

nickelodeon

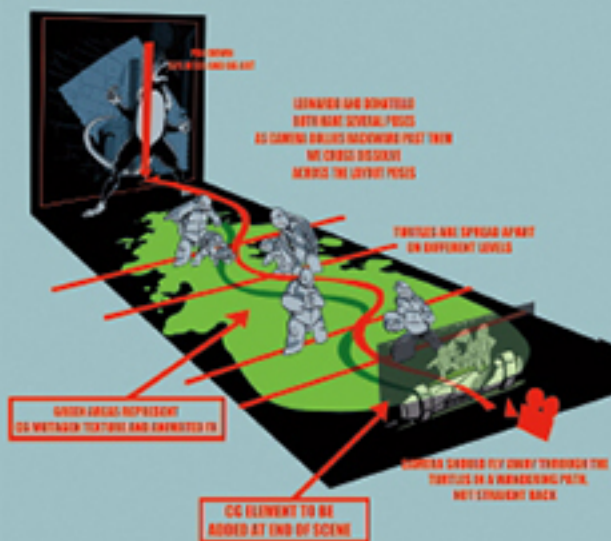
THE
ART
OF

TEENAGE MUTANT NINJA TURTLES

BY CIRO NELI FOREWORD BY KEVIN EASTMAN



SCENE 10 DIAGRAM

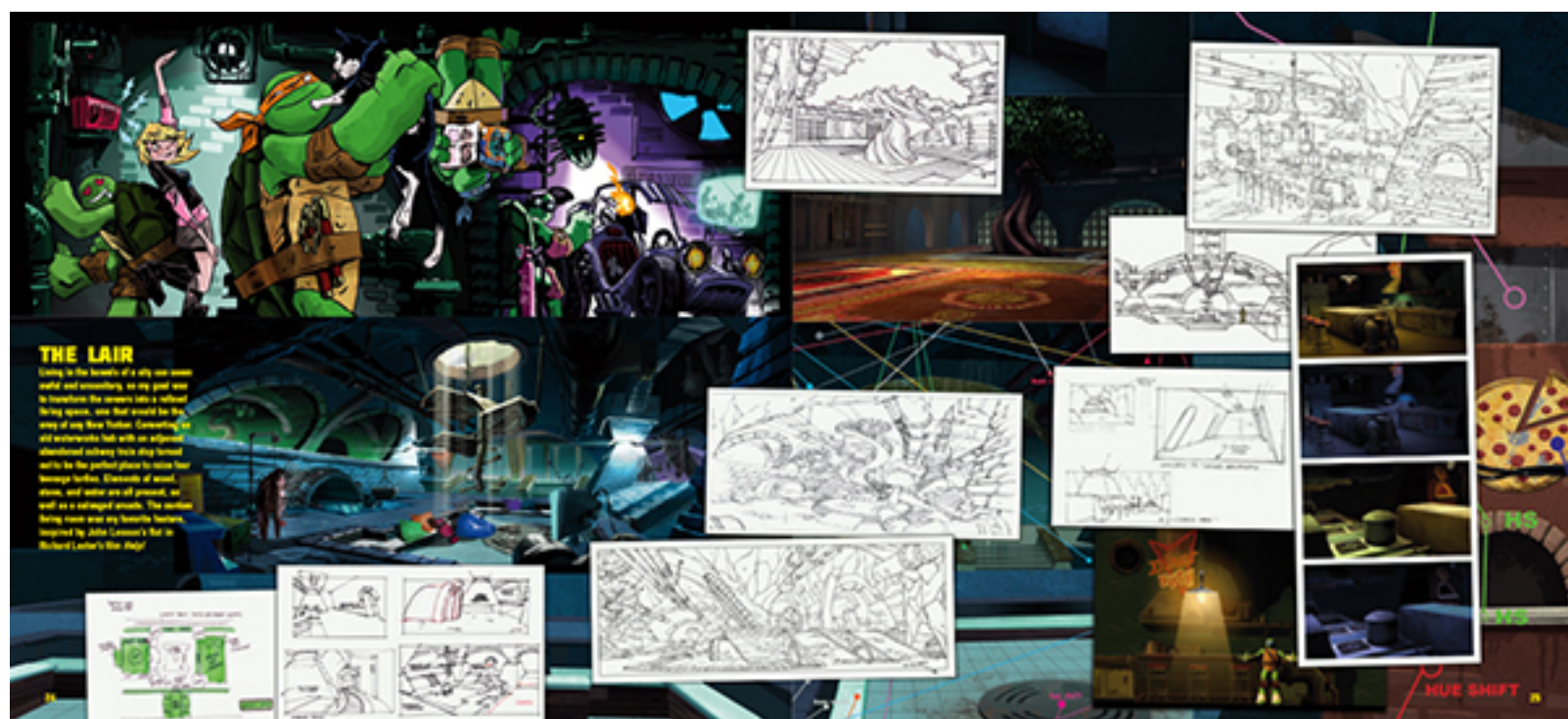


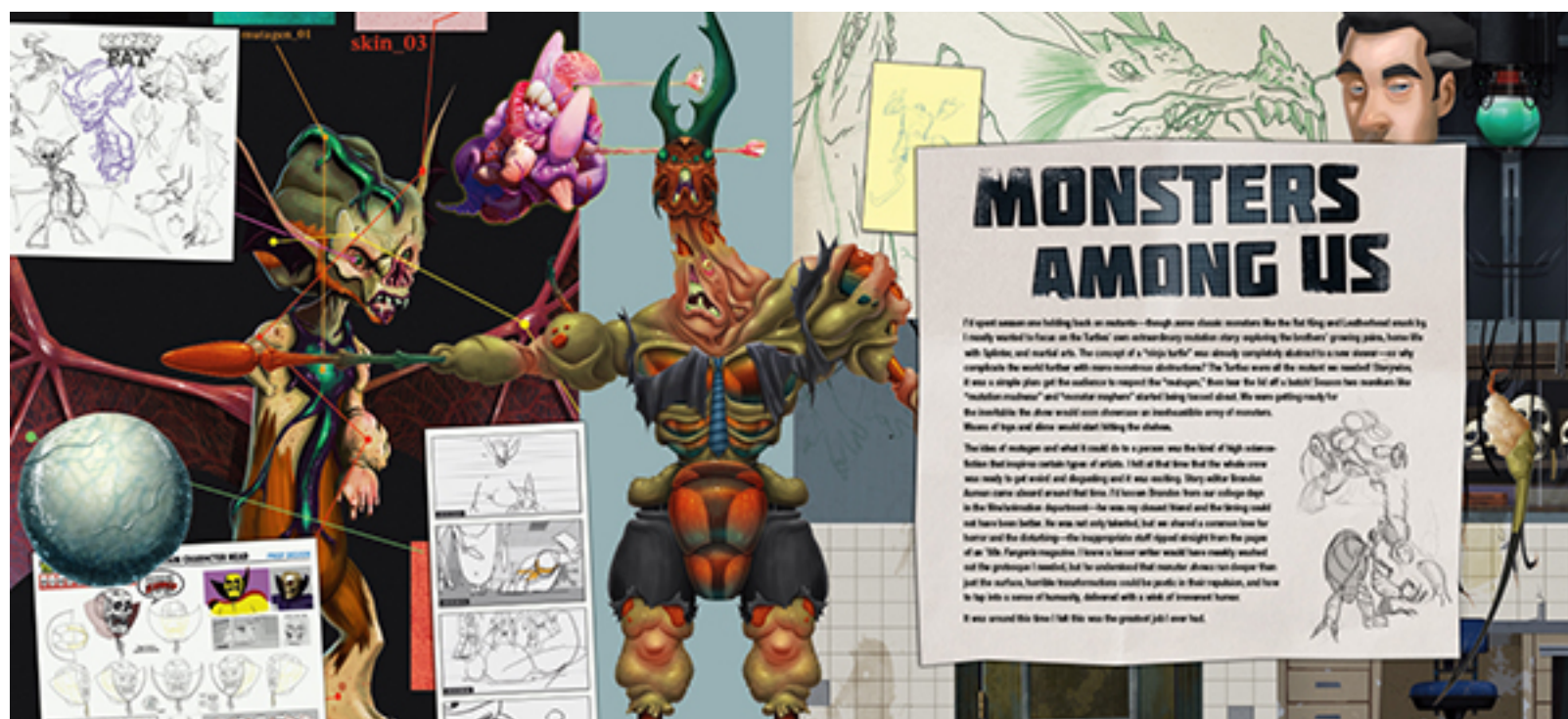
TEENAGE MUTANT NINJA TURTLES



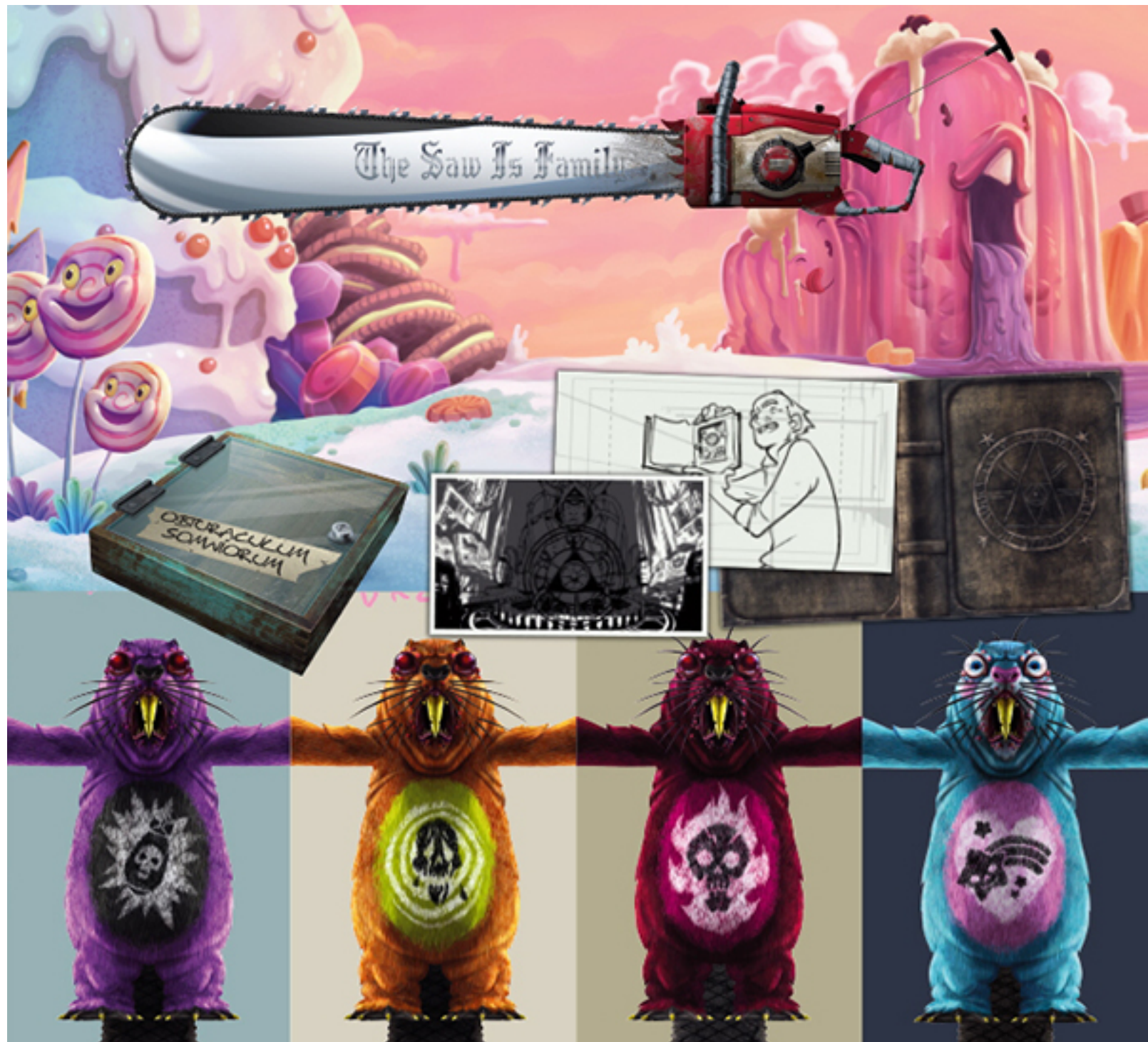
STAFFING UP

Eventually, I was able to bring talented friends along to help me flesh out the pilot story. Alan Wan led my storyboards, Irineo Maramba created characters, Byron Penaranda did machines, Rodol Gravo was the architect of this NYC, and Nadia Verbenova brought it to life with her paintings. They would become my leads . . . they were the Five Deadly Venoms.



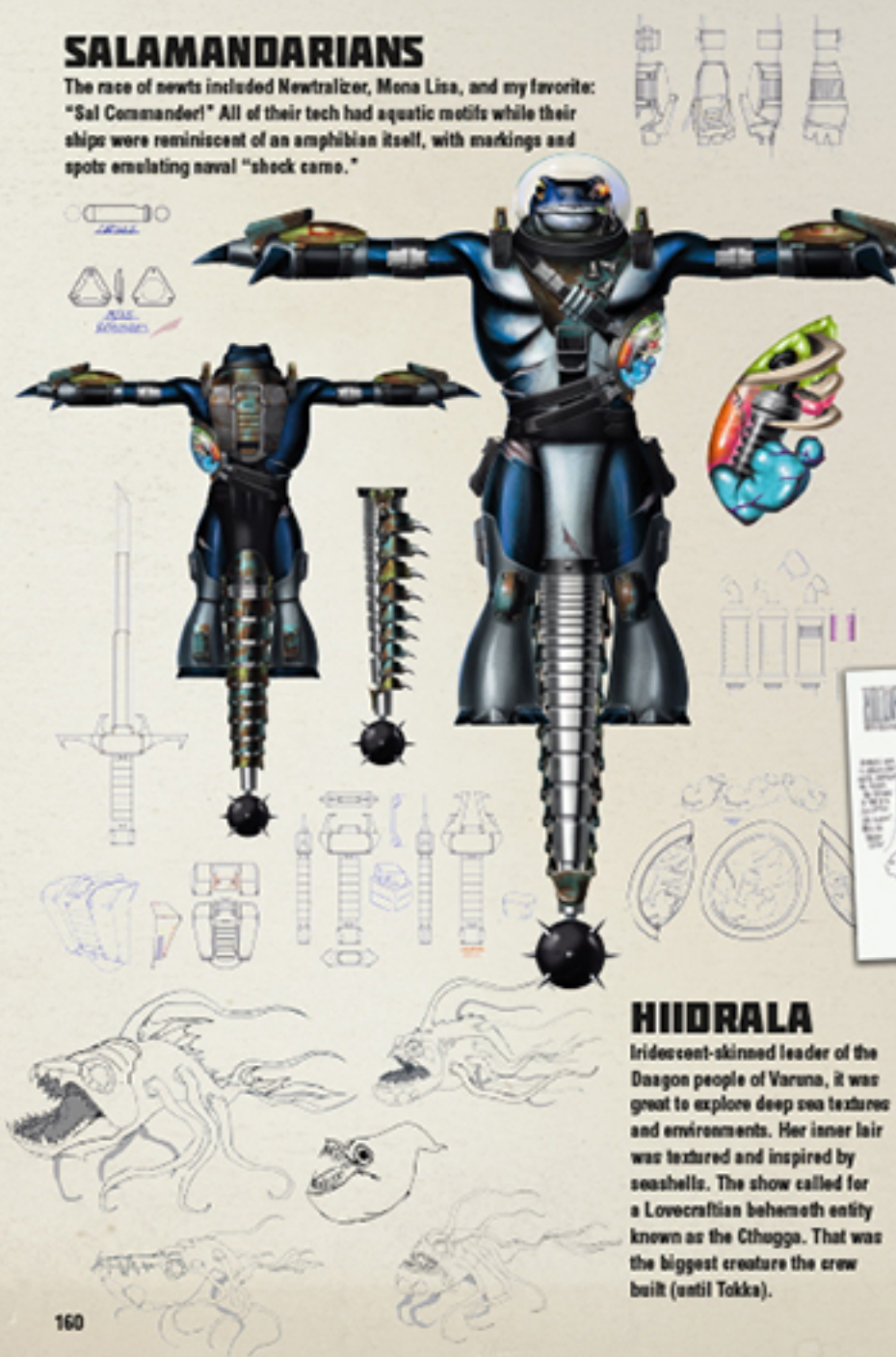






SALAMANDARIANS

The race of newts included Neutralizer, Mona Lisa, and my favorite: "Sal Commander!" All of their tech had aquatic motifs while their ships were reminiscent of an amphibian itself, with markings and spots emulating naval "shock camo."



HIIDRALA

Iridescent-skinned leader of the Dragon people of Varuna, it was great to explore deep sea textures and environments. Her inner lair was textured and inspired by seashells. The show called for a Lovecraftian behemoth entity known as the Cthugga. That was the biggest creature the crew built (until Tokka).





TOKKA AND CHOMPY

The network had suggested introducing a fifth Space Turtle with superpowers to the team. Instead, feeling the absence of Spike, who had since left Raph, we introduced a new pet: Chompy! His mom, a space god of sorts, was enormous. Her shell was bigger than our initial New York City set and I think an actual Turtle model is $\frac{1}{4}$ the size of one of her teeth.

Before Chompy, Snappy Warhol, a character created by Mirage-artist Stephen Murphy was debated as a candidate.