One character across ten shots

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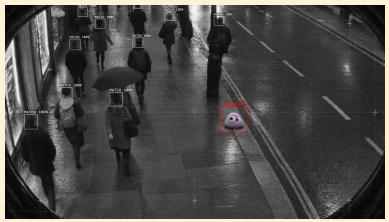
1. Steps / Volume

Keep the short landing; body and uneven eyes remain readable.



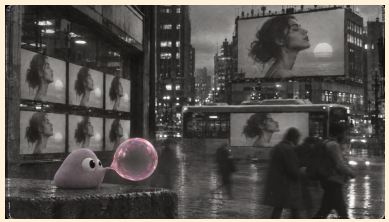
2. Kerb / Volume

Keep the tired expression; the prompt asks for a noticeable sigh and sag. Watch late squash before a longer hold. Shot six is rejected because its late collapse loses the upright silhouette required for continuity.



3. Surveillance / Volume, small scale

Keep the small lilac silhouette; fine eye-size check is inconclusive at this scale.



4. Bubble / Volume

Keep bubble growth; no new limbs visible in the inspected range.



5. Sneeze / Volume

Keep closed eyes as expression; inspect squash independently.

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6. Sill / Volume with identity drift

Reject late ending for upright-character continuity: body collapses into a low pancake.



7. Paper hop / Intended drawing

Keep as a deliberately flat line drawing hopping across the sill.



8. Objects / Volume

Keep rounded body and blink among objects.



9. Basket / Intended transformation

Keep flat-to-volume transformation because it is the intended action.



10. Sky / Intended drawing

Keep uneven-eye drawn outline in the sky; volume is not required.