Comic Sketch project Name:

Mr. e ~SRCS~A & P Date due:

CH 7&8

"comic Skeletons: truth is stranger than fiction"

In this project you will be asked to "design" the skeletal system of an approved comic/cartoon character.

Procedure:

1. Choose 2 bipedal cartoon characters and order them by preference. (Time will be given in class to discuss your choice with mr.e for final approval/selection)
2. Draw/trace or copy & paste the character onto the left half of a regular sheet of computer paper. Figure should be as close to anatomical position as possible-facing forward at the very least, proportional to space (1/2 sheet), and without any background (see example below).
3. Color figure with colored pencils and finish lines in black ink.
4. Using pencil, lightly sketch the skeletal system so as to include as many actual bones as possible using the outer anatomy of the character as clues. Be creative, but use a human skeleton as a guide.

Rubric:

20 15 10 5 0

20 16 12 8 4 0

10 8 6 4 2 0

8 6 4 2 0

8 6 4 2 0

8 6 4 2 0

8 6 4 2 0

8 6 4 2 0

10 8 6 4 2 0

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100

* 1. Timeliness: (-5 pts/day late)
  2. Drawing
     1. Character (-4 pts/missing component):

(scale, name, colored, inked, w/o background)

* + 1. Skeleton(-2 pts/missing component):

(scale, name, markings, inked, w/o background)

* 1. detail(8 pts/component):
     1. skull

Here is a sample of one of Paulus’ sketches and a few suggestions:

1. approval must be granted by mr. e (eg. no skeletal characters (!))
2. make the drawings large enough (1/2 pg each) to include details (sutures, surface markings, etc.)
3. include shading/clear definition of bones (make a copy of your left side on light paper before coloring and place it over your sketch to see if it fits)
4. be sure the skeleton does not exceed the character’s outline
5. label the character (name) and sign your rendering
   * 1. axial skeleton
     2. arms
     3. legs
     4. feet
   1. Workday usage

