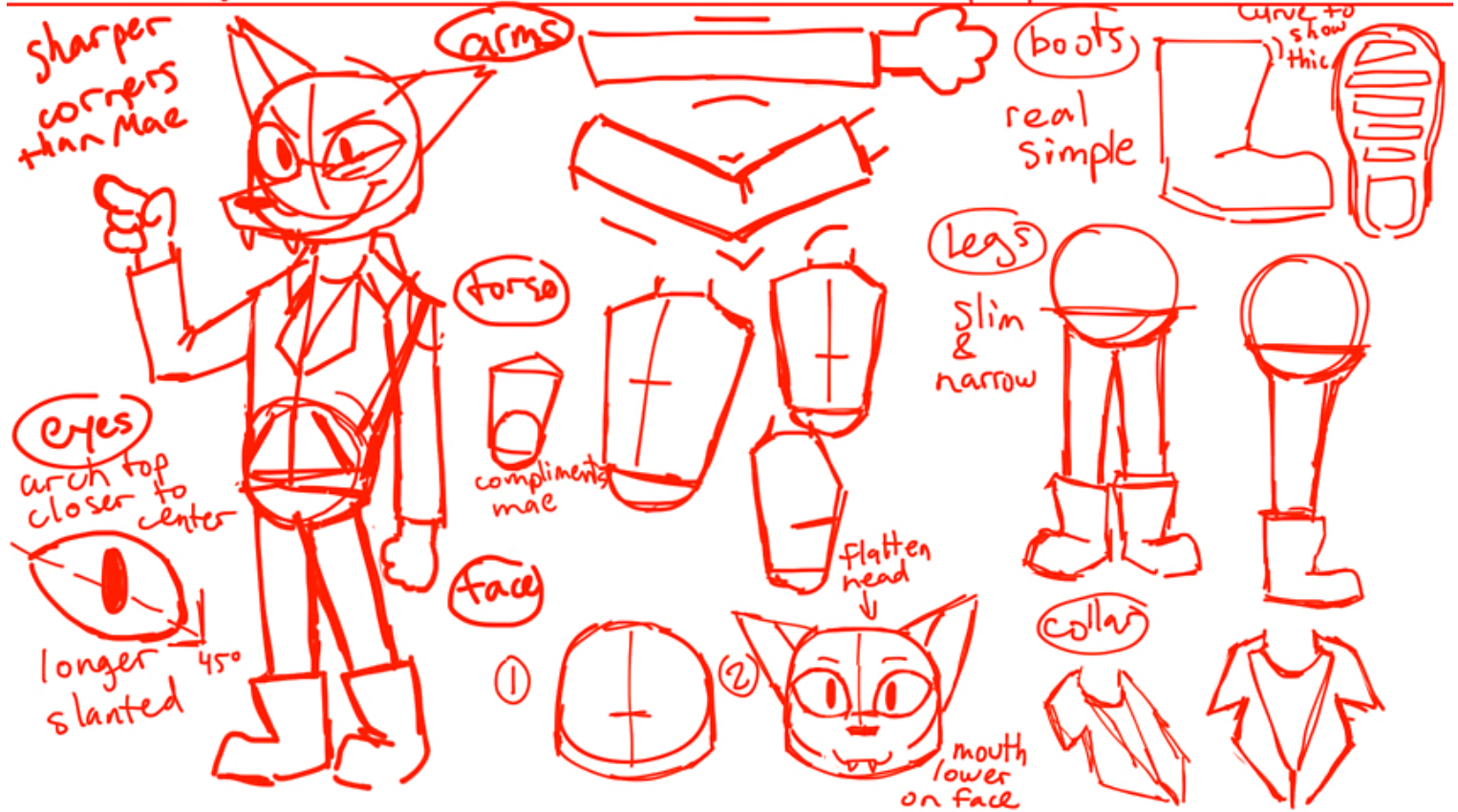


KNOW THE ANATOMY
OF YOUR CHARACTER.

Scott Wright - Animation Tip #7 - 2015



YOU DON'T NEED TO KNOW THE NAMES
OF THE BONES AND MUSCLES BUT A STRONG
KNOWLEDGE OF WHERE THEY CONNECT,
THEIR SHAPE, AND HOW THEY MOVE WILL
IMPROVE YOUR DRAWINGS AND ANIMATION.





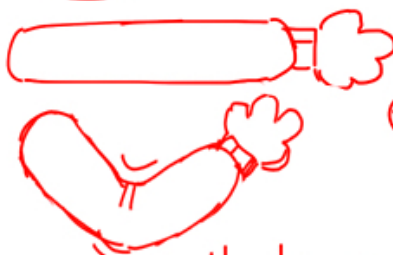
marshmallow
everywhere



torso just a bean



arms



well that was
easy lol

shoes

mostly hidden under
pants
black soles

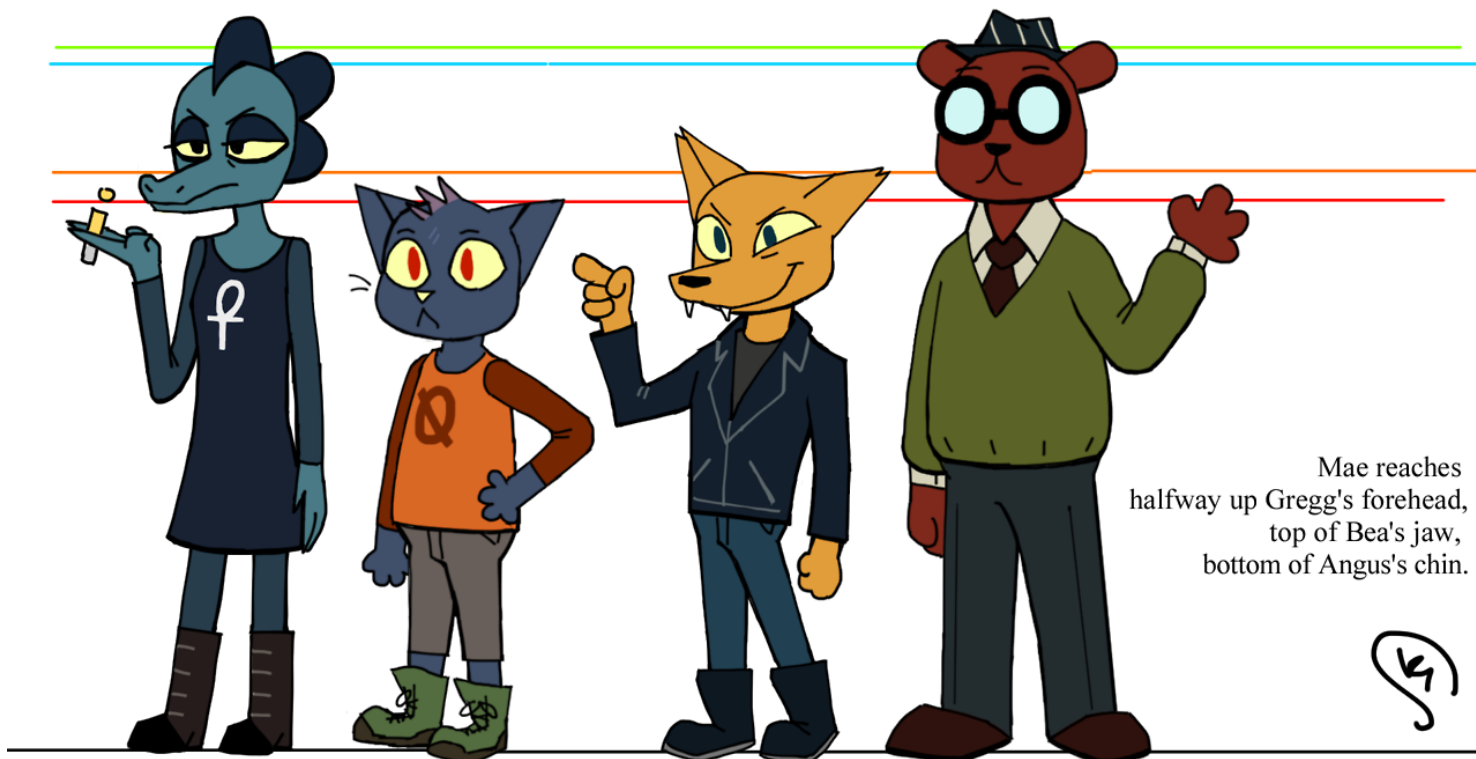


hat 3/4

front



face

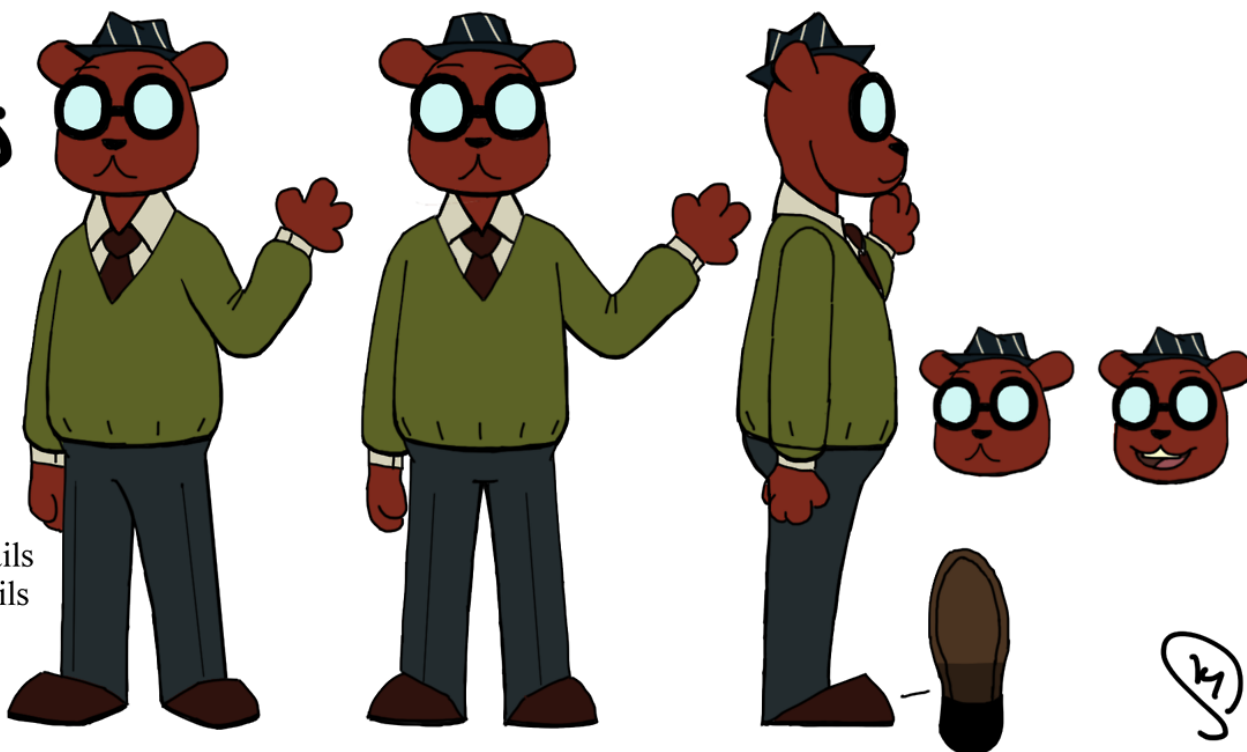


Angus

Layer 1:
-Main lineart
-Colors

Layer 2:
-Hat stripes
-Sweater details
-Trousers details

Objects:
-Glasses



Bea

Layer 1:

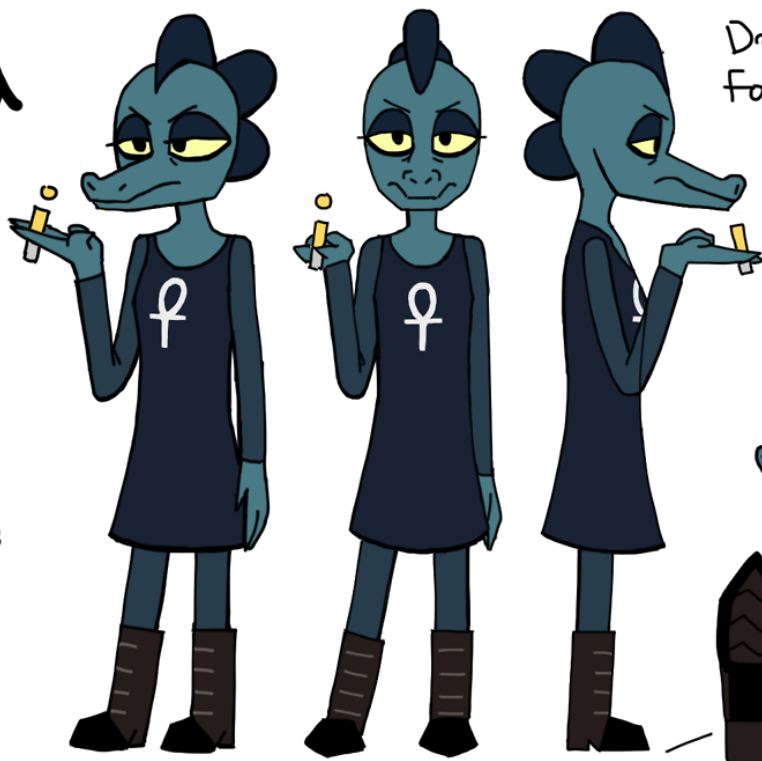
- Main lineart
- Colors
- Eyelashes
- Eye bags

Layer 2:

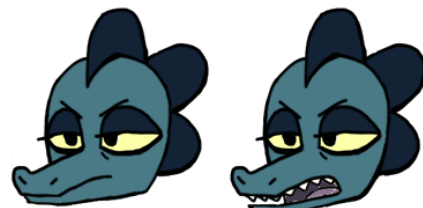
- Eyes (ALL)
- Teeth details
- Shoelaces

Objects:

- Cigarette
- Dress logo



Don't draw Bea facing forward lol



Gregg

Layer 1:

- Main lineart
- Colors

Layer 2:

- Eyes (ALL)
- Grey jacket details
- Pants details



Mal

Layer 1:

- Main lineart
- Colors
- Whiskers
- Dyed hair

Layer 2:

- Eyes (ALL)
- Forehead hair
- Pants details
- Shoelaces

Objects:

- No solution sign

