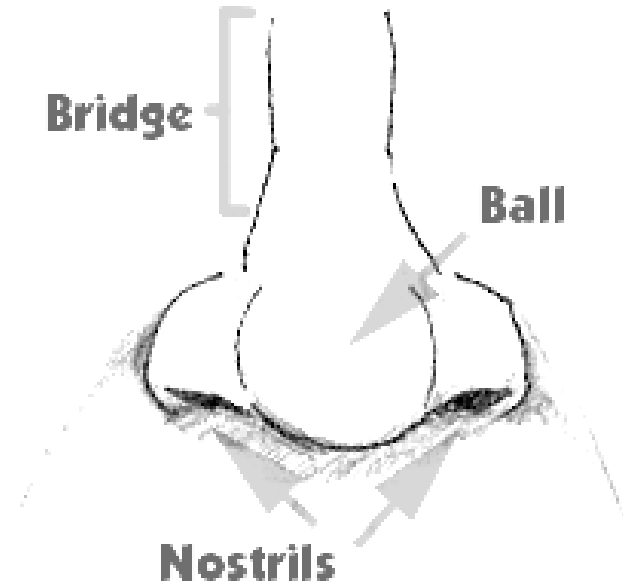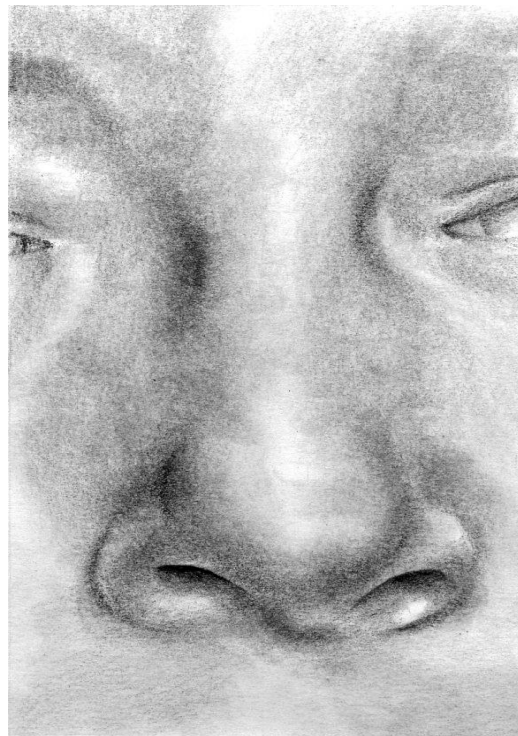# Basic Nose Construction

For simplicity, break the nose into three different parts, the **_bridge,_** the **_ball_** and the **_nostrils_**. If you feel your nose with your hand and go from the middle of your eyebrows down towards the ball of your nose, the hard cartilage that you feel is the bridge. Usually the length of the bridge is about half the height of the nose.

Start your line on the inside of the nostril. I usually choose the right nostril and then draw the nose from left to right.

Begin to draw out the nostril with a curve, bending it down and away from the point that you started with.

Continue to curve the line back towards the starting point. Close off the hole, and you have just created the first nostril.

Continue the curve downward and in towards the middle. This curve will make the ball of the nose and can be bigger than the nostril. Continue the ball shape, and create a nostril on the other side of the head that matches the first hole that you created.

Add the basic guidelines for the **ball**, **bridge**, and outside **nostrils.**

Begin adding shading to your outline. One side of the nose usually starts with more shadow than the other.

The top of the nose usually ends right between the eyes. Include the eyebrow areas of the eyes for reference.

The contrasts of light and shadow are what make a nose look 3-Dimensional.

DO NOT rely on outlining the shape of the nose.
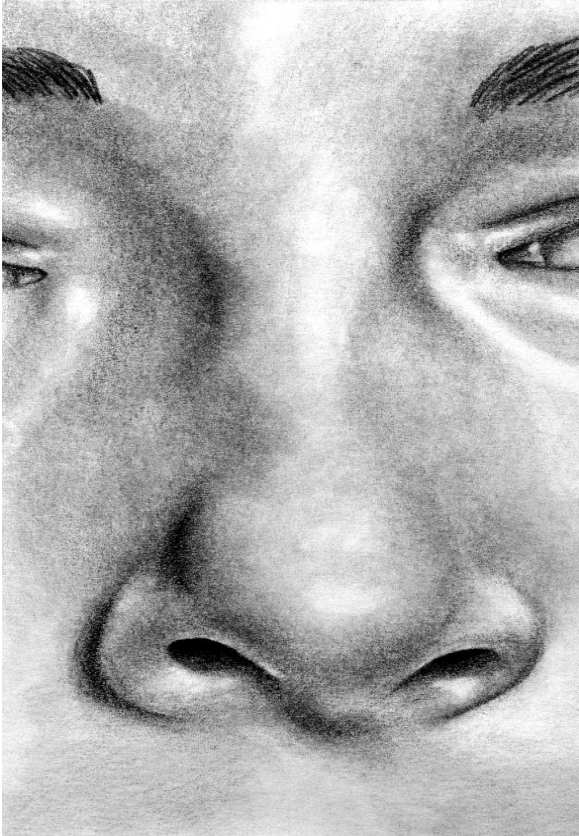
Smooth and blend the highlights and shadows together carefully.

There should be minimal lines in your drawing…shading and highlights create the optical illusion of your nose being three-dimensional.

Drawing 3   <u>**The Nose**</u>

Follow the steps in your guidelines to try and re-create a three dimensional rendering of the nose. Include everything you see in the example box.

Fill the entire box below, edge to edge. It will be <u>slightly larger than the original</u>. **Do not trace**, as suspicious drawings will be checked against the original.

It is much better to create something that's not perfect and learn something, than trace a perfect outline ad learn nothing.