

DRAW AS YOU *Dream!*

A quick course on *internalizing* drawing style and decisions

by Timothy Albee

So, you want to give your character drawing abilities a boost, or maybe you want to wrap your skills around another artistic style for a change of pace. This quick, easy, step-by-step process will help you to simply know what to expect from a drawing, without even having to think about it!

These techniques aren't a replacement of the knowledge of anatomy and classical drawing skills that are part of the foundation of all "good" drawings, these techniques *augment* these foundation skills, and get your work looking better, *FAST!*

First, identify the drawing style you want to learn. Assemble as many clean, black-line-on-white-BG drawings in that one, particular style as you can find, as close to 8.5x11" size as possible.

- 1) Lay a print of the image you'll be working with, under a piece (or two – you want to have to *work* to see the image,) of good quality, laser-jet printer paper.
- 2) Drawing as **LIGHTLY** as you can, make a single, *quick, smooth* arc through the **LINE OF ACTION** that flows through the character. Then, indicate with a circle and "cross-hairs," the position and orientation of the character's HEAD.
- 3) Now, using *only* **RECTANGLES and RHOMBI**, (and still drawing as **LIGHTLY** as you can,) "block-in" the major areas of the character, using a new shape for every major body part, (ie: separate boxes for the Forearm and Upper Arm... Torso and Pelvis...).
- 4) *Still* drawing as **LIGHTLY** as you can, and *still* using only **STRAIGHT LINES**, *indicate* the locations of the major "landmarks" of the character's surface details, (facial mask, fur patterning, etc.).
- 5) Now, take the original work, and lay it next to your own "blocked-in" drawing, (running an eraser lightly over your own drawing if the lines are too dark,) and starting at whichever point you feel most comfortable, re-create the lines of the original work – taking as much time as you need to perfectly re-create the line WEIGHT and FEEL of the original.

- Do these **Guided Drawings** a total of **four** times with reference work...
- Then do a brand-new drawing of your own, ***in the same style.***
- Do another **three** of these Guided Drawings...
- And then do another of your own, again, ***in the same style.***
- Do another **two** Guided Drawings...
- Then do another original drawing of your own, ***in the same style.***
- Alternate between doing a Guided Drawing and an original drawing, until you can re-create works in that style with ease!

AN IMPORTANT NOTE ABOUT COPYRIGHTS:

These GUIDED DRAWINGS are for your own LEARNING and DEVELOPMENT. They, themselves, are for your own, personal, **private** collections, only. They are not to be posted to the internet or sold on E-Bay. At best, they are DIRECT COPIES of the ORIGINAL ARTIST'S WORK, and as such, their **COPY-RIGHTS belong to the original artist.**

Why is this so important? Well, look at it this way....

You're embarking on these exercises because YOU want to become a really-good-artist yourself... someone that other people will be looking at *your* drawings and saying to themselves, "Dang! I wish I could draw like that some day!"

Think of how *you* would feel, if you got a note saying that someone had put their name on a character into which you had poured your *Soul*, your Spirit, to bring into this world.

A good character drawing isn't just a collection of lines on paper, it the essence of a *living being* that exists somewhere within the great collection of probabilities of the universe(es).

If find yourself so happy with a Guided Drawing you've done, (and hopefully, you will be!) you absolutely **must** show it around to your dear and closest friends, then make sure that, "From an original artwork by" [the original artist], appears clearly on your re-creation.





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