Loish Patreon ♥

TUTORIAL CHEAT SHEET //
DRAWING FACES: COMMON MISTAKES

COMMON MISTAKES

01 // Distracting details and lines
02 // Basic shapes and 3-dimensionality need work
03 // Distracting finalizing and rendering style

KEY LESSONS

- How to build up your sketch to strike a balance between **light construction lines**, and **dark intentional lines**

- How to convey **depth and 3-dimensionality** in your faces

- How to render and finalize your work in a way that **enhances the readability** of your faces

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OTHER RESOURCES

➤ **DRAWING FACES & EXPRESSIONS**
This tutorial runs you through the basics of how I construct a head and the facial features.

➤ **FINALIZING WITHOUT OVER-RENDERING**
This tutorial shows you how to render and finalize your work without muddy or over-blended results.

➤ **CREATING VIBRANT SKINTONES**
This tutorial gives tips and advice for picking your base colors, highlights, and shadows when painting skin.

DRAWING FACES: PRIORITIES

➤ **READABILITY**
I want the expressions and facial features in my art to be clearly readable. The best way to gauge this is by checking the thumbnail version, or to check the expression at a very small size.

➤ **3-DIMENSIONALITY**
I want to convey a believable sense of depth in my faces. I do so by breaking the head down into a more simple shape, but also thinking about how the features of the face look from different anges.

TIPS

PRACTICE BASIC SHAPES
The more familiar you get with using basic shapes for the face, the easier it will get to convey it from different angles and perspectives.

APPLY A "FINAL PASS" OF DETAIL
Save your highest level of contrast and detail for the very end. Make sure that whatever detail you add serves to enhance and strengthen the expression.

DON'T BE AFRAID TO RE-WORK YOUR ART
Sometimes the process of creating a face with a clearly readable expression is messy and involves lots of trial and error. That's okay!

SECTION	TIMECODE	DESCRIPTION
INTRO	02:17	Priorities for drawing faces
	04:03	3 common mistakes
MISTAKE 01	05:23	Intro: Distracting lines & details
	05:36	Demo: sketching a face
	10:42	Paint-overs
MISTAKE 02	18:18	Intro: Basic shapes & 3-dimensionality
	19:05	Demo: drawing a face from different angles
	24:16	Paint-overs
MISTAKE 03	30:30	Intro: distracting finalizing & rendering style
	31:27	Paint-overs
CONCLUSION	39:32	Recap
	40:43	Tips

DEMO // STEPS

01 // BUILD YOUR SKETCH WITH LIGHT CONSTRUCTION LINES | TIMECODE: 05:36
- Use light, flowy lines to build up the basic shapes and construction of the face.
- Stick to simple shapes for now, and leave detail for later.

02 // ADD A PASS OF DARKER, MORE DEFINED LINES ON TOP | TIMECODE: 07:14
- Make sure these lines are more intentional and establish a clearer sense of expression.
- Draw only the aspects of the face that benefit from extra definition.
- Leave other areas light and loose.

03 // DRAW THE FACE FROM MULTIPLE ANGLES TO UNDERSTAND THE SHAPES | TIMECODE: 19:09
- Use simple shapes to envision how the head changes from different angles.
- Don't just use shapes for the head, but also for the features.
- Think about how protruding volumes behave differently from different angles.