



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... 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. Pick one that has some differences from a human. 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. Drawing the skeleton
 - a. Lay tracing paper over the character and begin by drawing an outline of the skin of your character. This will make it easier to draw the skeleton. Ignore clothes and try to think of what the skin and bones are like.
 - b. Once you have the skin outline, start to draw the bones of its skeleton. Sometimes it is easier to start with the skull, other times with the arms or legs. 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. Just relax and go one bone at a time. It will look great when it is done.
 - c. Some anatomy is at your discretion, which means you may have to modify a bone or delete a bone or add a new bone (e.g. Tweety Bird’s feet) but whatever you do, it should be correct in relation to the body of your character.
3. Once your skeleton is complete, make a copy of it and then label the bones on one of the skeleton copies. If your pencil drawings are very light in color, go over them with a pen or marker so they can easily be seen.
4. You should end up with three sketches: A cartoon character in color, an unlabeled skeleton of that character and a labeled skeleton of that character. These will be mounted on 19” x 12.5” paper that we have in class.
5. Type out an explanation of your skeleton. Explain what bones you had to change or delete or add. Explain why you did what you did. Include the name of your character.

