

Saturday Morning Adventures

Materials and Planning

Choose a color for notes and coordination:

Benton

Projects and lists of materials are roughly in order of importance and campaign appearance/workflow

☐ **TMNT / Mutanimals**

☐ **New Characters:**

- ☐ **Agent Bishop:** Shady MiB-style government agent, antagonist of the Turtles

- ☐ His design is quite simple. For keys, we need some kung-fu, some good melee options, and some guns. I think the male_hunter would probably be perfect, hat and swords skoped off

- ☐ In fact, are there already any MiB-style skins for Hunter?

- ☐ https://villains.fandom.com/wiki/Agent_Bishop?wikia-footer-wiki-rec=true

- ☒ **Party Wagon/Turtle Van:** The Turtles iconic transport

- ☒ ~~This should be pretty possible as a skope, especially if we don't worry about all of the bells and whistles of the full design (the hidden cannons and such).~~

- ☒ ~~What we really need is a van (Val's TF vehicles should serve?), and then have the various exterior features skoped on, with a Turtle at the wheel, if that is do-able, and the latter we can do with out.~~

- ☒ [https://turtlepedia.fandom.com/wiki/Turtle_Van_\(1987_TV_series\)](https://turtlepedia.fandom.com/wiki/Turtle_Van_(1987_TV_series))

- ☒ **Wingnut and Screwloose:** ~~insane but (somewhat) heroic pair, alien bat and mosquito, last survivors of their species; members of the Mutanimals~~

- ☒ ~~We're going with the Archie Comics/toy version. Since SA is out of commission for the moment, we'll have to see what we can do for skoping.~~

- ☐ Screwloose might be skopeable. Is there a male Wasp-style mesh?

- ☐ We could also combine both of them into one mesh in some fashion. Screwloose isn't too useful on his own, but it might be nice to have him independent.

- ☐ [https://turtlepedia.fandom.com/wiki/Wingnut_\(Archie\)](https://turtlepedia.fandom.com/wiki/Wingnut_(Archie))

- ☐ <https://comicvine.gamespot.com/wingnut/4005-51349/images/?tag=Comics%20>
- ☒ **Jagwar:** Humanoid/jaguar demigod, member of the Mutanimals
 - ☒ We probably have enough cat-people materials that he should be able to skope it.
 - ☒ A mesh using the VX brute keys could be perfect, perhaps VX_timberwolf?
 - ☒ [https://turtlepedia.fandom.com/wiki/Jagwar_\(Archie\)](https://turtlepedia.fandom.com/wiki/Jagwar_(Archie))
 - ☒ <https://comicvine.gamespot.com/jagwar/4005-51418/images/>
- ☒ **Dreadmon:** Super-speedy Jamaican wolfman, member of the Mutanimals
 - ☒ Not sure how this fellow will work, as we'll need speedster keys. The backward, animal legs pose a challenge.
 - ☒ [https://turtlepedia.fandom.com/wiki/Dreadmon_\(Archie\)](https://turtlepedia.fandom.com/wiki/Dreadmon_(Archie))
- ☐ **Maligna:** Alien queen and evil conqueror, foe of the Mutanimals
 - ☐ I imagine she'll need a new mesh or a major skope.
 - ☐ I realize that she's got multiple arms, which is a big challenge, but she doesn't really need to be able to use them all.
 - ☐ [https://turtlepedia.fandom.com/wiki/Maligna_\(Archie\)](https://turtlepedia.fandom.com/wiki/Maligna_(Archie))
- ☐ **Malignoids:** the queen's evil footsoldiers
 - ☐ I think they are probably skope-able, but I'd like a variety of weapons, a mix of ranged (creepy bio-tech ray-guns) and melee (probably polearms)
 - ☐ [https://turtlepedia.fandom.com/wiki/Malignoids_\(Archie\)](https://turtlepedia.fandom.com/wiki/Malignoids_(Archie))
- ☐ **Armaggon:** Time-traveling mutant shark from the future
 - ☐ He'll definitely require a mesh, and I think SA has one under construction.
 - ☐ <https://comicvine.gamespot.com/armaggon/4005-50047/>
 - ☐ <https://comicvine.gamespot.com/armaggon/4005-50047/images/?tag=Comics>
- ☒ **Verminator X:** Cyborg future cat with a bad attitude
 - ☒ He's a cyborg with future tech weapons: maybe a skope of one of the cowboy meshes, so he can have the gunslinger keys and the eigarette?
 - ☒ <https://comicvine.gamespot.com/verminator-x/4005-50114/>
- ☒ **Purple Dragons:** Colorful gang members, useful flunkies from the 2k show
 - ☒ These guys should be perfectly do-able just as skins on the thug meshes. I'm not worried about individual characters or designs, just the general punk aesthetic and color scheme.
 - ☒ [https://turtlepedia.fandom.com/wiki/Purple_Dragons_\(2003_TV_series\)/Gallery](https://turtlepedia.fandom.com/wiki/Purple_Dragons_(2003_TV_series)/Gallery)

- ☒ **Metalhead:** ~~Mecha-Turtle, sometime antagonist and ally of the team~~
 - ☒ ~~He'll probably need a new mesh, given his various robo-attacks and various gadgets. I think SA is working on him.~~
 - ☒ ~~This video is a good cross-section of what he can do~~
 - ☒ <https://www.youtube.com/watch?v=R0s8SpL7zel>
- ☐ **Null:** Demonic businessman
 - ☐ His main design is pretty simple, easily skopable onto Lex Luthor, but he'll need two designs, one normal, one full-demon, which might work well on the big demon mesh that comes with FFX.
 - ☐ [https://turtlepedia.fandom.com/wiki/Null_\(Archie\)](https://turtlepedia.fandom.com/wiki/Null_(Archie))
- ☐ **Skul and Bean:** Maligna's chief enforcers
 - ☐ These two big bugs would be nice as extra secondary antagonists in the Mutanimals mod, but they aren't necessary for the story. They should be relatively skope-able, and they won't need much more than regular bruiser keys.
 - ☐ https://turtlepedia.fandom.com/wiki/Scul_and_Bean
- ☒ **Dirtbag:** Tunneling mole mutant, Groundchuck's counterpart
 - ☒ ~~I'd like to have this guy just for completion sake, since Dean did Groundchuck.~~
 - ☒ [https://turtlepedia.fandom.com/wiki/Dirtbag_\(1987_TV_series\)](https://turtlepedia.fandom.com/wiki/Dirtbag_(1987_TV_series))
 - ☒ <https://www.tmnttoys.com/91figures/basics/5132.htm>
- ☒ **Neutrinos:** ~~Hot-rodding teenagers from Dimension X...or grizzled freedom fighters, depending on your continuity.~~
 - ☒ ~~I would sort of like to include some version of these characters, but it's a fairly minor concern. My version would probably be a mix of the classic weirdo 50s teen-style aliens and the modern soldiers, so designs that mix the two and have some weapons and keys for them would be best.~~
 - ☒ [https://turtlepedia.fandom.com/wiki/Neutrinos_\(1987_TV_series\)](https://turtlepedia.fandom.com/wiki/Neutrinos_(1987_TV_series))
 - ☒ [https://turtlepedia.fandom.com/wiki/Neutrinos_\(IDW\)](https://turtlepedia.fandom.com/wiki/Neutrinos_(IDW))
- ☐ **Wrestling Turtles:** The fan favorite designs from the Turtles' stint as intergalactic wrestlers.
 - ☐ These designs are purely a last-step wish-list item for me. I probably won't even get to this storyline in this release.
 - ☐ In terms of design, they'd probably be skopeable, but they would need martial arts keys, and with lots of animations options to make the character designs work.
 - ☐ [https://turtlepedia.fandom.com/wiki/Intergalactic_Wrestling_\(Archie\)](https://turtlepedia.fandom.com/wiki/Intergalactic_Wrestling_(Archie))
- ☐ **Stump and Sling:** Intergalactic Wrestling promoters, and walking trees.

- ☐ These capitalistic ents are also bottom of the barrel, though they'd be entertaining. Essentially, they're really not important for missions, only for cutscenes, so even lower priority.

- ☐ [https://turtlepedia.fandom.com/wiki/Stump_and_Sling_\(Archie\)](https://turtlepedia.fandom.com/wiki/Stump_and_Sling_(Archie))

☐ Animation / Skope Updates:

- ☐ **Giant Krang:** I have Daglob's amazing Krang skope/skin, but I need a giant version to stomp around the city, and my skoping skills aren't up to the key challenge. The easiest option might be to port the skope pieces onto a giant mesh?
- ☐ **Leatherhead:** Once again, I've got an amazing skope and skin from Daglob, but his tail is too long and he could use some more animation options, especially more brawling animations. I'm going for a mix between the cartoon, the toy, and Archie.
 - ☐ [https://turtlepedia.fandom.com/wiki/Jess_Harley_\(Archie\)](https://turtlepedia.fandom.com/wiki/Jess_Harley_(Archie))
- ☐ **Mondo Gecko:** SA has an awesome Mondo mesh, and he's got some good animations; The only real issues are that he doesn't have a `melee_idle`, so there's not a neutral position that will reset his board to his hand if he goes from, say, riding to punching with an imported key. This leaves the board on the ground, which really doesn't look too bad. I don't know if this is possible, but if a skoper could manage to make a `melee_idle` deal with the board, then the anims would be pretty seamless. The last issue is that his "run" animation has him riding his board, which is great, but it has him hovering a bit above the ground, which can look a bit awkward. In the same vein, the board is bigger when he's standing on it than when he's holding it. I don't know if those things can be tweaked, but if they could then I'd say he'd be about perfect.

☐

☐ Transformers

☐ Animation Updates:

- ☐ Val made everything we need, but his standard TF keys are fairly limited. I am not quite good enough at skoping to get the variety I need. In general, I just need more of everything for the robot modes: more melee, more ranged, more guns, etc. The good news is, because most of the TF share similar keys, this is actually a fairly small project.
 - ☐ A sniper rifle with appropriate keys for Cliff Jumper would be handy.

☐ Silverhawks

☐ Thundercats

☐ New Characters:

- ☐ Snarf: Everyone's favorite neurotic nursemaid—Snarf!

- ☐ Snarf could be skope-able if we could find something for the body. I feel like there is something that would work; I just can't think of it. The head and ears could use existing elements.
- ☐ <https://thundercats-ho.fandom.com/wiki/Snarf>
- ☐ Generic Mutants Soldiers
 - ☐ I'd like to have some mutant canon fodder for the campaign, and for that purpose, we need some generic skins for the mutant skopes.
 - ☐ Just a couple of skins for each race of the Mutants that can be set to random for the minions will do the trick. They can use the same skopes and weapons. I'll just create them as weaker versions of the leaders.
 - ☐ <https://thundercats.fandom.com/wiki/Mutants>
- ☐ Ro-Bear-Berbils: Robotic ewoks, essentially, the perpetual innocent victims of Third Earth
 - ☐ I'd like to have these guys, essentially just to give the Thundercats someone to save. I think they should be relatively simple to skope.
 - ☐ https://thundercats.fandom.com/wiki/Ro-Bear_Berbils
- ☐ Captain Hammerhead

☐ He-Man

- ☐ New Characters
 - ☐ Skelcons: Skeletor's cannon-fodder minions
 - ☐ These guys would be useful to provide some minions for the He-Man campaign. The design below is from *Revelation*, and I don't really care how close they are. All that matters is that they have the Skeletor color scheme and be believable as his troops. Other than that, design is unimportant, and keys don't particularly matter, as they'll have simple character designs.
 - ☐ [https://he-man.fandom.com/wiki/Skelcon_\(Revelation\)](https://he-man.fandom.com/wiki/Skelcon_(Revelation))
 - ☐ Mer Minions: Mer Man's footsoldiers
 - ☐ Just like the Skelcons, these guys would be useful as minion types for the campaign, and again, design isn't terribly important. Just doing a color-swap with the Mer-Man skin would be great..
 - ☐ [https://he-man.fandom.com/wiki/Fish_Men_\(Filimation\)](https://he-man.fandom.com/wiki/Fish_Men_(Filimation))
 - ☐ [https://he-man.fandom.com/wiki/Aquaticans_\(Revelation\)](https://he-man.fandom.com/wiki/Aquaticans_(Revelation))
- ☐

☐ **Visionaries**

☐ **G.I. JOE:**

- ☐ I've got pretty much everything I need here, thanks to Style's amazing work. As I take stock, I might discover some that need key changes, but we've got coverage covered.

☐ **Possibilities**

- ☐ **Galaxy Rangers**
- ☐ **Captain Planet**
- ☐ **Gargoyles**
- ☐ **C.O.P.S.**
- ☐ **Bucky O'Hare**
- ☐ **Herculoids**
- ☐ **Space Ghost**
- ☐ **Birdman**
- ☐ **Toxic Crusaders**
- ☐ **Bravestarr**
- ☐ **Captain N**
- ☐ **Sectaurs**
- ☐ **Tigersharks**