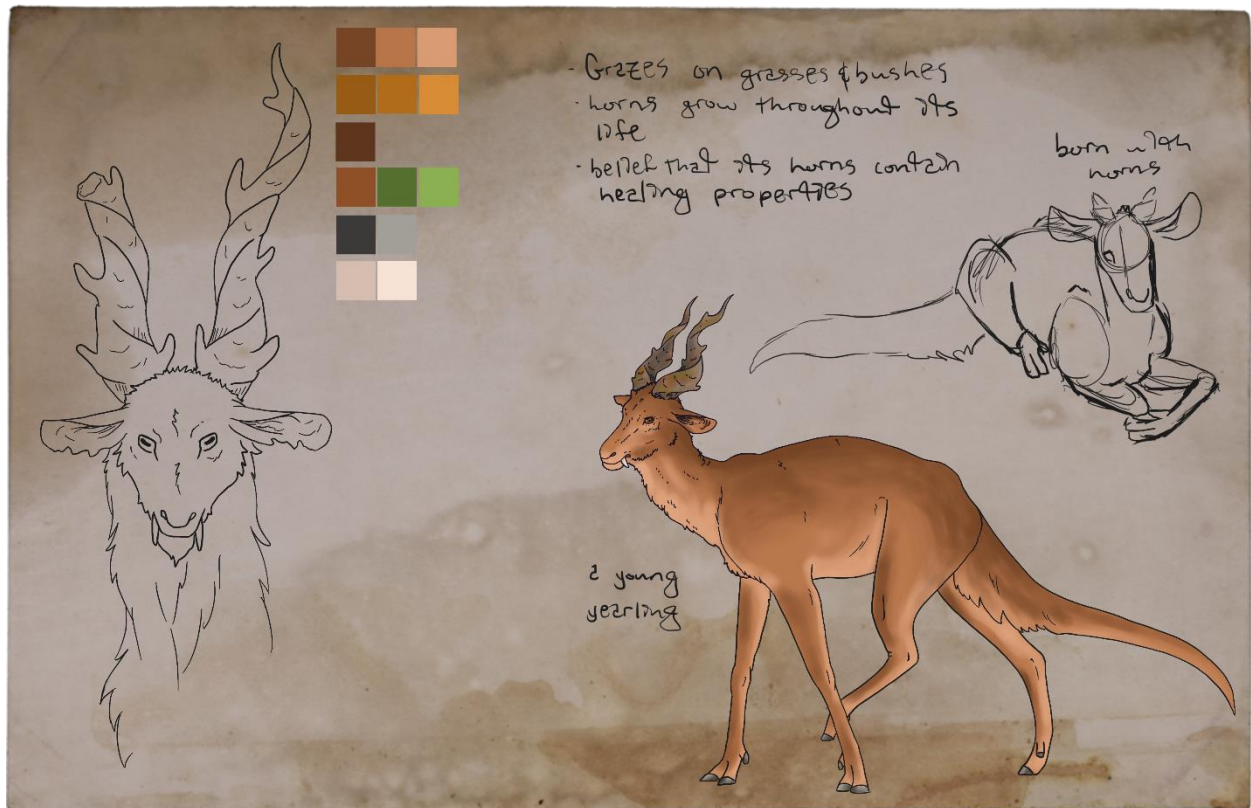


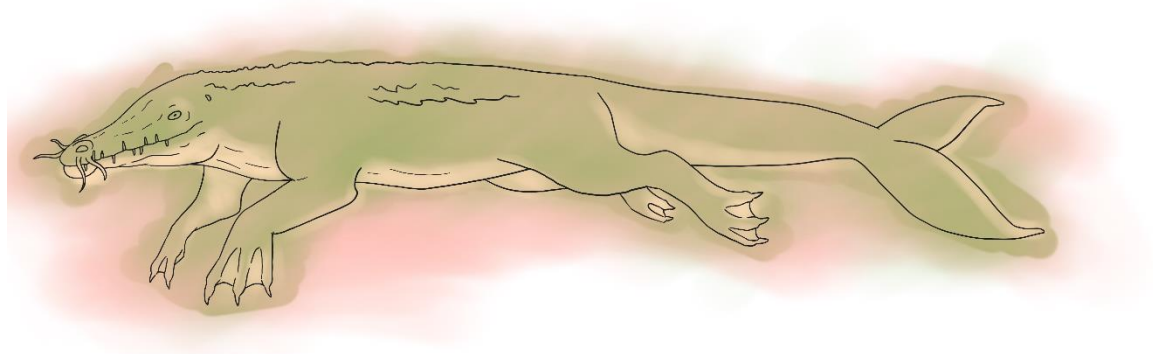










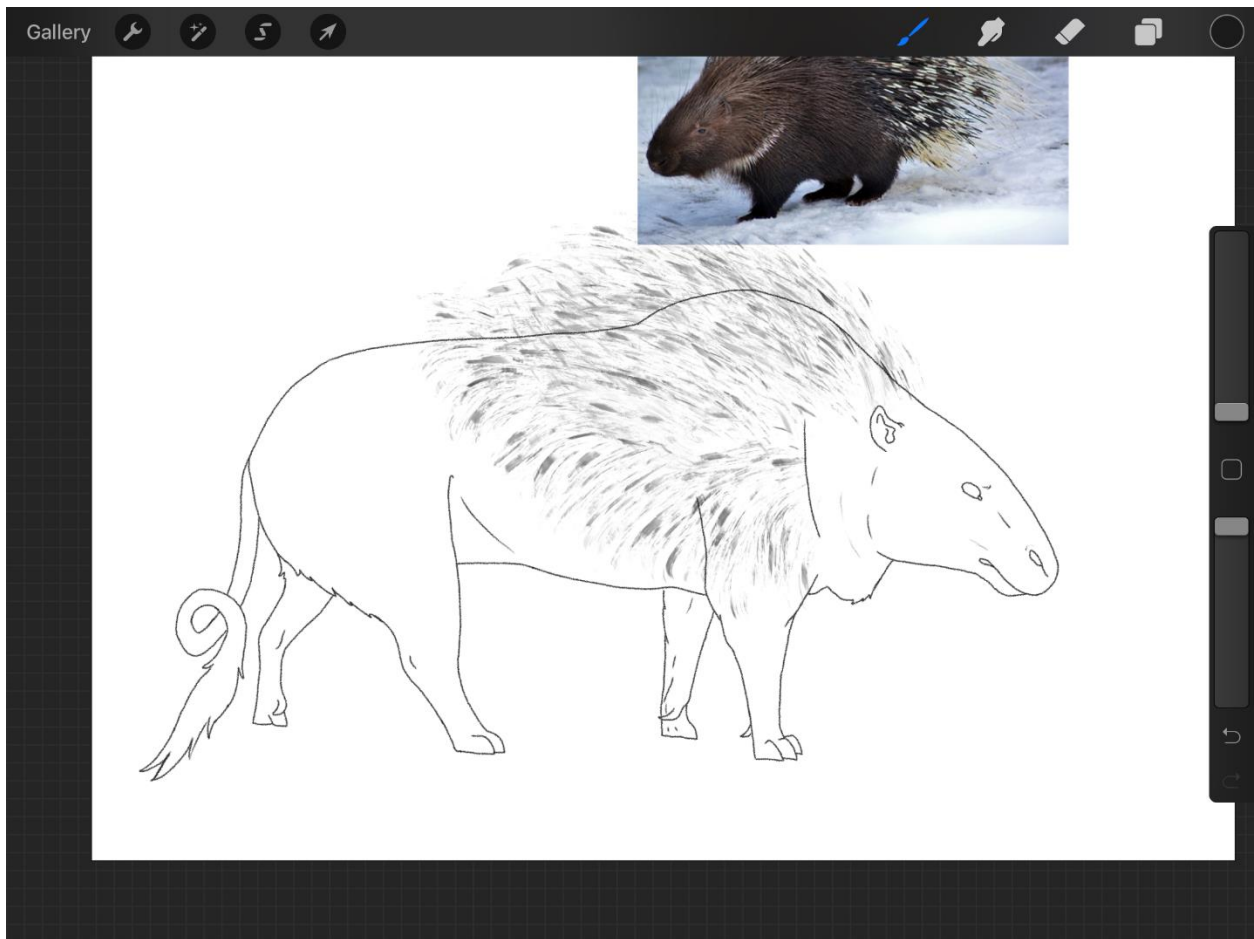


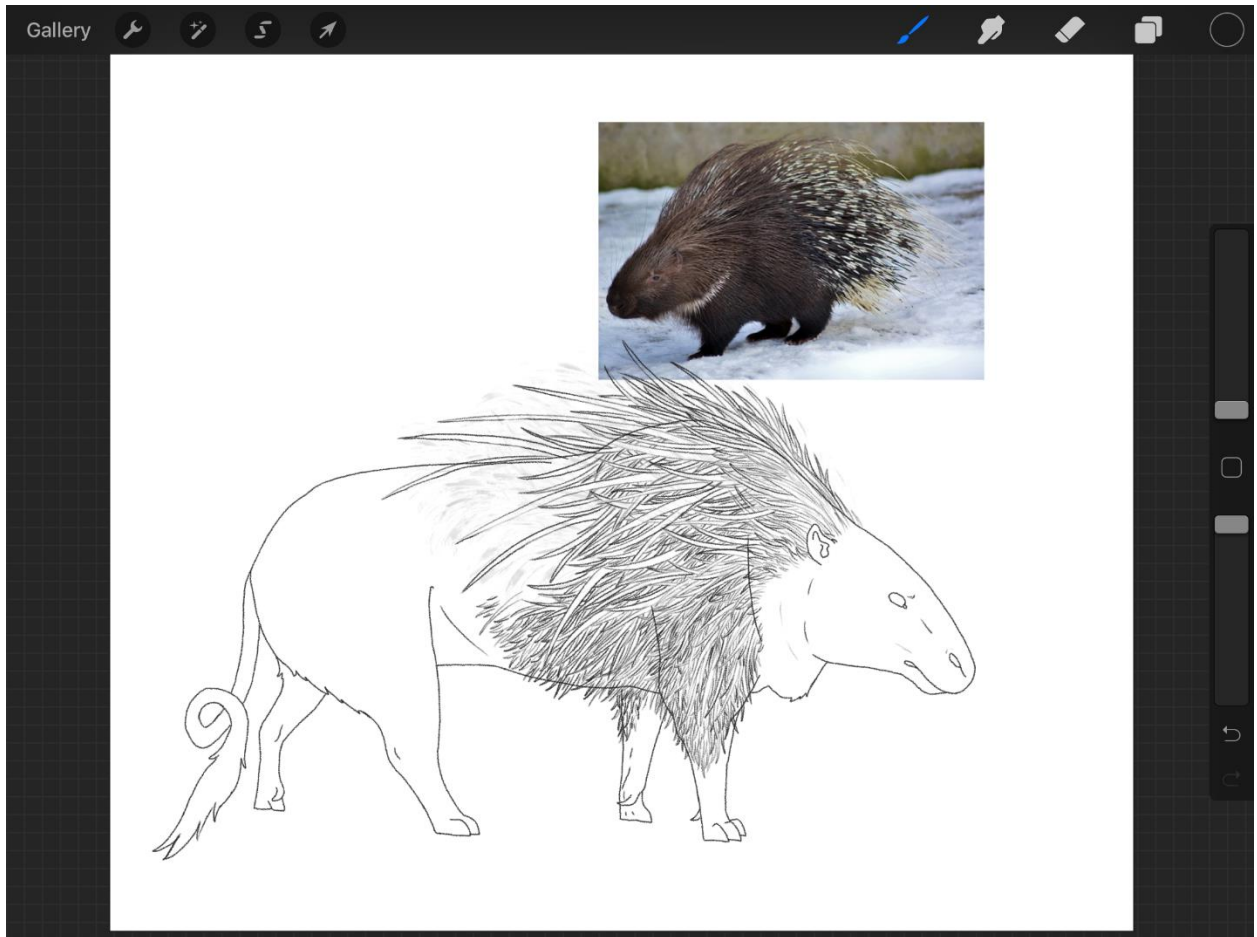












Out of the Ordinary



Emma Royal Ferrell







I had the pleasure of meeting a Sphinx during my travels. These rare creatures are known often for the wisdom. This one however was a bit timid and spoke only in riddles.





This beast is one that has invoked many tales. Its eerie howls in the dark that can be easily mistaken as the cries of a young human child. It is said to hunt humans and eat them. While I have only come face to face with this creature once... There is a knowing look to its eyes. As though it has seen a great many things.



Unfortunately I stumbled face first into one of the creature's tunnels. It took me several days to get back to the surface. To be undetected by the nearly blind, oversized rhino mole, I had to cover myself in its dung. Not an adventure that I would recommend for those faint of heart.

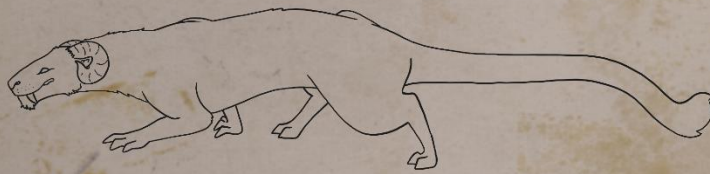


A wolf in sheep's clothing. I had a mighty scare
when I discovered the maw on this creature. The
bacteria that breeds in its mouth is potent, a simple
bite from this animal and it will slowly kill you.

The creature will stalk its victim until the bacteria
has done its job to incapacitate and then eat til its
full.



Those who are unprepared to step into the wilderness must be on guard lest they come face to face with a pack of devils. They are ruthless, tearing flesh from bone in a matter of seconds. Luckily I was high up in the trees when this pack came through.



moss



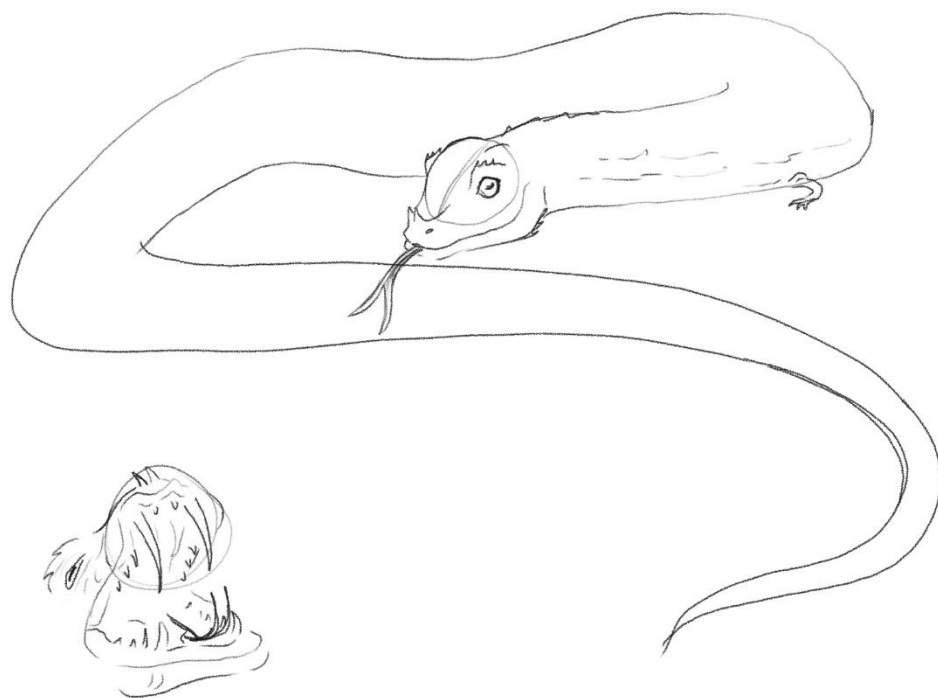
very much
a sit and
wait predator

needs to
blend into habitat

maybe
more
earthy
tones



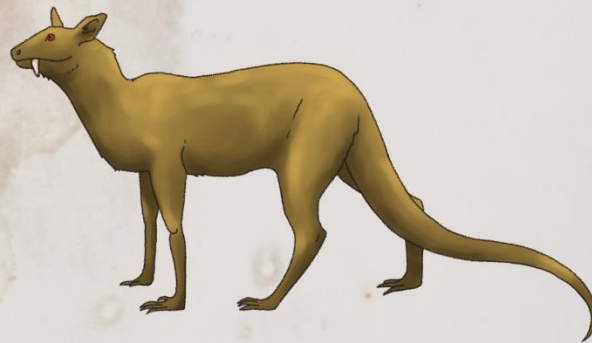






A wolf in sheep's clothing. I had a mighty scare
when I discovered the maw on this creature. The
bacteria that breeds in its mouth is potent, a simple
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The creature will stalk its victim until the bacteria
has done its job to incapacitate and then eat til its
full.



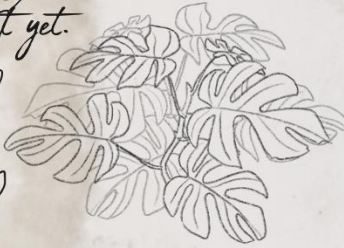
One must be cautious when near
this beast. It may seem friendly
but one wrong move and the inflicted
pain from the spines will last days.
Don't ask me how I know.



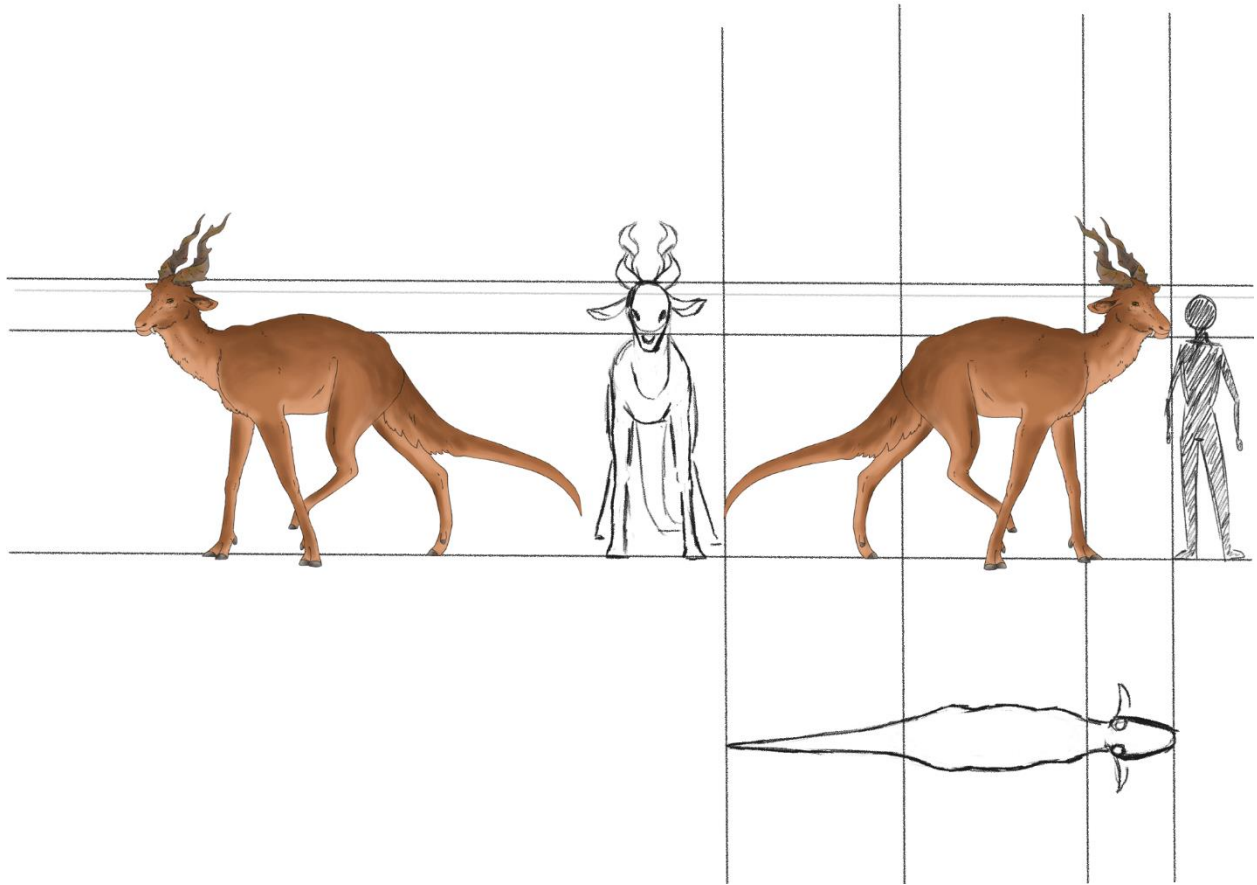
Amongst the brush, I managed to
get a good glance at the 'unicorn' of
the forest.

Its mighty horns that are said to
grow throughout its life.

This specimen was quite young, no
battle scars from the mating season
nor any moss growing upon its great
crown of horns just yet.



capra silva



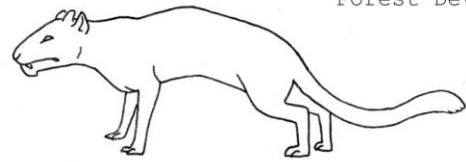
Final Project:



Elongated bottom jaw to give saber tooth stability



Think King Cheetah/Leopard for fur pattern

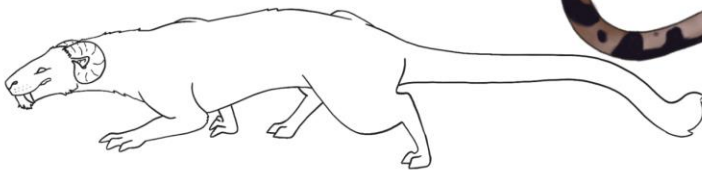


Forest Devil

Born blind and deaf
Their fur is more spotted than the adults
for camouflage

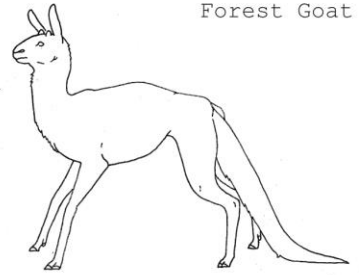
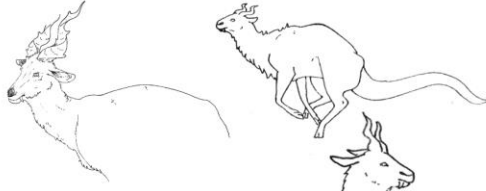


Tasmanian devil
Goat/sheep influences
New Jersey devil
Hunts in pairs





Tawny fur helps camouflage them
Himalayan goat
Mountain goats
Domestic goats

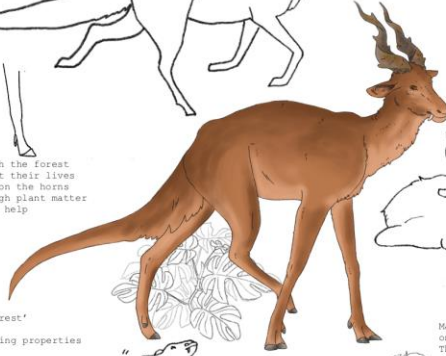


Forest Goat

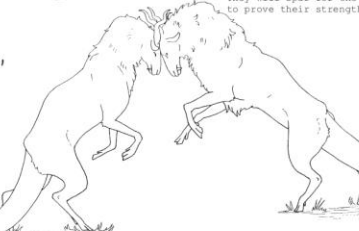
Kids are born with stubs of horn,
very long legs, and huge ears



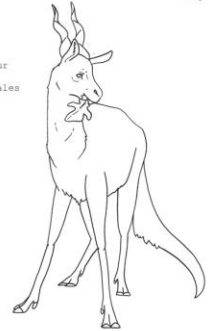
Primitive three toes
Long legs to help navigate through the forest
Horns grew continuously throughout their lives
Lichen can often be seen growing on the horns
Teeth are for cutting through tough plant matter
and protection when horns can not help

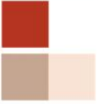


Often viewed as the 'unicorns of the forest'
They are hunted for their horns
The natives believe the horns have healing properties

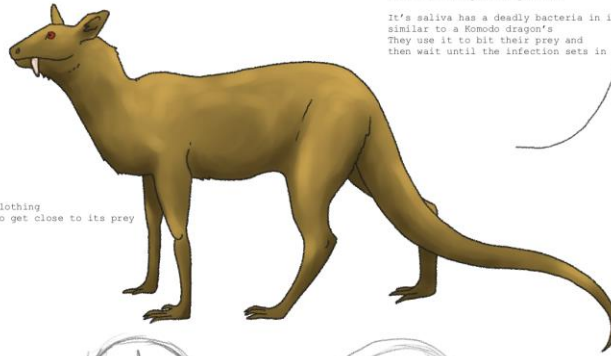


Males have huge manes of fur
on their necks
They will spar for the females
to prove their strength





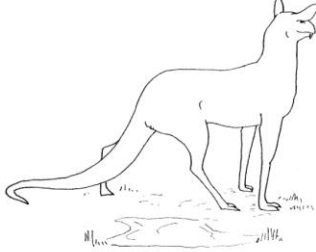
Sheep in Wolf's Clothing
Poses as a deer to get close to its prey



Forest Dragon

It's jaw can open extremely wide,
much like a Thylacine jaw does

It's saliva has a deadly bacteria in it
similar to a Komodo dragon's
They use it to bit their prey and
then wait until the infection sets in



Hunts alone
Natives fear the bites from this creature
Crafty and will bide it's time



Ryena
Howler Monkey

Mocking Monkey

Natives have many tales of this creature
It can mimic human voices and sounds



Lives in groups of three however
it is common to find one alone
Eats anything it can find
There is rumor it hunts humans

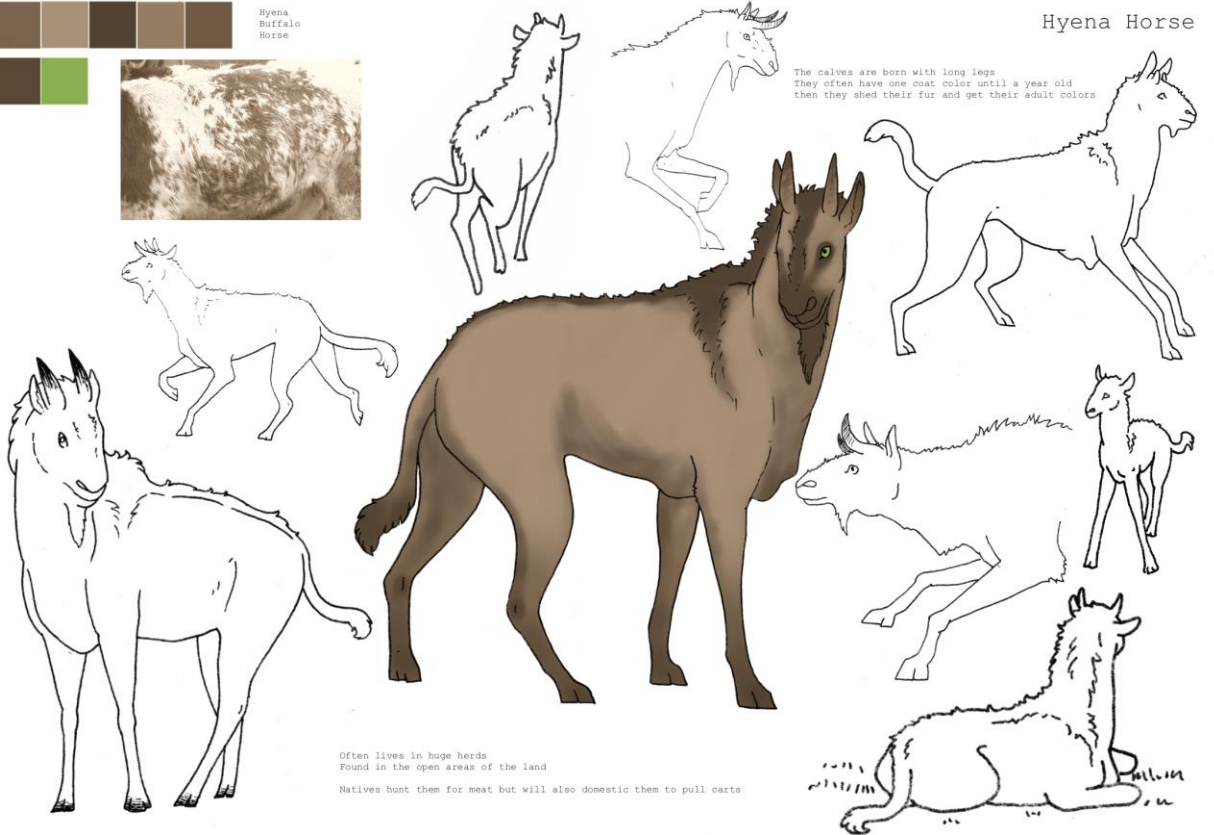




Hyena
Buffalo
Horse

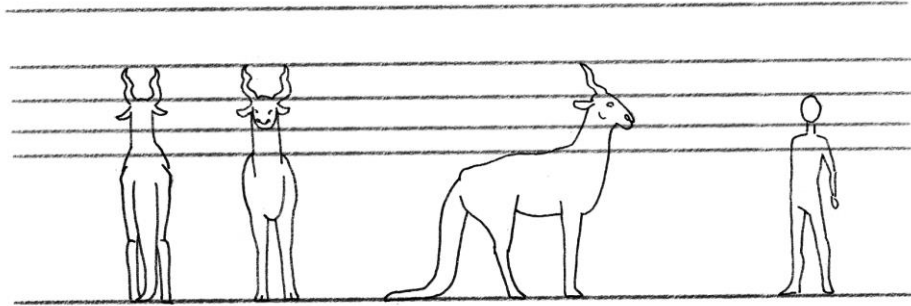
Hyena Horse

The calves are born with long legs
They often have one coat color until a year old
then they shed their fur and get their adult colors

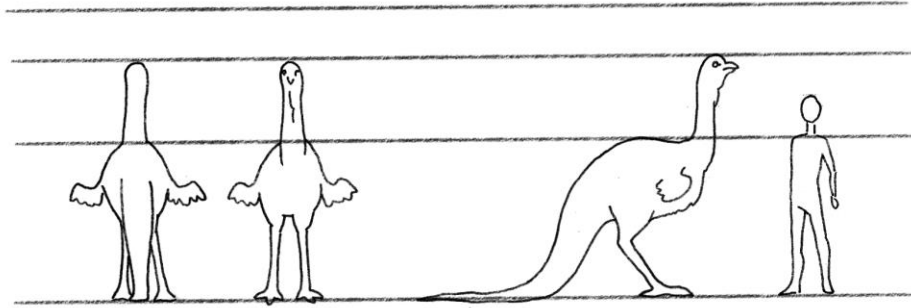


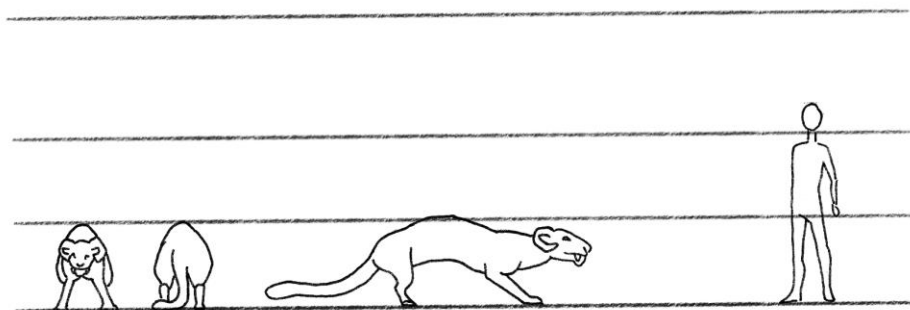
Often lives in huge herds
Found in the open areas of the land
Natives hunt them for meat but will also domestic them to pull carts

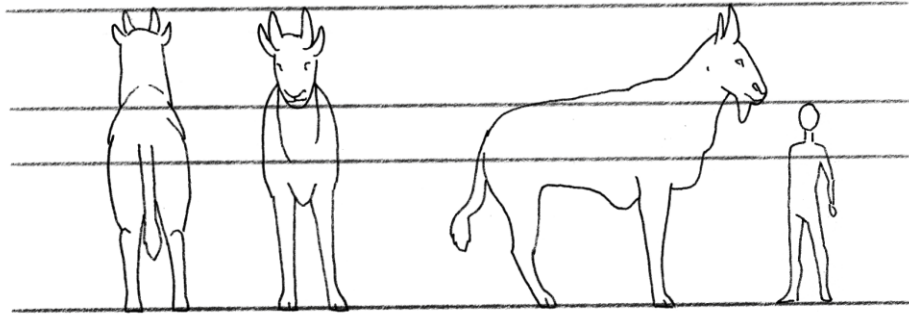
Forest Goat



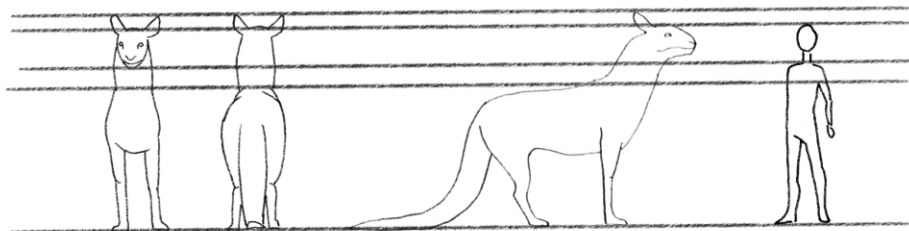
Forest Ostrich



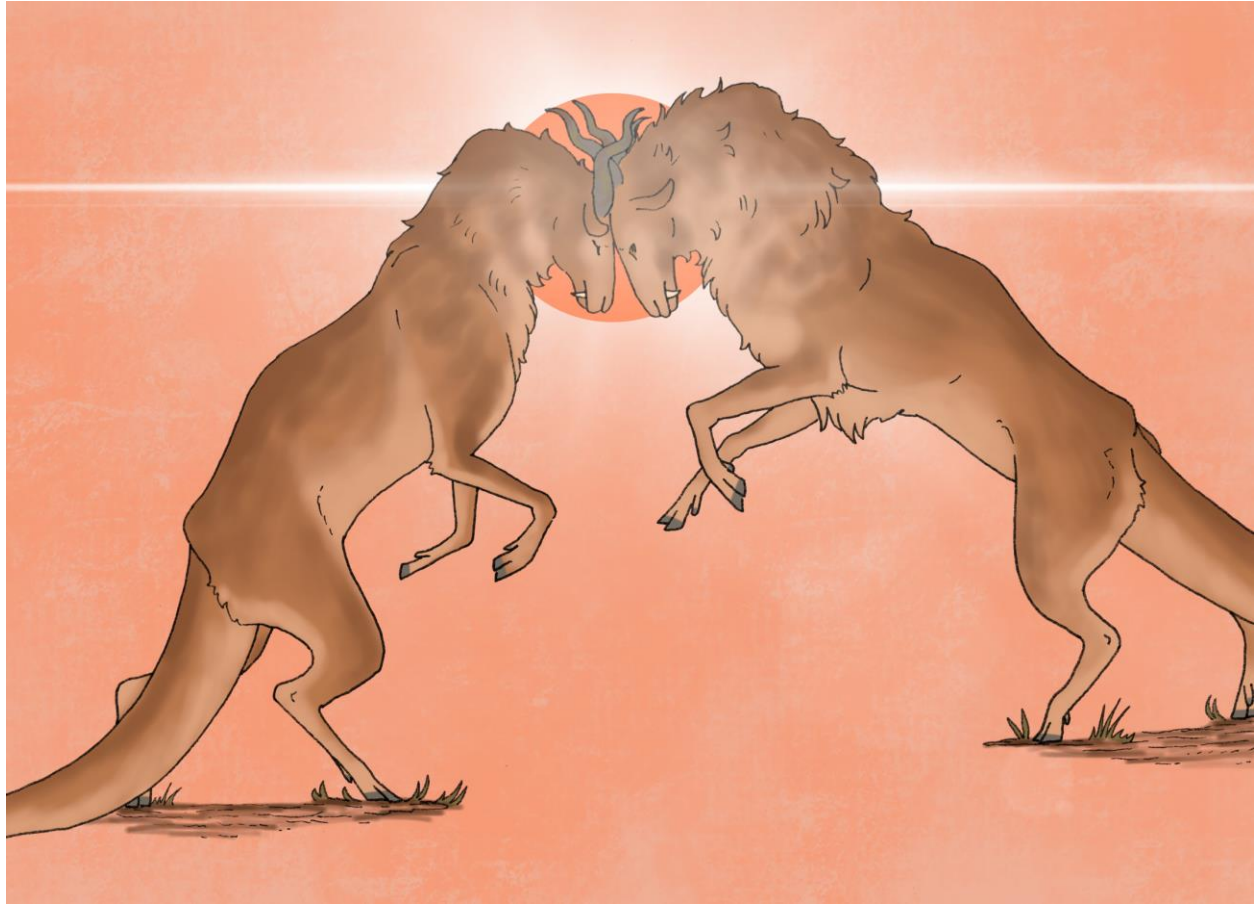


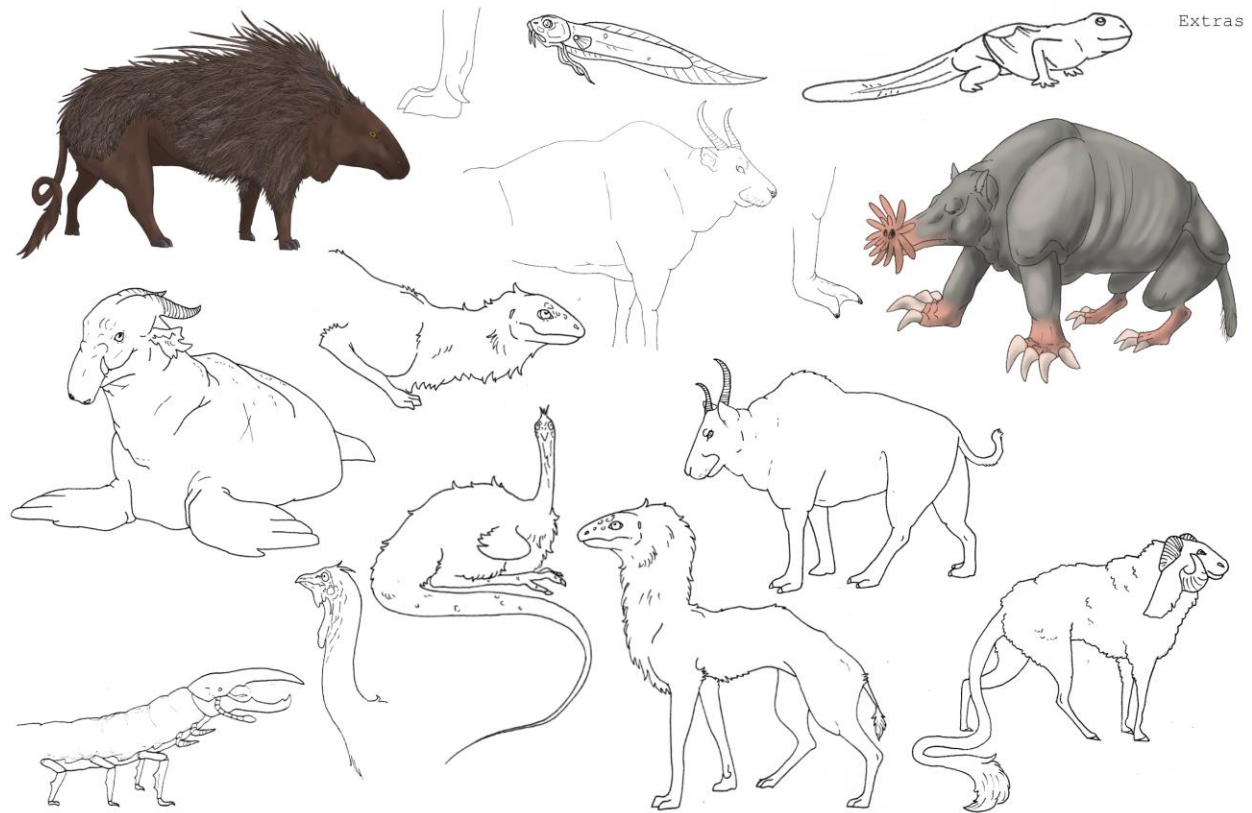


Forest Dragon









Summary of Experience:

I thoroughly enjoyed this project and plan on continuing fleshing out this world I have created. This project had a lot of ups and downs, mostly due to COVID, it's difficult to create things when you're worried about your friends and family. I also discovered late into it that I needed to focus on the creature designs rather than trying to put it together into a journal. I feel as though had I taken the opportunity to talk with Scott Raymond more, we would have come to this conclusion sooner rather than later. However, I am happy with how it has turned out. I believe the pages that I created in the final pieces are stronger than what I was originally going for. Especially with all the little tidbits of information sprinkled on the pages.

Advice I have for those who are pursuing a similar project would be to use your Gannett! Plan your time so you will not end up missing anything and work! Keep working! Just push through it and you will be satisfied with your end piece.