

Learn How to Draw: The Figure in Motion II

In this tutorial, Linda takes you further into the body in motion as she shows you how to simplify the human form. This simplification reduces the information about bones and muscle tissue down to what are known as "modified cylinders," or construction that helps you to see how easily you can draw the human form. She uses popular cartoons to emphasize how the human form is created or replicated so that you'll understand further how the human form works. You'll also receive some information on shading, so that you can move on to draping the human figure in clothing.

Simplifying the Human Form

I received a few emails over the past week where individuals asked questions about the figure in motion. I realized that one tutorial wasn't enough, so this article will expand on this topic.

Basics Terms

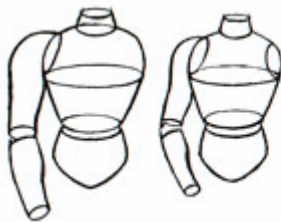
First, I want to go over a few terms so they become second nature to you. An overview of these terms will help you to see the human figure in a different light:

Drawing Through: There has been a little misunderstanding about this term. Basically, "drawing through" means that you draw an image as though you can see through the object, no matter if it's clear (like the glass below) or solid (like a human form). You'll see more examples of drawing throughout this article.



Drawing through: The glass at the left has been "drawn through to the other side"; all the structural lines can be seen. In the same way, you must sketch in all the structural lines when you are drawing a solid, opaque object, whether you can actually see them or not.

Proportion: Drawing in proportion means drawing something so that it looks proportionate to an adjacent object. The example below shows how to draw the human arm so that it's drawn in relation to the rest of the body. Once again, you'll see more examples of this proportion further on in the article.



Proportions: Each separate form in the drawing at the extreme left is properly proportioned, but the different forms are not properly "related" to each other. The upper arm and the lower arm are drawn in a scale quite different from the one used in drawing the torso. Make sure that the individual forms have the right proportions; also make sure that when those forms are put together they have the proper relationship to each other, as in the drawing at the immediate left.

Three-Dimensions: This is a fairly easy term to understand, especially if you've worked with drawing software that allows you to draw dimensionally rather than with flat objects. The example below will explain this term succinctly.

Thanks for your interest in the "Learn How to Draw: The Figure in Motion II" article by Linda Goin. To purchase the full article [click here](#)