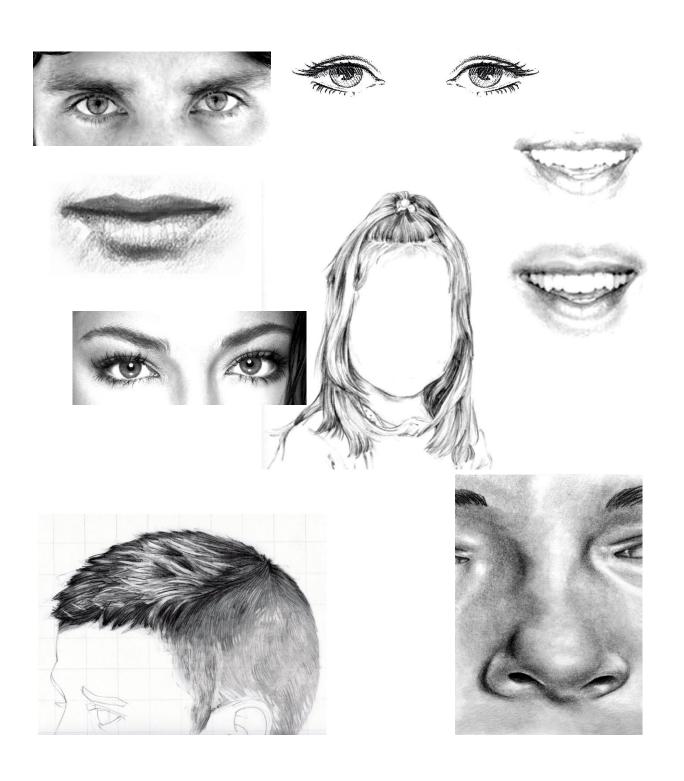
Portrait in Pieces



Drawing the Eye

The eye is one body part that is exceedingly detailed, and the appearance changes as the direction of its gaze changes. Eyes are also very expressive, which makes them a challenging object to draw.

* Follow the directions below. Complete your packet in the spaces provided.

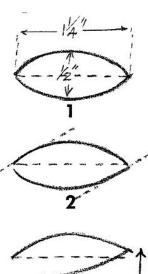
a) Practice the basic outline and structure of an eye. Remember that the eye includes lids and eyelashes. Use the step by step guide if necessary to <u>create two basic eyes</u> that are the correct basic oval shape with pupils and eyelashes.



Approx 1 Eye space

Pick **ONE** of the male or female eyes from below and draw them in your packet





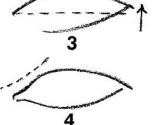


Here is a suggested way of "building" the female eye.

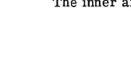
Note: Always sketch lightly at the beginning. This will leave your work pliable and manageable. The diagrams at the left are more heavily drawn for emphasis.

The basic shape of the human eye is the football ellipse.

Choosing the point on the left side as the inside corner, this basic shape may be slightly flattened at top left and bottom right.



The outer or right corner may be lifted a little above the original center line (optional).



The inner area at top left often is bowed in (again optional).



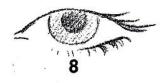
Now, upon this foundation add several sweeping lashes at top right.



Sketch in shorter lashes in abbreviated clusters at bottom right. Add a light second line parallel to this lash line. This defines the thickness of the lower lid. Begin to minimize lower left outline. This is the fade-away portion which will keep eye from looking too hard and unnatural.



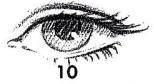
Decide on direction of gaze and put in outer iris edge with inner pupil outline. Make slight wedge-like emphasis by inside corner.



Sketch dark and light values in the circles. Gradation of values varies with selected color of eye.



Add shadow area over iris on either side of pupil. A lighter shadow area (beneath top lid) may be laid over "white" portion of eye — on smaller drawings this may be omitted.



Add top fold of eyelid. This may be a narrow or wide strip or it may hardly show at all. Heavy up the line out of which grow the top eyelashes — this may be done all the way across. Put in highlight either with opaque white or eraser.

Exercise 1 Drawing the Eye

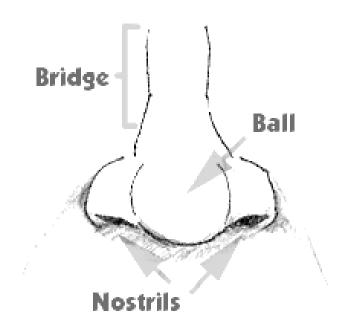
In the boxes below, draw the line drawing of two eyes from your packet in box (a) with an emphasis on proper spacing and shape, including all visible details.

In box (b) pick one of the male or female eye photos and make an attempt to include <u>eyebrows</u> this time. Additional shading is optional.

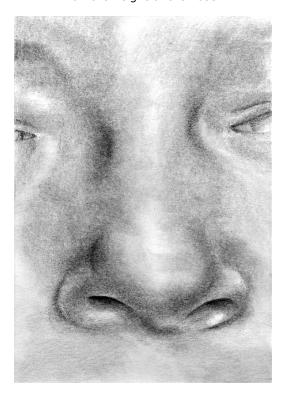
a)	
b)	

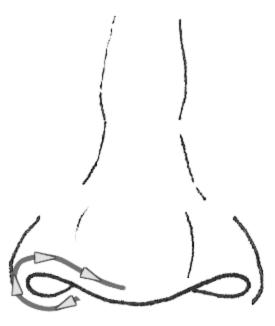
Exercise 2

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.





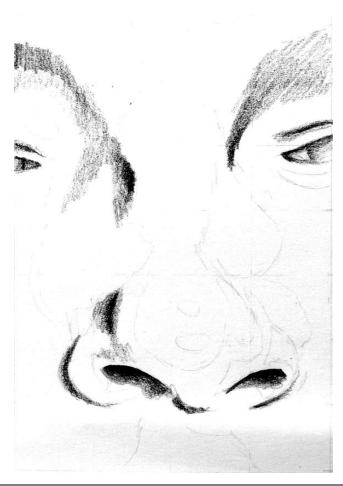
Start your line on the inside of the nostril. I usually choose the right nostril and then draw the nose from left to right.

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.

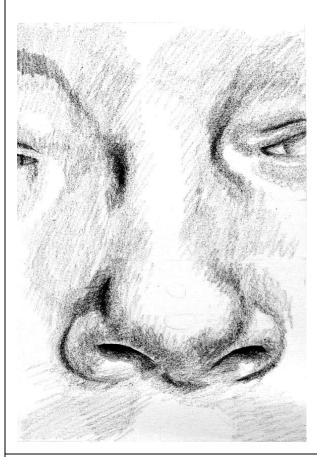
Continue the curve downward and in towards the middle. This curve will make the ball of the nose and can be bigger than the nostril. Continue the ball shape, and create a nostril on the other side of the head that matches the first hole that you created.

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



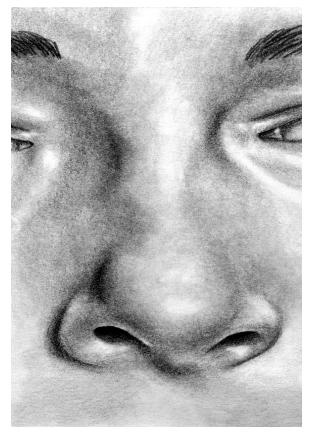
Begin adding shading to your outline. One side of the nose usually starts with more shadow than the other.

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



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.

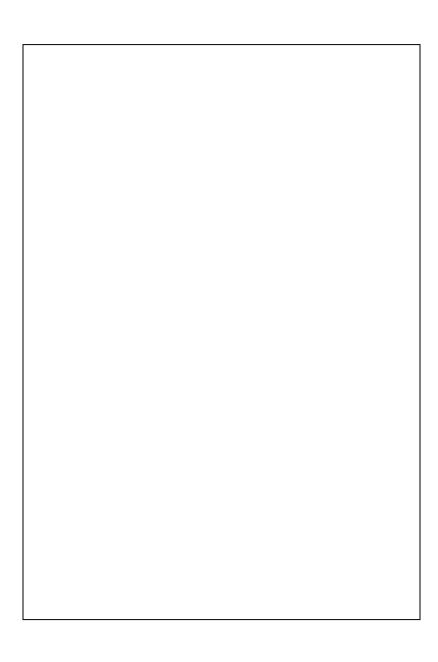
There should be minimal lines in your drawing...shading and highlights create the optical illusion of your nose being three-dimensional.

Exercise 2 - The Nose

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.

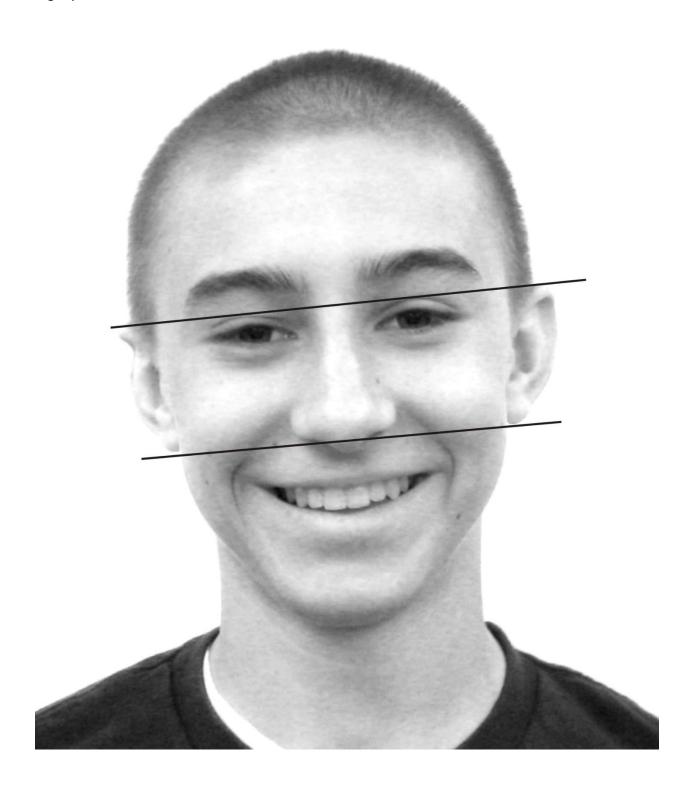
It is much better to create something that's not perfect and learn something, than trace a perfect outline ad learn nothing.



Exercise 3

Eyes and Nose Proportions

Use the supplied guide sheet to help you accurately draw and place eyes and nose into a portrait that is slightly tilted.



Shrink and accurately transfer the eyes and nose onto the original portrait.

Concentrate on:

- A) Proportion
- B) Shading
- C) Placement of structures
- D) Detail



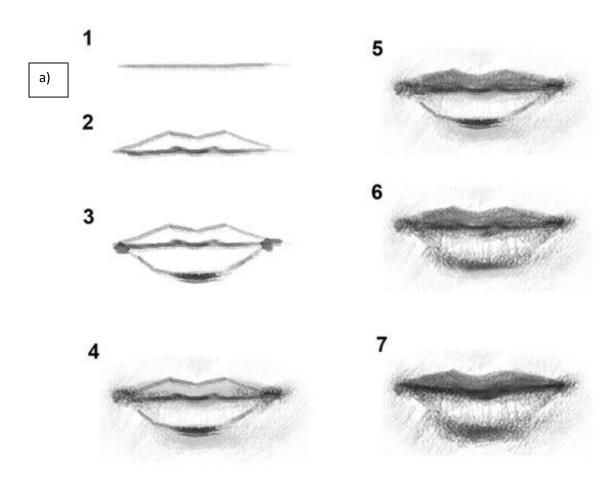
Exercise 3 – Eyes and Nose proportions

Include shading and all basic details to the best of your abilities. Do not attempt to trace.

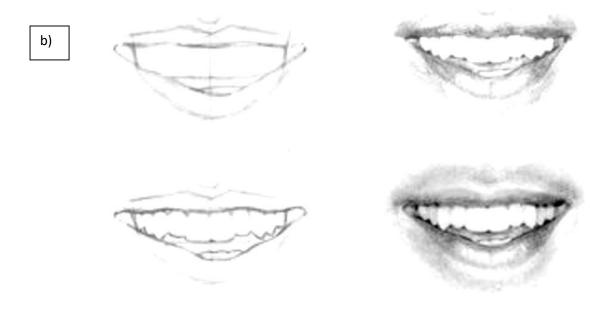


Exercise 4 - Closed and Smiling Mouths

Mouths and Lips are made by sketching the correct angle of the mouth, and by careful observation of light and shadow to create the illusion of depth and realism.



Now try drawing a mouth with the teeth showing. Do not draw the lines between each tooth!



Exercise 4 – Closed and Smiling Mouths

a)	Draw the closed mouth and lips, concentrating on contour outline of the lip sha careful observation of light and shadow.	ipe, and
b)	Draw the mouth with lips open showing teeth. Try to resist the urge to draw all dividing lines between each tooth. This makes you look freaky and predatory!	the

Exercise 5 - Short Hair

When drawing short hair, begin by drawing in the darkest areas, with <u>pencil strokes going</u> <u>against</u> the direction of growth, carefully leaving white where there are lighter hairs.



Build up the hair in short strokes, working up to lighter areas. <u>Take care to leave highlights</u> <u>clear</u>. Use a harder pencil to lightly even out the tone between dark and highlight. Where hair is very short, or lighter hairs cross over dark hair, very short marks may be needed. Further highlights may be picked out with an eraser.









Choose ONE of the various hairstyles in your packet and draw it to the best of your abilities, using one of the various methods described to you.

Short Hair

Long Hair

Exercise 5 – Circle a Category

Exercise 5

Long Hair Drawing Strategy

One of the most common <u>mistakes</u> is to attempt to draw <u>every hair as a pencil-stroke</u>. A single pencil line cannot represent the many changes of tone along the shaft of hair, so this approach is invariably disastrous. Another problem is lack of care - <u>you should</u> spend at least as much time on the hair as on the face.



First, look carefully at the model or reference photo and identify the <u>major sections of hair</u>. Curls will often be rather flat, like ribbons curling back on themselves. Try to ignore odd strands at first, concentrating on the main bulk of the hair, and <u>lightly outline the main shapes</u> and sections.



Next <u>draw in the darks with a soft pencil</u>, being careful to leave the highlights well alone. At this point, you might wish to lightly sketch in prominent lighter hairs that need to be left, bringing the darks up close beside them, to avoid problems with erasing them.

Make sure you follow the direction of the curl.



Now draw the mid-tones, with pencilstrokes following the direction of hair. Draw the darker lines separating sections of hair, and patiently draw the dark areas showing behind lighter hairs.



To finish off, add a few stray marks to loosen up the drawing around the edges. Some sections of hair are smoothed with a blending stump and highlights picked out with an eraser.





