

THE ART OF DRAWING

# Drawing Portraits



# TOOLS AND TECHNIQUES

**You** can draw a portrait using any of the popular media: pencil, charcoal, pastel, pen and ink, watercolour, felt-pen, etc. Each one of them, however, will produce different effects, not only due to the specific characteristics of the medium and the technique used, but also in relation to the characteristics of the surface on which it is drawn: smooth or rough-textured paper, card, white or coloured paper, etc. The drawings shown on these two pages demonstrate how different media effectively render the complex tonal values of the human face and body.



## ***Pencil (B and 2B) on rough-textured paper***

*Pencil is the most widely used medium for any type of drawing and, in figures and portraits, it allows you to be spontaneous and is convenient to use. It can be used for very complex drawings or for small studies and quick reference sketches: for the latter very fine leads are suitable, while for the former you can use thicker and softer-grade graphites. Graphites (leads that are held in mechanical, clutch pencils) as well as pencils (wood-encased graphites) are graded according to their consistency: from 9H, the hardest, which traces thin and faint lines, to 6B, very soft, which traces thick and dark lines with ease.*

### **Compressed charcoal on paper**

Charcoal is perhaps the ideal medium for portrait study as it is very easy to control when applying tones but also allows you to achieve fairly sharp detail. It should, however, be used 'broadly', concentrating on the overall rendering of the 'shapes': this exploits its greatest assets, as it is both versatile and evocative. You can use either compressed charcoal or willow charcoal but be careful, in either case, not to smudge the sheet. Charcoal strokes can be blended and smudged by gently rubbing with a finger, and tones can be softened by blotting with a soft eraser (kneadable putty eraser). The finished drawing should be protected by spraying with fixative.



### **Monochromatic watercolour on medium-textured paper**

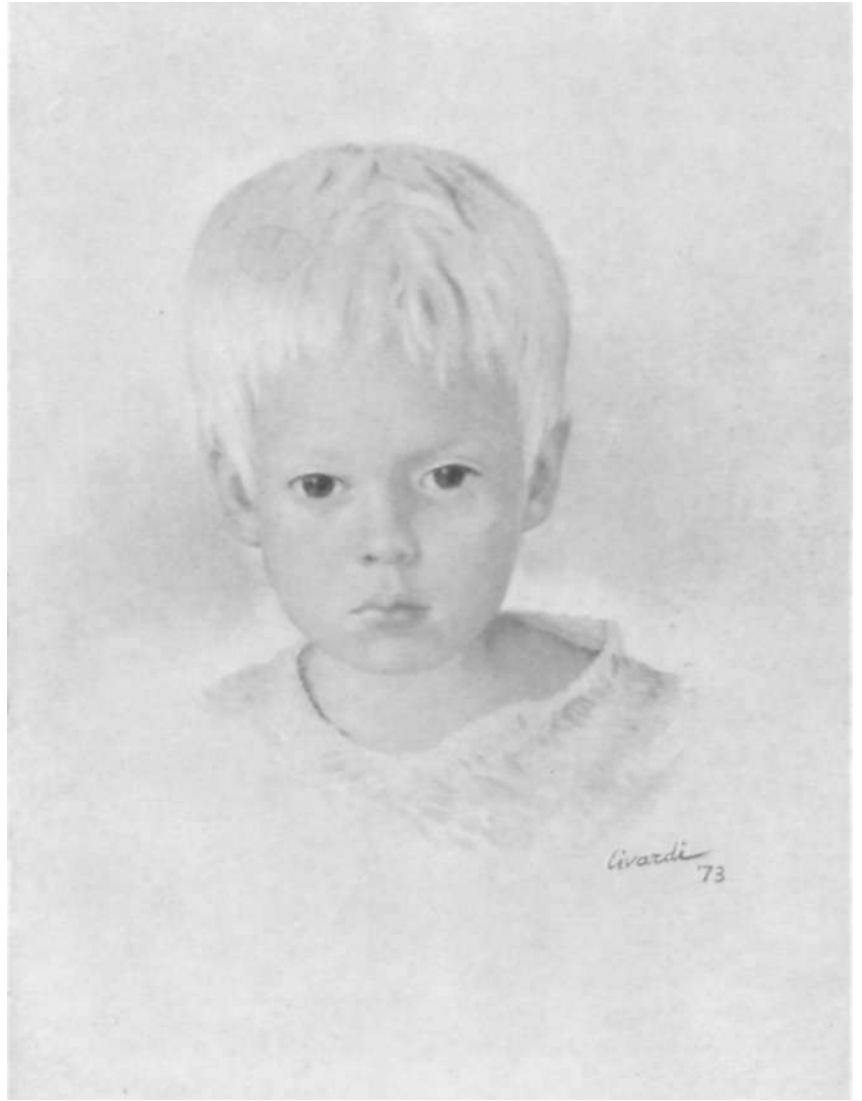
Watercolours, water-soluble inks, and water-diluted Indian ink are ideal for portrait study, although they are closer to painting than to drawing, as they are applied with a brush and require a tonal vision which is both concise and expressive. For quick studies you can use water-soluble graphites or colour pencils (to blend strokes easily, wipe them with a water-soaked brush) and it is advisable to use heavy card so that the moisture will not cause the surface to cockle and become irregular.



### **Pen and ink, watercolour, white pastel on coloured paper**

'Mixed' media involves using different materials to achieve a drawing with unusual effects. Although still 'graphic' materials, their more complex application requires good control and a good knowledge of the media themselves if we are to avoid muddled results of little aesthetic meaning. Mixed media are very effective on textured and coloured, or dark, supports.



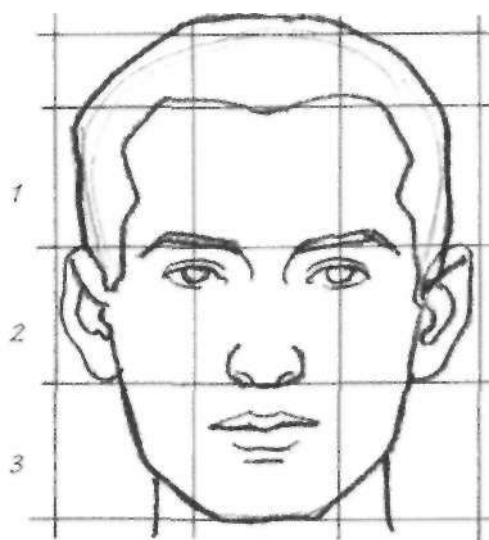
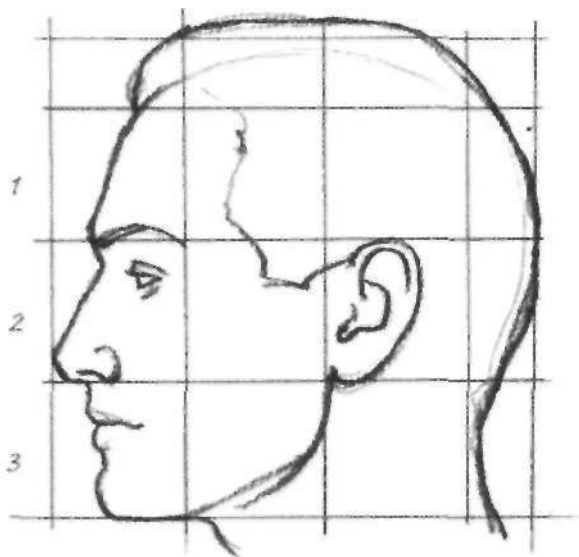


Portrait study, oil on canvas, 30 x 40cm (12 x 16in).  
This portrait was not drawn from life but from the photograph on the left. Look carefully at the two images to find out to what extent the photographic information has been adhered to, highlighted or disregarded in the drawing.

# DRAWING THE HEAD

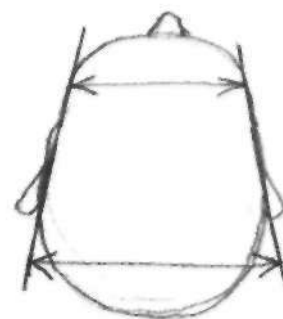
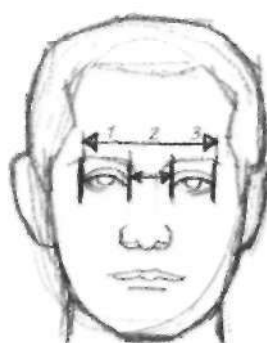
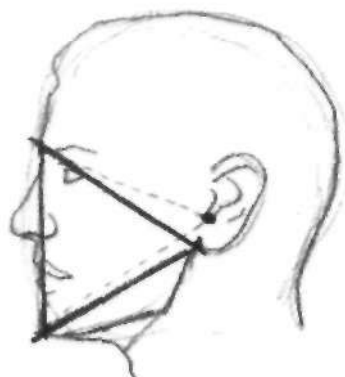
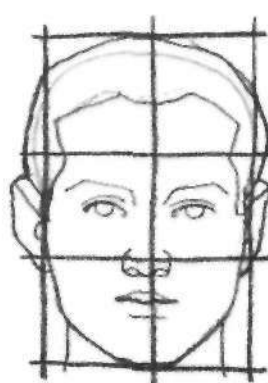
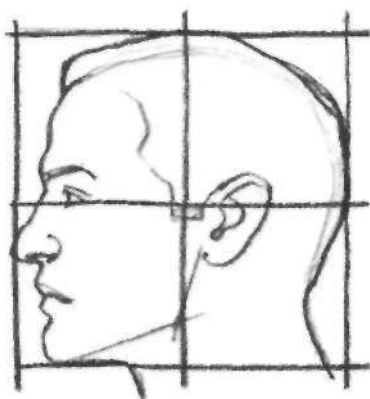
## PROPORTIONS

When drawing the head it is necessary to make sure that the proportions, i.e. the relative dimensions between its various constituent elements (eyes, ears, nose, mouth - which we will examine one by one later on) are indicated correctly and precisely. Of course, heads vary greatly in size and in the combination of characteristics, but they can all be reduced to a proportional diagram which helps to simplify the shapes, to recognise their peculiar three-dimensional aspect, and also to position details correctly in relation to one another. When drawing a portrait pay close attention to the overall structure of the head and evaluate its main characteristics as it is mainly from these that a good likeness depends. Details alone, even if minutely reproduced, almost invariably result in a vague and unsatisfactory portrait, when placed in a general context which lacks accuracy.



The diagrams shown here, if studied carefully, will provide you with the simple and essential elements of reference and proportion of a 'typical' head seen in frontal and lateral projections. Compare them with those of your model and assess whether they correspond or differ. The height of the face can be divided into three portions of equal size, which correspond to the height of the forehead (up to the hairline), that of the nose, and that of the lower part of the face.

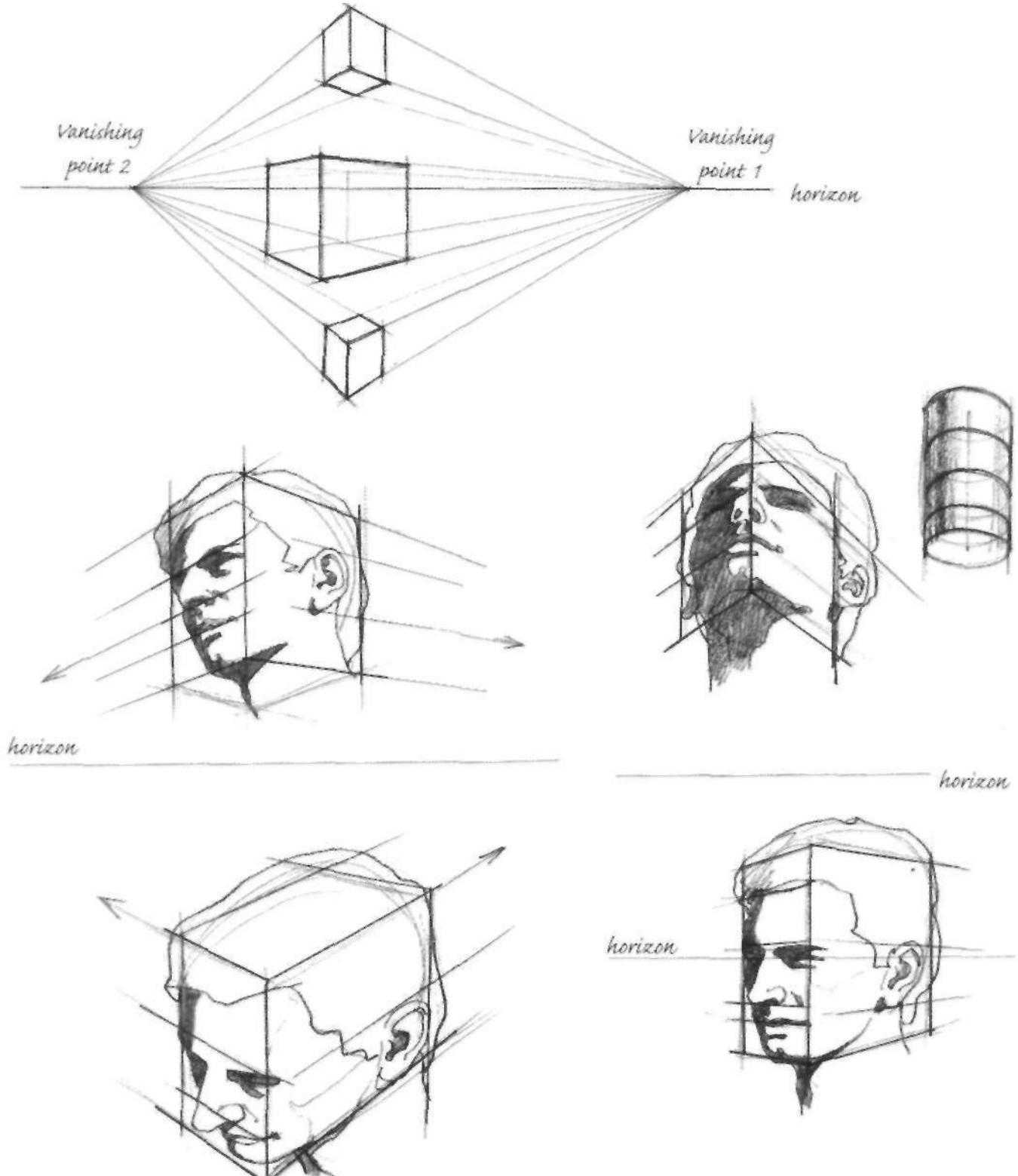
In addition, note that if you join the three points located above the bridge of the nose, on the chin and at the corner of the jaw (near the earlobe), you have an equilateral triangle. The same figure is obtained if you join together the outer corners of the eyes and the base of the lower lip. The width of the eye viewed from the front is a useful reference for measuring the distance between the eyes (according to an old academic maxim 'between eye and eye there is an eye') and the width of the base of the nose level with the nostrils. Notice how, viewed from the top, the head's shape is an oval, broader at the back.

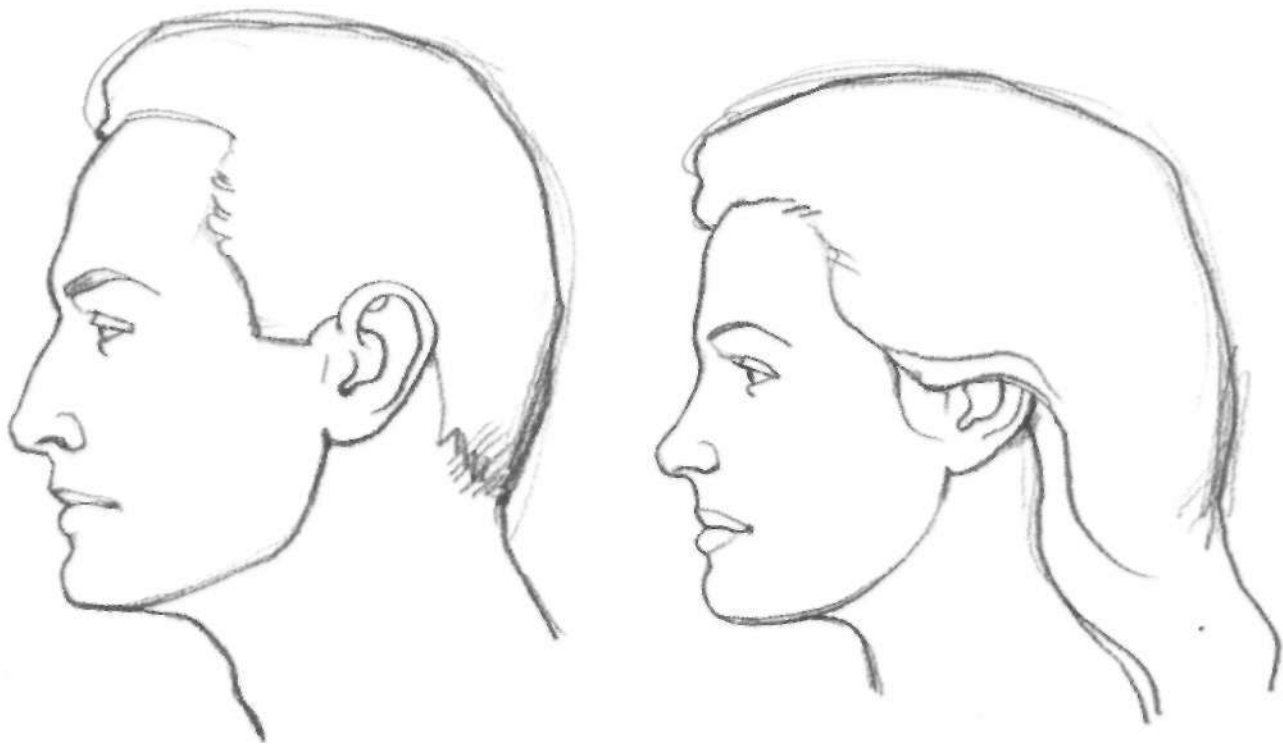
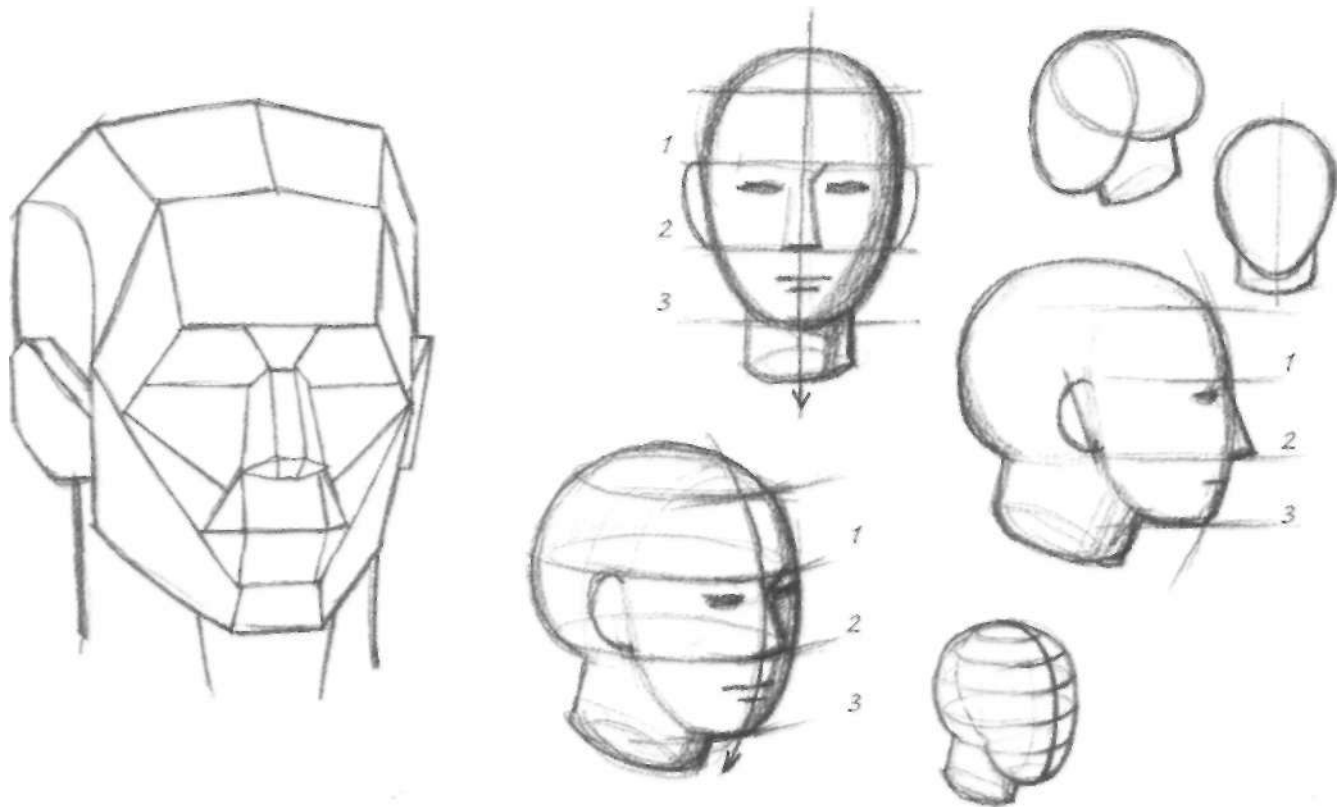


## PERSPECTIVE

Perspective is a graphic method which helps to represent spatial depth on a flat surface. Therefore, to be represented correctly, the head too needs to be drawn (like any other object) bearing in mind the rules of perspective.

The diagrams shown below will be enough, I think, to remind you of some of the basic principles, such as the horizon line, the viewpoint and the vanishing points. If you imagine the head within a cube whose edges touch its most protruding points, you will find it easy to 'put in perspective', fairly correctly the details of the face. You can then conduct a more accurate study considering the 'geometrised' head represented by two ovoids and a cylinder (see diagrams on page 12).

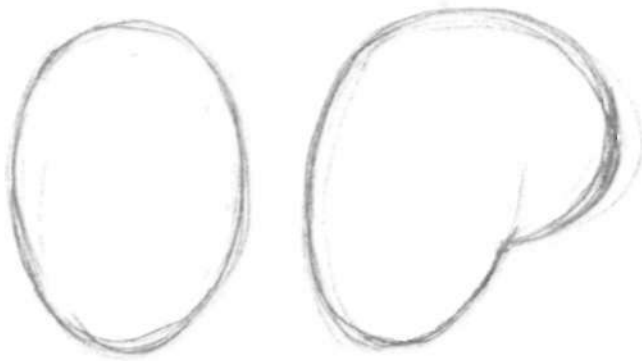




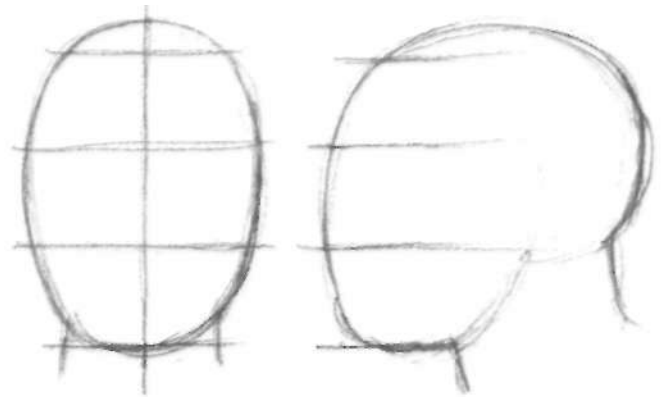
### CONSTRUCTIVE SKETCHES

The head can be compared to the geometric shape of an ovoid and this, at the beginning at least, makes drawing it simpler, as far as proportions, as well as light and shadows are concerned. Notice how the two ovoids which represent the face and the skull can be superimposed. However, the roughly round shape of the head can also be divided into flat areas. As a whole, these 'surface planes', are useful for concisely shaping areas of light and shadow. Try drawing surface planes on to photographs which show heads in a variety of positions, and learn to recognize diagrams similar to the ones above.

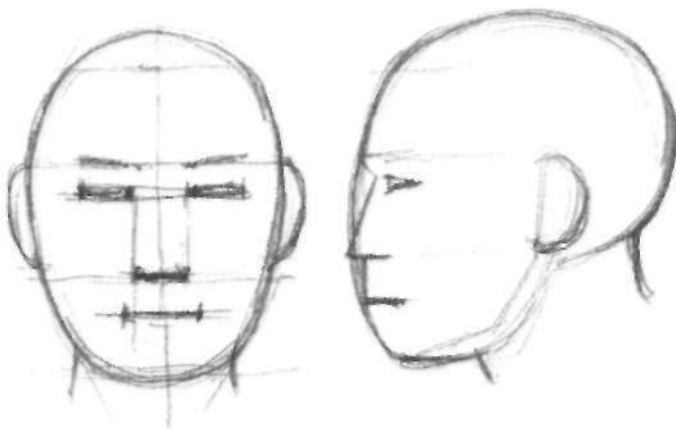
When you first start drawing the head, which is a very complex shape, you are likely to encounter great difficulties and won't know where to start from. A traditional and scholastic, but very useful, approach is the one mentioned on these pages and which is developed further in chapter 12 (see page 32). Bear in mind that in portraiture it is essential, first of all, to capture the overall individual characteristics of the model's head and then study the characteristics of the details and how they relate to one another.



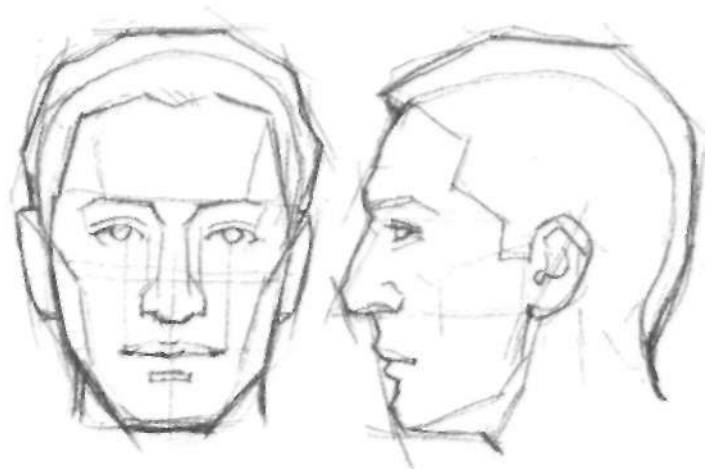
Stage 1



Stage 2



Stage 3



Stage 4

In these diagrams, limited to the front and side projections of a man's head, I have illustrated the various stages of construction.

*Stage 1*

Outline on the page the area you expect the head to occupy: draw a simple oval shape.

*Stage 2*

Indicate the proportions by way of four horizontal parallel lines more or less equidistant to suggest the three parts in which the face can be divided.

*Stage 3*

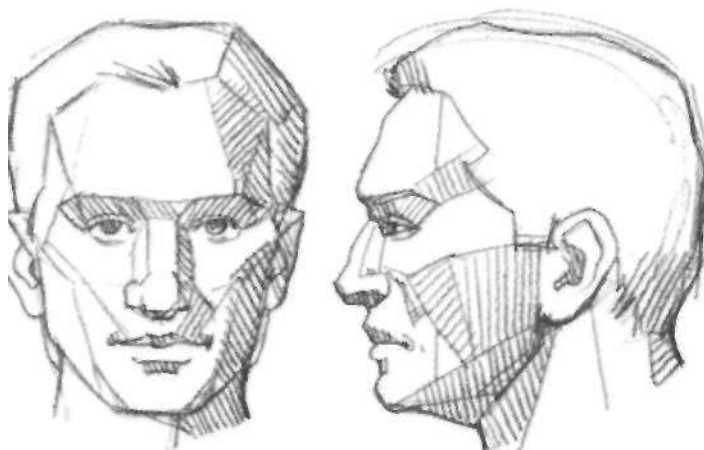
Carefully work out the position of the eyes, nose, mouth and ears by measuring their relative distances.

*Stage 4*

Thoroughly study how the elements of the head relate to one another, hinting at the 'planes', the hair, etc., coming close, little by little, to the natural shapes.

*Stage 5*

Continue to elaborate assessing also the light effects, that is, applying the 'chiaroscuro'.



Stage 5

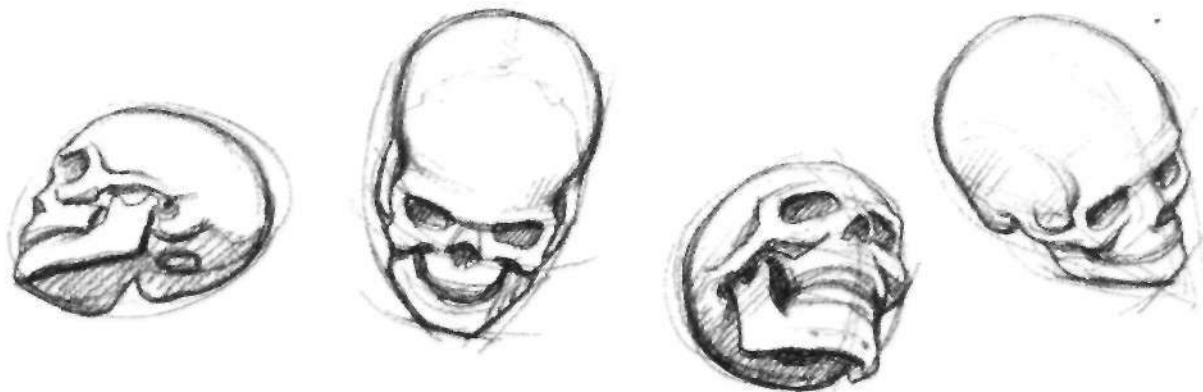
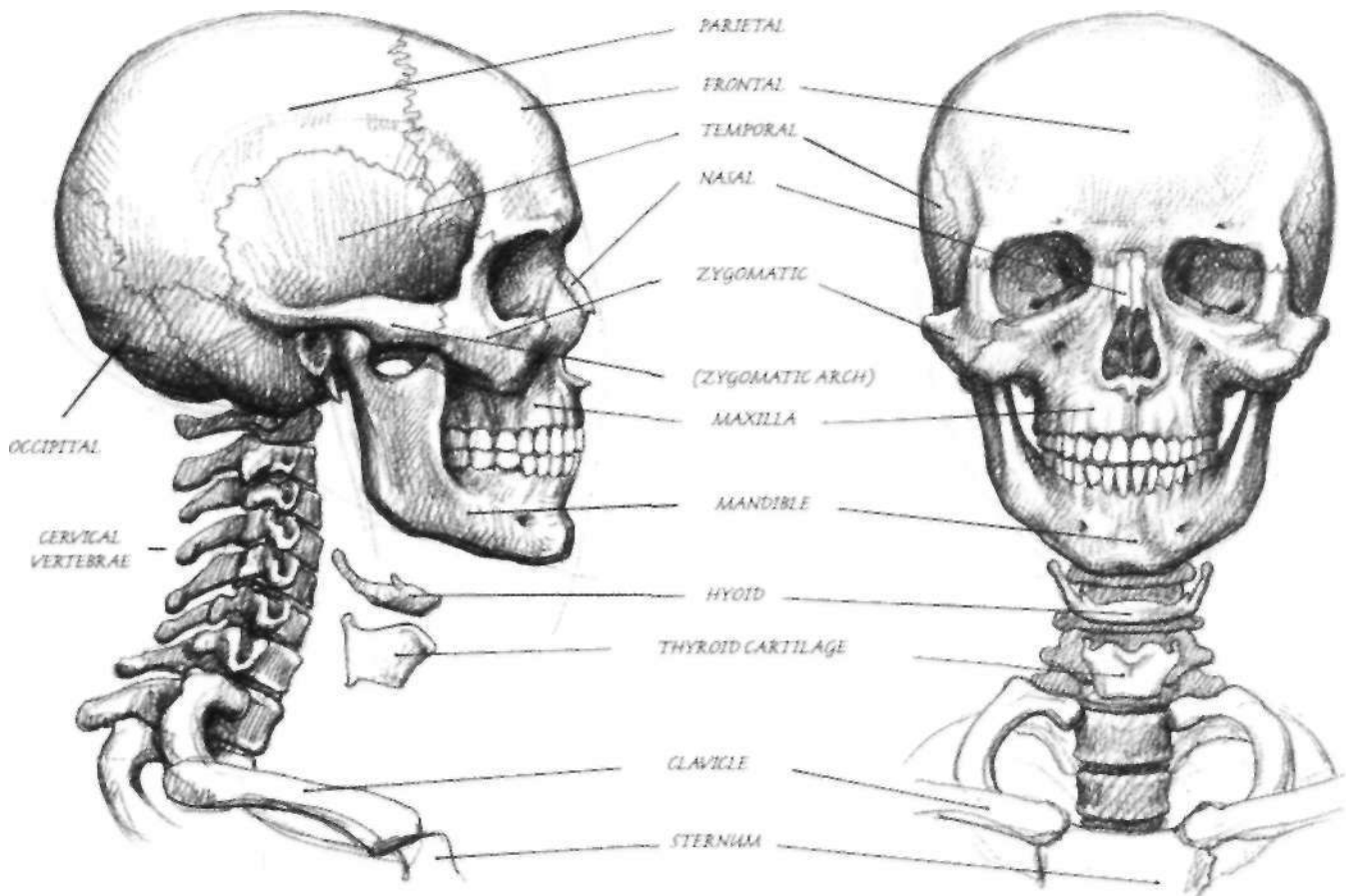


# ANATOMY

A basic knowledge of the anatomy of the head and adjoining areas (and, if possible, the hands, too) is useful to help fully comprehend the external shapes even if it is not, by itself, enough to guarantee the successful rendition of a drawing.

## THE BONES

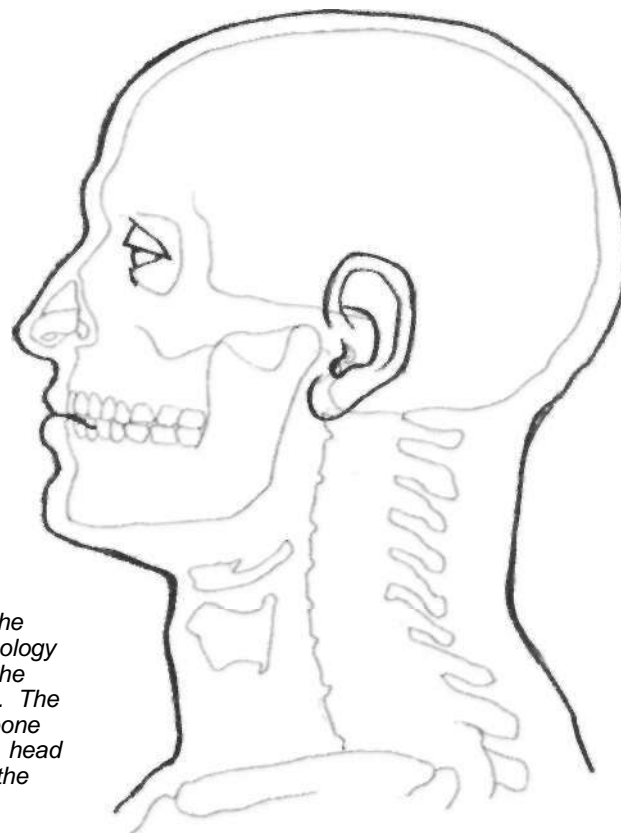
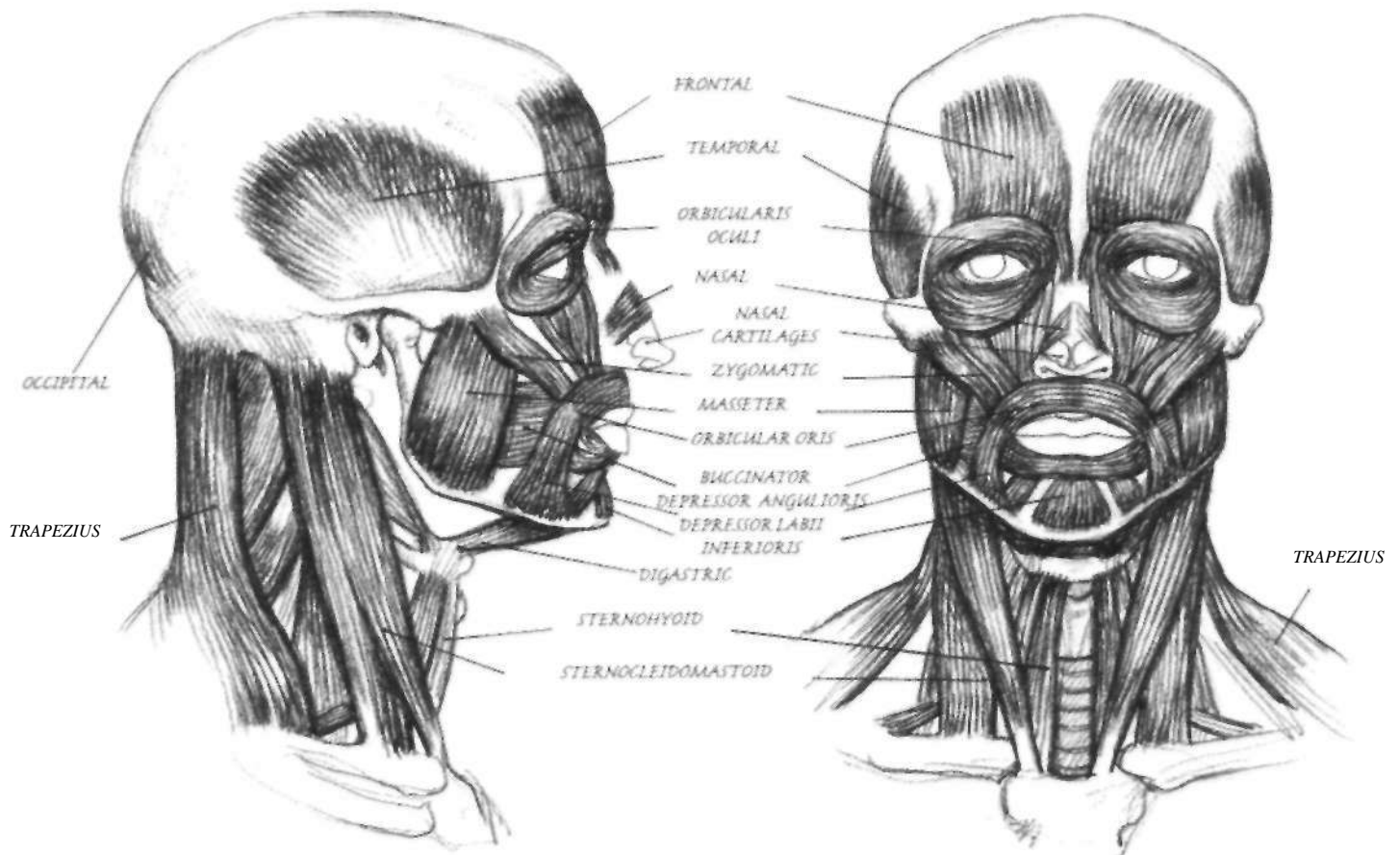
The shape of the skull determines by and large the external morphology of the head and can be divided into two parts: the brain case and the facial block, which comprises several bones tightly joined together to achieve a solid structure. The only mobile bone is the jaw.



*If you get the opportunity to observe a real skull or to buy a plastic one, practise drawing its main outline. Render it from different visual angles, as I have shown in these quick sketches, and apply the principles of perspective and structural simplification.*

## THE MUSCLES

The muscles of the head are divided into two groups: the muscles of facial expression, responsible for physiognomic expressions; and the muscles of mastication, which move the jaw. They become stratified on the cranial bones whose external shape they follow pretty closely, as they are very thin. Also study the main neck muscles because, inevitably, they appear in nearly all portraits.

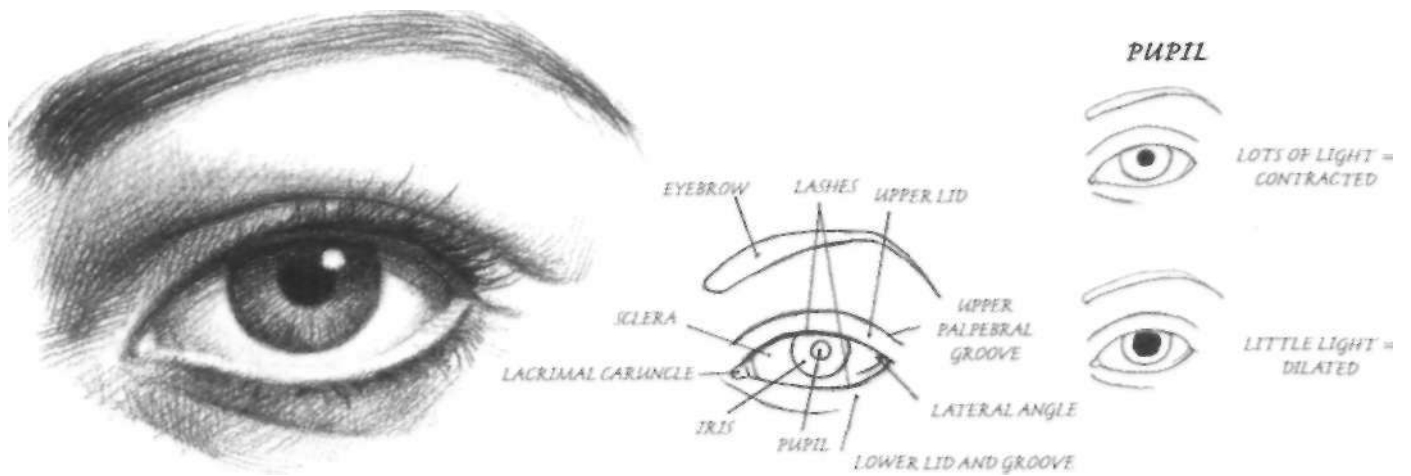


*Here I show the connection between the bone structure and the external morphology of the male head. Carefully examine the position of the ear, the eye and the lips. The thickness of the section between the bone surface and the external surface of the head is determined by the layer of muscle, the adipose tissue and the skin.*

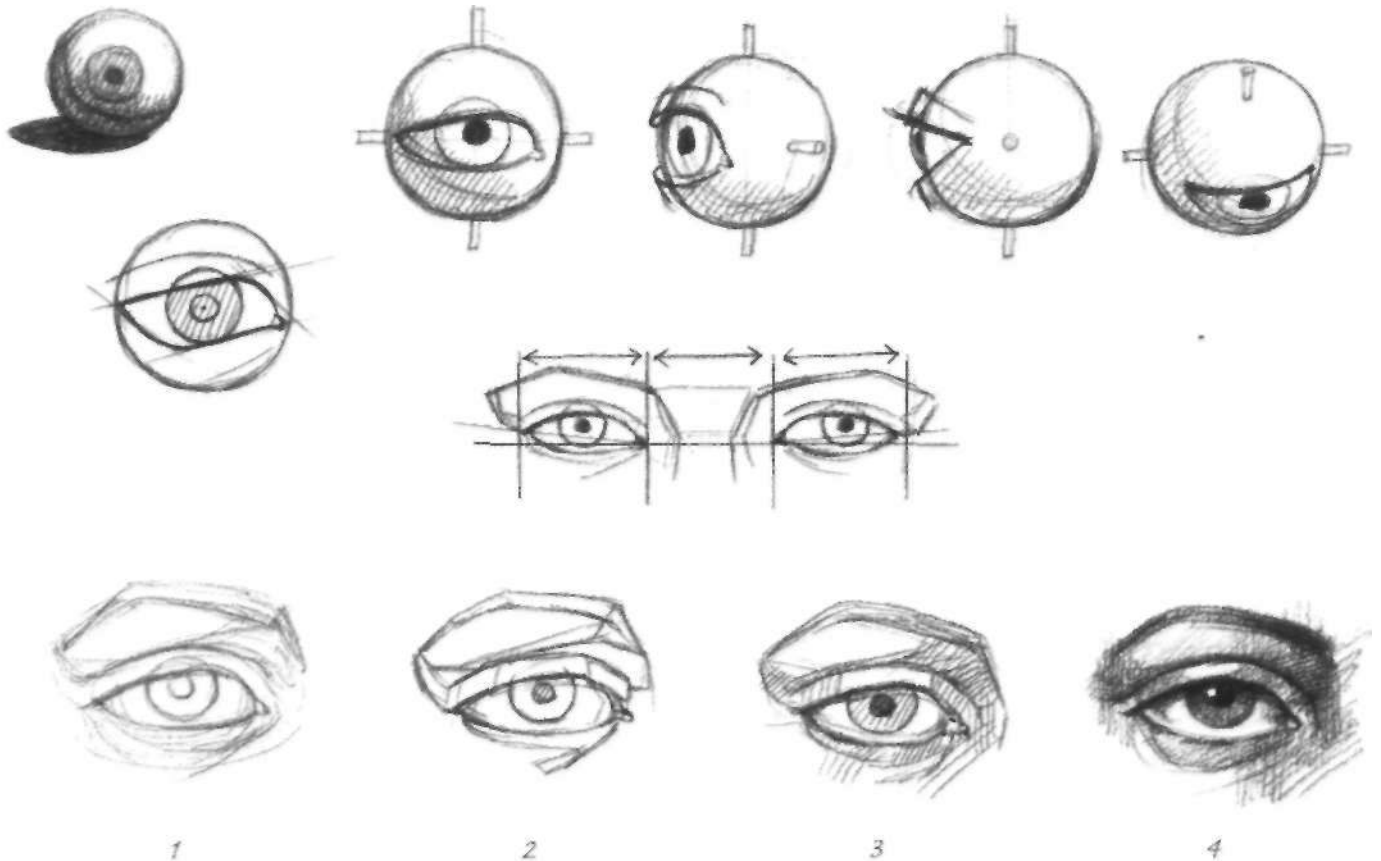
# THE EYE

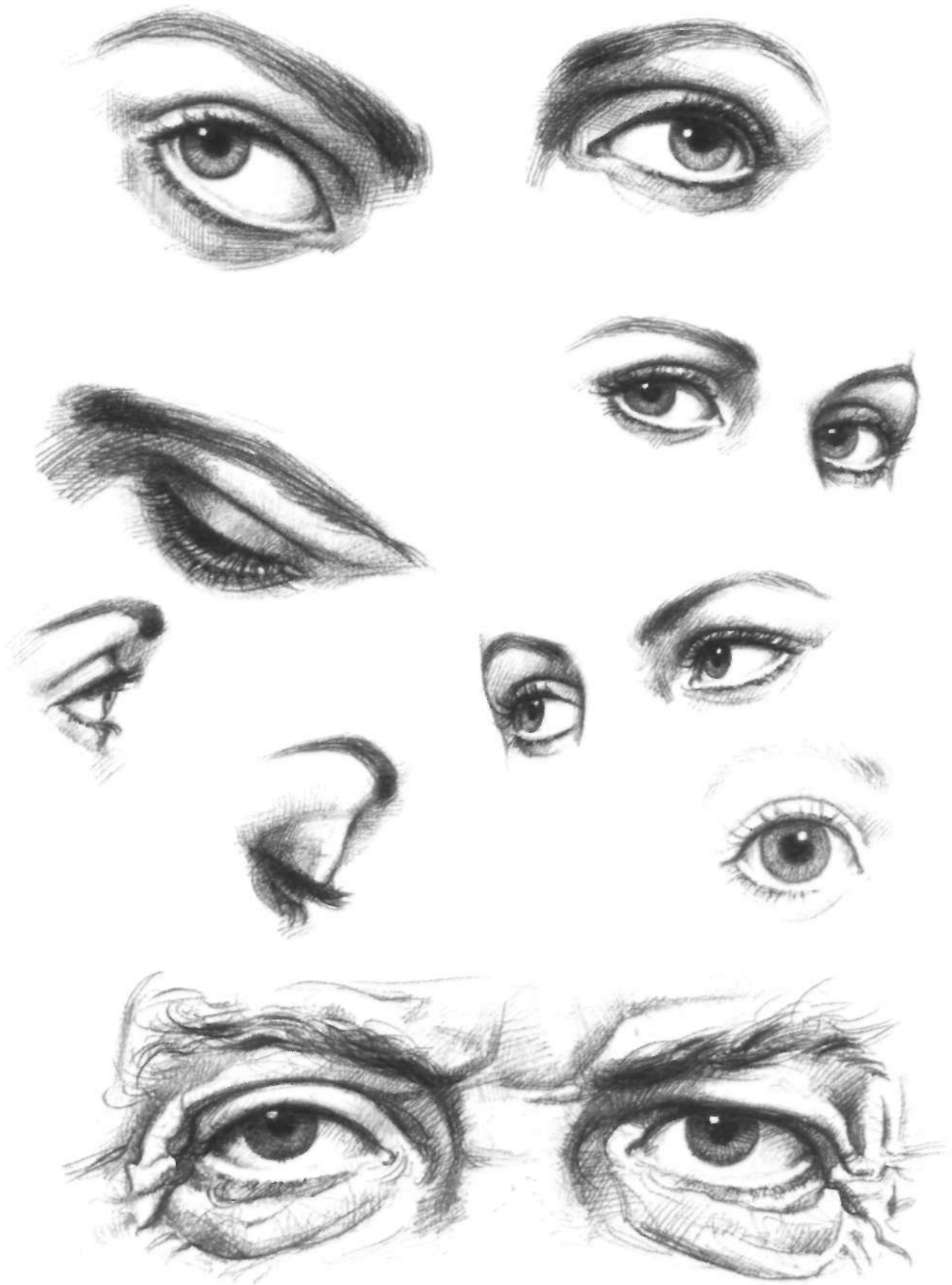
Once you have examined the overall structure of the head, you need to analyse carefully the individual details of the face, i.e. the nose, mouth, eyes and ears. It makes sense to be able to recognise the basic morphological, i.e. 'constructive' characteristics of each one, as by following them and precisely reproducing individual variations you will obtain a very good likeness.

The eye is, perhaps, the most expressive element and it is therefore essential to draw it in the correct position and to the exact shape. Notice that the white section of the eyeball (the sclera) is not pure white but actually changes colour due to the effect of its own shadow and the one cast by the eyelid. Be careful to draw both eyeballs (and therefore both pupils) looking in the same direction as the expressiveness of the eyes depends on this.



The diagrams below should be sufficient to show the spherical structure of the eye, how the eyelids rest on it and, finally, the stages to go through to draw it correctly.



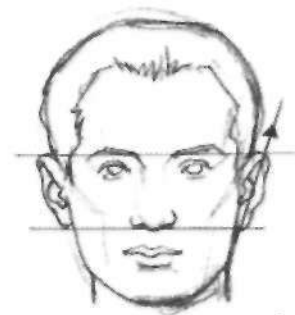
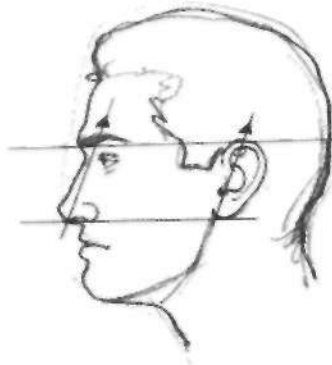
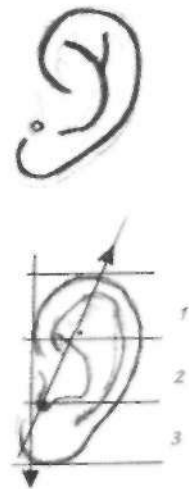
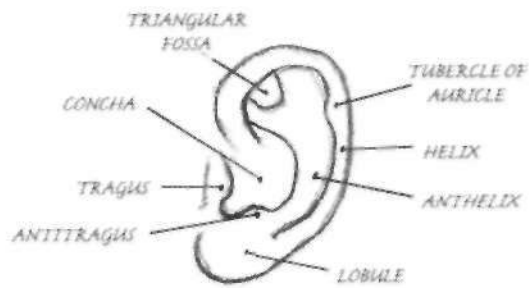


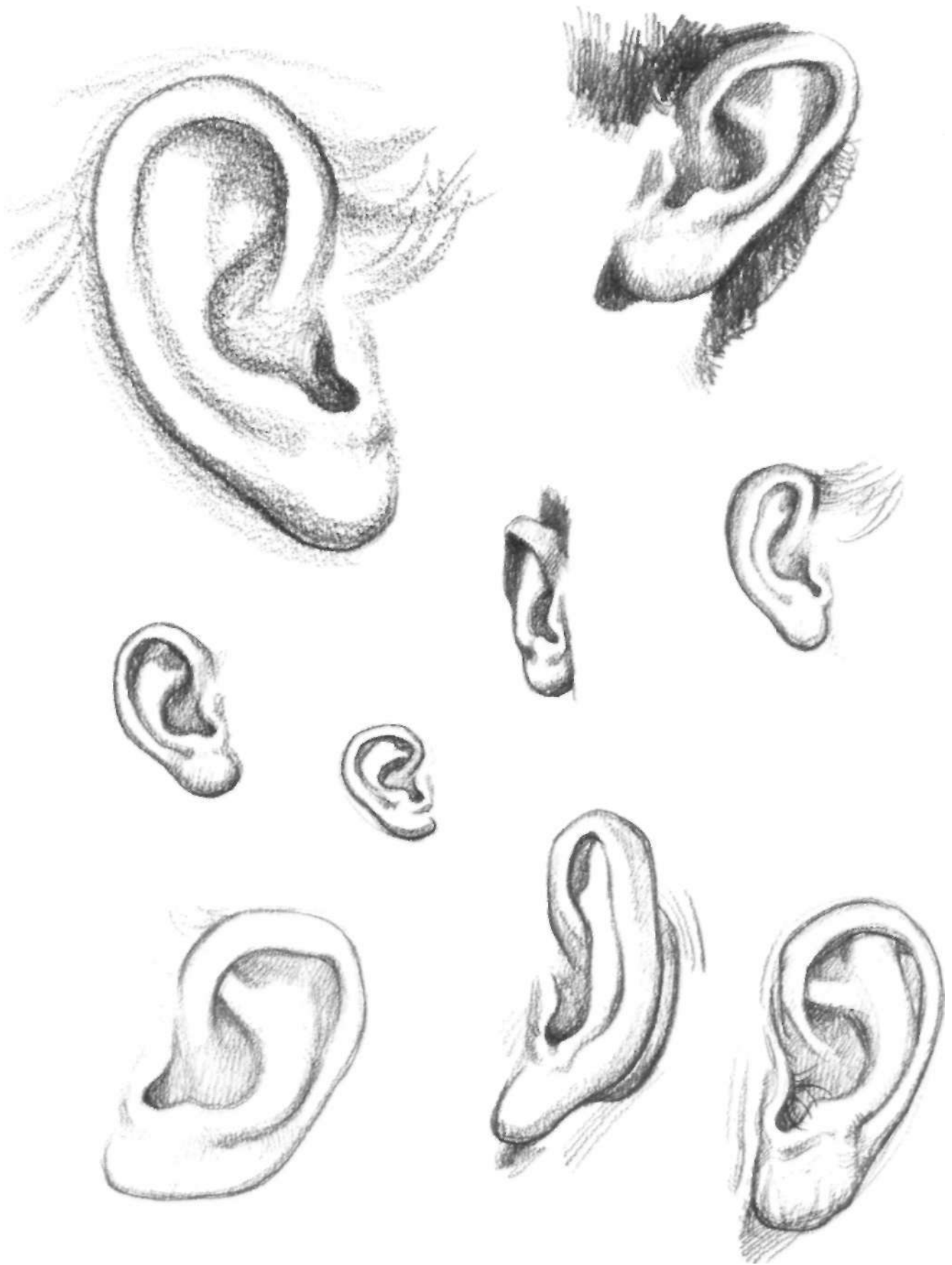
*Practise drawing eyes in various positions and from different viewpoints, as shown by the examples on this page. The female eye usually has long and thick eyelashes, while eyebrows are well outlined and thin. The iris of a child looks very big compared to the eyelids.*

*Elderly people show several deep wrinkles radiating from the corners of the eyes, the lower eyelids become 'baggy', and eyebrows become irregularly thick and bushy.*

# THE EAR

The ear is supported mainly by thin cartilage arranged in circumvolutions. Although its morphological characteristics vary greatly, its overall shape recalls a seashell and is fairly similar in both sexes. Ears are often partly hidden by one's hair and their expressive character depends on their precise position on the sides of the head, as I have shown in the sketches below.

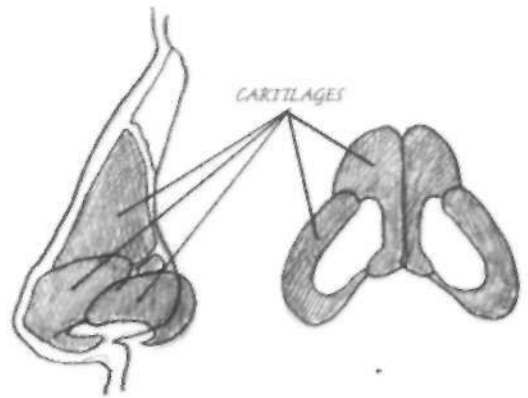
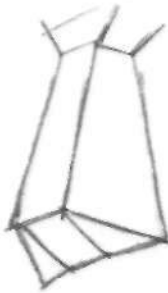
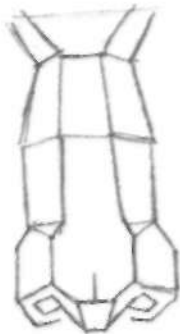
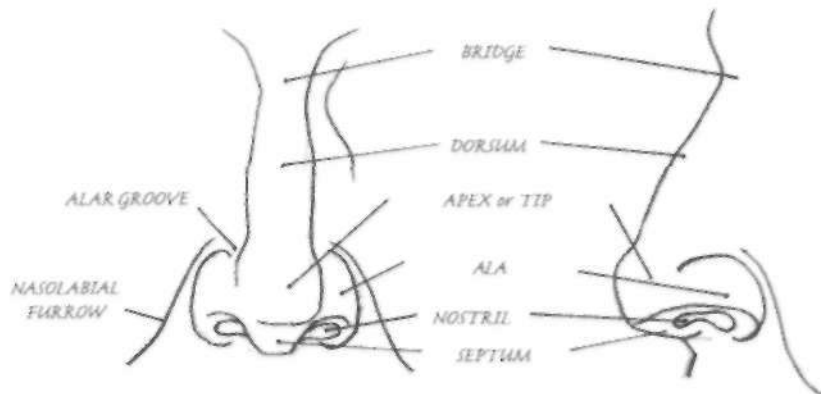


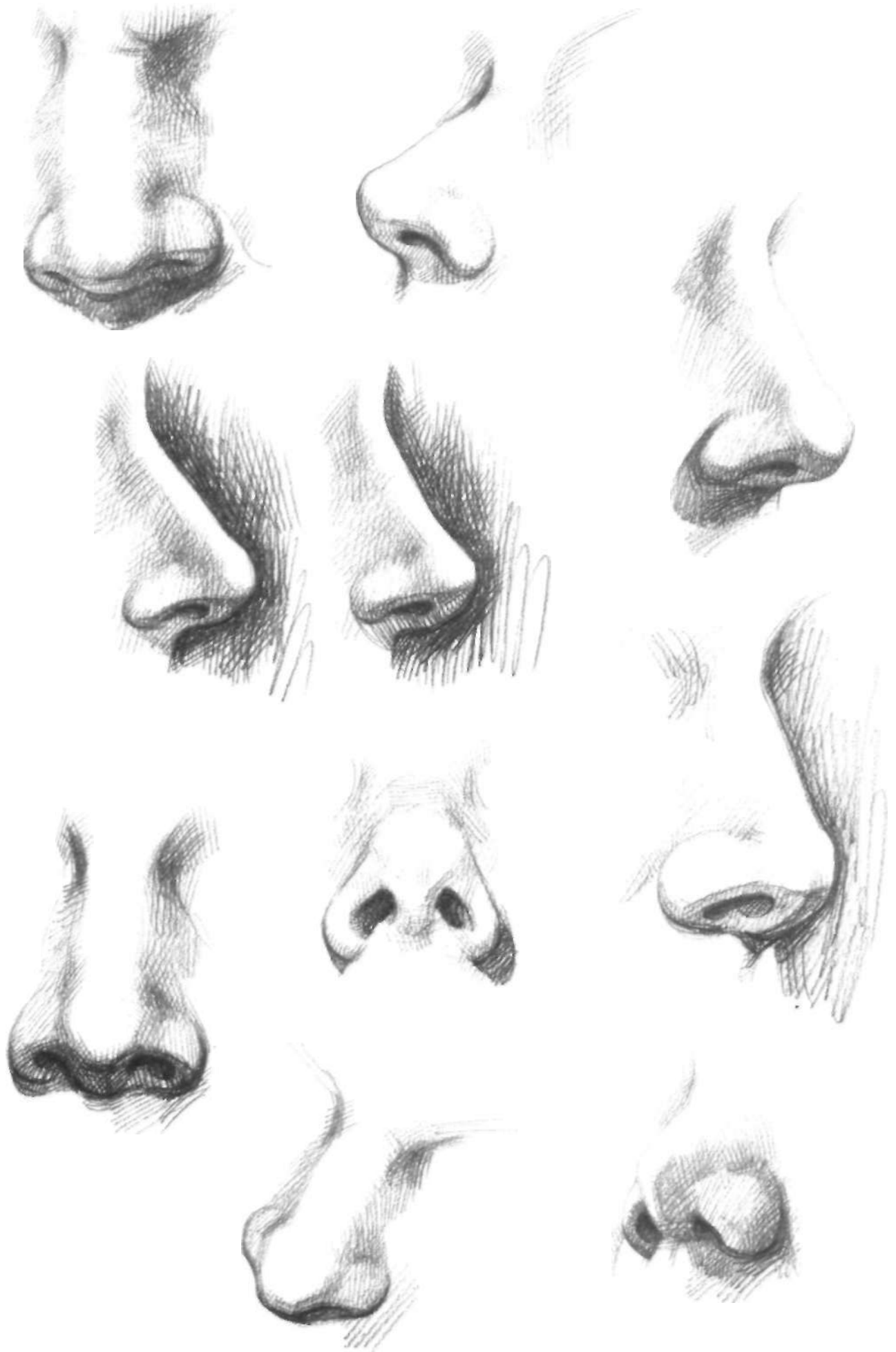


*In an adult, the height of the ear corresponds, on average, to that of the nose; in a child it looks rather big in relation to the head; and in an elderly person it tends to lengthen because of the thinning and weakening of the cartilage tissue.*

# THE NOSE

The nose is rather difficult to represent as it sticks out of the face and therefore its appearance varies depending on the viewpoint. Its pyramid-like shape is partly due to two small, close together bones and partly to cartilages, and this can be seen clearly on its dorsum. Observe the sketches shown on these two pages and practise drawing the nose in various positions, referring to photographs if it makes it easier to understand its structure. Notice that the dorsum moves away from the bridge to reach maximum projection at the tip and its sides slope towards the cheeks. The triangular base hosts the nostrils, oval-shaped and slightly converging towards the tip, and delimited by the alae of the nose. Try to work out the most important areas of light and shadow (the maximum amount of light is usually on the dorsum and the tip, while the most intense shadow is at the base, near the nostrils) and indicate just those, to avoid making the drawing too 'heavy'.

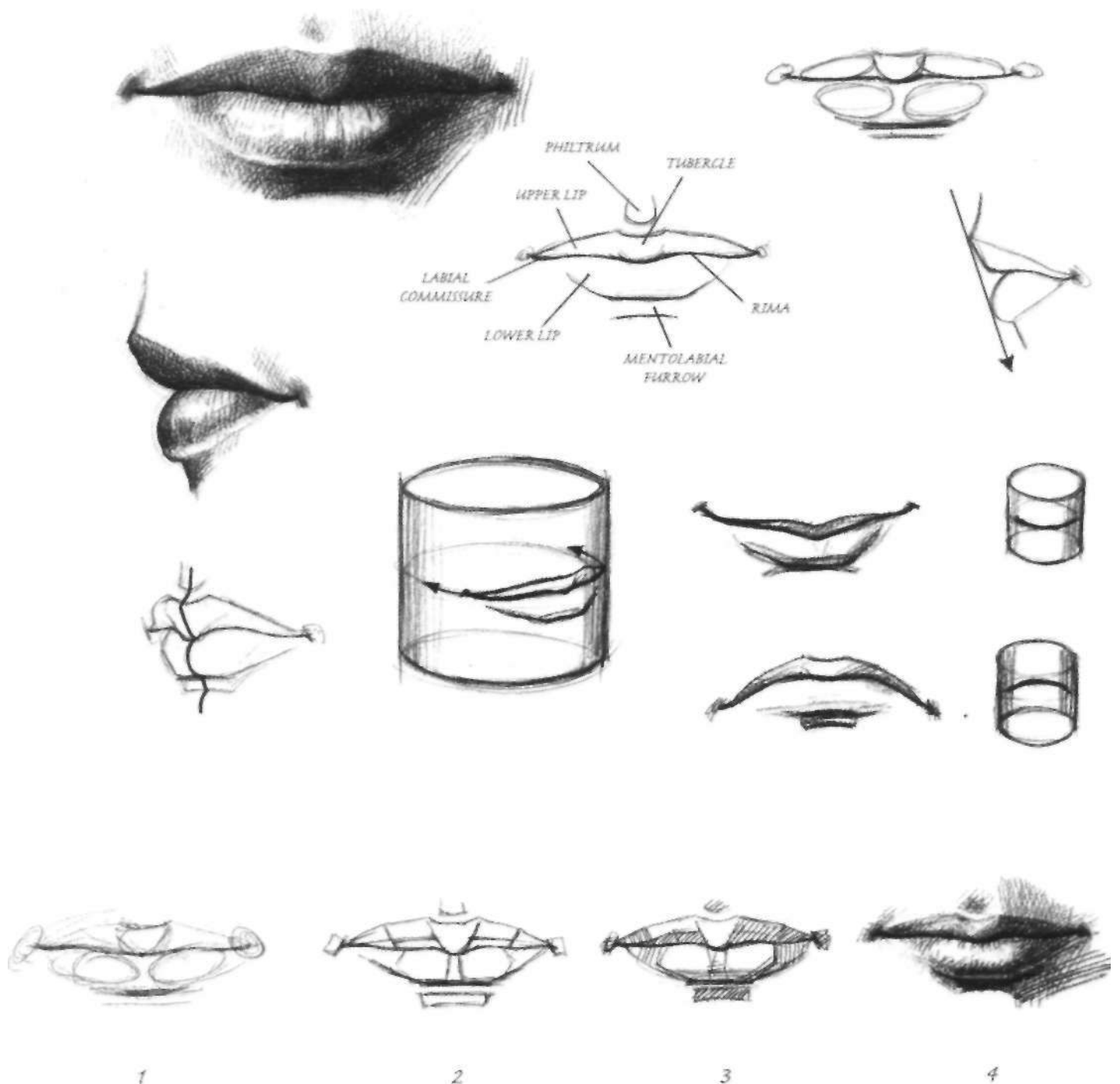






# THE MOUTH

After the eyes the mouth is the second most expressive element of the face. The pinkish colour of the lips is due to the tissue they are made of, transitional between the mucous membrane (found inside the mouth) and the skin. When drawing the lips make sure that, above all, you carefully draw the line which separates them - ensure that it lies on the semi-cylindrical surface of the jaw bones and follows the rules of perspective I have already mentioned. The simple sketches shown below indicate some of the basic characteristics of labial morphology. Notice, for instance, that the upper lip is usually thinner and more protruding than the lower.



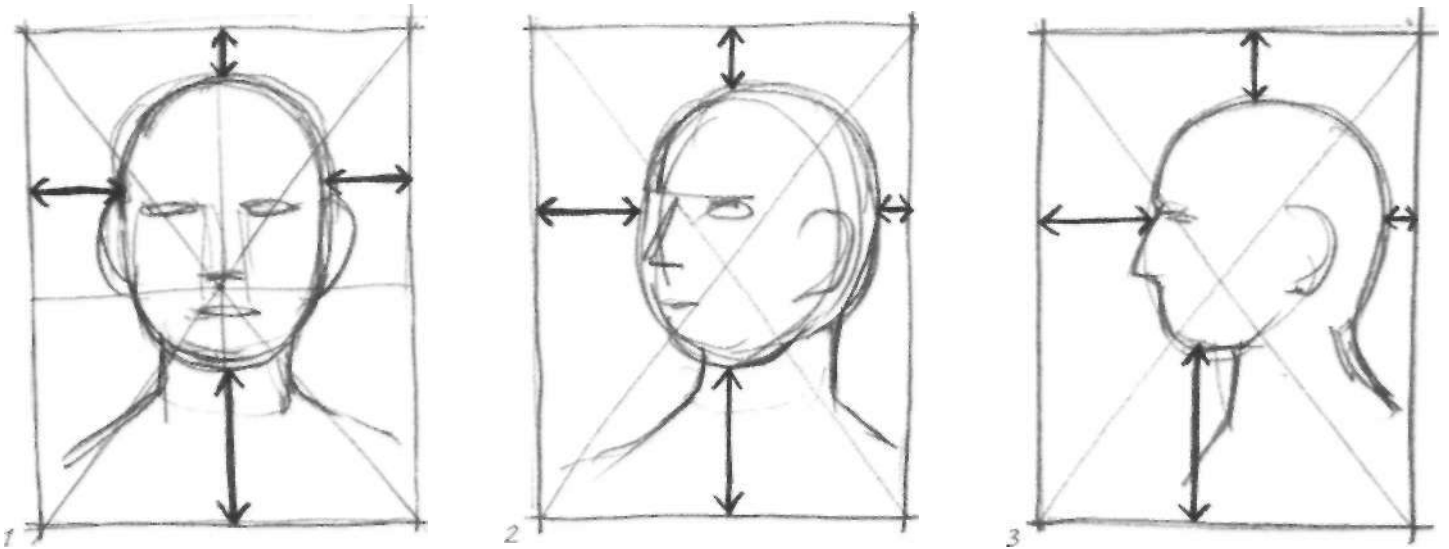


*On this page I have drawn mouths in a range of smiling postures which typically feature in portraits. Note that the teeth are barely drawn, with little attention paid to minor details of little significance. The lips of elderly people (the two drawings at the bottom) are often thin, and furrowed by a number of vertical wrinkles.*



# PORTRAIT COMPOSITION

Composition involves arranging on the drawing surface the elements which make up the image we are set to represent. There are no firm rules (except, perhaps, the one concerning the 'golden section') but rather principles relating to our visual perception, i.e. unity, contrast and balance. Portrait composition dictates that we make some choices straight away: deciding whether to draw the full figure or just the head, and in this case, whether full-face, profile, three-quarter; deciding whether to place the model in some sort of setting or isolate them with a neutral 'background'; deciding the size of the drawing and whether it should be portrait- or landscape-style; and so on. You need to get used to doing lots of little sketches to evaluate these problems, as I suggest in the following pages. In the meantime look carefully at the sketches below, which use 'tricks of the trade' to direct you when you start, but don't allow yourself to be tied down by traditional and stereotyped formulas - do experiment with original and unusual compositions.



1 In a full face portrait you should not place the head right at the geometric centre of the page, but slightly higher, leaving more or less the same amount of space at the sides. Make sure, however, that the top of the head does not get too close to the edge of the page.

2 In a three-quarter portrait it's better to leave more room between the front of the face and the edge of the page, rather than at the back.

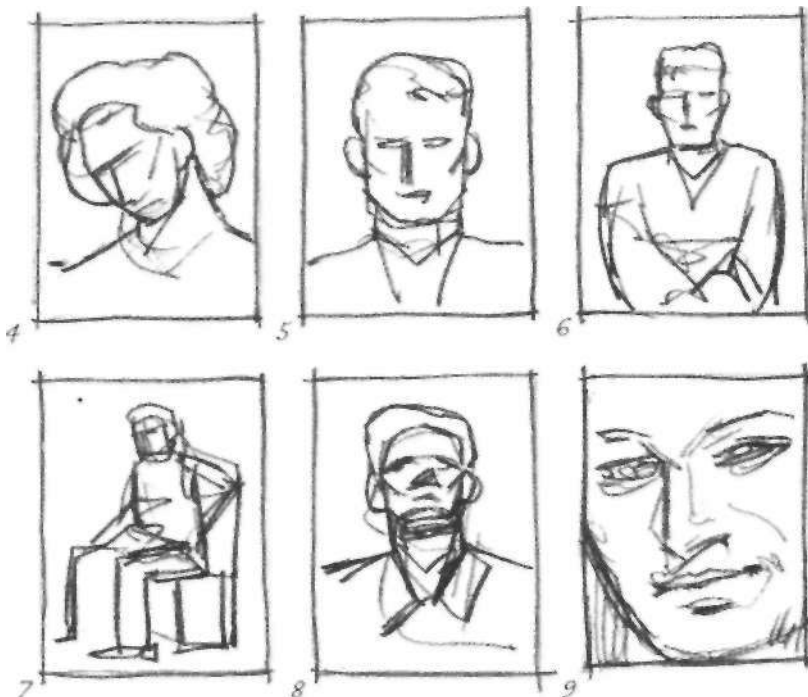
3 A profile portrait looks better if you leave lots of space in front of the face. Avoid, if possible, 'cutting' the head's back profile or making it fit with the edge of the page.

4 A bowed head can express a depressed mood.

5-6-7 A full-face portrait showing the subject in the foreground can radiate strength and self-confidence.

8 An image viewed from below can make the face look fierce and the attitude authoritarian. It is therefore not recommended for a portrait.

9 An unusual and evocative effect can be achieved by having the face take up the whole page.



*When working from life it is always useful to study the model thoroughly by sketching the head in various positions and from different viewpoints. This allows you to evaluate the overall somatic aspect and choose the pose and attitude which most faithfully and effectively represent the physiognomic features and the 'character' of the subject.*



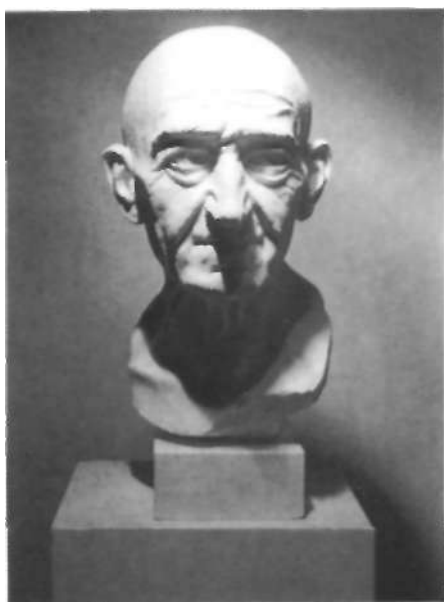


*To work in a more relaxed way you can, to start with, use photographs but drawing from life is definitely more effective. In addition, it enables you to explore new compositional routes, 'going around' the model to catch every little expressive nuance and to master the overall shape, which is so important to achieving a likeness. Render these studies by way of simple, 'clean' strokes, aiming for the overall structure of the head rather than chiaroscuro effects.*

# LIGHTING

When drawing a portrait it is very important to consider the direction, quality and intensity of the light falling on the model as it is thanks to light and shadows that we get a sense of the shape and the plastic form of the face. Usually when drawing a portrait artificial light, which is easy to adjust and constant, is preferable to sunlight, which varies highly in intensity and direction. Good lighting must highlight as best as possible the physiognomic-characteristics of the subject. Therefore avoid using a light source which is too intense and close. It is better to use slightly diffused lighting, which doesn't create dark shadows, especially under the nose, the lips and the eyes.

The photographic examples on these pages are of a sculpture I moulded and show situations which are slightly unusual or extreme, but are useful to highlight the effects, both positive and negative, of different lighting on the face. The most suitable lighting for a portrait has the source slightly higher than the subject and midway between the front and the side. To make the light more diffused you can place a finely frosted glass in front of the source or use one of the well known photographic devices.



**Top lighting**

*Is very effective but you have to be careful not to create excessively dark shadows under the eyebrows, the nose, and the chin. The surface-grazing light can exaggerate the reliefs and depressions of the skin.*



**Side lighting**

*Is not suitable for portraiture as it divides the face into two contrasting halves: one lit, one in shadow. Sometimes it can be useful to convey strong relief.*



**Side/back lighting**

*Should not be used for a portrait as it cancels most of the shape of the face. It can be used, however, when the head is in profile. Note, in this example, a device adopted in drawing - the dark part of the head is silhouetted against the light background and the light part against the dark background.*



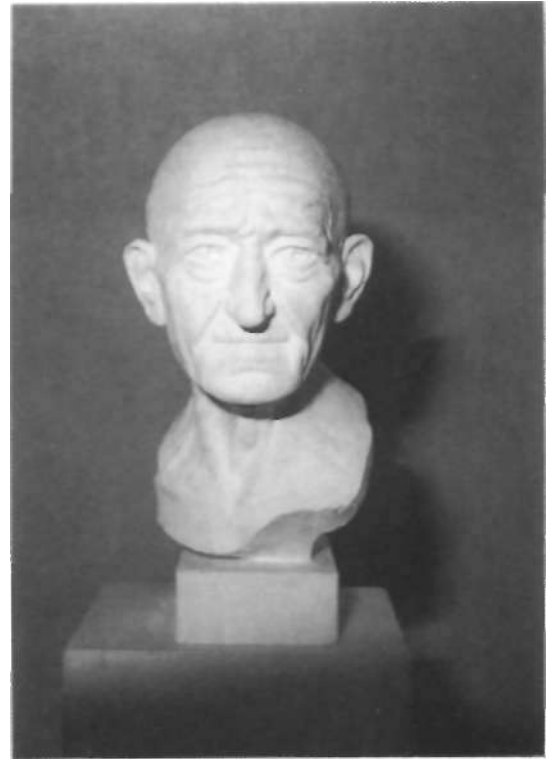
**Almost back lighting**

*Also called 'effect lighting', is not used in portraiture as it makes the model's features hardly recognizable. The backlit image, however, can work for a portrait where the face is in profile.*



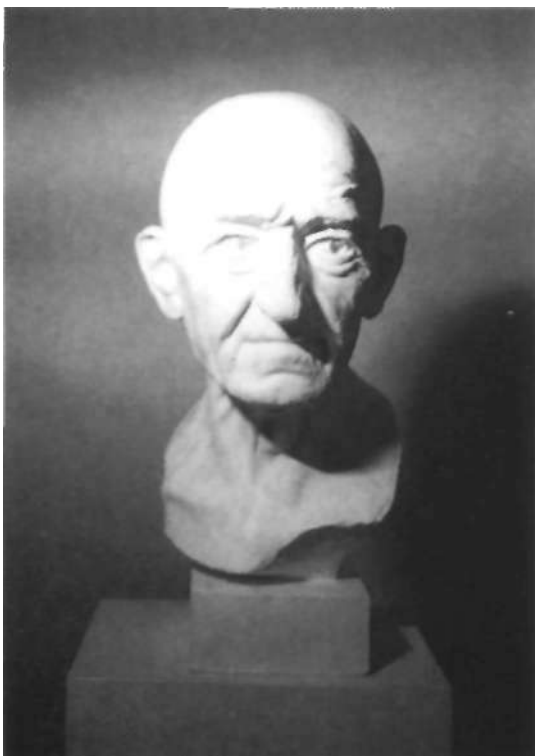
**Lighting from below**

*Is very 'dramatic' and is hardly ever used in portraiture as it alters the likeness and distorts the characteristics of the face.*

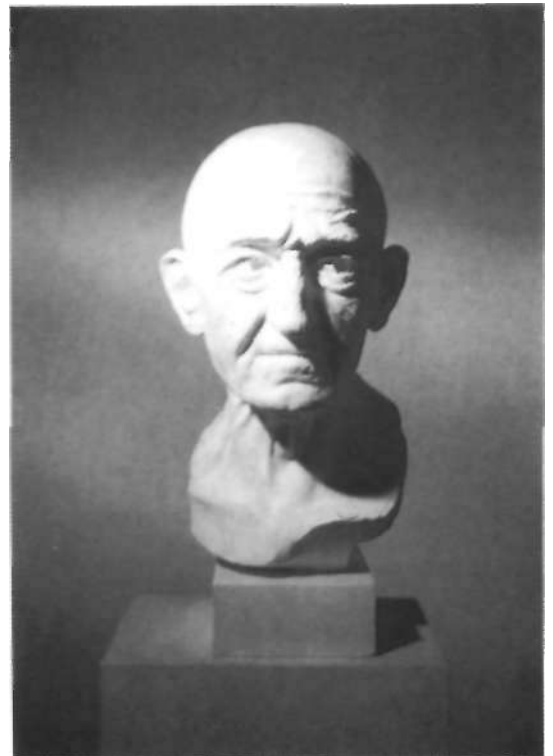


**Front lighting**

*Is simple, but flattens the details of the face; it is very suitable, however, for 'linear' and decorative portraits.*

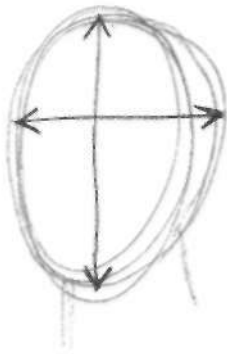


**Angled lighting from above, midway between front and side:** is the type of lighting most widely used in portraiture as it properly highlights the physiognomic characteristics and effectively conveys the plasticity of the face. These two photographs vary slightly in the inclination and distance of the subject in relation to the light source.



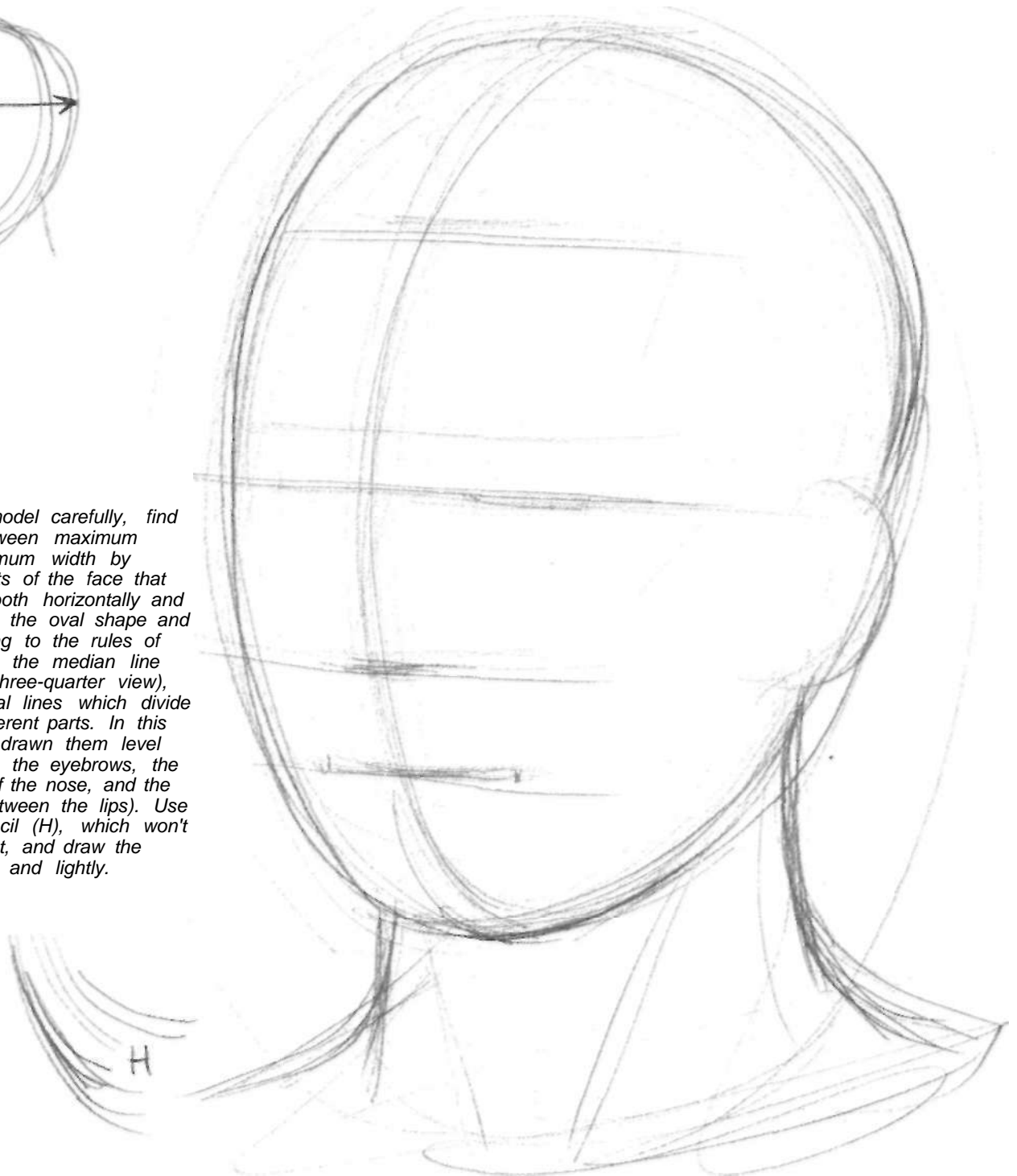
# METHOD

In this chapter, up to page 37, I illustrate the stages one has to go through to draw a portrait. The method indicated is rather scholastic but useful to those new to portrait drawing. Once familiar with the elements which are essential to characterise a face, it will be easier and more spontaneous to move gradually from the first sketch to a more complex drawing and find your own, more immediate and personal, way forward. My advice is to do some of these exercises using live models and photographs, and to try to understand how each stage helps you tackle and solve a specific problem and how you get to draw a head correctly, at least from a formal point of view. Use sheets of white paper at least 30 x 40cm (12x16in) in size and pencils of various grades, as I have indicated.



## Stage 1

Observing the model carefully, find the relation between maximum height and maximum width by locating the points of the face that protrude most, both horizontally and vertically. Sketch the oval shape and indicate, according to the rules of perspective, both the median line (curved in this three-quarter view), and the horizontal lines which divide the face into different parts. In this example I have drawn them level with the hairline, the eyebrows, the eyes, the base of the nose, and the rima (the line between the lips). Use a fairly hard pencil (H), which won't smudge the sheet, and draw the strokes smoothly and lightly.







## Stage 2

Continue to refine your sketch and carefully position the details of the face, i.e. the eyes, the nose, the mouth and the ears. Note that the subdivision of the face into three sections is just indicative. Try to find in each individual the specific relative proportions and stick to them to achieve a likeness. This stage is very important as it lays the ground for the subsequent development of the drawing. Also try to recognize and lightly sketch the main anatomic structures (the subcutaneous bones, the surface muscles, etc). Here, for example, I have indicated the protruding cheekbones and front bone, the position of the orbicularis oris, masseter and sternocleidomastoid muscles. Again, draw light strokes with an H pencil or, if you prefer an HB.



### Stage 3

At this stage it's better to concentrate on recognizing the 'surface planes', i.e. those areas which are, in a barely noticeable way, distinguished by the different effect of the light. Concisely outline the areas (both lit and in shadow) which can, as a whole, help you give a feeling of solid volumetric construction to the drawing. Be careful not to overdo the straight strokes to avoid a 'hard', angular shape. However, a certain 'dryness' can help to simplify the tonal planes in view of the subsequent stages. Use a medium-grade pencil, such as HB.



#### Stage 4

At this stage we tackle the problem of shadows, already acknowledged in the previous stage, and we show the larger, more intense and important ones. You will notice that the shadows on a face vary greatly in intensity and are extremely complex. For the simplified view needed at this stage, half close your eyes until you perceive just two tones on the model - that of the lit section of the face and that of the areas in shadow. Again use a HB pencil lightly and rather evenly.

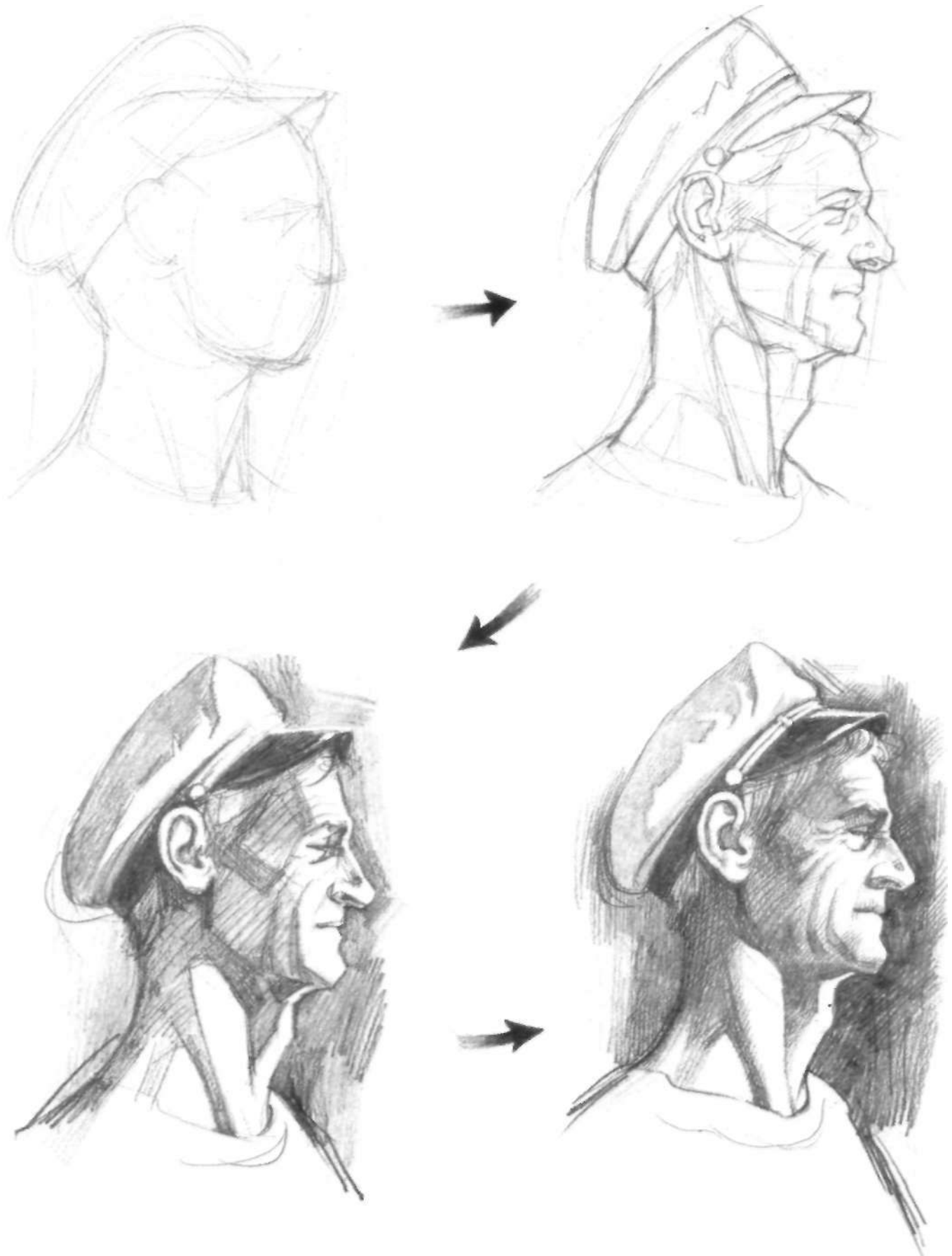


#### Stage 5

At this stage and, if necessary, in the next ones, proceed to fashion the surface shapes of the face, looking for the intermediate tones (which in the previous stage were left out and incorporated in the overall area of shadow). In addition, define the most significant details, for instance the eyes and the lips, enhancing or lightening the tonal values which define them. Again, use a HB pencil varying the intensity of the stroke by increasing or decreasing the pressure on the paper. H pencil can be used to indicate areas of very weak tone.



*The drawing, now at an advanced stage, preserves traces of the previous stages. Do not erase them, rather 'soften them up', further perfecting the tones and blending them. It is impossible (and useless) to try to reproduce in a drawing all the tonal shades one finds in life. Therefore don't overdo the 'finishing touches' and the insignificant detail because a good drawing is always the result of careful selection and intelligent, sensitive simplification. Shadows can be intensified in places with a 2B pencil, which is rather soft.*



*The sketches above are reconstructions (done 'afterwards' for the purpose of demonstration) of some of the stages which I follow as a rule, by now almost instinctively, when I draw a portrait.*



Portrait study: HB pencil (with some 2B added on) on medium-textured paper, 33 x 48cm (13 x 19 in).

Charcoal is suitable for portraiture because it allows you to quickly and effectively tonally draw the face. The method is slightly different from that followed with a pencil: with a few light strokes outline the head, then fill and blend with your fingers or a wad of cotton wool (stage 1); exercising more pressure on the charcoal, darken the areas of the face which appear in shadow and blend again (stage 2); then gradually try to find the different tones of chiaroscuro, darkening some areas, lightening others more exposed to the light (stages 3 and 4). To erase or lighten tones use a kneadable putty eraser, gently pressing it and rubbing lightly. Do not grade the shading excessively or you will 'weaken' the drawing and give it a photographic, affected look. Rather, pay attention to the big masses and the main features of the face.







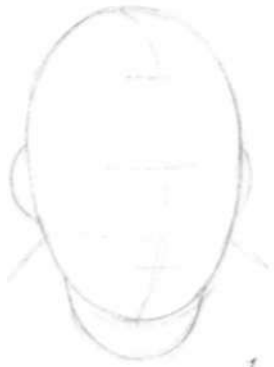
Portrait study: compressed sepia charcoal on medium-textured paper, 33 x 48cm (13 x 19in).

# PORTRAIT STUDIES

In this section I have put together a series of portraits, some of which were done specially for this book, and others which were drawn previously. Almost all of them are studies for oil paintings or for more elaborate drawings and I chose them because the intermediate stages of implementation, more than the 'finished' works are the ones which show how to recognise and tackle the problems of composition, pose, anatomy and working technique.



*H, HB and 9B pencil on 30 x 40cm (12 x 16in) paper. The portrait in profile works well with young subjects, especially female. The hair contrasts with the features and creates interesting 'graphic' effects of composition. For the hair I used HB pencil, lightly blended with a finger, and added darker accents with a 9B, drawing some 'flat' strokes, that is, using the side of the point.*



Compressed sepia charcoal on 30 x 45cm (12 x 18in) paper. To draw a smiling expression effectively, use photographs as, after a few moments, the face loses 'sparkle' and the features show the effect of an unnatural, extended, effort, instead of maintaining the cheerful and pleasant attitude which characterizes the subject. Notice how the contraction of the skin muscles causes little creases at the corners of the eyes and under the lower lids. The lips look wider and slightly apart and this may cause you to get the proportions wrong - make sure you carefully evaluate them on the model.



Self-portrait. HB and 2B pencil on paper, 33 x 48cm (13 x 19in).

The one model you can study whenever you like and in any condition is the one you see when you look at yourself in the mirror. Practise drawing your mirror image and don't worry too much if, in the end, you won't be able to recognize yourself fully in that self-portrait. Posing is tiring and, after a short while, your usual expression will look 'drawn' and hard. You could, of course, use photographs, as with any other portrait, but if you draw from life the result is more gratifying. Above all try to get the relative proportions of the whole head and then insert the details. Glasses, if worn all the time (as in my case), become part of the physiognomy of the face and can significantly characterize it. Lenses can distort the size and shape of the eyes, enlarging them or making them smaller. Also bear in mind the shadows cast by the frame.



HB pencil on paper, 30 x 40cm (12 x 16in).



D.H.

*H pencil on 30 x 40 (12 x Win) paper. Children are difficult to portray because they are restless and don't like being watched and therefore turn cross and diffident. Use photography to help you and get your little model to concentrate by giving them an interesting game or letting them watch TV. The proportions of a child's head are different from an adult's (e.g. the face is lower in relation to the cranium), the hair is much finer and the eyes appear very big. Simple linear drawing, with just a hint of chiaroscuro, is perhaps the most suitable to express the gracefulness of a child's features, as well as a technical necessity considering that the drawing needs to be done quickly.*



HB pencil on paper, 37 x 45cm  
(14 1/2 x 18in). This is a quick  
sketch in which I portrayed two  
people, mother and daughter, at  
the same time, concentrating only  
on the line and looking for a  
composition that was both  
spontaneous and unusual,  
arranged diagonally.





B pencil on paper, 34 x 48cm (13 x 19in).







Note, in this drawing, the morphology of the eye, typical of many Eastern peoples, where a fold of skin masks the upper eyelid and makes the eyes appear elongated. Study the physiognomic characteristics of different ethnic types and practise drawing as it can sometimes be difficult, at least to begin with, to get a good likeness.

Pencil on paper, 35 x 45cm (14 x 18in).  
It is sometimes worthwhile introducing  
elements which can make a portrait less  
'formal', as for example the basket in this  
study. This has enabled me to catch the  
subject in a pose both informal and  
spontaneous, almost 'immediate'.

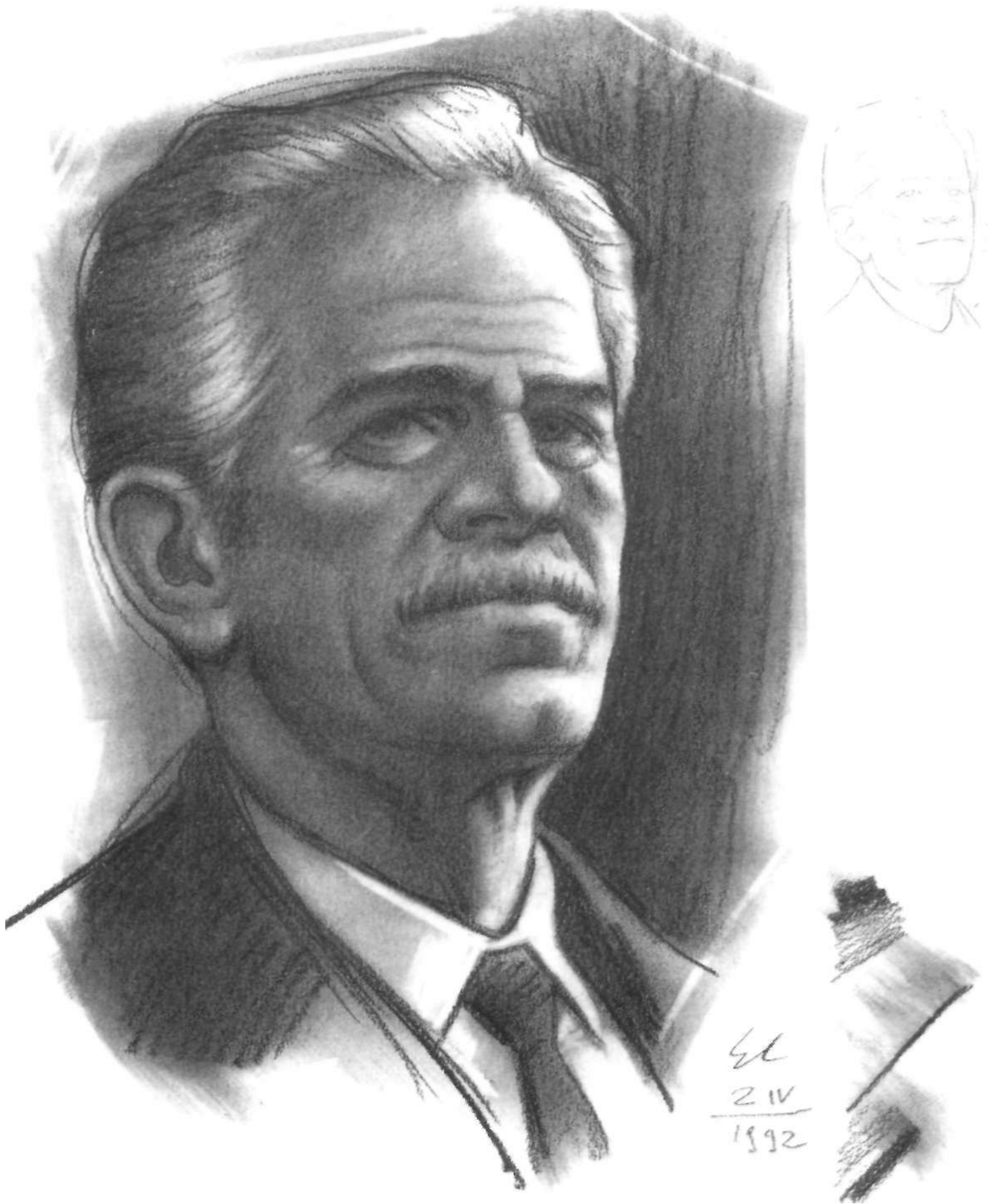


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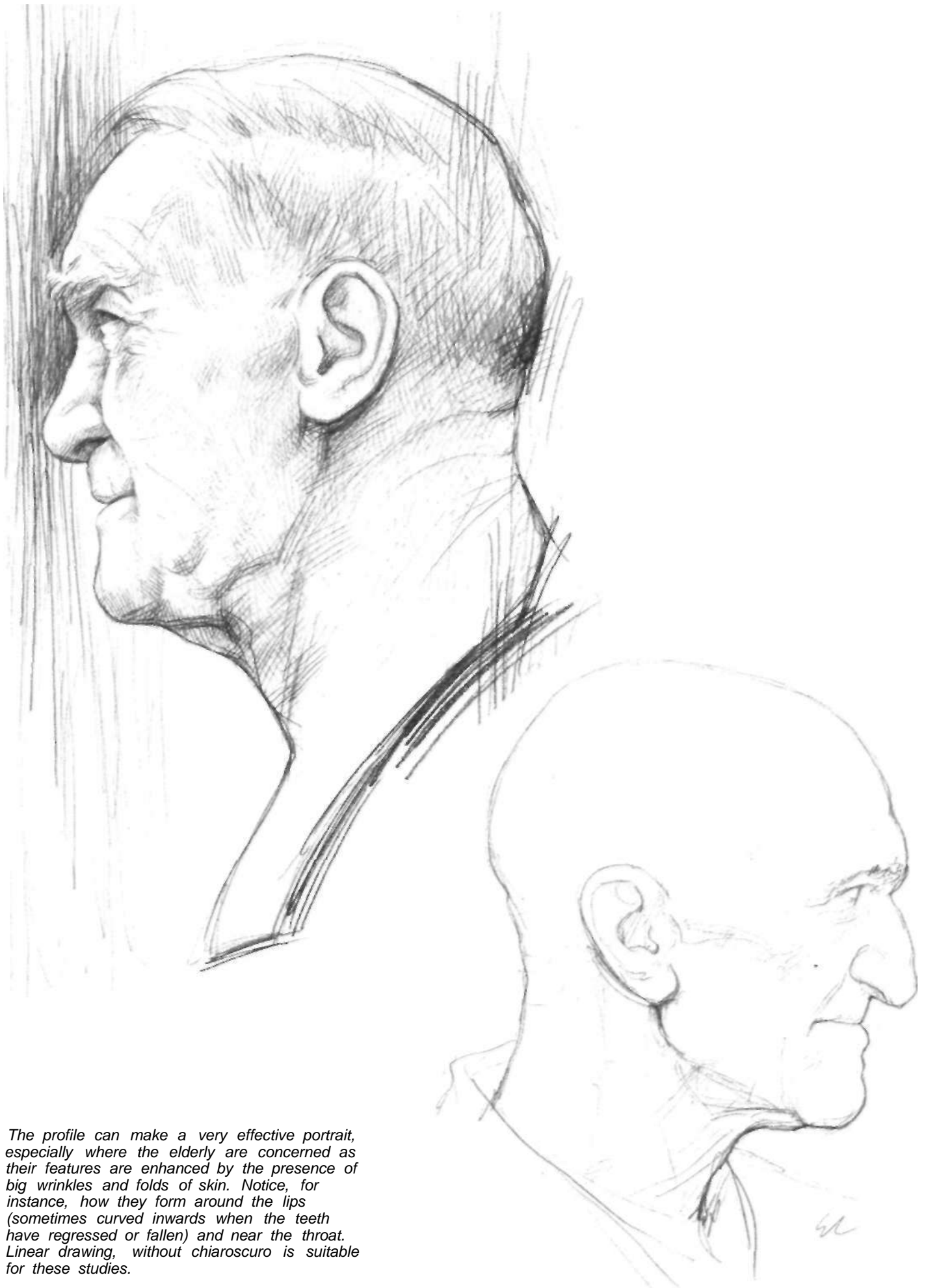
*The drawings on these two pages are studies which I drew from life for a carved portrait. I walked around the model observing his features from different viewpoints (you can see the profile on page 58), and I partly neglected the chiaroscuro effects as I was interested, most of all, in understanding the volumetric structure of the head.*





Portrait. Charcoal on paper, 33 x 48cm (13 x 19in).

To draw this study I used weak side lighting as it seemed particularly suited to highlighting the 'severe' character of the subject. The sketch shown on top indicates the basic lines drawn to find the proportions.



*The profile can make a very effective portrait, especially where the elderly are concerned as their features are enhanced by the presence of big wrinkles and folds of skin. Notice, for instance, how they form around the lips (sometimes curved inwards when the teeth have regressed or fallen) and near the throat. Linear drawing, without chiaroscuro is suitable for these studies.*



*This portrait study was drawn with HB graphite on card, 15 x 20cm (6 x 8in). I enhanced some shadow areas with water-diluted Indian ink applied with a round brush. Finally, I 'glazed' the whole surface in order to soften and even the tones.*





Portrait, HB pencil on grey card, 14 x 18cm (5 1/2 x 7in).



Portrait, HB pencil on grey card, 13 1/2 x 18cm (5 x 7in).