



Character Structure

Why is structure within a character important?

Without a solid structure, your characters will be stiff and off balanced.

Why is that?

Because our eyes are used to the structure of human anatomy. If we see things that are a little bit different, our eyes and mind will detect that something is wrong and feel the need to fix it. Therefore, let's start with understanding the **human anatomy** first and then let's **make our own character structure**. After that, **practice, practice, and practice!** Use the information we give you as a starting point for you to make your own unique character structure to your characters.



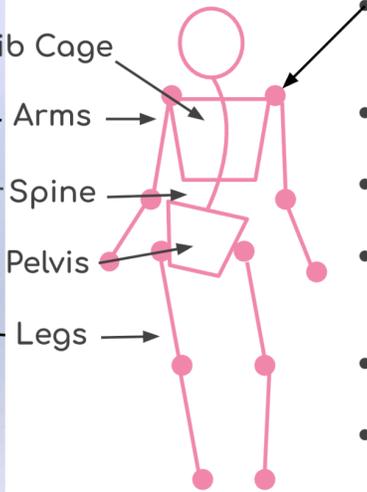
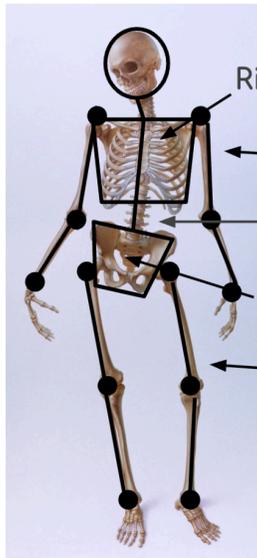
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Character Structure: Skeleton



Character Structure: Skeleton



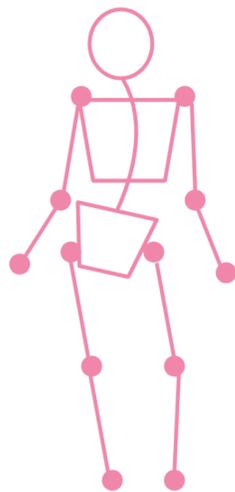
Joints: "●" Connects two or more bones and allows movement and bending

- **Rib cage:** Looks like a rectangle that tapers at the bottom.
- **Arms:** Can be indicated with a line coming out of the shoulder joints
- **Spine:** A line running through the center of the torso connecting the head, ribcage, and pelvis
- **Pelvis:** A shorter tapered rectangle than the ribcage
- **Legs:** Can be indicated with a line that comes out of the lower sides of the pelvis

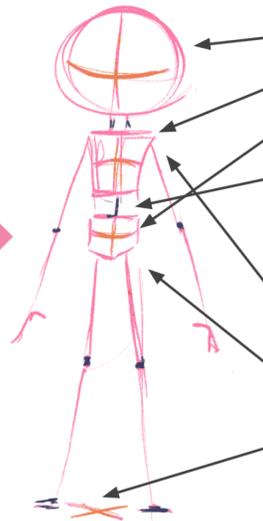
Character Structure: Basic Structure I (make it your own way)



Character Structure: Basic Structure I



Draw it
in your way



1. Start by drawing the head
2. Rib cage is drawn after
3. Pelvis is drawn next
4. Draw the spine through the rib cage and pelvis and connecting the head
5. Arms comes out of the rib cage
6. Legs comes out of the pelvis
7. Ground your character with an "X" mark on the ground

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Character Structure: Basic Structure II (make it your own way)



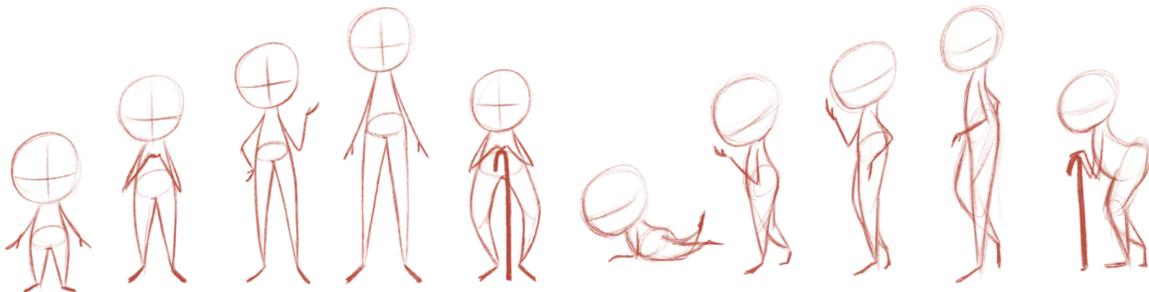
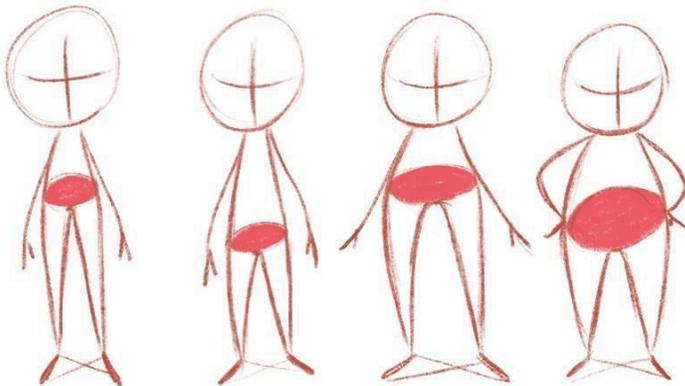
Character Structure: Basic Structure II

Once you get the basic structure down, you can start drawing it in **your own style!** Here is an example that draws the body structure while omitting the traditional rib cage structure:

1. Start by drawing the head
 2. Draw the pelvis next
 3. Connect the head and the pelvis together
 4. Divide the pelvis into half horizontally and divide it into $\frac{1}{3}$ (indicated with the blue line)
 5. Draw a straight line down from the $\frac{1}{3}$ marks on the pelvis
 6. Draw the feet. Make sure the character is grounded by marking a "X" on the ground
 7. Connect the feet and the pelvis together to form legs
 8. Draw the arms coming out of the shoulders
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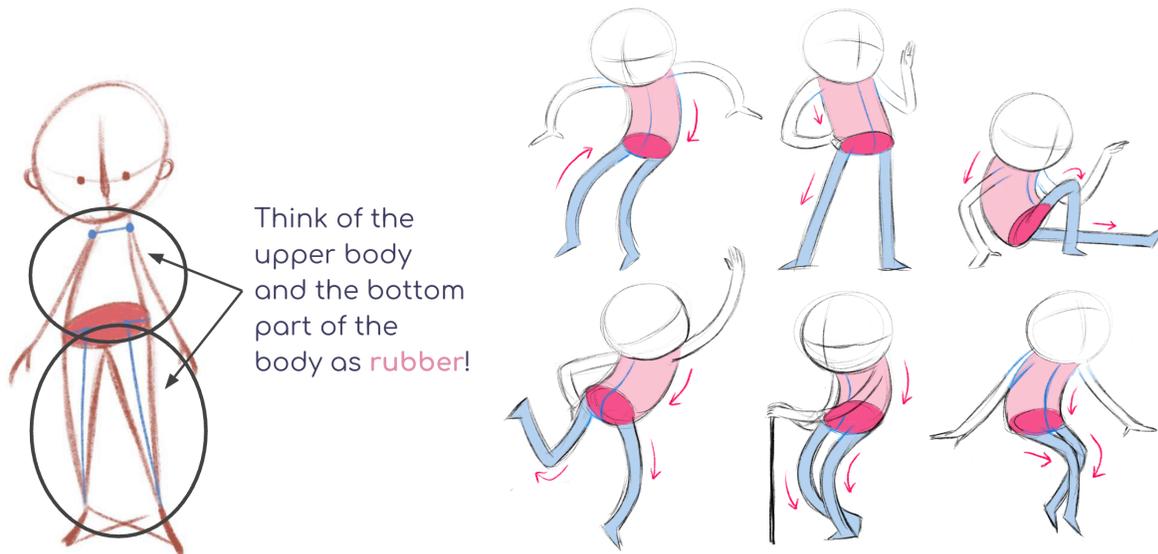
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Depending on where the **pelvis** is placed, the character's body shape will change. This applies to how old your character will be as well.



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Character Structure: Different Angles



1. Think of the upper body and the bottom part of the body as **rubber**, in which it can be easily bendable to show movement.
2. Start drawing folded lines & shadows to showcase what is in front and back of your character's bodies, clothes, etc. This will give dimensions to your character
3. Keep on practicing, practicing, and practicing!!!

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Solid Structure Tip!



Who is much more interesting as a character to look at?

The more active your character will look like by playing around with character structure, the more your character will look interesting!

Tip! Practice your character dancing, doing yoga, or any activity! This will be a great way for you to practice your character structure

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