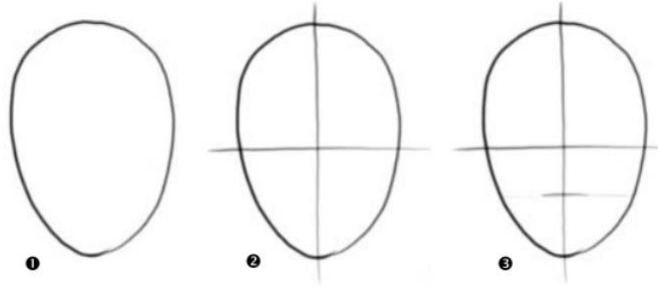


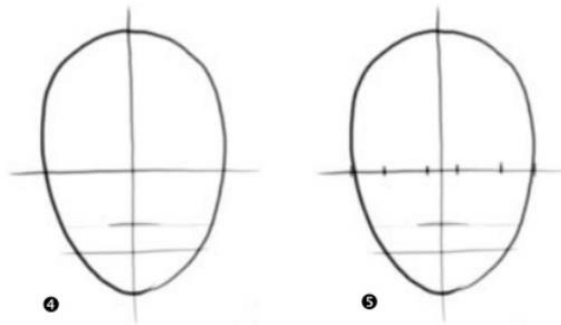
## How to draw a face freehand without tracing paper



1) Begin the human face by drawing the head as an oval with the slightly larger end at the top.

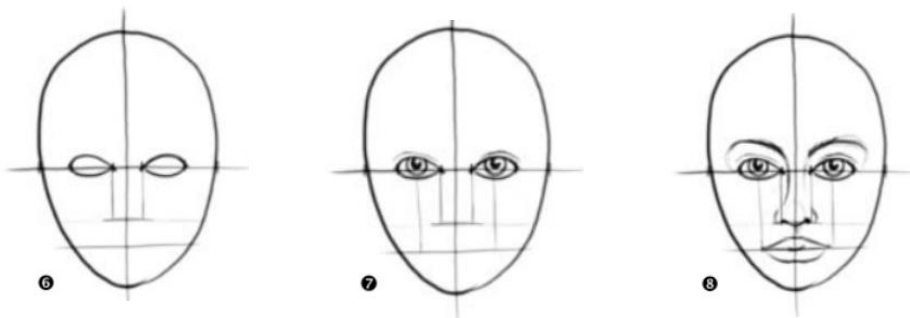
2) The draw a vertical line down the centre and a horizontal line near the middle. This will be a guide line to position the eyes.

3) Draw another horizontal line half way down between the eyes guide line and the bottom of the chin. This will be your nose guide line.



4) Now draw another guide line halfway down between the nose and the bottom of the chin. This will be your lip guide line.

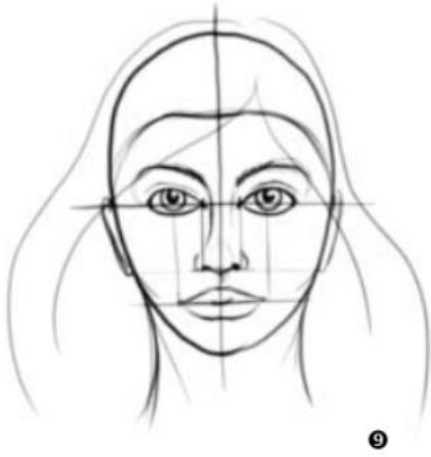
5) Separate the eye guide line into five spaces. Start in the middle with two lines and work your way out.



6) Shape in the eyes in a lemon shape with the tear ducts facing in. Shape in the nose from the edge of the eye down to the nose guide line with a light rectangle.

7) Detail in the eyelid and pupil. From the centre of the pupil, draw vertical lines to position the lips.

8) Draw the lips, remembering the contour curving shading from your study of da Vinci. Shape the nose and the eyebrows.



Remember that when you draw in the neck; it has to hold a lot of weight. It's not a lolly stick, it's a thick cylinder.

The neck starts at the vertical nose line, tapers in for the throat, and then tapers out as it leads into the shoulders.

A common mistake is to draw the hairline too high, so use your guide line.

Next draw the ears using the vertical eye and nose guide lines. Begin the hair using the flowing S curves you



Shape the forehead, temples, jawbone and neck. Draw hair like da Vinci did, with a few defining wisps.

Remember to start at the lightest areas first (think about where your face gets sunburnt first) the centre of the forehead, tip of the nose and tops of the cheeks and chin.

Focus on keeping these areas reflective and almost white. Add gradually darker shading away from the light source, which for this drawing is above and in front of the face.