

A Course by Gabriela Niko

# HOW TO DRAW EARS





# Face Features: How to draw ears



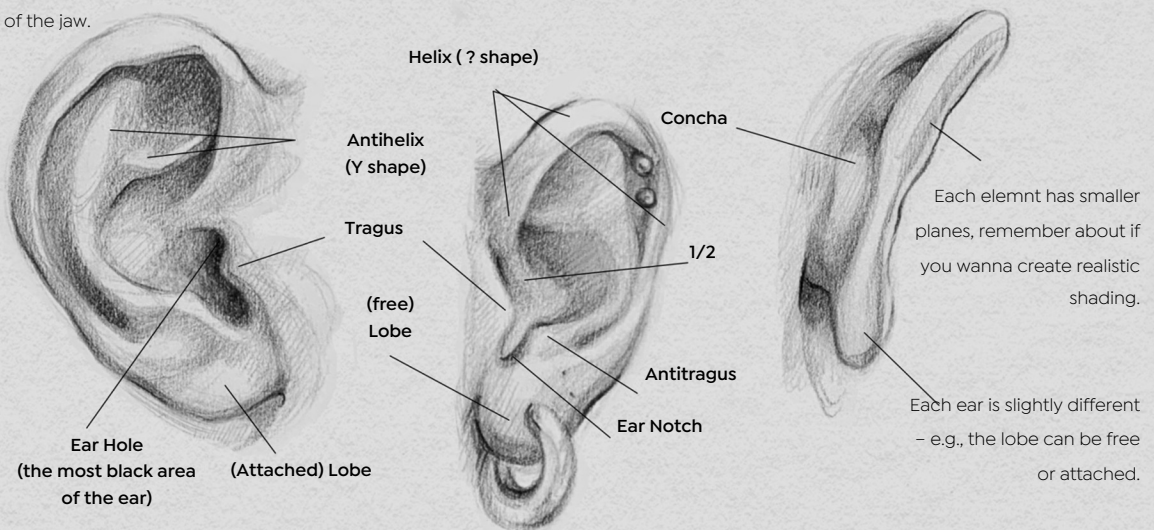
## Position on the head

Even if you don't draw the ears in a very detailed way (maybe you prefer toon style), it is important that you know how to place them on the head. Otherwise they'll look less natural.

In profile, the ears are attached to the head somewhere in the center of the cranium. They start at the end of the jaw.

Remember that the ears are not placed vertically. It's very important. They are located at a specific angle (slightly different depending on the person) but it is always a certain angle from the vertical planes. On the above sketches you can see an average angles from few points of view.

## Anatomy of the ear



At first the ear looks extremely complicated, but it is worth remembering that it consists of several, simple forms.

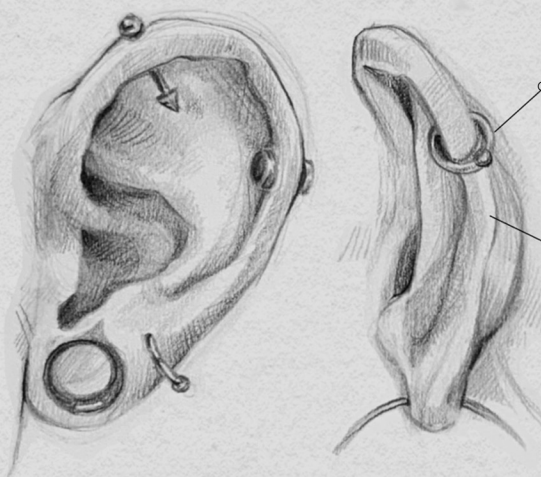
**Helix is shaped like question mark.**

It starts halfway up the ear. From the shadow in the middle it comes out to the light and around the ear.

**Antihelix is "Y" shaped and convex.**

**Concha is the "ring" on which the ear tube is placed.** It's visible from the back view.

I like to add some unique details like piercing or tattoos. It can give more style to the character but also helps to show the form of the ear.



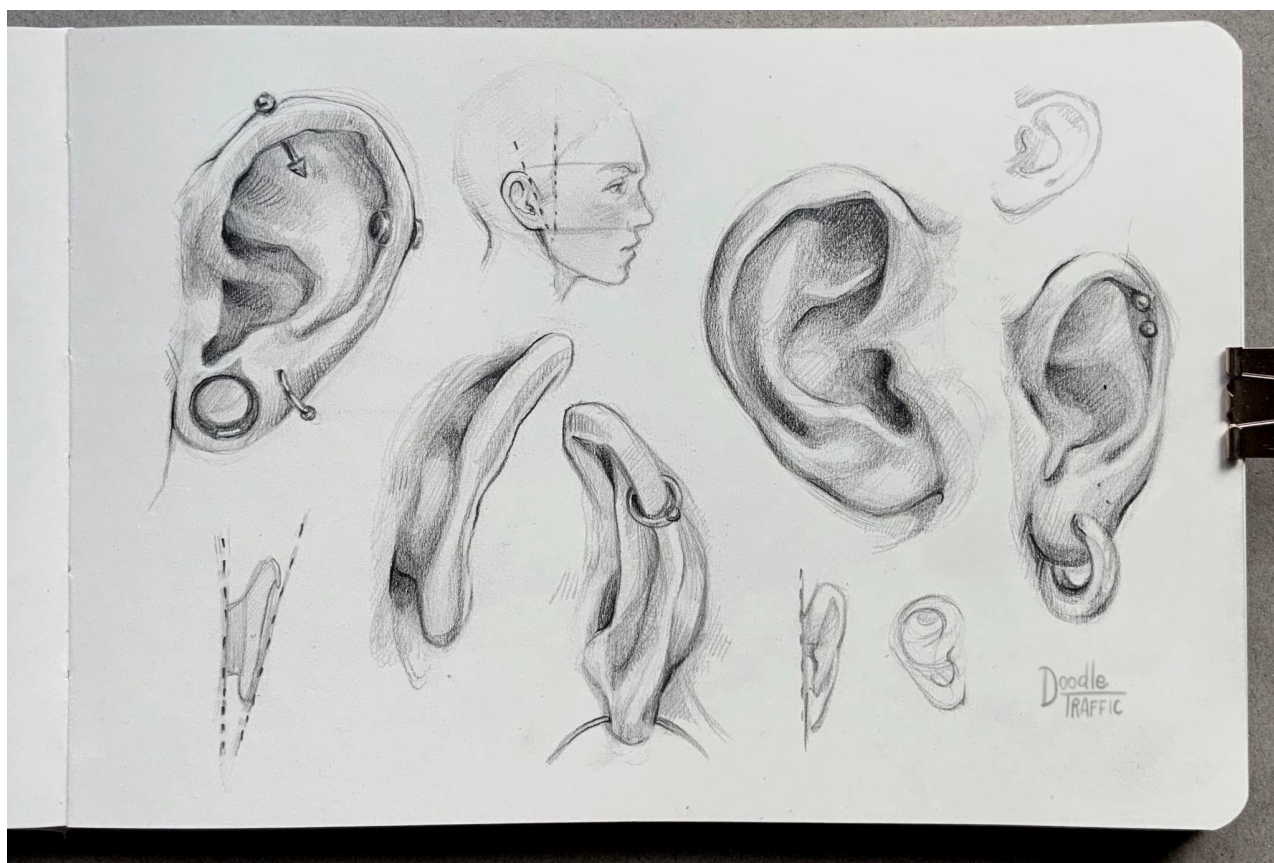
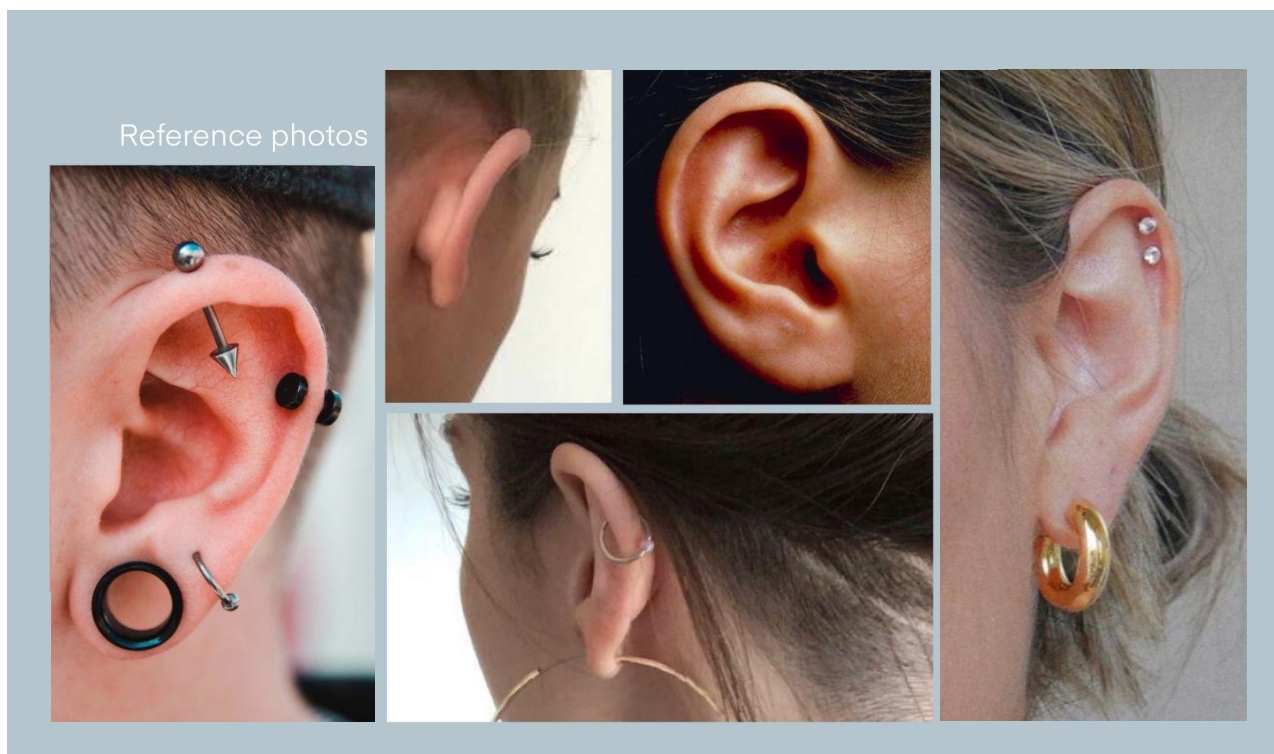
From some angles, the ears will look a bit strange.

Do not worry about it. Watch references carefully.

In the right context and surrounded by other features of the face, it will be ok.



## EXAMPLES OF MY DRAWINGS BASED ON THE REFERENCES PHOTOS:



# DOMĚSTIKA

