## Making Plans

I'm two-thirds of the way through my one-week vacation. Let's finally get something done.





The front and side walk-animations are already done. I won't forgive myself if I don't finish this.
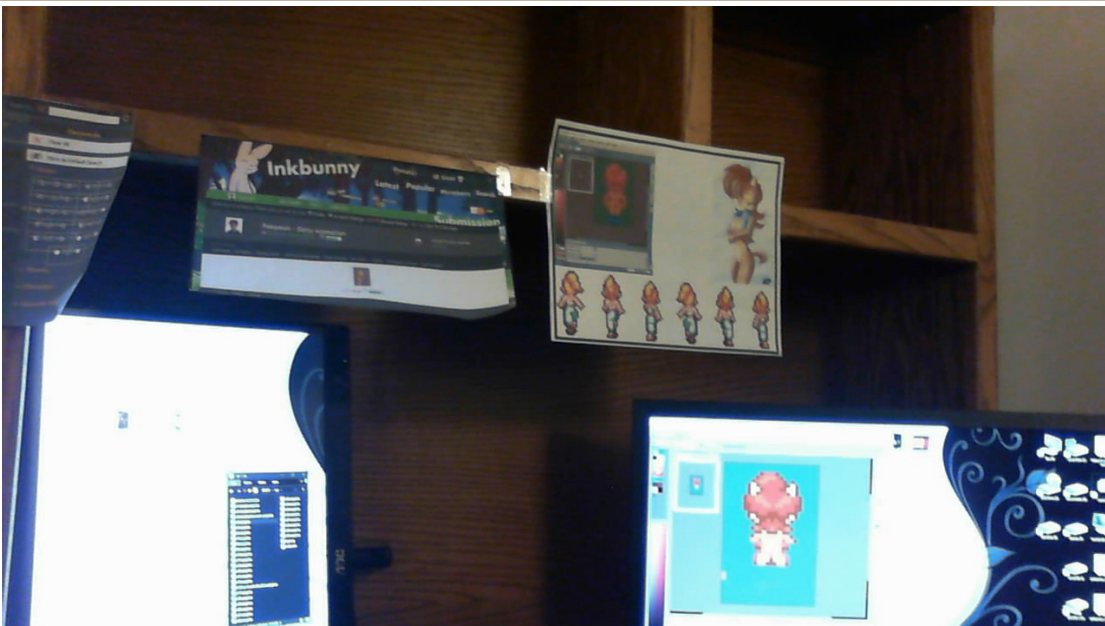
## Atari time!



## WWSD. "What Would Squaresoft Do?"

I hang these up as "attractor modes" for my projects, to try to entice myself to work on them... it doesn't work.

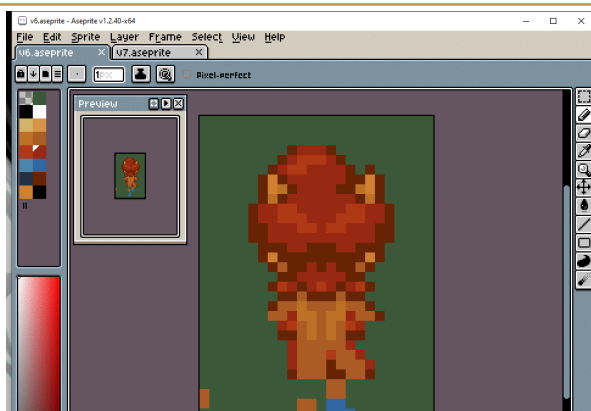## Walking the Walk

Making the dots walk.



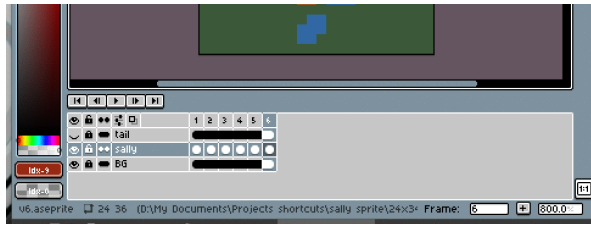When her legs are apart, that's when she sinks down.

I know I'm getting ahead of myself, but we all know this pose is definitely gonna be all about dat ass.





Okay, it won't stick out THAT far.

**Dat ass has gotta follow dat kneecap.**

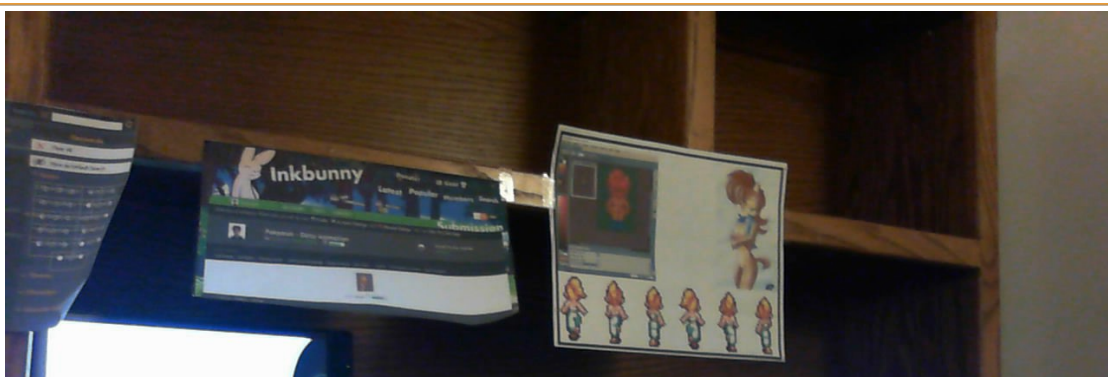**Connecting the dots. I'll have to adjust the position of the knees later.**
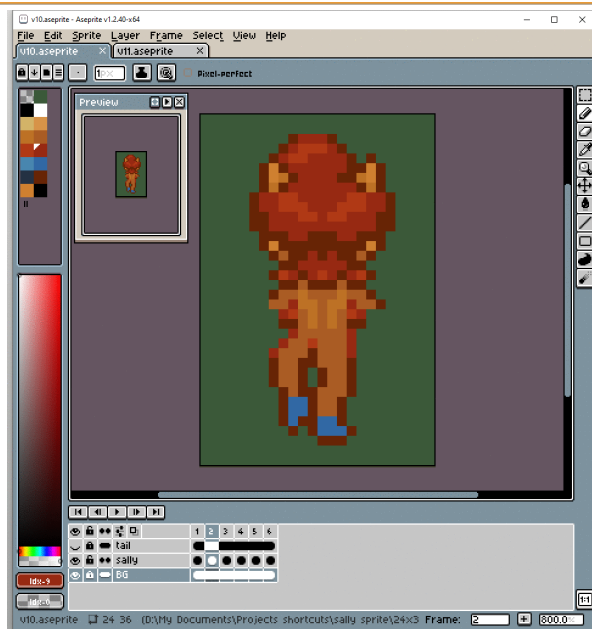
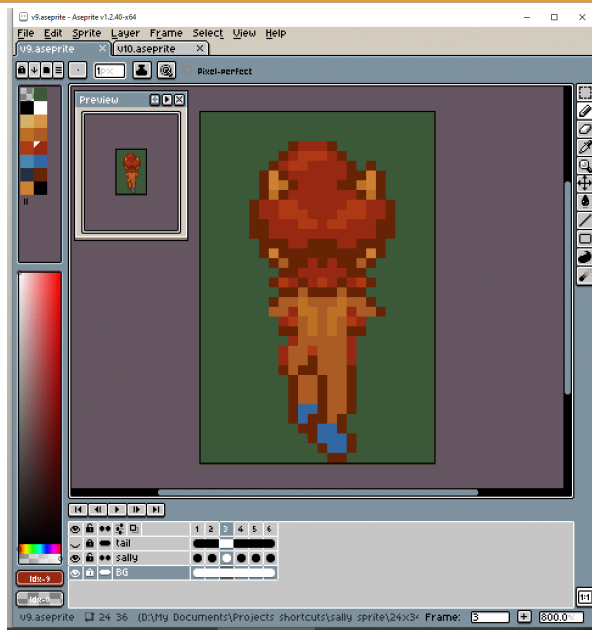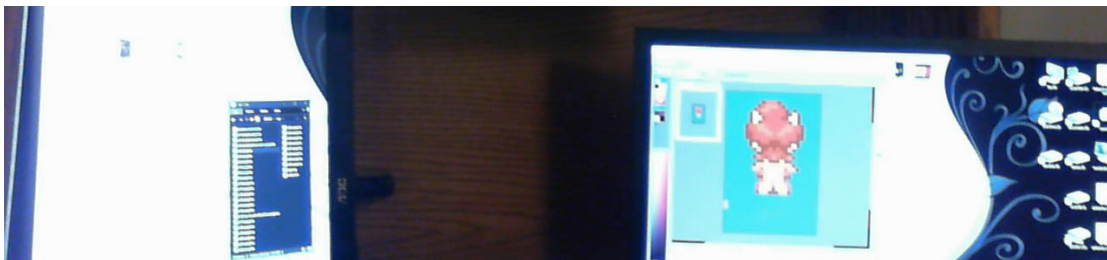**Well this certainly looks... rough.**

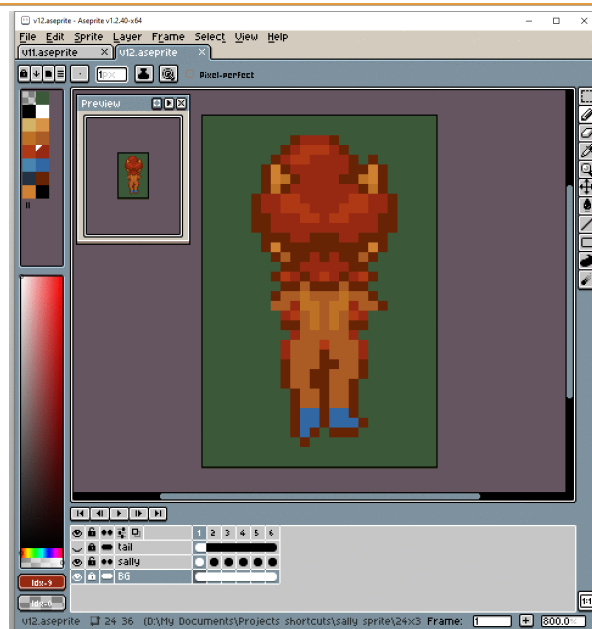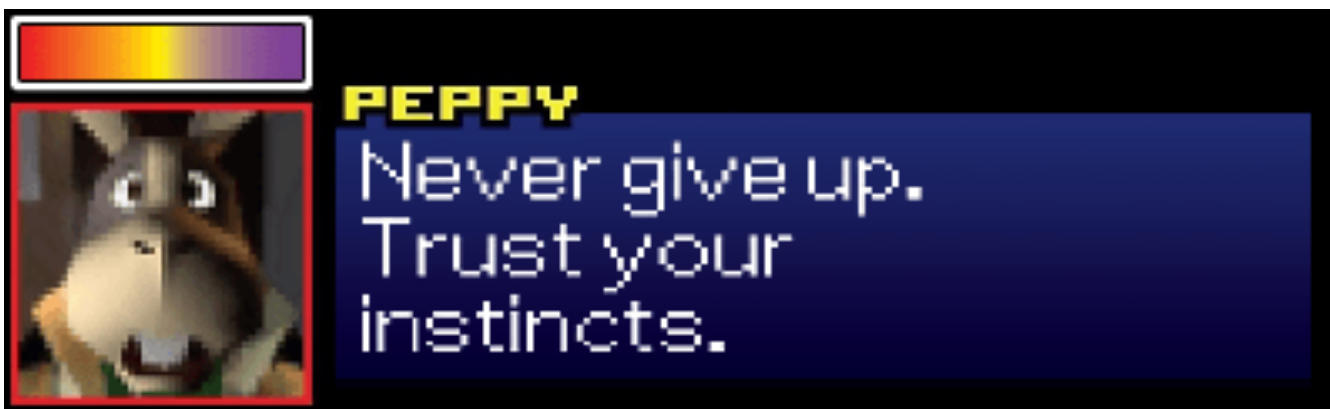She looks like she's climbing a ladder. How do I fix this??



WWMD. What Would Marle Do?

Gotta rein-in those loony-toon knees. Just... keep going. It's gotta start looking good sooner or later.

PEPPY
Never give up.
Trust your
instincts.



It looks... not terrible. Is she still climbing a ladder? I don't... think so??

## Gotta Hand it to Her

Where are we putting her hands? Her other poses had them both in front of her, but that would look weird from the back. Maybe just go with a normal walk-cycle for this one?



Ooh! What if she has a hand on her hip? That kind of looks like "thinking"

I also like how it emphasizes the movement of her hips and butt. It's the only eye-candy we have in this animation. Might as well make the most of it.

**Maybe I can make a "thinking" pose after all.**



**Maybe the upper torso should move too? Marle's shoulders swing to counter the hips.**

**... Not really the personality I was going for.**



## Finishing Touches

**Time to shade dat ass. But after adjusting the feet again she suddenly looks too short.**
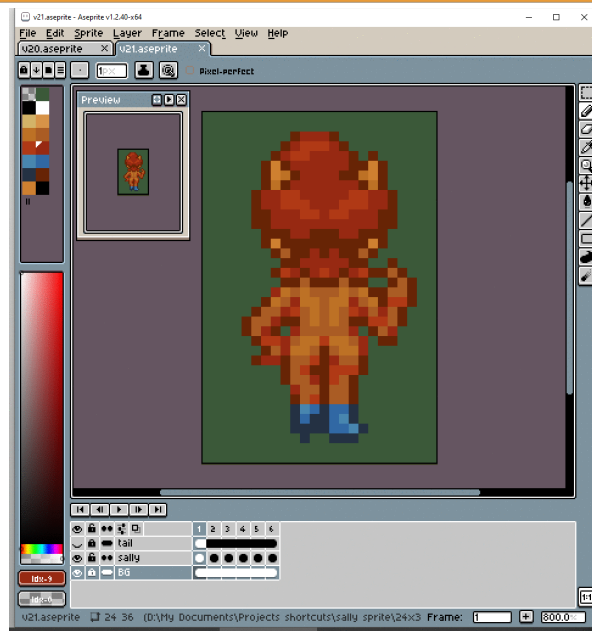
**Only one thing to do... stretch it out!**





**It looks better if I give her hand on her hip a finger-curl.**

**Now that I know what the arms are doing, let's shade them.**



**I tried to give her a "finger waggle" but it looks like she's beckoning instead.**

Maybe if I "tap" the whole hand? That does look better. But I'm not sure if it looks like "thinking."



Wait, what if I combine them? Just bring the hand closer and then tap? Maybe. Not sure…. Does it still look like beckoning?
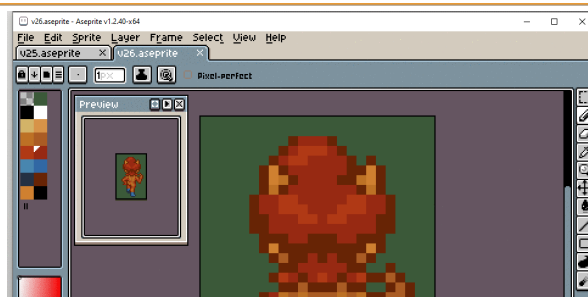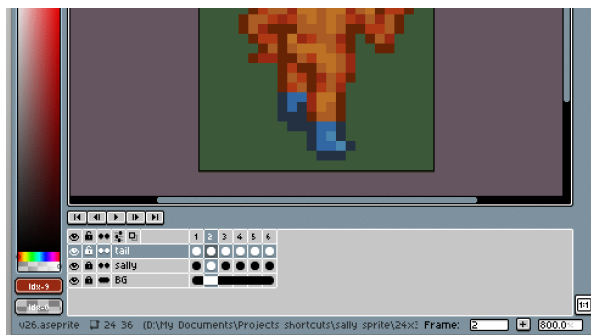
## Chasing Tail

I hate to do it, but we gotta add the tail. Good bye ass.
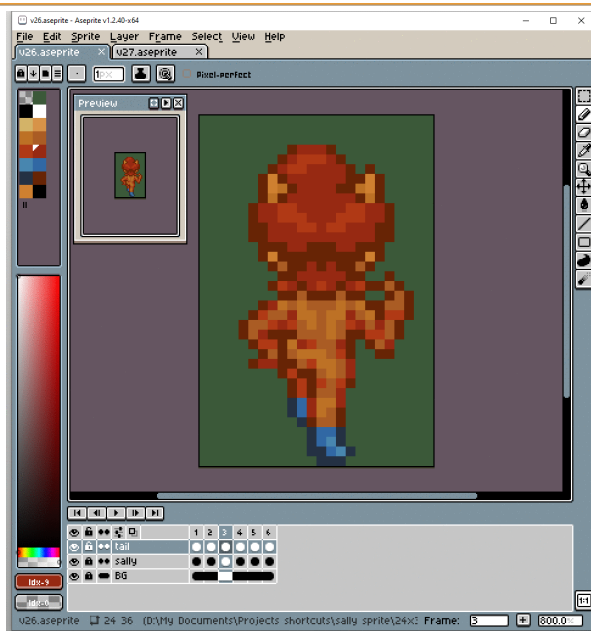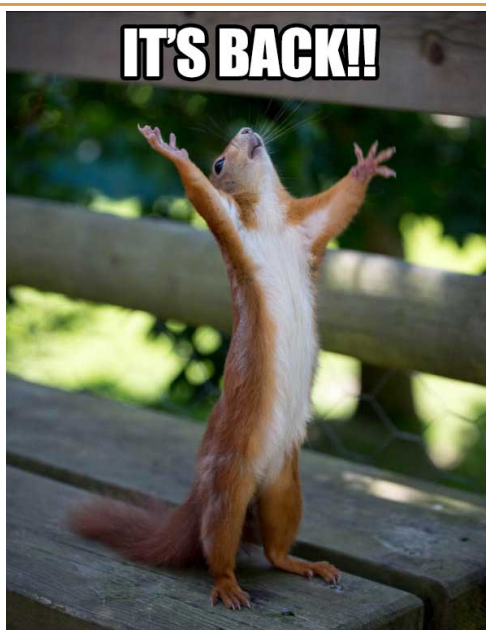




OR! ... Maybe I could just...

It moves like a pit-bull's stubby tail now. But I suppose it does look "tighter."



What if I just... slightly move the tail out of the way on some of the frames?

Okay, I think we got something here!





Whoops! I almost forgot... she has hair.

**I changed my mind again. Let's go with the finger-tap after all.**



## The Result

**Welp, I'm all outta things to do to this so I guess it's done!**

While I nodded, nearly napping,
suddenly there came a clapping,
As of ass cheeks gently clapping,
clapping at my chamber door.

**buffafro**

"tis a visitor," i muttered, "dummy thicc, and nothing more"

**black-nata**