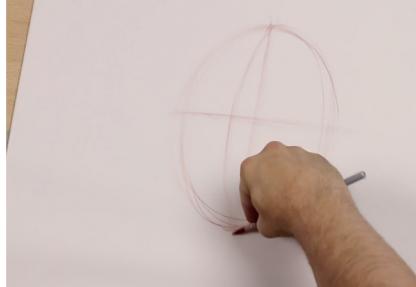


The Head in 3/4 View step-by-step



find the tilt of the head



find the center line



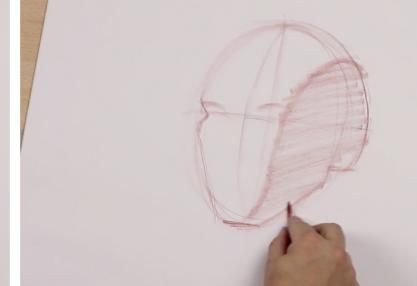
add distance from centerline to the axis
and add that to the back of the head



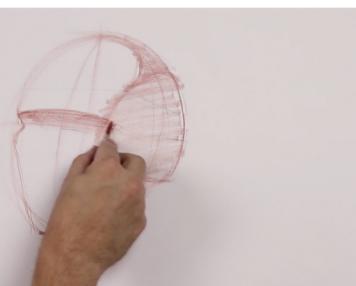
add jaw and eye placement



first major cut: divide side plane
from front plane



fill in with 50% tone



build the visor housing the eyes



add the glabella to the visor



build the nose



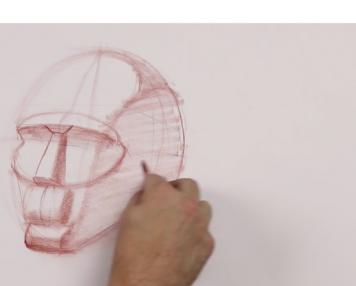
add the barrel of the mouth



add modeling tone



build chin box



draw bottom of cheek bones



add zygomatic arch



draw the eyes



add detail to the nose



add the lips and neck



draw in the ear



add top plane of cheeks; eyebrows



check proportions and structure



add hair style