

Drawing A Cartoon

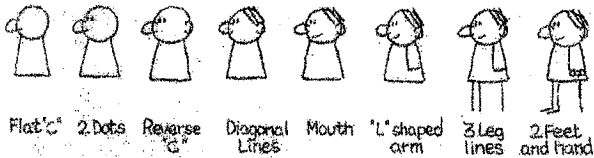
Now let's use the same process to draw a basic human cartoon figure which we can later expand upon.

Begin with a keyhole shape by drawing a circle with a "box" shape under it (the sides of which "move in" towards the top).



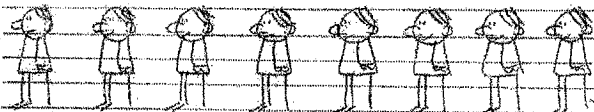
Draw it lots of times until it looks like the one above.

Now we can add features to this using the guidelines.



Now comes the IMPORTANT part - repeat it again and again.

Use lined paper and keep all the drawings the same size. This is an important thing to learn.



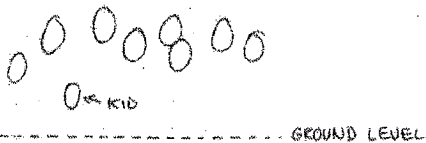
Continue to practice drawing "Keyhole Ken" until you FEEL that he looks BALANCED. It could take some time.



A good thing to practice is crowd scenes to force you to think about different heights, expressions, poses, clothing, etc.

Although it's actually quite easy, the finished product is often impressive looking.

First - think HEADS and draw some (not all) of them at different heights. IMAGINE the heads within a crowd and QUICKLY draw them in relation to where you think the ground might be.



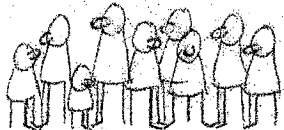
Now draw in keyhole bodies and JUST THE OUTER LINES of the legs. Don't add feet yet.



Now GIVE THEM ALL A DIRECTION TO FACE IN.

Use the NOSES to "point the way."

Now you can draw in the extra leg line as well (and feet).



Finally, simply keep building up costumes, expressions and whatever else comes to mind. Don't OVERDO IT. People don't really dress THAT differently.



Cartoon characters must be able to face and look in ALL directions. There are 3 basic body poses that will allow the head to look ANYWHERE.

You already know 2 of the body poses - facing left and facing right. The 3rd one is facing TOWARDS us.

First draw the keyhole shape:



Now, as before, you need to add a nose, eyes, ears, hair, mouth, arms, legs and feet. First of all just LOOK at the "keyhole" and IMAGINE where these features would be if Ken were facing towards you. Then go through the usual process but draw each feature where you IMAGINE it should be.



REMEMBER - these are the same features turned around to face TOWARDS us.



Before beginning the face, you can make Ken look in ANY direction - set want by "pointing" a nose in that direction.



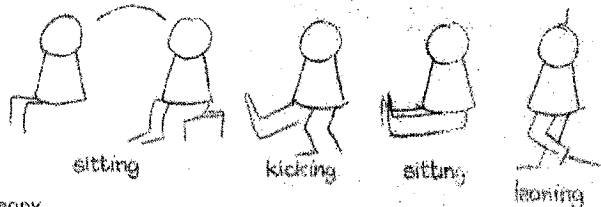
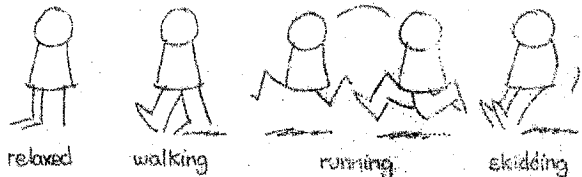
Now go through the process of building up the face by using the nose to help you PICTURE where the eyes, ears, hair and mouth are to be drawn.



ARMS



LEGS



FULL BODY



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