BABIES, TEENS, ADULTS, SENIORS

BABIES

Think rounded. Whether you are drawing realistically or in cartoon style, your design needs to have curves all over it. That's what a baby is made of. Newborns are tiny and thin but have disproportionately large, round heads; older babies have all that wonderful plumpness. Just as puppies have large feet that they grow into, babies have large heads that their small bodies eventually catch up with. It's best to have as few interior lines as possible in your baby designs, since lines age a character. Think simple, clear, rounded shapes, and you will be more than halfway to creating a design that says "baby."
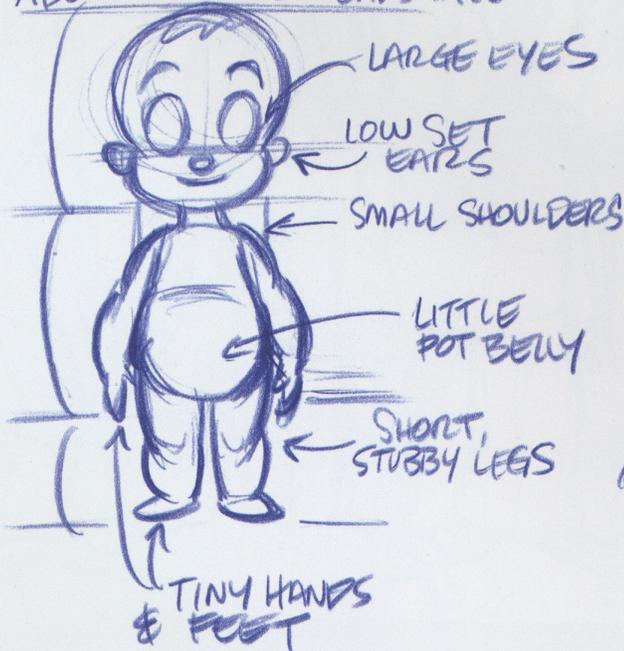
LITTLE TO NO HAIR

BABY

TODDLERS CAN HAVE LITTLE TO A FULL HEAD OF HAIR.
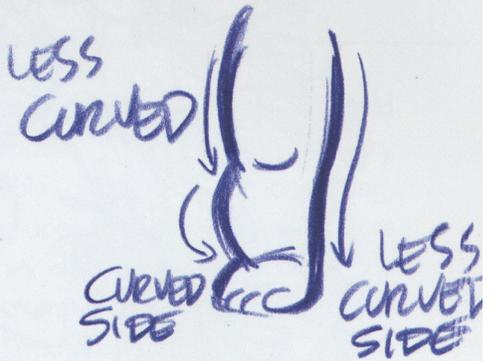
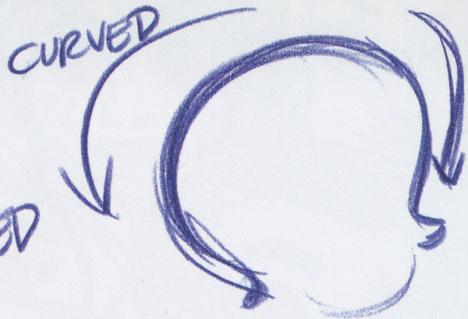TODDLER

ABOUT 2 AND ½ HEADS TALL

LARGE EYES

LOW SET EARS

SMALL SHOULDERS

LITTLE POT BELLY

SHORT, STUBBY LEGS

TINY HANDS & FEET

SIDE VIEW

LARGE FOREHEAD

TINY, ROUND NOSE

OVERBITE

HANDS

↳ TINY, PUDGY FINGERS

SAME WITH FEET →

REMEMBER: WITH BABIES, THE RULE IS "CURVED AND LESS CURVED — THERE ARE NO STRAIGHTS!"

CURVED

CURVED

LESS CURVED

LESS CURVED

CURVED SIDE

LESS CURVED SIDE
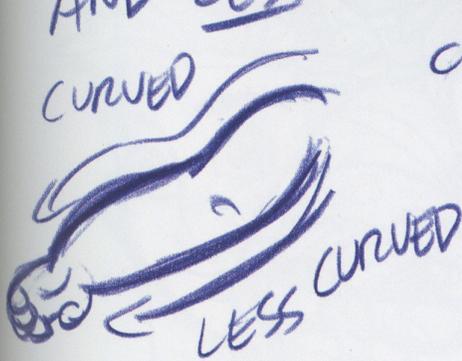
EYES:

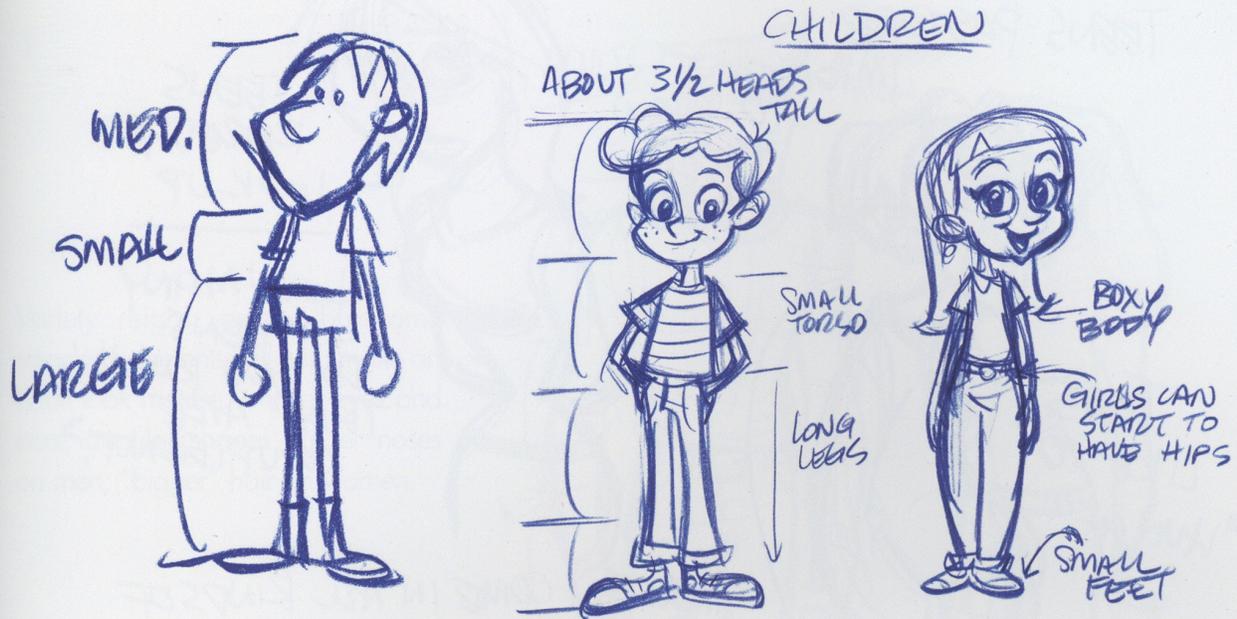EVEN BOYS CAN HAVE AN INDICATION OF EYELASHES

LARGE PUPILS WITH "SHINES" INDICATED FOR EXTRA CUTENESS

CHILDREN

Children have more straight lines than babies do. The really important element in drawing children is the relationship between the size of the head and the body, a key factor in defining the age of any character.

Almost any kind of odd size relationships will work when creating that "in between" look (ages 8 to 12). That's why it's called the awkward age, right?

MED.

SMALL

LARGE

CHILDREN

ABOUT 3½ HEADS TALL

SMALL TORSO

LONG LEGS

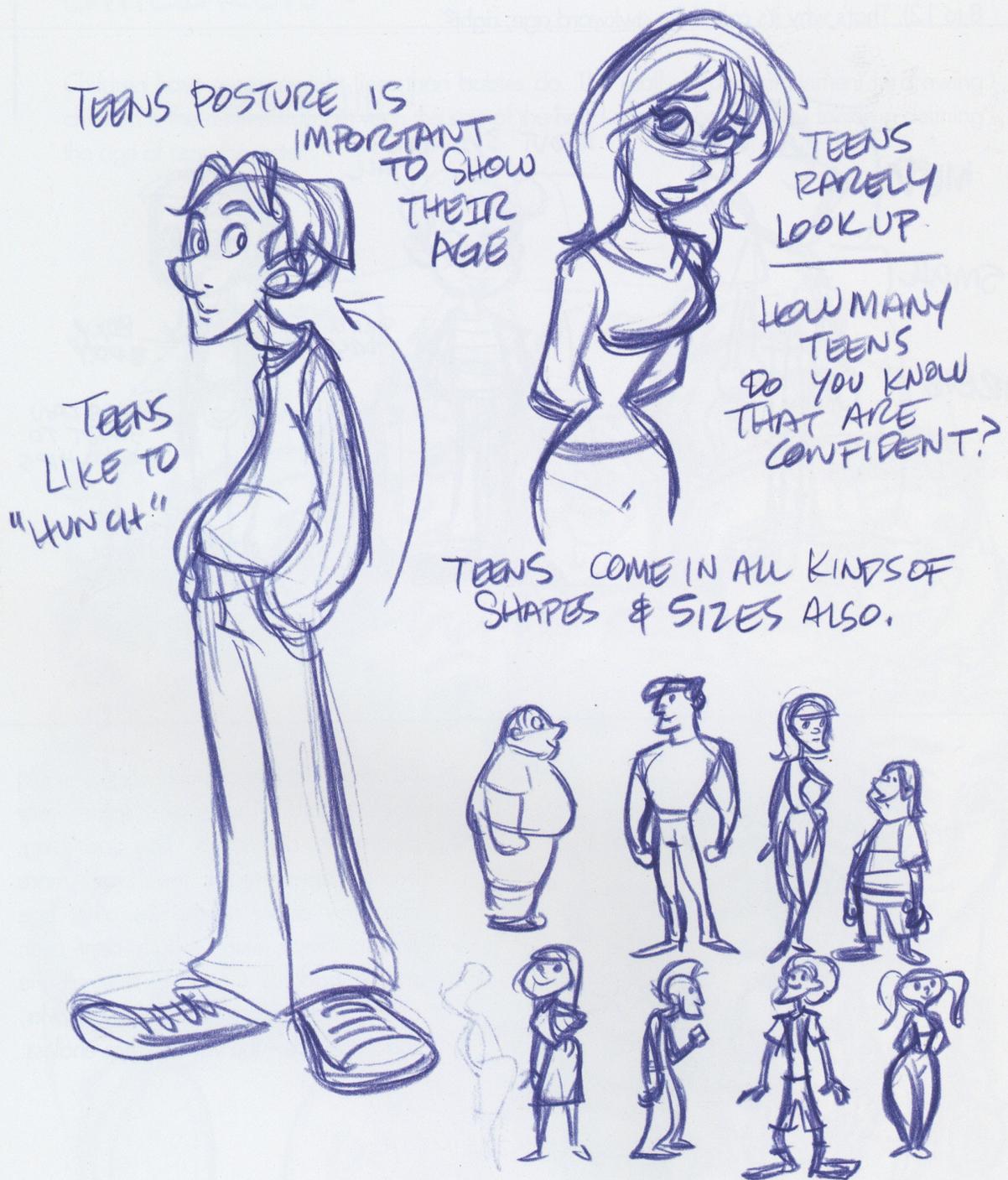BOXY BODY

GIRLS CAN START TO HAVE HIPS

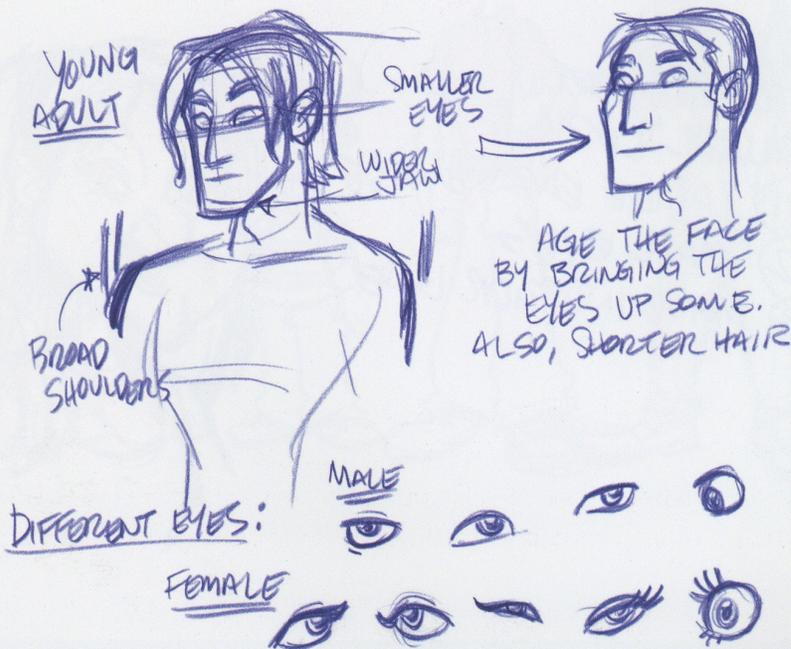SMALL FEET

TEENS

TEENS

BOYS JUST OVER 5 HEADS TALL

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Be careful not to draw teens as you would small adults. There are some very discernible differences. For one thing, body shapes among teens vary more than they do in almost any other age group: lumpy, skinny, buff, bent over, straight-backed. Consider, too, all the other variations: glasses, mohawks, shaved heads—the varieties are endless.

TEENS POSTURE IS IMPORTANT TO SHOW THEIR AGE

TEENS RARELY LOOK UP

HOW MANY TEENS DO YOU KNOW THAT ARE CONFIDENT?

TEENS LIKE TO "HUNCH"

TEENS COME IN ALL KINDS OF SHAPES & SIZES ALSO.

When you draw teenagers, you'll use a lot of the same design principles you used for drawing kids: large head-to-body relationship, large eyes, rounded shapes, longer legs, bigger ears. You'll just be more subtle when drawing teens—until you get to their extremities. With boys, especially, you will want to make the hands and feet awkwardly large in comparison to the rest of the body.

ADULTS

Variety reigns, again, but some standard elements will help make an adult look mature: smaller eyes and ears, angular shapes, larger noses on men; "bigger" hair on women.

ADULTS

ABOUT 6 HEADS HIGH

YOUNG ADULT

SMALLER EYES

WIDER JAW

BROAD SHOULDERS

AGE THE FACE BY BRINGING THE EYES UP SOME. ALSO, SHORTER HAIR

DIFFERENT EYES:

MALE

FEMALE

OLDER PEOPLE

As people age, earlobes, chins, triceps, and other body parts droop and sag. As a result, you might want to draw thin upper torsos with little pot bellies. Always consider the pose; and remember that posture changes (and not necessarily for the better) as we age.

TO GET THAT "OLDER" LOOK:
1) LARGE EARS & NOSE
2) SMALL EYES
3) MORE INTERIOR LINES

Try this on your own: Draw five different versions of a character at different ages, from babyhood to old age. Remember to make your character recognizable as the same person at each age. To make this kind of continuity easier to achieve, you might want to draw a major media character whose face you know well.