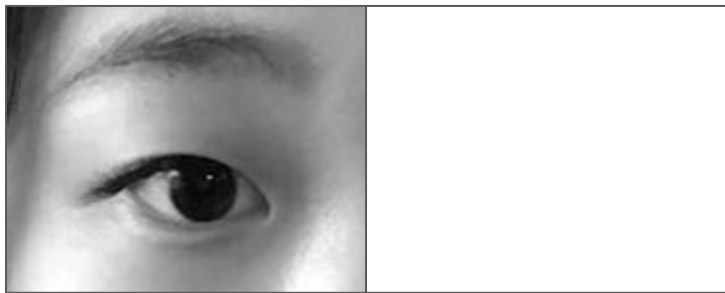


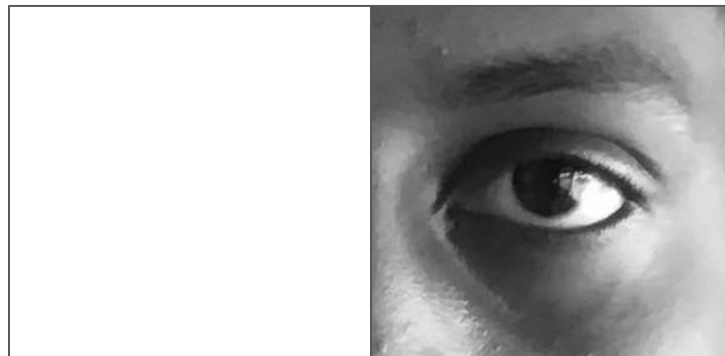
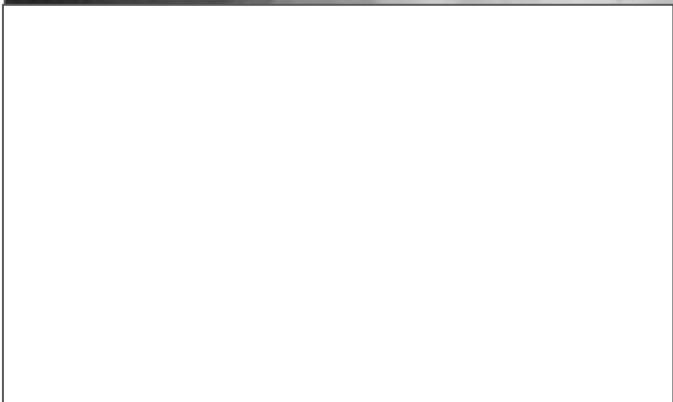
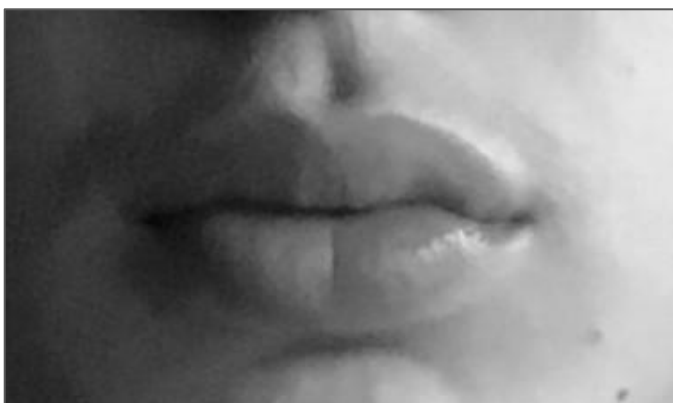
Skill builder: **Parts of the face**

스킬 빌더: 얼굴 부분



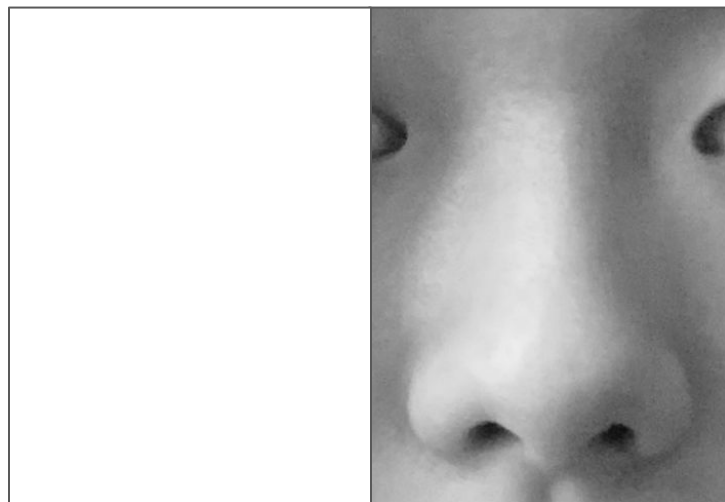
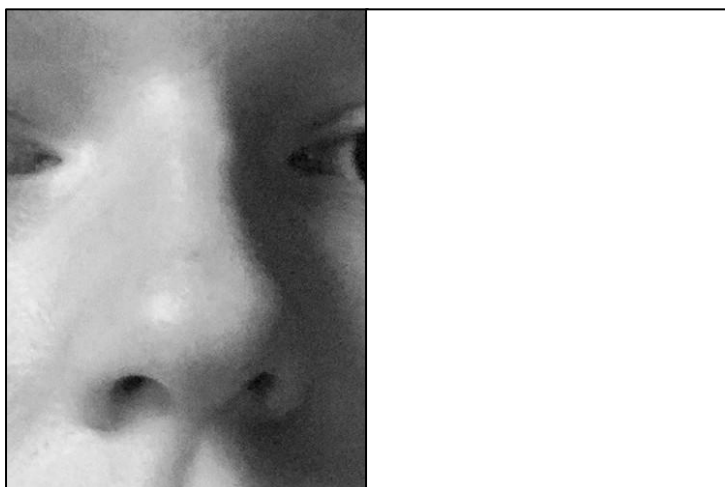
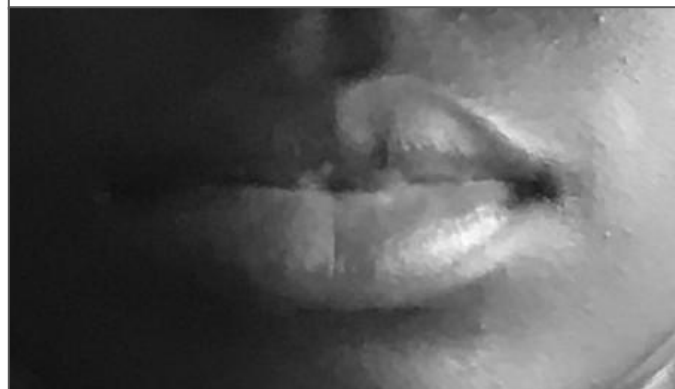
Draw each part of the face in the empty rectangles.

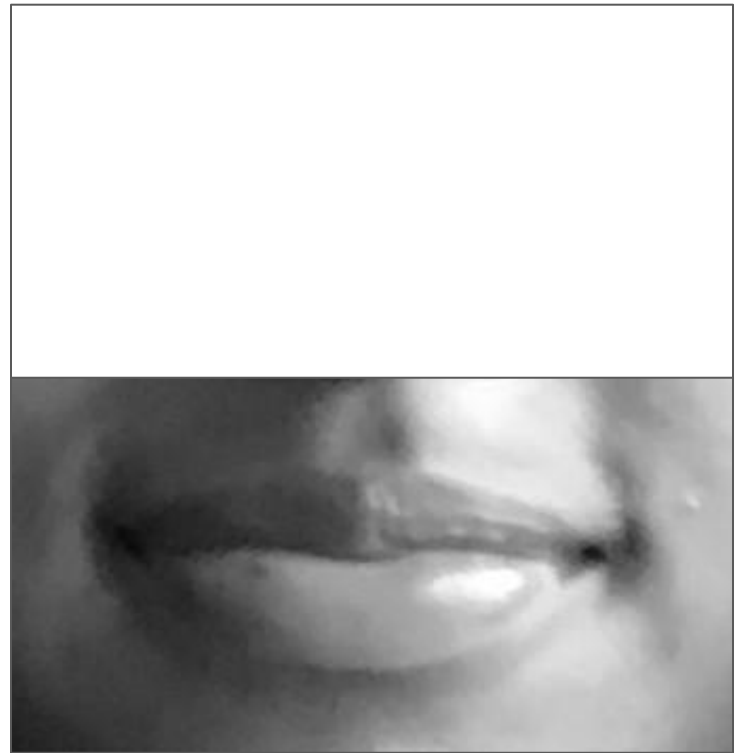
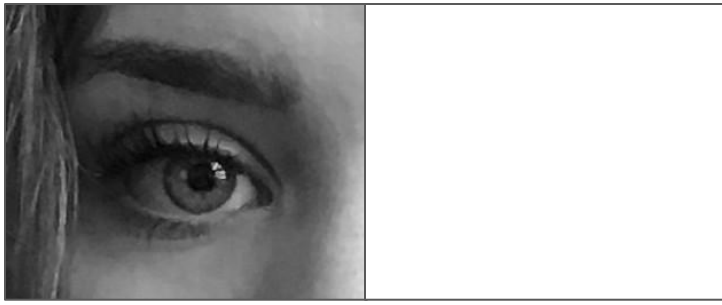
빈 직사각형 안에 얼굴의 각 부분을 그립니다.



Start by **outlining** the major parts **very lightly**. Use a light grid, if you like.

원하는 경우 라이트 그리드를 사용하여 주요 부분의 개요를 매우 가볍게 설명하는 것부터 시작하세요.





When your drawing is finished, there should **not be any outlines**. Remember that photographs capture the world by recording patterns and shapes of light and dark.

그림이 완성되면 윤곽선이 없어야 합니다. 사진은 빛과 어둠의 패턴과 형태를 기록하여 세상을 포착한다는 것을 기억하세요.

Build up the darkness in **several layers** in order to make things black enough. Use your blender at **the very end**. If possible, do all of the smoothing carefully with your pencil.

충분히 검게 만들려면 여러 겹으로 어둠을 쌓아주세요. 마지막에는 블렌더를 사용하세요. 가능하다면 연필을 사용하여 부드럽게 다듬는 작업을 모두 수행하십시오.

