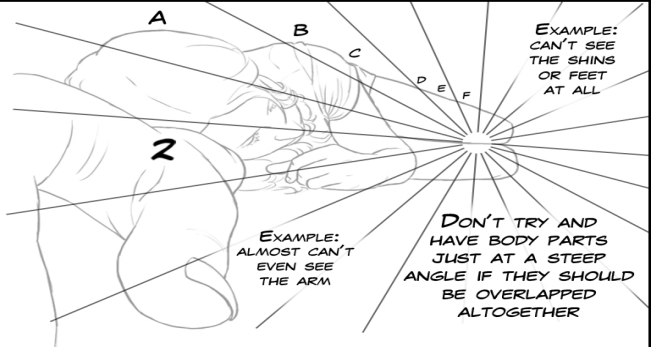




YOU NEED A POINT OF REFERENCE TO START FROM, THEN WORK OUTWARDS DEPENDING ON HOW STEEP THE ANGLE IS



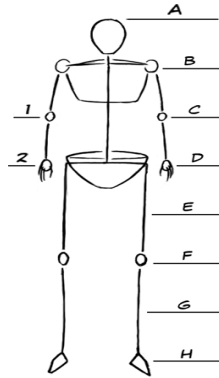
EXAMPLE: CAN'T SEE THE SHINS OR FEET AT ALL

EXAMPLE: ALMOST CAN'T EVEN SEE THE ARM

DON'T TRY AND HAVE BODY PARTS JUST AT A STEEP ANGLE IF THEY SHOULD BE OVERLAPPED ALTOGETHER



PARTS OF THE BODY OVERLAP OTHER PARTS, INTRODUCING A "MISSING LIMB" SITUATION

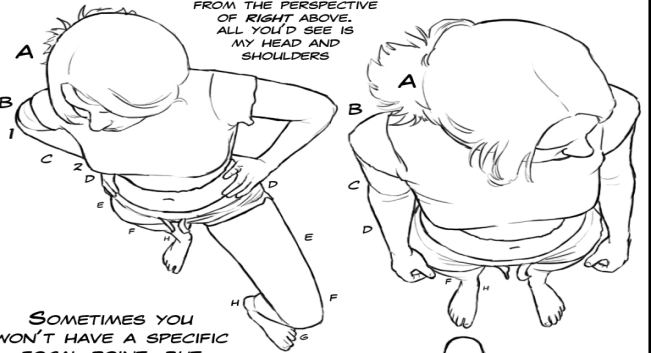


OVERLAPPING!

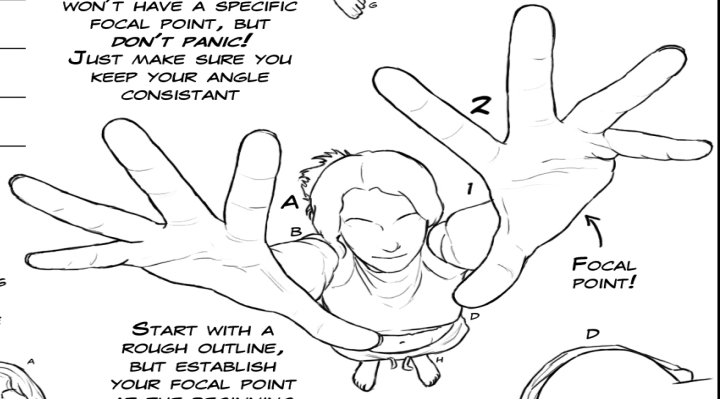
OVERLAPPING AGAIN!

LARGEST

IF THIS VIEW WAS FROM THE PERSPECTIVE OF RIGHT ABOVE, ALL YOU'D SEE IS MY HEAD AND SHOULDERS



SOMETIMES YOU WON'T HAVE A SPECIFIC FOCAL POINT, BUT DON'T PANIC! JUST MAKE SURE YOU KEEP YOUR ANGLE CONSISTANT



FOCAL POINT!

THE BODY IS A LOT ABOUT SLOPING LINES, NOT DEAD STRAIGHT ONES; THE MUSCLES GIVE THE BODY A LOT OF COUNTOURS

START WITH A ROUGH OUTLINE, BUT ESTABLISH YOUR FOCAL POINT AT THE BEGINNING



FOCAL POINT!

