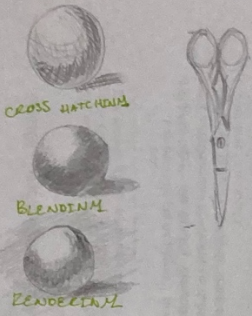
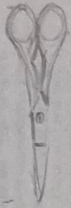


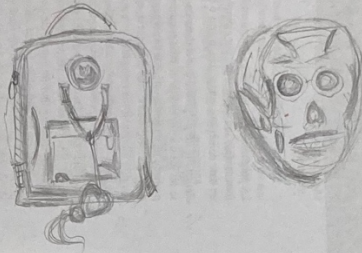
88 - THE BASICS OF LIFE DRAWING



CROSS HATCHING  
 BLENDING  
 PEN AND INK



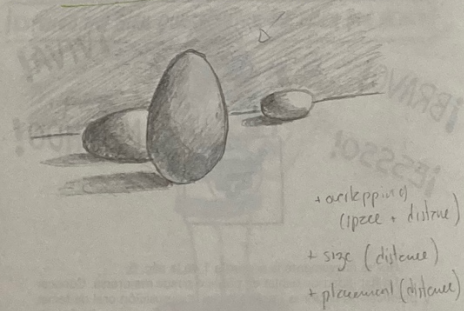
CONTOUR LINES



89 - HOW TO SKETCH A FRUIT STILL LIFE

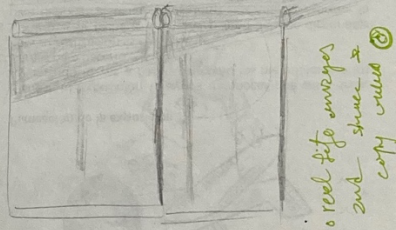
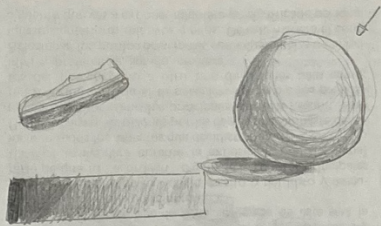


26 - OVERLAP SIZE AND PLACEMENT

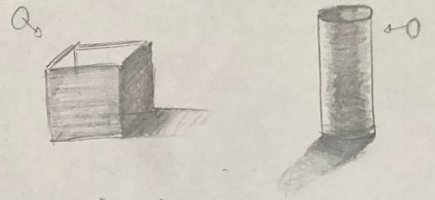


+ overlapping (space + distance)  
 + size (distance)  
 + placement (distance)

20 - The value scale and how it works

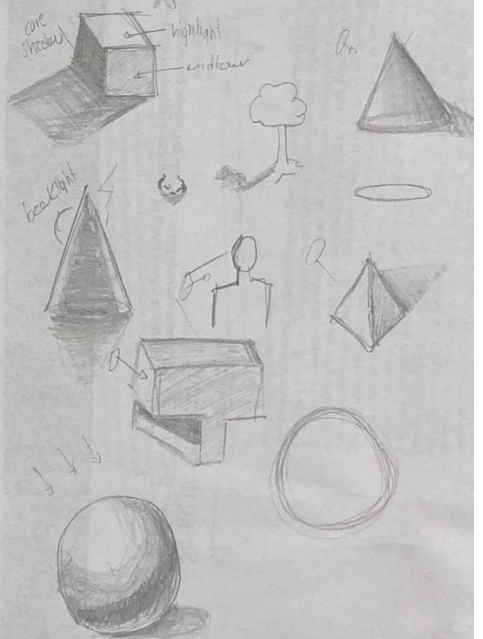


o real life images and shapes & copy used ☺



102  
96

XVI - LEARN LIGHT AND SHADOW ON 3D FORMS



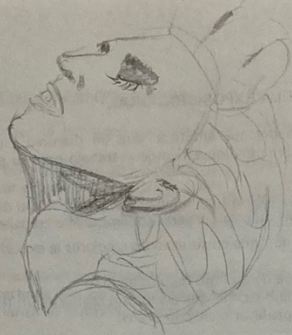
one shadow  
 highlight  
 midline

local light

II - Realistic eye



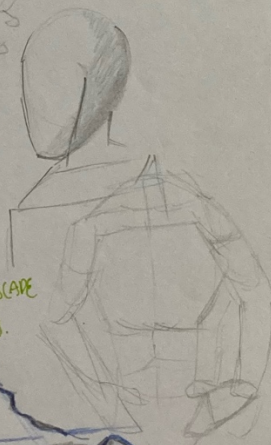
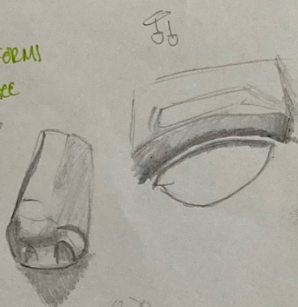
III - Line fundamental



30m pencil

XVIII FINDING GEOMETRIC FORM IN THICKMAN FACE

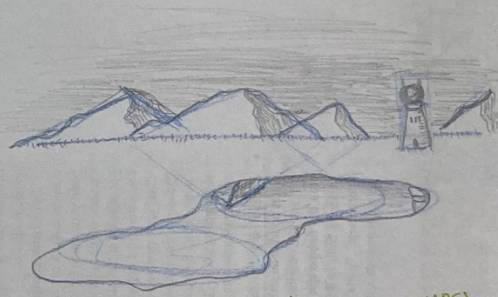
358 mm  
Delic 17370 mm  
12 - 3 de  
mm.



XIX CREATING A LANDSCAPE OUT OF GEOMETRIC FORMS.

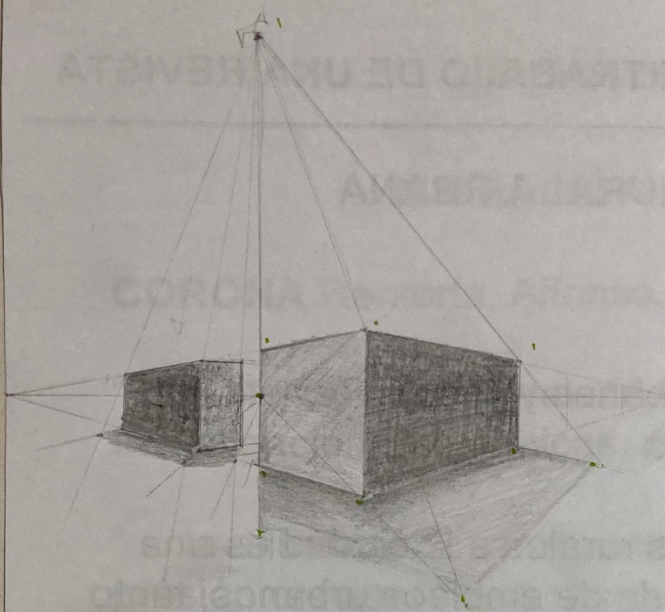


XIII - DRAWING A LANDSCAPE w/ GEOMETRIC SHAPES

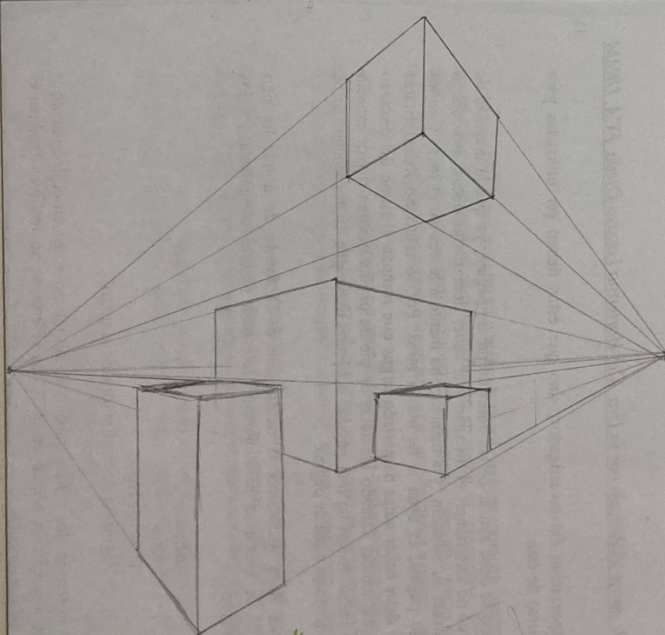
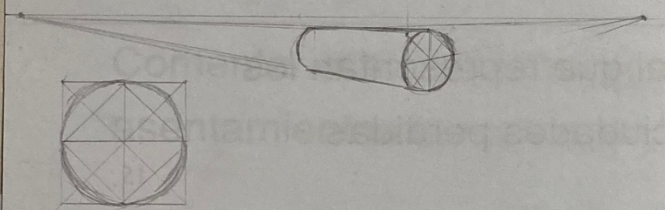


XIV DEMONSTRATING A CHARACTER w/ GEOMETRIC SHAPES



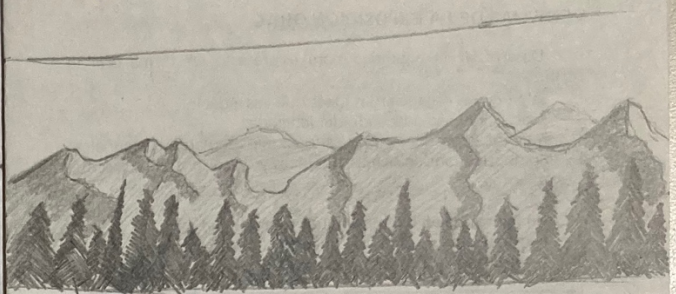


32 - CIRCLES IN PERSPECTIVE

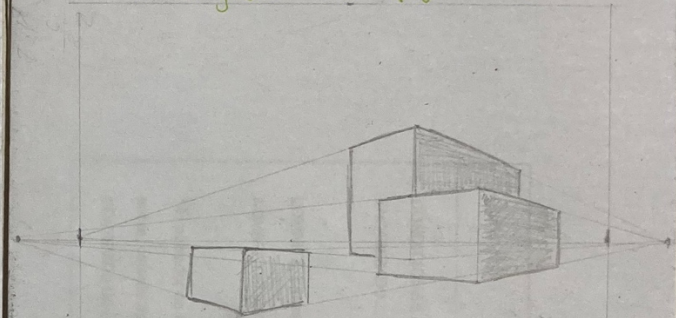


① Two point perspective shapes.

27 - CREATING SPACE w/ VALUE AND DETAIL IN YOUR DRAWINGS



34 - THE 60 DEGREE RULE OF TWO POINT PERSPECTIVE  
only show 60 of your horizon line



35 - REALISTIC PERSPECTIVE DRAWINGS



