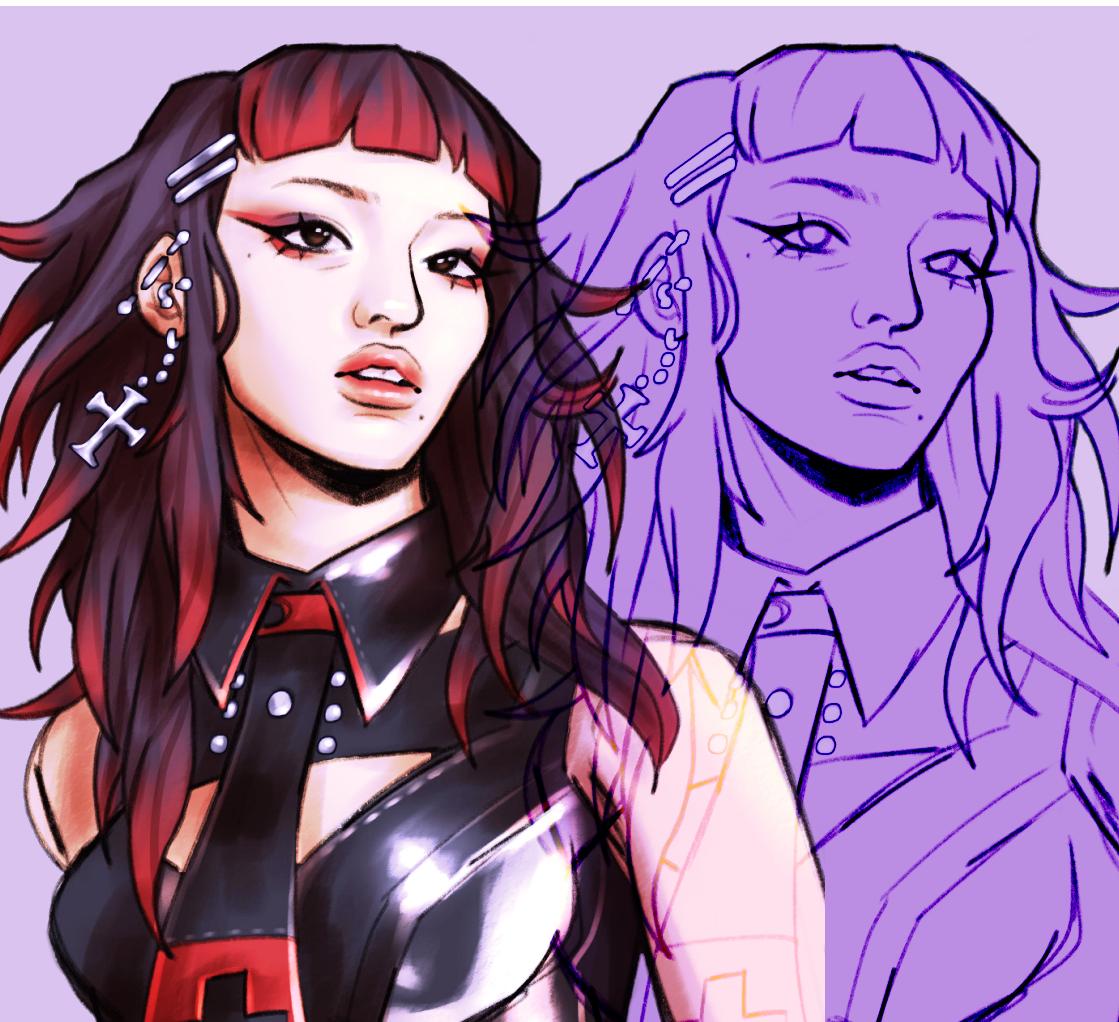


A Beginner's Guide: Drawing and Creating Portraits Using Digital Aid

By Nicole Sue Lynn Leaw





Introduction

Welcome, dear reader, to 'A Beginner's Guide: Drawing and Creating Portraits Using Digital Aid'.

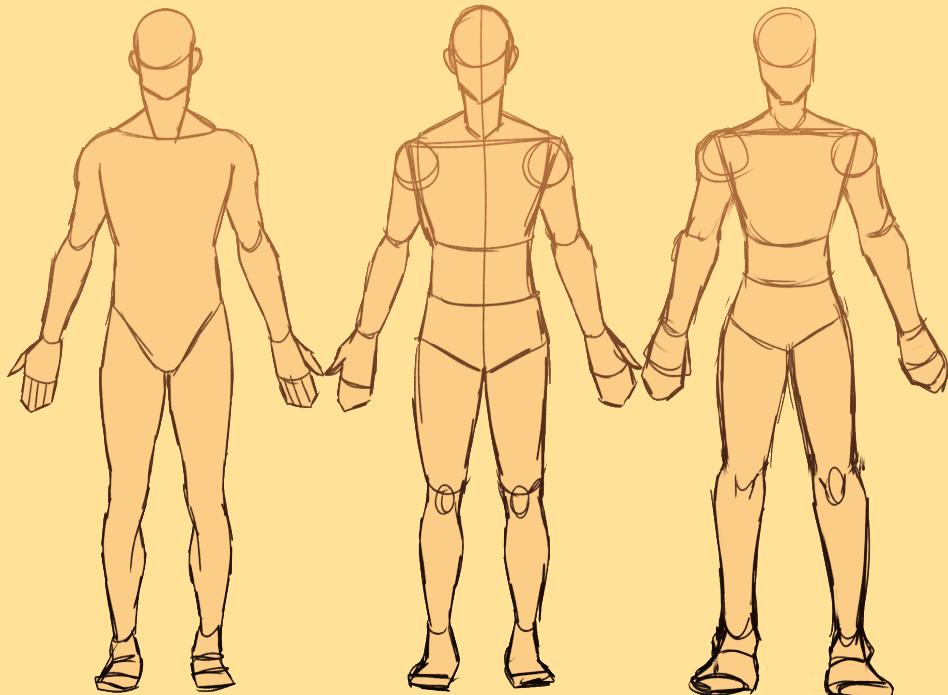
Whether you've never picked up a pen before or have moderate experience in art and simply want to absorb more knowledge, I hope regardless of your background you are able to learn something and walk away from this book feeling inspired.

Through this guide you will learn the basics of human anatomy, body and facial proportions, and how to draw portraits and humans using digital means such as random generators for facial and anatomy practise, and guides to aid you in this journey.

You will also learn how to enhance character through lines of action and strong silhouettes, using life drawing and body studies.

Lastly we will put all this information together to create a completely rendered portrait, created with the same methods you will soon read about.

Practise, read guides and watch tutorials, but the most important part of creating art is to have fun!

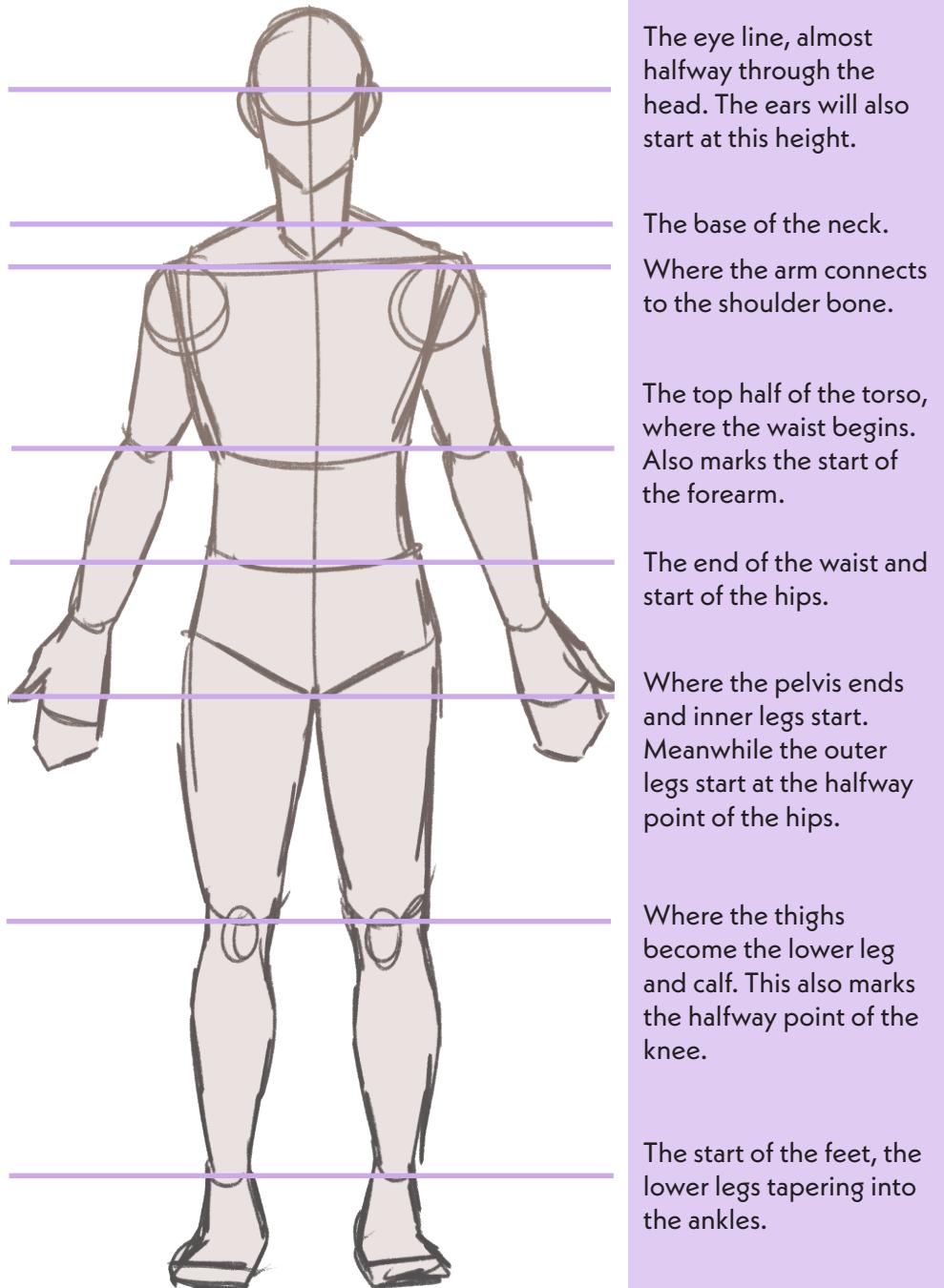


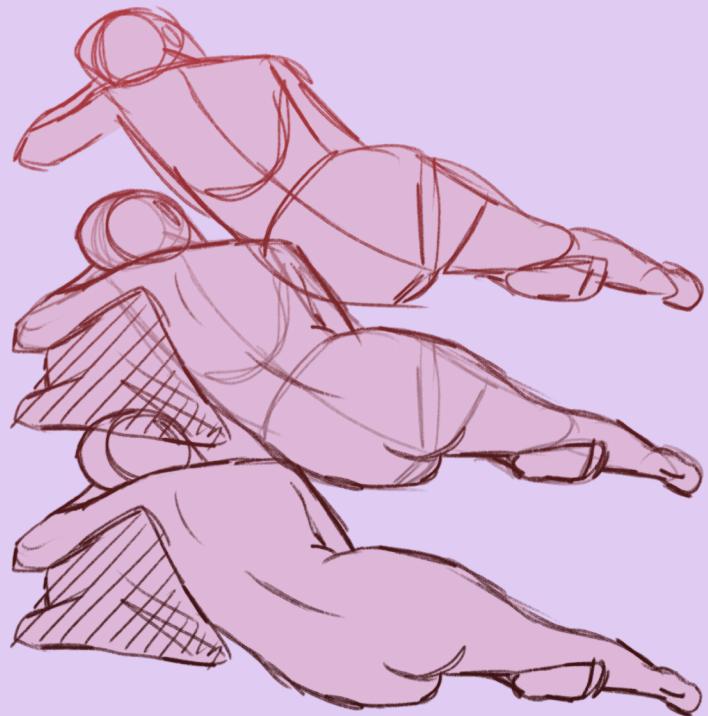
An introduction to anatomy

Human anatomy and proportions always seems daunting at first, with so many elements and shapes to consider, where do you start?

Shown above is three bodies: the first a standard male body type, the second showing the body broken into segments, the third a body with personalised, exaggerated proportions.

The easiest way is to break the body into shapes and segments instead of viewing it as a whole. In the adjacent diagram I'll show you what parts to divide the body into, and some guidelines.





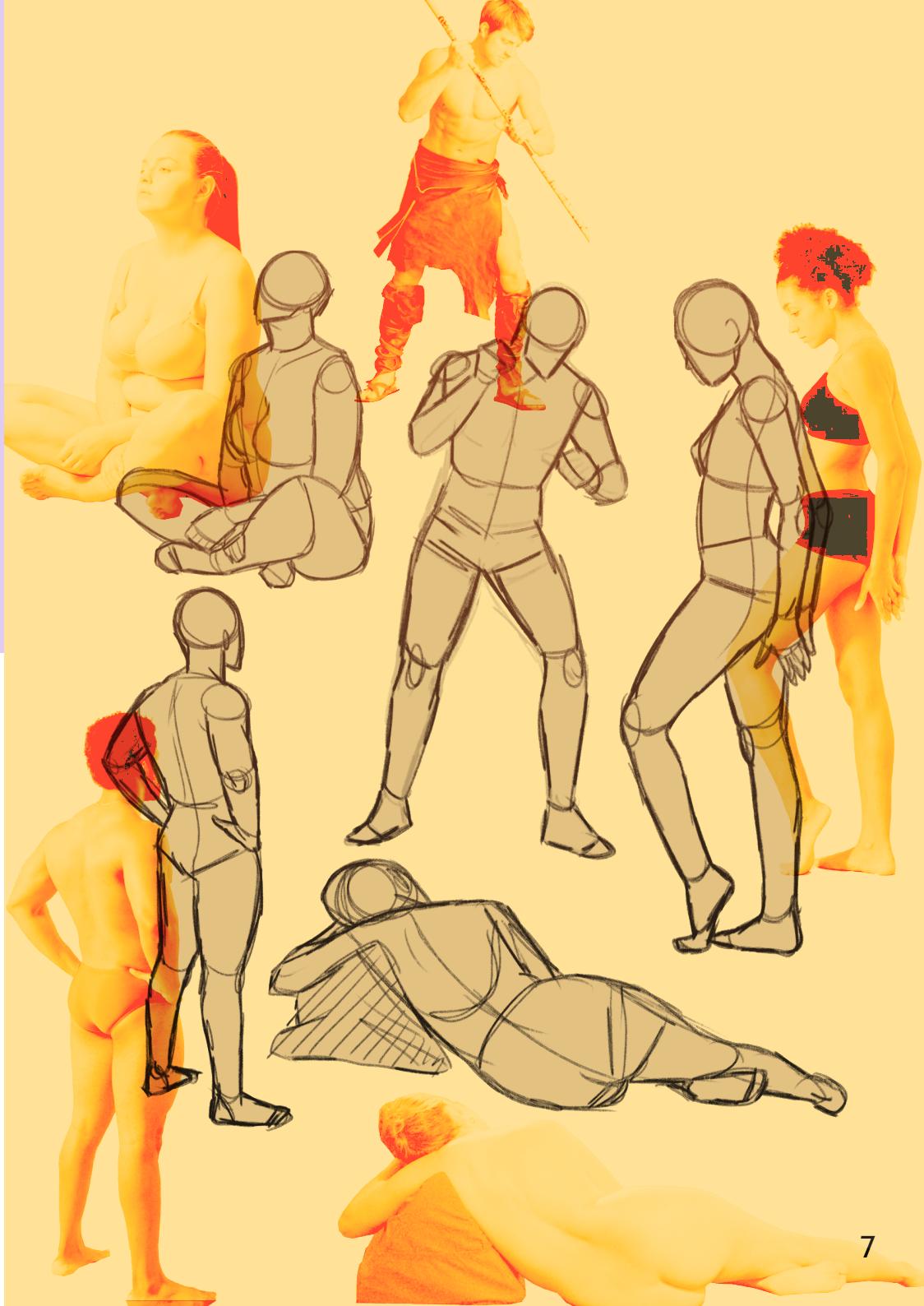
Poses and life drawing

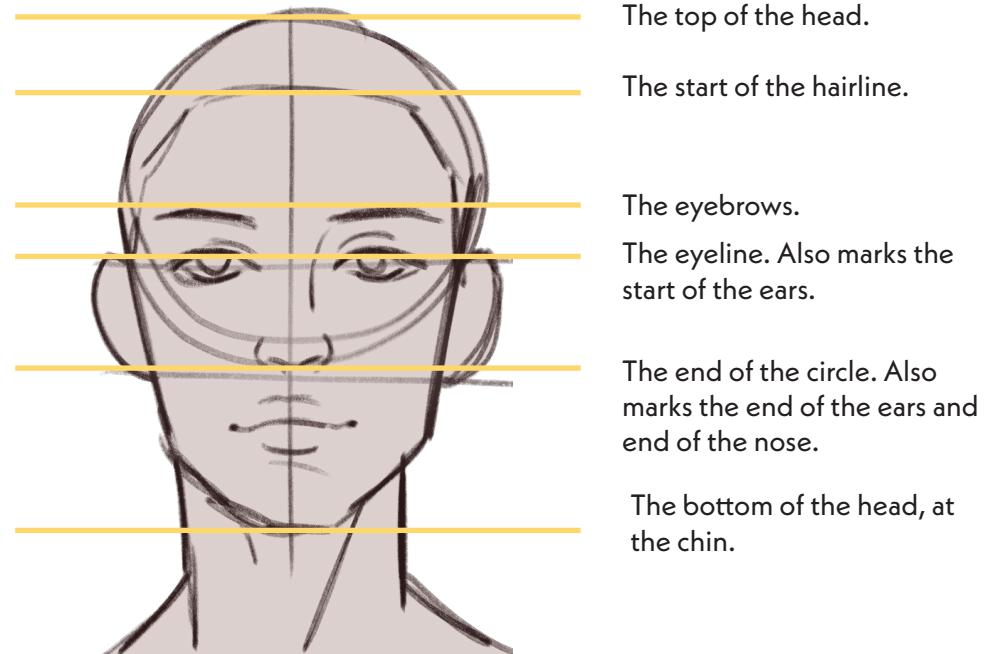
The next step after breaking the body into pieces is to bring this into practise by learning about poses and lines of action.

With posing we focus on the flow of the body, and its general silhouette and shapes. The best way to learn this is to draw from reference, specifically life drawings.

The best online resource for this is: line-of-action.com

Using the Line of Action website I created the sketches on the next page, breaking the body into parts, and using circles to represent joints. The great thing about this website is the diversity of bodies available, with the ability to filter images to specific criteria.



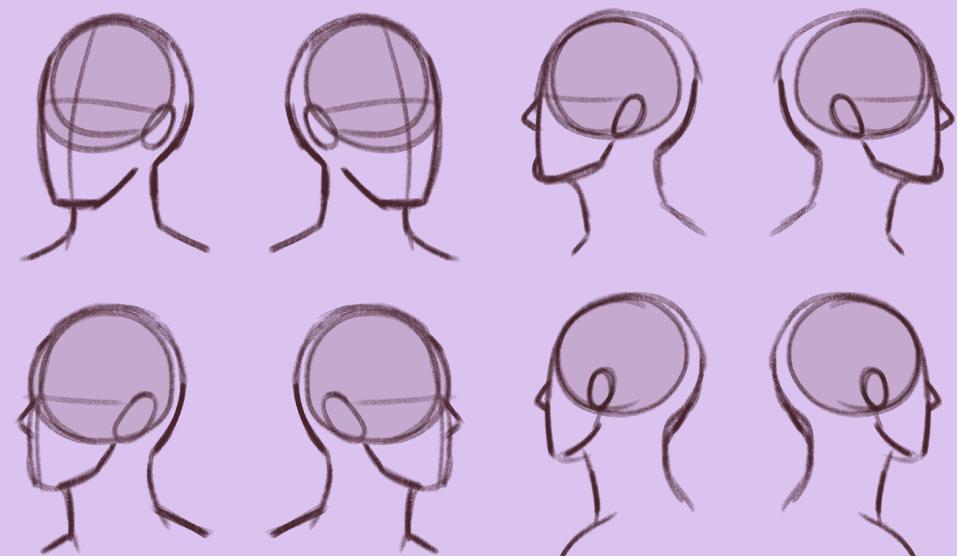


Faces and expressions

Figuring out facial anatomy and faces comes next. A similar method to the body is used, where I have broken the head down into a circle and grid lines to aid in placement of facial features.

In terms of drawing the face itself, that is something really down to personal interpretation and style. For example my style is more based in realism, though kept stylised through simple and angular lines.

On the opposite page are turnarounds of the head, using a circle as the main shape, then a 'plus sign' for the facial features, and an oval for the ears.

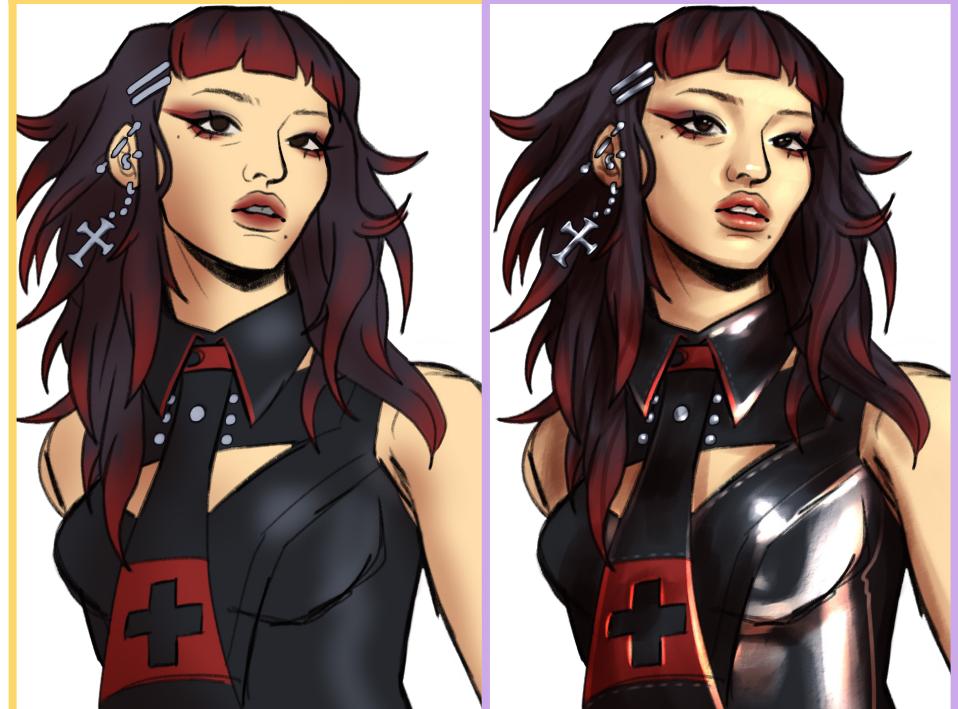
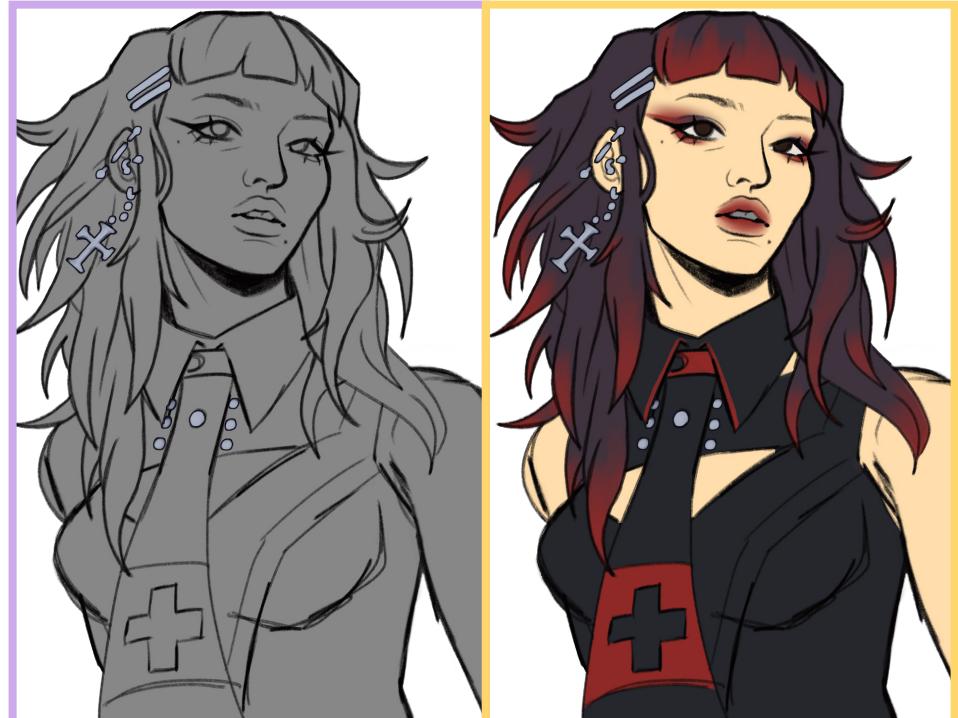
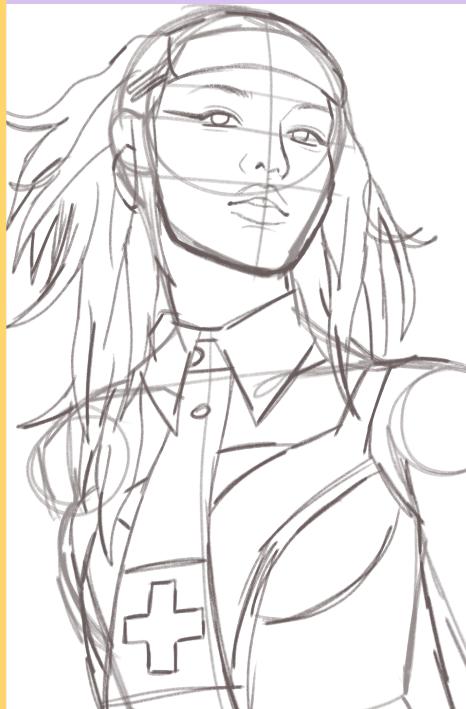




Putting it all together

Now that I've explained all the tools and steps required, now is the time for me to demonstrate all the skills you've learned. The first step is simply to choose a picture or pose that suits your tastes. Then, it is a process of simply following the guides provided.

I've rendered my final portrait to match the lighting of its source but have made alterations and personal flair to match my style and add small details. In the end you can choose to portray the image however your heart desires!



Your turn!

With everything you've learned in mind, now is time for you to have a go! Following this paragraph are some pictures to reference, all from line-of-action.com.

They consist of two faces, and a sitting pose with a strong line of reference, with empty spaces to draw. Good luck, and have fun!





Made with love by Nicole Sue Lynn Leaw
for CDS3001 Instruction / 2022

Instruction Book Rationale

By Nicole Sue Lynn Leaw

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Inspired by the digital ideas of random generators and exquisite corpse methods, I wanted to explore the steps of creating art, in particular my personal process when making digital portraits and drawing people, as well as tips I've picked up through the years from education and online tutorials.

These ideas are based on a passion for digital art and portraiture, and a personal enthusiasm for more anatomy practice and facial anatomy through this project.

I changed my initial idea from creating a character to more general anatomy and portrait tips, to allow for a more broad audience, and a more beginner approach to anatomy and drawing. This in turn reduces the age of my target audience, meaning the words and approach I took had to be more friendly and approachable.

The structure of my pages and guides created were based on existing drawing guides and art books. My very limited colour palette of yellow and purple is to help consolidate my theme, and reduce the amount of visual stimuli to allow full focus on my illustrations.

Again being inspired by existing art books, I tried to maintain a messy and somewhat 'amateur' style of linework, including simple flat colours and thick, textured lines. With these I used browns and greys for linework and fill colours, to match the pastel colours with lighter colours.

To differentiate my art book from others and give it a more unique feature, I tried to focus on digital art using digital resources such as websites, and use square shapes and black and white photos to emphasise a techy element.