

CONSTRUCTION (Head)



USE BROW FOR PUSHED EXPRESSIONS



YES



NO

GIVE EARS DIMENSION

EARS ARE NOT CIRCLES

START HEAD WITH CIRCLE - ADD CENTER LINE TO ESTABLISH PERSPECTIVE



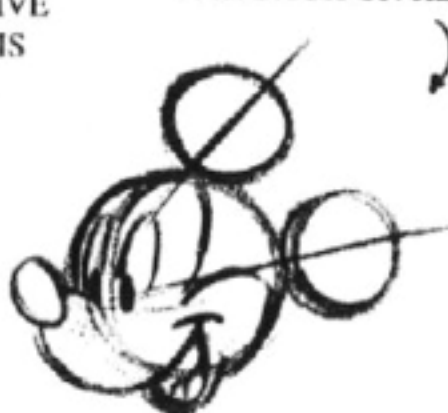
PLACE EYES ON EACH SIDE OF CENTER LINE

GET PERSPECTIVE BY MAKING THIS EYE SMALLER



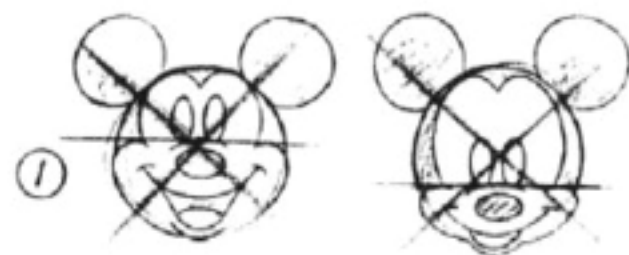
CENTER LINE DIVIDES EYES AND IS THE BASE OF THE NOSE

PLACE EARS FAIRLY FAR BACK ON HEAD

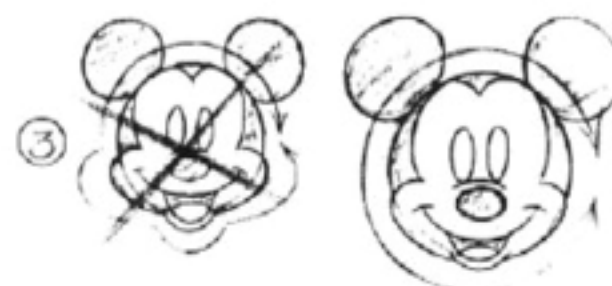


NOSE IS EGG-SHAPED AND SLIGHTLY FLAT ON SIDE FACING HEAD

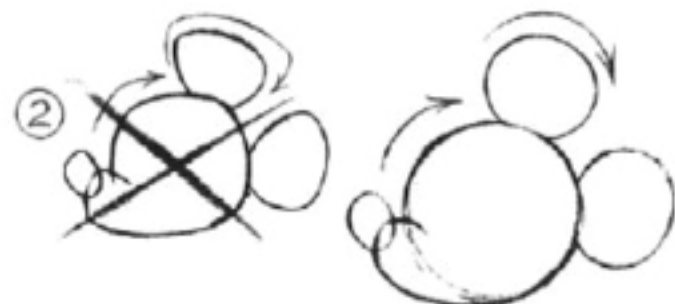
EYES ARE 3/4 OF AN EYE APART



1. PROPORTIONS: Avoid incorrect positioning of the horizontal guideline. Placing the guideline too high creates an emphasis on the nose or mouth. Placing it too low creates a large forehead, suggesting a baby-like Mickey.



3. SHAPE: Avoid extending and overemphasizing the cheeks and open mouth. Keep the head shape rounded.



2. FORMS: Avoid creating angular head, ear, or nose shapes. Keep forms rounded and dimensional.

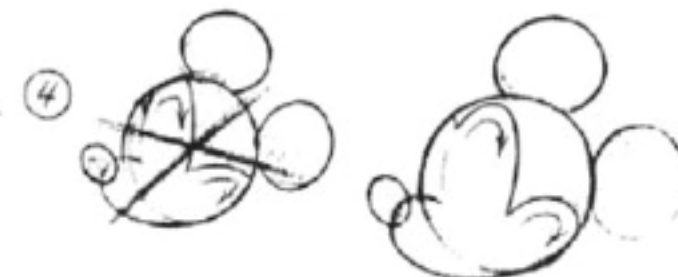


1. CLOSED EYES: When Mickey's eyes are closed, indicate only the top of the eye shape without closing the outline. Certain closed-eye expressions do not need any outline.



2. MOUTH: Proper mouth position retains head roundness.

- Avoid placing open mouth too high, unless correct for head's tilt. Position it along the bottom of the head circle.
- The far side of the head shows under the snout in certain expressions or angles.



4. MASK SHAPE: Avoid cutting off the shape of the mask. Keep an uninterrupted curve in the top of the mask, as well as in the cheek.