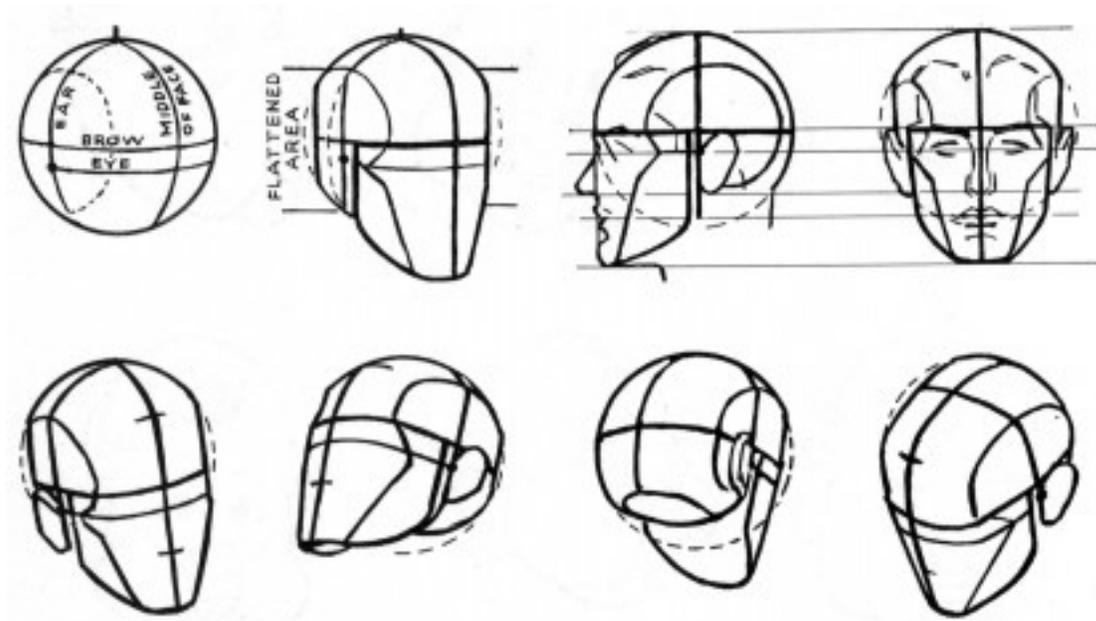
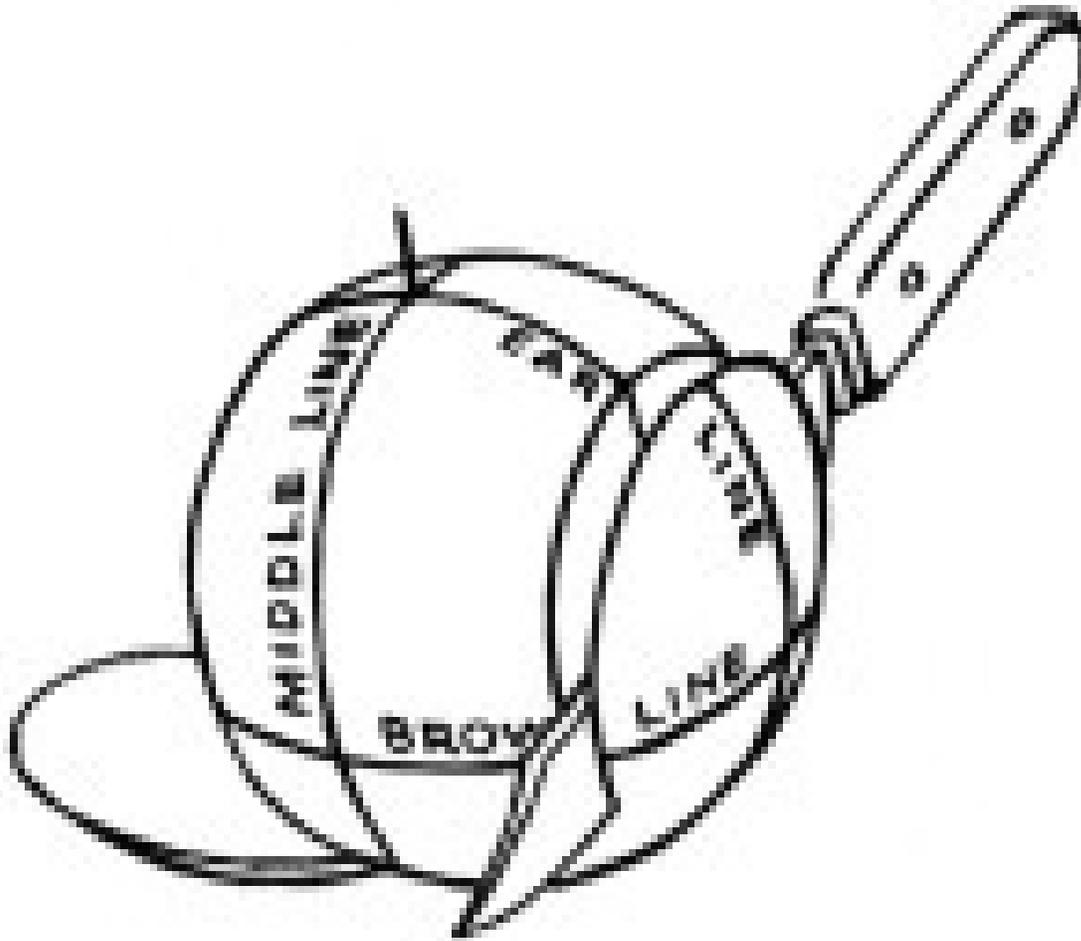
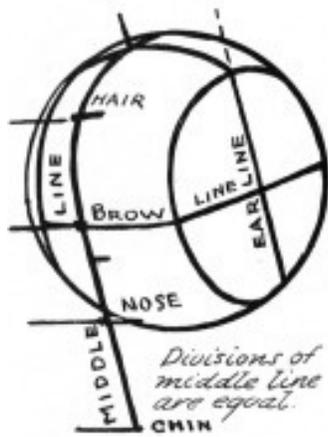


DRAWING HEADS
BALL AND PLANE METHOD
"LOOMIS" METHOD

THE DIVIDED BALL AND PLANE METHOD

The Method Developed by Andrew Loomis, Which Makes Construction Simple for Any Type of Head.





Add to the skull in back of the head



Sketch in head

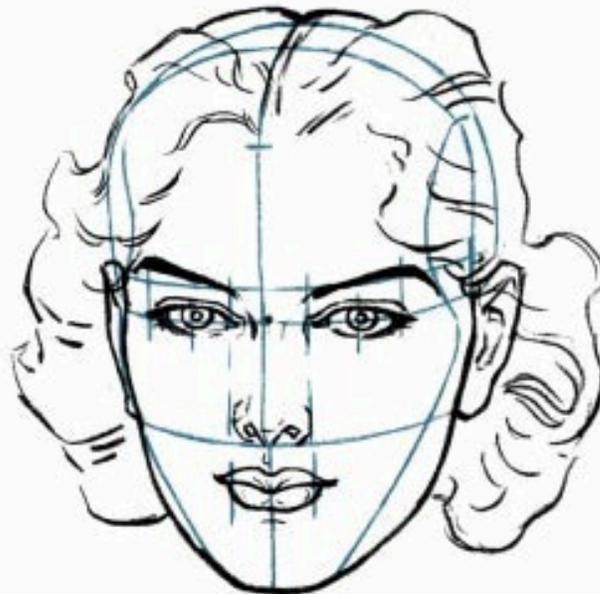


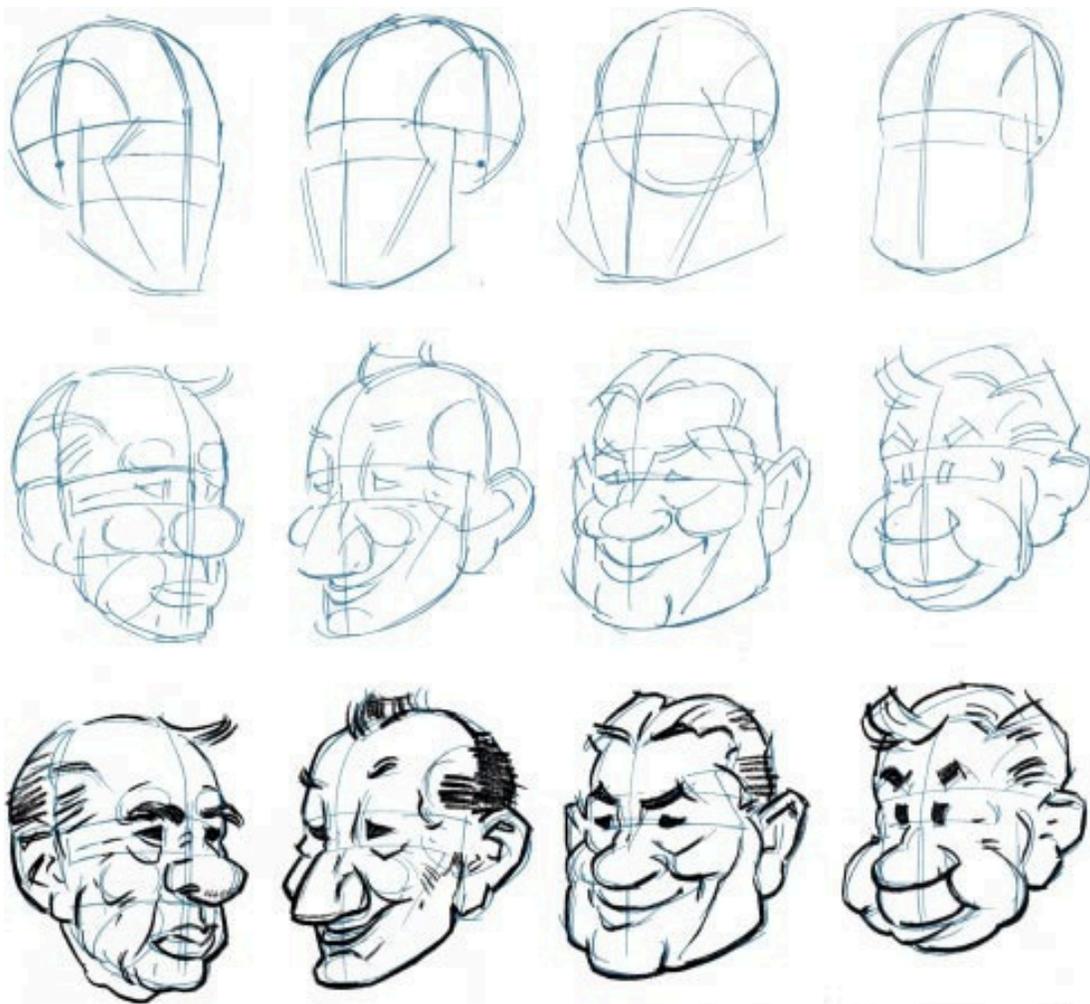
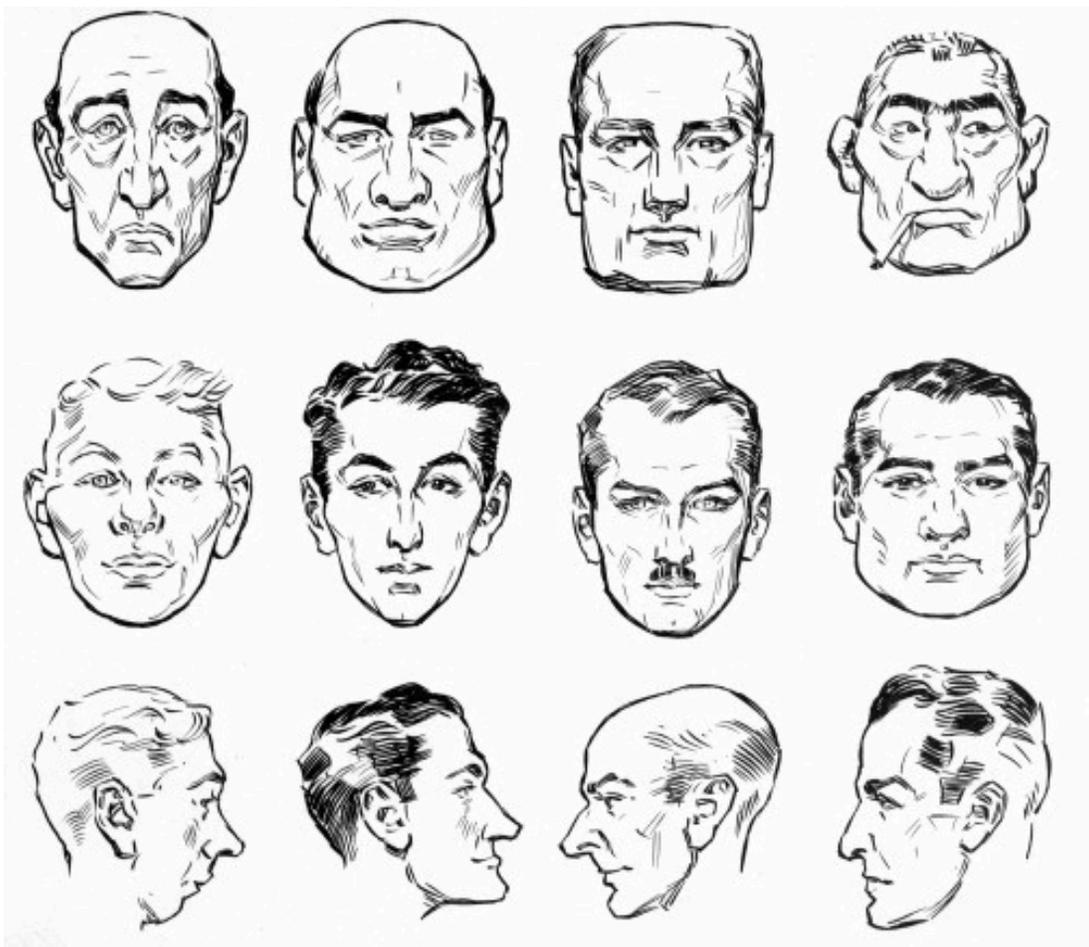
The features sketched in.



"The skull is in the ball and plane"

The plane may be raised or lowered on the ball. You can do anything you wish with it. See Page 41 for application.





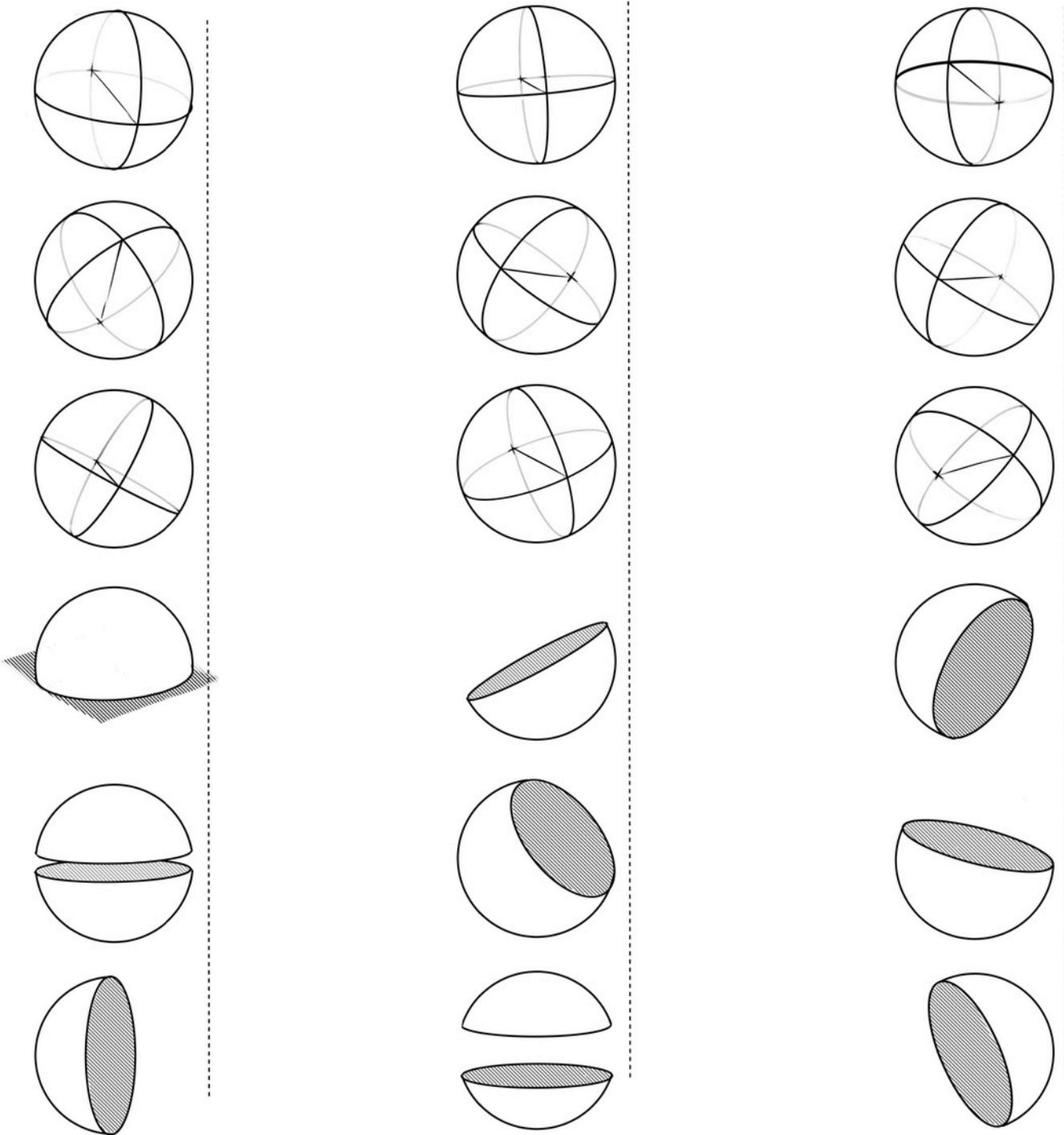
Spheres

Portrait Drawing Course by JeyRam

To be able to draw the head it can be very helpful to understand the basic forms
Lets quickly review the sphere because we will use it to construct the head

The better you understand the basic forms the easier it is to draw things that look 3D
I go over this in the Beginners Toolkit if you want to practice it more.

BUT! Remember to always prioritize your enjoyment of drawing. Dont get caught up on technical skills if it takes away from your drawing experience.

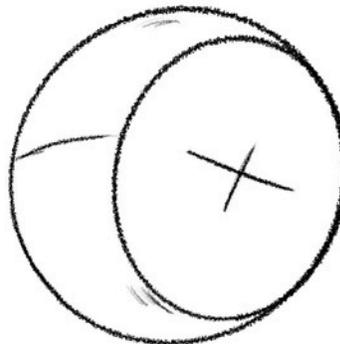
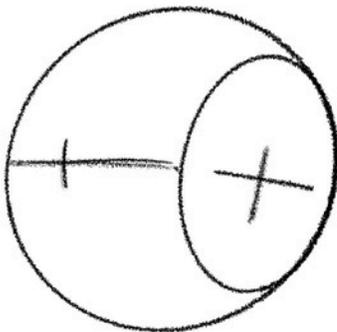
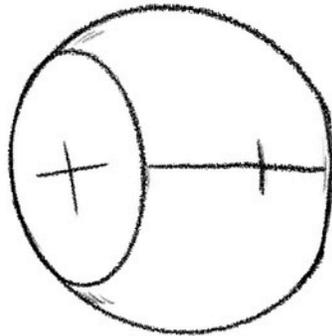
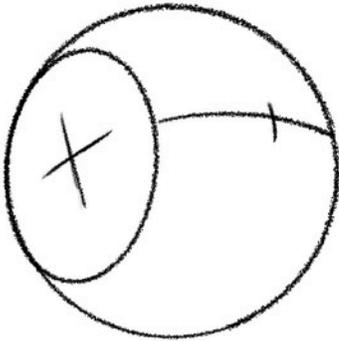
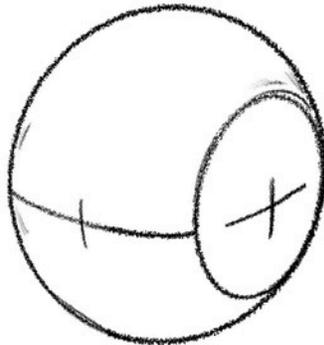
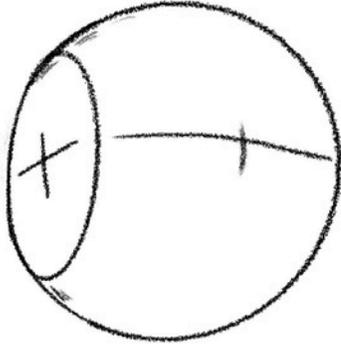
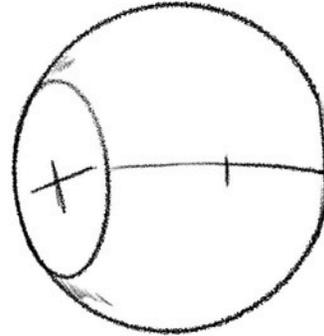
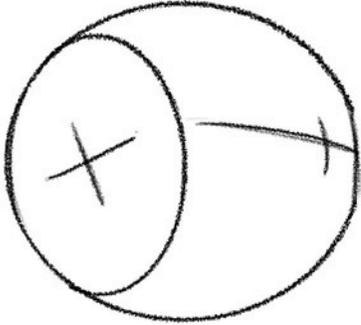


Heads One

Portrait Drawing Course by JeyRam

The first step in drawing heads is learning how to draw this sphere that has its sides cut. We will also add a line for the brow that goes across the front and a line for the middle point on the face.

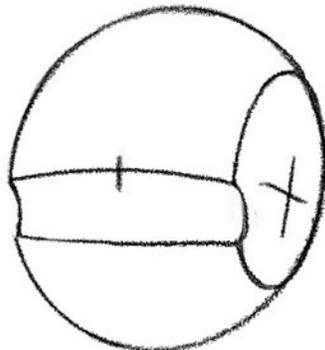
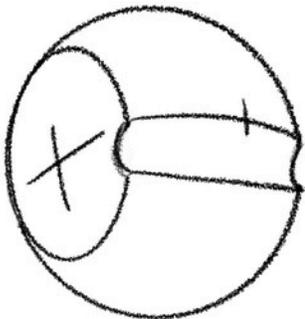
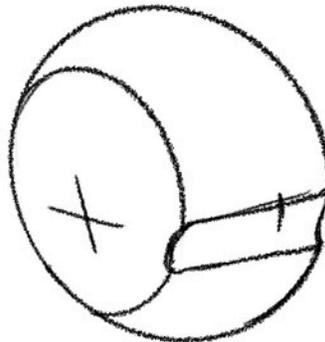
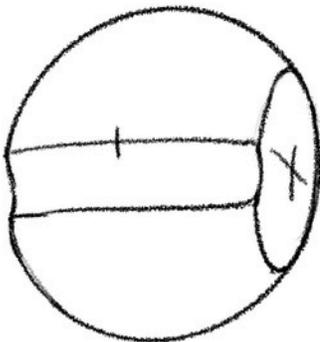
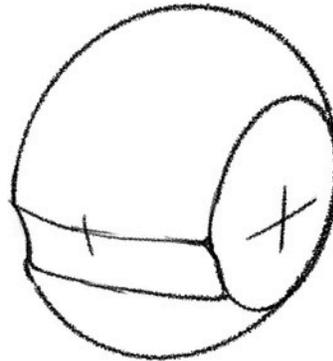
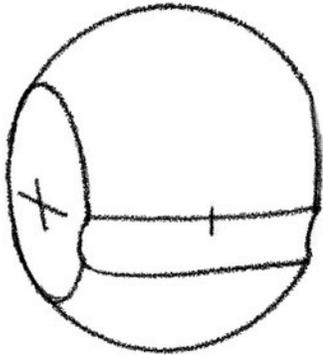
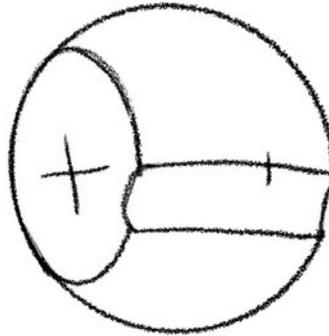
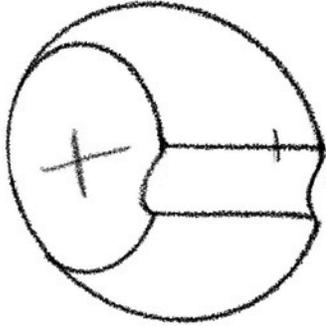
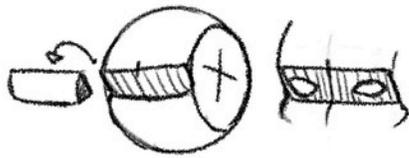
Copy from the examples and take your time!



Heads Two

Portrait Drawing Course by JeyRam

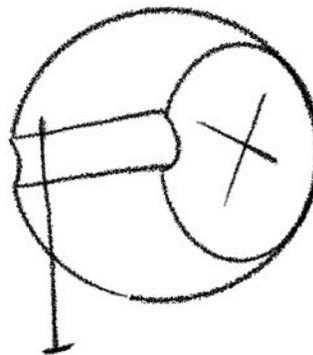
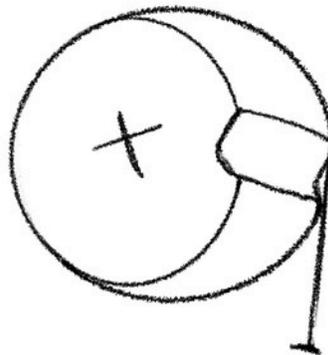
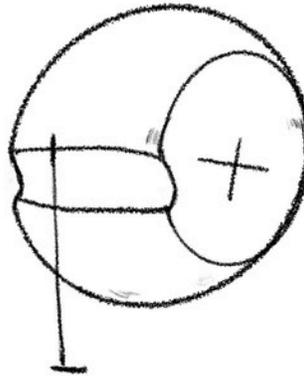
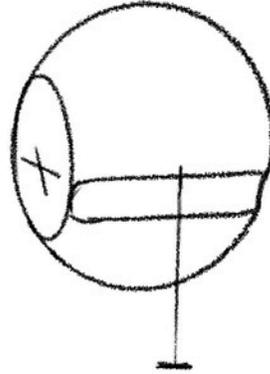
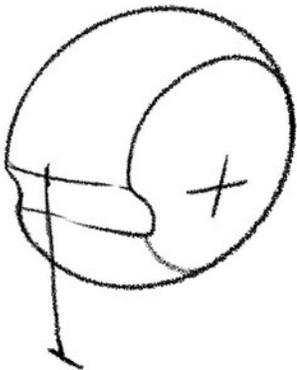
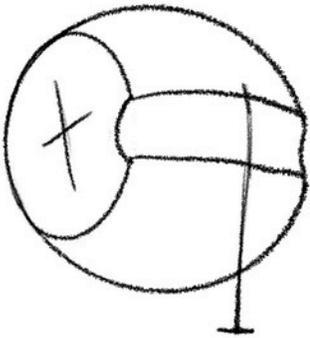
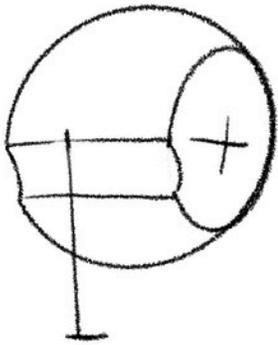
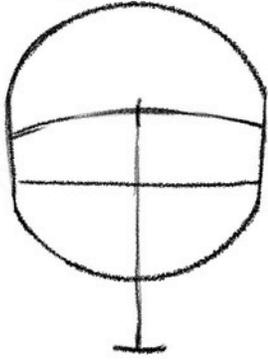
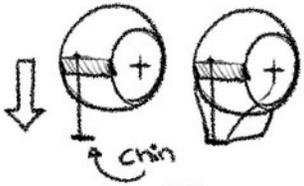
For the next step we will be cutting away the area below the browline this is the region where the eyes will sit as seen over on the left.



Heads Three

Portrait Drawing Course by JeyRam

Now we can extend a line down from the middle point to help with our chin placement. For this step let's just focus on the placement. This line will tilt with the orientation of the face, so it doesn't always point down. Copy from the example below!

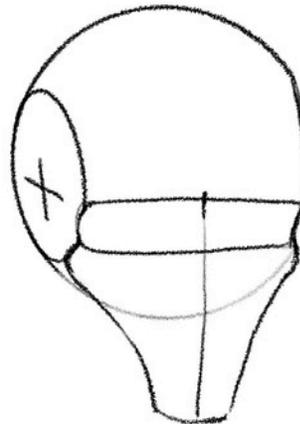
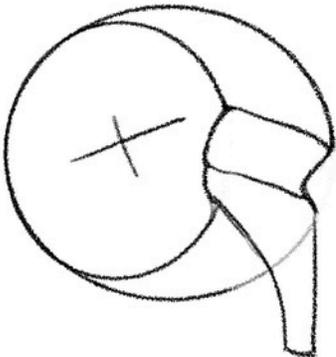
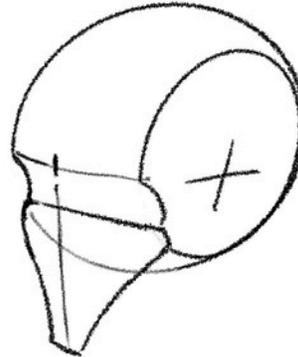
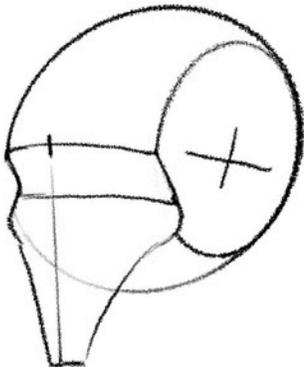
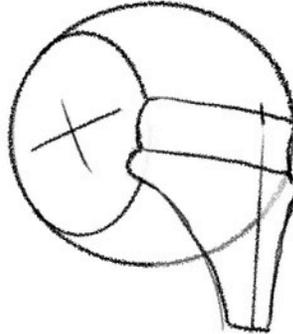
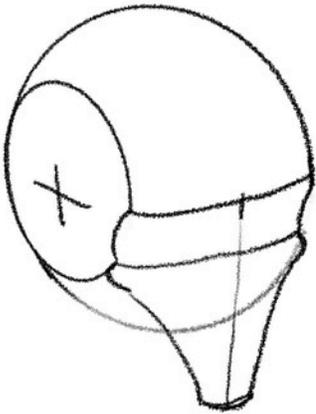
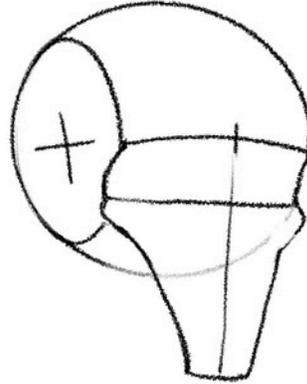
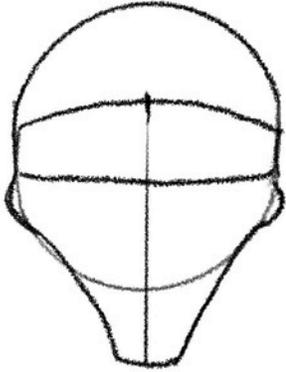
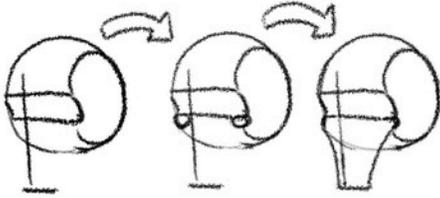


Heads Four

Portrait Drawing Course by JeyRam

For the next step lets add the lines to complete the 'plate' of the face. Take note of the small protruding cheek bones

Copy from the examples below & dont worry about copying perfectly!

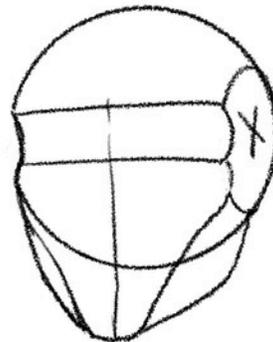
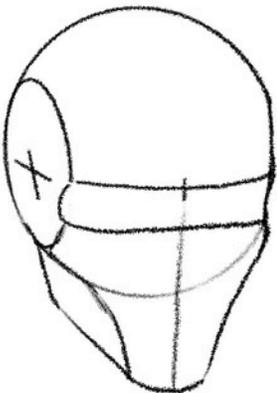
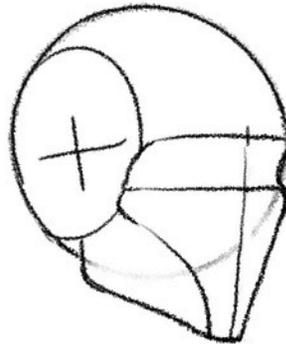
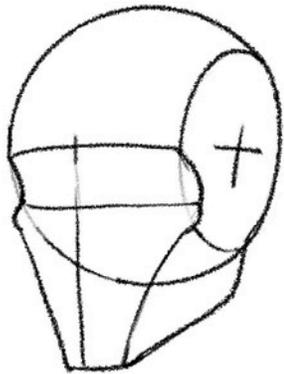
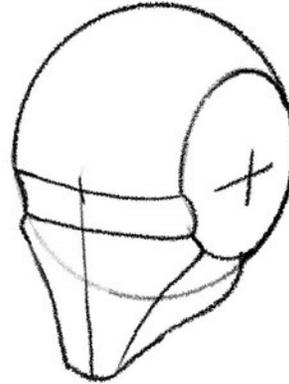
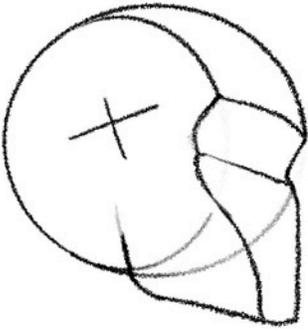
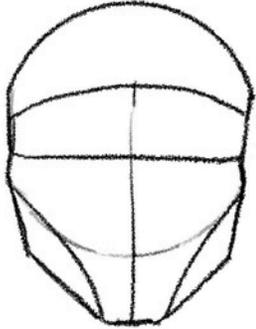
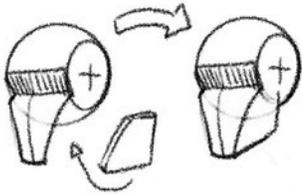


Heads Five

Portrait Drawing Course by JeyRam

Now we can add the jaw bone!

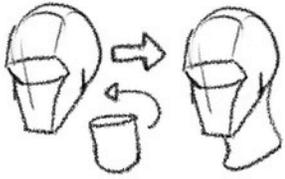
Add a plate to the side of the face that comes up at an angle towards the circle on the side. At certain angles you will see both jaw structures while in others you only see one. Copy from the examples below!



Heads Six

Portrait Drawing Course by JeyRam

To draw the neck we add a cylinder to the back of the head. This shape also connects to the underside of the chin which is more visible then the head is tilting up.



Copy from the examples below and have fun with this exercise!

