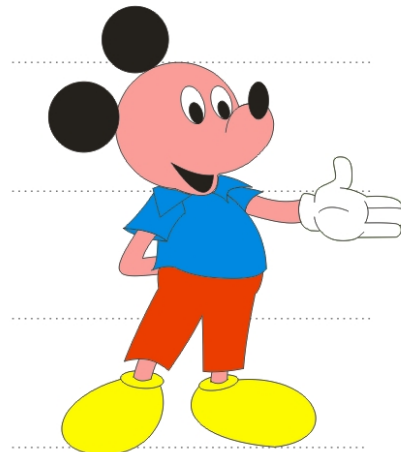
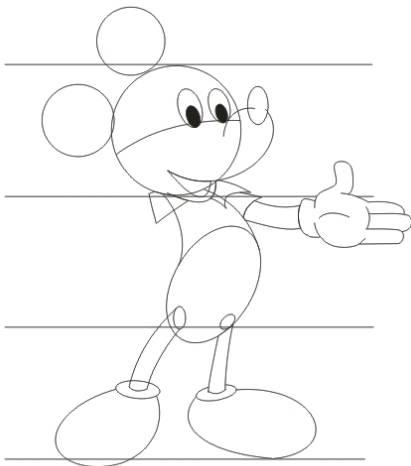


# Drawing Freehand

## On the Computer

Learn to build your own layered drawing from the ground up.



### **Objectives:**

- Learn the drawing tools of the vector program Corel Draw X4
- Learn how to properly achieve correct proportions in a drawing
- Working knowledge of the Object manager to create protected and varied layers of digital imagery in a progressive fashion.
- Solve a basic visual problem using personal creativity and technical skills.

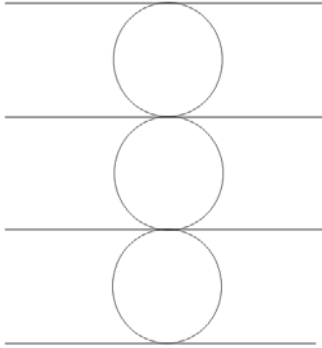
### **Process:**

Using the printed reference materials, you will choose two characters to re-create on the computer. You will draw:

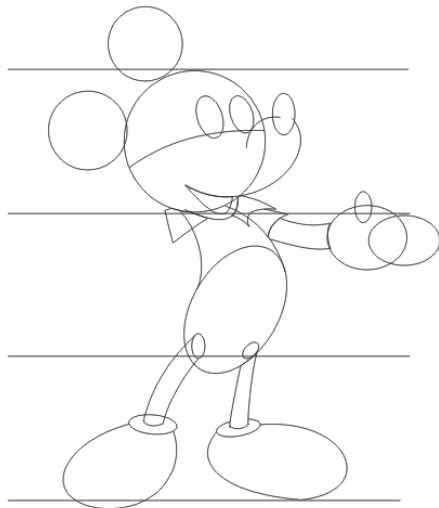
- a) A full bodied character from head to toe
- b) Just the head of another character
- c) A complete background of your choosing that creatively displays the one full bodied character plus only the head of the second character.

## Steps:

- 1) Choose which character you want to re-create from head to toe. Refer to the printed packet.
- 2) On layer 1 of your Object manager, create four evenly spaced reference guidelines (if needed). Simply use a circle shape to measure the spaces. Delete the circle when finished.



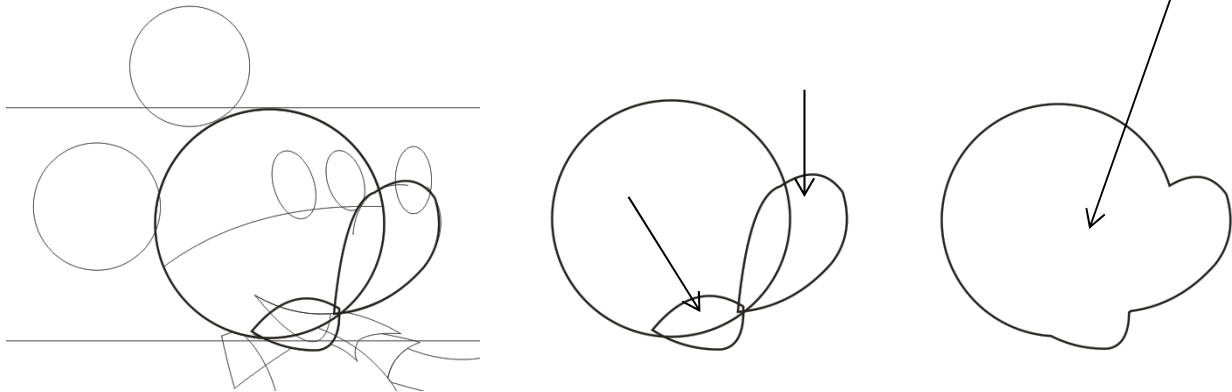
- 3) Create a new layer. Unclick the “Edit Across Layers” option learned previously.
- 4) Name this layer “Wireframe”. This is where you will create the basic shape and outline of the character you are working on.
- 5) Carefully use a combination of circles and freehand lines to create the correct proportions and body parts of the character. You must always be aware of how each body part fits in relation to the others.



**NOTE:** This is not your finished drawing! This is a reference for you to draw over the top of! How much of a wireframe drawing required varies from person to person.

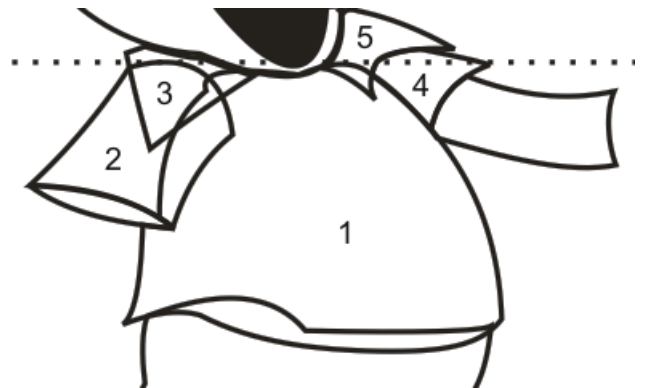
- 6) When you are confident that your wireframe contains enough visual reference material for you to work with, start the process of creating your finished drawing by adding a new layer to your drawing. Call it “**Finished**”.
- 7) You should have multiple layers in your Object Manager now. Make sure you know what layer you are on at all times!

- 8) You can work back and forth between layers, you just need to remember that objects will “stack” upon each other and you might need to move objects from one layer to another as you go, if you run into problems.
- 9) This is a process that everyone approaches differently. My advice to you would be to go in this order:
- a. Head – Use simple shapes to “weld” the head together. Use your wireframe as reference, and position another circle over it. Next use the three point curve tool to trace your nose shape. **MAKE SURE THE NOSE IS A SINGLE CONNECTED OBJECT.** Then do the same thing for the chin area. Make sure this is also a single connected object. Weld.



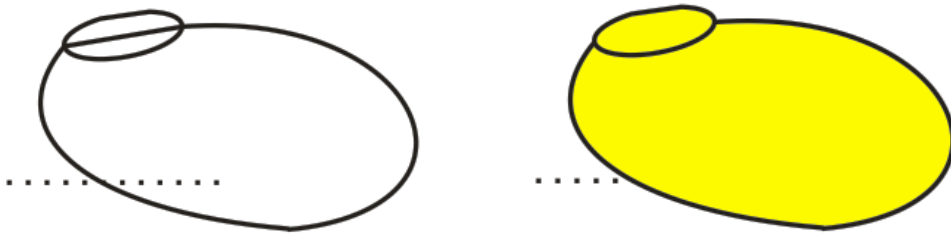
- b. Ears, Eyes, Nose Tip and Mouth – This is simple
- c. Body – The body is now really 5 different solid pieces:

- i. Main body outline(1) – do this first.
- ii. Left sleeve(2) – draw over the body.
- iii. Left Collar(3) – draw over the sleeve
- iv. Right sleeve(4) – draw flush to the body and down your arm wireframe.
- v. Right collar(5) – draw over the right sleeve.

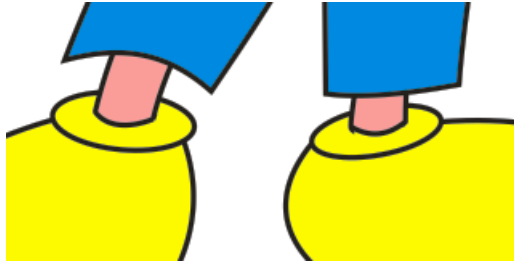


- d. Legs – These are basically the outline of the pants.

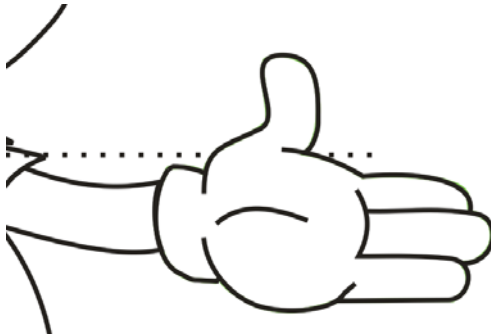
e. Feet – These are the shoes. Simply draw two oval shapes. Then fill them both.



f. Legs from pants – Just two small objects filled.



g. Arms and Hand – The arms are easy. The hand will be the most difficult thing to draw in the whole project.

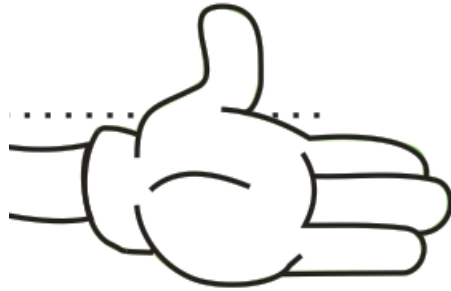


h. You will need to attempt this multiple times. Use your three-point curve tool to draw the wrist and hand in segments. Weld them.

- i. Use the three point curve to draw the thumb segment. Make sure it's all connected. Weld to the palm and wrist section.
- ii. Draw the fingers. I'd draw each one separate. Overlap the fingers until they look about right. Weld them all to the palm/wrist/thumb.



- i. Draw the detail lines over the top of the hand.



10) You should now have most of the character constructed. It's now a matter of going through and adjusting any pieces and fills that need it. Add detail lines where needed. Check your proportions.

