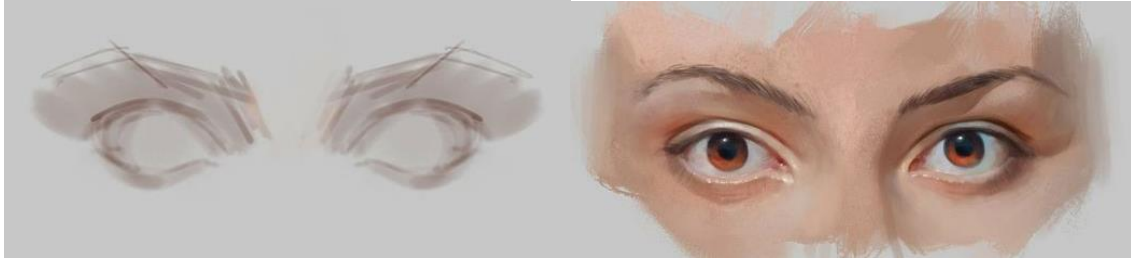


## Eye Cavities – Making you look Human

Using the small painting paper, create a study of your portrait subjects' eyes and eye cavity. Since this one area is most responsible for your portrait looking like the person you chose, it is important to practice this in paint before you start.



### Color Scheme

You may choose (4) different color schemes

- 1) Realistic – Attempt to mix colors that reflect what is actually in the original picture
- 2) Monochromatic – Use tints and shades of a single color (ex: blue, light blue, dark blue)
- 3) Analogous – Use colors that are next to each other on the color wheel (ex: Yellow, Yellow-Green, Yellow-Orange)
- 4) Black and White with Accent – This is where you primarily make the portrait in Black and White, but add small detailed areas of “accent” colors.

**Eye Study** – You want to make it so that your eyes aren't flat and sticking out of your face like some cartoon character.

- A) Use your paintbrush to “draw” the basic shape of each eye. Remember that your eyes are not oval. Mark out the general flow where your eyebrows will be.
- B) Mix a light tone fill in the areas between your eyes and eyebrows, and a swipe underneath each eye to help form the lower eyelid



- C) Mix at least three different tints and shades of your base color. Use your lighter tints to fill in areas underneath the eyes, and above the eyebrows
- D) Use a medium dark shade for the outside of either eye, and the inner part of your eye sockets next to the nose.
- E) Use a darker shade to enhance the eyebrows, and create lines representing the eyelids.



- F) Begin smoothing the lights and shadows that you have already created. Also start to add white to the eyes, and begin build the pupils.
- G) Add another dark line beneath your eyelids to create the eyelashes
- H) Add some detail strokes into the eyebrows.



- I) Continue to build up the eye color. Leave a reflection of white somewhere in the eye.
- J) Add any additional lights or shadows as needed.
- K) Make sure the beginning of the nose is represented with a slash of shadow





