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## Walter Foster **Drawing Cartoons**

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These lessons present a step-by-step method for drawing cartoons. Start by drawing a simple framework, then add the details. Pause the lesson at any time and follow along in Dabblers

[Cartoon Heads](#)

[Cartoon Bodies](#)

[Action](#)

[Animals](#)

[Effects](#)

## **CARTOON HEADS**

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Concentrate on the ideas presented in each lesson, don't worry about drawing exactly what you see.

[Shapes](#)

[Direction](#)

[Features](#)

[Expressions](#)

[Practice Tip](#)

heads : **SHAPES**

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heads : **SHAPES 2**

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heads : **SHAPES 3**

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heads : **SHAPES 4**

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heads : **DIRECTION**

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heads : **FEATURES**

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heads : **EXPRESSIONS**

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heads : **PRACTICE TIP**

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## **CARTOON BODIES**

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Try exaggerating different features to make your bodies funny. Draw simple relaxed shapes and build on them. Add details like clothing, jewelry or glasses.

[Shapes](#)

[Pose](#)

[Hands](#)

[Practice Tip](#)

bodies : **SHAPES**

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bodies : **SHAPES 2**

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{ewc MVMCI2, ViewerMCI, [stdcontrol][autostart][noframe]BLITZAVIbds2.avi}

bodies : **SHAPES 3**

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Bodies : **SHAPES 4**

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bodies : **POSE**

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bodies : **HANDS**

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bodies : **PRACTICE TIP**

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## **ACTIONS**

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Bring your cartoon characters to life by drawing them in action.

[Basic Line of Motion](#)

[Example Actions](#)

[Practice Tip](#)

actions : **LINE OF MOTION**

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actions : **EXAMPLE**

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actions : **PRACTICE TIP**

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## **ANIMALS**

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Animals are a great subject for cartooning, because they lend themselves to humor so easily.

[Animals](#)

[Example Animals](#)

[Practice Tip](#)



## **ANIMALS**

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animals : **EXAMPLE**

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animals : **PRACTICE TIP**

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## **EFFECTS**

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Effects can be used to convey a variety of illusions, including movement, sound, or emotion. Use Effects to magnify an action or to make a point more obvious.

[Effects](#)

[Practice Tip](#)

## **EFFECTS**

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effects : **PRACTICE TIP**

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