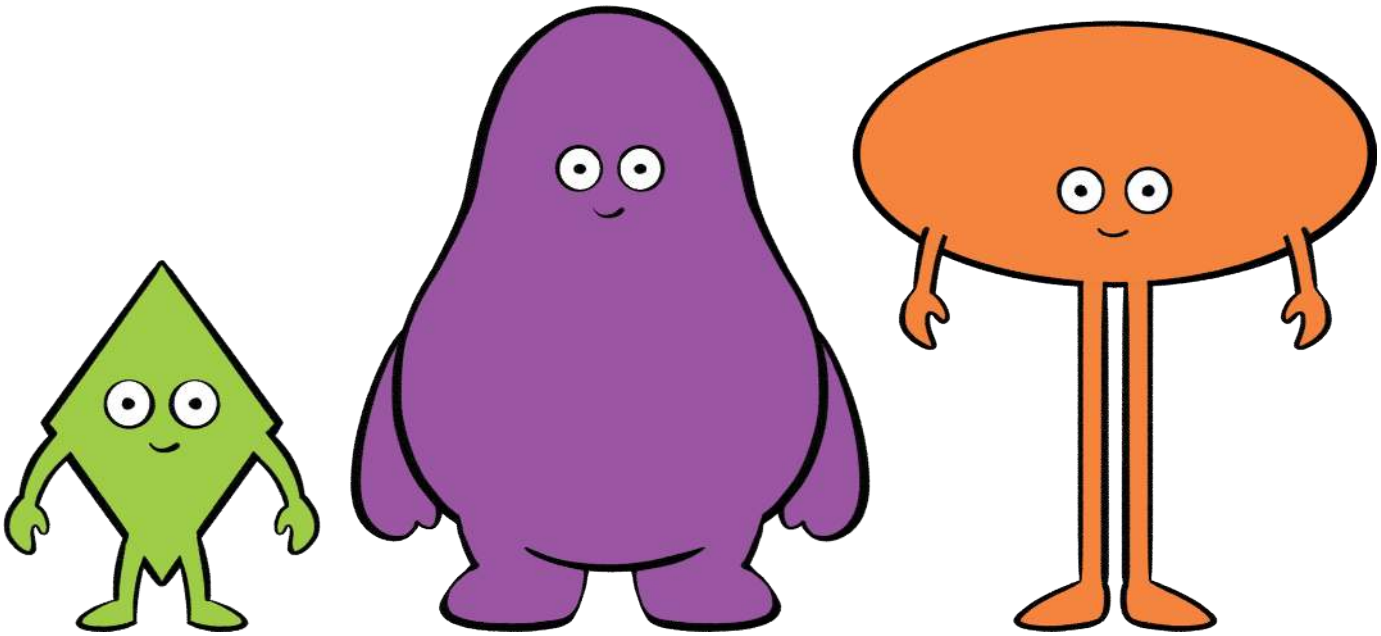
THE PHOENIX COMIC CLUB

HOW TO CREATE CHARACTERS USING SHAPES



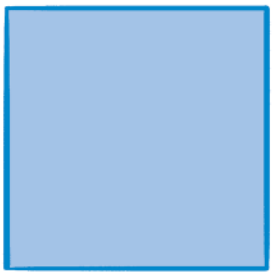
HI, I'M ROB DEAS.
LET'S LEARN HOW TO CREATE CHARACTERS USING SHAPES!



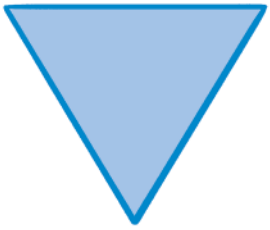
WHY USE SHAPES?

I USE *BOLD SHAPES* IN MY CHARACTER DESIGNS ALL THE TIME AS THEY CAN HELP DETERMINE YOUR CHARACTERS *PERSONALITY* AND *ATTRIBUTES.*

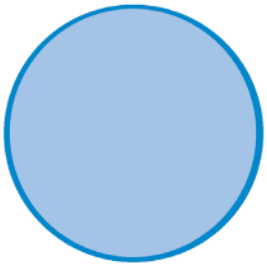
TO UNDERSTAND THEIR BENEFIT LET'S START RIGHT AT THE *BEGINNING.* LET'S TAKE A LOOK AT HOW WE CAN CREATE FUN, SIMPLE CHARACTERS USING THE FOLLOWING *THREE COMMON SHAPES.*



SQUARE



TRIANGLE

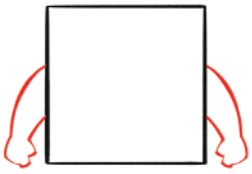


CIRCLE

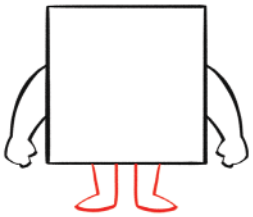
SQUARE CHARACTER



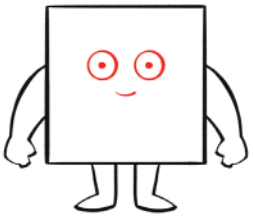
1. A *SQUARES* HARD EDGES MAKE IT PERFECTLY SUITED FOR A *STRONG* CHARACTER



2. SO LET'S ADD SOME *LARGE THICK ARMS* ON EITHER SIDE

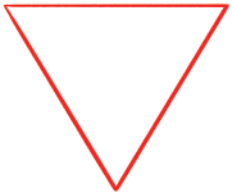


3. AND SOME *SOLID LEGS* ON THE BOTTOM EDGE

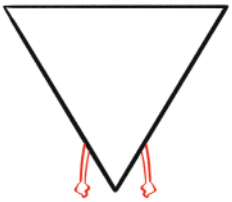


4. THEN JUST ADD *TWO CIRCLES* AND A *SMILE* TO FINISH YOUR CHARACTER

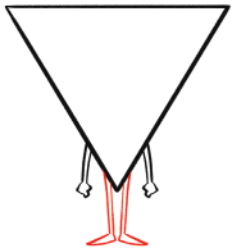
TRIANGLE CHARACTER



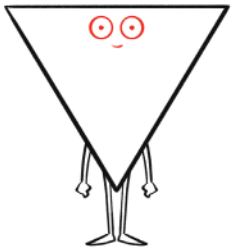
5. LET'S TURN THIS *TRIANGLE* INTO A *GANGLY* LOOKING INDIVIDUAL



6. GIVE THEM *SMALL THIN ARMS*

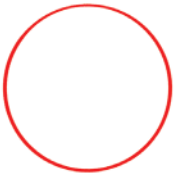


7. AND *LONG THIN LEGS*

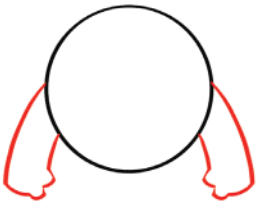


8. PLACING THE EYES *AWAY FROM THE LIMBS* MAKES OUR CHARACTER LOOK *TALL*

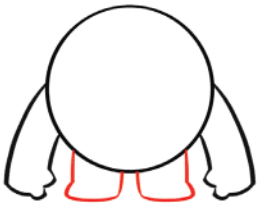
CIRCLE CHARACTER



9. YOU CAN USE A *CIRCLE* TO CREATE A *LARGE CUDDLY CHARACTER*



10. GIVE THEM *BIG ARMS* THAT REACH THE FLOOR



11. AND *SMALL STUMPY LEGS*



12. BY MAKING THE *EYES SMALLER* IT MAKES OUR CHARACTER LOOK *BIGGER*

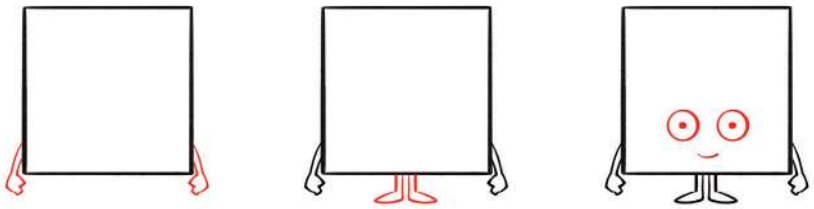
SAME SHAPE, DIFFERENT CHARACTER

NERDY SQUARE

BUT ONE SHAPE DOESN'T HAVE TO FIT JUST *ONE CHARACTER TYPE.*

FOR INSTANCE A *SQUARE* DOESN'T HAVE TO BE A *STRONG* CHARACTER.

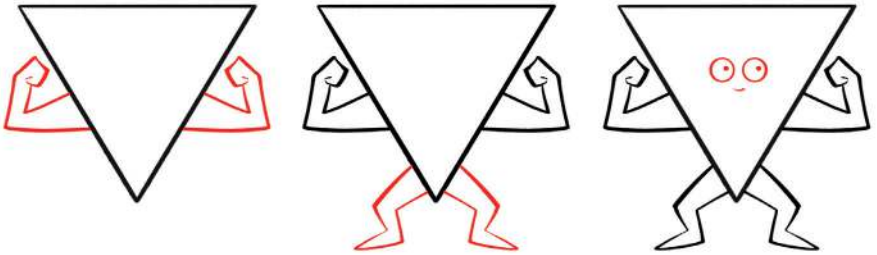
BY MOVING THE FACE DOWN AND GIVING THEM THIN ARMS AND LEGS WE CREATE A MUCH *NERDIER* LOOKING INDIVIDUAL



STRONG TRIANGLE

IT'S THE SAME WITH THE *TRIANGLE.*

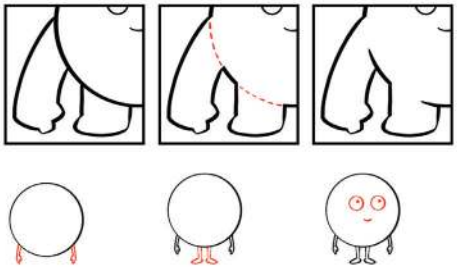
REPLACING THEIR THIN, GANGLY LIMBS WITH ANGULAR, MUSCLY ARMS AND LEGS THAT ECHO THE CORE SHAPE AND MOVING THE EYES TO A MORE CENTRAL POSITION CREATES A REALLY *STRONG, CONFIDENT* LOOKING CHARACTER.



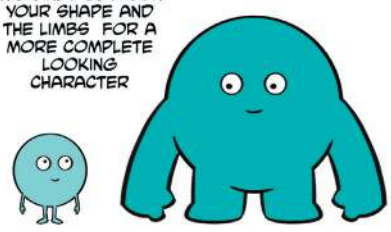
TINY CIRCLE

THE *SIZE AND SCALE* OF YOUR CORE SHAPE CAN PLAY A BIG PART TOO.

THE CIRCLE FOR INSTANCE IS PERFECT FOR A BIG CUDDLY CHARACTER BUT BY SHRINKING IT DOWN IT BECOMES THE PERFECT SHAPE FOR A TINY *PEA SIZED* CHARACTER TOO.

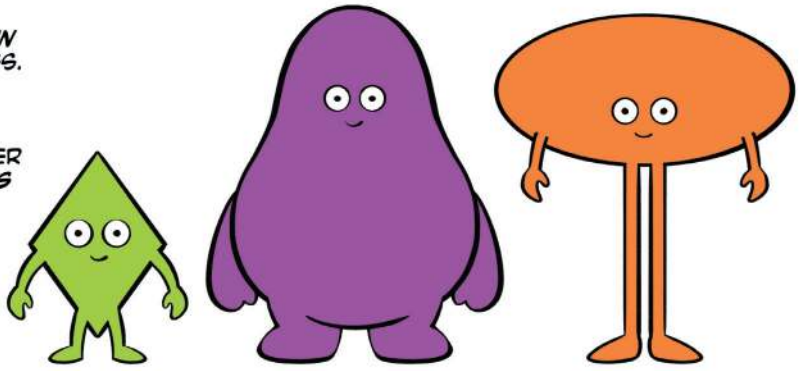


PRO TIP: ERASE THE LINES BETWEEN YOUR SHAPE AND THE LIMBS FOR A MORE COMPLETE LOOKING CHARACTER



WHY NOT TRY CREATING YOUR *OWN CHARACTERS* USING BASIC SHAPES.

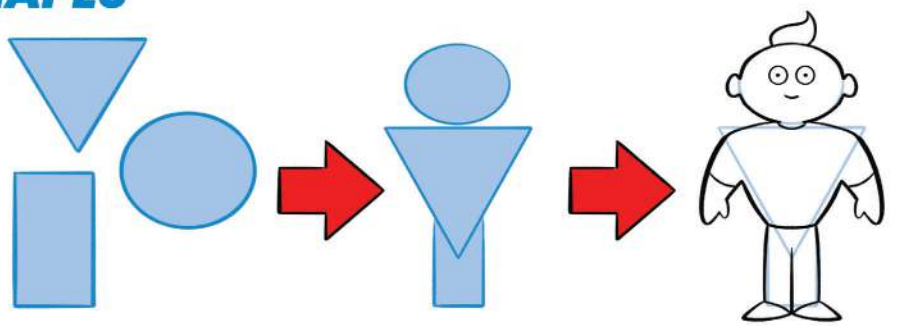
PLAY AROUND WITH THE *SIZE* OF THE ARMS AND LEGS, THE OVERALL *SCALE* OF THE CHARACTER AND THE PLACEMENT OF THE *EYES* AND SEE HOW MANY DIFFERENT CHARACTERS YOU CAN CREATE.



COMBINING SHAPES

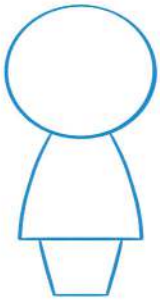
SO FAR, I'VE SHOWED YOU HOW TO CREATE A CHARACTER OUT OF A *SINGLE SHAPE.*

NOW, I'M GOING TO SHOW YOU HOW TO *COMBINE SHAPES* TO CREATE MORE *COMPLEX CHARACTERS* AND HOW DRASTICALLY CHANGING *SIZE* OF THE SHAPES YOU USE CAN CREATE VERY *DIFFERENT* LOOKING CHARACTERS.

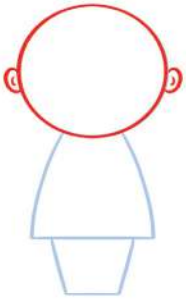


TAKE *THREE SHAPES* — *COMBINE* THEM — CREATE A *CHARACTER*

SMALL, LITTLE GIRL



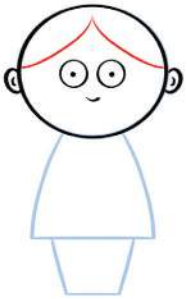
1. DRAW THE *KEY SHAPES* VERY LIGHTLY TO GIVE YOU *GUIDES* TO WORK FROM



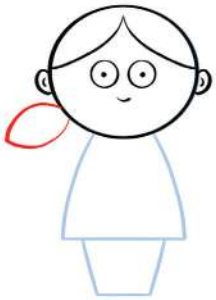
2. DRAW AN OVAL *HEAD* WITH TWO SMALL *EARS* EITHER SIDE



3. ADD TWO CIRCULAR *EYES* AND A SMALL SMILING *MOUTH*



4. DRAW TWO SEMI-CIRCLES FOR THE *HAIR*



5. ADD A LEAF LIKE SHAPE TO THE SIDE OF THE HEAD FOR A *PONYTAIL*



6. DRAW A BELL SHAPE FOR THE *DRESS* AND ADD *TWO BUTTONS*



7. ADD TWO *ARMS*



8. USE VERY BASIC CLAW LIKE SHAPES FOR THE *HANDS*



9. DRAW IN THE *LEGS* AND *FEET*



10. ADD A WAVY LINE FOR THE *SHOES*



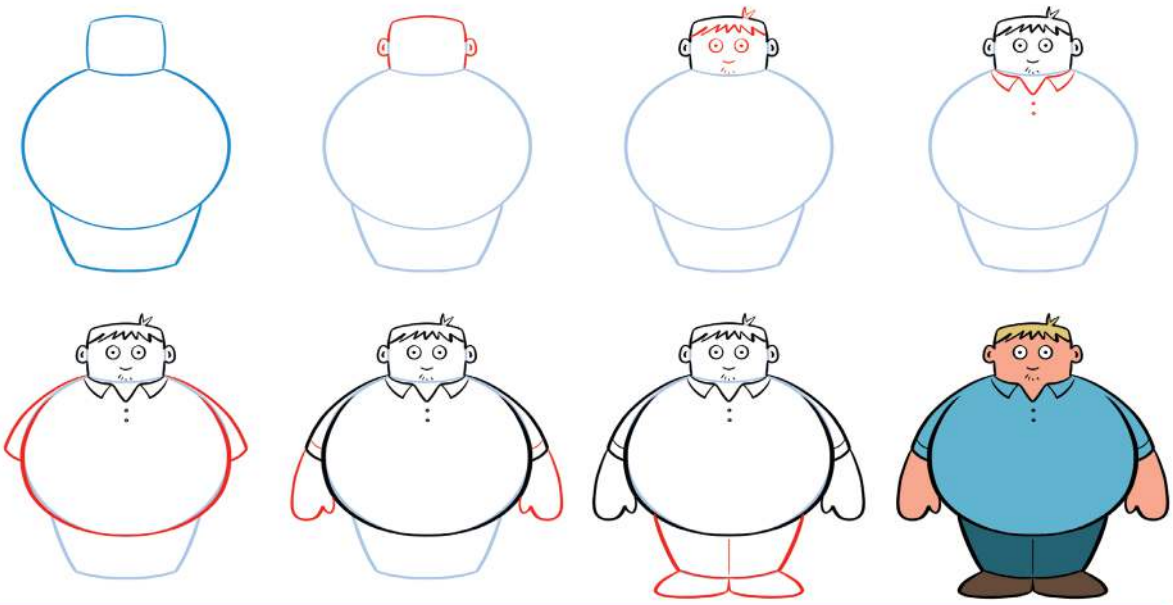
11. AND A LINE ACROSS THE KNEES FOR THE *SOCKS*



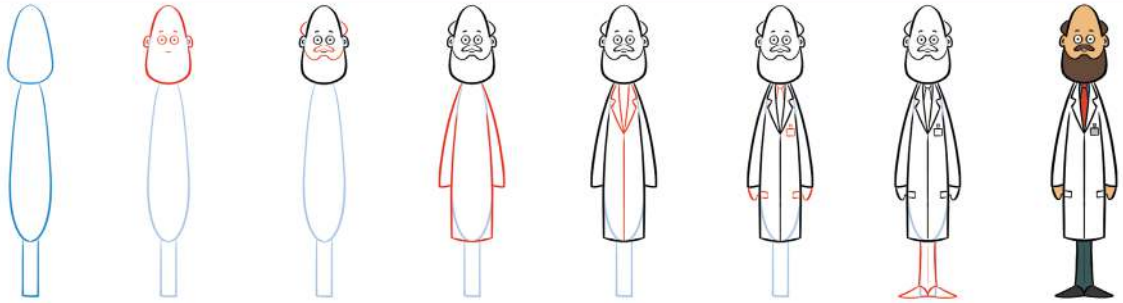
12. NOW WHY NOT ADD SOME *COLOUR* TO YOUR CHARACTER?

VARY AND EXAGGERATE THE SHAPES

LARGE, ROUND MAN



TALL, THIN SCIENTIST

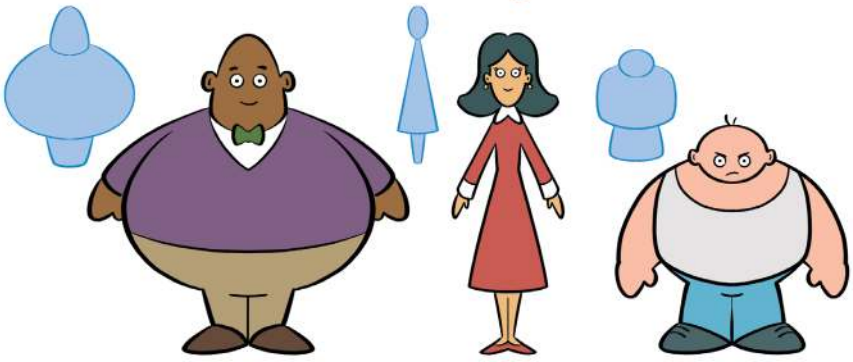


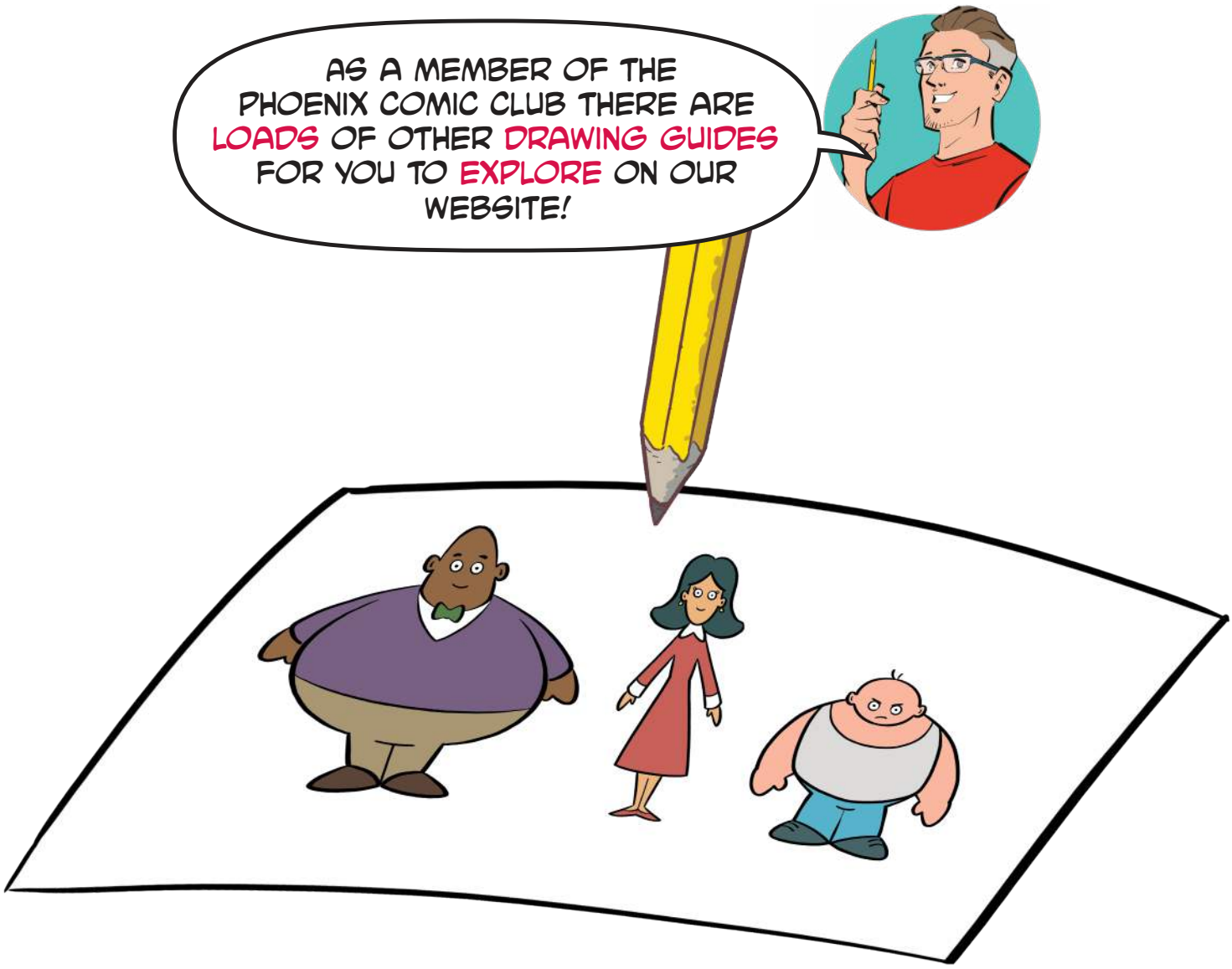
COMIC CLUB CHALLENGE – OVER TO YOU, PHOENIXERS!

GREAT JOB *PHOENIXERS!*

NOW IT'S *YOUR* TURN. WHY NOT TRY CREATING YOUR *OWN CHARACTERS* USING *MULTIPLE SHAPES?*

TRY AND USE AS MANY *DIFFERENT SIZED SHAPES* AS YOU CAN TO CREATE LOTS OF REALLY *DIFFERENT* CHARACTERS THAT ALL LOOK VERY INDIVIDUAL.





AMAZING DRAW-ALONG VIDEOS WITH LOADS OF YOUR FAVOURITE CREATORS!

AWESOME VIDEOS AND INCREDIBLE PRINTABLE GUIDES!

TIPS AND DRAWING SECRETS FROM TOP COMIC CREATORS!

SCAN HERE TO GET STARTED!

THEPHOENIXCOMIC.CO.UK/COMIC-CLUB