A WAY TO SET UP THE ACTION

Take any jointed doll if possible, one jointed at the waist. This fellow was a plain wooden art-store mannikin. In order to make him exist for you as something more than wooden chunks, I dolled him up, with paint, putty, and a bit of hair from the bathroom rug. Then I got busy with my candid camera. He is a queer-looking little guy, a sort of cross between Groucho Marx and a cigar-store Indian; but he is made of parts, and it is the appearance of these parts in action that we are interested in. In this way Doohinkus Mannikin is better than a live model. The black lines on him help you his bulk, just as they do on the ball.

Take some of these poses. Start by drawing the framework in the approximate action. It is not important that you maintain the same proportions, and you can substitute any head. Change him to suit yourself, but watch the positions of the parts carefully. Build on each part as you it. Note whether lines at joints curve up or down, how the part is tipped toward or away from you, you can exaggerate the action of the hips and shoulders, as those actions were quite limited in the mannikin. You can also, if you wish, render the light and shadow on the parts.

Tracing these, or copying without building, will do you no good. But if you will "build" a dozen or so, you will be able to set up figures of your own, in almost any action. The correct assembling of the parts of the figure is much more important than actual knowledge of the bones and muscles. You cannot put clothes on your figures properly without knowing the action of under the clothes, and the flexing and pulling of the material over them from one part to another.

Pages 66 and 67 will show how to go about it.



HIS IMPERIAL MAJESTY
DOOHINKUS
MANNIKIN
(without his underwear)