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draw Opporation of

Ron Wheeler's

Sketchbook Manual

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Well, the first thing you do is, you need to ...

draw, draw, DRAW, DRAW

draw, draw, DRAW, DRAW, DADRAW

Ron Wheeler's Thow to Draw's DRAW

# Sketchbook Manual

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DRAM draw John RAY DRAI



DRAW, draw, draw ...

I guess there's just no substitute for drawing.

#### Introduction

Welcome to Ron Wheeler's "How to Draw" Sketchbook Manual. Now that you've watched the videos, here's a little sketchbook to help you practice what you've learned.

You are free to make as many copies as you want of this sketchbook for yourself, but we ask that if your friends or classmates want a copy, they buy and download one from our website ... CoolVideos.CartoonWorks.com. It doesn't cost much and it would really help us to create even MORE fun stuff at CartoonWorks.com.

For teachers and children's ministry leaders, if you would like your whole class-room to have copies of this sketchbook, we'd encourage you to purchase the teacher version of the "How to Draw" course. With that, you will not only be able to download and print as many copies of this book as you need, but you will also have free access to other downloadable products from CartoonWorks.com that you can use to enhance your ministry efforts and train others.

#### Ron Wheeler's "How to Draw" Sketchbook Manual

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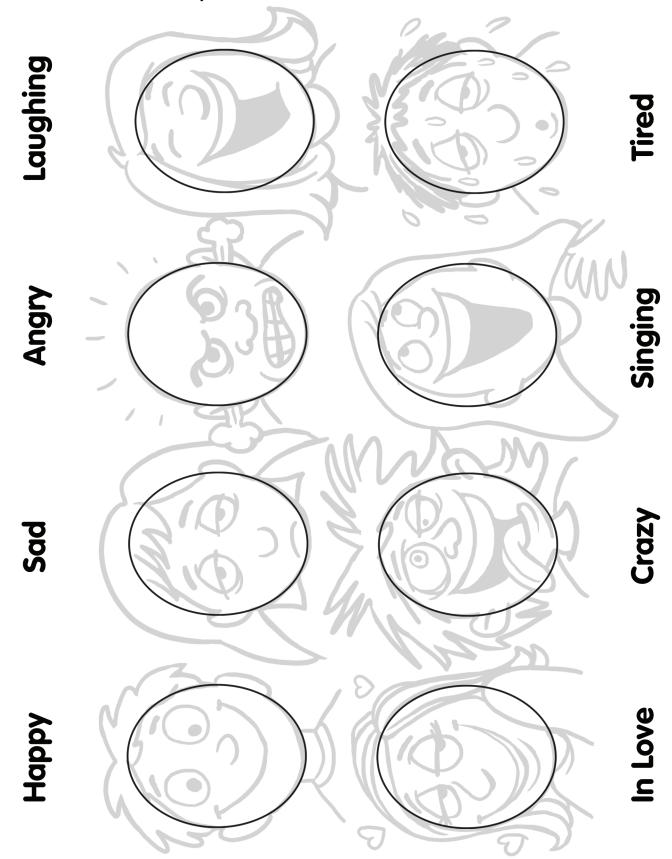
#### Faces 1

At the heart of cartooning is facial expressions. Use these ovals to help draw your own.

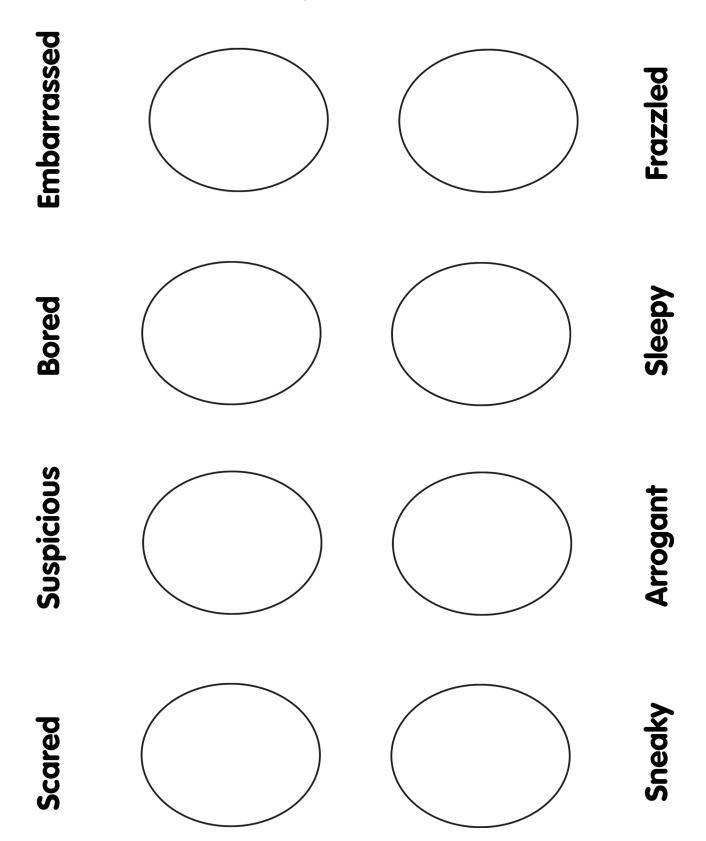
Laughing **Tired** Singing Angry Crazy Sad In Love Нарру

#### Faces 2

Now try to draw the faces as Ron Wheeler would.



#### How would you draw these emotions?

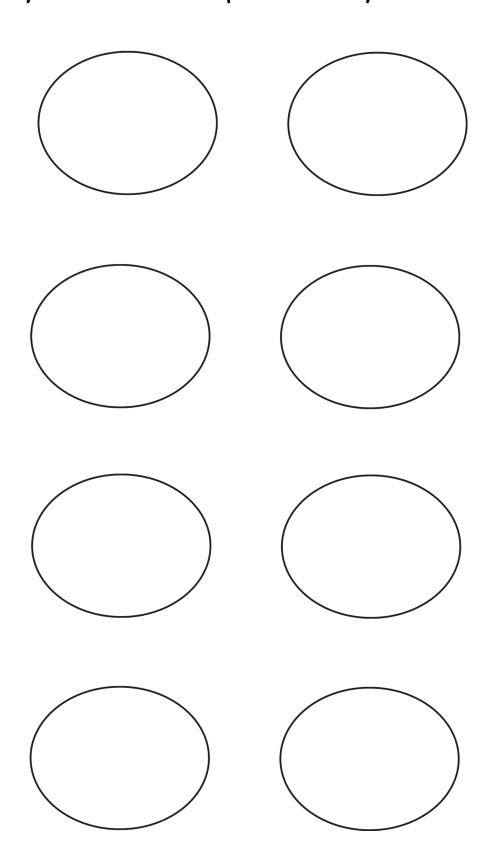


#### Faces 4

Now copy how Ron drew these expressions. **Embarrassed** Frazzled Sleepy **Bored** Suspicious Arrogant Sneaky Scared

#### Faces 5

It's your turn. What facial expressions would you like to draw?



As with drawing anything, if you want your character to be proportional, you should start by drawing a frame with all the limbs. Then begin adding shapes for parts of the body. Try using rounded triangles that looks sort of like Candy Corn.



Your rounded triangles shapes should look something like this. Try tracing your line over top of these lines to get an idea of how it works. The lines should be rough. You're just building the body shape at this stage.



Next you begin creating a bear out of your shapes. Remember, this is still a rough sketch. Don't worry about making the lines too straight. Practice drawing over the lines here.



Now you draw your finished line. Use the shape you created earlier as a guide for drawing what would be your finished line. At this stage it should look like a bear with fur and expressions. As you see here, sometimes you need to move parts of it to make it work. In this case, the head and the bear's lower right leg and left knee were moved to make the bear look just right. Try drawing over this line to get a feel for where the lines go.



To finish your bear, you can add "dress ups". Be creative with your bear by adding different things. You can trace over this line to get a feel for it, but you might want to use tracing paper and try different dress ups.







To trace another person's art, you can run your pen or pencil right on top of the artists line, or draw on a piece of tracing paper placed on top.



Tracing another person's drawing style helps prevent you from developing your own style too early.



As you trace, think about how you might draw this scene differently if you hadn't see this drawing first.



Many people find tracing to be a fun, relaxing thing to do while listening to music or watching TV.





How would you draw someone with their foot in their mouth?



It is said a picture is worth a thousand words. How many words does it take to describe what is going on here?

Sometimes pictures are symbolic. What does this picture mean?



Sometimes a picture can show lots of things going on at once.
What's going on here?



Very complex scenes are hard to draw. It is important to make each object clear, and still try to keep the drawing from looking too cluttered.





What would someone multitasking look like to you?



Have you ever heard the phrase, "He blew his top?"

This pelican has been very popular.

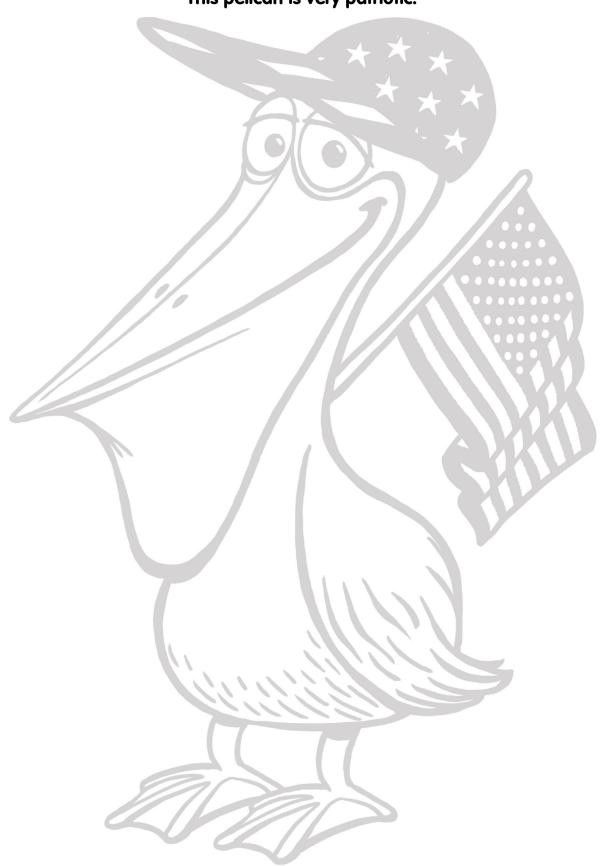


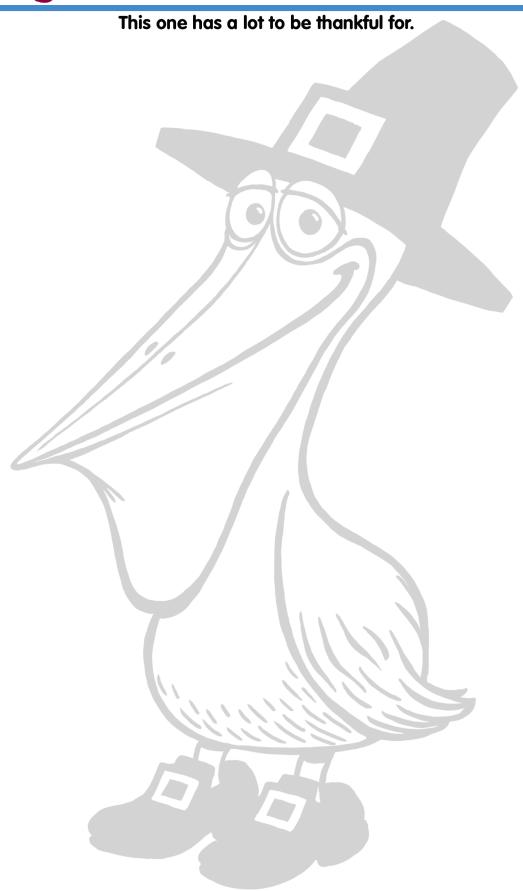
He has several outfits.





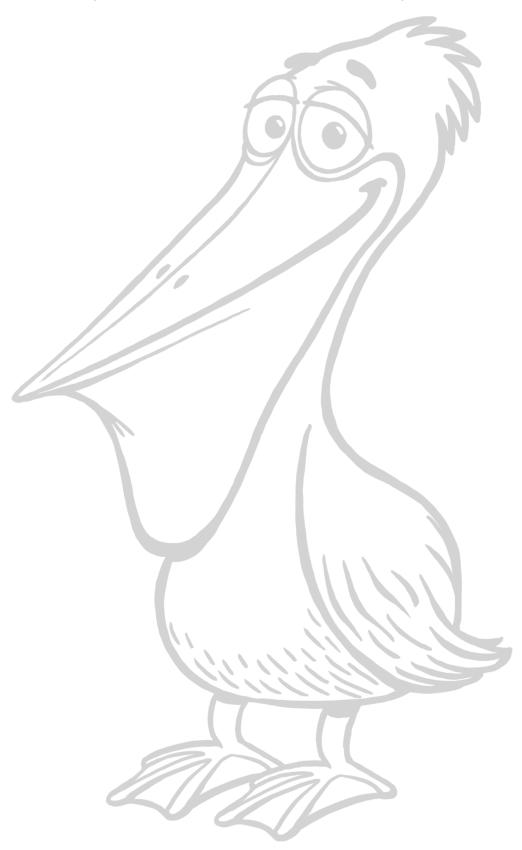
This pelican is very patriotic.





This pelican is very romantic.

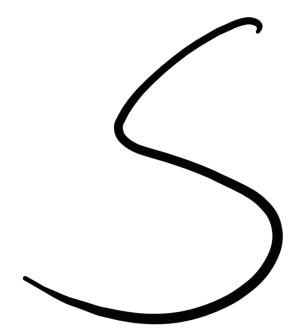
Now that you've drawn him several times, add your own outfit.





Can you draw the pelican from your memory now?

Use your imagination to turn this scribble into a cartoon.



Could it perhaps look like this? Try tracing this face.



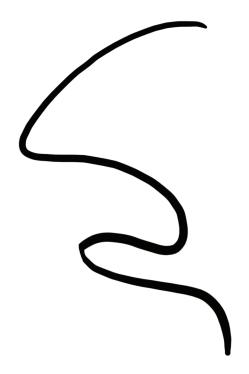
What can you do with this scribble?



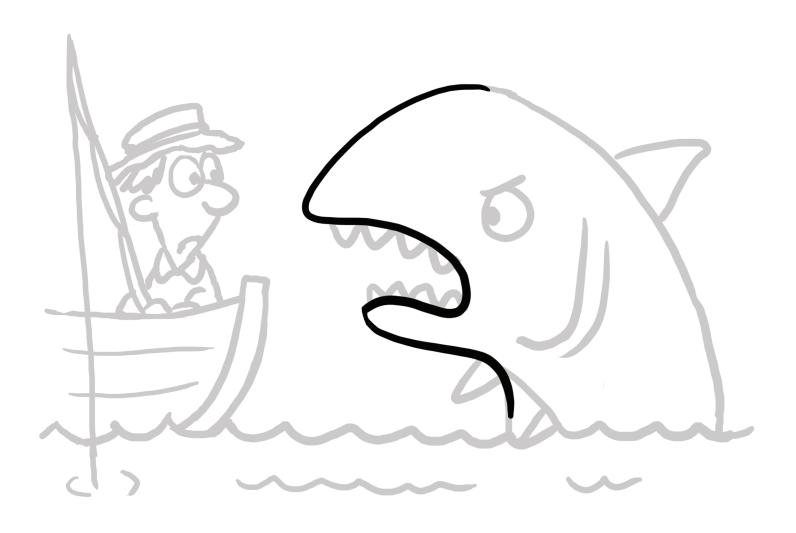
When in doubt turn it into wild hair.



Okay, some scribbles are harder than others.



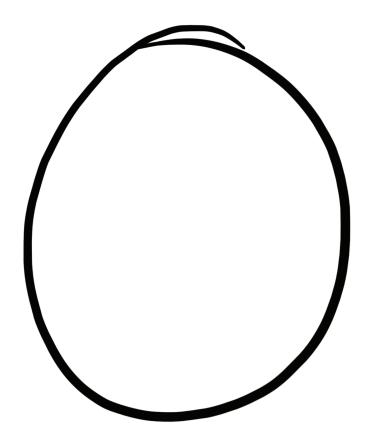
Trace this. It could be the start of a cool shark.



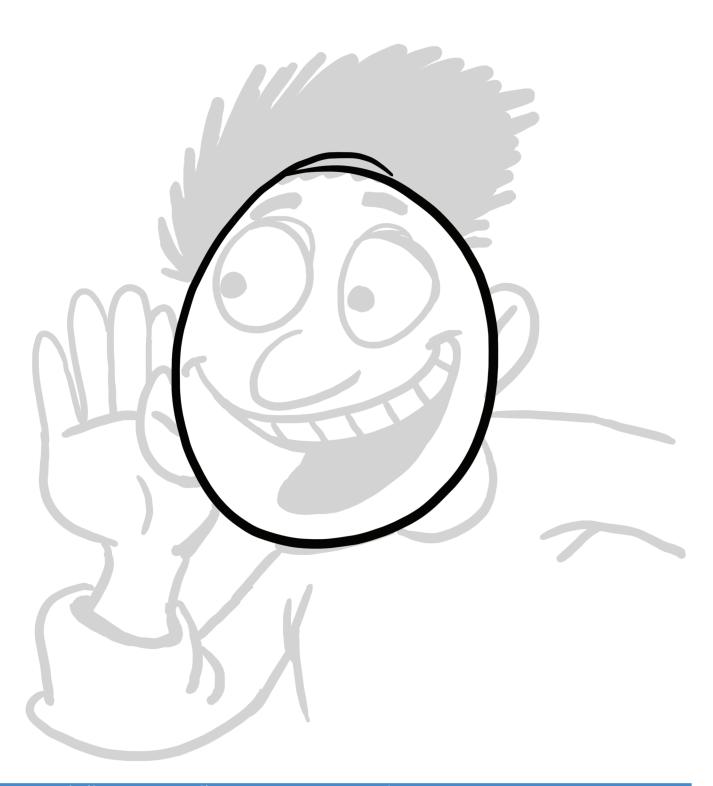
Or the same scribble could be the start of an Elvis impersonator.
Use your imagination and see what else you can create.



What can you do with a simple shape like this?



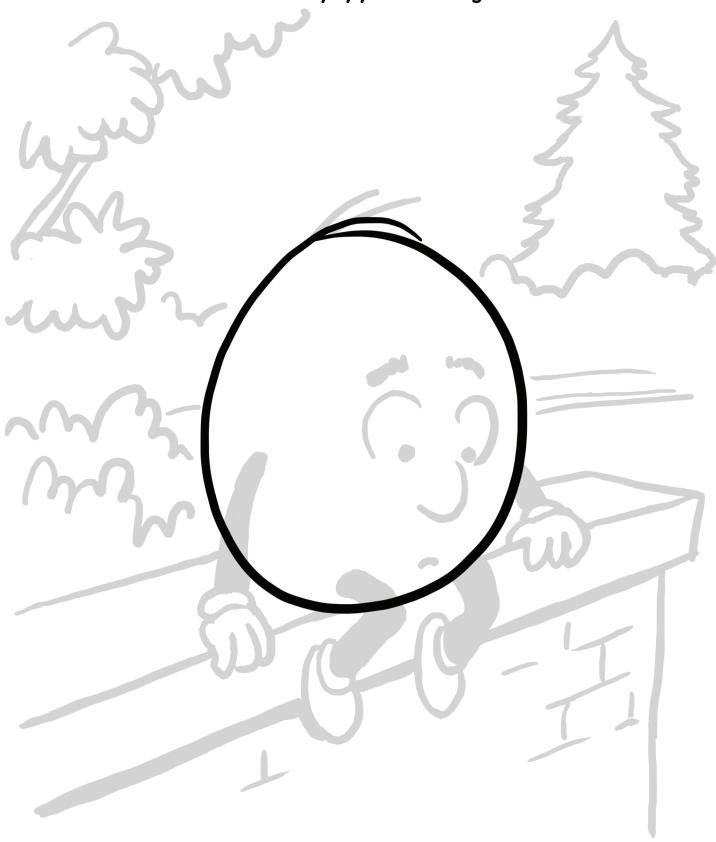
The most obvious thing to draw is a funny face.



Or you could make a snowman out of it!



You could even make Humpty Dumpty out of it. You're limited only by your own imagination.



Now it's your turn. Create your own scribble and have a friend turn it into a cartoon ... or you could have your friend give you a scribble you can turn into a cartoon. Or, you could always create a scribble for your own cartoon. Have fun and be creative!

Try cartooning with modeling clay. Clay gives you a completely different look. Then try drawing your clay (or draw this clay shown here) from a front view as a cartoon character. Just draw what you see in the open space below. (Use this drawing as an example.)



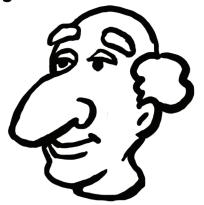
Once you have the front view drawn, try drawing your clay character from a side view.



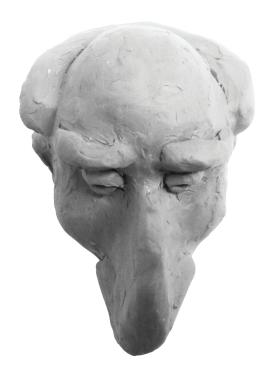


One of the hardest views to draw is what's called ... three quarter view. It's halfway between the front view and side view. Not many cartoons show this view, but if you can master it, you will have more versatility in your drawings.





To really understand how to know your character, and how to draw your character, try drawing it from other views ... such as the top view.





Even try to draw your character from behind. If you create a book like the series at StinkyStevens.com, you will need to draw your characters from all sorts of points of view.





When you write a cartoon book or create a comic strip, you never know what angle you will have to draw your character. With your modeling clay you can practice drawing it from any and every direction.



