

PROPORTION : Proportion refers to the size of various body parts compared to others.

Artists and designers have some understanding of **human anatomy** which aids them in representing the human figure correctly.

Urban artists understand the basic rules of proportion before they are able to stylise their figure drawings.

The approximate guide for drawing the figure proportionally correct is that there are eight heads measurements in the body. Obviously this is a guideline and each body is individual.

- Task One -

List the main body parts in each 1/8 section.

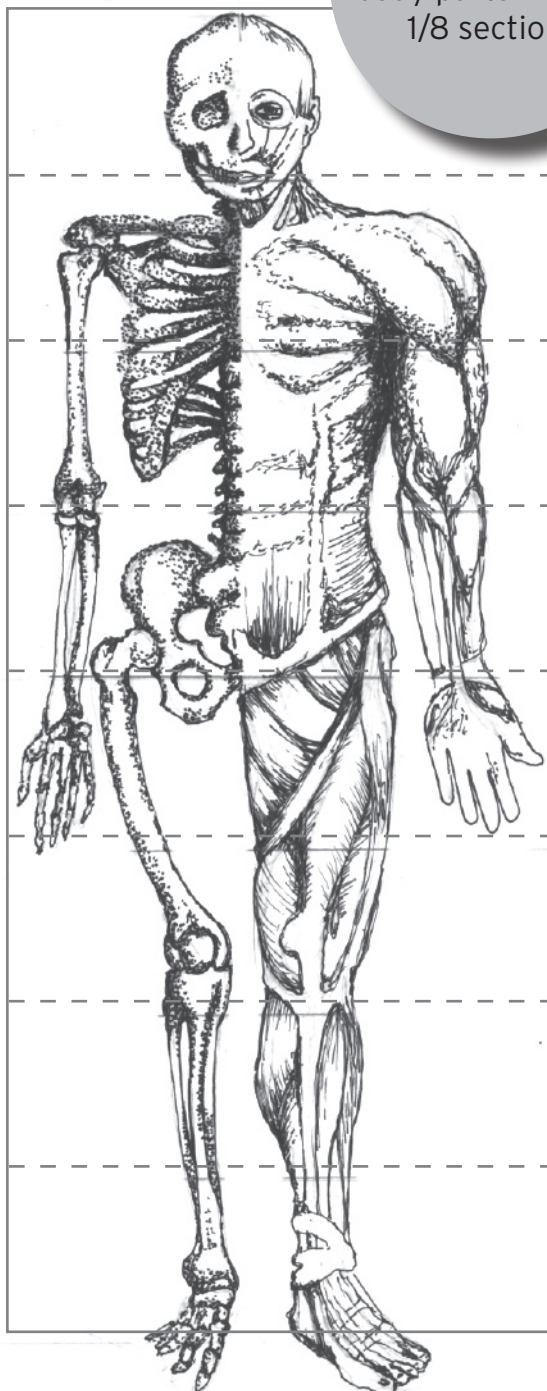
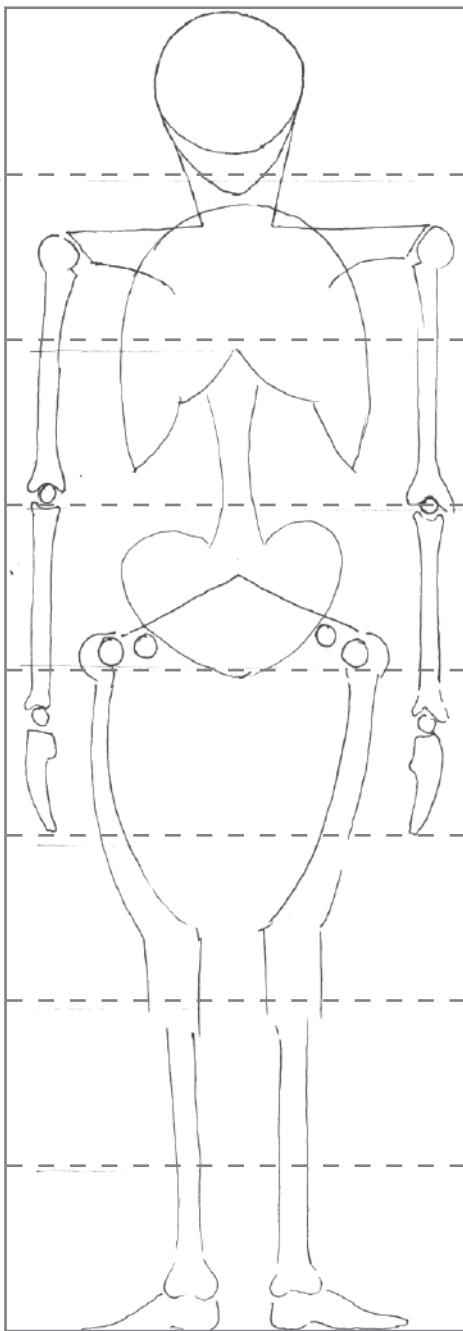


Figure Drawing : Artists and Designers alike use the human figure in their artwork and designs. In fact, it is said that people are the most represented subject matter in artworks. You can see the human figure represented throughout the City of Perth in many street murals, although these are mostly stylised. The artists have a really good understanding of proportion before they have created these stylised characters.

Terms:

Subject Matter - What the artist has chosen to draw, paint, sculpt, or photograph in their artwork.

Stylised - Using artistic forms such as drawing or painting to create effects which are not realistic, such as cartoon characters with exaggerated muscles or lengthened eyelashes.

- Task Two -
Look at the artworks below and list the body parts which have been stylised, then redraw one of their stylised features.



Stylised Features -





A large empty rectangular box for drawing or writing.

A series of horizontal blue lines for writing.

A series of horizontal blue lines for writing.

A large empty rectangular box for drawing or writing.



- Task Three -

Create a Character

Stylising the Figure Proportions -

Once you have explored the traditional figure representation using the eight head rule, stylising the figure to create a character becomes easier. Although you might create a character with an oversized torso and barely visible legs, by mapping out the body to start with you will be able to give your figure a greater sense of function, that it might actually be able to move if it were animated.

Tip:

www.thebutchershop.com.au/resources has links to loads of Perth artists - see how they style their characters.

- Step Two -

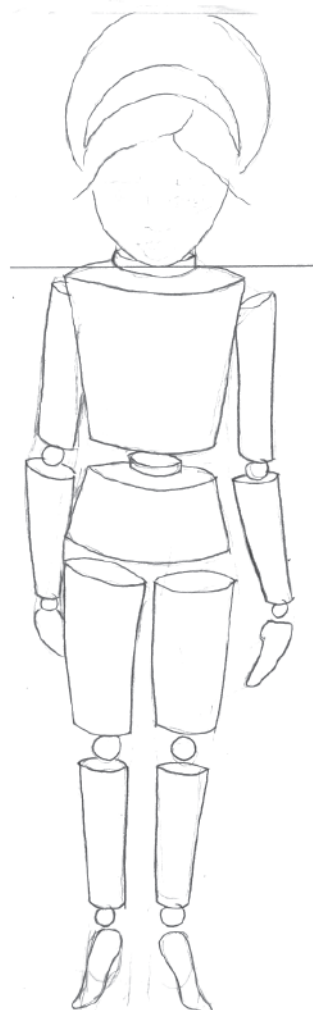
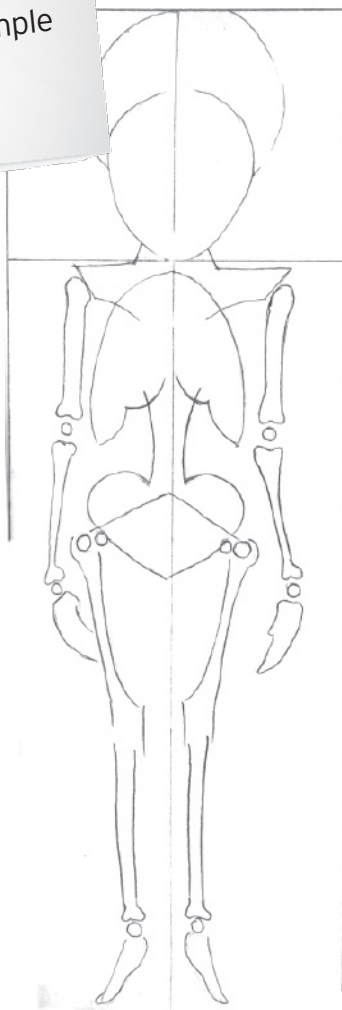
Create your Character

Draw up three rectangles on a landscape A3 or A4 page. Then decide what you are going to exaggerate on your figure. The example below has an enlarged head.

1. Map out the skeleton taking into consideration that your character needs shoulders, hips and needs to be functional.

2. Draw your character using the same measurements from the skeleton but start to flesh out the body by drawing cylinders, which represent the muscle mass.

3. Refer to your research to now dress and accessorise your character. You can also create personality with the facial features.



- Step One -

Research

Using the internet and magazines, gather images of clothing, comic characters, cartoons and illustrations to help inspire your character.

Add tone (shading) to your character, this will help give the illusion that it is 3D



The boy has been created using the same skeleton and proportions as the girl.