# Startling Homin-like Image Caught on a Game Camera in the Island Park Region, Idaho

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**UPDATES ARE NOW SHOWN ON PAGE 4–6**
**PLEASE CHECK AS YOUR TIME PERMITS.**

**IMPORTANT**

The images and information in this paper will be provided for professional analysis. What I am providing here is strictly my opinions and observations at this point in time. Please formulate your own opinion on what is seen. I present the images first and then provide the account by the bowhunter who took the images with a remote game camera (camera trap). I will provide the official report as soon as it is available; again the choice will be yours as to what you wish to believe.

A bowhunter hunting in the Island Park region, Idaho, set up a game camera in a tree and found this first image (Figure 1) along with those of wildlife recorded. The same image is provided in Figure 2 with labels that identify possible features, followed by an enhancement of the facial features (Figure 3). The tree that had the game camera is shown in Figure 4 with an inset of the game camera.

The first impression I had was that the entity's shoulder is very high. This is typical of sasquatch; giving the appearance of not having a neck. Further examination revealed to me what might be the facial features as previously discussed.

The jaw struck me as being similar to the jaw in the sasquatch skeleton created by Dr. Jeff Meldrum. Figures 5 and 6 show the comparison.

The "flowing hair" brought to mind artwork by Paul Smith of which a detail is provided in Figure 7 with the Island Park subject for comparison in Figure 7A. If the head in this Smith image were tilted down somewhat, it would match the Island Park image.

Furthermore, the Island Park image reminded me of a similar game camera image captured in 2008 by Paul Graves in Washington State. The dark figure seen on the right in Figure 8 is believed to have been a sasquatch.

As stated, these are my personal observations, which may or may not have any credibility in the final professional analysis. We have provided this material to keep you in the know as to what is going on and encourage you to continue with your research.

I will now provide what the Island Park bowhunter said about the incident.

FIGURE 1


FIGURE 2


**Proceed to the next pages for the additional Figures/Illustrations.**

### *Email from the Bowhunter with Annotation and Commentary*

I would like someone to analyze a picture I got in late August over an elk water hole. I feel the picture speaks for itself and would like someone with more knowledge than myself to look at it. I have all the details of how high the camera was and the location. I live in Rigby Idaho and the photo was taken in Island Park, Idaho.

*Upon response, the following was provided:*

This is the picture that was taken by my game camera in late August [Figure 1]. I'm an avid bowhunter and had set this camera over a water hole which you can see and the surr-ounding grass [Figure 4]. The camera was approximately 15 feet up in a tree pointing in a downward position. The date and time was never set as I forgot. This is a heavily wooded area with a grass canyon as you can see. Notice the balding on top of the head [possible] and the massive deltoid muscle and tricep. It is walking to the right and must have a long stride because of only capturing half of this thing. This is a real remote area with no roads close to it. I've showed many people and their first response is a Bigfoot. We have looked at the tree and tried to make sense of this but can't. Hope to have you analyze it and give me a better understanding of what this could be. I was going to put it out on Facebook but didn't want the negative feedback. My daughters don't want me to hunt this area anymore for the fear of disappearing, but I went back due to the amount of game in this area. Of course I didn't tell them. No fear right!! I have more details and pictures of the tree if you need them. Last year in the same area my nephew and myself heard a screaming roar sound about 5:00 AM; never heard anything like it in my life. Hopefully you can help.


FIGURE 3


FIGURE 4


FIGURE 5

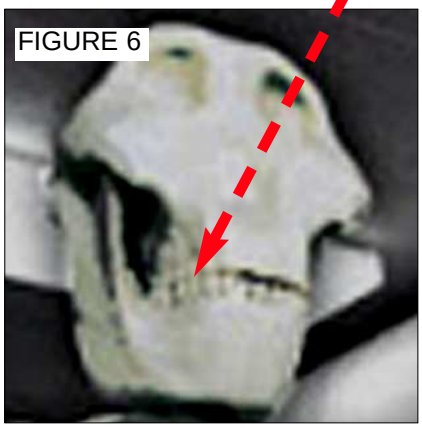
FIGURE 6

*And a subsequent email:*

You will see the camera up the tree near the cut branch [Figure 4; the son-in-law placing camera is seen Figure 9]. This is when I went back in and you will notice I carried a shot gun for protection, but never seen anything that day. There is approx-

imately a two-foot bank along the water hole this thing had to walk across as well, so that will have to taken into consideration to determine the height.

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*I reasoned that if we could mathematically determine the size of the head in the image, then the approximate full height of the homin could be calculated. I asked for and received scans of the game camera manual providing camera specifications—I had contacted Bill Munns for assistance. He asked for a CD of the game camera image file, and this is to be provided. If the walking height comes out at say over 6 feet, 6 inches, the image may be that of a sasquatch or some other very tall homin (almasty?). Figures 10 to 15 are images of the scene in the same game camera sequence (cropped). They were photographed off the monitor so lack full clarity.*

*It can be seen that the location was certainly a popular animal watering station, Figure 14. We know that sasquatch hunt deer as a food source. They have been seen carrying deer parts. That a sasquatch may have been photographed in this particular location is highly reasonable. I also need to mention that other bowhunters have reported sasquatch sightings. The fact that they hunt in total silence is likely the reason.*

*All of this is just speculation at this point in time. I don't know what we have here.* ***Please don't kill the messengers.***

This paper and all images are under copyright. The game camera images have been provided with the good will of the bowhunter for the purpose of sasquatch research. Any material may be used for NONPROFIT purposes. Usage for commercial purposes (newspapers, magazines, television documentaries) needs to be negotiated with Sasquatch Canada.


FIGURE 7


FIGURE 7A


FIGURE 8


FIGURE 9


FIGURE 10


FIGURE 11


FIGURE 12


FIGURE 13


FIGURE 14


FIGURE 15

This mock-up using Paul Smith's artwork illustrates what likely occurred when the homin went by the tree; however at this time we don't know how tall it was. Whatever that turns out to be, it is seen that its head was within a few feet (even closer) to the camera. This significantly reduces digital "noise," so what is seen in the game camera frame was likely there.

# Island Park Incident Updates

There is a possibility that a squirrel or another small furry animal leaped from a branch above the camera to one below and passed in front of the camera lens. The camera immediately focused on that object resulting in the image see in Figure 1. I am unable to rationalize what appears to be in the image.

In our original analysis, the idea that a small animal might have been on a branch in the camera view was discounted because there are no branches seen in any of the camera images. Nevertheless, that the animal was caught in the air is a possibility.

Another image taken 15 minutes after Figure 1 is seen here. There is something in the lower right corner, but note that the background (water hole and vegetation) is quite clear and was obviously the main focus of the camera. If the object seen is a little animal, then it obviously again went in front of the camera lens—perhaps sat on the camera and a part of it (tail, leg) partially went in front of the lens. I suppose this could also be true for the Figure 1 image, but we would not likely have the clarity seen in this image given this were the case. We are proceeding towards a professional analysis of the images.

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**UPDATE FOR DECEMBER 22, 2017**

Shown on the right are the eight precise images from the game camera, downloaded onto CDs and these sent to me (2 copies).

The water hole is obviously well-used by animals in the region. It appears, however, that shortly before the subject in image 6 appeared, all animals left. You can see that the water hole is clear in both images 6 and 7. This might be just coincidental as image 2 does not show any animals; just the shadow of the tree (nothing there as far as I can see). Much later, after nightfall, an animal appeared as seen in image 8.

The second copy of the CD has been sent for professional analysis, but this is going to take some time, probably 6 weeks. An update/conclusion will be posted here. Please check back from time to time.

**PRECISE IMAGES FROM THE GAME CAM**

# Update to April 20, 2018 – Analysis by C. L. Murphy

Having concluded that the image is probably not a small animal (squirrel or chipmunk) that jumped in front of the lens, the image and camera specifications were determined to ascertain the actual (real life) height of the image seen. The image specifications based on the camera sensor are shown in Figure 1.

To ensure understanding, we wish to know the height of what appears to be a head seen in the image. Given this number, we can then speculate on what is seen.

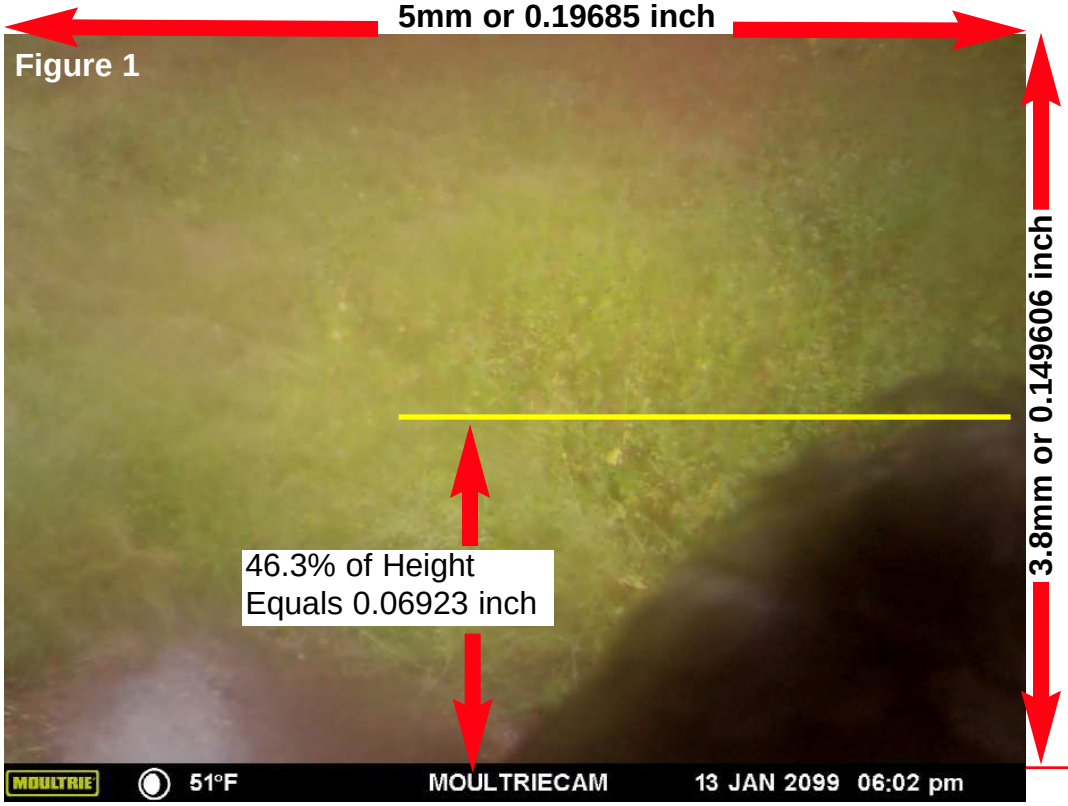
We have what appears to be a direct profile. This was mirror imaged to create a full face head and shoulders image as seen in Figure 2; the head has been circled. If the head can be proven to be about adult sasquatch size, then we can determine the approximate body height. We know the object was fairly close to the camera, which was about 14 feet (not 15 feet) high in a tree, as calculated in Figure 3. As a result, whatever it was had to be very tall (thus my reason for saying "adult sasquatch size").

The formula for determining the size of an object in a photo/image is:

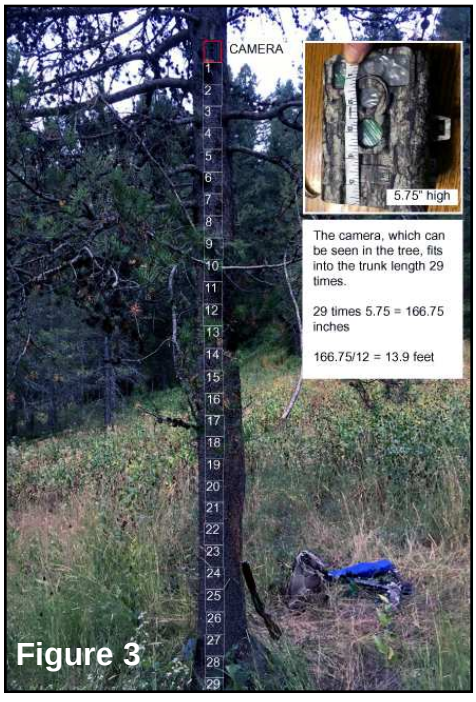
**(D*IH)/FL**

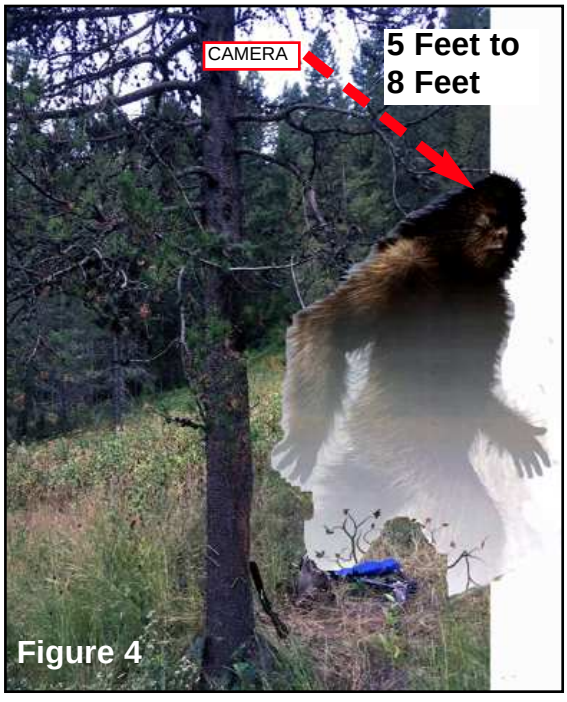
**D** is the **D**istance to the object
**IH** is the **I**mage **H**eight in image.
**FL** is the **F**ocal **L**ength of the lens

We have the Image Height in the image (.06927 inches and the Focal Length (.11811 to .196856 inches). The largest will be used and explained later. The Distance is not known and has to be assumed at several points and then analyzed to see what makes sense. The different head sizes are then multiplied by 5, which is the 5:1 ratio of head to body size for sasquatch. This was determined from the P/G film. The resulting figure is the walking height of the subject. The distances considered are shown in Figure 4. Here are the figures:







| DISTANCE | HEAD | WALKING HT |
|---|---|---|
| 4 feet | 16.89” | 7.04 feet |
| 5 feet | 21.11” | 8.80 feet |
| 6 feet | 25.34” | 10.56 feet |
| 8 feet | 33.78” | 14.08 feet |

The average height reported for a sasquatch is 8 feet, so there are reports of much taller sasquatch. If we say the distance was 5 feet from the camera, then mathematically that sasquatch was 8.80 feet tall (8 feet 9.6 inches) at the moment it was photographed. If we say the sasquatch was in the same plane as the tree (it was certainly close) then its height plus its distance should equal the camera height; this comes to 13.8 feet which is very close, thus a distance of 5 feet appears reasonable. Nevertheless, there has to be some tolerance here. For every 1 inch the object is closer to the camera, its walking height decreases by 1.76 inches. So if we say the distance was 54 inches (4 feet, 6 inches) then the height was 7.92 feet (7 feet, 11.04 inches) and so on down.

**I think we can say with some confidence that a sasquatch or similar homin was photographed and its walking height was not less than 8 feet.**

At the outset I stated that the object was probably not a small animal of some sort. If one believes this is still the case and that the details observed are simply pareidolia (seeing things), I took the formula down to a distance of 12 inches, with the following results:

| DISTANCE | OBJECT HEIGHT |
|---|---|
| 12 inches | 4.22 inches |
| 18 inches | 6.33 inches |
| 24 inches | 8.45 inches |
| 36 inches | 12.67 inches |

The main problem with this conjecture is there was no place (branch) for the subject to stand or sit. If it stood on the camera and part of it crossed the lens, such would be far too close and the image would be a total blur. If it was caught in the air leaping then the image would be very fuzzy—what is called a motion blur. We are quite certain that what is seen as hair is not squirrel hair, nor does it appear to be raccoon hair in the unlikely event a raccoon leaped by the camera lens.

For certain, the game camera setup was perfect. Given we see a sasquatch, had it been interested in getting water in the water hole, then we would have astounding images. Obviously it had its mind on something else; probably game that by this time had moved away and likely seen in the distance.

We really don’t have much luck with game cameras, sasquatch seem to know they are present and avoid them. It is possible that in this case the sasquatch was preoccupied and simply walked by the camera without noticing it.

We have a similar situation with the P/G film. Why did the sasquatch not hear the horses coming? The answer appears to be that it was preoccupied; perhaps looking for something in the creek. The noise of the water running would also have played a part.

Now, having made a possible case for a sasquatch and presented all the images and calculations, if you don’t think the material has merit, then you must challenge it using what has been presented. You can’t just say as many skeptics say, “I don’t think so.” You must say something like, your math is incorrect or the image is of a (whatever) and here’s proof. Even if you are a scientist, you can’t simply say that the sasquatch does not exist so the image is of something else. You need to state what that “something else” is and provide proof.

The facts are that something with hair that appears to have a head and a shoulder was photographed close to a camera that was about 14 feet high in a tree above a water hole. Other large animals are seen using the water hole in previous images of the same camera sequence. They are at least 14 feet away (camera height); I would say up to 30 to 50 feet away.

**AS TO THE FOCAL LENGTH**

The camera manufacturer stated that the focal length for the camera used was between 3mm and 5mm. This has to be converted to inches to use in the formula. Here are the equivalents:

3mm is .11811 inch
4mm is .15748 inch
5mm is .19685 inch

Using 5 feet as the distance we get the following:

| FOCAL | HEAD | WALKING HTE |
|---|---|---|
| .11811” | 35.19” | 14.66 feet |
| .15748” | 26.39” | 11.00 feet |

As can be seen the object height greatly increases as the focal length decreases.

If we use a focal length of .11811 at 12 inches distance we get an object size of 7.04 inches

If we use a focal length of .15758 at 12 inches we get an object size of 5.28 inches.

Now if the object is a small animal that somehow got in front of the camera lens, then I would say what we see is no less than about one-third of the animal’s body (whatever that might be). We are likely well beyond the size of a squirrel, chipmunk, or even a bat. If it was a raccoon, then it leaped past the camera from at least 14 feet to the ground, but the camera image does not support this.

Further analysis will depend upon additional findings.

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