

# Cartoon Faces How To Draw Heads Features Expressions Cartoon Academy

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*Drawing Cartoon Faces* - Harry Hamernik 2014  
Discover the fast and fun art of drawing comic faces! Chances are you already know how to draw some expressions. But you can only go so far with "happy," "sad" and "angry." In order to give your comic portraits some...character...you need to know what they look like when they are about to sneeze, when they smell something stinky or when they're flirting, terrified or completely dumbfounded! Good thing *Drawing Cartoon Faces* includes more than 70 step-by-step demonstrations to teach you how to capture the silly, whimsical and expressive faces you see in your imagination and of friends, family and strangers! With *Drawing Cartoon Faces*, you'll get expert instruction on: The fundamentals: Drawing heads, eyes, noses, mouths, hair and other features. The expressions: More than 70 step-by-step demonstrations for a variety of expressions and moods, from simple to subtle and complex. Storytelling: Move your story along using expression, point of view and composition. Put it all together to create multi character and multi panel art. With *Drawing Cartoon Faces*, you'll learn to draw like you never thought you could--and you'll have more fun than you ever thought possible!

[How to Draw Cartoons for Comic Strips](#) - Christopher Hart 1988

Shows how to draw cartoon people, dogs, cats, and birds, explains how to make animals act like people, and discusses composition, dialogue

balloons, and layout

[Drawing Anime Faces and Feelings](#) - Studio Hard Deluxe 2020-11-24

Big facial expressions are essential to anime and manga. They can be much more eloquent than printed words for getting an emotional response out of viewers. However, faces can be challenging. With this book, improve your anime-drawing skills with instruction for facial features and expressions for a wide variety of ages, character types, hair styles and activities. With 800 different facial expressions, you'll be able to draw your character in any emotional situation or with any reaction.

**Learn to Draw Action Heroes** - Robert A. Marzullo 2017-09-13

It's a bird! It's a plane! It's a superhero drawing book! Professional comic book artist and YouTube guru Robert Marzullo teaches you the building blocks of creating your own action heroes and explosive comic book scenes. Easy to follow step-by-step demonstrations break down advanced drawings into basic shapes and shading for you to replicate and master before applying your newfound knowledge to create your own dynamic comic book characters and settings. INCLUDES • 50+ step-by-step demonstrations • Chapters on drawing faces, bodies, character details and scenes • Instruction on depicting both superhuman men and women using different perspectives, expressions, proportions and poses • Ideas for

costumes, such as basic cuffs, capes, helmets, armor and weaponry • Tips for rendering power effects, from flying and wall smashing to magic- orb wielding and energy blasting • Lessons on blocking in a scene to create powerful comic panels that tell a story

*Blitz The Fun Book Of Cartoon People* - Bruce Blitz 1999-07-12

The host of the Emmy-nominated TV series *Blitz on Cartooning* shares his tricks of the trade with how-to-projects, doodles, puzzles, and more!

*Cartooning* - Ivan Brunetti 2011-03-29

Provides lessons on the art of cartooning along with information on terminology, tools, techniques, and theory.

**Cartoons** - Jane Lindley 2015-11-26

**Cartoons How to Draw Cartoon Faces** Have you been wanting to draw cartoon characters but don't really know where to start? This book was written with you in mind! It uses easy-to-follow instructions to help you bring your cartoon characters to life. The descriptions used are creative and relate to everyday objects to help you make more sense of drawing each step of the characters. Along with the written step-by-step instructions, there are pictures that follow each step. You will learn how to draw a young girl, an old woman, a young boy, an old man, a woman, and a man, each with their own characteristics and personality. Each of the steps is easy to replicate and you can change them up bit by bit to make them your own characters. The simple instructions are easy to relate to. The creative descriptions help understand how to draw the shapes and lines for the characters and their features. Each character has its own, unique details, but is still simple enough to be able to draw along with. Each character has its own design which can easily be adjusted to create what you want. With practice, you'll soon find that you are able to draw these characters with ease! It won't take long before you're surprising yourself with each of your drawings. With the easy instructions and pictures to follow, you can't go wrong using this book to learn to draw cartoon

characters! Download your copy of "Cartoons" by scrolling up and clicking "Buy Now With 1-Click" button.

**Drawing the Head** - Andrew Loomis 1997\*

Here is an essential guide that is head and

shoulders above the rest! In *The Head*, expert Andrew Loomis teaches you the basics of drawing the human head, including detailed drawings of a variety of male and female models in different poses. First he covers the basic proportions of the head and the proper placement of facial features. Then he shows you how to render light and shadow, as well as exploring simple techniques for capturing an array of facial expressions and depicting differences in type and character. This comprehensive guide is a welcome addition to any artist's drawing reference library!

[The Artist's Complete Guide to Drawing the Head](#) - William Maughan 2013-08-14

In this innovative guide, master art instructor William Maughan demonstrates how to create a realistic human likeness by using the classic and highly accurate modeling technique of chiaroscuro (Italian for "light and dark") developed by Leonardo da Vinci during the High Renaissance. Maughan first introduces readers to the basics of this centuries-old technique, showing how to analyze form, light, and shadow; use dark pencil, white pencil, and toned paper to create a full range of values; use the elements of design to enhance a likeness; and capture a sitter's gestures and proportions. He then demonstrates, step by step, how to draw each facial feature, develop visual awareness, and render the head in color with soft pastels.

**How to Draw Cartoon Animals** - Christopher Hart 1995

An instructional guide for drawing cartoon animals.

*Creative Cartooning* - Tim Van De Vall 2014-06

With its combination of valuable tips, techniques, and engaging step-by-step lessons, *Creative Cartooning* is the perfect resource for learning to draw polished, professional-looking cartoons.

*The Mad Art of Caricature!* - Tom Richmond 2011

Shares secrets to creating effective caricatures, focusing on what features to emphasize in a face, and includes information on basic theories and professional tips and tricks.

[How to Draw People](#) - Jeff Melleme 2018-04-24

*The Ultimate Beginner's Guide to Drawing Figures!* To draw an anatomical figure, you don't need a stack of weighty anatomy books. Just take

it step by step! In *How to Draw People*, author Jeff Mellem teaches beginning artists how to draw the human figure, from stick figure to anatomically accurate person, in clear, easy-to-follow lessons. More than just a reference, this book provides the step-by-step instruction to teach you to draw the human figure and the anatomical knowledge to draw it realistically. In each chapter, called "levels," you'll learn core concepts for drawing the human figure. Each new chapter builds on the previous one to give you the skills you need to add complexity to your drawing. By the end of each chapter, you will be able to draw the figure with greater detail. By the end of Level 5, you will be able to draw an expressive figure with defined muscle groups in a variety of poses both real and imagined.

- Clear goals to progress from stick figure to anatomically correct
- Exercises and assignments to practice new skills
- Level-Up Checklists in each chapter to assess your skills before moving on

With clear step-by-step demonstrations and check-ins along the way, *How to Draw People* is the beginner's guide to drawing realistic figures.

*You Can Draw in 30 Days* - Mark Kistler  
2011-01-04

Learn to draw in 30 days with Emmy award-winning PBS host Mark Kistler. Drawing is an acquired skill, not a talent--anyone can learn to draw! All you need is a pencil, a piece of paper, and the willingness to tap into your hidden artistic abilities. With Emmy award-winning, longtime PBS host Mark Kistler as your guide, you'll learn the secrets of sophisticated three-dimensional renderings, and have fun along the way--in just 20 minutes a day for a month. Inside you'll find: Quick and easy step-by-step instructions for drawing everything from simple spheres to apples, trees, buildings, and the human hand and face. More than 500 line drawings, illustrating each step. Time-tested tips, techniques, and tutorials for drawing in 3-D. The 9 Fundamental Laws of Drawing to create the illusion of depth in any drawing. 75 student examples to help gauge your own progress.

*Cartoon Cute Animals* - Christopher Hart  
2012-06-06

Learn the insider secrets professional cartoonists use to turn regular cartoon animals into completely cute characters. Warm and fuzzy

characters all have that "certain something" that makes them so memorable and darling. But what exactly is it? This sought-after, ultra-cute quality is based on specific techniques that, when applied to character design, result in irresistible cartoon animals. With *Cartoon Cute Animals*, these are techniques that you can learn, too! Perfect for anyone interested in cartooning, from the aspiring animator looking for how-to instruction to the expert illustrator seeking inspiration, *Cartoon Cute Animals* covers the broadest possible spectrum of popular species as well as an array of more exotic animals such as the ferret, armadillo, meerkat, and porcupine. Years of experience and expert knowledge have been distilled into one easy-to-follow guide that is full of simple instructions and visual examples to help you create the most adorable cuties ever put to paper!

*Learn to Draw Comics* - George Leonard Carlson  
2012-07-13

This user-friendly guide from the 1930s offers wealth of practical advice, with abundant illustrations and nontechnical prose. Creating expressions, attaining proportion, applying perspective, depicting anatomy, simple shading, achieving consistency, characterization, more.

**You Can Draw Comic Book Characters** -  
Spencer Brinkerhoff III 2020-05-12

Learn to draw comic book characters with easy, step-by-step drawing projects, and then design your own superheroes and villains. You can draw more than 30 comic book characters by following the simple instructions, step by easy step. Once you are comfortable with the comic art style, move on to design your own heroes and villains. Tips and techniques for customizing faces, hair, bodies, and action poses will have you drawing your own characters in no time. No complicated tools are needed. You can create comic art with just a pencil, pen, markers, and paper! The book opens with helpful sections on tools and materials, essential drawing techniques, color basics, and an examination of faces and basic muscle structure. This ensures that you know the basics before getting started on the step-by-step projects that follow. Included throughout the book are templates to scan or photocopy and practice on over and over again. In between the drawing projects and templates are closer looks at costume design, anatomy,

perspective, and dynamic action poses. Drawing a character flexing, flying, running, kicking, or zapping is easy with the included tips and techniques. Written and illustrated by Spencer Brinkerhoff, *Just for Kids: You Can Draw Comic Book Characters* is perfect for any comic book fan, regardless of artistic skill level.

*Cartoon Academy* - Christopher Hart 2014-10-01  
The world's bestselling author of drawing, manga and cartooning books presents this must-have tutorial on creating cartoon characters in all shapes and sizes through easy, step-by-step demonstrations that go through all the features and explain how to build a character from head to toe. Original.

*Fun with a Pencil* - Andrew Loomis 2020  
An introduction to drawing, cartooning, and capturing the essence of a subject all while having fun. It features step-by-step instruction from Professor Blook, Loomis' alter ego on the page.

*Pose Drawing Sparkbook* - Cedric Hohnstadt 2013-11-15

*Whoosh!* - Carlos Gomes Cabral 2016-03-01  
Take your drawing skills to a whole new level as you learn how to create attention-grabbing drawings that practically leap off the pages. The author walks you step-by-step through 250 fantastic techniques, and ten other great artists share their trademark secrets for bringing drawings to life.

**The Art of Comic Book Drawing** - Maury Aaseng 2020-03-10  
Wham! Pow! Bam! Kaboom! Learn everything you need to make your own comic books, superheroes, and story lines with *The Art of Comic Book Drawing*. Featuring step-by-step tutorials, helpful tips, and dozens of drawing and illustration techniques, aspiring cartoonists, graphic illustrators, and comic book artists will discover all of the basics, from creating characters to mastering features and expressions to bringing it all together with unique and interesting story lines. Veteran comic book artists teach you to draw basic cartoon characters, superheroes, villains, and more using simple, step-by-step drawing lessons. Once you get the hang of illustrating your favorite characters, you'll learn to draw action scenes, set up panels, add speech bubbles, and

even learn the basics of cartoon and comic book word treatments. With approachable exercises and projects to guide you, *The Art of Comic Book Drawing* allows beginning artists to create their own comic books, step by step. This helpful guide also includes practice pages to put your newfound skills to immediate use.

**Humongous Book of Cartooning** - Christopher Hart 2011-08-24  
Chris Hart's *Humongous Book of Cartooning* is a great value book covering everything the beginner needs to master cartooning. It teaches how to draw cartoon people, fantasy characters, layouts, background design and much more. This latest cartoon title from Chris Hart, the world's bestselling author of drawing and cartooning books, packs a wallop. It's the cartooning book that has it all: cartoon people, animals, retro-style "toons", funny robots (no one has ever done cartoon robots in a how-to book before, and movies like "Wall-E" and "Robots" were smash hits and prove their appeal), fantasy characters and even sections on cartoon costumes, character design, and cartoon backgrounds and composition. The *Humongous Book of Cartooning* is humongous, not only because it's so big, but also because it includes a huge amount of original eye-catching characters and copious visual "side hints" that Chris is famous for. There is more actual instruction in this book than in any other of Chris' cartooning titles. In short, if you want to know how to draw cartoons, Chris Hart's *Humongous Book of Cartooning* is for you.

**How to Animate Film Cartoons** - Preston Blair 1990  
The *Cartooning* titles in the *How to Draw and Paint Series* are packed with fundamental cartooning and animation techniques, along with practical information and helpful tips to get beginners started quickly and easily. Each book covers a variety of cartooning styles and teaches readers how to render residents of the cartoon world with simple step-by-step instructions.

**Drawing: Faces & Features** - Debra Kauffman Yaun 2019-05-07  
Learn to create detailed, realistic portraits in graphite pencil from basic shapes. Successfully drawing the human face is one of the most challenging, yet rewarding, artistic experiences. *Faces & Features* shows you how to capture the

unique characteristics of the human face in graphite pencil, with tips on choosing materials, building with basic shapes, placing proportionate features, defining facial expression, and shading to develop form and realism. With a wealth of detailed step-by-step projects to both re-create and admire, Debra Kauffman Yaun teaches artists how to develop a portrait drawing to its fullest. She shares her personal methods for rendering the human face in all its expressiveness as she introduces tips and techniques for approaching babies, children, teenagers, and adults of all ages. This book includes in-depth information on specific facial features as well as detailed, step-by-step exercises that explore ways to develop complete portraits. And the wealth of beautiful, inspiring examples ensure that *Faces & Features* will be a welcome addition to any artist's drawing reference library. Drawing faces can be a challenge, but with this step-by-step guide, you'll be rendering realistic portraits in no time. Designed for beginners, the *How to Draw & Paint* series offers an easy-to-follow guide that introduces artists to basic tools and materials and includes simple step-by-step lessons for a variety of projects suitable for the aspiring artist. *Faces & Features* allows artists to develop their drawing skills, demonstrating how to start with basic shapes and use pencil and shading techniques to create varied textures, values, and details for a realistic, completed drawing.

**Cartooning** - Joe Oesterle 2012-07-15

Provides instructions for drawing head shapes, facial features, and expressions for cartoon characters.

**Learn to Draw Cartoons** - Christopher Hart 2019

Thanks to Christopher Hart's simplified process, anyone can create dynamic cartoon characters right away. He has developed the easiest-ever approach to drawing the basics like heads, bodies, and those super-important cartoon expressions. Hart helps beginners apply these fundamentals to a variety of fun types and settings including animals, under-the-sea locales, stock characters, and popular backgrounds. Each lesson is laid out in accessible steps, accompanied by Chris's personable instruction.

Cartooning - Christopher Hart 2009-01-06

Provides tips and instructions for how to draw human cartoon characters, including facial expressions, hairstyles, and clothing, and offers examples of such familiar characters as a diner waitress, school psychologist, and computer nerd.

**100 Tuesday Tips** - 2015-07-08

This collection of art tips and techniques is for enthusiasts of drawing, painting, animation, and illustration. It's a way for the authors of this book to revisit the basic foundations of their craft and to share some of the knowledge learned over the years.

*Face Off* - Harry Hamernik 2006-09-13

Discover the fast, fun art of drawing comic portraits! *Face Off* shows you how to draw life like never before. Caricaturist Harold Hamernik shares the secrets to capturing the sillier side of friends, family, celebrities, strangers—any face that crosses your path. 40 step-by-step demonstrations show you how to sketch whimsical and expressive likenesses while developing your own quick, loose, improvisational style. You'll get expert instruction on: • Drawing eyes, noses, mouths and other features. • Creating portraits in front, three-quarter and profile views. • Adding color to your caricatures, either by hand or via computer—instruction you won't find in any other book! • Tips for making a likeness more masculine (skip the eyelashes), more feminine (lengthen the neck), younger, older, sexier, goofier—all while making a portrait your subject will love. • How to draw hair as two simple lines, why drawing the parts of a face in the same order every time can cut minutes off your work, and tons of other handy tricks of the craft! Practice the simple techniques in this book, then start drawing! It's the most fun you can have with paper, pencils and markers!

**Drawing Cutting Edge Comics** - Christopher Hart 2001

Covers basic anatomy and how to modify images for a more dramatic look, discusses inking and coloring techniques, compares comic book illustrations to animation, and offers advice for getting into the industry.

The Artist's Complete Guide to Facial Expression

- Gary Faigin 2012-07-10

Artists love this book, the definitive guide to capturing facial expressions. In a carefully

organized, easy-to-use format, author Gary Faigin shows readers the expressions created by individual facial muscles, then draws them together in a section devoted to the six basic human emotions: sadness, anger, joy, fear, disgust, and surprise. Each emotion is shown in steadily increasing intensity, and Faigin's detailed renderings are supplemented by clear explanatory text, additional sketches, and finished work. An appendix includes yawning, wincing, and other physical reactions. Want to create portraits that capture the real person? Want to draw convincing illustrations? Want to show the range of human emotion in your artwork? Get *The Artist's Complete Guide to Facial Expression!*

**How to Draw Comics** - Ilya 2017-05-01

With step-by-step instructions, drawings to complete, and space to experiment, *How to Draw Comics* is for anyone interested in creating your own cartoon, graphic novel, or manga. Ilya helps you develop your own style as you learn about the principles and practice the techniques involved. Fun and interactive, with captions, speech balloons, and sound effects bursting out of every page, the book looks just like a comic book, but with the widest variety of styles imaginable. Ilya covers the basics of drawing faces, figures, and motion; using color; comic timing; creating cliffhangers and suspense; and how to create action in the blank space between panels—and therefore in the reader's mind. Perfect for comics enthusiasts and artists from ages 8 to 80, *How to Draw Comics* is the ultimate guide to cultivating your talent and mastering the art.

*Wake* - Rebecca Hall 2021-06-01

A Best Book of 2021 by NPR and The Washington Post Part graphic novel, part memoir, *Wake* is an imaginative tour-de-force that tells the “powerful” (The New York Times Book Review) story of women-led slave revolts and chronicles scholar Rebecca Hall's efforts to uncover the truth about these women warriors who, until now, have been left out of the historical record. Women warriors planned and led revolts on slave ships during the Middle Passage. They fought their enslavers throughout the Americas. And then they were erased from history. *Wake* tells the “riveting” (Angela Y. Davis) story of Dr. Rebecca Hall, a historian,

granddaughter of slaves, and a woman haunted by the legacy of slavery. The accepted history of slave revolts has always told her that enslaved women took a back seat. But Rebecca decides to look deeper, and her journey takes her through old court records, slave ship captain's logs, crumbling correspondence, and even the forensic evidence from the bones of enslaved women from the “negro burying ground” uncovered in Manhattan. She finds women warriors everywhere. Using a “remarkable blend of passion and fact, action and reflection” (NPR), Rebecca constructs the likely pasts of Adono and Alele, women rebels who fought for freedom during the Middle Passage, as well as the stories of women who led slave revolts in Colonial New York. We also follow Rebecca's own story as the legacy of slavery shapes her life, both during her time as a successful attorney and later as a historian seeking the past that haunts her. Illustrated beautifully in black and white, *Wake* will take its place alongside classics of the graphic novel genre, like Marjane Satrapi's *Persepolis* and Art Spiegelman's *Maus*. This story of a personal and national legacy is a powerful reminder that while the past is gone, we still live in its wake.

*Manga for the Beginner* - Christopher Hart 2013-06-26

Got manga? Christopher Hart's got manga, and he wants to share it with all his millions of readers—especially the beginners. With *Manga for the Beginner*, anyone who can hold a pencil can start drawing great manga characters right away. Using his signature step-by-step style, Hart shows how to draw the basic manga head and body, eyes, bodies, fashion, and more. Then he goes way beyond most beginner titles, exploring dynamic action poses, special effects, light and shading, perspective, popular manga types such as animals, anthros, and shoujo and shounen characters. By the end of this big book, the new artist is ready to draw dramatic story sequences full of movement and life.

**Flipping Out: The Art of Flip Book**

**Animation** - David Hurtado 2016-06-13

Learn the full process of animating your own flip book! You'll learn techniques like storyboarding, using keyframes, and book binding.

**Cartoon 360** - Harry Hamernik 2010-11-26

There's more to great cartooning than drawing a

funny face. You need to match that head to a body, give your character expression and attitude, and move him this way and that to tell your story, all while keeping his look consistent from frame to frame. *Cartoon 360* covers every angle of drawing fantastic cartoon people, from coming up with fresh ideas for an endless assortment of faces, to bringing your work to a polished, professional finish with inking and coloring. Harry Hamernik's three-dimensional drawing method helps you design fun cartoon characters from head to toe AND draw them again and again, from any angle and in any pose you want. Easy-to-follow demonstrations show the start-to-finish evolution of a variety of character types and poses. Every page is loaded with fun examples and expert secrets, like the amazing power of feature spacing and head height measurements. A power-packed, must-have guide for anyone who wants to draw cartoons, this book contains enough skills and insights to go around—for characters that pop off the page.

*Making Comics* - Lynda Barry 2019-09-10

The idiosyncratic curriculum from the Professor of Interdisciplinary Creativity will teach you how to draw and write your story Hello students, meet Professor Skeletor. Be on time, don't miss class, and turn off your phones. No time for introductions, we start drawing right away. The goal is more rock, less talk, and we communicate only through images. For more than five years the cartoonist Lynda Barry has been an associate professor in the University of Wisconsin-Madison art department and at the Wisconsin Institute for Discovery, teaching students from all majors, both graduate and undergraduate, how to make comics, how to be creative, how to not think. There is no academic lecture in this classroom. Doodling is enthusiastically encouraged. *Making Comics* is the follow-up to Barry's bestselling *Syllabus*, and this time she shares all her comics-making exercises. In a new hand-drawn syllabus detailing her creative curriculum, Barry has students drawing themselves as monsters and superheroes, convincing students who think they

can't draw that they can, and, most important, encouraging them to understand that a daily journal can be anything so long as it is hand drawn. Barry teaches all students and believes everyone and anyone can be creative. At the core of *Making Comics* is her certainty that creativity is vital to processing the world around us.

**Modern Cartooning** - Christopher Hart  
2013-03-26

Aimed at beginner artists interested in cartooning and at the countless fans of cartoons, animation, and comics. Not only are cartoons a form of entertainment, but they're an incredibly popular style of drawing! With a fresh and easy-to-follow approach to cartooning, Christopher Hart shows readers basic tips for creating a cast of the most hilarious, outrageous characters inspired by today's cartoons. Chock-full of tips, hints, and step-by-step illustrations, *Modern Cartooning* gives artists of all ages the tools they need to let their imaginations run wild.

**The Cartoonist's Big Book of Drawing Animals** - Christopher Hart 2013-07-17

All of Chris Hart's how-to-draw titles are best-sellers. And the best-sellers among all of his best-sellers are the ones about animals. *How to Draw Cartoon Animals*, just one example, appears regularly on the BookScan Top 50 Art Books list, with more than 190,000 copies sold. Now *The Cartoonist's Big Book of Drawing Animals* is ready to roar onto the market! All the most popular animals are here, including dogs, cats, horses, penguins, lions, tigers, bears, and elephants, as well as the favorite sidekick animals—pigs, kangaroos, giraffes, turtles. Simple step-by-step drawings show how to capture every cartoon emotion, from cutesy-sweet to begging to scheming, and how to create every box-office type, from baby animals to villain animals to clueless animals and much more. Faces, bodies, paws, feet, wings, tails—every part of dozens of animals is explained in this bumper book by the world's leading author of instructional art books. It's a mega-menagerie for cartoonists!