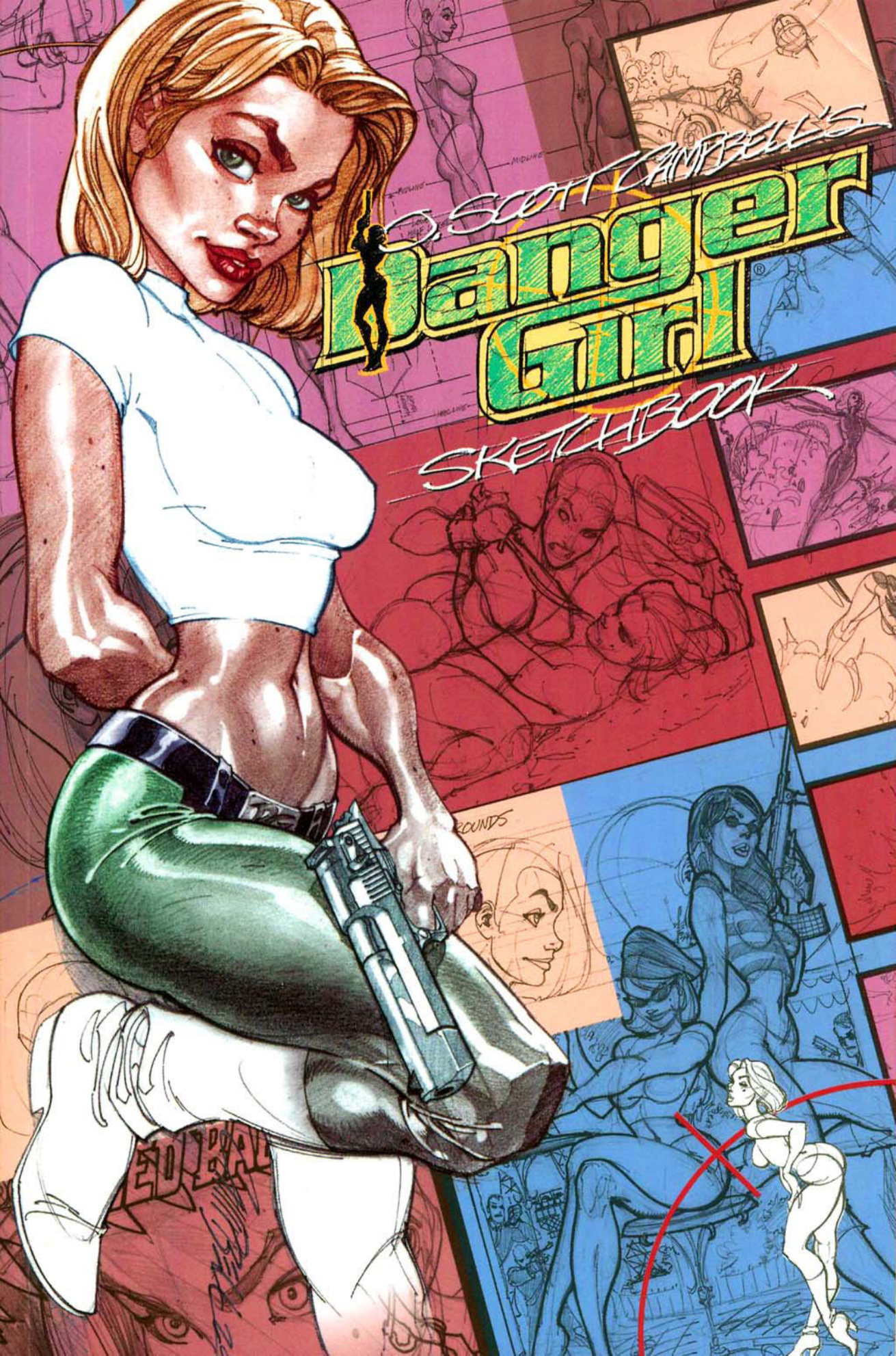




SCOTT CAMPBELL'S

Danger Girl

SKETCHBOOK



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danger girl

SKETCHBOOK

J. SCOTT CAMPBELL
ART/CONCEPT/COMMENTARY

JOHN 'JG' ROSHELL
OF COMICRAFT
BOOK DESIGN

SCOTT DUNBIE
EDITOR

DANGER GIRL CREATED BY
J. SCOTT CAMPBELL
AND ANDY HARTNELL

DANGER GIRL LOGO DESIGNED BY
TOBIAS QUECK AND J. SCOTT CAMPBELL

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YOU DON'T
SERIOUSLY EXPECT
US TO RUN AROUND
IN THESE?!

Hey!

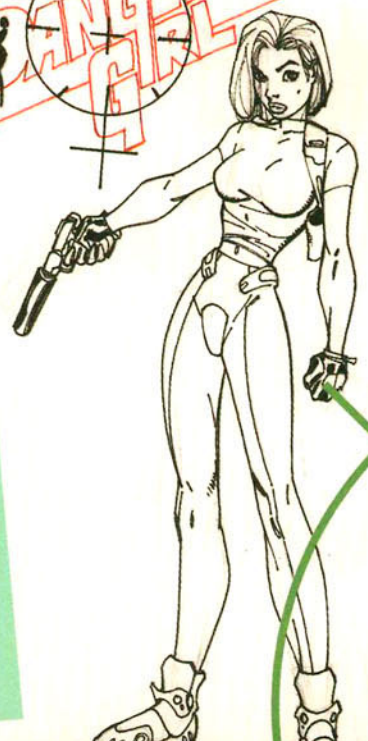
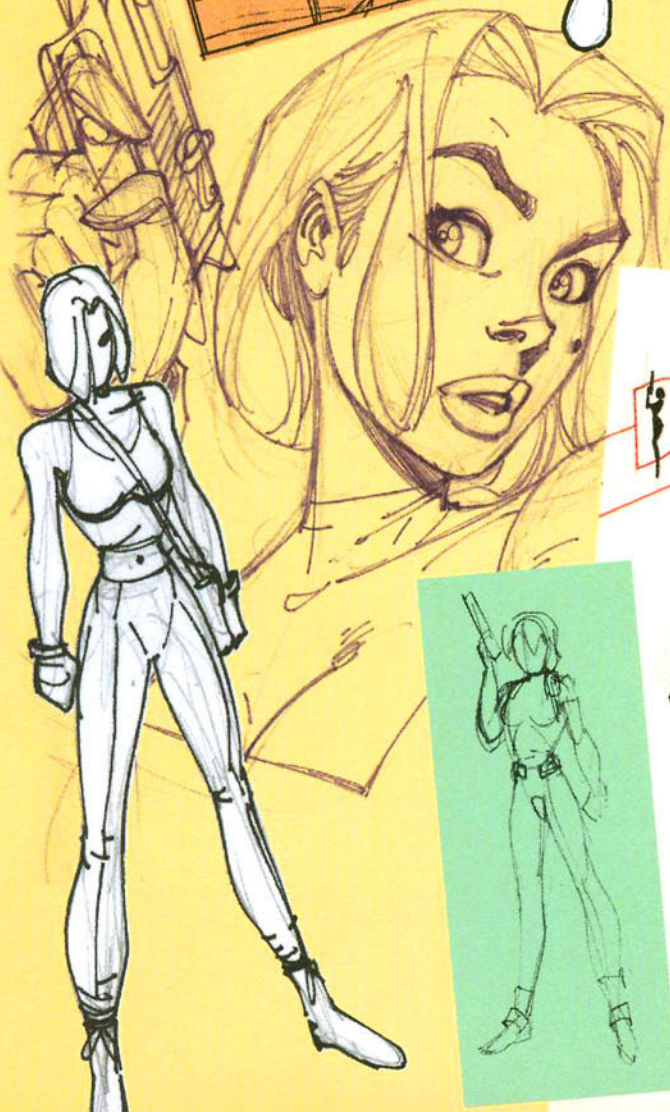
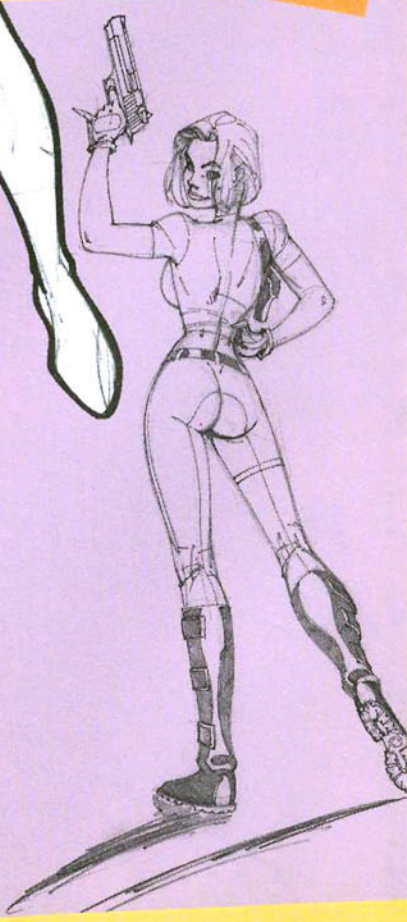
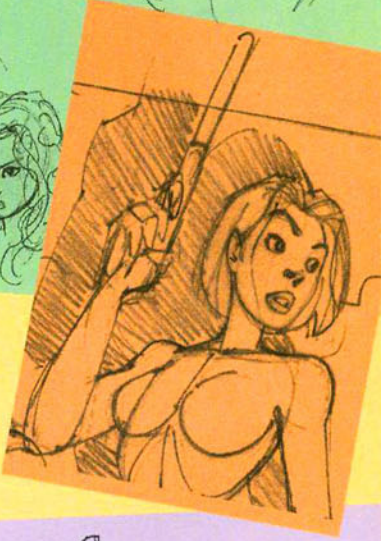
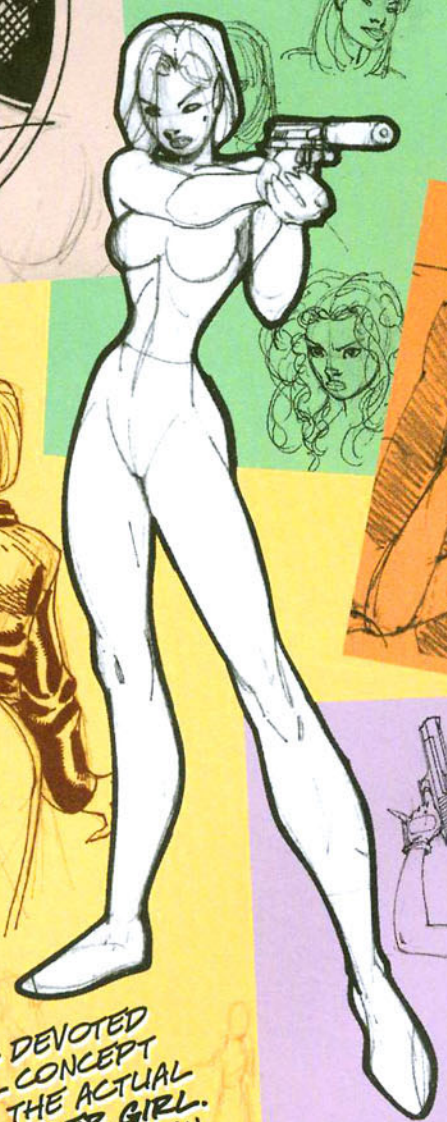
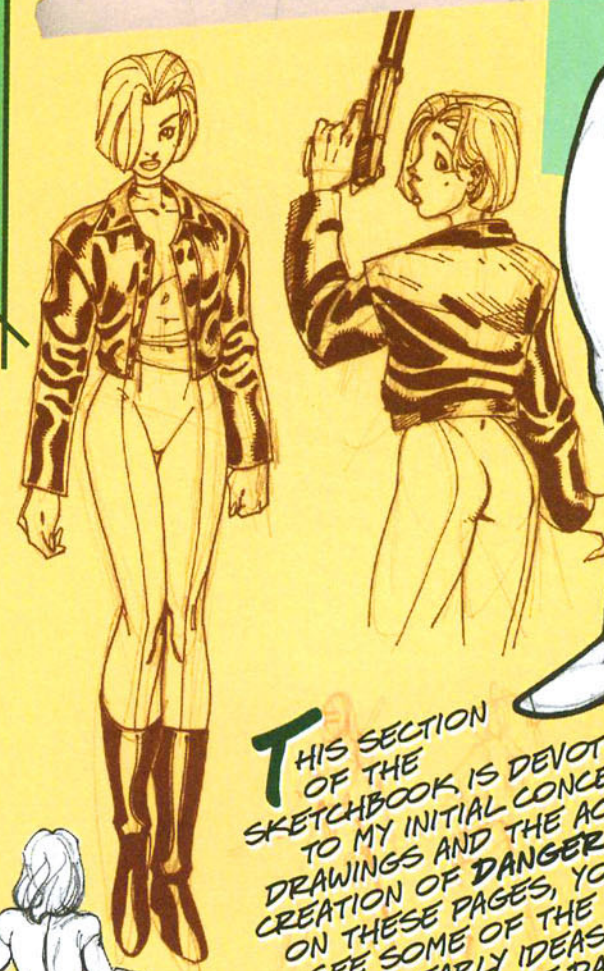
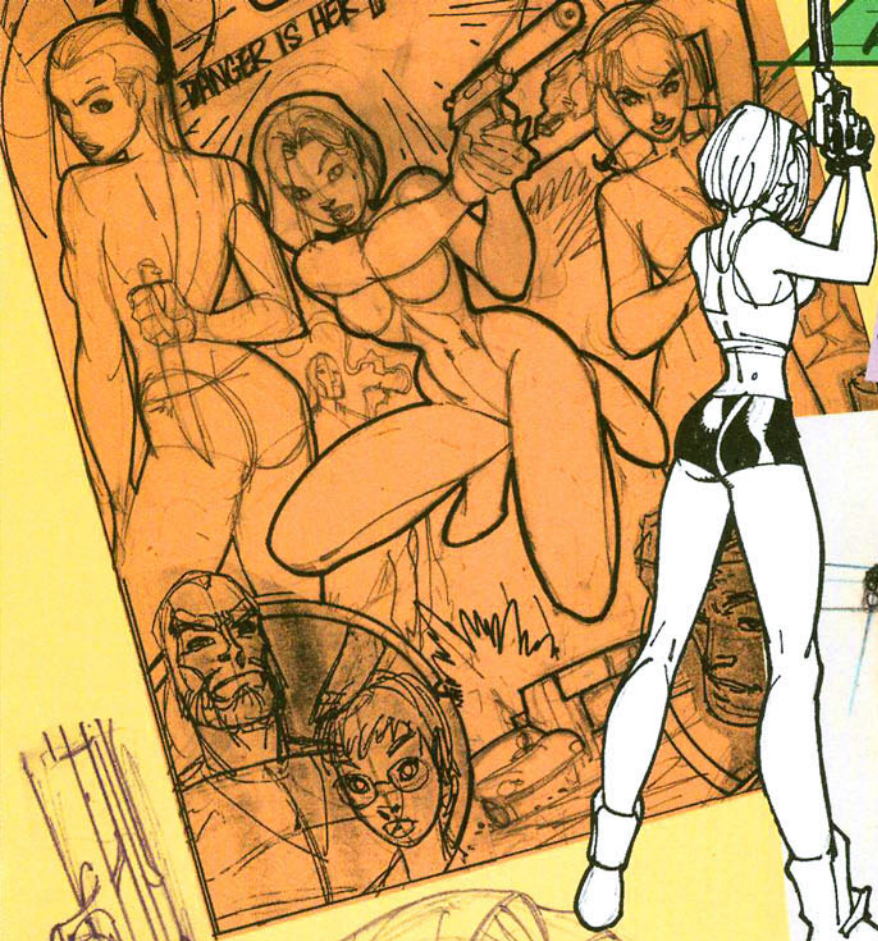
FIRST OFF, LET ME THANK YOU FOR BUYING A \$6.95 BOOK FULL OF MY LEFTOVER CRAP! HEH HEH, JUST KIDDING. ACTUALLY, THIS COLLECTION OF SKETCHES AND DRAWINGS HAS TURNED OUT TO BE SOMETHING THAT I AM VERY PROUD OF. YOU SEE, DURING THE PAST FEW YEARS, MUCH OF THE ART I'VE PRODUCED, SUCH AS CHARACTER CONCEPT DRAWINGS, TOY DESIGNS, VIDEO GAME ILLUSTRATIONS, AND JUST PLAIN OLD SKETCHING, HAS, FOR THE MOST PART, EITHER NEVER BEEN PUBLISHED OR ONLY RARELY SEEN. IRONICALLY, MANY OF THESE DRAWINGS ARE SOME OF MY ABSOLUTE FAVORITES.

I'VE BEEN FORTUNATE TO HAVE WORKED WITH SOME OF THE MOST TALENTED INKERS AND COLORISTS IN THE BUSINESS, BUT SKETCHING, CREATING NEW CHARACTERS, EXPERIMENTING WITH MY OWN STYLE, AS WELL AS OTHER DRAWING TO ME. THIS BOOK REPRESENTS A RARE EXCITING PART FOR ME TO SHOW OFF SOME OF MY PENCILING AND OPPORTUNITY WORK WITHOUT THE FILTERING OF A COLLABORATOR. AND WHILE ILLUSTRATION SEQUENTIAL COMIC BOOK WORK IS TREMENDOUSLY REWARDING, IT INVOLVES A DISCIPLINE, A RIGIDNESS THAT JUST DOESN'T EXIST WHEN YOU'RE DRAWING SPONTANEOUSLY IN A SKETCHBOOK. YOU CAN CHANGE YOUR OWN RULES, LEAVE A DRAWING UNFINISHED IF YOU WANT TO, AVOID BACKGROUNDS OR EVEN COMPLETELY CHANGE YOUR STYLE FROM PAGE TO PAGE.

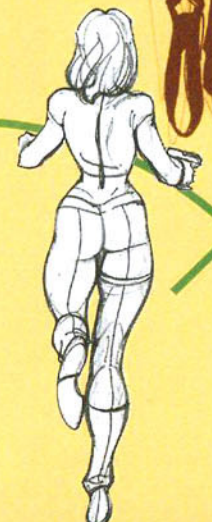
HOPEFULLY THAT'S WHAT YOU'LL SEE THROUGHOUT THIS BOOK. NOTHING ELSE INSPIRES ME TO DRAW AS MUCH AS ANOTHER ARTIST'S SKETCH BOOK. TO SEE THEIR EXPERIMENTS, THEIR FLIRTATIONS WITH VARYING STYLES, EVEN THE POSSIBILITY OF AN ILLUSTRATION GOING IN A DOZEN DIFFERENT DIRECTIONS. LOOKING AT THESE DRAWINGS IN THEIR RAWEST AND SIMPLEST FORMS HAS ALWAYS TAUGHT ME SO MUCH, AND ENCOURAGED ME TO PICK UP A PENCIL AND DRAW.

LAYING OUT THIS BOOK, I'VE BEEN REMINDED OF JUST HOW MUCH FUN IT WAS SITTING DOWN AND DRAWING ALL THESE BITS AND PIECES OVER THE LAST FOUR YEARS OR SO. I HOPE THAT SOME ASPIRING ARTIST OUT THERE COMES AWAY FROM THIS BOOK WITH THEIR OWN CREATIVE URGE SPARKED TO PICK UP A PENCIL AND CREATE SOMETHING COOL.

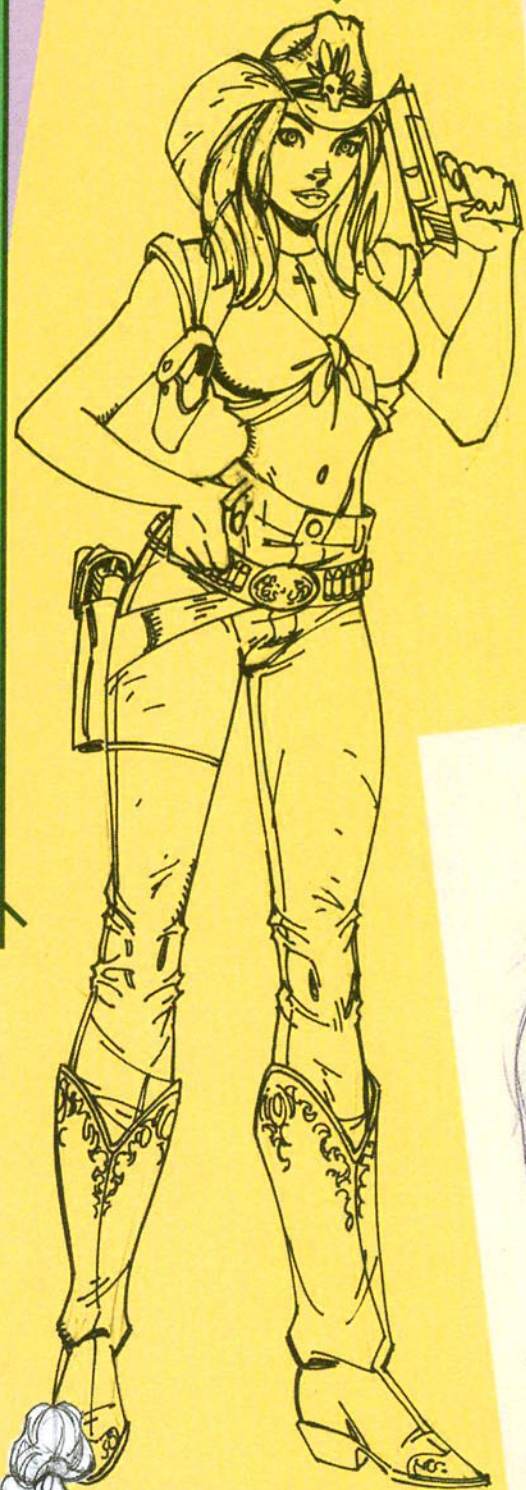
J. SCOTT CAMPBELL



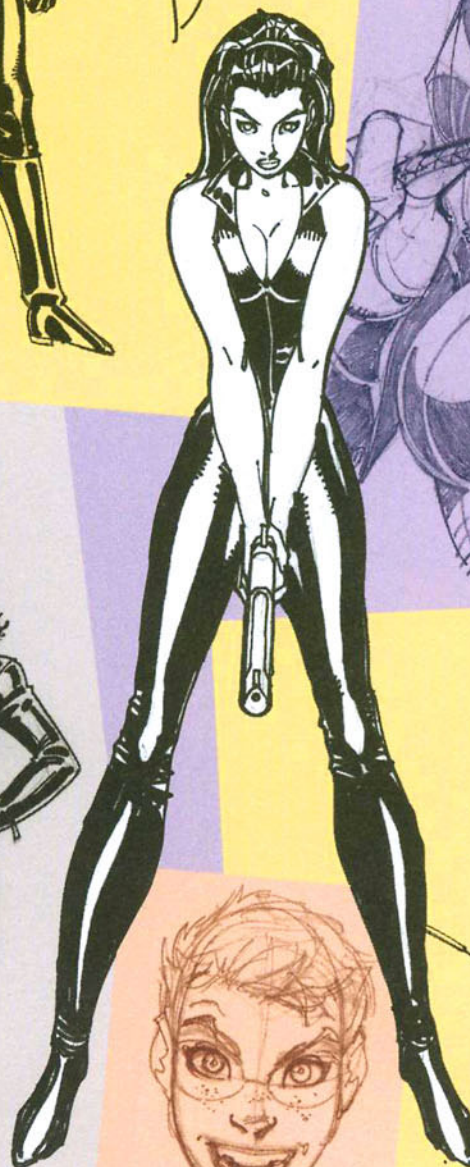
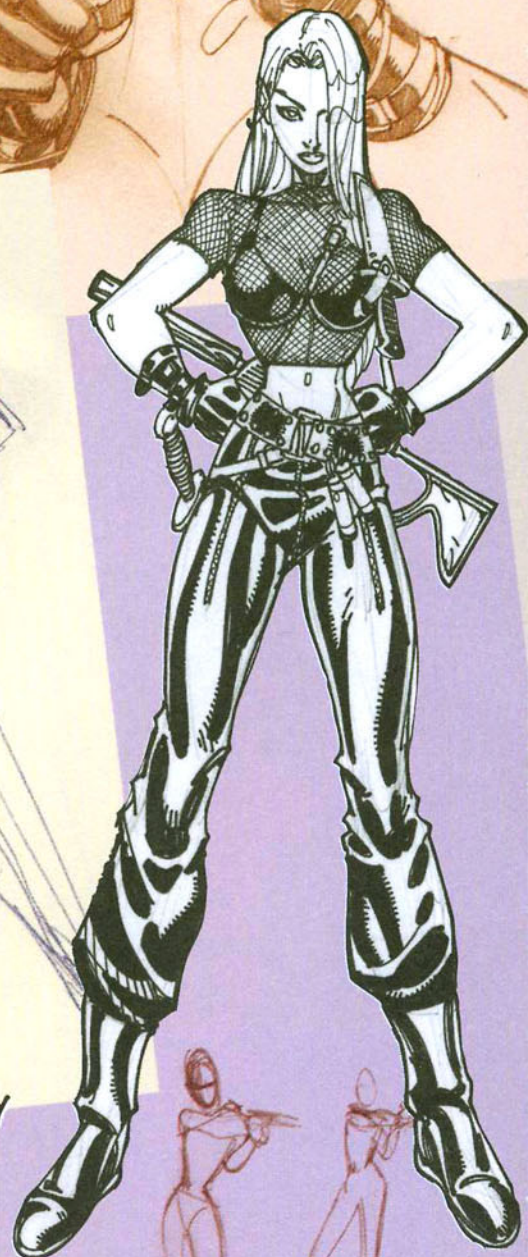
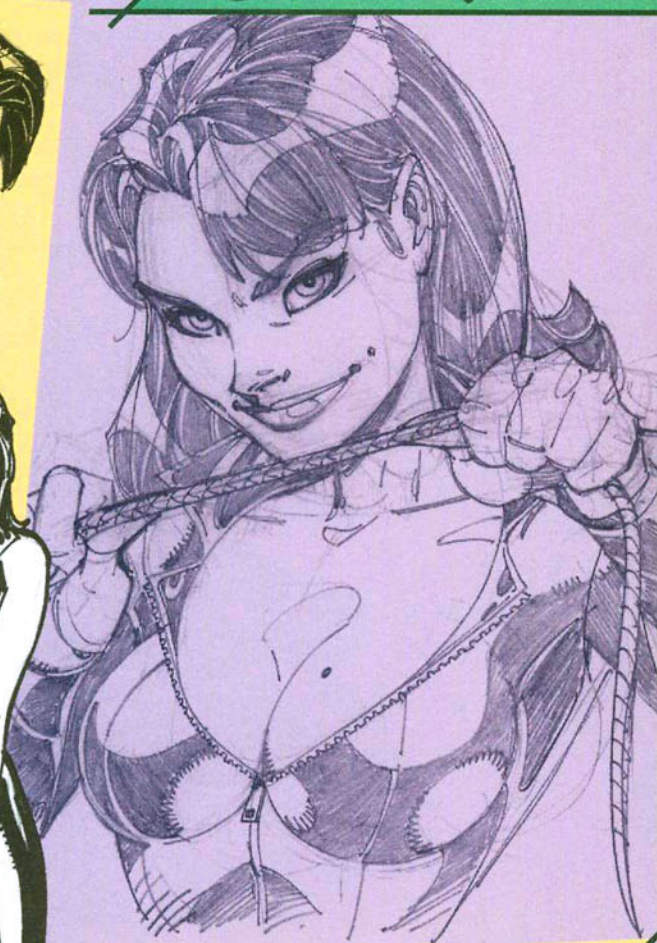
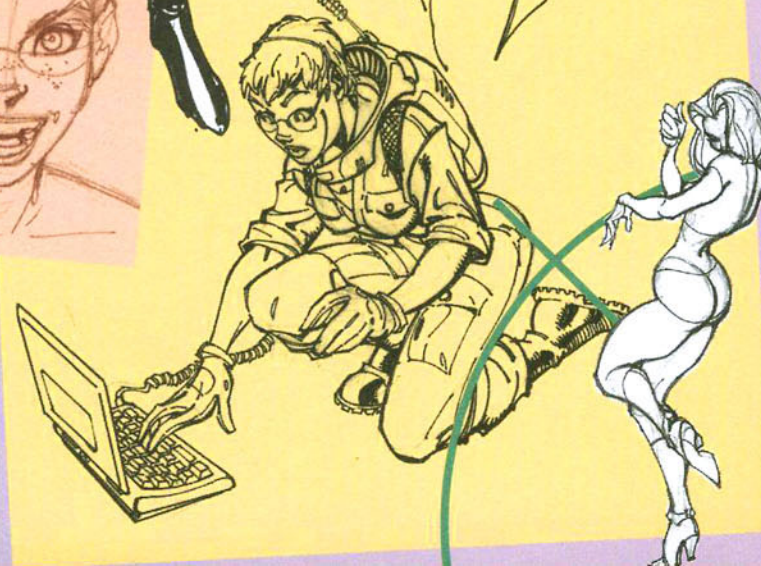
THIS SECTION OF THE SKETCHBOOK IS DEVOTED TO MY INITIAL CONCEPT TO MY INITIAL CONCEPT DRAWINGS AND THE ACTUAL CREATION OF DANGER GIRL. ON THESE PAGES, YOU CAN SEE SOME OF THE VERY ROUGH EARLY IDEAS FOR MEMBERS OF THE DANGER GIRL TEAM. I THINK AT ONE POINT THE TEAM WAS GOING TO BE COMPRISED OF SIX GIRLS BUT WE DECIDED THAT IT WAS PROBABLY TOO "SPICE GIRLS!"



NATALIA



SYDNEY · VALERIE

SILICON
VALLEY

IN THIS SPREAD YOU CAN SEE HOW THE PROCESS OF DESIGNING DANGER GIRLS NATALIA KASSLE, SYDNEY SAVAGE AND OF COURSE VALERIE CAME TO BE. NOTICE THE "COWGIRL" LOOK THAT NEVER QUITE GELLED WITH ANY OF THE FINAL CHARACTERS.





JOHNNY BARRACUDA - AGENT O

DEUCE - VALERIE

THE BARRACUDA

JOHNNY BARRACUDA

A MORE RECENT, AND SOMEWHAT "REALISTIC" LOOKING DRAWING OF JUNIOR DG VAL. THIS IS A FAVORITE DRAWING OF MINE!

AGENT O

HERE YOU CAN SEE SOME OF THE VERY EARLY DRAWINGS OF THE SUPPORTING MALE CAST OF HEROES IN DANGER GIRL, JOHNNY BARRACUDA, SECRET AGENT ZERO AND DEUCE.

DANGER BOY'S SILHOUETTE

DEUCE IS BACK

...AND HE'S PISIN!

DANGER GIRL SKETCHBOOK

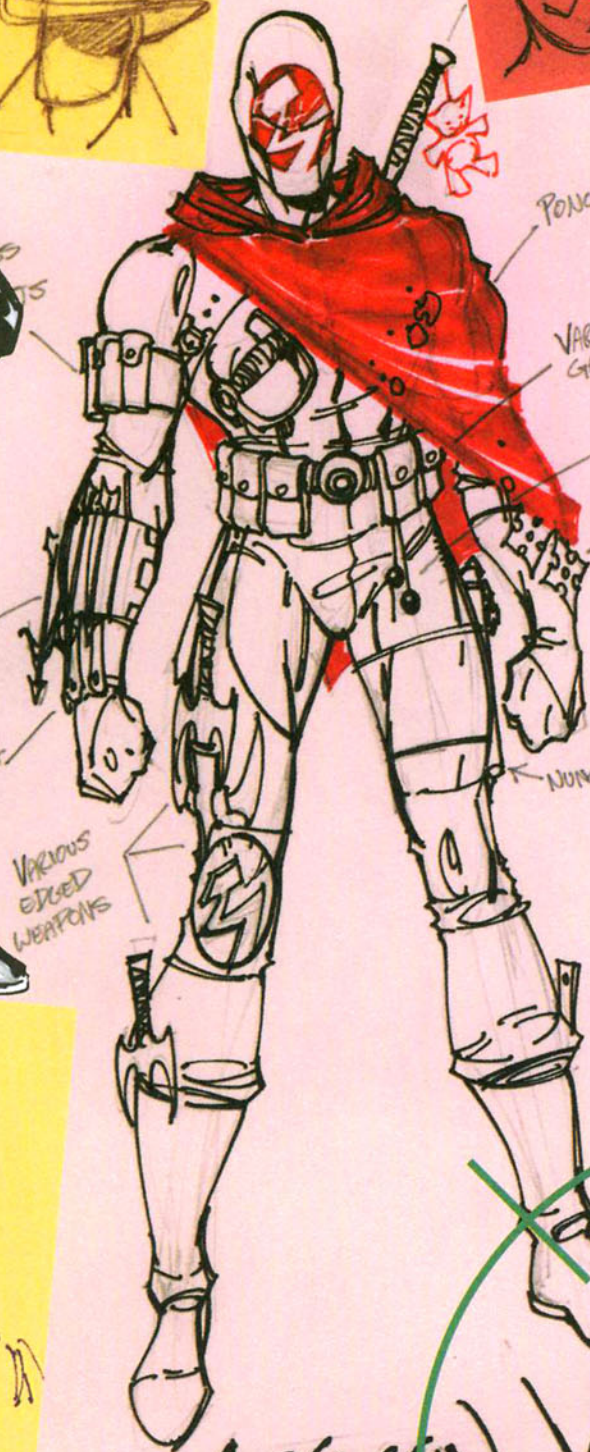
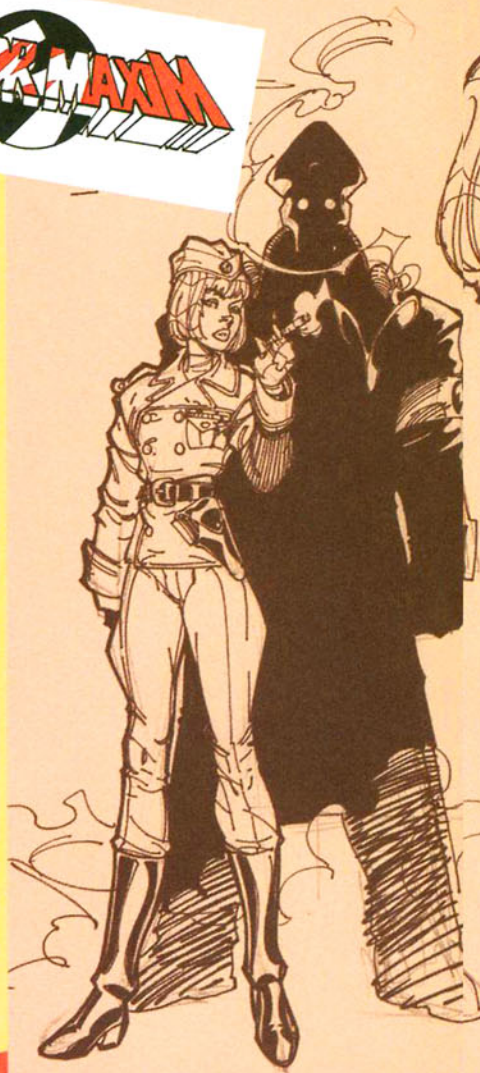
DANGER GIRL SKETCHBOOK

MAJOR MAXIM

THIS SECTION
BEGIN THE
ORIGIN OF SOME OF
DQ'S BADDEST BADDIES,
INCLUDING ASSASSIN X
AND OF COURSE
MAJOR MAXIM.



MAJOR MAXIM



PONCHO

VARIOUS
GADGETS

THROW
STARS

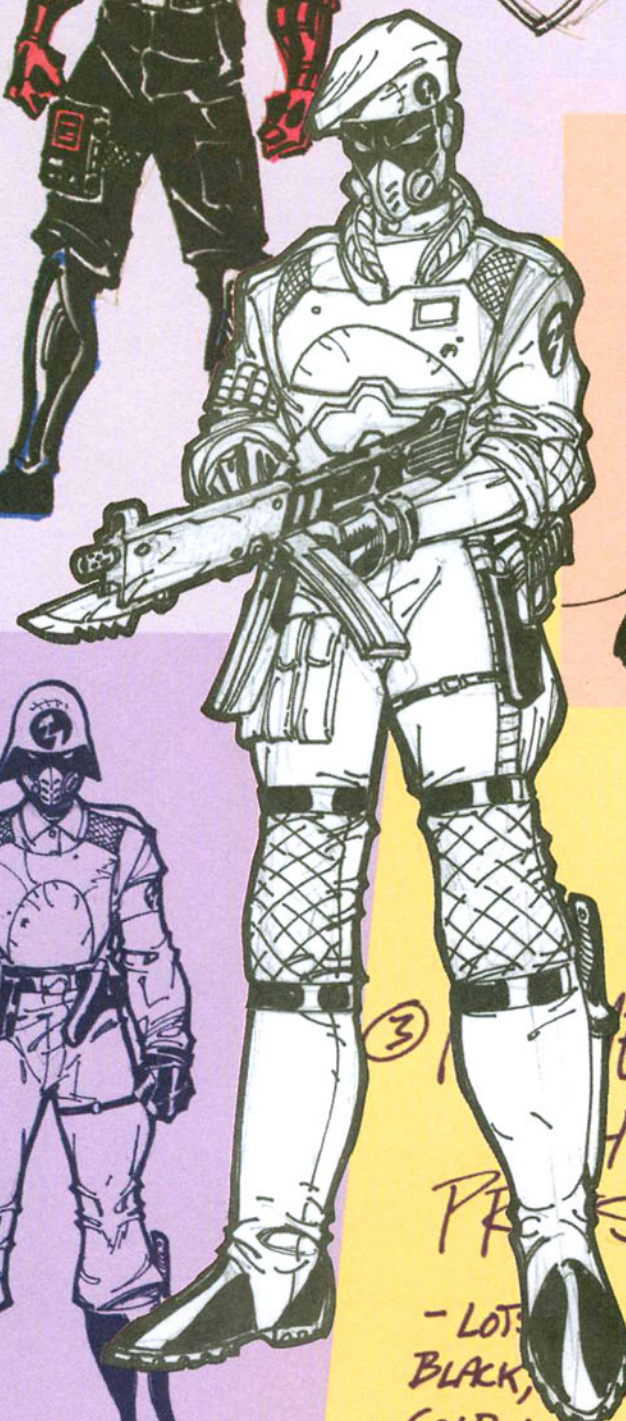
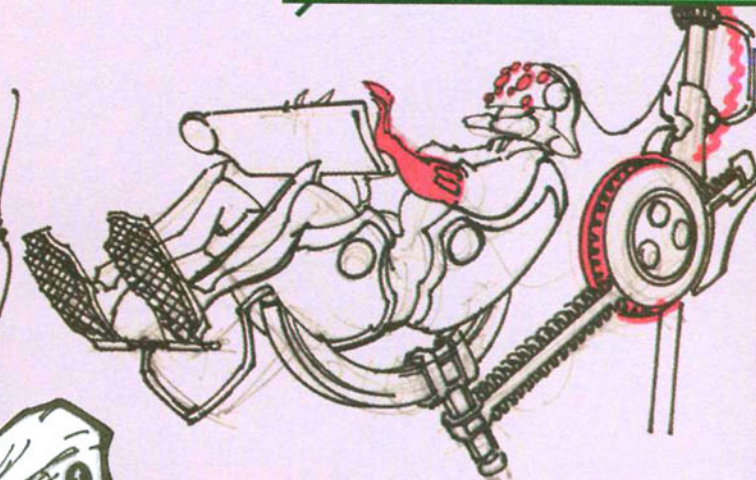
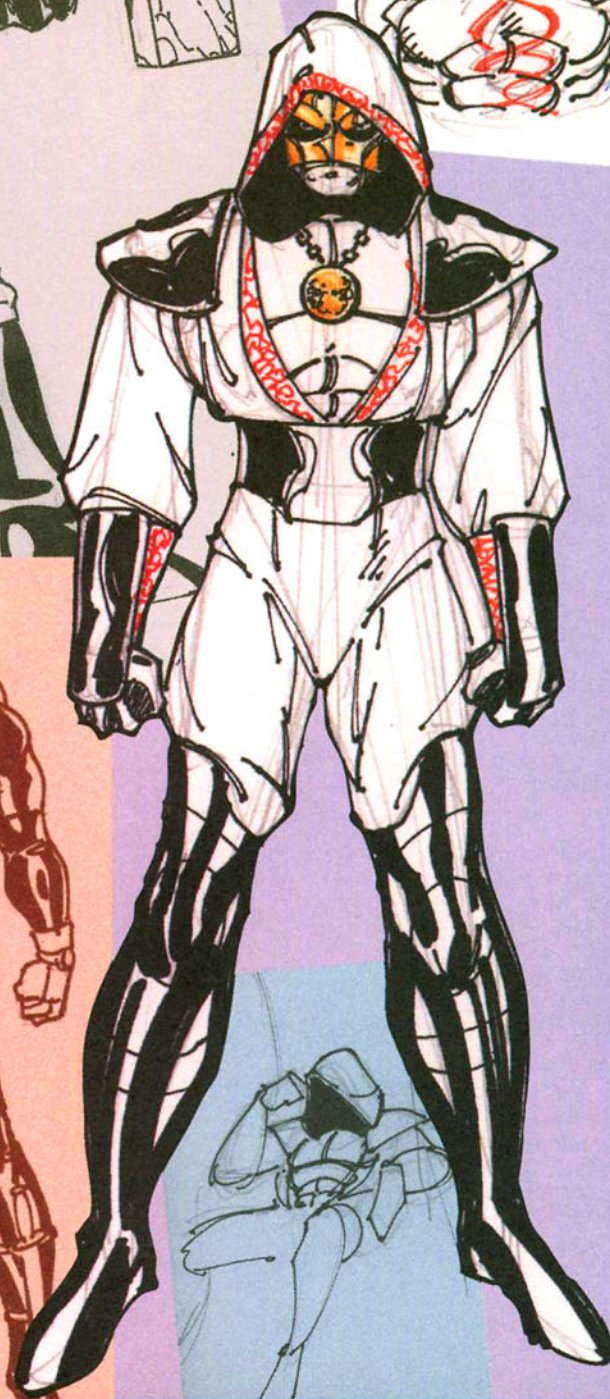
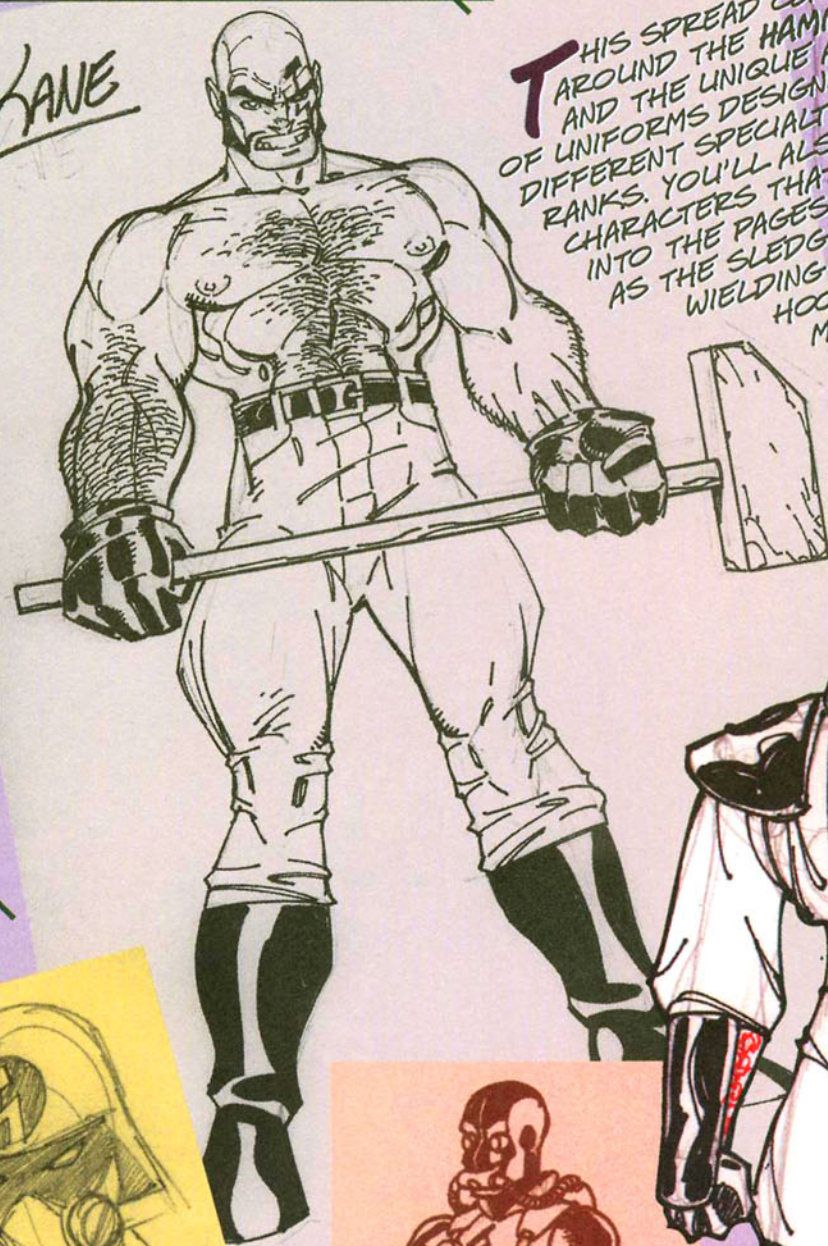
NUCHUCK



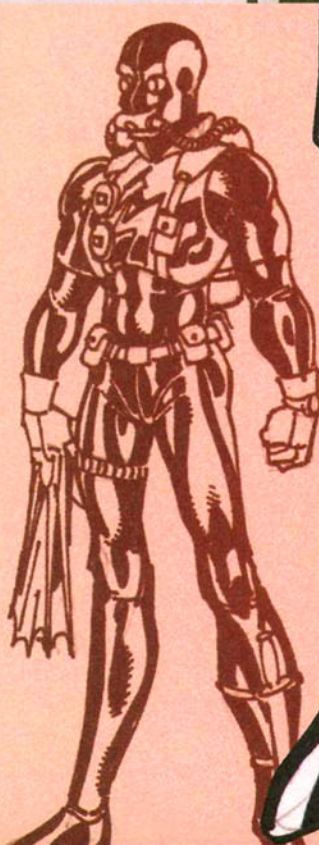
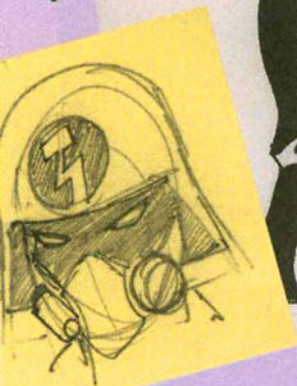
ASSASSIN X

KANE

THIS SPREAD CENTERS AROUND THE HAMMER ARMY AND THE UNIQUE ASSORTMENT OF UNIFORMS SPECIALTIES AND MILITARY RANKS. YOU'LL ALSO NOTICE A FEW CHARACTERS THAT NEVER MADE IT INTO THE PAGES OF DG, SUCH AS THE SLEDGEHAMMER, AS THE SLEDGEHAMMER, WIELDING KANE AND THE HOODED MYSTERY MAN WITH A TATTOO ON HIS CHEST.



③ PASTER
- LOT
BLACK,
GOLD + JEWELS.



A collage of comic book sketches and drawings of various villains. The top left features a large, detailed drawing of a man with long, light-colored hair and a greenish-yellow face, identified as Dr. Kripplov. To his right is a full-body drawing of a woman in a red and black suit, identified as Evil Natalia. Further right is a drawing of a man in a brown trench coat and glasses, identified as the High Fuhrer. The top right corner contains a small sketch of a man's face and a larger sketch of a man in a black suit holding a skull. The bottom left shows a close-up of a man's face with a wide, toothy grin. The bottom center features a drawing of a man in a white shirt and black pants, with red markings on his chest. To his right is a drawing of a man in a blue shirt. The bottom right corner contains a drawing of a man in a black suit and a cowboy hat, holding a gun, and a drawing of a man in a black suit holding a cane. The bottom center also features a drawing of a man's face with a blue and white mask. The bottom right corner contains a drawing of a man's face and a drawing of a woman's face. The text 'THIS PAGE SHOWS SOME VERY EARLY DRAWINGS OF HIGH-RANKING HAMMER HEAVIES DR. KHARNOV VON KRIPPLOV, "EVIL" NATALIA, AND THE HAMMER HIGH FUHRER.' is written in the top left. The text 'OTHER VILLAINS' is written in the top right. The text 'DANGER GRL SKETCHBOOK' is written vertically on the left and right sides. The text 'AN ARRAY OF DG'S OTHER QUIRKY VILLAINS...' is written in the bottom center.

A collage of comic book sketches and drawings of various villains. The top left features a large, detailed drawing of a man's face with a wide, toothy grin, labeled 'FUHRER - EVIL NATALIA - DR. VON KRIPPLOV'. Below this is a smaller sketch of a man in a white shirt and black pants, labeled 'THIS PAGE SHOWS SOME VERY EARLY DRAWINGS OF HIGH-RANKING HAMMER HEAVIES DR. KHARNOV VON KRIPPLOV, "EVIL" NATALIA, AND THE HAMMER HIGH FUHRER.' To the right is a full-body drawing of a woman in a red and black suit, labeled 'OTHER VILLAINS'. Further right is a drawing of a man in a brown coat and hat, labeled 'DANGER GIRL SKETCHBOOK'. Below the man in the brown coat is a drawing of a man in a black suit and hat, holding a cane, labeled 'DANGER GIRL SKETCHBOOK'. To the right of the man in the black suit is a drawing of a man in a black suit and hat, holding a cane, labeled 'DANGER GIRL SKETCHBOOK'. Below the man in the black suit is a drawing of a man in a black suit and hat, holding a cane, labeled 'DANGER GIRL SKETCHBOOK'. At the bottom center is a drawing of a man's face with a wide, toothy grin, labeled 'AN ARRAY OF DG'S OTHER QUIRKY VILLAINS...'. To the right of the man's face is a drawing of a man in a black suit and hat, holding a cane, labeled 'DANGER GIRL SKETCHBOOK'. At the bottom right is a drawing of a man in a black suit and hat, holding a cane, labeled 'DANGER GIRL SKETCHBOOK'.

DANGER GIRL SKETCHBOOK

FUHRER · EVIL NATALIA · DR VON KRIPPLO

OTHER VILLAINS

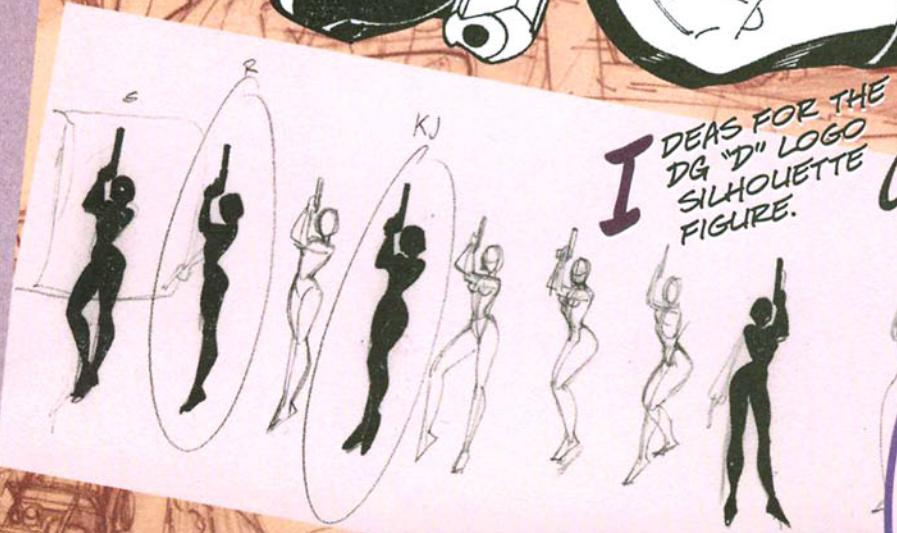
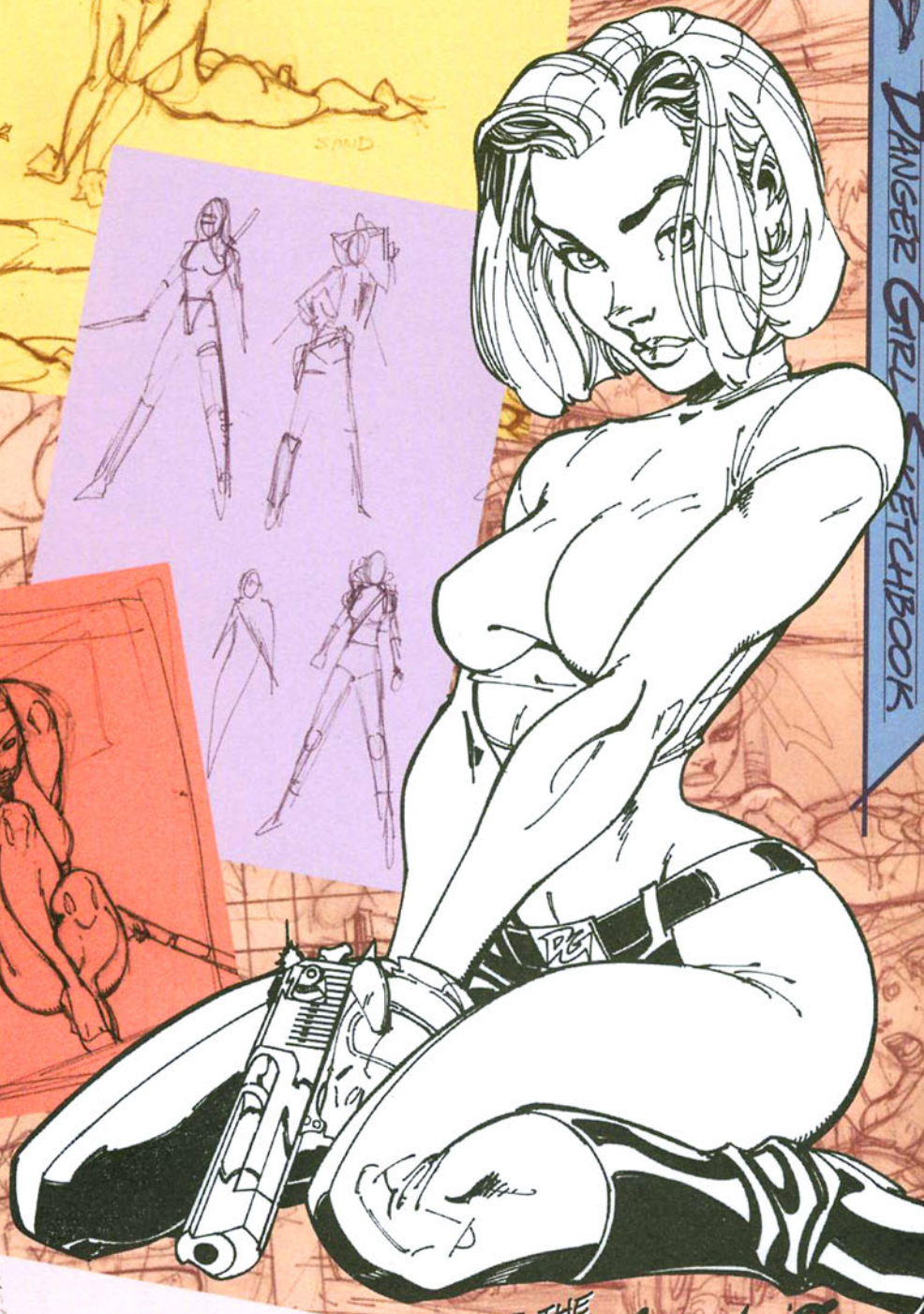
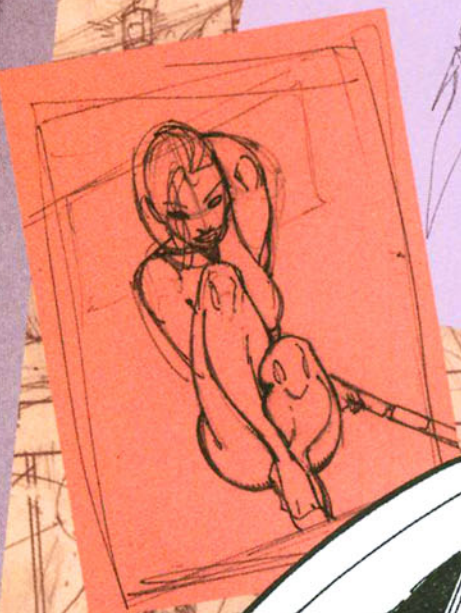
DANGER GIRL SKETCHBOOK

THIS PAGE SHOWS SOME VERY EARLY DRAWINGS OF HIGH-RANKING HAMMER HEAVIES DR. KHARNOV VON KRIPPLO, "EVIL" NATALIA, AND THE HAMMER HIGH FUHRER.

A ARRAY OF DG'S OTHER QUIRKY VILLAINS...

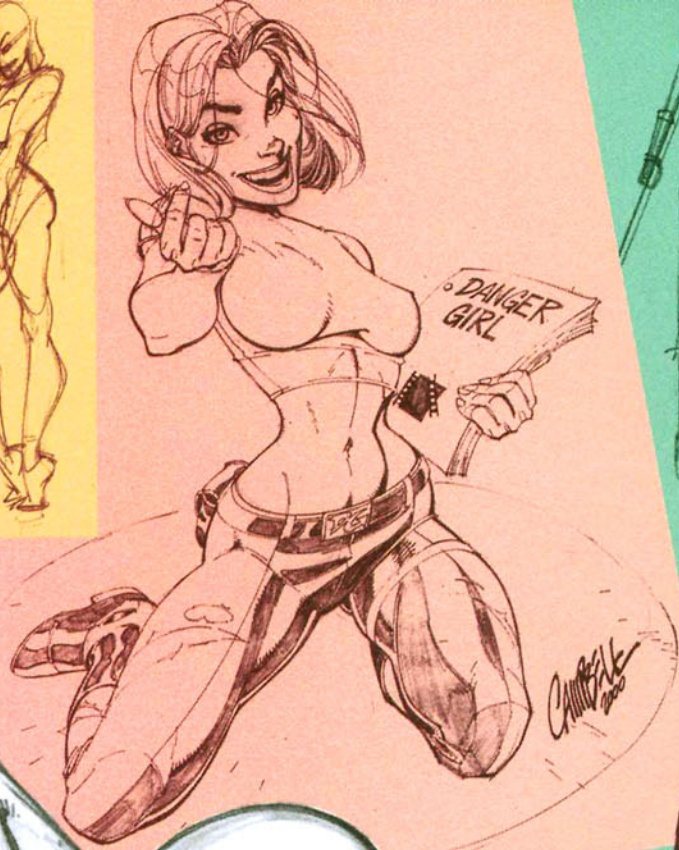


AN ASSORTMENT OF DIFFERENT SKETCHES AND LAYOUTS RELATING SPECIFICALLY TO THE DG COMIC.

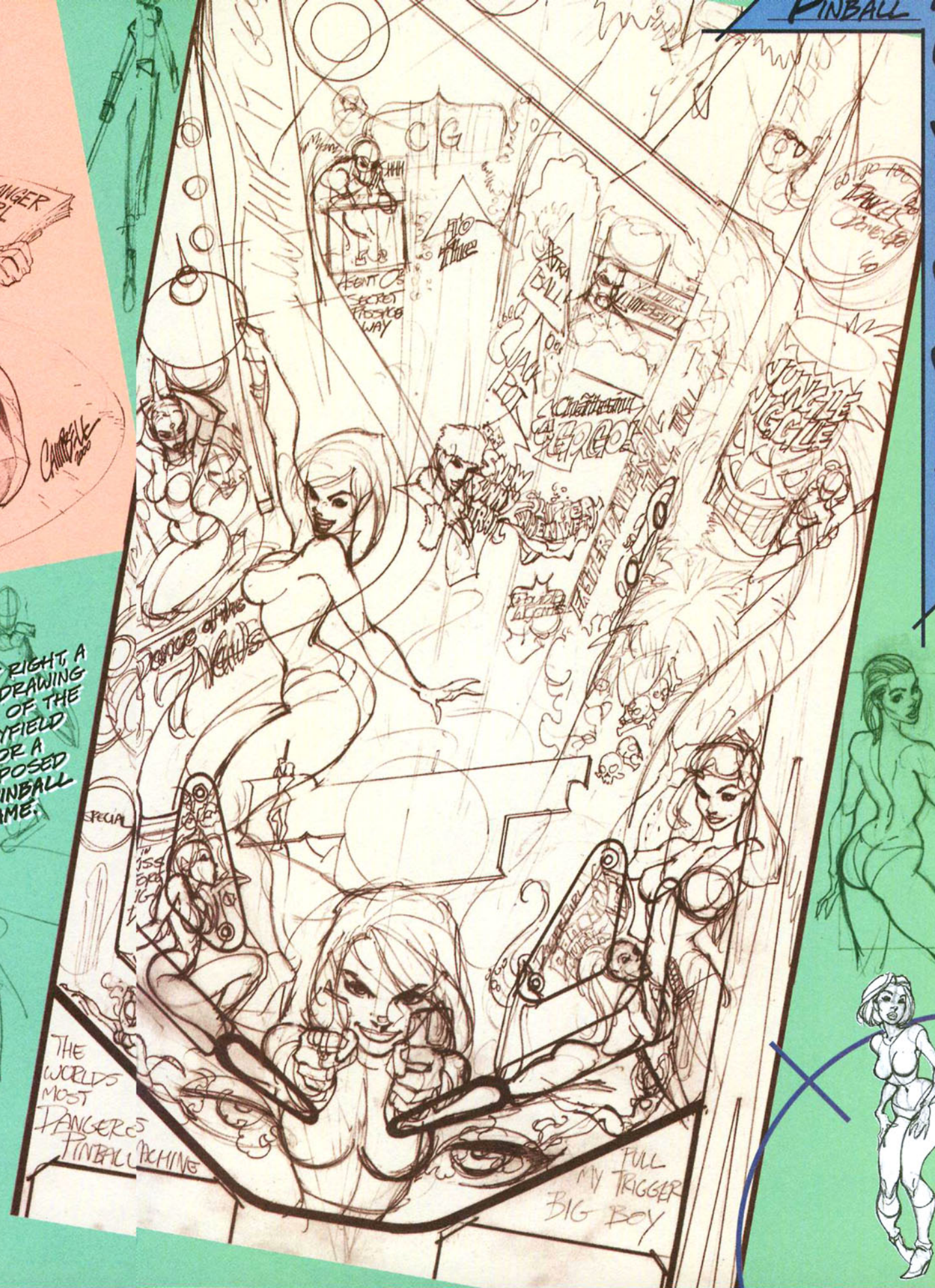


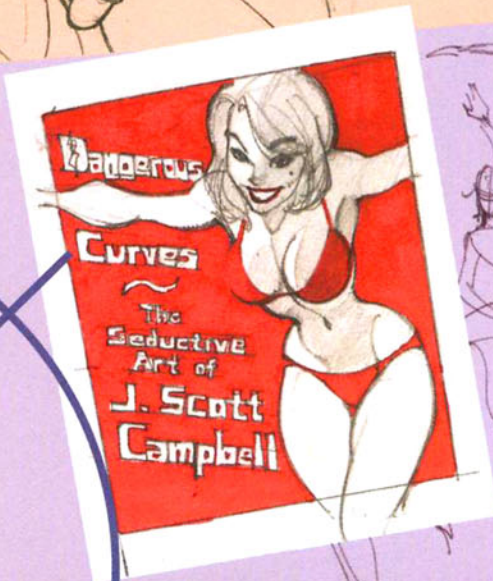
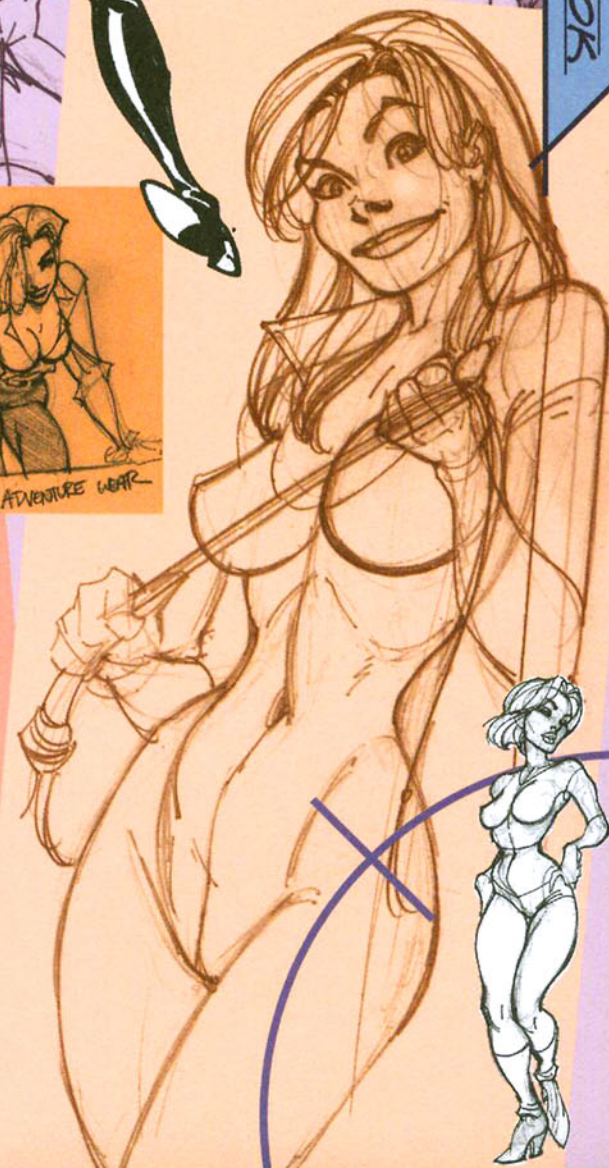
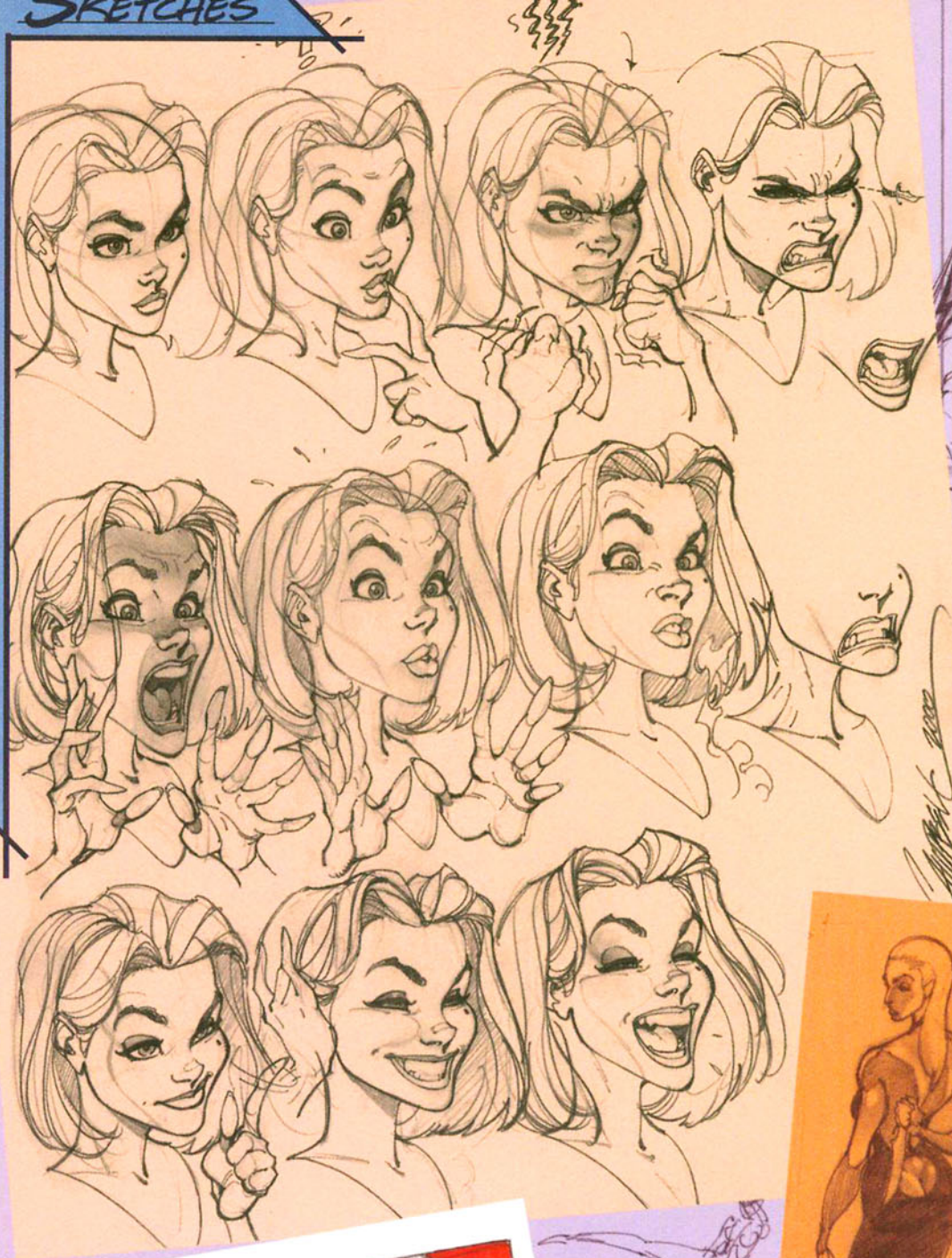
IDEAS FOR THE DG "D" LOGO SILHOUETTE FIGURE.

Campbell



AT RIGHT, A
DRAWING
OF THE
PLAYFIELD
FOR A
PROPOSED
DG PINBALL
GAME.





THIS SPREAD FEATURES DG DRAWINGS I DID IN A MORE "DISNEY-ESQUE", TOON-STYLE... FOR NO PARTICULAR REASON OTHER THAN TO EXPERIMENT AND HAVE FUN.





YES
- EYEBROWS SHOULD APPEAR MORE SUBTLE AND BRUSHY, NOT SO RAISED FROM THE SURFACE!
- MOST DETAIL SHOULD BE PROVIDED BY PAINT JOB!
- RIGHT EYEBROW SHOULD BE MOVED DOWN
- LOWER LASH SHOULD BE QUITE SMALLER THAN THE UPPER LASH
- LEFT EYEBROW SHOULD REM RAISED AT SAME HEIGHT IS NOW.

NOSE:
- NOSE SHOULD JUT OUT SLIGHTLY

SLIGHTLY UPWARD SMILING - ON LIP AND CHEEKPINKLE ON THE

THIS STARTS THE SECTION THAT CENTERS AROUND THE DEVELOPMENT OF THE DANGER GIRL TOYS AND VIDEO GAME LICENSING MATERIALS. A KIND OF RULE BOOK OF DO'S AND DON'TS I CREATED IN AN EFFORT TO BETTER AND MORE ACCURATELY CONTROL THE 3-D DEPICTION OF THE DG'S.

EYES SHOULD TIP UP A BIT - DO NOT OVER-ARCH EYES - PLEASE INCLUDE 'ON' PRO. OF EYES + NIPPLES.

HEAD & FACE IN ON FIG

NOTE BACK OF KNEE DEFINITION

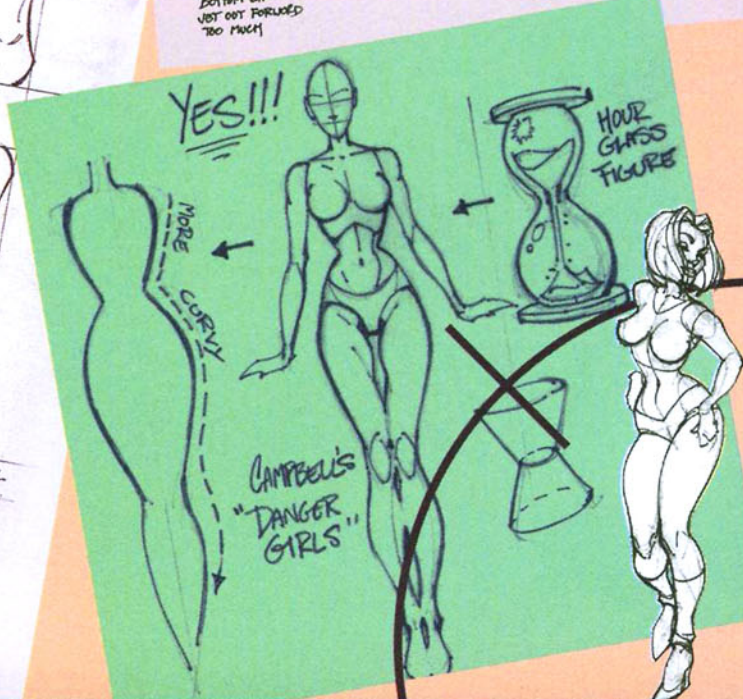
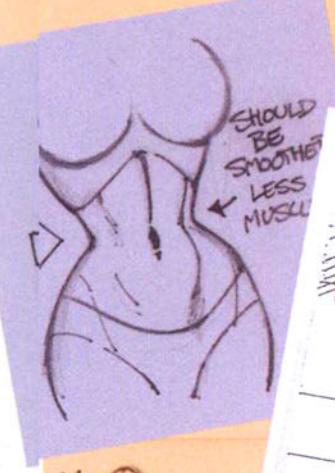
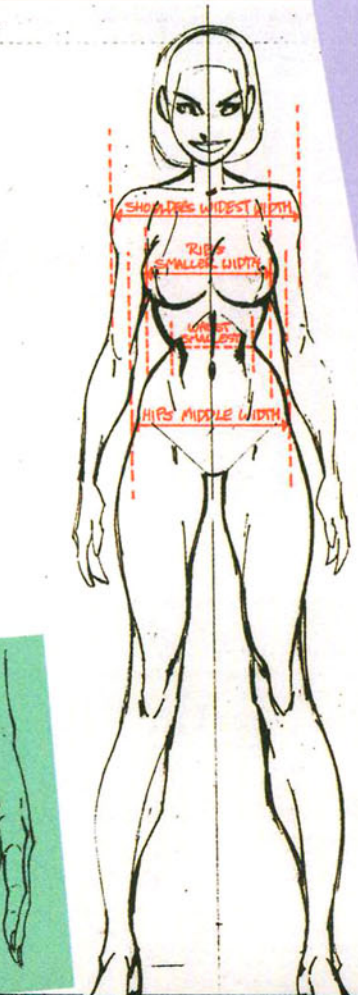
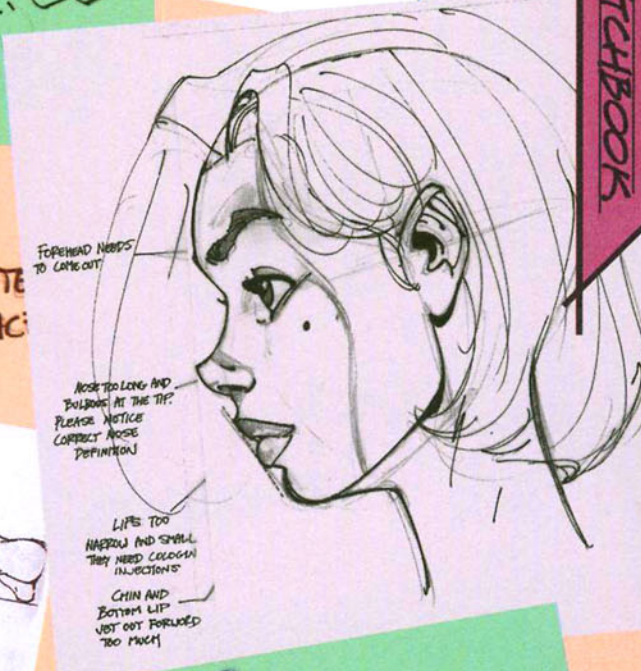
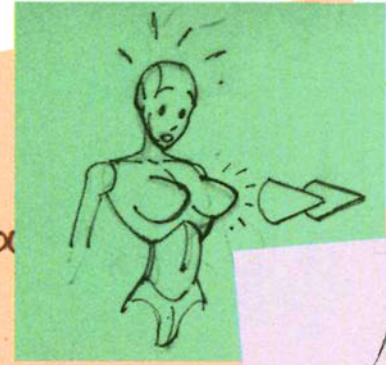
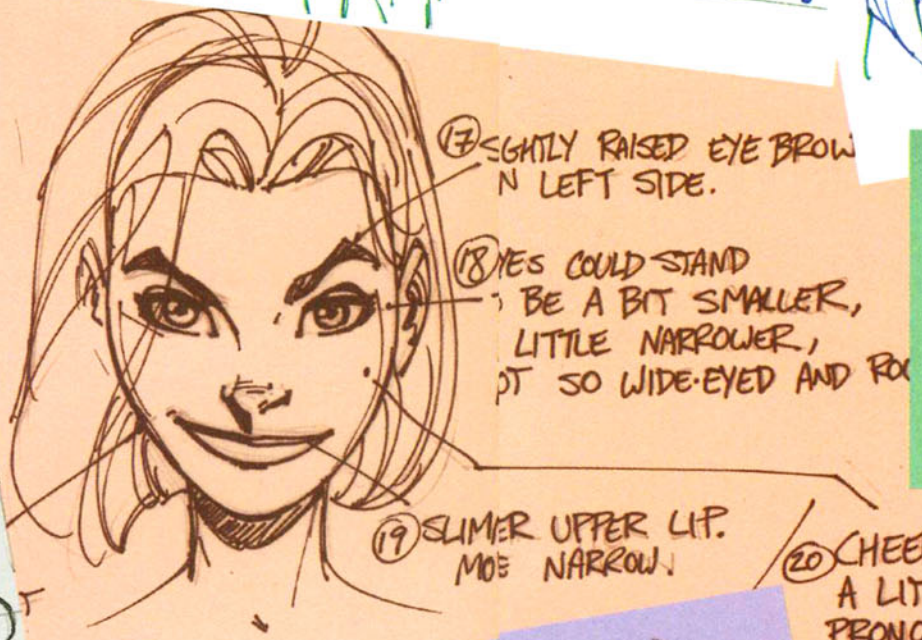
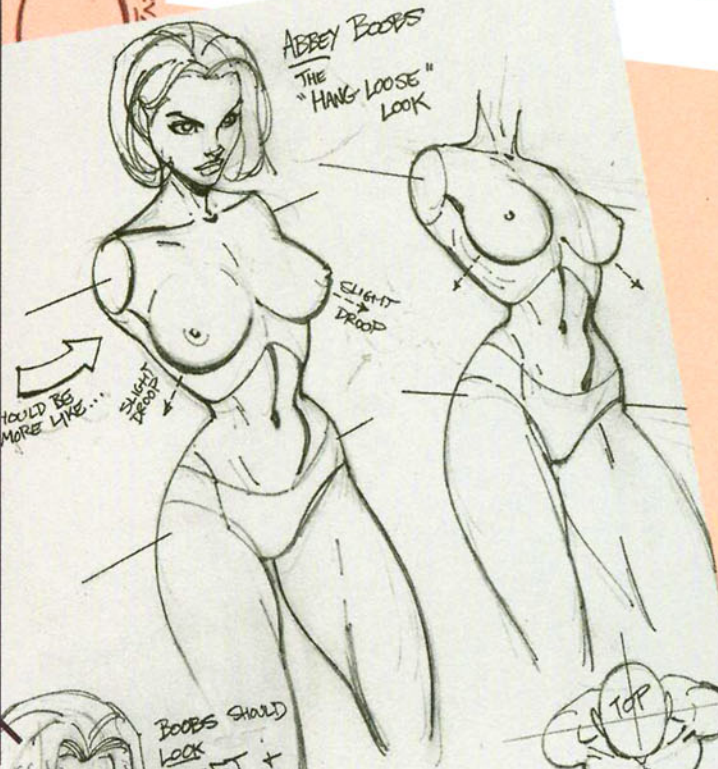
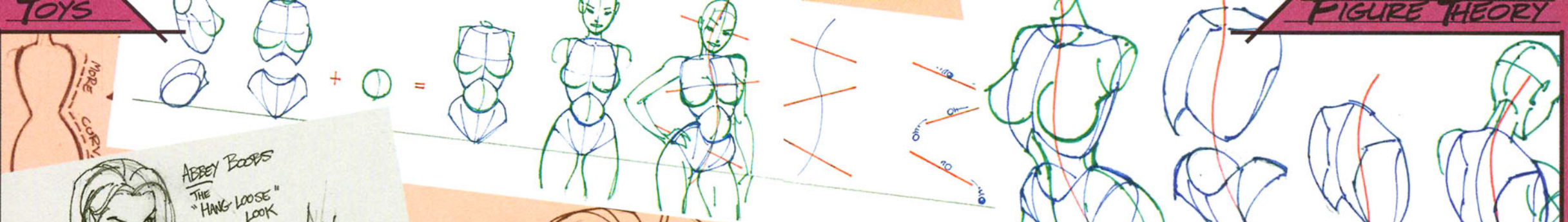
LOWER HALF LONGER THAN TOP HALF

MIDLINE

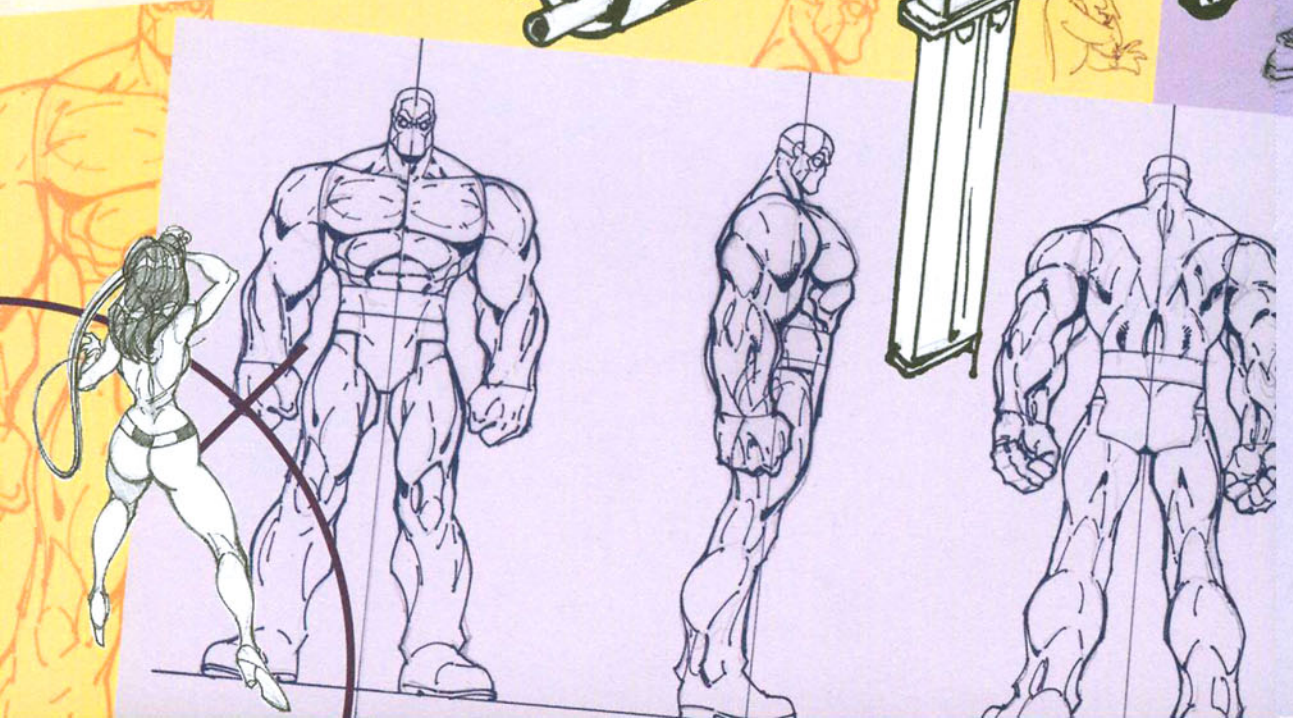
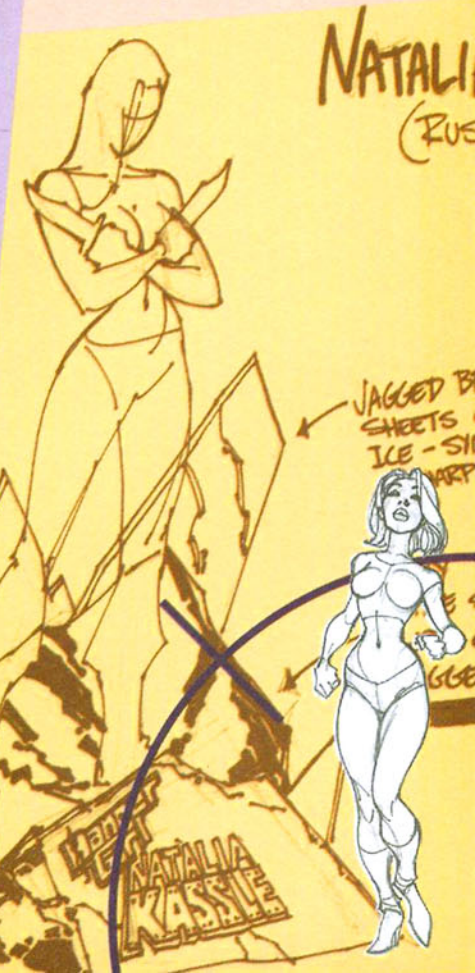
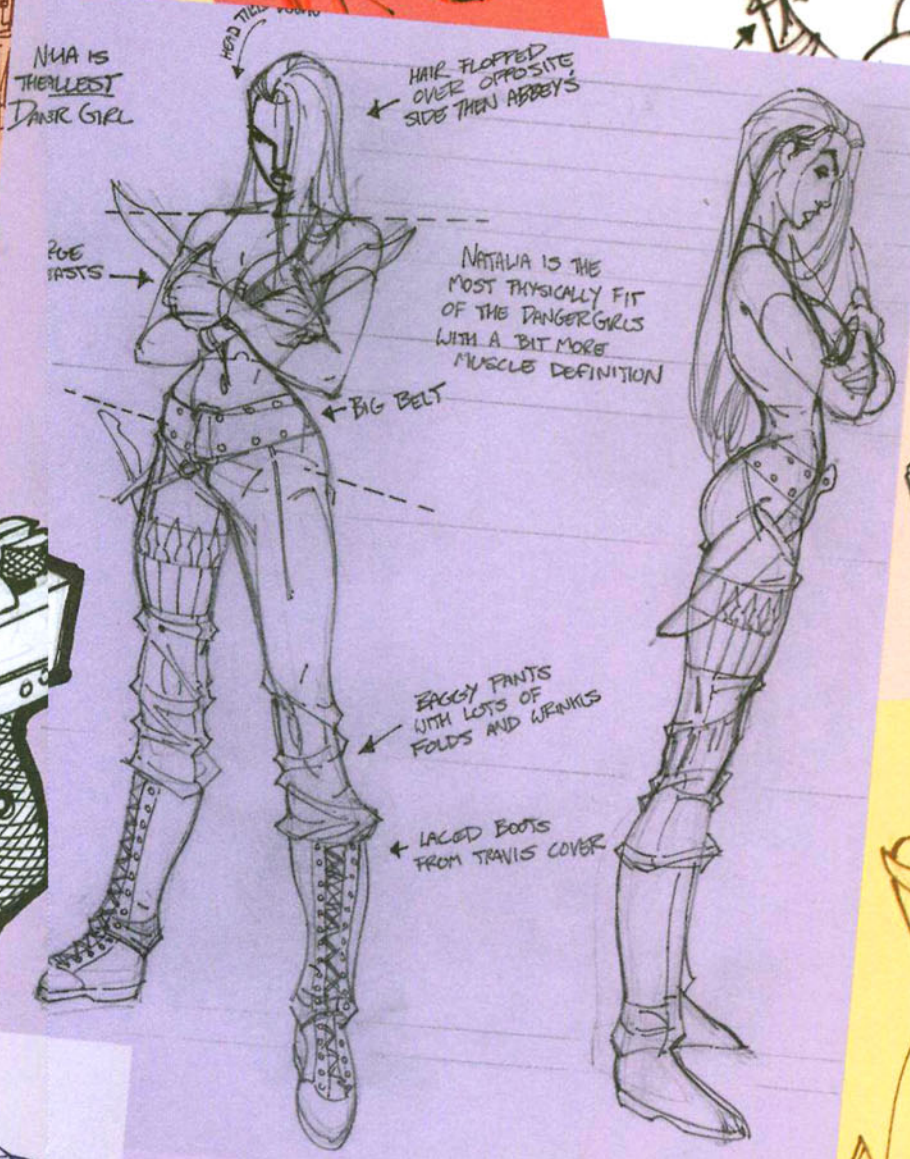
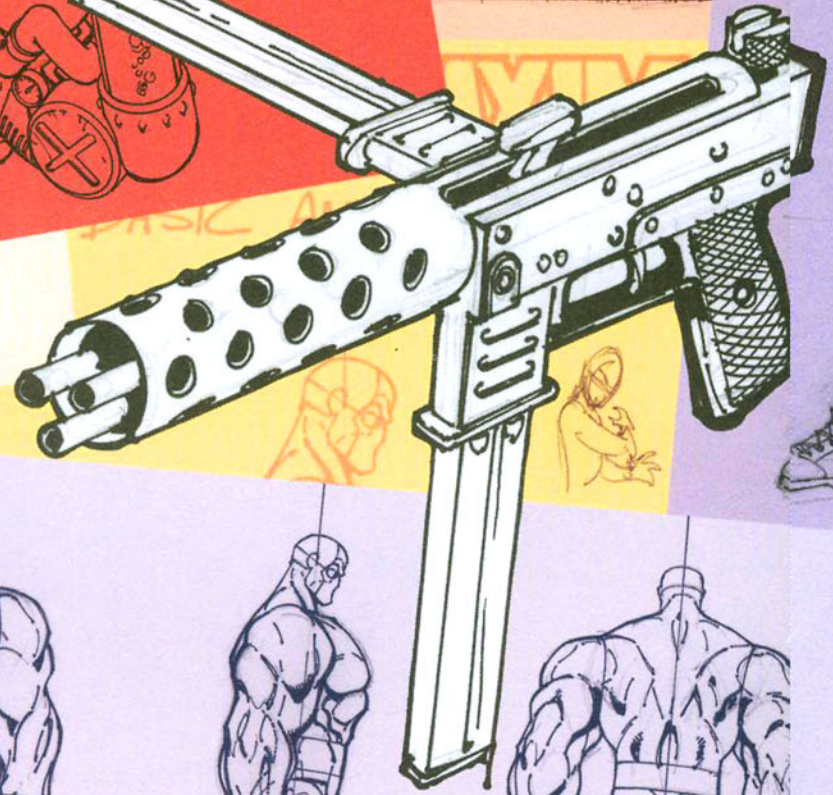
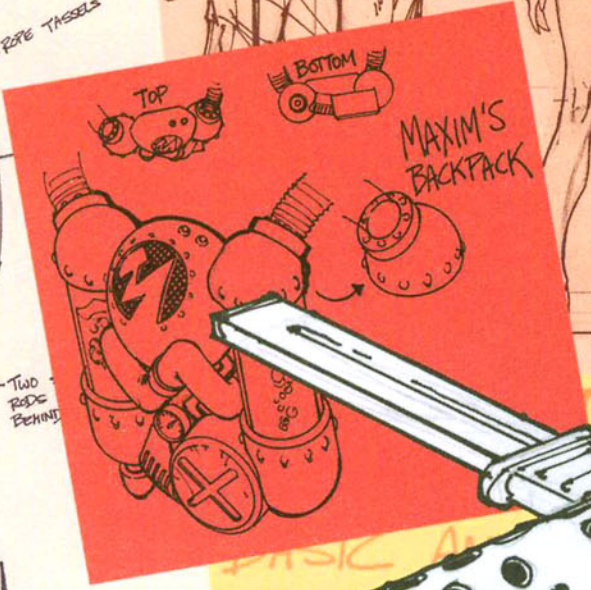
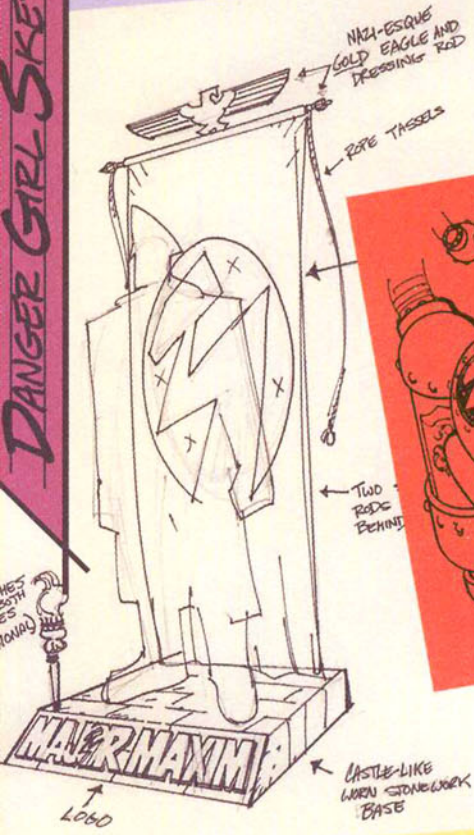
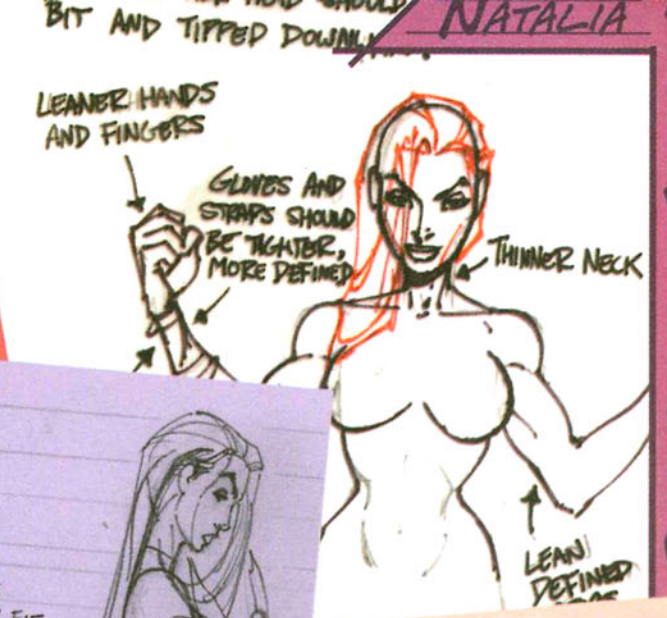
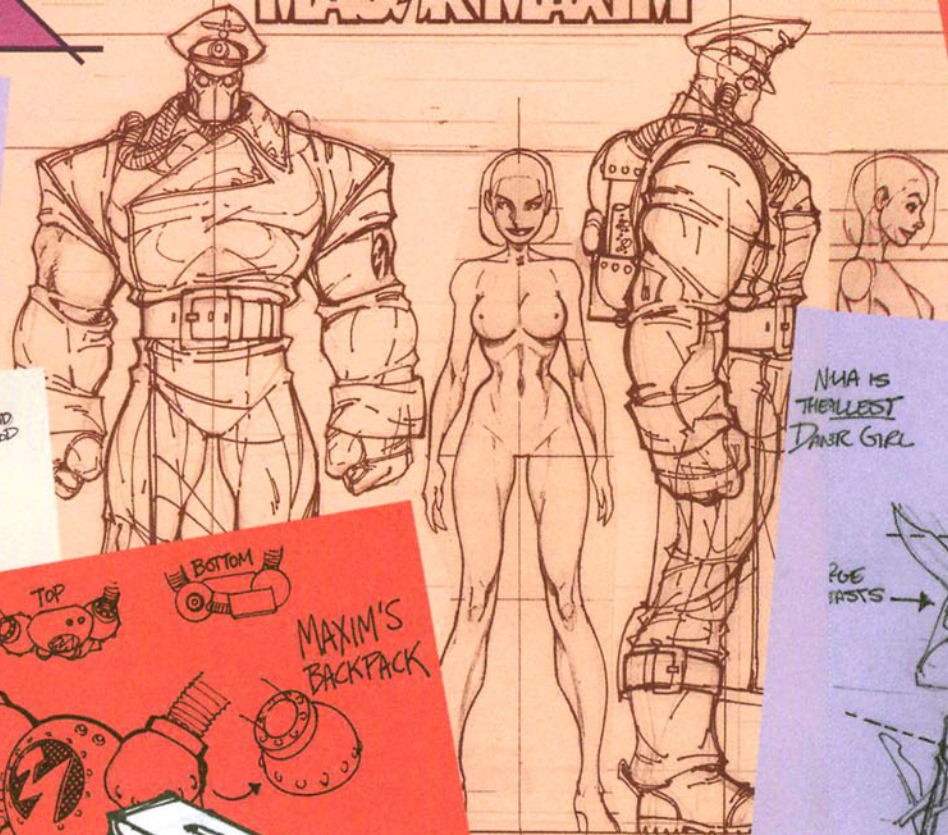
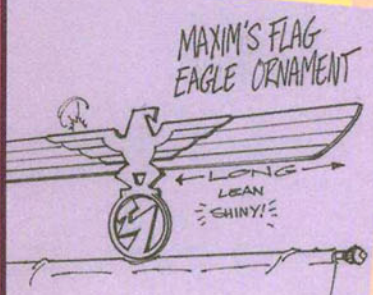
MIDLE

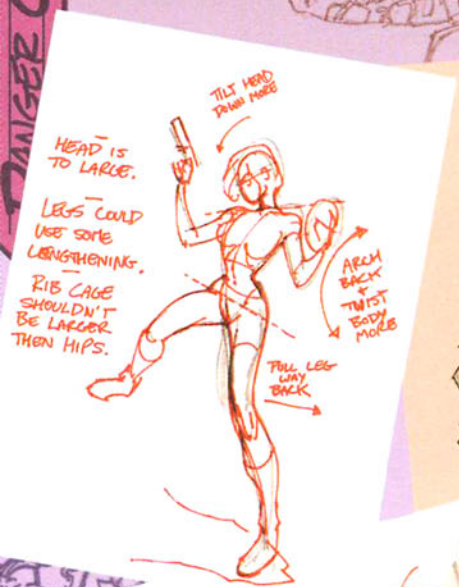
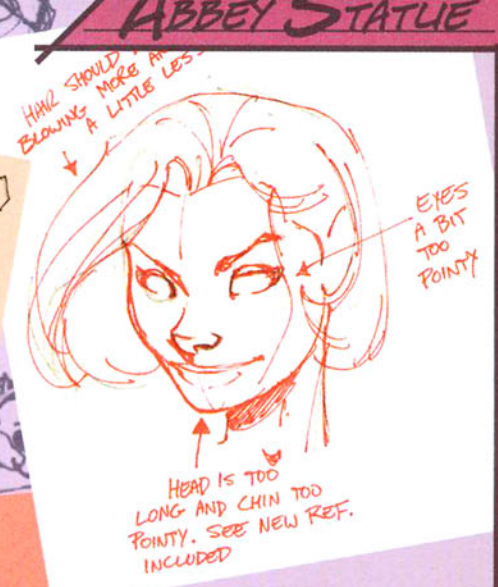
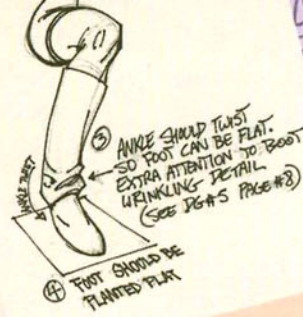
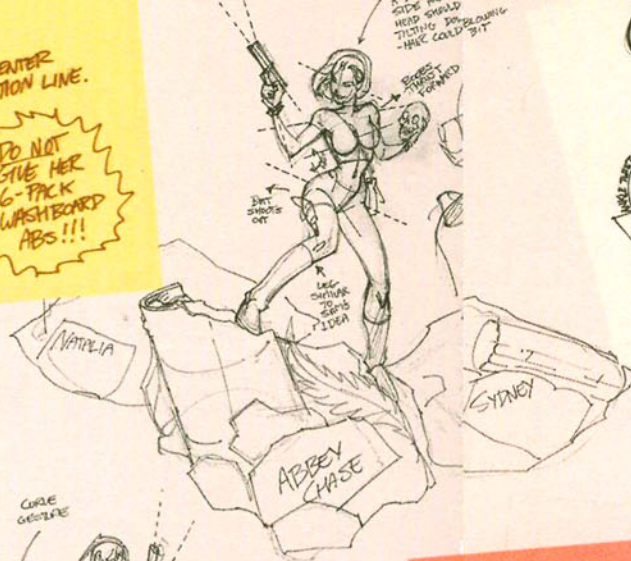
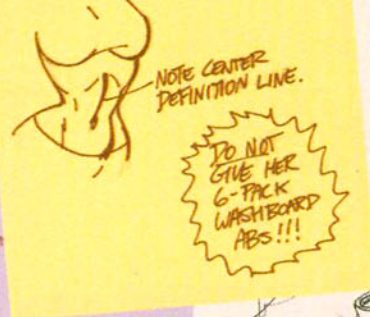
DANGER GIRL "Abbey Cadabra" BASIC HEAD TURNAROUNDS

DANGER GIRL



MAJOR MAXIM





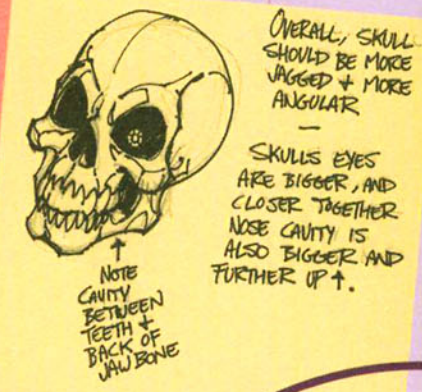
POCKS NOW ARE TUMBLING TOO ROUNDED...

GUN STILL NEEDS WORK. BARREL NEEDS TO BE LONGER (SEE REF INCLUDED)

POCKS SHOULD START A BIT LOWER DOWN ON CHEST. ALSO A BIT SMALLER IN SIZE!

TIGHTER WRINKLING. THE FOLDS SHOULDN'T BE SO BIG AND FAT!

FOOT SHOULD BE CLEARLY PLANTED ON TOP OF STATUE!



JAGGED ROCKS!

MORE VINES, LEAFS AND GREEN FOLIAGE!

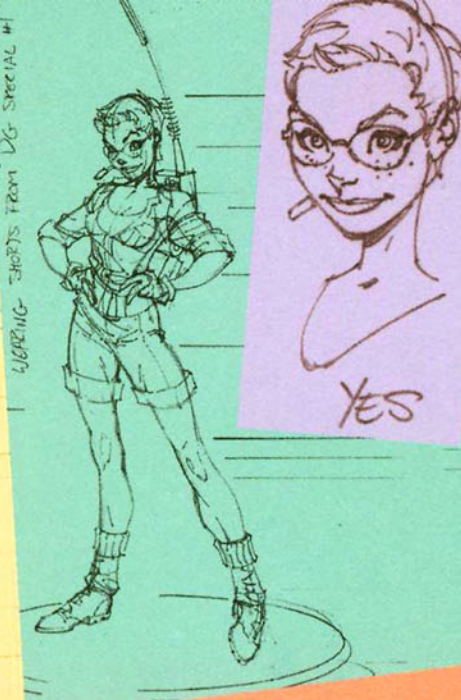
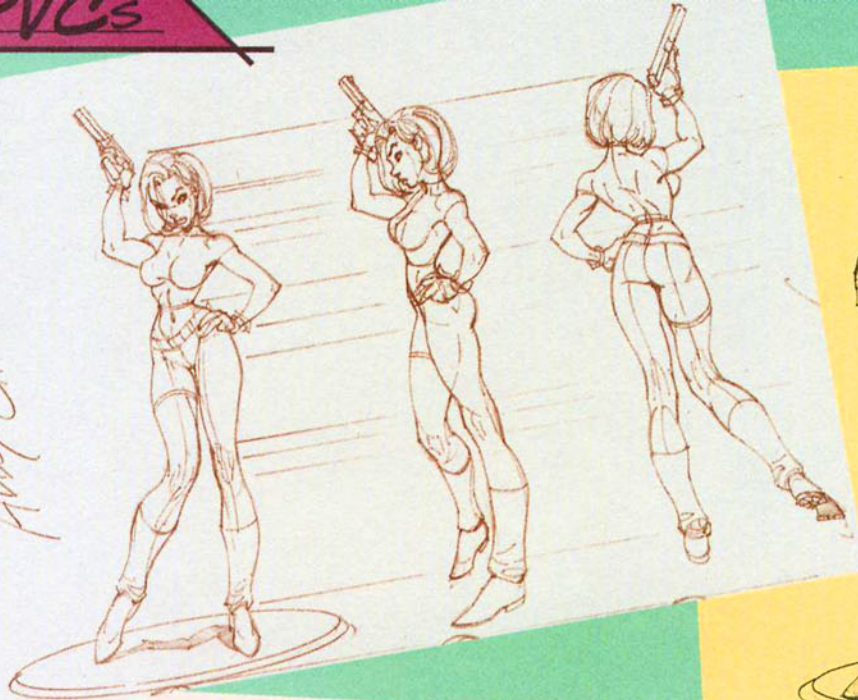
TARANTULA

DIFFERENT LOOKING PLANTS

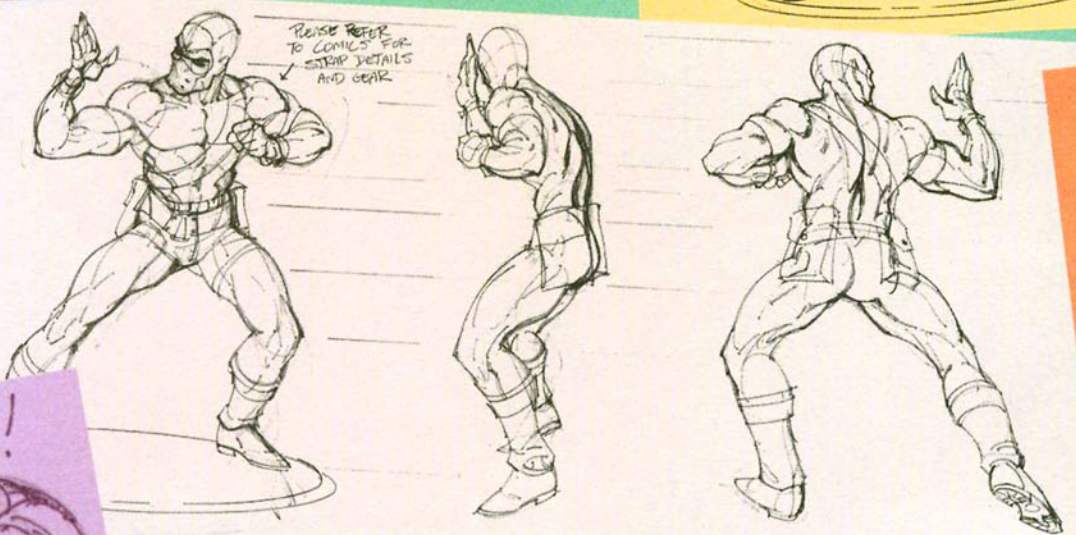
EXOTIC FLOWER



Amey Lines

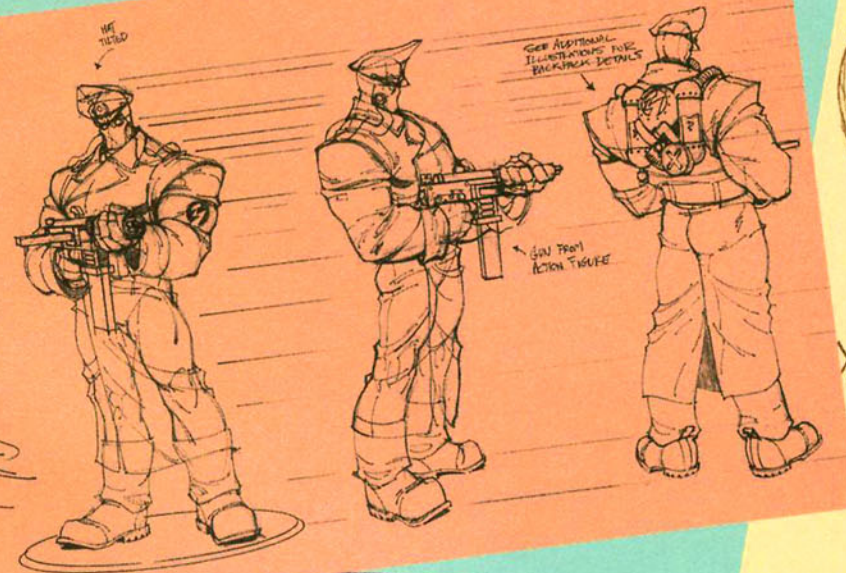


ZERO



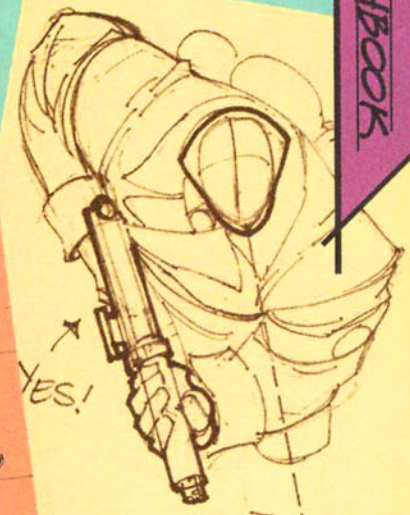
PLEASE REFER TO COVER FOR STEP DETAILS AND GEAR

MAKING



GET ADDITIONAL ILLUSTRATIONS FOR BACKGROUND DETAILS

GUN FROM ACTION THROUPE



YES!

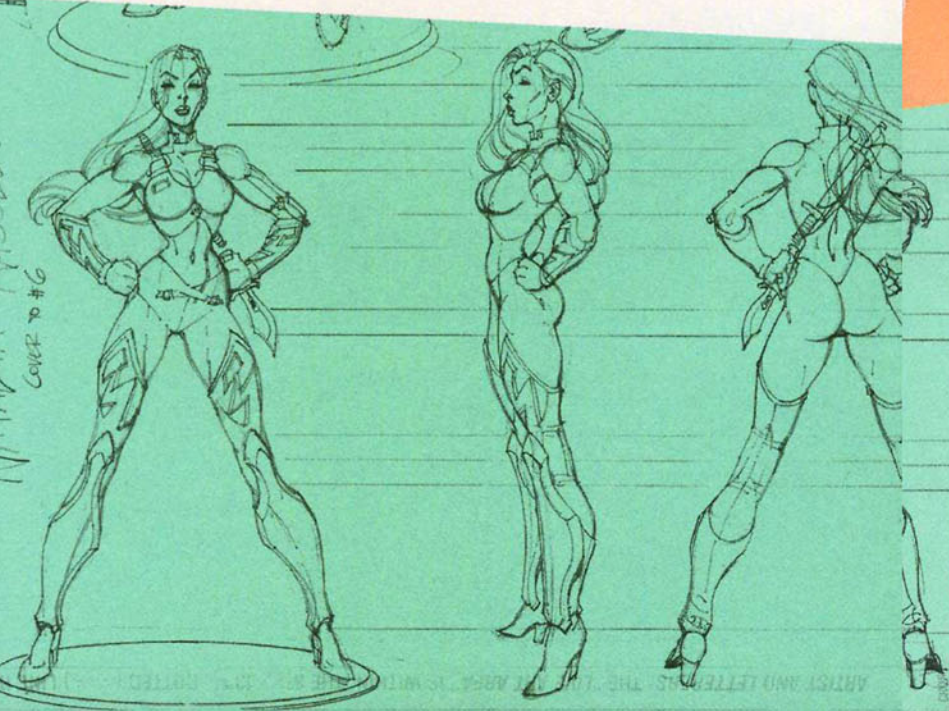
HEAD AND GUN DIRECTLY IN SAME DIRECTION

YES!

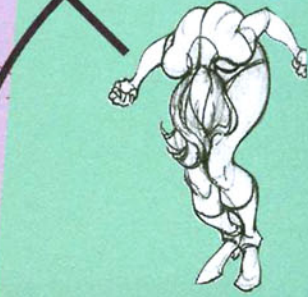
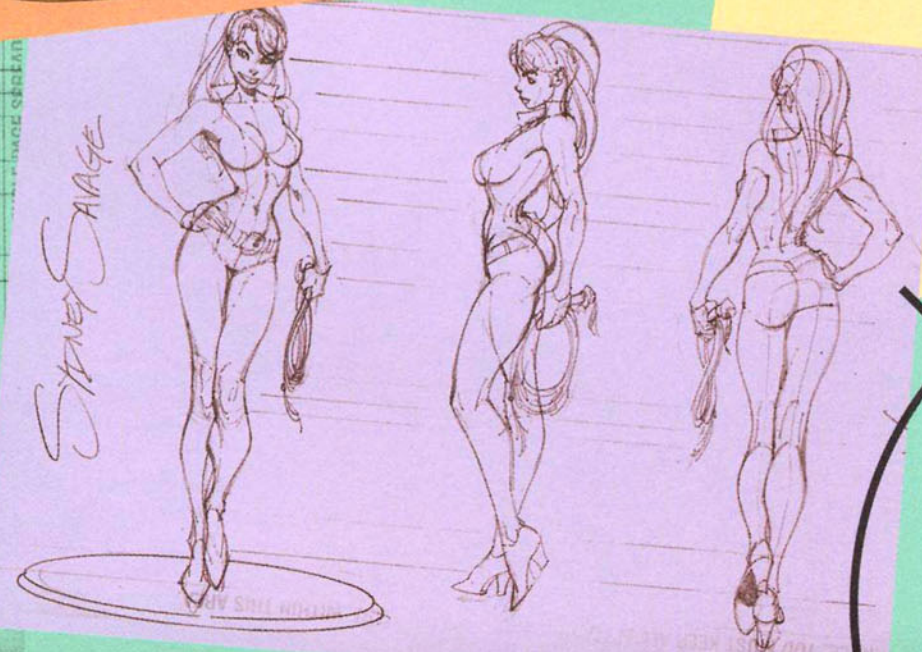


NATALIA NOBLE

COVER TO #6



SIDNEY SARGE



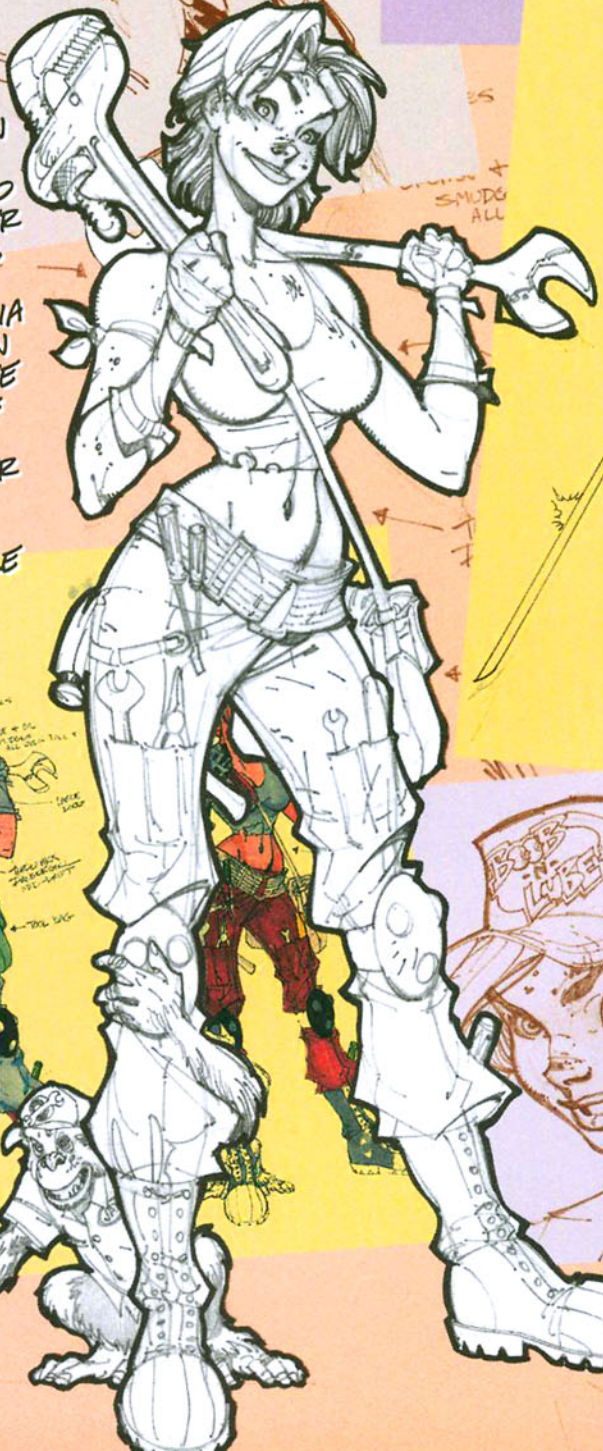
DAKOTA REDFEATHER
 LONG FEATHERS
 ARCHIE INDIAN
 TRACKER/HUNTER



MONKEY WRENCH
 YOUNG
 TINY
 GYMNAST
 EXPLOSIVES
 EXPERT

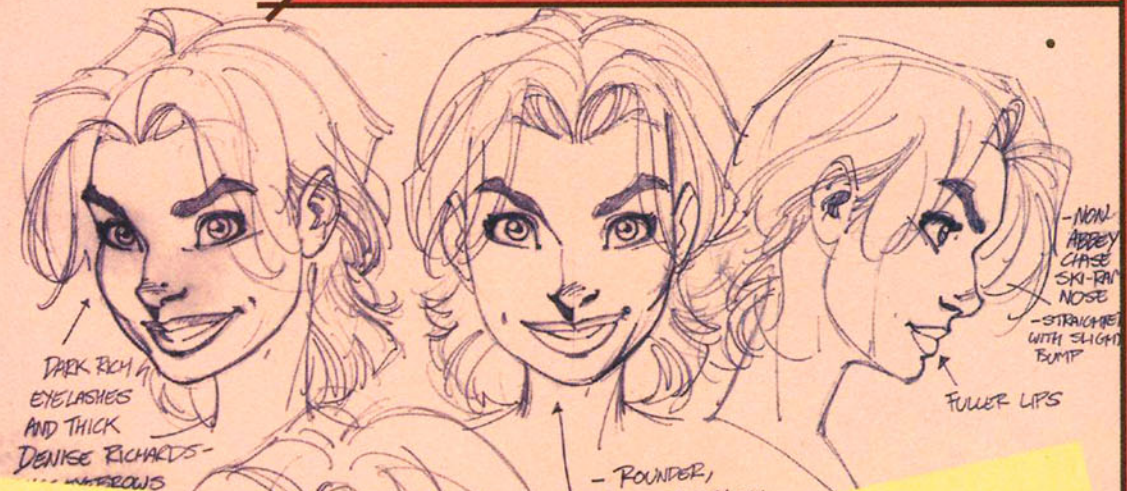


WHILE WORKING ON THE DG VIDEO GAME, WE HAD TO DESIGN A NEW CHARACTER THAT COULD FILL IN AS 3RD DG GIRL, SINCE IN THE COMIC BOOK, NATALIA WAS NOW A BAD GAL. ON THIS SPREAD YOU'LL SEE THE DEVELOPEMENT OF THE DG MECHANIC AND OCCASIONAL ADVENTURER S.C., AS WELL AS A DIVERSE GROUP OF OTHER POTENTIAL FEMALE REPLACEMENTS.



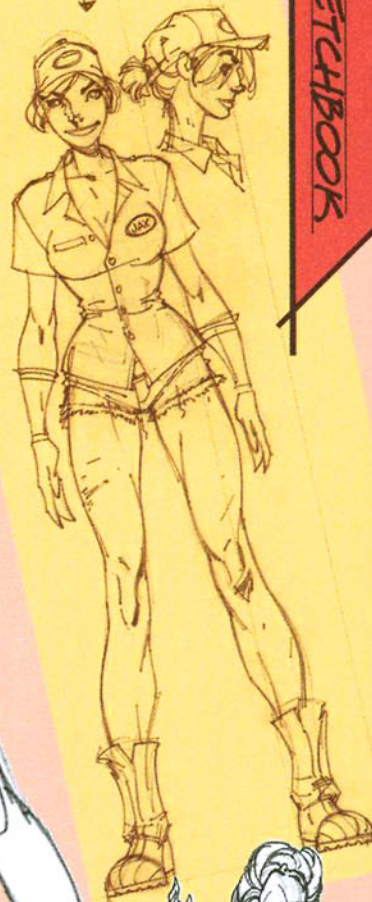
VADE KELLY

BLACK + ASIAN MIX
 KARATE + EDGED
 WEAPONS EXPERT
 WEARS FUNKY
 PANTS SUITS +
 GLASSES

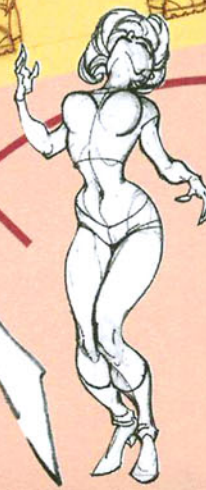
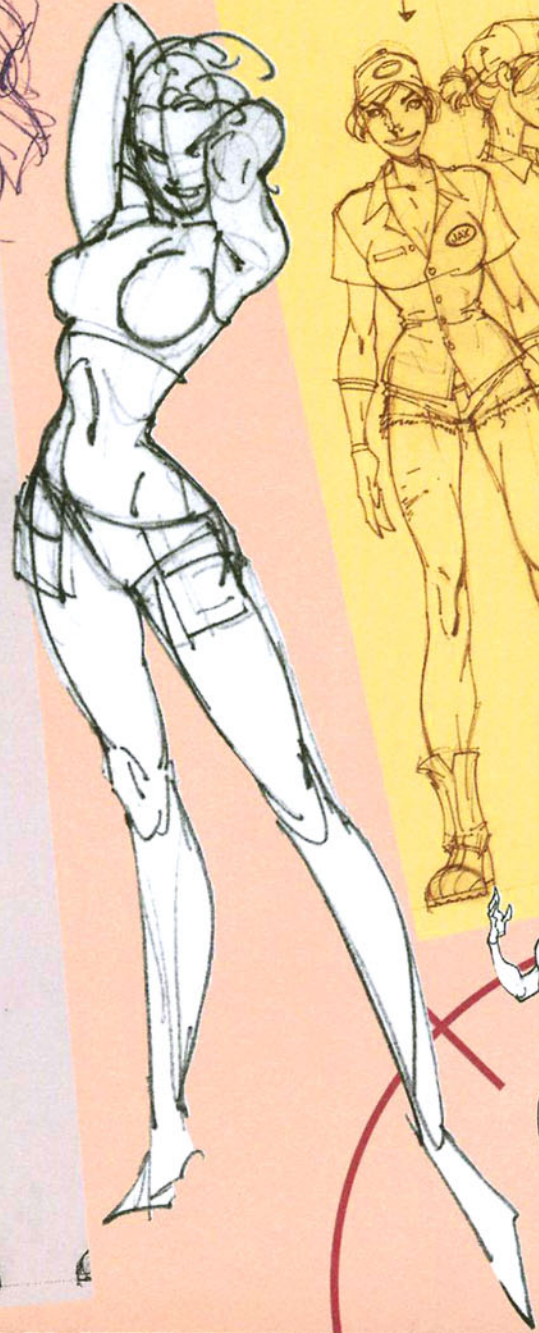
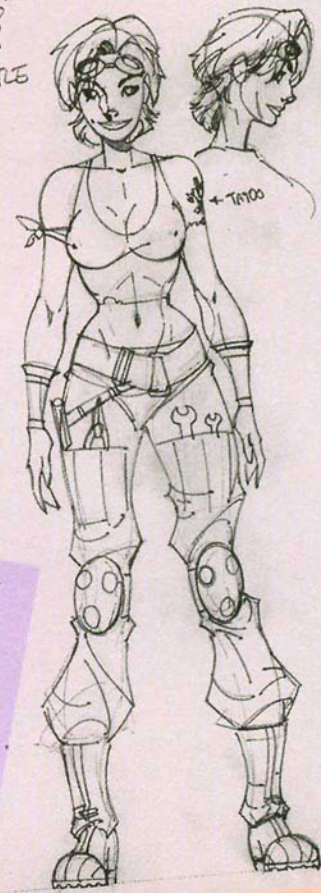


- ROUNDER,
 YASMINE BLOOTH-ISH
 FACE WITH FULWA
 AND DIMPLES

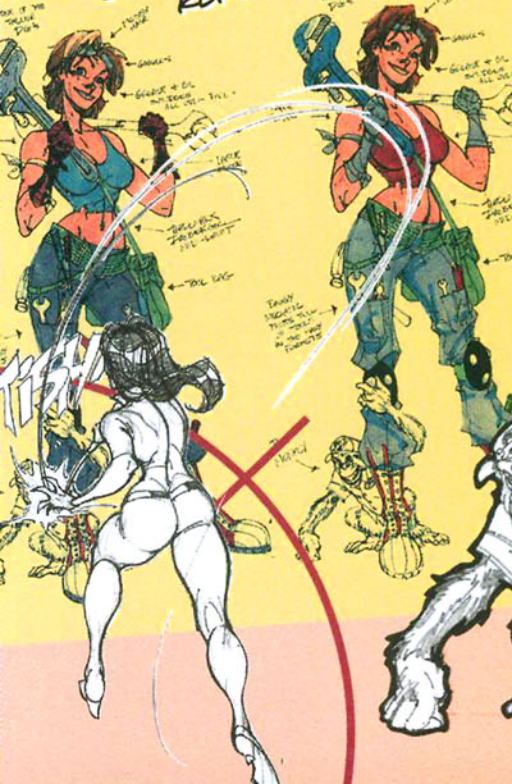
ACT.
 OUTFIT



SKID
 TOOL
 AXLE
 SPARK
 BREAK
 V-8
 ROD
 FULL-THROTTLE
 CAM



- POSSIBLE NAMES -
 REV
 MONKEY WRENCH
 VAX
 BODY SHOT
 HIT-AND-RUN
 HOT-WIRE
 JACK KNIFE
 JUMP-WIRE
 LUBE-BABY

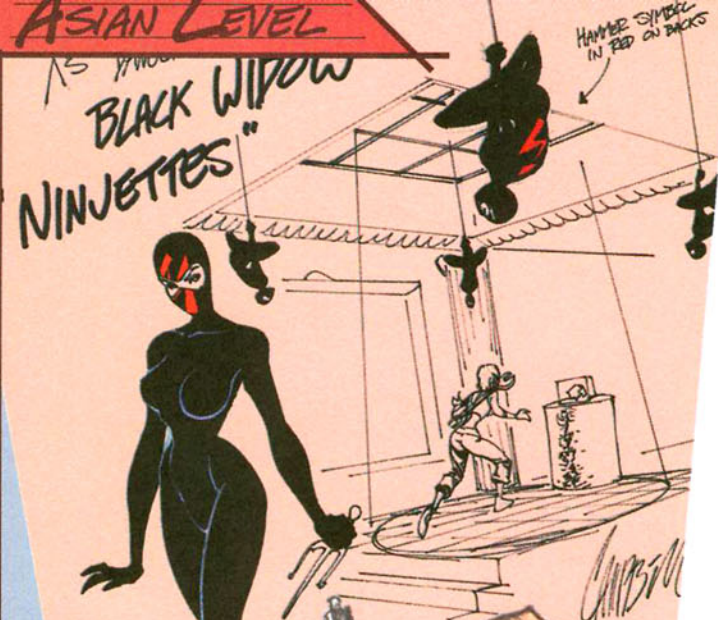


THE DRAWINGS ON THIS PAGE ARE DEVELOPMENT ILLUSTRATIONS FOR AN "ARABIAN NIGHTS" TYPE THEME THAT WAS SUPPOSED TO HAVE BEEN AN ENTIRE LEVEL OF THE DG VIDEO GAME. UNFORTUNATELY THAT PORTION OF THE GAME NEVER MATERIALIZED, BUT THESE DRAWINGS HOPEFULLY GIVE YOU A GOOD IDEA OF WHAT AN "ABBEY OF ARABIA" ADVENTURE MIGHT SOMEDAY LOOK LIKE.

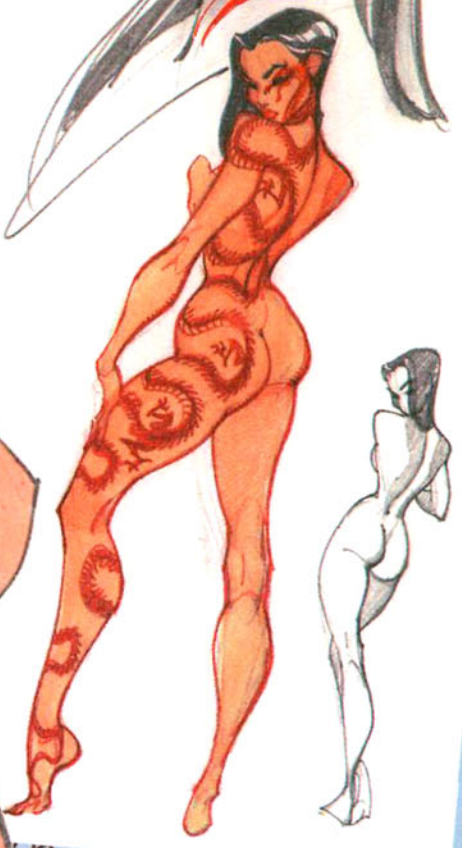


CAMPBELL

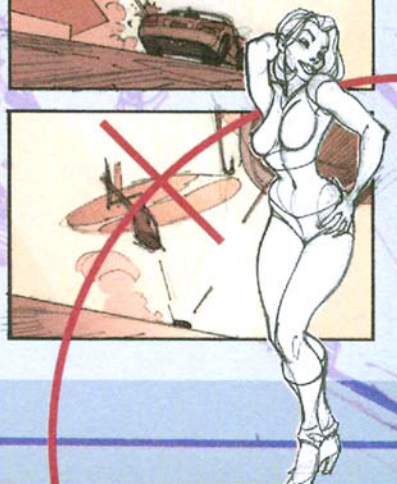


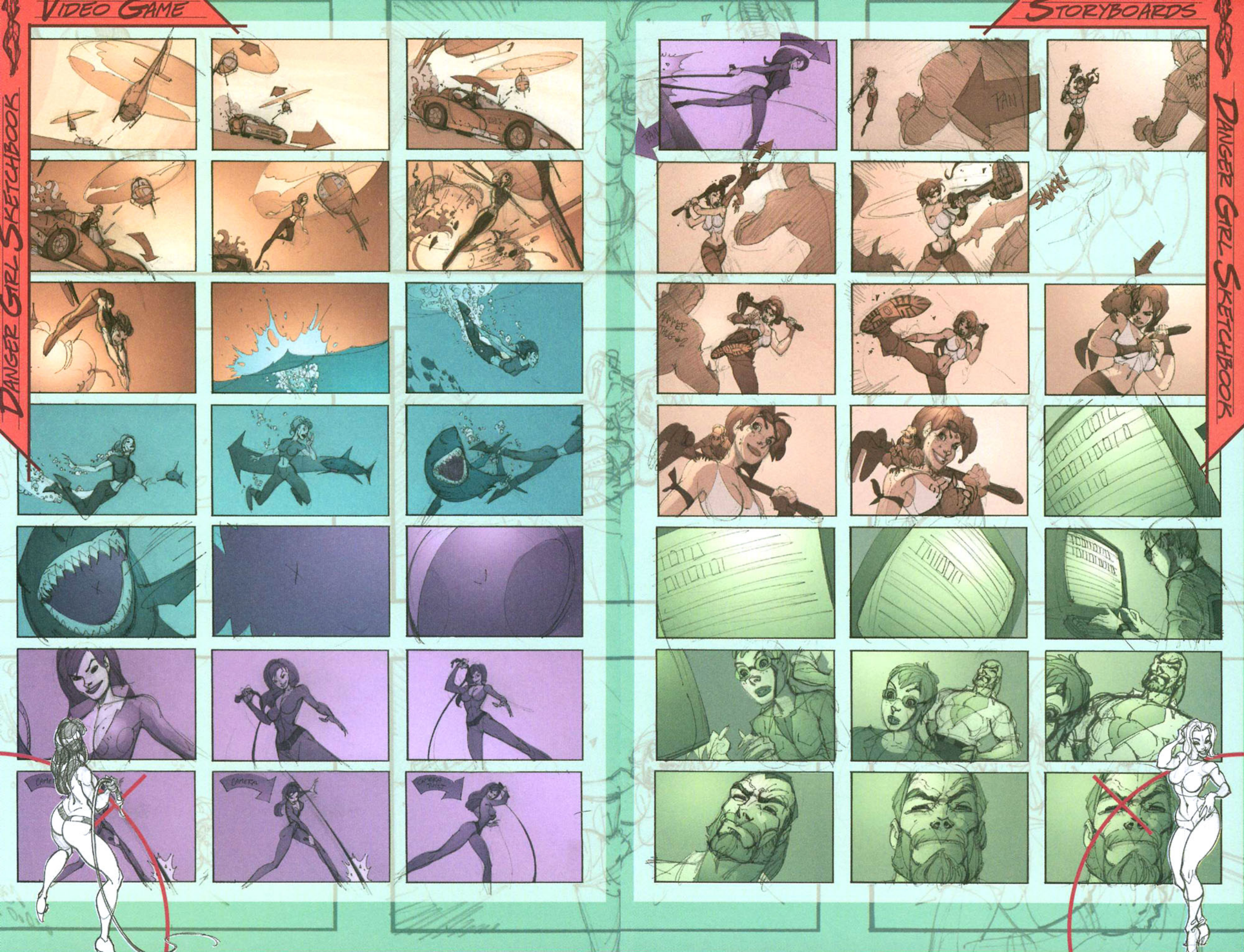


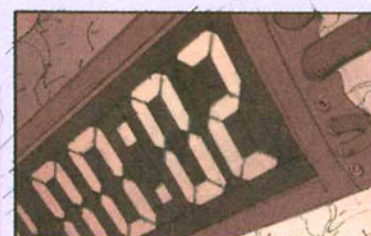
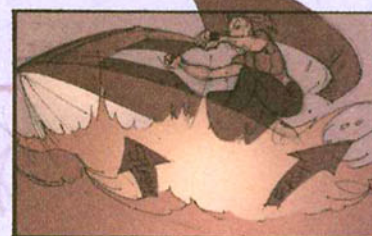
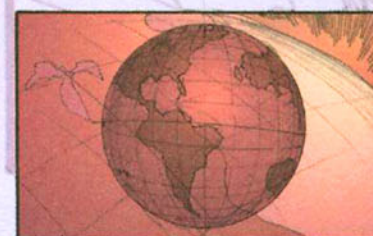
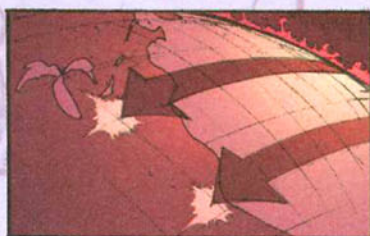
MORE DRAWINGS DONE FOR AN "ASIAN ADVENTURE" THEMED LEVEL OF THE DG VIDEO GAME THAT NEVER CAME TOGETHER, INCLUDING ASSASSIN X'S TEAM OF BEAUTIES, THE NINJETTES. NOTICE THE DRAGON LADY ASSASSIN THAT WILL INSTEAD MAKE HER DEBUT IN A FUTURE DG EPISODE.



THESE NEXT FEW PAGES YOU'LL SEE THE STORYBOARDS I CREATED FOR THE OPENING OF THE DG VIDEO GAME, SHOWN IN THEIR ENTIRETY. THE IDEA WAS TO GIVE THIS SEQUENCE THE FEEL OF AN '80S STYLE AFTERNOON CARTOON SHOW, ALA THUNDERCATS OR G.I. JOE!





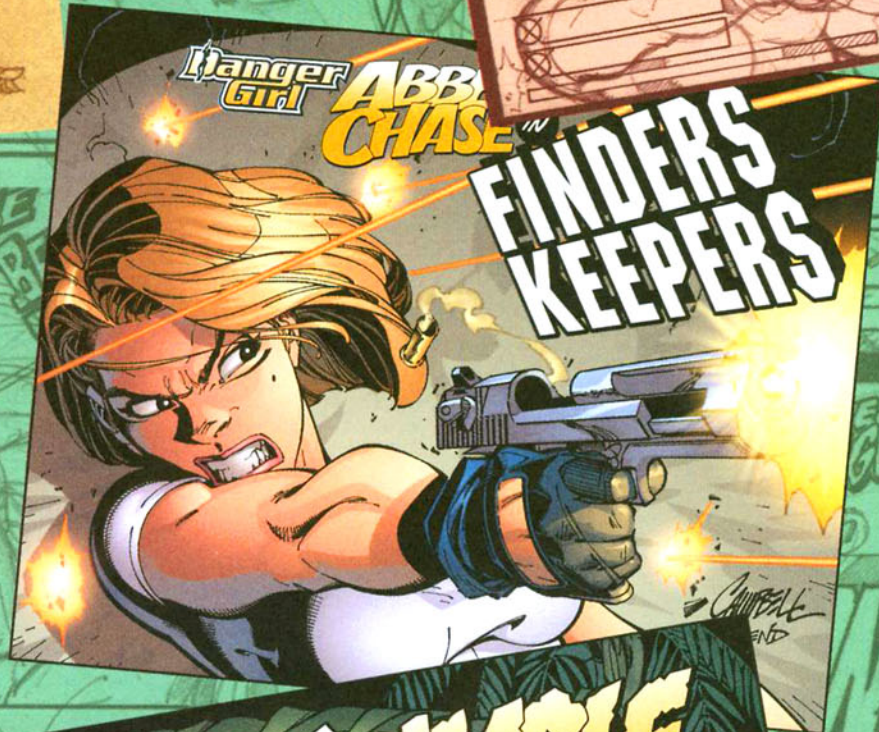




SKETCHES

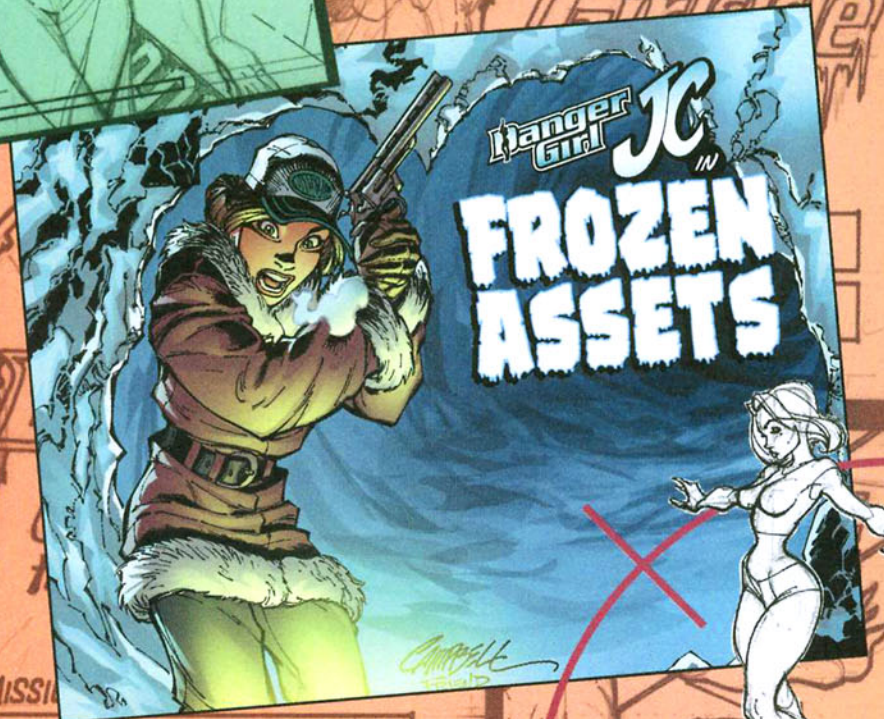
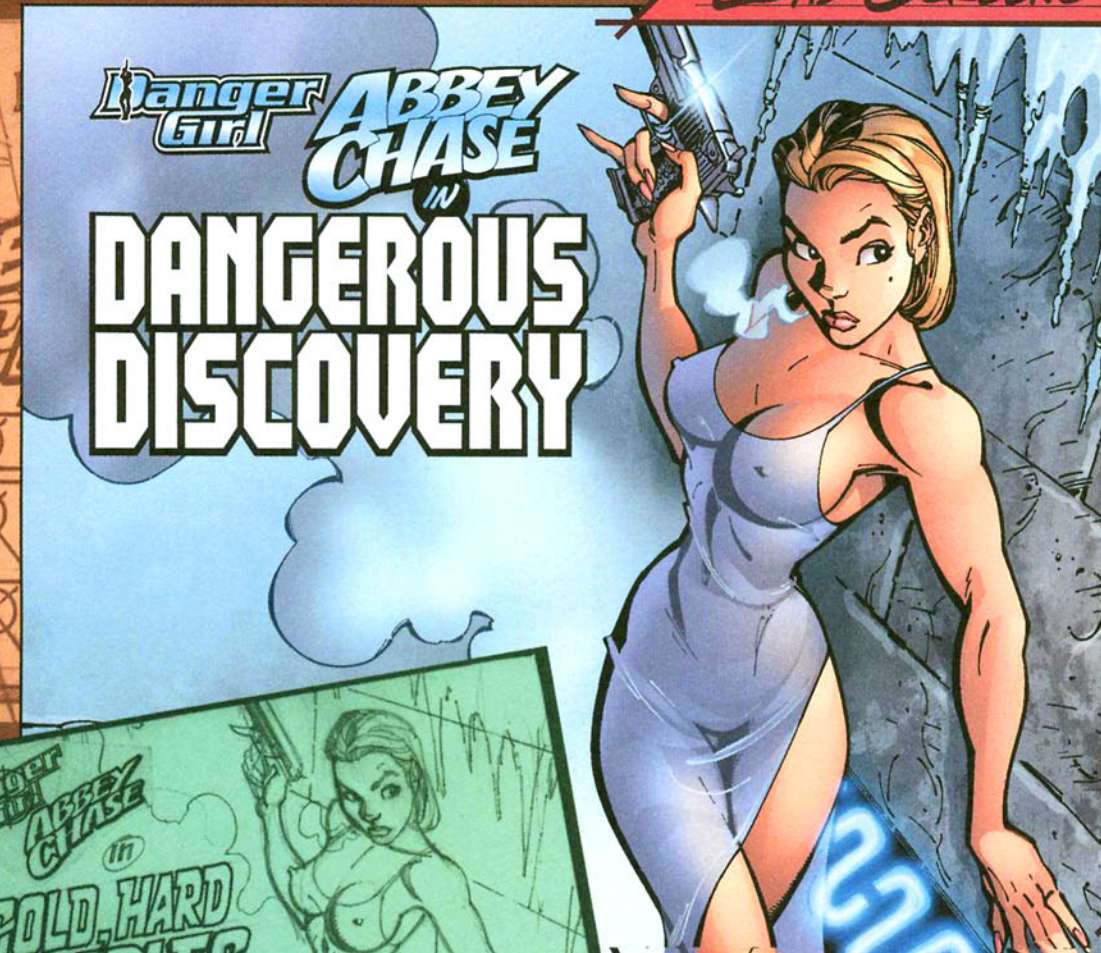
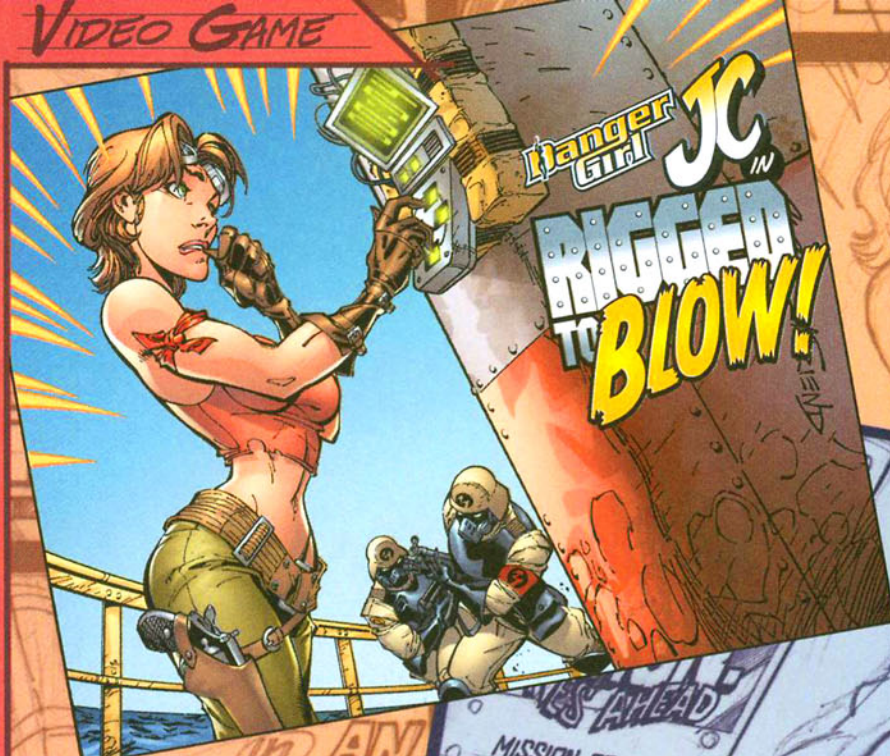
LOAD SCREENS

I IN THIS SECTION YOU'LL GET TO SEE ALL OF THE DIFFERENT LOAD SCREEN ART I CREATED JUST FOR THE VIDEO GAME, ALONG WITH MANY OF THE ORIGINAL CONCEPT DRAWINGS AND ALTERNATE LEVEL TITLES.



INKS RICHARD FRIEND
COLORS JUSTIN PONSOR







VIDEO GAME

LOAD SCREENS

BOOK
DANGER GIRL SKETCHBOOK

Danger Girl **SYDNEY SAVAGE** **in MUSEUM MAYHEM**

MISSION OBJECTIVES:

- ☒ Enter the museum
- ☒ Find the artifact
- ☒ Escape the guards

Campbell

Danger Girl **JC** **BUSTIN' OUT!**

Hope

SYDNEY SAVAGE **VS** **WAXINX**

CROSSING THE LINE

Campbell *Friend*

Danger Girl **SYDNEY SAVAGE**

COUNTDOWN TO DANGER

Campbell *Hope*

INKS RICHARD FRIEND • COLORS JUSTIN PONSOR

INKS SANDRA HOPE • COLORS ALEX SINCLAIR



DANGER GIRL SKETCHBOOK

VIDEO GAME



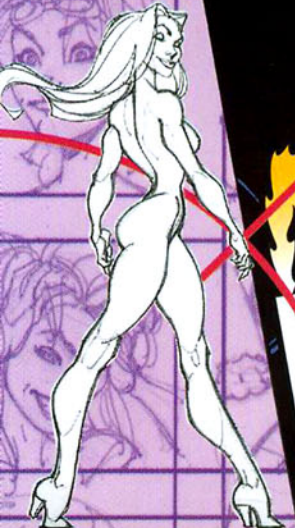
INKS RICHARD FRIEND • COLORS JUSTIN PONSOR

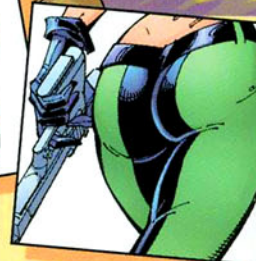
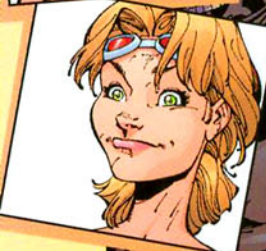
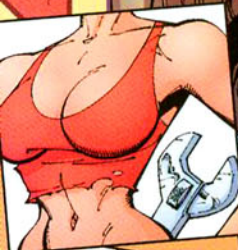
LOAD SCREENS

DANGER GIRL SKETCHBOOK



INKS SANDRA HOPE
COLORS ALEX SINCLAIR



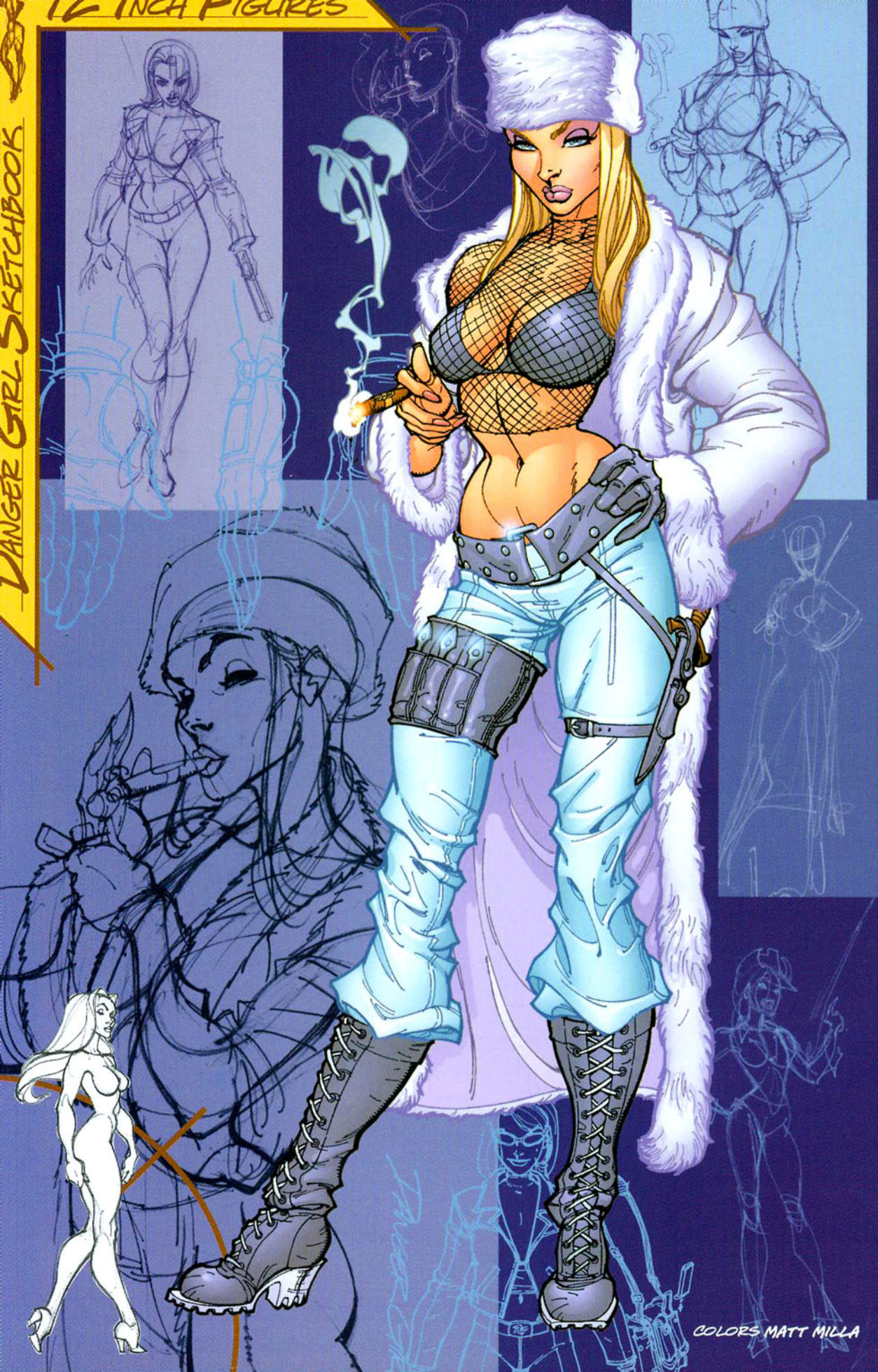


HEAD SHOT
COLORS
ALEX SINCLAIR



INKS SANDRA HOPE
COLORS SINCLAIR AND MAJOR

MORE ART
FOR THE
VIDEO
GAME, INCLUDING
THE COVER AND
ADVERTISING
ILLUSTRATIONS.



COLORS MATT MILLA



INKS SANDRA HOPE • COLORS JUSTIN PONSOR

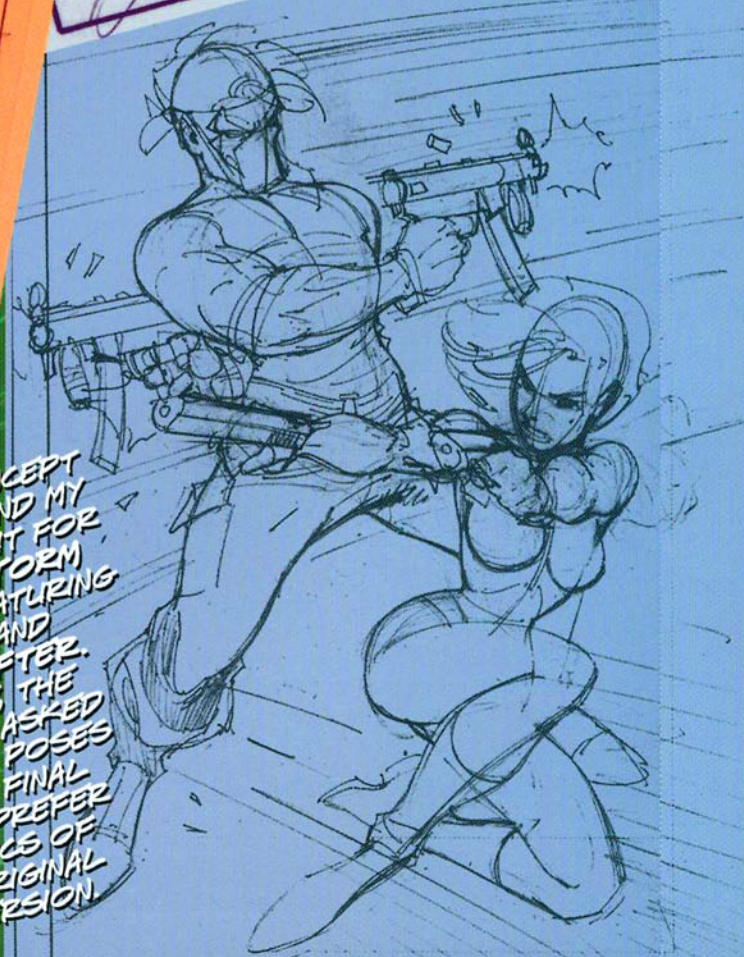
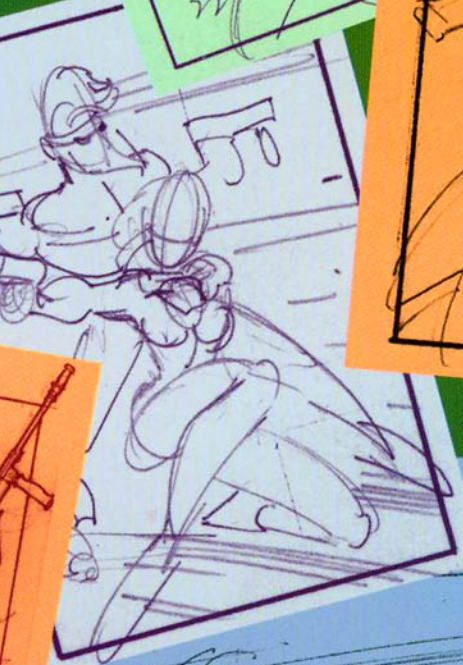
MY ALTERNATE
 COVERS
 FOR THE
 DANGER GIRL
 KAMIKAZE!
 SPECIALS --
 NOW ONLY
 TO BE SEEN
 HERE!



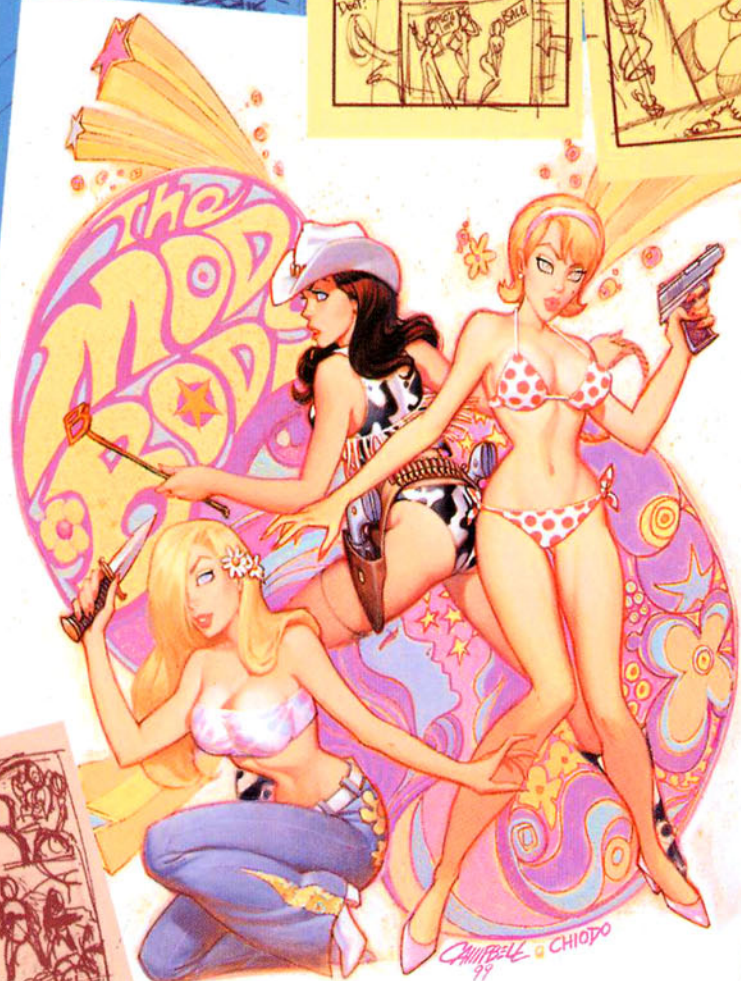
ON THE PREVIOUS PAGE AND BELOW ARE THE THUMBNAIL, LAYOUT, AND FINAL COLORED ART FOR THE COVER OF A FRENCH COMIC BOOK. I ENJOYED CALLED THE COMIC BOX. I ENJOYED WORKING WITH THEM BECAUSE THEY ALLOWED ME TO DRAW WHATEVER I WANTED AND THE RESULT TURNED OUT TO BE ONE OF MY ALL TIME FAVORITE DG IMAGES.



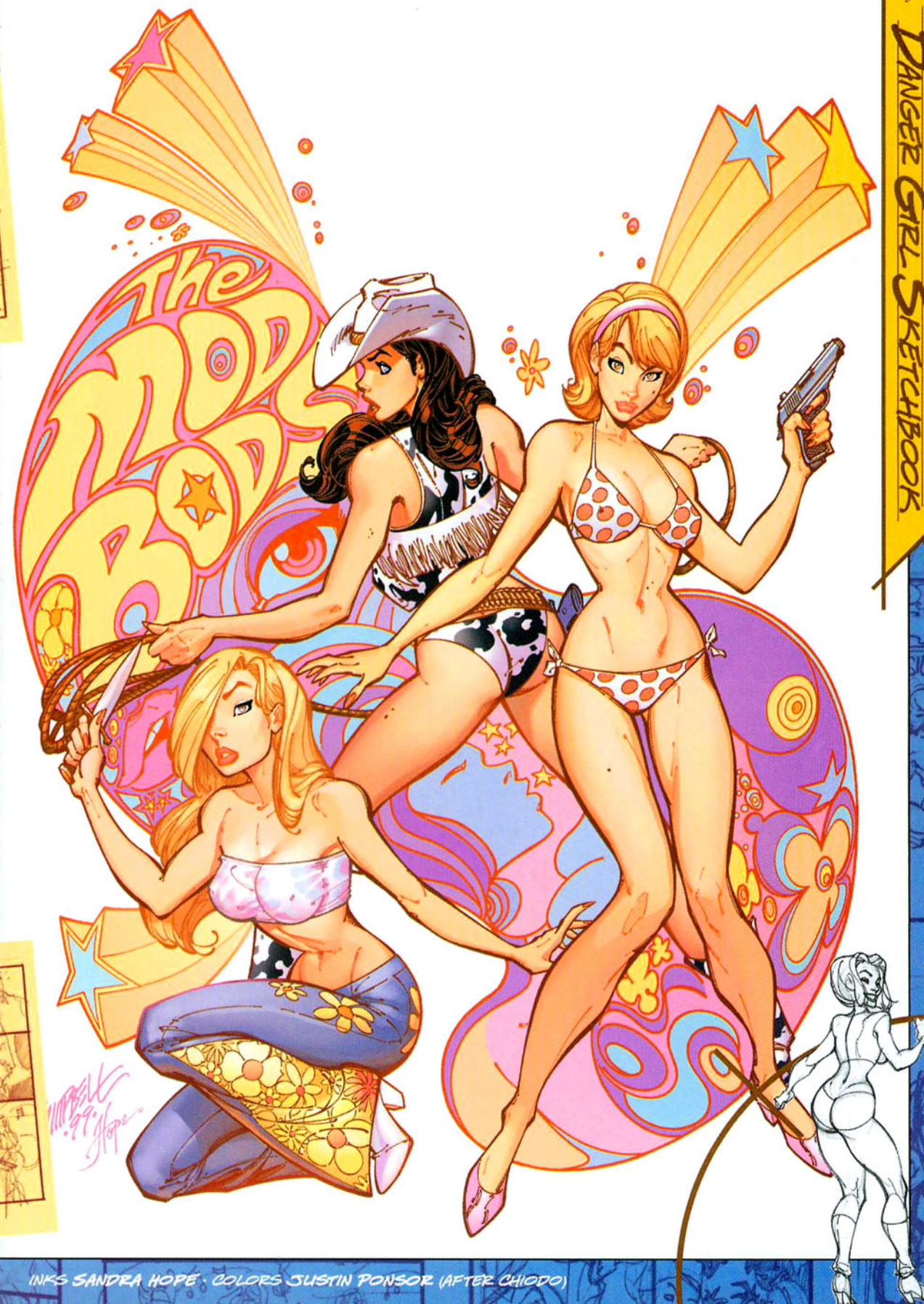
A VARIETY OF CONCEPT SKETCHES AND MY INITIAL LAYOUT FOR WIZARD'S WILDSTORM SPECIAL COVER FEATURING ABBEY CHASE AND WILD C.A.T.S' GRIFTER. UNFORTUNATELY, THE WIZARD EDITORS ASKED TO CHANGE BOTH POSES A BIT FOR THE FINAL COVER. I STILL PREFER THE DYNAMICS OF THE ORIGINAL VERSION.



THESE ARE THE ORIGINAL THUMBNAIL LAYOUTS I DREW FOR THE DG SPECIAL STORY "THE MOD BODS." ALSO ON THIS PAGE IS MY COLLABORATION WITH THE ULTRA-TALENTED JOE CHIODO. I PROVIDED JOE WITH A PENCIL DRAWING AS A BASIS FOR HIM TO PAINT THE OUTRAGEOUSLY AWESOME DG SPECIAL COVER. ON THE FACING PAGE ARE MY ORIGINAL PENCILS, INKED BY SANDRA HOPE, AND COLORED USING THE SAME COLOR PALETTE.



PAINTING JOE CHIODO



INKS SANDRA HOPE. COLORS JUSTIN PONSOR (AFTER CHIODO)



AND FINALLY, MY
COLLABORATION
OF ABBEY CHASE
WITH RICHARD
STARKINGS'
HIP FLASK!







ONE
AHEAD
OBJECTIVES:

F

FOR THE FIRST TIME EVER,
AN ENTIRE BOOK DEVOTED
ENTIRELY TO THE BEHIND-THE-
SCENES SKETCHBOOK ART OF
J. SCOTT CAMPBELL'S
DANGER GIRL!

CLIFFHANGER!TM

ADMIRERS OF GREAT ART WILL DELIGHT IN
THIS RARE CHANCE TO SEE THE CREATIVE
PROCESS THAT WENT INTO THE SMASH HIT
DANGER GIRL COMIC BOOK SERIES, AS
WELL AS THE NEVER-BEFORE-PUBLISHED
CONCEPT DRAWINGS FOR THE DANGER GIRL
TOYS, VIDEO GAME, PVC SET AND
STATUES. ALSO INCLUDED IS A
LARGE FULL-COLOR SECTION WITH
MANY RARELY SEEN DANGER GIRL PIECES,
ALONG WITH A NUMBER OF **BRAND NEW**
ILLUSTRATIONS CREATED JUST FOR THIS
BOOK. BUT THAT'S NOT ALL! WE'VE
INCLUDED **EXTRA-SPECIAL BONUS**
MATERIALS SUCH AS DANGER GIRL
STORYBOARDS, UNUSED CHARACTER
DRAWINGS, AND AN AMAZING SEQUENCE OF
FLIP-BOOK ANIMATION THAT RUNS ON
THE CORNER TABS!

I IF YOU ARE A FAN OF
J. SCOTT CAMPBELL,
DANGER GIRL, OR AN
ASPIRING ILLUSTRATOR, THIS
COLOSSAL COLLECTION
IS A **MUST-HAVE!**



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SHAPE



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