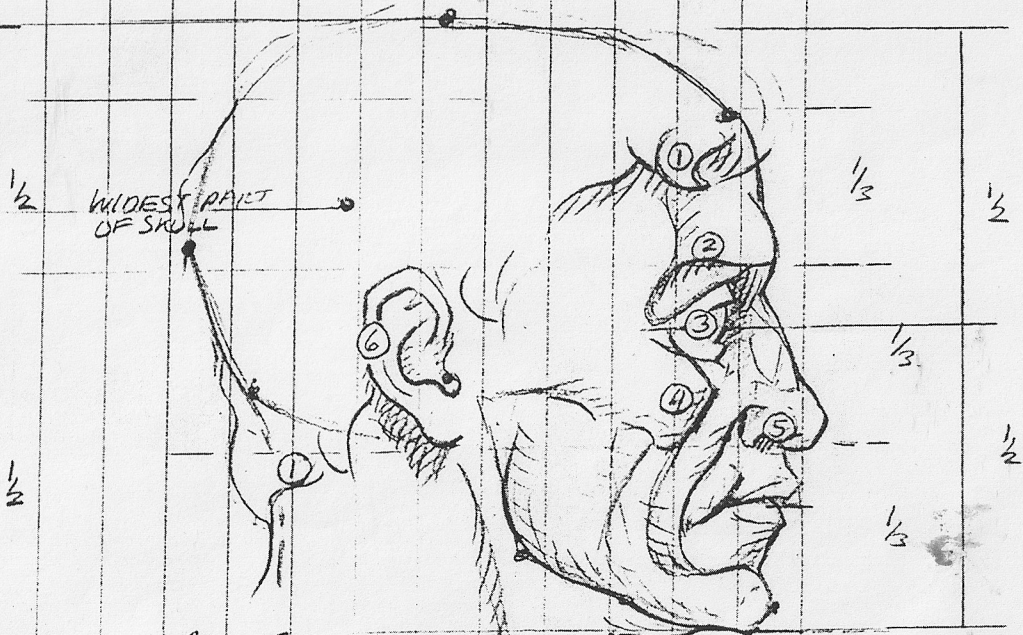
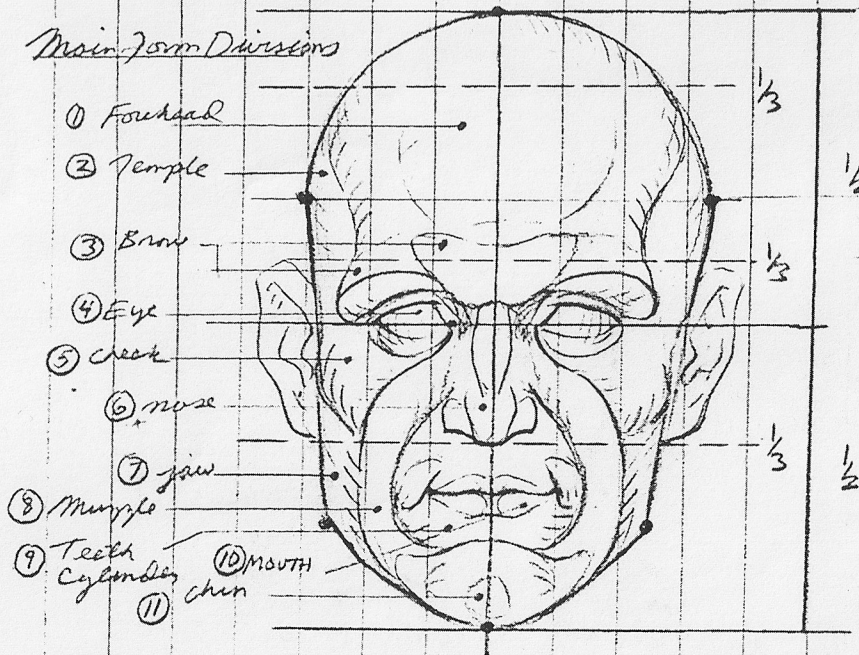


## A procedural approach for drawing a head

- Indicate height of drawing to be made
- Estimate the width
- Lightly sketch in the optical boundary based on the 4 points that contain the outside shape
- From top to bottom of chin draw the vertical center line indicating the axis of the head
- Now draw the horizontal center (location of eyes) orienting this to the vertical axis at right angles
- The mass volume is now set up where the features will be added ( hairline, nose & mouth sections )
- Keep in mind the ideal head and it's equal third proportions, if there not equal note where they differ
- Use simple horizontal lines for the length proportions
- Find the approximate distance of the brow section to the eyes (the horizontal center)
- Next estimate the bottom of the nose section
- Observing the distance from the bottom of the nose to the chin and place the line indicating the center of the mouth
- Indicate the hairline or the highest point of the forehead section
- After these main sections are drawn look for the thickness of the eyebrows, eyelids, fullness of the upper and lower lips and see if they all fit within top & bottom extremities
- These length proportions should be right before we indicate the features; if not do not change your extremes but make your corrections until these proportions "fit"
- When you draw in the features draw them in their simplest shapes first ( it's easier to move a shape as opposed to a fully rendered ear )
- Refinements are much easier to make upon this simple structure

Main Forms (Optical & Base Boundaries) of the head

Main Form Divisions



Main Form Divisions - Planes

- ① Hair over whole upper face and back of neck
- ② Forehead over eye
- ③ Eye over nose
- ④ Cheek over eye, nose, chin and neck
- ⑤ Wing of nose over upper lip
- ⑥ Ear over back of cranium
- ⑦ Sterna-cleido-mastoid over profile of the neck.



*Method of blocking the planes of the face*

