

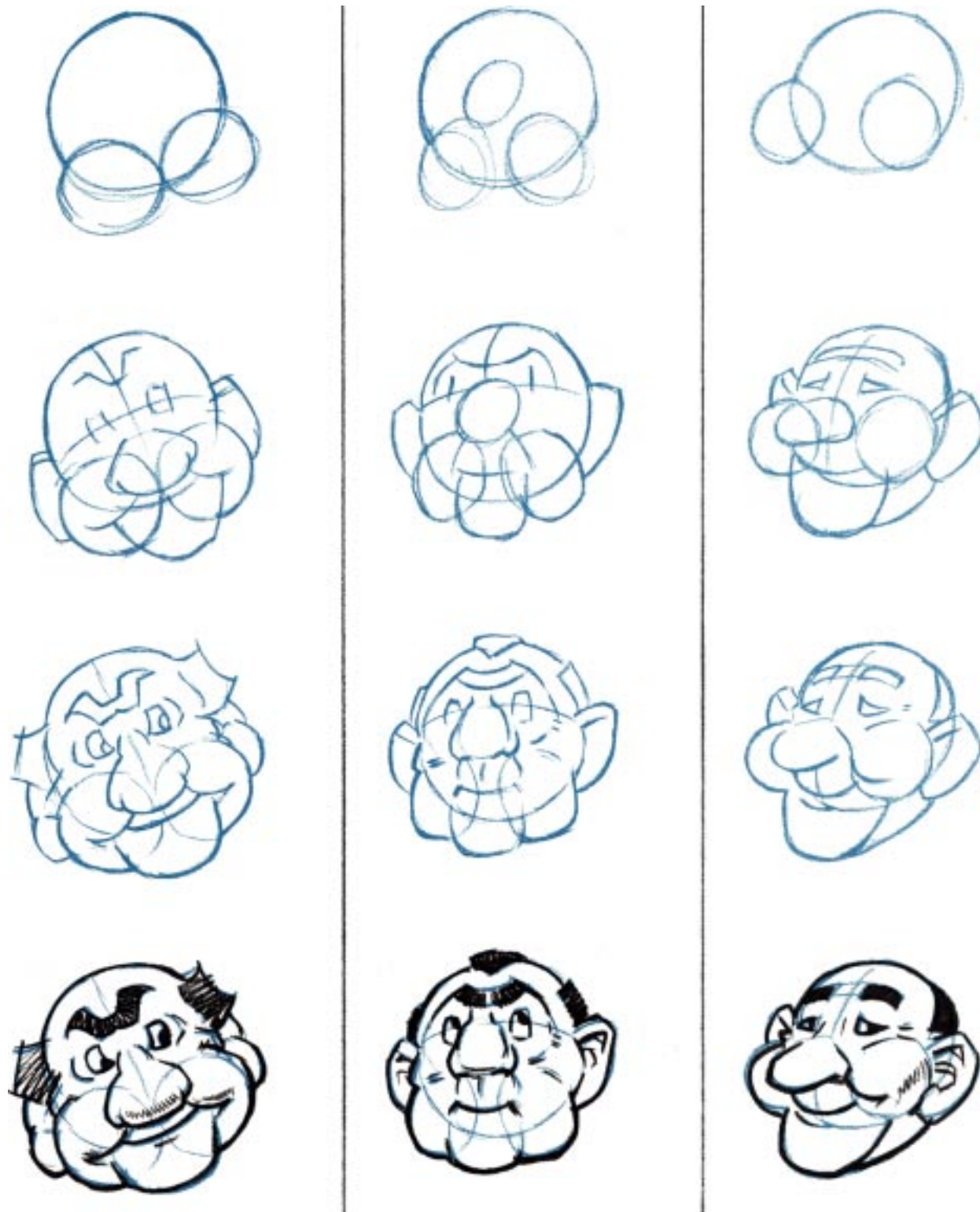
# TRICK STUFF

Try this on the folks. Tell them draw two overlapping circles, any size. Draw a middle line through both and build on your own pieces. You can make a head out of any combination. Of course, tell them to draw lightly.



## TRICK STUFF

Draw a circle. Attach two smaller circles, not far apart, anywhere. You can put a third above and between them. Then draw the middle line so it passes between the two small circles. Proceed as usual.



## HERE'S A STUNT

Draw three balls, one of them small, in any position. Connect the larger balls. Draw a middle line under the small ball. This suggests a head. Now use your imagination to complete the drawing.



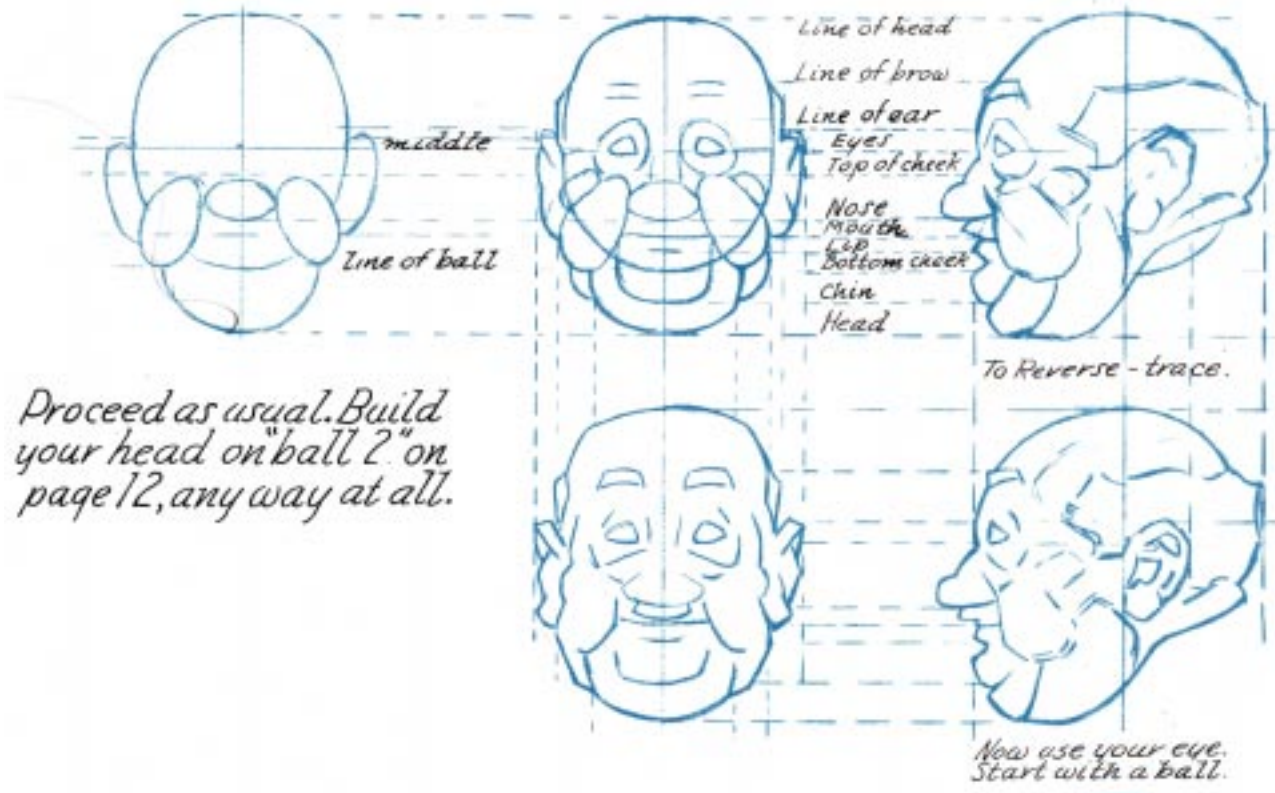
## DON'T MISS THIS PAGE

Here we combine the ball with other basic forms. With “solid forms” to build on, the head begins to take on more reality. You can almost anything you want to with the supplementary forms, and come out all right. This is real character drawing, and a challenge to you.



# PROJECTION

This page is for the clever folks. It is a method of projecting the characters you have created into various poses. Try it with very simple heads at first. You must use your eye and build very carefully.



*Proceed as usual. Build your head on "ball 2" on page 12, any way at all.*

*You first figure out a front view of your head. Then by measuring lines carried horizontally across, build a profile. Make the features and pieces all fit on the corresponding lines. When you have the "form," front and side, you can turn or tilt the ball and draw by eye."*

