PROJECTION

This page is for the clever folks. It is a method of projecting the characters you have created into various poses. Try it with very simple heads at first. You must use your eye and build very carefully.

Proceed as usual. Build your head on "ball 1" on page 12, any way at all.

You first figure out a front view of your head. Then by measuring lines carried horizontally across, build a profile. Make the features and pieces all fit on the corresponding lines. When you have the form front and side you can turn or tilt the ball and draw by eye.