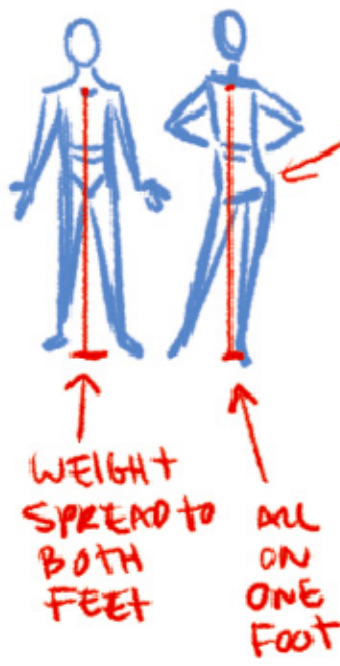
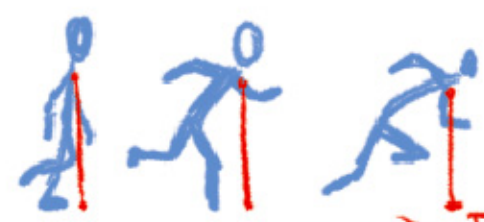


BALANCE: THE "PIT OF THE NECK TEST"

DROP A LINE FROM THE PIT OF THE NECK TO THE FOOT WITH WEIGHT,

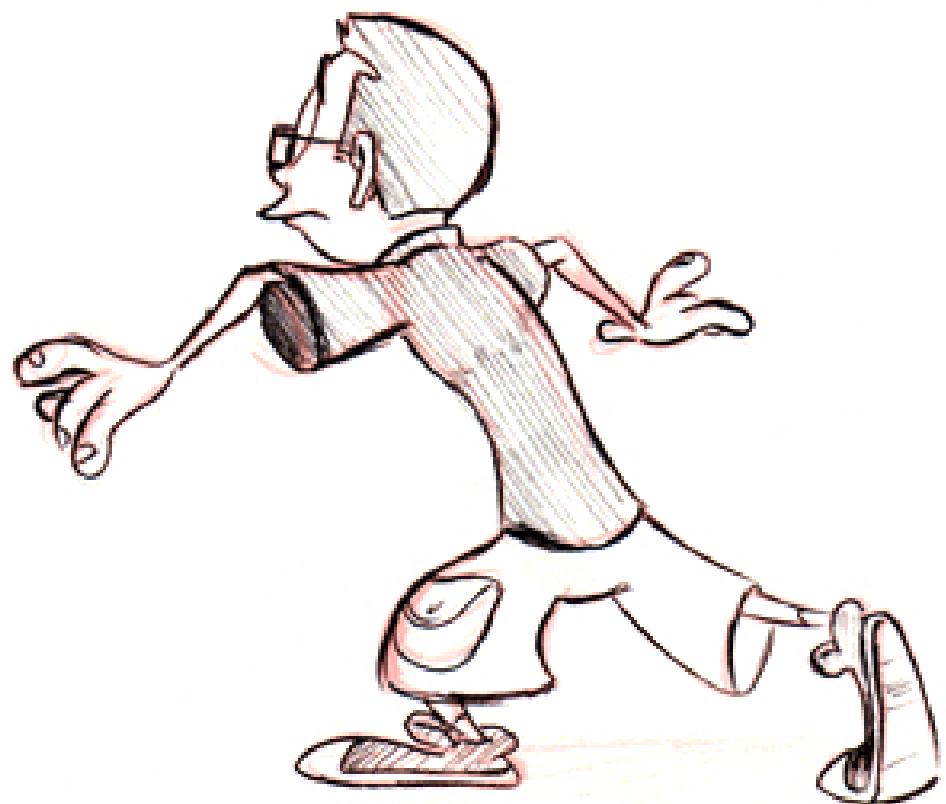
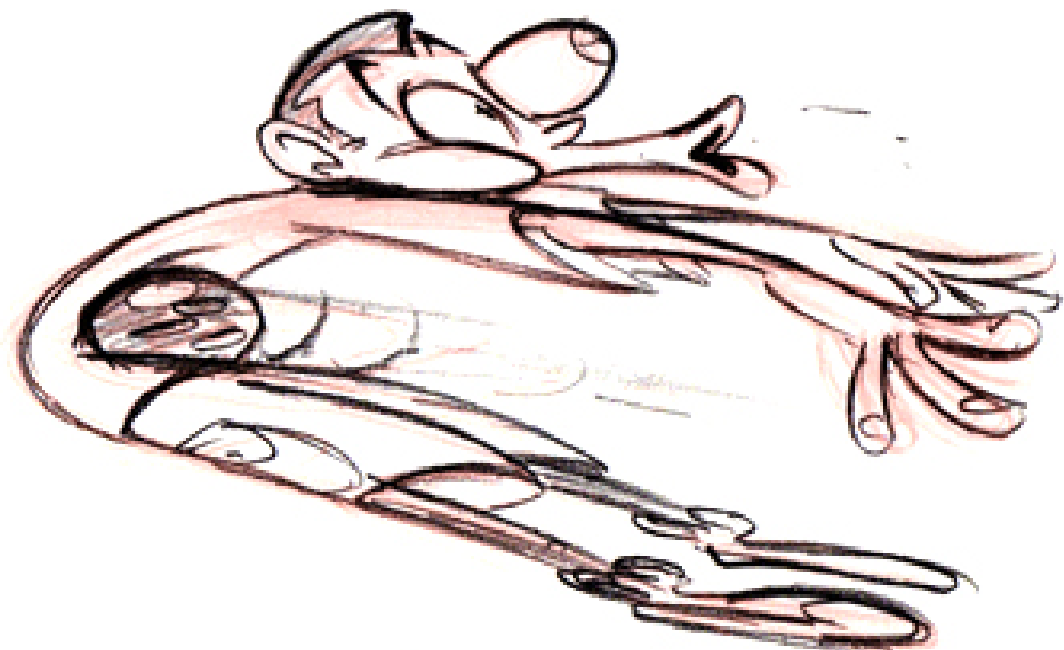


TRY TO GET FROM HEAD TO TOE FAST TO CHECK BALANCE



FASTER MOVE OFF BALANCE

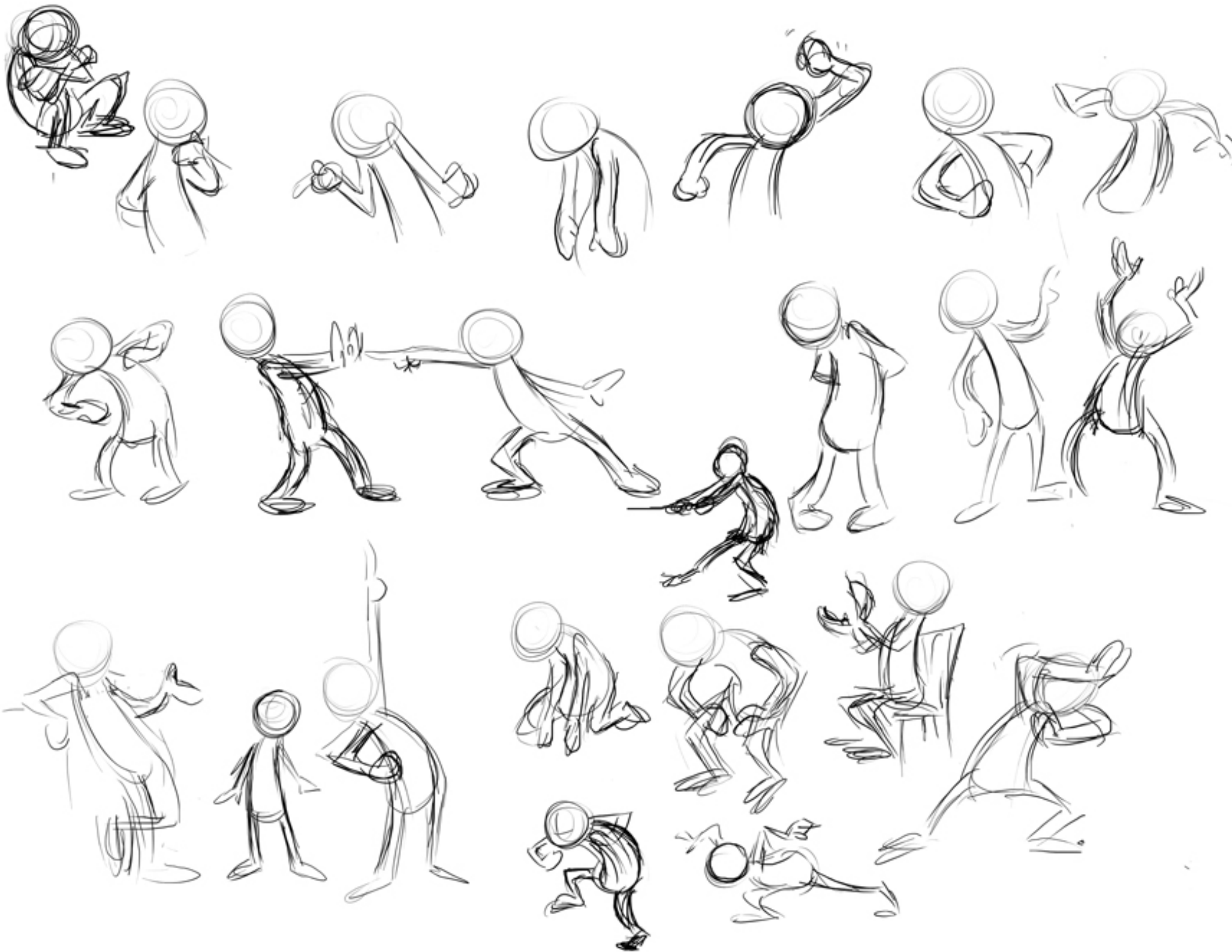


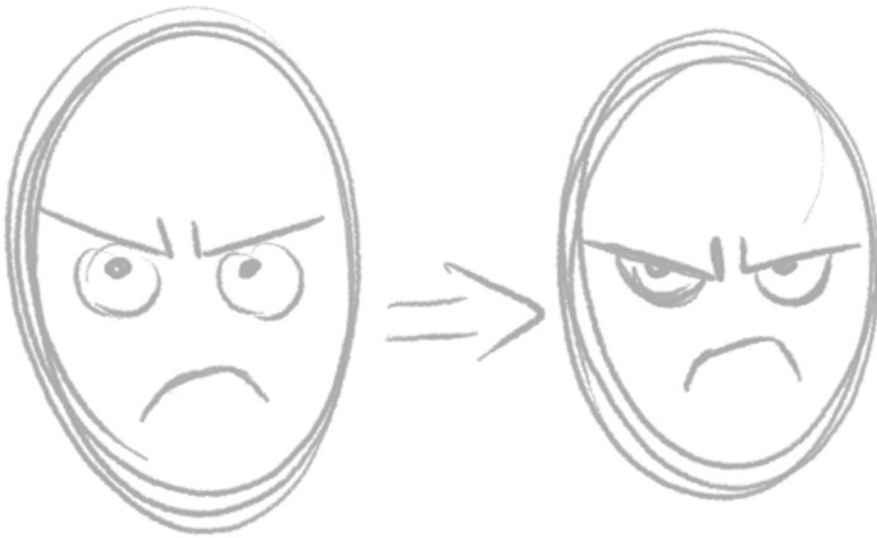




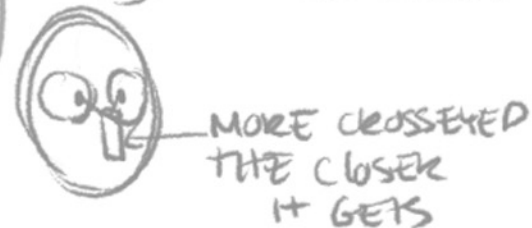
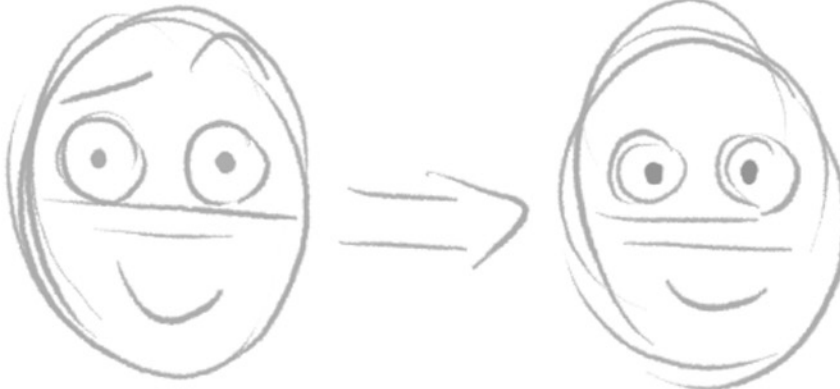
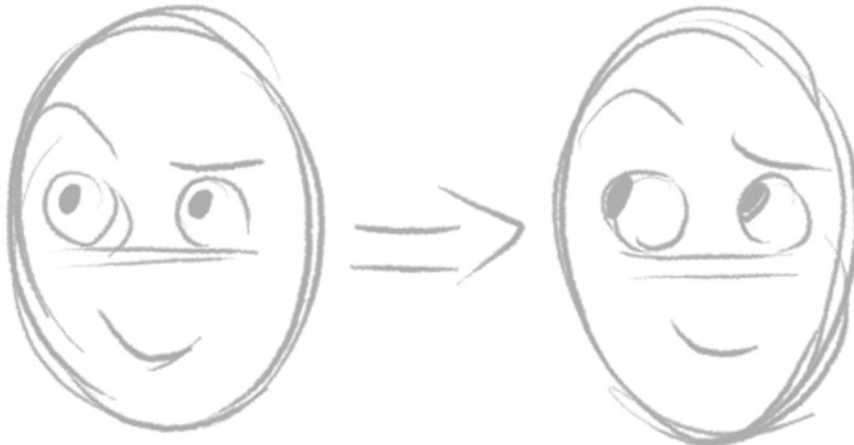
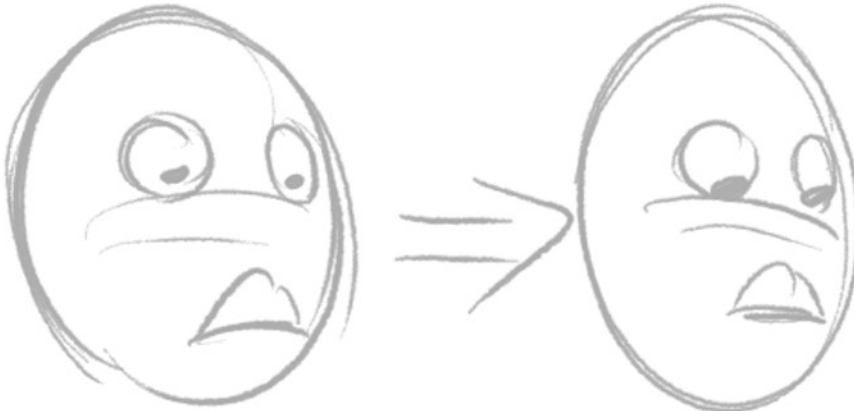








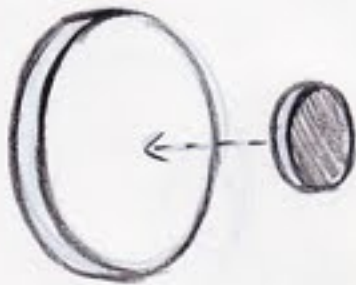
TRY TO COVER
PART OF THE
PUPIL IF YOU
CAN IT
WILL FEEL
MORE ALIVE



CARTOONY EYES



WEAK DESIGN - VERY LIMITED POTENTIAL



EYES DRAWN LIKE THIS ARE THE EQUIVALENT OF 2 FLAT DISCS (LIKE "GOOGLEY EYES" FOR TOYS)



CAPABLE OF SHOWING PERSONALITY, THOUGHTS,



EYES CONSIST OF A ROUND EYEBALL WITH ELIPSE OF PUPIL ON A CURVED SURFACE, SHAPE OF EYE IS DEFINED BY SURROUNDING FLESH



THINK OF EYEBALL AS A SPHERE

EYE DIRECTION



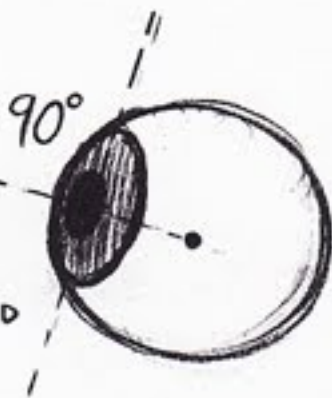
BAD!



GOOD!



USE THE ELLIPSE RULE TO ENSURE GOOD FOCUS OF PUPIL



90°



EMSLIE



ALLOW THE EYE DIRECTION TO DICTATE THE TILT AND ANGLE OF THE HEAD



THINGS PEOPLE LEAVE OUT



Look How low it GOES



PEOPLE FORGET THIS BIG TRIANGLE IT'S WHY WE PUT THE HEAD IN THE WRONG SPOT



THE FULL MASS OF THE HEAD



Practice
← This
Shape for
a generic
head shape



← YOU
CAN
ALSO START
WITH A
CIRCLE



← YOU CAN ALSO
USE TWO CIRCLES

← YOU
CAN ADD
THE UNDER
PART OR
LEAVE IT
OUT.



DON'T FORGET
ALL THIS
AREA



HERE IS THE PROBLEM

→ YOU DRAW YOUR HEAD



→ THEN YOU ADD THE FACE



← DO YOU SEE WHAT
HAPPENED, I MADE
THE FACE TOO BIG

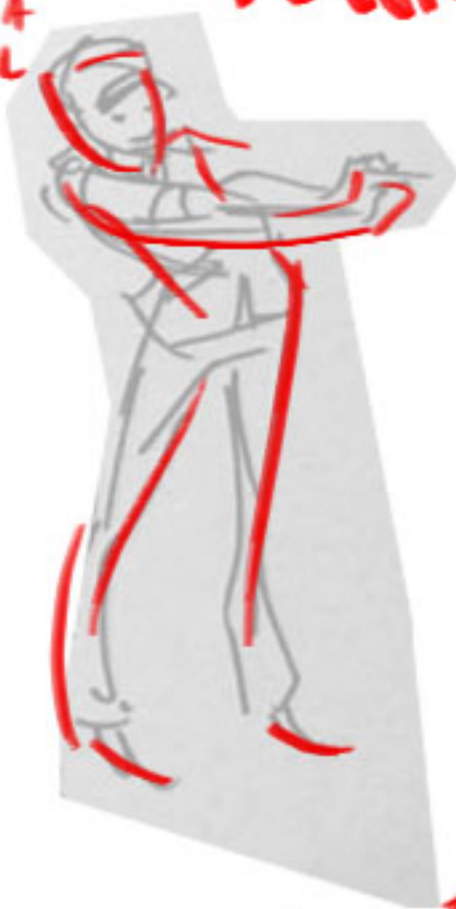
→ INSTEAD DRAW THE HAIR LINE TO MARK OFF
YOUR FACE PLACEMENT



← THEN DRAW THE
FACE

GETTING DRAWINGS DOWN FAST

SOMETIMES SHAPE IS OBVIOUS AND I PUT IT IN AS A DETAIL



I LIKE TO USE SHAPE + SIMPLE LINE



I'M THINKING OF THIS SIMPLE SHAPE

I OFTEN USE A MIXTURE OF FLOWY LINES AND BROKEN LINES.



DESPITE BROKEN LINES

TRY TO GET BIG SHAPES + ANGLES

I LIKE TO USE SHAPE + SIMPLE LINE

SOMETIMES I JUST GO FOR IT

IF IT DOESN'T LOOK RIGHT AT THIS STAGE - EASY TO FIX OR CHANGE BECAUSE MINIMAL TIME INVESTED.

"MORE COMPLETE" USES SAME IDEAS SIMPLE LINES TO

INDICATE FEATURES & DIRECTION OF FOLDING



I USE BROKEN
LINE A LOT
SOMETIMES
"SUGGESTS"
"COMPLETION"
SUGGESTS
CHANGE
IN
DIRECTION

Just two EYES



DON'T ALWAYS
HAVE TO DRAW
ALL FACE
DETAILS

try to suggest thing
w/ SIMPLE
LINE



Sometimes
I use simple "+"
FOR FACE

I LIKE USING LINES THAT
WRAP AROUND FORM
TO FAKE
STRUCTURE

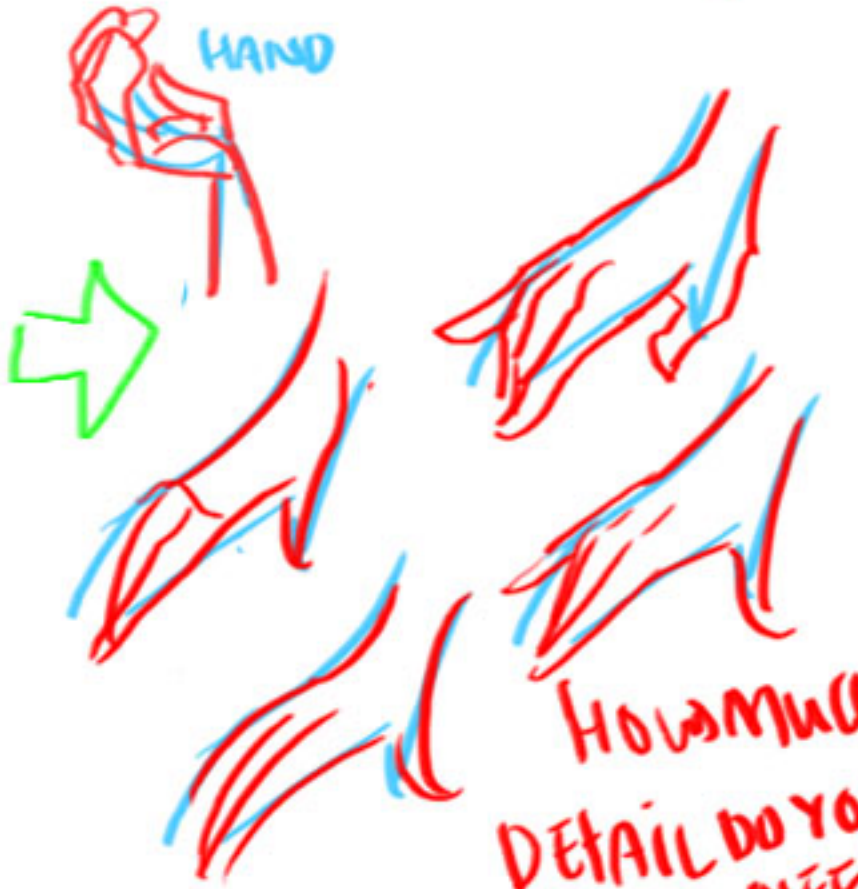
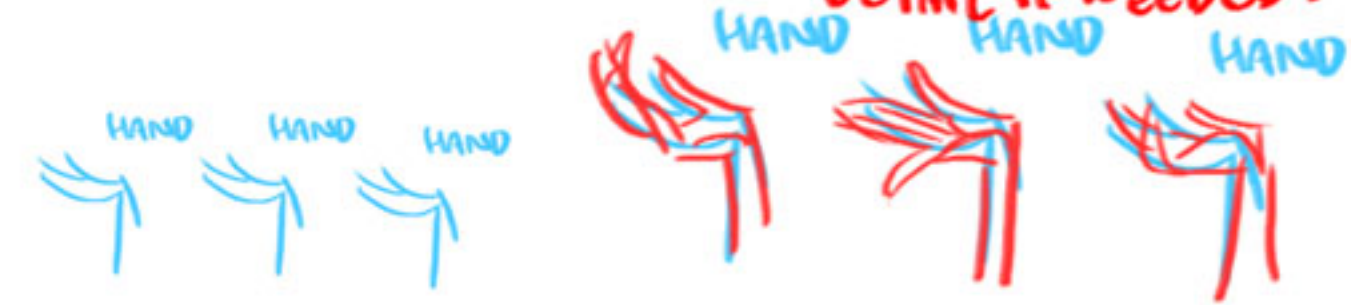




I USE SAME IDEAS
WHEN DRAWING OUT
OF MY HEAD.



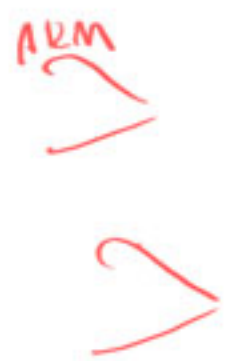
W SIMPLE INDICATION YOU CAN
PUT DOWN IDEA FAST + ADD MORE
DETAIL IF NEEDED.



HOW MUCH
DETAIL DO YOU
NEED?



CAN DO WHATEVER
YOU WANT W/ IT



A

NO



B

GOOD



C

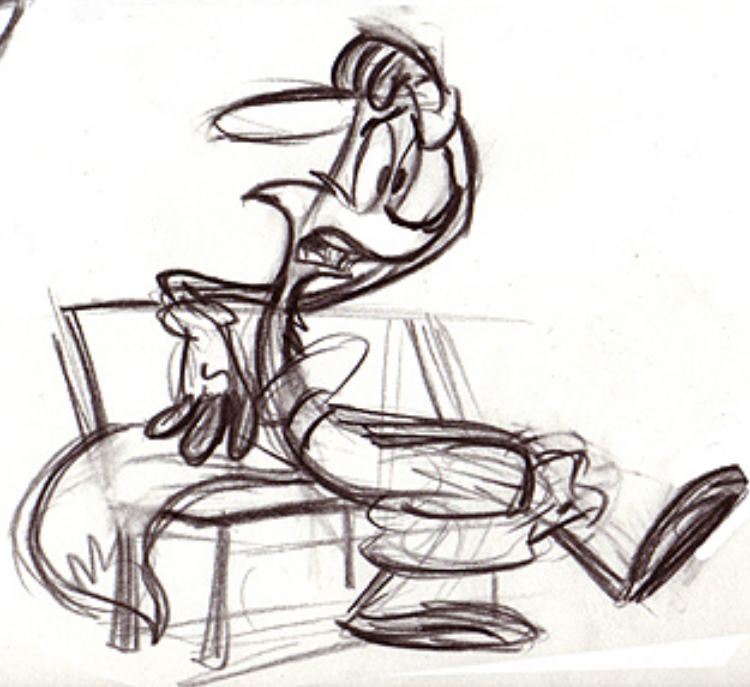
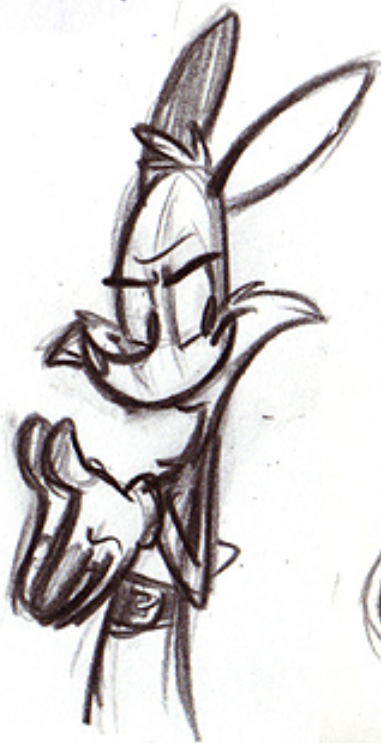
BETTER

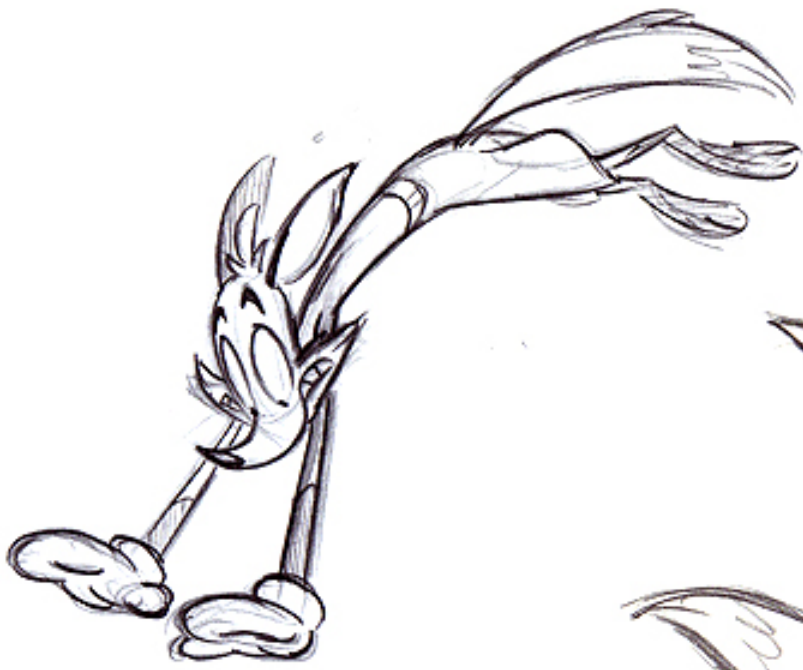


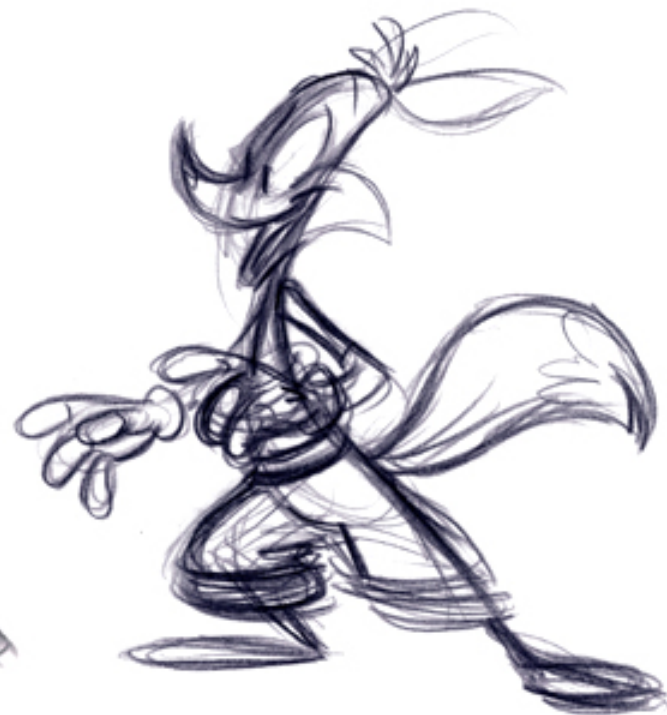
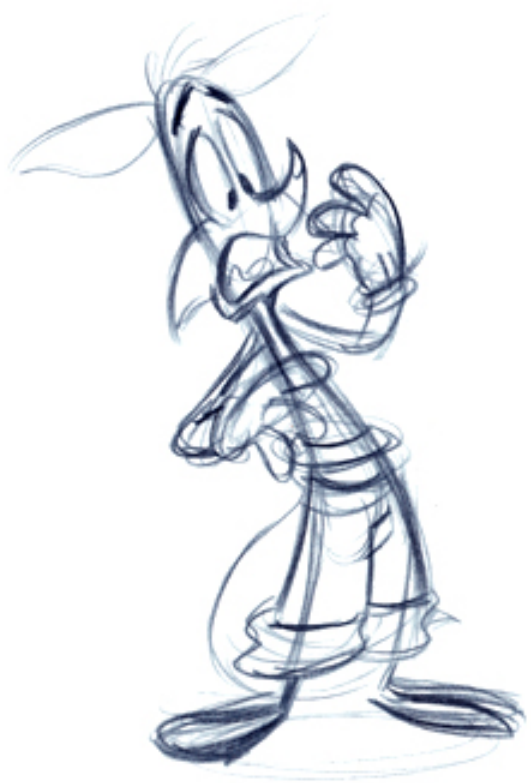
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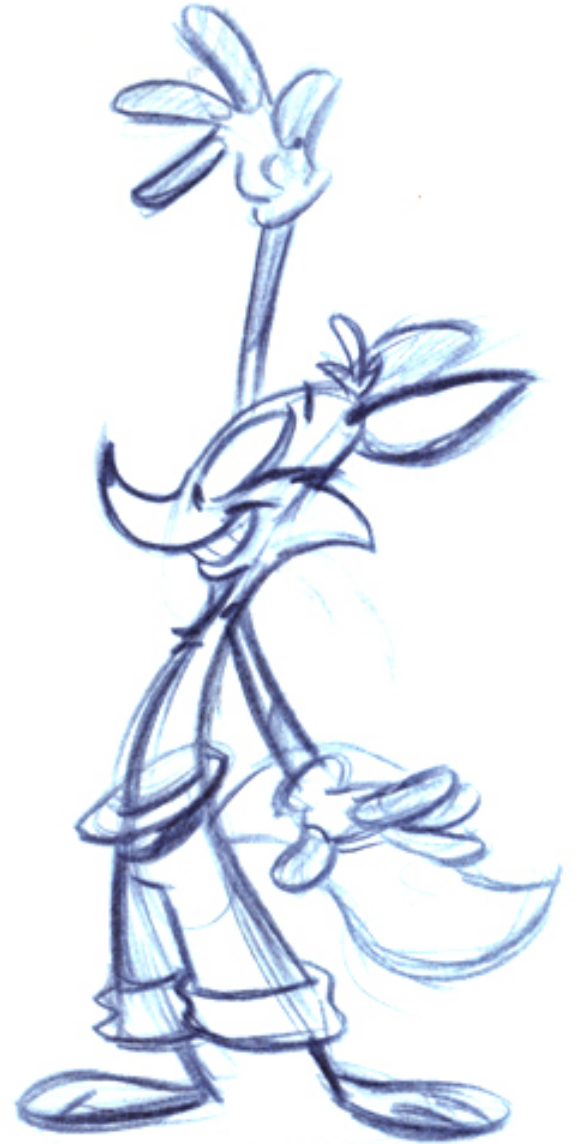
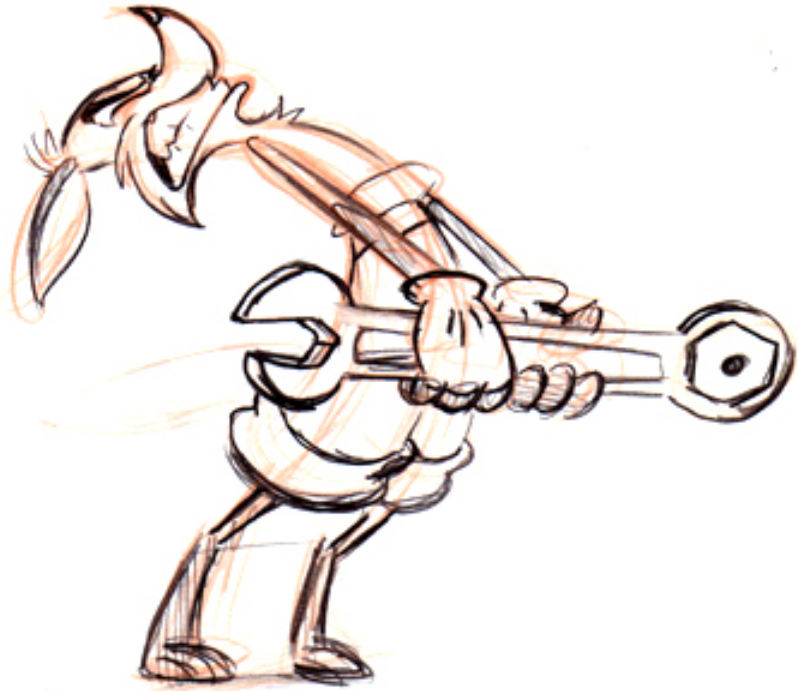
BEST!

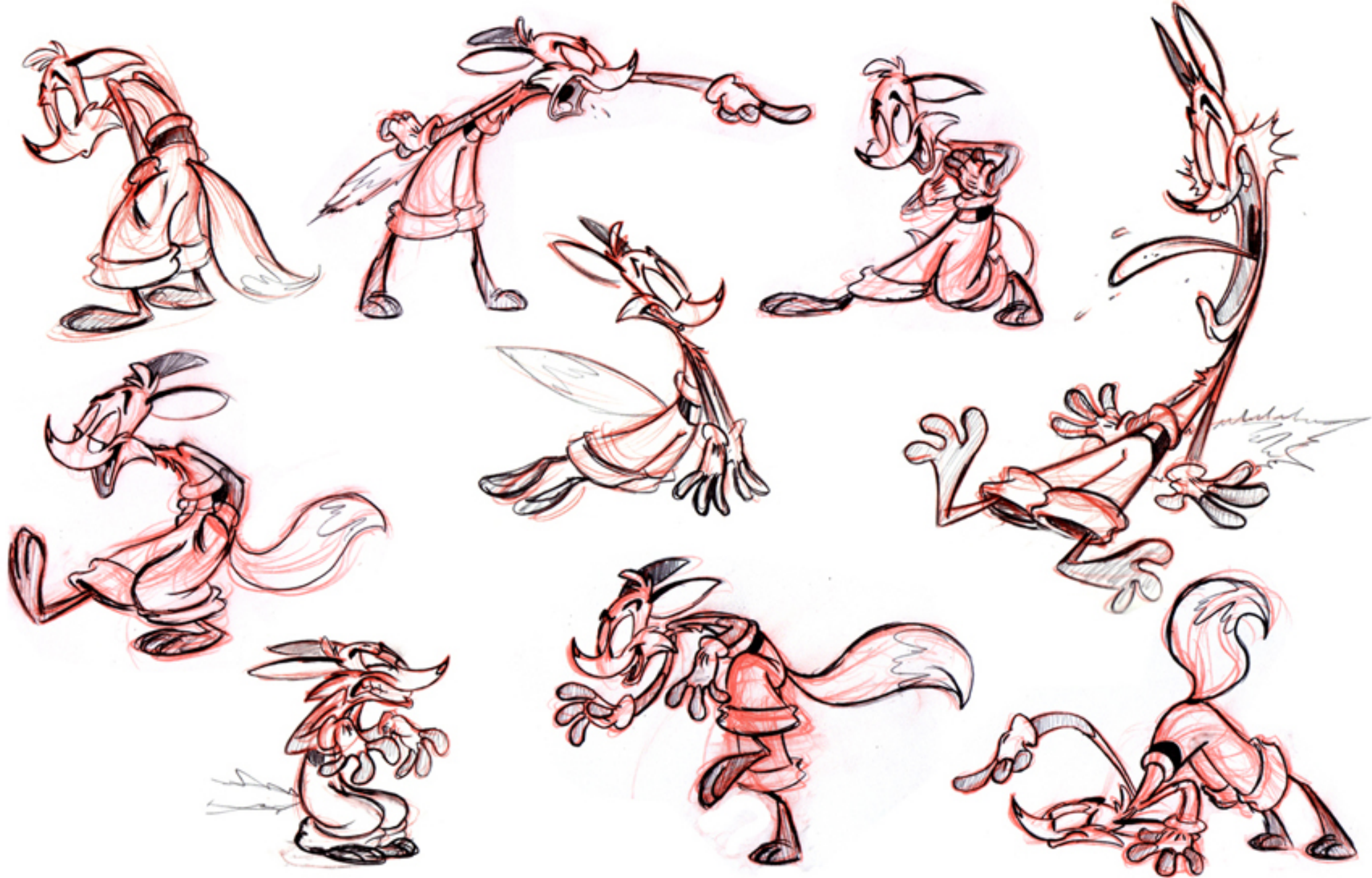












HOW TO MAKE A DRAWING LOOK "PRETTY"

① How to put down your LINES

DO

DON'T



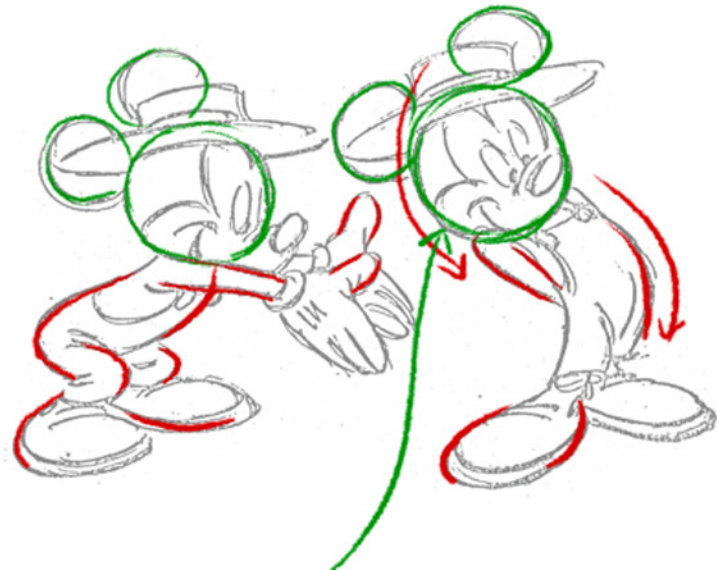
↑ VARY SHAPES

EXCEPTION TO THESE IF OUTSIDE OF SYMMETRICAL FORM, BUT MOST FORMS ARE NOT SYMMETRICAL

EX:



↑
FREDDY MOORE DRAWINGS

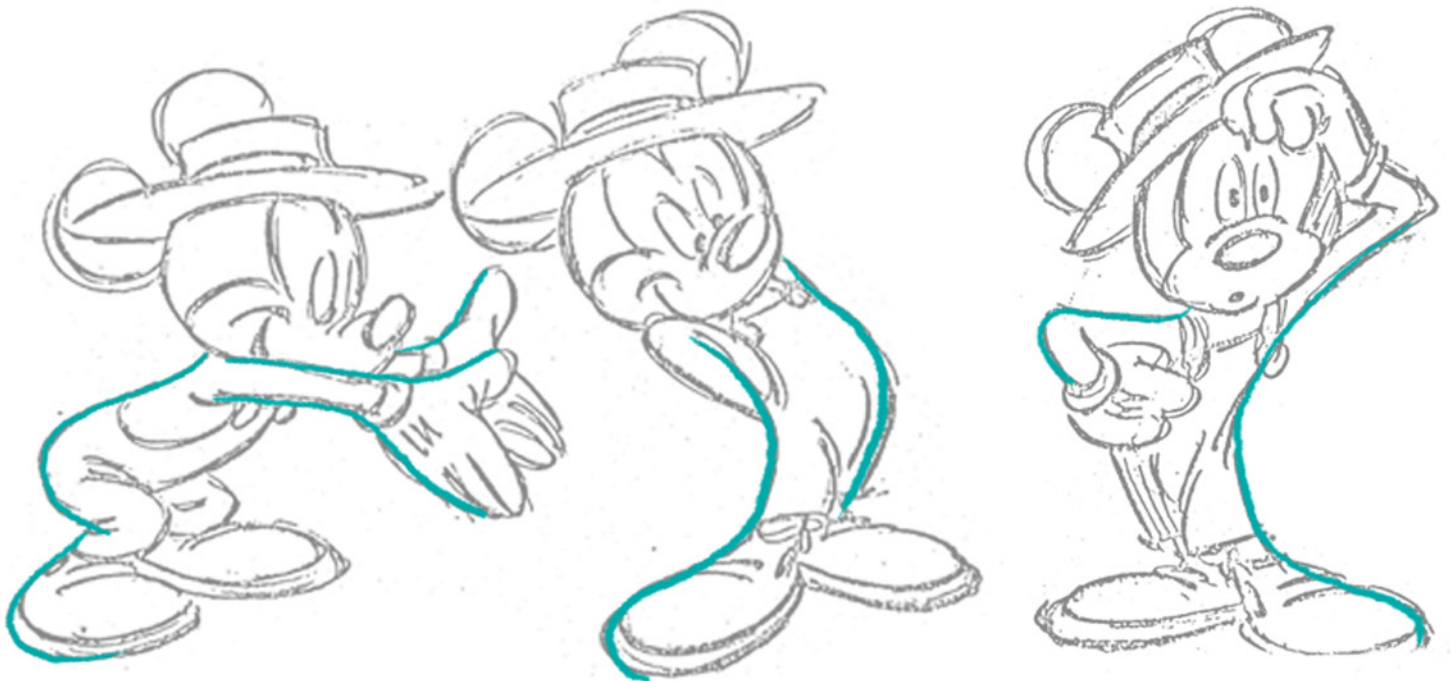


IN ORDER TO COUNTERACT USING THESE SYMMETRICAL SHAPES, HE GAVE THEM A LITTLE CHARACTER

② USE "FLOW CONNECTORS" BETWEEN FORMS
TWO FORMS SHOULD NEVER HIT, THEY
FLOW ONE TO THE NEXT



③ BECAUSE OF THIS, THE CONTOUR CAN
BECOME ONE LONG LINE RATHER
THAN SEPARATE PIECES. TRY TO
CONNECT AS MUCH AS YOU CAN INTO
ONE LINE



PUSHING YOUR SHAPES.

- AFTER YOU DRAW SOMETHING, PUSH ANY BAD SHAPES (O, II, M) INTO GOOD SHAPES (D, V, S, A, etc)
- EVERY LINE YOU PUT DOWN SHOULD DO THIS

① DRAW (TRY TO APPLY RULES RIGHT AWAY IF YOU CAN)



② PUSH SHAPES TO BETTER SHAPES



③ COMBINE CONTOUR IF YOU CAN,

- THEN JUST KEEP PUSHING AND PLAYING WITH IT

