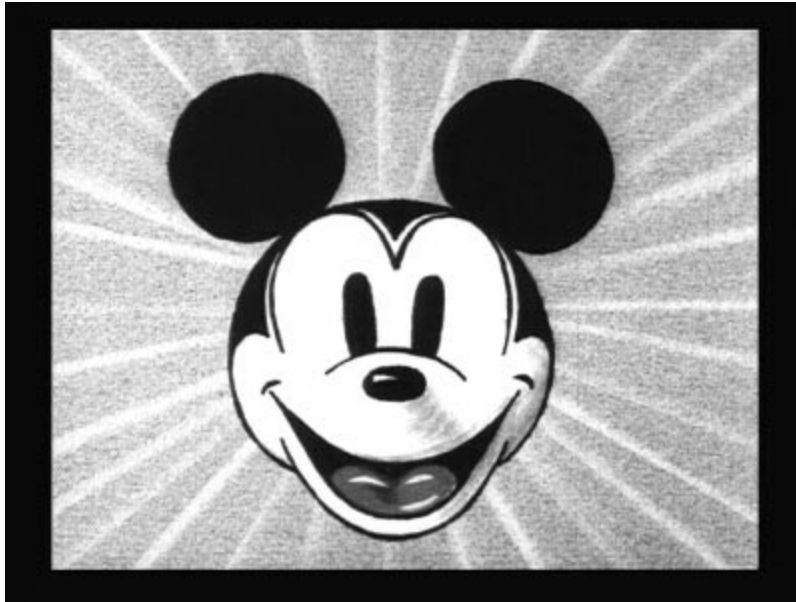


Basic Character Drawing

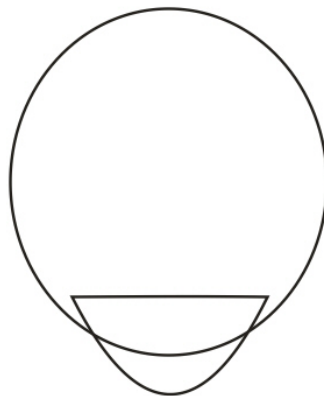
Use the following worksheet to review the basic tools of the vector program Corel Draw, and prepare yourself for more complex graphic imaging.



Use the tools properly to create a basic Mickey Mouse Head

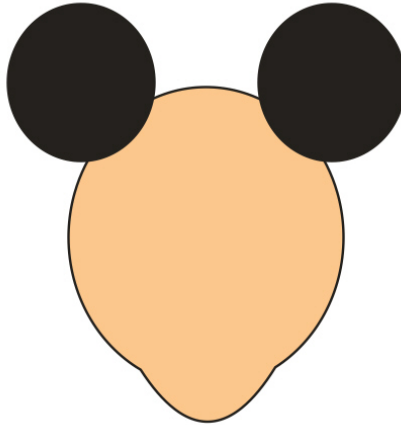
1) Create the outline of the head.

- a) Use the **Ellipse** tool to create the basic egg shape head
- b) Use the **Three Point Curve** tool to create the outline of a chin at the bottom of the head. Make sure all the ends are connected together.



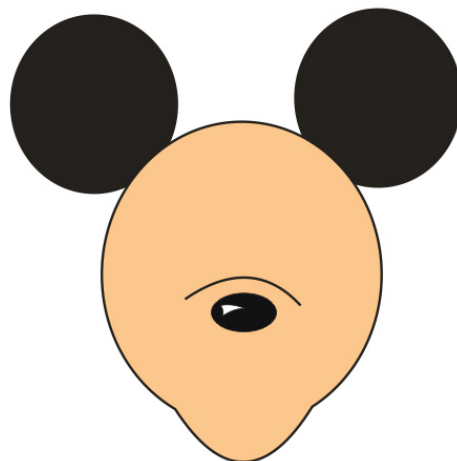
2) Use the Weld feature

- Click the **Object Pick** button, and drag a box around both objects. Click the **Weld** button at the top of the screen to merge the two shapes into one. Test your work by filling in the head "Sand" color from your color palette.
- Draw an oval for one of the ears. Fill it black. Copy and paste your ear in the correct place.



3) Layering


- Send the ears behind the head, and re-position them if necessary. Use **Shift + Pg Dn**, or right-click and select **Order**.
- Using the **Three Point Curve** tool, draw an arc that forms the top of the nose. Position it as close to the midway point of the head as possible.
- Use the Ellipse tool to create the tip of the nose. Fill Black.
- Use the **Three Point Curve** tool to create the small reflection on the tip of the nose. Make sure to connect all the endpoints, and fill White.

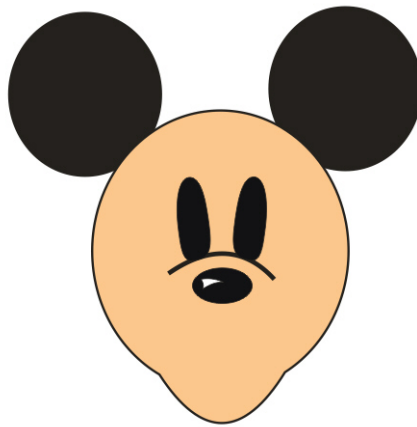


4) Create the Eyes

a) Using the Ellipse tool, draw a long oval to use as the eye.

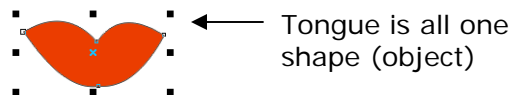
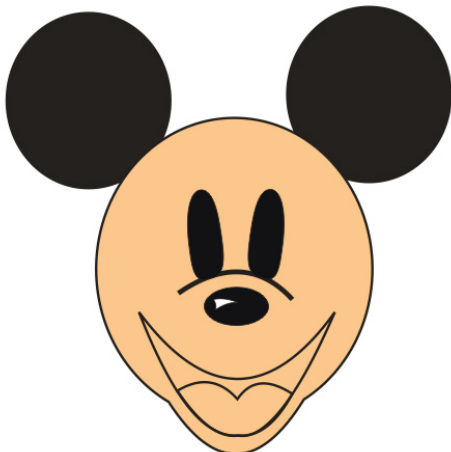
b) Click the "Convert to Curves" button.  Next, click the "Shape" tool  and use it to warp the oval into a better looking eye.

c) When you get the eye drawn and positioned, next Copy and Paste the eye and use the Mirror button  to flip it. Position this new eye in the correct spot.



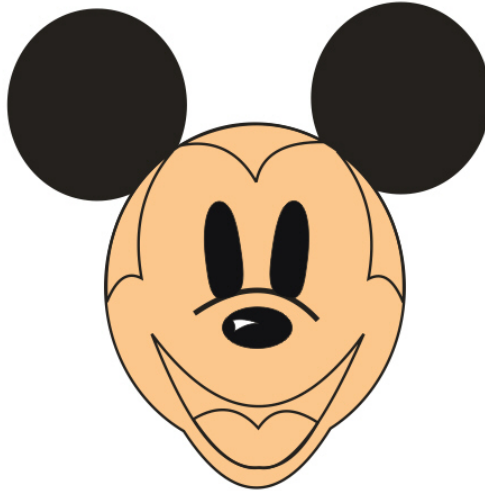
5) Draw the Mouth

- a) Using the *Three point Curve* Tool, create the top section of the mouth. Carefully connecting the endpoints together, create the bottom curve of the mouth using the same tool.
- b) Using the *Three Point Curve* tool again, create one hump of the tongue. Hover your mouse over the endpoint, which connects the curves, and create the 2nd hump of the tongue. Next, carefully follow the outline of the mouth to create the last line of the tongue. It will follow the mouth shape. All endpoints should be connected.



6) Head Markings

- a) Create the black marking around the head. Use the three point curve tool to draw each individual shape. Be sure to connect all the endpoints.



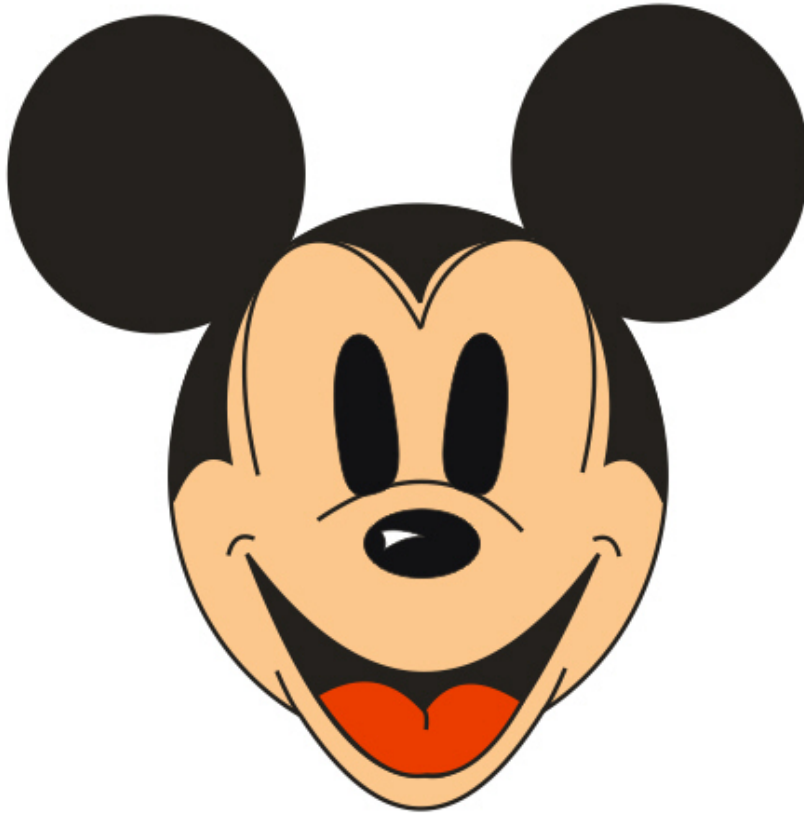
7) Fill Color

- a) Next, fill all the shapes you have drawn. Start with the tongue. Using the **Object Pick** tool, select the tongue shape, and fill it red.
- b) Select the mouth shape, and fill it black.
- c) Select each of the head marking shapes, and fill them black.



8) Details

- a) Use the Three Point Curve tool to add the final lines and touches on the drawing. Look carefully, and adjust your lines as needed by using the "Shape" tool. You can warp and move lines very easily if you practice at it.



9) Saving

- a) Save the work to your Student folder. Call it "*Last Name*" *Basic Mickey*.
- b) Close out of the program. Browse to *My Documents*. Locate the file you want to turn in, and right-click it. Select "Copy". Next click on "*Shortcut to Graphics*", go to "*Inbox*", find the "*Basic Mickey*" folder, and Paste your work in the correct hour.