



Foundations Module 2

Instructions

- If possible, set up a skull reference from life with a single light source and plain backdrop. If you do not have access to these items, you may use the included skull reference photos.
- Choose an angle different than the example provided in the instructional video
- Take a few moments to let your eyes recognize the large simple shapes that make up the skull from the angle you chose.
- Try to forget that the image/reference is a skull. Instead focus on abstract shapes
- Lightly sketch in the basic shapes paying close attention to their relationships.
- Block in your shadow shapes with a single medium value to establish your light and shadow families.
- Keeping in mind the principles covered in Module 1, begin to more fully render the halftone, form shadow, any reflected light and cast shadow.
- Be sure to use a full value range and limit the total number of values to 5.
- Repeat this exercise from different angles until you are quickly and efficiently recognizing these shapes

Key Points

- Remember not to “invent” these shapes from your imagination. Instead, take the time to recognize and simplify the shapes in your mind before putting pencil to paper
- Try to squint often and step back from your drawing/reference to be sure that the relationships and values are correct
- You might want to do a few quick “thumbnail” versions of different angles to help yourself problem solve before starting the larger drawings