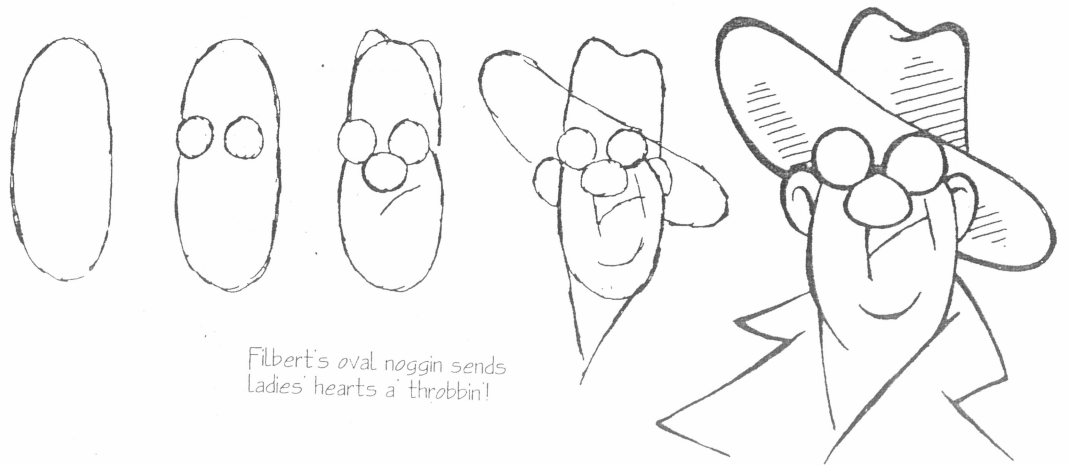
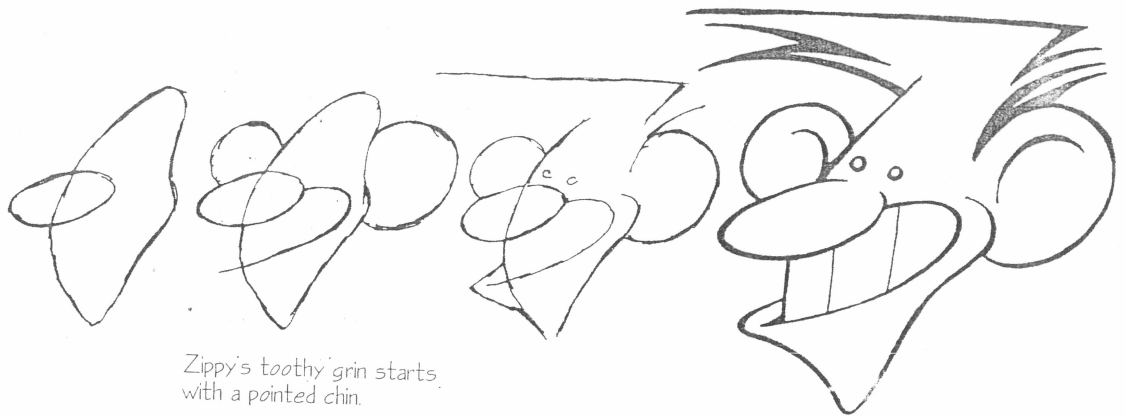


BEYOND Eccentric He:

PTY

We know most people are basically eggheads, but a lot of different facial shapes exist, including round, square, triangular, and heart-shaped. A cartoon head can be shaped

like a sphere, cube, pickle, or anything else. Odd-shaped heads accent your characters' personalities.



HAND AND FOOT CONSTRUCTION

the same expressions, as shown
ssions are exaggerated to
ved.

Cartoon hands are usually built on a circle. Although they
are based on realistic hands, they are greatly simplified,
often having only three fingers and a thumb.

Carto
cartoo

webbed, clawed, or shoed.
Extreme simplifications of real feet.



AMAZED

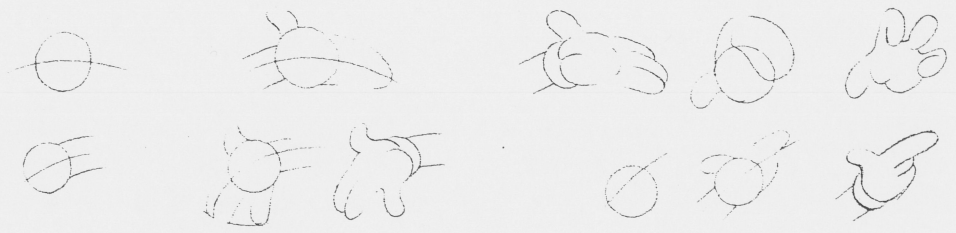


SURPRISED

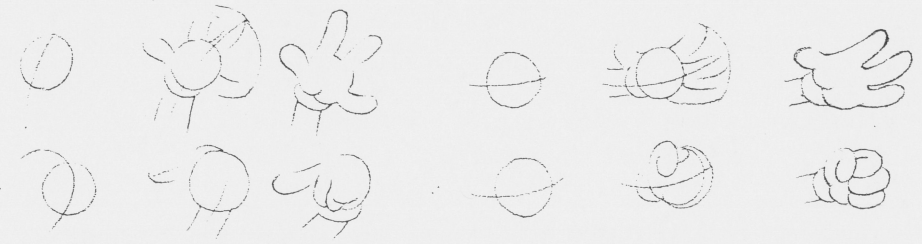


SKEPTICISM

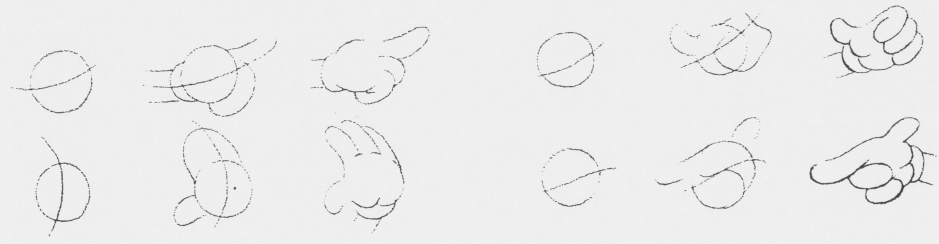
APPROVAL



Cartoon hands are usually built on a circle. Follow the steps to construct them.



Most cartoon hands have only three fingers. This makes it easier to create different gestures.



The center line establishes the curve and the action of the hand.



Study the construction of these feet. Notice how the cast shadows anchor the characters to the ground.

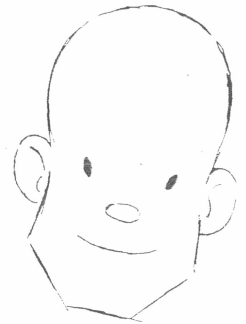
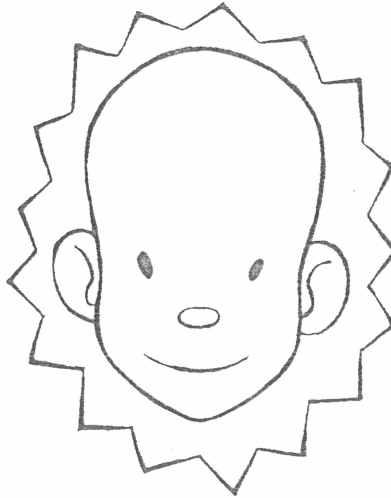


LET'S FACE IT

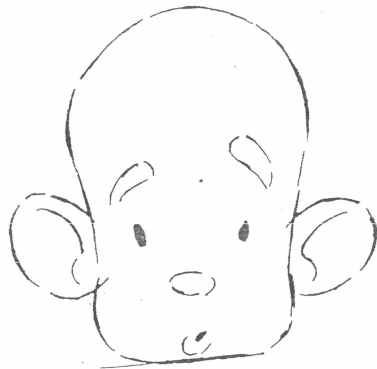
Creating Characters

Some personality traits are associated with certain facial features, and therefore they can help define a cartoon's personality. For example, wide eyes usually denote innocence; square jaws suggest strength; a high forehead implies intelligence; and so forth.

Of course, you can turn convention on its ear by drawing a baby-faced villain, tiny tough guy, or beefy heroine. You might not have envisioned a bald, tattooed, pipe-smoking cartoon hero, and yet Popeye has been a hit with kids and adults since 1929.



Draw a simple character, like Mr. Bland above.



Go left, and give him some big ears, and cut off his chin.

With some freckles and a mop top, suddenly he's a gullible bumpkin.

At the right, a square jaw adds some strength of character.

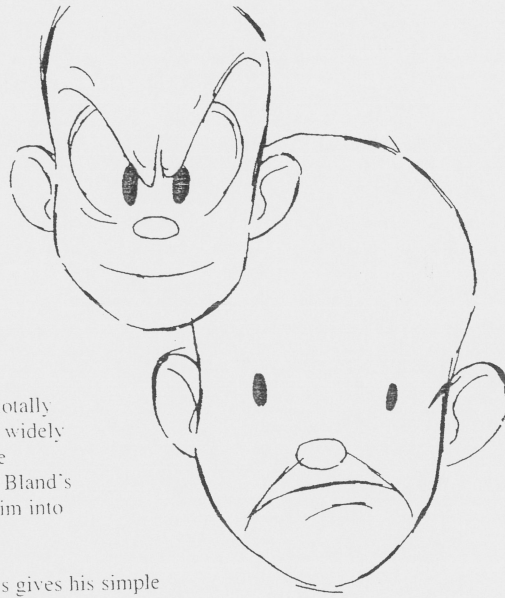


Let's add some thick eyebrows and a stern mouth. Top it off with some tousled locks, and Mr. Bland becomes Mr. Leading Man!

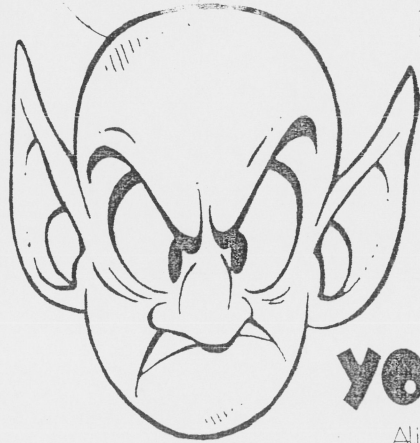




Altering just one feature can totally change a character and, if it's widely exaggerated, create distinctive personalities. Above left, Mr. Bland's new pointed ears transform him into a happy elf.



Above right, a set of evil eyes gives his simple smile a menacing edge. Adding a frown makes Mr. Bland's dimple dot eyes seem sad.



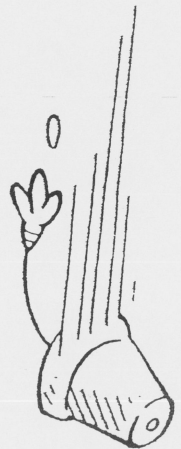
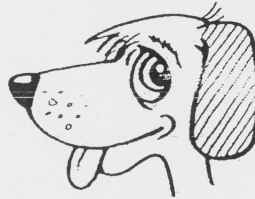
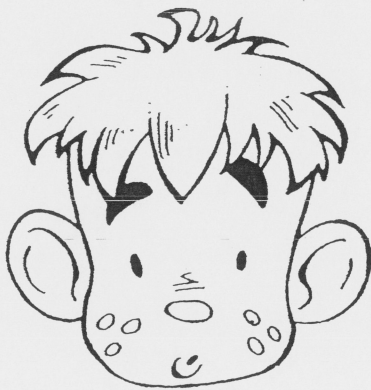
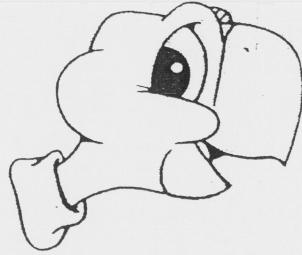
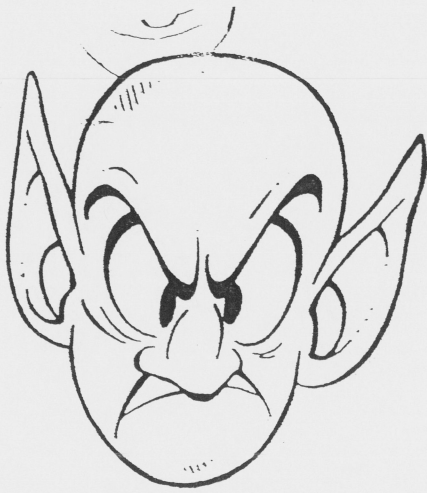
Have some fun and combine all of these new features together to create the bloke to the left. He's probably not from around these parts.

To change Mr. Bland into a teenybopper, draw full lips, wide-set eyes, and a ponytail curl.

YOW!

Alien attack!





How Do You Feel Today?

Part I



AGGRESSIVE



AGONIZED



ANXIOUS



APOLOGETIC



ARROGANT



BASHFUL



BLISSFUL



BORED



CAUTIOUS



COLD



CONCENTRATING



CONFIDENT



CURIOUS



DEMURE



DETERMINED



DISAPPOINTED



DISAPPROVING



DISBELIEVING



DISGUSTED



DISTASTEFUL



EAVESDROPPING



ECSTATIC



ENRAGED



ENVOUS



EXASPERATED



EXHAUSTED



FRIGHTENED



FRUSTRATED



GRIEVING



GUILTY



HAPPY



HORRIFIED



HOT



HUNGOVER



HURT



HYSTERICAL



IDIOTIC



INDIFFERENT



INNOCENT



INTERESTED



JEALOUS



LOADED



LONELY



LOVESTRUCK



MEDITATIVE



MISCHIEVOUS



MISERABLE



NEGATIVE



OBSTINATE



OPTIMISTIC



PAINED



PARANOID



PERPLEXED



PRUDISH



PUZZLED



REGRETFUL



RELIEVED



SAD



SATISFIED



SHEEPISH



SHOCKED



SMUG



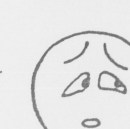
SURLY



SURPRISED



TIRED



WORRIED



SMILING



GRINNING



NERVOUS



DAZED