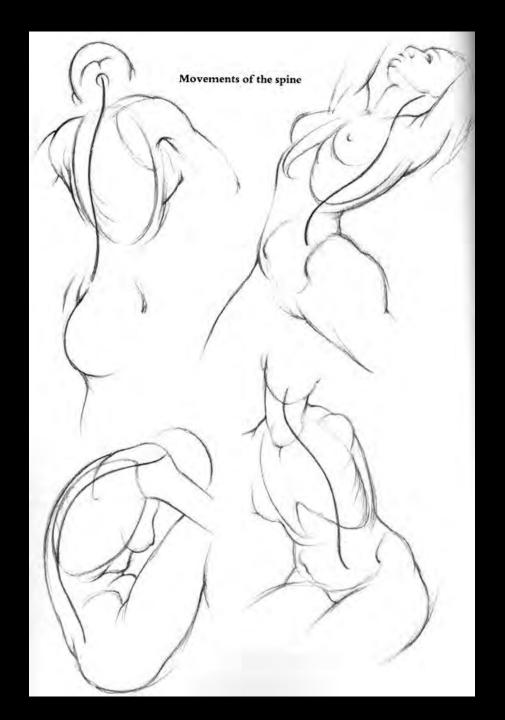
Figure Drawing

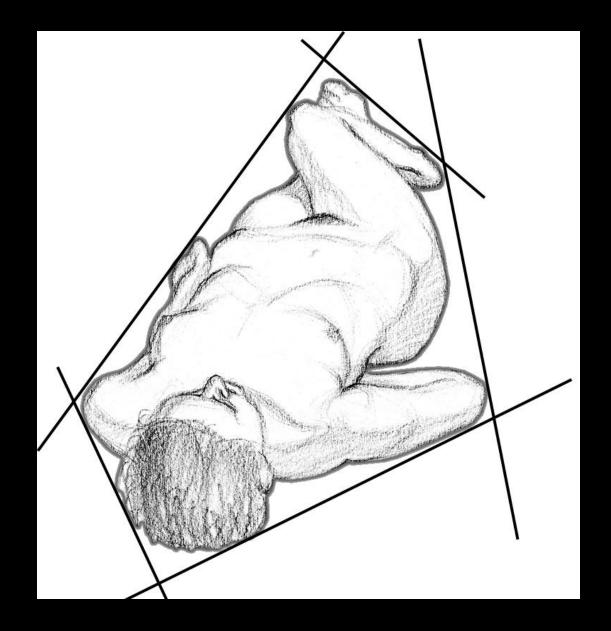
Determine position/shape/curvature of spine to help you get a quick drawing/gesture on the page.



Look at angles between landmarks to position figure on the page (after gesture).

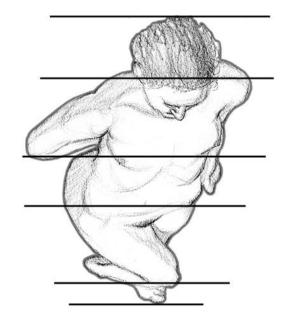
Landmarks:

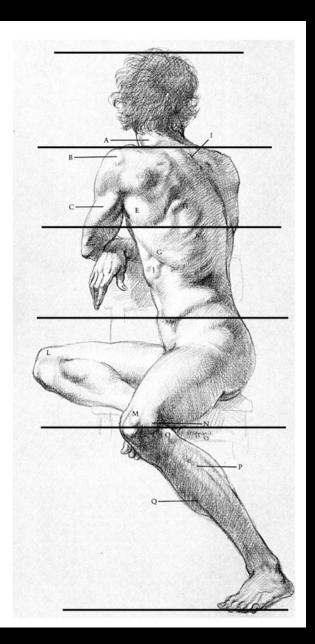
- -Sternal notch
- -Collar bone (clavicle)
- -Hip bone (illiad crest)
- -Shoulder blade (scapula)
- -Elbow
- -Knee cap (patella)
- -Feet toes/heel
- -Top of head
- -Chin
- -Nipples
- -Belly button
- -Do Not choose any portion of a curve as a landmark! Find easily identifiable points.

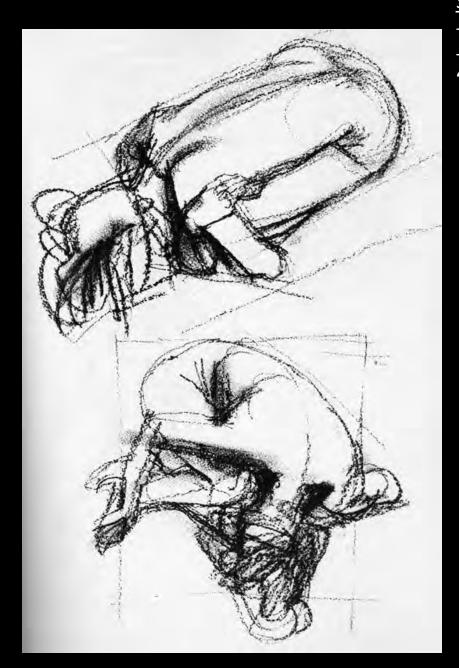


Foreshortening

- -Same principles apply to the figure
- -Shapes will overlap
- -Some body parts will change shape and will feel "awkward" to draw – PAY ATTENTION TO WHAT YOU SEE.
- -Look at spacing between landmarks







30 –second Gestures with Line

-Hand is in continuous motion – Do Not stop to erase -- Use a Diagrammatic/Expressive line to capture the "essence of the pose"





3-minute Gestures with Line

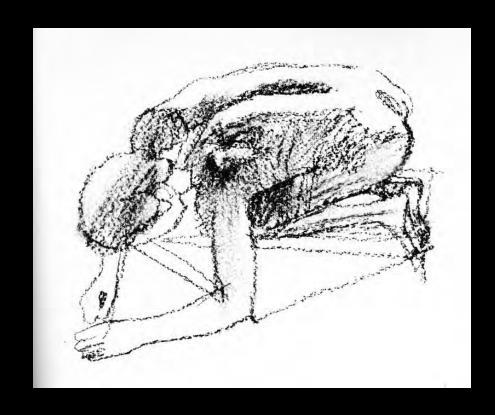
- Hand continues in constant motion
- -Some development of line weight according to shadow/mass
- --Revisiting areas for more accurate size/shape
- --No erasing History of process remains on page



30-second Gestures with Value

-Look for LARGE / GENERAL shapes of light and shadow

--Use only 2 or 3 tones





3-minute Gesture with Value

- -Hand remains in continues motion
- --Develop more accurate shape of light/shadow some fast erasing
- -- 4 or 5 different tones





Pastel and Wet Gesso on Neutral Colored Paper





Black and white conté on gray paper



