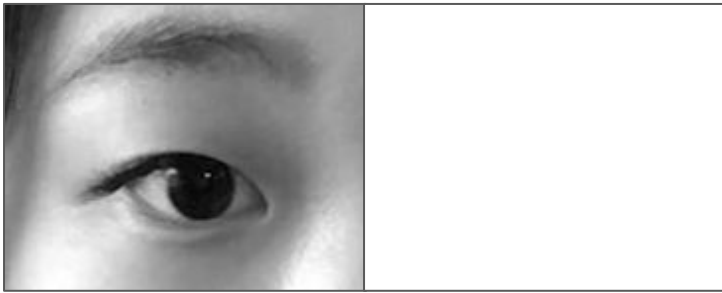


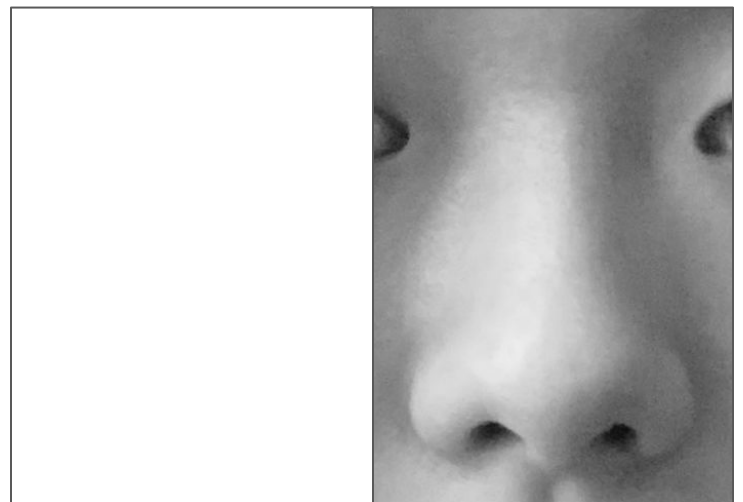
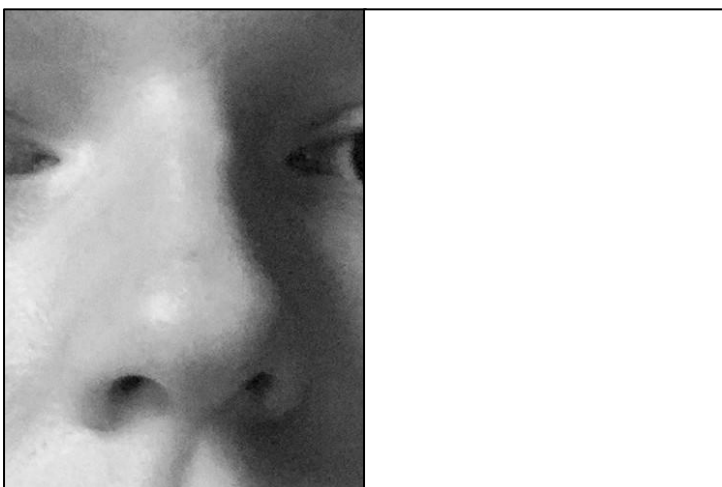
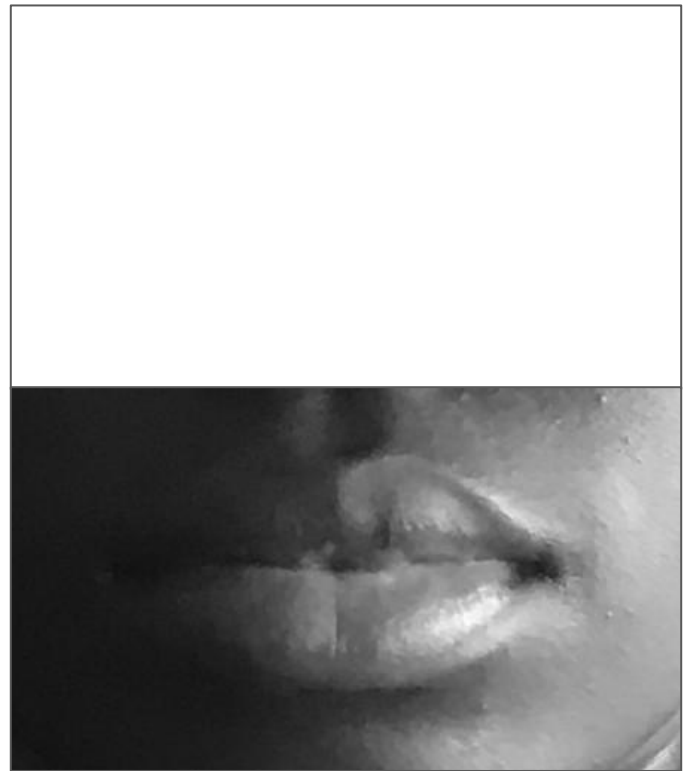
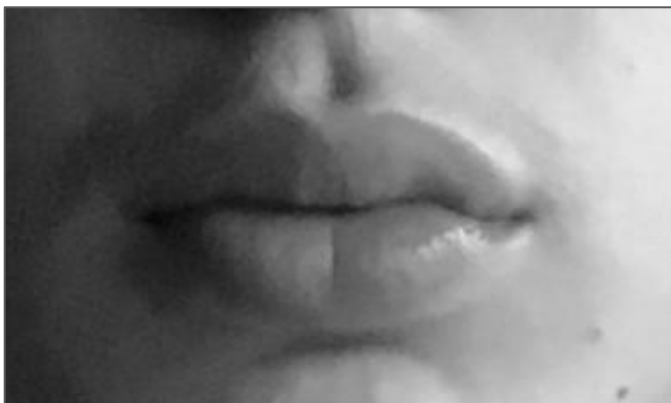
Skill builder

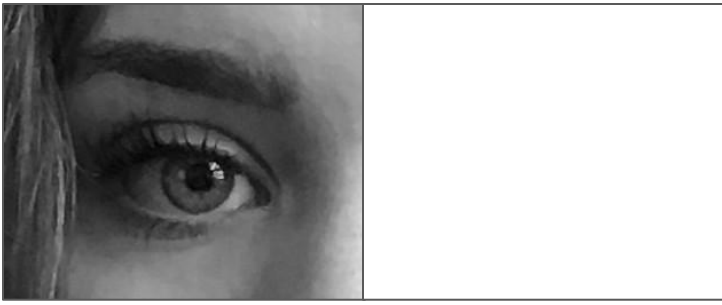
Parts of the face



Draw each part of the face in the empty rectangles.

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





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.

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.

