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How to draw iron man face

Drawing can be a rewarding time for anyone who wants to find an end or hobby. It is therapeutic and helps to relax and delve into the inner creative spirit. But many people lack formal training in the art of drawing and think they don't have what it takes to get started. Did you know that the face is a great place to start? There are some simple techniques that anyone can learn if you apply them and believe in yourself. Anyone can start with a basic circle. Draw a circle with a pencil and a sketchbook. Next, make a horizontal line under it for the chin and sketch the jawline. You need to draw a vertical line down the center of the face and make sure that the sides remain symmetrical. This will serve as a starting point for drawing faces and start adding features that will make it more recognizable. There's an old saying here: Always start from the end in mind. If you remember this when drawing, you will have an image of the result you want before you get to that point. Eva-Katalin/Getty Images There are two ways to draw guidelines for faces. One of them is the use of a ruler. The second is not to use a ruler. If you are using a ruler, mark the spacing next to a drawing of the same size and height as the drawing. This will help you to separate the sections of the face when drawing. If you decide not to use the ruler method, you can draw sections beginning with the centerline in the middle and A, B, C at the top and 1, 2, 3 at the bottom to serve as a clue to the proportions of the face. SiberianArt / Getty ImagesPo creating a line to the face segment, you will need to draw eyes. Start with the centerline by drawing four small vertical lines with your eyes. It doesn't have to be perfect, and you can vary where you can draw lines a bit by placing them above or below that line. Always refer to the topic and do not follow the instructions, not taking into account any differences in the actual shooting functions. Techniques should only serve as guidelines. Always remember the characteristics of the theme when drawing to capture the reality of their uniqueness. ONYXprj / Getty Images Start by extending the two lines, in which there are inner sides of each eye to draw the nose. You need to focus on keeping your eyes and nose in direct proportion to yourself. Draw a small field that determines where the nose will be. Then draw a temporary circle on the tip of the nose to determine where to start. Make the shapes under your nose more angular. Alushka87 / Getty ImagesNext, extend the nasal bridge behind the eyelids to define the eyebrow bone. Then use a sketching pencil and add eyebrows to set the eyebrow bones and draw the lines very lightly. Draw eyebrows along the bones of the eyebrows in a very light pencil and shade if necessary. When drawing a man's face to make them dark enough to look masculine, but do not overdo it, because it can create too much contrast around the eyebrow line. Sergey Tinyakov/Getty ImagesA scratch line down the center of each eye to serve as a boundary for the mouth. Place the triangle in a small box under your nose. Leave room for the mouth, drawing a triangle, which should reach to the tip of the nose. Arrange the nose correctly to provide space for the lips. Pay attention to the finer details of the photographer's nose, which you draw to focus on the details.martin-dm / Getty Images To draw the ears, mark a small line to indicate where the ears should go (preferably between the centerline and line 2). Next, draw the ears between the two areas. Watch out for the natural curves of the object you draw and follow the natural contours of their face to make it realistic. boygovideo/Getty ImagesDraw the top hairline first between sections A and B, which you drew earlier when you first started drawing your face. If you present a man with a re retreating hairline, go above line A. Then add the hair from the sides to create a full head of hair. For a woman's face, you'll want to draw longer hair to reflect the length and thickness of the subject.silverkblack/Getty ImagesDedication you spend time drawing each of the facial features by directions and techniques that provided you can

customize the features and start brushing on each element to make it better and more realistic. Adding details to work will improve the overall appearance and preserve the image proportional to the actual functions of the object. Capture a face in its natural appearance is the most important thing when it comes to drawing a portrait of a person. Once you have mastered the art of drawing faces, you can add other features to further improve your drawings. Christian Horz/Getty ImagesNow that you have all the basics down, it's time to go for it! Start with a clean sketchbook and pencils and go for it. Even Picasso had to start somewhere. So take our tutorial and follow it and then see what you can create on your own. You'll never know what you can do until you try. Who knows? You may be the next Rembrandt just waiting to flourish. It all starts with this first drawing! LightFieldStudios/Getty Images Get all the best tasty recipes in your inbox! Sign up for the Tasty newsletter today! (Image credit: Neil Edwards) So you want to know how to draw a face and head exactly? Maybe you have a lot of different faces to draw, or just one in particular. Either way, when it comes to drawing heads nothing is set in stone, because different characters have very different characteristics. However, having a basic knowledge of drawing and grounding in the anatomy of your head will allow you to boldly - and these skills will certainly improve your drawings. This page will be how to draw a face by moving from the initial drawings to using references containing different faces to draw and sharing our specific techniques. Once you've conquered it, flip to the other side to learn how to develop your skills. Zaa will arrange tips on how to draw a face with a personality, including how to display different expressions. For more drawing lessons, see our excellent roundups on how to draw tutorials. Or if you're looking for a classic line improvement tool, check out our list of the best lightboxes. But for now, grab a sketchbook or Cintiq and let's get cracking. Click the icon in the upper-right corner of the image to enlarge it.01. Start with two circlesVouns circles form the basis of the head, starting with drawing two overlapping circles. Where they intersect is the level of the eyes. From there, place the centerline down two circles. This gives rise to the human head. 02. Add construction linesLive hints to place objects Draw slightly two lines on both sides of the circles. They indicate where the forehead and cheekbones sit. From the middle intersection, place the triangle on the nose and mark where you want your mouth to go. Then add two triangles for the eyes – these will also help you locate the eyebrows and eye sockets. Different circles will create different effects You can experiment with different sizes of circles to give different head dimensions, perfect for any ideas that you have with different faces to draw. The more crushed the vertebrae, the wider and heavy the face, while the more elongated the circles, the longer the shape of the head.04. Line up featuresImagine features are wrapped around the cylinder Always remember that the eyes, nose and mouth are on the same plane on the face, otherwise things start to go a bit oblique and strange! Imagine that the facial features are wrapped around the cylinder, so they have a natural curve. Place the upper part of the eyebrows and the bottom of the nose so that they are aligned with the height of the ear. It helps the face look more natural; and stop it from feeling flat.05. Start with the eyesLight source helps your eyes look more vivid Your character's eyes are crucial for conveying the right emotions. Try to focus on them and tell a story with them. Give the upper eye a thicker line to indicate the shadow from the eyelid, and add a light source to give them life. Longer and thicker eyelashes create a more feminine look.06. Add in the noseNasal top is roughly diamond-shaped Noses can be quite difficult to get to the right. Initially, I create a diamond-shaped triangle on the tip of my nose. From there I draw nostrils, remembering to add mass of lines and shadow to the lower part of the nose. I keep the details in the light, adding only what is needed.07. Try different lip shapesGo to your own lips to explore the different lip shapes that I hold sketchbook to perform different lip shapes. Study movies and TV shows to see how actors exaggerate their mouths. Experiment and explore different mouth shapes. Try to convey oh, ah and esss: it will help when you want the data to look like they're talking. Men's faces tend to be more edgeable - although it's not a hard and fast principle The male face is harder, angular. The female face is soft and round in general. For women, try to present fuller lips, larger eyes and round cheeks. However, these are not hard and fast rules – just a guide.09. Finish with some hairReember, the hair is larger than the scalp When drawing the hair form, first create the basic shape of the hair, noting that the hair is larger than the scalp. Then I add direction to the hair, remembering to draw strokes from the forehead of the head. To give my hair a more natural look, I bring a sense of weight to the bottom of the shape. Try to draw a hair shape with a thicker contour and thinner inner lines. This gives him direction. Next page: More advanced facial drawing techniques (Image credit: Zara Lee) Manga faces are an essential part of drawing manga. I started my drawing career by learning how to draw manga. At the time, I bought many tutorials to create this distinctive art style, and discovered that the drawing methods were similar to those of Western comic art. Basically, you can use a pencil to draw the shape of the head, and then add lines to indicate the position of the eyes and the center of the face. When this construction sketch is finished, the final line art is created with ink. I following the same drawing method when I first explored the digital art from Wacom Graphire that a friend gave me. However, I couldn't get my hand-drawn line-art to look good and I had to use the Pen tool. The resulting line-art was clean, but I felt dead and lacked the energy that I would like in drawing. After years of practice, I gradually changed the method of drawing characters. Instead of working with a sketch and then going to line-art before adding colors, I paint in grayscale, then adjust the values and apply colors until I'm happy with the drawing. Here are some of my tips for digitally drawing manga faces. For more tips on drawing, see how to draw roundup tutorials, or this post about drawing manga. (Photo: © Zakary Lee) Before you get stuck in the creative process, take a few minutes to set up your drawing tools. For example, tablets have the maximum pen pressure set by default. For maximum output, you need to press the pen firmly on the surface of the tablet. Drawing with maximum pressure and threshold settings can cause shaky lines. Adjusting the pressure threshold and reducing the maximum output threshold about 60% of the pressure, I can create a line without worrying about my lines appearing consistently. For Wacom products, this setting is available through the Wacom Tablet Properties app, and for XP-PEN products, access to the PenWin/Mac driver is available. (Photo: © Zakary Lee) After locking the head (1) I decide in which direction the figure stands. Treating my head as a 3D shape, I draw a horizontal line that curves along the surface. When I draw this line, I have in mind whether the head is tilted up or down, or facing left or right. To determine the direction of the head, I will draw an arrow pointing upwards (2). It helps me locate where the nasal sternum meets the root of the nose. After identifying this key location of the face, I can quickly paint and sketch in the midline of the face, eyes, eyebrows, mouth and chin (3). (Photo: © Zakary Lee) I paint my sketches instead of drawing them with fine lines. I use a large brush with about 60 to 80 percent of the value to lock in my head. Then, using a darker value, I scratch my head and paint the key features. I will fine-tune the expression of lips and eyes with color, choosing a gray tone and painting over the line. Finally, I will refine my hair to get a sense of its shape, painting on the lines to achieve the shape that I want. (Photo: © Zakary Lee) Key features of a person's face include lips, eyebrows and eyes. When I draw a character that has special emotions, I will first doodle a cartoon image of the expression that I mean. At the end of this sketch, I will try to pick out some aspects of the face in the word. Are the mouths open? Are the teeth clenched? What do eyebrows look like in a simple word? I will take these features into account and keep them in mind while I draw a sophisticated version of the character's design at the top of the initial sketch. (Photo: © Zakary Lee) Here is a collection of shapes (top of the image). Drawing a line through these shapes will give the object a sense of depth, turning it into a 3D form (below). After sketching the design of the shape, I think of it as a form so that I can properlyshape the direction of light in the composition. This is good practice when drawing heads of different shapes. (Photo: © Zakary Lee) Manga characters usually have exaggerated features such as large eyes and small noses, but I feel that the skull profile should still be consistent with the measurements of the human skull. Above is a simplified drawing of the skull, with the brain and facial bones proportional to each other. Compare this with more manga head and you can see that the proportions are very similar. The ears still sit on the vertical half of the brain, while the eyebrow line lies on the horizontal half of the brain. (Photo: © Zakary Lee) Teeth are one of the things I really like to draw, and I don't usually draw straight teeth. Some manga or anime characters have cute little fang that give them a sense of unconventional cuteness. I turn this look into some of my characters, although I'll mix things up by painting crooked teeth, some teeth that are pushed backwards and dog teeth that are pushed forward. (Photo: © Zakary Lee) The area of the nasal bridge of the face is in fact a slope, and the protrusion would be less pronounced on the manga-style form. Instead of drawing a hard line to indicate the nasal sternum, I use a shadow or highlight with a sharp edge next to the nose that emphasizes the form of the nasal sternum. (Photo: © Zakary Lee) Try visualizing the tilt of your head from profile view. With the help of a circle and a box, I can visualize what the tilt of the head from the side will look like. I draw vertical lines extending from key features such as the chin, the center of the brain, the ears and the top of the head. It allows me to see what I need to paint when trying to draw my head in front. Above are examples of head manga characters tilted up and down. Be sure to draw the bottom of the jaw when drawing a tilted head, and the crown when drawing the head, which is tilted downwards. (Photo: © Zakary Lee) Drawing a vertex can help you determine the angle of your head. Visualize the bathing cap with a seam inside and place it on your character. By covering your character's hair and ears, you can now focus on drawing facial features. Moreover, you can use the edge of the cap as a hairline, and since bathing caps cover the ears, I can confidently draw the ears behind this edge, placing them in the right position. (Photo: © Zakary Lee) The curvature of the eyeball makes it complicated to draw at an angle and symmetrically, so keeping it simple will improve your ability to draw realistic eyes quickly and relatively easily. In addition, pay attention to the shape of the eyes of your character. Does the eye tilt inward or downwards? Is the iris usually small or large? They will help you sketch your character's eyes at more complex angles. (Photo: © Zakary Lee) When sketching and drawing eyes, paint the entire ioth as a flat color. It can be the same color as the sketch brush. Painting the entire iris during the sketch phase will help make the sizes of the two irises consistent. It also makes it easier to compare and see if both irises are the same size or not. (Photo: © Zakary Lee) During the painting process, I will spend some time rendering the upper and lower eyelids. Since the eye socket is concave in shape and the light source comes from the upward direction, I paint the upper eyelids in dark value and the lower eyelids in a lighter value. (Photo: © Zakary Lee) Finally, I go back to the details of the iris. I'll look at the general and the colors that I used, and then decide what color iris form should be. Since the image is mainly red colors, I decide to go with a green color for the eyes. I also save my white value at the very end, applying a little highlight to my eyes. (Photo: © Zakary Lee) Whenever I run in a brick wall, trying to design an original outfit for a character, my solution is to duplicate the head of the character several times, and then doodle any shape that comes to mind next to each of them. So I'll focus on one shape - a crescent or a triangle, say - and then I'll design a costume that resembles that shape. This method also works with hairstyles. (Photo: © Zakary Lee) You do not need to draw every strand of hair. Instead, I recommend drawing hair as groups of shapes. Start with large shapes, such as the entire bangs, the back of the head and any ponies or braids that can take the form. Divide these large shapes into medium-sized shapes, then into smaller clumps of hair. Then you can add individual strands of hair for additional details. (Photo: © Zakary Lee) Above is a method of constructing a head with a rounded box instead of the traditional shape of the egg. I also use the same method to draw three fantasy characters. I lean over and manipulate human skull proportions to fit fantasy characters. Make the eyes smaller, jaw larger and even enlarge the nose. You can use different construction methods to draw people of a similar style or draw different characters in style, all using the same construction method. It's about finding the form of the topic you're drawing. There are many methods of constructing heads, I suggest testing and trying each of them, which you can learn there! Find a method that fits your art, or develop it for yourself. This article originally appeared in ImagineFX, the world's best-selling digital art magazine. Subscribe to ImagineFX here. Read more: drawing:

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