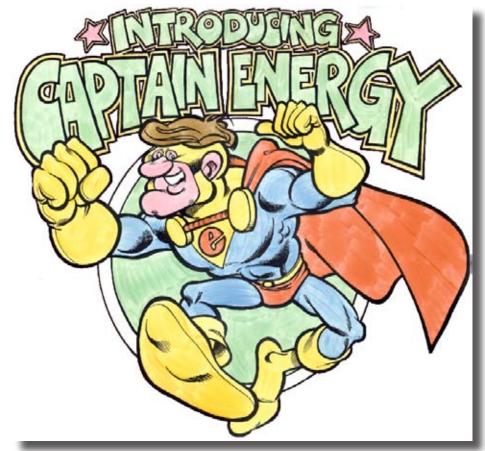
Captain Energy®



This original Captain Energy body of work was designed to be presented at the 1982 World's Fair Energy Expo in Knoxville, Tenn., for the purpose of obtaining license for educational and commercial market products.

The character concepts along with the original graphic and product prototype work were presented to the director's committee for Merchandise Concessions License.

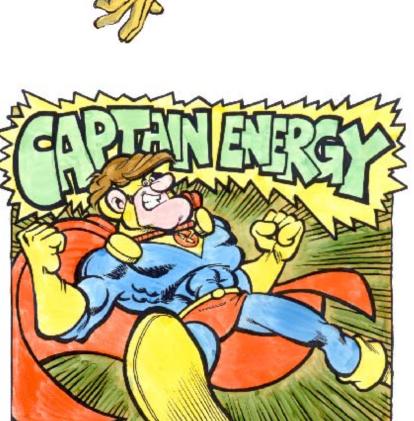


Concept and character development guides for Capt. Energy & Associates by Darrell Wiskur. dwiskur@wiskurproductions.com
Working character art development sketches and notes by Dennis Jones.

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"Cap" Energy®







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A sketchbook presentation of Captain Energy and his associate cast of characters

CAPTAIN ENERGY®

Notes from sketch illustrations & design direction:

Captain Energy could be simply a super hero who just helps society cope with energy problems. Suddenly, with General Waste exploding onto the scene, "Cap" is put into a head-to-head battle with him, and he meets Fossil Man & Nuke in the meantime to help form the Energy Forces.

No reason to explain the why or where of Captain Energy. Treat his existence as he always was here (baseball, apple pie, Captain Energy). Later on down the road, set out an "Origin of Captain Energy" story.

One way to approach the educational side of Capt. Energy's story would be to do with energy. Just a good guy verses the bad guys' story. However, in certain spots, throw in a light educational fact. Maybe Nuke explaining a fact to Fossil Man; "Cap" explaining why they carpool or something. I would stay away from anything to heavy like the reason for nuclear fusion is why two atoms are split, etc.

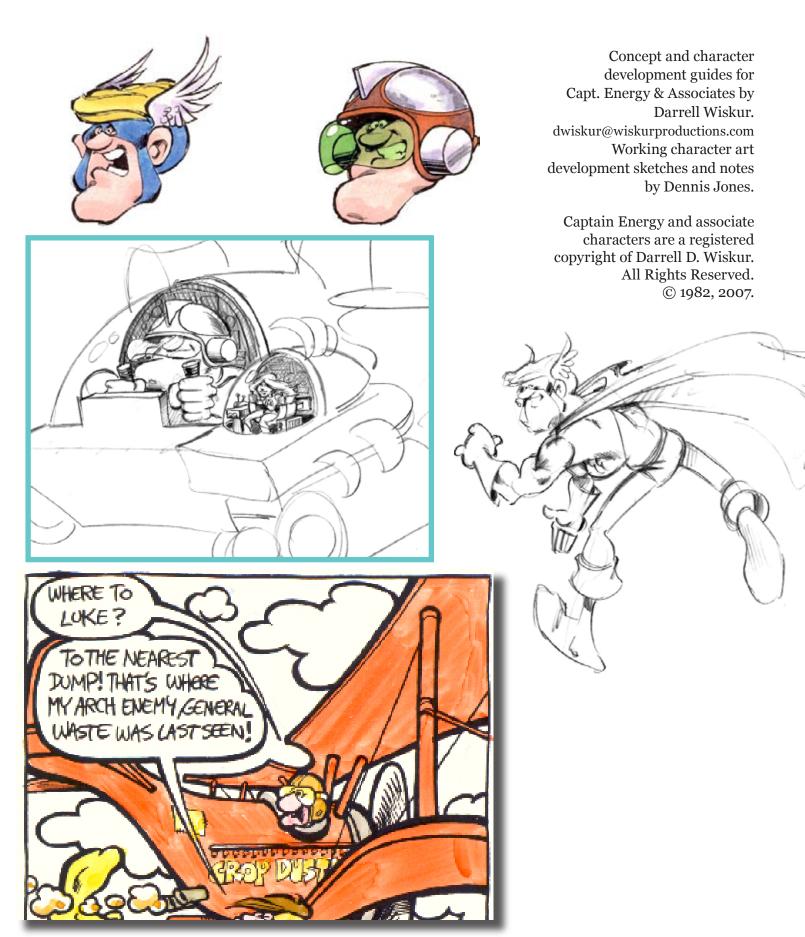






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