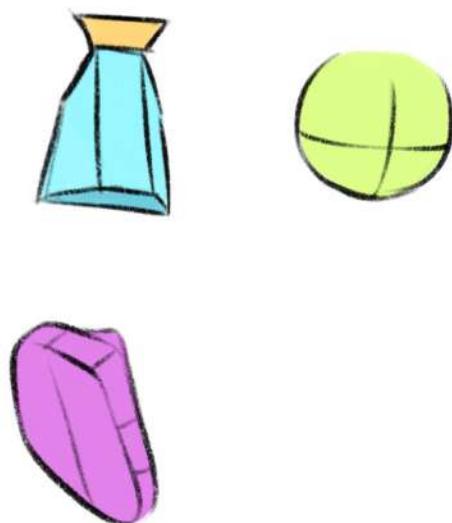




# DRAWING Heads

Made Simple

Guidebook



## Basics of the Head:

have you ever seen a kid draw a face or a head?

They start with a circle for the head, two dots for the eyes, a triangle for the nose, a big curved line for the mouth, and two C's for the ears.



Then all of a sudden, you get a thing that looks like a face.  
That is the most raw and authentic expression of a face.

and I want us to keep that kiddish aspect in mind.



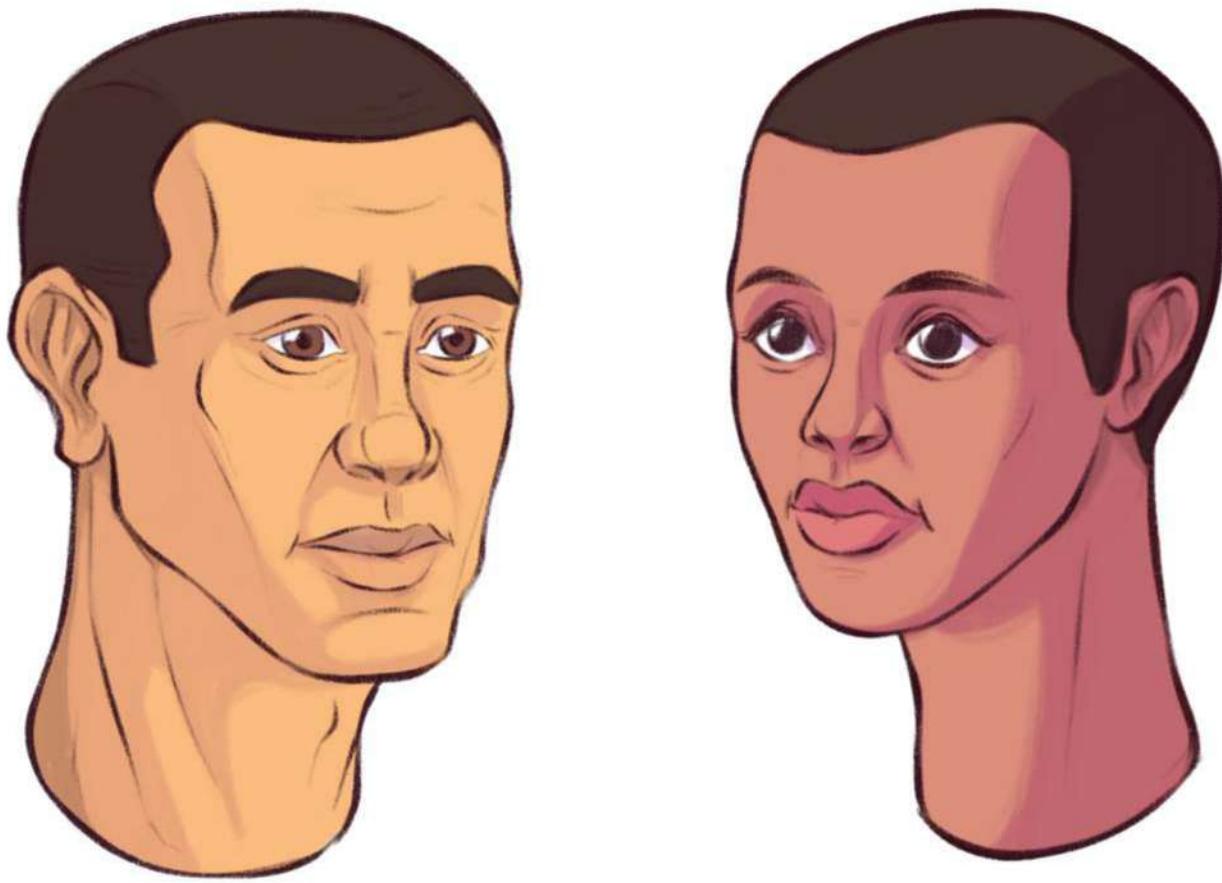
Because the kind of heads that I draw are very cartoony, and some of them use a mixture of different forms and proportions in them.

And to get to the part where you are drawing these very fantasy based heads that are very fun and caricaturish in nature, you got to keep the process simple.





With that in mind, you can go ahead and learn all the complex methods and techniques. Once you're done learning them, you can then come back again to the simpler ways.



The method that I use to draw heads is called the 3 - 6 Method.

What is the 3 - 6 method you ask?

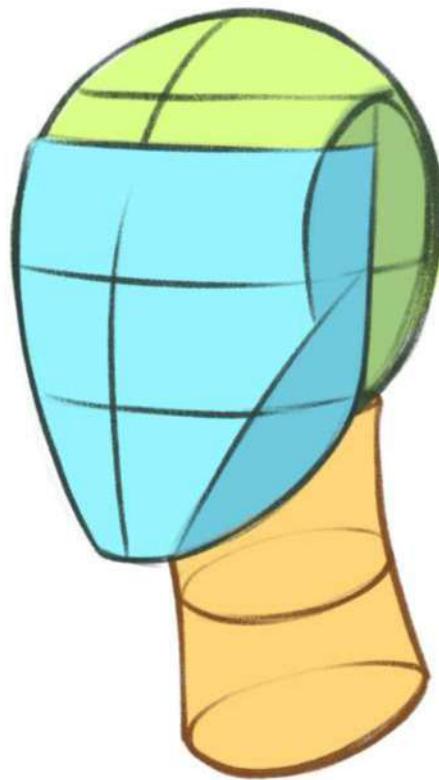
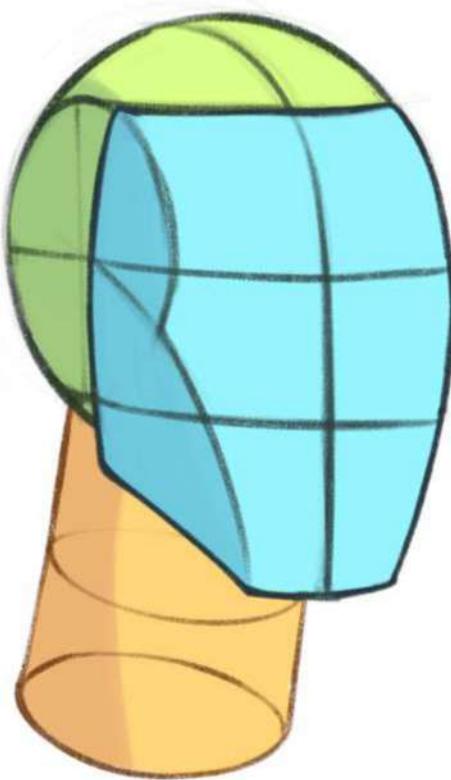
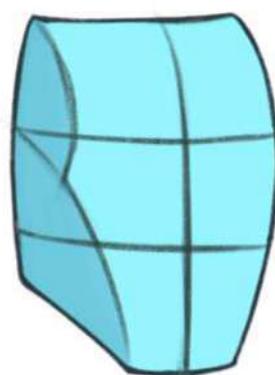
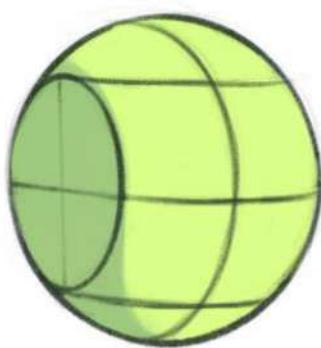
**The 3 - 6 method** is a way for me to easily remember, understand and look out for certain features of the head.

**The 3** - the 3 foundational forms that you need to base your head with,  
**The 6** - the 6 features you need to look out for while drawing the head.

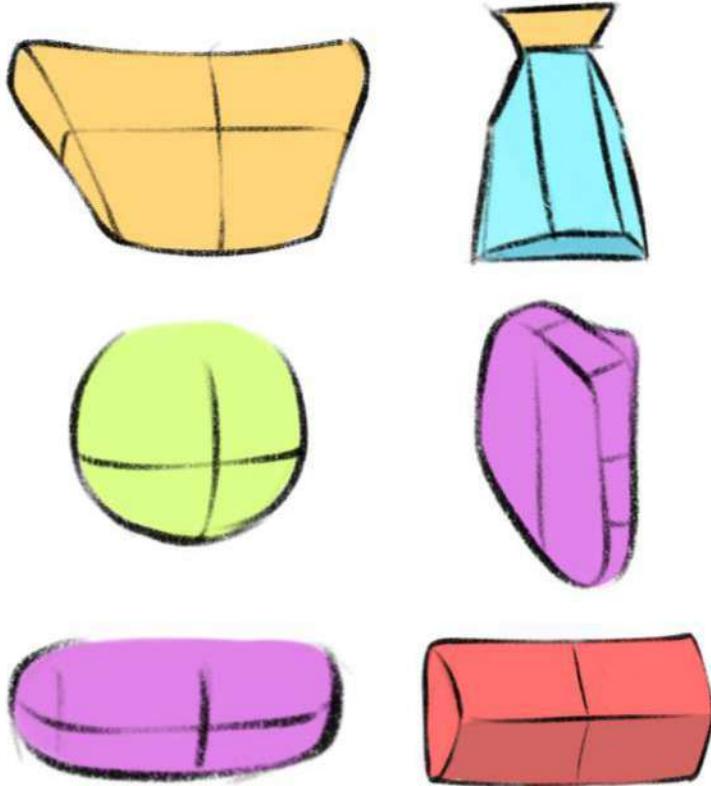
So what are these 3 Forms?

The 3 forms are,

1. **Sphere** (used to represent the base of the head or the skull)
2. **The Face mask** (the plane over which you add your facial features)
3. **Cylinder** (this is used to represent the neck)



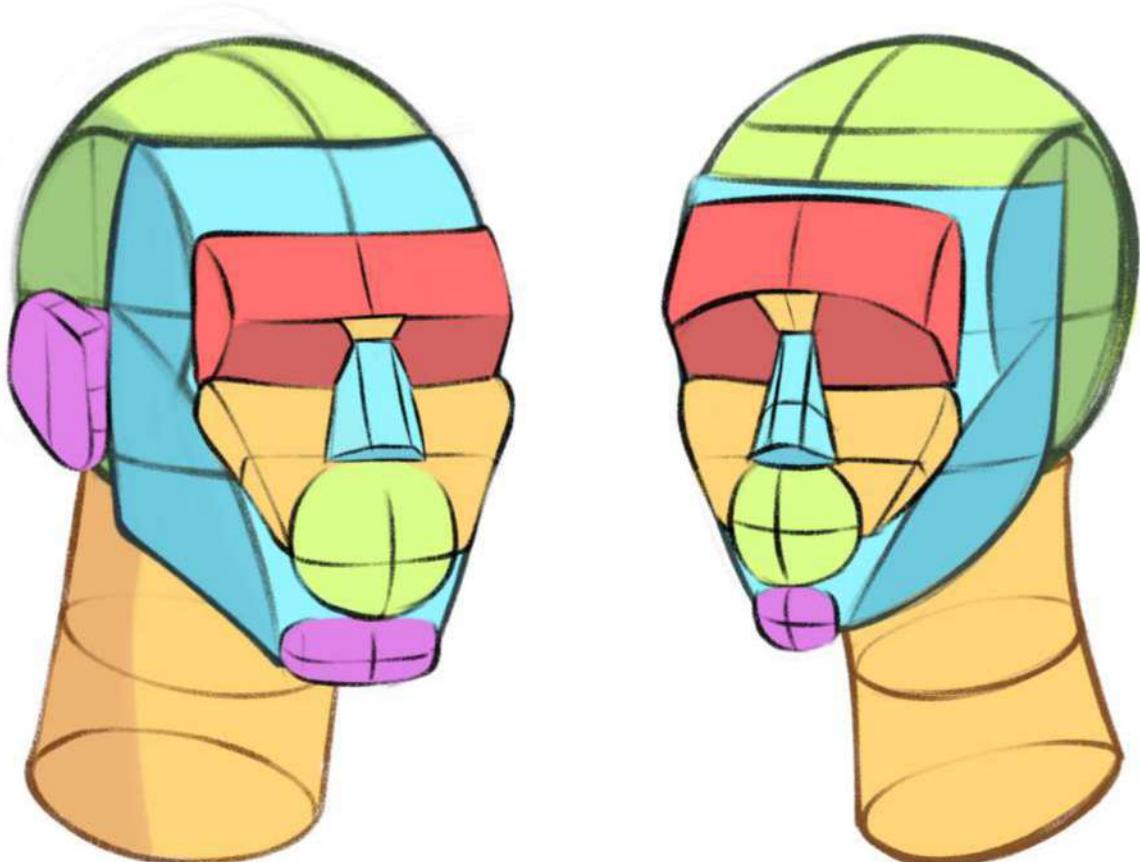
You have the base structure now, but it's not complete yet.  
You need to add things on top of it. And this is where the 6 features comes in.



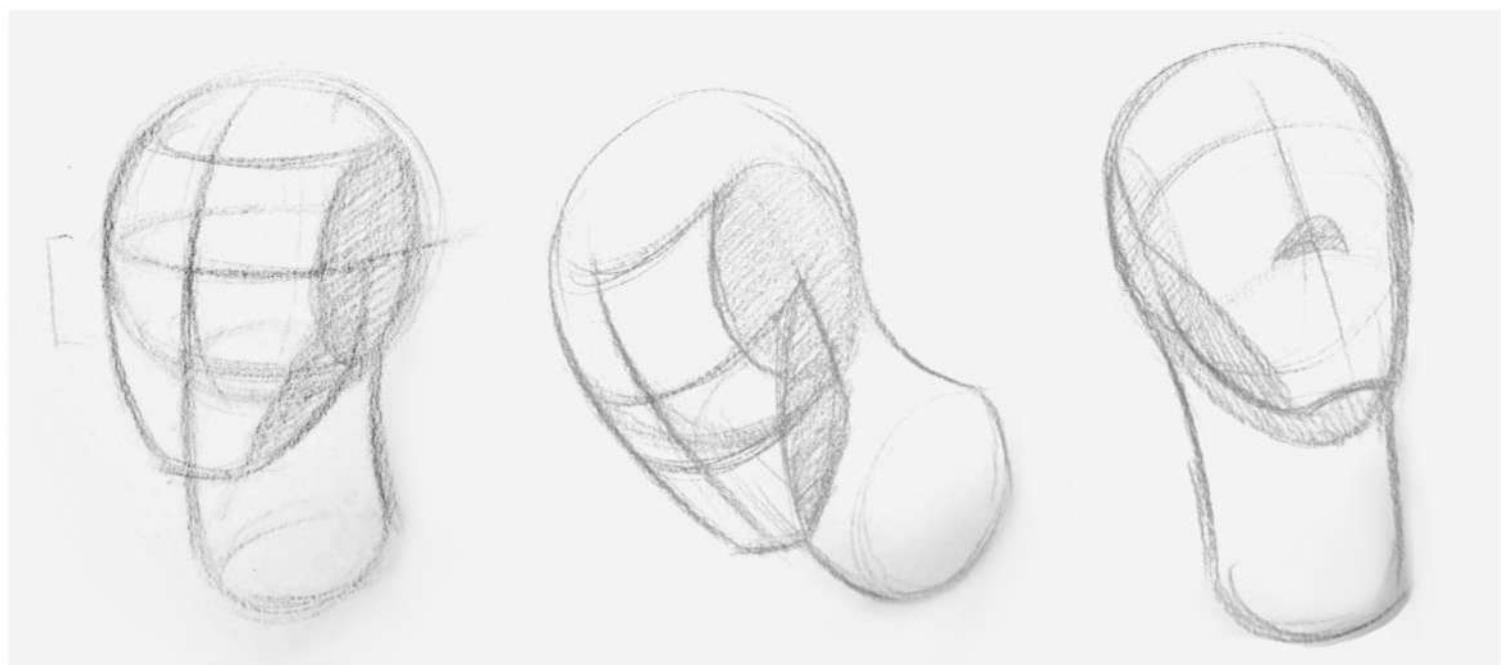
The 6 features are,

1. The Ridge
2. Cheeks
3. The ball of the mouth
4. The Chin
5. The Nose and the Keystone
6. Ears

You can use this to draw your heads in multiple different angles and multiple different ways.



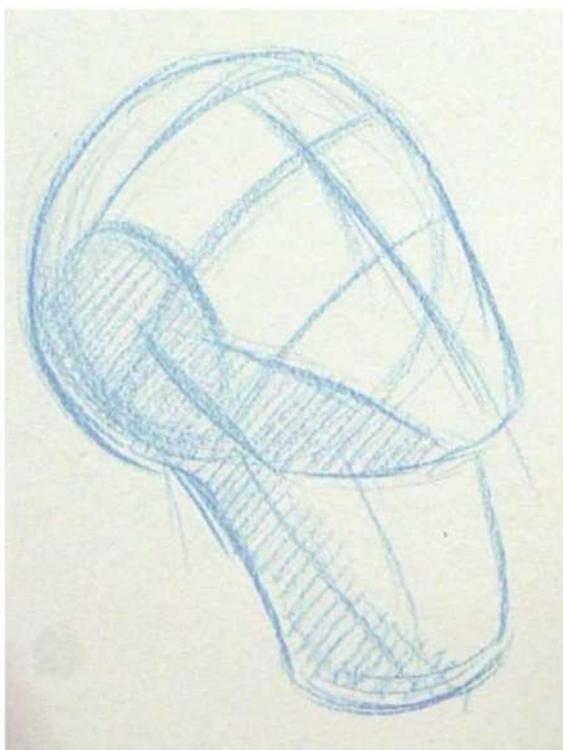
**Exercise:**

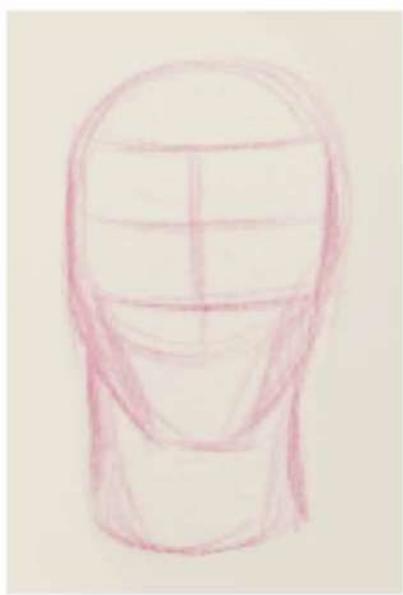


**Bonus Drawing of the Day:**

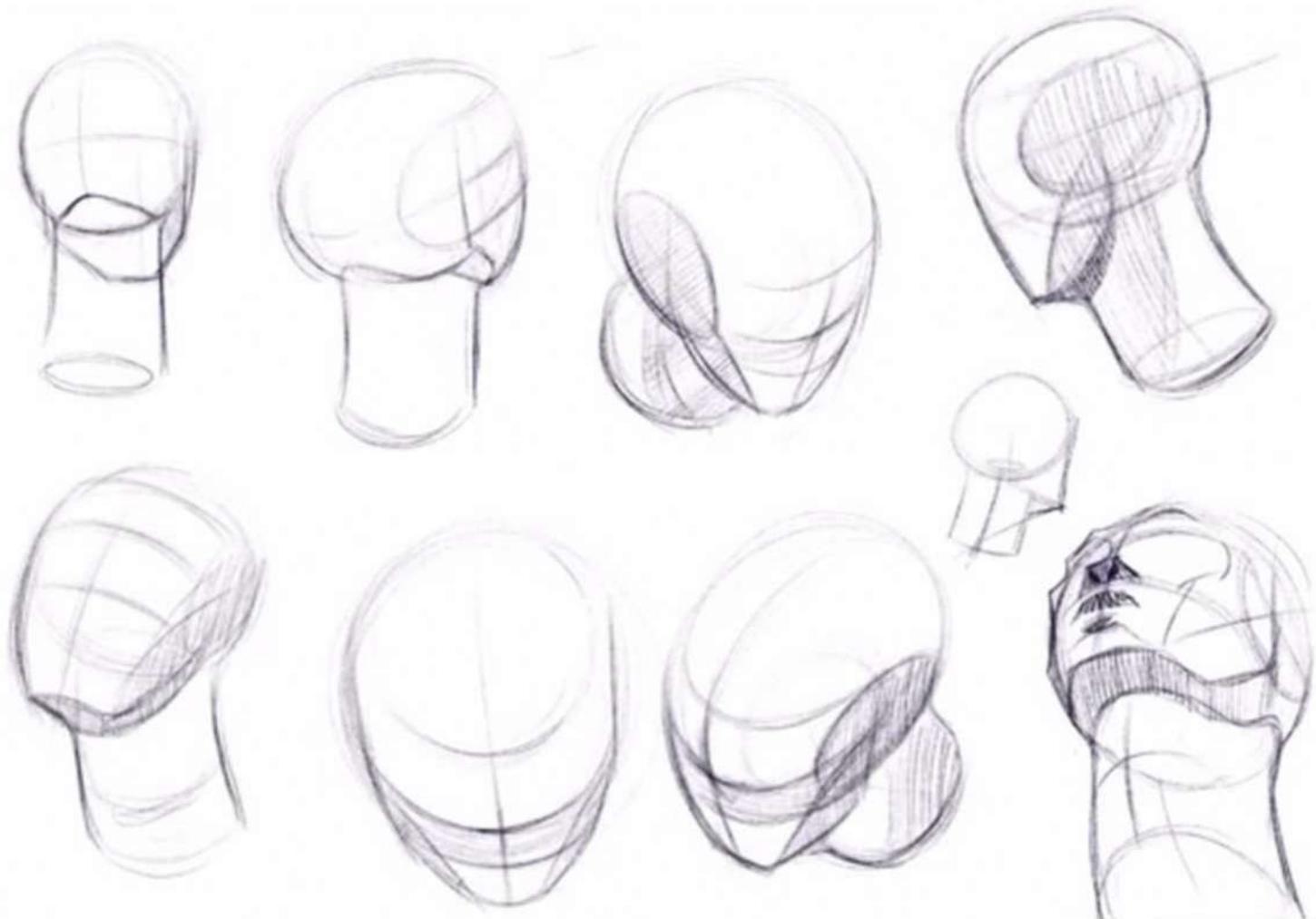


## Exercises:





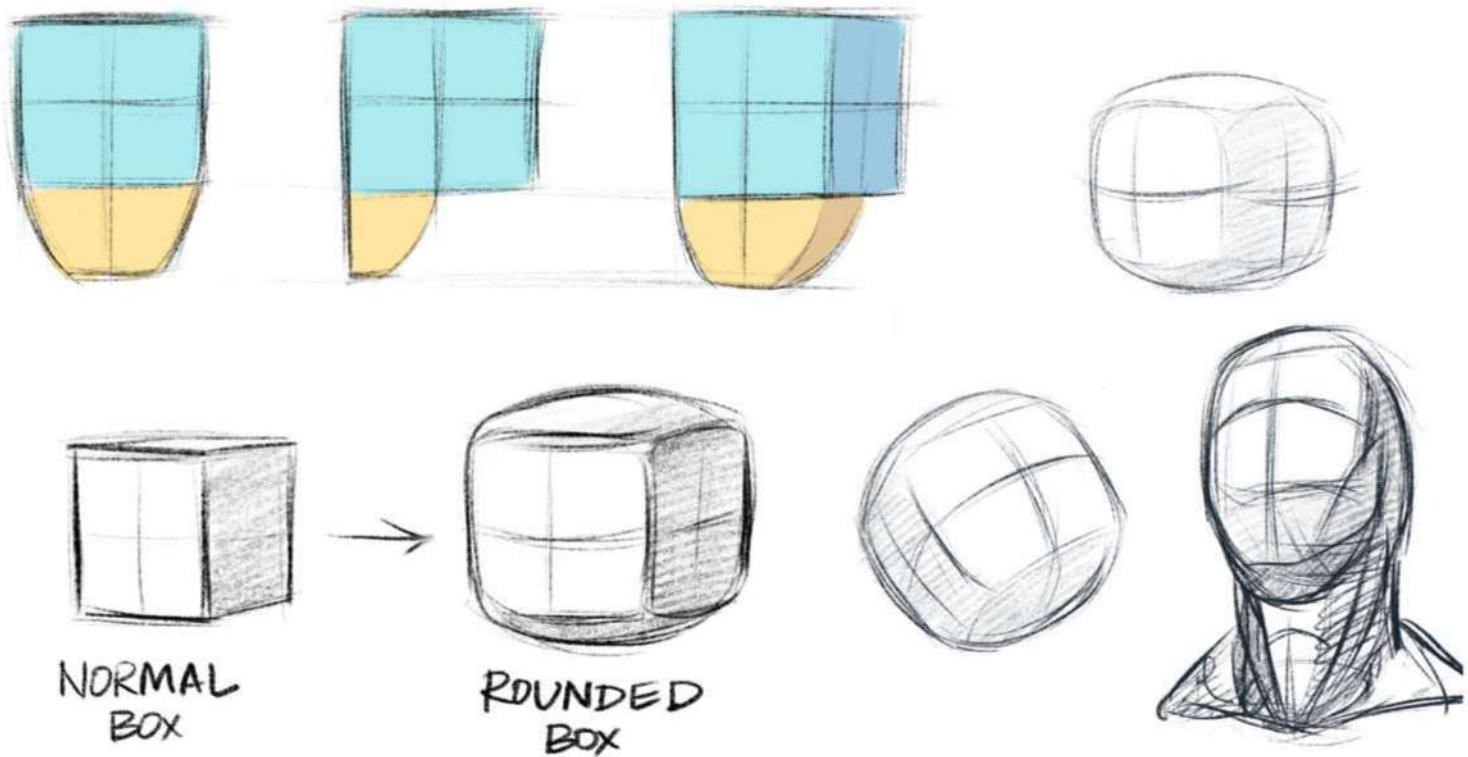
## Bonus Drawing of the Day:



You've learnt to create your foundational structure for the head using spheres, facemask and cylinders with sphere being the main form since it represents 80% of the head.

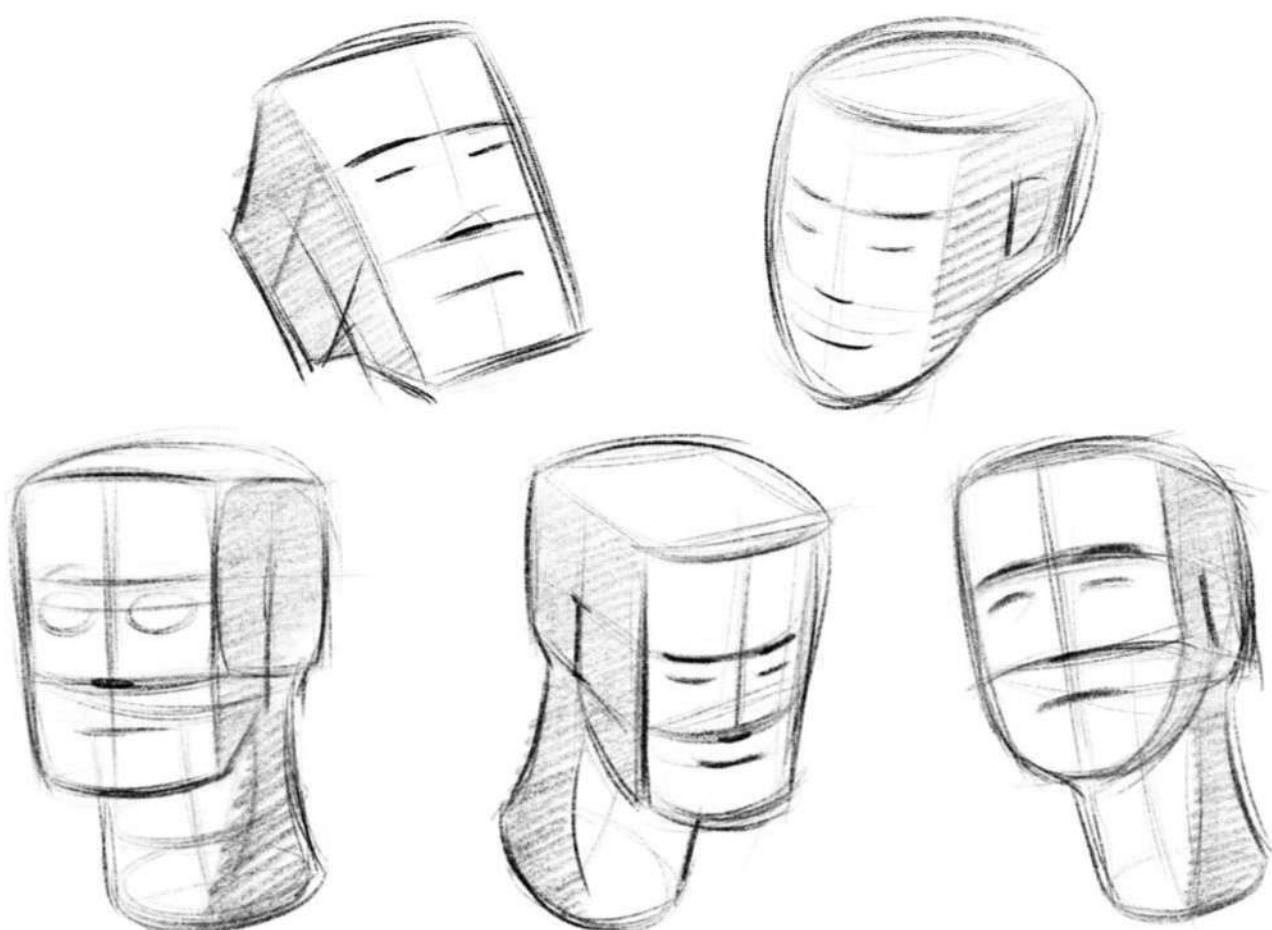
But what if you can actually use a different form to represent that structure? Something like, a Box.

Because a box will be similar to the sphere in this case, for drawing a head. And some people find it easier to draw boxes.



I personally like to use a rounded box instead of a regular box to draw my heads in different angles.

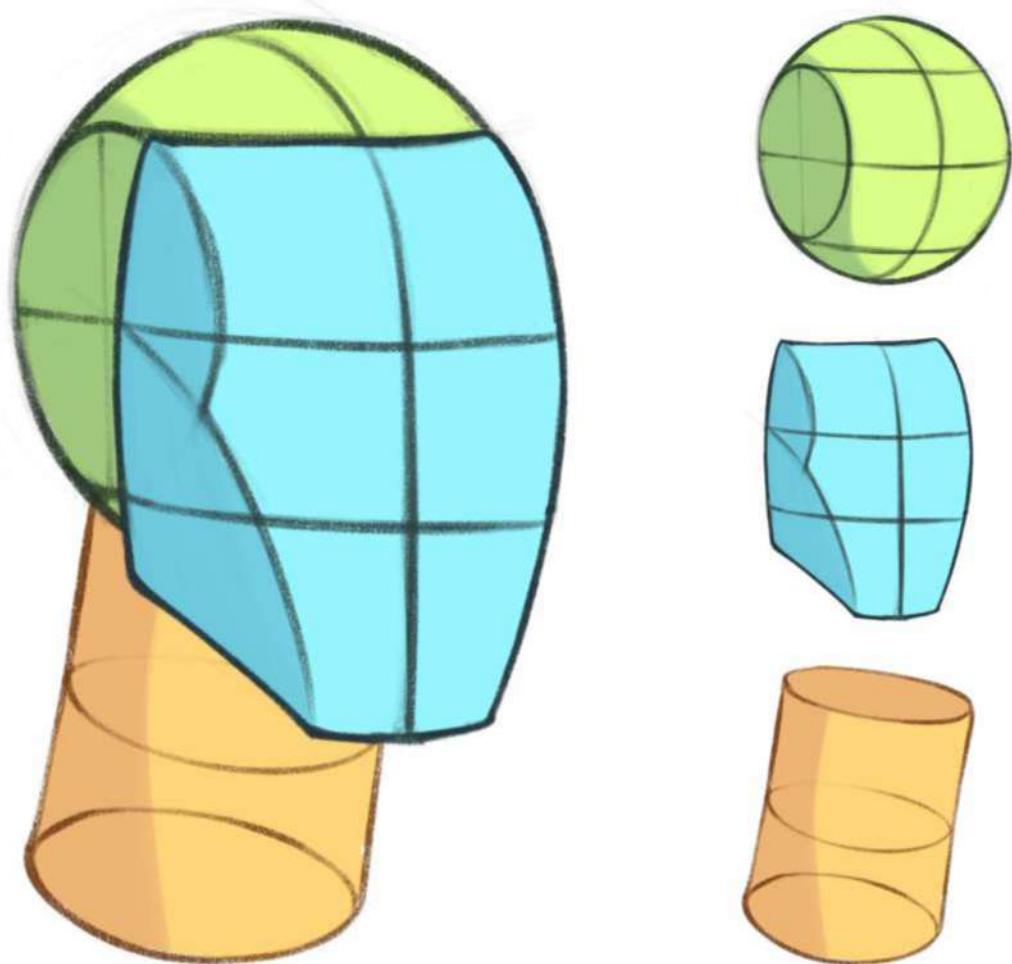
**Exercise:**



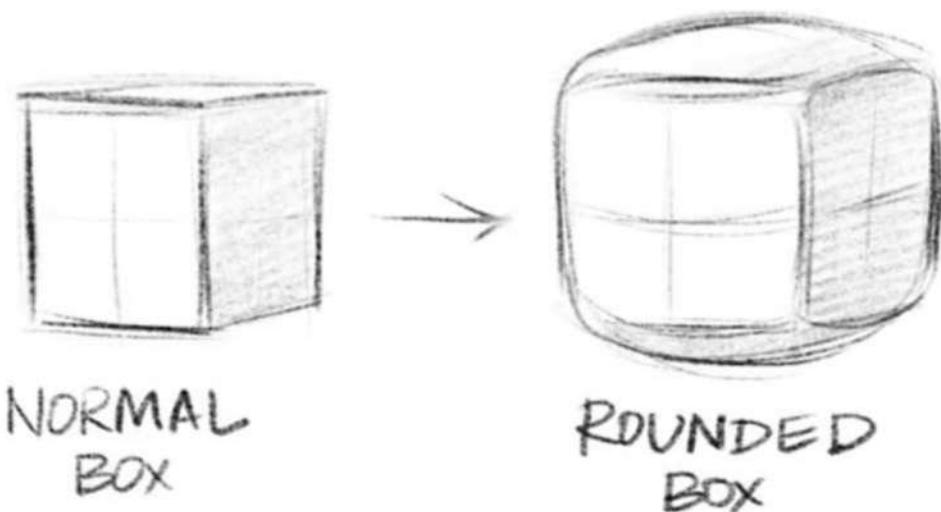
**Bonus Drawing of the Day:**

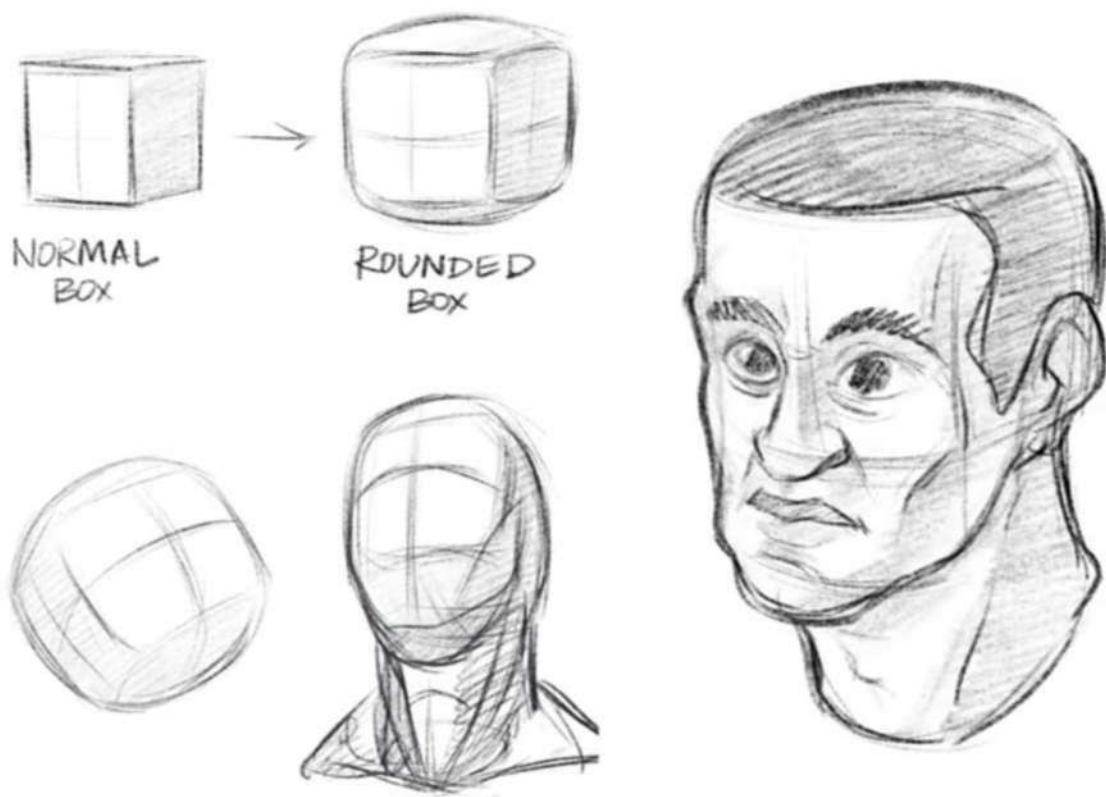


You've learned how to draw the foundational structure of the head, which are, the sphere, the facemask, and the cylinder.



You've also learnt how to form the base of the head with a rounded box like structure.





You've done that, but, that will only give you the base of the head.

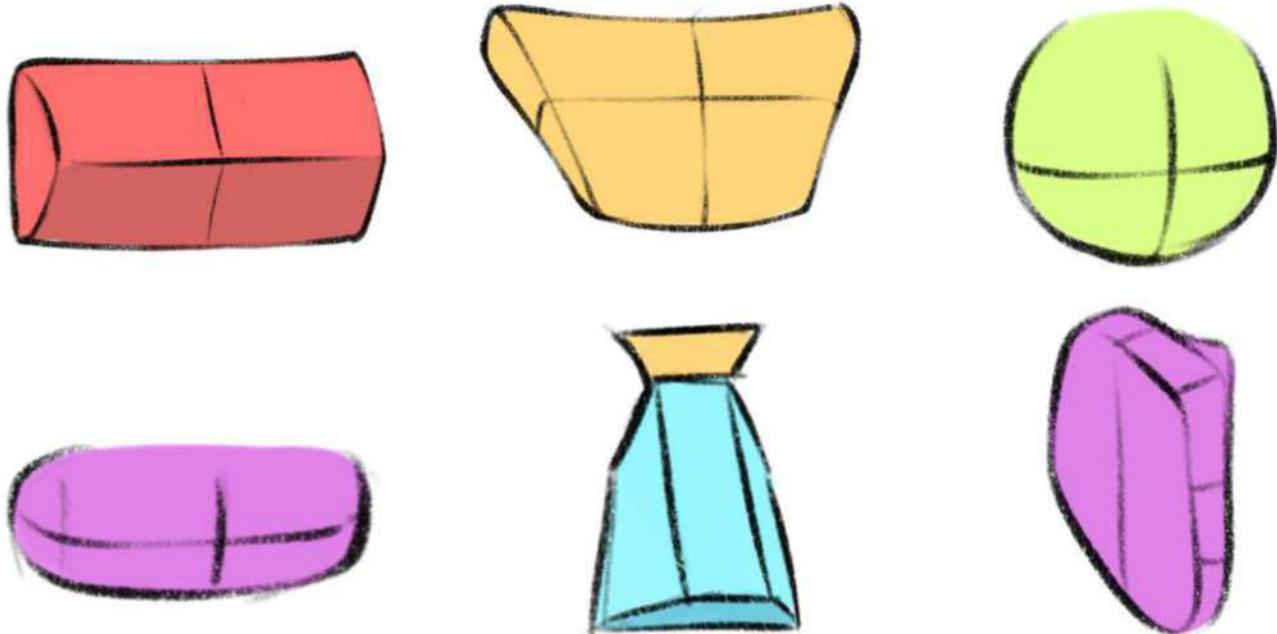
If you look at the head, it has a lot of planes on it. It has a lot of individual features that we need to keep in mind while drawing.

And that's where the '6' part of the '3-6 method' comes in.

3 forms that we base out head on

- Sphere
- Facemask
- Cylinder

And 6 features that are on top of the base. which we'll be seeing now.

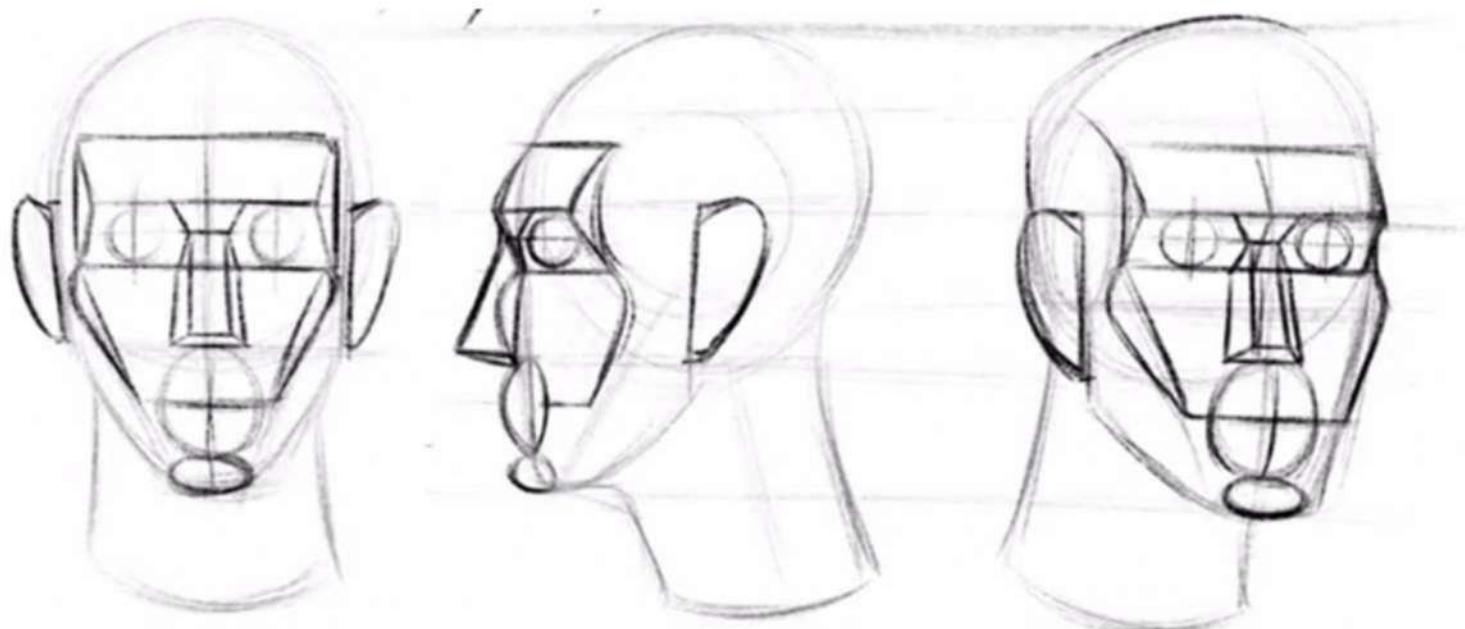


The 6 features that you need to keep in mind while drawing a head are as follows, (in the same order),

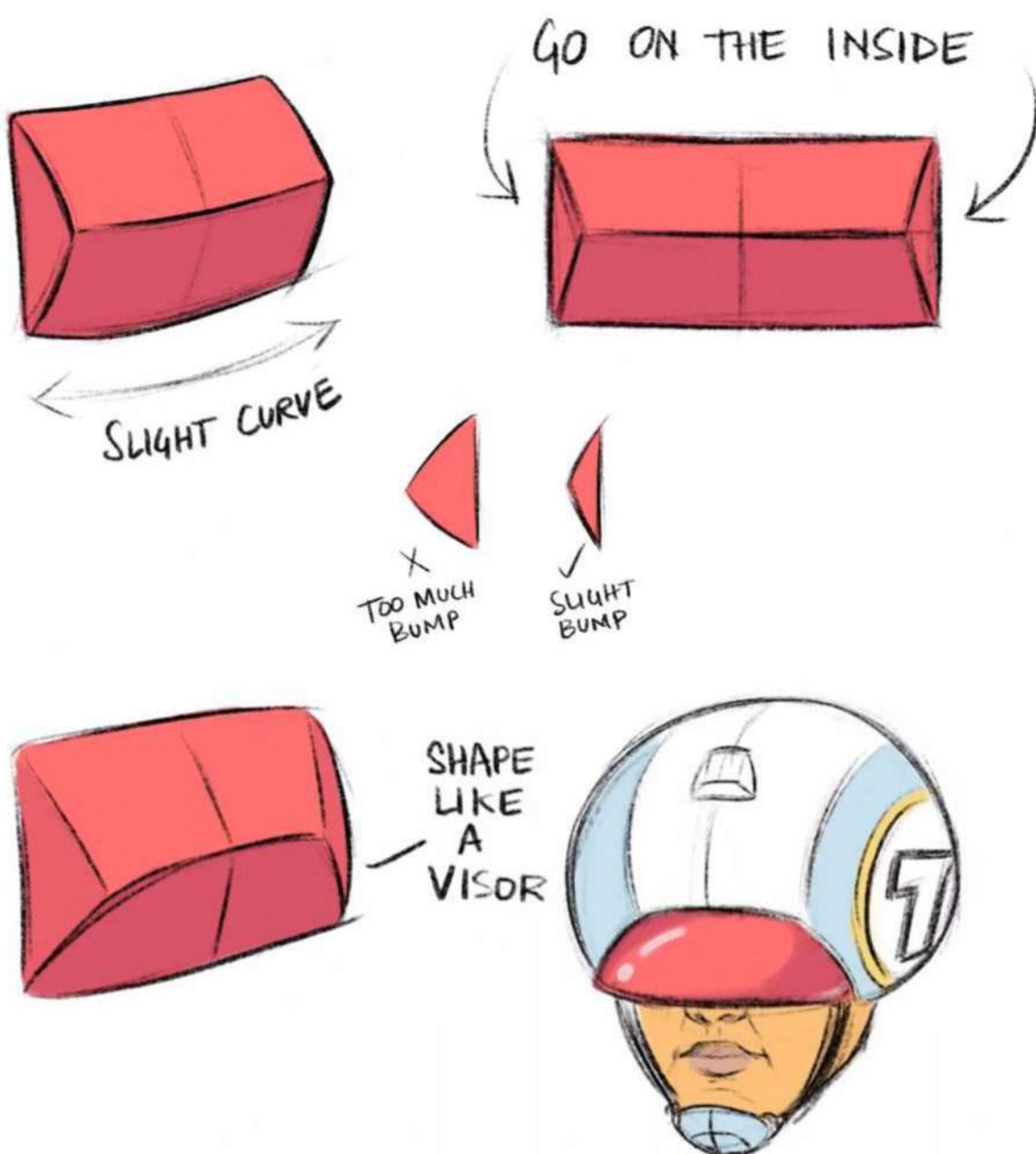
- The Ridge of the brow
- The cheeks
- Ball of the mouth
- Chin
- The Nose and the Keystone
- The Ears

These are the 6 features that we need to add on top of the basic 3 forms.

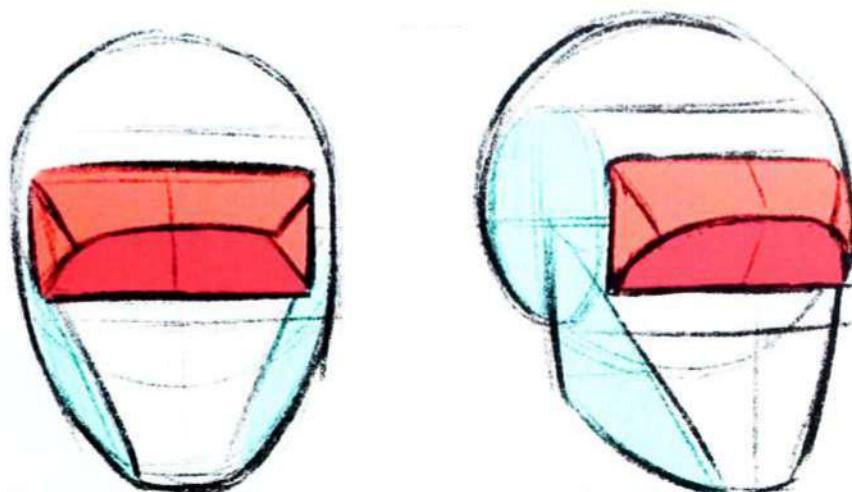
**Exercise:**



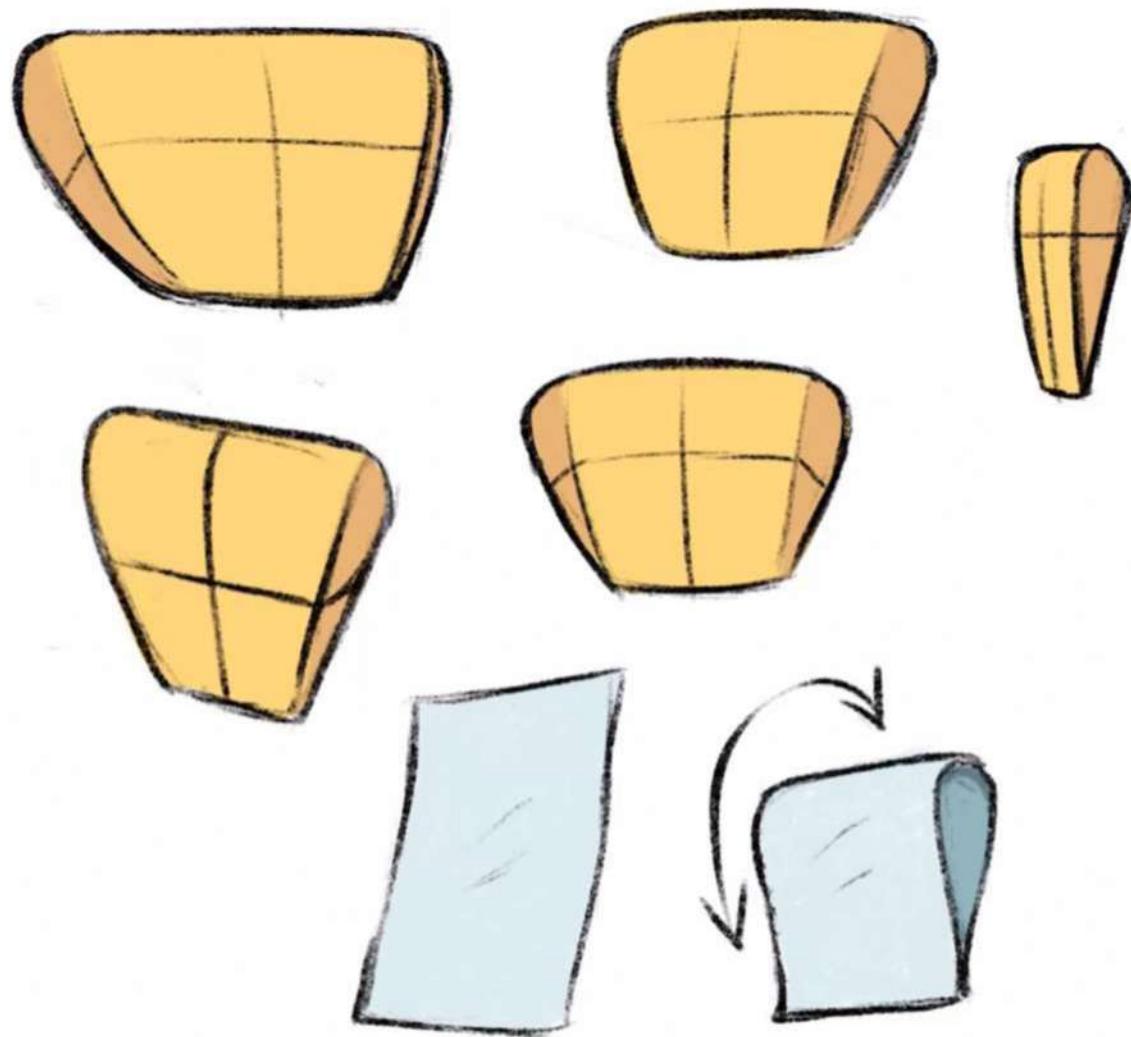
## The Ridge:



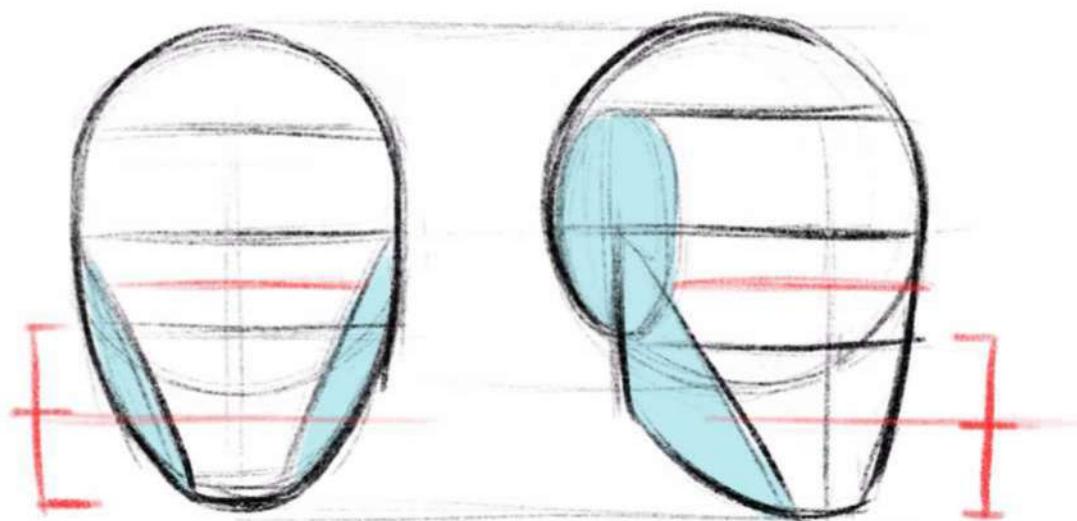
## Placement:



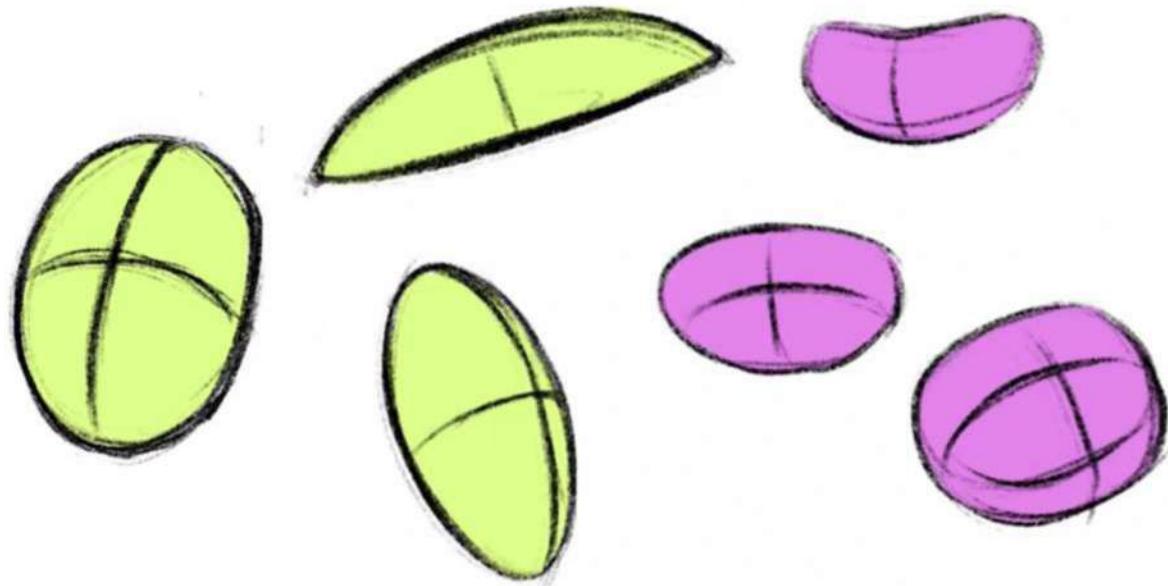
Cheeks:



Placement:



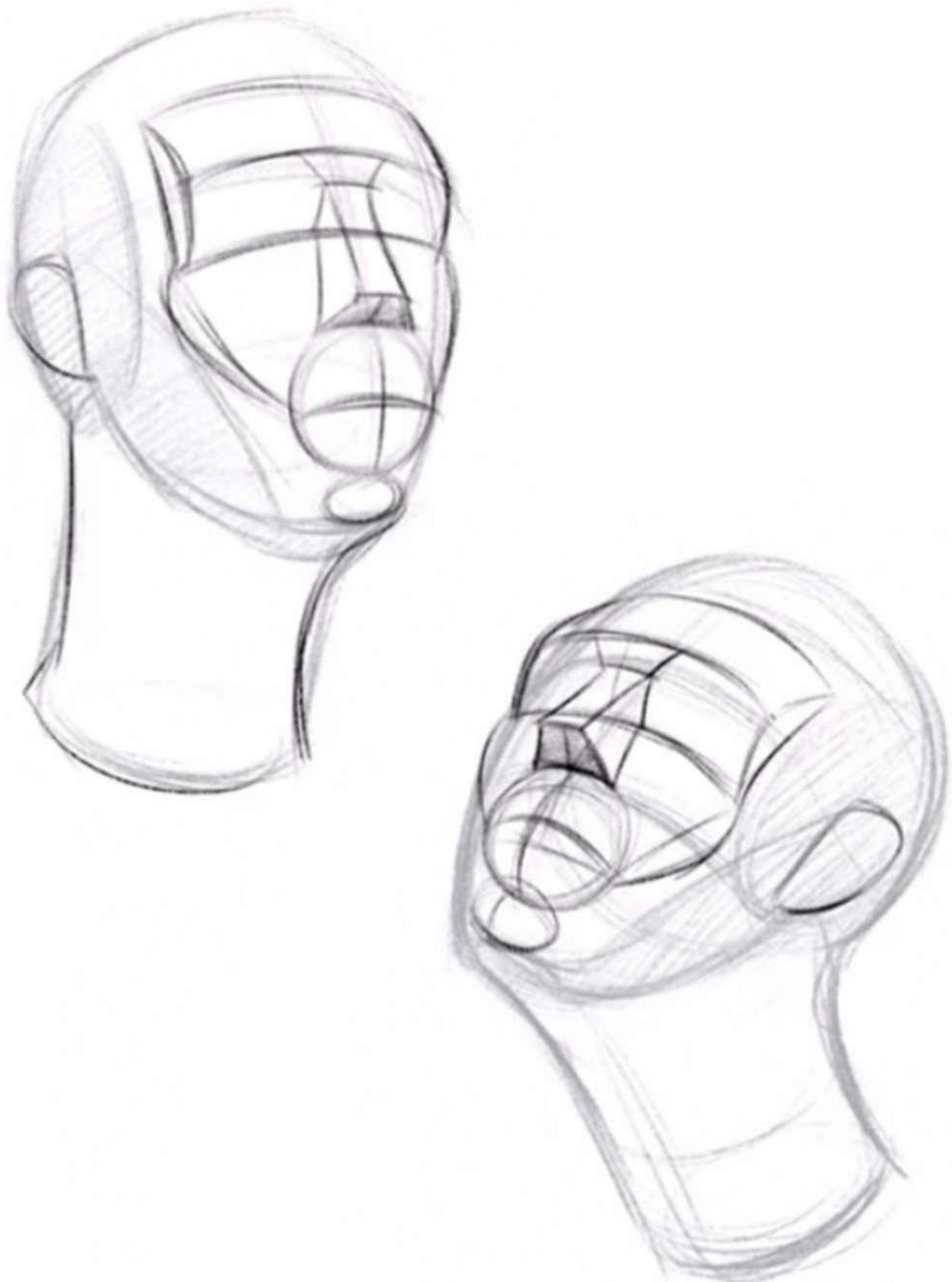
## Chin and the Ball of the Mouth:



Exercise: (placement of the features)



## Bonus Drawing of the Day:

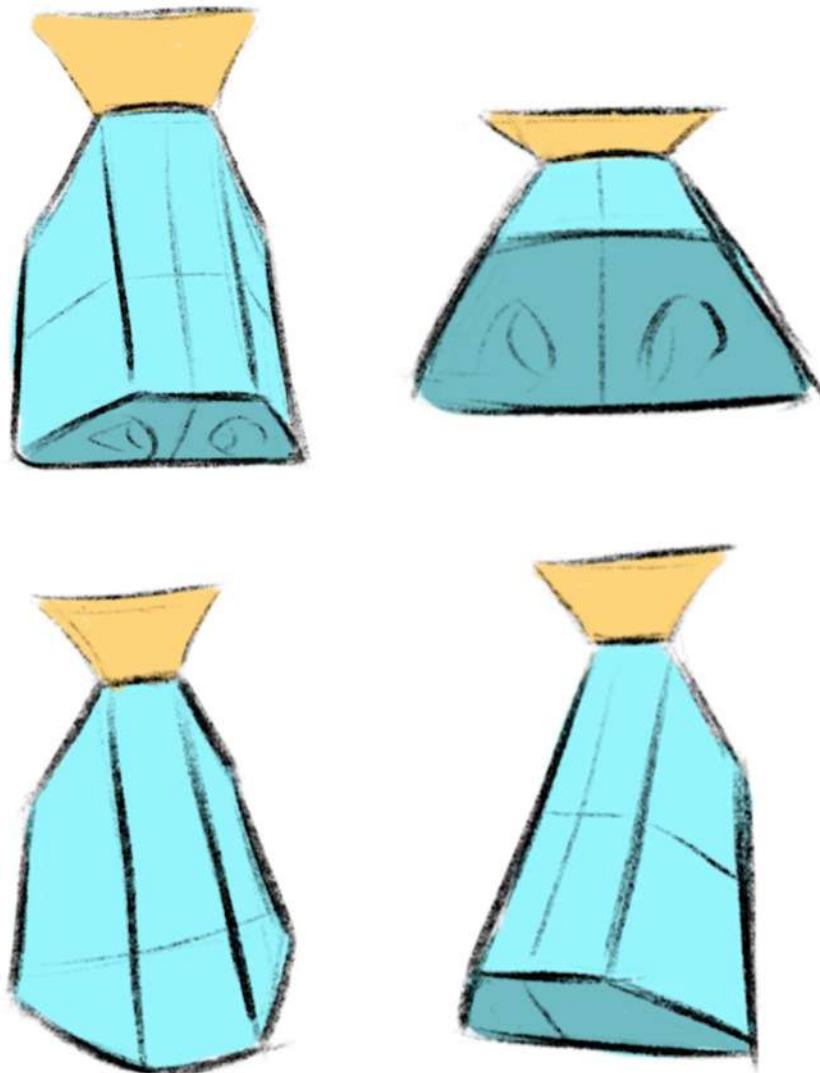


## The Nose:

There are 2 Steps in learning to draw the nose.

They are,

1. Establishing the Basic Structure of the Nose.
2. Adding on the Details.

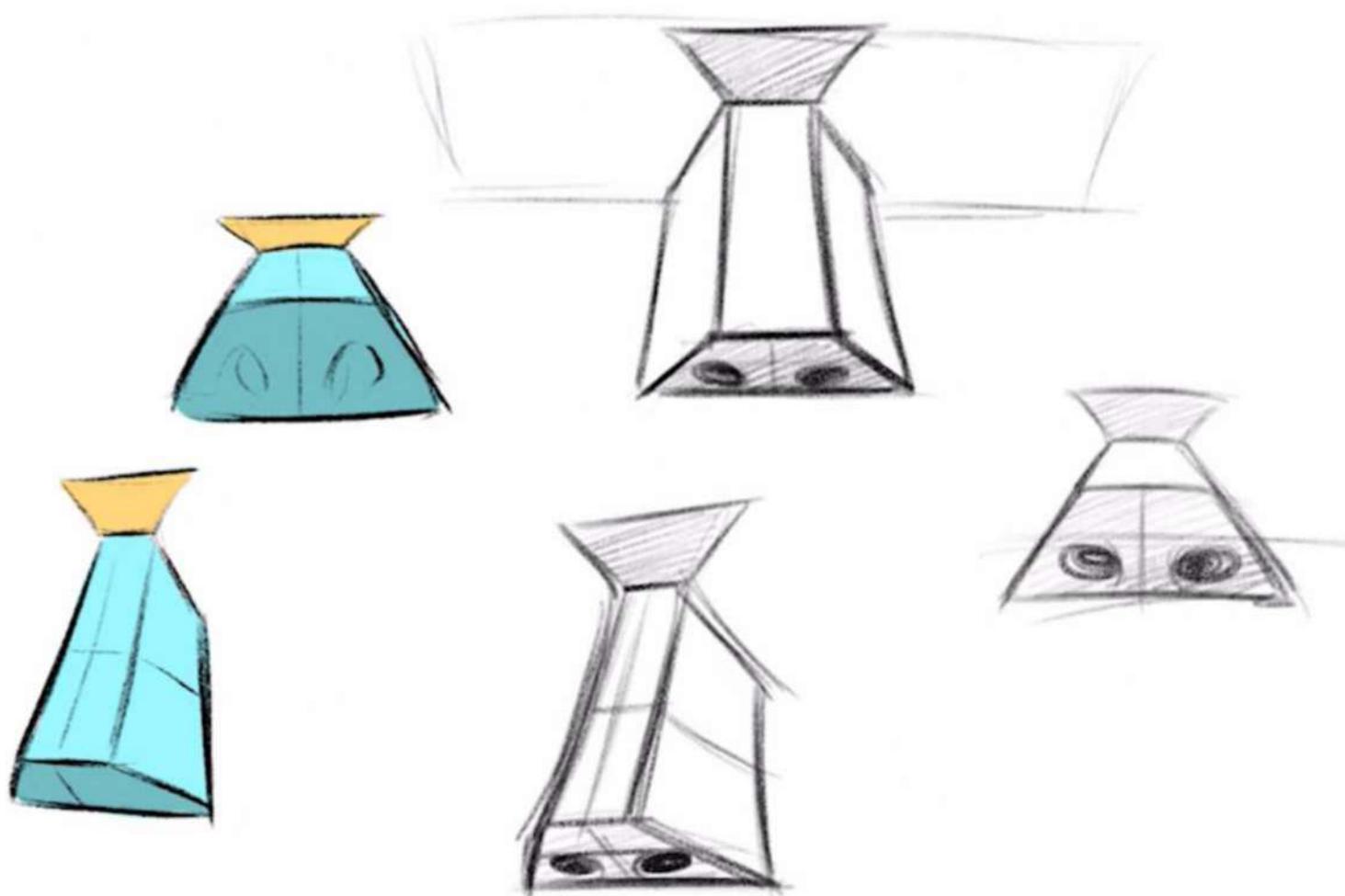


This above is the Basic structure that I use to draw the Nose on top of which I add the details. And this little structure will help you to bring out the 3-Dimensionality of the Nose. It consists of, the bridge of the Nose, the sides, and the Keystone.



Once you've gained a basic understanding of the structure of the Nose,  
You can eventually work your way up to fully finish it.

### Exercise:





Bonus drawing of the Day:

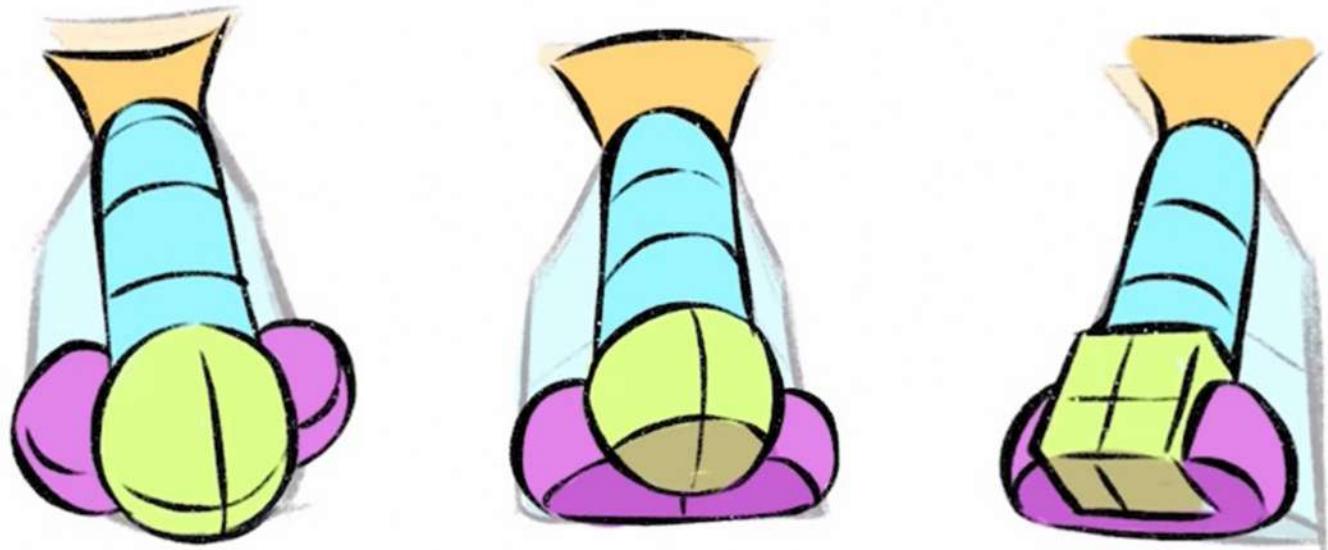




The reason you'll have to learn the basic structure of the Nose is to make sure that you place the different planes of the Nose properly to achieve the 3 Dimensionality of the forms.



Now that you've learned the structure, how do you go about drawing the details?



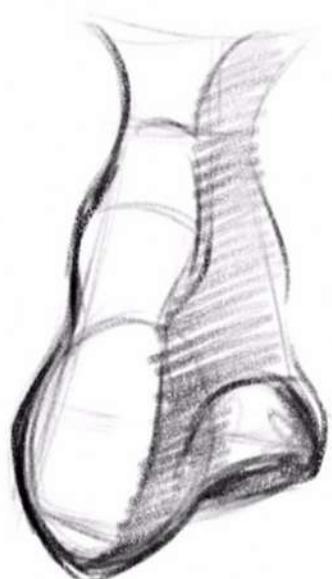
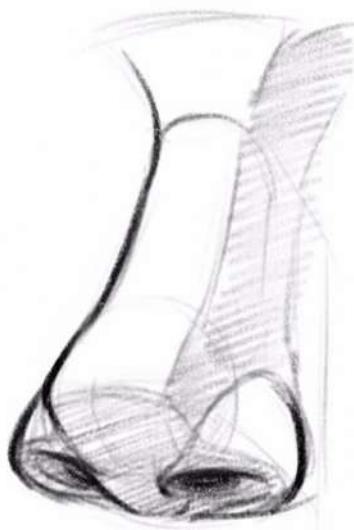
You start with the core forms. Which are,

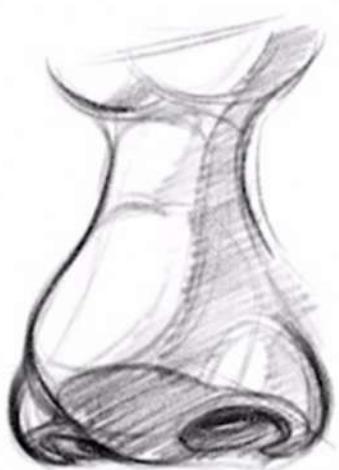
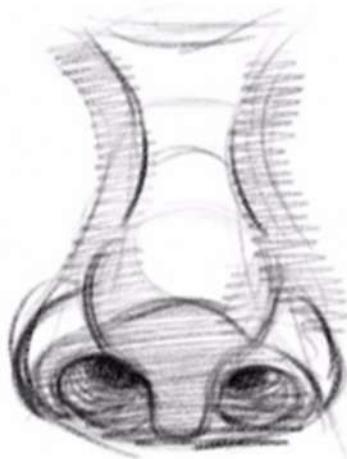
- The sphere (at the center of the nose),
- The Nose bridge (a cylindrical form),
- The Keystone (which is at the top of the Nose) and
- Two spheres for the nostrils.

You can then play with the size of these individual forms and come up with different types of noses.



## Exercise:





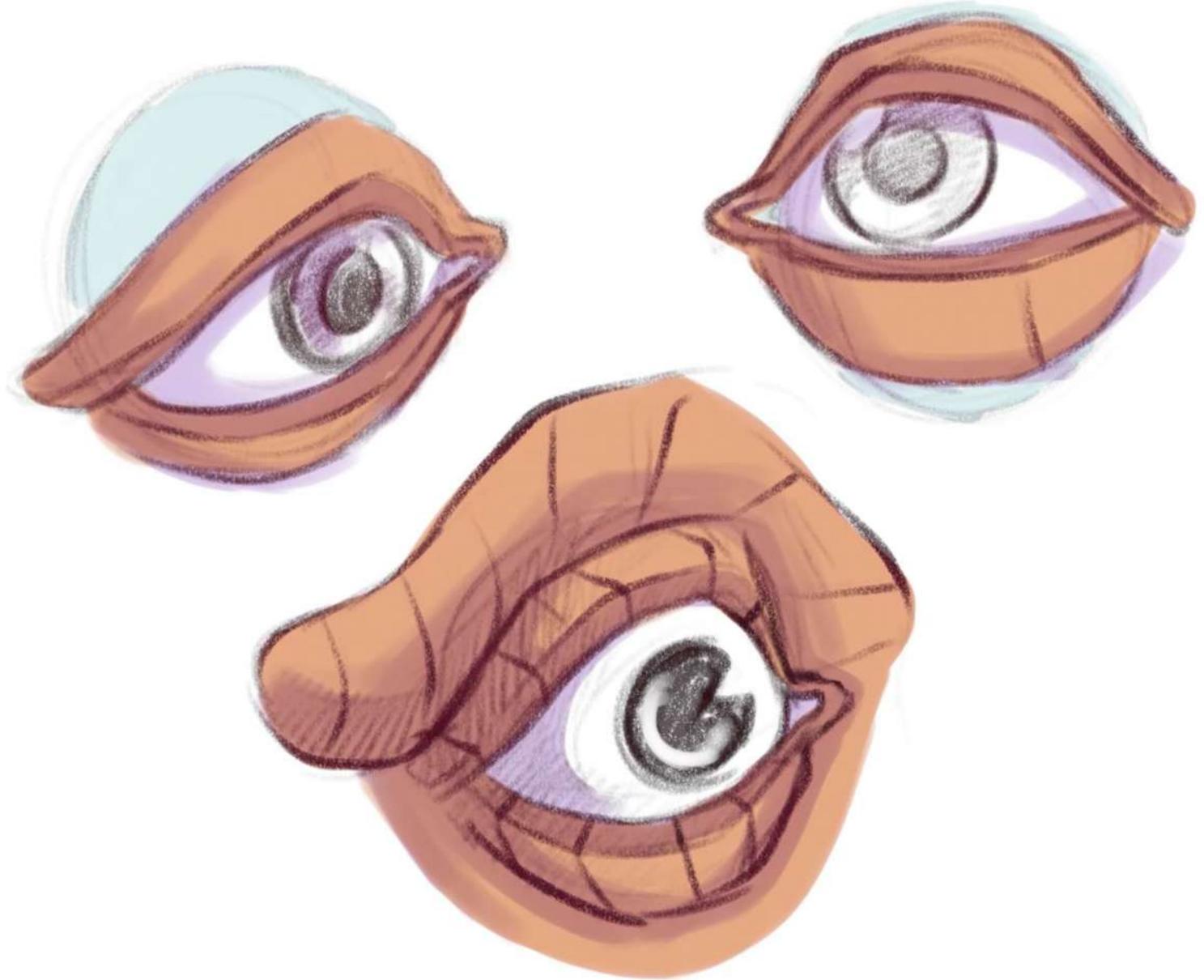
Bonus Drawing of the Day:



## Eyes:

This is how I want you to think about the structure of the eye.

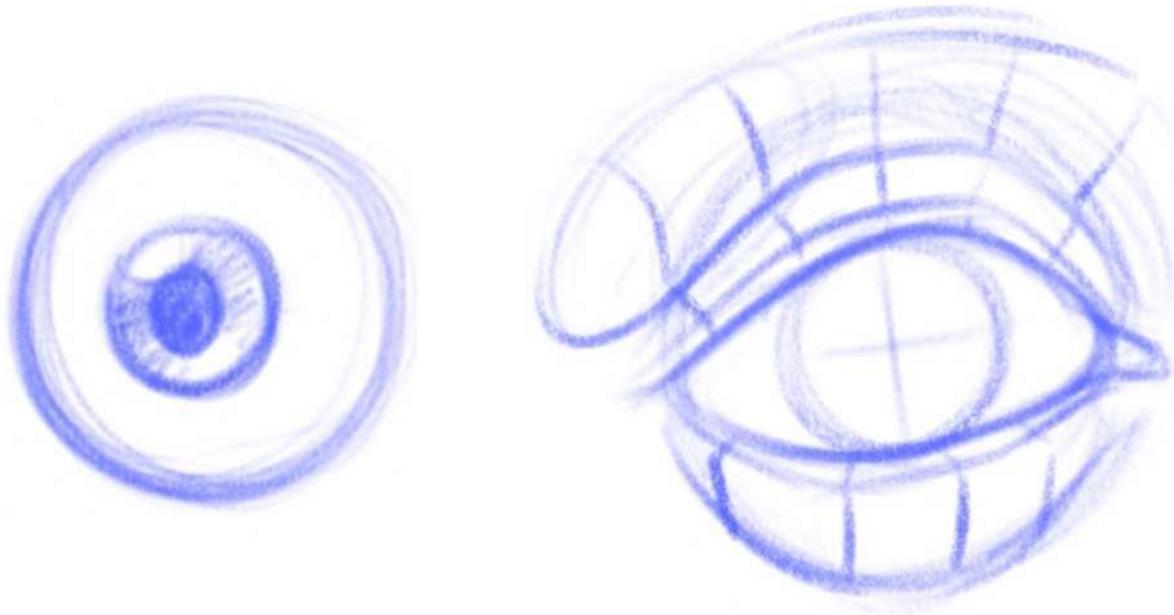
- The Eyeballs
- The two eyelids



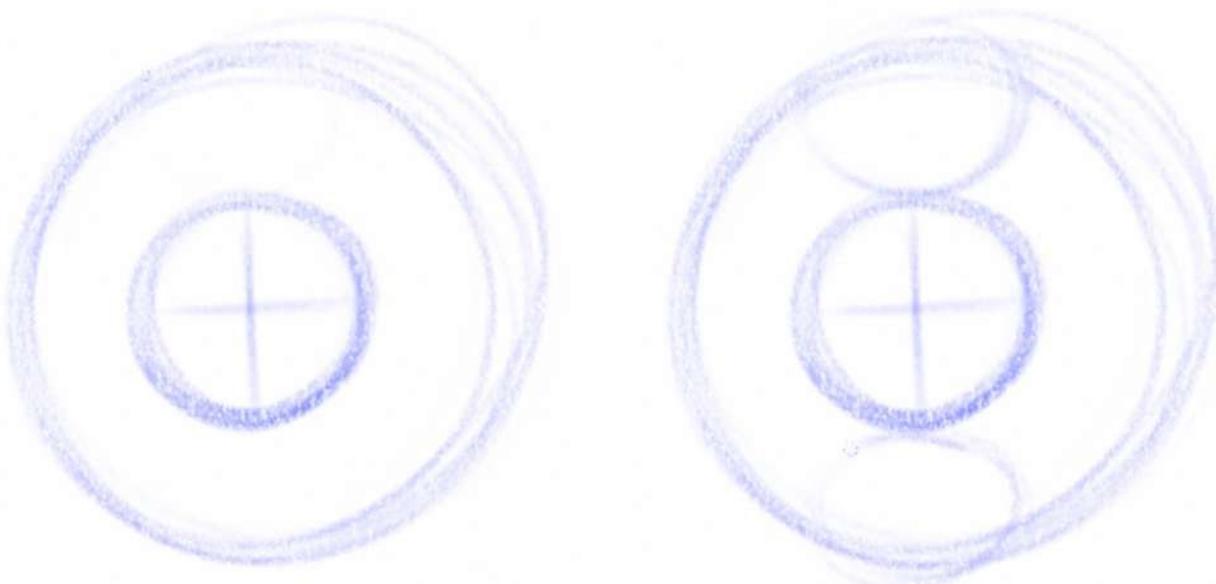
The eye is the thing through which you see the world, and it consists of the eyeball, which is basically a sphere, and the eyelids, which covers your eyeballs like a windshield.

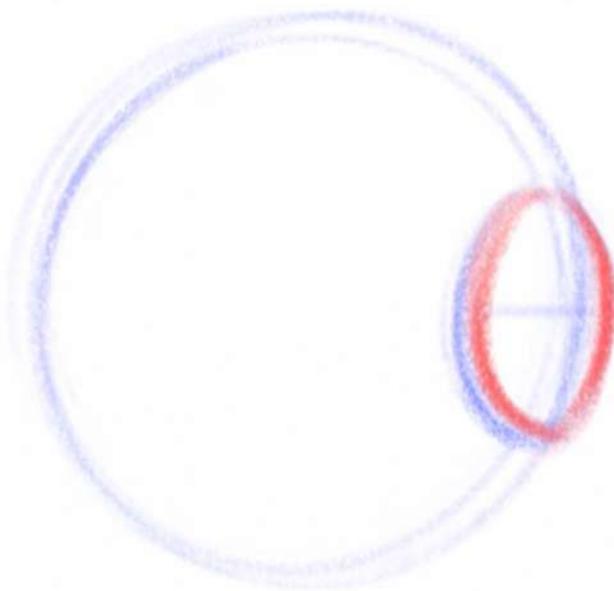
Your eyeball is a spherical form on top of which your iris (the black part of the eye) sits. Just these two gives you the base structure of the eye.

Your eyelids wraps around your eyeballs like a windshield.

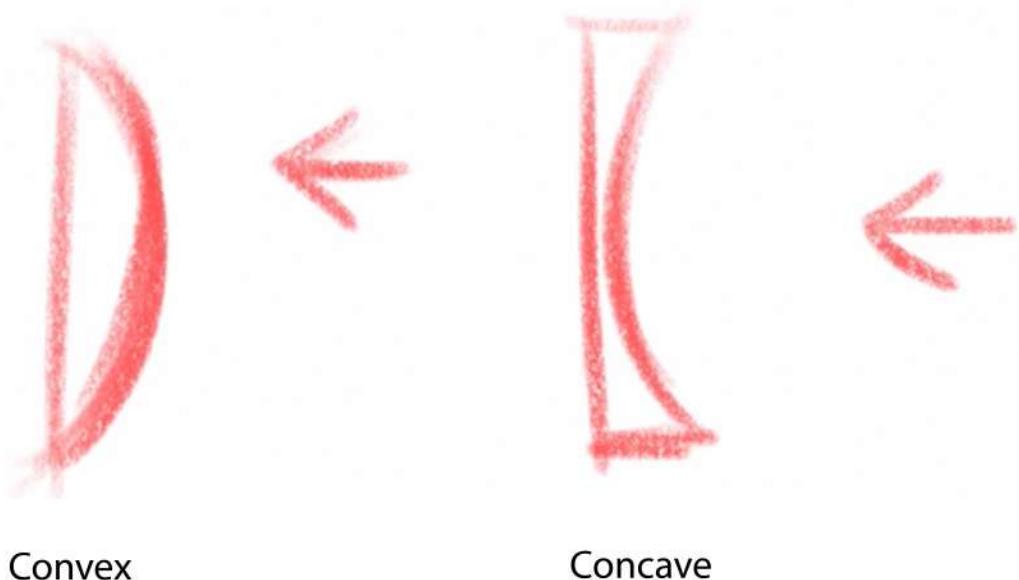


To draw the eyeballs, all you have to do is to draw a sphere and mark the place where the iris will sit with a cross (like the example below); the size of the iris can be determined by you being able to fit 3/4th of a circle on both the top and the bottom of the eyeball.



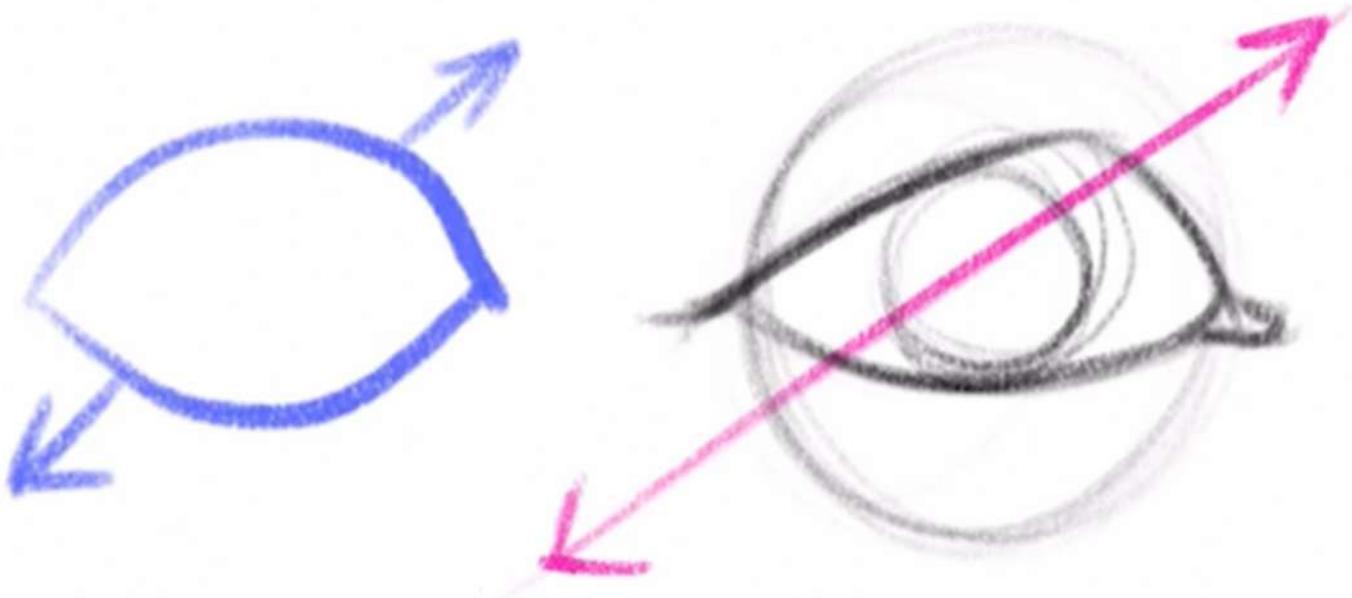


When you look at the iris from the side, it's not flat structure, instead, it protrudes out (like a convex mirror).

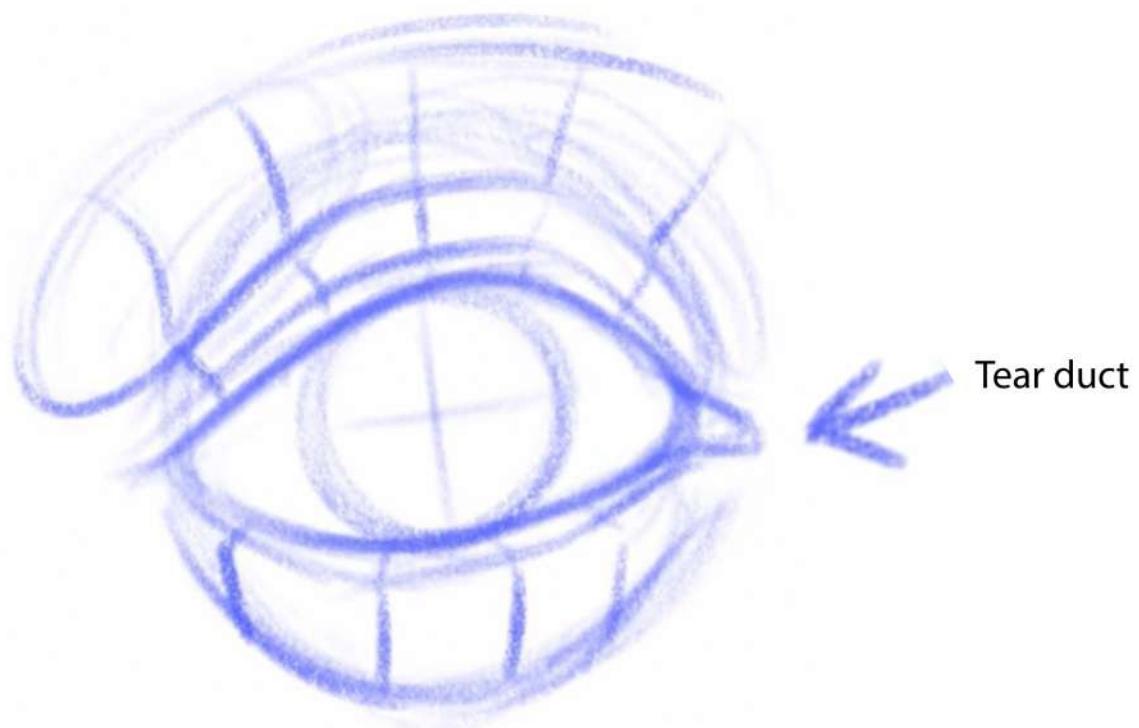


Once you're done with placing the iris, you'll have to draw the eyelids on top of the eyeballs.

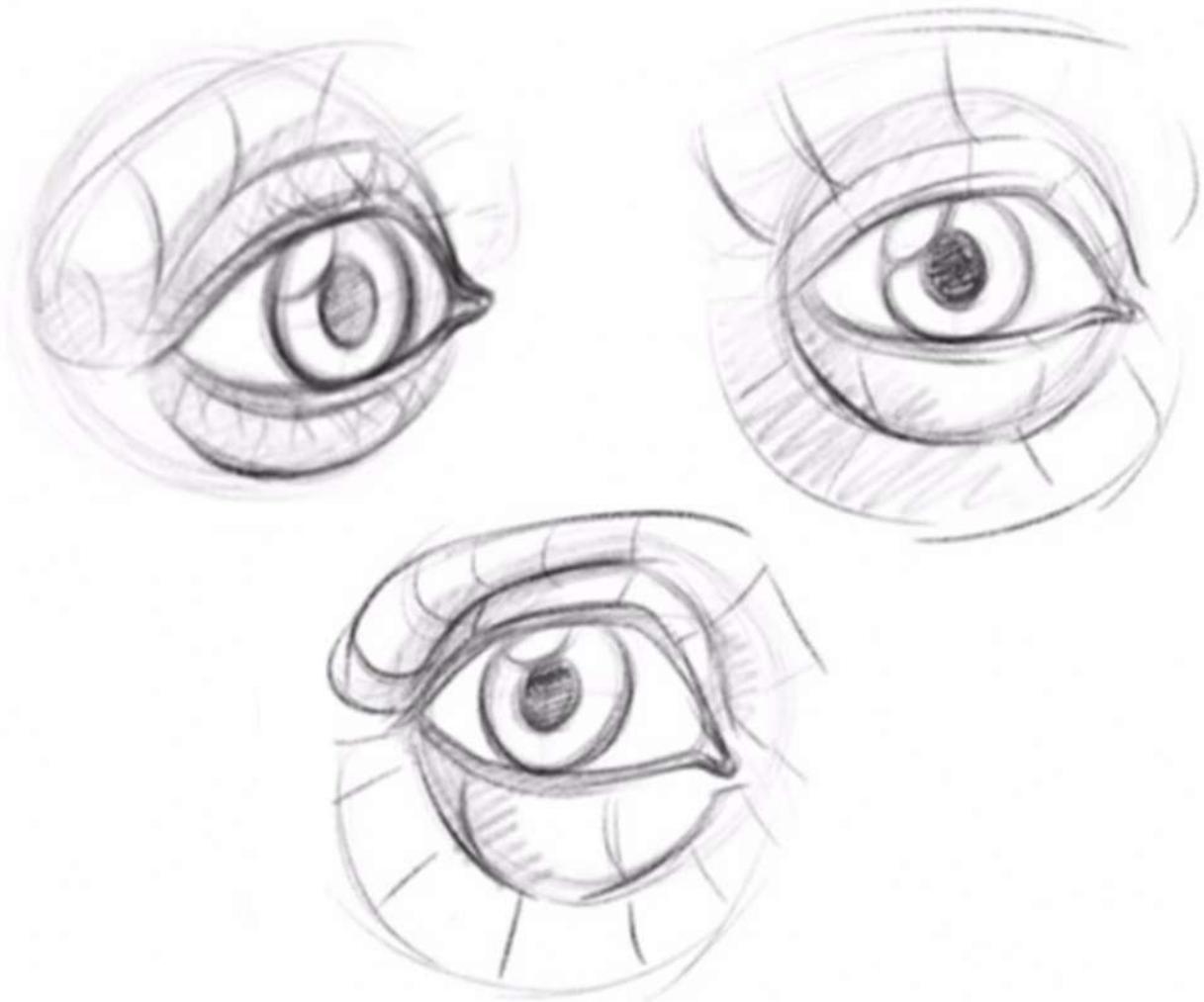
The eyelids are not evenly spread over the eyeball, rather the shape of the eyelids are pulled on the top and the bottom part of the eyes (like in the image below)



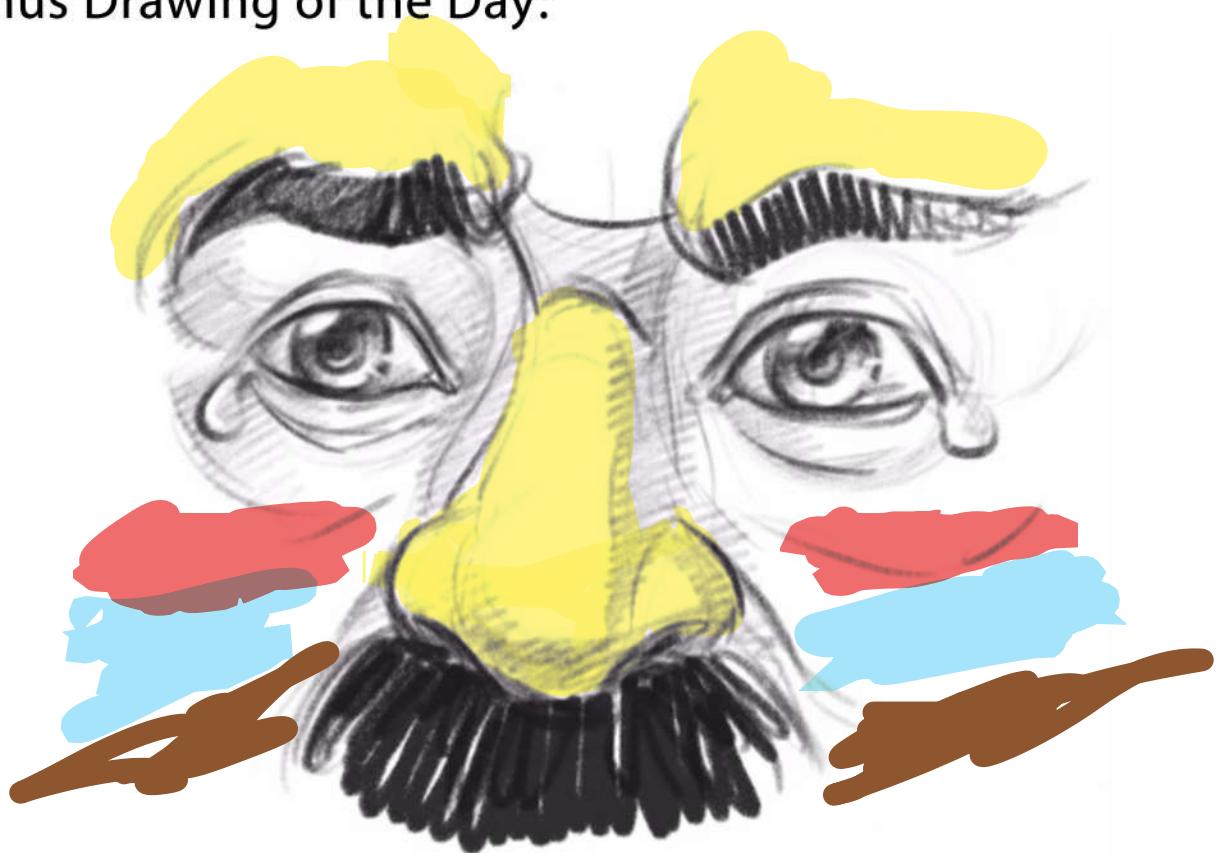
And on the inner part of the eyes is where you have your Tear duct.



**Exercise:**

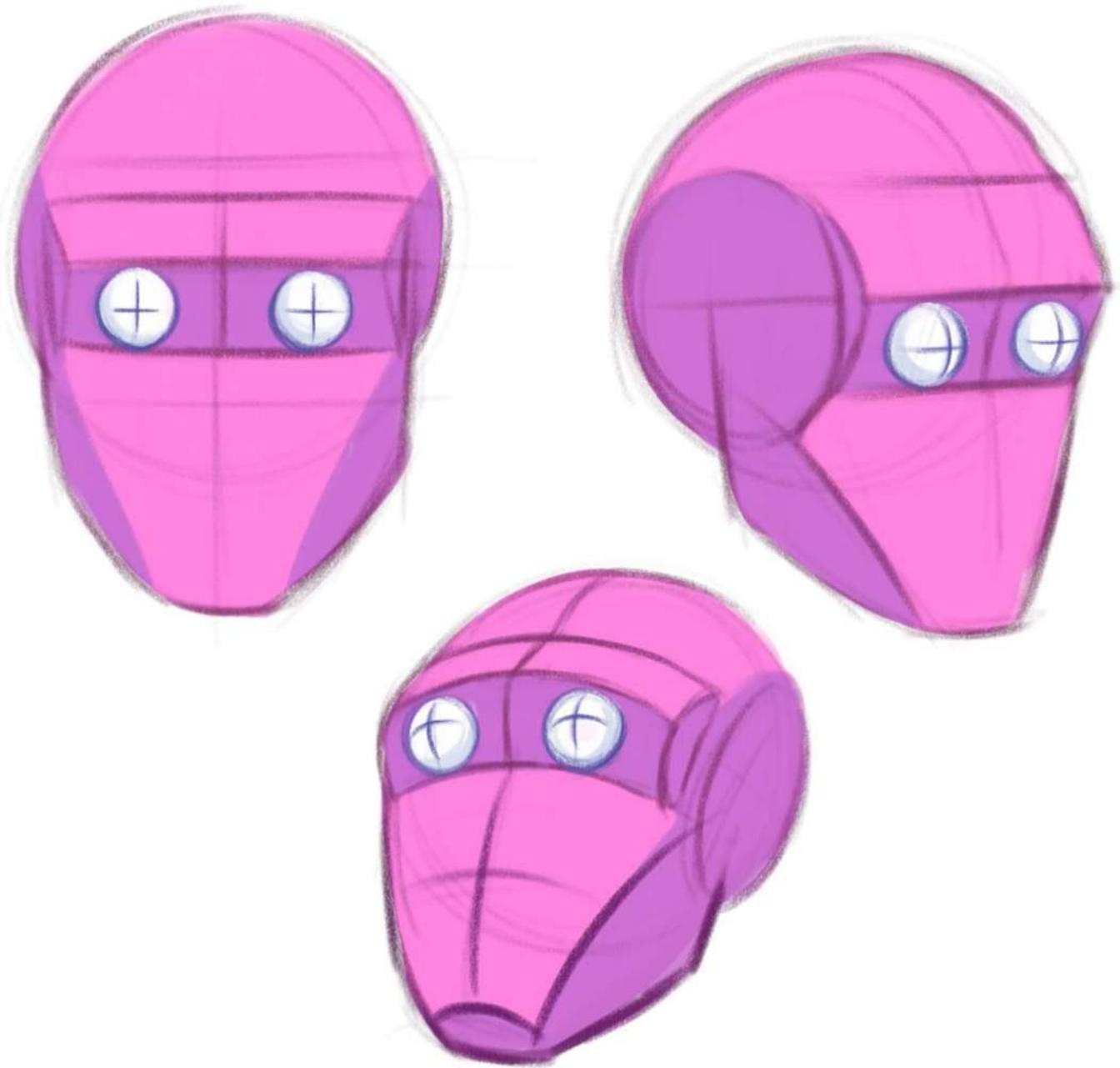


**Bonus Drawing of the Day:**

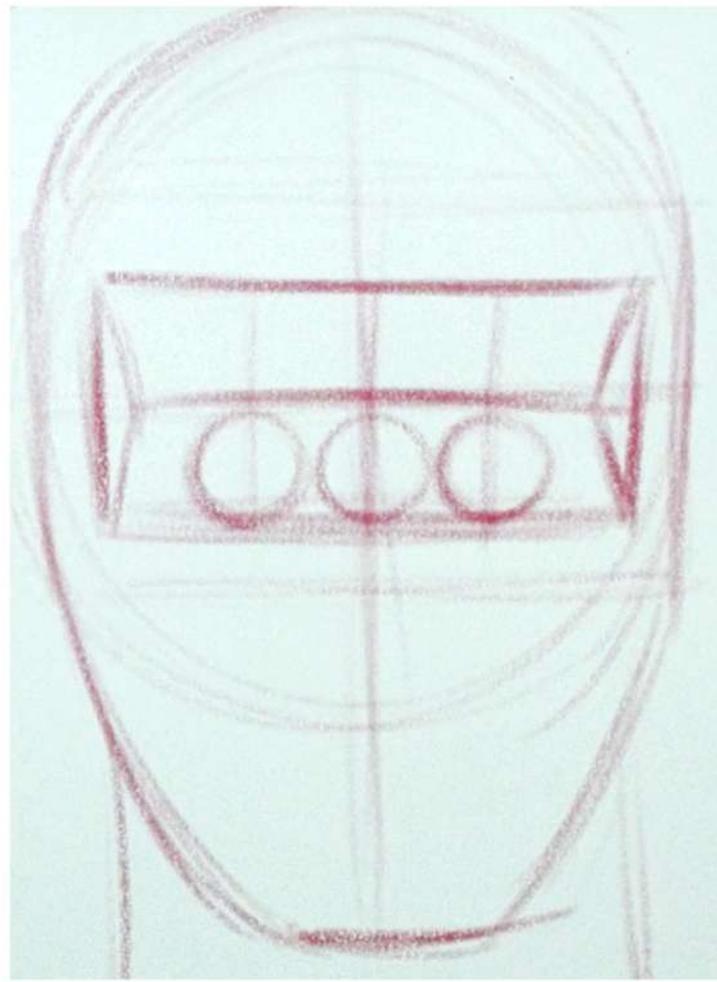


## Eyes - Placement:

Now that you know how to draw the eye, you'll have to know where to place them.



The eyes or the eyeballs are placed on the the ridge of the head (images above).

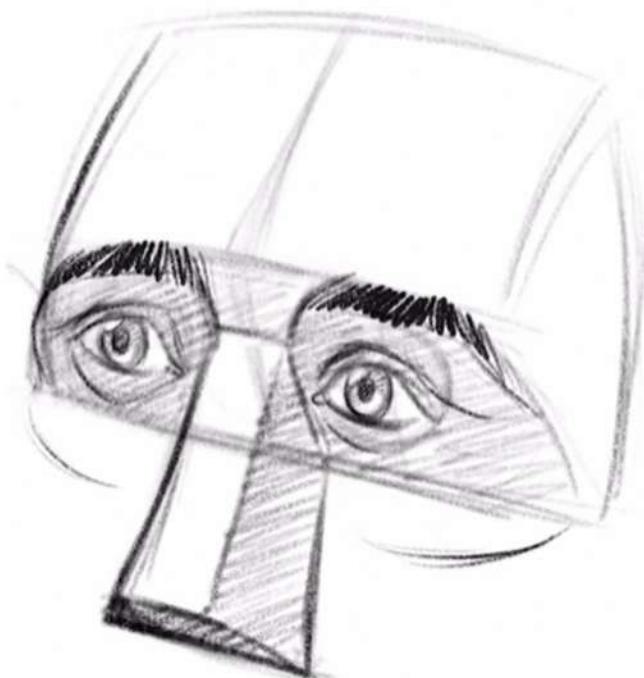
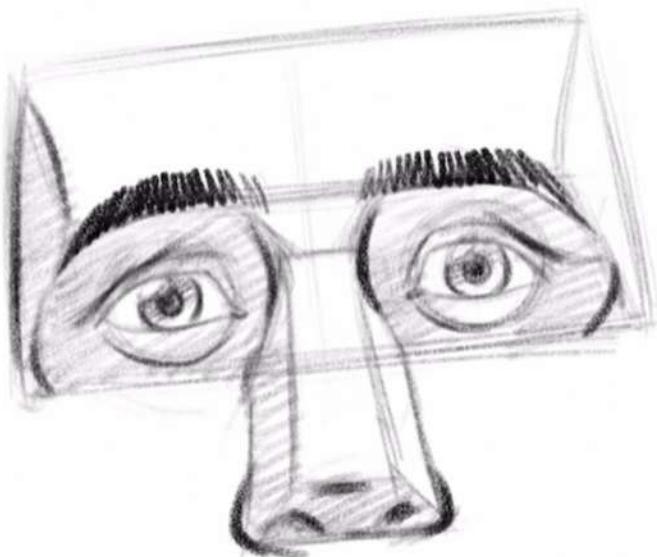
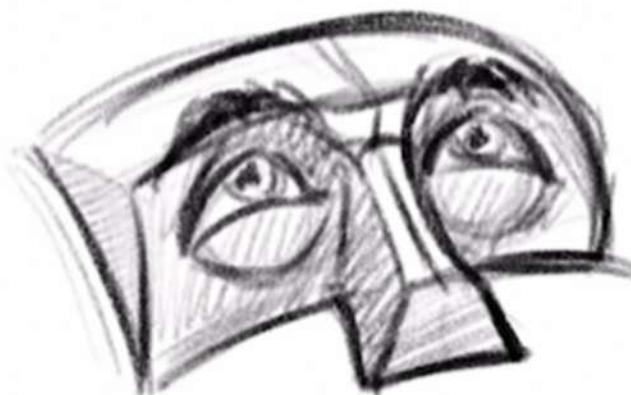
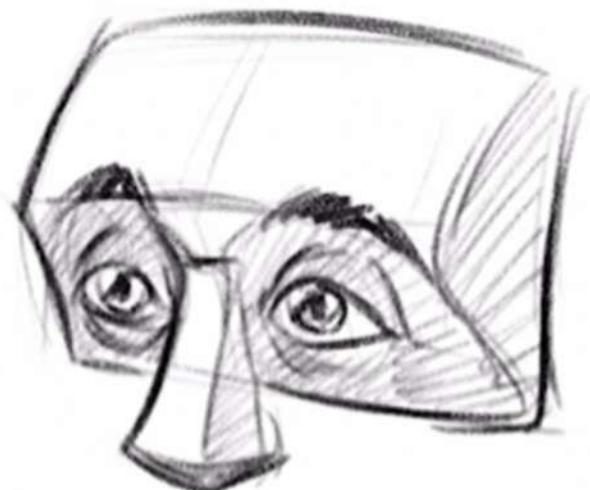
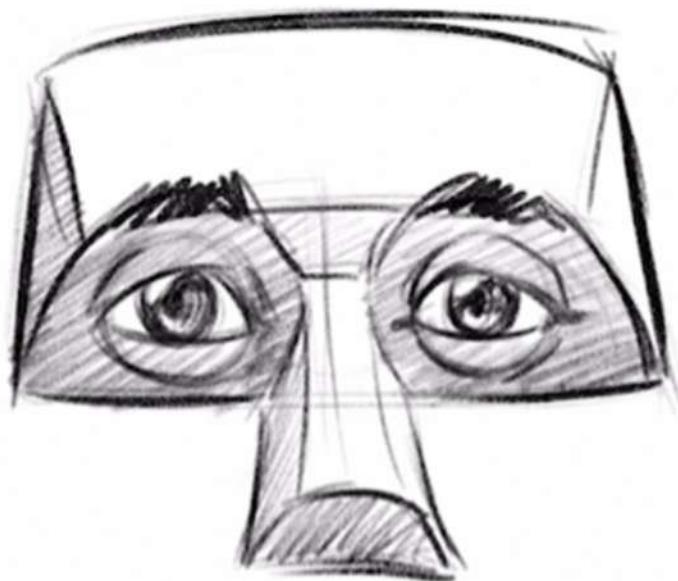


You'll have to split the ridge of the eyes into four equal parts vertically and place the eyeballs in the first and the last lines appropriately.

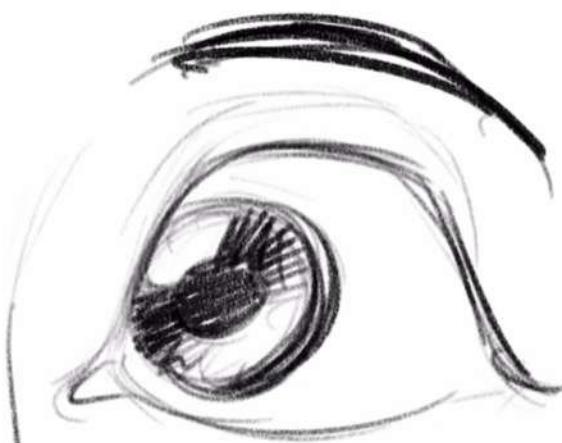
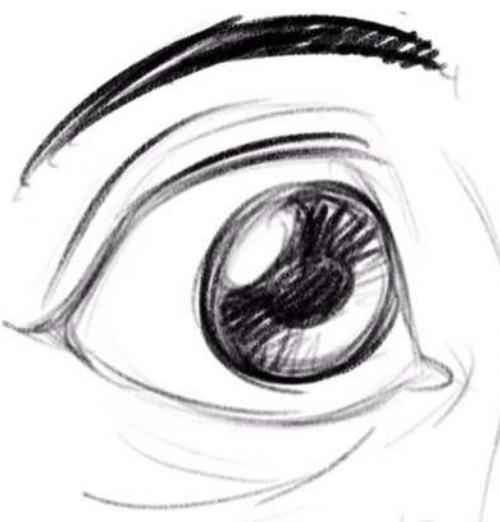
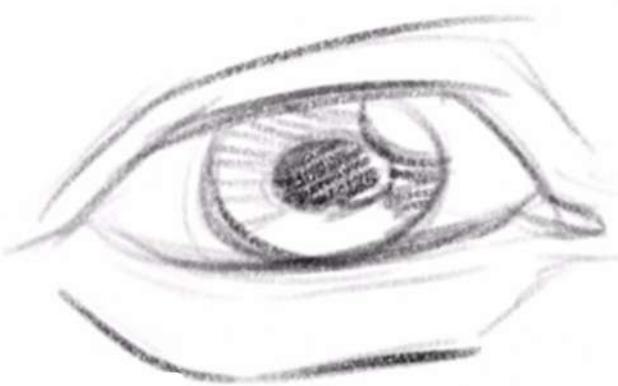
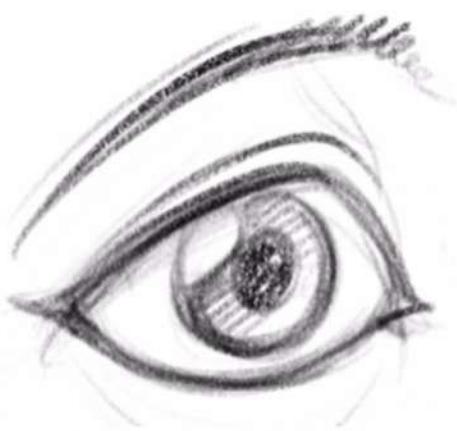
The distance between the two eyes is approximately the size of one single eye.



## Exercise:



## Bonus Drawing of the Day:



## The Lips:

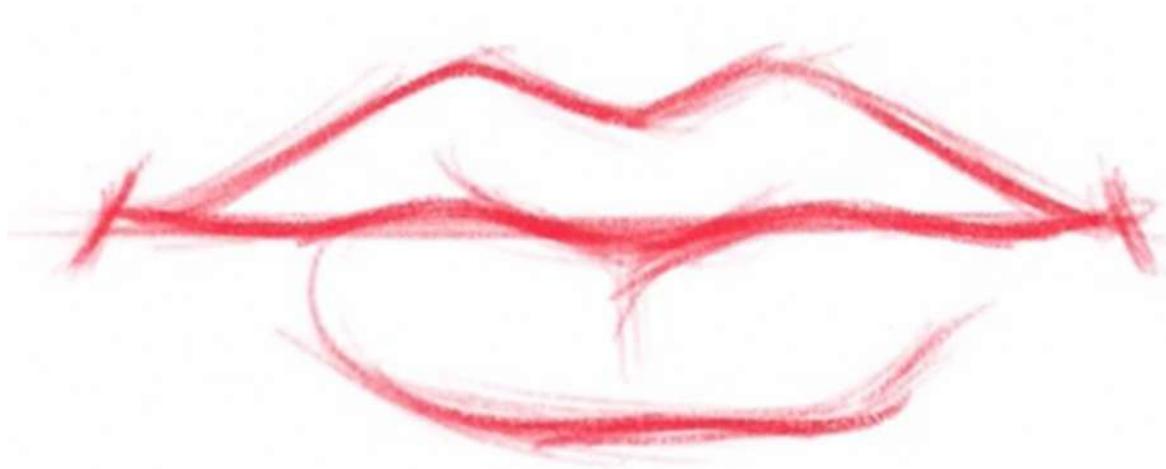
I have my own approach when I'm drawing lips. It's separated into two segments. They are,

- How you draw it (Meaning the draftmanship and the lines etc.,)
- Understand the forms and structure of the lips.





If you draw a line, and put two more smaller lines on the sides, to resemble some skin. This alone will represent a mouth. You can use this as a base to build your mouth.



You'll have to add in an 'M' shape for the upper lip, and two more spherical forms for the lower lip.

When you do this, it'll inform the first straight line that you drew. The first line won't be a straight line, instead it'll have its own bends to it as per the 'M' shape that you drew.

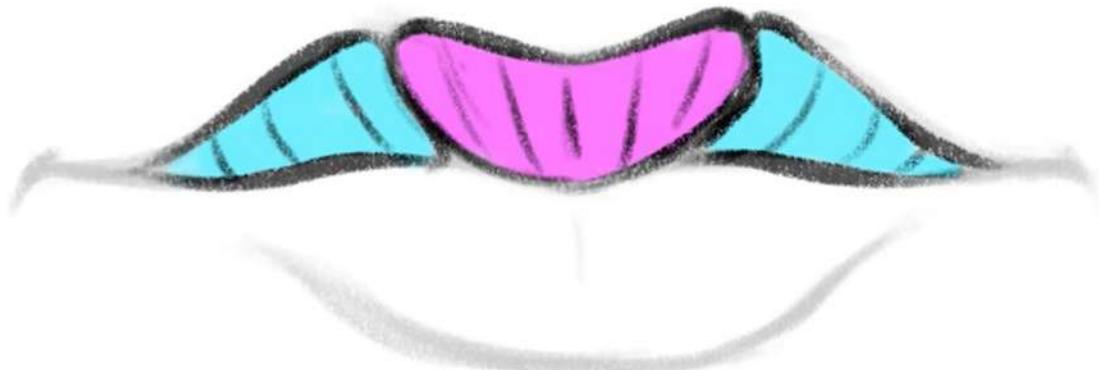
This is the basics of drawing a lip. Now, you'll have to learn the forms that goes into forming the lips.

The lips according to me, has 3 main forms.,

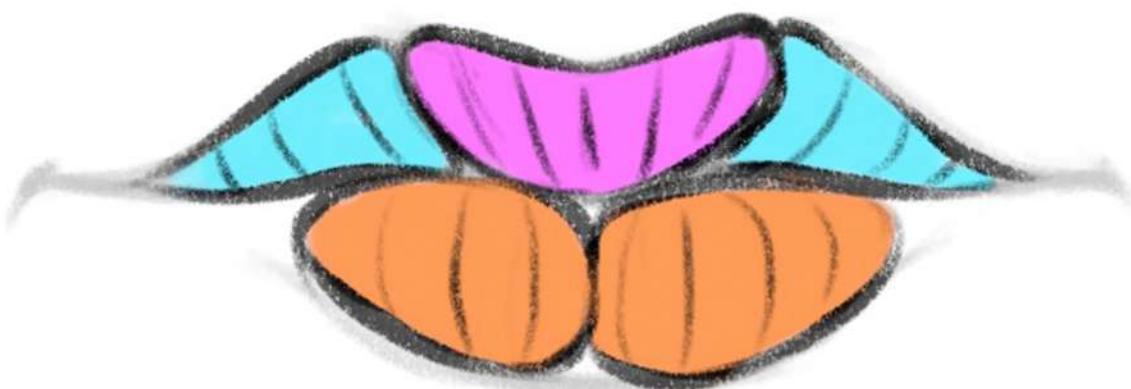
- The butterfly
- The Wings
- The Blobs



1. Butterfly



2. The Wings

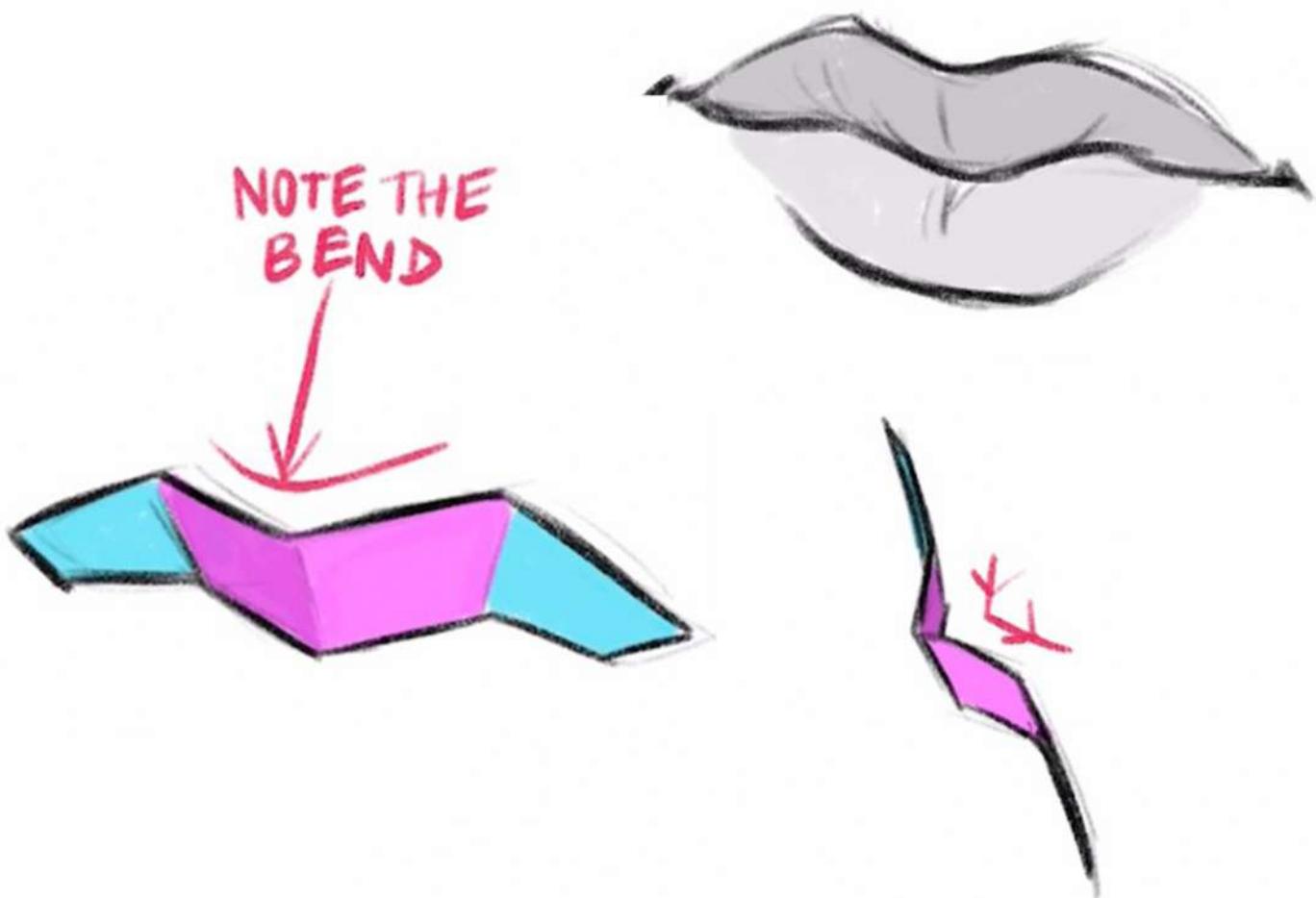


3. The Blobs

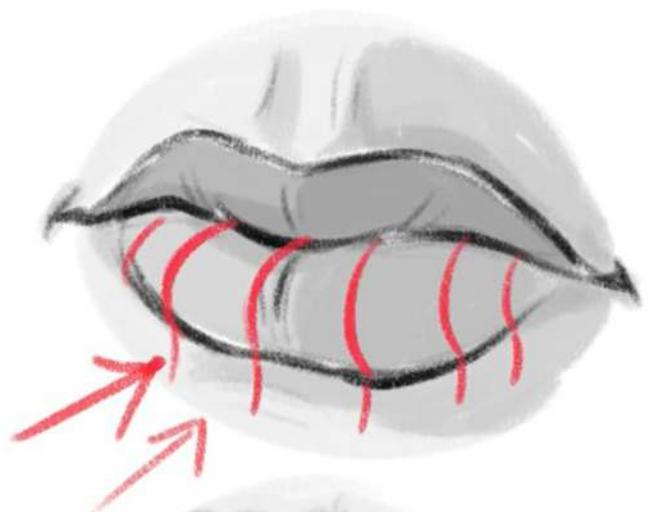
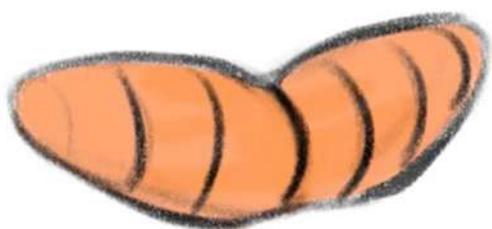
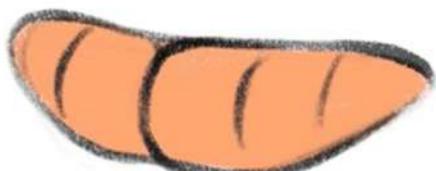
All of these forms has their own contours to them, they are not flat in nature.

The upper lip has 2 forms, the butterfly and the wings.

The butterfly is the form that you use to represent the 'M' shape on the top part of your lips. And the wings form the rest of your upper lip and it slightly bends backwards (Like in the images below)



The bottom part of the lips differ from person to person. Some people have a very protruding bottom lip, or a fuller lip, or even a flatter one.



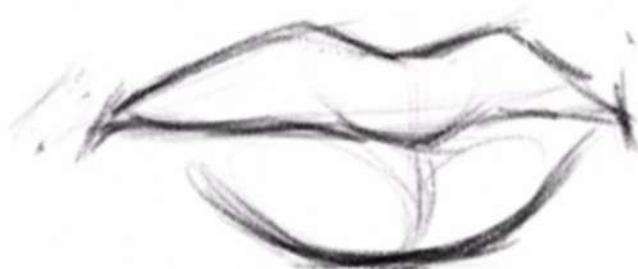


Now that you know how to draw the lips, where do you place them?

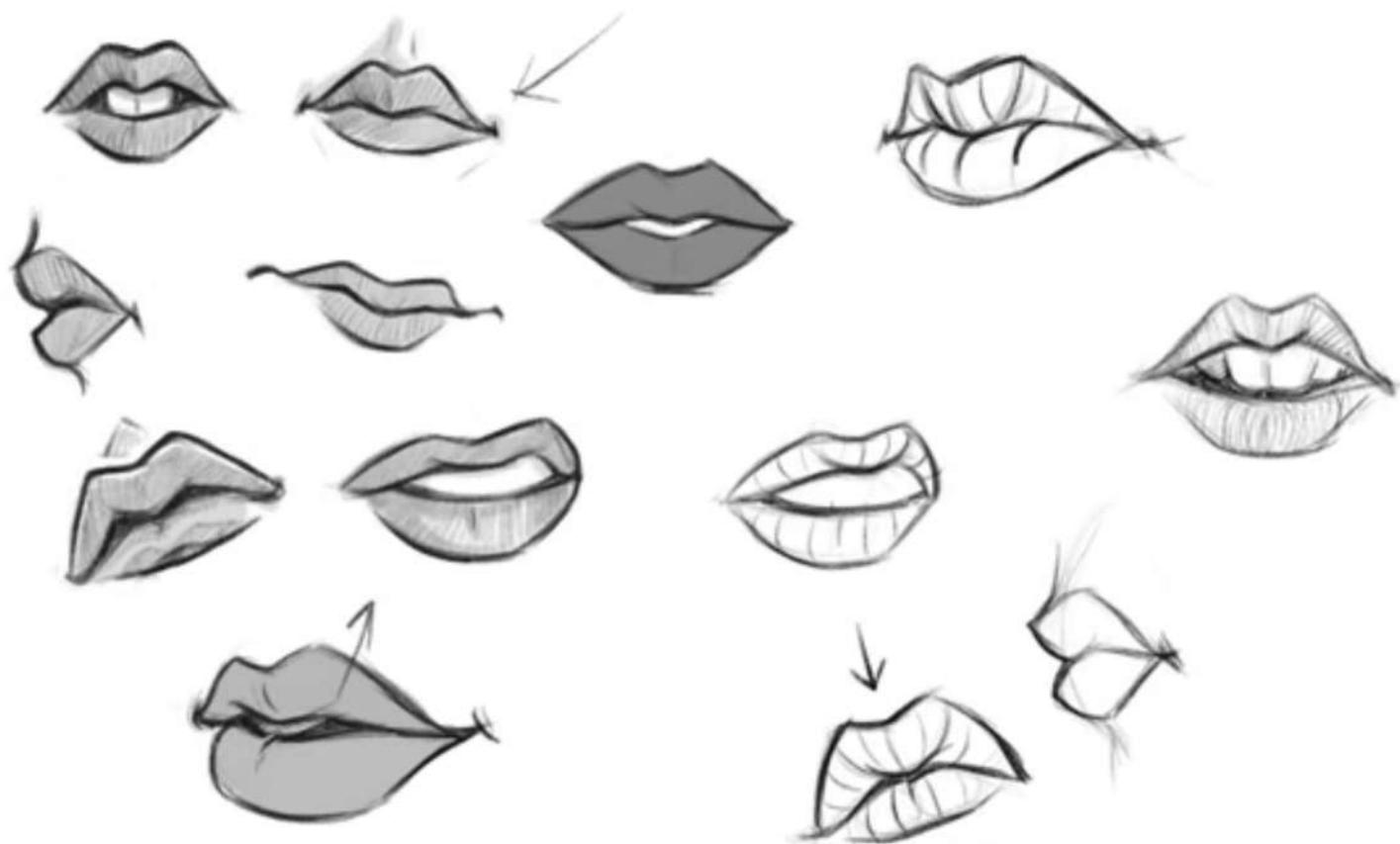
To place the lips, you'd have to divide the distance between the bottom part of the ball of the nose, and the bottom part of the chin into three parts, and at the top part is where you draw the line of the mouth (Like in the image above)

And the width of the lips is about the width of the black part of your eyeballs.  
(Refer to the image above).

## Exercise:



## Bonus Drawing of the Day:





## The Ears:

I personally learned to draw the ears by starting with the cartoonic version.



Step 1



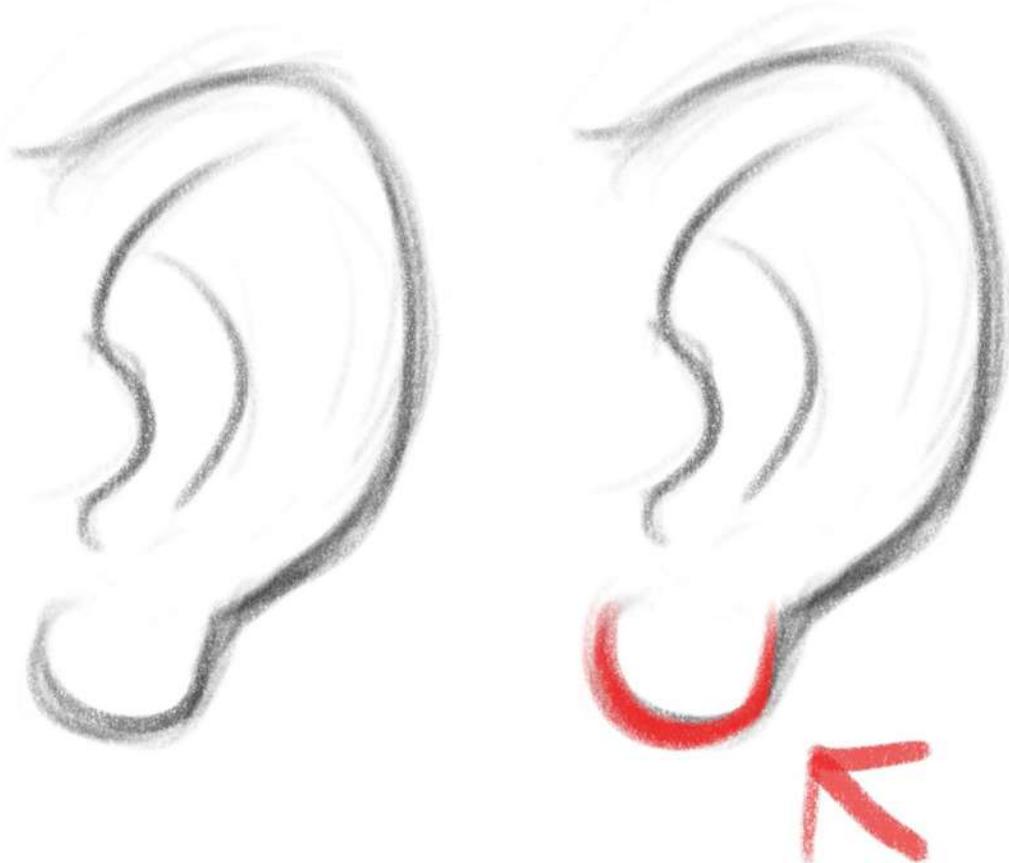
Step 2



Step 3

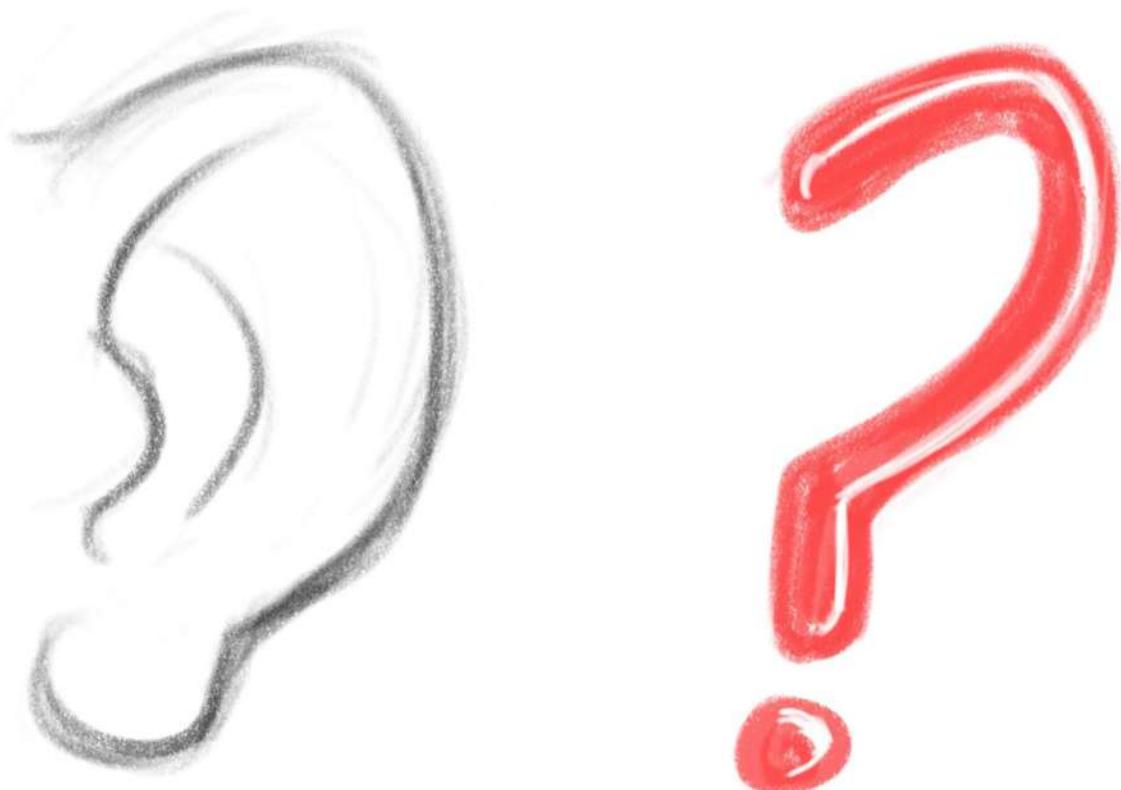
The above is an example of a very simple cartoonic ear.

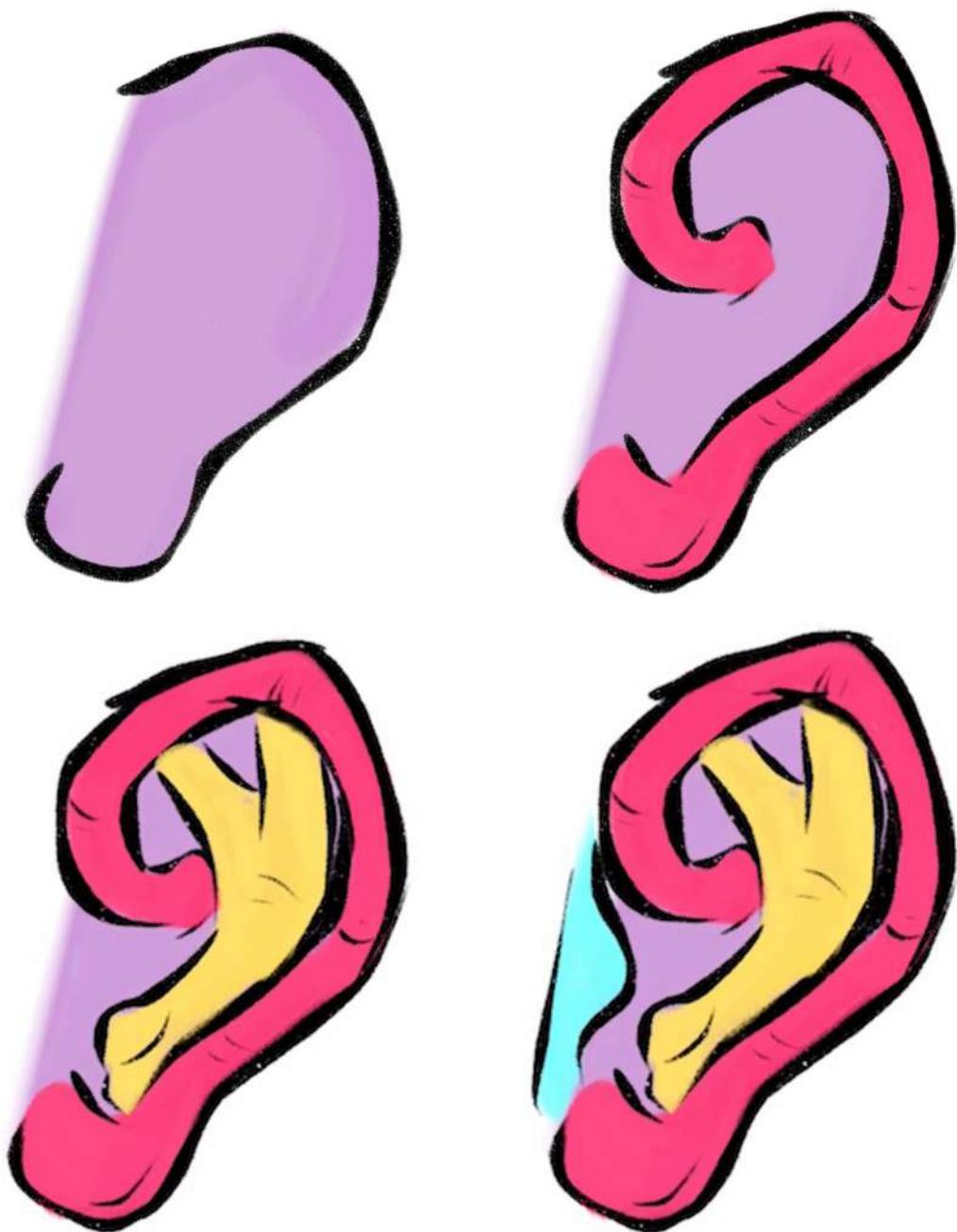
It involves the steps you need to take in order to draw a cartoonic representation of the ear.



You can also add in the earlobe to the ear by adding a simple 'U' shaped form below.

The Outer structure of the ear represents a question mark, and that's the first step you need to keep in mind while drawing the ear.



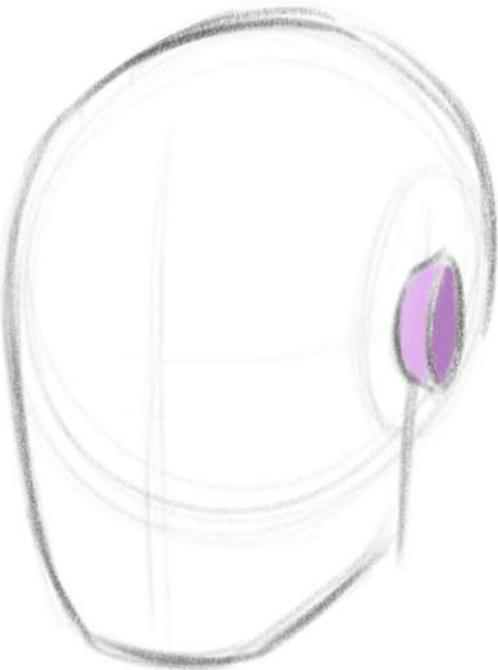
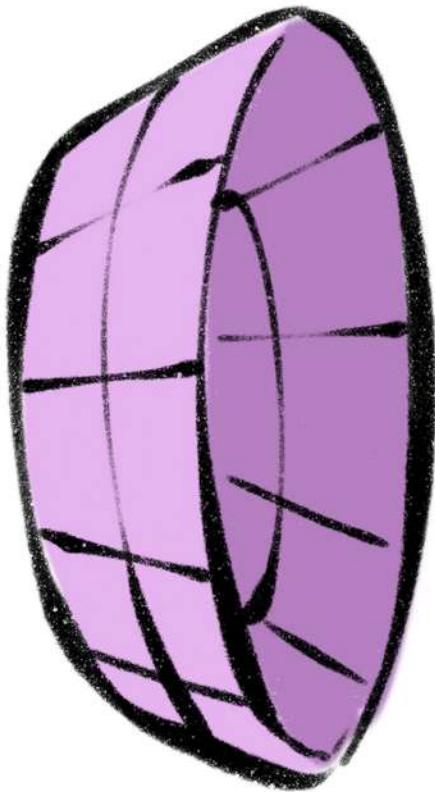


So with the question mark as the first step, you'll need to form the base of the ear (as discussed in the '3-6' method)

And then you'll have to go about adding in the other structures of the ear.

- The Question Mark (marked in pink)
- The 'Y' Shape (marked with yellow)
- and the Windshield (marked with blue)

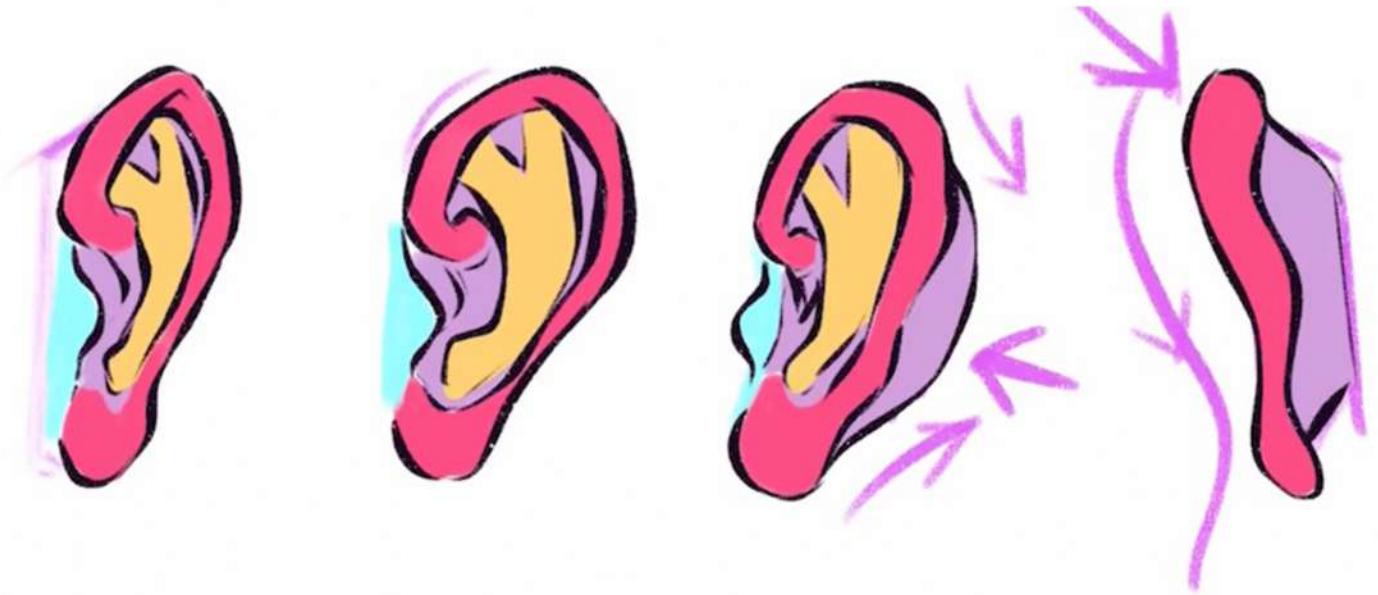
As demonstrated in the images above.



Now, how do you place the ear?

Your ear sits on a washtub like structure over which you place all the forms on. And these form don't just sit on top of the washtub structure, but rather goes inward a bit.

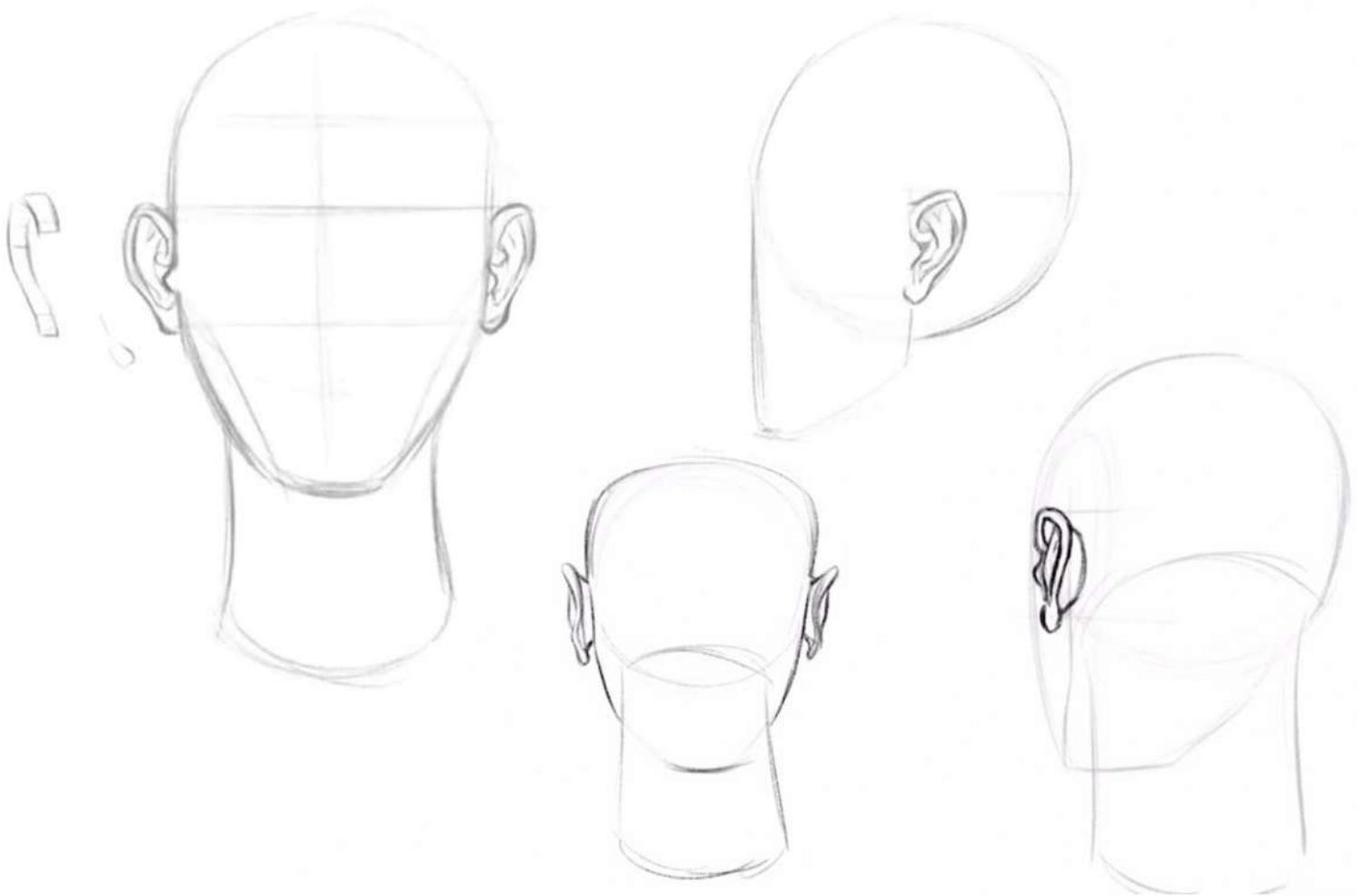




The reason we are drawing the ears on top of the washtub structure is for it to help us draw the ears in different angles.

Peoples ears are different from one another, and the three structures inside them (the question mark, the 'Y' Form, and the windshield) vary slightly from each other.

### Exercise:



## Bonus Drawing of the Day:

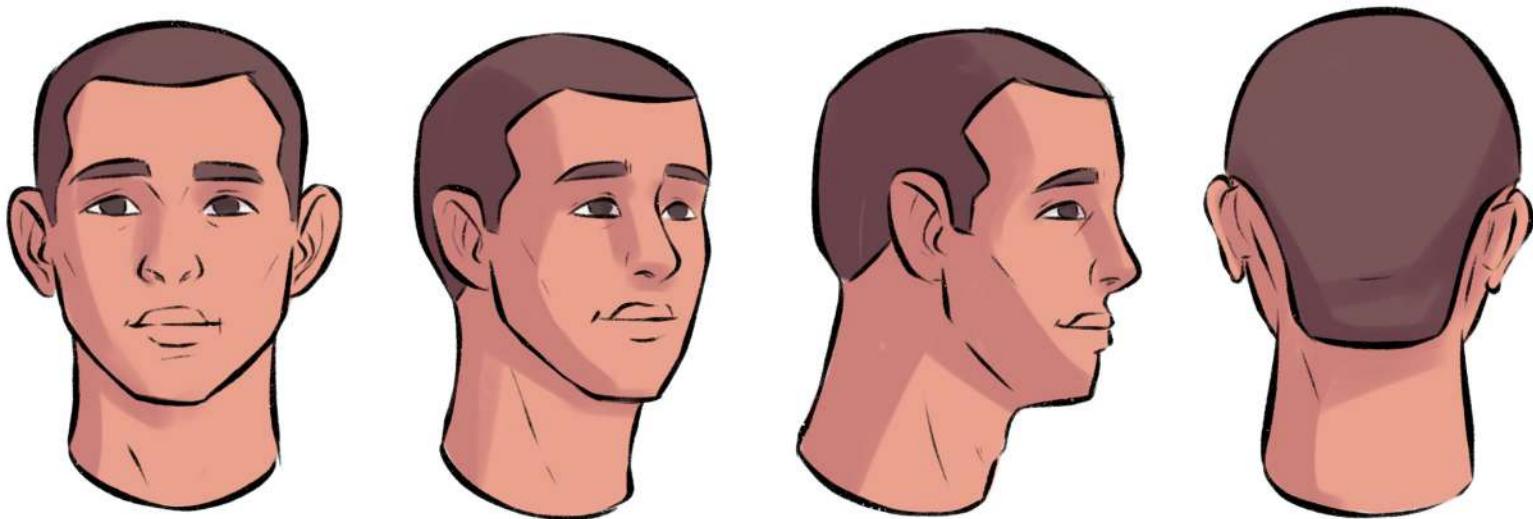


# Hair:

There are just 3 things that you need to remember when you are drawing hair.

## 1. The place of origin (AKA the Hairline)

There is a particular part of the head where the hair is designed to grow, or a place which has the hair follicles required for the hair, and we call it the hairline.



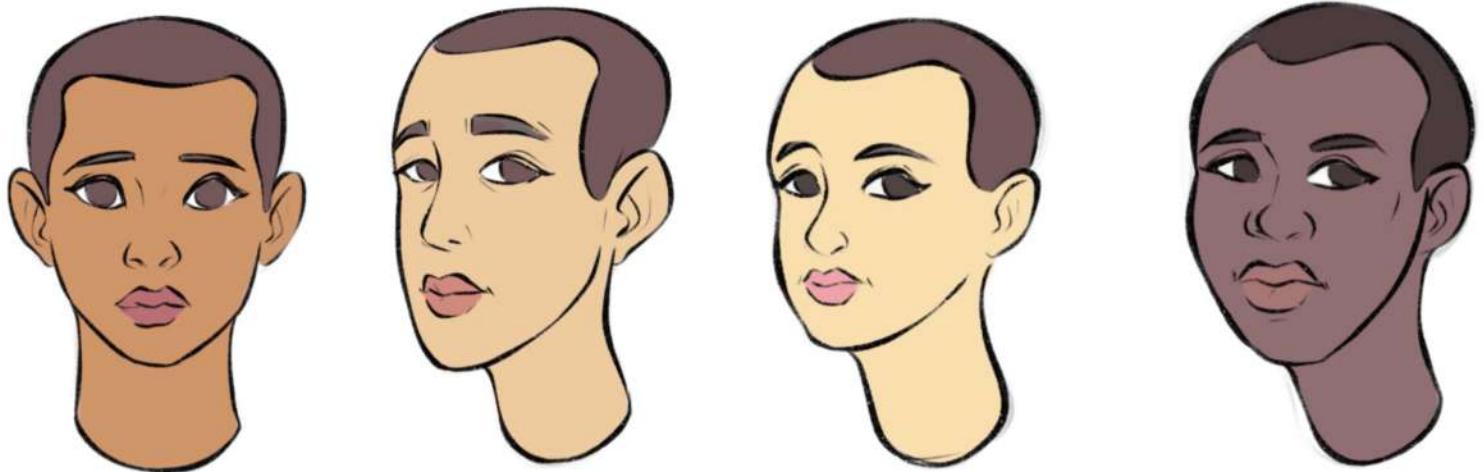
## 2. The Flow of the Hair

The hair is not a stiff structure, it's flowy. It depends on a lot of factors like the kind of hair you have (thin, wavy, rough, curly etc.,)

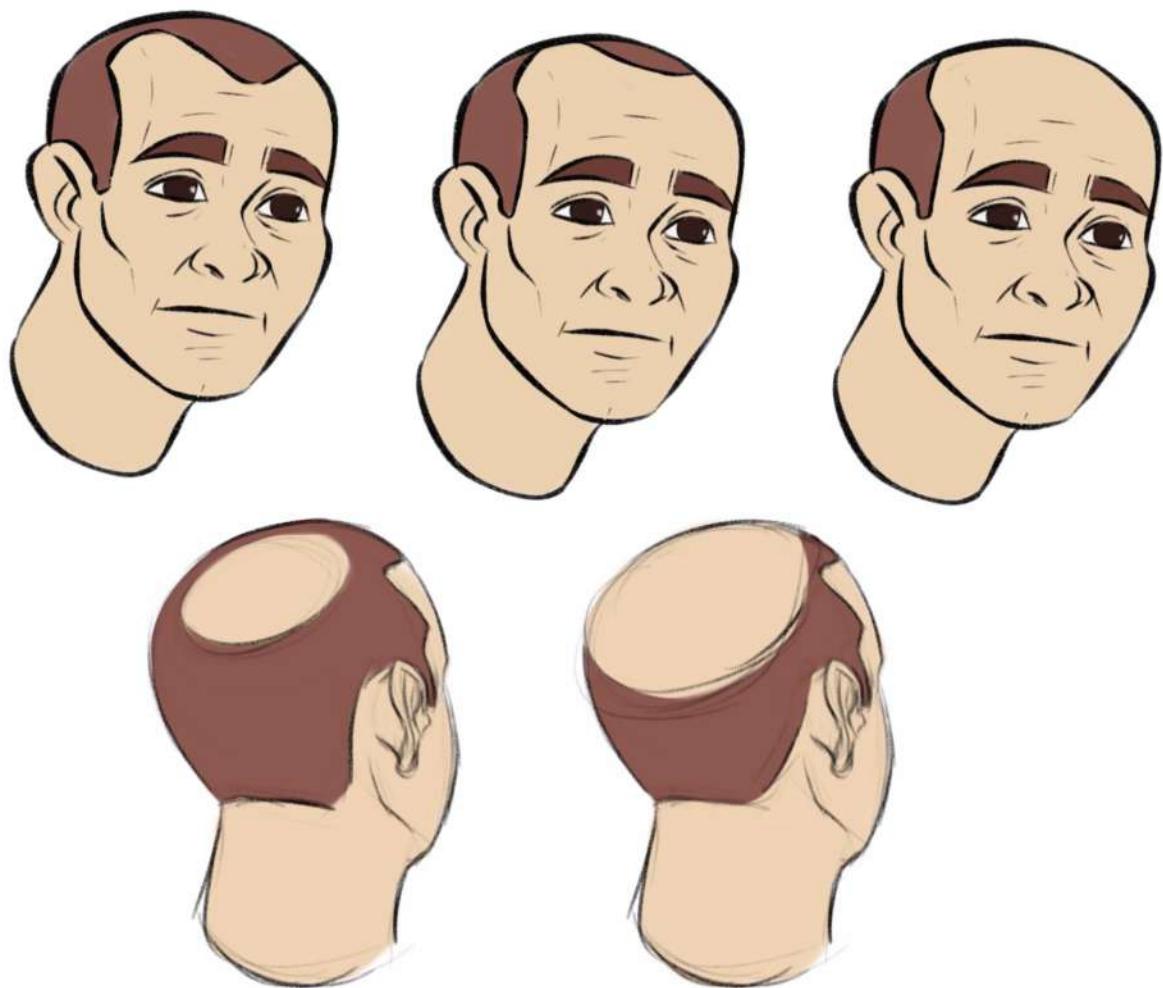
## 3. Density of the Hair

This is determined by the kind of hair you have, and the health of your body or the health of your hair.

You use a combination of these three things to draw any type of hair that you want.



The same rules applies while you're drawing the female hair.  
At the same time, women tend to have a not so prominent side burns.  
So you can remember that while trying draw a feminine character.



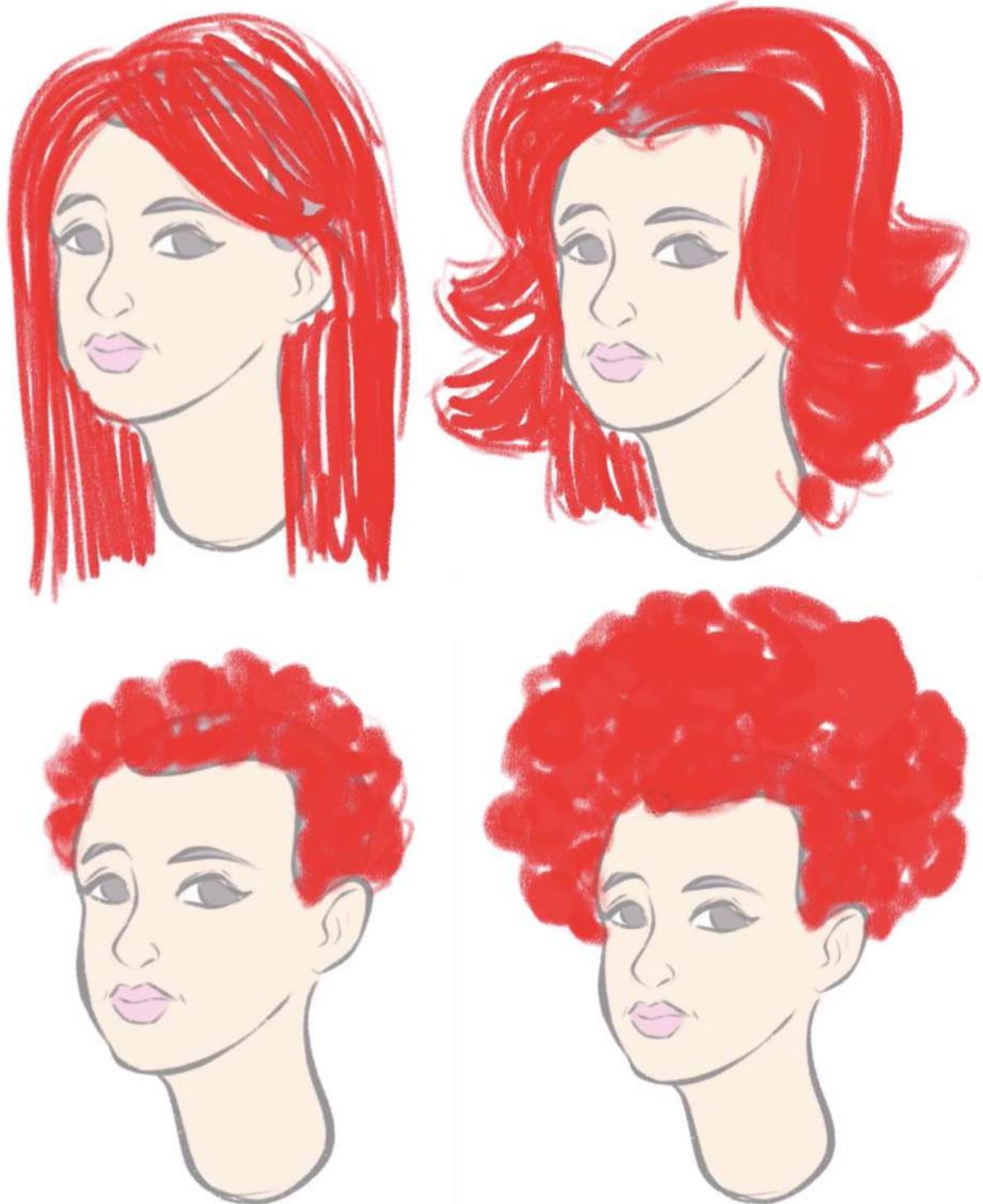
Men's hair recedes and falls as they age, and there are different kinds of baldness in men. It can be either a Male pattern baldness or the baldness in the crown of the head (like in the examples above).



A mistake that people often make while drawing the hair is that they forget to give it volume. Your hair is not a 2 Dimensional object on top of your head rather, your hair sits on top of your skull and has volume and depth to it.



That's why it's essential that you think of hair as individual blobs which has a form to it. This way you can modify them and add volume to it.



You can come up with different hairstyles depending on the density and the volume of the hair. For example,

Hair with lesser density will often droop down and is hard to make it stand up. And hair with a higher density is easier to style and can be moulded into Any shape you want.

This same principle applies to shorter hair and longer hair.

So the things that you need to keep in mind while drawing the hair are,

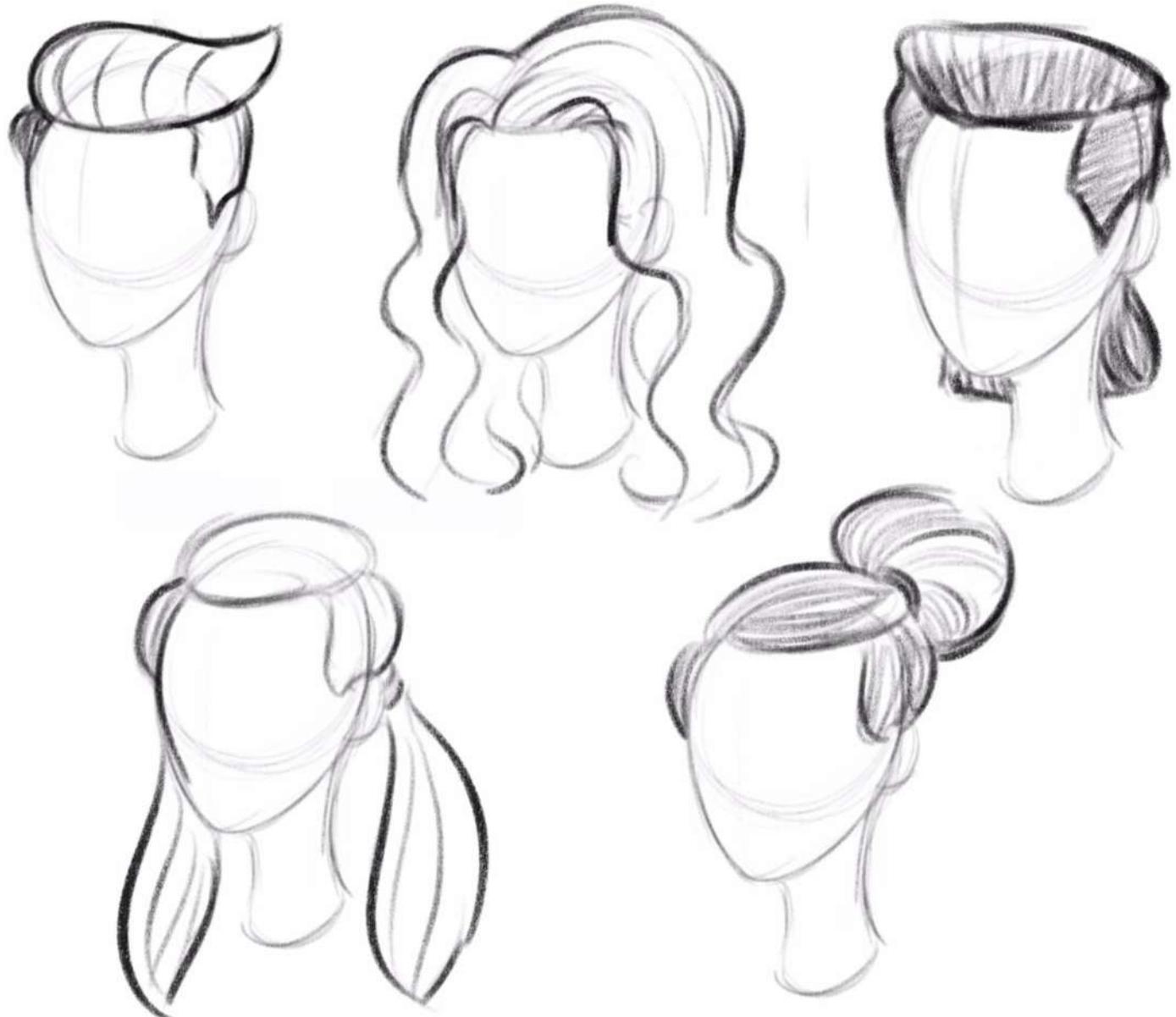
The hairline; is the hair receding, does it have a bald spot etc.,

The Flow of the hair; this is decided by the kind of hair a person has,  
Is it a straight hair, is it thin, or is it curly.

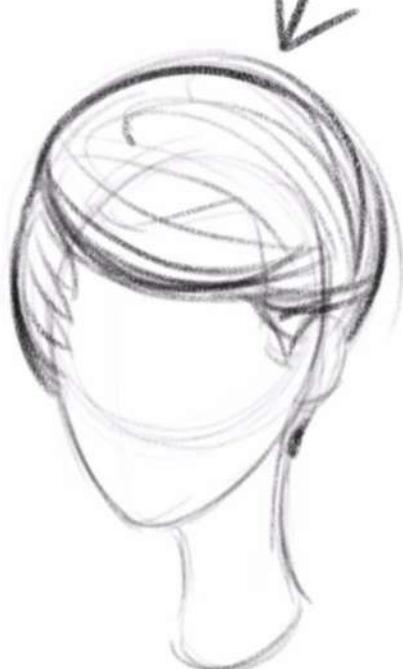
And lastly, the Density of the hair; does the person have a good head of hair  
Or is it less dense etc.,

You can play by mixing these three things and come up with your own unique hairstyles.

### **Exercise:**

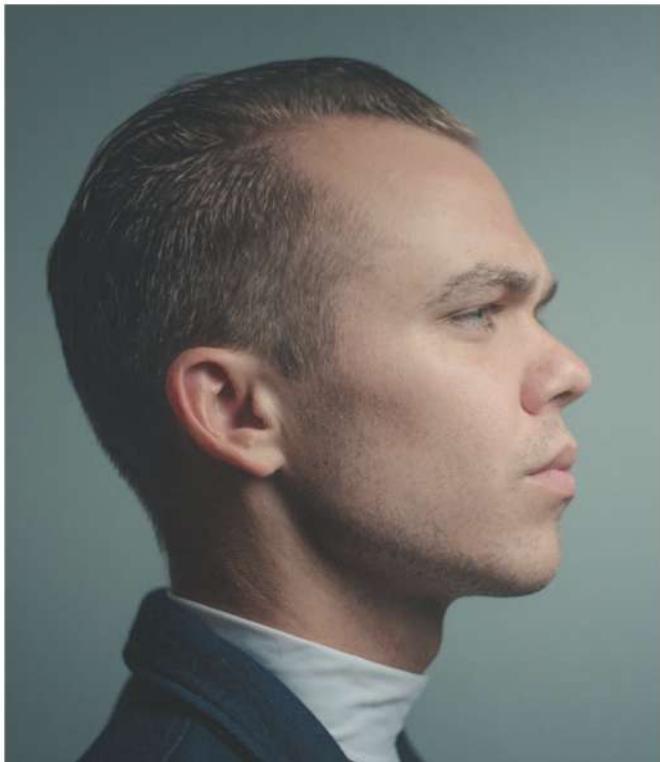


## Bonus Drawing of the Day:

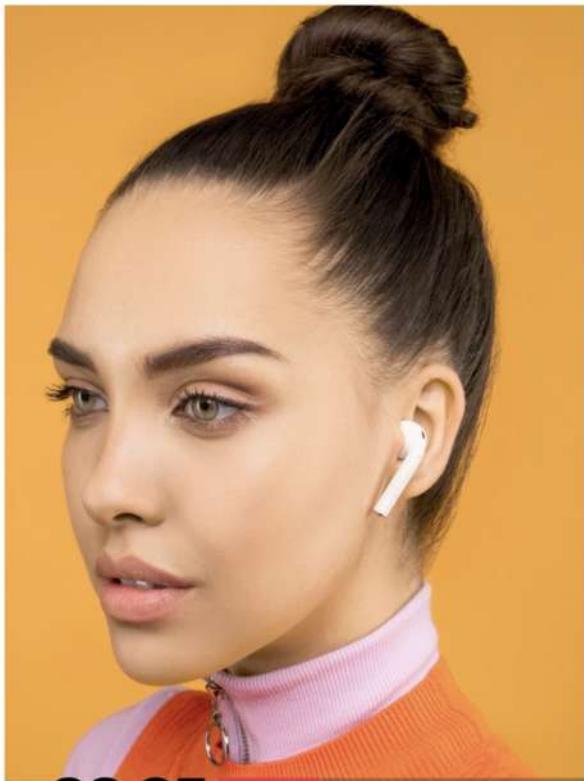


# 1 minute Head Sketches

**Goal:** To capture the essence of the reference











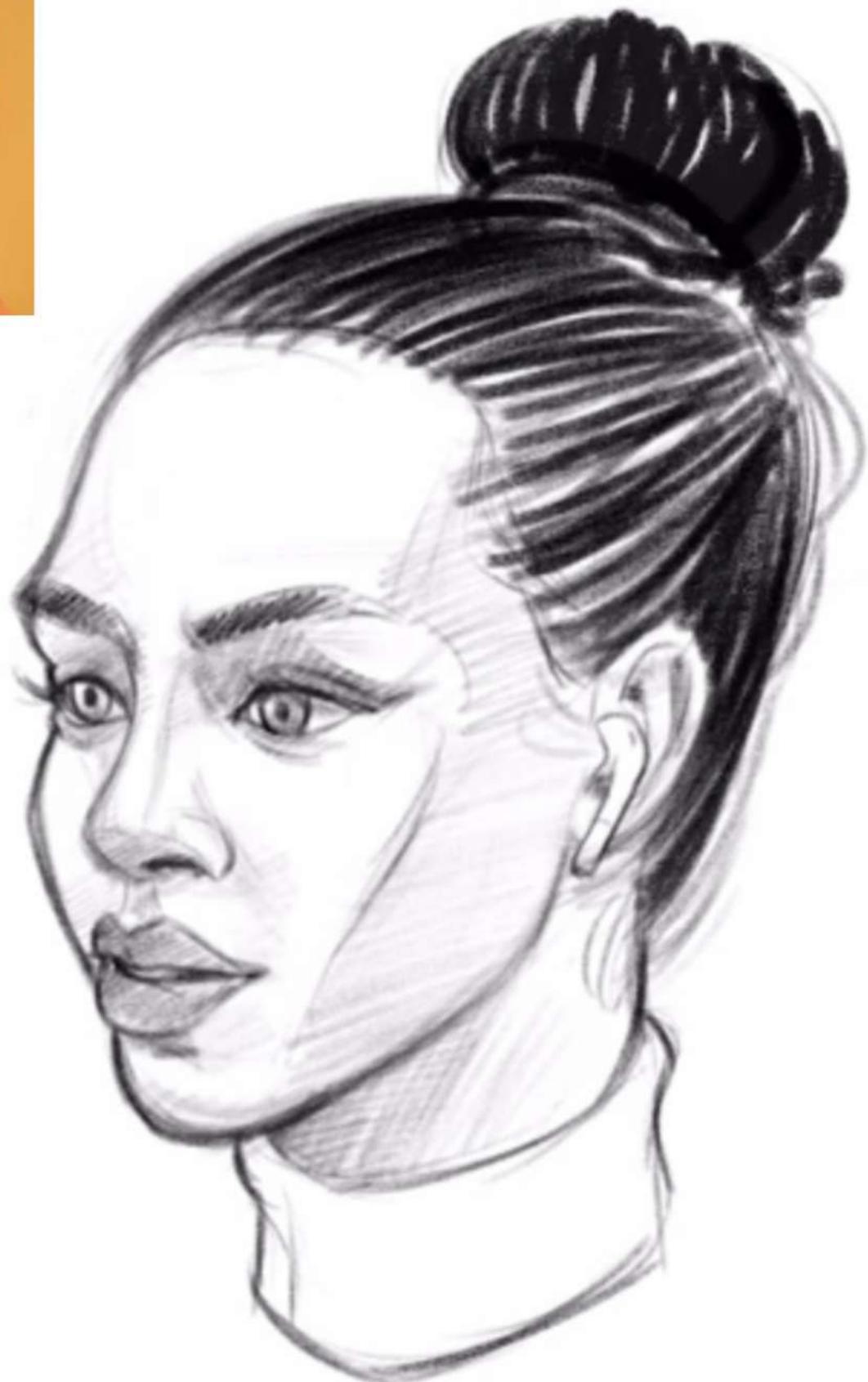


## Bonus Drawing of the Day:



## Final Head Construction:

Reference:



Bye  
Bye