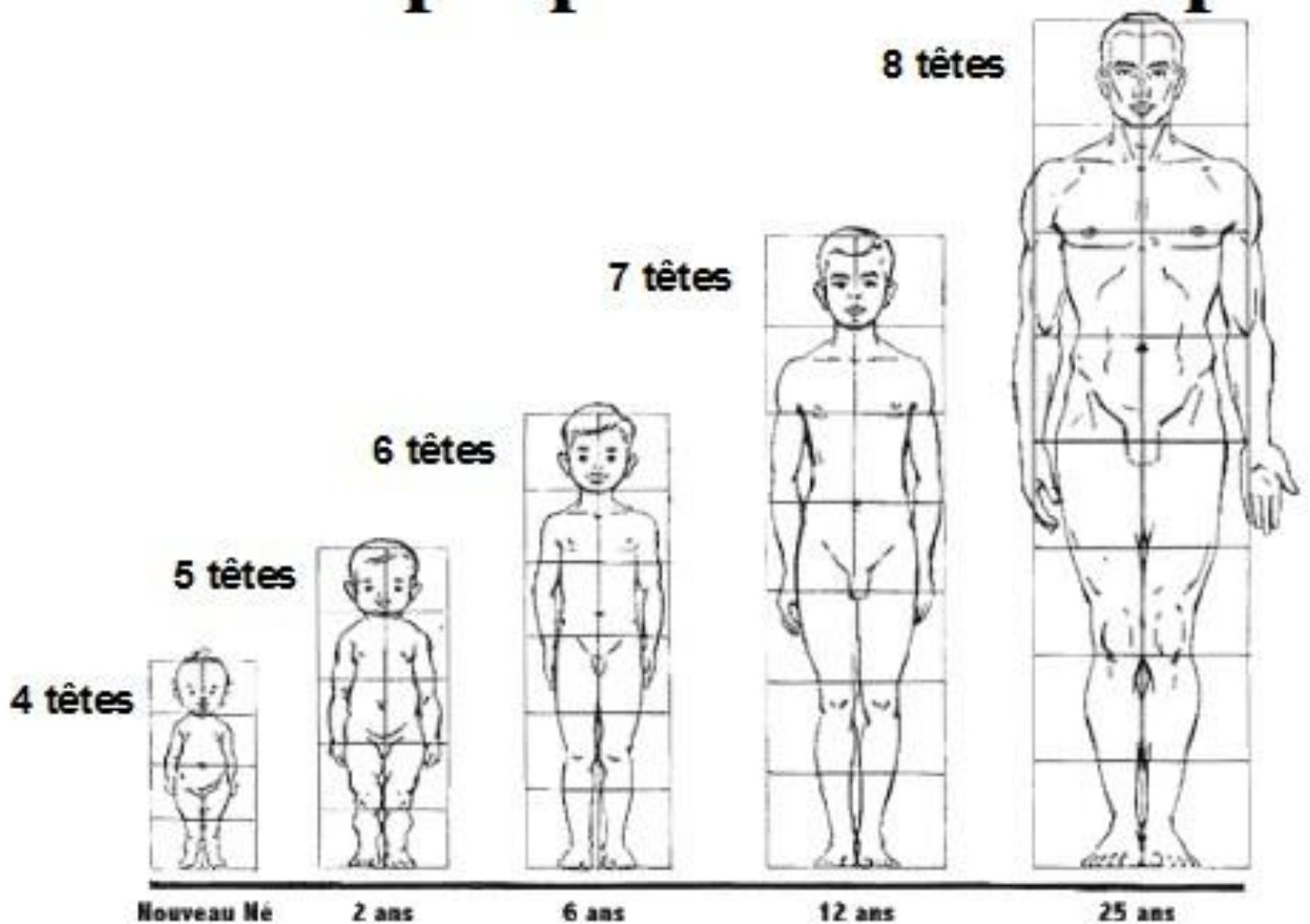


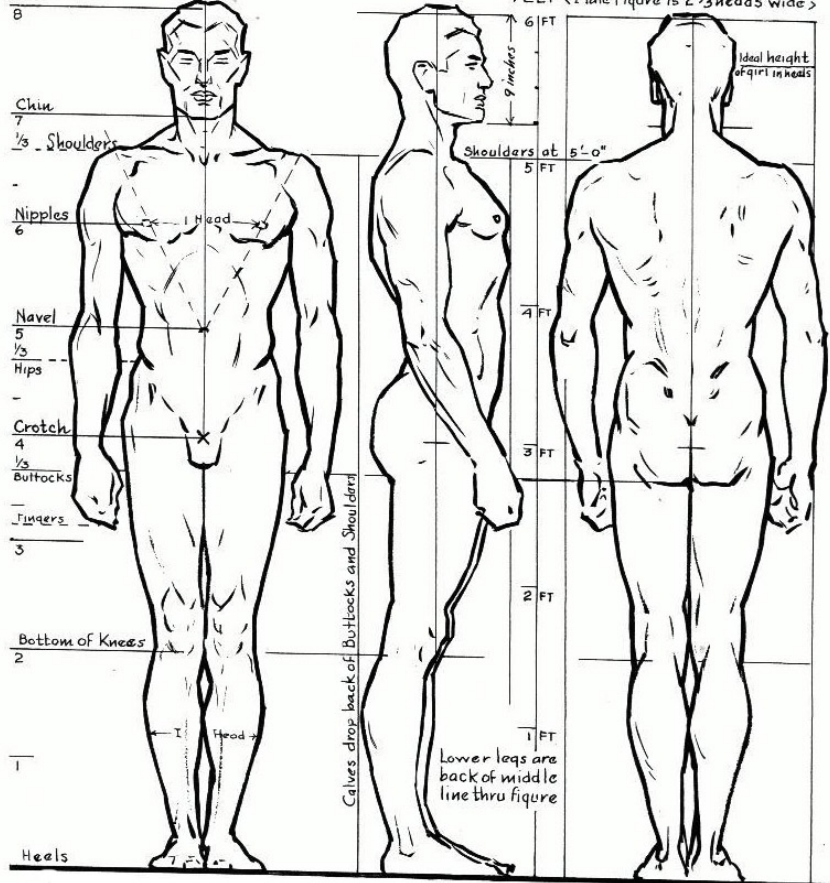
# Les proportions du corps



Les proportions du corps varie selon l'âge.

HEAD UNITS

FEET < Male Figure is 2 1/3 heads wide >

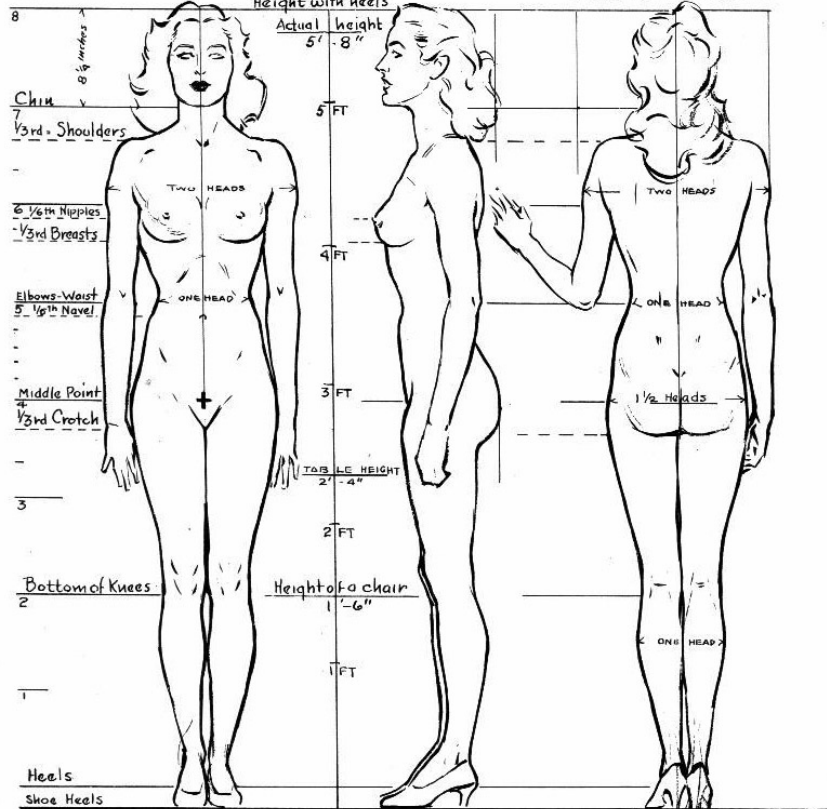


HEAD UNITS

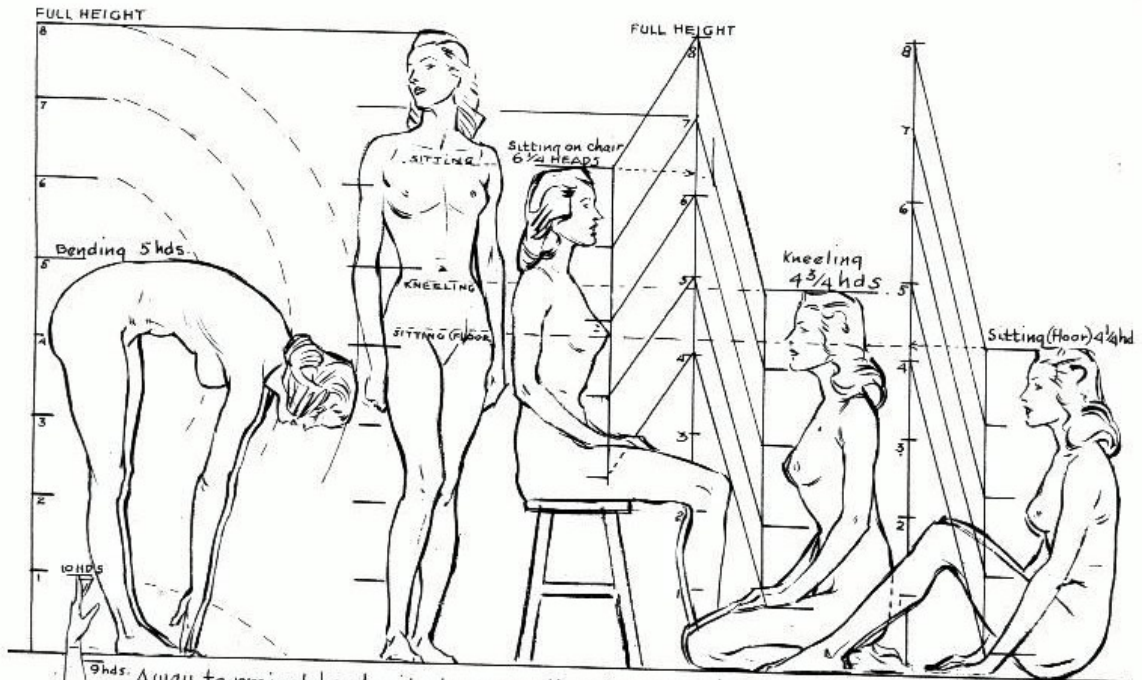
IDEAL MALE HEIGHT 6 FT

FEET

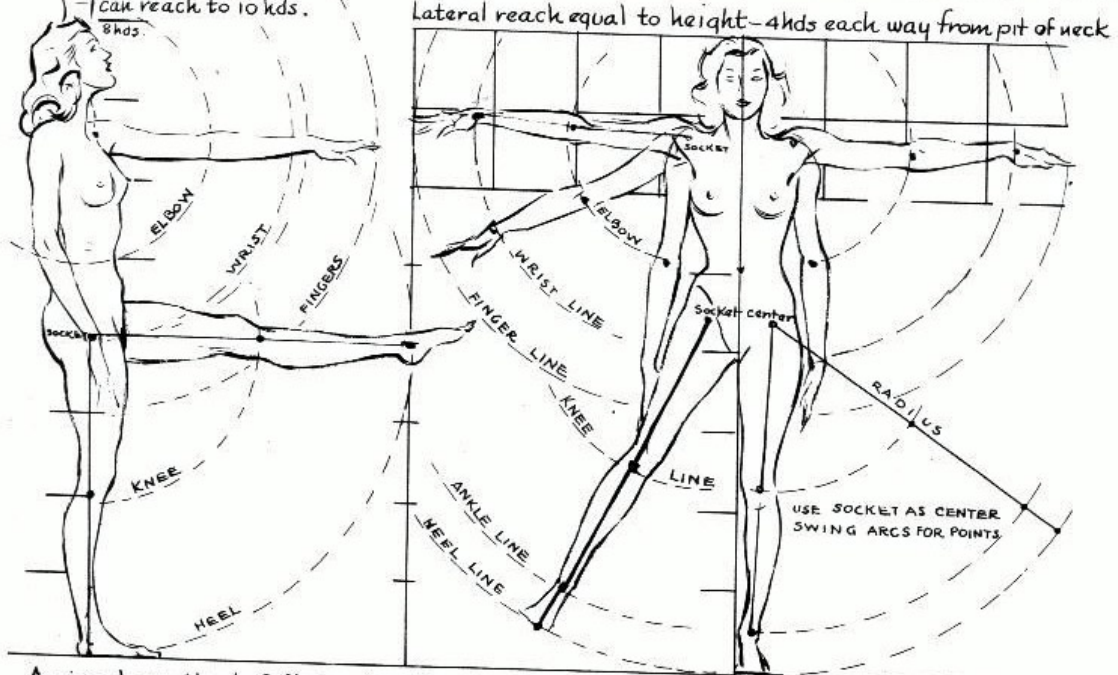
Female figure is 2 heads wide



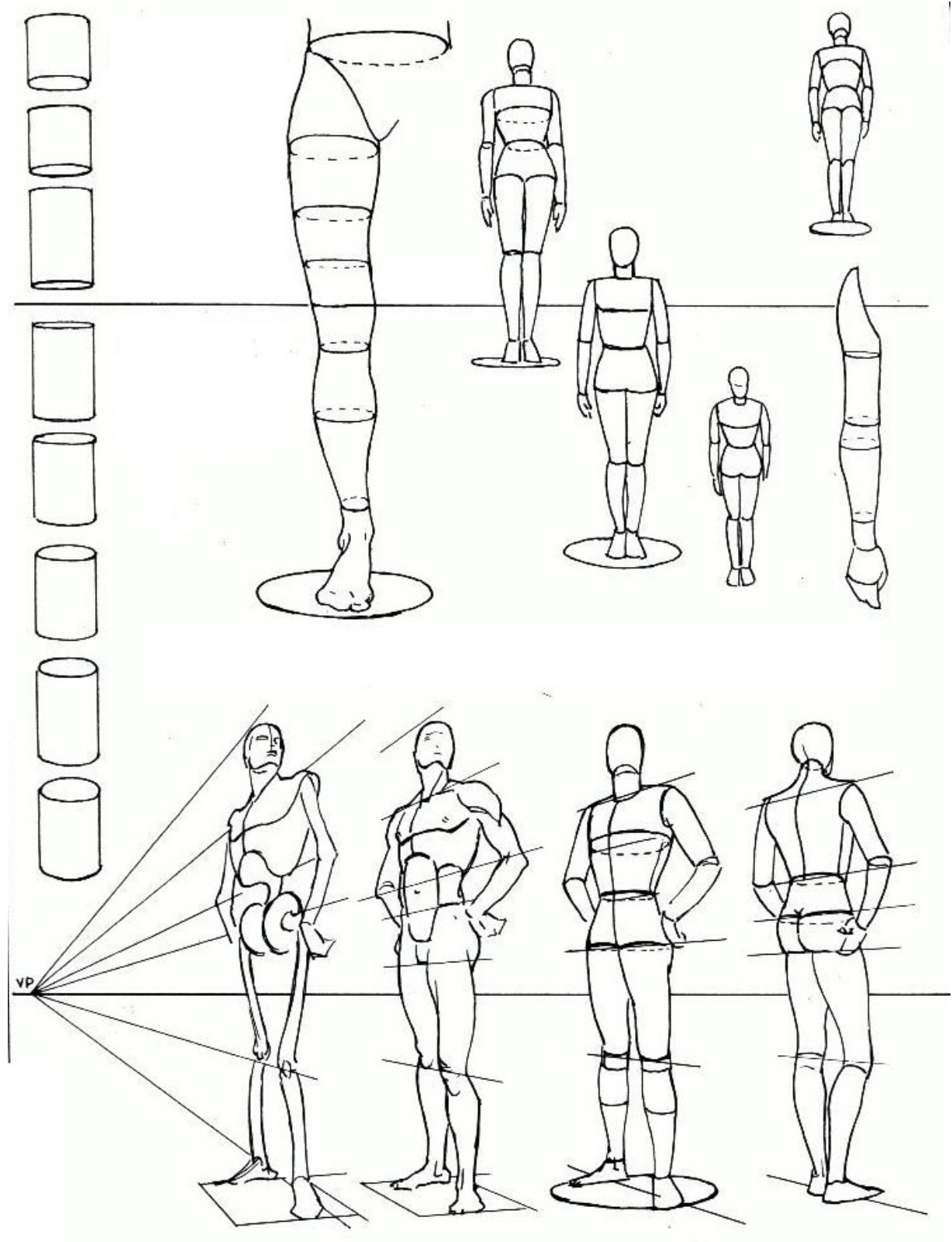
# PROPORTIONS BY ARCS AND HEAD UNITS

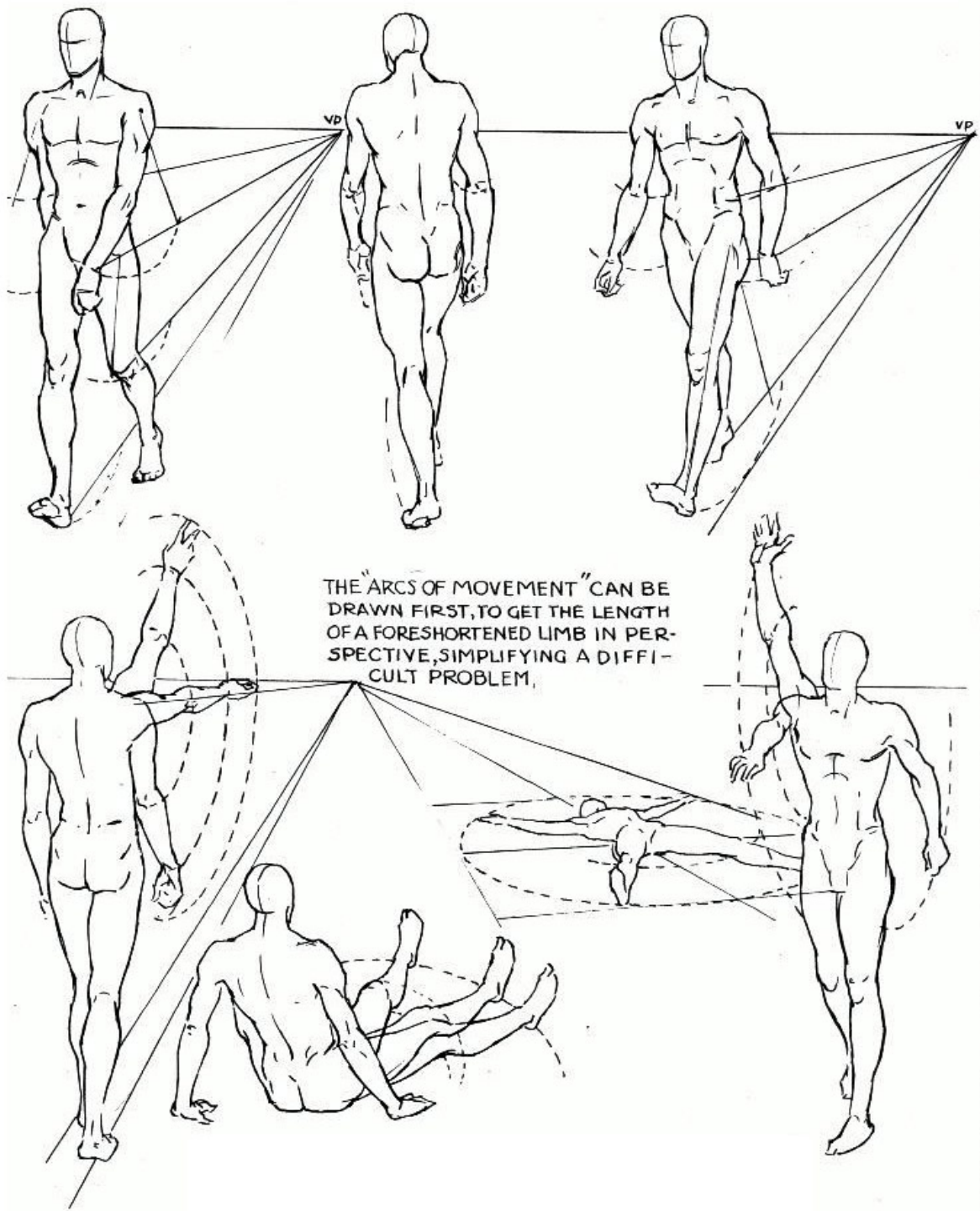


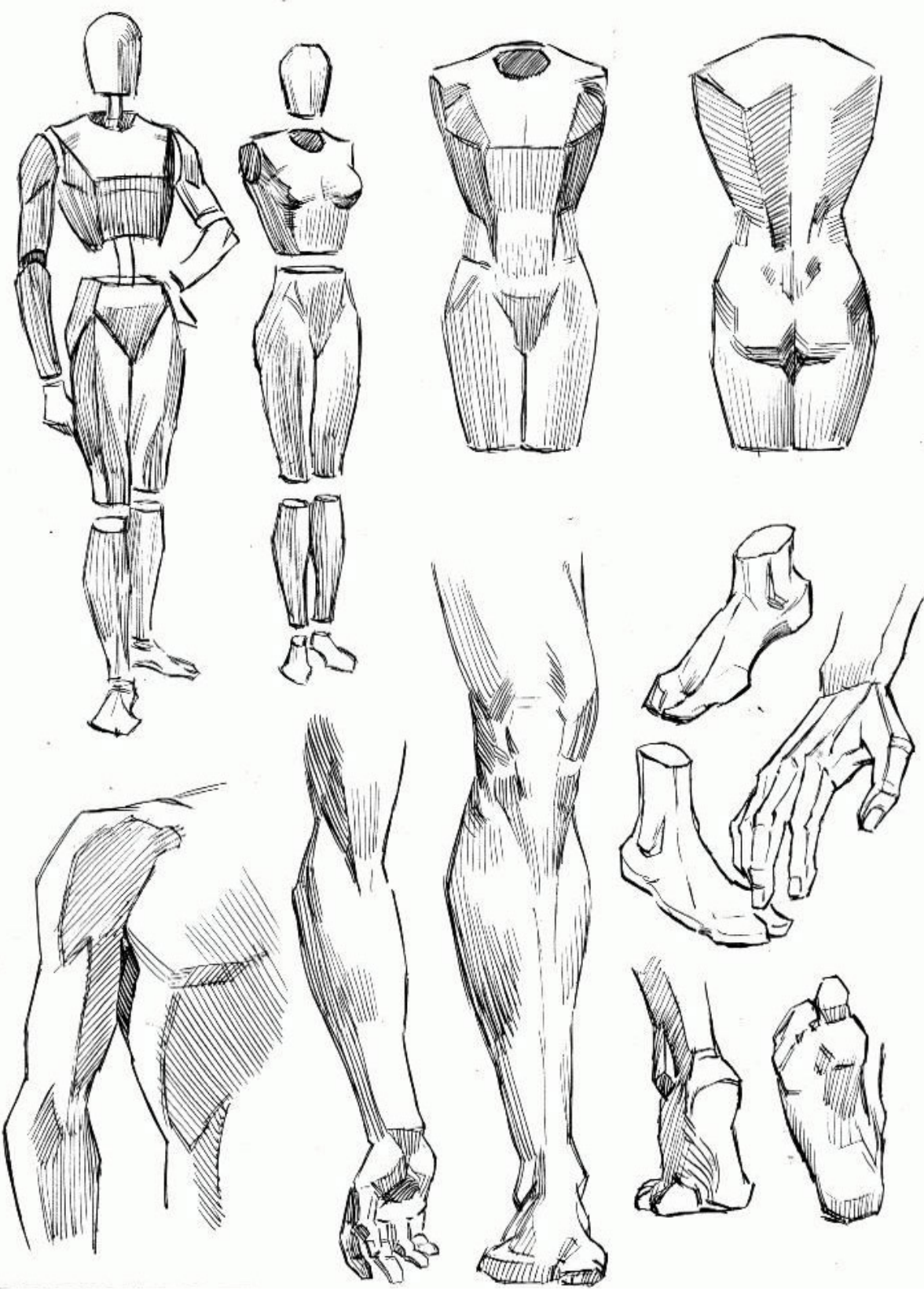
9 hds. Away to project head units to poses other than standing - showing relative heights of each can reach to 10 hds.

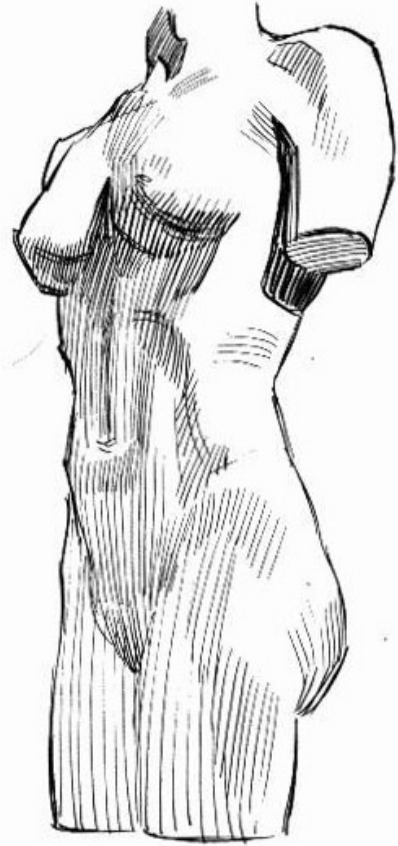
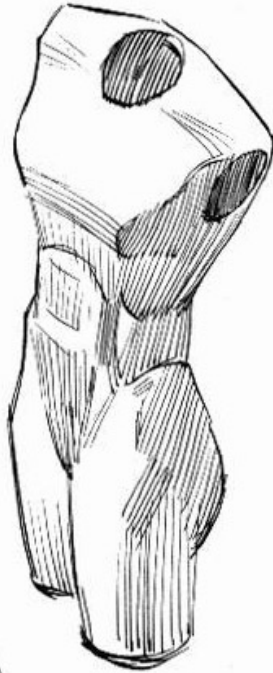


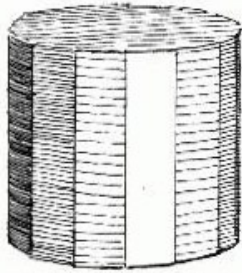
A simple method of finding lengths of extended limbs. Later you will do this in perspective.



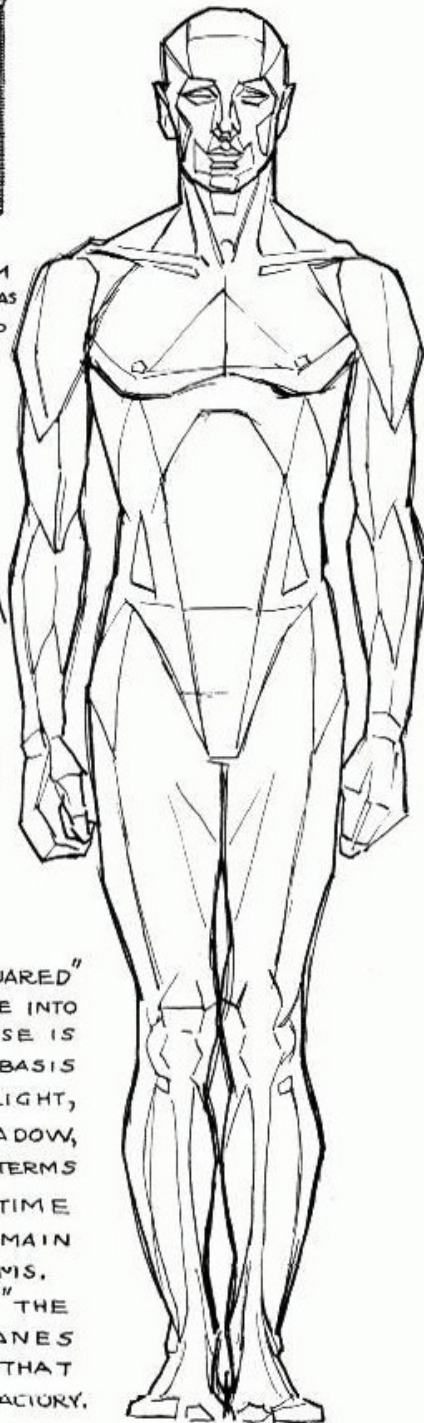
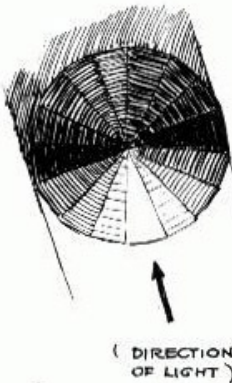




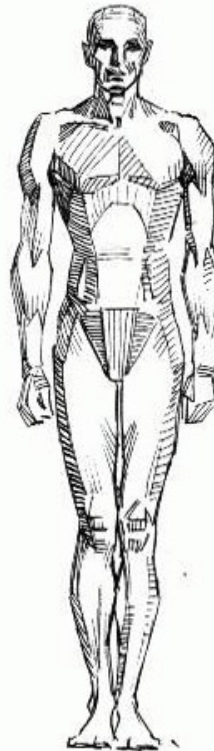




HERE IS A ROUND FORM SET INTO PLANES OR AREAS OF LIGHT HALFTONE AND SHADOW.



HERE WE HAVE "SQUARED" THE ROUNDED FIGURE INTO PLANES. THE PURPOSE IS TO USE THEM AS A BASIS FOR RENDERING LIGHT, HALFTONE AND SHADOW, IN THE SIMPLEST TERMS AND AT THE SAME TIME PRESERVING THE MAIN STRUCTURAL FORMS. WE THEN "SOFTEN" THE EDGES OF THE PLANES TO THE DEGREE THAT WE DEEM SATISFACTORY.



THERE IS NO SET RULE FOR PLANES. YOU DRAW THEM AS YOU THINK BEST TO SUIT THE SUBJECT.

THE "LIGHT" PLANES ARE THOSE IN FULL LIGHT. THE "HALFTONE" PLANES ARE THOSE IN HALF LIGHT. THE "PASSAGE TONE" IS THAT WHICH MERGES THE HALFTONE AND SHADOW. THE "REFLECT" IS THE LIGHTEST TONE IN THE SHADOW.



PLANES ARE A "PRELIMINARY CARVING" OF THE SURFACE FORM.



