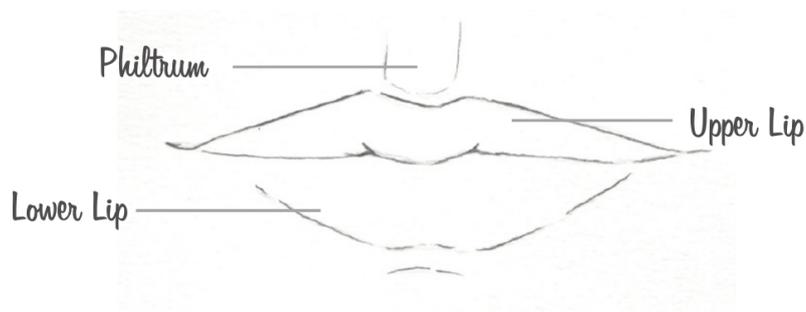
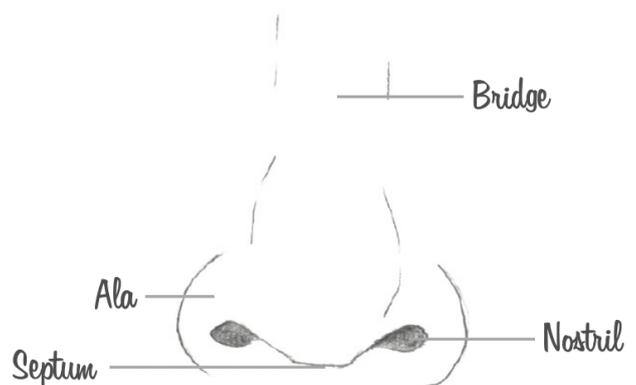
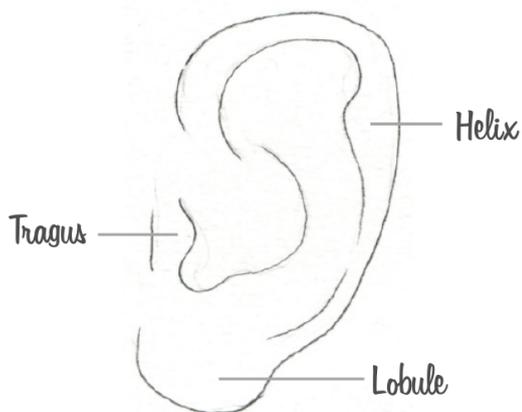
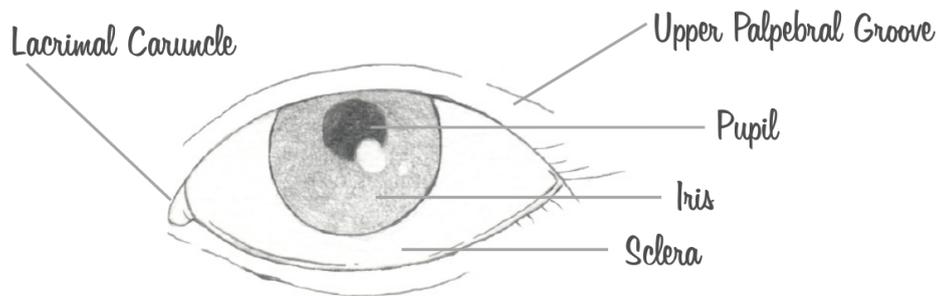


Proportions of the Face - This refers to how large and small facial features and areas of the face are in relation to each other. There are basic rules that you can learn to capture the face in a realistic way. Once you have learnt these rules stylising the various **facial features** and **exaggerating** areas of the face to create a character will become much easier.

Facial Features - The face is the feature which best distinguishes a person. It's features - the eyes, nose, mouth and ears - are where we see individuality in people. If we understand the basic components of these features drawing them will become easier and your drawings and paintings will only be better.

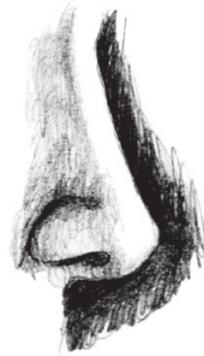
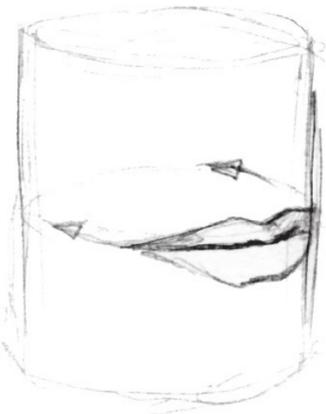
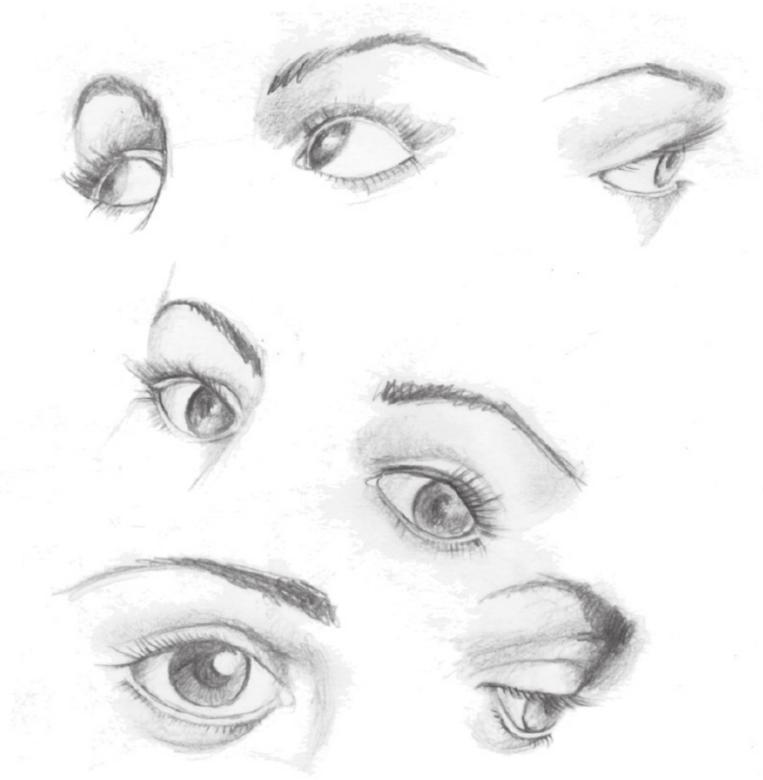
- Task One -
In your diary, draw and label the key parts of each of the four facial features below.



- Task Two -

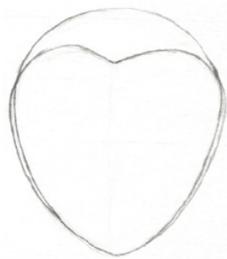
In your diary, practice drawing these four facial features with shading. Draw at least 4 different examples of each.

Try drawing different shaped features and from different angles.



Mapping out the Face - Before you can begin to fill in the face with its features you need to map out the face using a ruler and pencil. Each individual face will vary and the more you observe and draw the face the better you will become at capturing unique traits in your **portraits**.

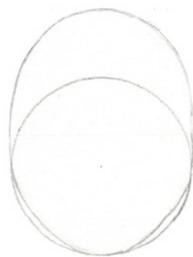
TYPICAL FACE SHAPES



HEART



LONG



ROUND



OVAL



SQUARE

- Task Three -

Follow the steps below to create a map for a portrait, you will need a pencil, eraser, ruler and A4 portrait paper.

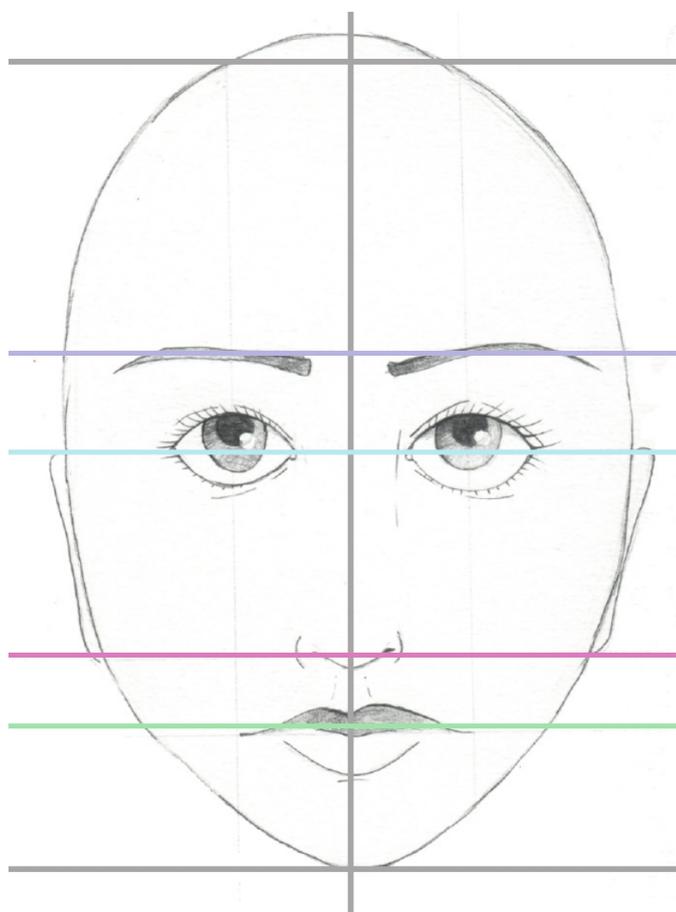
Step One - It can be said that there are five face shapes- round, oval, square, long and heart. Hairdressers, Make up Artists and Stylists use these shape guidelines to help accentuate various facial features and although these shapes are guidelines it is a great starting point in understanding the individuality in faces. Start by choosing one of the above face shapes and draw on your page using a light pencil such as a HB. Then draw two light lines- one to divide the face horizontally and one to divide it vertically

Step Two - Draw two eyes half way down the face, a basic rule is that the size of one eye will fit between the two. When shading the eye leave a small white dot on the iris and the pupil to give the illusion that light is glistening on a moist surface. Remember to consider the light source when placing this highlight.

Step Three - Draw a line one quarter of the way up between the centre of the eye and top of the head. This is where the eyebrows generally sit.

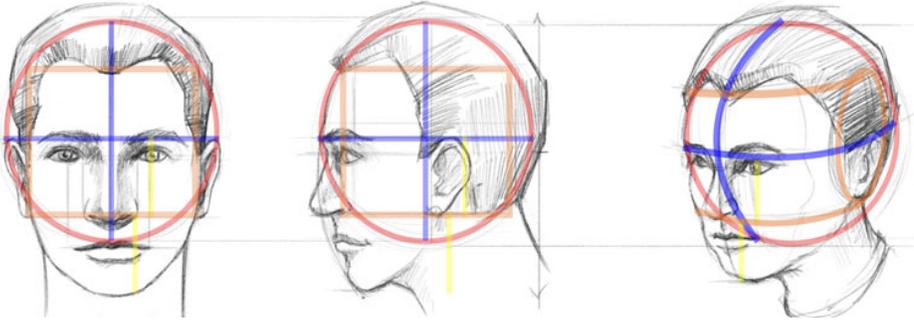
Step Four - Draw a line half way between the eyes and the bottom of the head, this is where the bottom of the nose sits. Simplify the shape of the nose by drawing three curved lines.

Step Five - Draw a line which sits one third between the bottom of the nose and the bottom of the chin, this line is where the middle of the lips sit.



Head Structure According to Loomis- More Accurate Approach

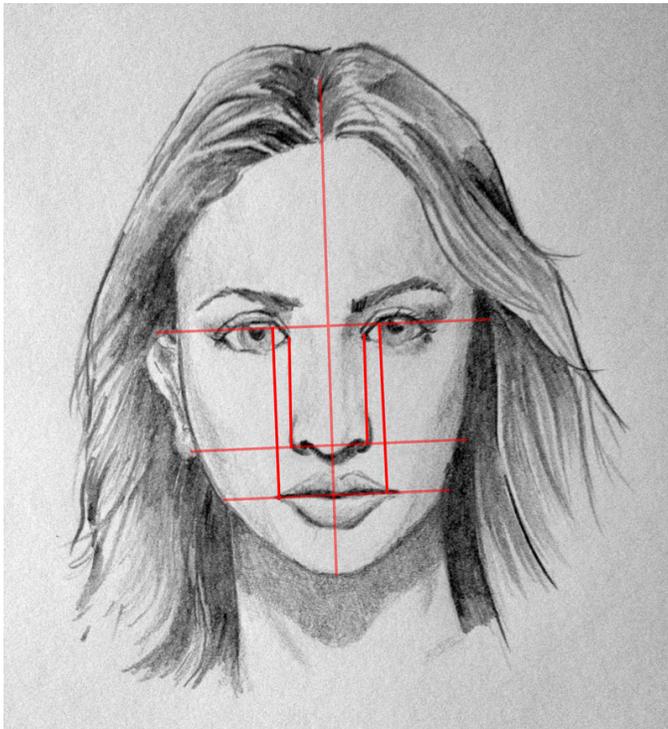
Using Loomis's approach, the head is divided by geometric configurations. A circle is drawn first (indicated in red in the image below) and then divided evenly with a vertical and horizontal line (blue). The edges of the face, the brow line, and the nose line are all defined by drawing a square (orange). An ellipse is drawn instead of a square from any other view other than the frontal or profile views. The length of the face is determined by the distance from the brow line to the nose line. This distance is extended down from the nose line to find the location of the chin (yellow). So, the distance from the brow line to the nose line is the same distance from the nose line to the chin. The jaw connects to the head at the center intersection of the square or the ellipse - depending on the view.



The ears begin on the eye line and extend up to the brow line and connect back to the head on the nose line. They are aligned with the center vertical line (blue) drawn in the second step.

Steps to Drawing a Face - Simple Approach

Using this simpler approach, the first step is to draw a circle to represent the cranium. Next, a line can be drawn to determine the length of the face. For most faces, this line should be approximately double the length of the original circle. Next, lines are drawn from the bottom of that line to the edges of the circle creating the shape of the face.



The "eye" line is in the middle of the face. (Your eyes aren't way up on your forehead, so resist the temptation to put them there.)

Five "eyes" make up the width of a typical human face. Obviously, people only have two eyes. The "five eyes" just helps determine the width of the face.

The "nose" line is found in the middle of the "eye" line and the bottom of the chin. When it comes to facial proportion, most noses will end at this line.

However, there are exceptions to every rule. Some people have really long noses and some have really short ones.

The corners of the inside of the eyes generally line up with the edges of the nose.

The "mouth" line is in the middle of the "nose" line and the bottom of the chin. This line represents where the top lip meets the bottom lip.

The pupils of the eyes generally line up with the corners of the mouth. The ears are usually found between the "eye" line and the "nose" line.

When drawing faces, use these standards to help you get your facial proportions correct. Remember, you must look and study your subject. While these standards apply to most of us, they do not apply to all of us.