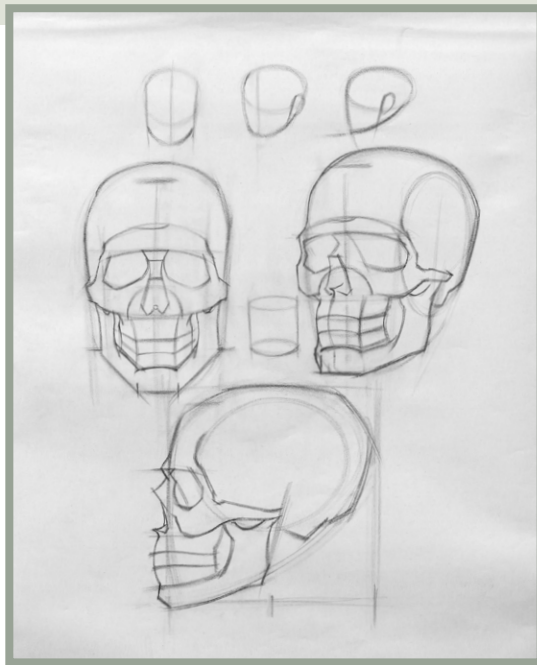


## OVERVIEW

Welcome to Head Drawing Fundamentals! This course will cover each step of the head drawing process, from basic rhythmical lay-ins through full value finished drawings. The entire process will be broken down into easily digestible chunks that will, hopefully, make head drawing a bit more understandable. Traditionally, the place to start with head drawing is skulls. This is actually a bit cruel because skulls are incredibly difficult to draw. There are, however, a few really important things that can be learned from drawing skulls. The most important being the study of the big shape of the head and how to create it. This is the most important aspect of this section. A lot more than just that is covered but as long as you pay attention to the creation of the big shape of the head and how to work from big shapes to small shapes, then you will get what you need out of this section. Other important things to watch out for include; dividing the head into thirds, using arcs to tie things together from side to side, and many more. Skulls are difficult to draw but if you stick with it there is a lot that can be learned.

Once the skull section is completed it will be time to move on to more complex things including; rhythm/structure, features, and mass. Each of these sections will explain vital components of head drawing. All of the information you need is contained in the videos. Don't rely on the workbooks because they only contain the reference needed for each section. As long as you watch the videos then you will get all the information you need.



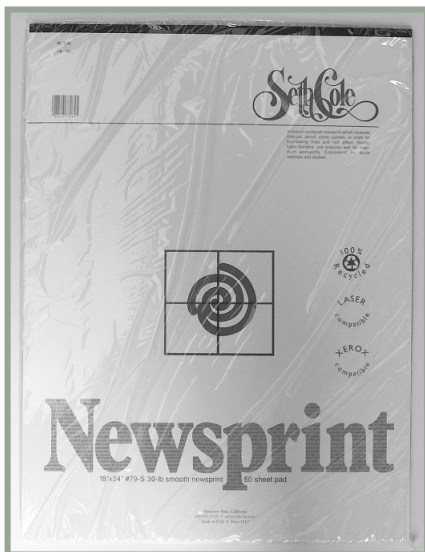
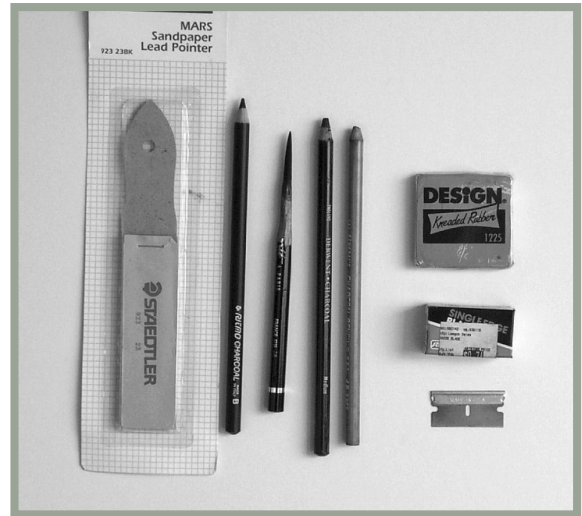
*Preserving the Traditions of the Masters*

## MATERIALS

- Wolf's Carbon 6B charcoal pencil
- Smooth Newsprint
- Single Edge Razor Blade
- Sanding Pad
- Kneaded Eraser

### - TIP -

A well sharpened pencil is critical. Remembering to tune up your pencil can make all the difference.



## SETTING UP

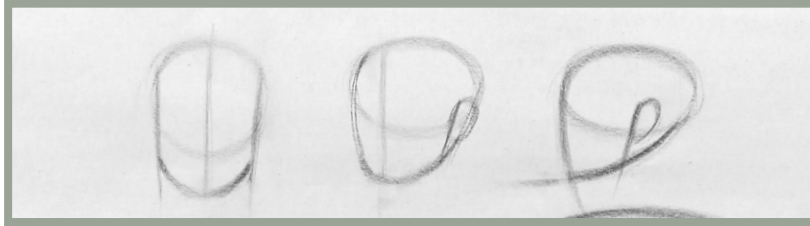
- Print the handouts or work directly from a computer/tablet
- Warm up with drawing ovals, circles, boxes, and cylinders.
- Focus on posture and make sure to work at arm's length.
- Remember to breathe and take breaks every 20 minutes or so.

ASSIGNMENT: Skulls

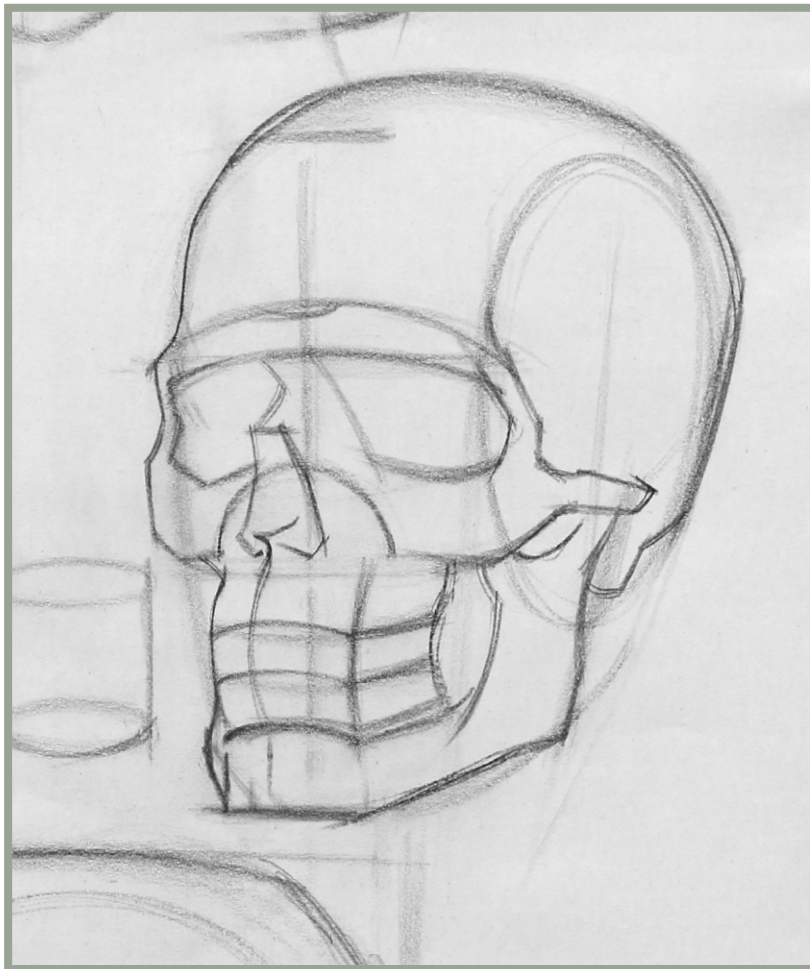
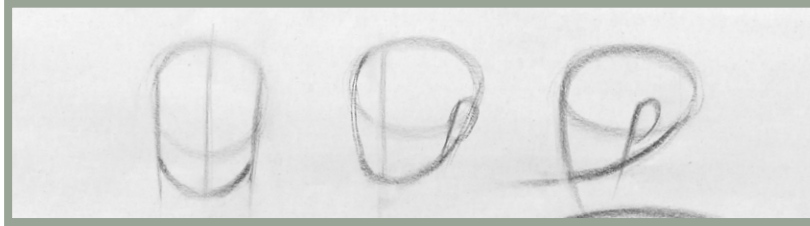
Before attempting to draw the human head it is a good idea to spend some time studying skulls. They are a good way to familiarize oneself with the overall shape of the head along with key anatomical landmarks and the general proportions of the head. This is a simplified version of the skull that I have developed after years of studying skulls drawn by Jeff Watts, Erik Gist, and Ben Young. This section includes a front,  $\frac{3}{4}$ , and profile skull.

Part 1: Watch the skull video and study it very carefully. Pay close attention to the order of operations. This is very important and working from big shapes to small shapes is the key to making this work. Skipping steps or applying them out of order will cause problems. Most important is how to create the big shape of the head, how to separate front and side planes, how to place the center line, and how to break the head up into thirds.

Part 2: Print out the reference pages or position a laptop or tablet in a place that will allow you to work directly from the workbook. Skulls are difficult to draw and working from my drawings instead of photos of skulls will help simplify things. Copy my drawings as many times as needed in order to familiarize yourself with the proportions of the skull and how to construct it. Focusing on how to construct the big shape of the head is most important.

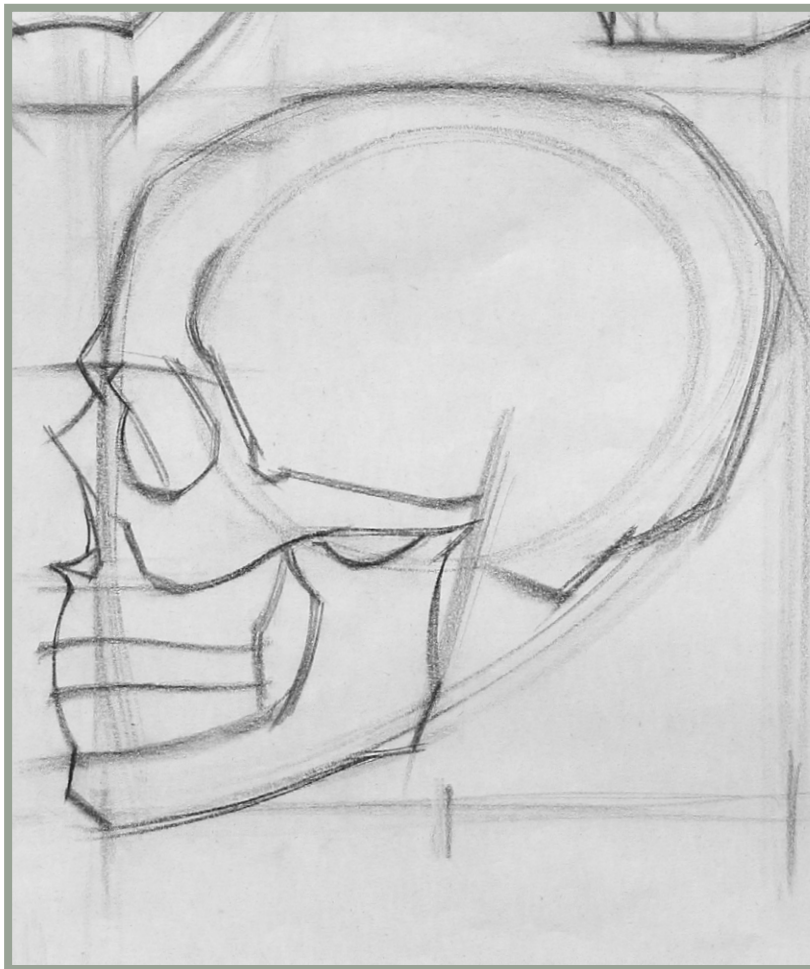
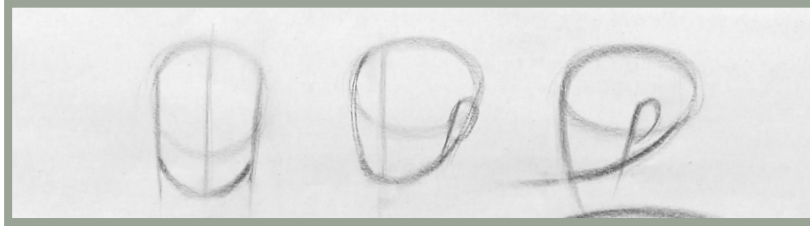


*Preserving the Traditions of the Masters*



*Preserving the Traditions of the Masters*





*Preserving the Traditions of the Masters*