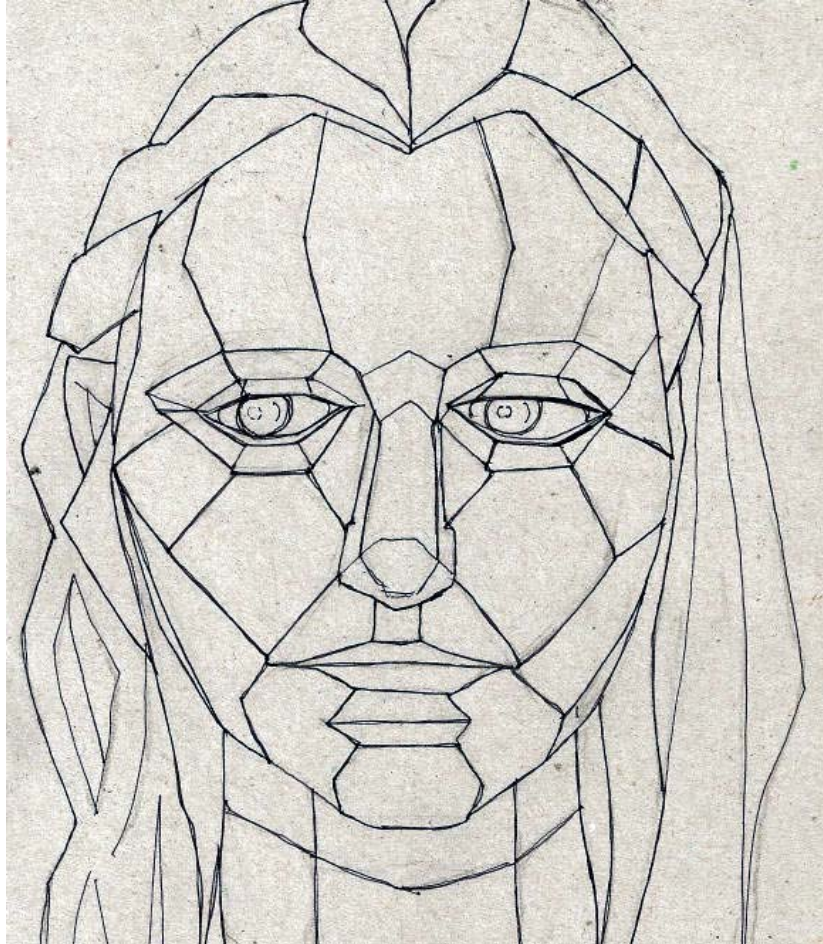


Portrait in Planes

In this project you will break down the smooth rounded features of the face into angular planes while reviewing the basic proportions of the face.



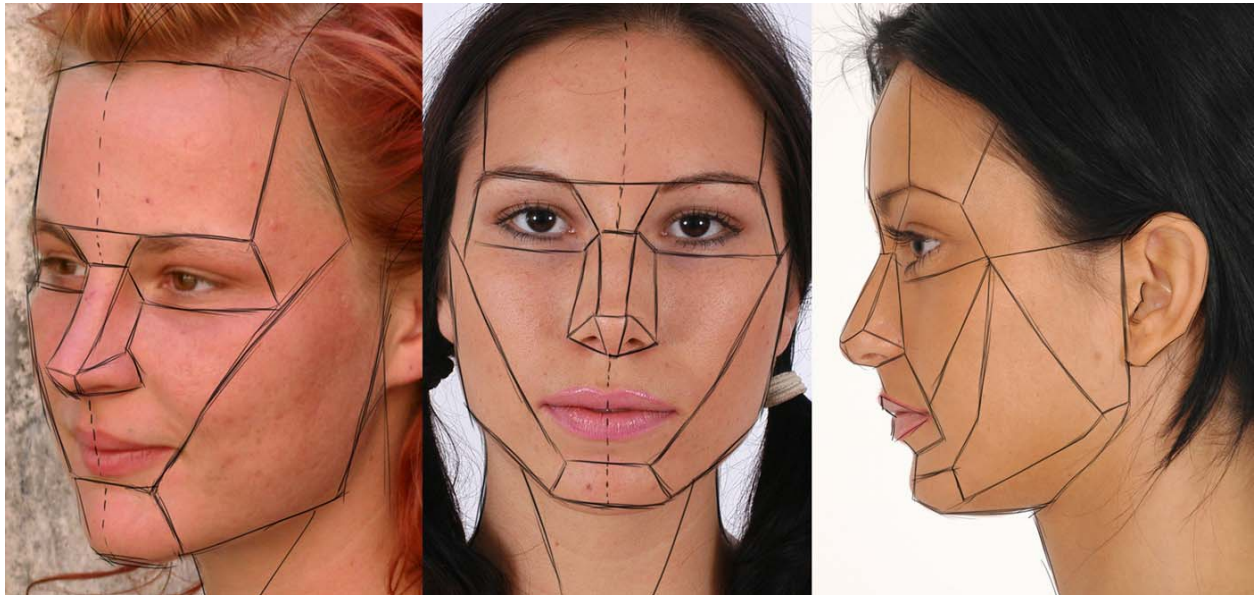
Objectives:

Draw your own portrait in a distinctly different style of expression

Maintain overall facial proportions

Break down the facial dimensions using primarily straight, linear lines used together to create a distinct and accurate rendering of a portrait.

Apply value appropriately to emphasize depth and form



Process:

- Using a digital resource, choose from the various poses.
- On a thumbnail drawing, very lightly sketch the basic dimensions of the face to use as reference.
- Practice breaking down the curved organic lines and shapes of the face into straight, linear lines and shapes.
- Some areas will be relatively large, some small and detailed. The pupils may be non-linear or linear, depending on your skill set.
- Each face is different! Some are wide, some are narrow, high cheekbones and low, etc. Try to reflect the overall structure of your own face.
- Hair should be rendered with linear lines, but a small amount of curve can be incorporated into this part.

