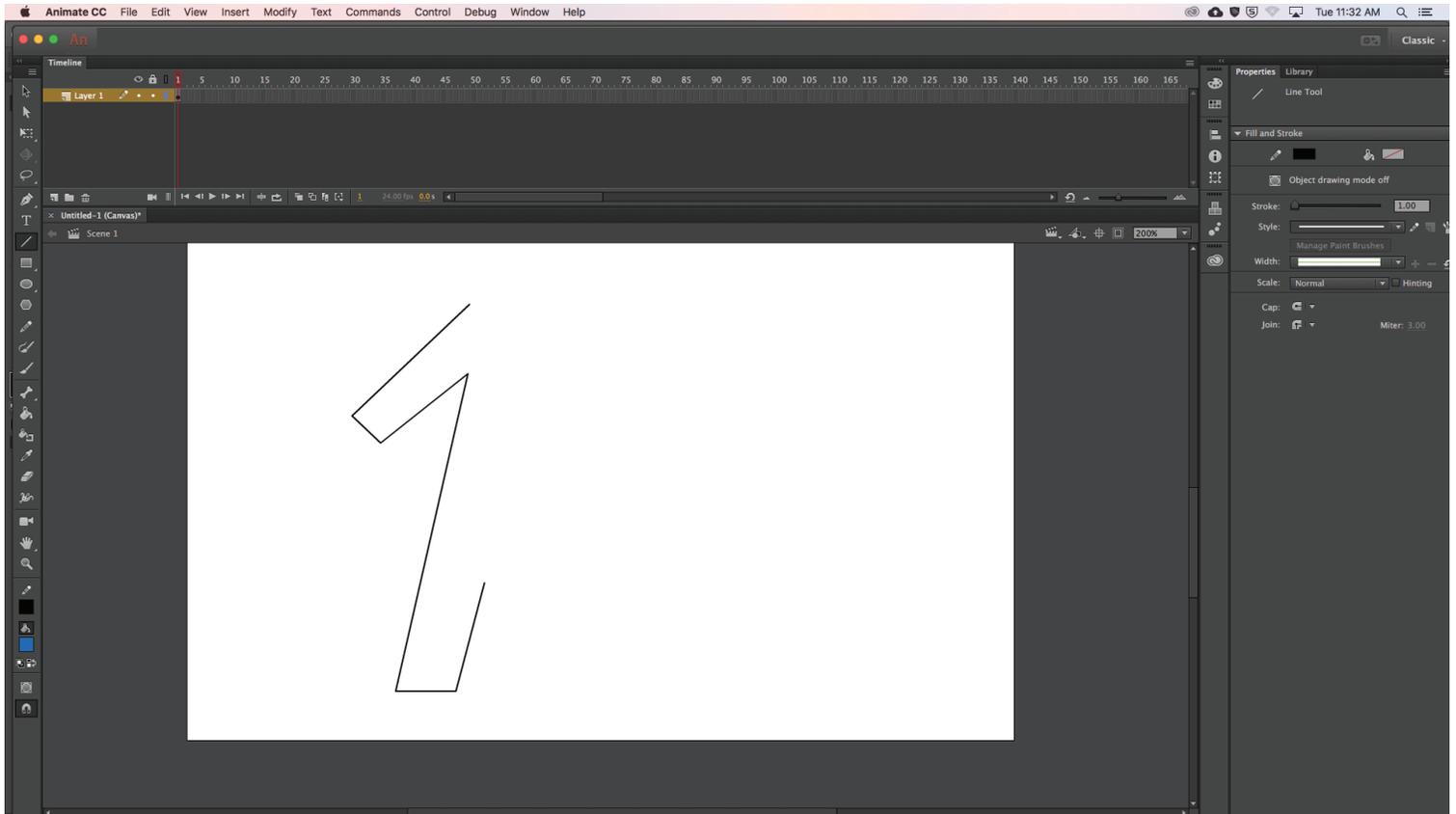
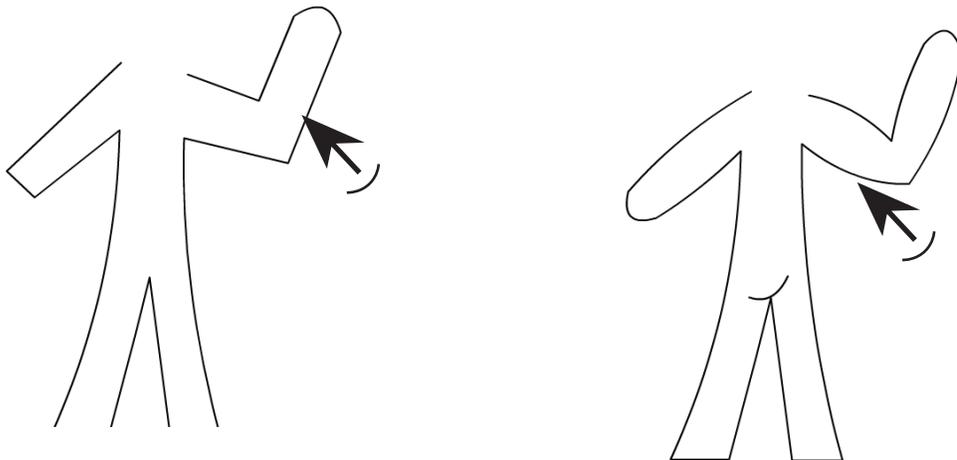


# How to draw a 3d looking cartoon in Adobe Animate CC

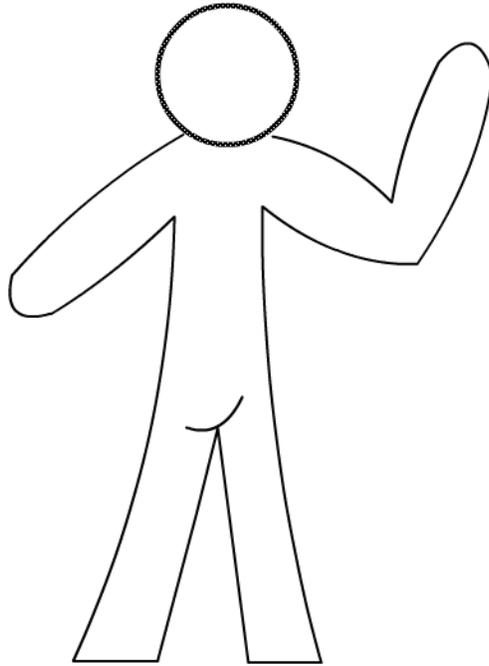
Create a new HTML 5 Canvas file. Don't worry about changing stage settings. Choose the line tool and start drawing the shape of a person with straight edges.



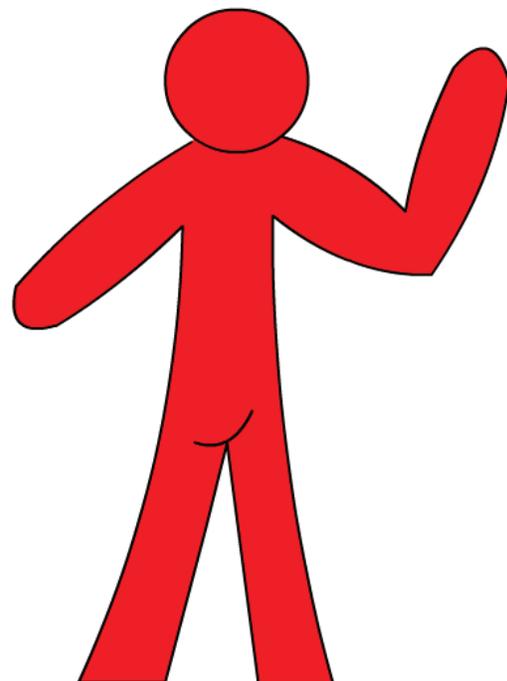
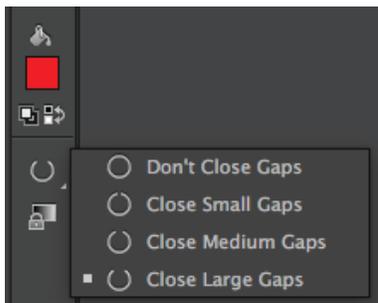
Once you have finished the outline, go through with the selection tool and click in the middle of the lines to bend them in or out to create a more interesting outline



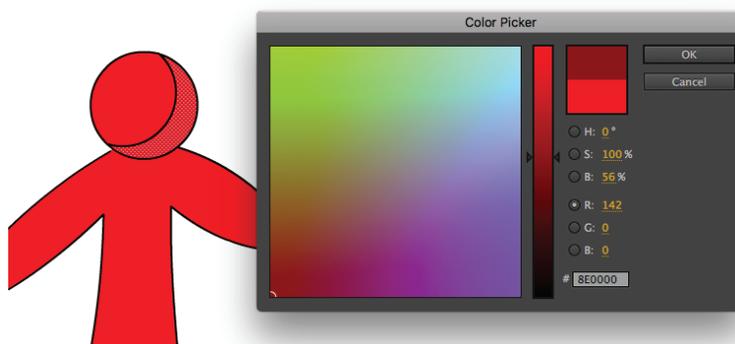
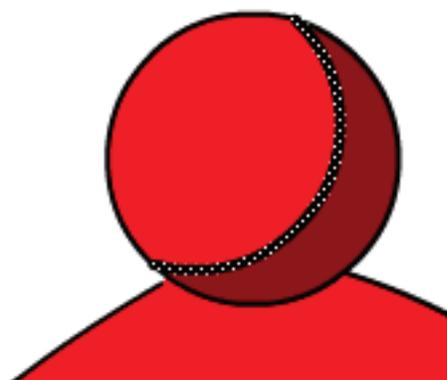
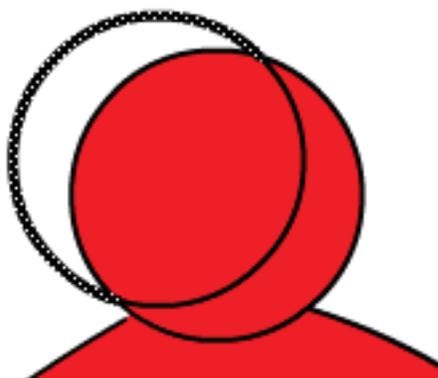
Now with the ellipse tool draw out a head (hold the shift key down to create a perfect circle)



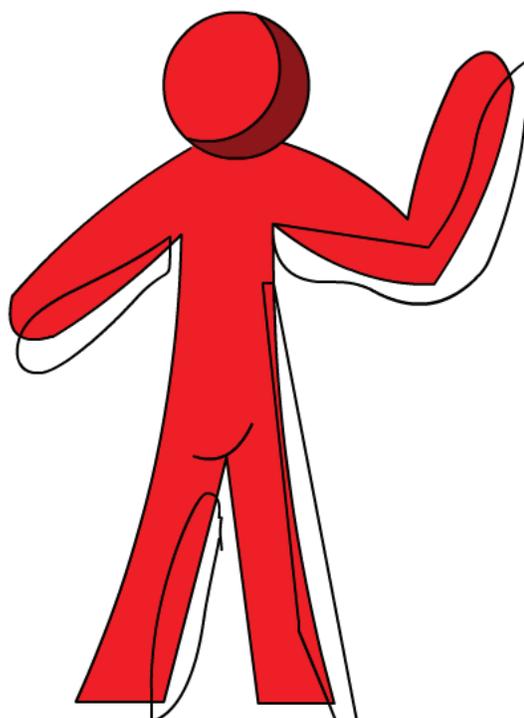
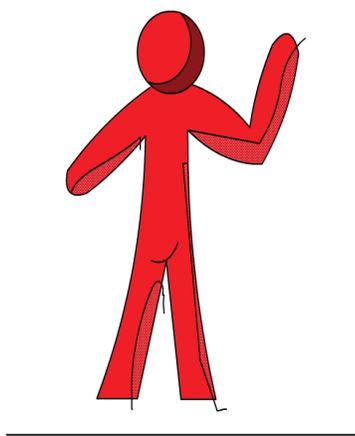
Now choose a color for the fill and with the paint bucket tool click in the middle of the head and the body to fill the shapes with that color. You might need to close large gaps

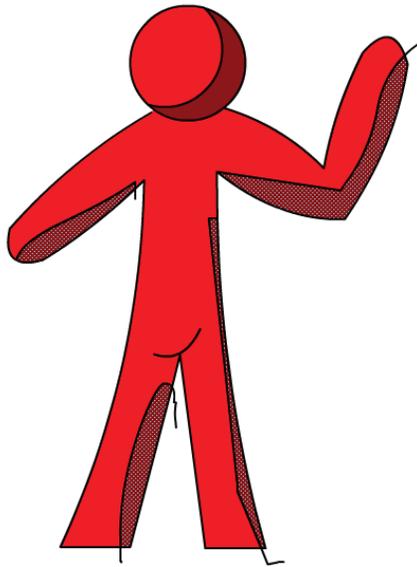


Opt/Alt click the stroke and offset it. Select the inner area with the selection tool and then go to the fill color and choose a darker color...you may want to choose the multiple color option

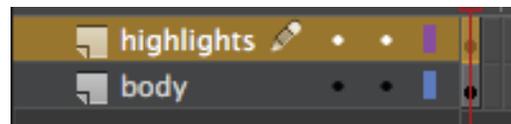
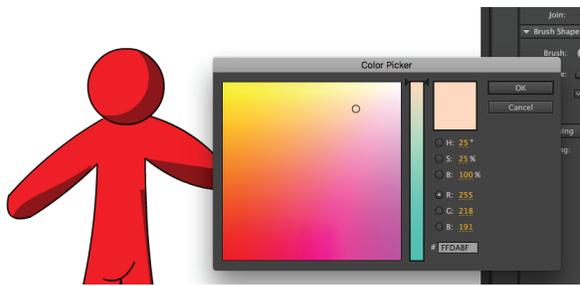


Now draw circular shapes around the body area to define the shadows. You'll want to use the pencil tool. Once finished, you can delete the outer strokes





Create a new layer in the timeline and rename it highlights (double click the name to select)  
Choose a brighter color and then paint highlights with the brush tool (fill tool)



Select all elements on that layer by clicking on the keyframe and lower the opacity in the color pallet

