



Since 1889
GENERAL'S

Draw out the artist in you!

- 1 Let's draw an automobile using a three dimensional rectangle!
- 2 First draw on a windshield and wheel wells.



- 3 Next draw on the top of the automobile and the tires. Use three dimensional circles when drawing tires.



- 4 Now just add the details and you're all done!



Books Written by:
Matthew Luhn, Story Artist and Animator
 at Pixar Studios. Check out his story on the
 back and his website at: www.MatthewLuhn.com



**Have Fun
Drawing**

Discover
Your Style

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General Pencil Company, makers of fine pencils in the USA since 1889, and Matthew Luhn, story artist/animator at Pixar animation studios, have partnered to create a one of a kind series of How To Draw Cartoons Kits: **How To Draw Cartoons!** and **How To Draw Cartoon Flip Books!**

How To Draw Cartoons! and **How To Draw Cartoon Flip Books!** are two unique kits that include all the General's® drawing tools needed, and each kit contains 2 easy to follow books created by Matthew Luhn.

Matthew Luhn developed this fun and easy to follow method of drawing and cartooning over the past 15 years of teaching cartoonists of all ages. Filled with techniques and lessons including shapes, shading, perspective, dimension, developing style, writing stories, and creating morphing effects in flip books, these books and kits are ideal for teachers, students, aspiring cartoonists, alike. If you are interested in comics arts, cartooning, animation, sequential arts, graphic arts novels, design, drawing or just having fun, these kits are for you!



When I was three years old I drew my first cartoon. It was a drawing of my Dad with a stomach ache. Though the drawing was very simple, only made up of a couple of shapes and scribbles, my Dad thought it was amazing and placed the doodle in a frame which he proudly displayed in our house.

I grew up near San Francisco where my Dad, Grandfather, and Great Grandfather owned and operated a number of family toy stores called Jeffrey's Toys. I loved visiting the toy stores and later in life would think back to those experiences while working as an Animator and Storyboard Artist on the "Toy Story" movies!

Along with being surrounded by toys, I was also surrounded by a wonderful family of artists. My Grandmother was an oil painter, my Dad was an artist, and my Uncle was a photographer and musician. They all inspired me and encouraged me to keep drawing. As I got older, my Dad and Mom enrolled me in drawing classes, and gave me a variety of how-to-draw books.

By the time I was in High School I knew I wanted to pursue a career in Animation. It was at this time that I began turning my doodles into flipbooks and short movies! After graduation, I attended the California Institute of the Arts, founded by Walt Disney, to study Animation.

At the end of my first year at Cal Arts, I was hired as an Animator on the television show "The Simpsons" in Hollywood, California! It was hard to believe that at 20 years old I was animating on a TV show! After working on "The Simpsons" for a year, I continued my studies at Cal Arts until I was hired at Pixar Animation Studios as a Computer Animator on "Toy Story!"

Since that time I have worked as a Storyboard Artist on "Toy Story 2," "Monsters Inc.," "Finding Nemo," "Cars," "Ratatouille," "UP," and am presently working on the development of new Pixar films! Along with working as a Storyboard Artist, I teach kids and adults all over the world how they too, can turn their ideas and doodles into Cartoons!

Visit my website at: www.MatthewLuhn.com