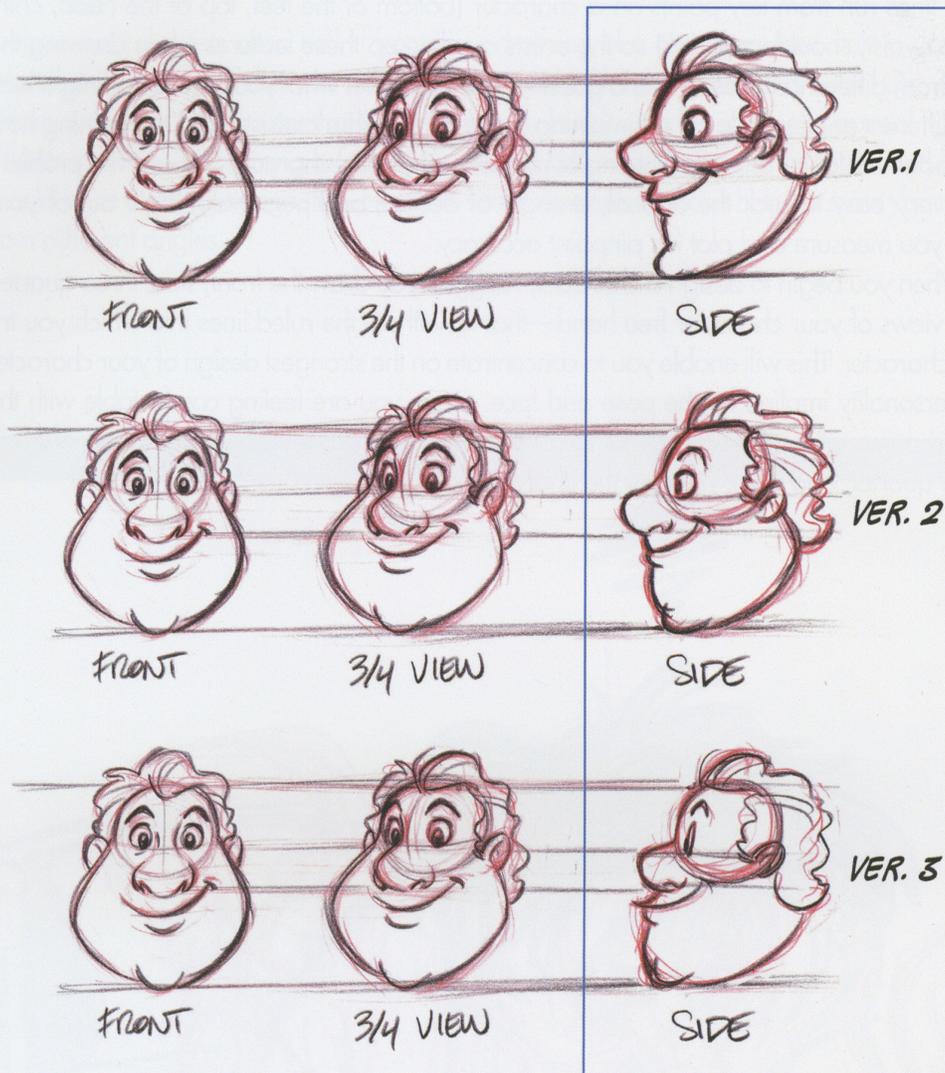


Here are front views, three-quarter views, and side views of a character. The nose and eyes line up from drawing to drawing for accurate but fairly bland designs.

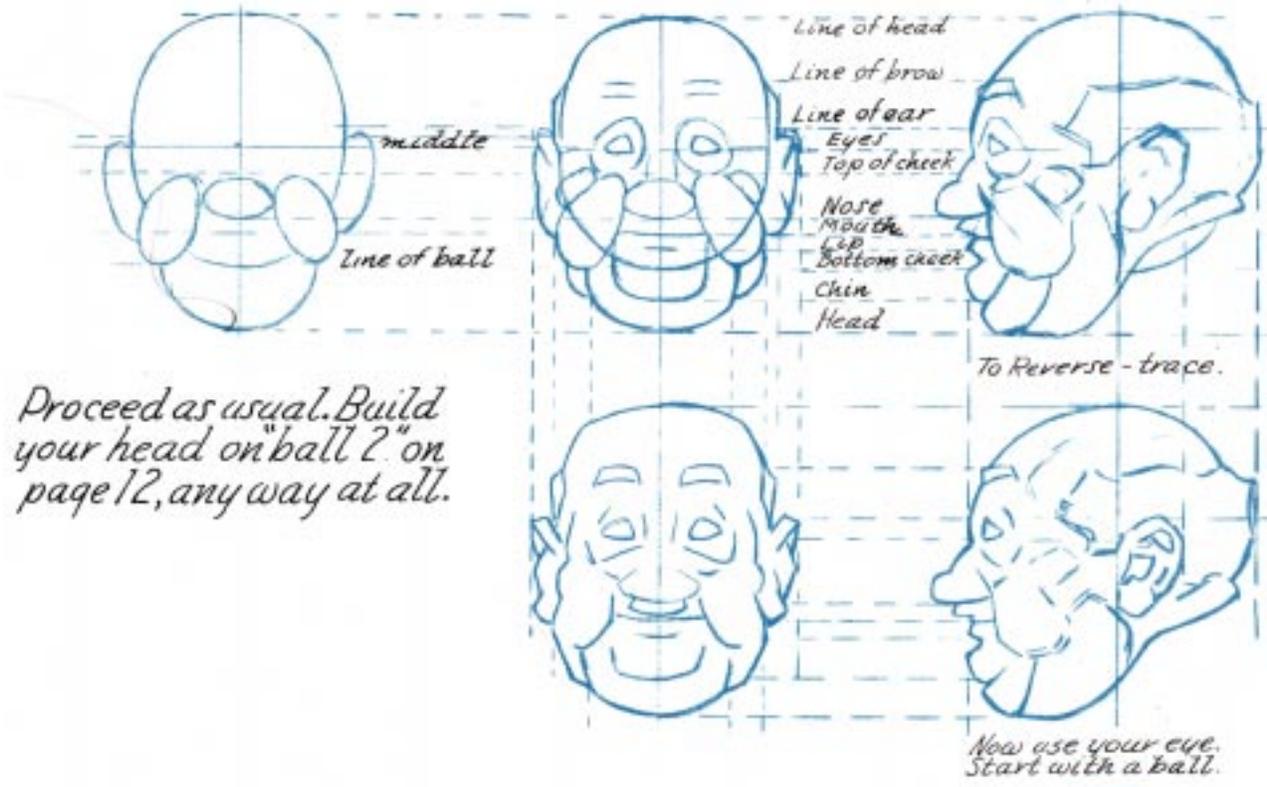


Here's a side view that works technically but also has stronger appeal. There is more variety in the shapes, most especially in the chin, mouth, and slope of the nose. Rather than just being a flat side view, this design now has strong silhouette appeal.



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.

Now use your eye. Start with a ball.

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."

