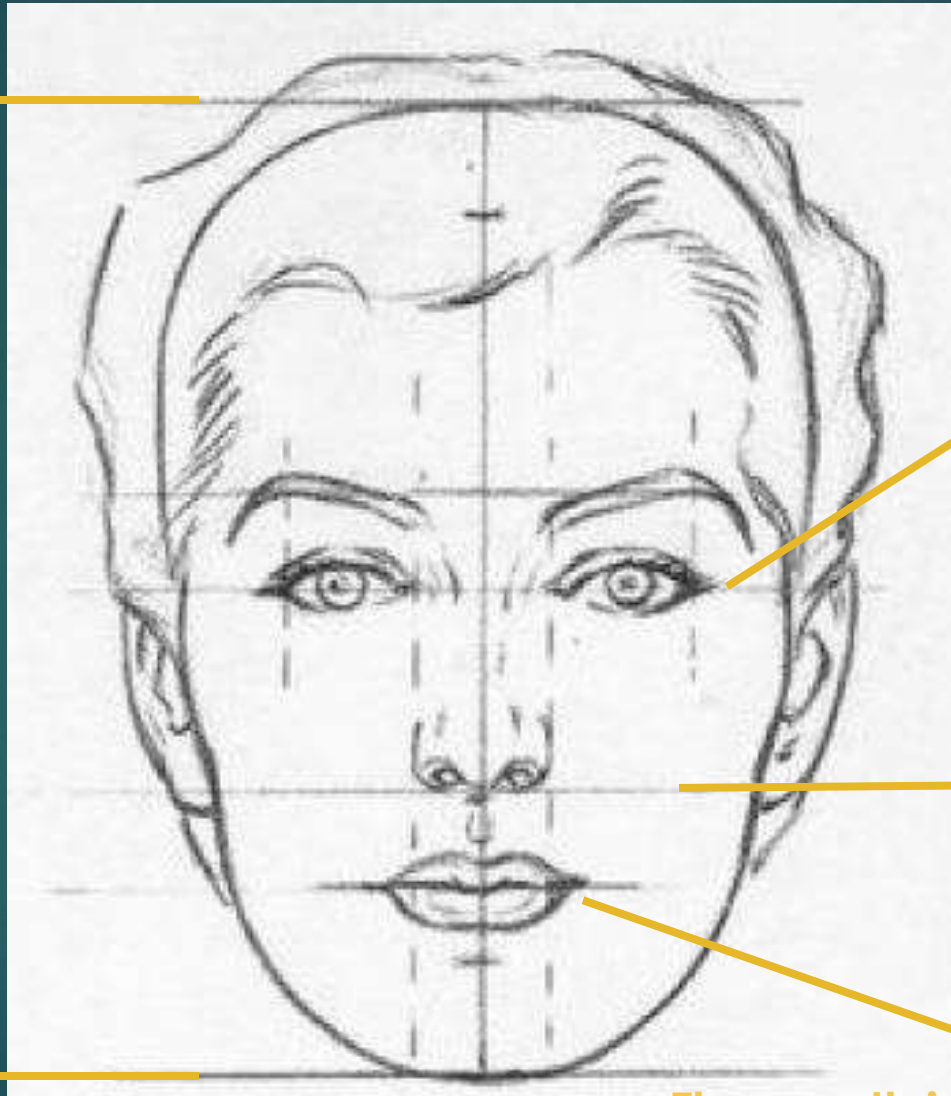


Drawing the Face

Proportions

Measure from
the top of the
head to the
chin
*Not from the
hairline
If you
measure from
the hairline to
the chin your
face will look
smushed



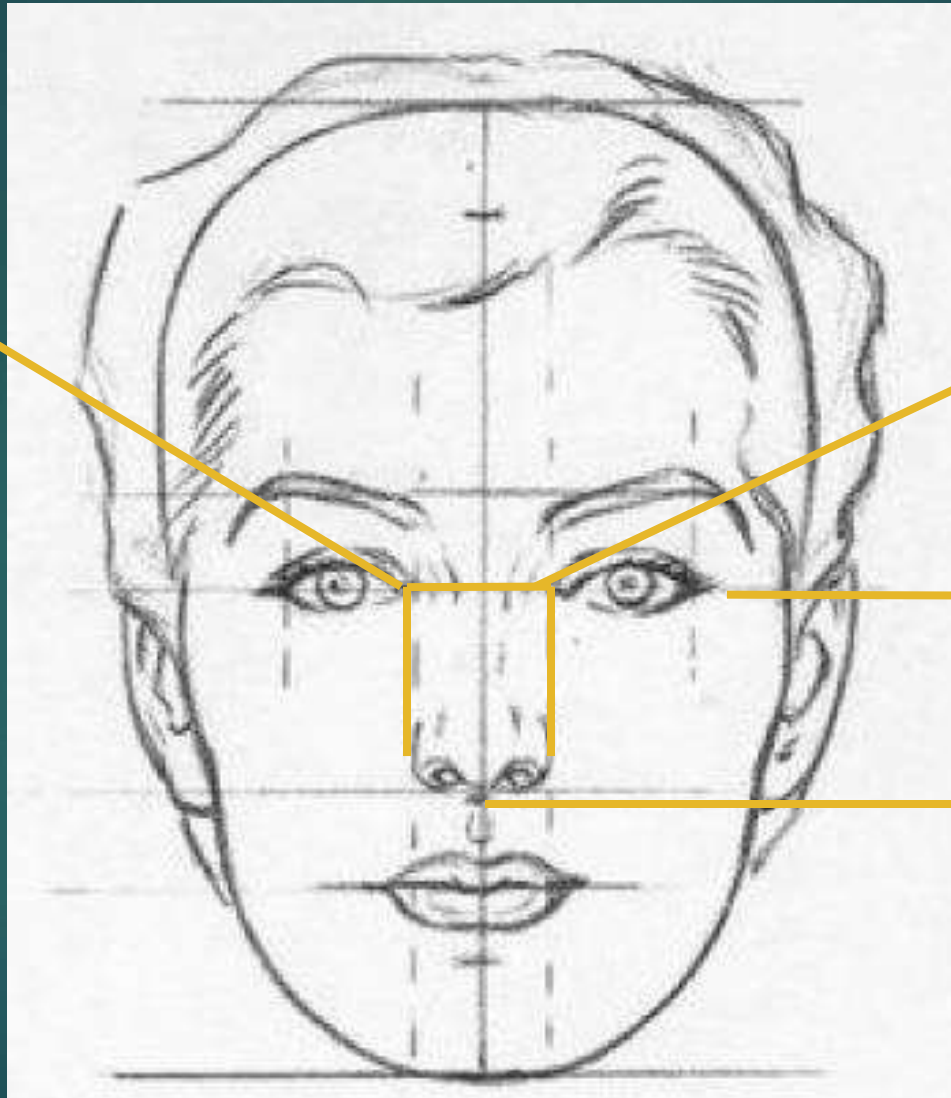
The eyes are
halfway between
the top of the
head and chin

The base of the
nostrils is halfway
between the eyes
and the chin

The mouth is halfway between the
nose and the chin

Proportions

The inner corner of the eyes line up with the outer sides of the nostrils



The distance between the eyes is usually the same width as one eye

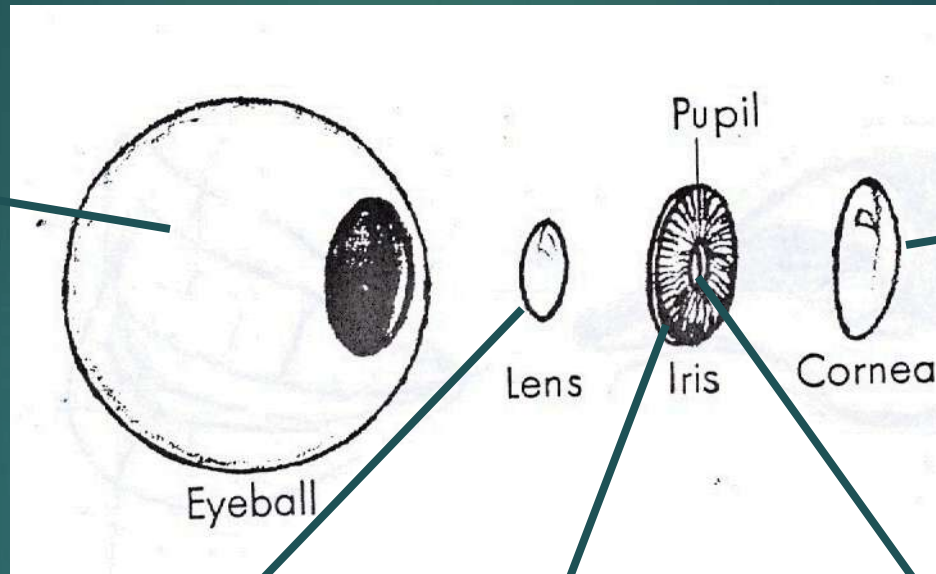
The top of the ears line up with the eyes, while the bottom of the ears line up with the nose

Drawing the Eye



The Eye:

The eyeballs themselves are simply spherical shapes set into the eye sockets in a way that permits them to revolve in all directions.



The iris is covered by a transparent cup called the cornea, which usually reflects some bright light and makes the eyes seem glassy in appearance.

Behind the pupil is the lens which cannot be seen.

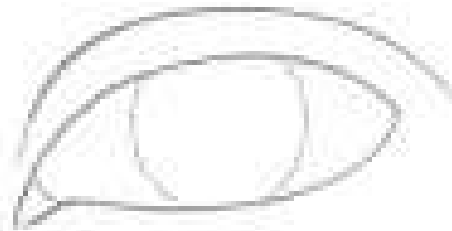
The *iris* is the colored disc of the eye which varies in color in different individuals.

It is a circular-shaped diaphragm with a black hole, called the *pupil*, in its center.

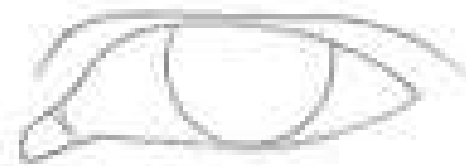
Different shaped eyes



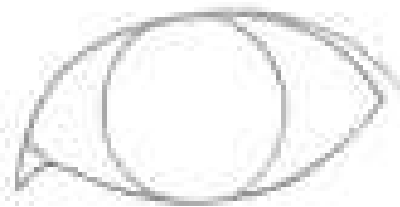
Almond



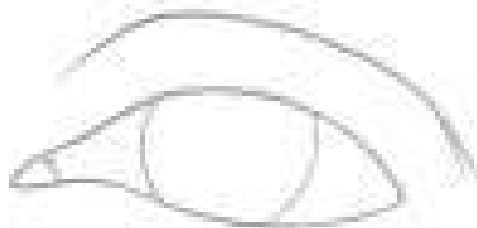
Upturned



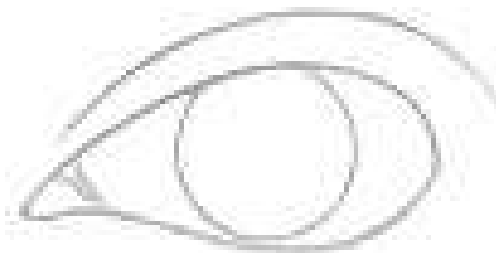
Hooded



Monolid

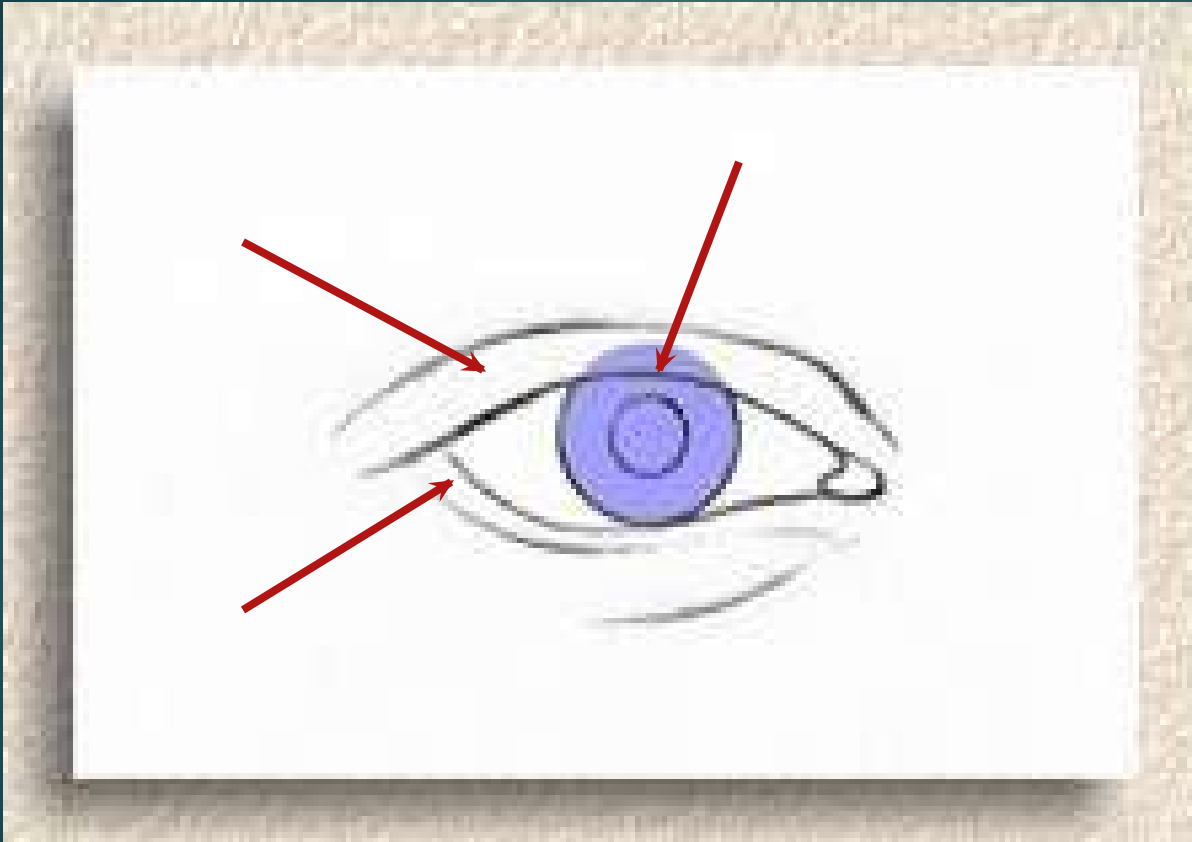


Downturned



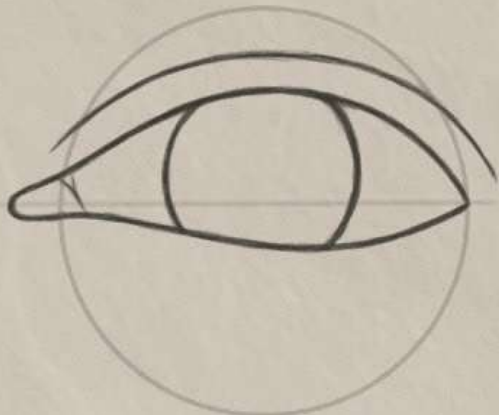
Round

Step 1: The Initial Line Drawing

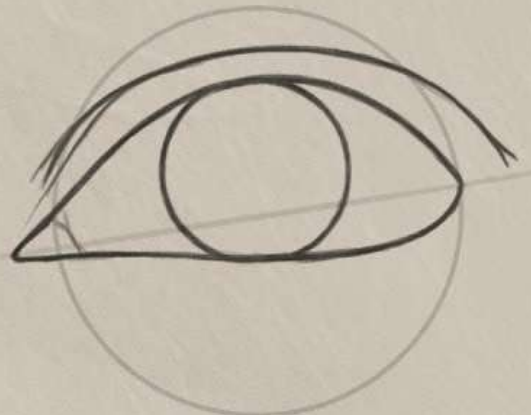


There are two things that you should carefully observe when starting your drawing of an eye:

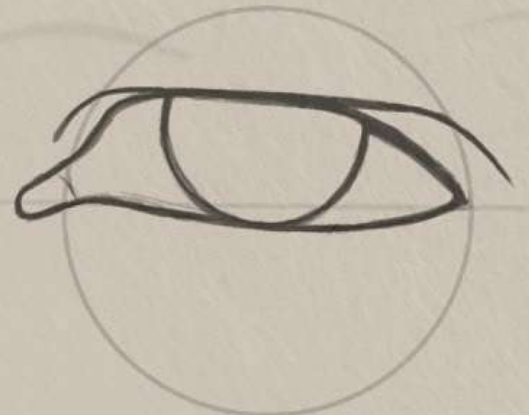
- 1 - The difference in shape between the upper and lower eyelids.
- 2 - How the upper eyelid covers the top of the iris.



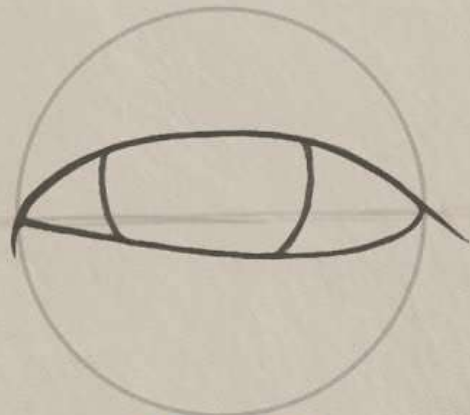
Almond



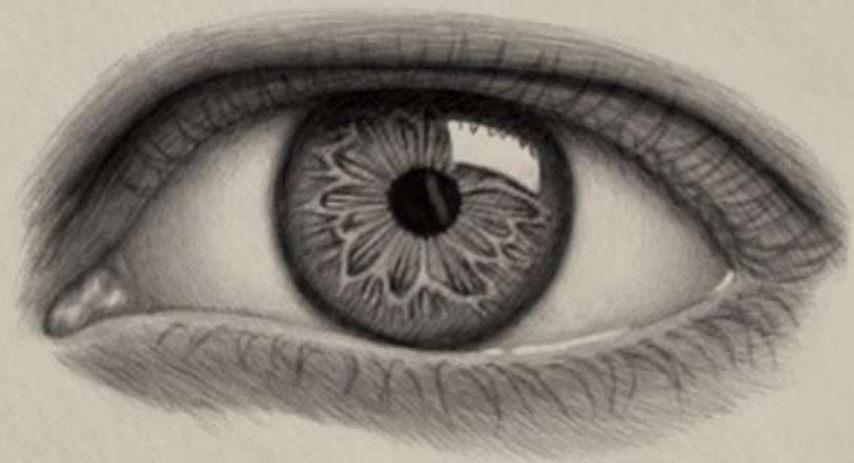
Upturned



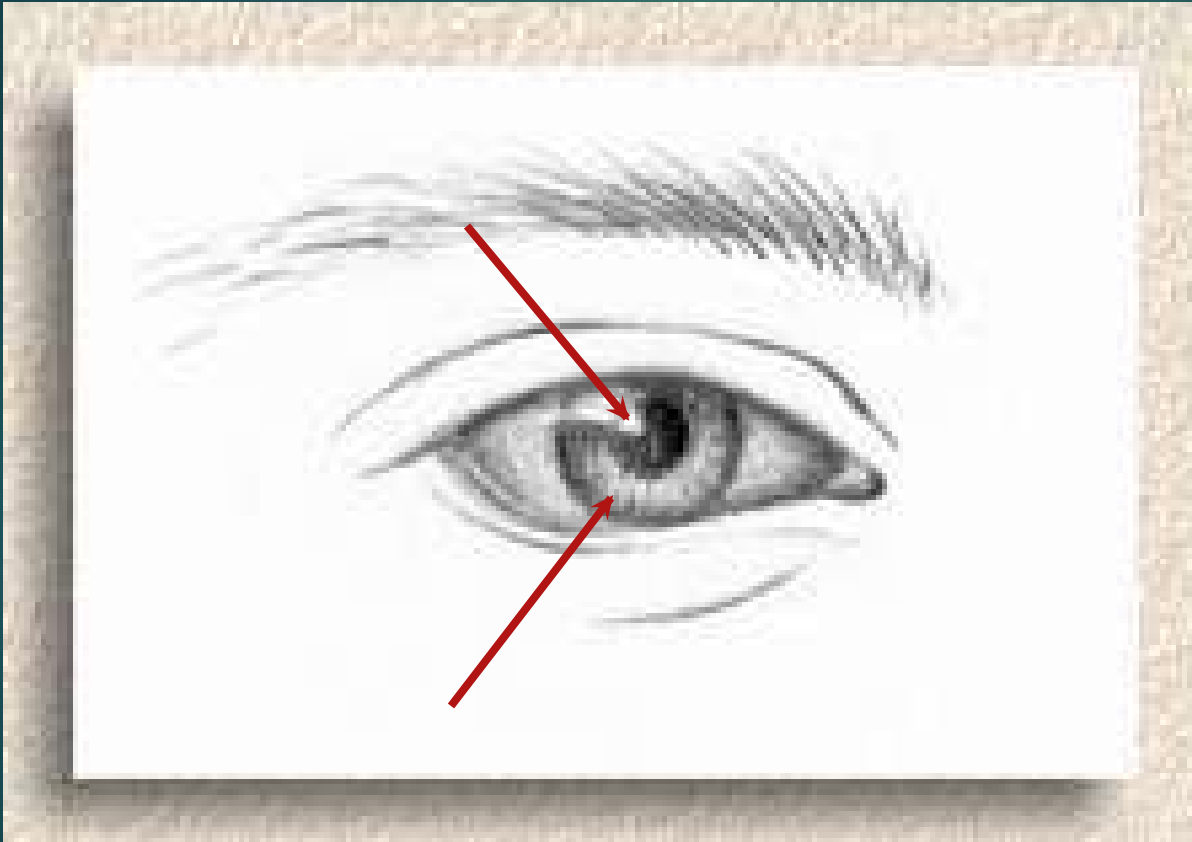
Hooded



Monolid



Step 2: The Eye Ball

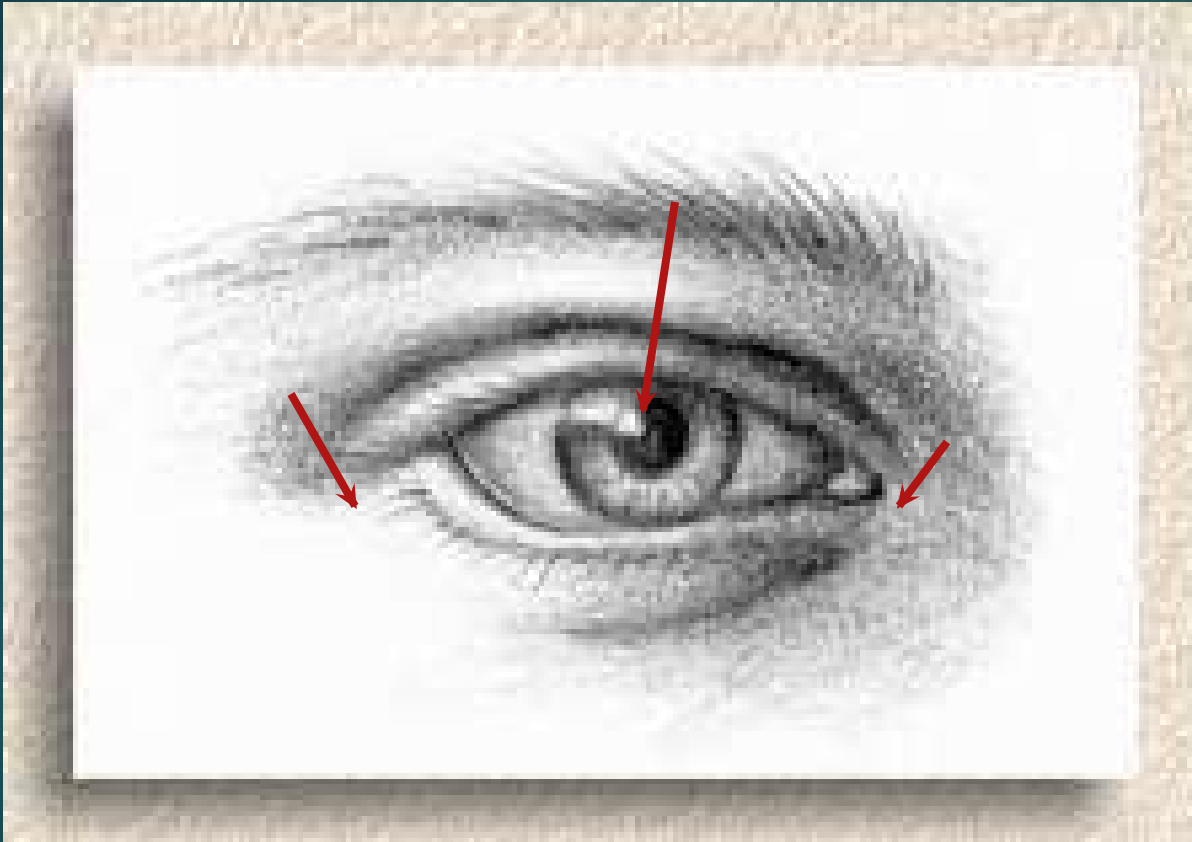


There are two main elements to consider when drawing the glassy surface of the eye:

- 1 - A glint of reflected light should be left unshaded.

- 2 - The iris is usually darker around its outside edge and lightens towards its center, creating a translucent effect.

Step 3: The Eye Socket

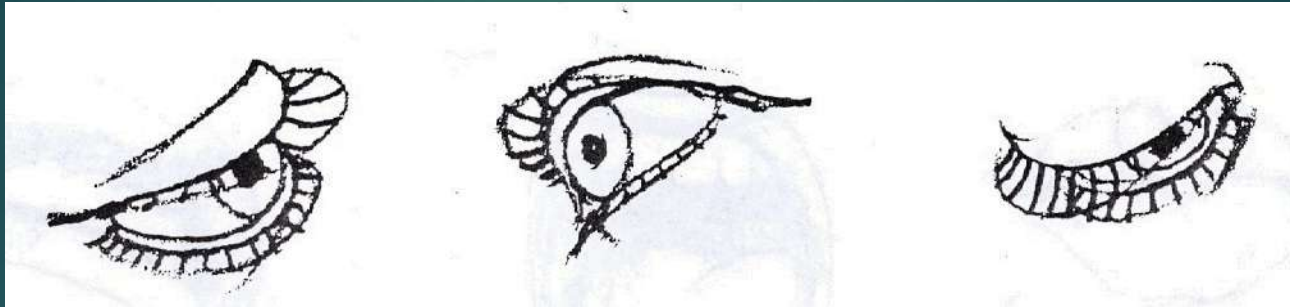


- Use graduated tone around the eye socket.

- The upper eyelid casts a shadow which forms a dark curve across the top of the eyeball. This gradually softens into the shaded areas at each corner of the eye.

- Remember, eyebrows and eyelashes are formed by soft, delicate hairs, so draw these lightly and pay particular attention to the direction of their growth.

Remember:



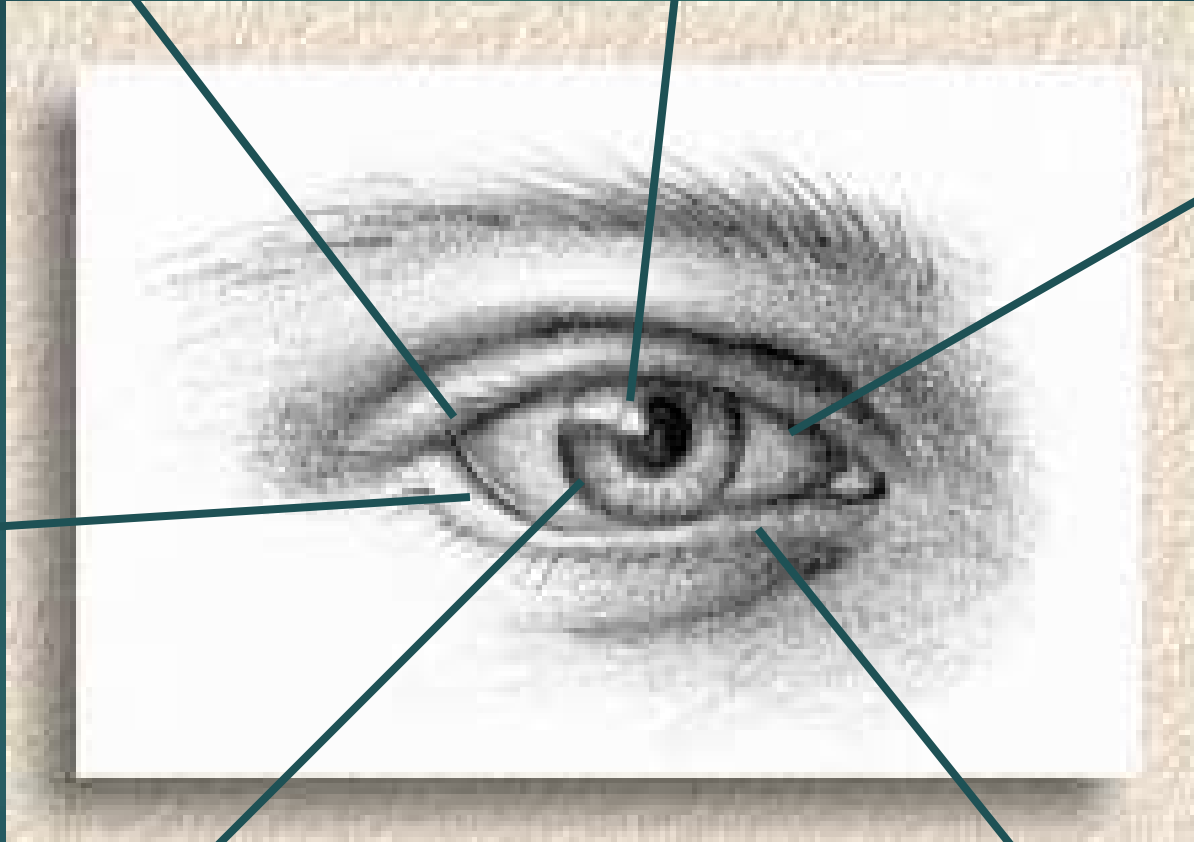
- The eyelids act like curtains over the eyes. The upper lid moves up-and-down like a shutter; the lower lid scarcely moves.
- Eyelashes should be drawn with care and not merely as a number of random lines. Remember that they grow on the outer edge of the lids and that they radiate from a center.

Upper lashes are thicker than lower ones.

The pupil has the brightest highlight.

Helpful Hints

Eyelids have thickness, so the upper lid casts a shadow onto the eye.



The moist lower lid has a mild highlight along its edge.

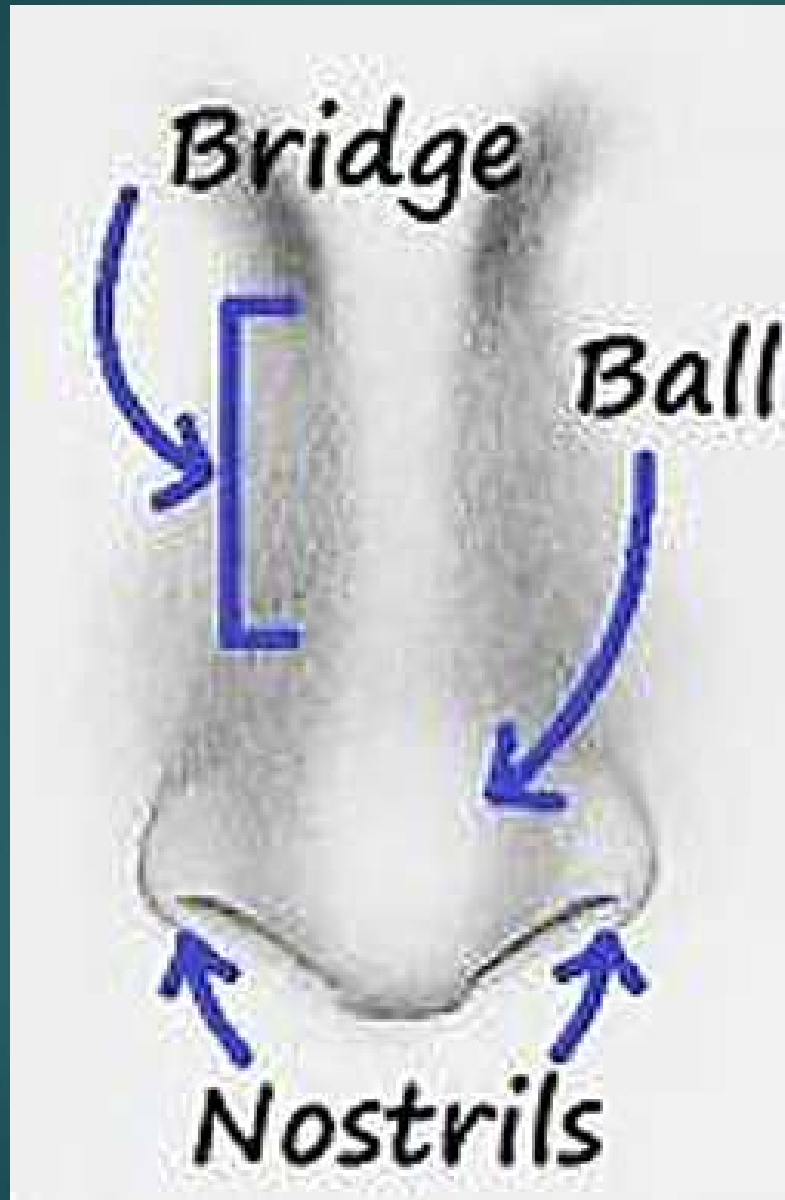
The deepest color in the iris will be around its outer edge.

Eyelashes begin inside the corner of the lids and are thickest towards the outer corner.

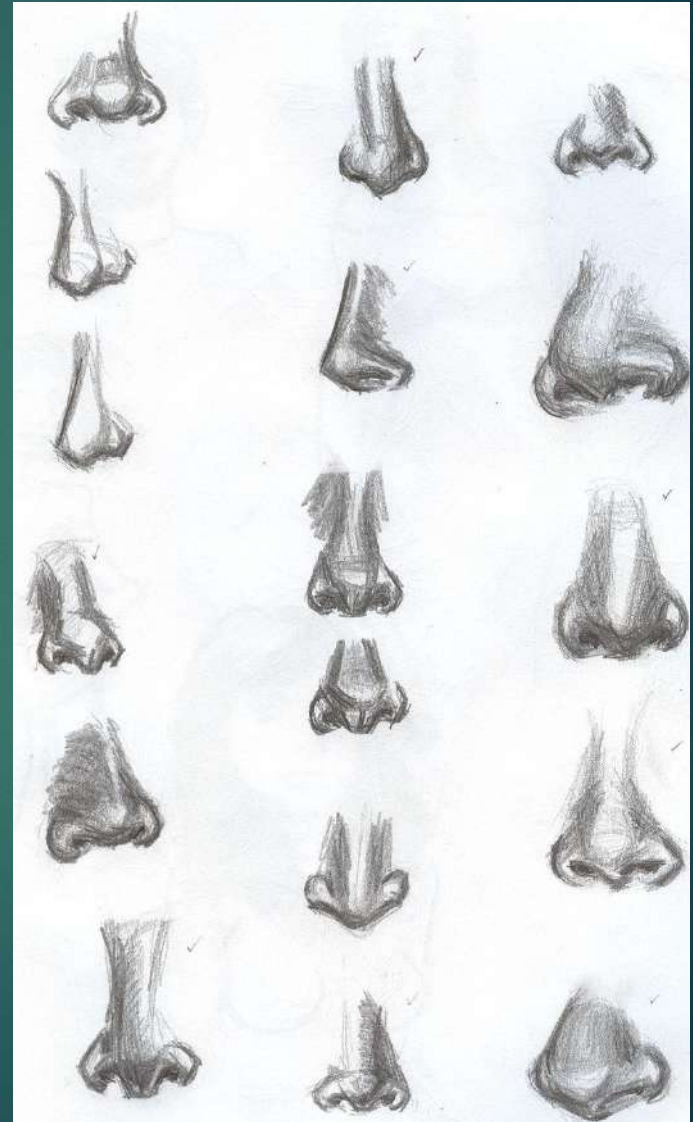
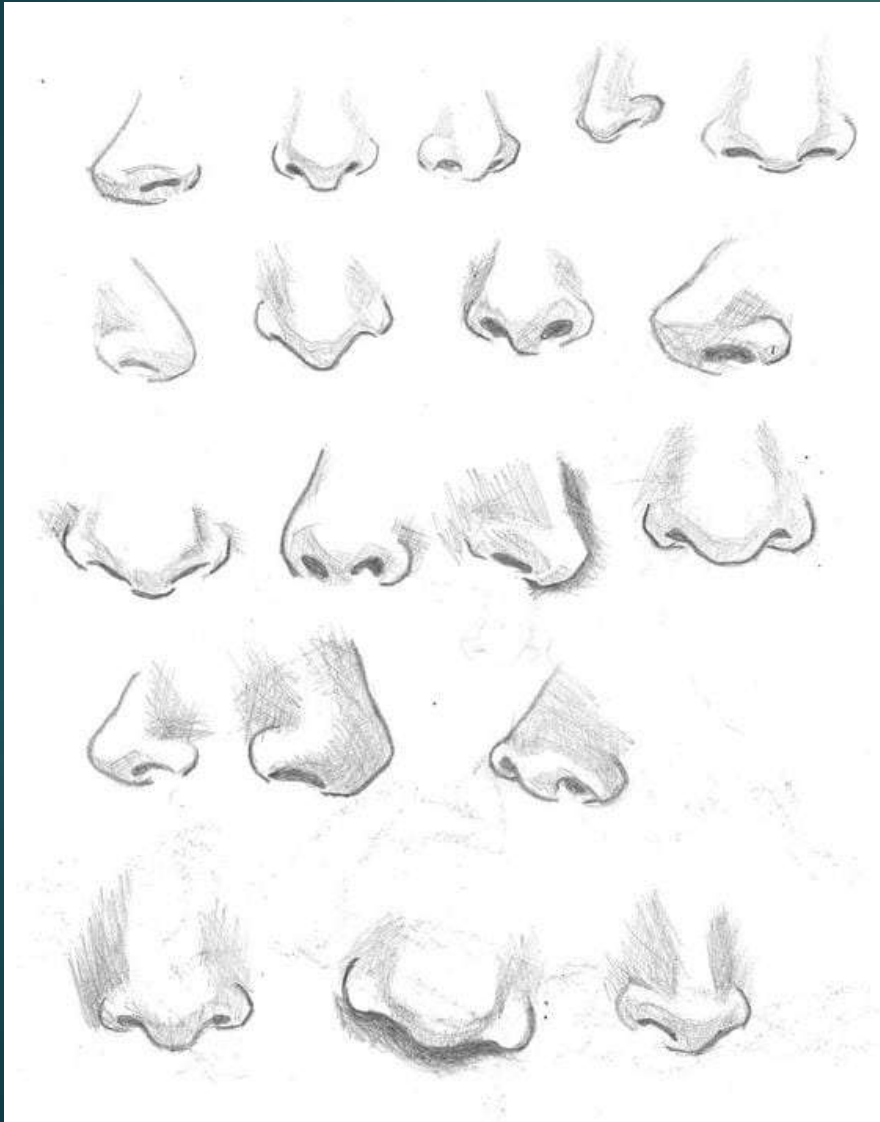
Assignment

- Practice following the step by step instructions for drawing an eye
- Once you're finished, get a mirror
- Draw your own eye. Spend some time really looking closely at the shape, shadows, and highlights in your eye.
- Remember that not all eyes look the same

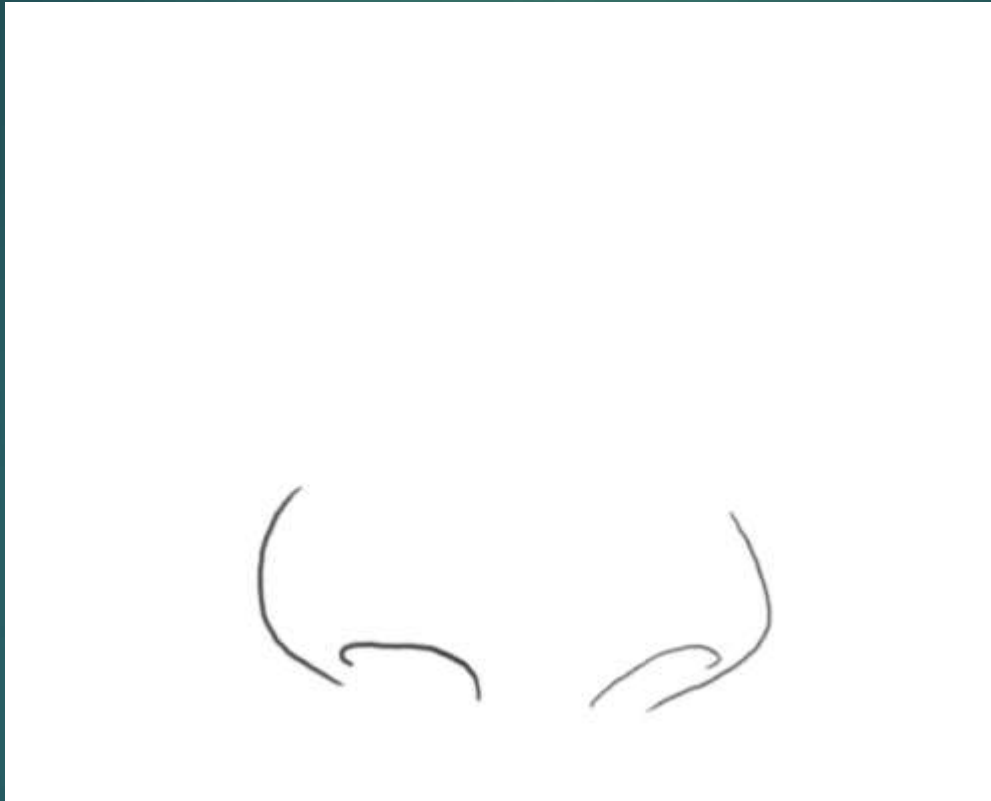
Drawing the Nose



Different Shaped Noses

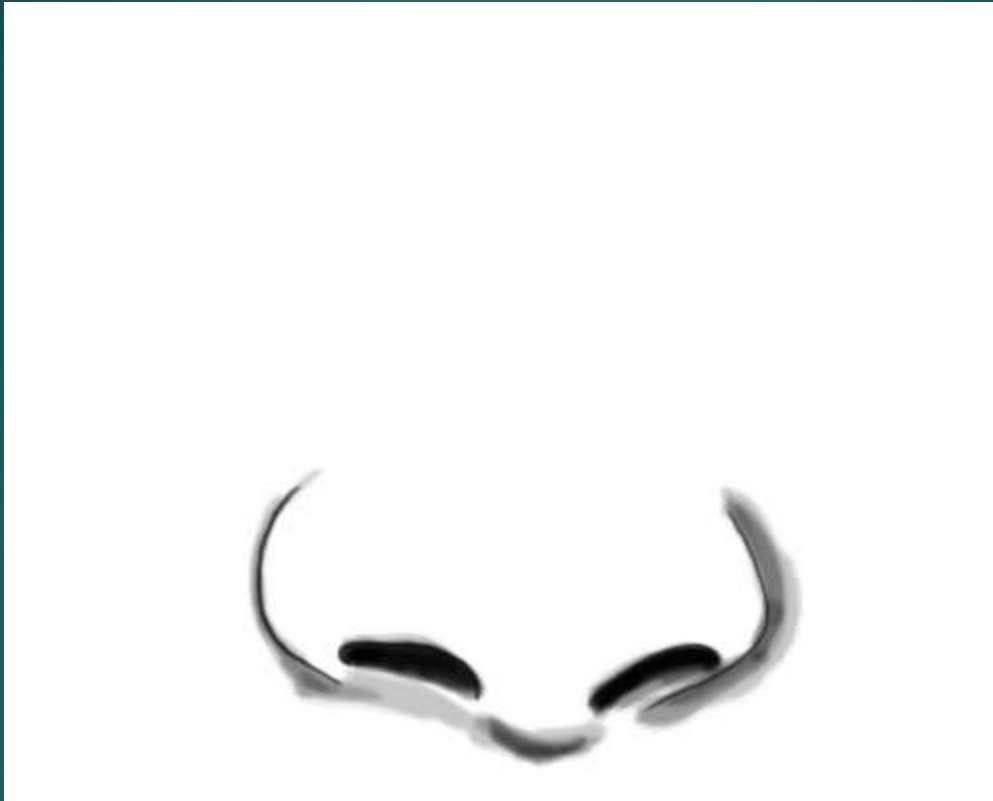


Start with the Nostrils



Begin your drawing of a nose by drawing four lines. 2 lines for each nostril and then 2 lines for each edge of the nose.

Begin Adding Value



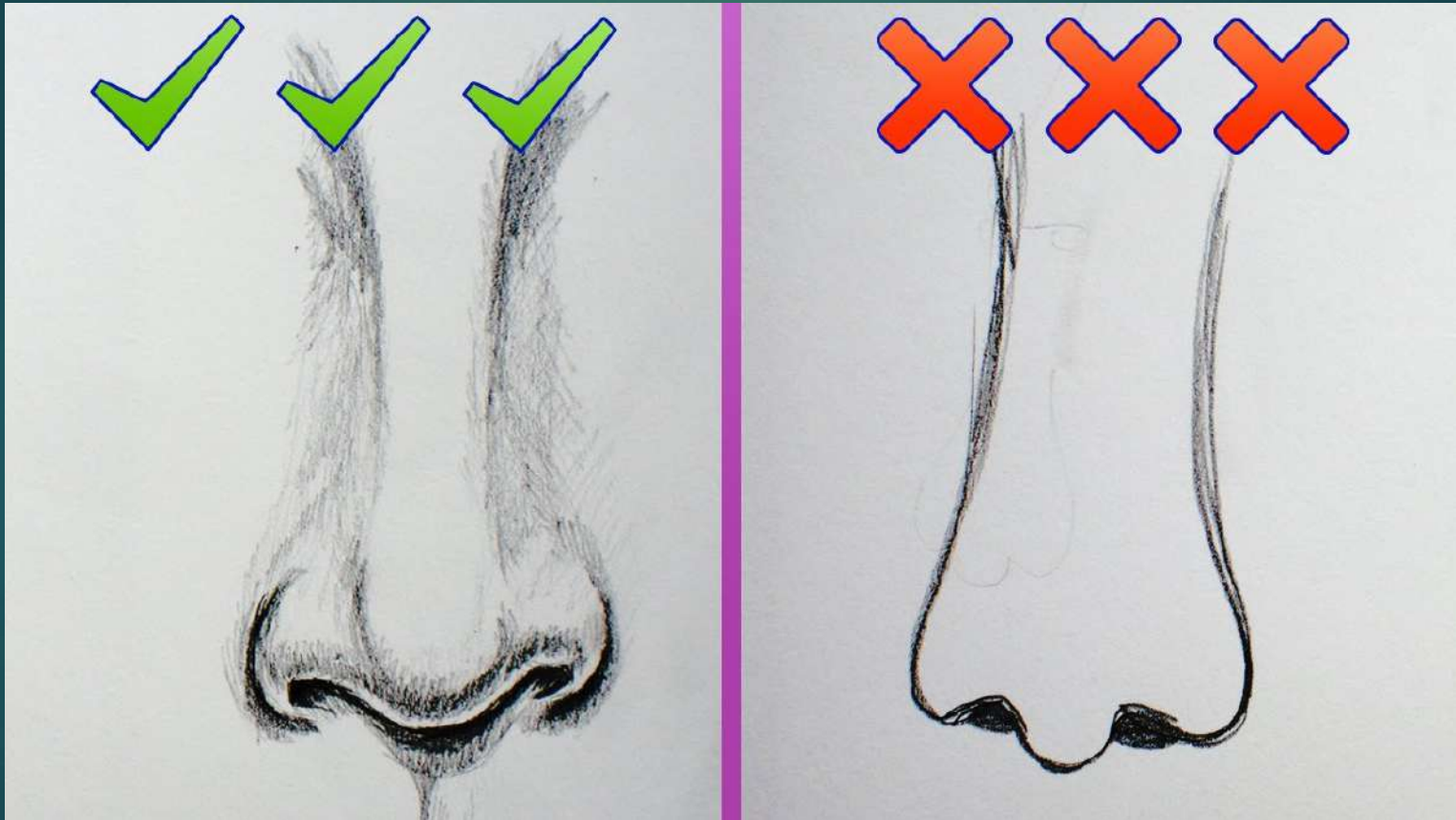
- Now you can begin to add darker values where the nose is shaded. Start with the areas that are the darkest and slowly get darker with your pencil

Continue With Shading



- ▶ Continue with adding shading to the nose to create the illusion of a light source. Be careful not add more lines. Instead just concentrate on light and dark areas

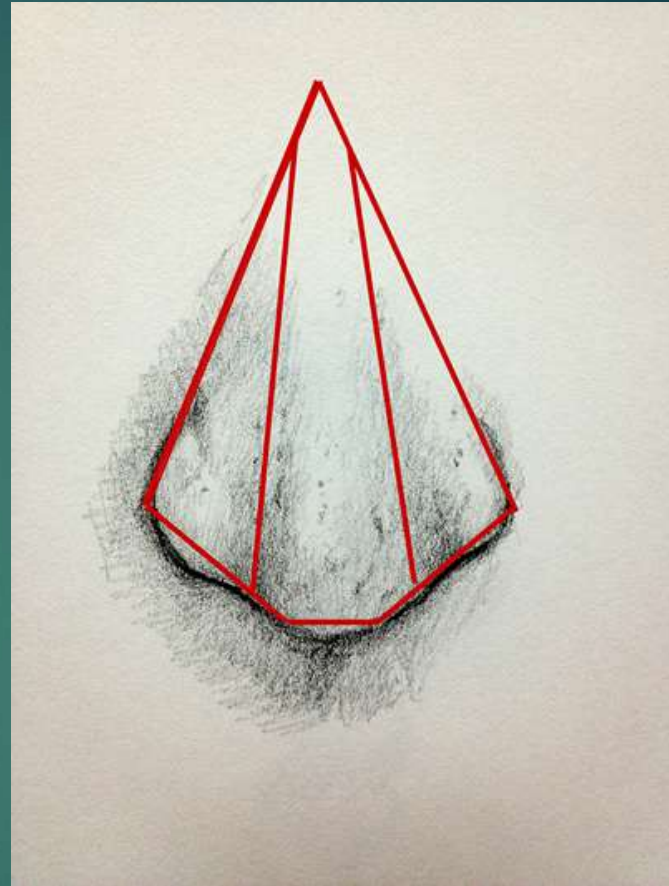
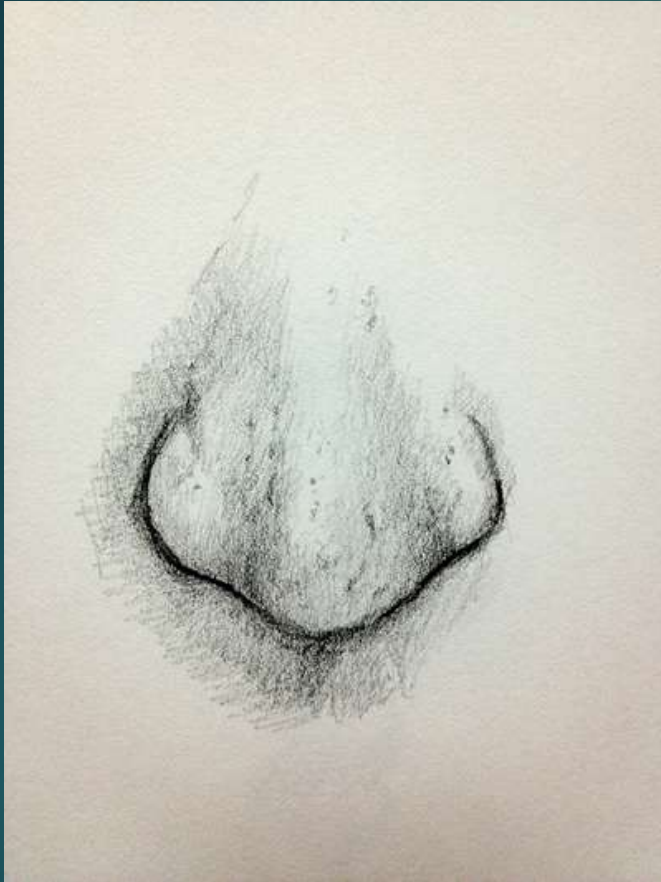
Don't rely on only adding lines





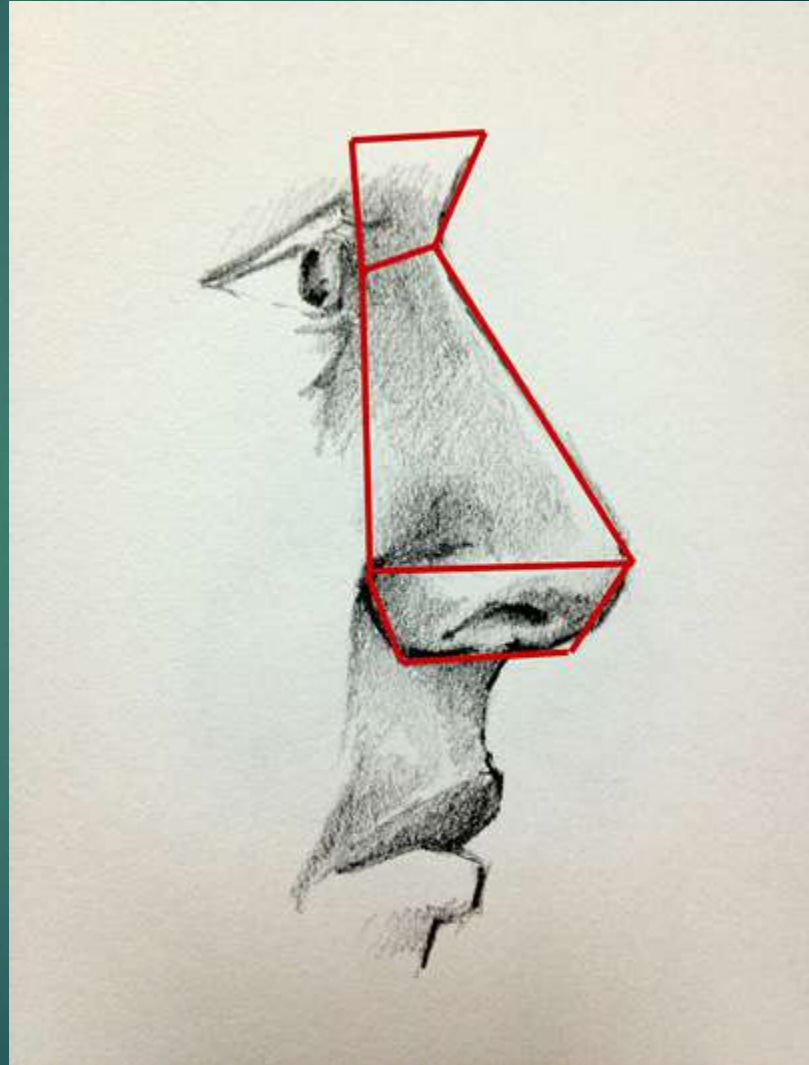
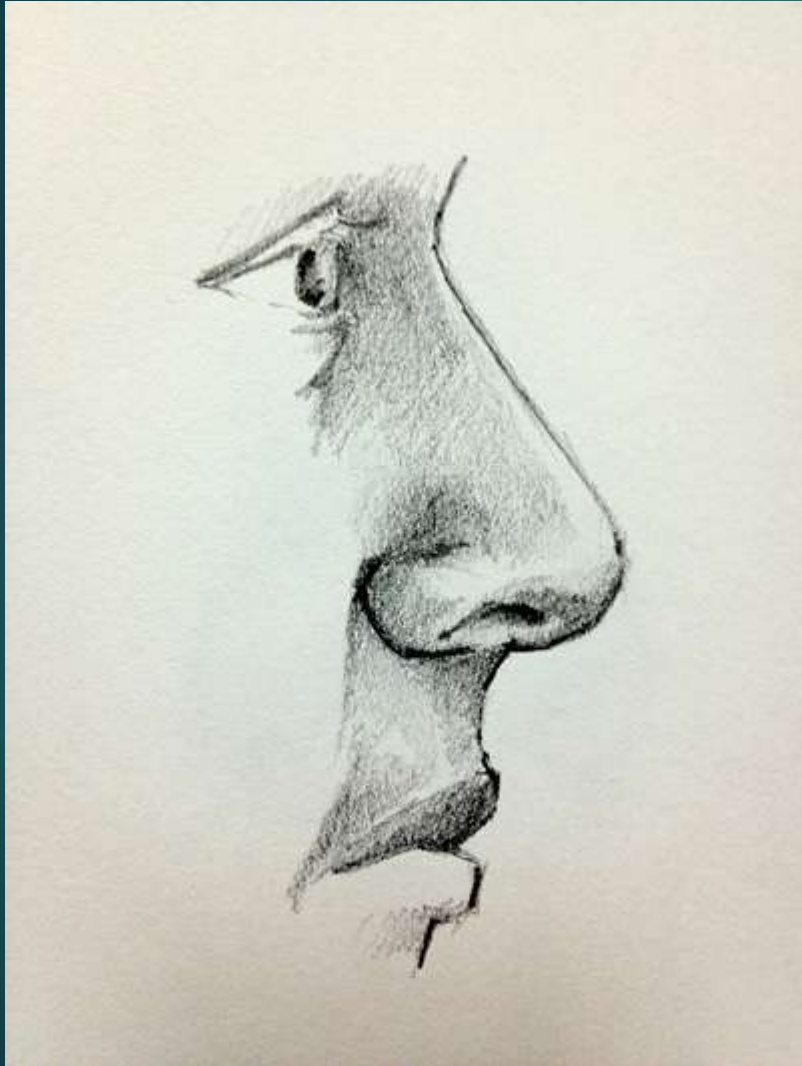
- ▶ The more value that you add, the more your nose will look realistic. Areas of the nose that are light will look like they protrude, while areas that are dark will look like they go back in space.

Finding Planes

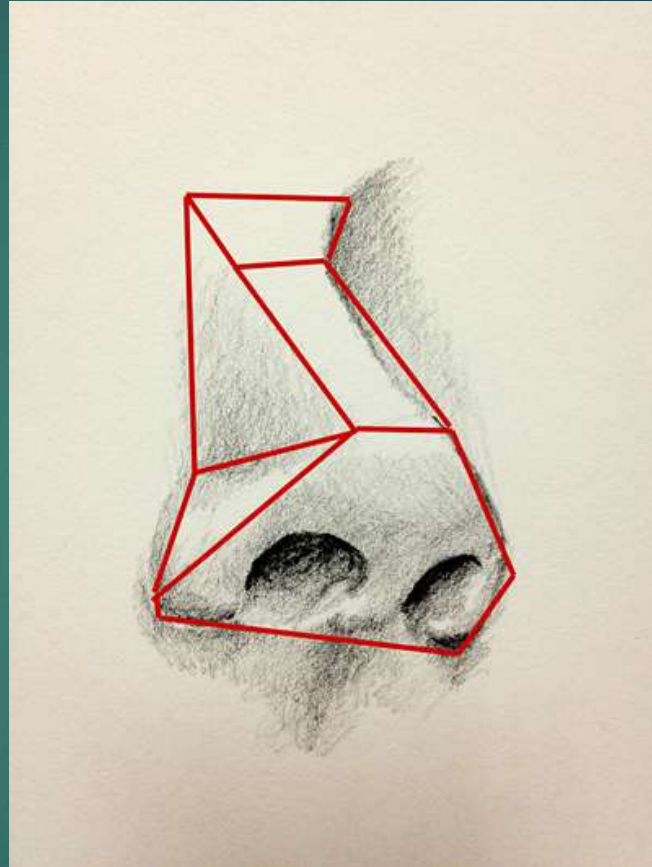


Now look at the planes that can be easily drawn to create the form of the nose...

Nose in Profile



Nose from Different Angle

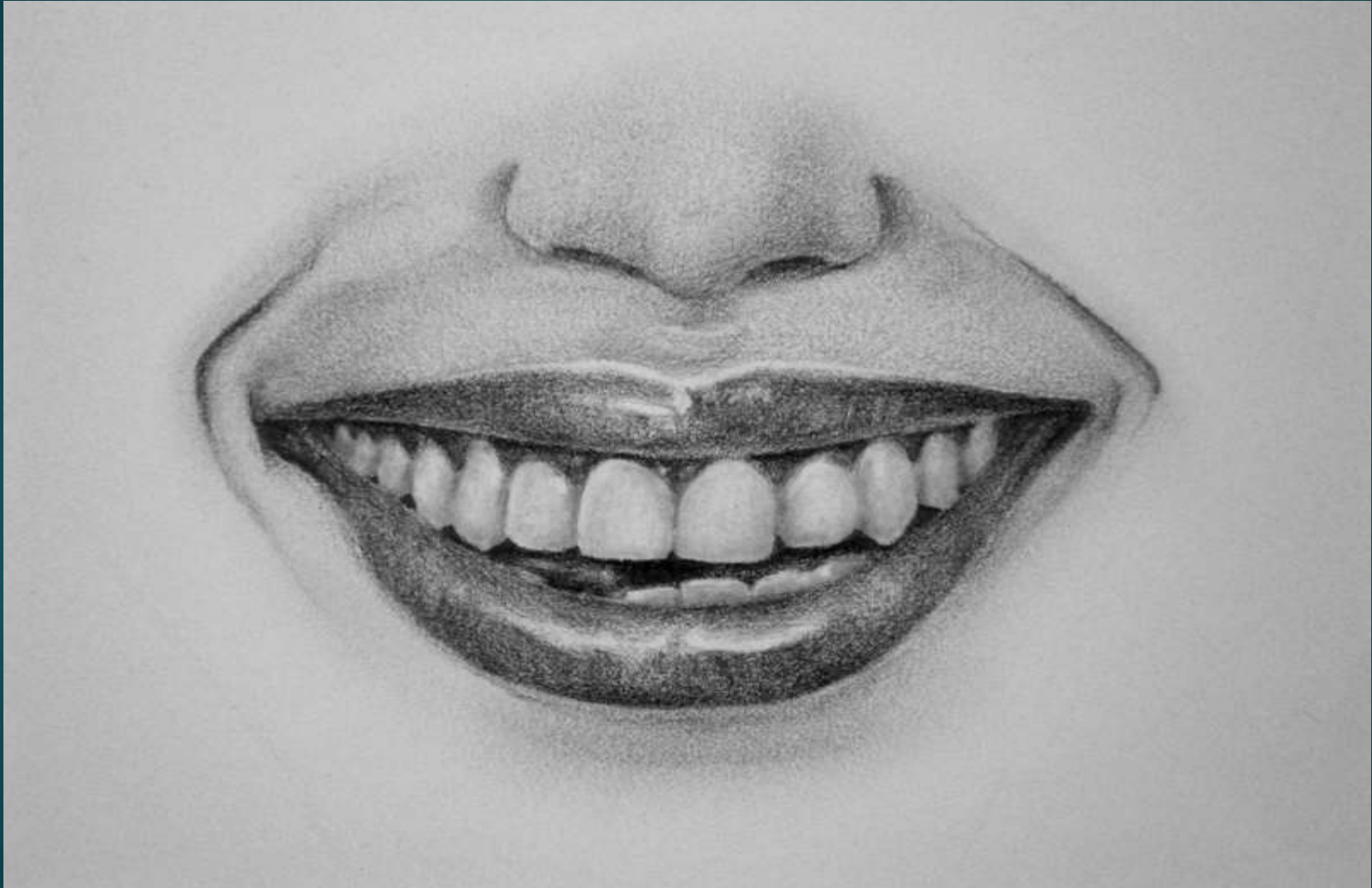


▶ Finding these planes and drawing them first will help you fill in the values that will lead to the realistic illusion of a nose.

Drawing Your Nose

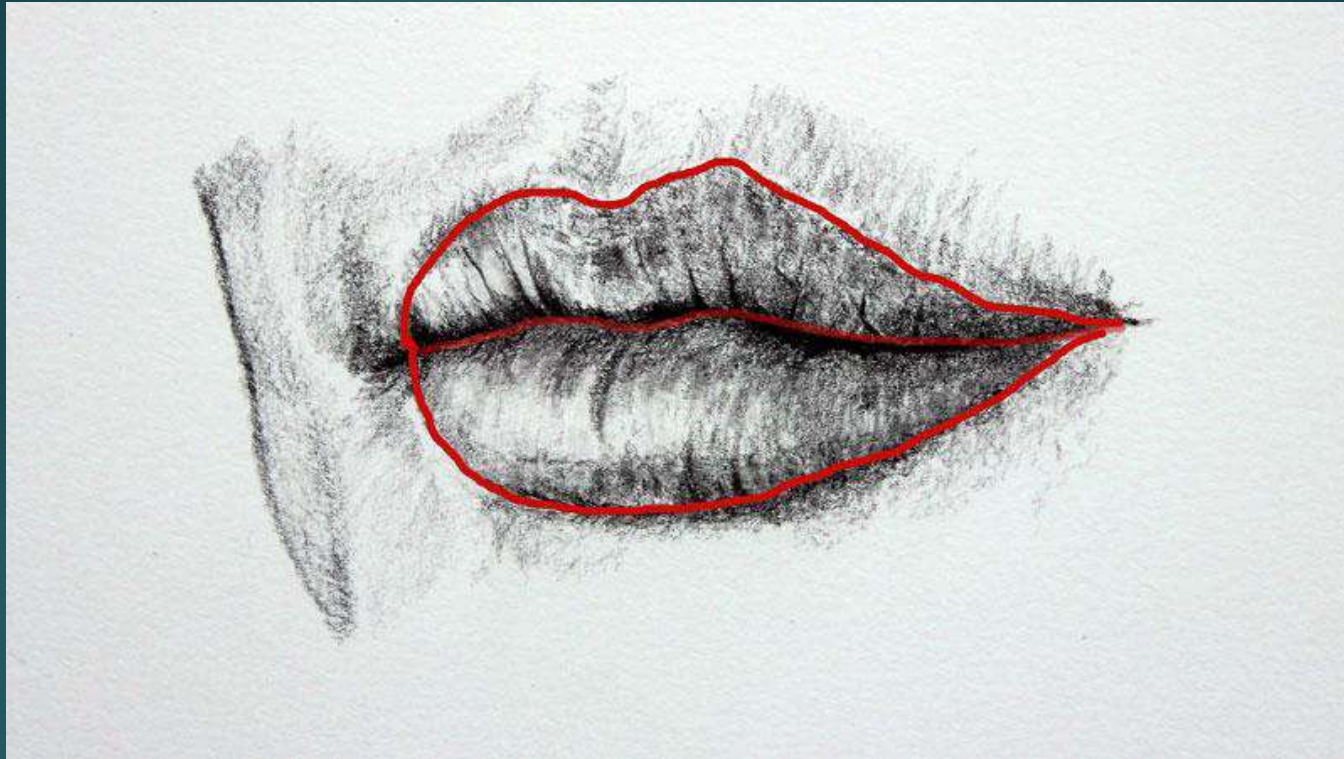
- ▶ Just like yesterday, you will practice drawing your nose five times. Remember to use value and not rely on contour lines. Value will create a realistic drawing.
- ▶ Draw your nose from different angles
- ▶ Try looking for the planes of your face and break down the nose into basic shapes to help you draw what you really see.

Drawing the Mouth

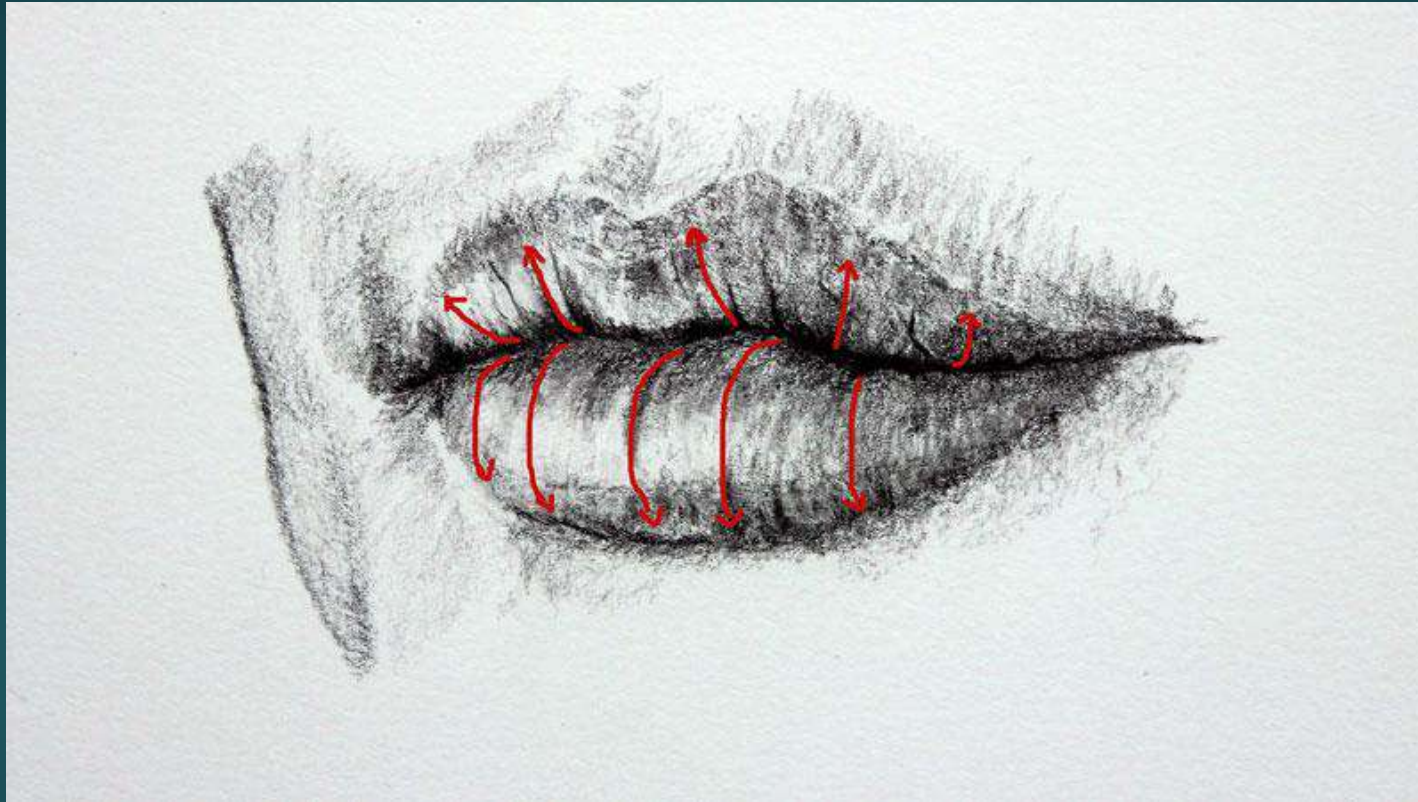




- ▶ Draw the line that indicates where the top lip and bottom lip meet first. Too many people try to draw the entire outline of the lips first. Doing that usually leads to proportion issues and mistakes.



- ▶ Next, we'll look at the outlines of the lips themselves, working outward from the defined center line. These lines will become guidelines that we'll use to fill in the values.

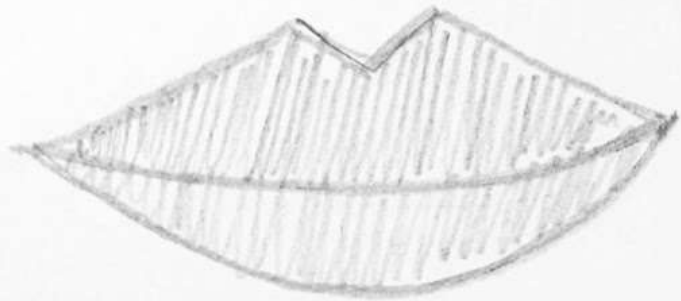


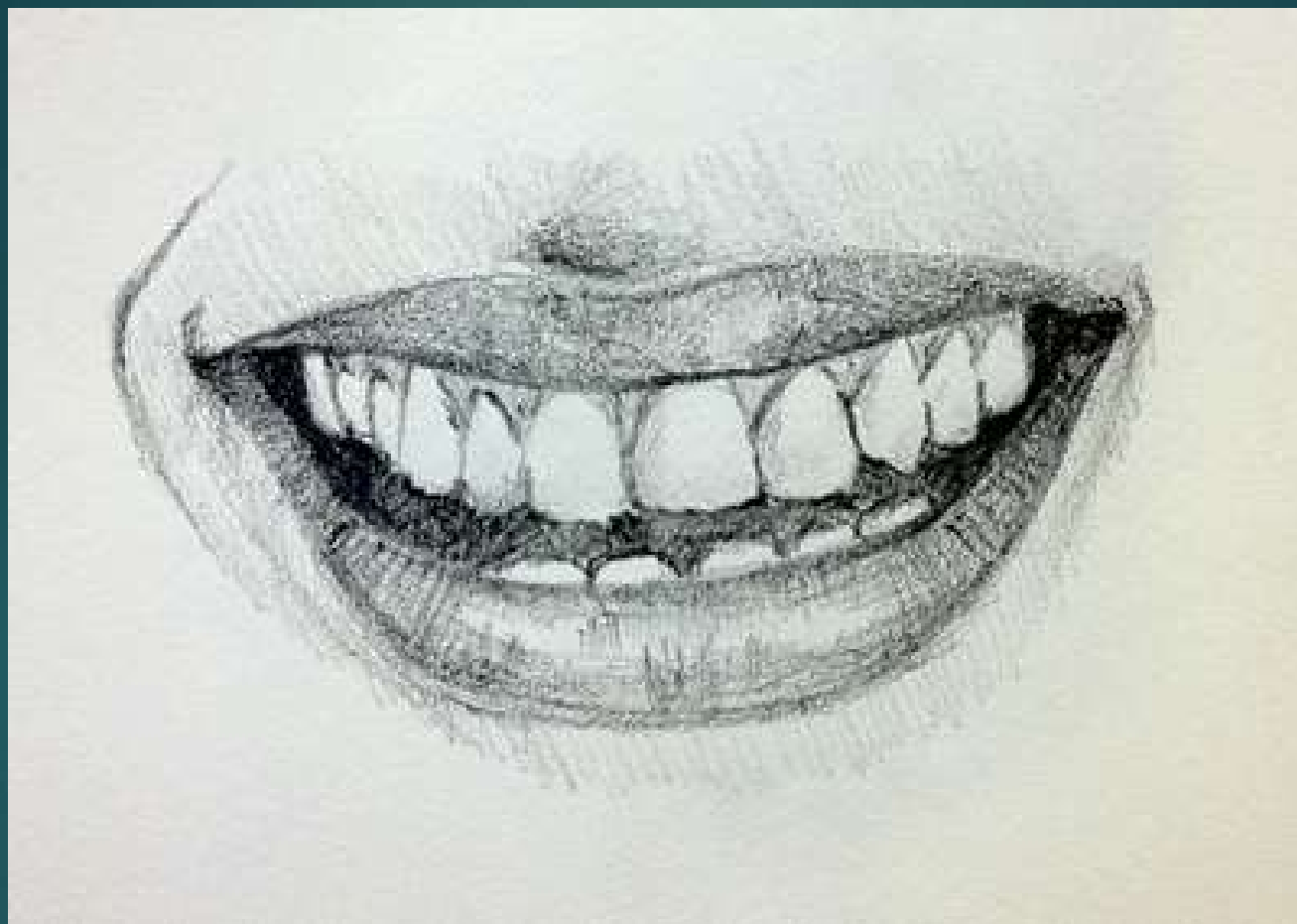
- Now we'll consider the cross contour lines that, for most lips, are clearly visible. These lines wrap around the form of the lips.

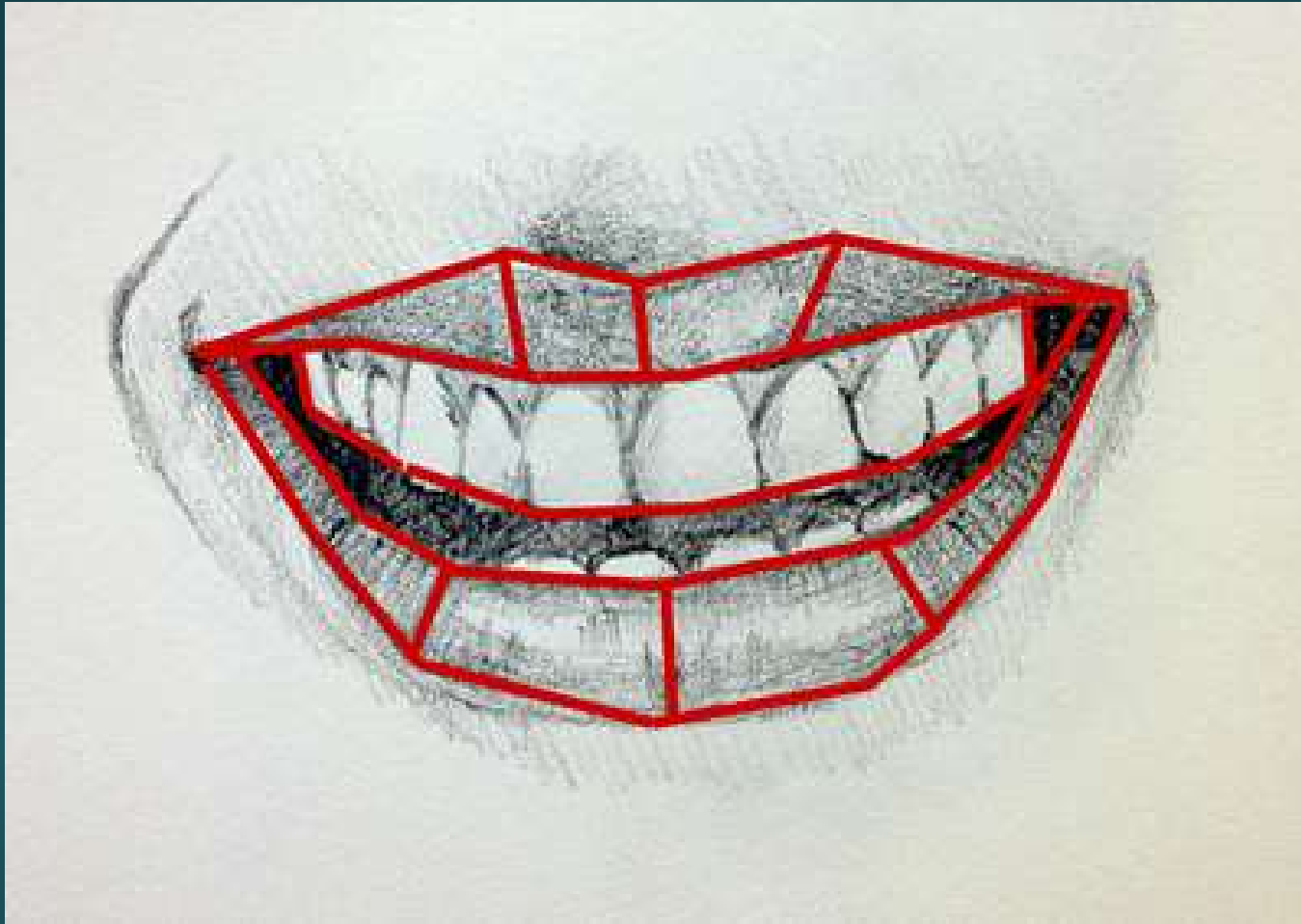


- ▶ Next, consider the light source. In this example, the light is originating from the upper left corner. This means that the lighter values will be on the left, with darker values on the right. The upper lip is generally darker in overall value, while the bottom lip is lighter. The locations of the darkest value are highlighted below..

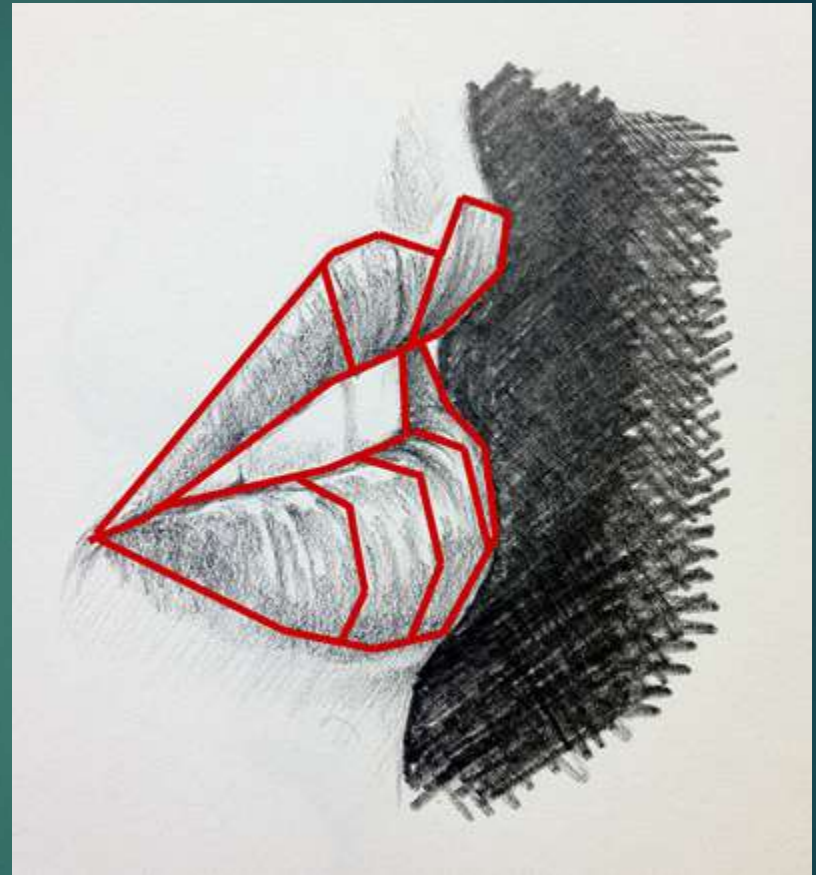
Do's and Don'ts



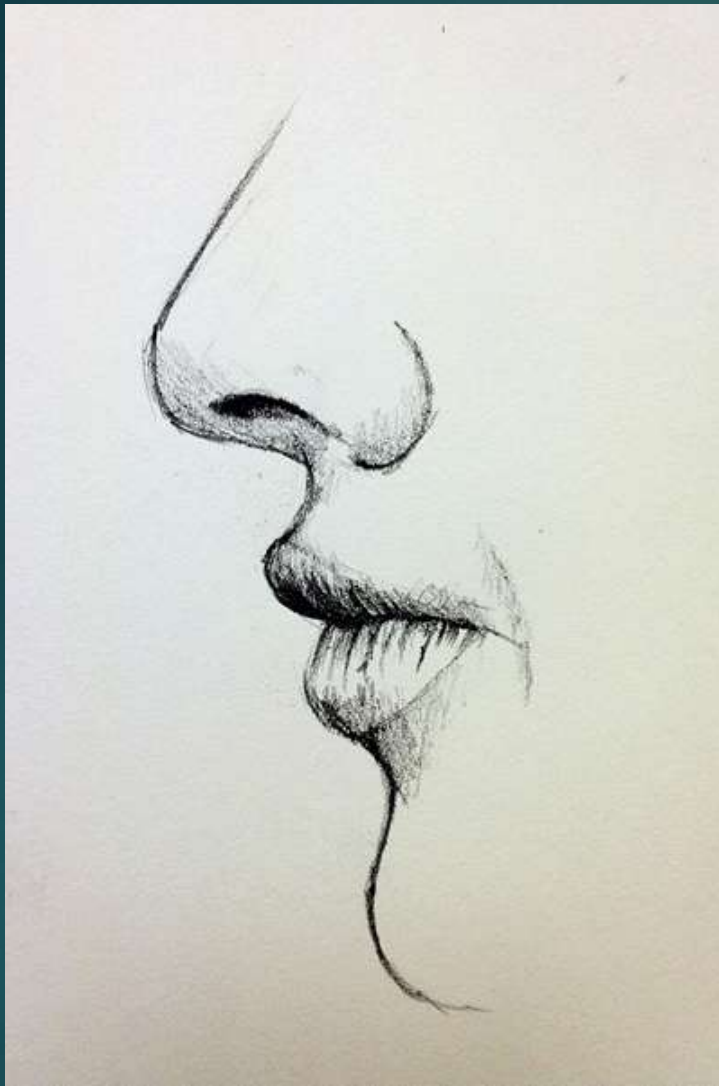




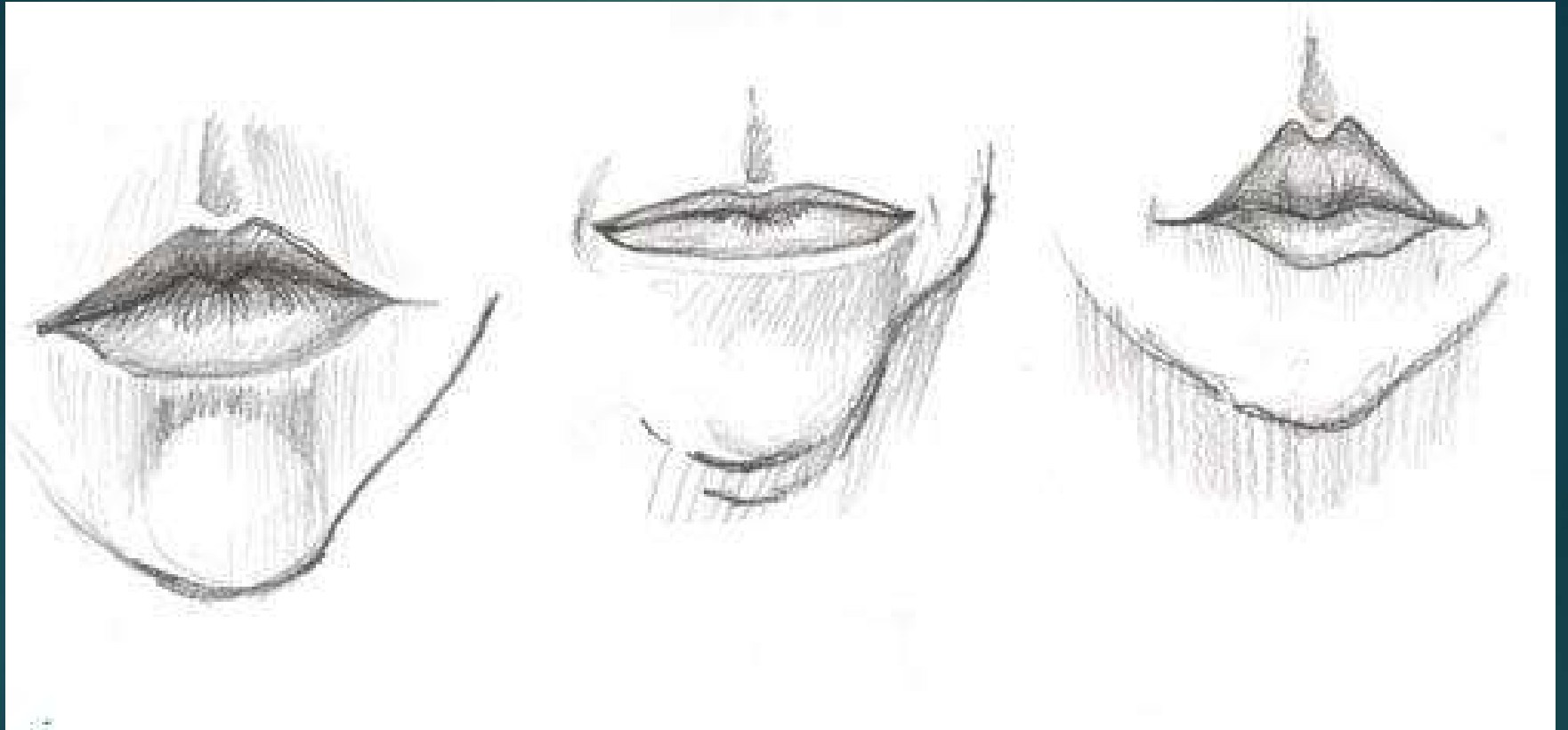
When the lips are simplified with planes, the drawing is easier to piece together...



Here is the same drawing
with indicated planes and
cross contours...

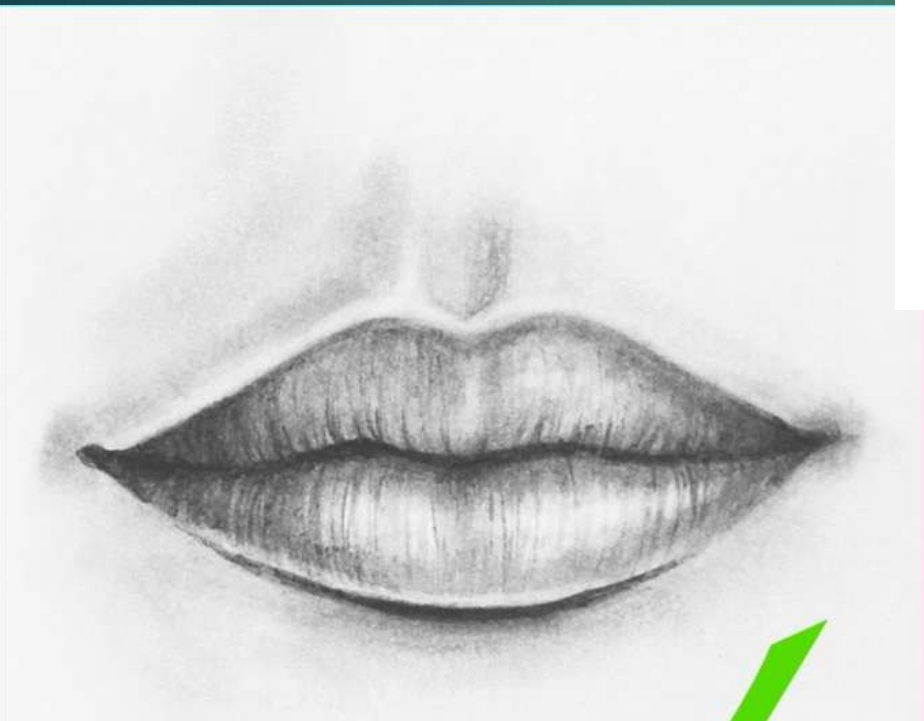
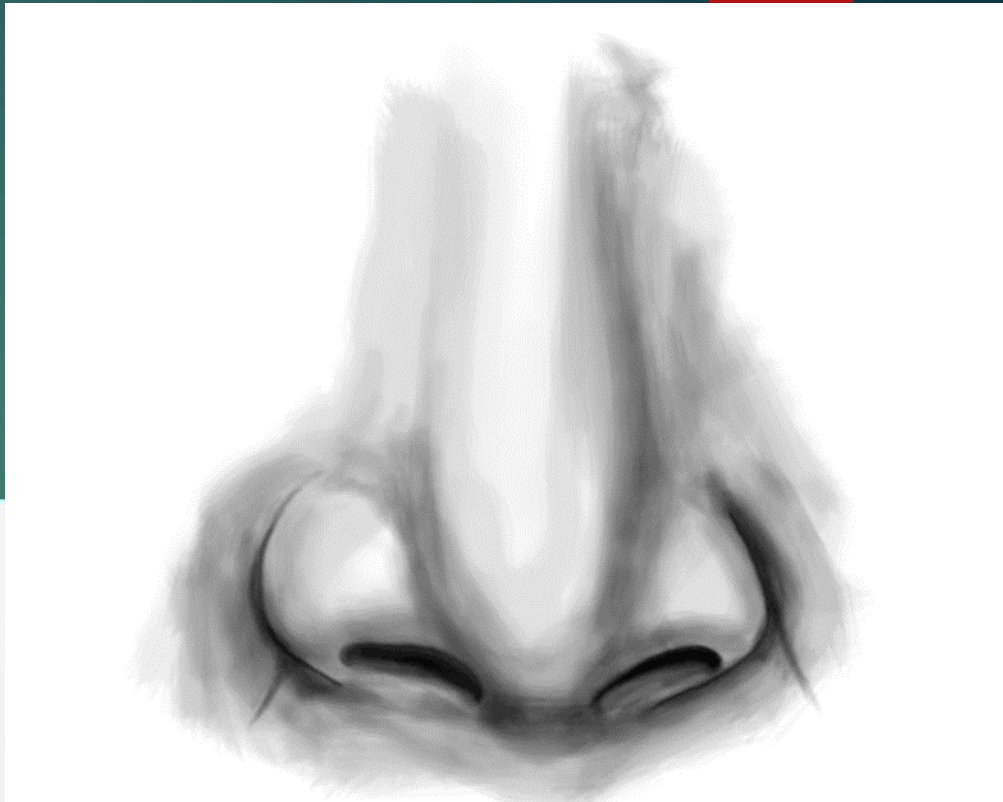


When you are drawing a mouth from the side view, be sure to consider the slant that usually happens from the nose to the chin. The top lip sticks out further than the bottom lip...



Drawing Your Mouth

- ▶ Just like yesterday, you will practice drawing your mouth five times. Remember to use value and not rely on contour lines. Value will create a realistic drawing.
- ▶ Draw your mouth from different angles, try smiling.
- ▶ Try looking for the planes of your face and break down your mouth into basic shapes to help you draw what you really see.



Drawing 3/11/2020

DO NOW:

Check to make sure you have the following in your portfolio

- ▶ Pine Cone Drawing (Sorry I haven't graded it yet)
- ▶ Blind contour and Modified contour Drawings
 - ▶ Four Value scales
 - ▶ Four sets of eyes
- ▶ Eyes drawn on wood block

I WILL BE CHECKING YOUR PORTFOLIOS ON FRIDAY

MAKE SURE EVERYTHING IS IN THERE BY THEN

Take out your sketchbook
and turn to a new page

PRACTICE

What you'll be doing: Practicing drawing facial features in the correct place of the face

What you'll need: Sketchbook, pencils

How you'll do it:

1. Start with an oval shape
2. Divide it up into 3 sections
 1. Eyes= $\frac{1}{2}$ between top of head and chin
 2. Nose= $\frac{1}{2}$ between eye and chin
 3. Mouth= $\frac{1}{2}$ between nose and chin
3. Draw the facial features following the steps from yesterday and last week
4. Pay attention to proportions

When finished: Double check to make sure you have everything in your portfolio

