



HOW TO DRAW CARTOON PEOPLE – 5

Real or Comic proportions

The origins of the word comic, in relation to cartoons, is a bit hazy, but originally cartoons were drawn in funny papers and magazines and so they were funny or comic.

When cartoons began to tell stories in strip form, they were known as comic strips - because they were still funny. In time, comics have come to mean any story told in a sequential illustration form. They can be funny, sad or even dark, dystopian nightmares.

Cartoons don't have to be funny. They can represent every day life in natural proportions. This drawing of Lois Lane is quite real or representational - she follows a classic 1:7.5 heads proportion.

So, Cartoons basically split into what I would call comic/bizarre or real/representational styles.



Comic or bizarre styles ignore classic proportions.

Classic caricatures, like this one of my grandfather, which was probably drawn in the 1930s, make the head enormous and the body really small in proportion. The body isn't important. It's really a comic portrait of the person so all the main work goes into the head.

There is no right or wrong style.

The style you eventually end up drawing will suit the kind of subject you want to draw.

Children's books are very simple. Superhero books are much more complex and require you to learn a lot about anatomy and life drawing, unless you work directly and trace posed Photographs.





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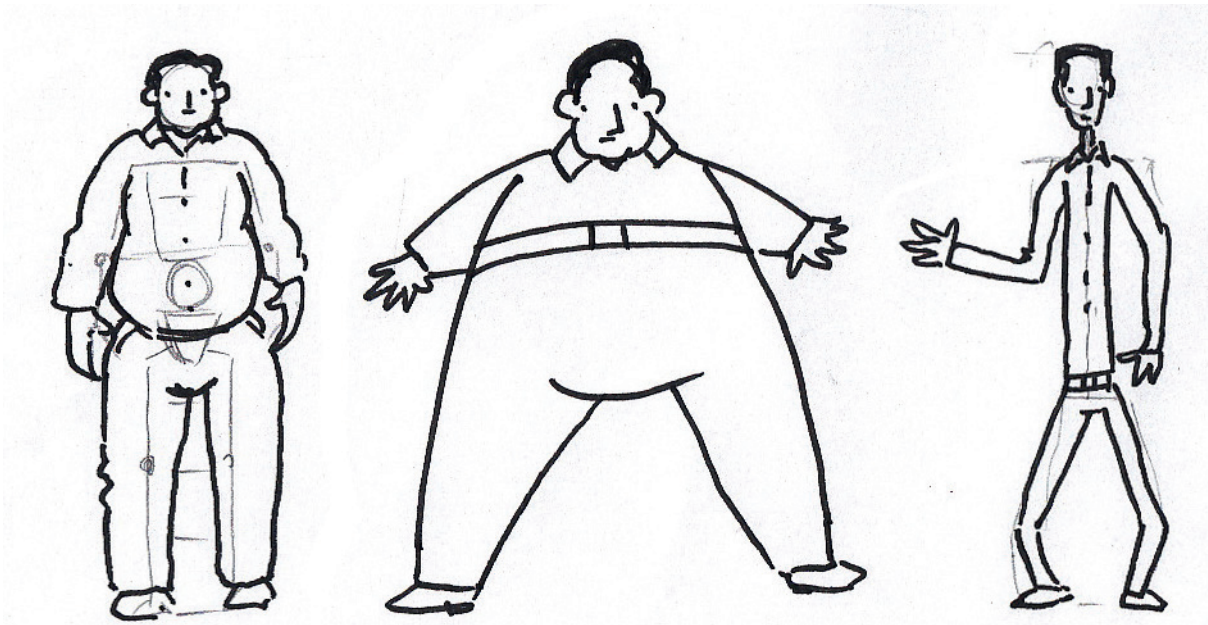
Real or Comic proportions

Remember our definition of Cartoon is:

A simple, two dimensional drawing.

Inside the drawing will still be a skeleton, so it is good to really get to grips with those stick man and mannequin drawings.

Here is the drawing from the accompanying video:



The character on the left is a little overweight - a body shape I relate to! He is drawn in classic proportions and is supported by a standard skeleton or mannequin frame although there is quite a bit of padding on him compared to the drawings in the previous video.

The other two characters have bizarre/comic proportions. We read the characters easily but the style would jar if mixed with the more classic/representational style on the left.

There will either be a style that you like and wish to emulate or you are searching for a style of your own.

Emulation is a matter of copying a style until you understand it and have learned it's language and vocabulary.

Developing your own style requires a lot of copying and studying of many different styles and assimilating what you learn into what eventually emerges as your own style. It will be a whole mix of what other people do already, put together in a different way with a little bit of your original genius on top.