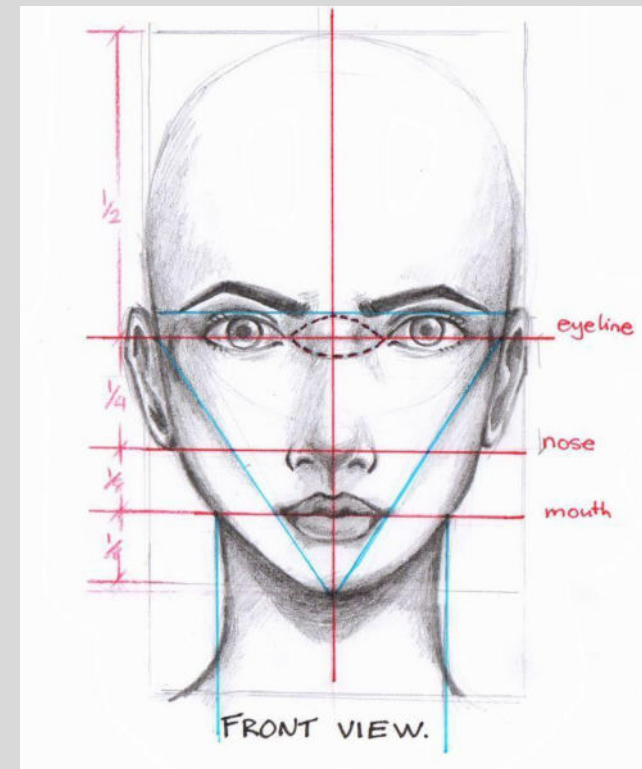
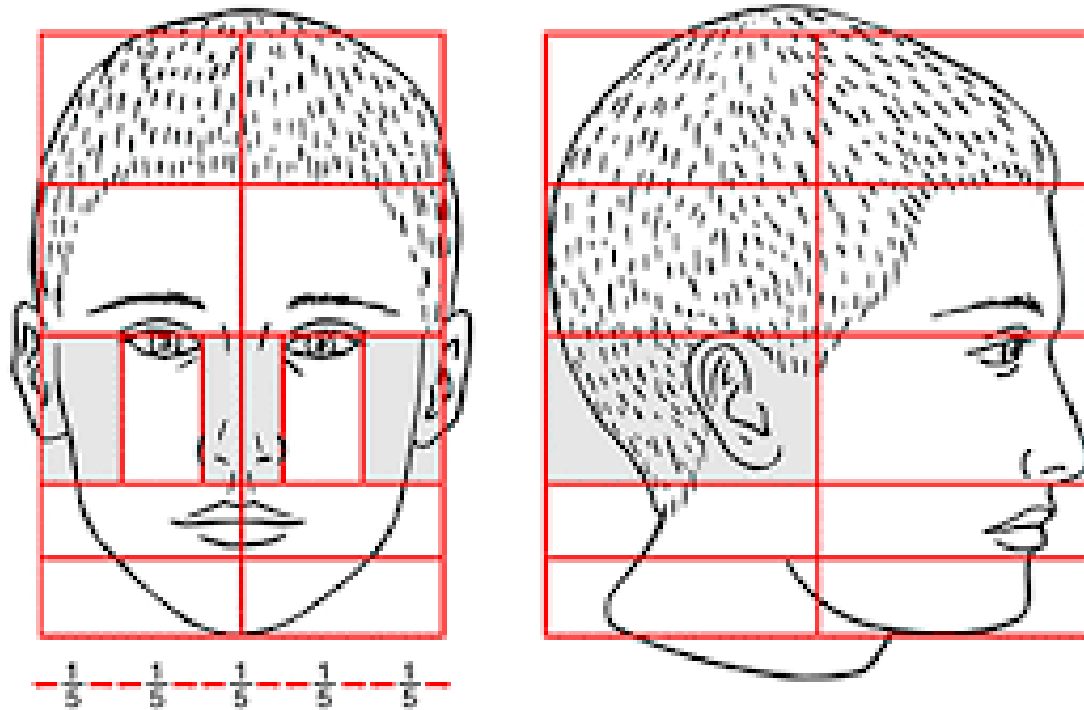


Proportions are helpful but NOT the end all, use them as a starting point but then rely more on what you actually see.



Some people see the bottom middle line as the bottom of the mouth, others as the middle, try either.



My biggest advise is please please look at what you're drawing. If you spend all your time looking at the sheet of paper you're drawing on you're not getting enough information, it's like looking at the wheel when you're driving, it's tempting but look at the road! (your face or whatever you're drawing)

# Look at what happens when you don't give enough forehead!



Fig. 9-8a. The features only.



Fig. 9-8b. The cut-off skull error, using the same features.



Fig. 9-8c. The same features again, this time with the full skull.



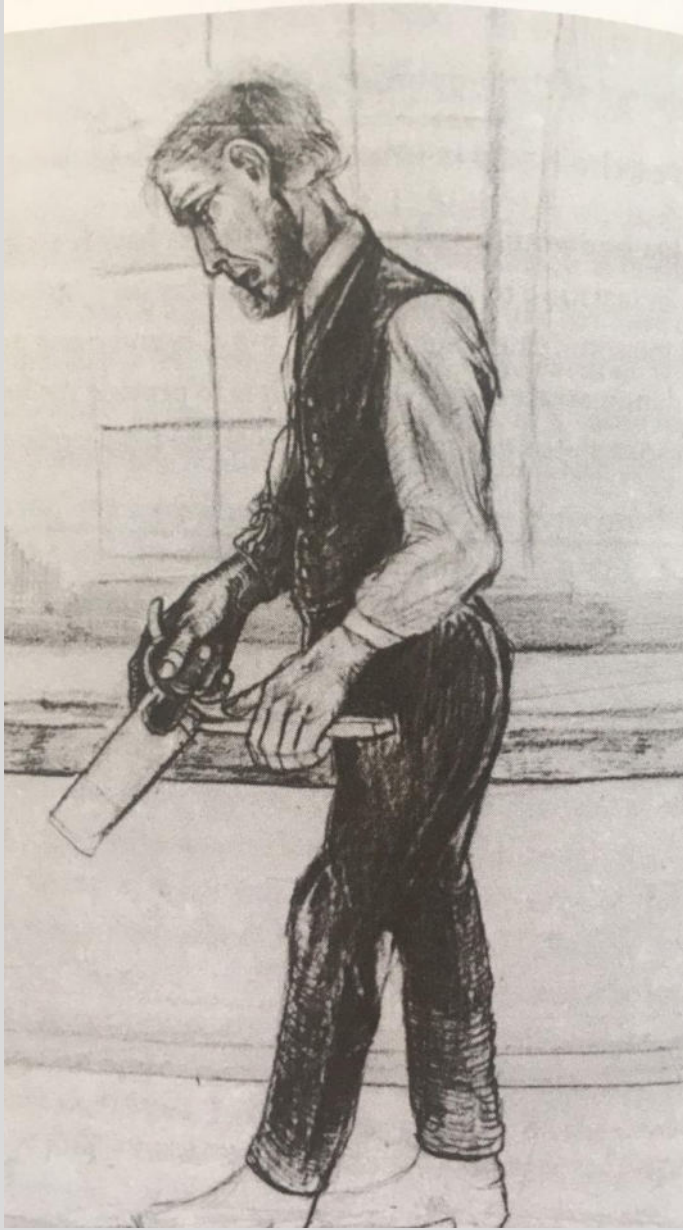
Fig. 9-9a. The features only.



Fig. 9-9b. The cut-off skull error, using the same features.



Fig. 9-9c. The same features again, this time with the full skull.

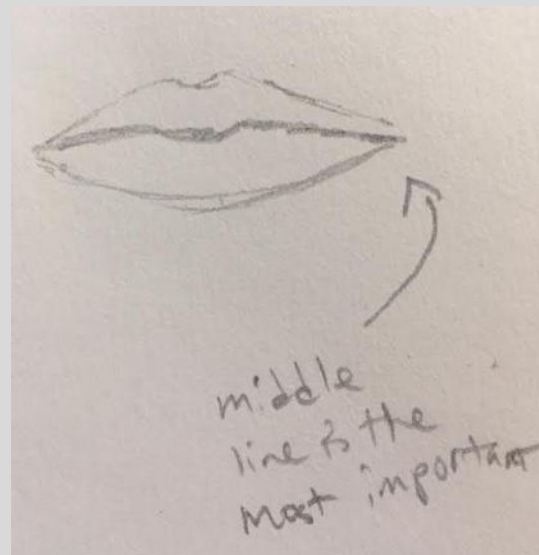
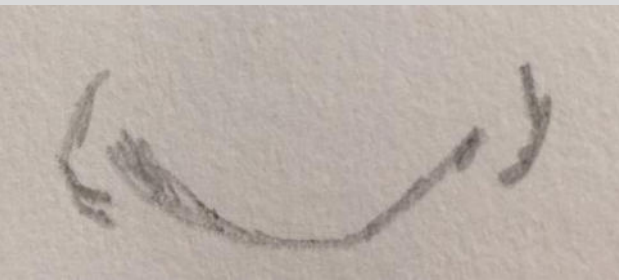
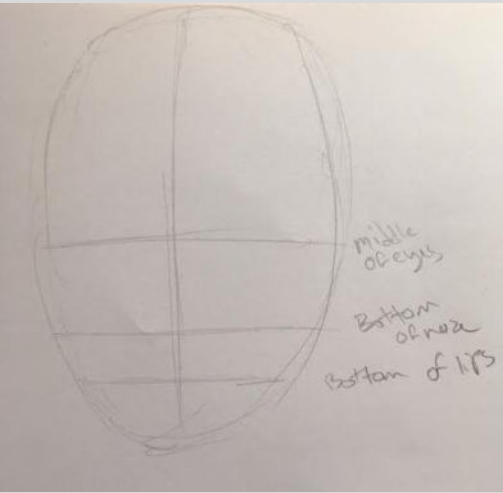


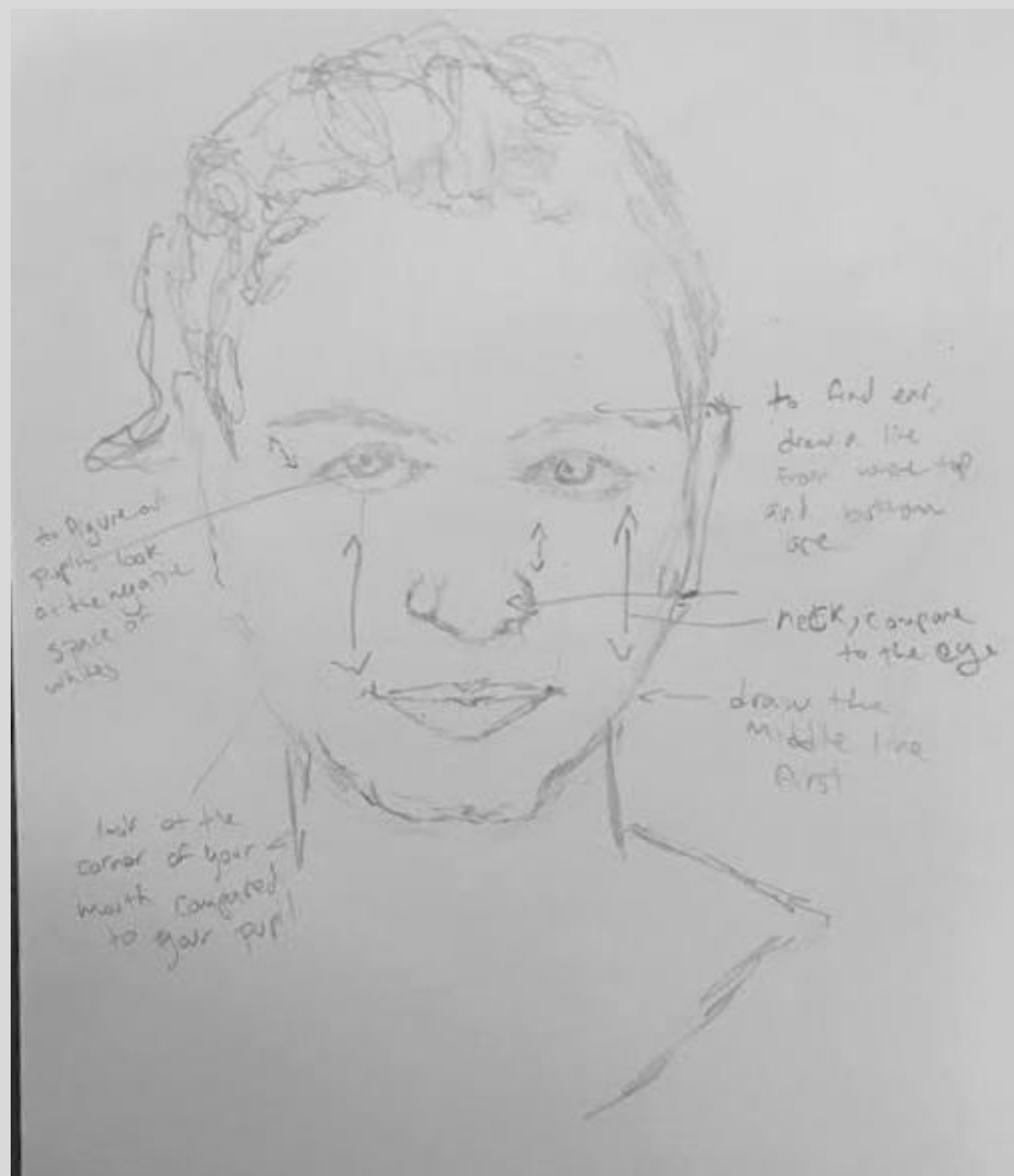
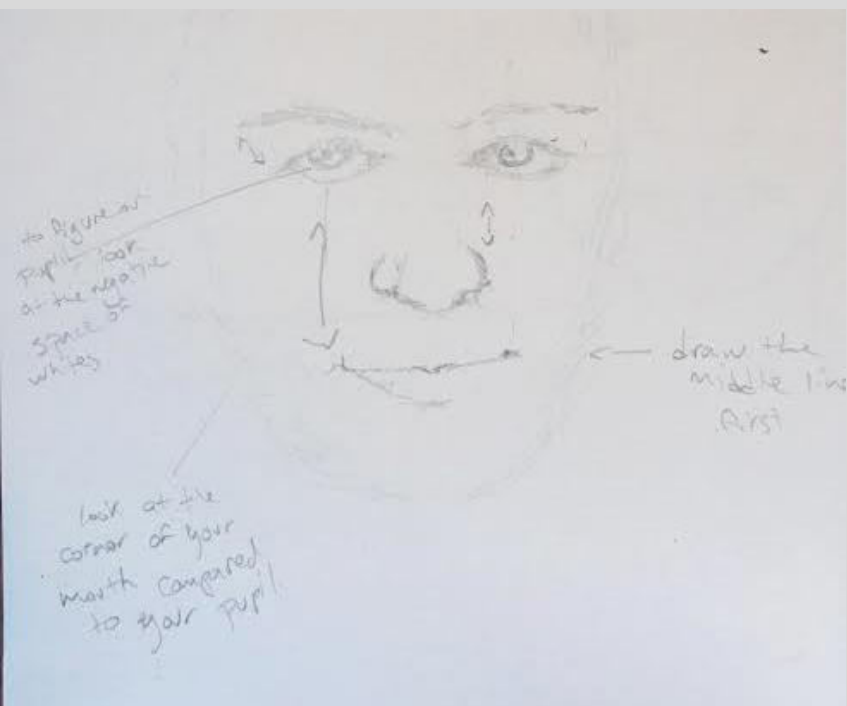
Vincent van Gogh learning to draw, these drawings are two years apart, look at how much more skill the man on the right has.





# Generic face





To figure out the pupil, look at the negative space of the white in the eye ball.

To place where your mouth should end, compare it to where your eye is. The more comparisons you make between features and shapes the more accurate your drawing will be.



To find your ear, compare with your pencil, hold the side of your pencil to the top of your ear, let it move to ear else on your face you see that spot.

Draw the middle line of your mouth first, the top and bottom will fall into place after.

Find where your neck is by doing a comparison, I found mine to be almost at the end of my eye.

