

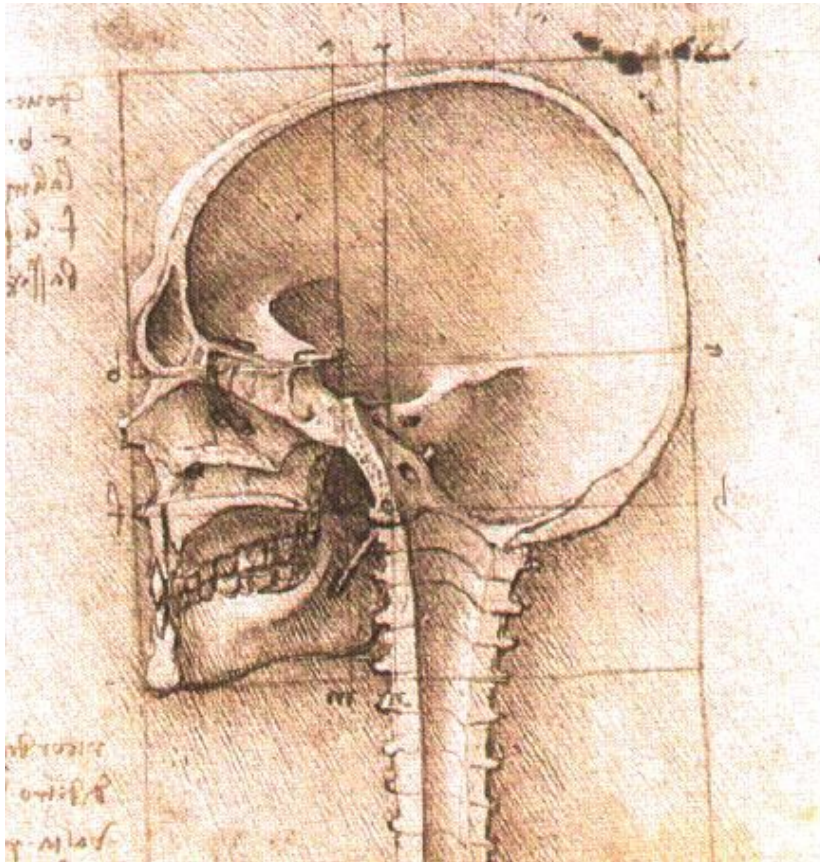
Drawing Faces and Hands

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Faces and hands are notoriously tricky to get right. This class will cover the basic proportions and anatomy of each, strategies for drawing them quickly, as well as look at examples through the medieval period. There will be short in-class exercises (materials provided).

Faces

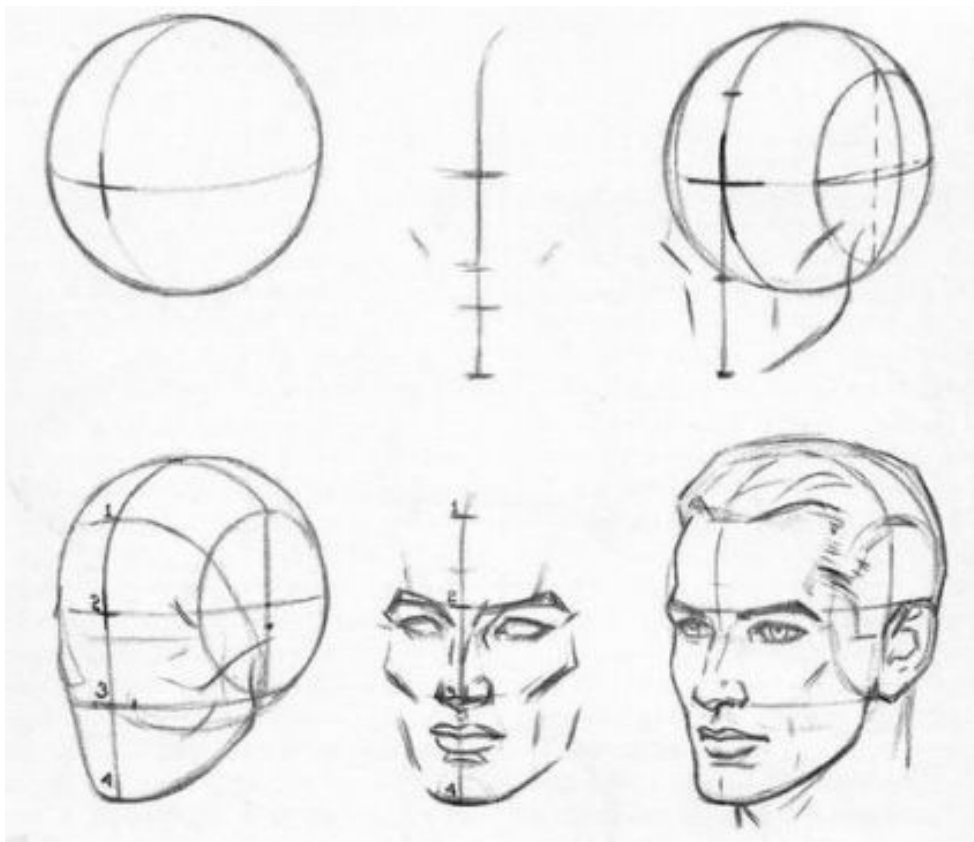
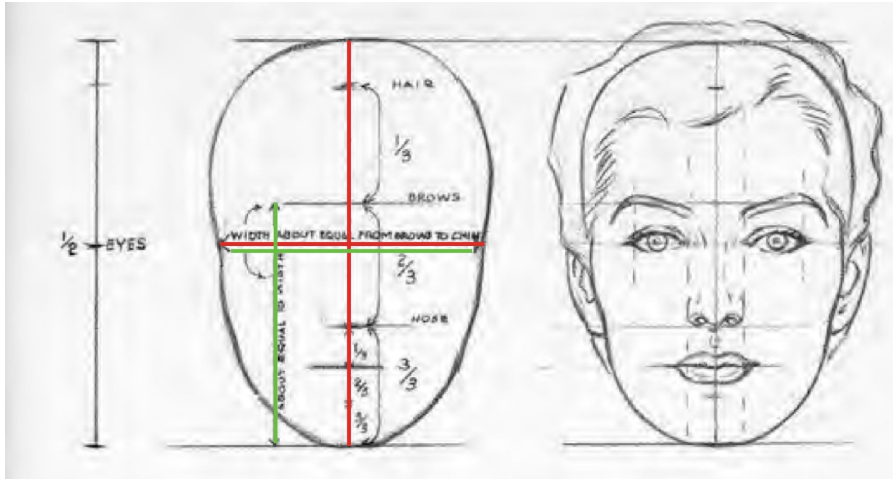


Why are faces so hard to get right? Part of it is that they are indeed a bunch of complex shapes all in one place, and part of it is that every human is a face-recognition machine. Unlike a vine or flower, human brains are hardwired to spot human faces.

Luckily, there are rules of proportions that all heads follow, and we can learn these and apply them to our drawings. First of all, note that **the head is a sphere** (plus a jaw sticking down).

Proportions:

- Eyes are $\frac{1}{2}$ way between the top of the head and the chin, and roughly equidistant on either side of the nose.
- The nose is $\frac{1}{2}$ way between the eyes and chin.
- The mouth is roughly $\frac{1}{2}$ way between the nose and chin.
- The ears fall between the eyes and nose.



Process

Follow along on the paper provided.

- Draw the sphere for the skull. Add the jaw.
- Add the vertical guideline in the direction the head is facing.
- Add the horizontal guideline for the eyes halfway down.
- Next the line for the nose halfway down from the eyes.
- Then the mouth halfway down from the mouth.
- Now add the features!

Features

- **Eyes:** roughly almond shaped. Note that you do **not** see the entire iris, unless if the expression you are going for is surprise.
- **Eyebrows:** can completely change the expression. If your face is looking angrier or sadder than you intended, it's probably the eyebrows.
- **Nose:** a crazy triangular wedge sticking out of your face with two round bulbs on either side. Very weird and tricky to get right.
- **Mouth:** a gentle curve with a slight m shape on top.
- **Neck:** when looking from the side, this comes out at an angle.
- **Hair:** draw it in clumps! Do not draw every strand. Look at examples on next page.

More Resources

Figure Drawing Books (might be out of print, but should be available from a library)

- *Drawing the Head and Hands* - Andrew Loomis
- *Figure Drawing for All Its Worth* - Andrew Loomis
- *Complete Guide to Drawing from Life* - George Bridgman

General Drawing Books

- *Drawing on the Right Side of the Brain* - Betty Edwards (I highly recommend for any adult learning to draw.)
- *The Natural Way to Draw* - Kimon Nicolaides

Other Resources

- Mundane figure drawing classes classes: your local art center, art supply store, community education program, university extension, art school, community college, etc may offer life drawing classes.
- Youtube: Proko. Excellent free instructional videos.



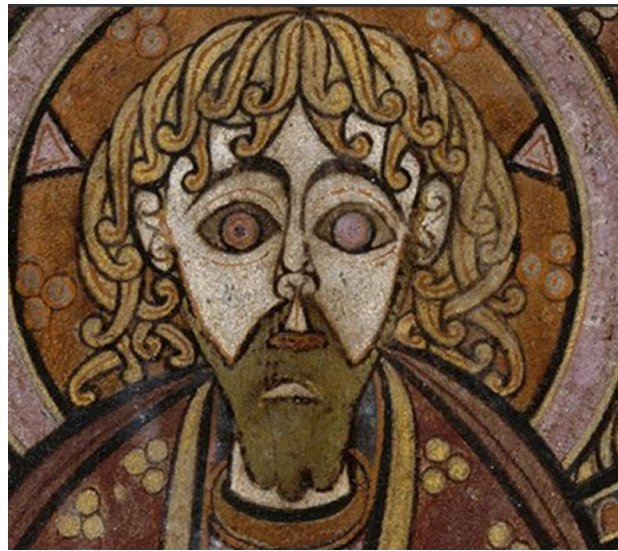
The Hours of Elizabeth the Queen



Luttrell Psalter



Smithfield Decretals



Book of Kells

Hands

Drawing hands is such a pain because there is so much complex anatomy going on. The same principles as figure drawing apply: break it down into simple shapes. The problem is when you do this for hands, you end up with each hand being made of 14 cylinders, 14 spheres, a box, and a wedge. And you have two hands!

Like drawing anything, to really get good at drawing hands, you need to draw lots of hands. To help you achieve better results quickly, here are some tips:

- The palm and the fingers are roughly the same height.
- The thumb comes out at an angle from the base of the palm.
- The middle finger is the tallest, and the pinky is shorter than you think.
- Pay attention to the lines of the knuckles. They should roughly match the curves below.

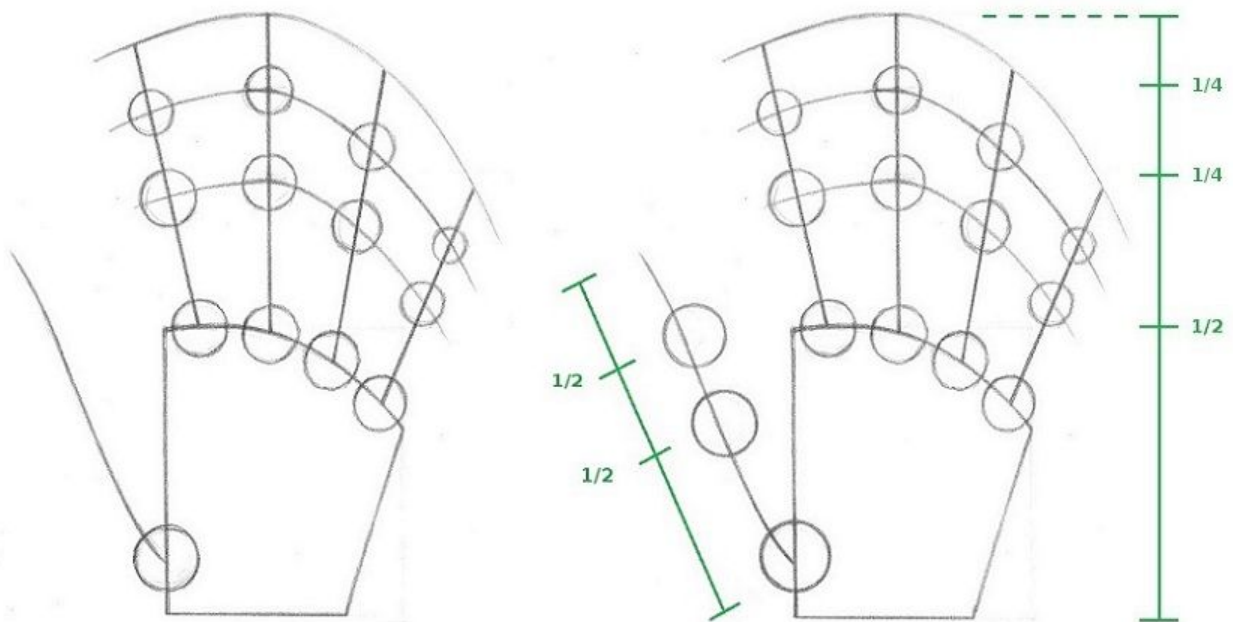


Image: RapidFireArt

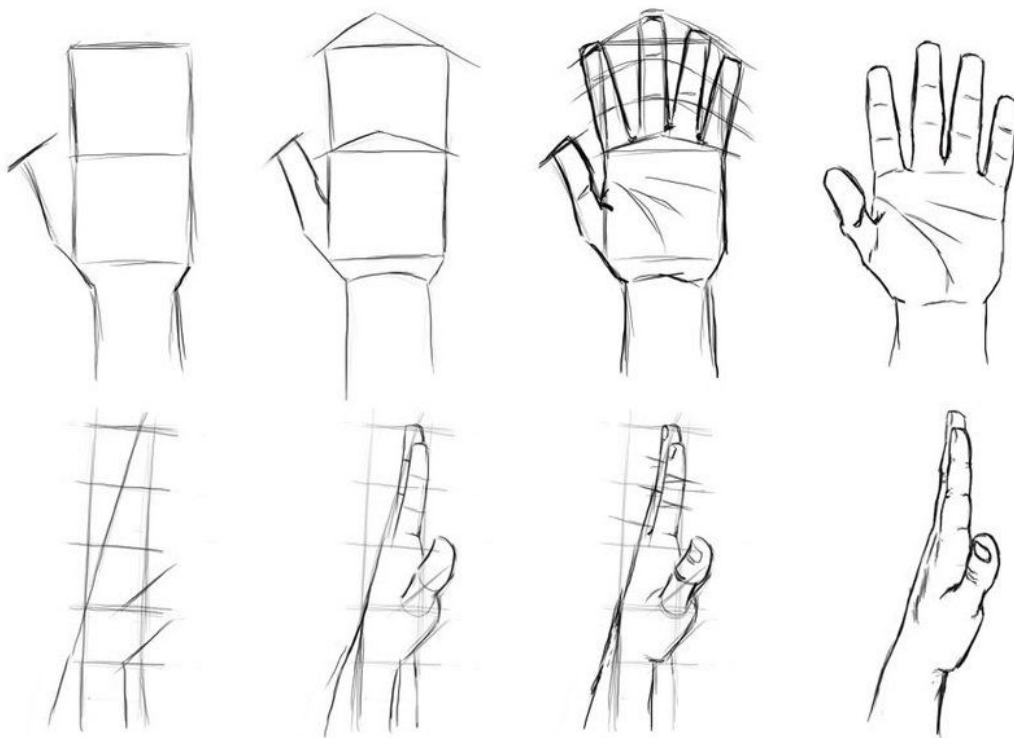


Image: Ohio State University

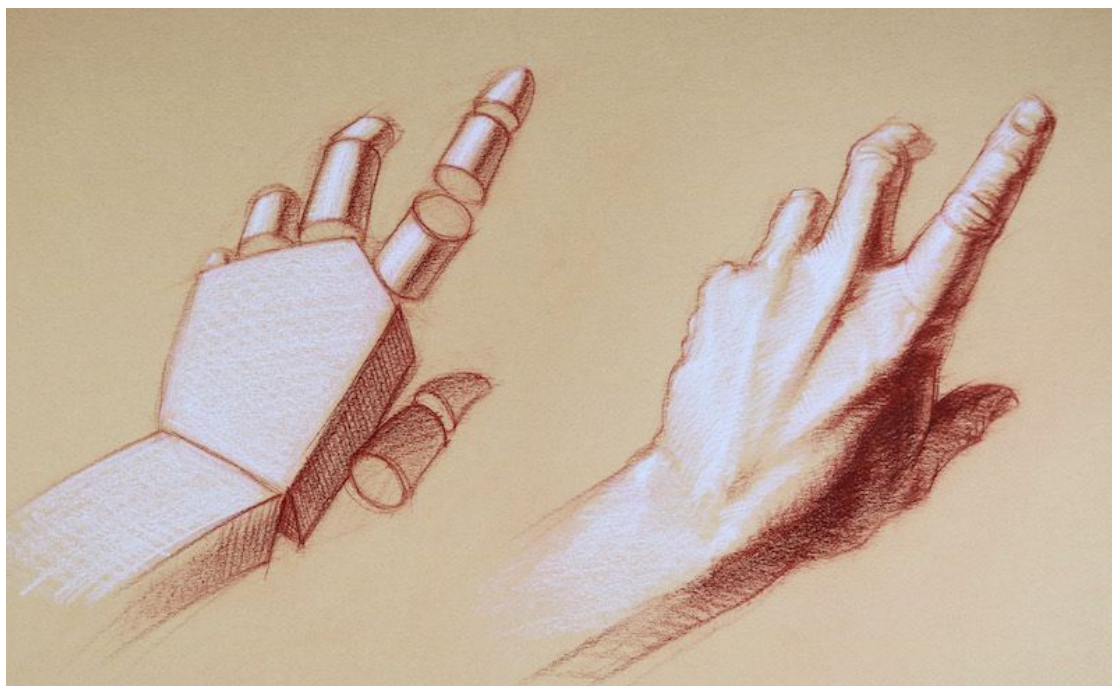
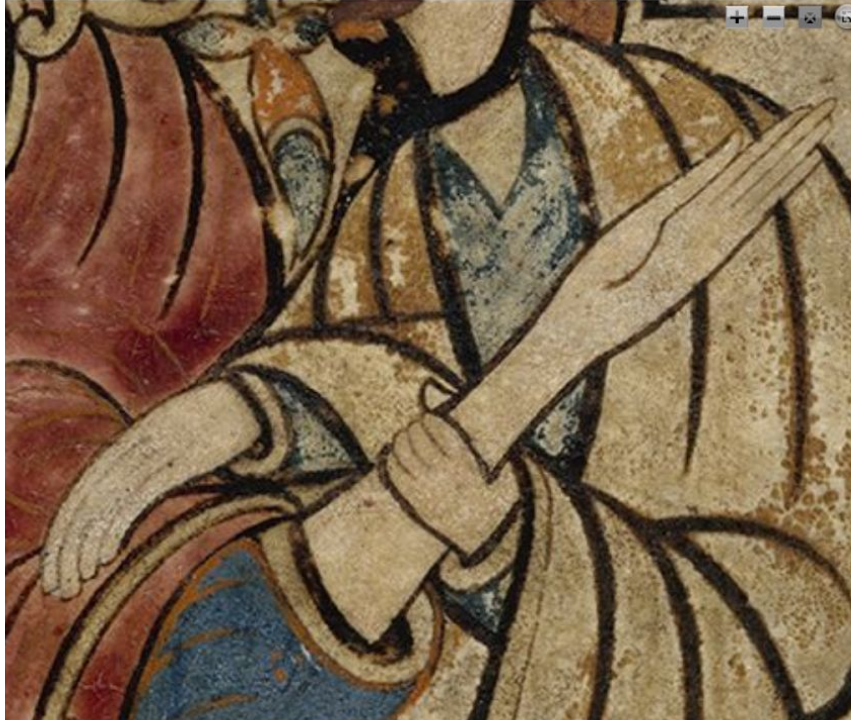


Image: Brent Eviston



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Exercises

- **Warm-up: Blind Contour** Without looking at your paper, draw your non-dominant hand. *Very slowly* follow the edges. If you go off the paper, just move it back on. Do not care about the results: this is supposed to look crazy.
- **Modified Contour** Drawing the same hand in the same pose, you may now look at your paper. However your pencil can only move when you are looking at your hand, not the paper.
- **Breaking it down into geometry:** Using the same pose, now draw your hand using simple shapes. A box for the palm, cylinders for the fingers (three per finger!), and a wedge for the thumb.

