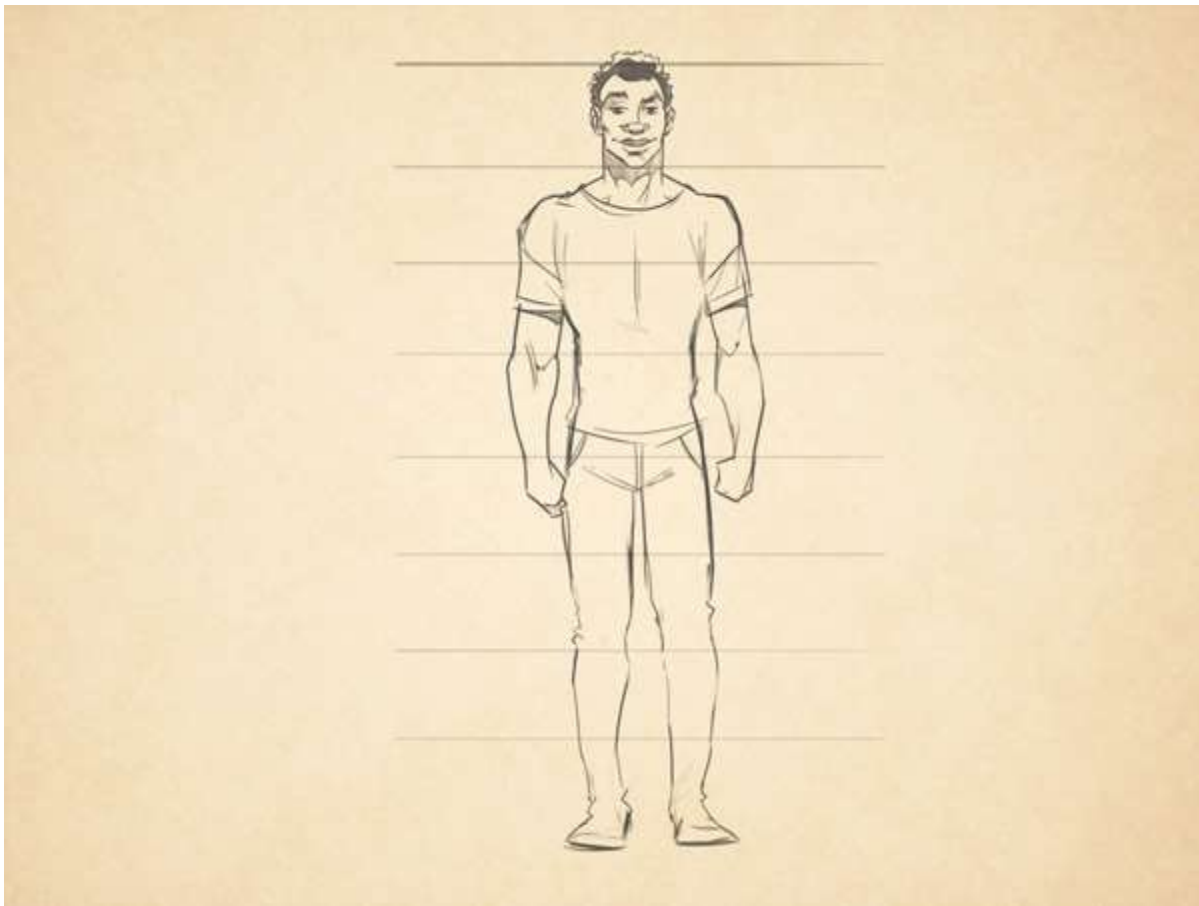


Fundamentals to develop a Cartoon.

The difference between the drawing of an adult and a drawing of a baby, a child or a teenager is directly related to their anatomical proportions. But in cartoon style, it isn't only that which defines your character. There are a number of specific behaviors and mannerisms at this phase of life that allows your character to have a bigger appeal in relation to the public.

It's important to be aware that an adult (over 18 years old) measures about eight heads. Take a look at the image below:

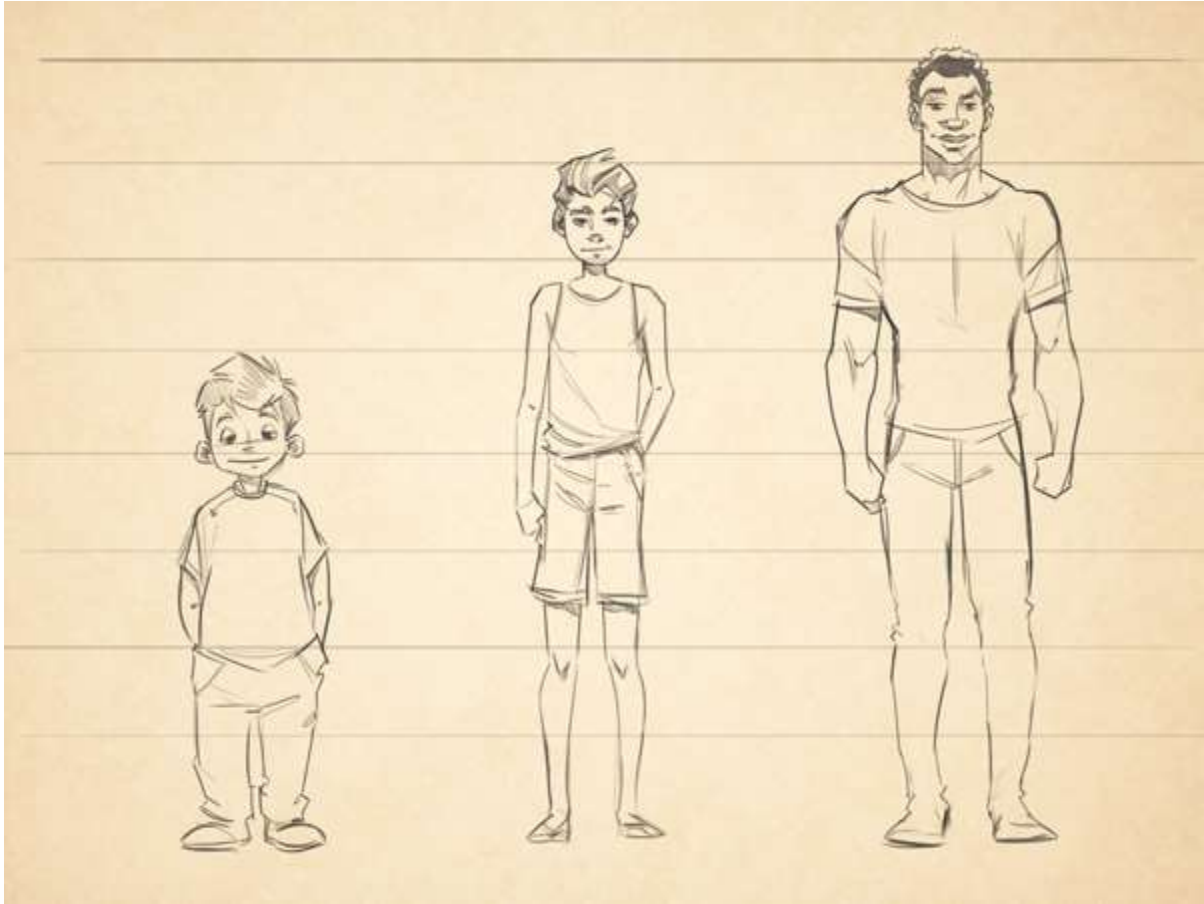


From these ratios, we know exactly where the arms must be positioned or where the legs begin and so on. Well, when you create drawings in cartoon style (exaggerated and intense), such ratios don't work as it should, right?



Such calculations are quite complicated in cartoon! Initial tip is that you try to draw loosely and go adding the necessary features according to the character's needs. So, first of all, I would like to encourage you to practice your sketch skills as much as possible.

Proportions are still an extremely important guideline to know. Let's take a look at the image below:



Comparison of proportions between the main ages: The little child; the teenager and the adult.

As you can see, it's easy to define the approximate age of each character using the technique to measure its proportions. Note that, the more you get older, your head stays at the same size, but your legs grows, your chest becomes wider and your neck becomes stronger. In cartoon, little children can have even bigger heads than the adults. The shoulders are almost the same size than their head's width and the legs are pretty much the same size as the arms.