

how to draw

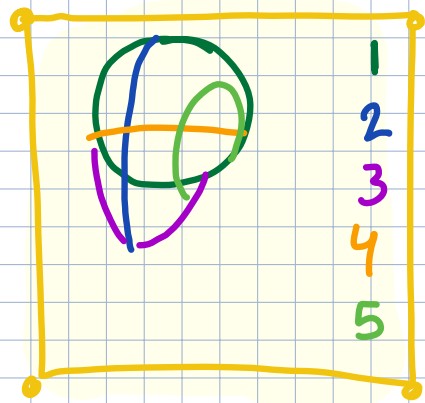
Faces



Monkeybear Queen

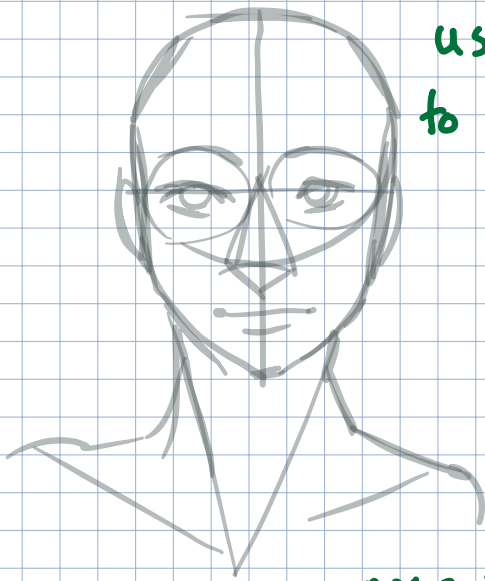
I simplify heads into a few shapes no matter the angle

they help me place features

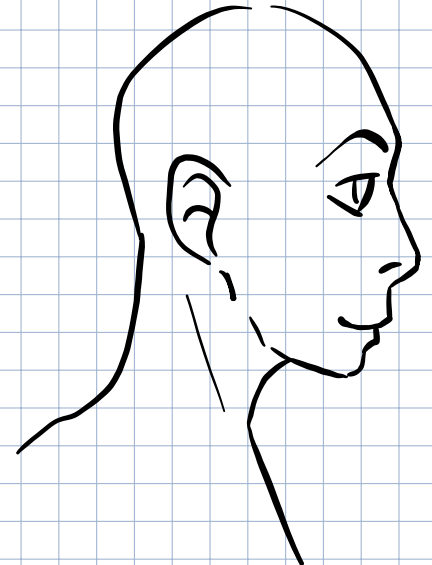
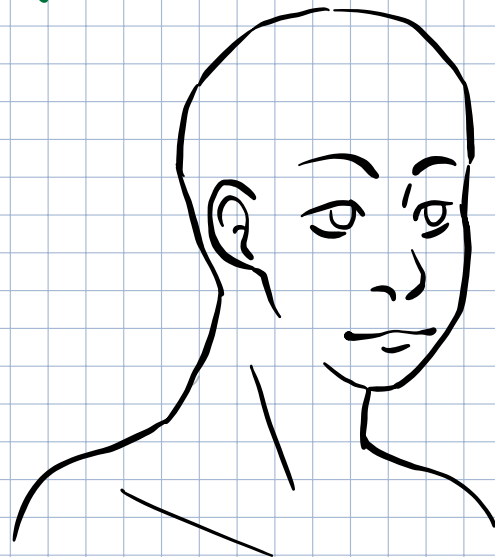
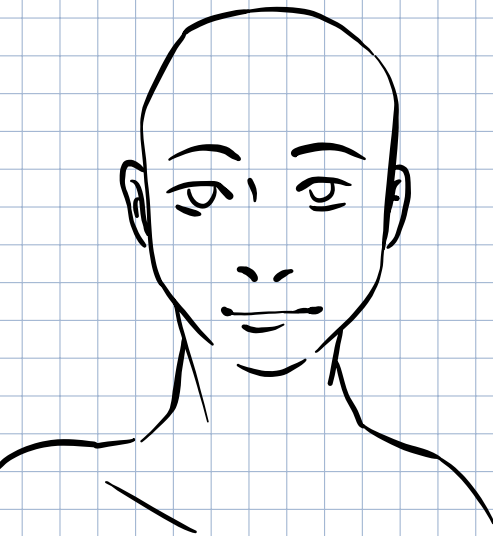


Think 3D

use marker to sketch

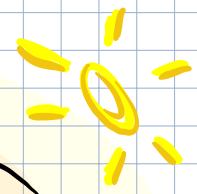


nose is not a diamond, it's a weird 3D shape

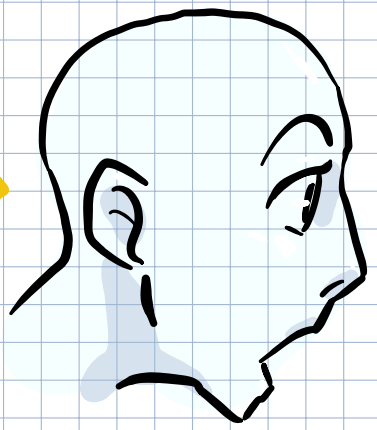
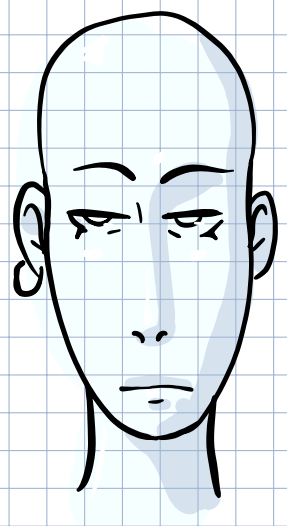
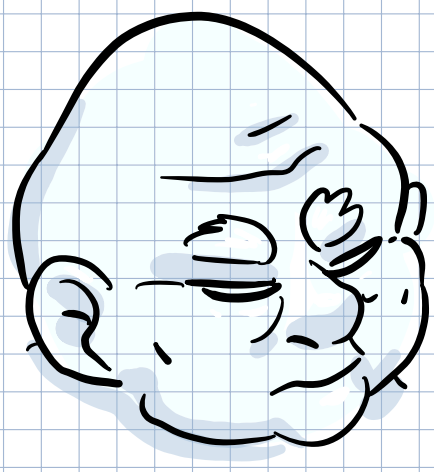
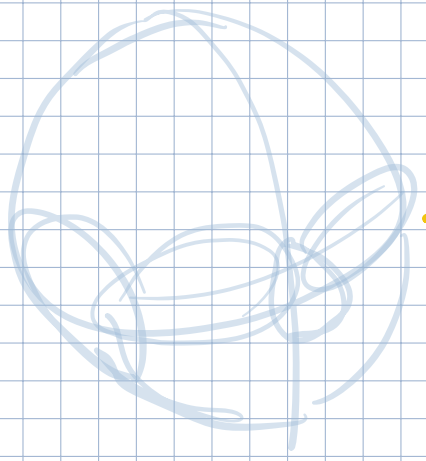
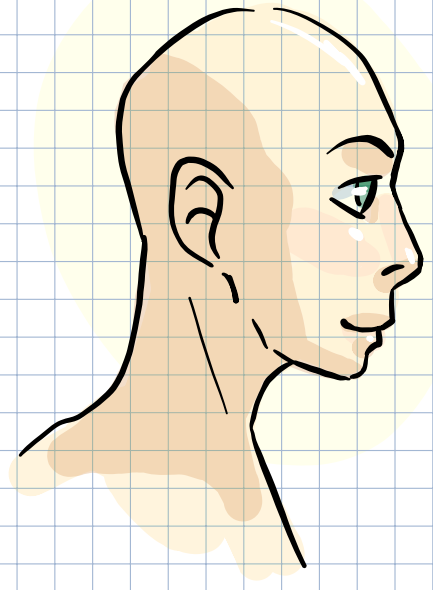
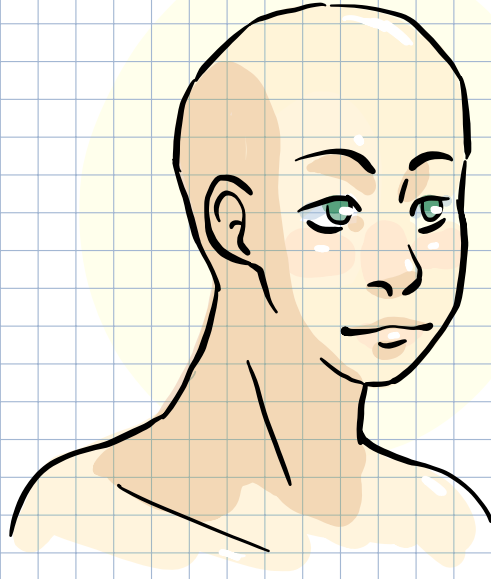
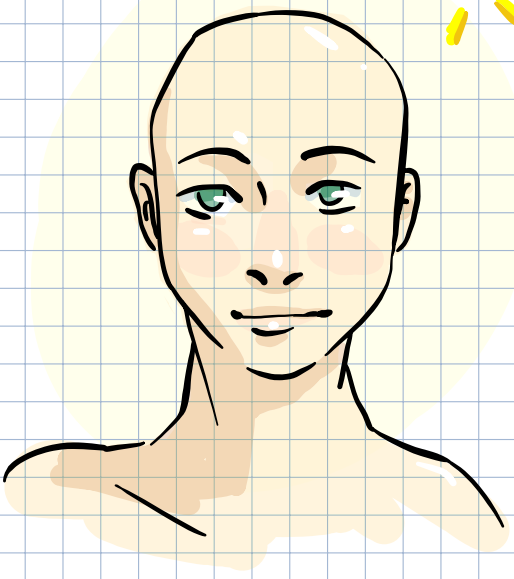


Don't follow sketch exactly, instead use the sketch's mistakes to make the outlines better

light has a direction →



marker to color pen as highlights



stretch and squish these shapes for new expressions and face shapes