

HOW TO DRAW

THE HUMAN FIGURE

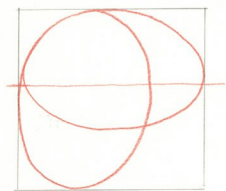
Easy to follow
AMAZING ART!
Step-by-step



Mark Bergin

The head

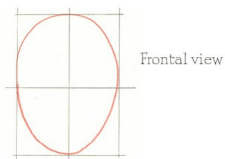
The head is a difficult shape to draw. It includes some of the most expressive features of the body. Using construction lines helps to place the eyes, nose, ears and mouth accurately on the head.



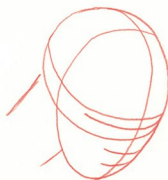
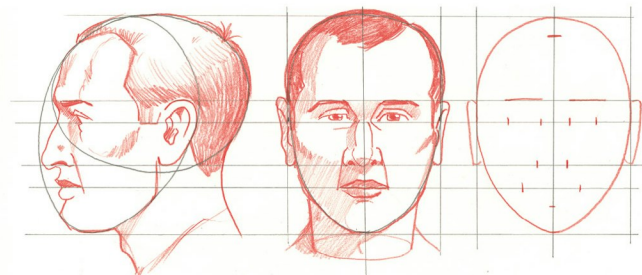
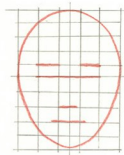
Draw the main shape of the head by overlapping two ovals.



When drawing the head from different angles, construction lines can help to keep the features in the correct positions.



Squaring up the paper can help you to decide the positions of the facial features.



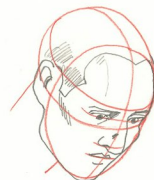
Draw in construction lines to show where facial features begin and end.



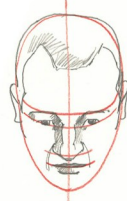
These construction lines show the head facing downwards.



These construction lines show a head facing upwards.



These construction lines have been used to draw a male head.



The curved construction lines help you to place the features.



Draw in the features. Do not forget the underside of the chin.



These construction lines have been used to draw a female head.



Add detail and any extra features such as hair.



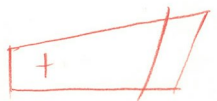
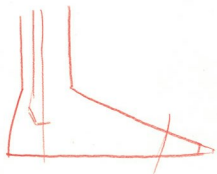
Complete any details and remove unwanted construction lines.

The feet

Feet come in all shapes and sizes and can be drawn in many different poses. The construction lines for a simple side view usually start with a triangle shape, then the toes are added and the ankle is positioned.

A simple triangular-shaped side view of the foot

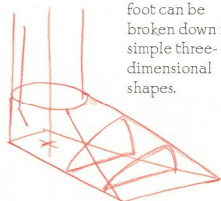
Using these construction lines as a guide, draw in the toes and anklebone.



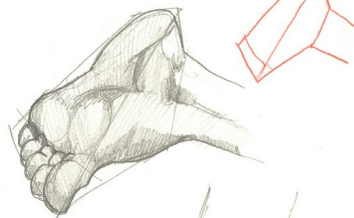
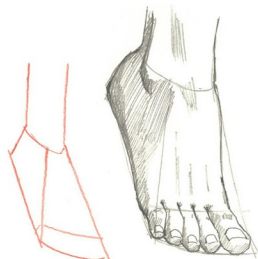
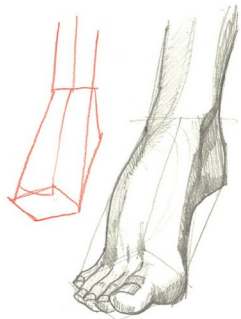
The base of the foot is a simple trapezoid shape. Indicate the toes and the ball of the foot.

Using these construction lines as a guide, draw in both views of the foot.

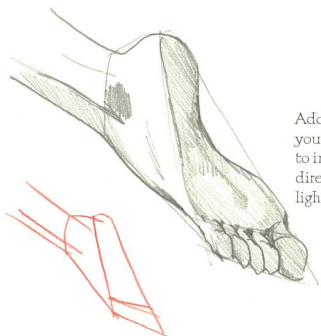
The shape of the foot can be broken down into simple three-dimensional shapes.



This page shows the foot drawn in a variety of different poses. The construction lines have been left in to show how the shape and position of the foot have evolved.



Draw in the toes. Position them within the area of the construction lines.



Add tone to your drawing to indicate the direction of the light source.

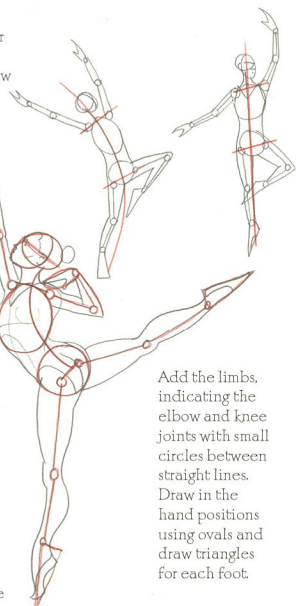


Balance and motion

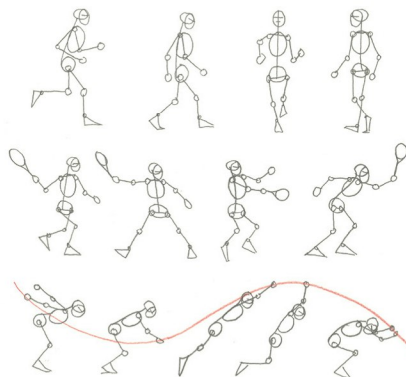
Motion and balance are important aspects to consider in your drawing. Use basic construction lines to create a variety of poses. Then build up the drawing from there.

A ballet dancer is a perfect example to show balance in the human body.

Draw in the position of the head and body using construction lines (as shown in previous pages). Pay particular attention to the curve and direction of the spine and hips.



Add the limbs, indicating the elbow and knee joints with small circles between straight lines. Draw in the hand positions using ovals and draw triangles for each foot.

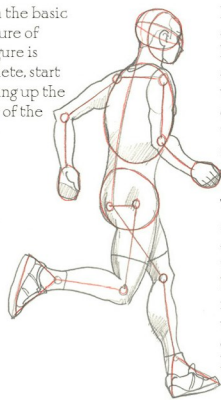


Using construction lines, draw a simple stick figure either running or walking. Study people as they walk by to see how their body moves.

This figure shows a tennis player. Note the changes in balance as the racket is swung.

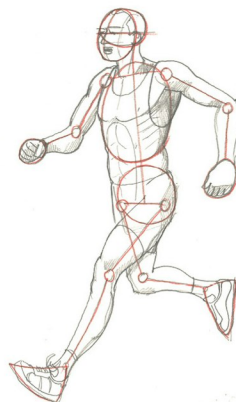
This figure is performing a long jump. The red line shows the flow of the hands through each stage of the jump.

When the basic structure of the figure is complete, start building up the shape of the body.



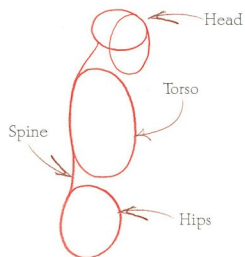
Keep the drawing quite light and sketchy at first, until you are confident that the proportions are right.

Then begin to add tone and detail to finish the drawing. Remember to remove any unwanted construction lines.



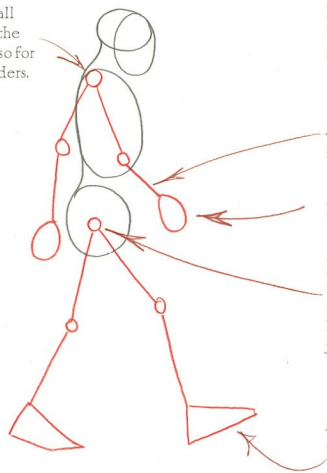
Walking figure

A simple walking movement is a good starting point for drawing a figure in motion. In this case, the figure is viewed from the side, so remember to consider which parts of the body will be seen.



Draw in the basic shapes for the head, torso and hips. Join these shapes with a line for the spine.

Add a small circle on the upper torso for the shoulders.

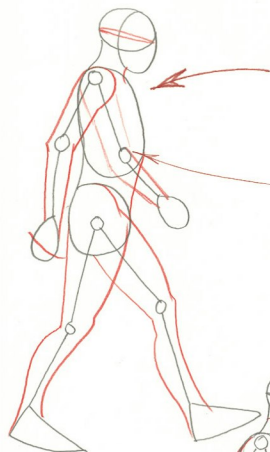


Add straight lines for the arms with small circles at the elbow joints.

Draw ovals to indicate the hands.

Draw a small circle in the middle of the hips. This indicates the top of each leg. Add straight lines for the legs with small circles for the knee joints.

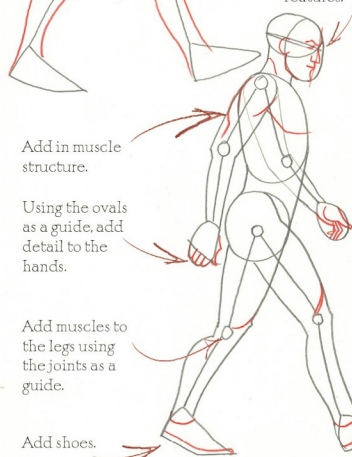
Add in a basic triangular shape for each foot.



Using the construction lines as a guide, start to add the shape of the body.

Pay particular attention to the joints of each limb, drawing elbows and knees accordingly.

Start to add in the facial features.



Add in muscle structure.

Using the ovals as a guide, add detail to the hands.

Add muscles to the legs using the joints as a guide.

Add shoes.

Add shade to areas where light will not reach.



Mirror

You can often see mistakes in a drawing by looking at it in reverse in a mirror.

Complete the details of the facial features and hair.

Add clothing to the figure.

Add tone for definition.



Add socks.