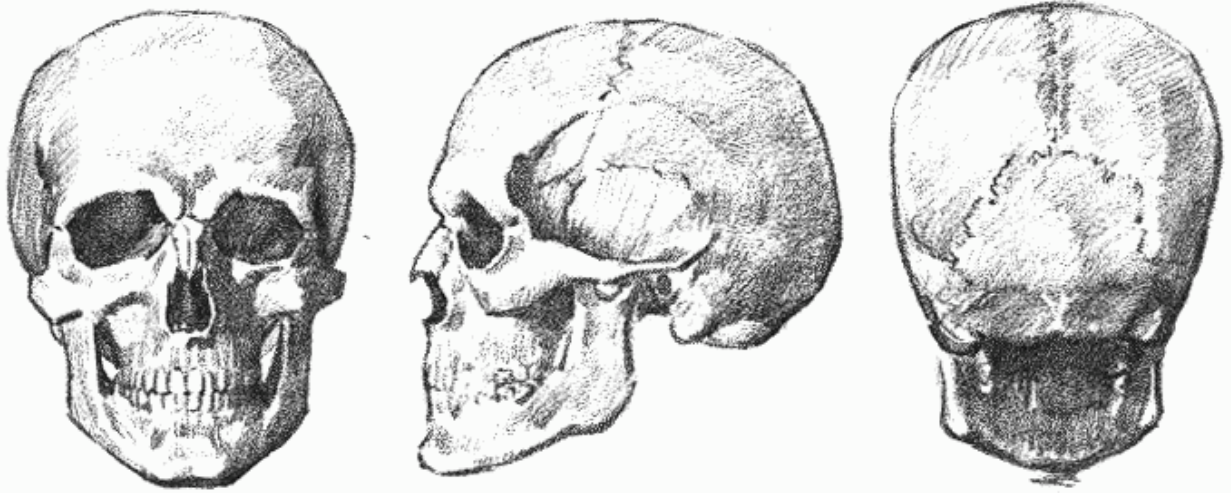
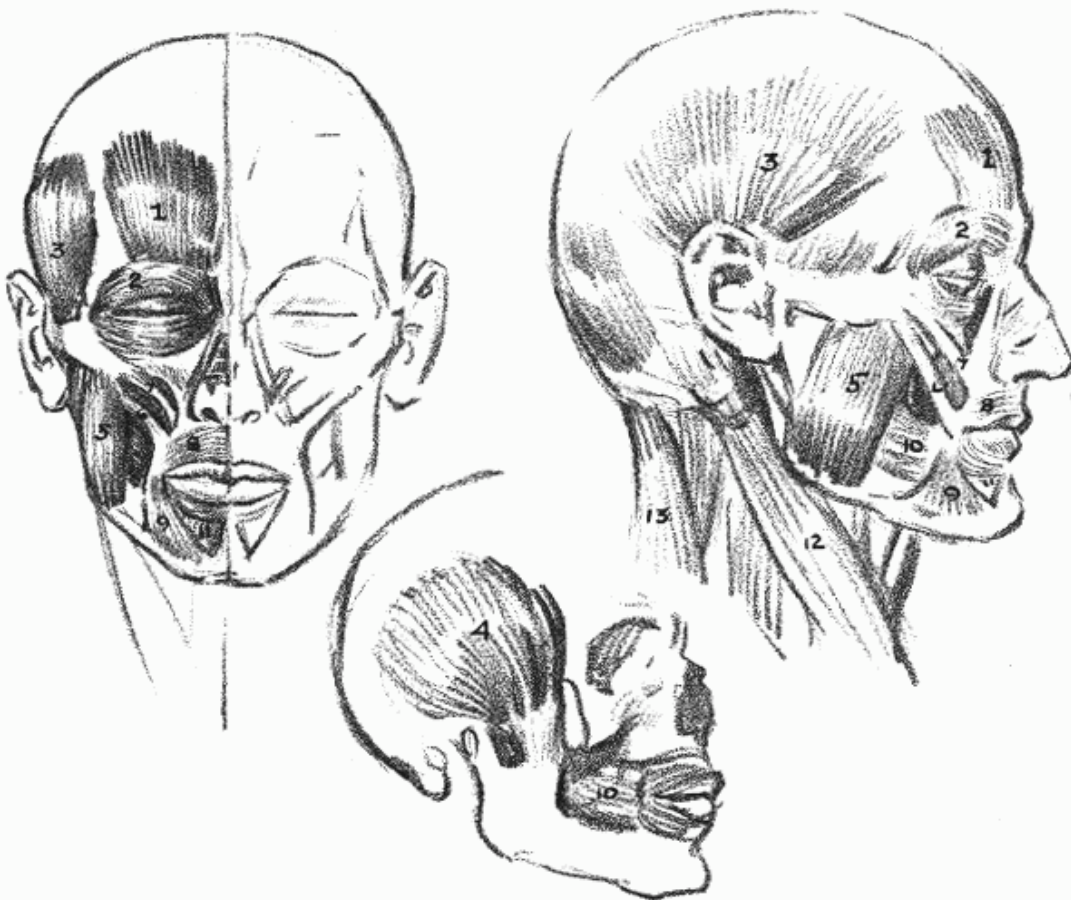


BONES AND MUSCLES OF THE HEAD



GRUESOME! BUT TRY TO DRAW IT CAREFULLY.

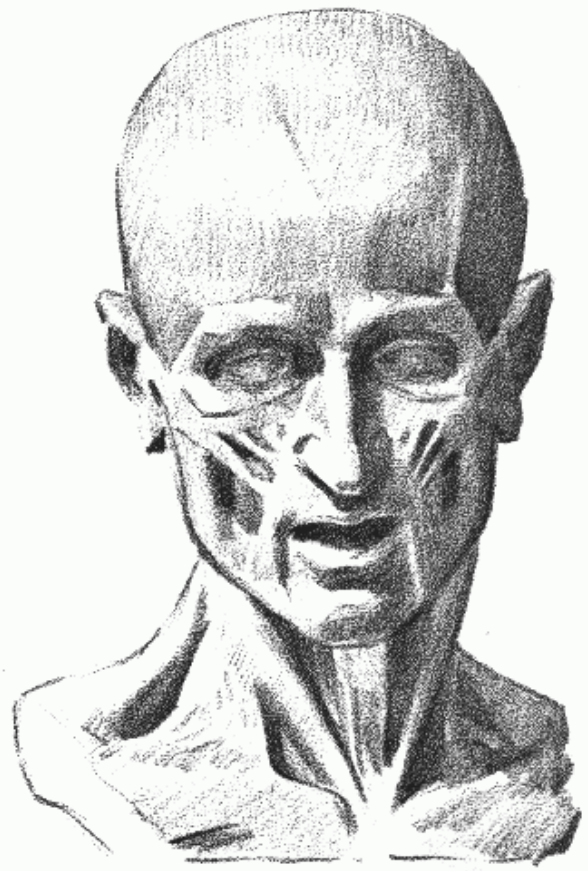
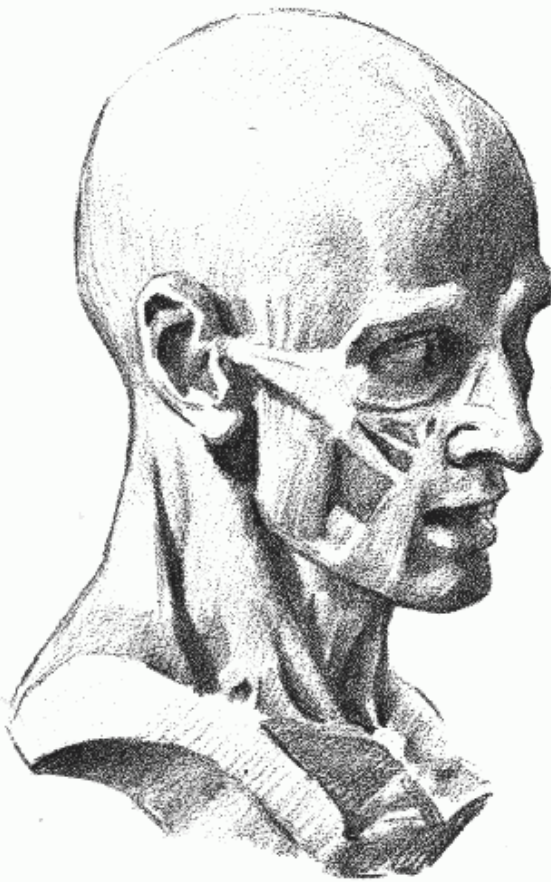


1 FRONTALIS
2 ORBICULARIS OCULI
3 AURICULAR MUSCLES
4 TEMPORALIS (DEEP)

5 MASSETER
6-7 ZYGOMATICUS
8 ORBICULARIS ORIS
9 TRIANGULARIS

10 BUCCINATOR
11 DEPRESSOR
12 STERNO MASTOID
13 TRAPEZIUS

THE MUSCLES IN LIGHT AND SHADOW



STUDIES OF AN ANATOMICAL CAST (WHITE)

THESE ARE TO SHOW THE ANATOMY OF THE HEAD IN ITS SOLID ASPECT, OR AS FORM IN LIGHT AND SHADOW. IF YOU CAN DRAW FROM CASTS, IT IS RECOMMENDED TO DO SO. MANY STUDENTS SKIP THE ANTIQUE CLASS, NOT REALIZING ITS TRUE VALUE. ITS ADVANTAGE IS THAT THE SUBJECT REMAINS FIXED FOR CAREFUL STUDY. IT DEVELOPS SOLIDITY AND EXCELLENT FOR STUDY OF VALUES. I SUGGEST YOU MAKE SOME CAREFUL FREEHAND DUPLICATIONS OF THESE DRAWINGS IF YOU HAVE NO SIMILAR CASTS NEAR.



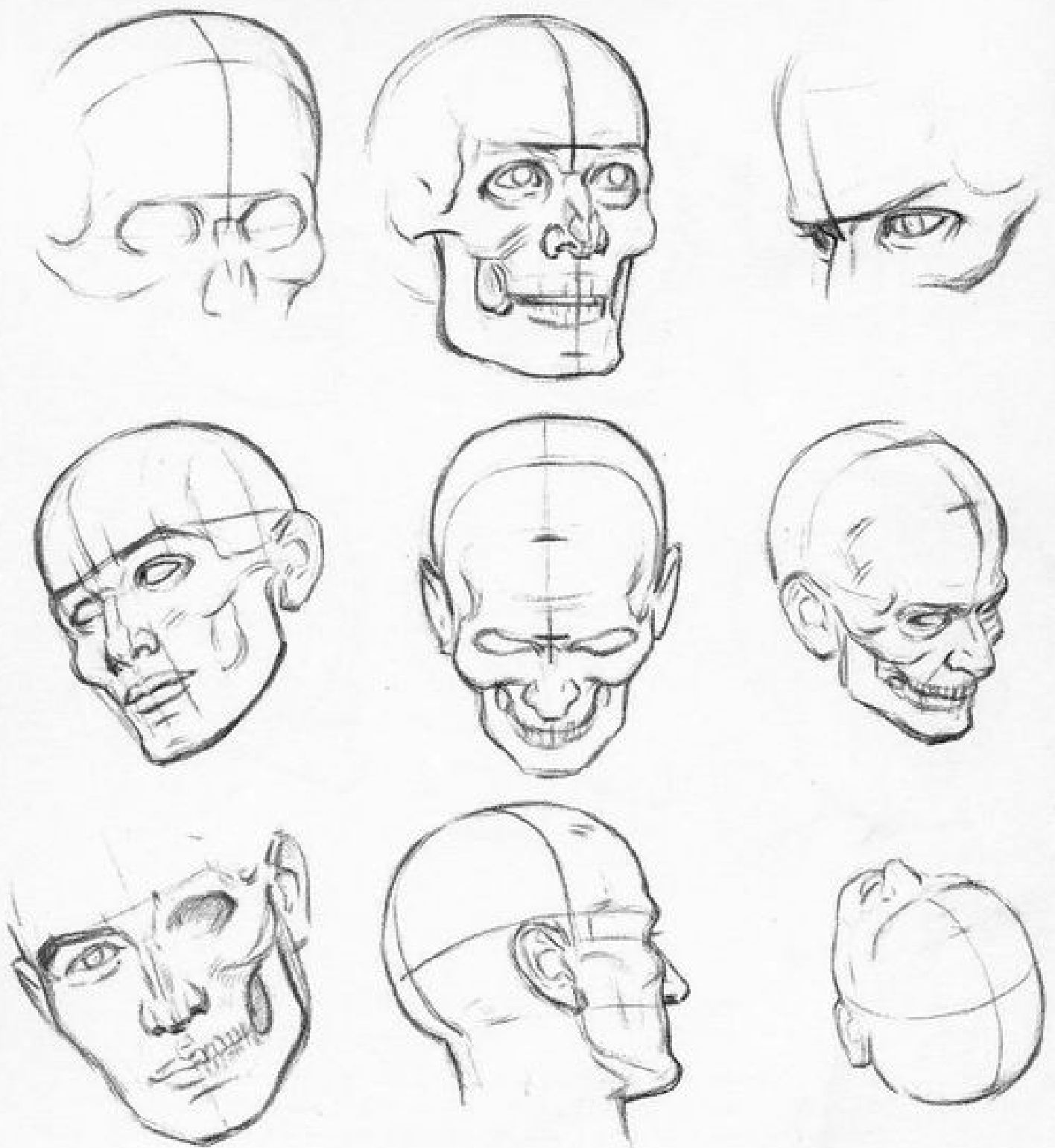


PLATE 6. The bony parts within the construction

Here we look at the bones more closely, realizing that, with the exception of the cheeks, all the flesh of the head lies over bone and is influenced by the shape of the bone. This simplifies our problem considerably, for except for the jaw the bones of the skull are all in a fixed position and move only as the whole head moves. Only the flesh around the eyes, the cheeks, and the mouth are capable of separate movement.



PLATE 7. Action of the head on the neck