



# the drawing board

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**UC**  
university of cebu

[ucanimation.tumblr.com](http://ucanimation.tumblr.com)  
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Cover by Mark Clifford Ebol

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## Beaching

Concept by **Genell Sollano** Art by **Paulette Norrie**







# FRANKENSTEIN AGENT of S.H.A.D.E

Book of the Month

text: Shenker DeLeon



Good and bad - that's what the world is made of. That's also what makes a good story.

That's why we had ghosts and really mean spirits flushed and taken care of by the Ghostbusters. But what about giant monsters with muddy eyes that are 6x bigger than your German Tank? Or what about monsters a little smaller than that but a hundred times it's quantity? I can't be sure I'd call Ghostbusters for that.

Maybe we'll have a chance with the Powerpuff Girls but I'm pretty sure the girls aren't experienced enough with a whole underground army of unearthly creatures. This is where writer Jeff Lemire comes in with his latest literary creation - a huge technically dead being who has a heart that's more than human, a beast molded into a gentleman. Respawned from Mary Shelley's beautiful book - Frankenstein.



In Mary Shelley's book, our hero never had a name. He was referred to as "it" or "the monster" with Victor Frankenstein as his creator. Our protagonist was a lonely outcast, wishing for a place in the world. He later turned to his anger to get what he wanted. This specific characteristic can be well connected to how Frankenstein is portrayed by Lemire - compassionate yet lethal.

First published on November 2011, Frankenstein: Agent of S.H.A.D.E. is an amazing and engaging read. Like Animal Man, one of his best works, Jeff Lemire's Frankenstein grasps one's interest with its high action monster battles, fighting morals, and teamwork techniques perfectly connected with science fiction, all wrapped up in 17 issues.

In this setting, our hero Frankenstein is teamed up with a blabbering and funny vampire, a respected werewolf-soldier, a serious and intelligent aquawoman, a powerful yet mysterious mummy, and the lovely wife with four arms who is fierce and fully loaded in

dark-humour. And there's the laboratory squad- the boss who turned into an innocent looking schoolgirl, Father Time and the silent intellectual right hand, Ray Palmer. The team works like a real family. A few arguments here and there with complaints flying all around but, on the job, they work together with deadly efficiency. Who doesn't want a team like that?

Along with Alberto Ponticelli's art style, the comic sends a thrilling and monster-themed pace with visuals that will send your imagination flying. As what Comic Book Reviewer Matt McGloin said, "Alberto Ponticelli is the perfect choice for a book that sees a visual blend of horror and sci-fi, with an added dash of a super hero esteem. Thick black inks coupled with revealing detailed panels gives the reader a sense of fear and revulsion - in addition to wonderment and amazement."

So liven up your ideas and art style with Frankenstein: Agent of S.H.A.D.E. and make sure to hang on the edge of your seat as the characters come to life and take you on their monster ride

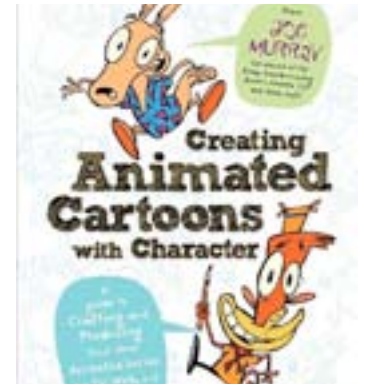


**For more on Jeff Lemire and Alberto Ponticelli, visit their blogs:**

**[jefflemire.blogspot.com](http://jefflemire.blogspot.com)  
[www.albertoponticelli.com](http://www.albertoponticelli.com)**



# Watch out for these books in the school library next semester!

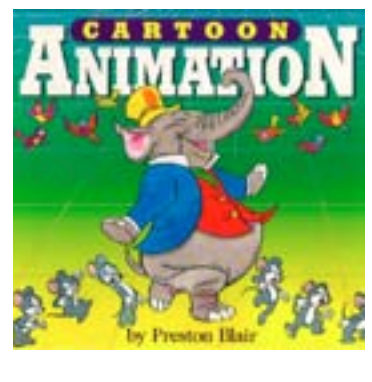
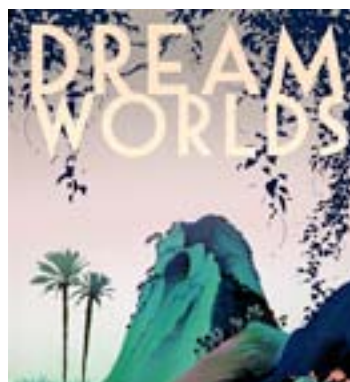
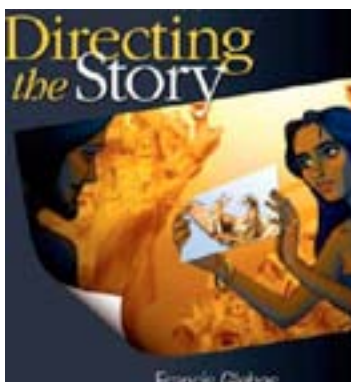
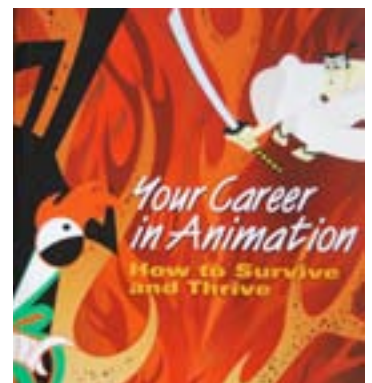
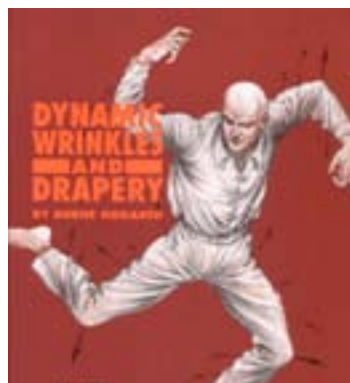
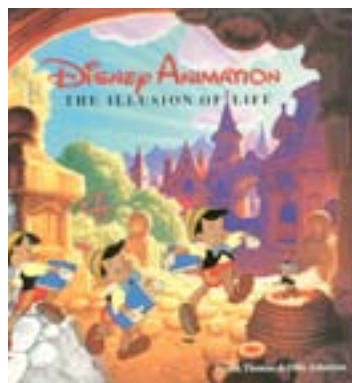
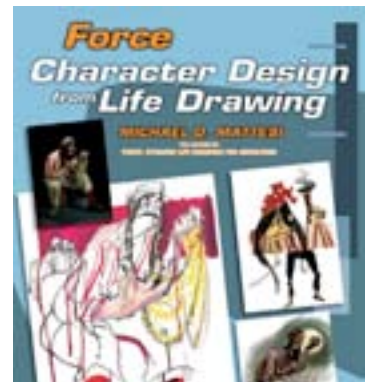
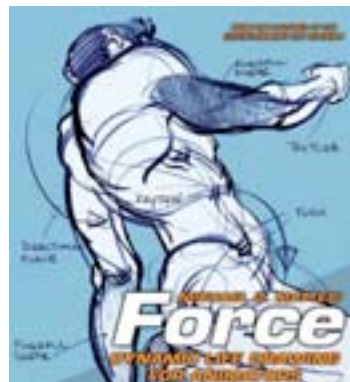
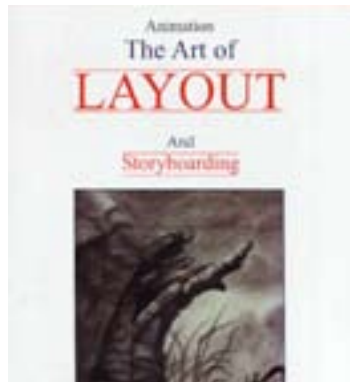
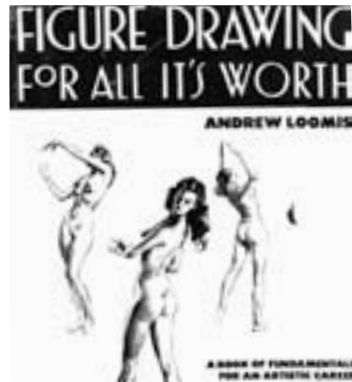


## Gesture Drawing for Animation



Walt Stanchfield

Edited by Leo Brodie







# MARK CLIFFORD EBOL

Featured Artist

## What is your style?

The art style I usually use is Anime, a more modern-looking one.

## What are your top 5 favorite movies?

My favorite movies usually are from Studio Ghibli. My favorite movies are Spirited Away, Howls Moving Castle, My neighbor Totoro, Whisper of the Heart and lastly Five centimeters per second.

## What is something that you can't live without?

Otakus such as myself absolutely cannot live without anime. It was one of the things that has been with me since childhood until now. I also cannot live without internet. Its the only place where I can watch anime after all.



**What inspired you to become an artist?**

What inspired me to become an artist was this person I knew back in highschool, I was casually drawing and such. Everyone I knew then always

liked my artwork even though I found it horrible. Then one day, I heard a voice in this ocean of compliments. "Its Ugly". And I was shocked. I was not used to hearing a negative comment on my drawing. Naturally this person intrigued me quite a lot

so I decided to show them a work that I was proud of. Still the person was not impressed. So I decided to make myself better everyday so one day that person will tell me that my works are finally good■





# SONG OF THE SEA

2D Film Review  
text: Karl Abellanosa

From Cartoon Saloon animation studios and directed by Irish animator Tomm Moore, creator of the 2009 oscar nominated movie, Secret of Kells, comes the visual spectacle, The Song of the Sea. Influenced by Irish folk tales and myths, Song of the Sea tells the tale of a widowed lighthouse keeper struggling to raise his son, Ben

and daughter, Saoirse, (Seer-sha) by the sea. Saorise, whose mother died giving birth to her, has never spoken a single word. One day, she is led to the sea by mysterious lights to a school of seals and is magically turned into a selkie, a creature that is half human, and half seal.







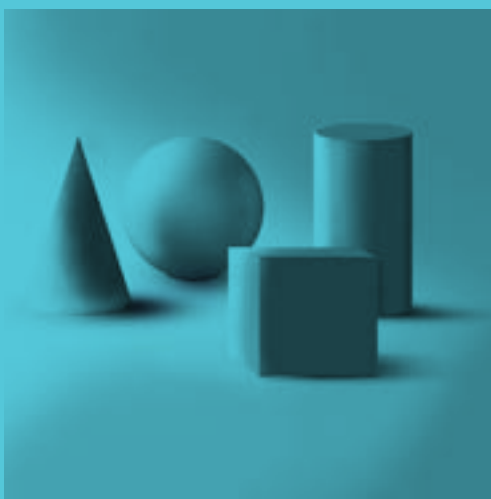
After witnessing Saorise wash up on the shore their grandmother takes them away from the lighthouse believing they will be much safer with her in the city. Ben and Saorise must then find their way home again while meeting faeries and fighting a Celtic Goddess who controls owls.

Delicately hand painted in misty soft colors befitting the

Irish environment, Song of the Sea is rich in detail; from the gorgeous scenery to the highly decorative aesthetics. The musical score further enhances the experience with traditional instruments and the Gaelic themes sound absolutely amazing.

All in all a very enjoyable and captivating movie. I recommend you to watch it right away. ■

# 2015 ANIMATION SUMMER WORKSHOP



Made enjoyable and productive for students and non students alike, these workshops are tailored for artists who wish to enhance their talents in digital arts and animation. Here's what some of these artists had to say about their workshop experience!

text: Genell Sollano

Joining the summer workshop at UC Banilad was a great learning experience. I can finally do what I want to do and improve my skills. It was also fun to hang out with my classmates and the teacher really makes an effort in giving us unique activities. I also suggest that they would include anatomy or concept arts in their workshops and other activities since it would really help a lot. I look forward to UC Animation workshops next summer and also be joining UC on K-12 years.

**COLEEN LOUISE J TEVES**  
ON ANIMATION FOR BEGINNERS

It was short, but fun and full of quiet giggling over random examples, intensive staring at the broken LCD of sir Kenneth's laptop and the constant jabbing at his low memory space, haha! But seriously, this workshop gave me A LOT to learn and to apply to my art style. Sir has been generous in showing and giving advice as well as examples so that I would better understand the lesson.

**ALIA EVIOTA**  
ON DIGITAL PAINTING





Get ready to level up this Summer 2016!

History of Animation  
(Mondays 2PM - 5PM)

Drawing for Animation  
(Fridays 6PM - 9PM)

Animation for Beginners  
(Tuesdays 2PM - 5PM)

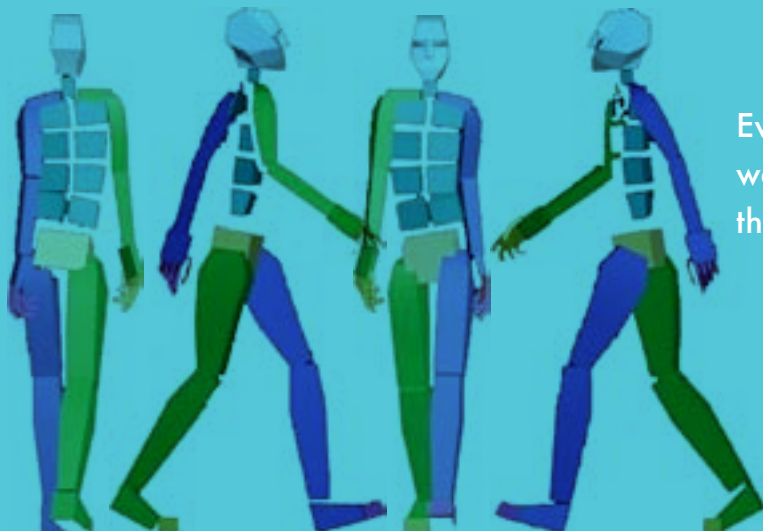
3D Animation 101  
(Mondays 6PM - 9PM)

Digital Painting with Photoshop  
(Wednesdays 6PM - 9PM)

Video Editing  
(Thursdays 6PM - 9PM)

Summer class in animation is full of fun and excitement. The stories behind each animation studios that tells about their life, their passion, their works, the art and the evolution of animation as it delivers a high quality output for the audience and people in the world are inspirational. I was amazed at how people in the past had created different processes in creating animation and how they developed it into more convenient and easier way in creating animations. I'm very interested about this course because it helped me improve and expand my knowledge and skills in animation which will be used in some projects like developing games and advertisements.

**RUSIANA BENJAMIN**  
ON HISTORY OF ANIMATION



Even if we only met once a week, the effort was worth it especially learning 3D specifically the walk cycle.

**EUNICE MARIE FERNANDEZ**  
ON 3D ANIMATION 101

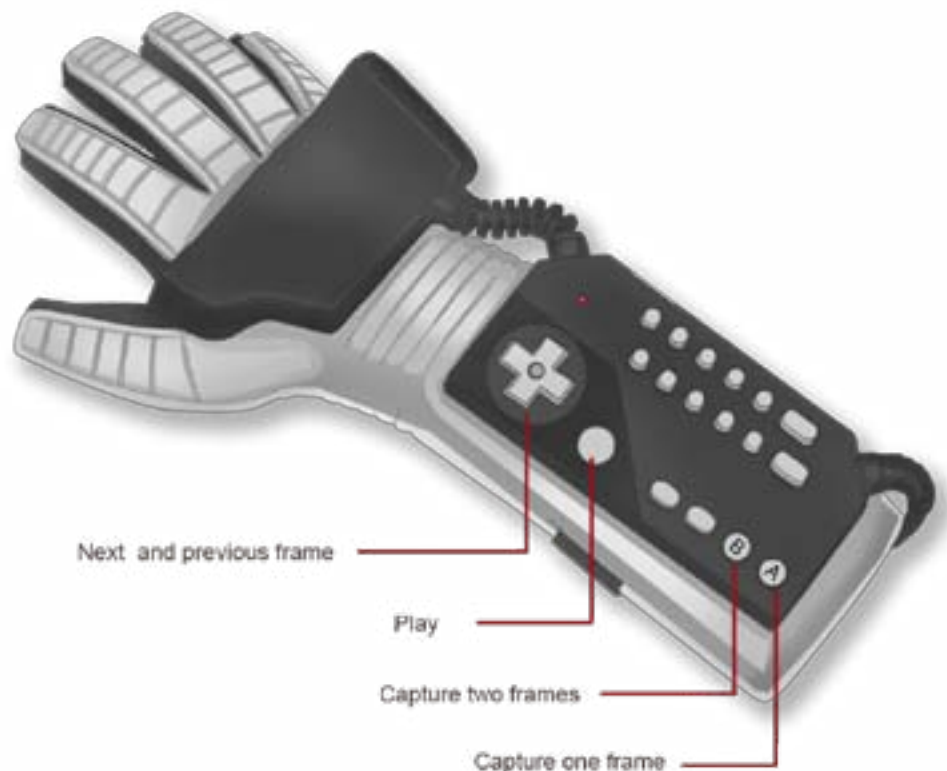
# The Power-Glove

Animation Tech  
text: Miguel Abonitalla



Meet Dillon Markey, the guy who's making life a bit easier for stop-motion animators. He's an animator for Adult Swim's *Robot Chicken*. It's a popular stop-motion comedy show known for its crazy, irreverent parodies of *Star Wars*, *Harry Potter* and other well-known titles. Markey made a few changes to his old gamepad and turned into a useful Swiss Army knife for animating stop-motion sequences. But it's not just any kind of gamepad, it's the Nintendo Power-Glove, a device that has long been forgotten in the realm of gaming.

The Nintendo Power-Glove was released around the late 1980's, when video game industry was still young. It was way ahead of its time before motion control was even a thing. Unfortunately, it didn't quite click (pardon the pun) with gamers. You see, the Power-Glove was a commercial







flop, a big failure for Nintendo. Its games sold poorly and the company only produced approximately 100,000 units in North America alone. It was horrible to control in the Nintendo Entertainment System or “NES.” Failing to make an impression on the public, it went under the radar until owners of those devices started modifying them.

Dillon was fascinated by the glove as a child. Working for Adult Swim years later, he started thinking, why can't he make the job easier? Stop-motion is no joke. Unlike 2D and 3D work where adjustments can be made while you're animating, stop-motion animation leaves little room for errors. So Dillon thought of using his old glove as a remote. He learned basic electronics from his colleague's husband, and studied DIY tutorials on the internet learning to disassembling

and reassembling a device for different functions.

The modified glove works as a wireless programmable keypad. It's fitted with a Bluetooth transmitter to send out signals to the computer, short-cutting each of the necessary camera and computer commands with just the press of a button. It also includes retracting magnetic tweezers that he slapped onto the side of the glove for moving minute objects such as the character's eyebrows and hand gestures. It pretty much functions as an extension of his arm. There's even a fist-bump sound effect built within the back of the palm's plastic casing and is switched on when the knuckles are pressed!

And there you have it, Dillon Markey's modded Power-Glove! Repurposed for stop-motion animation ■



**Nothing like scaling a two-story cliff to help you relax after graduation day!**

The Animation class of 2015 celebrated their graduation with an afternoon of wall-climbing last summer. There was a lot of laughter and quite a few close calls as everyone tried the easy, medium and (super-scary) difficult walls. The activity was fitting for this batch because, with any challenge, you can't reach the top without a little help from your friends and a whole lot of fun.



**ABOUT THE COVER**

by Mark Clifford Ebol

This awesome 1950's anime take on Supergirl was illustrated by Mark Clifford Ebol as part of his Concept Art Finals project.







See  
you  
later

# Animator

Welcome  
to  
SY 2015-2016

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Back Cover by Cherubim Ybanes