

My dearest watercolourist,

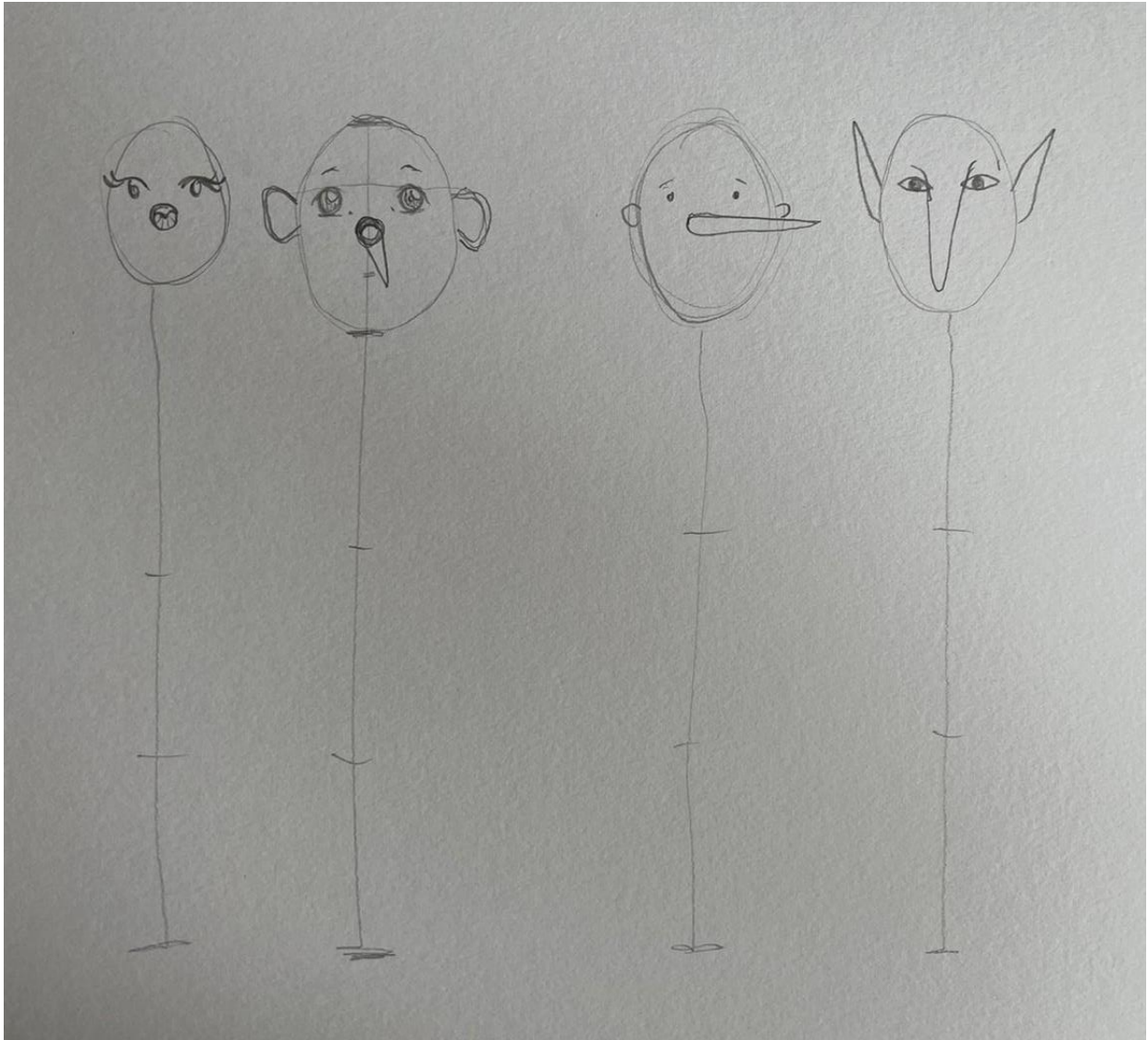
Today we are doing something completely different to anything we've done before. We are going to be inspired by cartoon characters and create a cast of characters for a story.

At the beginning of Thursday's session, we looked at different Disney characters, how they are constructed, and how different characteristics suggest certain traits. We were drawn towards the character Pinocchio and he became the inspiration for today's tutorial.

We looked at how proportions can suggest different age groups. For example, young babies have really big heads. Their limbs are disproportionately short, and they also have quite a big tummy. As babies become toddlers the proportions change again. Nonetheless the head is still really big compared to the rest of the body. Let's say for a baby the head is one third of the height of the body, whereas, for a toddler the head is about one fourth of the height of the toddler body. And then again through growing up these proportions this change again. The head gets smaller in comparison to the rest of the body. By the time we get to teenagers the head is fairly small, about 1-7 however now their arms and legs are disproportionately long compared to the torso.

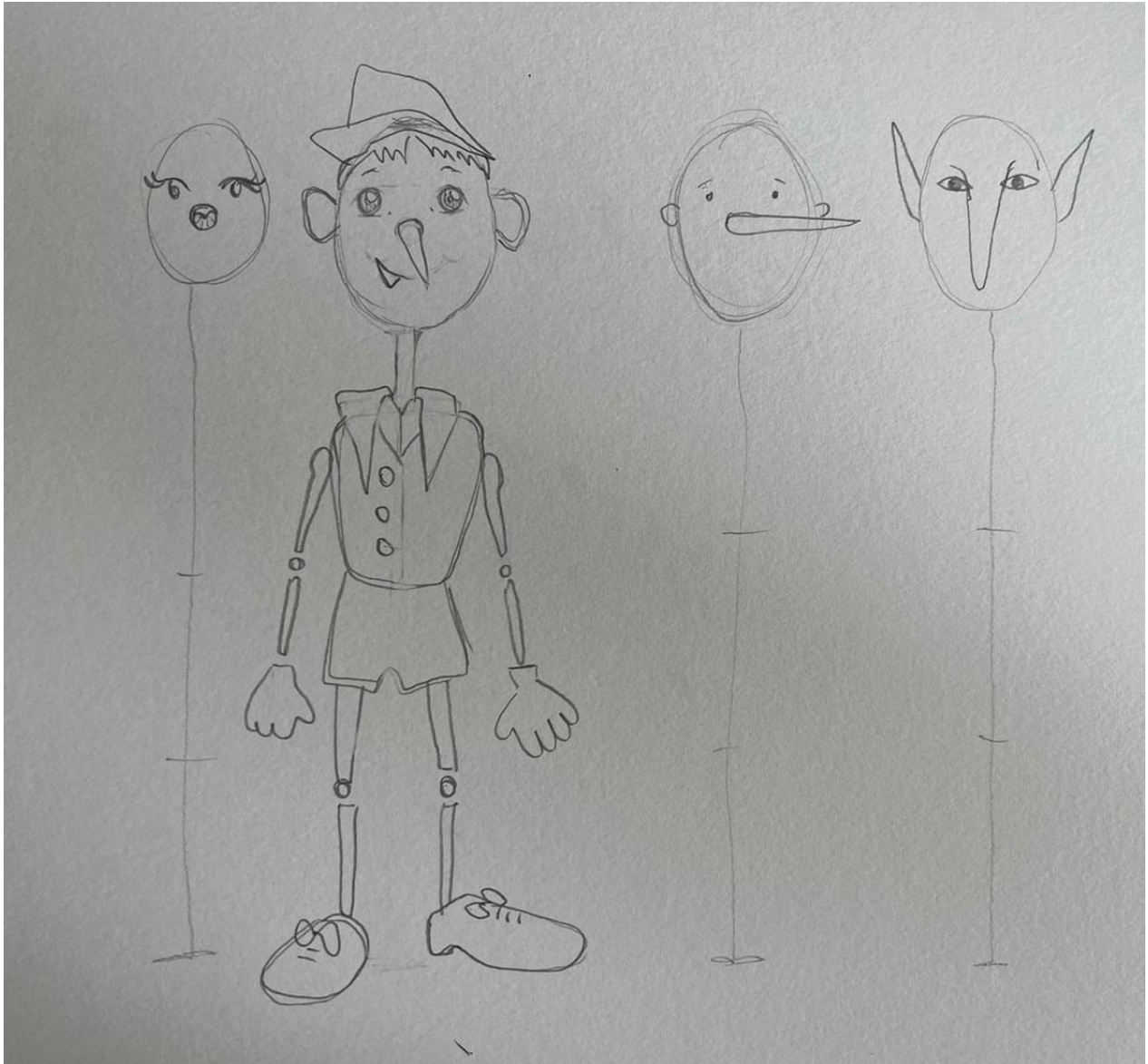
As we started our work, we exaggerated all of these elements to see the impact they have on our four characters at different ages. We had four ages: teenage, child, toddler and adult inspired characters.

We started with symmetry lines and, then we decided on the ages of the characters, we also decided on the proportions and -frankly- how many heads would it go in the height of a character. this is why we came up with:

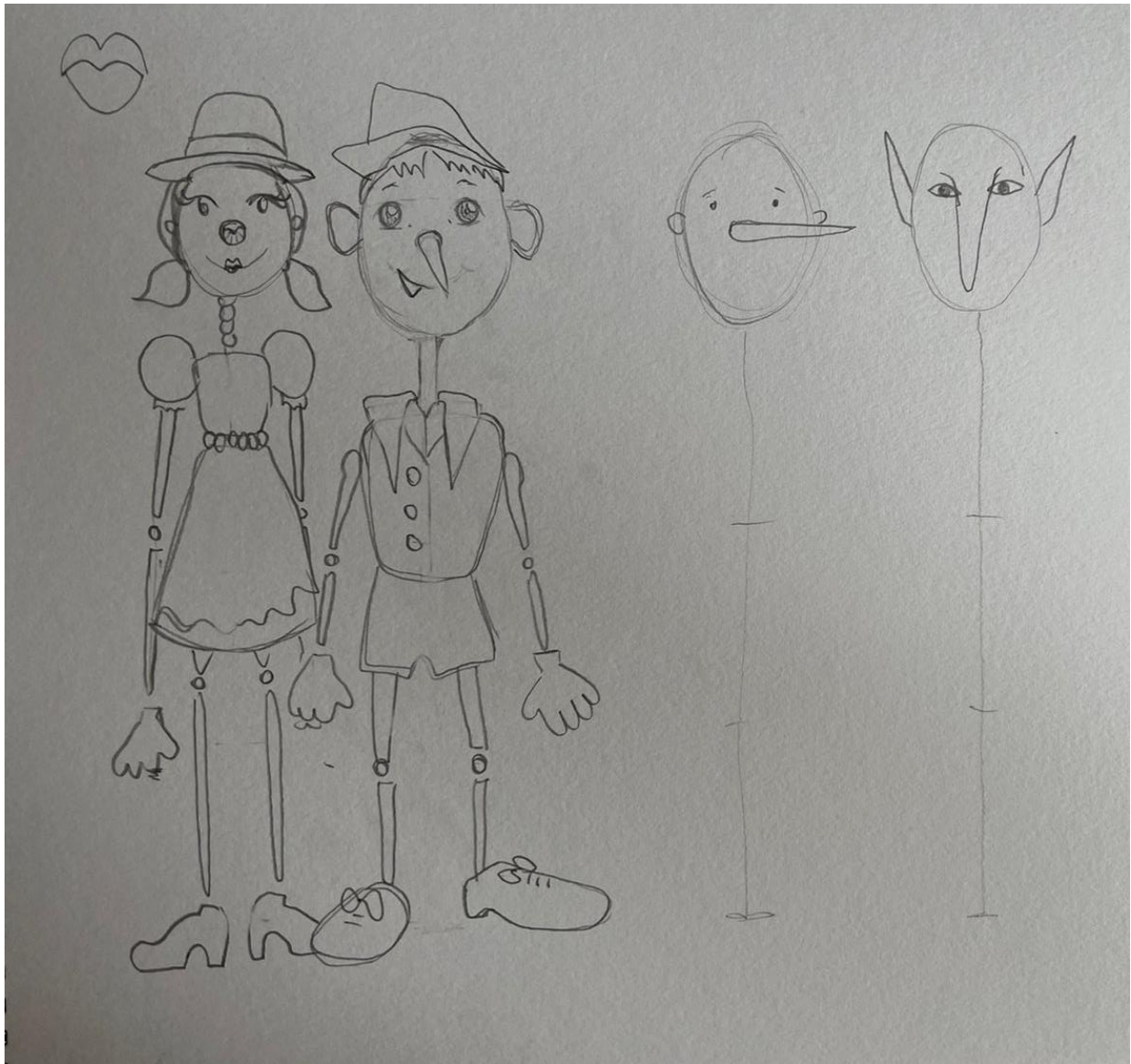


Each character is unique so their so we played with drawing different eye shapes, noses, mouths and ears for each character.

We looked at past Disney or cartoon characters for inspiration. We looked at what elements were used to make the eyes, for example, look more feminine or more childish or even evil. Our aim was to explore a large palette of moods and emotions in our characters.

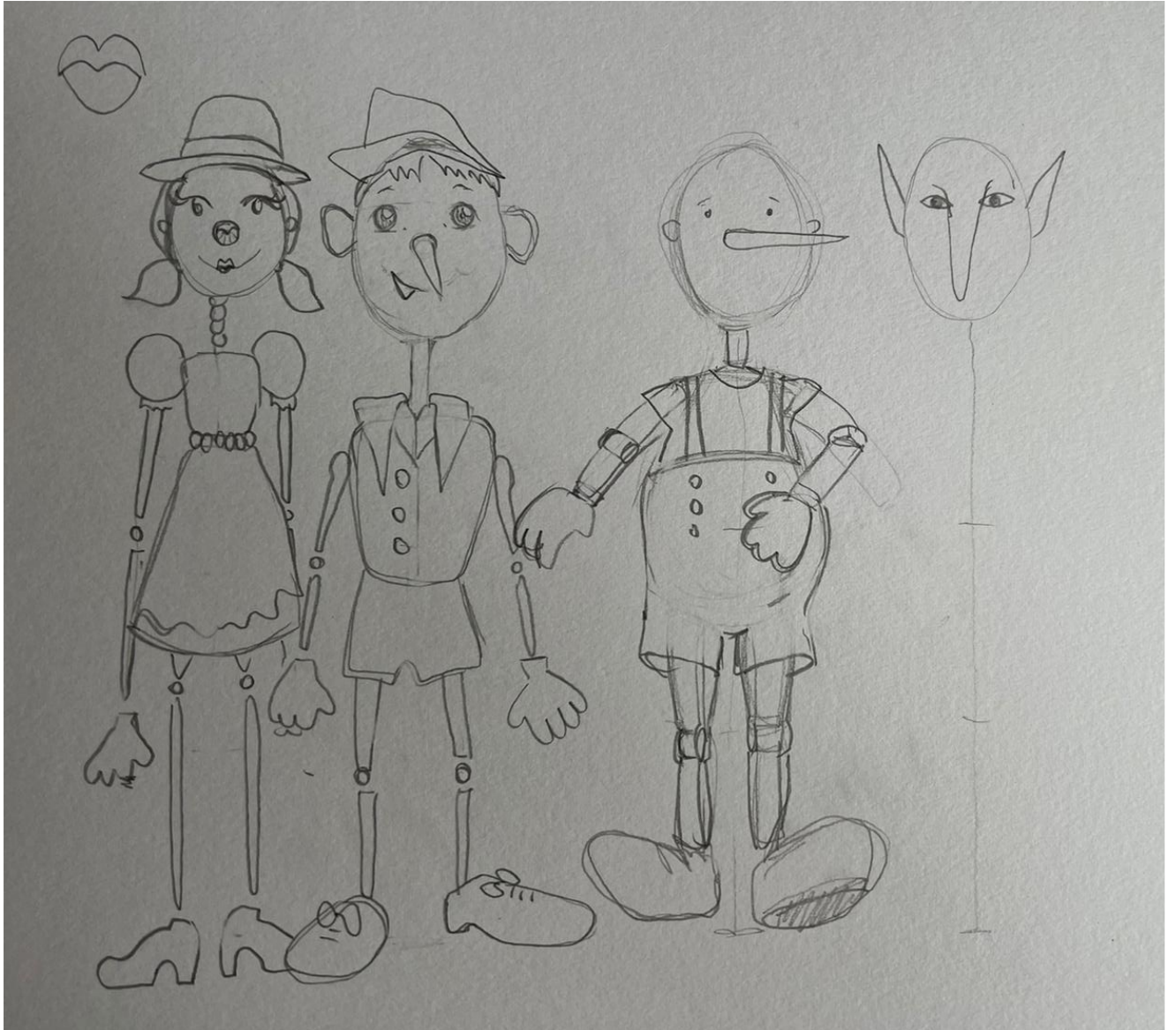


The character's bodies also have exaggerated elements. Across-the-board we drew hands that are disproportionately big. We also worked with stick like/wood like elements, because after all, our characters were inspired by wooden puppets.



In order to make our characters look more fun and also more childlike we emphasised these disproportions. For male characters we worked with straighter lines. For the female character we used rounded lines.

Our evil character had all the lines very sharp and pointy.



The benefit of having these four characters next to one another is that we can clearly see how some lines and shapes create certain moods/ emotions/ traits.

We also had fun with the hairstyles for our four characters.

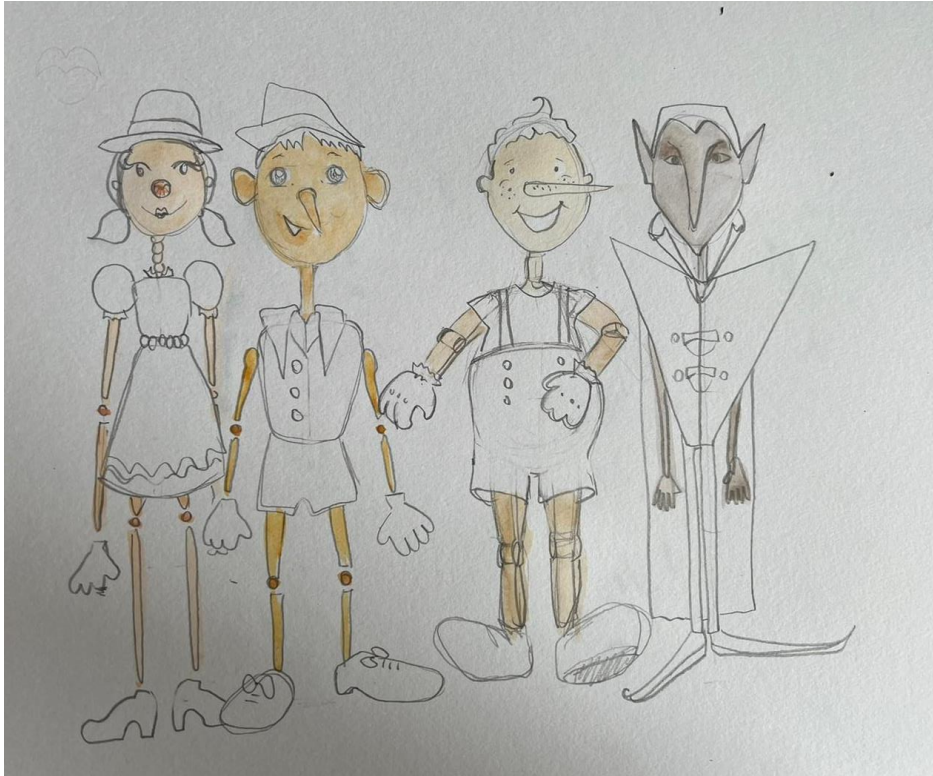


Finally, time to paint.

We used colours to further create emotion/ characterisation.

We went for bold contrasts to make our plot stand out.

As we already know each culture has given value to different colours. for example, in the western culture, red is one of the strong dynamic colours. blue is the more relaxing one, while yellow is another joyful colour. On the other hand, we also know that bright colours suggest warmth and dark, cold toned colours create a gloomy atmosphere.



Knowing this, we started painting our characters. We had protagonists and one antagonist puppet. The 'good' characters wore bright colours. The evil character got his makeover as well and I would have to say he looks rather stylish in purple and black



And with this, my dearest watercolourist, our work is done!

We had such a good time and so much fun creating these characters!

All we need to do now is come up with the storyline. Ha-ha!



I hope to see you again on Thursday when we will work on creating a caricature starting from a famous artist, actor or personality from the past.

Please let me know if you have any feedback or suggestions and I'm looking forward to seeing you next Thursday,

Kindest regards,

Ioana