

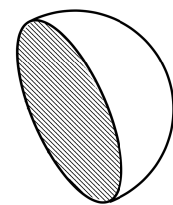
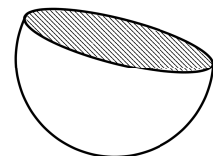
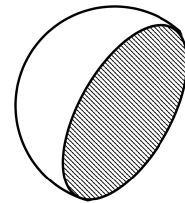
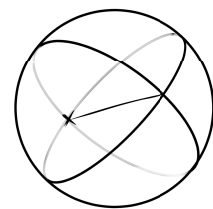
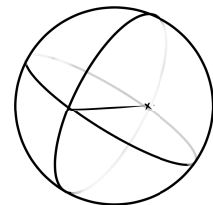
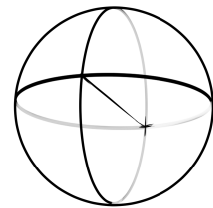
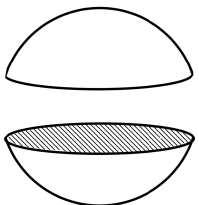
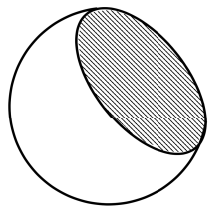
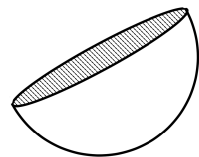
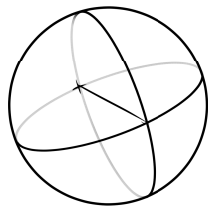
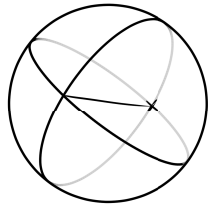
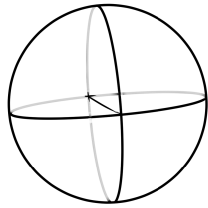
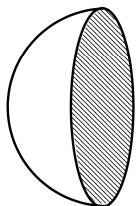
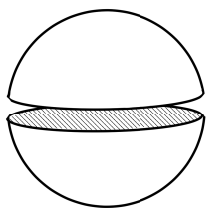
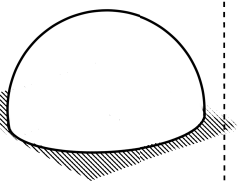
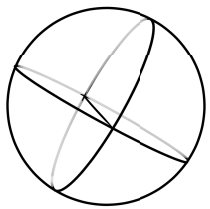
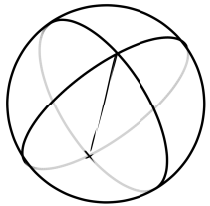
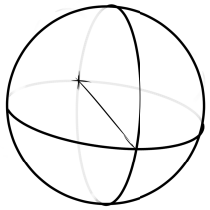
# How to Draw Heads

by JeyRam

## Spheres

To draw the head from any angle we first have to get comfortable with drawing spheres, learning this basic form is the first building block for the head. Make sure to take your time and understand the 3 dimension of the sphere before moving on

Copy the drawings on the left onto the space on the right



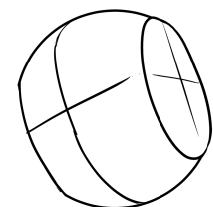
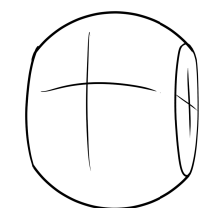
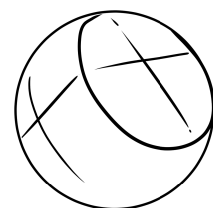
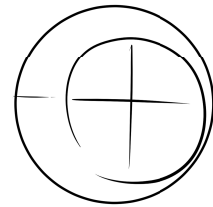
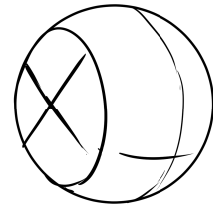
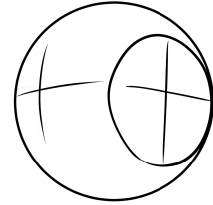
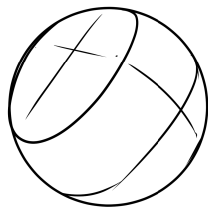
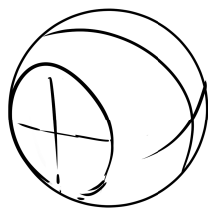
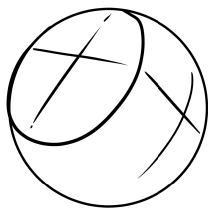
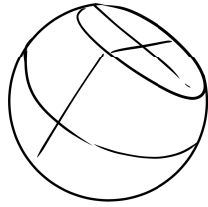
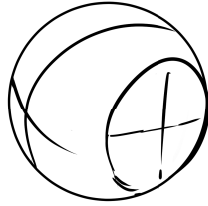
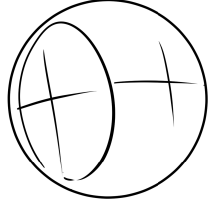
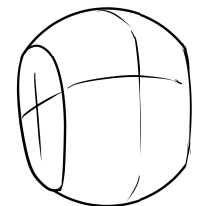
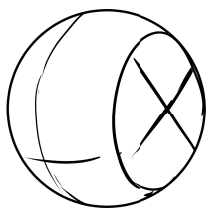
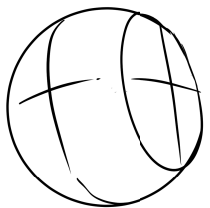
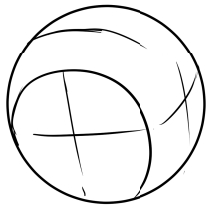
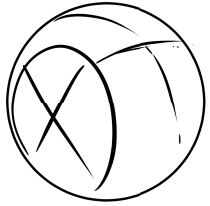
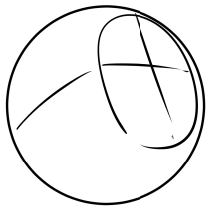
# How to Draw Heads

by JeyRam

## Spheres 2

Now that we are more comfortable with spheres, lets cut the sides of the spheres so they become a step closer to the shape of the head. Building up our skills like this while make it much easier to draw the head

We are on stage 2 in the process that you see on the right

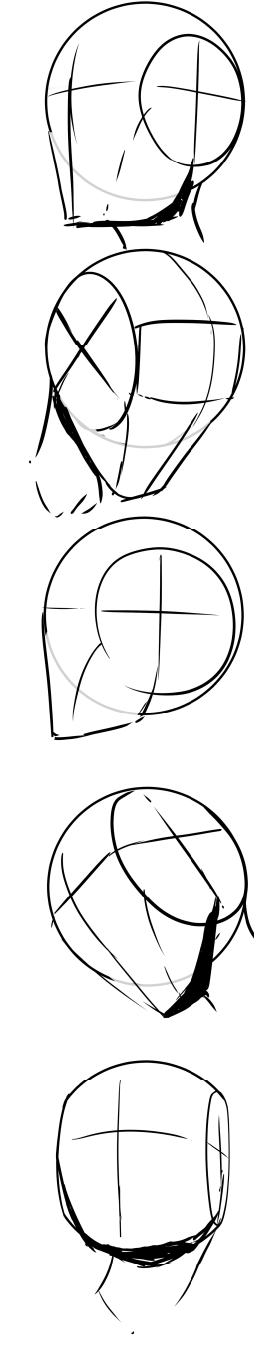
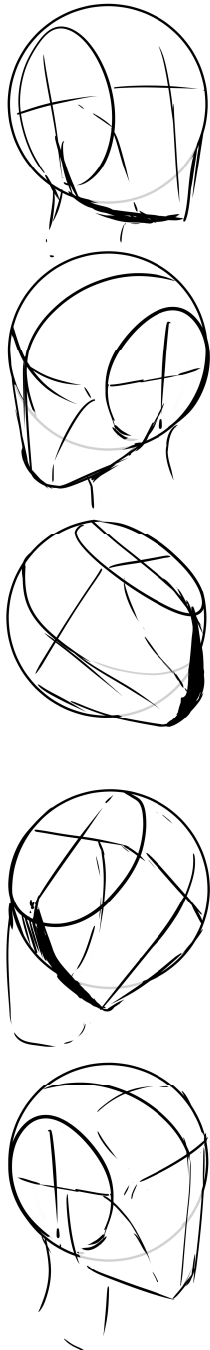
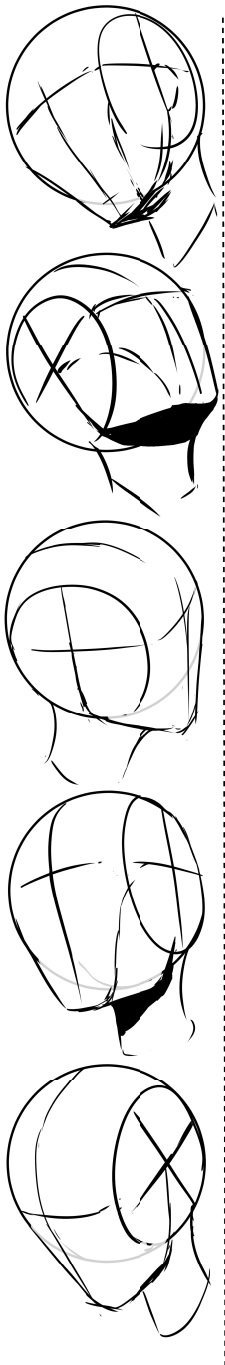
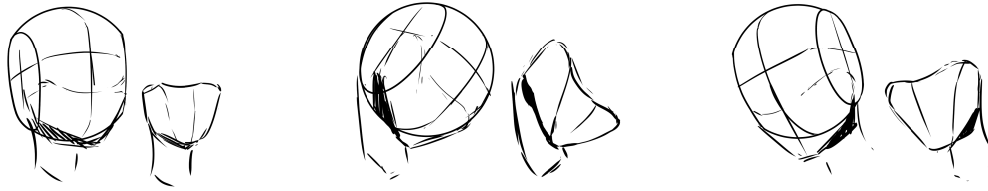


# How to Draw Heads

by JeyRam

## Adding the Jaw

Add a wedge for the jaw & a cylinder for the neck.



# How to Draw Heads

by JeyRam

## Eye Sockets

Add a region underneath the brow line to define the area where the eyes will go

