Exercise 5: Character Design

- Design a cartoon character
- Draw him/her/it from a few different angles
- Draw him/her/it in a characteristic pose
- If possible, come up with a short backstory
- No more than 3 separate image files
Screwball Characters:

- Pear-shaped body
- Big feet
- Elongated head
- (Also note contrast between Bugs and Elmer)
Goofy/stupid Characters:

- Half-lidded eyes
- Bucked teeth
- Weak chin
- Craning neck
- Stooped shoulders
- Clown feet
- Low crotch in pants
- Baggy clothes
Big, Burly Characters:

- Big jowls
- Big chin
- Underbite
- Thick neck
- Deep chest
- Small hips
- Elbows out
- Bow-legged
Cute/childlike Characters:

- Big head
- Big forehead
- Big eyes
- Plump body
- Small limbs, hands, feet
- Generally baby-like proportions
• Silhouettes are useful
• Distinctive traits can be seen in silhouette
• Clear poses are also have clear silhouettes
• Many characters can be identified by their silhouettes
Stewie Griffin (*Family Guy*)
Guan Yu *(Three Kingdoms)*

![Guan Yu](image-url)
Darth Vader (Star Wars)
Silhouette can tell a story:

“You were a good boy, but you’re not a good man. What happened to you?”

-- some patient on Grey’s Anatomy
Caricature/Parody:

“Dark Helmet”
Spaceballs
(Exaggerates the most distinctive features)
Less Exaggerated Example:

Video clip: Newsradio
Season 2, Episode 20
“In Through the Out Door”
• Seated
• Deadpan expression
• Casually dressed
• Fit physique

• Standing
• Goofy expression/antics
• Dorkily dressed
• Scrawny physique
Anxious, standing vs. calm, seated

- These guys are wearing suits
- Their jobs must be more important
Recommended Reading:

- *Cartoon Animation*
  - Preston Blair, 1994
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