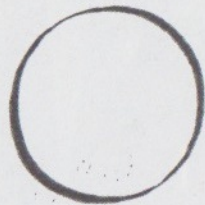
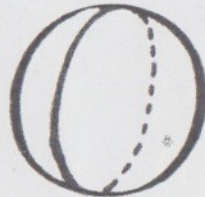


# CONSTRUCTION OF THE HEAD

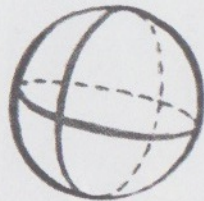
THINK OF THE HEAD AS A ROUNDED MASS: EITHER BALL-SHAPED, PEAR-SHAPED, OR EGG-SHAPED, AS THE CASE MAY BE. IN ANIMATION, THIS HEAD SHAPE MAY CHANGE PERSPECTIVE AND FORM MANY TIMES DURING A SCENE. TO SIMPLIFY MATTERS, A FRAMEWORK IN CORRECT PERSPECTIVE SHOULD FIRST BE DRAWN, THEN THE DETAILS CONSTRUCTED OVER THE FORM.



1. START WITH A CIRCLE.



2. DRAW AN ELLIPTICAL GUIDELINE TO DIVIDE THE FACE IN HALF LENGTHWISE; THIS DETERMINES THE HEAD TILT.



3. DRAW THE GUIDELINE FOR THE EYES. THIS LINE SETS THE FACE UP OR DOWN.

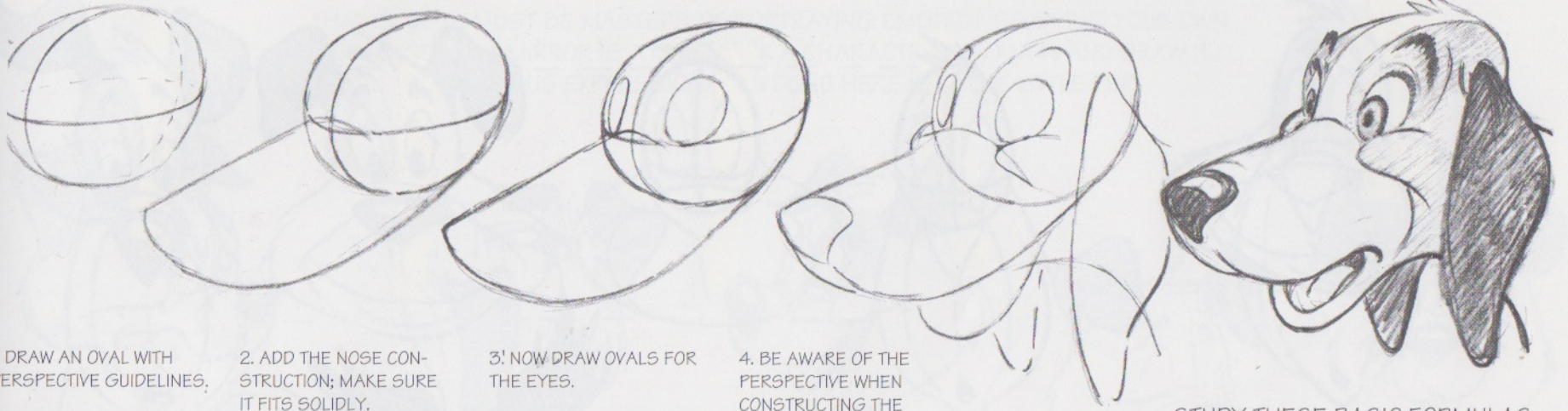


4. THE BASE OF THE EYES AND TOP OF THE NOSE TIE INTO THE EYE LINE. THE LEFT EYE IS BIGGER THAN THE RIGHT.



5. FINALLY, DRAW THE DETAILS OVER THE FRAMEWORK.

## MORE HEAD CONSTRUCTION



1. DRAW AN OVAL WITH PERSPECTIVE GUIDELINES.

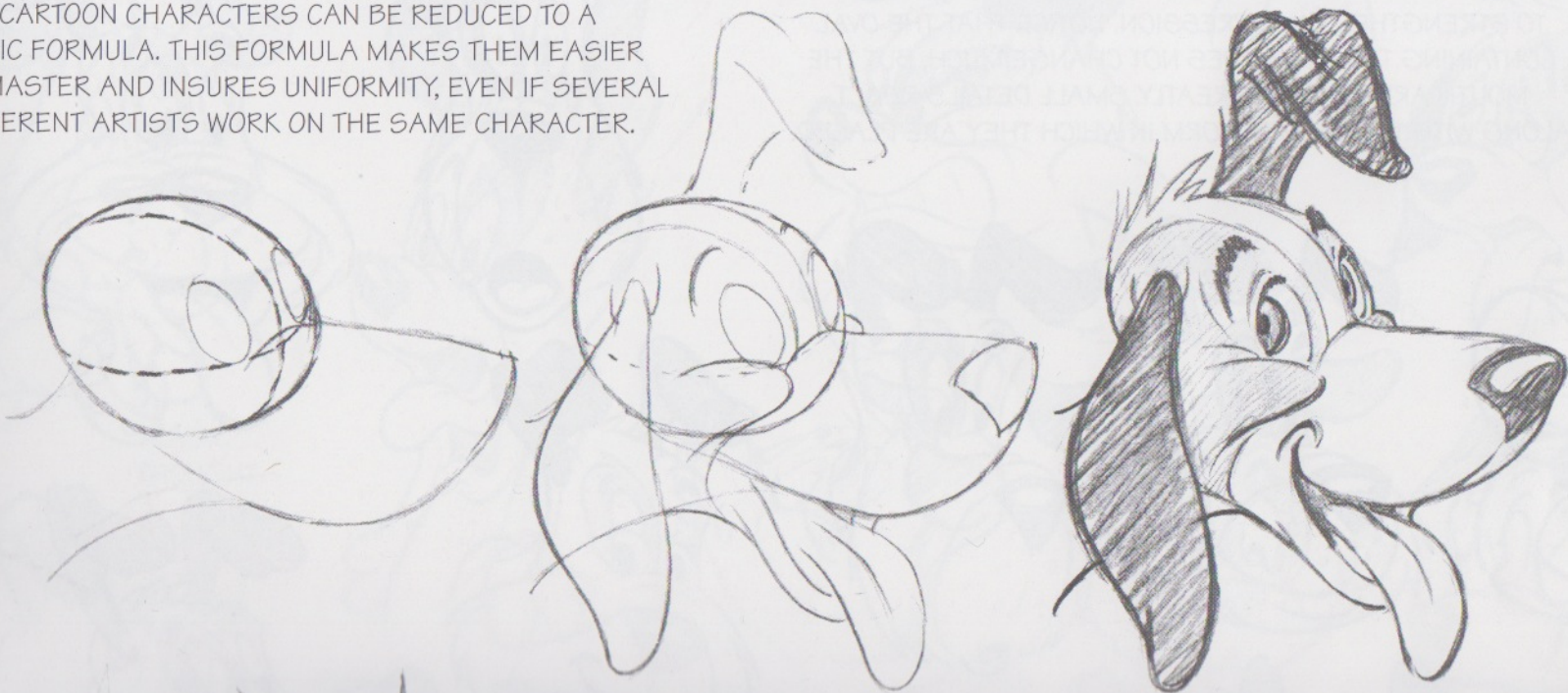
2. ADD THE NOSE CONSTRUCTION; MAKE SURE IT FITS SOLIDLY.

3. NOW DRAW OVALS FOR THE EYES.

4. BE AWARE OF THE PERSPECTIVE WHEN CONSTRUCTING THE REMAINING DETAILS.

STUDY THESE BASIC FORMULAS; THEN TRY DRAWING THE DOG IN SEVERAL DIFFERENT POSITIONS.

ALL CARTOON CHARACTERS CAN BE REDUCED TO A BASIC FORMULA. THIS FORMULA MAKES THEM EASIER TO MASTER AND INSURES UNIFORMITY, EVEN IF SEVERAL DIFFERENT ARTISTS WORK ON THE SAME CHARACTER.



ASSEMBLE THESE HEADS AS THOUGH THEY ARE SOLID AND