



Forum: Gallery Art

Topic: HELP!!! URGENT!

Subject: Re: HELP!!! URGENT!

Posted by: Dark Wanderer

Posted on: 2009/8/10 5:31:23

Well from what I can tell maybe instead of the left hand guard looking directly at the one on the right*, have him facing forward but looking with his eyes while he talks.

and the lat panel, maybe from the perspective of the Shoulder holding the hand gun and here are a few options:

if the left hand guard (clean shaven one)is still going to look at the other and talk, shoot him in the temple first (I would think this would shock the right hand to the point he would stumble for his gun, causing delay in pulling it long enough to be shot)then the right hand guard.

If you shoot the right one first then the one on the left of the page needs to be seen turning to face the shooter to merit the head shot.

*as it is I would think with this guy looking at the one on the left, the moment he sees the person he is talking to waving off the shooter to turn back it will force him to focus on the person that interrupted his conversation.

Unless Jacob has to walk by this area to get to his post, would he even be friends with these two guards, does he talk to them after work? do they have the same shift? How does Jacob know the guards he is about to kill? in short if Jacob is friends with these two, their guard would be down to allow the shot, if not then they would be on edge.

Sorry these are like some things I think of to help with creating situations and action in panels. Hope this helps, if not I am sorry