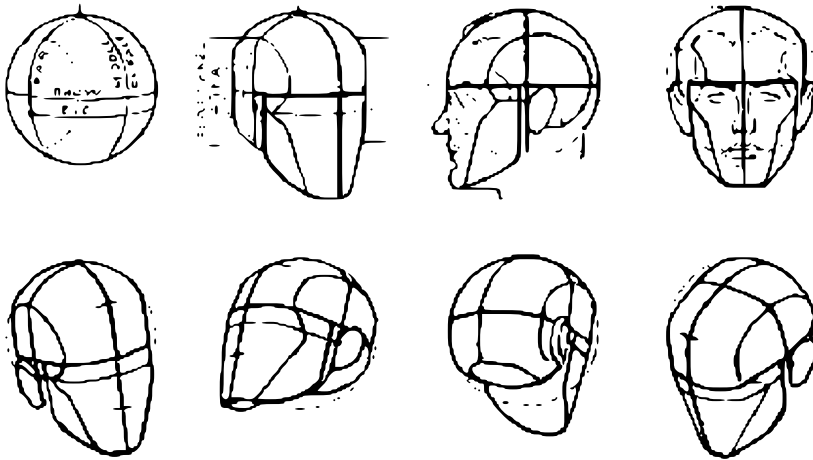# THE DIVIDED BALL AND PLANE METHOD

*The Method Developed by Andrew Loomis, Which Makes
Construction Simple for Any Type of Head.*

We go now into the most important section of the
book. The method here worked out is a develop-
ment of the simple groundwork you have already
accomplished. It need not frighten you, since it is
but slightly more complex than the work up to this
point.

The cranium, as you perhaps have realized, is never
a perfect ball in shape. To draw it correctly we must
make alterations, some slight and others quite exag-
gerated, to fit the various types of skull. Neverthe-
less, we can take as a basic form a ball sliced off at
the sides, leaving it a little wider one way than the
other, and adding to it or taking some away. The
forehead may be flattened, cut down, or built up as
the case may be. The cranium may be elongated,
widened, or narrowed. The facial plane may also be
altered as we see fit without destroying our working
principle. The plane simply attaches to the ball
wherever we want it, which makes our method
entirely flexible, so that we can represent *any type
of head we choose.* All other methods I have yet seen
do not start with a form anything like the skull, or
make any allowance for the variety of shapes.