Experimental Drawing Lesson --
Cubist Portrait Drawing

This drawing will be created from direct observation and your minds eye.

Working from direct observation you will draw a portrait of your model from three vantage points. Start with an overall full-face view and block in the big geometric shapes marking where the features will be positioned (see figure 1). Next move around your model so that you now have a three quarter view of their head. Draw the three quarter view features where the full-face features would normally be (see figure 2). Next move to a profile view and draw in some additional features in profile where they would appear in full-face view (see figure 3). As the cubist portrait takes form you can begin to render in some of the values of the features (see figure 4). At this point you can begin adding stylized detailed drawing from your minds eye to create interest (see figure 5). You will continue to build the drawing by switching back and forth between drawing from direct observation and the minds eye, continually balancing the composition by adding value rendering, line and decorative detail (see figures 6 through 8).

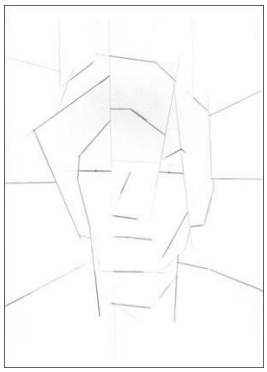

Figure 1 - Block out the head with geometric Lines and shapes form full-face view

Figure 2 - Three curter view of eye and nose.

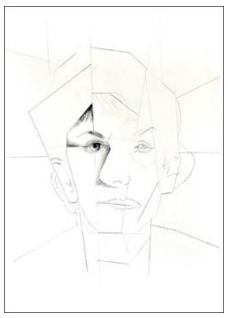

Figure 3

Figure 4

Figure 5

Figure 6

Figure 7

Figure 8