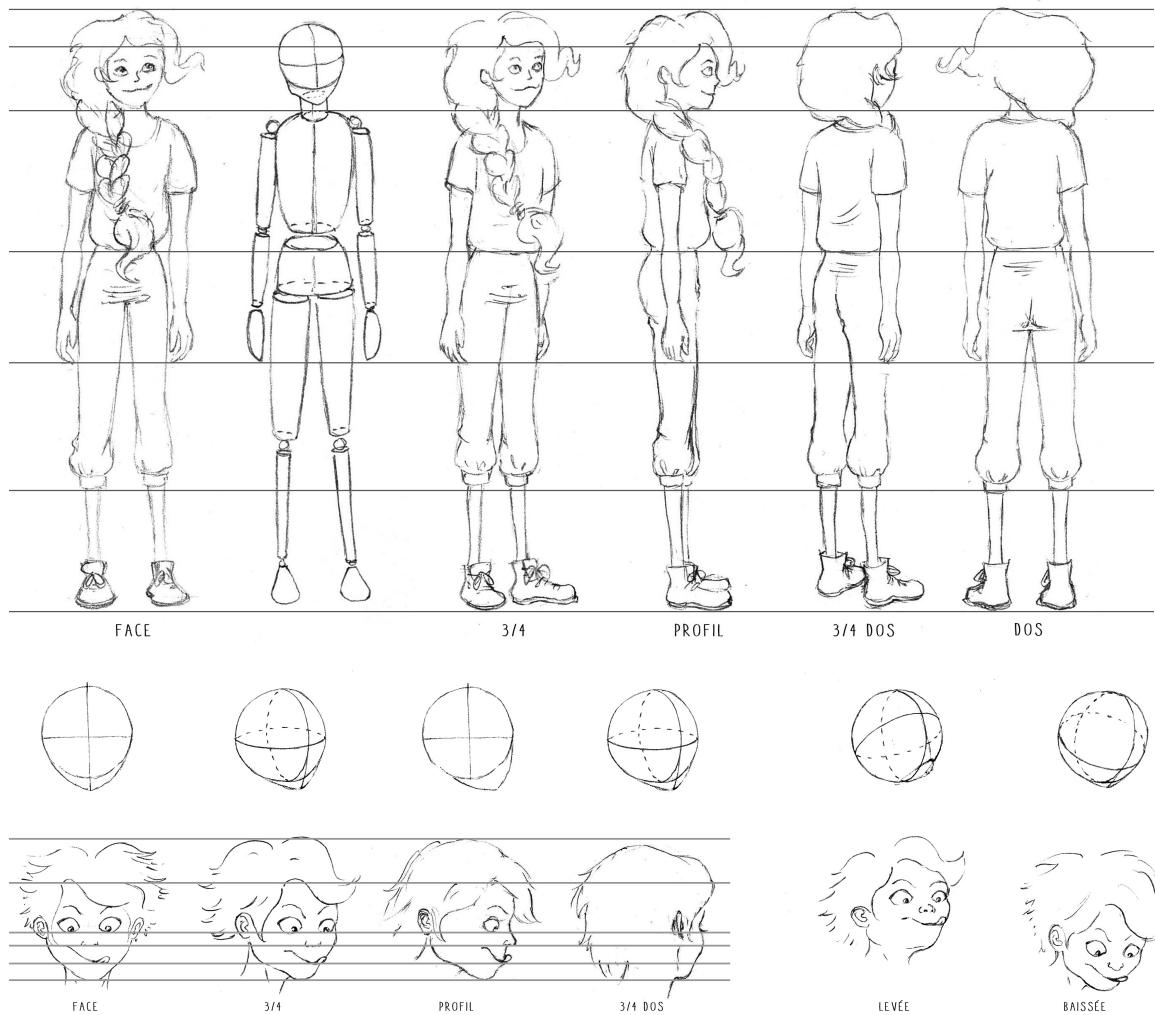


CRÉATION DE PERSONNAGES

Les personnages n'ont pas nécessairement des proportions réalistes.

Ce qui suit est une façon de faire. La bonne façon est celle qui vous convient et qui convient à votre style.

Astuce : Quelque soit les volumes utilisés pour créer votre personnage, utiliser des volumes simples nous permet de mieux visualiser le personnage et de plus facilement le dessiner sous différents angles de vues. Vous pouvez également passer par l'étape personnage baton (voir exercice 2).



Exercice 1 : créer et dessiner un personnage sous différents angles de vue (face, ¾, profil, ¾ dos, dos), comme ci-dessus. S'inspirer de l'annexe 1.

Commencer par la face, laisser la place pour le ¾ puis faire le profil, puis le ¾ dans l'espace prévu.

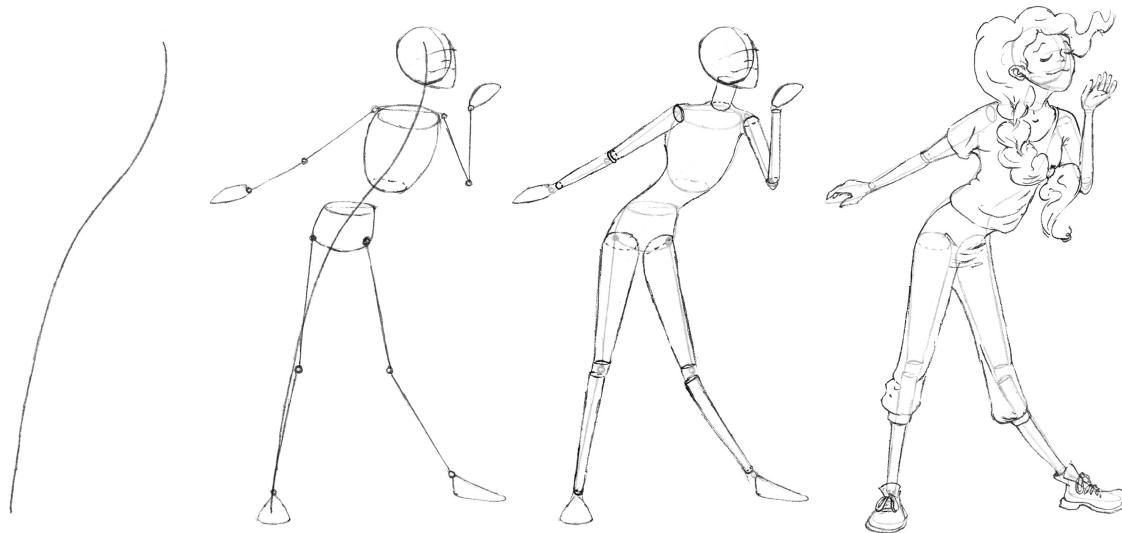
Personnages dynamiques :

Pour dessiner un personnage dynamique, on peut utiliser une ligne de dynamisme. Elle marque la dynamique du personnage. Elle passe par la colonne vertébrale et le point d'appui ou les extrémités.

Astuce : sur certaines poses, pour un personnage plus dynamique, les axes des épaules et du bassin

peuvent être en opposition.

Pour les poses complexes, il est parfois utile de rajouter l'étape du bonhomme bâton.



LIGNE DE DYNAMISME

SQUELETTE : PERSONNAGE BATON

MUSCLES : CYLINDRES

HABILLAGE ET DÉTAILS

Exercice 2 : dessiner le personnage en mouvement, s'inspirer des poses en annexe 2.

Annexes pour inspiration :

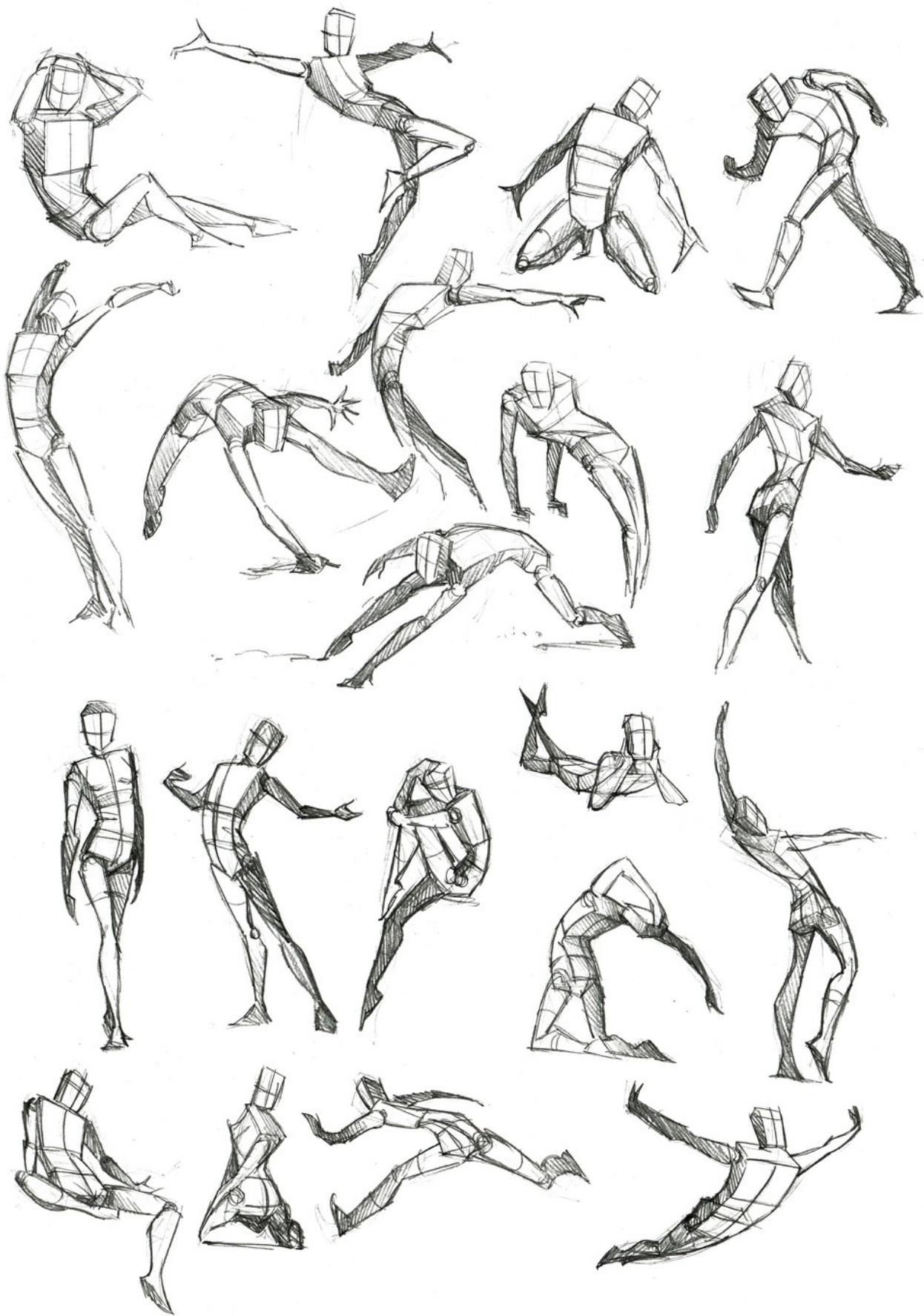
1.

USING SIMPLE SHAPES TO DRAW CARTOON TORSOS

MALE - angular	FEMALE
<p>The thinly built male has a almost rectangular shaped body. His shoulders are bonier and almost the width of his hips. 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.</p>	<p>The 'princess' body type. Chest is small, waist is thin, hips are slightly plump. Upper torso roughly the same size as the head. Slightly more realistic body type for a typical female. Women's hips are wider than their shoulders. 'Super feminized' body type or 'Mother's body'. Chest a bit small, breasts are large. The child-bearing hips are the widest part of the body. (Think Mrs. Incredible)</p>
EXTREMES	MALE
<p>The extremely thin male. These types of characters are often cast in comical roles of a weak or imasculine nature. (Think Wiggins or Chi-Fu)</p> <p>The extremely thin female. Her breasts are nearly non-existent as small. Super thin females are often portrayed as illiterate or someone equally unlikable. (Think Cruella, or Yzma)</p> <p>The ridiculously macho male with colossal shoulders and a tiny waist. It's meant to be the point of comedic imagery. He is often portrayed as not too intelligent but good hearted. (Think Kronk)</p> <p>I'm actually not quite sure what this is.</p>	<p>The thin male. These type of men tend to be portrayed as tech savvy geeks, nerds, side kicks, etc. (Think Mito Thatch)</p> <p>A more realistic approach to the normal male body. Male torso is wider than his hips, (opposite of females). A body type for nice guys, fathers, and male main characters. (Think Aladdin or Flynn Rider)</p> <p>The super muscular male body. His chest is extremely wide while his hips remain small. A body type for other heroes and/or overly manly men. (Think Hercules)</p>
SQUAT	
<p>Characters with a body type leaning on extreme shapes tend to be portrayed as comical characters 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.</p>	<p>The short, the squat, the tiny. 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.</p>

SOURCE INCONNUE

2.



SAK