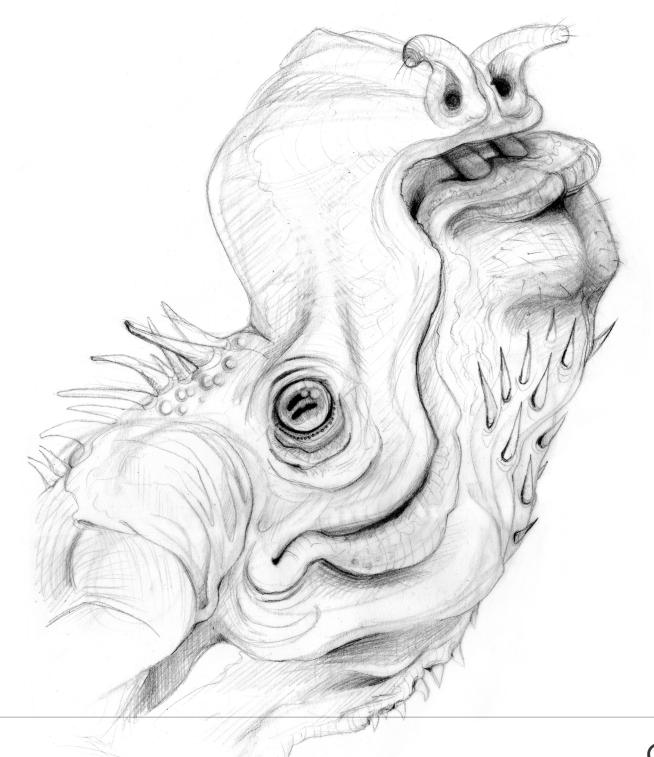
#### Rosemary Chalmers



# Tooth & Claw

creature design process and believability

#### Rosemary Chalmers



Voracious Squagutt

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creature design process and believability

#### Rosemary Chalmers



Voracious Squagutt

STRONG

AGILE

ALIEN-LOOKING

ATTACKDEFEND IF NECESSARY NOT MUCH BIGGER THAN A HUMAN

# Tooth & Claw

creature design process and believability

## Initial sketches—first pass



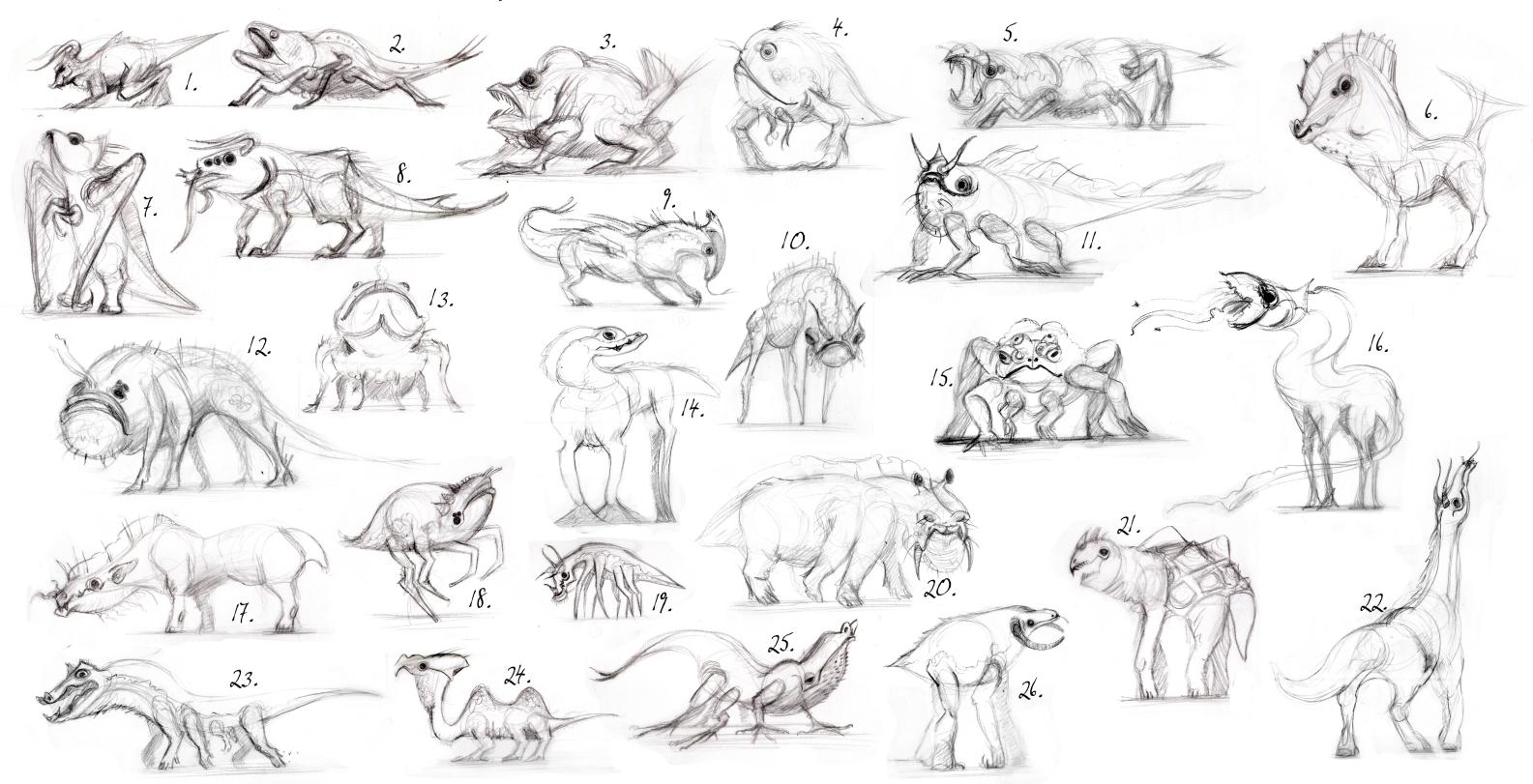
Initial sketches—first pass



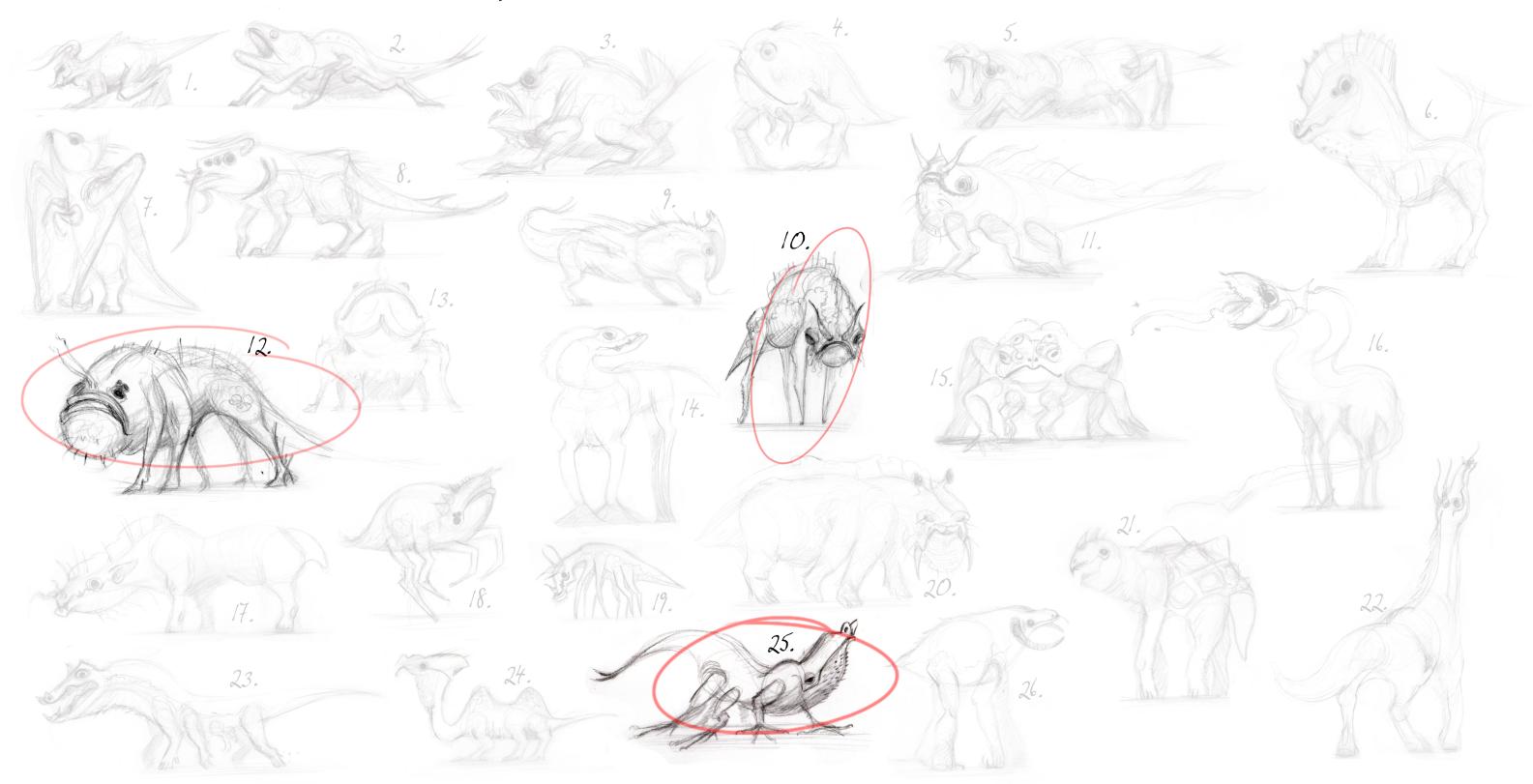
Initial sketches—first pass



## Initial sketches—second pass



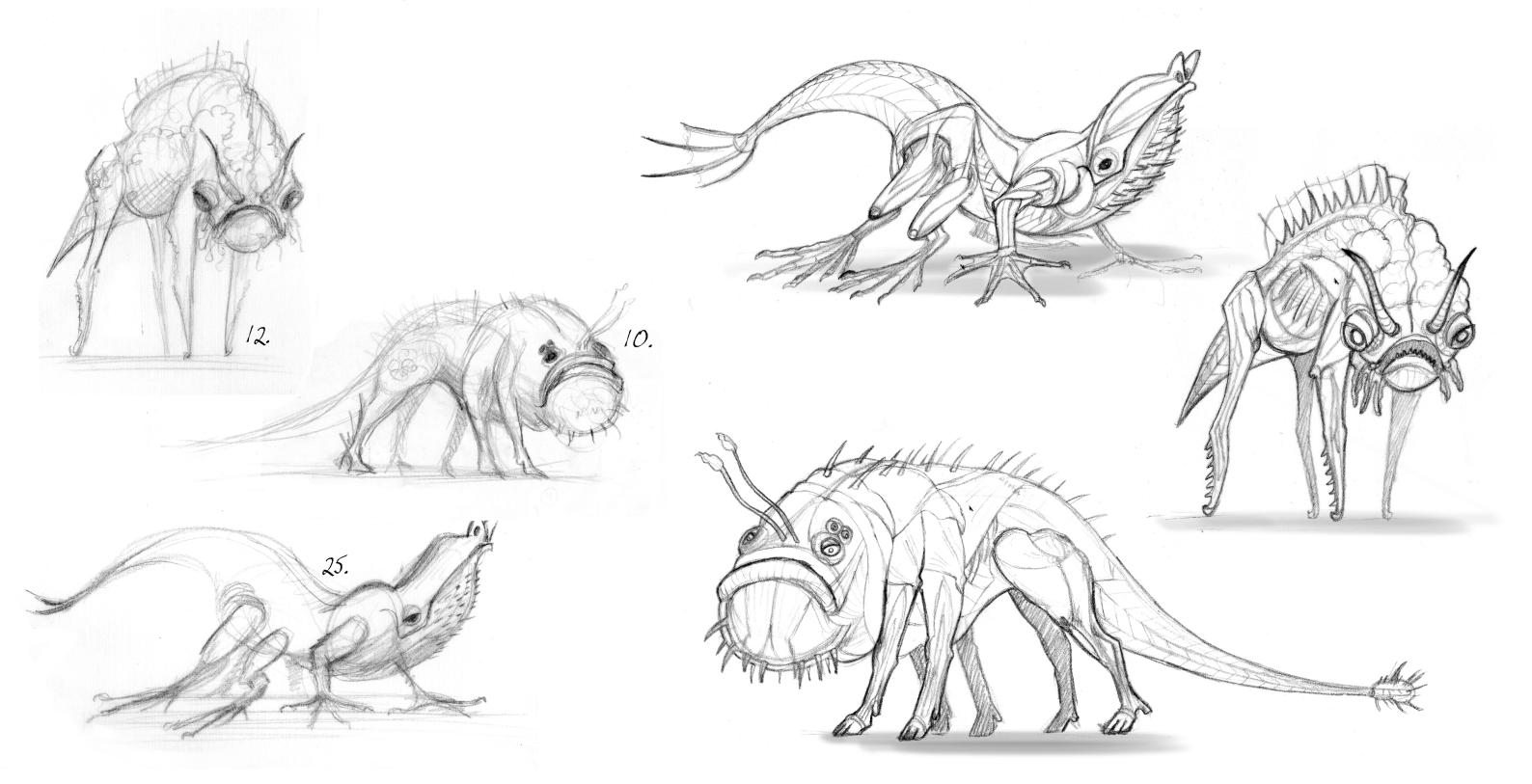
## Initial sketches—second pass



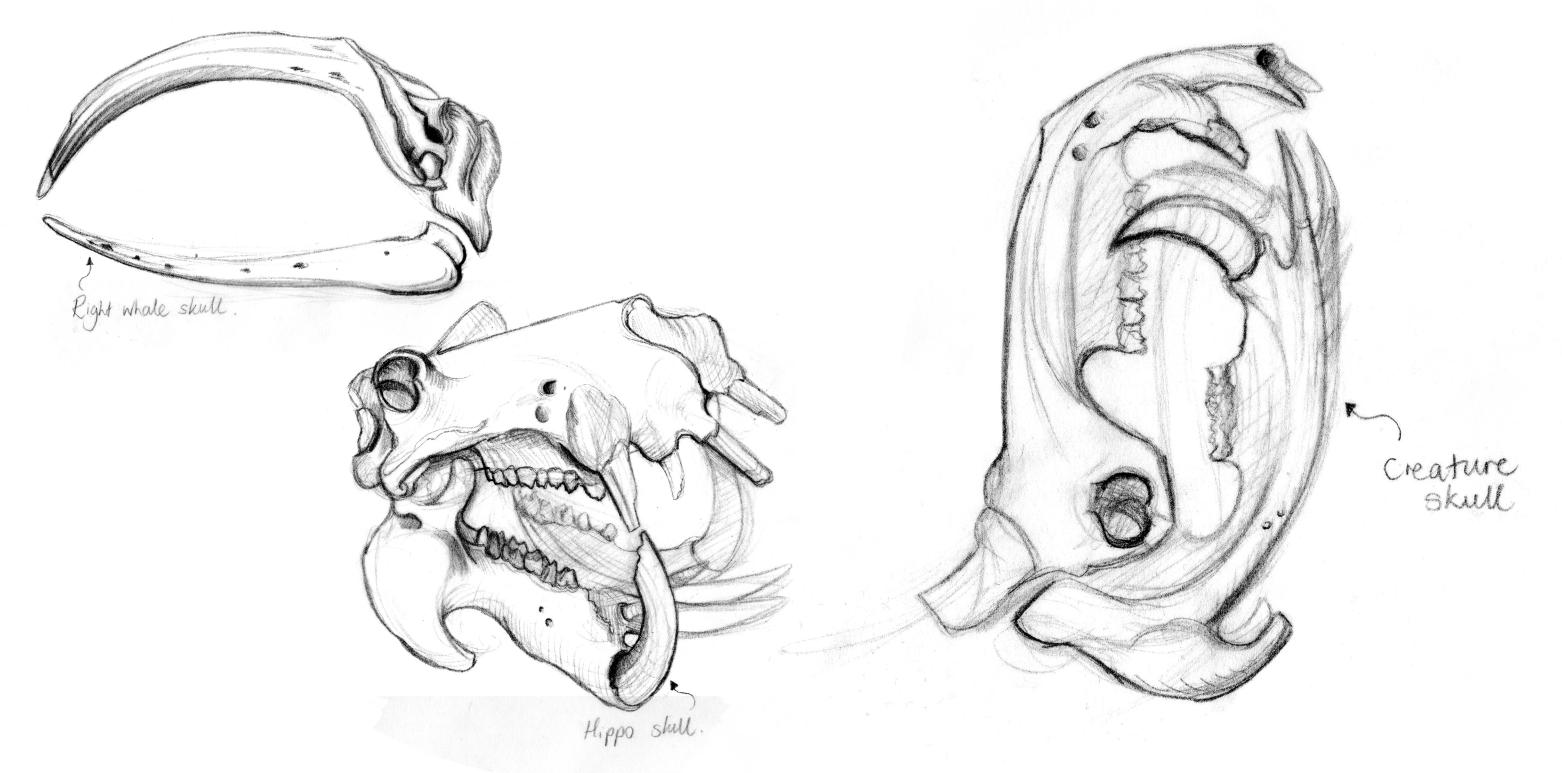
#### Initial sketches—second pass



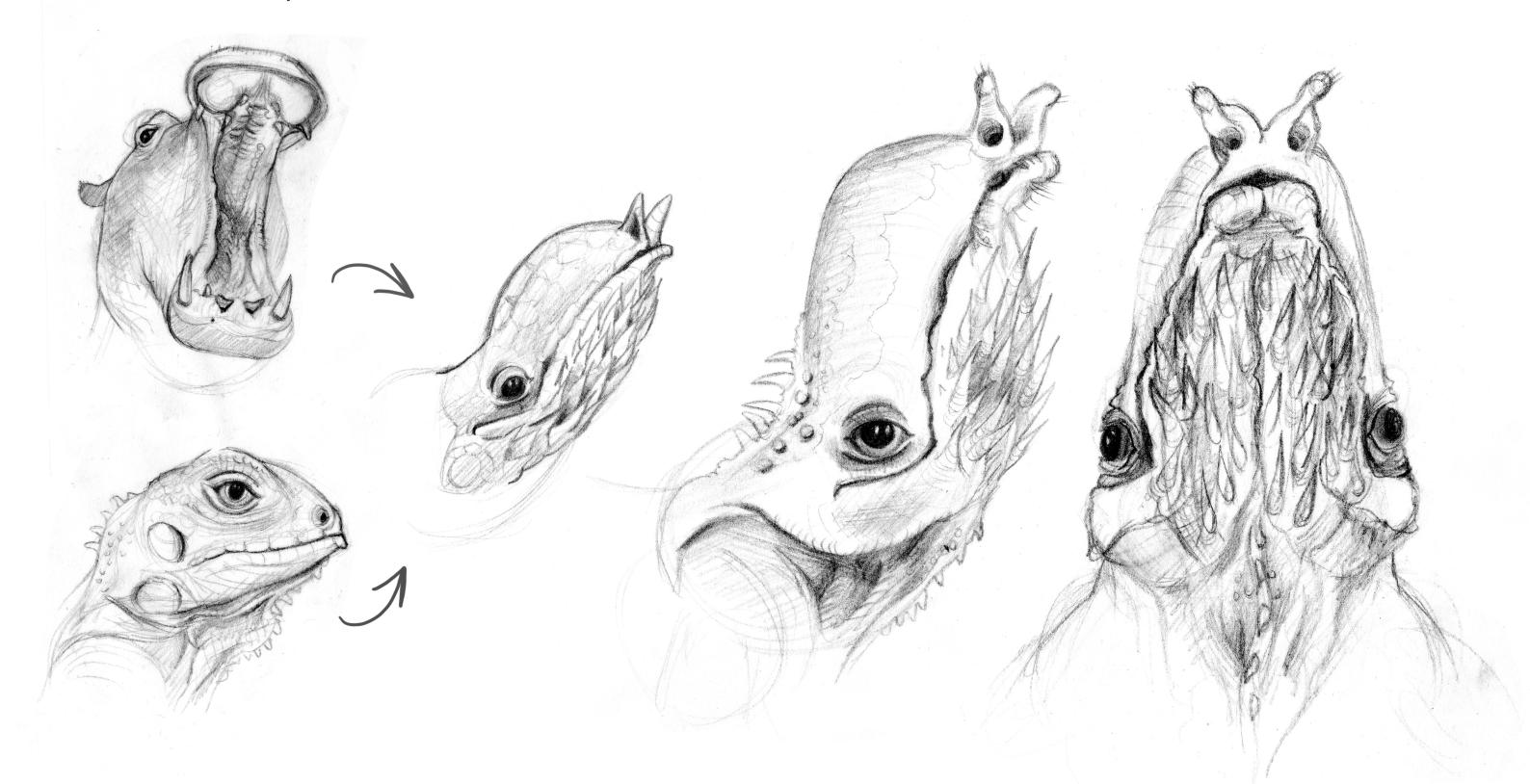
## Anatomical development



### Skull development



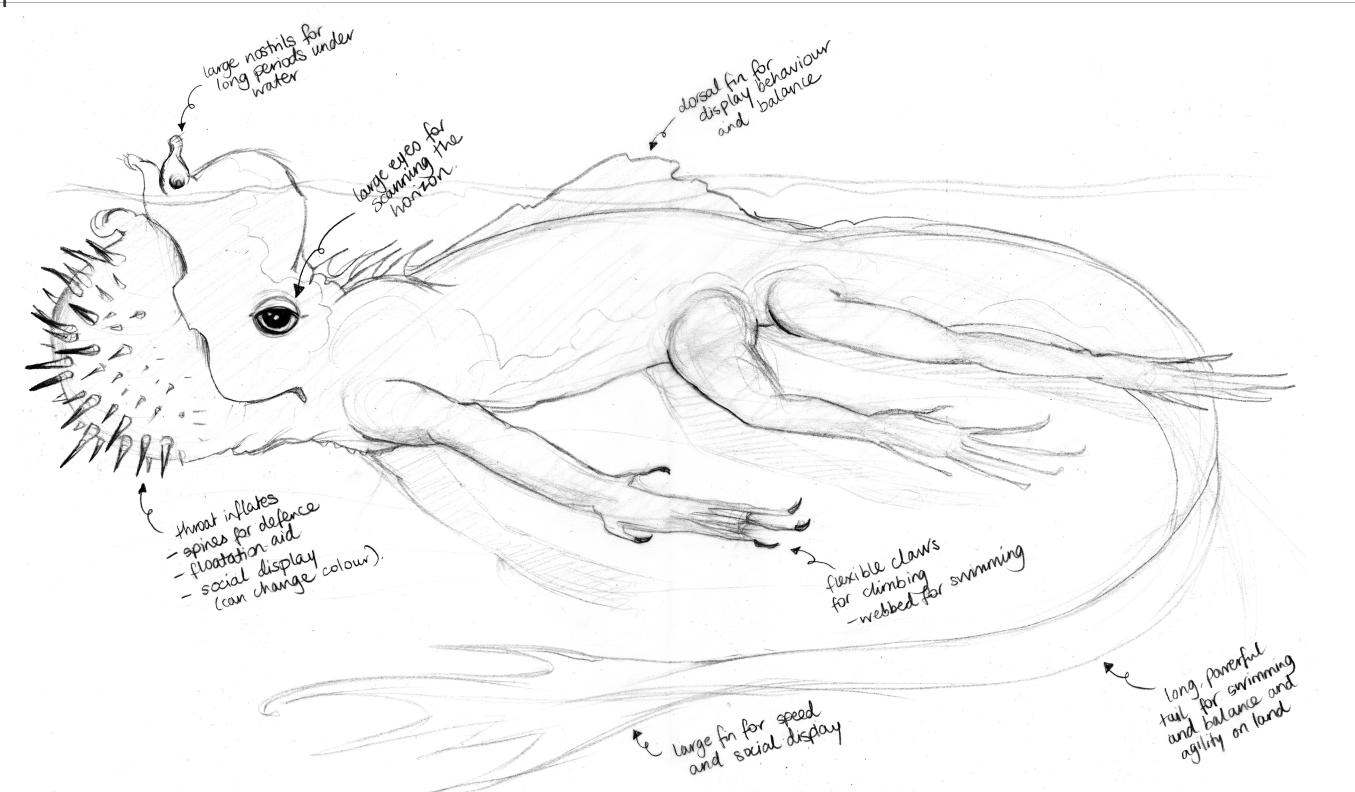
## Head development



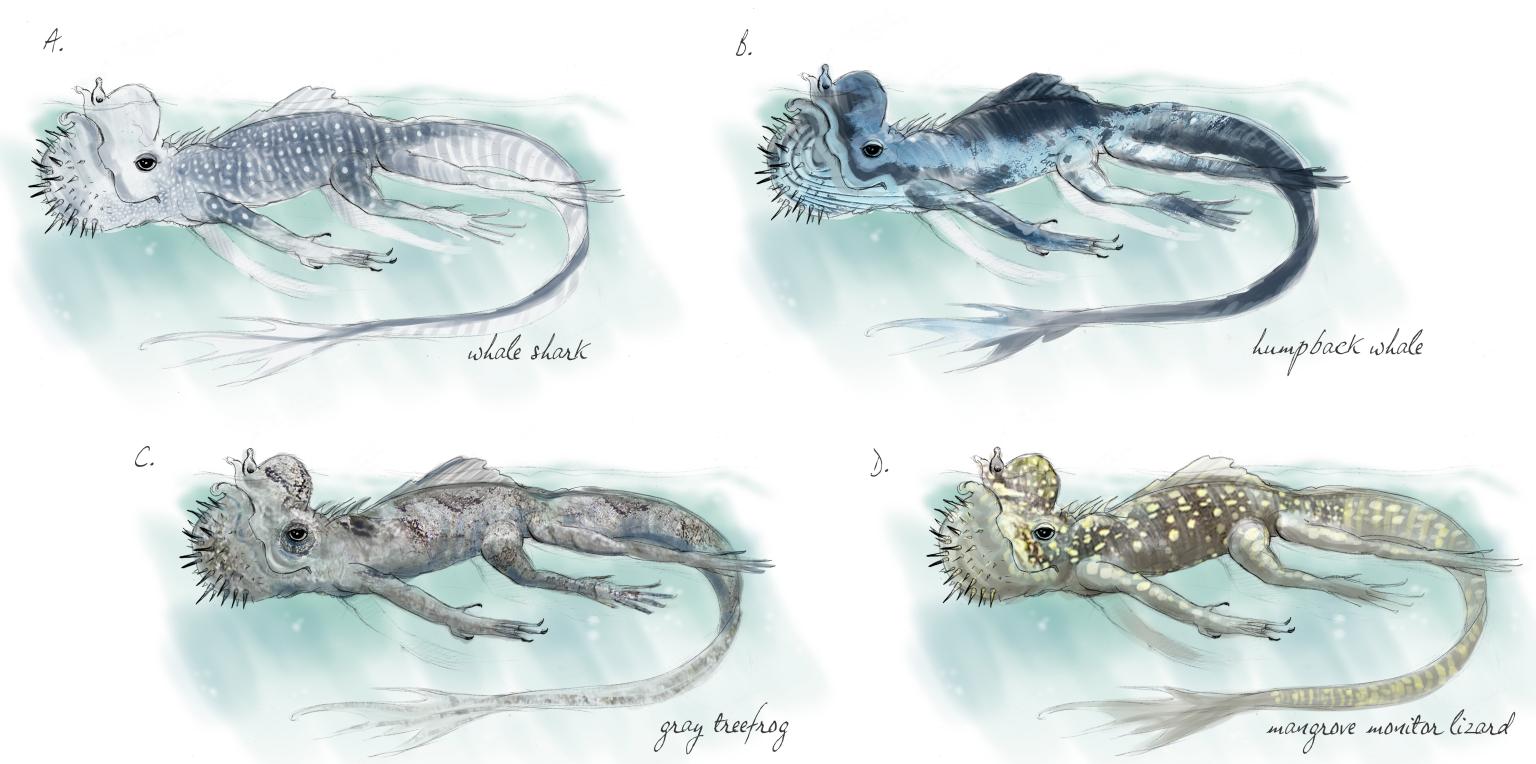
#### Behaviour studies



Adaptations



### Patterning options



### Reference & believability



first pass



second pass

