



Cartoon Skeletons

Michael Paulus is an artist who took a unique approach to cartoons. “These Icons are usually grotesquely distorted from the human form from which they derive. Being that they are so commonplace and accepted as existing I thought I would dissect them like science does to all living objects - trying to come to an understanding as to their origins and true physiological make up. Possibly to better understand them and see them in a new light for what they are in the most basic of terms. I decided to take a select few of these popular characters and render their skeletal systems as I imagine they might resemble if one truly had eye sockets half the size of its head, or fingerless-hands, or feet comprising 60% of its body mass.” *M. Paulus* <http://michaelpaulus.com/>

1. Choose a cartoon, tv or comic book character. Print a copy of an image of that character that is roughly 8 ½ by 5 ½ (1/2 a sheet of paper, landscape).
2. Lay the tracing paper over the character and begin to draw the bones of its skeleton. Make sure you are using the correct anatomical bones. The size of the bones are relative to your character. Only the bones visible from the angle of your character’s image need to be shown. Some anatomy is at your discretion (e.g. Tweety Bird’s feet) but it should be correct in relation to the body of the character.
3. Once your skeleton is complete, make a copy of it and then label the bones on one of the skeleton copies.
4. You should end up with three sketches: A cartoon character, an unlabeled skeleton of that character and a labeled skeleton of that character. These will be mounted on a 19” x 12.5” white matte paper.

