

Loish Patreon ♥

TUTORIAL CHEAT SHEET // POSES: COMMON MISTAKES

COMMON MISTAKES

- 01 // Contours too dense or chaotic
- 02 // Proportions too dense and crowded
- 03 // Silhouette lacks expressiveness & readability

KEY LESSONS

- How to use **smooth, streamlined contours** to create a sense of movement and energy
- How to **exaggerate and modify shapes** to make the pose more readable
- How to create a **readable, interesting and dynamic silhouette** for your character pose

OTHER RESOURCES

> CONSTRUCTING A POSE

This tutorial shows you which basic shapes I use to construct a pose, as well as tips for making your pose more interesting and dynamic

> OVERLAPPING SHAPES & FORESHORTENING

This tutorial runs you through how I use overlapping shapes to create foreshortening and perspective in poses

> DRAWING DIFFERENT BODY TYPES

This tutorial talks about ways to vary the basic shapes to create different body types

TROUBLESHOOTING YOUR POSE

> **MOVEMENT FEELS CONSTRAINED**

In this case, try to streamline your contours for more fluidity.

> **CROWDED / CLUTTERED / HEAVY SHAPES**

Try exaggerating or elongating the shapes you use in your pose. Be mindful of how clothes & accessories might affect the shapes of the silhouette as well.

> **BORING**

Try building more rhythm into the angles of the shoulders, hips, hands, etc.

TIPS

MAKE GESTURE SKETCHES

Practicing these regularly will help you to learn shortcuts for conveying energy and movement in a pose.

PRIORITIZE CLARITY & READABILITY

These are more important than accuracy or anatomical correctness, and will yield better results for your artwork in the end.

DON'T BE AFRAID TO CHOP UP YOUR DRAWING

Don't be too precious with your art - just chop it up and move stuff around if the pose isn't working! It's worth the extra effort, since a strong pose can make or break your artwork.

SECTION	TIMECODE	DESCRIPTION
INTRO	01:48	3 common mistakes
MISTAKE 01	04:32	Intro: Contours too dense & chaotic
	05:03	Demo: making a quick gesture sketch
	10:21	Paint-overs
MISTAKE 02	17:10	Intro: Proportions are dense & crowded
	17:38	Demo: drawing a compact pose
	20:58	Paint-over
MISTAKE 03	27:47	Intro: Silhouette lacks expressiveness & readability
	28:10	Demo: drawing a pose with rhythm
	29:22	Paint-overs
CONCLUSION	34:12	Troubleshooting issues with your pose
	36:26	Tips

DEMO // STEPS

01 // MAKING A QUICK GESTURE SKETCH | TIMECODE: 05:03

- Make smooth, streamlined edges on the side of the body that has the most momentum.
- To balance this out, create a more complex edge on the other side of the body.
- You can apply the same principle to individual limbs of the body.

02 // DRAWING A COMPACT POSE | TIMECODE: 17:38

- Don't be afraid to divert from realism in order to make the pose more readable.
- Elongate or modify the shapes you use to construct the body to create more space.
- Make sure that the line of action in the pose is visible and clear to see.

03 // DRAWING A POSE WITH RHYTHM | TIMECODE: 28:10

- Stagger the angles of the head, shoulders, hips, feet, etc.
- Doing this creates rhythm and movement in the pose.
- When adding clothing, accessories, and decorative elements to the pose, make sure that they enhance the rhythm in the pose, rather than weigh it down or obscure it.