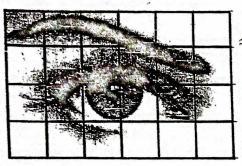
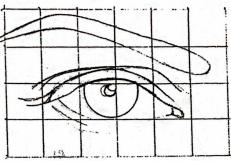
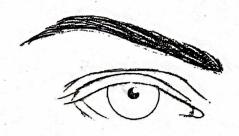


DRAWING THE EYE STEP BY STEP





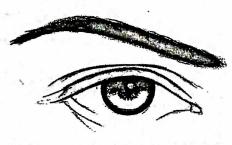


Graph this eye out on your drawing paper.

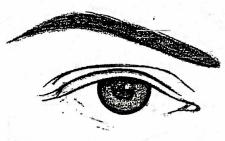
Not only do you need to see the eye as just shapes, you need to see the shapes created with the graph lines. This is where you will use your circle template, or stenctl. The iris and the pupil are perfect circles in nature. The reason many drawings of people don't look right is because the eyes aren't drawn with good circles.

Remove the graph. Lightly draw the circles in the eyes by hand. Then crisp up the circle with the stencil. If you are drawing two eyes, remember to use the same circle for both eyes. The catchlight should be placed half in the pupil and half in the iris.

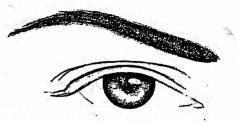
Start to fill the eyebrow with pencil strokes and darken the pupil.



Add some #1 dark around the outside edge of the iris and around the pupil. Blend out the eyebrow.



Blend out the iris until it is a #3 halftone. Don't lose your catchlight!



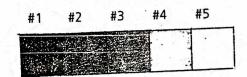
Lift some light out of the iris with your kneaded eraser to make it look shiny and enlarge the catchlight.

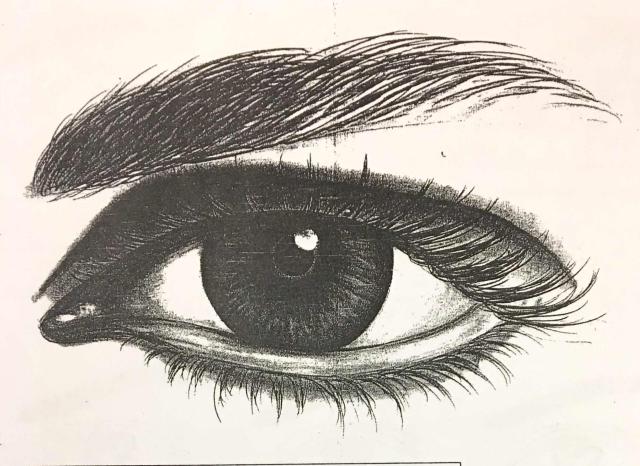


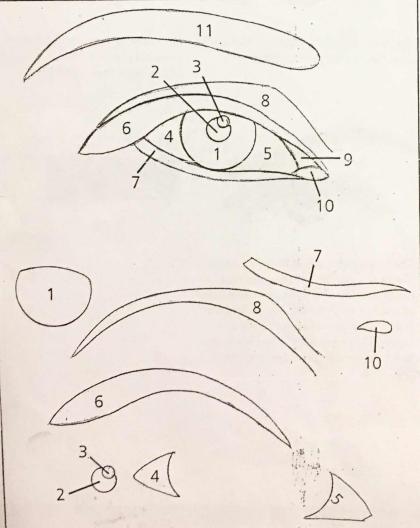
 Fill in the lash line #1 and #2. (It is lighter in the middle above the iris.)



The finishing touches! Blend some tone above the eye. Soften the lower lid thickness. Blend a little into the white of the eye to make the eye look round. Pull some light hairs out of the eyebrows. This eye doesn't have many eyelashes showing, just a few coming off the sides.







- 1. Iris
- 2. Pupil
- 3. Catchlight (or flash)
- 4. & 5. White of the eye
- 6. Upper lash line
- 7. Lower lip thickness
- 8. Upper eyelid
- 9. & 10. Corner eye membrane (tear duct)
- 11. Eyebrow

All of these shapes can be seen above in the line drawing of the eye. Try very hard not to look at the eye as one difficult shape, but instead as eleven easy shapes.

Eyes: Most Haves! 1. Upper lid sually slightly longer than lower lid.

2. Study shape of tearducts. Note they are on the Side nearest the nose.

3. The Iidsslightly cover the eyeball, therefore you don't see the ins as a full aircle juniess surprisad or frightened.

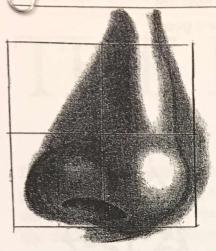
4. the opper lid cast a slight Shadow onto the eyeball this is important so it doesn't 100x like they are popping out of the socket.

5. The "sparke" in the eye needs to be in the same place, so it doesn't look crosseyed.

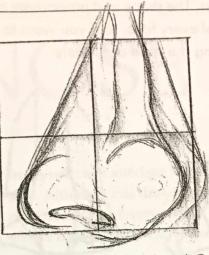
6. Eyebrows run along the bony ridge. The arch should be from the tip of the nose through center of Dupil.

7. Eyeloshes curre away from truld-not stick strains out.

SHADING THE NOSE STEP BY STEP



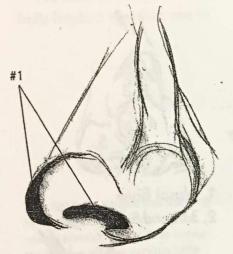
Let's use this one for a study in shading a nose step by step.



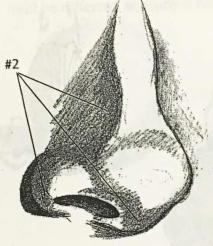
Draw a 1-inch graph (four boxes). Complete the line drawing. Make sure it is accurate.



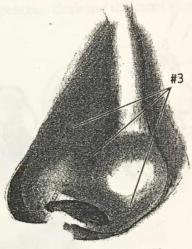
Erase your graph.



Apply your #1 darks in the nostril and cast shadow on the left side.



Apply your #2 shadows where indicated.



Blend out to create the #3 halftones. The #2 shadows are now softened.

#3

#2

#4

#5

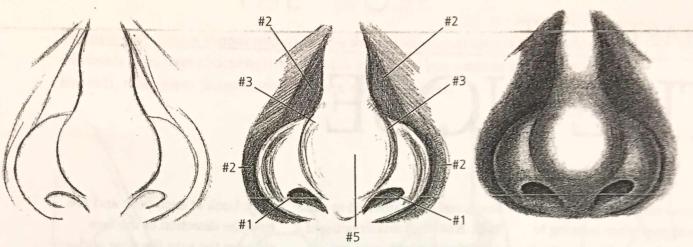


We need to make the skin a little darker, so reapply your shadows.



see little light areas, fill them in. If you see little dark areas, lift them out gently with your kneaded eraser.

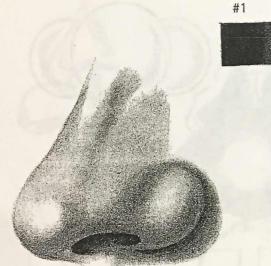




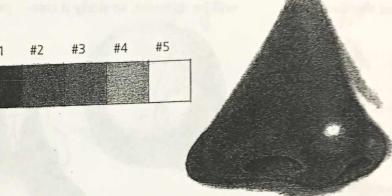
Once you are sure your line drawing looks right and is accurate in its shape, erase your graph lines.

Start by applying dark and medium tones with your pencil. See how the tones are numbered to match the five-box value scale (see page 23)? You must see the tones as *shapes*, too.

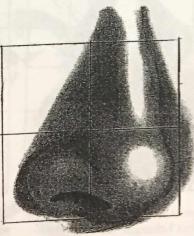
Blending creates your halftones (#3) and light gray areas (#4). Be sure to bend *around* the curves as you did with the sphere.



Pale skin. The light is coming from the left.



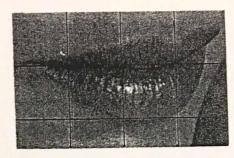
Dark skin. The light is coming from the right.



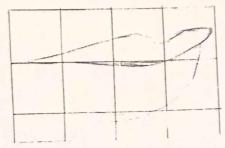
Medium skin. The light is coming from the front.

DRAWING THE CLOSED MOUTH STEP BY STEP

It is easier to draw the mouth with the lips together so you don't have to deal with the teeth. Follow this step-by-step guide to make these lips look *real*.



Study the placement of this mouth inside the boxes. Notice that the mouth is somewhat turned, facing the right. This means you see less of the right side and more of the left.



See how the last line of the graph cuts through the center of the upper lip? Your memory will want to draw the mouth with that in the center, not off to the right. Always draw what you see in front of you, not what your memory wants you to draw! This is why using a graph is so important. It keeps the shapes where they belong.



Erase your graph.



Apply #1 dark to the line in between the lips and where the lips part inside the left corner.



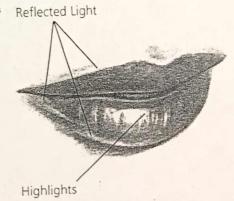
Apply #2 dark gray to the upper lip and below the lower lip.



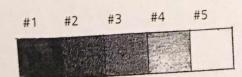
Apply #3 halftone gray to the lower lip, leaving a spot for the highlight. Darken the right side of the lower lip to more of a #2 (refer to photo).



Blend until smooth!



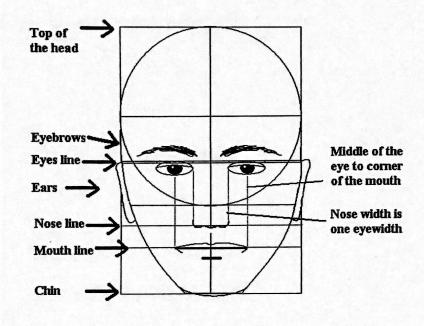
Pull out highlights with the kneaded eraser. Add shading above and below the mouth. Notice the light edge around the lips? This is reflected light.



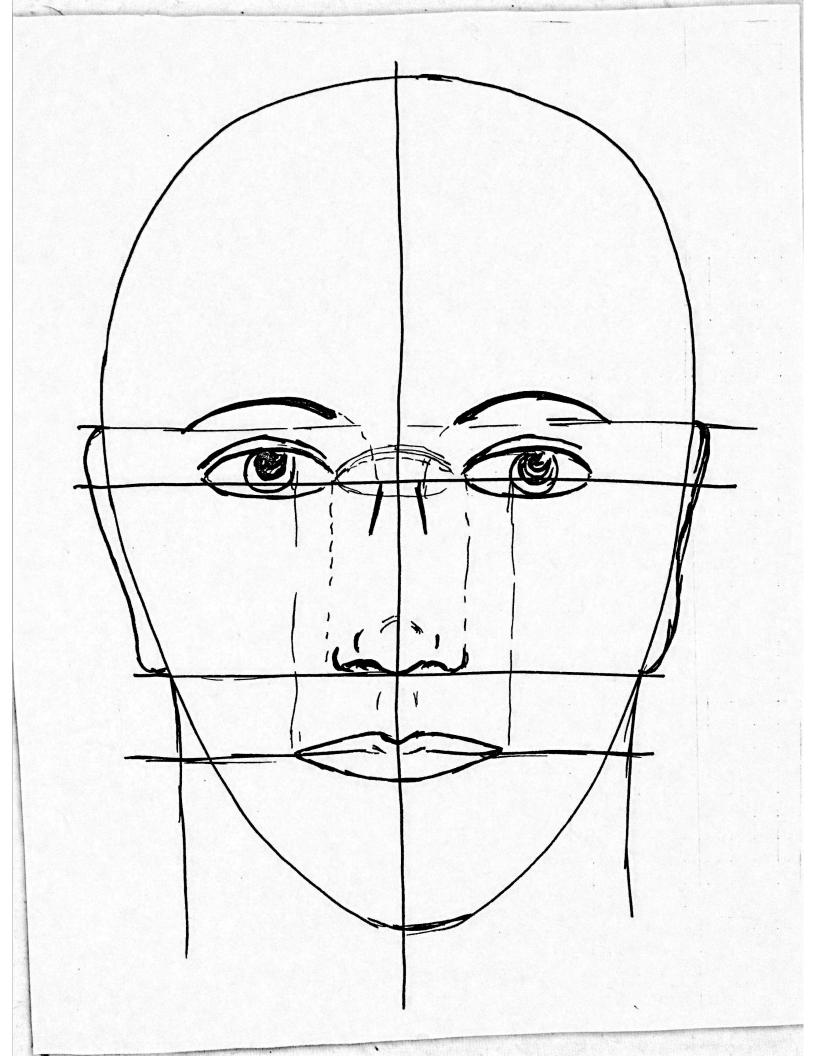
Portraits

Although each person's face is different, there are several things they have in common.

The sketch below shows basic divisions of the face.



- 1. The head is basically egg shaped, larger at the top than the bottom.
- 2. The eyes are halfway between the chin and the top of the head.
- If the space between the eye and the chin is divided roughly in thirds, the nose will be on one third and the mouth on the other third.
- 4. The space between the eyes is the width of an eye.
- 5. The bottom of the nose is in line with the place where the bottom of the ear is attached.
- 6. The eye is in line with the place where the top of the ear is attached. (The ear is BIG)
- 7. The corners of the mouth are directly below the centers of the eyes.
- 8. The edges of the nose are directly below the inner corners of the eyes.



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value scales using line

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	hatching			
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	invent your own technique			

Blending with the side of a pencil