

# Animation

Create your own characters

# THE SECRET SHAPES

Many villains in a story are drawn or made over to have pointy and sharp features, as our brains perceive these shapes as threatening.

However, lovable characters are usually soft in round with usually has a round head or belly.

Frames inside of frames are also used to visually tell the story.

The frame with a circle inside suggests surveillance and spying.

A frame within a frame means someone is trapped in their current situation.

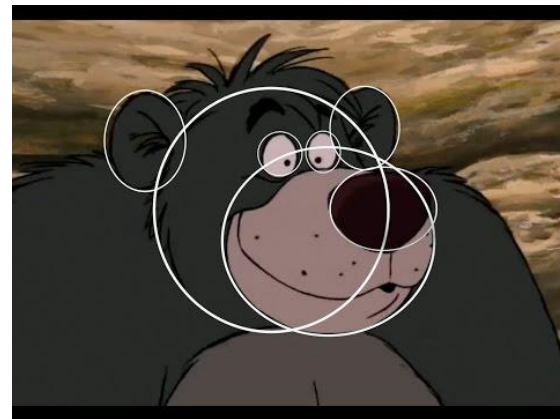
And a scene where vertical and horizontal lines appear such as on a computer screen or even blinds open just slightly on a window suggests the character is trapped in their current lifestyle.



© youtube / Now You See It



<https://www.youtube.com/watch?v=ILQJiEpCLQE>



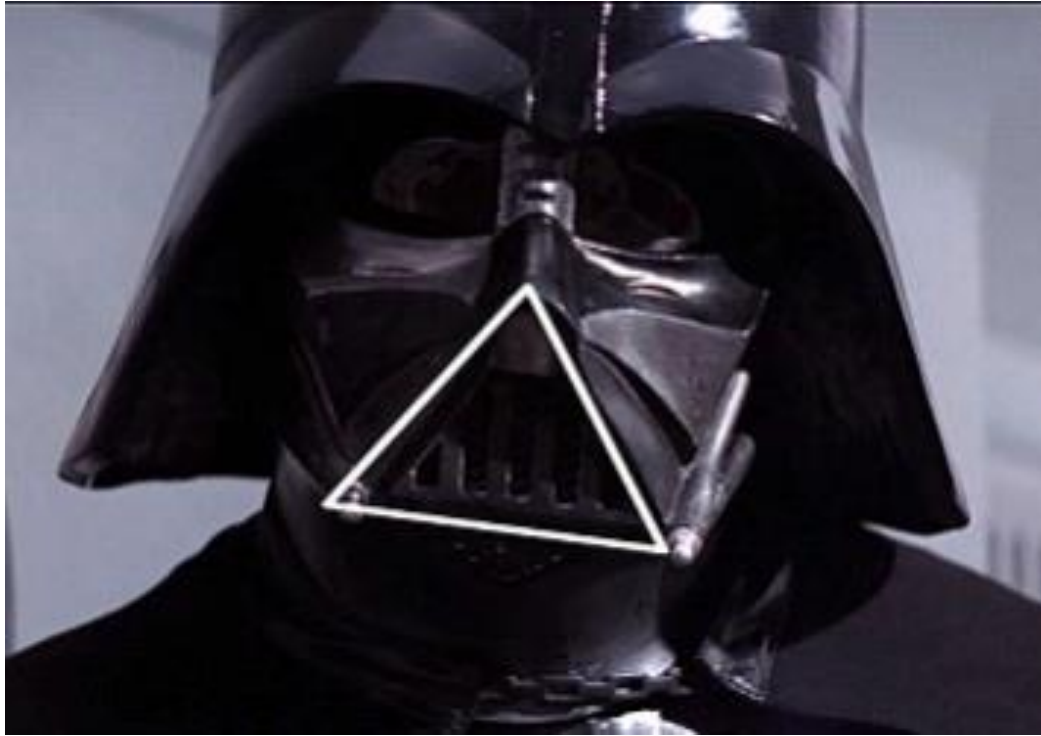
Circles  
And  
Comfort





# Triangles and Villains



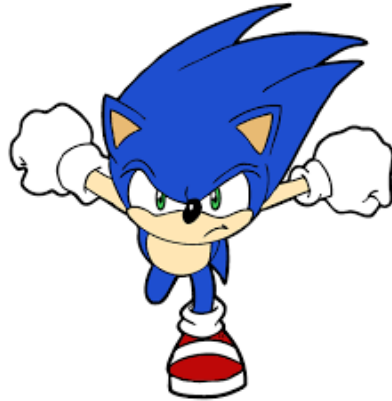
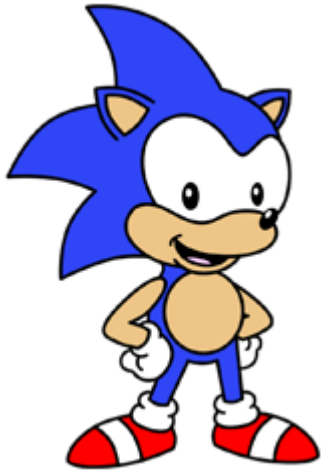


In the original 'Star Wars' movies, Darth Vader's helmet is designed with a triangle on the front - this gives the impression he is threatening



One of the sharpest villains is Maleficent from 'Sleeping Beauty', which was released in 1959. Animators made sure that most of her features and costume were designed with pointy edges





Although Fear (pictured) from the movie 'Inside Out' isn't an evil villain, he represents the emotion fear in the story and in order to visually tell this to the audience, the creators drew him with more pointy features.

Squares  
and  
strength





<http://www.wow247.co.uk/2014/11/18/11-of-the-most-bizarre-animated-characters-on-netflix/>

Rectangle, triangle and circle characters

## Task

Draw a triangle on one page, a square on the next and a circle on the last.

Fill each page with similar shaped faces. Try to get character into their features or expression.

Will you copy the ideas explained in the video?

circle:comforting

triangles:menacing

squares: reliable

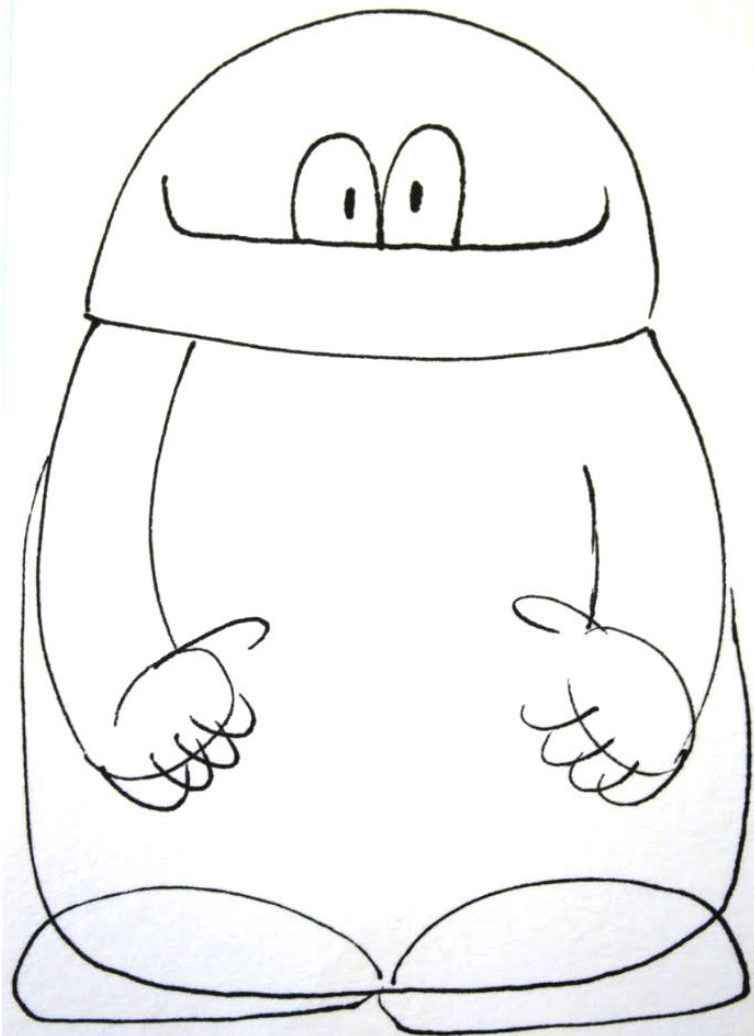
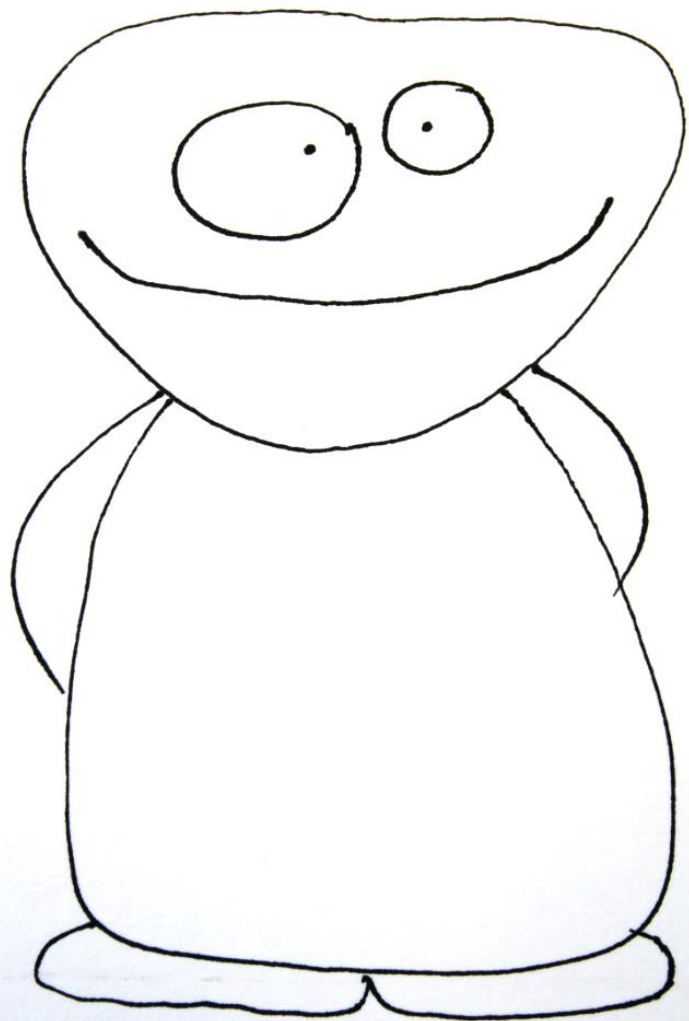
Or will you develop another idea?

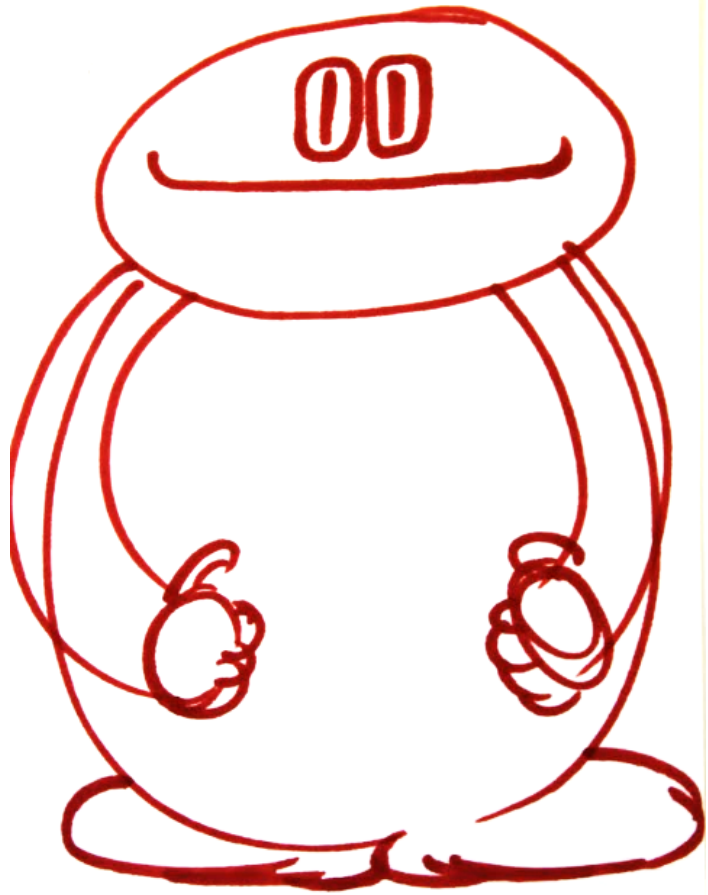


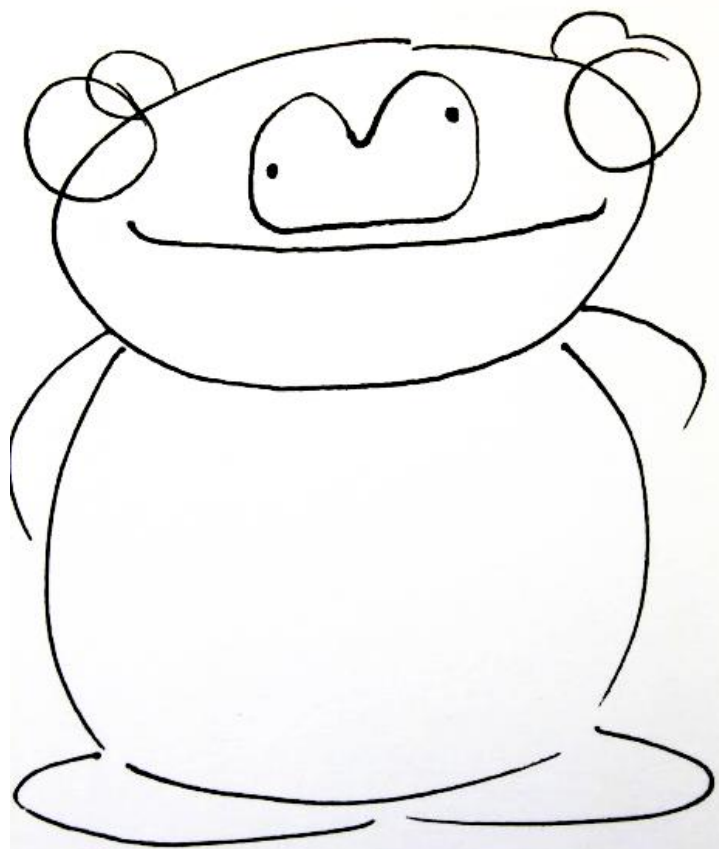












# Using simple shapes to draw torsos

## MALE



The thin male. These type of men tend to be portrayed as tech savvy geeks, nerds, weaklings, side kicks, etc.

(Think Mito Thatch)



A more realistic approach to the normal male body. Male's shoulders are wider than their hips. A body type for nice guys, typical heroes and male main characters.

(Think Ashtin or Flynn Rider)



The super masculine male body type. His chest is extremely wide while his hips remain small. A body type for super heroes and/or overly manly men.

(Think Hercules)



The heavy set male is often portrayed with a round or apple shaped body. Weight tends to settle on his belly. He might develop manboobs.

(Think Chien-Pu)

## EXTREMES

Characters with a body type leaning on extreme shapes tend to be portrayed as comical character or characters that you feel detached from. They are furthest from the realistic human body so it is easy to see them as funny looking.



The extremely thin male. These types of characters are often portrayed in comical roles of a weak or im masculine nature.

(Think Wiggins or Chi-Fu)



The extremely thin female. Her breasts are nearly always just as small. Super thin females are often portrayed as vain villains or someone equally unlikable.

(Think Cruella, or Yzma)



The ridiculously macho male with colossal shoulders and a tiny waist. He is masculine to the point of comedic imagery. He is often portrayed as not too intelligent but good hearted.

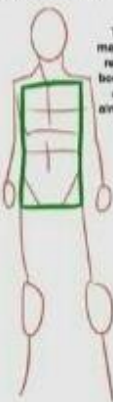
(Think Koorik)



I'm actually not quite sure what this is.

## MALE - angular

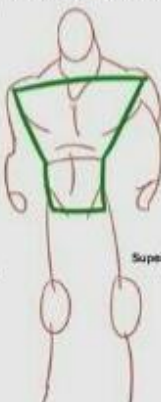
Just another way to envision the male torso which naturally has sharper angles versus their fairer counterpart. If you're style of drawing leans towards the angular, then it may help to envision the male's body as a rectangle.



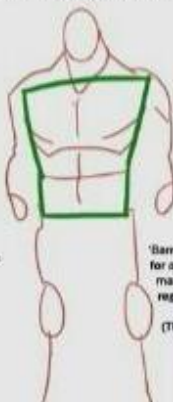
The thick built male has an almost rectangle shaped body. His shoulders are bonier and almost the width of his hips.



The typical guy is not that muscular, but his shoulders are a bit wider than his hips.



Super masculine male.



'Barrel body' suited for a viking, Norseman or a strong, regal character.

(Think Zeus or Shan Yu)

## SQUAT

The short, the squat, the fat. They're often for comedic roles, but are also portrayed as important lovable characters. Using simple shapes can help you retain consistency in illustrating body shapes.

(Think the Sultan)



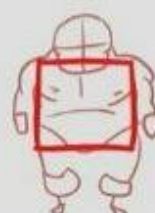
(Think Phil, from Hercules)



(That weird little guy who put on Cinderella's glass slipper)



(A sexy dwarf)



(Think Morreyweather)



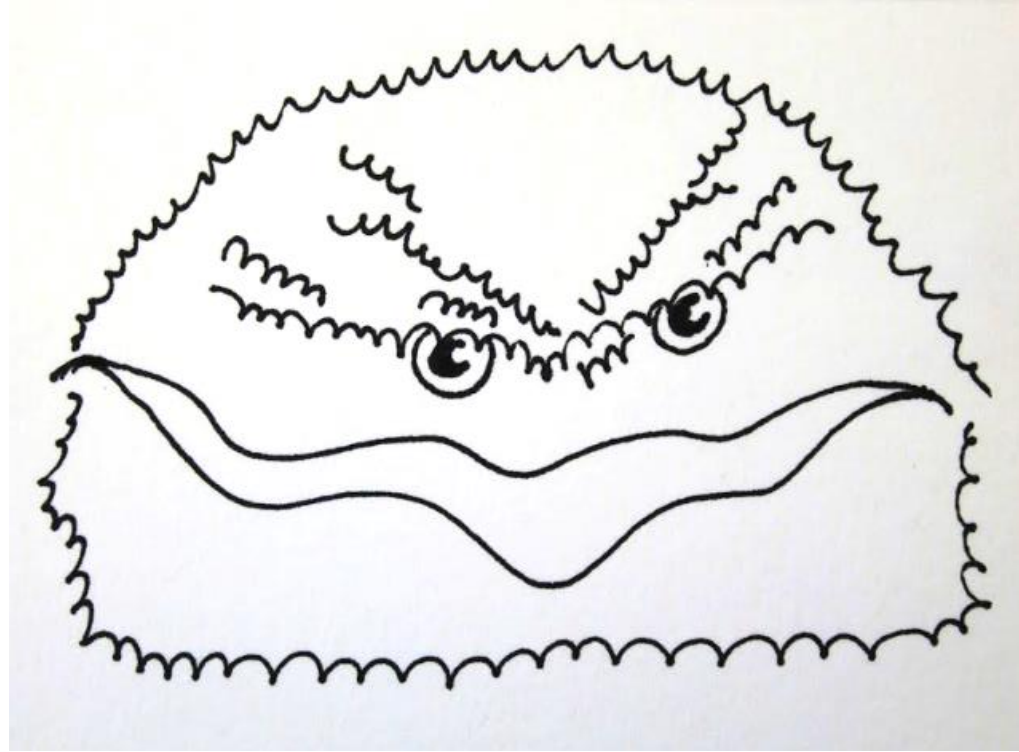
Developing a  
character  
from a fruit!

The fruit I was given was a Lychee!  
I had to find some images to help me see what it really looked like!

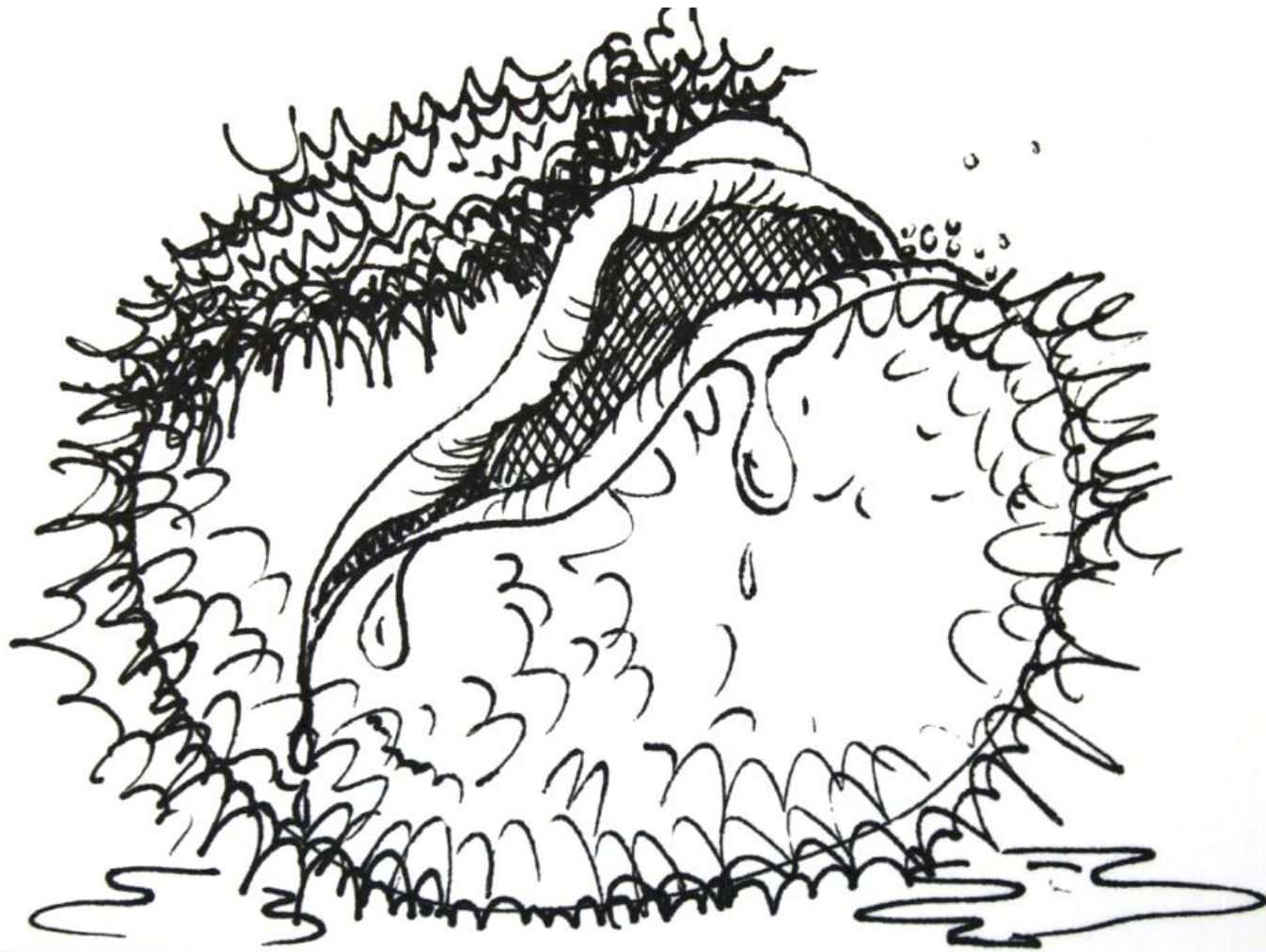




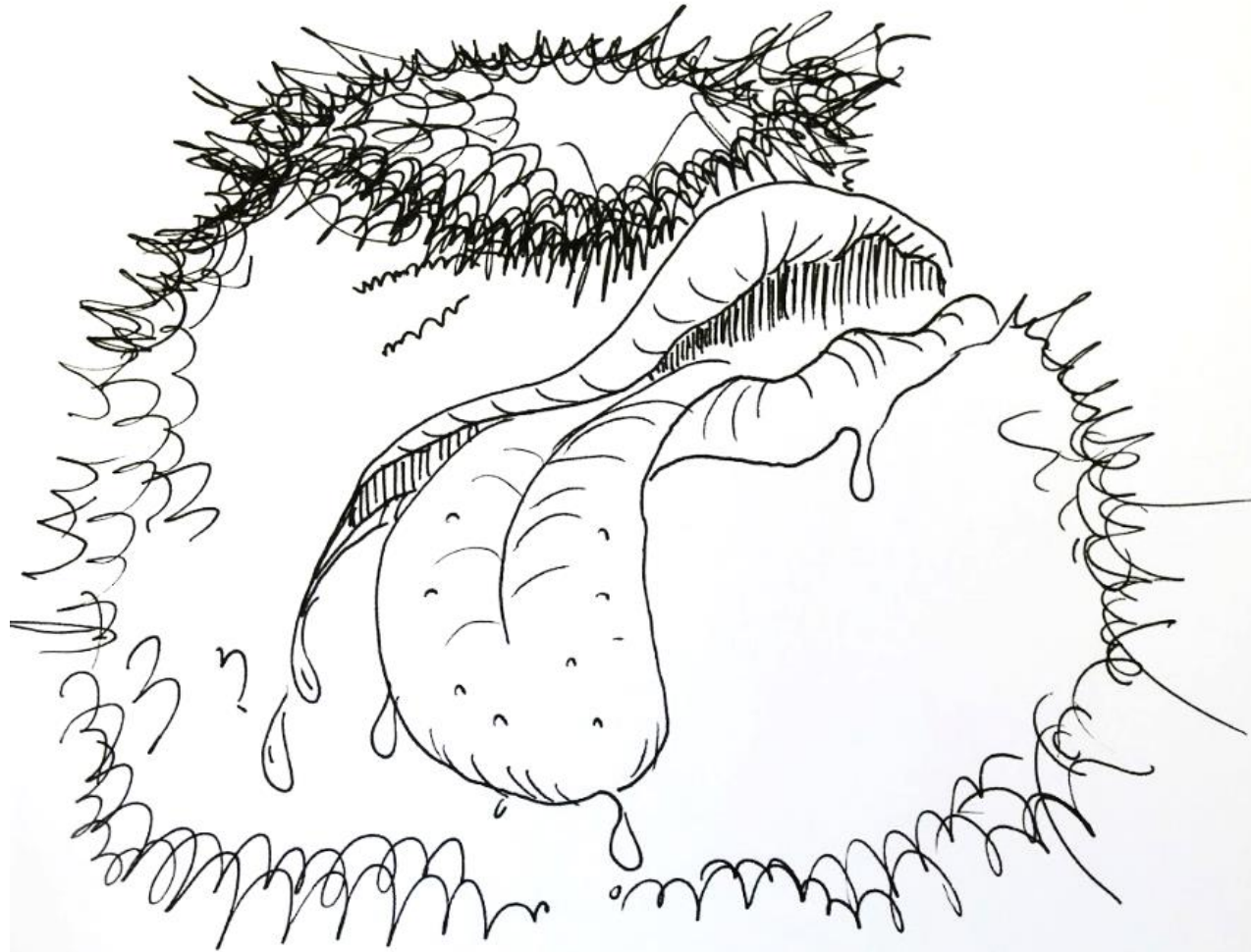
I started to draw it very simply looking at the shape.  
I just used lines to show the basic shape and detail.  
Then I added eyes and turned the opening shell into a mouth.  
Then I had to decide on its character, mood or personality.







Once I had decided it was going to be grumpy and gross, I fattened the shape more to make it look more revolting! I added details like extra spikes and slime dripping from its mouth! Extra spikes at the top gave an impression of hair or eyebrows.



I then drew it again,  
slumped the shape to  
the floor, kept the hair  
and lips and added a  
tongue!

Tasks:

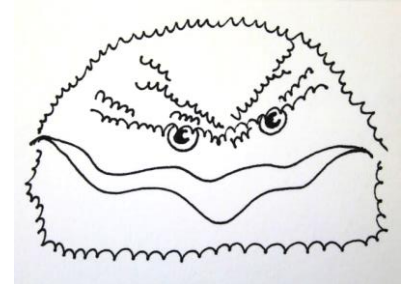
### 1. SHAPE

Select a fruit. Draw one line version of it.  
Include a) an accurate outline b) details.



### 2. POSITION OF THE BODY + MOOD/FACIAL FEATURES

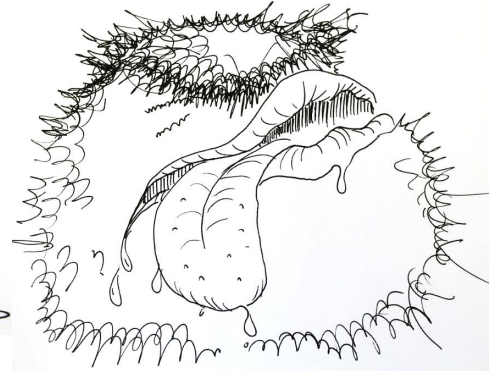
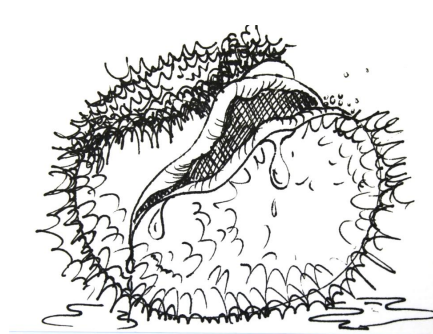
Draw the fruit again. Think about how it stands up. Which way up will the fruit go? You can spin it upside down or turn it on its side. Add facial features such as eyes nose and mouths. Draw 2 versions of this and make the fruit stand up in 2 different ways. Also give it 2 different faces. Try and make one a positive, happy face and the other a negative face. Think about its mood and try and show it in its expression.



### 3. ADD MORE DETAIL

Draw at least 2 more versions of your fruit character.  
Make them fatter, thinner, taller, more curved, more angular.

Enhance and exaggerate any features in your previous drawings e.g make spikes more spikey like my drawing OR make peeling skin bigger and turn it into arms or legs  
ADD extra features like the extra tongue I added etc...



### 4. Select your best design. Draw one final, big, best version.

Enlarge it on a big piece of paper and add colour. Use colour to give an impression of its character. Write an introduction to your character. Give it a name and describe it



The next task was to work out how it would move.  
I had to draw a step by step sequence showing how it  
would change as it moved along.  
It had no legs so it was a bit tricky!  
I had to get it to roll along and slump.  
We had to think about other characteristics they  
would have.  
My character gave a belching burps in the middle of  
its 'walk'!  
I think its stomach got upset as it rolled around!  
A little belch was going to happen!



