Vectorizing Person

This assignment is in preparation for your future cartoon animation or comic.

Bring a photograph from home, take one in class using a camera or webcam, or find one from the Internet of a person or animal to turn into a cartoon. This character should represent a message in your cartoon or comic. Create the message on their shirt or holding a sign.

You will be able to print this character on our large poster printer and adhere it to foam board to take home and keep if you want. If you get an A on this assignment I will allow you to print it for free! It will require you to scale it up in Flash, print it to large sticker paper, and cut out the foam board with an X-acto blade. You will want to make a support for it too. If you want to make it with a springy head you will have to buy and bring in the spring.

The character should eventually wave their sign, walk, run, jump, or dance in your group cartoon so make it prepared to animate by creating moving parts as symbols. You need hi-res images in order to zoom in closely and see the exact angles and curves of facial features without it getting too pixilated so you may need to use a head shot for the face and a separate image for the body parts.

Remember this assignment is to prepare a character for animating so all body parts should be converted into symbols in your Flash library with unique symbol names. All facial features should be ready to animate such as eyes, eyebrows, and the mouth.

**Steps to success:**
Find your hi-res image (1000 pixels or more). If it’s from the Internet simply copy and paste it into Flash. If you have a hardcopy photograph, scan it and import it into Flash.

Create a new layer on top of your photograph so it’s unaffected by your new work.

Lock the photograph layer. Create a new layer for each new part.

Vectorize the person by tracing over the photograph using a combination of such tools as the pen, line, shapes, and fills. Start with simple shapes (such as the head, arms, or legs) until you’re experienced and have greater control. Then move on to more difficult shapes such as eyes, nose, and hair.

There are several ways to vectorize in Flash. After creating lines, deselect them and use the selection tool to arc individual segments or the smooth feature to clean up the curves.

You have a choice of where to use the pen tool to get accurate and precise smooth lines, but it must be used somewhere on your character. Use the tablet and stylus drawing pressure sensitive tool for areas such as eyelashes, eyebrows, and hair. The best idea may be using a combination of both techniques. Use the pen tool to trace the facial features & stylus for hair.

# Criteria

30 pts- Vectorize face in Flash.

The resemblance of facial features are important so spend time on attention to detail. Grades will be based on similarity of photograph, accuracy of proportions, curves, and overall quality. The eyes, eyebrows, and mouth should be symbols.

20 pts –Full figure person parts – all parts should be ready to move. All symbols should

be titled with a unique name such as: “characters name-body part”.

Completed character should be a symbol in library titled”character name-whole”.

20 pts – Create a message on the character’s shirt or a sign that they hold with a clear
 message. Your message should be easy to read from a distance so have
 high contrast (difference of colors). Message can be a single word or infographics.
 If you want to create a large printed version of your character and stick it to a foam-

 board create your message on the shirt.

20 pts – Animate your character in some manner. You can simply make them wave.
 (use your sign if you made one) –character should smoothly animate (motion tweens).

10 pts - Save your character 6 times. When completely finished, save it as a .fla to your

portfolio and “Z:Nourse, creativcommons, character” folder.

 Export it as a .jpg to both folders so others can use your character if they want.

 Publish it as a .swf to both folders also.

**Tips**

Convert lines or strokes to fills to get tapered effect.

To do so select your strokes and go to MODIFY, SHAPE, CONVERT LINES TO FILLS

Then hover over a stroke with selection tool and arc it to get tapered look.

There are several videos you may watch in the Z:Nourse, Tutorial, Vectorizing” folder that may help you understand various techniques of how to achieve good results.

Cartoonsolutions.com website may be helpful for body parts if you view the “character packs”.

This assignment will last approximately a week so don’t delay. If you don’t have a head portrait photo yet begin creating the body parts now.

Get busy!