

3D DESIGN: LESSON 3

SUMMER TERM



I hope you had fun drawing your eyes.

Following lesson 2, we will build your skills and knowledge of how to create portraits of faces and facial features using a grid technique.

MRS SMITH



3D DESIGN: LESSON 2

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3D ME

<https://www.youtube.com/watch?v=f1ElsMqE8uE>



This video demonstrates exactly what I want you to do. Watch it and write down each stage the artist takes to create the drawing as a checklist for you to use.

LESSON 3: WHO AM EYE?

Your task this week is to begin to make a drawing like this. It's important that you get each stage right and the drawing is as accurate as you can make it, even if it takes a couple of weeks to complete (maybe more if it is really detailed!)

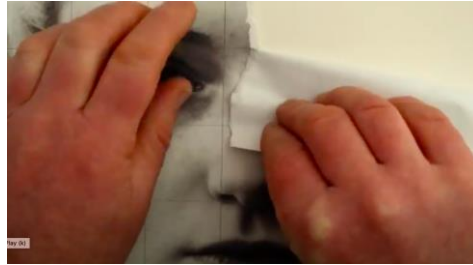
Before you start you will need:

A pencil, Paper, an A4 image of a face from a magazine, your own photo or off the internet and a ruler. If you have a rubber that can be useful too.

PART 1: EVERYBODY NEEDS TO GET TO THIS STAGE THIS WEEK..



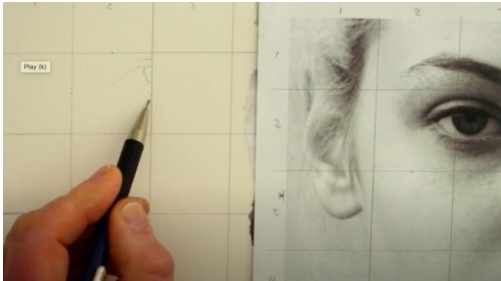
1. Draw a grid over your image



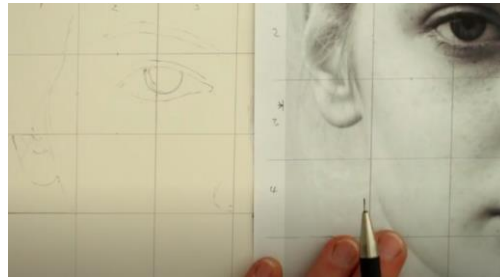
2. Carefully tear your image down the centre



3. Place one half on the white paper and draw a joining grid onto the paper



4. Number the squares to correspond on the image



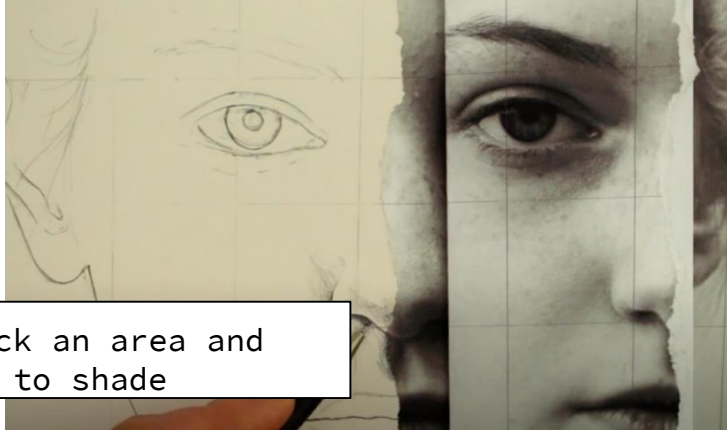
5. Lightly sketch the main features - start with eye.



6. Sketch all features of that side of the face - ready to start shading



PART 2: IF YOU ARE READY TO TAKE IT FURTHER...



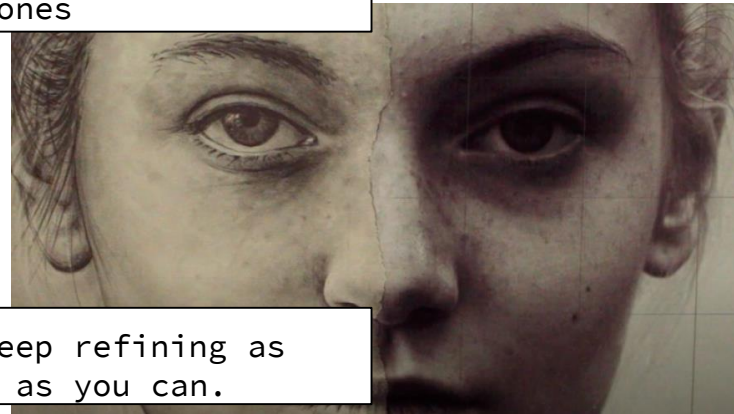
7. Pick an area and start to shade



8. Vary the pressure and blend a full range of tones



8. Add details and marks to show textures



9. Keep refining as much as you can.



You will all be set the shading stage next week, but if you want to get started - go for it!

LESSON 3: WHO AM I?

- If you would like any more advice, please ask via school email.

GOOD LUCK!

PS: Have fun and enjoy.

Its about trying new things and seeing how you get on.

There is no right or wrong.