# Face-
There are several common face shapes and a basic face shape can be established by simply drawing an upside-down egg shape.
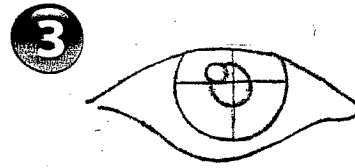
Eyes-
The most basic eye shape is similar to an almond. These simple steps will show you basic steps to draw an eye by determining basic shapes.
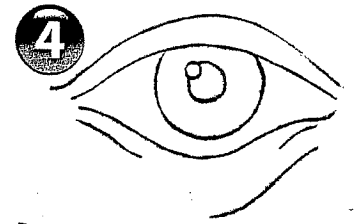
1 Draw an arch shape to form the top lid and place a circle in the center. Erase the parts of the circle where the lid overlaps.
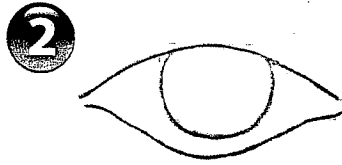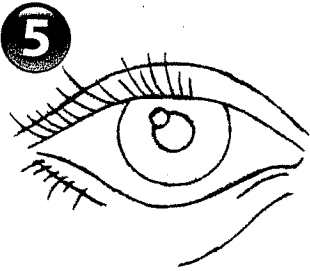
**2** Add a curved shape to represent the lower eye lid.

3 Draw center lines inside the circle shape and add a smaller circle in the center. Place an even smaller circle at the corner.

4 Draw lines for the upper lid and a line below the eye to represent the shape of the eye socket. Draw faint lines underneath the corners of the eye.

**5** Add eye lashes to the top and bottom of the eye shape.
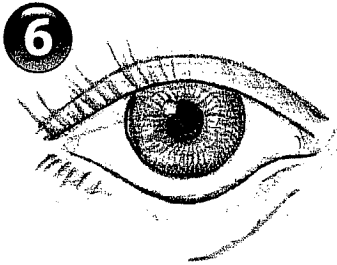
6 Add shading to creat the effect of light being cast on a face.

Eyebrows-
There are many shapes and sizes associated with eyebrows. Here are some basic steps for drawing them.

1

2 Draw your basic eyebrow shape and fill in with curved lines that start from the bottom to the top.

Mouth-
The shape of the human mouth can be seen in many variations. The folling illustrations will provide a base shape from which to start.
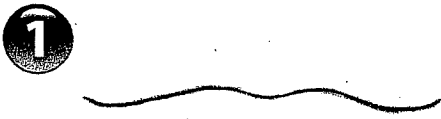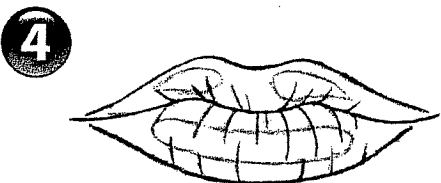
1 Draw a double arched shape to represent the line where the upper lip and the lower lip meet.
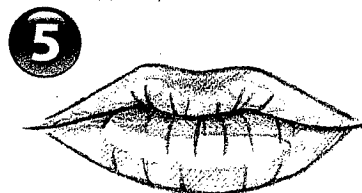
2 Draw a similar double arched shape abouve the first to form the top of the upper lip.

3 Draw an upside-down single arch to create the shape of the bottom of the lower lip.

4 Add lines to represent the creases will see in a lip then lightly draw shapes to represent highlights on the lips.

5 Add shading around the highlight areas. Notice how light reflects off the lips. It will be the darkest where the upper and lower lips meet.

Nose-
Follow these simple steps to learn how to draw a human nose.

1 Draw intersecting horizontal and verticle lines. Then follow the illustration.

2 Add nostril shapes and lightly draw highlight and shadow areas.

3 Apply highlights and shading.

Shading
Shading is a very important step that will take a flat drawing and add depth and life to a portrait. Learn to isolate areas from darkest to lightest and break them down into shapes on your drawing. Here are some various types of shading:
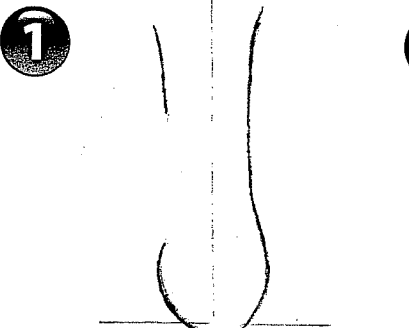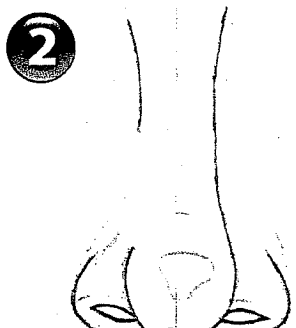
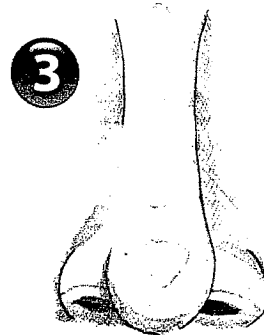hatching   blending

crosshatching   stippling

Science-

Human genetics, through dominant and recessive traits, play a key role in the shapes and colors of facial features. The common belief about eye color used to be that it depended on one dominant gene between the two parents. Now scientists have found that eye color is actually based on a combination of 6 or more genes and is much more difficult to accurately predict. Through the study of genetics, we are also able to see what diseases, as well as disorders and other conditions, a child is likely to carry. Scientists can now determine the probability of diseases to be passed on genetically through a process called genetic mapping. To summarize how this works, DNA samples are taken from several members of a family. The DNA is then examined for properties that are consistently similar across the family DNA. These similar patterns in molecular structure are known as polymorphisms (genetic markers). These markers are then used to help isolate the gene responsible for a certain disease.

Forensic anthropology and pathology-

There are quite a few ways that facial features are important in law enforcement.

2-D

For example, police sketch artists are utilized for making composite sketches of suspected criminals based on eyewitness accounts. In this process the sketch artist interviews the eyewitness. The eyewitness will describe prominent facial features based on the artist questioning. This will include the shape of the face and features as well as any other identifiable marks or scars. This sketch will then be broadcast through a variety of media outlets in order to expedite the process of catching the criminal. There are also kits and software that are used for making these composite sketches based on a configuration of described features. These kits have been said to be inaccurate due to the lack of understanding awkward and unusual proportions. The human sketch continues to be the preferred method for eyewitness composites.
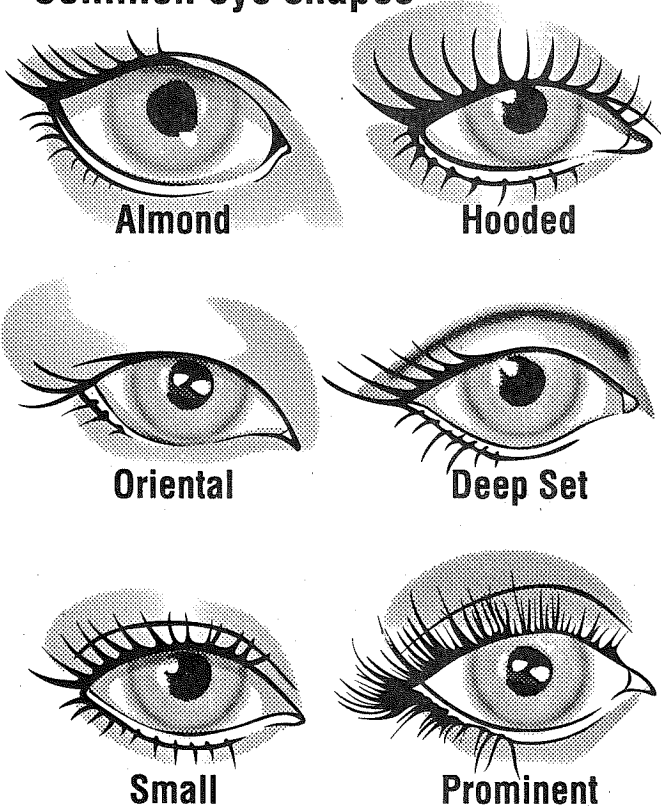
3-D

The 3 dimensional method of facial reconstruction is more often used in a homicide scenario where the victims' remains are either severely damaged or decomposed. This is done using the victims' skull or a cast of the skull. Then "markers" are placed in areas around the skull as measurements for approximated tissue thickness. The artist will then build clay up in layers over the skull or cast until the markers are reached. False eyes, hair and known facials marks and scars are added to complete the model. These models can be considered inaccurate due to the impossibilities in reproducing the exact shape of the nose and ears. Nonetheless, they continue to help in the identification process.

Cosmetology-

Cosmetology is far more advanced in its processes than you may think. It is not as simple as getting a haircut and putting on some pretty make-up. In cosmetology you learn how to accentuate features of the face by determining the individual shapes of each face. This produces the most attractive combinations of hair and make-up. Most cosmetologists recognize 6 specific eye shapes and 6 common face shapes. These shapes are outlined in the following illustrations.

Common eye shapes-

Almond

Hooded

Oriental

Deep Set

Small

Prominent

Common face shapes-

ROUND

HEART

OVAL

RECTANGLE

SQUARE

DIAMOND
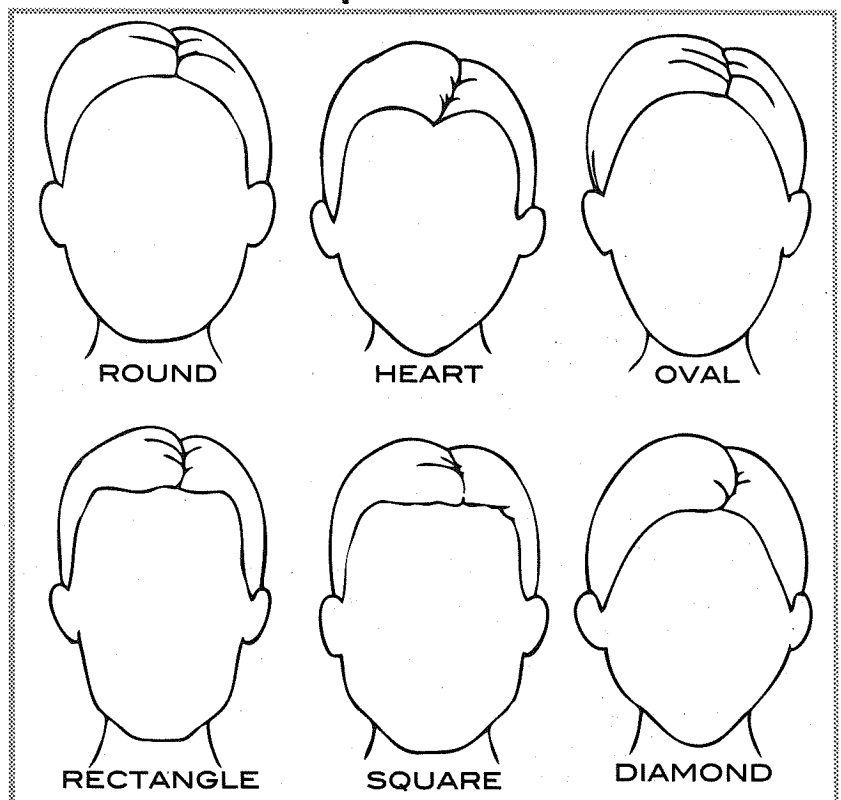
No. 42002
Perfect Portraits
Learning the Basics of Drawing Faces

This comprehensive kit contains the necessary resources and information to teach you how to accurately draw the human face at a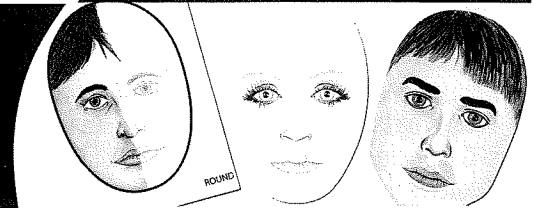lmost any age! Learn about the common shapes found on a face and how to determine proper proportions when drawing portraits. This resource guide is packed with useful information that can also be applied in the study of genetics, forensic anthropology and cosmetology.

Art-
Many artists understand the importance and necessity of proper proportions in portraiture. Did you know the most common tools for measuring proportion are body parts? For example: most artists use the head as a measurement for proportions when drawing the human body. Most humans are between 7 and 7.5 heads tall. The nose, from the bridge to the tip, is the length of the first two joints of your index finger. The height of the face is equal to the length of the hand. We will use the eye to find the correct proportions of the face in the exercise illustrated below.
Length of eye is the horizontal measurement.
Head- From one side of the head to the other at the brow is a roughly 5 eye lengths.
Eyes- 1 eye length long and 1 eye length apart
Nose- 1 eye length wide at base
Mouth- 2 eye lengths wide

Eye measuring guideline

Now you can use the included pieces to arrange your own unique character with the proper proportions. Be creative! Mix and match the pieces to see how many combinations you can come up with. Once you have your pieces placed, you can color them for a more realistic look. Then illustrate a story using your own characters!

Instructions for positioning facial feature stickers onto the cardstock face shapes:
You will notice that the face shape has score lines to help with centering the stickers. For example, the eyes will center directly on the line that is centered from top to bottom. The bottom of the nose will sit directly on top of the next line underneath the eyes. The mouth will center directly on top of the score line closest to the bottom of the face shape with the bottom lip slightly overlapping the score.

Beginner (Using cardstock face shapes):
1. Using the included "eye" measuring tool, align the tool with the top score line and place the eye one eye length inside the face shape. Repeat this process for the next eye on the opposite side.
2. Choose a nose shape and center it on top of the score line that is underneath the eyes.
3. Choose the lips you want and center them on top of the score line that is closest to the bottom of the face shape slightly overlapping the bottom lip.
4. Place your eyebrows ½ an eye length above the center line of the eyes.
5. Now that you have all of your parts in the correct proportions, you can use crayons, markers or colored pencils to add color to each feature. Then fill in the rest of the face shape with a skin tone color.

Intermediate (Using reproducible face shapes):
1. Make copies of the included reproducible "face shape" sheets and have students establish placement lines. The first line that you draw should be exactly halfway between the top and bottom of the head. Draw this line from left to right across the width of the face.
2. Now you will establish your centerline for placement of the nose and mouth. Draw a line down the center of the face from top to bottom.
3. Using the "eye" measuring tool, place a mark on the sheet that is 1 1/2 eye lengths down from the horizontal center line. This will indicate the bottom of the nose. From there, place another mark 1 eye length down for positioning the mouth.
4. Draw a horizontal line across the width of the face that is ½ eye length above the horizontal centerline for the eyes. This is the center line for the eyebrows.
5. Using the "eye" measuring tool, measure one eye length in from the outside of the face, on the horizontal center line, to draw the first eye. You can use the "eye" measuring tool to measure the width of the eye. Repeat this process on the opposite side.
6. Now draw the nose with the bottom of the nose on top of the "nose line". Then draw the eyebrows centered above the eyes on the "eyebrow line". Finally draw the mouth with the bottom lip slightly overlapping the "mouth line".
7. Once you have your parts drawn, you can add detail by shading with pencil, markers, crayons or colored pencils.

Advanced (Freehand):
1. Using the eye tool as a gauge for the width of the face, draw an upside down egg shape that is the width of 5 eyes at the brow line. Once you have your shape, use steps 2-7 of the intermediate level instructions to complete your face.

Instruction continued on reverse.