Cartoon Character Turnaround: Front, Side, and Back Views

Original tasks 1, 2 / independent work

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?

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?

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Original tasks 3, 4 / independent work

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?

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?