



# HOW TO LEARN TO DRAW PEOPLE



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## About the author

Armen Sargsyan is a renowned artist with over 25 years of experience in drawing.

## Copyright information

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## Preview

Beginners often face tremendous challenges before mastering the art of drawing. In this book, you will find deep insights to help you learn the technique without much hassle. The information held in this book is sufficient to kick-starting your drawing career. Whereas it focusses on beginners, seasoned artists will find it informative and essential. I hope that you will read all the pages of the book and that you will find pleasure in following the correct procedures for excellent results. What are you looking for in your drawings?

Communicating visual ideas is one of the most effective and thrilling modes of sending messages. Would you like to be stylish in your drawings? Besides the conventional drawing techniques that existed since ancient times, digital art devises and programs can help a great deal. The visual art of drawing has become increasingly popular, and learning how to draw is essential both to talented artists and interested people. You'd like to go beyond the front and profile view in bringing the human body. Are you a beginner wondering where to start from when sketching? This book outlines all you need to know to be successful. Besides, the book will be of great importance if you find your drawings flat and rigid. Your journey to give a three-dimensional aspect to your pictures starts in this book. For instance, it will guide you on how to draw a 3/4 view of the human body. I want to help you draw realistic human figures; this calls for a bit of knowledge on human anatomy, as you will find in the book. Several other factors make artists excel or fail, and the book holds a wealth of artistic expertise in that regard. I welcome you to learn about the dos and don'ts, steps in drawing the human body, and the tools you can use, among others. What kind of help are you seeking in this book?

To draw a striking human figure, you must consider symmetry and realism, among other design aspects. This book comprehensively covers all aspects of drawing that a beginner would

require. It doesn't matter whether or not you have an idea about it; you will learn everything from scratch. You will be able to draw a draft of the human figure in five minutes and practice until you perfect the art. Talent comes naturally, but without skill, you won't go far. In this book, you will learn that it doesn't only take a unique ability to draw an excellent image. The book will not only improve your drawings but also change your perception of bringing. Enjoy your reading.

## Introduction

I want to congratulate you on buying this great book to transform your view and drawing techniques. You cannot go wrong by reading every word herein; I can tell with certainty that the book holds fundamental knowledge in many aspects of drawing. You will be thrilled with the tutorials and lessons about art. When studying this volume, you will notice that the artist who teaches the lessons holds a wealth of knowledge and vast experience. You are about to benefit after you read in the following ways immensely.

- In the book, I have simplified the artistic concepts, tricks, and procedures for easier comprehension.
- You'll get to learn from the experience of a seasoned and accomplished artist.
- If you practice the book's knowledge, you are likely to join the finest artists globally.
- You'll identify areas, strategies, and new techniques you need to employ to better your art experience and outcome.
- You'll learn a step by step procedure of drawing the human body and various body parts.
- No one loves reading a boring book; this book is fascinating, engaging, informative, and encourages a positive attitude towards the art of drawing.

Having noted the pain that artists go through, especially beginners, in searching for information and knowledge about drawing people, I decided to put everything you need in one book. In your pursuit of excellence in reading this book, I wish you a pleasant atmosphere as you open the pages and success in all your future art endeavors.

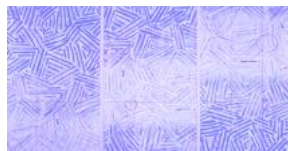
Understand where the shadow falls for different positions. In addition to bringing realism to your image, shadows define your model, just as the other details. Shadows are always relevant in drawing, and they add more depth to your picture. Besides, each artist has his or her style, and if you're a beginner, you'd like to understand yours. In your pursuit to draw people, you will need to determine the kind of people you'd like to draw. Establishing your brand in the niche will go a long way in helping you to manage your skills with time.

## CHAPTER ONE

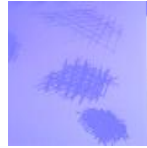
### Drawing techniques for beginners

If you are new in this niche, you'd love to read this chapter thoroughly. Before you attempt to draw a person, there are basic techniques you need to master. I hope you will practice learning these fundamental techniques. Most of the terms mentioned in this chapter will again appear in the rest of the book, and you'd instead take them seriously. To draw a human body, you need to comprehend these concepts. If you have done a bit of drawing, you might have used some techniques. However, I found it imperative to explain them. Find their meaning, as described below.

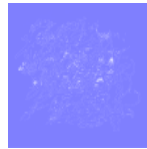
1. **Back and forth.** It is the most fundamental principle for beginners to learn. It's only the act of moving your pencil to and fro on your paper. While drawing, your pen should move evenly, on a level motion, and exerting the right pressure for lightness or darkness.
2. **Hatching.** It is a straightforward process, and it means drawing tiny parallel lines on your image. The closer the lines, the darker the section will appear and vice versa.



3. **Cross-hatching.** When you do more than what hatching demands, you're cross-hatching. It is, however, not just about creating parallel lines, but the making marks that form a cross-like or preferably intersect with each other.



4. **Scribble.** Scribbling is the art of holding your pencil and randomly flying across your paper; you shouldn't be keen to make precise marks. The more the handwriting, the darker it becomes.



5. **Stippling.** Are you a meticulous artist? You'll love this process. It involves making several tiny dots on paper, and the more or closer the dots are, the darker the area appears.





**6. Blending.** As the word suggests, mixing is making use of more than one drawing tool.

For instance, the use of both pencil and charcoal is what we call blending. This technique mostly applies when adding tone to drawings.



### Ten advantages of learning how to draw people

1. It expands possibilities by fueling imagination. The art elevates view of what life is and makes an artist experience life in new ways.
2. The art of drawing makes people more observant, keen on details, and alert about the environment.
3. It boosts problem-solving skills by challenging believes and stereotypes.
4. Drawing brings a sense of accomplishment and boosts self-esteem.
5. The art of drawing is an exciting hobby that can reduce stress and promote overall well-being.
6. It promotes the capacity of both your short and long-term memory.
7. It promotes communication skills. Artists must perfect the interpretation of body language, colors, shapes, and facial expressions.
8. It helps to comprehend the reality of life instead of prior knowledge or memory filling in the blanks.
9. Humankind can create, drawing grants artists to showcase their creative nature and ability.
10. It can be your primary source of revenue.

### Drawing skills for beginners

Since drawing is something you can learn, you don't need to be anxious about the outcome of your pictures; you can always improve. As a beginner, I would like you to master five critical skills vital in internalizing the ideas in this book and drawing a human body in general. You must ensure that:

- You are correctly identifying the edges of the subjects you want to bring.
- You are taking a keen note of the spaces between the objects.
- You are studying the angles and proportions of objects.
- You are cultivating the ability to judge shadow from the light.
- You have put an effort to master the skill of applying all the above in coming up with a picture.

Having mastered the basics in this chapter, you can now proceed to more specific details in subsequent chapters.

### The making of a background

The background of a picture has a substantial impact on the finished piece of art, and, therefore, vitally important. Depending on the nature of drawing and the expected results, you can pick and draw your background from the following types.

1. The non-added. For this background, you don't need to add any drawings or paintings.
2. The Vignetted. This type of background has a bit of painting but not much to drive the attention of the image.
3. You can also use a simple and plain background with a series of tones but little details.
4. A background with more details is also applicable.

5. At times, the background becomes the main subject, for example, in drawing a townscape in the evening when the sky is colorful.

Without a doubt, the background compliments the picture and enhances your drawings, but what are you going to do? Let me help you, pick one that best suits you from the list then draw it. More details about drawing are coming up in subsequent chapters.

### Positioning your image

Before you learn more about drawing the human body, you'd better understand how to position your image first. Ensure that your picture is at the center of the paper and its size proportionate to the surface. For instance, the human image you make shouldn't be too small on a broad surface or too big for a small surface.

In the next chapter, you will discover that drawing a human body is fun and pretty simple. Expert artists take less than five minutes to bring a portrait. If you're a beginner, this book contains everything required to make you an expert.

### Is figure drawing essential?

Figure or life drawing is the art of bringing pictures from live models and in different poses. The most common and the focus of this book is the human figure and body parts. Various artists focus their artwork differently; some areas of focus include portraiture, landscape or sea, and still life. Regardless of your area of focus, drawing a human figure help in developing many artistic skills. By the time you learn what happens to the body in certain emotions, posture, and gestures, you shall have learned some insights about human anatomy.

When drawing humans, you bring life as it is. Consequently, it will make your eye so keen that you will notice things that photographs can't capture. Examples include illustrations and animations. Besides, it helps in leaning weight, tension, balance, and movement, among others. Beginners who start with figure drawing are often best placed to grasp art concepts pretty fast. Therefore, I can conclude that life drawing is critical, and this book is crucial for your practice.

## CHAPTER TWO

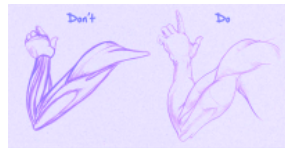
### Master the drawing anatomy

Having a basic knowledge of human anatomy is essential in avoiding frustration and confusion during drawing. With the anatomy knowledge in this book, you will find drawing more comfortable and fun. Owing to the sophisticated nature and variations in social structures, bringing a human body is an ambitious undertaking. You should, therefore, not be disappointed if you experience trouble in a drawing. I will share basic human body proportions, enough to enable you to draw excellent images. Whereas anatomy books tell little about three-dimensional structures of the muscles, I will give you further insights. Let's start with the dos and don'ts in the sketching anatomy.

### The dos and don'ts in drawing

Some strategies are vital in making your drawing proportionate and real. Firstly, the focus should be on a proportionate dummy rather than muscles. To maintain a sense of dimension and an illusion of volume, you would need to begin by determining the quantities of the figure using boxes, spheres, and cylinders; this will give you a 3D shape to which you will add the muscles. The muscles give realism, but when made the focal point, an artist can easily overemphasize the

anatomy making the figure look unreal; see the picture below. Anatomy and real-life studies differ; you need to create your image from what you observed rather than what you learned.



Another important strategy you need to employ is ensuring that your viewer doesn't stop at looking at body parts; instead, your picture should convey emotion, action, attitude, character, and personality. You can achieve this by beginning with a gesture action then adding drawings to it to enhance the clarity of the work. When you draw muscles to increase the movement of the act instead of drawing attention to the image itself, it captivates the viewer. However, you'd rather be careful to analyze your figure and determine the simple shapes you need to use, otherwise you may fall victim to using the same simple forms for all images. In the below pictures, both drawings have the same pose yet drawn from different simple types.



It would be best if you avoided some aspects that can lead to a poor outcome. For instance, you must avoid using simple symmetrical images everywhere; they make the human image stiff and boring. Also, don't attempt to include every tendon, muscle, and bone; your drawing will appear fake. Besides, mastering the drawing anatomy is a slow process that doesn't need impatience. All you need to do is to concentrate on your goal all through your practice patiently, and you will be thrilled by excellent outcomes.

When you have completed drawing, review, and correct any anatomical errors, you can achieve this by seeking the opinion of a friend, mentor, or expert. You will notice that your picture improves as you correct errors, and by that, you will keep developing your skills the more.

Drawings with distorted proportions are easy to come by. For example, drawing short legs or big head relative to the rest of the body lead to a distorted image. Having conceptualized the idea of mastering the drawing anatomy, allow me to take you through the below tutorial.

### Basic understanding of human body proportions

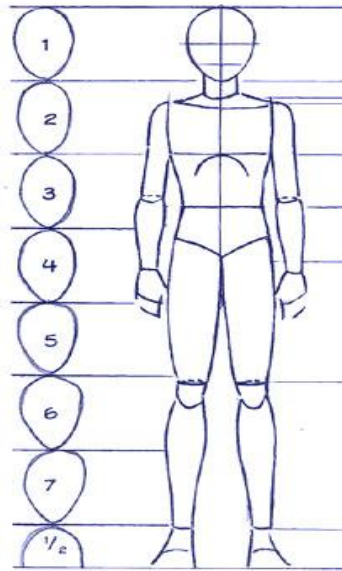
As an artist, you need to understand the human proportional canons, the ratios of widths, heights, and depths of the body. The proportions differ with gender and age, and below is the basic knowledge for beginners.

### The anatomical parameters of humankind

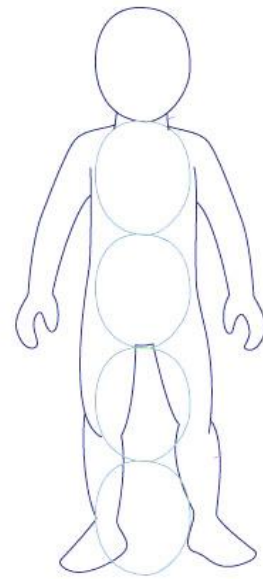
Whereas there is no single proportional system that is consistently true or accepted, as a rule, you need to know the general proportions for your pictures to have a believable likeness. For instance, the male height is equivalent to the height of eight heads. Besides, the height of a woman has equated to the length of seven and a half-crown. The height of a year-old child is approximately equal to the extent of five and a half-crown.



Man-8 heads



Woman-7.5 heads

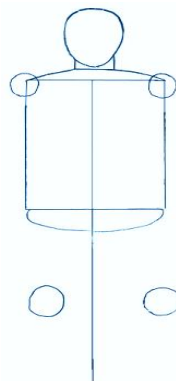


Child-5.5 heads.

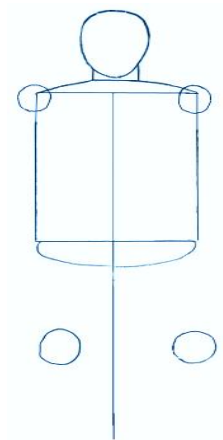
### A step by step guide in drawing the human body

Different ways of drawing the human body exist, and I will mention one of the easiest ones for a beginner and a couple of others. I have listed the necessary steps for bringing a mature male wearing a t-shirt, trousers, and shoes. I recommend this procedure to you if you're a beginner.

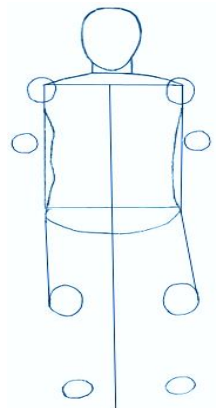
1. The first step is to draw a rectangle and half oval both from the top and bottom of the box. Also, bring an extended line at the center, as shown below.



2. Draw an ovoid shape for the skull and isolate it from shoulders and thighs. Also, draw rings for collar bones and knees; this is a pretty straightforward process; it's not mandatory for the rings to be of the actual size excluding the head. See the below picture for this process.

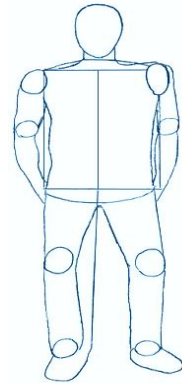


3. The next phase is to put rounds for the feet and elbow. It involves sketching two bent lines on both sides inside the triangle, and joining them to the knees.

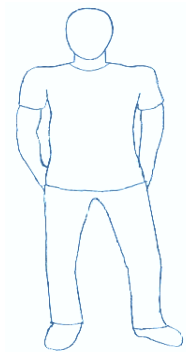


4. Draw the hands and legs by ensuring that you have the correct proportion of the torso, arms, and feet. It's prudent to correct any errors at this stage, for it may be challenging to fix them after this step. See what this will yield in the picture below.





5. At this stage, erase extra boundaries from the picture and draw basic parts which include the shirtsleeves, lowermost line, neck, and pants framework. After this, the picture becomes life.



6. Finally, you can add color and shades appropriately, and the image will look great, as shown below.



Many drawing techniques exist, and you will learn more about them in the next chapter.

## CHAPTER THREE

### The tools needed in drawing the human body

Despite the high level of technological advancements, drawing materials have not changed much from ancient tools. I will mention the few changes in the drawing in the last chapter of this book. A wide variety of resources and pigments used for drafting are accessible; as you rise in the art, you'd like to attempt new drawing procedures and materials. Best sketching resources are relatively affordable, but you'd better first purchase abstemiously as a beginner; you will save money and avoid buying what you do not need. Below are necessary drawing materials you need in drawing the human body; I recommend you first to purchase materials that are most attractive to you then add others progressively.

1. **Granite pencils.** They range from rigid (H) to straightforward (B), with 9H as the stiffest and 9B the weakest. Dependent on the cut you desire and the nature of your art surface, you can select the soft (B), firm (H), or focal range (HB). The tone produced by the pencils is independent of the pressure applied. For instance, soft pencils contribute to a more extensive range of darker tones than firm pencils and don't leave a dent when erased. Boosting or clutch writes give excellent precision, but finding their softest grades isn't easy.
2. **Pastel pencils.** You want pastel pencils if you're looking for pens good in a comprehensive line of art, non-waxy, and shading. They possess a similar look as colored pencils but are chalkier and scratchier. Since they don't give permanent marks, you will require a fixative when using them. They usually come in a diversity of tints, are appropriate for quick pictures, and most real on colored surfaces.

3. **Colored pencils.** They usually come in diverse colors and arrangements. Examples include the typical, thin and thick-leaded, and the water-soluble, pencils. Besides, they differ in smoothness and quality. Some of them produce sharp or sure lines, whereas others are laxer. Still, the layering of colors in diverse sequences creates different shades. You'll want to experiment before making your best choice.
4. **Conté Sticks and pastels.** They are useful in making colorful sketches, and their standard colors are reddish and grayish -brown, terra-cotta, sanguine, sepia, black, and white. They work best in colored and dry drawing surfaces, are recommended for line effort, and not straightforwardly erased. A few of them have wax, while others need fixative protection.
5. **Charcoal pens and sticks.** It will be of interest to note that charred or carbonized wood is what makes them. They come in four types with different viscosity. These include thick pens, extra thick pencils, thin sticks, and medium. Also, they come with robust or secure grades, are prepared from compressed charcoal, produce sharper and darker lines that are difficult to blend and smudge. Thin sticks best with exquisite details, fur, and feathers.
6. **Graphite sticks.** This type lacks a wooden casing but has a thin covering of plastic decorate to keep your hands clean. They're suitable for blending or sketching. You can sharpen them using both the sandpaper and a pencil sharpener, and use the resultant dust used to paint regions of tone. You want to be cautious when using this type for they snap easily.
7. **White chalk.** A hard stick suitable for excellent marks and smooth pastel best for amalgamation is also available.

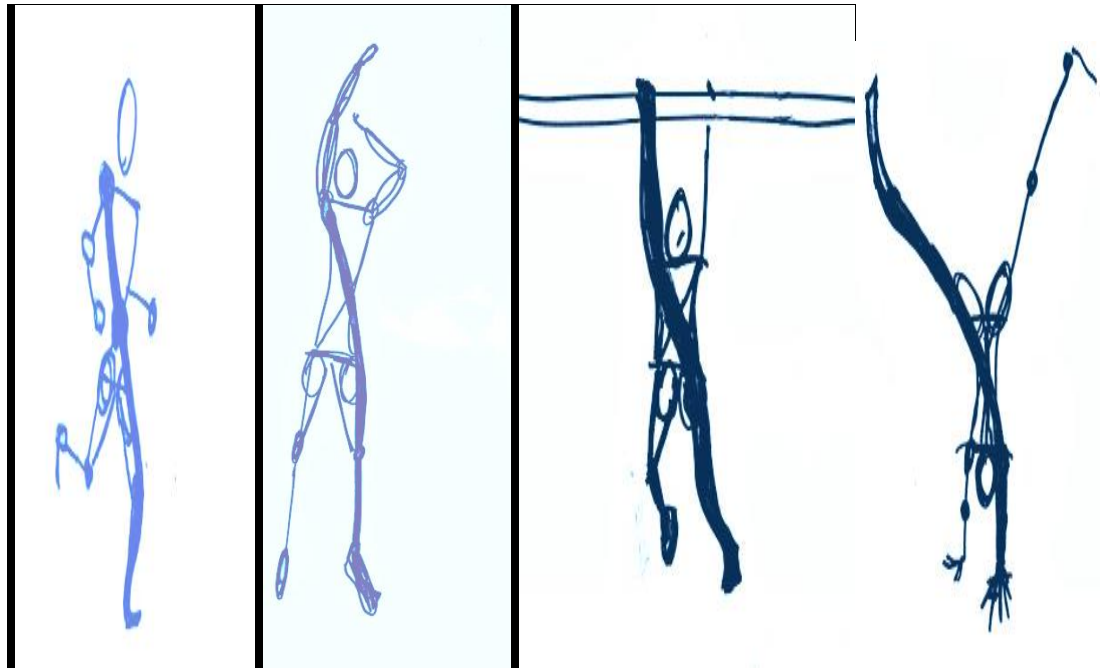
8. **Pens.** A wide range of enclosures are obtainable; they include container roller-ball, fine liners, ballpoint, and professional art pens.
9. **Supports and papers.** A diversity of documents is existing, and you can select according to your preference, desired results, and your tools for sketching. The types include rough, smooth, medium textured, high-quality, and light paper surfaces.
10. **Drawing easels and boards.** Operating on a single leaflet of paper can be daunting, but these boards make it easier; you place the drawing surface on the board and hold it with some clips.
11. The other tools you need include **deep pens** and **brushes, ink, sharpeners, erasers, stamps, and fixatives.**

Whereas pencil and picture surfaces are the preliminary tools for most artists, you can pick a few others from the list to improve your experience. However, you should take note of the information that you need to grow gradually as earlier alluded. Having identified your tool, let's get into practical drawing.

### **Drawing the human figure in different poses and body positions**

I want to show you how to sketch a pose in just five minutes. It's not only fun but also saves time, avoids overthinking, is economical, and straightforward. The step by step guide will help you to draw while keeping the gist of the subject.

1. Begin identifying the action line; it gives a hint about the overall pose or shape of the picture. Below are examples of action lines.



Running

Standing

Hanging

Upside down.

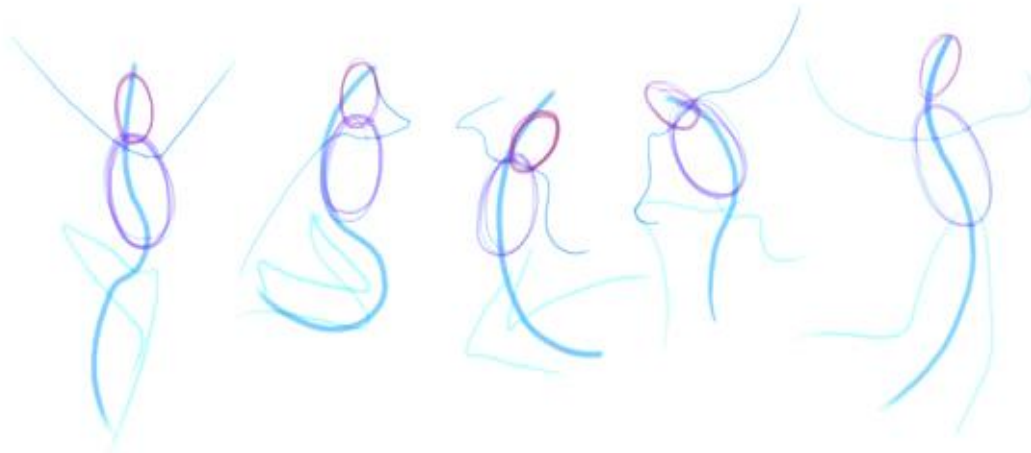
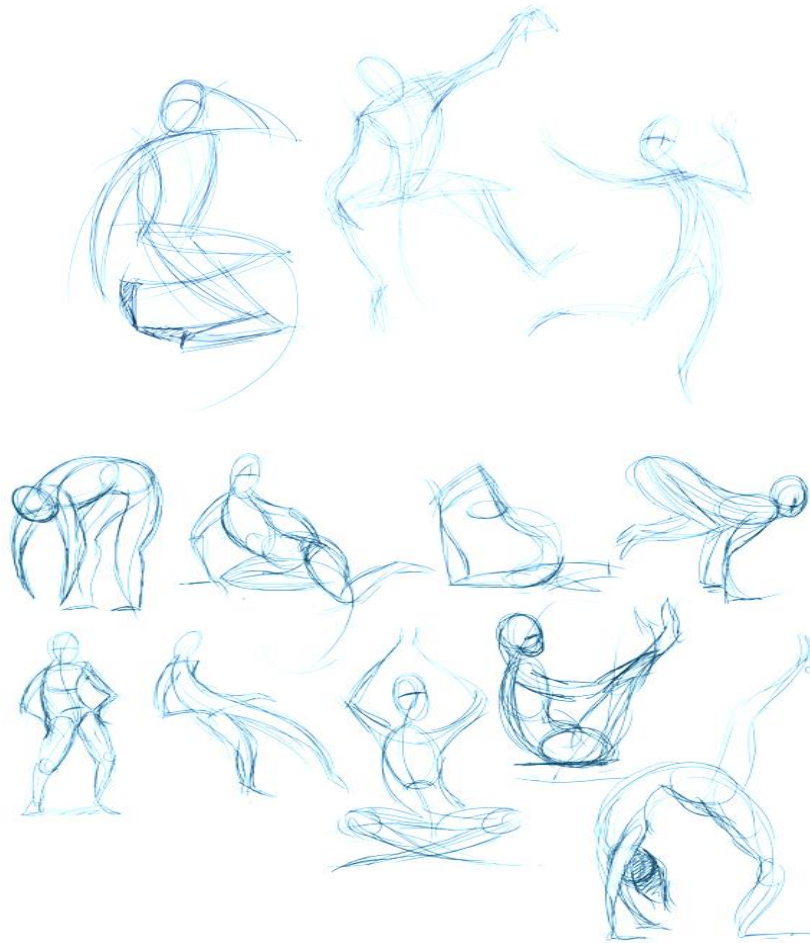


Fig: Action lines for different poses

2. The next stage is to sketch the head, torso, and limbs. To bring a meaningful look, bring the legs and hands with the action line and basic human anatomy in mind. Expert artists do this in a couple of seconds, practice several times to master the art.



You can try out a thicker pen.



### Drawing different head positions

To have a basic comprehension of the human head, you must know how to draw the front, side, and 3/4 views. However, you'd like to know more than that, but first, practice drawing the

2D or flat head (profile picture) to get conversant with basic principles. To learn how to draw the head from any angle, you must look at it as a 3D object, which makes it easier to visualize the head's geometry.

Begin by drawing a sphere and divide it into quadrants. They include the front and side views as well as the brow line. The figure isn't wholly spherical; it's flattened from the edges to have a cranium look. You can draw the rest of the head, but comprehensive details of the face and its proportions are available in another chapter.

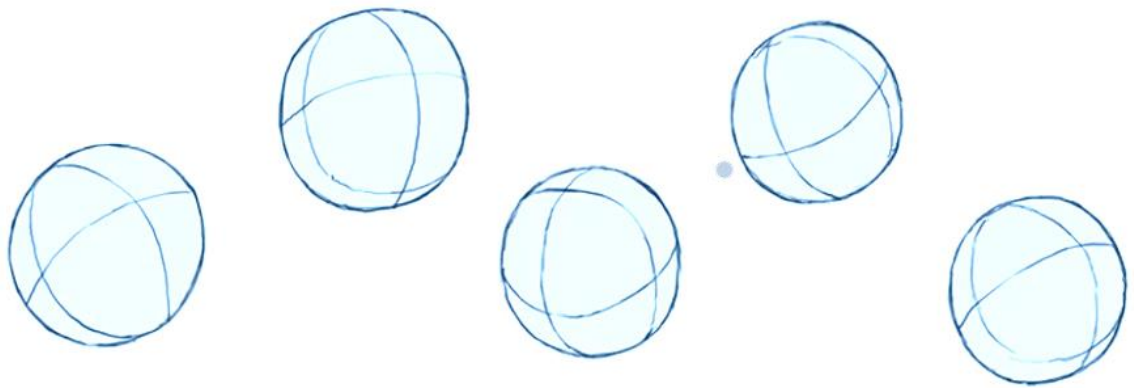
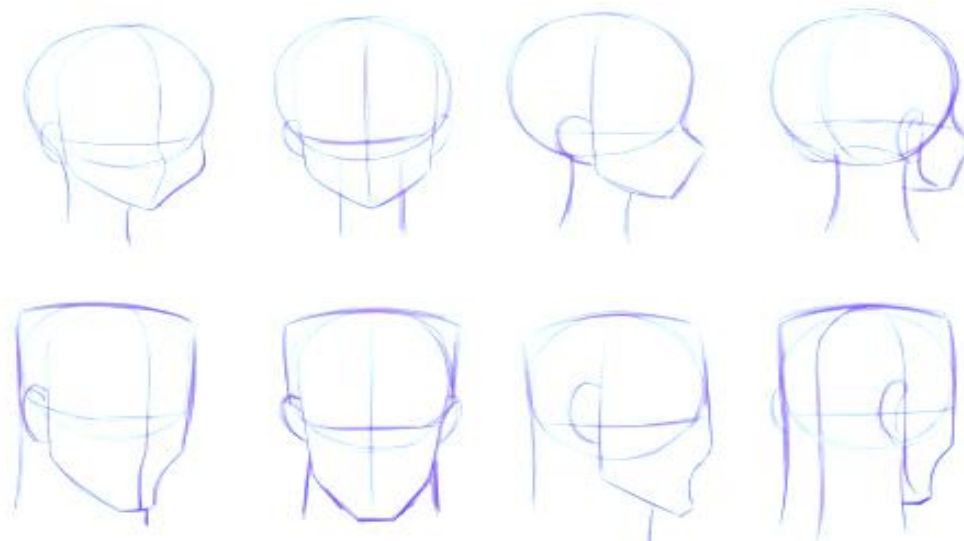


Fig: Step one



## Step two

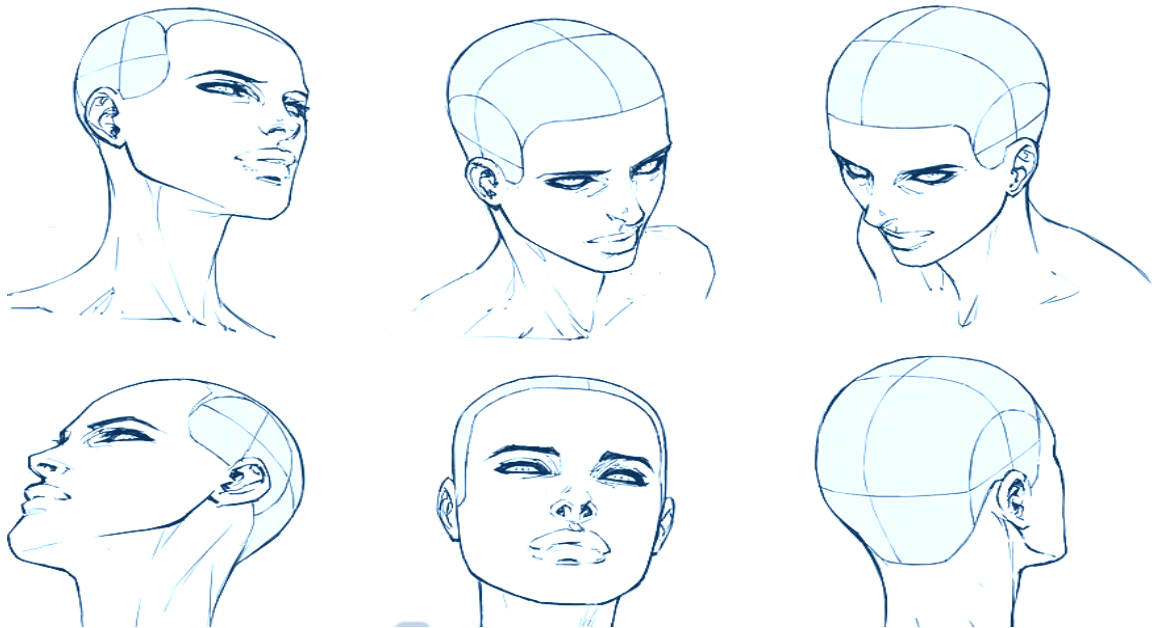


Fig: Step three

## Tutorial on drawing the foot

1. The first step is to draw the basic shape without reference to anatomy, draw the sole of the feet. Similarly, learn to sketch it from other perspectives, as shown below.



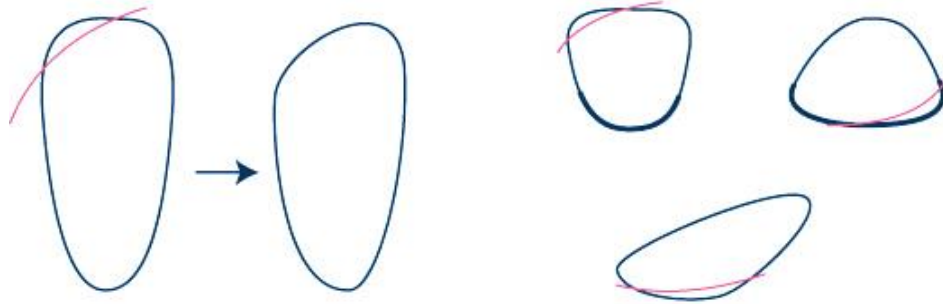
Basic shape



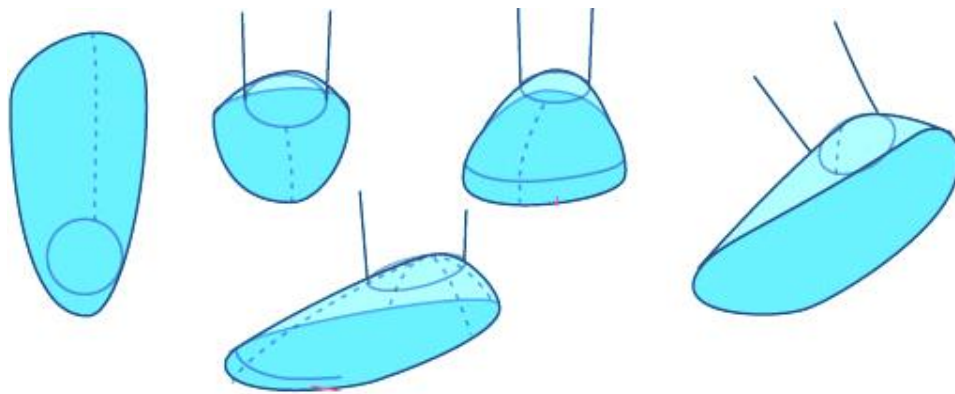
Other shapes in perspective

2. Chop off the top corner to make it look like a natural foot.

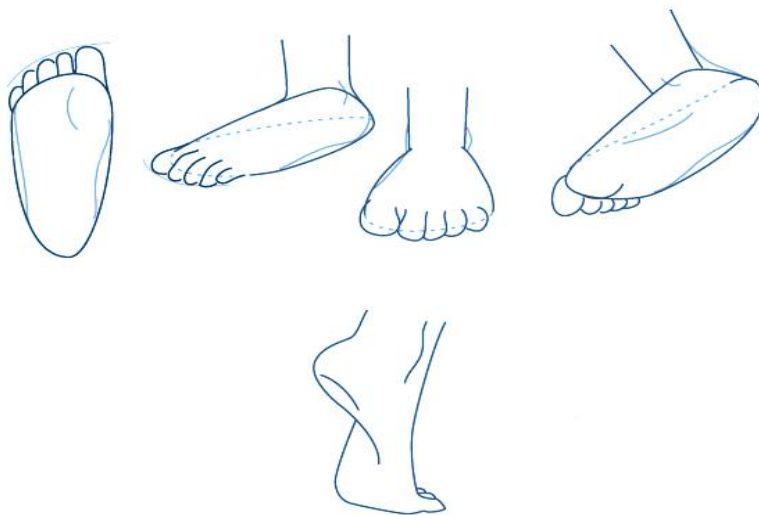




3. Draw circles to indicate where the leg joins the foot to form an ankle. Also, use dotted lines to help you see the contour. Besides, give your sketch a bit of dimension, as shown below.



4. In this final step, draw the toes. The best approach is to sketch the general guideline of the shape then bring the toes one by one.



You also need to identify the three common types of arches you will be expected to draw; they'll all follow the same procedure but train your hand to create the difference.



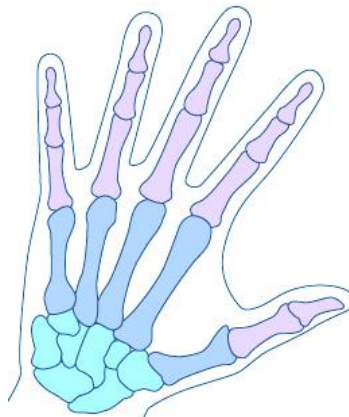
Normal

Flat

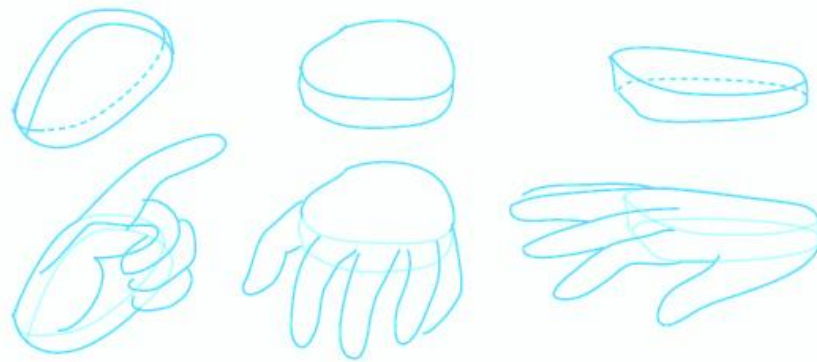
High arch

### Tutorial on drawing the hand

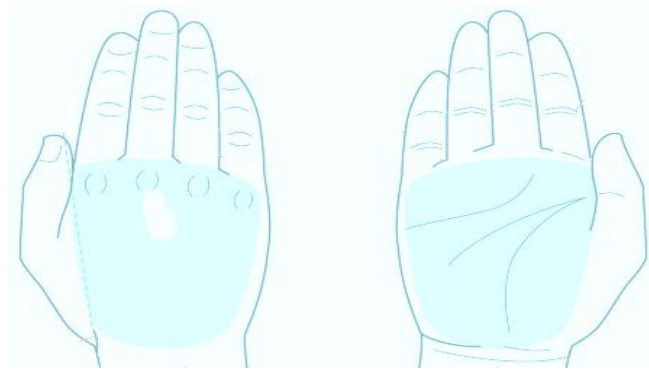
1. The first step is to understand the basic anatomy of the hand. Following the bone structure is fundamental in drawing the hand.



2. With the knowledge in step one, draw the palm in three angles then add fingers to it.



3. Bring your hand drawing to shape by drawing the correct proportions of the thumb, forefinger, middle finger, ring finger, and little finger. Also, be keen to indicate the position of fold lines.



Back

Front

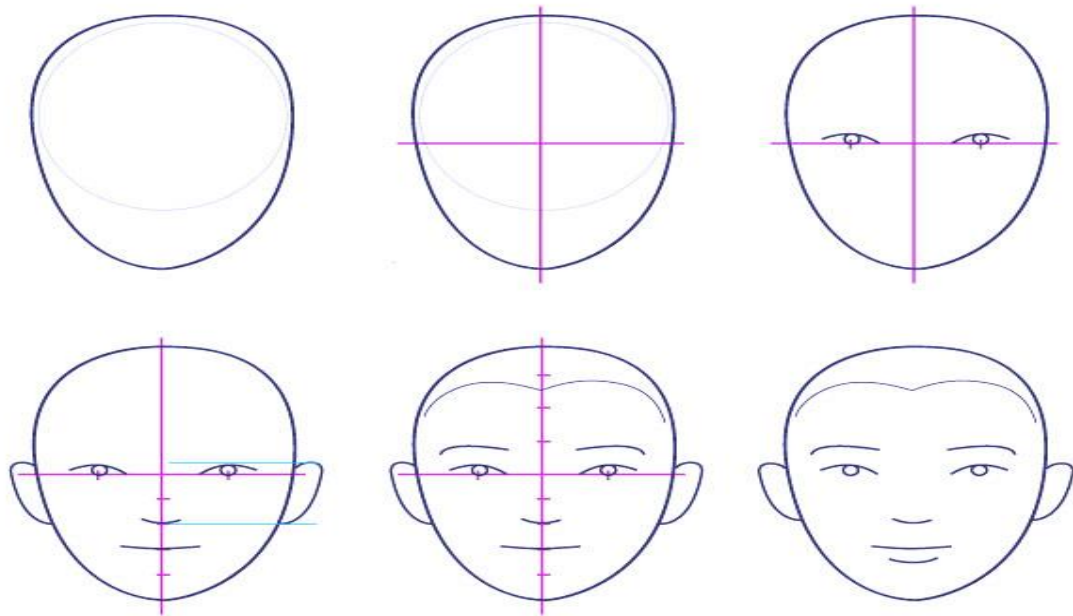
4. Use the same procedure to learn how to draw the hand in various perspectives.



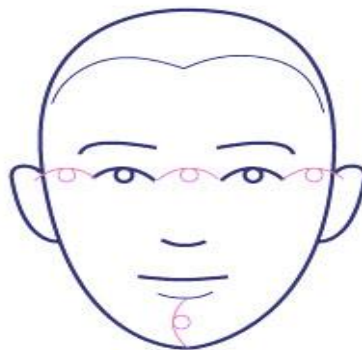
## CHAPTER FOUR

### Drawing the proportions of the face

For a front view, you will begin by drawing a circle and an oval and divide it into halves both vertically and horizontally. Locate the eye along the central line and split the lower section into five portions. Make sure you mark the nose on the second contour from the middle and the mouth on the third. Finally, separate the upper part into four sections and mark the place of the hairline. Also, locate the ear amid the upper eyelid and the bottom of the nose.

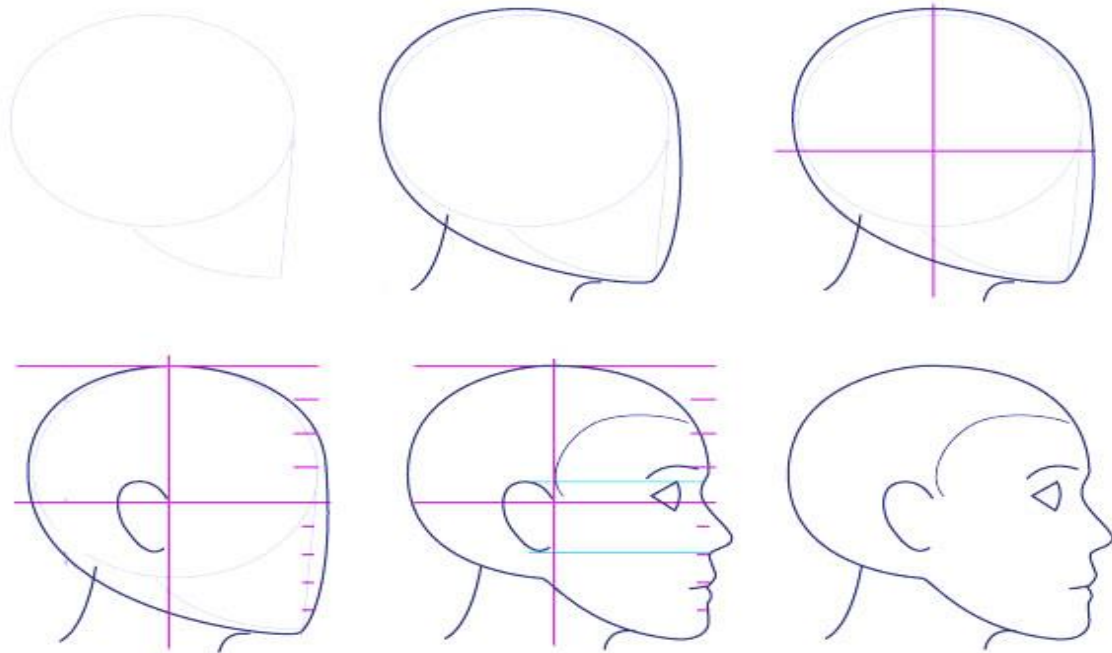


If you're keen, you will notice exciting features; the breadth of the look is equal to the stretch of five eyes. Besides, the space between the jaw and the lower lip is similar to the extent of an eye.



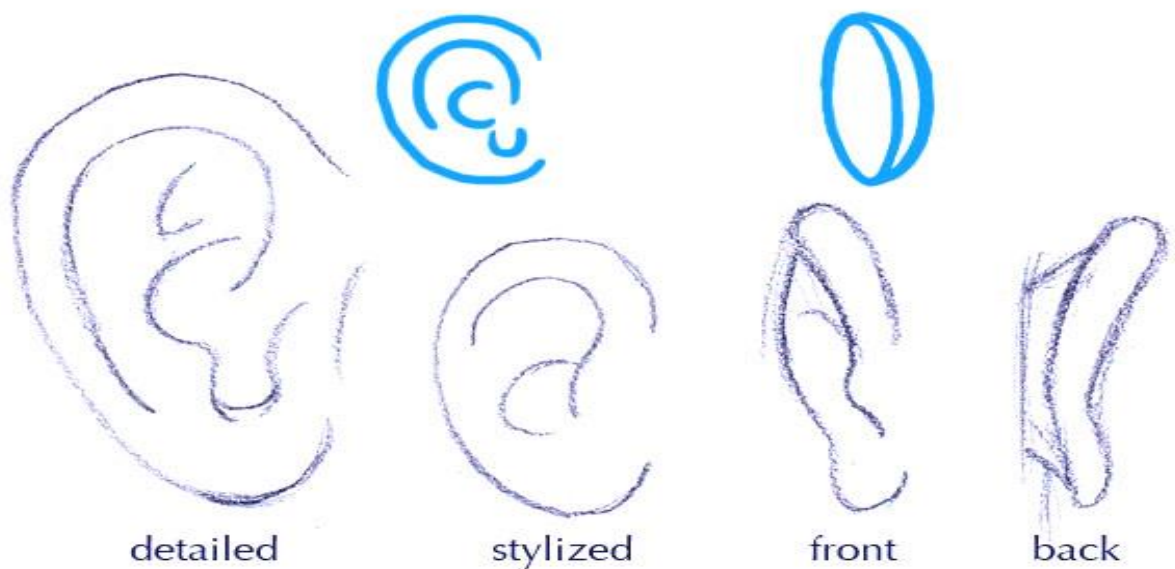
Before going to the last step in outlining the face, you'd like to study how to bring the side view of the face. The procedure is similar to the front aspect, but the head points sideways. When you bring the dividing lines, you will divide the crown into the anterior and posterior sides. On the facade (face), bring the eyebrow, place it between the middle

contour and the base of the nose. Likewise, on the back (skull), locate the ear amid the bottom of the nose and the upper eyelid.

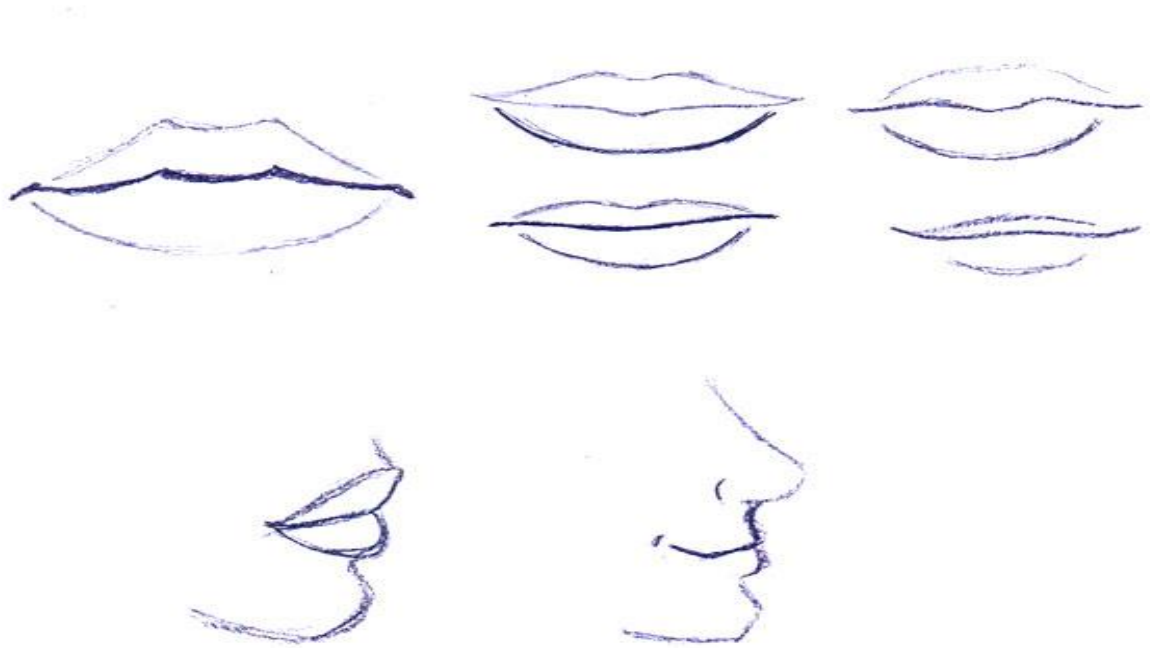


#### Adding further details to the lips, eye, ear, nose, and mouth

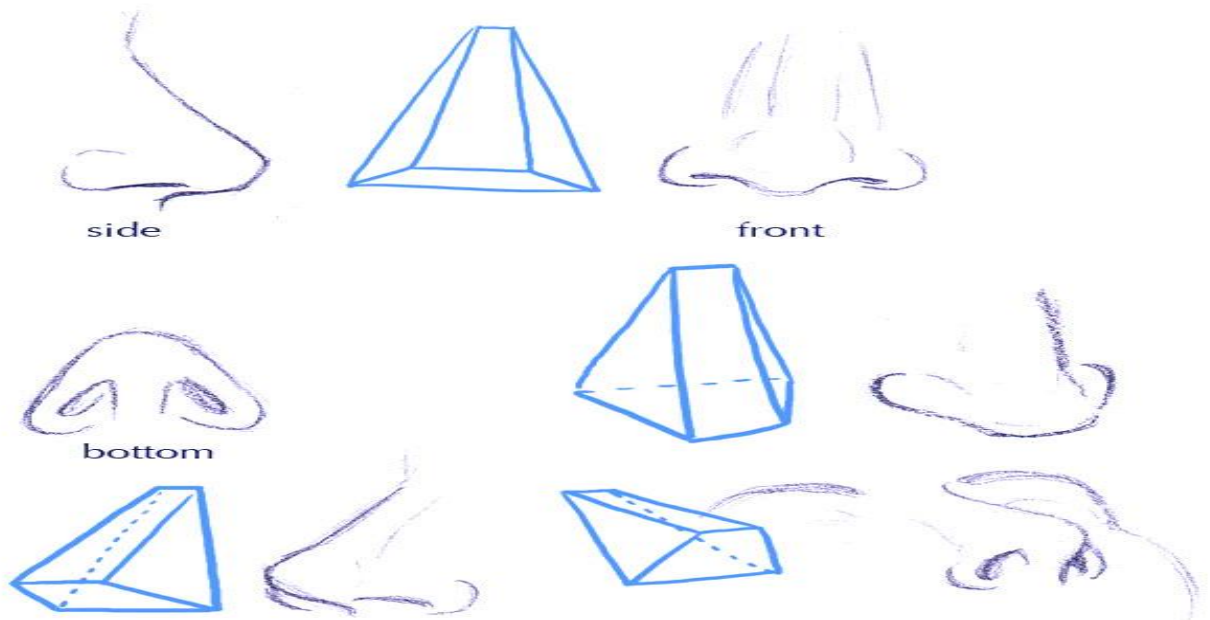
To draw an ear correctly, you must understand critical parts. These include the C-shaped outer outline and the inverted U-shaped ring in it. Moreover, it would be best if you also took note of another U-shape above the lobe. Also, there is another smaller C-shape at the center of the ear.



Draw the upper lib to be slightly stripper than the lower. Also, ensure to achieve symmetry by beginning from the middle to one side then to another. Draw a flat arch for the lower lib, depending on how your subject appears. Drawing the mouth opening from sideways often takes the form of an arrowhead shape. Therefore, draw a diagonal and flatter upper and a rounder lower lib.

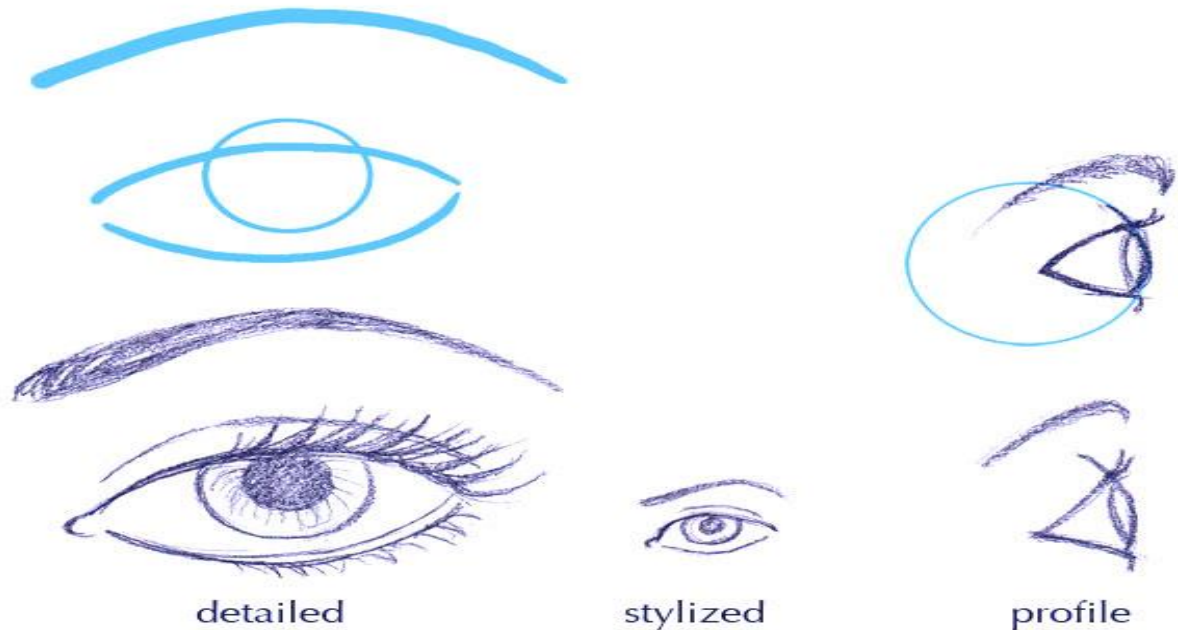


Bring the shape of the nose; it's usually wedge-shaped. Also, draw the nostril.





Another essential feature to add is the particulars of the eye and eyebrows. Draw the iris partly veiled in the upper lid, but if the eye is facing down, it will appear in full. Bring eyelashes on both sides, but a shorter one on the lower eyelid. If you're drawing a profile view, let your eye take the shape of the arrowhead, but remember the iris is invisible from the side view. Also, bring the eyebrow by following the curve of the upper eyelid.

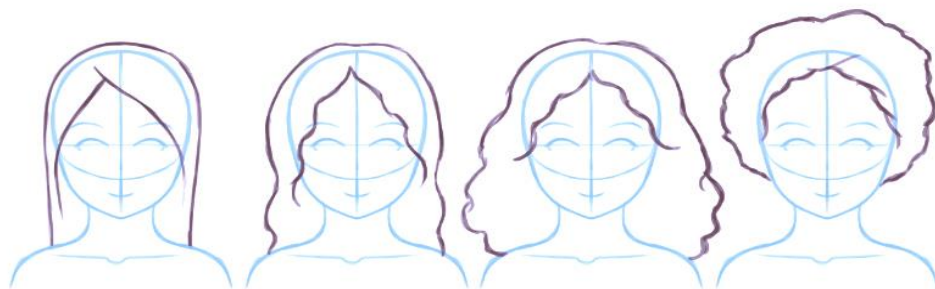


### Illustrate the hair and accessories

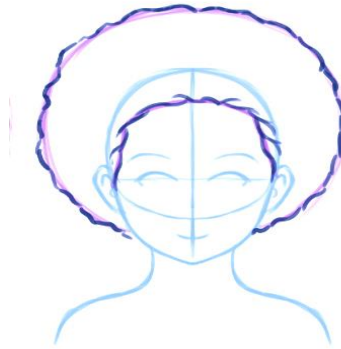
To bring about realism, you must study how to draw different textures, lengths, and styles of hair. Beginners who desire to explore how to bring distinct differences and situations of the natural head will find this chapter fundamental. Also, knowing how to bring other accessories and shoes is critical for the overall success. There are four major hair types, according to the "Andre Walker Hair Typing System." They include the wavy, the curled, and the curly, and straight hair.

### Picture the curly and coiled hair

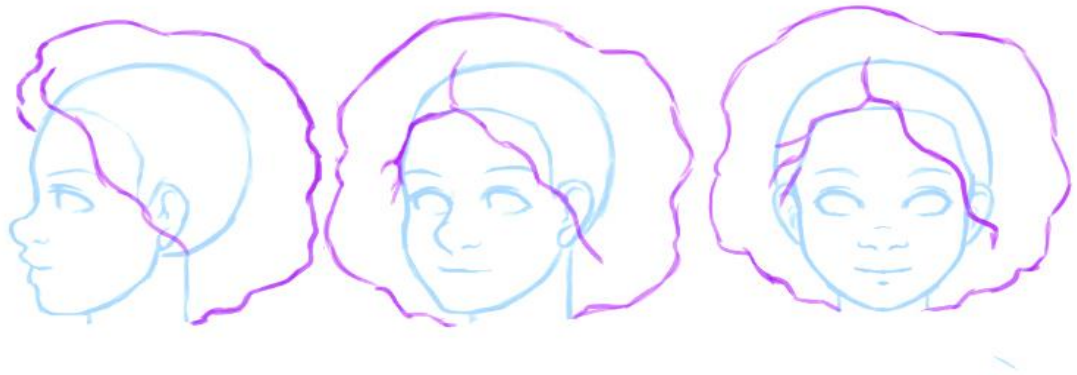
The first step is to draw hairlines and indicate the density of hair; the drawings vary with thickness and volume.



To achieve a natural tingle, use separate lines to bring contours, which depict that the hair is natural. I must tell you how to bring afro style; draw the hair like a perfect circle.



Many curl patterns exist, and as such, every person has a unique style. Different styles in appearance, volume, and at times combinations exist. However, having highlighted the general principles in drawing, you can draw any of such. Let's look at different curl patterns. When you decide to bring long, dry, and natural hair, use simple contours.



I am sure you've seen cute ladies with parted hair. Parting hair impacts appearance and volume, and parted hair seems to clump together. You will like this look.



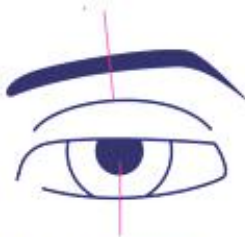


As the volume of hair varies, don't lose focus on the skull to avoid drawing a rigid head. Another critical point to note in your drawing is that the face can be round or squarish, illustrate aptly. Below is how a round face, curly, and textured hair appears.



Understanding different facial expressions.

Sleepy eye



Half-covered

Relaxed eye

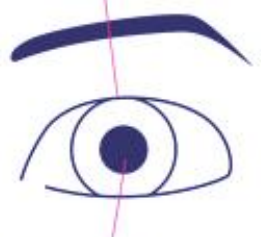


Tangent pupil

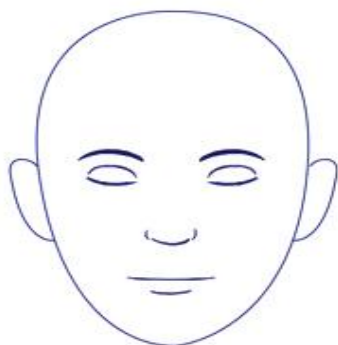
Alert eye



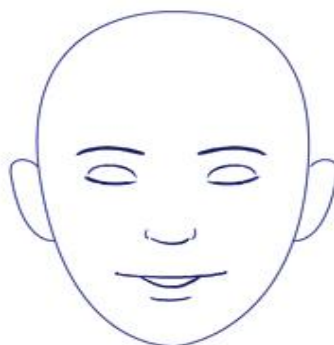
Wide eye



Free pupil



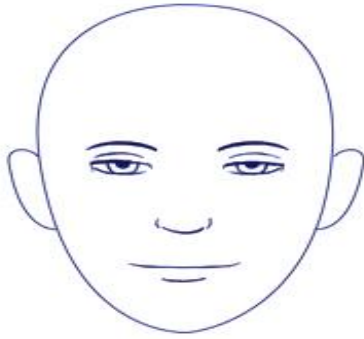
Peaceful



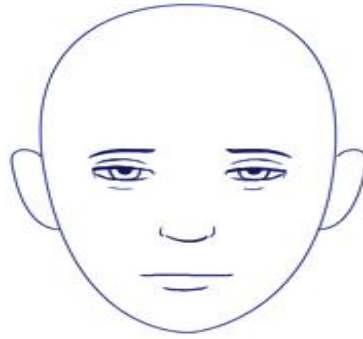
Refreshed



Savoring



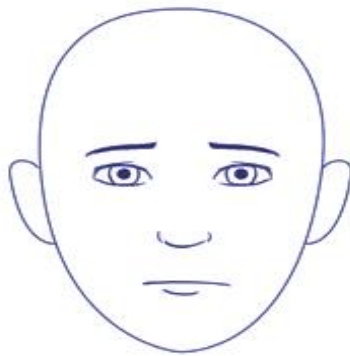
Lazy



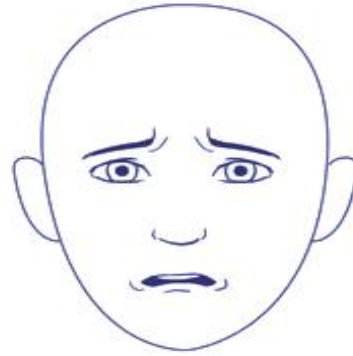
Tired



Drained



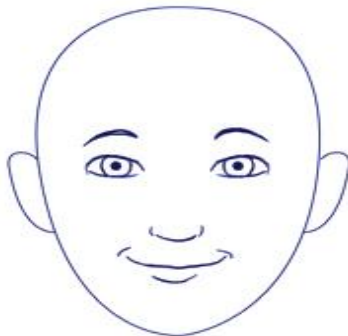
Sad



Distressed



Crying



Amused



Laughing



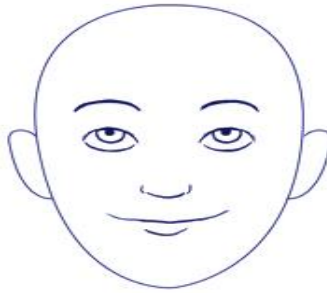
Laughing



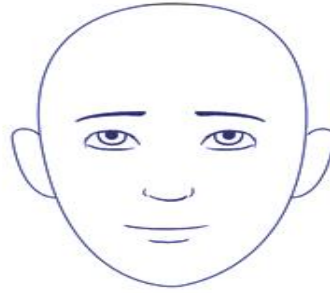
Furious



Enraged



Innocent



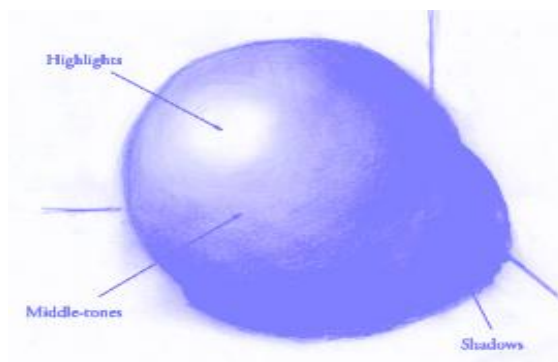
Hopeful

### Shading your drawings

You can't see your object unless there is light, and if there is light, there is also shadow. In your shading, you must be careful to depict the relationship between light and shadow. Shading will give your picture depth and value, make it more intricate and professional. The last stage in the drawing is shading, and it brings realism, life, and likeness. I would like you to take a keen interest in this area.

### The secret behind light and shadow

I want you to look at the ball below and think about your observation. What are you seeing?



I am confident that you have realized that light is hitting the ball from the left, making some places more highlighted, having middle tones, and of course, creating a shadow on the other side. For all the images you will draw, you will come across these three light aspects, and the human picture is no exception. By now, you know all it takes to bring the human head and face, please learn how to shade it. Moreover, please recognize that the shading technique we'll use applies to the rest of the body parts. We'll use a human face having incident light similar to the sphere above.

### Step by step shading of the human face

1. Identify the source/direction of light and take note of the highlights, middle tones, and shadows. Keep in mind that the lighting impacts the eyes, and you need to learn to shade the iris.



2. Add the first layer of shading starting from the dark side and followed by the middle tones. Try as much as possible to leave the highlight not shaded but with a steady hand such that the boundaries are invisible.



3. Depending on the nature of the skin, smooth or rough, and how the object looks, add another layer of shading and darken different sections of the face until you're comfortable with the variation.



4. Identify the part of the hair with most contrast or which catches your eye and shade it aptly.

Finally, slightly erase the centers of the highlighted areas to make them shine and more different.



### Drawing a girl wearing clothes and shoes



From the previous chapters, you have learned a lot. I know that you're able to draw a figure of a lady like the one on my left. In this section, we will dress her.

Follow the tutorial below.

1. Draw a line of clothing. Bring the track along the body before erasing unnecessary guidelines.



2. Draw more details like the pant, pockets, buttons, and zip. Using the shading knowledge learned in this book, add shadows, darker areas, and hitching. Also, remove all guiding lines and draw her shoes.



Drawing the front view of a person wearing shoes

Sketch the line for shoes around the feet and indicate essential parts. Keep in mind that the fingers will be invisible when the subject is wearing closed shoes. For male subjects, draw how the pants fall on the shoes. The last thing you must do is shading to bring form and realism.



Female

Male

## CHAPTER FIVE

### Drawing what you see

Most artists would like their drawings to replicate what they see, draw what they know, and know-how to bring what they'd like to see. The art of drawing what you see is not as easy as

it may sound; artists often have a general view of what objects look like and are easily tempted to add a thing or two. Although the appearance of objects may sometimes seem not to match the facts, you need to know that images may appear different when viewed from different angles. I have put together tips to help you master this concept of observational drawing, and they're best for beginners and applicable to all artists.

I would want you to set time for drawing, find a comfortable place, and be prepared for either outcome at first. It would be of benefit to have a clean environment, a comfortable seat, and a table. Beware that the first picture you are going to make doesn't necessarily have to be the finest. However, be motivated because if your image doesn't look right, you can erase some parts or start afresh altogether, but most importantly, grow slowly, steadily, and surely. I wish you well.

The second step is to observe what you're drawing keenly. Whereas this sounds somewhat obvious, some artists' memories suffice, and they end up depicting what they know instead of what they see; this is one of the most common and fundamental errors in observational sketching. If you desire to capture and outline the proportion, and other particulars, observe the real object, using shadows and customs will make your image less convincing. Let your focus and eyes move severally to and fro between the image and paper. You stand a chance to benefit more if you use a real image; more visual information, views from other angles, varying light conditions, and experiencing texture. By now, you know how it all starts, but there is more into it.

The other essential aspect is to understand the perspective and the drawing of primary forms first. As an object gets further, its size diminishes, and you'd like to scale your paper. An estimate of the basic structure will help you achieve the correct proportions. Beginners who try to start with small details followed by the addition of other information end up with an ugly or proportioned image. On the other hand, using grids and careful plotting will help you to



concentrate on one picture segment at a moment and leads to accuracy. However, you must be cautious to avoid regimented and close-fitting images.

The third skill in the observational sketching is keeping the outline light and having a wide variety of tone. Did you know that the outlines running about real things are not dark? You must avoid darkening the sketches in a bid to make them visible; it will lead to a realistic picture. Instead, change the tone or color of the edges. It would be best if you practiced the art of blending the quality smoothly; it cannot be done randomly or by guesswork. Look at your image, identify where shadowy areas are, and apply your color aptly by ignoring prior knowledge or memory. You're almost ready to start, but wait a bit, you need to know more than that.

Another critical aspect of mastering is the use of mark-making, including, and omitting details when applicable. For instance, if you're using a pencil, you can smudge, hatch, and draw dashes or dots. Observe the texture of your object keenly to know how to strike your pen on paper. In bringing the human body, it's not practical to attract and include every strand of hair. However, everything aesthetically best shouldn't be left out. Endeavor to bring less cluttered images that are easy to view, but avoiding what is hard to bring leads to a vague image.

### Drawing a self-portrait

The fact that humankind has a lot to portraiture can make it daunting to beginners, but I am here to assist you. One of the best ways to practice sketching techniques, proportions, and shading is the illustration a self-portrait. You can choose to print your picture or look in a mirror for your object. See the below tutorial.

1. Make a light sketch first. It comes with many benefits; you get significant features and proportions and create a foundation for which you will add other details. Besides, it will allow you to correct errors by erasing parts before adding more features.
2. Make the use of your finger or smudging tools to create realistic shadow special effects. Also, it will make your sketch look professional, and you can use lighting in finding shadows.
3. The next thing you do is drawing your hairline, eye, ear, nose, and mouth. Ensure proper lengths, proportions, and shading.
4. Conclude by adding fine details. Add more information about the eye, neck, lips, color, and shading.
5. Finally, complement your art and showcase your skills with a high frame.

### Drawing still life images

One of the best applications of observational drawing is still life imaging; it improves one's artistic skills in the long run. It involves object relativity considerations to determine object size relative to others beside it. It also includes overlapping to depict that many objects are naturally fitting in one space.

You would probably want to start with a simple drawing like a non-reflective item to grow the skill, but don't forget to challenge yourself by gradually increasing the complexity of your pictures and develop your skills.



### Drawing landscapes

You might think that drawing between rocks, trees, water bodies, cacti, and skies is a daunting experience, but after going through the tutorial below, you will find it easy to draw any terrain.

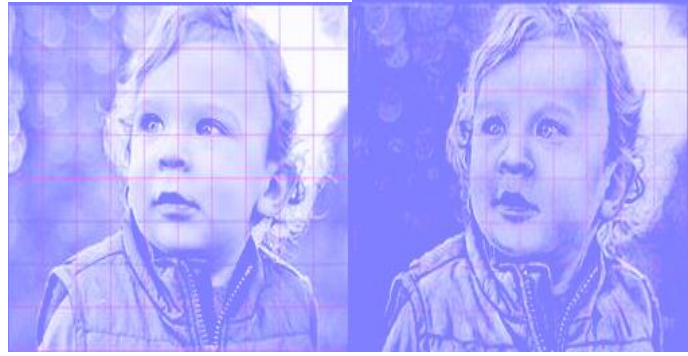
1. Use your observational skills to study the features of a real-life landscape, and sometimes it can be a picture.
2. Begin with the general sketch to which you'll add details gradually, and it involves setting your composition and scale.
3. Draw what stands out first like big objects and the horizon line; they will form a basis for the rest of the drawings.
4. Insert contour lines and other relatively big objects like bushes and large rocks
5. The next step is to shade the background, foreground, and highlights to give your work more depth.
6. Add beautiful details to bring life to the landscape. Focus on capturing eye-catching objects and the essence of the scenery, not merely everything.



### Observational drawing techniques

To improve and bring what you see, you must learn how to see the objects you need to bring. Below are seven techniques you can employ, but practice will help you to perfect them.

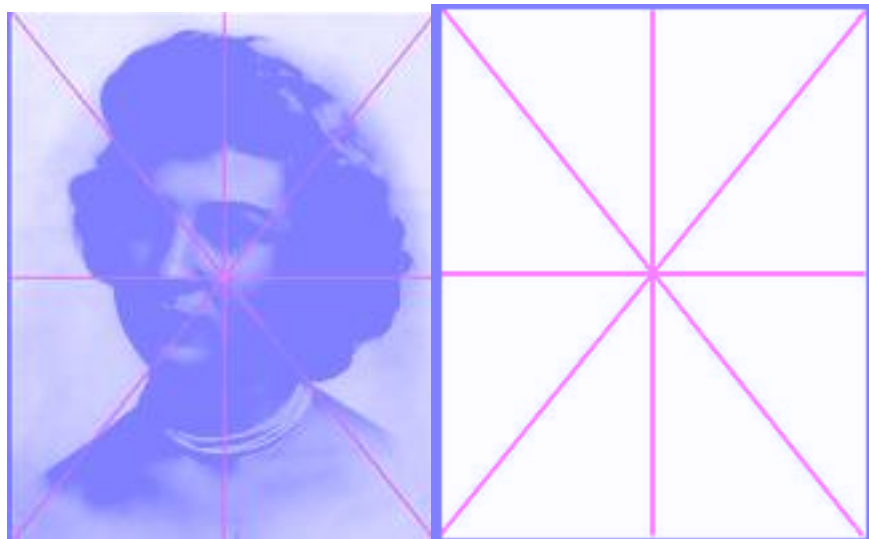
1. Measuring and Sighting. This method usually applies to draw life objects but has also been used to draw images from photos. You use your drawing tools, like your pencil, to measure the size of your purpose and translate the length to your paper; the size of the image becomes equal to the size of the real object.
2. You can also use the grid technique. The method is best applied when drawing portraits. The subject is broken down into smaller squares of visual information to ensure that every part of the image corresponds to the object. Remember to erase the squares after completing the drawing.



Photo

Paper

3. Another approach to take note of is the triangular grid method. It is used as the grid technique but uses triangles.



Photo

Drawing surface

4. Simplifying complex subjects by identifying their simple shapes, positive, and negative spaces. Comparing these aspects leads to a more accurate picture.
5. The linear perspective is another approach you can consider. The method makes use of lines to help an artist create an illusion of space and is common in architecture.

6. You can employ the basic facial prepositions to draw portraits. Whereas faces differ, basic positions of features like eyes, nose, mouth, and ear don't change and can be used to check accuracy.
7. Making the use of the knowledge of gesture and body proportions is also used to verify accuracy.

## CHAPTER SIX

### Modern Gadgets for an artist

If you're a technology enthusiast, you know what it means to make your drawing experience easier. I recommend the following gadgets for seasoned artists. Still, you can try one or two if you're a beginner who has embraced technology. Besides, the devices can help you store data for easy reference.

### How to draw using a computer

Many graphics and editing computer software have many drawing tools and mouse pens you can use to draw images on a computer with the feeling equivalent to hand drawing. It takes a pretty simple process to achieve this. You begin by identifying your preferred software and installing it on your computer. Then, open a new/blank document or digital paper. After that, take your mouse or digital pen to make some scribbles and practice drawing. After you have learned the art, start enjoying your career. You can also use your computer to store data of the drawn images.

### Using a graphics tablet to draw

In case you are not comfortable using a mouse, a tablet is a better option. You will use a digital pen to draw your images on a screen. The pen can be precisely controlled, and it's

ergonomic. I recommend you to practice and get used to the tablet and paper before you get to work.

### Get a camera to capture moments and scenarios.

If you love nature and, at times, move around, your camera can help you capture real places you can refer to during observational drawing. Also, if you would like to draw someone you might not quickly meet again, you can seize the one-time opportunity to take a picture.

### Why strain when electric erasers and pencil sharpeners exist?

When tired of using traditional pencil sharpeners and erasers or have a medical condition that makes it hard to sharpen, these electronic devices can work for you. Besides, they'll protect you from fatigue.

### Can the digital stylus and iPad be used to draw?

You can use your iPad as the graphics tablet, but it has more uses. Let me first mention that it's portable and convenient to use. Artists, especially in transit, would like to continue working. Also, they would like to have data on their past images, samples, and objects to draw. They, therefore, find the iPad to be most convenient.

### You may also wish to have a wireless book scanner and printer.

Saving good images found in books is a good practice for an artist; they can help in drawing some photos. Besides, you may need to print some pictures. A portable storage drive can help host such data from where you will write.



## CONCLUSION

Many helpful techniques and tricks for drawing exist, but this book has put together the most useful hacks for beginners. The tutorials herein are meant to help anyone create a routine to follow in perfecting the art. Consequently, it's evident that you don't need exceptional talent to learn how to draw people; anybody can practice to perfection. Similarly, artists with drawing talents can learn professional skills in the book to nurture and perfect their ability. The information in this book has taken thorough research of an accomplished artist coupled with experience; indeed, you have learned how to draw people, and your drawing skills won't be the same again. Therefore, the best way to learn how to draw people is to read a book and do plenty of practice.

Generally, you need to identify your art style, learn drawing skills, know where to start from, and identify necessary tools. Besides, you need to understand a bit of human anatomy, practice step by step procedures, learn observational drawing skills, and identify modern gadgets that can help. You are more gifted than you can imagine; all you need is to overcome the fear arising from the first attempt disasters and patiently practice to perfection. You are more knowledgeable and equipped to stand out as an excellent artist, make it happen.