

# Drawing Cartoon Characters

A HOW-TO-DRAW PACKET FOR INSPIRATION

MRS. ADDISON'S CLASS

## Steps

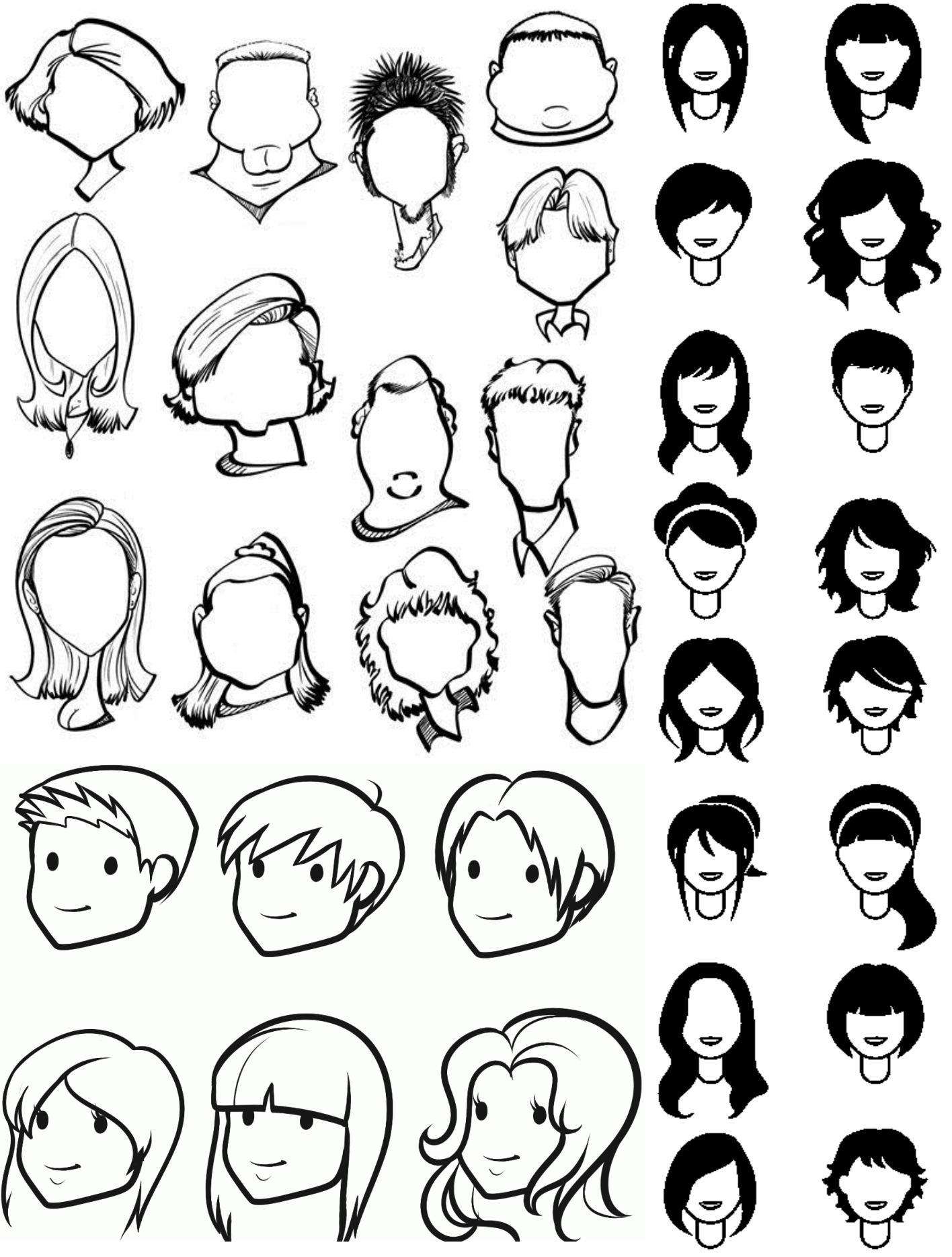
PAGES 1-5 SHOW DIFFERENT VARIATIONS OF THE FEATURES OF THE FACE AND HEAD. PICK ONE FROM EACH PAGE TO CONSTRUCT YOUR HEAD.

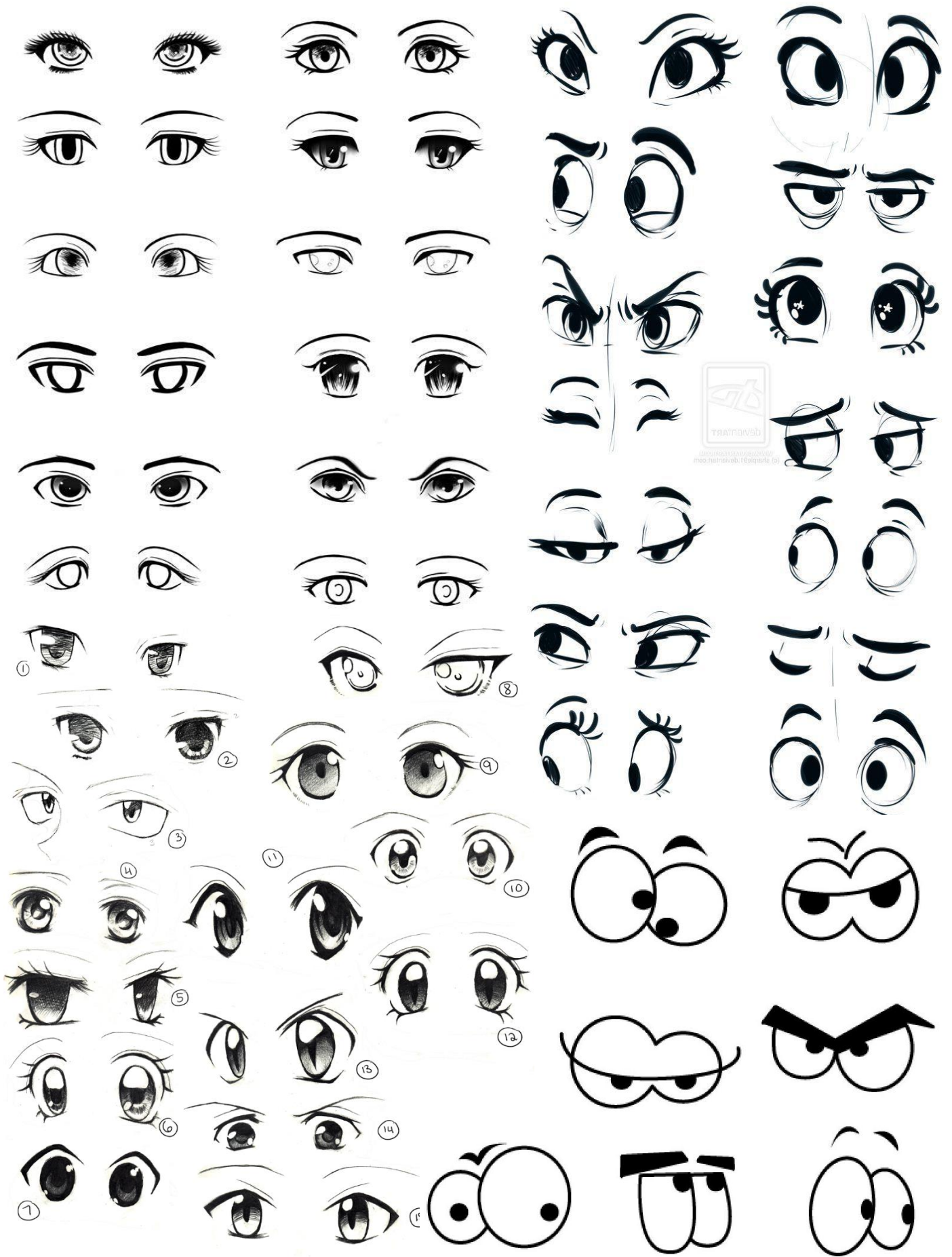
PAGE 6 SHOWS HOW TO PUT EVERYTHING TOGETHER

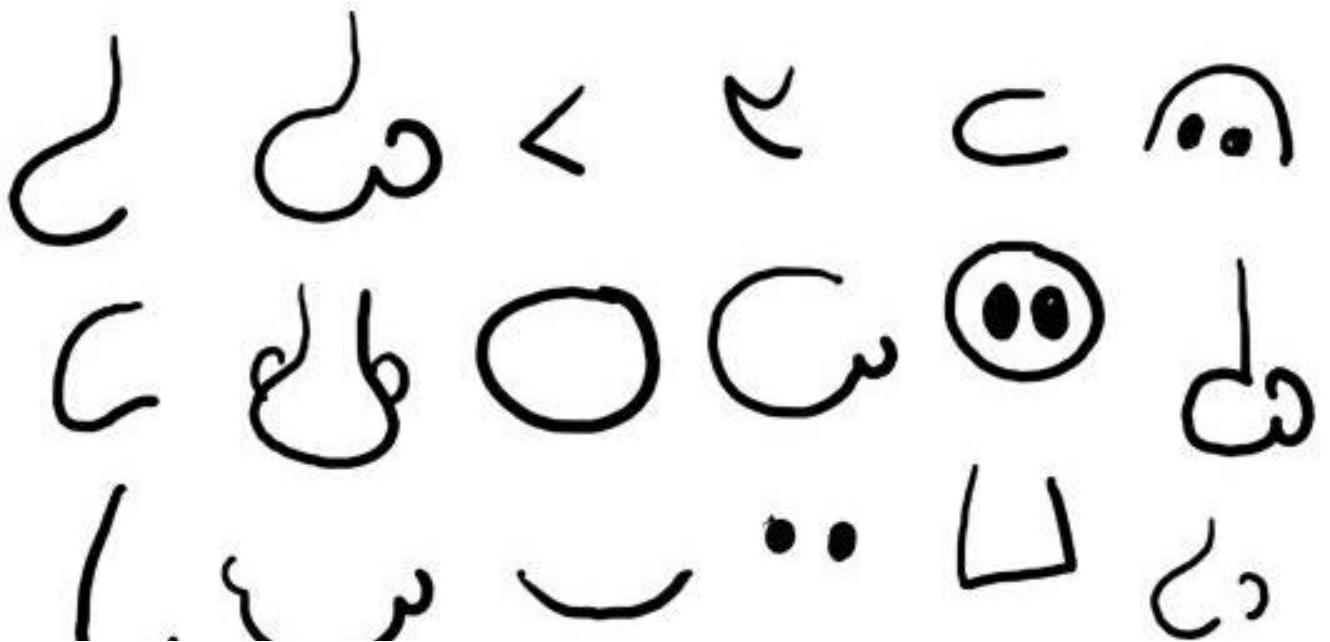
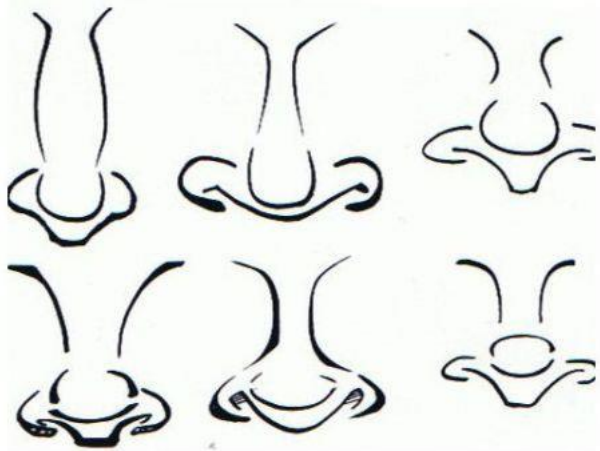
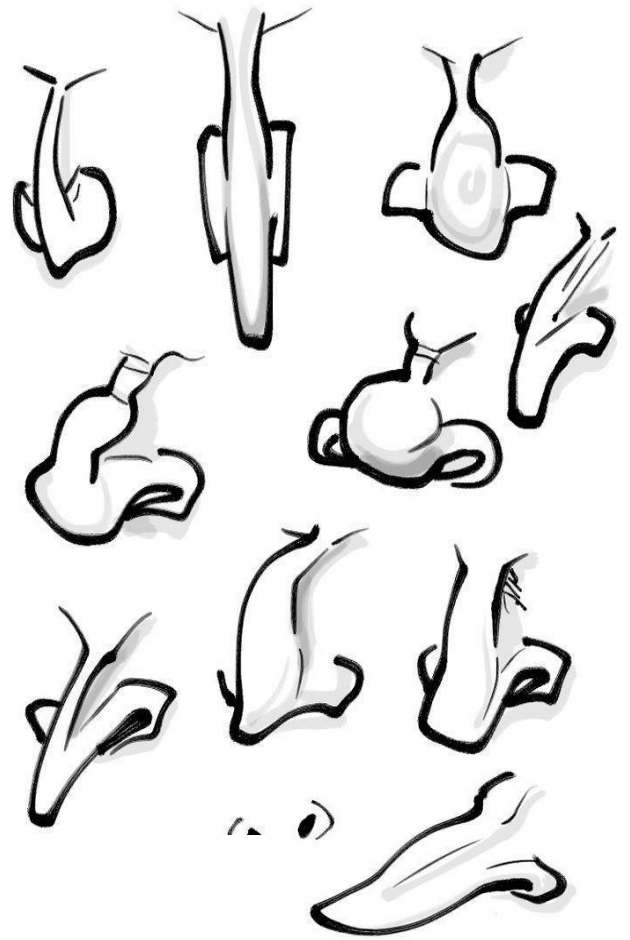
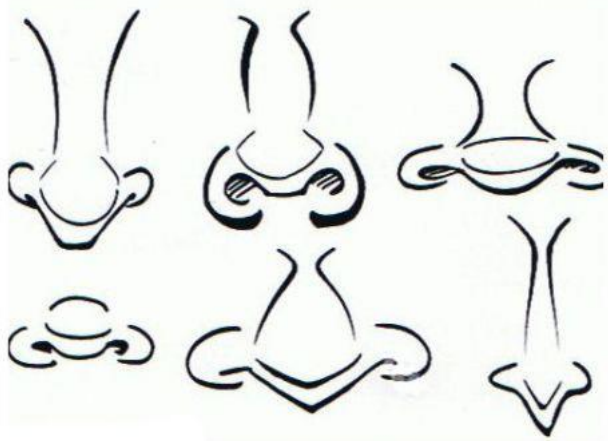
PAGE 7 IS FACE INSPIRATION – EMOTIONS AND VIEWS

PAGE 8 AND 9 ARE HOW TO PUT TOGETHER A BODY.

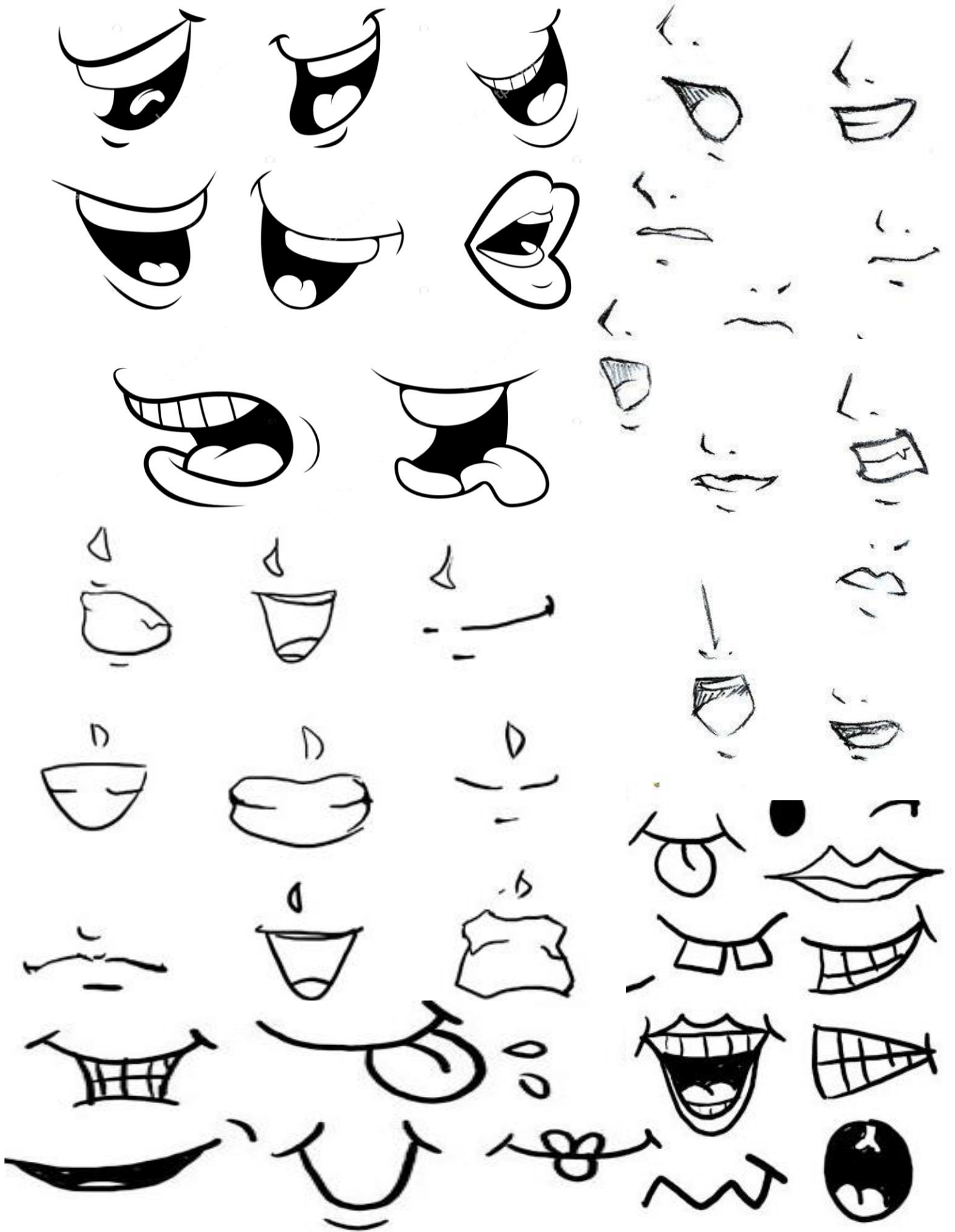
TRY YOUR BEST!

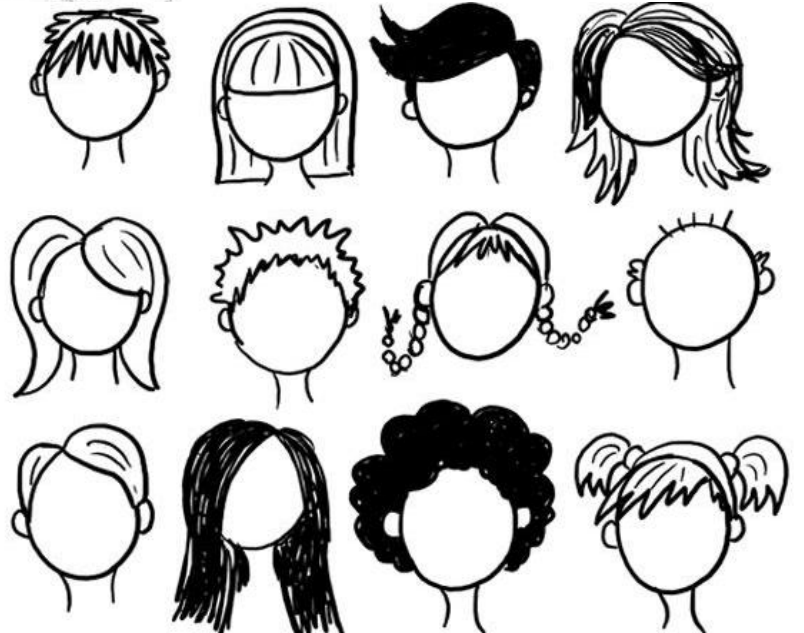
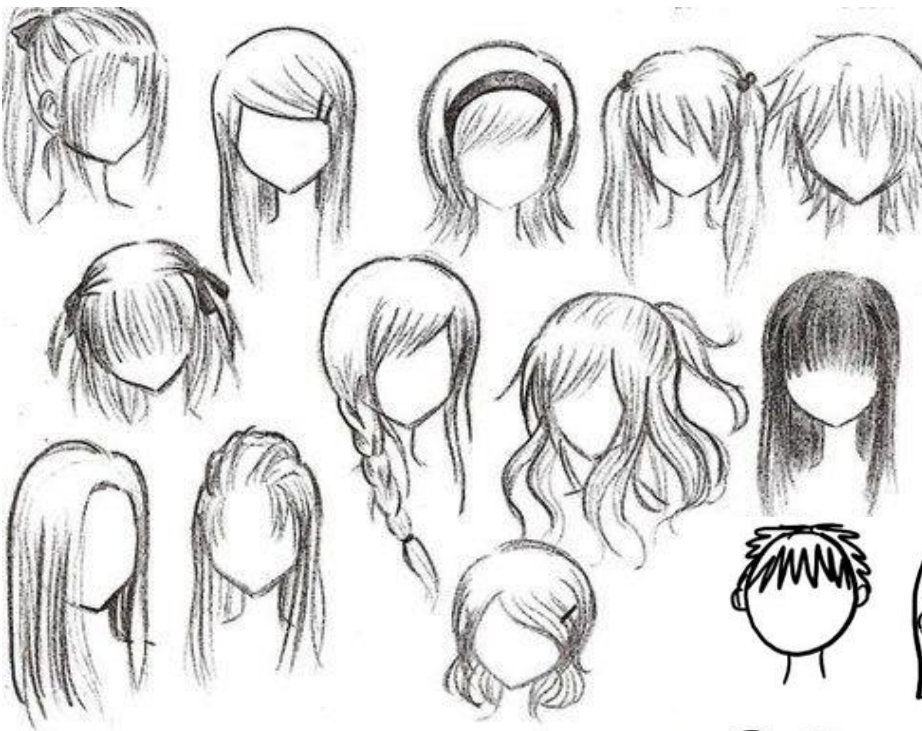
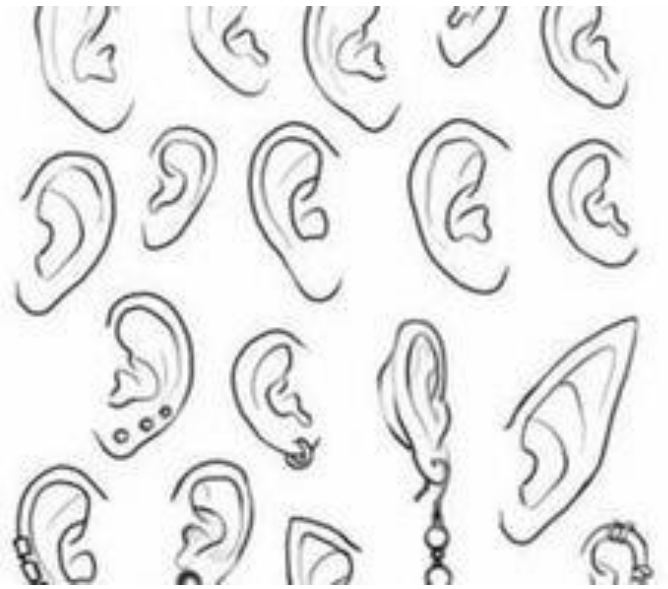
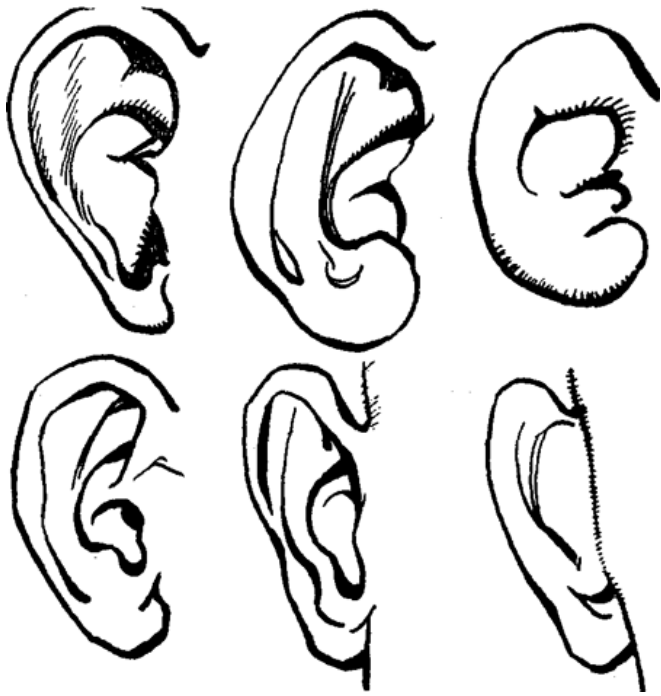






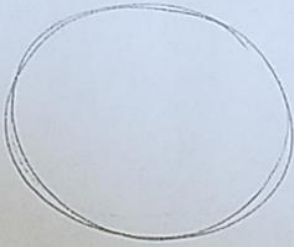








Step 1



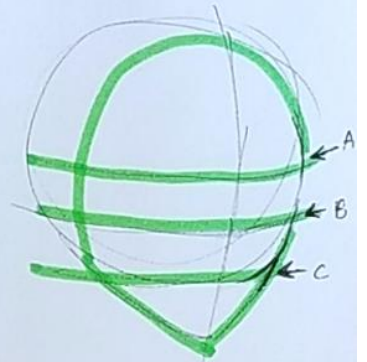
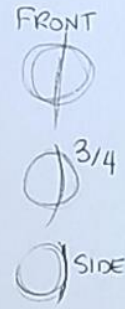
Start with a circle

Step 2



decide which direction your character will face

Step 3



Add in your "guide lines"

A - top - @ curve of O  
B - middle - b/w A + C  
C - Bottom - @ x of O + "V"

Step 4



Draw the eyes between the top and middle lines

Step 5



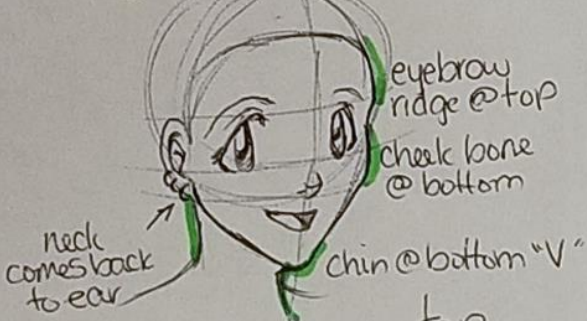
Add a nose between the middle + bottom line.

Step 6



Add a mouth under or on the bottom line.

Step 7



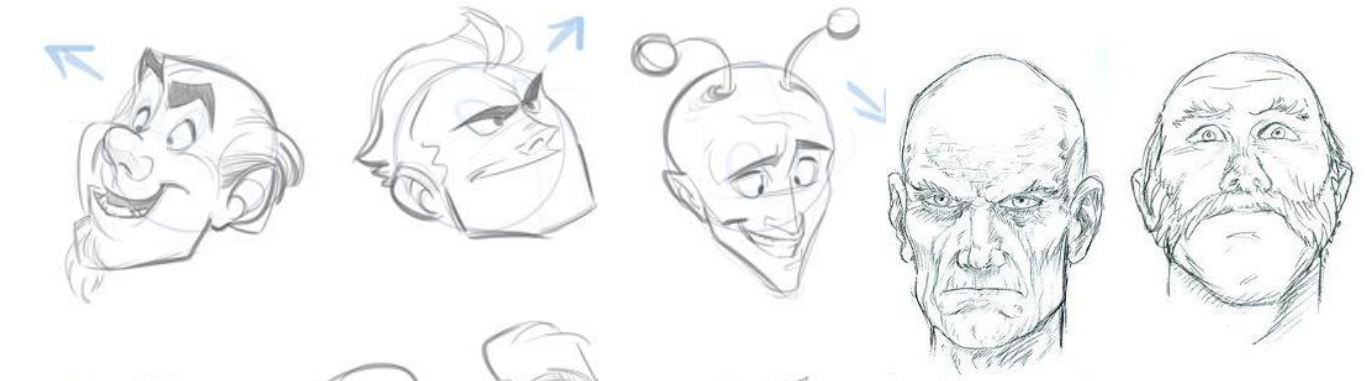
Add ears between top + bottom lines. Define neck

step 7



Add Hair







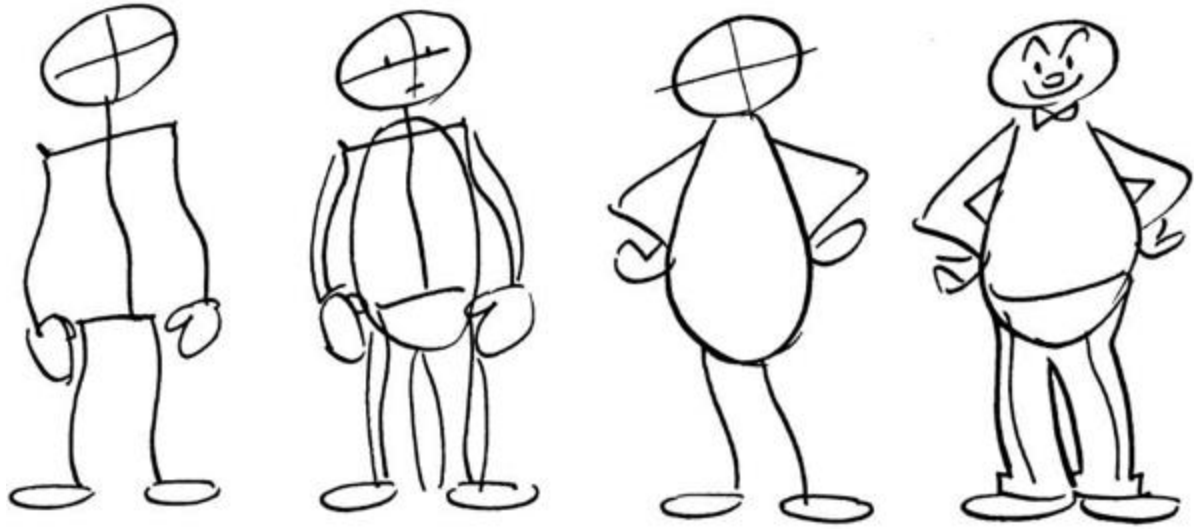
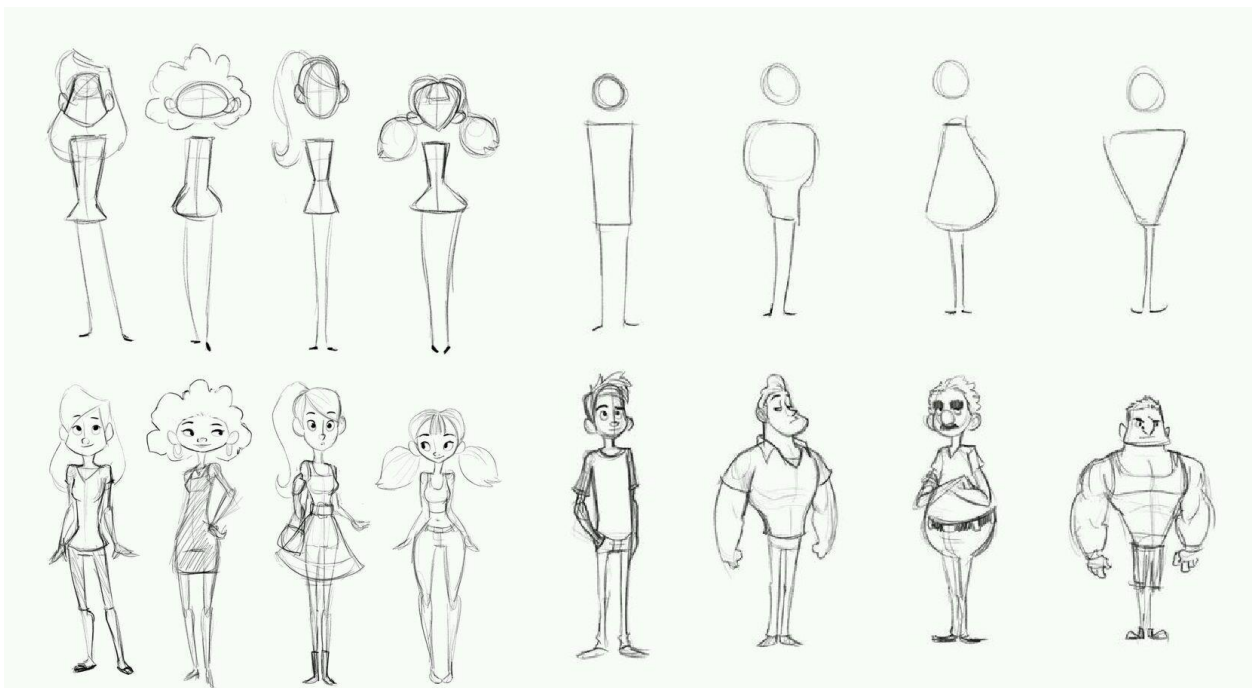
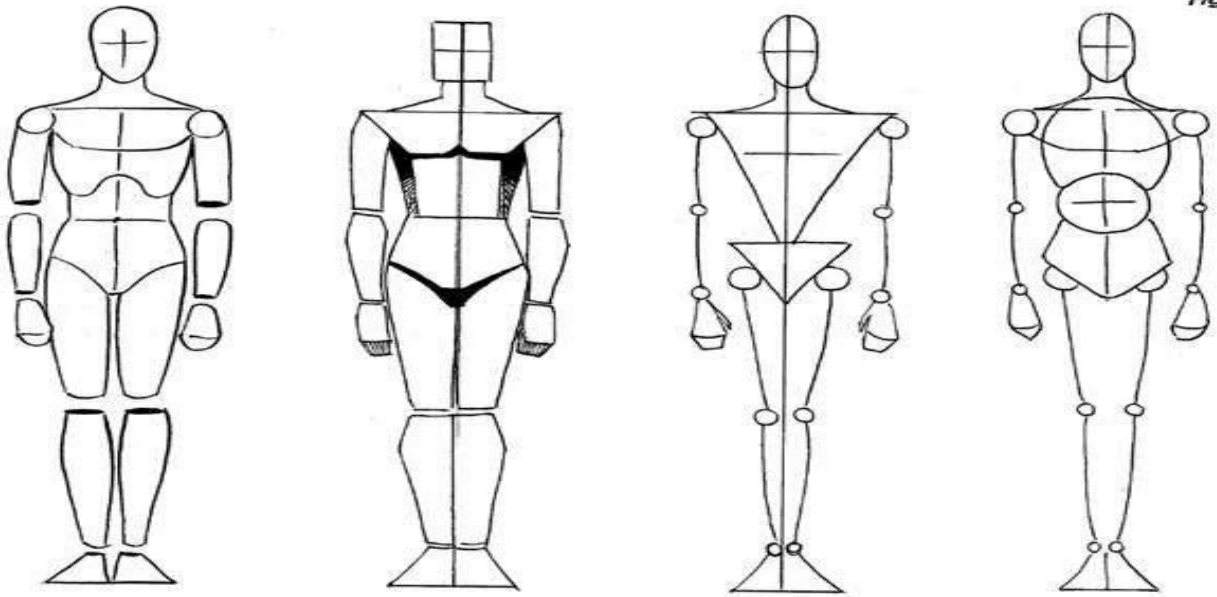


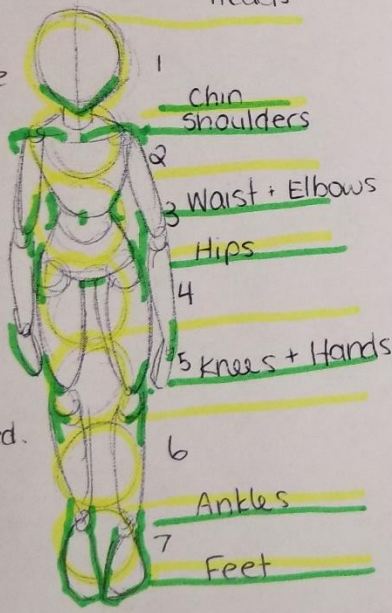
Fig.1





### Technique A) Circles or "Heads"

This technique helps to get more realistic proportions but can be more complicated.



### Technique B) Skeleton

This technique is far more simple and loose... but harder to make "realistic."



Clothes + Pose!

