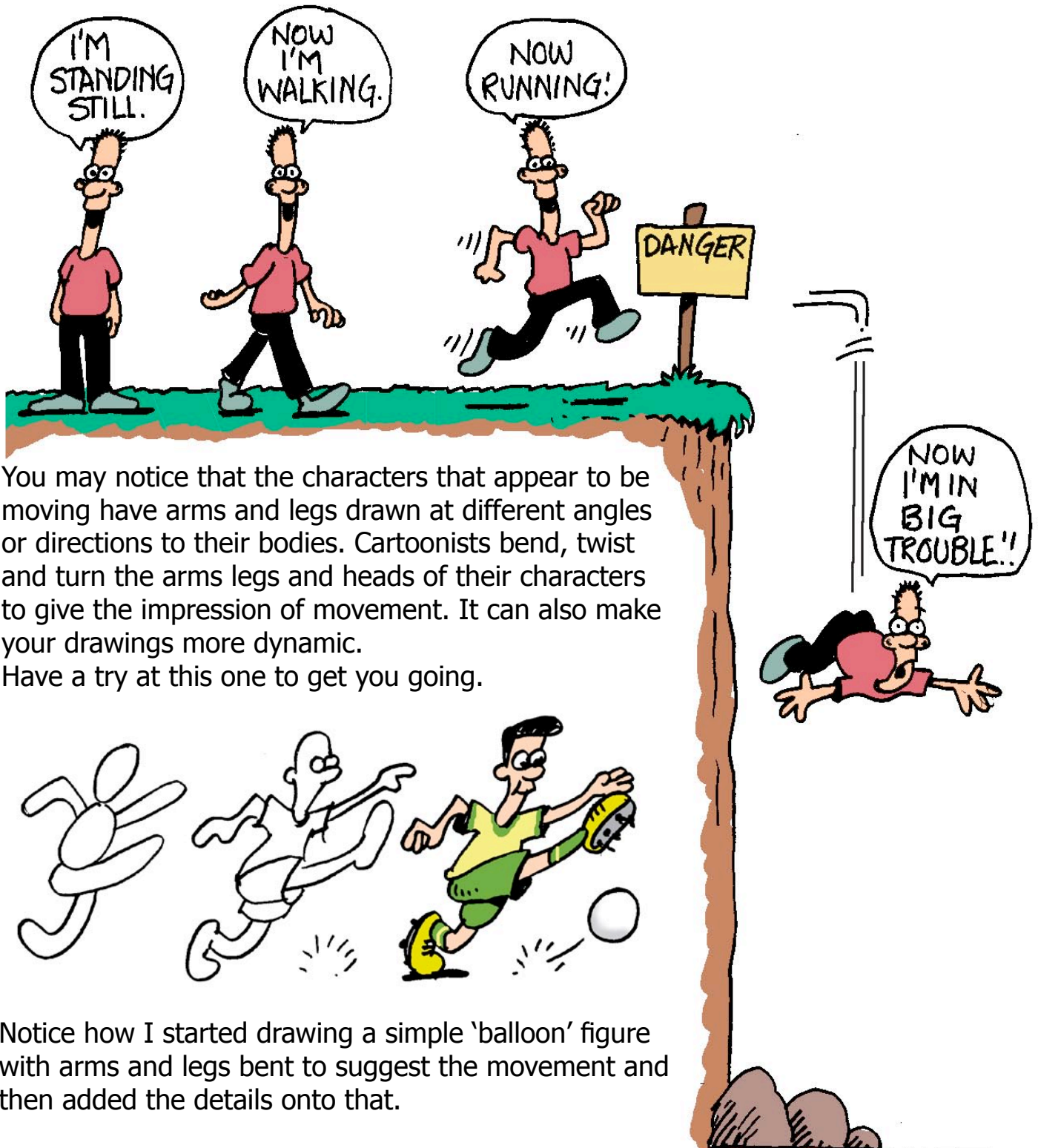


The Australian Cartoonists Association's magazine for kids. Number three.

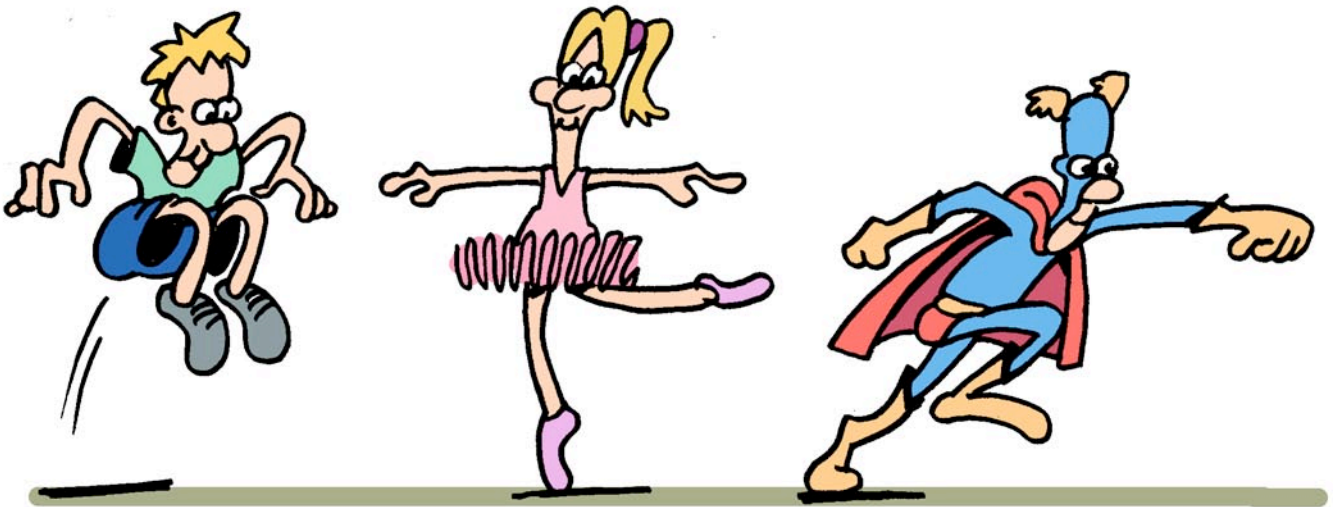
Cartooning is a fun art and your drawings should reflect this. You should always try to give your characters life. One way to do this is to make sure there is lots of movement and action in your drawings. So it's time to get your cartoon characters a'moving and a'grooving. Or at least make it look like they are moving and grooving.



You may notice that the characters that appear to be moving have arms and legs drawn at different angles or directions to their bodies. Cartoonists bend, twist and turn the arms legs and heads of their characters to give the impression of movement. It can also make your drawings more dynamic. Have a try at this one to get you going.

Notice how I started drawing a simple 'balloon' figure with arms and legs bent to suggest the movement and then added the details onto that.

OK, now try drawing these for some extra practice.



And now it's time to try some on your own. How about someone skateboarding, ice skating, flying a kite, heading a soccer ball, dancing the fandango, playing leap-frog, playing marbles, climbing a tree, fighting of the Dark Lords of Medney with light sabres..... Go on use your imagination. If you cannot picture the movement in your head go through the motions yourself taking note how your arms and legs move and at what angles and directions to your body they end up at. Another way is to collect action photos from newspapers and magazines. Keep them in a scrapbook as a visual resource you can use over and over again.

