Cartoon Character Turnaround: Front, Side, and Back Views

Original tasks 1, 2 / complete keys

Task 1

A front view shows a character with a round head and a rectangular body. The eye line is 4 units above the baseline, the shoulder line is 6 units, and the waist line is 9 units. The side view is drawn with the eye line at 5 units. What is the likely problem and how do you fix it?

Answer: The side view's eye line is 1 unit too high. Fix it by matching the eye line to 4 units above the baseline, then check the shoulder and waist lines at 6 and 9 units.

Reason: Shared guide lines must match across panels. The front view sets the reference heights; the side view should use the same values.

Check: Measure each panel's eye line from the baseline with a ruler or paper strip. All three should read 4 units.

Task 2

A character has a hair sweep on the character's right side in the front view. Using the convention that the character's right appears on the viewer's left in back view, where should the hair sweep appear in the back panel?

Answer: The hair sweep should appear on the viewer's left in the back panel.

Reason: The stated convention reverses left and right when viewing from behind. The character's right side is the viewer's left in the back view.

Check: Label the convention on the sheet, then trace the feature from front to back. Confirm the side matches the stated rule.

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Original tasks 3, 4 / complete keys

Task 3

You draw three panels on a 30 cm wide sheet, each 10 cm wide. The front view's head is 3 cm tall from top-of-head to eye line. The side view's head is 4 cm tall over the same span. Is the turnaround consistent, and what should you do?

Answer: No, the side view's head is 1 cm taller over the same span. Adjust the side view so the top-of-head to eye line distance is 3 cm, matching the front view.

Reason: The same vertical span should match across views. A 1 cm difference is noticeable and breaks consistency.

Check: Measure the top-of-head to eye line distance in each panel. They should be equal within your drawing accuracy.

Task 4

A back view shows a bag on the viewer's left. The front view shows the bag on the viewer's right. The sheet states the convention that a feature on the character's left appears on the viewer's right in front view and on the viewer's left in back view. Is the back view correct?

Answer: Yes. The bag is on the character's left. Under the stated convention, the character's left appears on the viewer's left in back view, so the bag on the viewer's left is correct.

Reason: Apply the stated convention consistently. The front view places the bag on the viewer's right, which is the character's left. Under the stated convention, the character's left appears on the viewer's left in back view, so the bag on the viewer's left is correct.

Check: Write the convention on the sheet and trace the bag's side from front to back. Confirm the viewer's side matches the rule.

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Source rubric / reflection

- [ ] Three labeled panels are present: Front, Side, Back.
- [ ] Shared baseline, midline, and horizontal guide lines link all panels.
- [ ] The x-height convention is labeled on the sheet.
- [ ] Front view uses the midline for balance and notes asymmetric features.
- [ ] Side view matches the front view at eye, shoulder, waist, and knee lines.
- [ ] Back view follows a stated left-right convention for asymmetric features.
- [ ] Valid alternatives in head shape, hair, and body proportions are accepted if the three views agree.

Reflection: What did you check, what did you change, and what will you try next?