

## Evolution of a Caricaturist

#### How to Draw Caricatures

A methodically illustrated, simple and interesting text to help you perfect the skill of creating caricatures



BY

#### SHAFALI ANAND

Evolution of a Caricaturist - How to Draw Caricatures

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### **Description & Brief Topic Outline**

Among all kinds of illustrations, caricatures are the ones that evoke the highest response from the audience. A caricature achieves this by weaving the spell of humorous likeness around its subject.

This book establishes a logical method to harness the creative madness that results in caricatures. The author calls it the *Feature Frame Method*  $^{\odot}$  and illustrates how this method can be used to selectively exaggerate every facial feature.

This book helps you master the art of caricature drawing by presenting more than 70 artworks and technical drawings and analyzing the features of more than 30 celebrity faces.

Following is an indicative list of content areas covered by this book:

- 1. What sets a caricature apart?
- 2. Two essential properties of a caricature
- 3. The celebrity connection
- 4. Facial features that a caricaturist must learn to observe
- 5. Neoteny and its influence
- 6. The psychology of recognition
- 7. Introduction to Feature Frame Method
- 8. Identifying and selecting the deviations for exaggeration
- 9. The basic face shapes
- 10. Caricaturing the face and the shape of the chin
- 11. Eyes structure and types
- 12. Caricaturing the eves
- 13. Eyebrows and expressions
- 14. Caricaturing the eyebrows and the browridge
- 15. Different types of mouths
- 16. Caricaturing the Mouth
- 17. The Basic hairline types
- 18. Caricaturing the hair and the hairline
- 19. Ears structure and types
- 20. Caricaturing the ears
- 21. Nose structure and types
- 22. Caricaturing the nose
- 23. Putting it all together
- 24. Context, Story, and Props
- 25. Caricaturing do's and don'ts

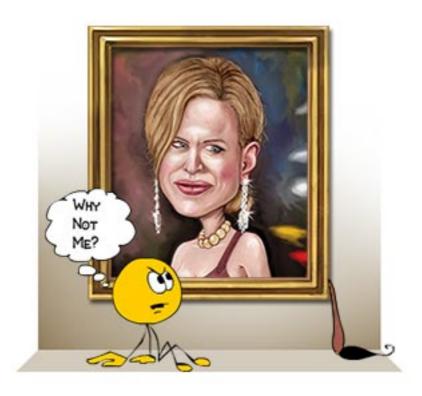
#### **Getting Down to the Basics**



This chapter defines and explains a Caricature. It differentiates a caricature from a cartoon and helps identify the two essential characteristics of a Caricature.

- 1. Defining a Caricature
- 2. Analyzing a Caricature
- 3. So what should you do now?
- 4. Special Note for Graphic Tablet Owners

#### **The Celebrity Connection**



This chapter discusses why caricaturists are obsessed with celebrities, and how creating celebrity caricatures could actually help a caricaturist.

- 1. Previous Chapter Recall
- 2. Why talk about Celebrities?
- 3. Why do we Love to create Celebrity Caricatures?
- 4. So what should you do now?
- 5. End Note

# The Human Face – Observing it from the Caricaturist's Perspective



This chapter illustrates and explains the different elements of the human face that a caricaturist should learn to observe. It also introduces to Neoteny and its impact on your caricaturing decisions.

- 1. Previous Chapter Recall
- 2. Facial Features that a Caricaturist should learn to Observe
- 3. Neoteny and its Impact
- 4. So what should you do now?
- 5. End Note





This chapter explains how people recognize faces. It introduces the Geon theory of Recognition by Components and the Gestalt theory of Figure & Ground. This chapter also discusses the caricatures of Morgan Freeman, Pamela Anderson, and Michelle Obama in the context of the Gestalt Theory of Figure & Ground.

- 1. Previous Chapter Recall
- 2. Before we Start...
- 3. How does this Theoretical Stuff help?
- 4. Biederman's Geon Theory
- 5. The Gestalt Theory of Figure & Ground
- 6. So what should you do now?
- 7. End Note

#### **Caricaturing the Shape of the Face**



This chapter discusses the basic shapes of the human face and establishes the Feature Frame Method. for exaggerating different features. The chapter also illustrates the application of this method and analyzes the face-shapes in some celebrity caricatures.

- 1. Previous Chapter Recall
- 2. Before we Start...
- 3. Basic Shapes of the Human Face
- 4. Three Primary Face Types
- 5. The Feature Frame Method
- 6. Caricaturing Different Face-shapes
- 7. Caricaturing the Chin
- 8. Some Celebrity Faces
- 9. So what should you do now?
- 10. End Note

#### **Caricaturing The Eyes**



This chapter begins by sharing the mantra that could ensure that your caricatures always have a minimum quantum of likeness. It then introduces the basic shapes of the human eye, discusses the structure of the human eye, and then illustrates the use of the Feature Frame Method for caricaturing the eyes through three different examples.

- 1. Previous Chapter Recall
- 2. Before we start...
- 3. Importance of Eyes
- 4. The Greenhorn Caricaturist's Mantra
- 5. Different Types of Eyes
- 6. Structure of the Eye
- 7. Caricaturing the Eyes in 3 Steps
- 8. Caricaturing the Eyes Three Examples
- 9. Some Celebrity Eyes
- 10. So what should you do now?
- 11. End Note

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#### **Caricaturing the Brows and the Browridge**



This chapter will help you learn the techniques of caricaturing the brows and the browridge. It will discuss how you can manipulate the eyebrows and the brow ridge to create a caricature or a funny likeness of your subject.

- 1. Previous Learning Recall
- 2. Before we start...
- 3. Eyebrows and Expressions
- 4. Caricaturing the Eyebrows
- 5. Caricaturing the Browridge
- 6. Some Celebrity Brows and Browridges
- 7. So what should you do now?
- 8. End Note

#### **Caricaturing the Mouth**



This chapter explains the details of the human forehead, hairline, and hair. It then discusses the methods that can be employed in caricaturing them. It also discusses facial hair and how it may be caricatured.

- 1. So you think you know?
- 2. Before we start...
- 3. Caricaturing the Forehead
- 4. Caricaturing the Hairline and the Hair
- 5. Some Celebrity Foreheads and Hair
- 6. A Note on Facial Hair
- 7. So what should you do now?
- 8. End Note

#### **Caricaturing the Forehead and the Hair**



This chapter explains the details of the human forehead, hairline, and hair. It then discusses the methods that can be employed in caricaturing them. It also discusses facial hair and how it may be caricatured.

- 1. So you think you know?
- 2. Before we start...
- 3. Caricaturing the Forehead
- 4. Caricaturing the Hairline and the Hair
- 5. Some Celebrity Foreheads and Hair
- 6. A Note on Facial Hair
- 7. So what should you do now?
- 8. End Note

#### **Caricaturing the Ears**



Ears are possibly the most ignored appendages attached to the human face. This chapter will begin by classifying ears from a caricaturist's perspective. It will also discuss the structure of the ear and present two examples to illustrate how a caricaturist manipulates the shape and size of the ear.

- 1. Previous Chapter Recall
- 2. Before we start...
- 3. Caricaturing the Ear A Challenge?
- 4. Classifying the Ears
- 5. Caricaturing the Ears
- 6. Some Celebrity Ears
- 7. So what should you do now?
- 8. End Note

#### **Caricaturing the Nose**



This chapter is about the nose, the facial feature that every caricaturist dreams of mastering. It begins by discussing the structure and the types of human nose. It then illustrates how you could caricature a nose using the Feature Frame Method.

- 1. Previous Learning Recall
- 2. Before you start...
- 3. Importance of the Nose
- 4. Structure of the Nose
- 5. Different Types of Noses
- 6. Caricaturing the Nose
- 7. Some Celebrity Noses
- 8. So what should you do now?
- 9. End Note

#### Putting it all together!



This chapter helps you integrate your learning from the previous chapters to caricature a face. In this chapter, we will discuss the development of the caricature of Tom Hanks and then explore two other caricatures to see how a face is caricatured without losing likeness.

- 1. Previous Learning Recall
- 2. Before we Begin...
- 3. The Characteristic Features and Deviations
- 4. Using the Feature Frame Method
- 5. Studies: The Drawings that Help you Decide!
- 6. Final Rendering of the Caricature
- 7. So what should you do now?
- 8. End Note

#### Context, Story, and Props!



This chapter discusses the composition of an illustration in view of its 3 important elements - Context, Story, and Props. It explains how Context leads us to the Story and how the Story enables us to identify the Props.

- 1. Previous Learning Recall
- 2. Before we Begin...
- 3. Context What is it?
- 4. Story What is it?
- 5. Props What are they?
- 6. Three More Stories
- 7. So what should you do now?
- 8. End Note

#### **Spread your Wings and Fly!**



This is the final chapter of this book. In this chapter we'll review a short list of do's and don'ts and make a simple plan of action for the future.

- 1. Previous Learning Recall
- 2. Do's and Don'ts A Short List
- 3. Beyond this Book
- 4. Learning from the Masters
- 5. A Few Parting Tips
- 6. Follow Your Heart
- 7. Goodbye:-)

### **How to Purchase the Book?**

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#### **About the Author:**

Website: <a href="http://shafali.wordpress.com">http://shafali.wordpress.com</a>

Facebook: http://www.facebook.com/caricatures.by.shafali

Twitter: http://www.twitter.com/theCaricaturist

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