

ANTHROPOMORPHISM (That's not a word, it's a short story!)

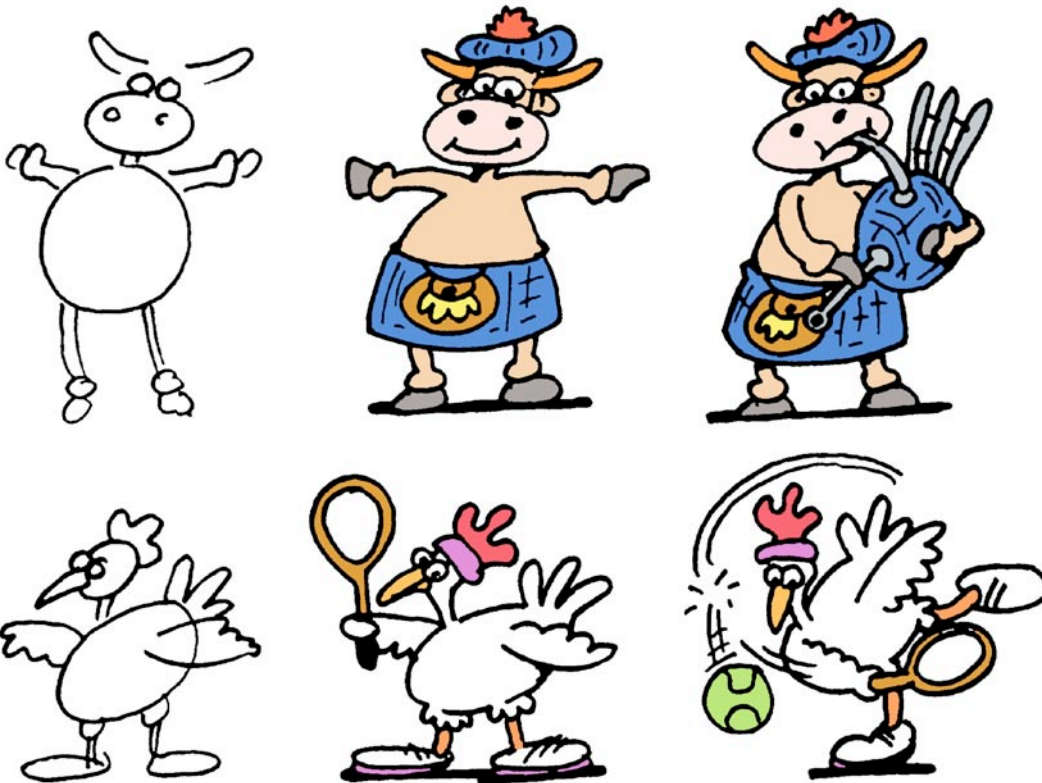
Question: What two things do Mickey Mouse, Daffy Duck and Kermit the Frog have in common?

Answer: One – they are cartoon characters. Two – they walk, talk and act like humans.

In cartooning this is called *anthropomorphism* or *personification*. In simple terms it is when animals are given human characteristics. Garfield is one. The Angry Beavers are too. Can you think of more?

OK! Now it's your turn. You can create some really fun characters by humanising animals.

- 1: Draw a cartoon animal. If it has four legs have it walk on two legs like a human.
 - 2: Give the character some clothes.
 - 3: Draw the character doing things humans do like playing tennis, riding a bike or saving the Empire.
- Here's a couple of examples...



ANTHROPOMORPHISM IS NOT RESTRICTED TO CARTOONING. MANY ANCIENT CULTURES HAD PERSONIFIED ANIMALS IN THEIR RELIGIONS AND MYTHS. IT IS ALSO A WELL ESTABLISHED DEVICE IN LITERATURE. THINK ABOUT THE BEATRICE POTTER AND POOH BEAR STORIES.



You could also use the characteristics of animals to develop your character, eg. Owls are portrayed as wise, so you could draw an owl as an old professor; Penguins are portrayed as plump aristocrats, so draw a penguin with a top hat, cane and bow tie. Of course you can think outside the square... a hippy cockroach, a super hero elephant, a detective dog etc.

