



HOW-TO-DRAW FACES

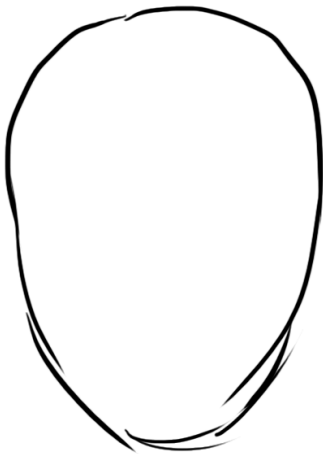
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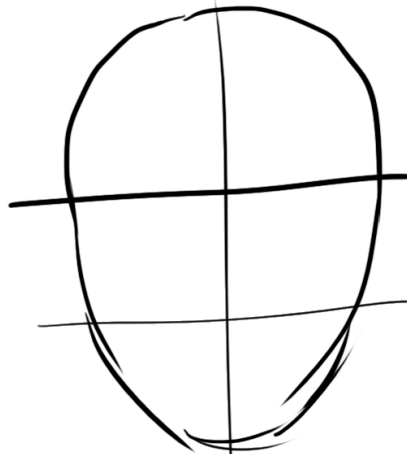


FEMALE FACE: STRAIGHT FRONT VIEW

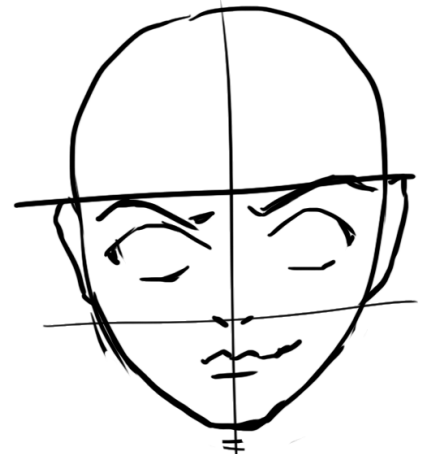
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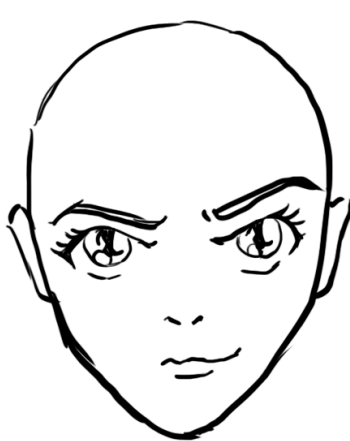
STEP 1



STEP 2



STEP 3



STEP 4



STEP 5



STEP 6

STEP 1: I like to start with an oval.

STEP 2: I then put in guide lines for: the middle of the face, the tops of the ears and eyebrows and another guide for the nostrils and bottoms of the ears.

STEP 3: I now put in the eyebrows, the overall shape of the eyeballs, nostrils, mouth, and ears. I also start shaping my original oval shape, bringing it in at the bottom for the chin and a little of either side for the jaw line.

STEP 4: I now take away my guidelines and now draw in the iris's and pupils for the eyes. I also narrow / taper the chin a little.

STEP 5: I now draw in the hair. You can see I've left the shape of her head / skull in, I've also drawn over the eyebrows and ears.

STEP 6: I'm happy with how the hair is looking, so I now erase the shape of the head, any parts that the hair covers (top of her left eyebrow) and add some detail to her hair.

NOTE: You can use these same steps if you're drawing any female of any age. For a younger person/ child I'd make the head a little wider and shorter. You could also make the eyes larger and the nose and mouth could be smaller and slightly higher on the face. For an older person, you can make the face a little longer and not as wide, as well as smaller eyes.



FEMALE FACE: THREE QUARTER VIEW

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STEP 1



STEP 2



STEP 3



STEP 4



STEP 5



STEP 6



STEP 1: I start with an oval and a line for indicating her spine and arm.

STEP 2: As this is a 3/4 view the oval shape is slightly angled and as you can see the guidelines are also reflecting the angle of her face.

STEP 3: I now put in the eyebrows, the overall shape of the eyeballs, nose, mouth, and ears. I also start shaping my original oval shape, cutting in to emphasise the left side of her face. I also bring it in at the bottom for the chin and a little for the jaw. I put in her neck and roughly the shape of her arm, hands and back.

STEP 4: I take away my guidelines and draw in the iris's and pupils for the eyes. I put in a shape for her outfit and clean up the ears.

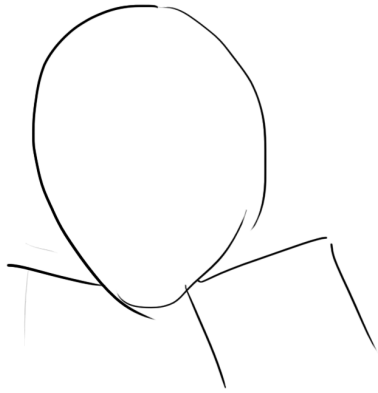
STEP 5: I now draw in the hair. You can see I've left the shape of her head / skull in, I've also drawn over the eyebrows and ears. I've added detail to her outfit and some creases for her clothes.

STEP 6: I'm happy with how the hair is looking. I now erase the shape of the head, any parts that the hair covers (top of her right eyebrow and eye lashes) and add more detail to her hair and shading under her jaw.

NOTE: When you draw people from this angle, notice how the head is actually sitting forward slightly on the neck from the shoulders. This is the natural pose for a person. Keep this in mind as it will help make your character feel loose and natural, not rigid and mechanical.



FEMALE FACE: THREE QUARTER VIEW, LOOKING FROM ABOVE



STEP 1



STEP 2



STEP 3



STEP 4



STEP 5



STEP 6

STEP 1: The steps for this are the same as the previous three quarter view. The difference being our viewing angle. Start with an oval and a line for her spine, shoulders and arm.

STEP 2: This is a view looking from slightly above and in front of our character. Her head is leaning towards us, so the top of her head will be slightly larger. Whereas her jaw, chin and nose will be smaller. As you can see the guide lines reflect the angle of the head.

STEP 3: I now put in the eyebrows, the overall shape of the eyeballs, nose, mouth, and ears. As you can see her nose is not very long. The position of her neck and shoulders emphasise the angle. Due to this angle we don't see her nostrils.

STEP 4: I take away my guidelines and draw in the iris's and pupils for the eyes, her neck, collar bones and singlet top.

STEP 5: I now draw in the hair. You can see I've left the shape of her head / skull in, I've also drawn over the eyebrows and ears.

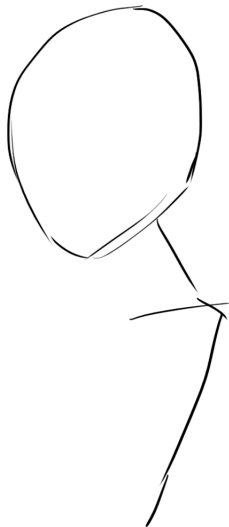
STEP 6: I'm happy with how the hair is looking. I now erase the shape of the head, any parts that the hair covers (part forehead), I add more detail to her hair and some shading under her jaw.

NOTE: From this angle, notice how the neck and head are all tilted forward, and on the same angle. Due to the angle, the length of the neck is fore shortened.



FEMALE FACE: SIDE VIEW/PROFILE

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STEP 1



STEP 2



STEP 3



STEP 4



STEP 5



STEP 6

STEP 1: I start with an oval and a line for indicating her spine and arm.

STEP 2: As this is a side view the shape for her head is not so much a symmetrical oval, but a shape that reflects the shape of a skull. The guidelines are also reflecting the angle of her face, chin slightly down.

STEP 3: I now put in the eyebrows, the overall shape of the eyeballs, nose, mouth, and ears. You can see how the face cuts in at the forehead and goes out for the nose, coming back in for the mouth and chin. I also rough out her neck, shoulders, arms and breast.

STEP 4: I take away my guidelines, draw in the iris's and pupils for the eyes. I work on her outfit and clean up the ears, neck and arms.

STEP 5: I now draw in the hair. You can see I've left the shape of her head / skull in, I've also drawn over the eyebrows and ears.

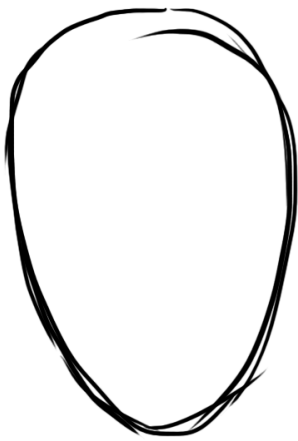
STEP 6: I'm happy with how the hair is looking. I now erase the shape of the head, any parts that the hair covers (top of her left eyebrow) and add more detail to her hair.

NOTE: When you draw people from the side, notice how the neck is actually tilting forward. The head then straightens up a little, if you made the head straighter, it would show our character looking up. To show the character looking really up, tilt the head and the neck backwards.

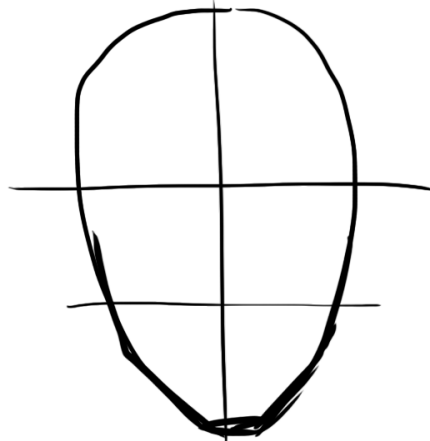


MALE FACE: STRAIGHT FRONT VIEW

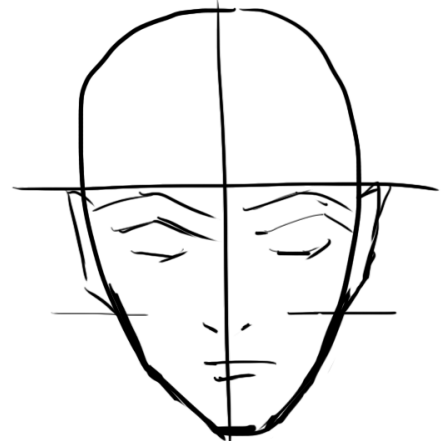
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STEP 1



STEP 2



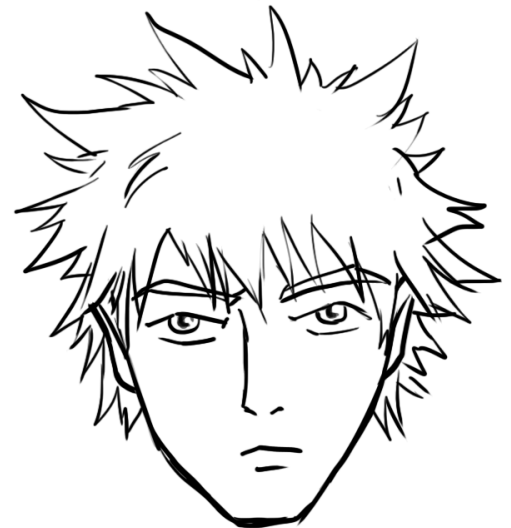
STEP 3



STEP 4



STEP 5



STEP 6

STEP 1: I like to start with an oval.

STEP 2: I put in guide lines for: the middle of the face, the tops of the ears and eyebrows and another guide for the nostrils and bottoms of the ears.

STEP 3: I now put in the eyebrows, the overall shape of the eyeballs, nostrils, mouth, and ears. I also start shaping my original oval shape, bringing it in at the bottom for the chin and a little of either side for the jaw line. For a male, make the jaw line a little more angular, square.

STEP 4: I now take away my guidelines and now draw in the iris's and pupils for the eyes. I also make the chin a little wider.

STEP 5: I now draw in the hair. You can see I've left the shape of her head / skull in, I've also drawn over the eyebrows and ears.

STEP 6: I'm happy with how the hair is looking, so I now erase the shape of the head, any parts that the hair covers (parts of the eyebrows) and add more detail to his hair.

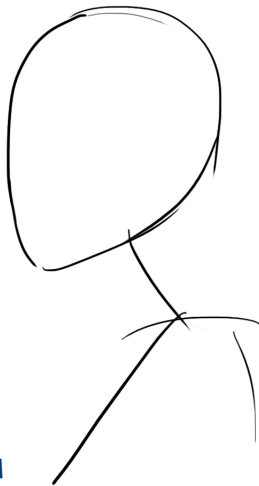
NOTE: You can use these same steps if you're drawing any male of any age. For a younger person/ child I'd make the head a little wider and shorter. You could make the eyes larger and the nose and mouth smaller and slightly higher on the face. I'd also make the jaw less squareish.

For an older person, you can make the face a little longer and not as wide, as well as smaller eyes.

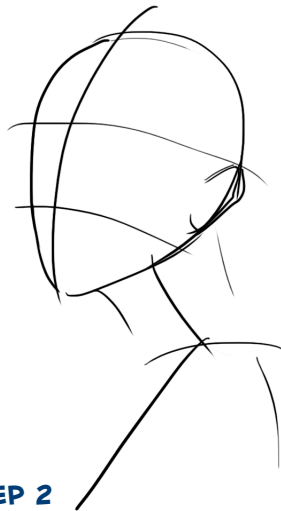


MALE FACE: THREE QUARTER VIEW

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STEP 1



STEP 2



STEP 3



STEP 4



STEP 5



STEP 6

STEP 1: I start with an oval and a line for his spine and arm.

STEP 2: As this is a 3/4 view the oval shape is slightly angled and you can see the guidelines are also reflecting the angle of his face. The side closer to the viewer is always larger than the other side.

STEP 3: I now put in the eyebrows, the overall shape of the eyeballs, nostrils, mouth, and ears. I also start shaping my original oval shape, cutting in to emphasise the right side of his face. I also square it up around the jaw. I then put in his neck and roughly the shape of his arm, and back.

STEP 4: I take away my guidelines and draw in the iris's and pupils for the eyes, his tongue and teeth in his mouth. I also start drawing in his shirt.

STEP 5: I now draw in the hair. You can see I've left the shape of his head / skull in, I've also drawn over the eyebrows and ears.

STEP 6: I'm happy with how the hair is looking. I now erase the shape of the head, any parts that the hair covers (part of his left eyebrow) and add more detail to his hair, some shading under his jaw and a star on his shirt.

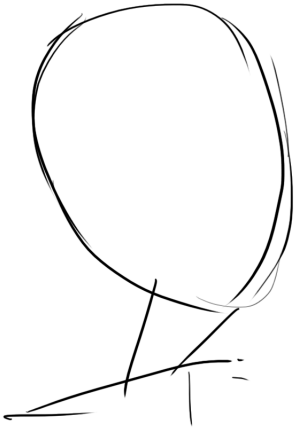
NOTE: When you draw people from the side, notice how the head is actually sitting forward slightly on the neck from the shoulders. This is the natural pose for a person. Keep this in mind as it will help make your character feel loose and natural, not rigid and mechanical.



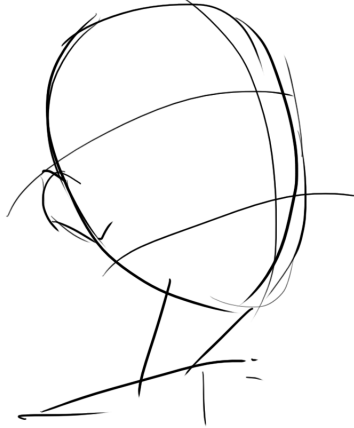
MALE FACE: THREE QUARTER VIEW LOOKING UP

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STEP 1



STEP 2



STEP 3



STEP 4



STEP 5



STEP 6



STEP 1: The steps for this are the same as the previous three quarter view. The difference being the angle of his face. Start with an oval and a line for his spine and arm.

STEP 2: This is a view looking from slightly below our character. As his head is leaning away from us the top of his head will be slightly shorter than the front. Again, guide lines for ears/eye brows, and his mouth.

STEP 3: I now put in the eyebrows, the overall shape of the eyeballs, nostrils, mouth, and ears. I also start shaping my original oval shape, cutting in to emphasise the left side of his face. I also square it up around the jaw. I then put in his neck and roughly the shape of his shoulders.

STEP 4: I take away my guidelines and draw in the iris's and pupils for the eyes, his teeth and his shirt.

STEP 5: I now draw in the hair. You can see I've left the shape of his head / skull in, I've also drawn over the eyebrows and ears.

STEP 6: I'm happy with how the hair is looking. I now erase the shape of the head, any parts that the hair covers (part of his left eyebrow) and add more detail to his hair, some shading under her jaw and a star on his shirt.

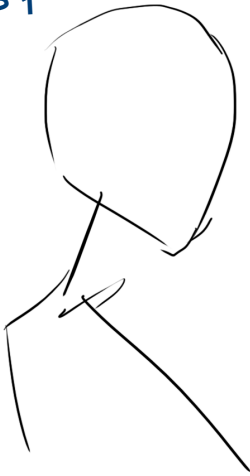
NOTE: From this angle, notice how the neck is tilted forward, but the head is tilted backwards. The neck doesn't come straight/vertically out of the shoulders. This is the natural pose for a person.



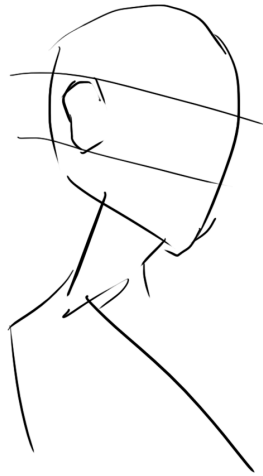
FEMALE FACE: SIDE VIEW/PROFILE

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STEP 1



STEP 2



STEP 3



STEP 4



STEP 5



STEP 6



STEP 1: I start with an oval and a line for indicating his spine and arm.

STEP 2: As this is a side view the shape for his head is not so much a symmetrical oval, but a shape that reflects the shape of a skull. The guidelines are also reflecting the angle of his face, chin slightly down.

STEP 3: I now put in the eyebrows, the overall shape of the eyeballs, nose, mouth, and ears. You can see how the face cuts in at the forehead and goes out for the nose, coming back in for the mouth and chin. I also rough out his arms and outfit.

STEP 4: I take away my guidelines, draw in the iris's and pupils for the eyes. I work on his outfit and clean up the ears, neck and arms.

STEP 5: I now draw in the hair. You can see I've left the shape of his head / skull in.

STEP 6: I'm happy with how the hair is looking. I now erase the shape of the head, any parts that the hair covers (his cloak) and add more detail to his hair.

NOTE: When you draw people from the side, notice how the neck is actually tilting forward. The head then straightens up a little, if you made the head straighter, it would show our character looking up. To show the character looking really up, tilt the head and the neck backwards.