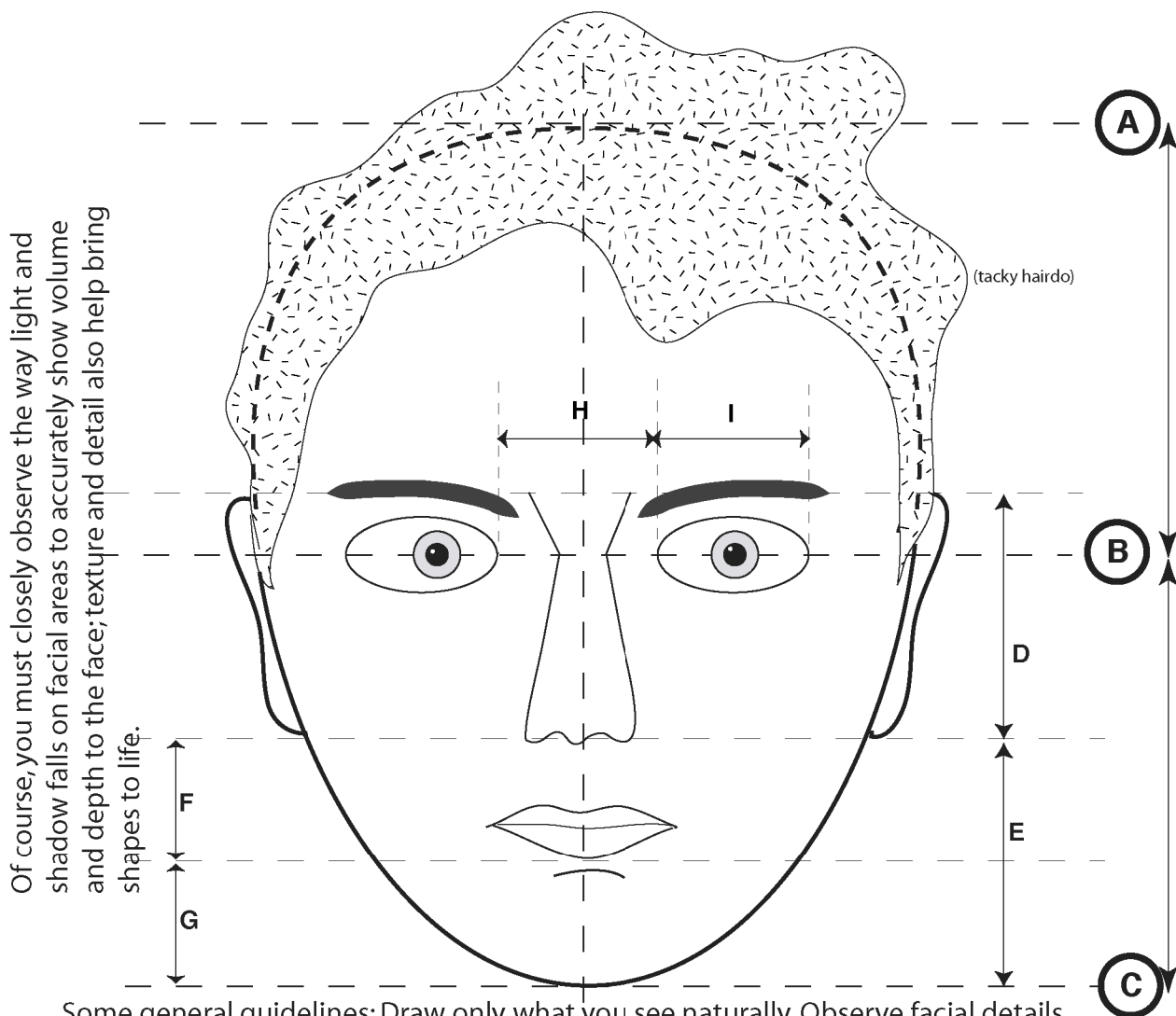


## The Frontal View



Some general guidelines: Draw only what you see naturally. Observe facial details as they are, not as your mind "thinks" they should look like! The above drawing is a cartoon representation, just to give basic feature relationships on the frontal view. You must be careful not to make your portrait too cartoon-like; avoid using thick lines in your sketch -- they can make your shapes flat and unnatural. Instead, use thin contour lines combined with shading (e.g. nose, lips). Pay close attention to the negative (empty) spaces surrounding structures; they can help you draw shapes and avoid stereotypes of familiar things (like lips, eyes, etc). Generally, the nose is the hardest to draw for many. The dimensions are only to check if proportions are within reasonable limits. They are not "rules". Individuality is based on variations and departures from symmetry, etc. Also, be aware that when the face tilts forward or backwards, forehead and chin will recede/protrude relative to one another and contours and proportions will change. You'll have to use foreshortening to accurately draw the face under these conditions. Again, drawing what you see, not what you think, should help you.

**AB=BC;** midpoint eyelevel is approx. halfway between top of scalpline (NOT the hair!) and tip of chin. This is an important proportion to check your drawing by. But it will change with tilt of the head, so it only generally applies

**D=E;** distance from bridge of nose (and top of ears) to tip of nose about equal to distance from tip of nose to chinline

**F=G;** bottom of lips is about halfway between tip of nose and chinline

**H=I;** width between eyes is approx. equal to one eye width