

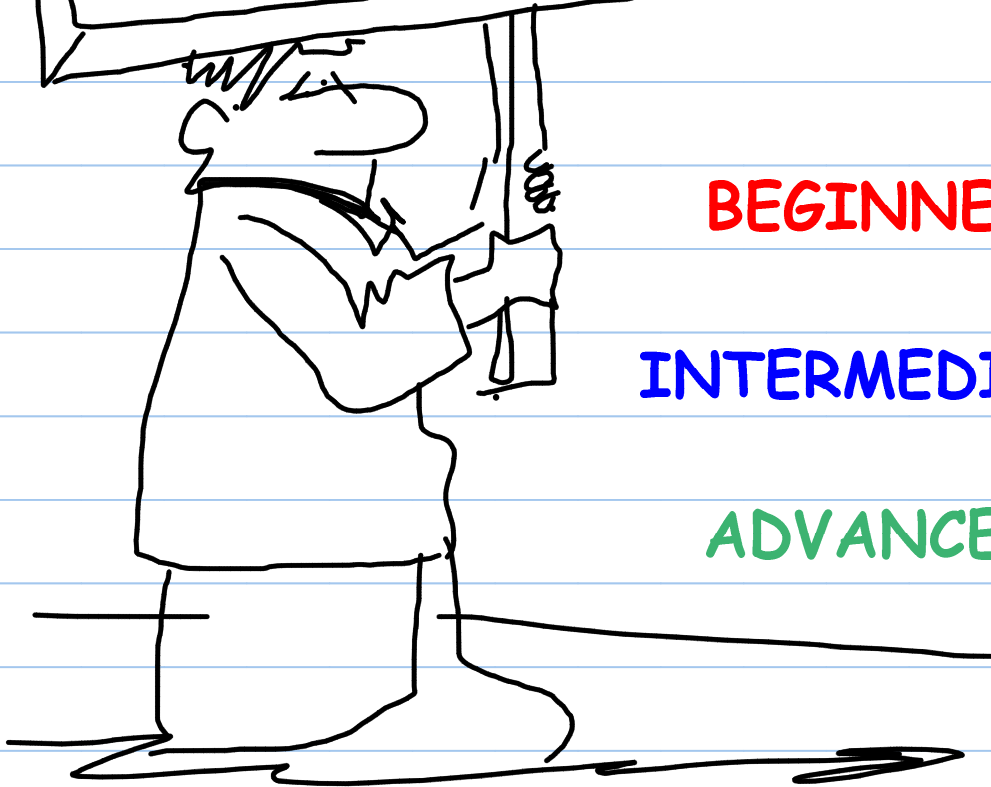
Drawing Cartoo

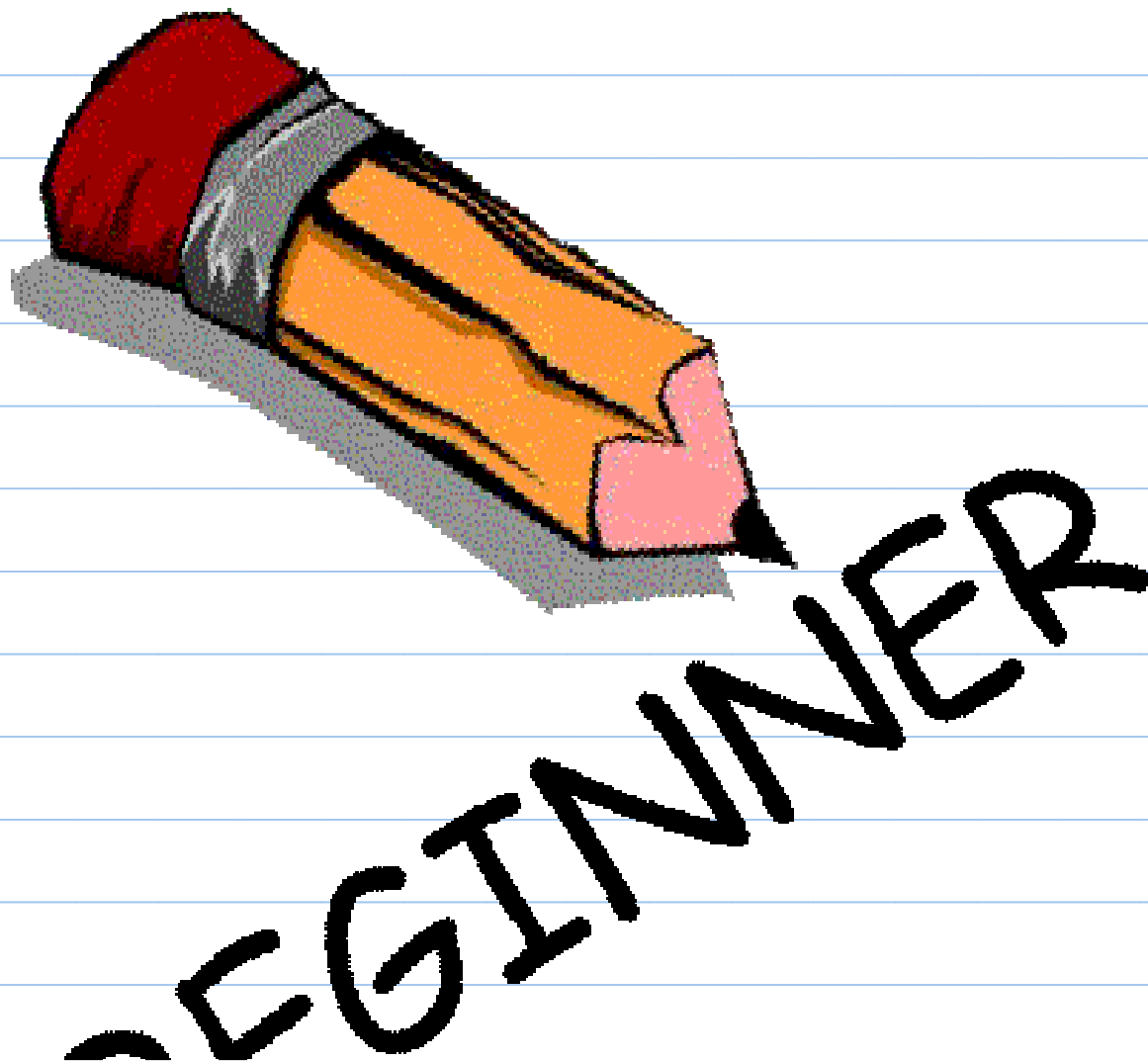


BEGINNER

INTERMEDIATE

ADVANCED





Keyhole Character

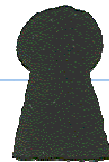
Begin with a key shape contour drawing



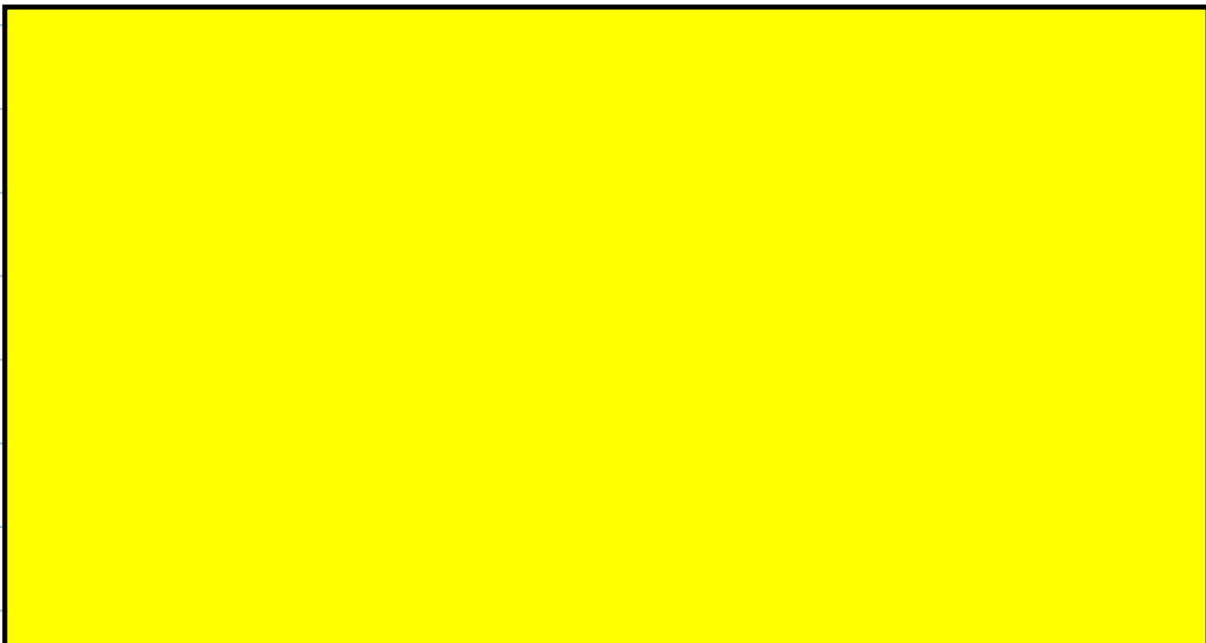
Then



This is a
keyhole shape



Draw it several times until it looks like the one
above. Use the pen tool.



Now you can add features to your keyhole shape

Next, add 2 dots just above the right-hand corner:



Then draw a line down from the middle of the flattened "C":



Now draw a "reverse C" opposite the flattened one:



Then draw some angled lines above the right-hand dot:

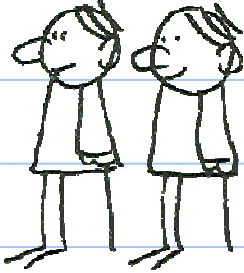


Finally, draw a line for a mouth – and you've drawn a face!



Now comes the important part – PRACTICE this!

Now comes the **IMPORTANT** part... repeat again and again! Use the guides to help you keep the drawings the same size. Use the pen tool.

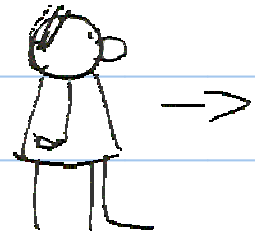


After you have practiced drawing the keyhole character facing one direction, draw him facing the other way. Use the pen tool.

So instead of this



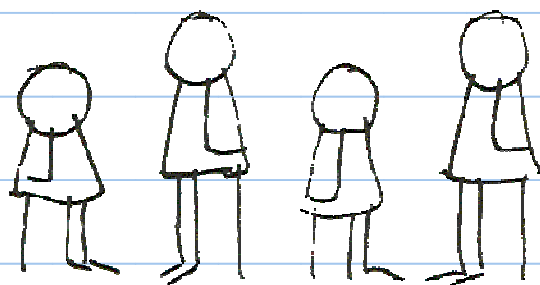
draw him this way



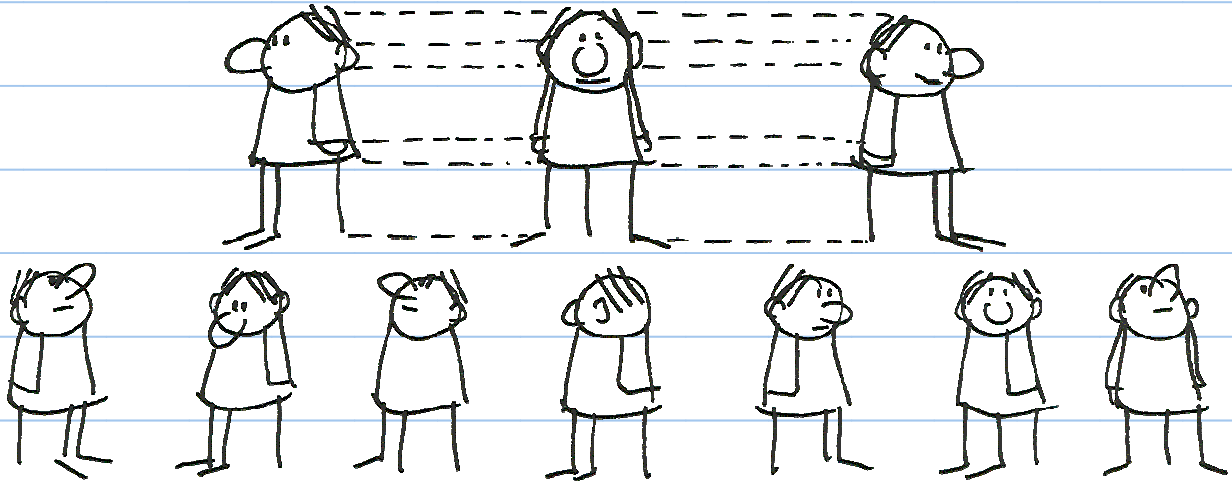
Now, to make things more interesting we can begin to draw the people at different height.

Try to draw the people short and tall.

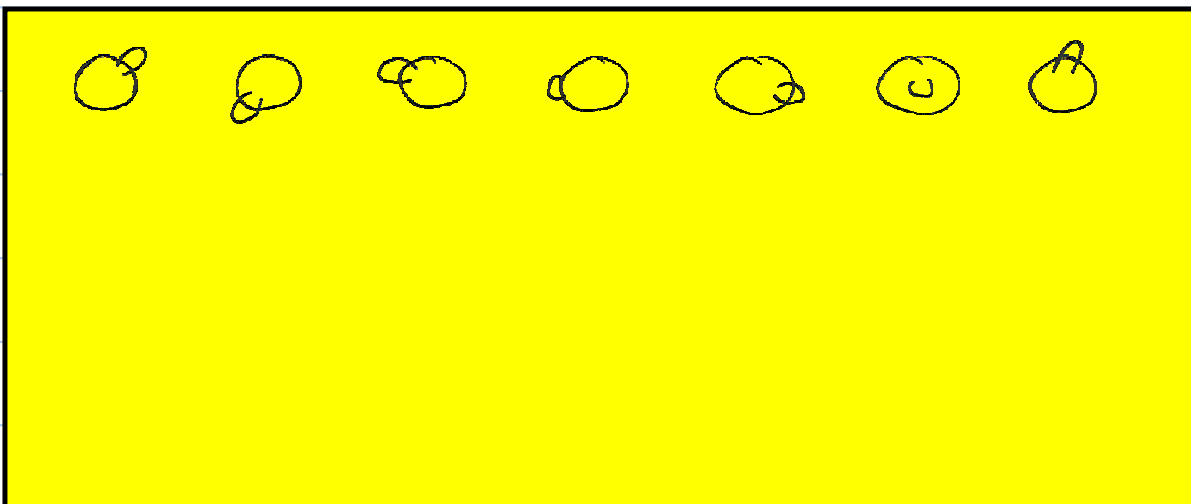
Use the pen tool.



Cartoon characters must be able to face and look in ALL directions. There are 3 basic poses that will allow the head to look ANYWHERE. You have already learned 2 (facing left and right) and the 3rd one is facing TOWARDS us.



Before beginning the face, you can make the character look in ANY direction you want by pointing his nose in that direction. Use the pen tool.

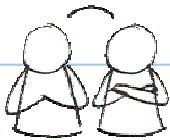


Learn to change the position of the arms, legs and body.

ARMS



relaxed



"Oh yea!"



"Sorry"



'WHAT!'



"Don't know"



"Oh, oh!"



"Mmm..."



'AAARGH!'

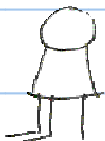


"Now let me see"



"Over there"

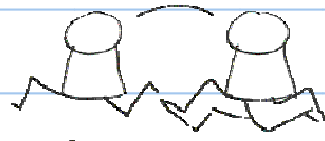
LEGS



relaxed



walking



running



skidding



sitting



kicking

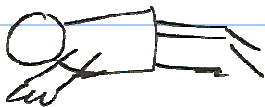


sitting



leaning

FULL BODY



fallen down



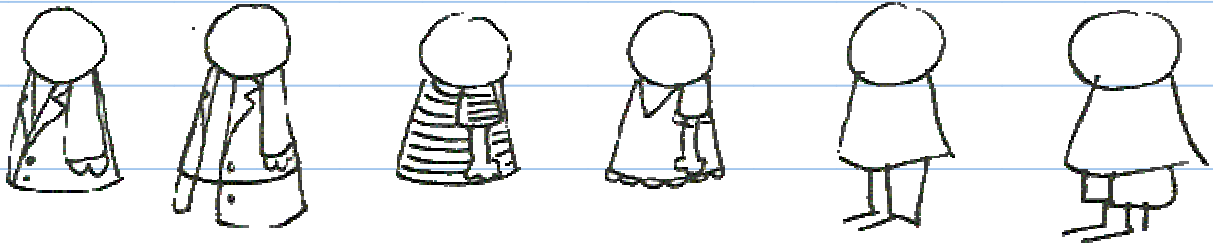
running



"on all fours"

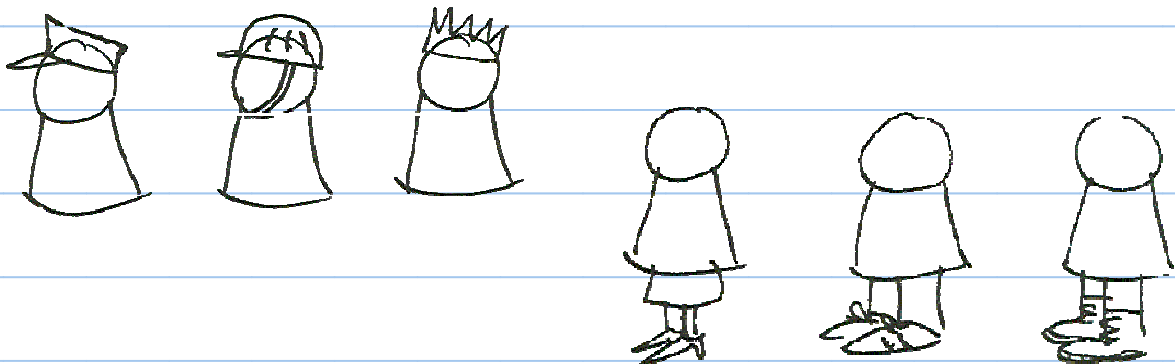
The keyhole character already has a "coat" shape, so finish the rest. Use the pen tool.

suit jacket raincoat T-shirt blouse jeans shorts



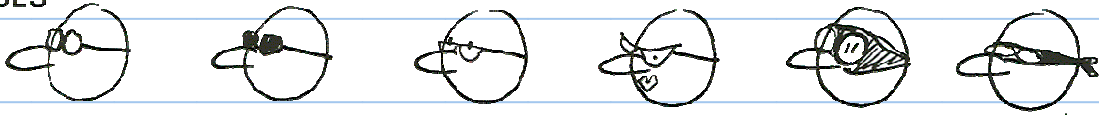
Then there are hats... and shoes:

uniform cap "hard hat" crown high heels sneakers boots

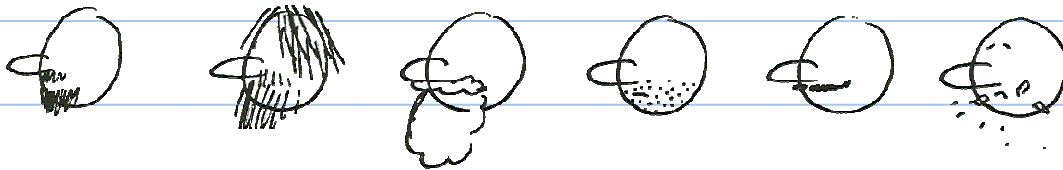


Finish the drawings. Use the pen tool.

GLASSES



BEARDS

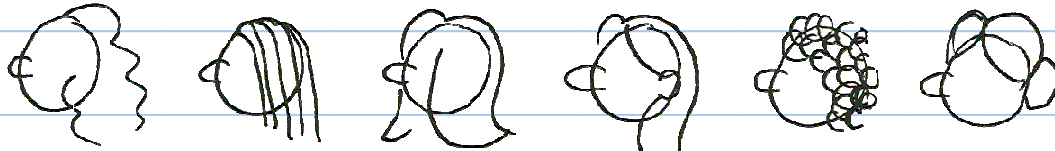


HAIR

men

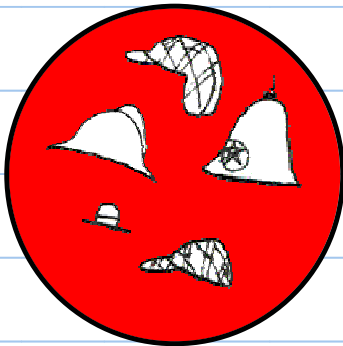


women (smaller noses)

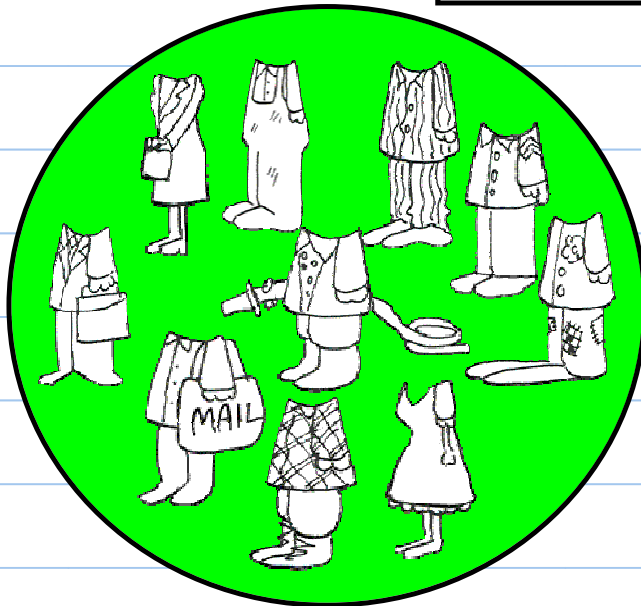


Select and drag a body, head, hat or hair and see how many characters you can make.

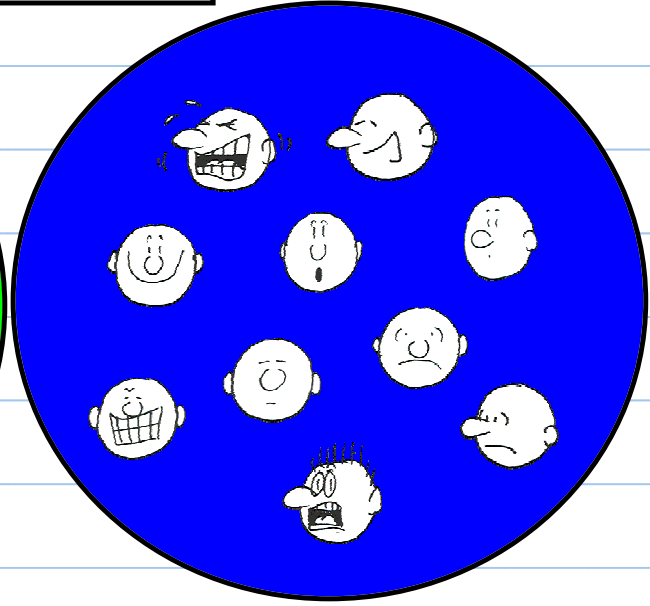
Hats



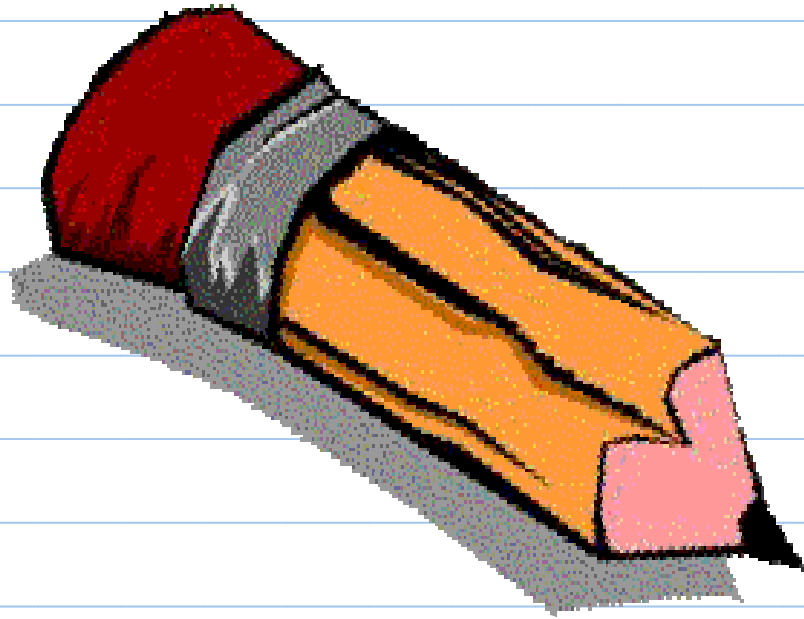
Hair



Body



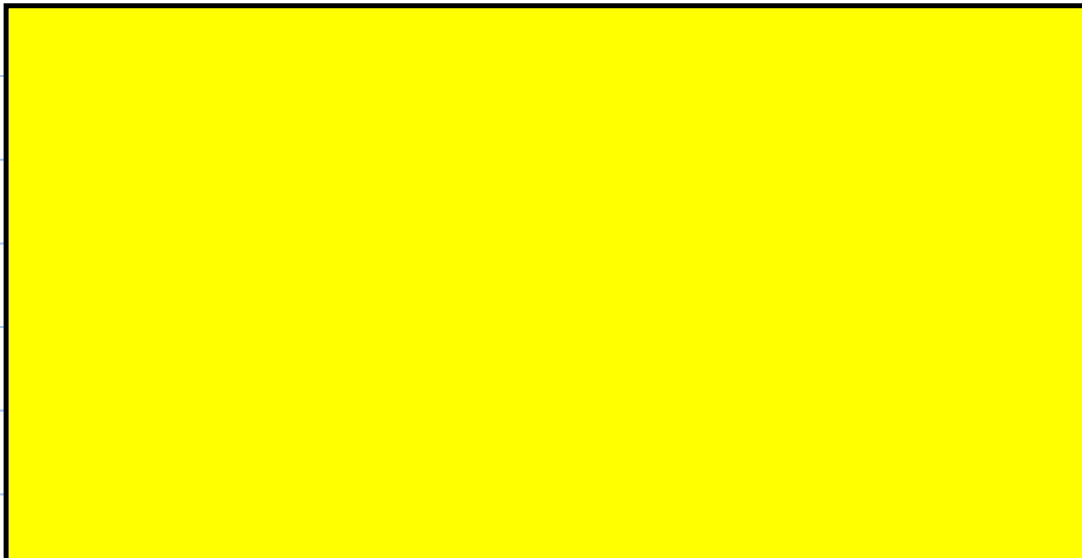
Head



I

COMPOSITION

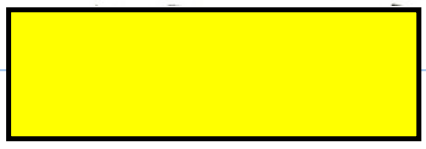
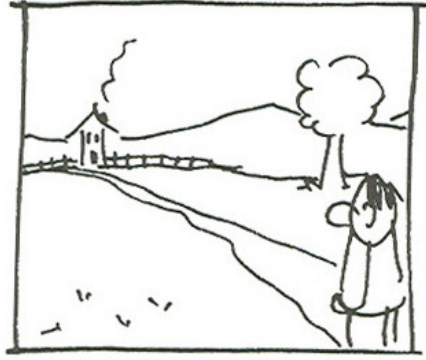
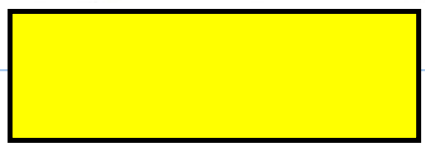
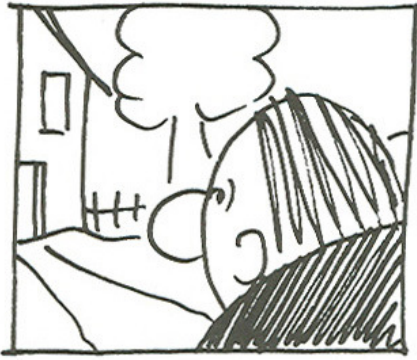
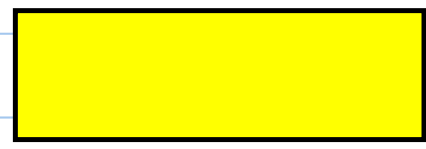
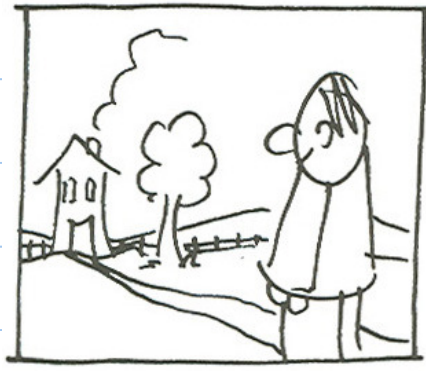
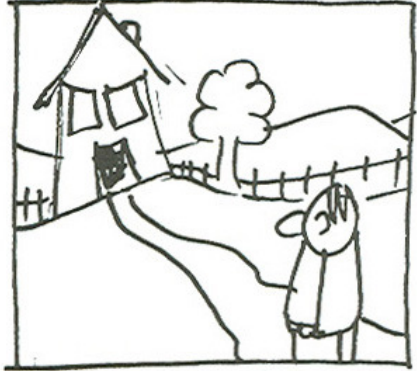
While there are no right or wrong ways to arrange the various elements of a cartoon, there are certain guidelines that beginners can utilize to make their drawings more effective and more interesting.



Drag and make your own composition.



1. IS THERE A MOOD YOU WISH TO EXPRESS? This may determine how to lay out the various elements. Drag and match the image to the right mood.



is the house a threatening place?
is Ken nervous?

or a welcoming place?
is it far away?

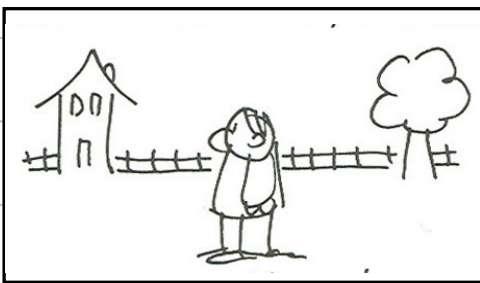
2a. BALANCE Do the elements in your scene fit together on the page or in the panel in an interesting and pleasing way?

Click on image to find the answer.



2b. BALANCE Keep important elements grouped together rather than scattered but don't overdo it. Try and link the elements in some way.

Click on image to find the answer.



more balance



3. THE CENTER OF ATTENTION To make your drawings more interesting or to direct the reader's attention, **EMPHASIZE** the more important details of your scene in some way.

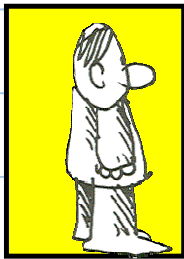
Drag and place Ken in the composition.



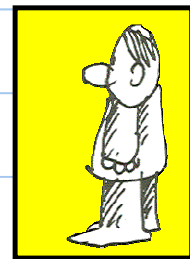
the important element doesn't have to be central



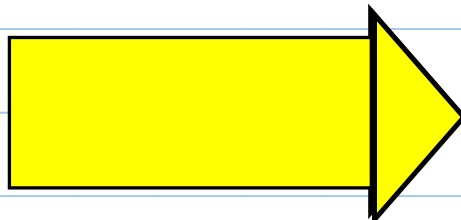
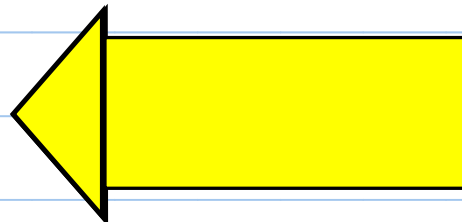
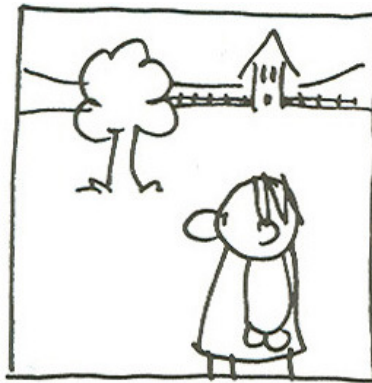
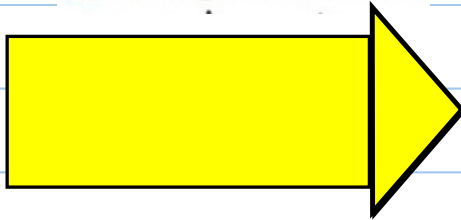
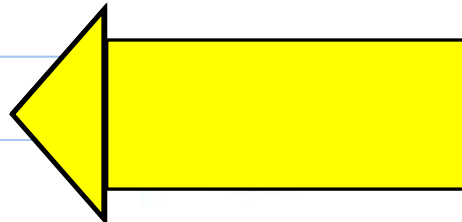
in this drawing Ken stands out more



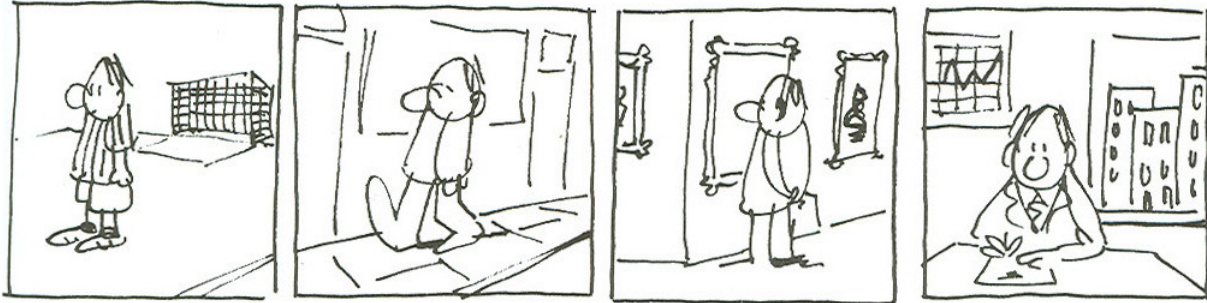
when all the elements have the same detail there is no center of interest



4. DEPTH There are various ways to create a sense of depth. **Click on arrow to find the answer.**

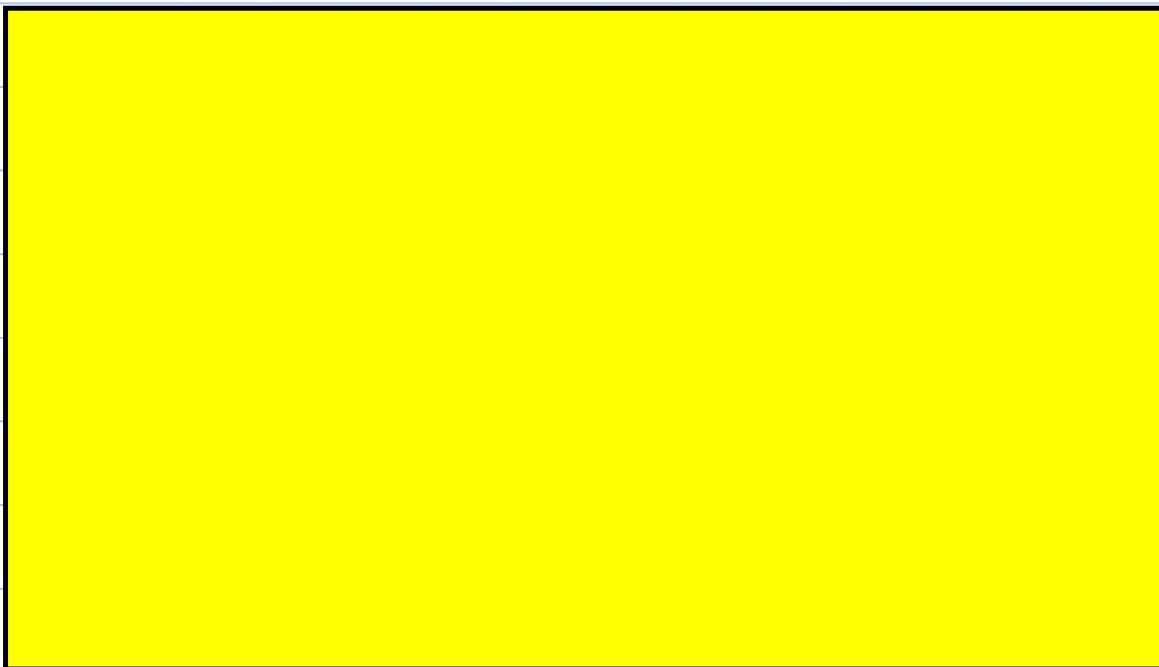


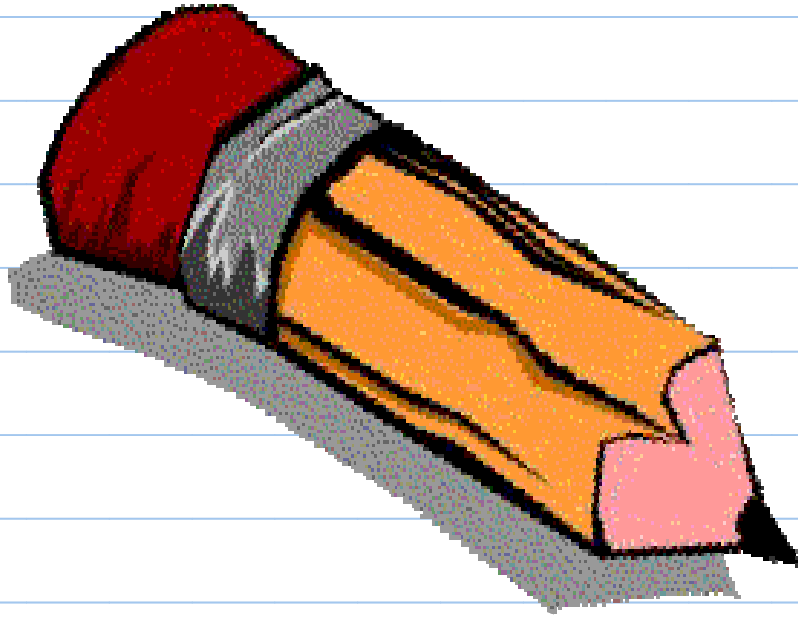
5. SETTING THE SCENE Learn to "set the scene" with a minimum number of objects.



Now that you have the techniques down, create your very own panel using the 5 Composition Rules.

Use the pen tool.

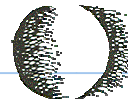
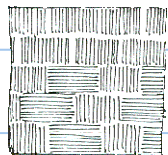
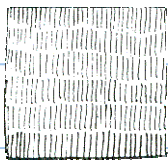
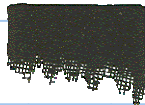
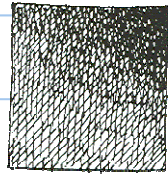
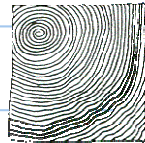
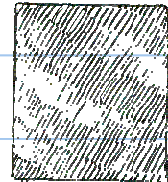
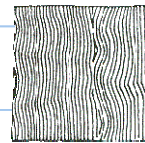
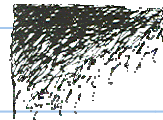
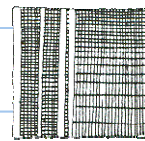




A

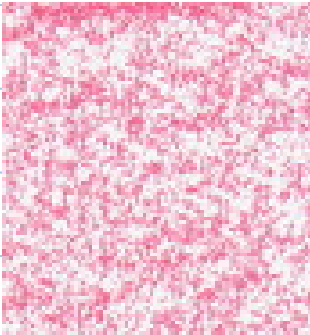
SHADING

Shading is a process used in drawing for depicting levels of darkness on paper. There are various techniques of shading including cross-hatching where perpendicular lines of varying closeness are drawn in a pattern to shade an area. The closer the lines are together, the darker the area appears.



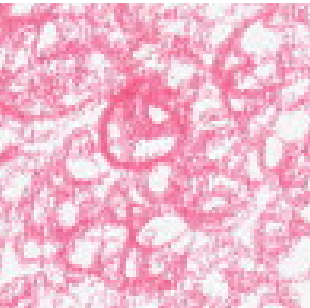
COLOUR

While there are numerous ways to colour your cartoons, there is one **GUARANTEED** way to make your colouring look professional, and that is the use of pencil crayons.



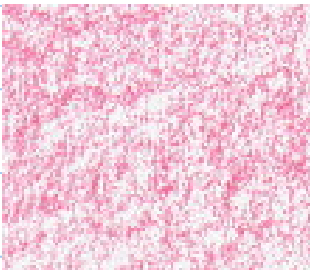
Broad shading

Using the side of your lead or the side of stick lead, sweep color lightly across the area that you want colored. Smooth, overlapping bands, circles, and diagonals can all be used.



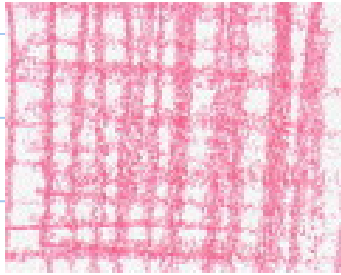
Circles

Draw small, overlapping circles to fill in the forms on your paper. Different colors for different areas



Circular

Use small, light circular strokes to smoothly lay down color, keep pencil sharp for best results.



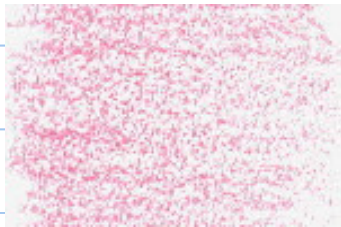
Crosshatch

Lay down short strokes in a vertical and then cross with horizontal strokes. Successive layers build up color and smoothness.



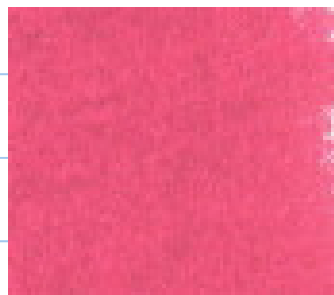
Diagonal, Horizontal or Vertical line

Make long or short diagonal, horizontal or vertical strokes. Keep all the strokes going in the same direction. Diagonal lines from bottom left to upper right, give the picture an upbeat (Good) look. Lines from upper right to lower left give pictures a dark (Evil) look.



Light application

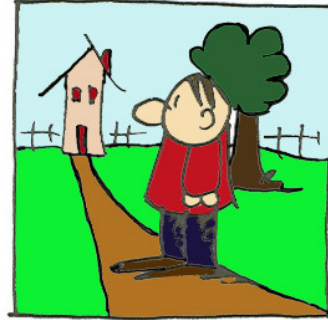
Light applications only lay down a small amount of color and so many layers may be built up before the tooth is gone. You are also less likely to score the paper this way. Again, always follow the contours of the object.



Heavy application

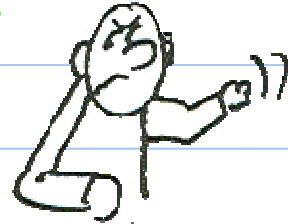
Heavy application mashes down the tooth of the paper. So when you do them, remember you won't be able to do many layers of color in those areas. Heavy applications should follow the contours of the objects being portrayed, or they will have a flat look to them. This is great for mixing colors.

In cartooning the best two colouring options are the light and dark applications. Using the pen tool, add a little colour of your own.

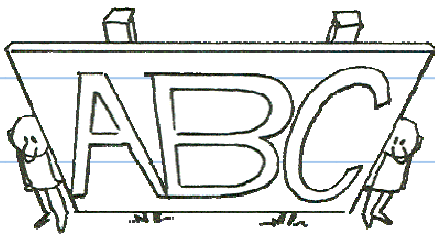
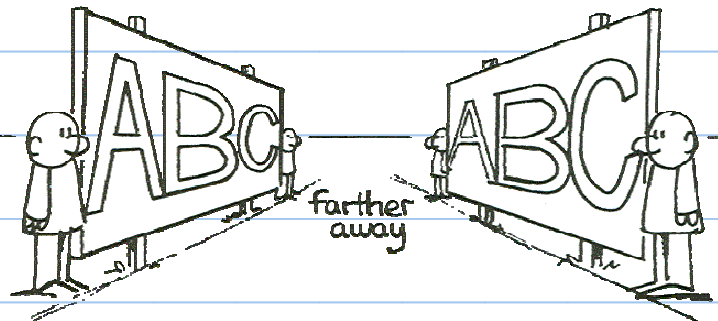
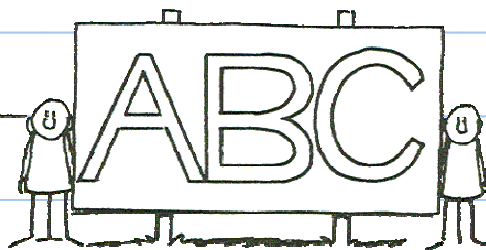
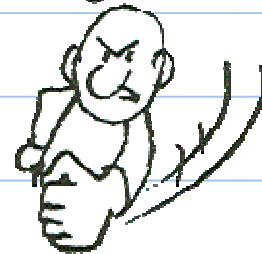


PERSPECTIVE

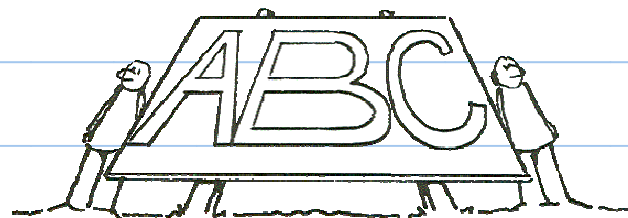
1. The farther away an object gets, the smaller it is.



2. The closer an object gets, the bigger it appears.



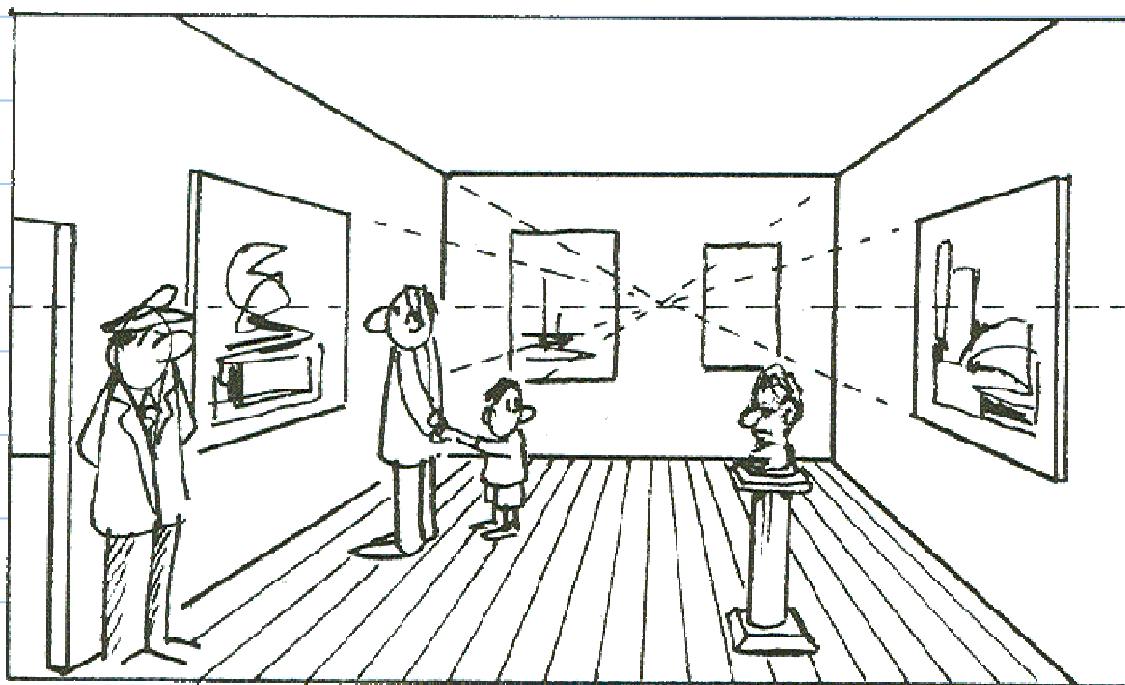
From above



from ground level

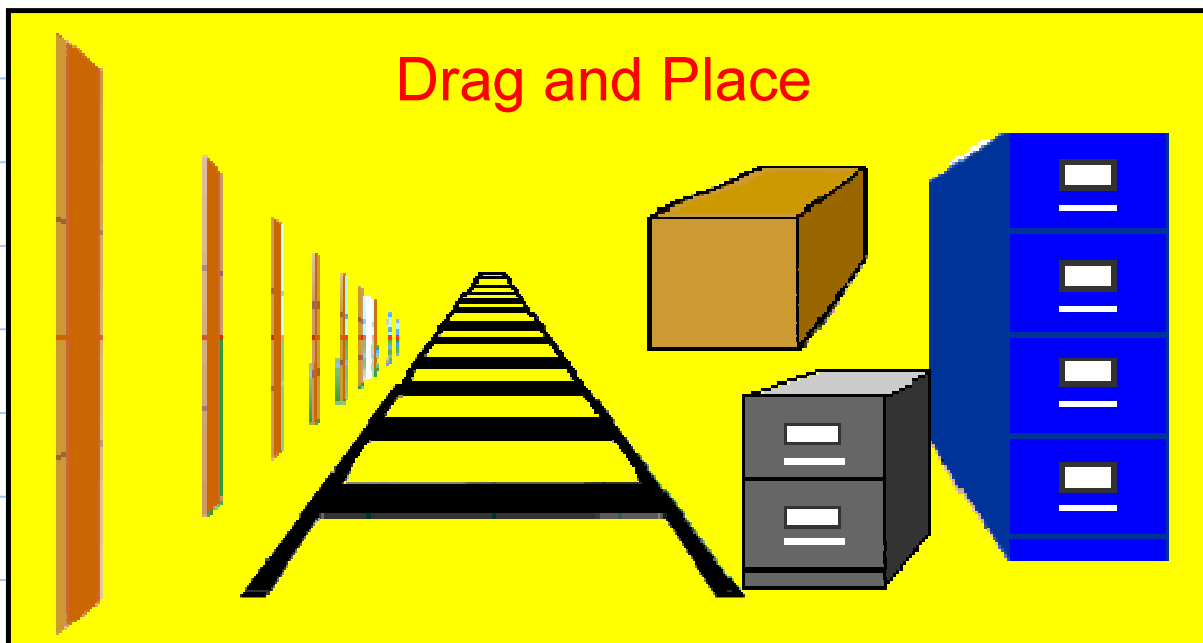
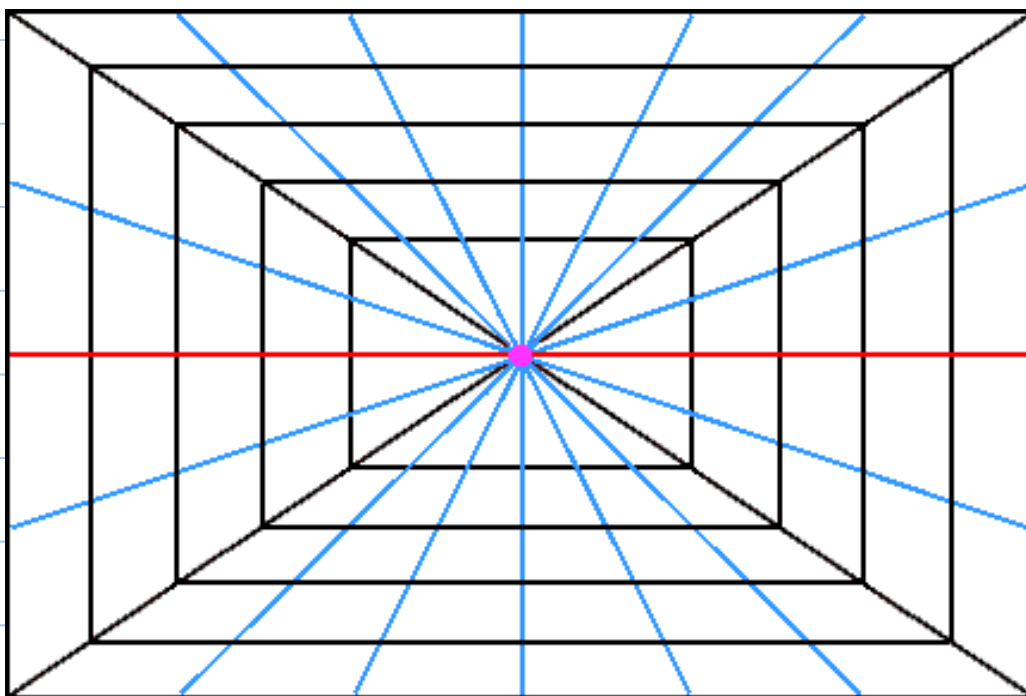
3. HORIZONTAL lines:

Horizontal lines
above horizon
move downwards
as they get
farther away.



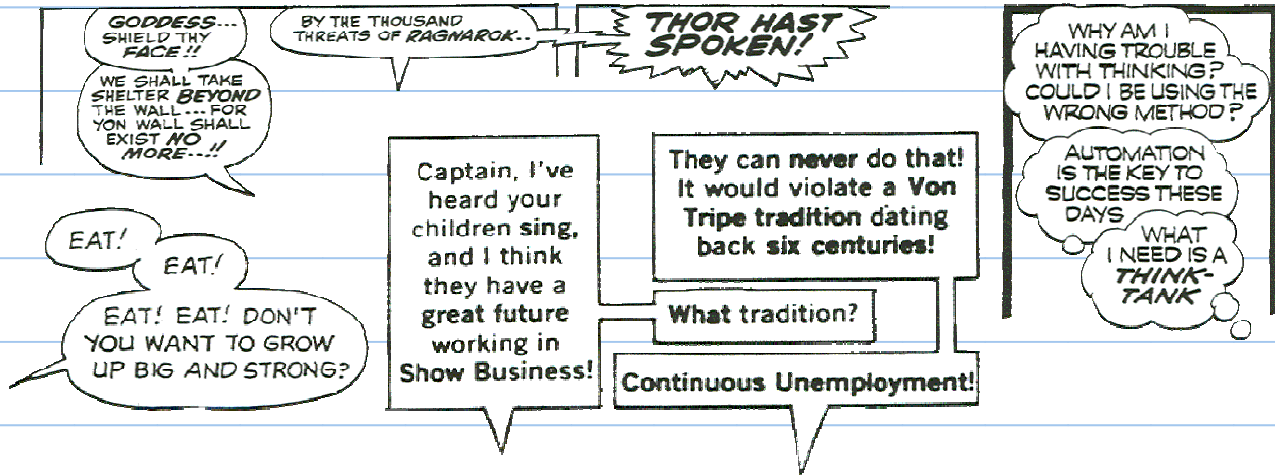
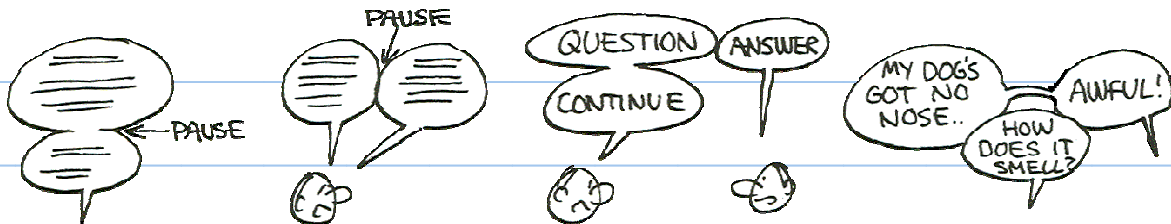
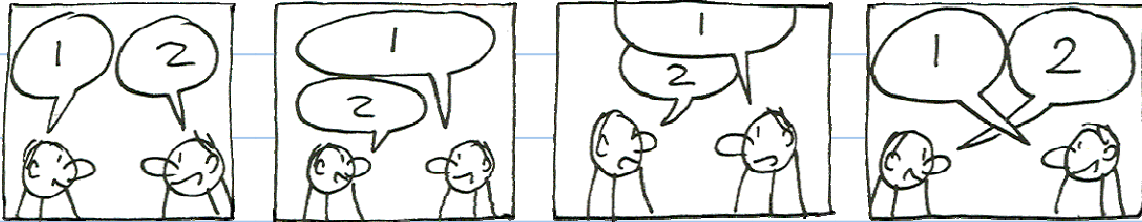
Horizontal lines
below horizon
move upwards
as they get
farther away.

Now try to place the objects in the proper perspective.



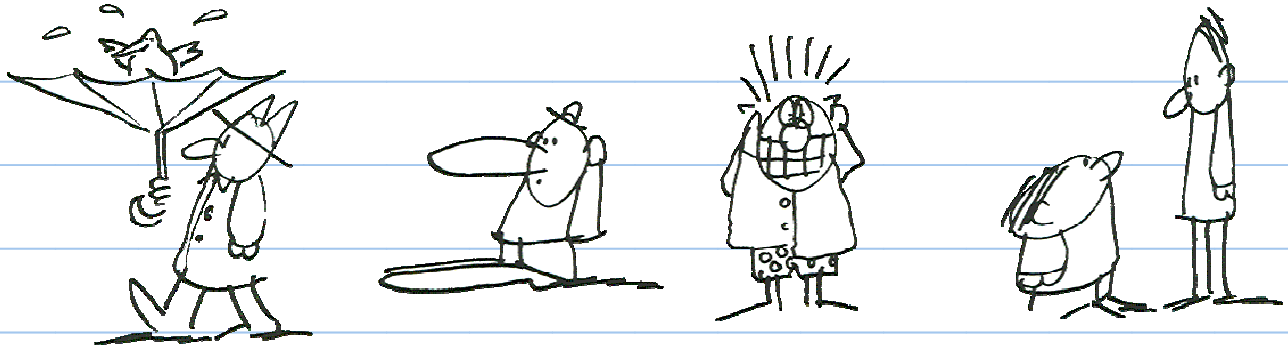
LETTERING

We read dialogue from left to right or top to bottom...



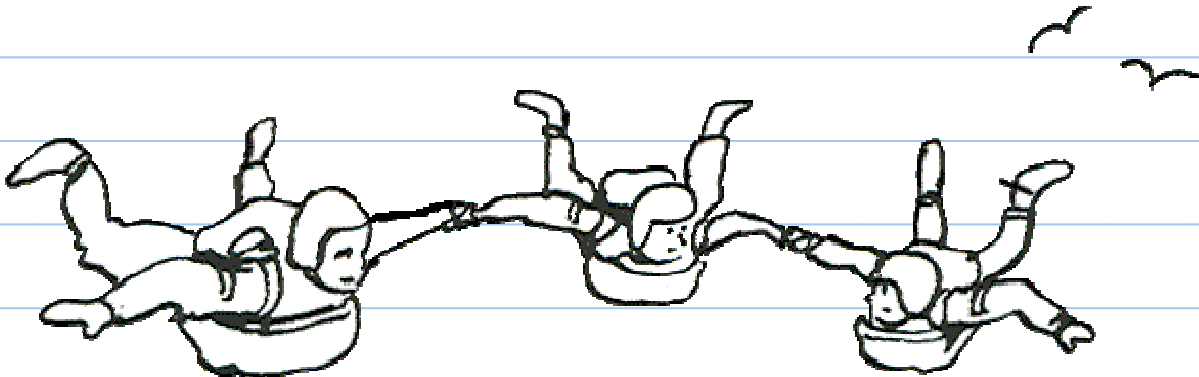
WRITING AND CREATING THE STORY

Being a creative storyteller is not EASY, but it GETS easier the more you practice. The best way to get started is by just to DOODLE and take ideas to the extreme.



You can start by brainstorming situation that you or someone you know have been involved in.

Now add a humorous caption under the illustration.

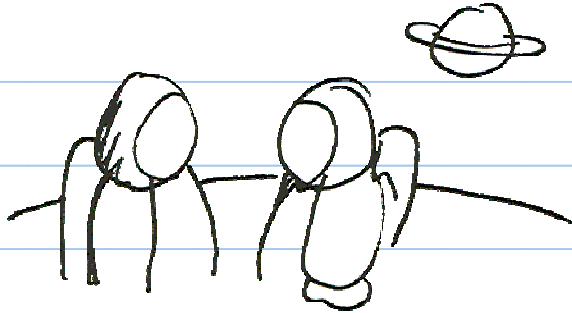


"

"

.....

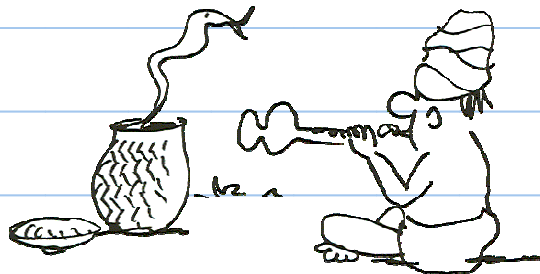
The first thing you need is to create a SITUATION. Or you can use typical cartoon situations. Don't hesitate to do this to begin with, but later on try and come up with more original setups.



spacemen



cavemen



snake charmer

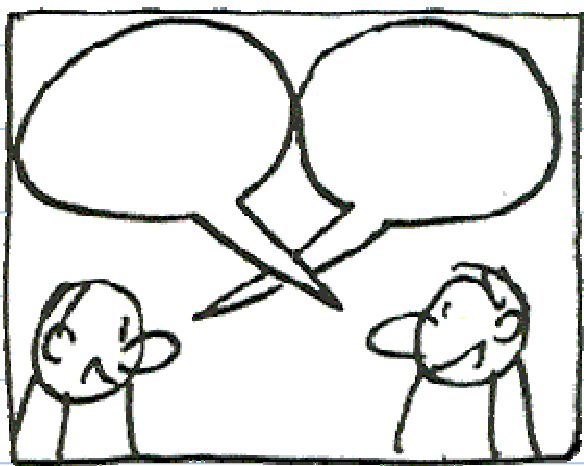
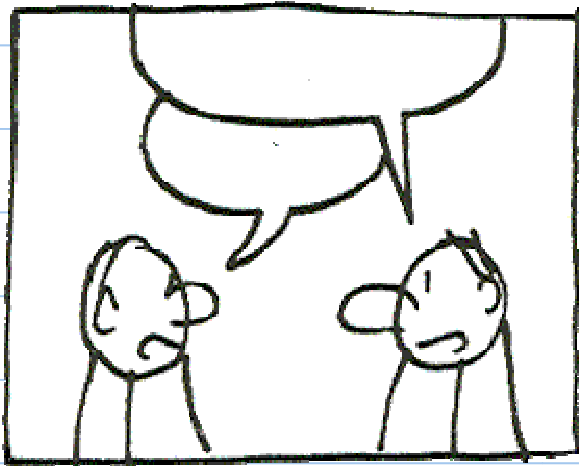
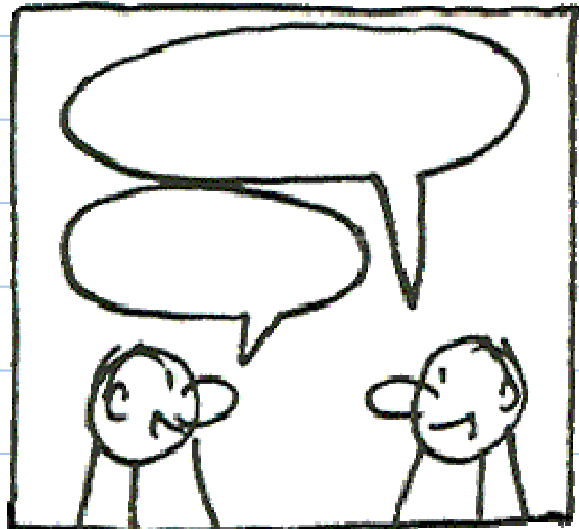
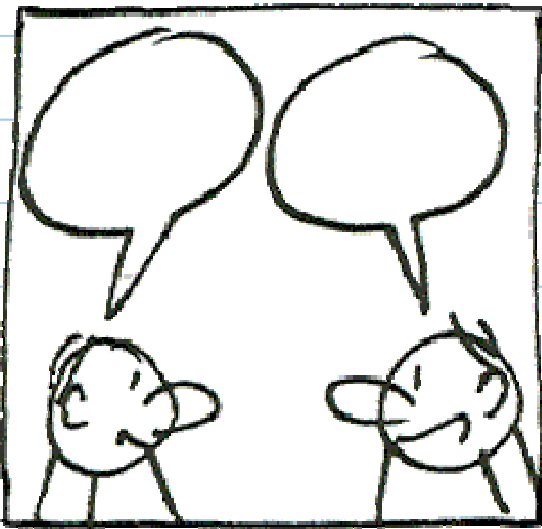


flying carpet

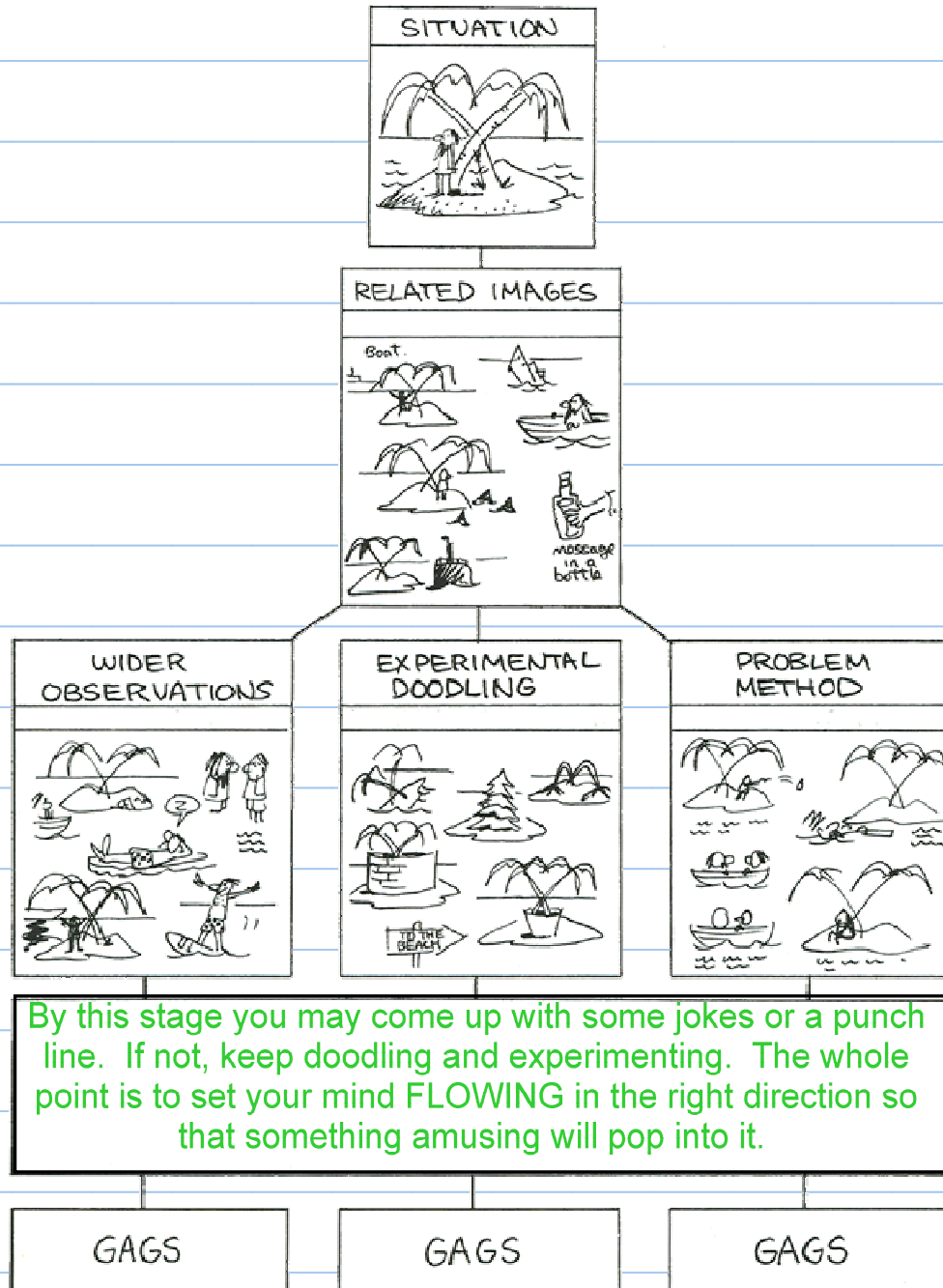
ANY OTHER IDEAS???

Now that you know the dialogue rules, make up your own conversation between the two characters.

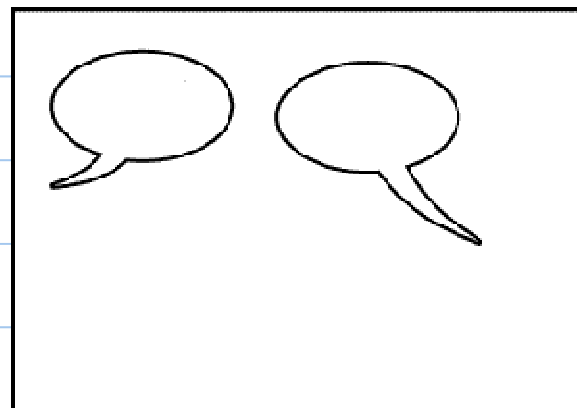
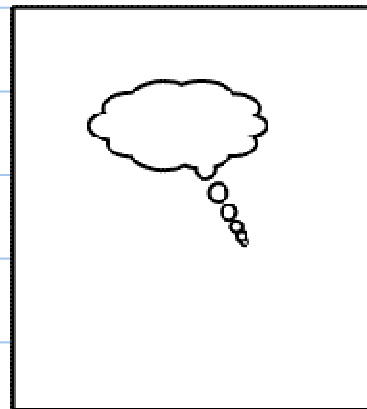
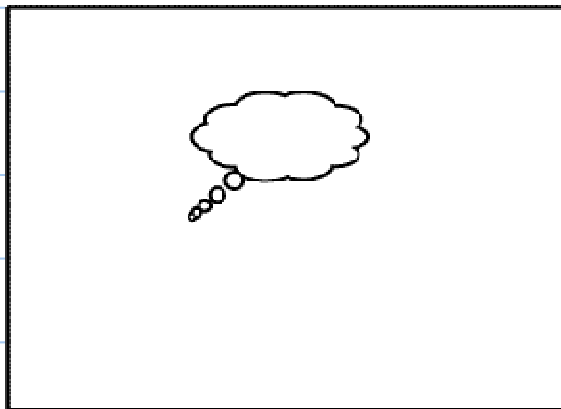
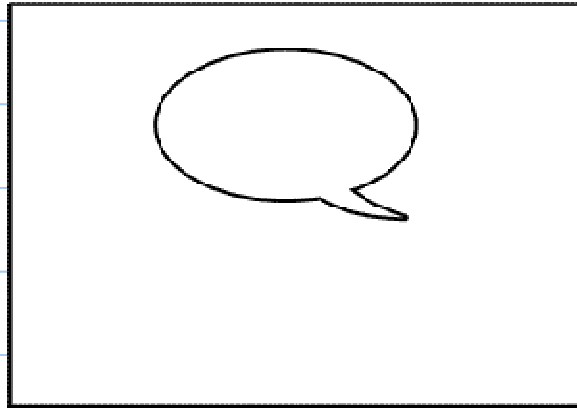
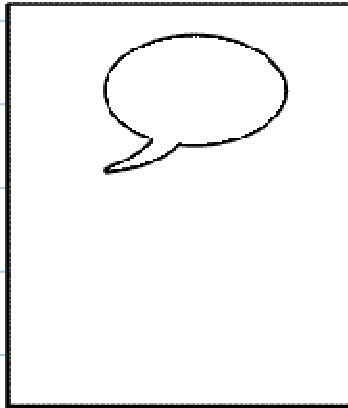
Use the pen tool.



Use this example **SITUATION MAP** to guide your ideas.

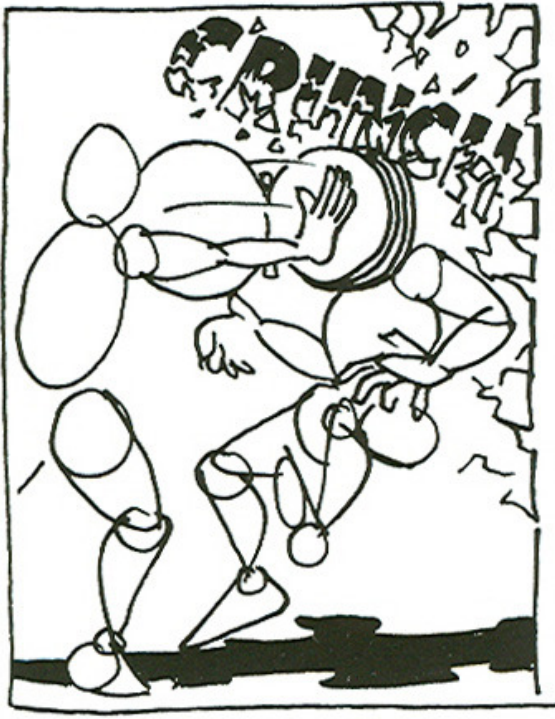


Try using the **SITUATION MAP**, create a story and characters using this template... be creative! Use pen tool.



THE COVER

When designing the cover, make sure to remember all the composition rules and a bold title.



THE CURSE

HOW TO DO
WHITE ON
BLACK



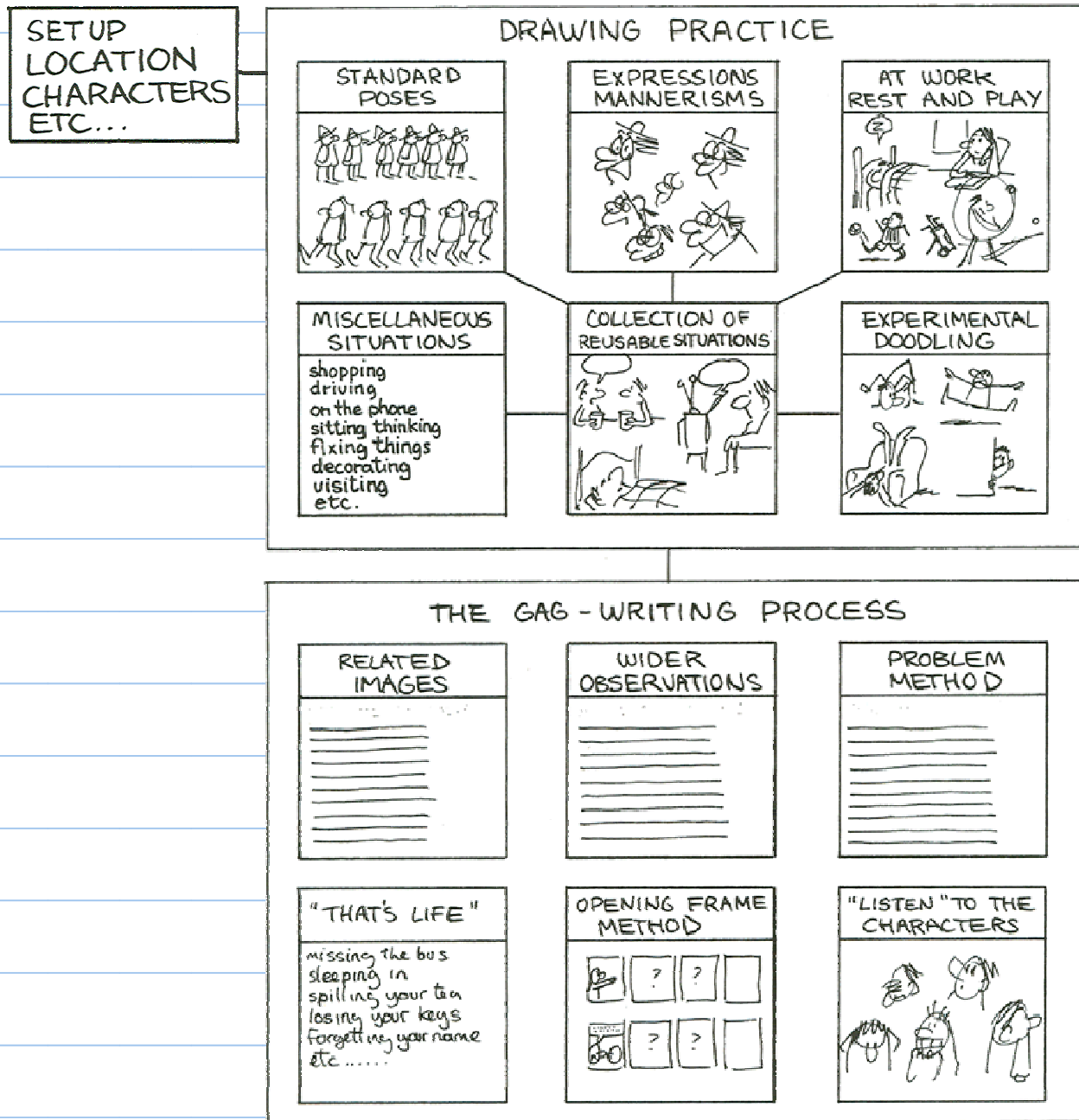
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BUGHOUSE

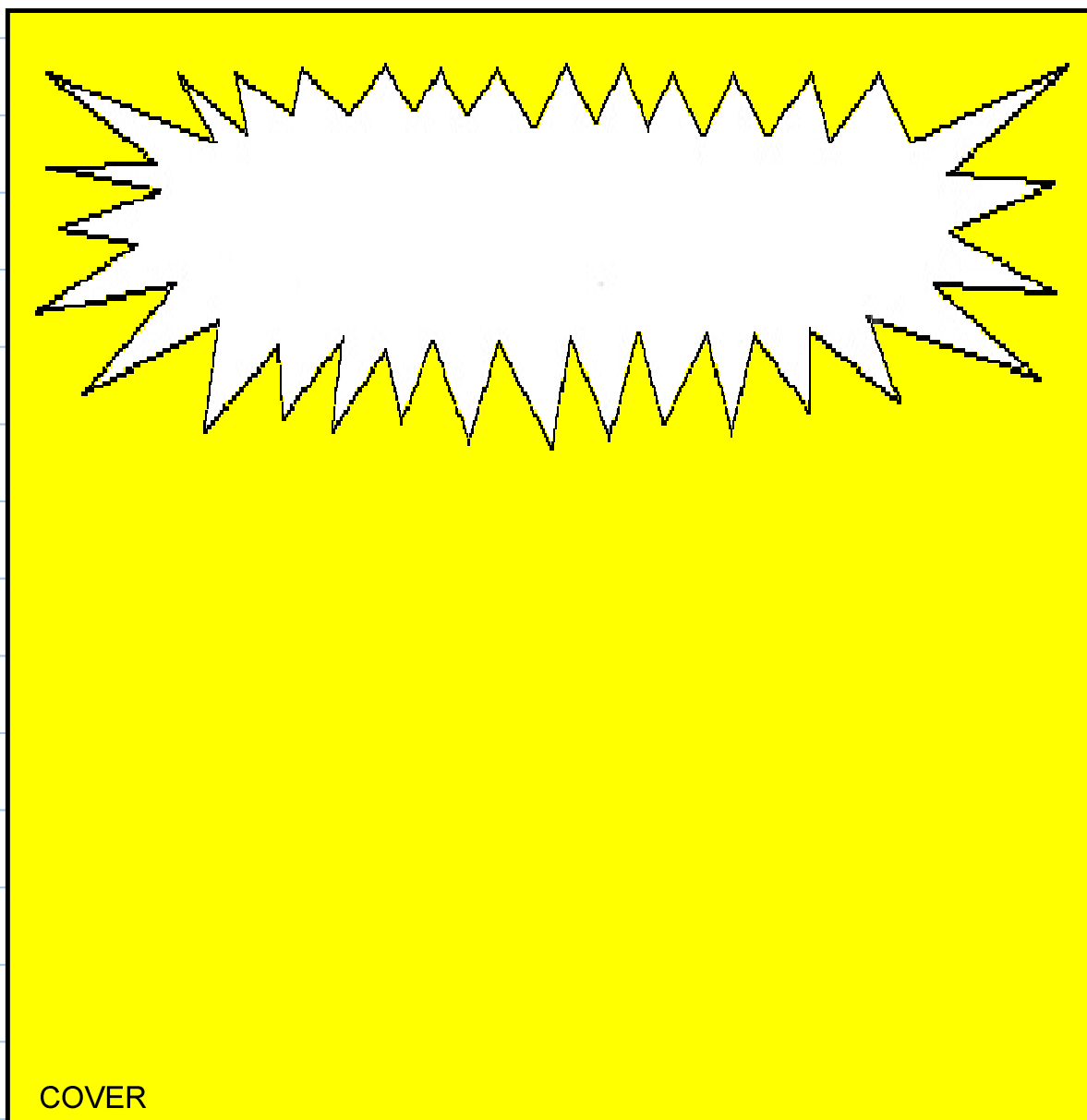
BZZT

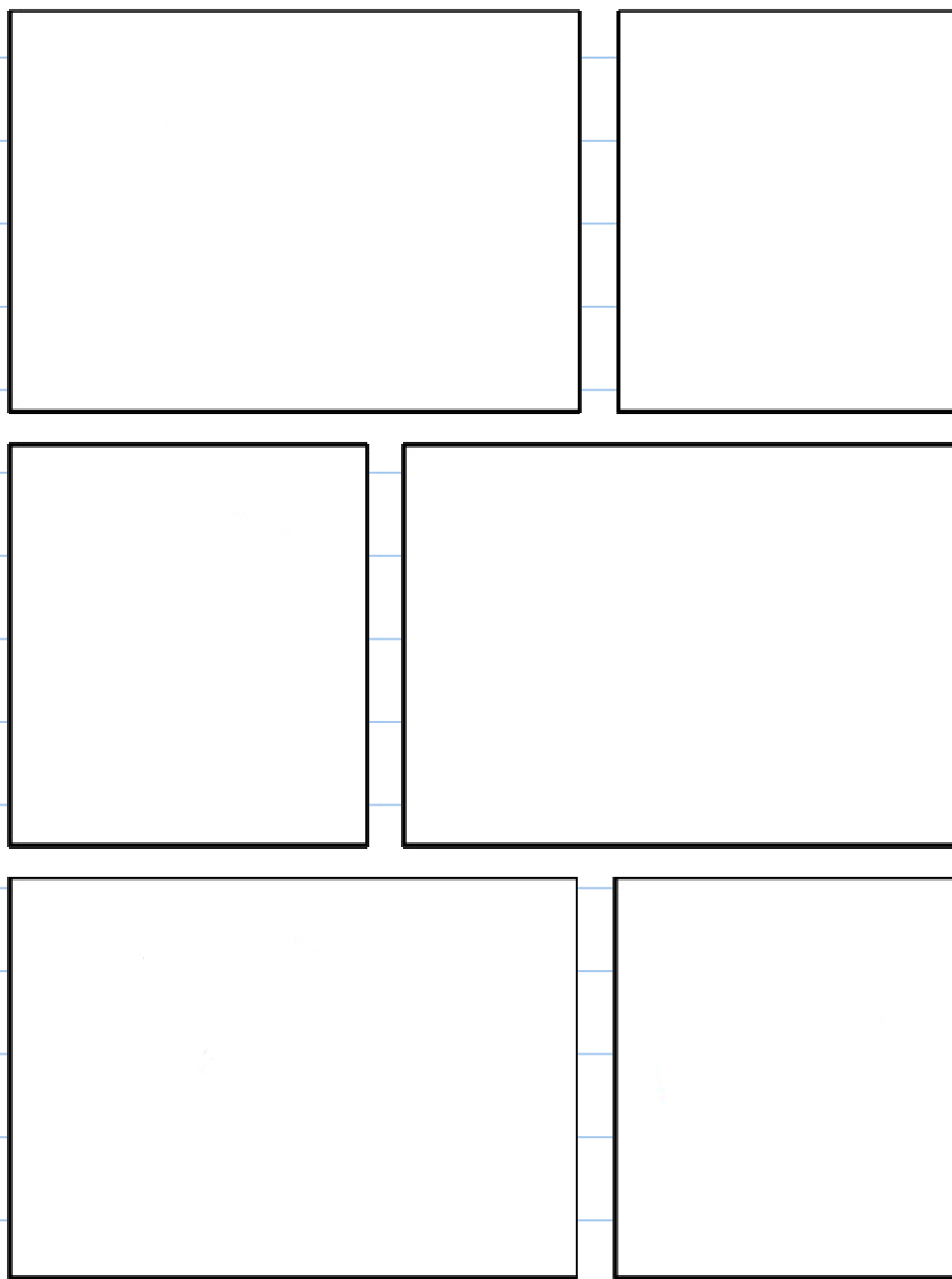
ELECTRIC SHOCK

Use the **PROCESS MAP** to help you create a complete idea from the brainstorming stage, drawings and writing process.



NOW... It's time to put all skills learned into your final project. Use the templates to guide you to successfully finish on your first comic book. Enjoy!!! Use pen tool.





Don't forget to keep PRACTICING!!!!!!

BOOK REFERENCES

*Hall, Robin. The Cartoonist's Workbook.
New York. Sterling Publishing Co., Inc. 1997*

WEB REFERENCES

*<http://en.wikipedia.org/wiki/Shading>
<http://www.elfwood.com/farp/cptech/>
<http://www.olejarz.com/arted/perspective/>*

