

HOW TO DRAW CARTOON PEOPLE - 6

Clothing the Mannequin

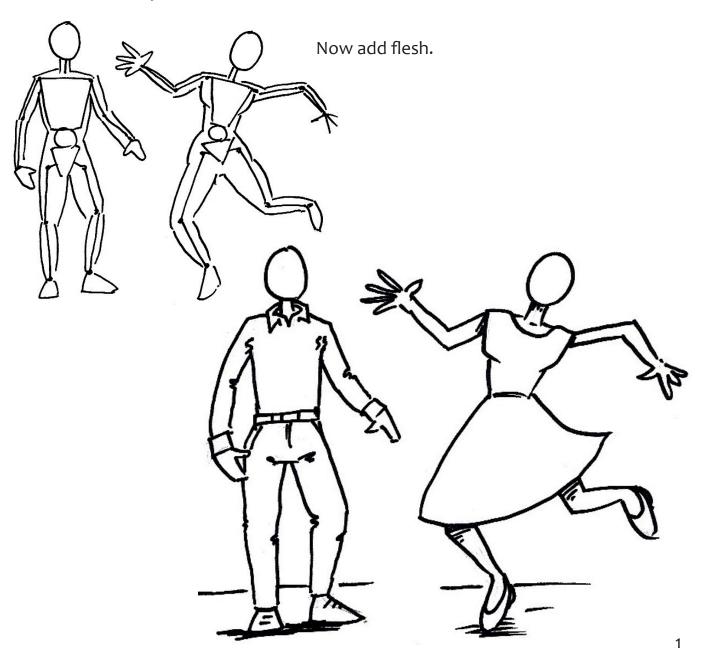
Clothing the body.

Lets stick with our final mannequin design, that I hope you are now comfortable drawing. It's time to add some clothes and start creating more useful drawings.

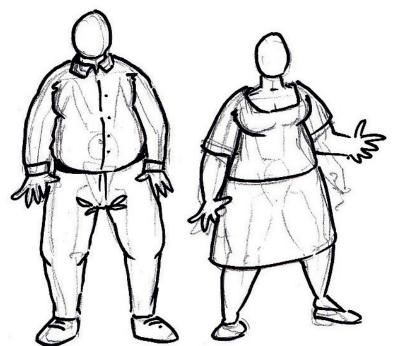
Future lessons will feature hair, faces, hands, feet, shoes and more. So let's not worry about facial features at the moment and just draw a blank head shape.

Let's put some clothes on a realistic, cartoon person, remembering our definition of a cartoon as: A simple, two dimensional drawing.

First, sketch out your pose as a mannequin. Do this gently in pencil, so you can erase the framework later, if you want to.



In the last lesson, we saw how a bulky person still has the same skeleton underneath. Draw your body on top of the frame to suit the shape of the person you want.



To clothe your body, you basically go around the outside lines, draping clothes over the body.

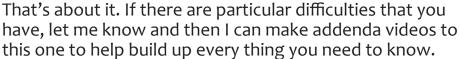
Most people find the folds difficult. There is a very simple technique for this - I call it scrunching! It involves a sort of zig-zag or a kind of petal shape on the insides of folding points - so, arm pits, crooks of knee and elbow and hip/groin region.

Feet are very difficult and we will get to them later. For now simple triangles, or pointy ellipses will do.

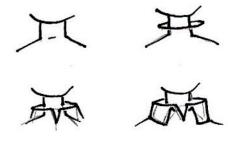
Collars are another difficult area. Build them up, remembering that they stand up around the neck.

For less realistic or comic characters, you needn't worry about folds at all. The clothes can outline any kind of outlandish body shape you have underneath it. Just have fun!





Your assignment for this lesson is to draw hundreds of clothed bodies! Do not worry about the faces or the feet and hands - that will come later.





Bulky clothes work the same way, draped over the body frame.