



To test your eye for form, we have many of the heads in even greater detail.

SOME HEADS BASED ON PAGE 41

This page must give you some idea of the unlimited variety of types and characters possible through building by the Divided Ball and Plane method. There are thousands of types, and each looks different mostly because of the skull rather than the features. It's fun to study an individual, and try to figure out what kind of ball and plane go together to make up his face. You really learn to look deep into character, and beneath the surface. This method calls for no clairvoyance, but a quick eye and a skillful hand.