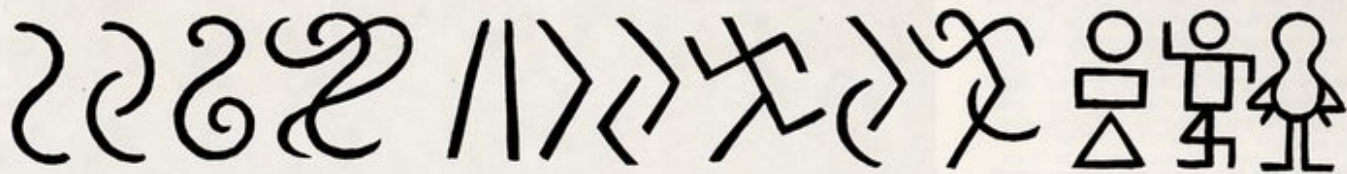


RHYTHM & DESIGN IN CARTOON ART

Here is the secret formula behind the appeal and charm of great cartoon art. Every artist has instincts and intuition that tell him these things. Here is the abstract design basis to help you.

The basic "S" curve of rhythm, and the opposite arcs (next) have great value for your drawings. Learn all their values . . . like "the value of a straight line" . . . many drawings fail without it.



THE "LINE-OF-BEAUTY" CURVE AND VARIATIONS

THE STRAIGHT LINE BECOMES ANGULAR DESIGNS

GEOMETRIC SHAPES ARE BASIS OF MANY CARTOONS



Rhythm lines (left) are often broken and they may jump between parallels. A series of objects or spots can create a line. **Opposition** of lines is important. Verticals oppose horizontals, and angles and arcs oppose (above). The rabbit and elf are examples of opposing arcs or rhythm curves. **Accents** in lines occur at breaks or intersections by other lines or objects. They add to design interest and cut monotony.

Repetition of lines in different parts of cartoon adds contrast to opposition lines. **Line of Action** is sweep of basic forms from legs through head. Weave these forms together to give rhythm and movement. **Contrast** of lines helps design. Verticals, diagonals, and horizontals with angles contrast and oppose rhythm curves and arcs. **Geometric Shapes** should be in sharp contrast for design and character definition.