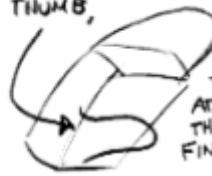


Basic Hand starts
WITH A BOX
FOR THE FLAT OF
THE HAND ...



ADD AN OPPOSEABLE
THUMB,



ROUGH IN
A SHAPE FOR
THE
ATTITUDE OF
THE
FINGERS



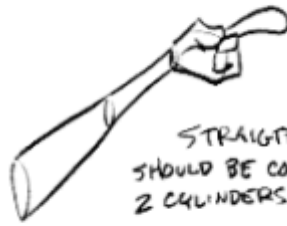
ELABORATE
AND
DIVIDE
THE FINGERS



ARMS ARE
2 CYLINDERS



Taper AT
WRISTS

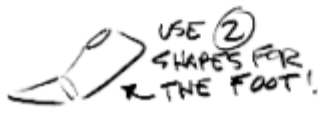


STRAIGHTENED LIMBS
SHOULD BE COMPOSED OF
2 CYLINDERS, EVEN THO...

...LIMBS MAY
APPEAR TO BE
1 CYLINDER
WHEN
STRAIGHTENED..



...THEY PROVE TO BE 2 CYLINDERS
WHEN BENT!



USE ②
SHAPES FOR
THE FOOT!

AND NOW...

See if you can make MR. B. move...
In the next few pages he will
take you through the basic
principles of ANIMATION



Practice drawing him in different poses

