MODULE 1 ASSIGNMENTS

MODULE 1: FUNDAMENTAL MANGA PROPORTIONS

1. **Module 1 Assignment 1 (M1A1): Proportions of the Body**

Recommended Time Investment: 1 Hour   **Recommended Frequency:** Weekly until Learned

Using what you have learned of the proportions of the body, create your own proportional guidelines of both the 7 Heads and 8 Heads models, clearly labelling each of the sub-sections and measurements. Feel free to draw both genders in each proportion type as you continue with these assignments.

2. **Module 1 Assignment 2 (M1A2): Proportions of the Head**

Recommended Time Investment: 1 Hour   **Recommended Frequency:** Weekly Until Learned

The proportions of the head in manga are critical to creating an authentic and appealing character. Using what you have learned, create full front and side view guidelines for the head proportions, labelling them and marking out the measurements.

3. **Module 1 Assignment 3 (M1A3): Proportions of the Hands**

Recommended Time Investment: 1 Hour   **Recommended Frequency:** Weekly Until Learned

The hand proportions for manga are the same as standard hand proportions for realistic characters, however the scale of the hands relative to the face is important to keep in mind. Using what you have learned, create your own hand proportions guide, including measurements and relevant labels.

4. **Module 1 Assignment 4 (M1A4): Head and Body Sketches**

Recommended Time Investment: 2 Hours   **Recommended Frequency:** Once Off

Based off of all your proportional learning, create 3x dynamic character sketches of the head and body, testing out the measurements you have learned. Ensure you are carefully and accurately placing elements based off of the proportional guidelines – measurements that are too loose, especially with the head, will result in a mish-mash style that may not look true to manga stylization guidelines.

> **Ensure that when you have completed your assignments and are submitting them to the Character Art School Community, that you are clearly stating the assignment number, for example "M2A2", so that you are critiqued and given feedback correctly at your current level of knowledge.**