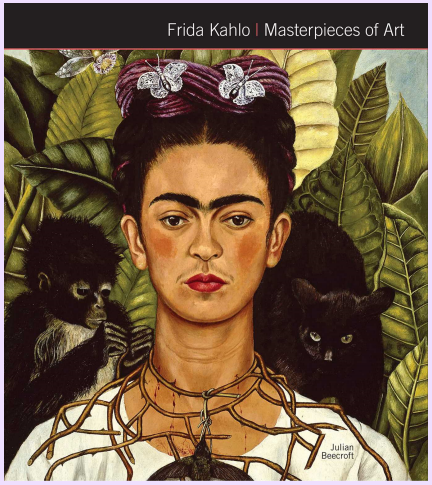
This half term we will be exploring the question...

How will proportion and shape, shadow and light create realism in a portrait?



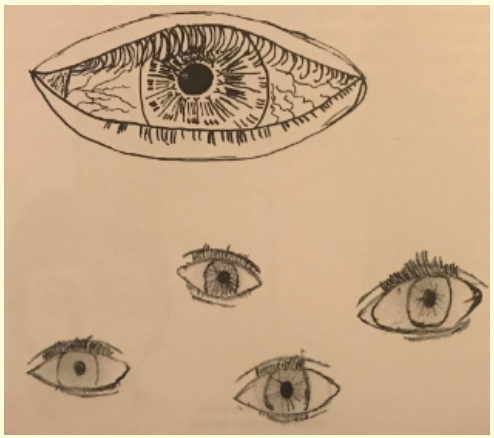


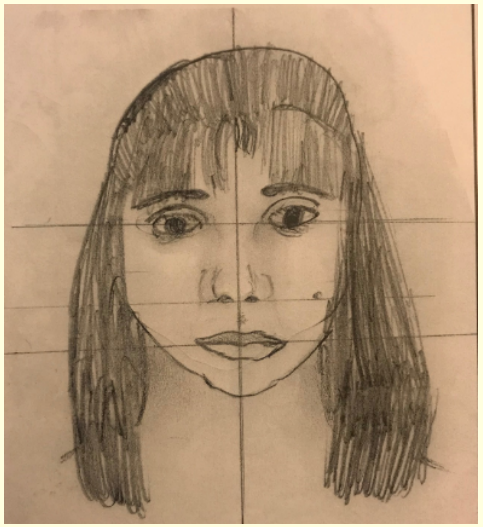


How will proportion and shape, shadow and light create realism in a portrait?

Recap:

- What portrait artists did we learn about? Describe their style.
- How do we use gesture and contour lines to sketch eyes, mouths and noses?
- How do we draw a head? How do we position our features?





LO: To use tone and texture to sketch faces in profile

Drawing a portrait picture from the side is called drawing a profile.

The same rules of proportion apply:

- eyes are half-way down the face
- ear tips are level with eyebrows

However, because you are seeing the face from a different angle, many shapes look different.







L.O: To use tone and texture to sketch faces in profile

We are going to be include tone and texture in our profile sketches.

Tone: darkness or lightness of a colour (including gradual shades of black through to white).

Texture: in drawing, texture means creating the impression something has a surface feel to it.

LO: To use tone and texture to sketch faces in profile

Before we start, let's think about facial features.

Look at your partner from the side:

- What do you notice about the shape of their eyes?
- Where would we draw the ears? Look how close they are compared to other features.

Let's think about the overall shape of our head. Feel your head from your neck upwards - notice how it curves out above the neck.

L.O: To use tone and texture to sketch faces in profile

Watch the video first.

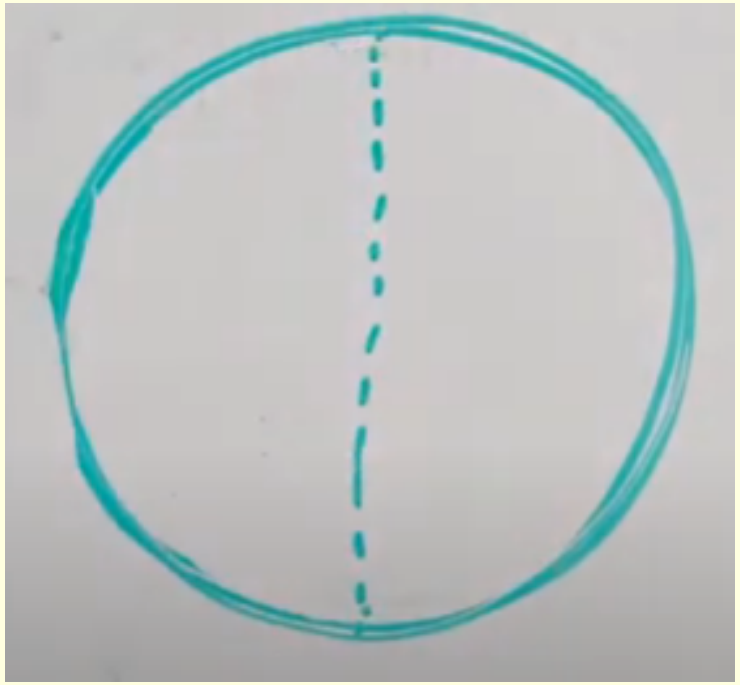
How does the artist ensure the face is correctly proportioned?

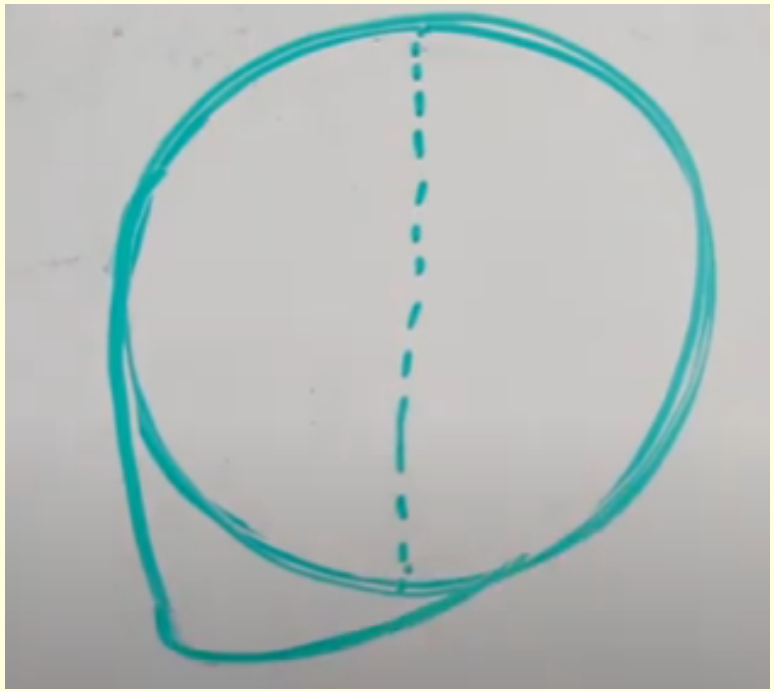
How are tone and texture used?

https://www.youtube.com/watch?v=FwofzMPggl4

L.O: To use tone and texture to sketch faces in profile

Remember to use light lines to begin with!!





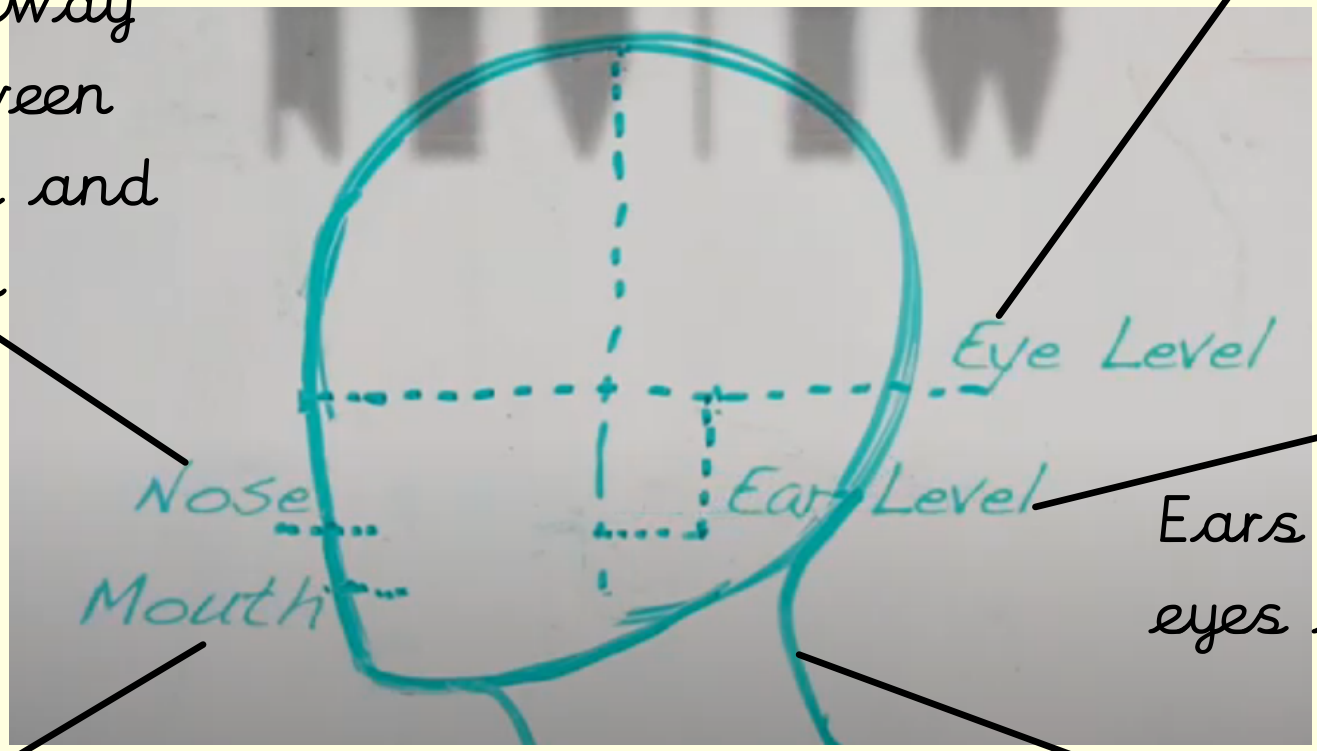
Draw a circle, then add in reference lines (which will be erased later).

LO: To use tone and texture to sketch faces in profile

Remember to use light lines to begin with!!

halfway between eyes and chin

Divide the head in half



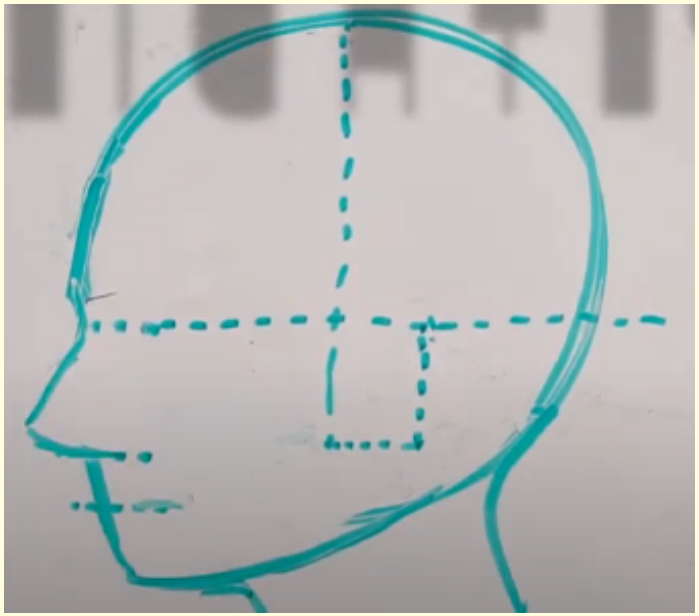
Ears between eyes and nose

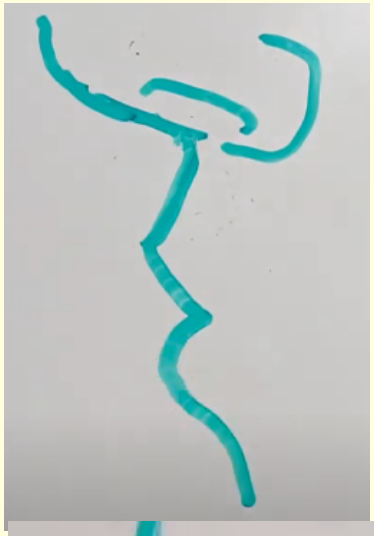
halfway between nose and chin

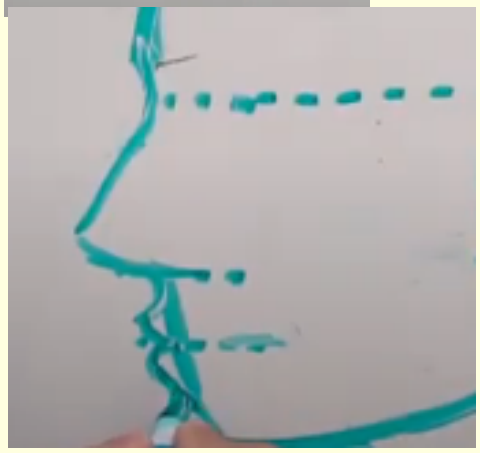
Backwards slanting angle

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Diagonal top lip

Curve bottom lip

LO: To use tone and texture to sketch faces in profile

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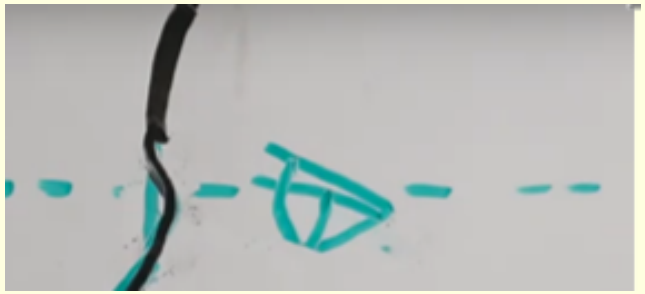
greater than



diagonal

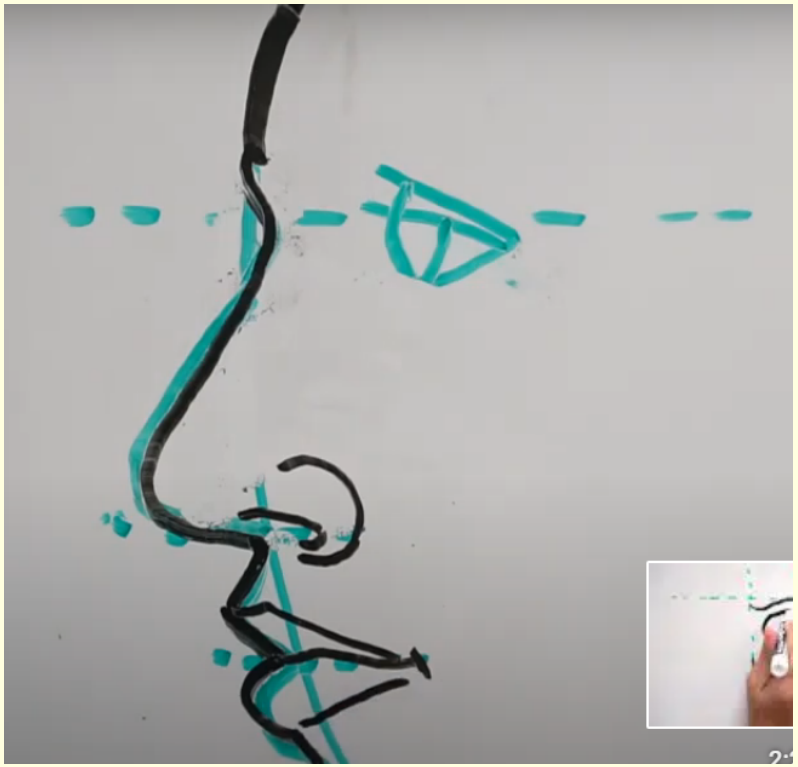
curve

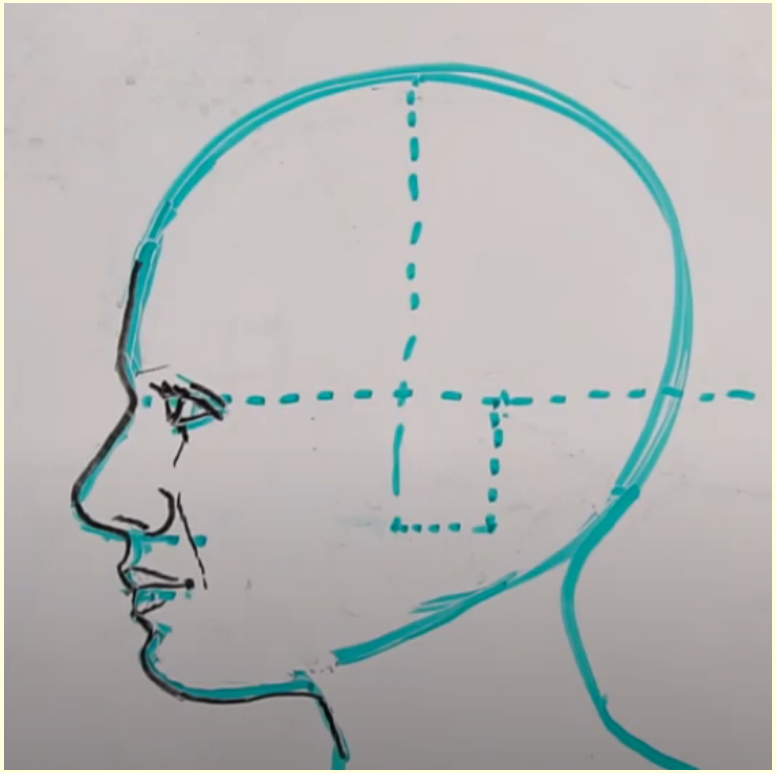
curve



LO:To use tone and texture to sketch faces in profile

Remember to use light lines to begin with!!

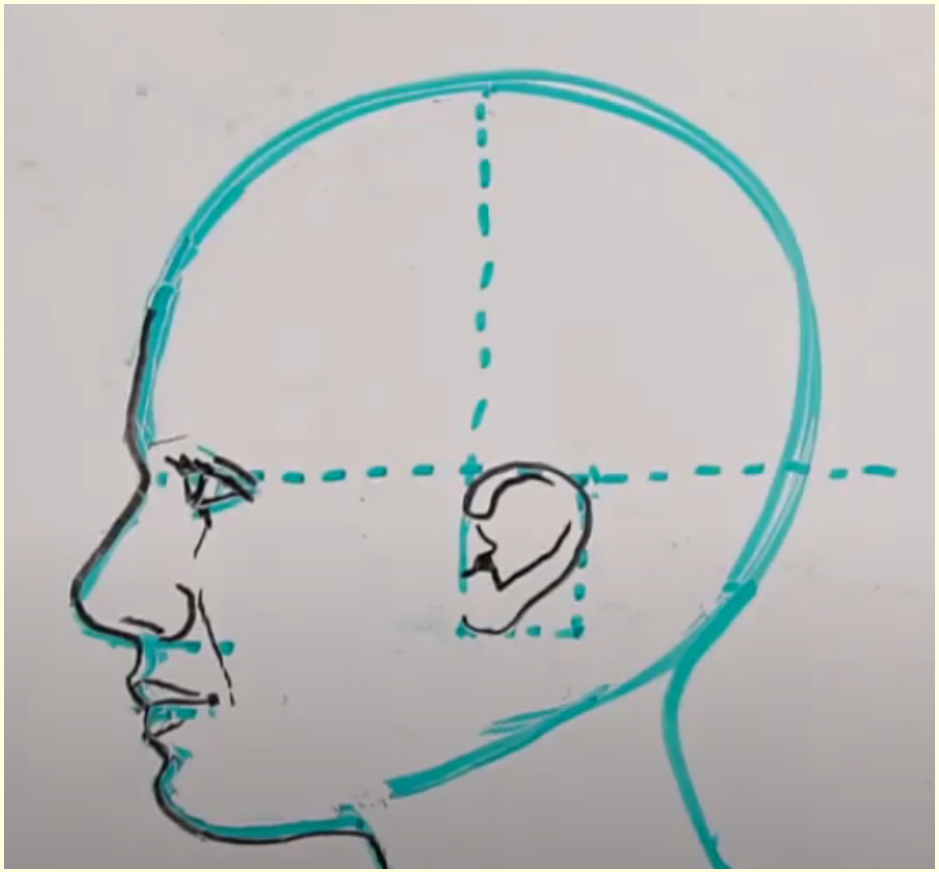




Add detail

LO:To use tone and texture to sketch faces in profile

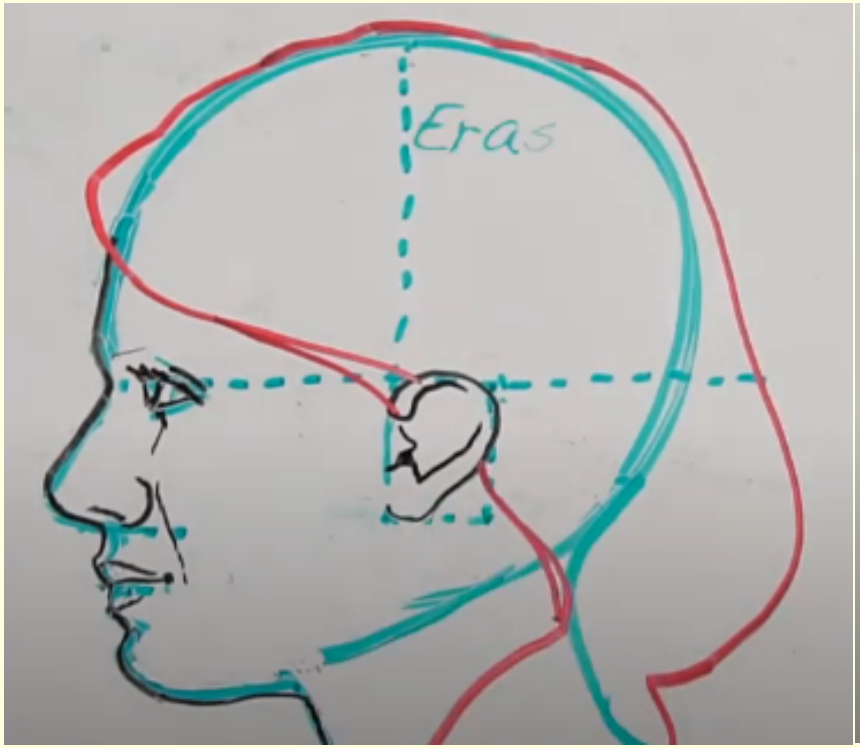
Remember to use light lines to begin with!!

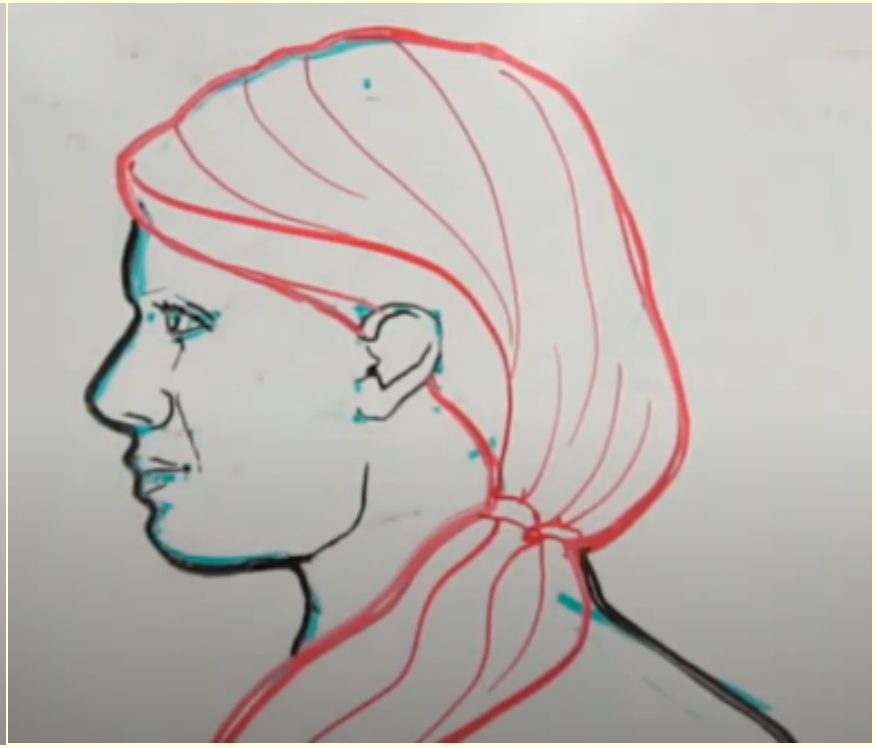


Draw in the ear

LO:To use tone and texture to sketch faces in profile

Remember to use light lines to begin with!!





Draw in the hair line

Erase reference lines

LO: To use tone and texture to sketch faces in profile

Task:

Complete a quick sketch of your partners profile, following the steps.

Remember to use light lines to begin with!!

