

**Here are a few examples that may apply to a standing figure:**

- Most people are 6 to 8 heads high. The average is around 7.5 head high.
- The shoulders are usually 3 heads wide.
- The pubic symphysis (bottom of the pelvis) is located at the middle of the body.
- The knee is halfway between the pubic symphysis and the bottom of the weight-bearing foot.
- The elbow usually aligns with the bottom of the ribcage.
- The arm with fingers extended usually reaches a third of the way down the thigh.



1. Make a mark that indicates the top of the head



2. Make a descriptive line that continues to the bottom of the figure

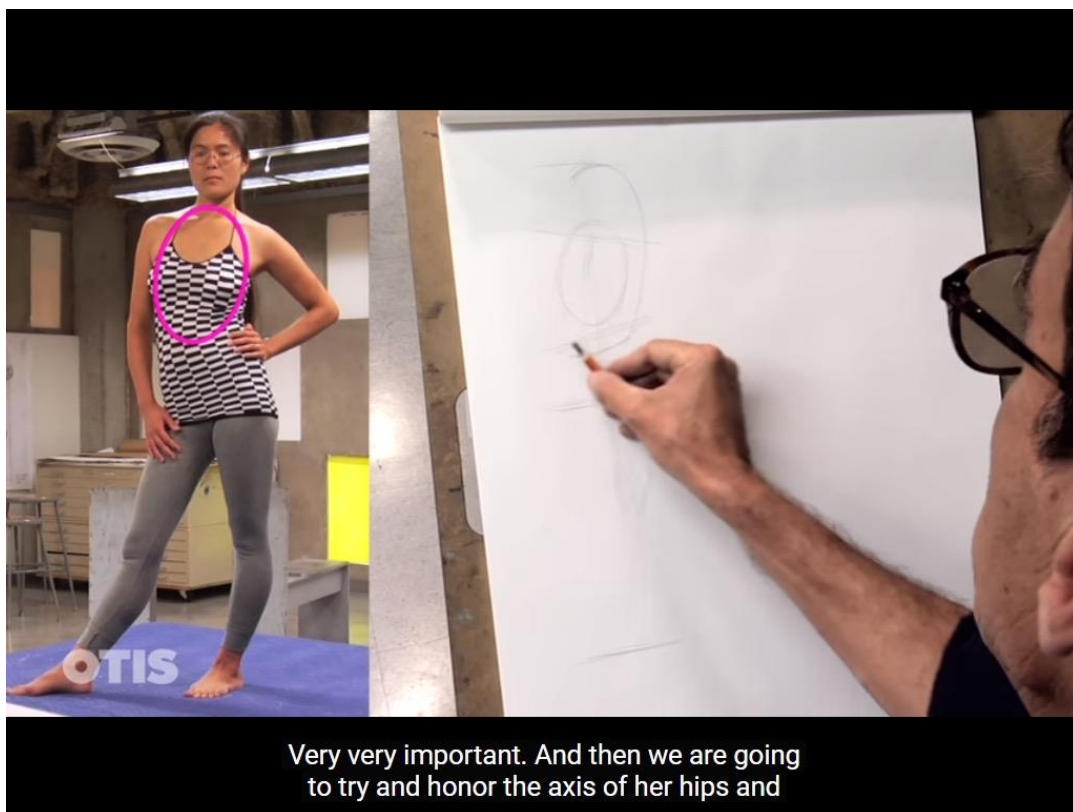
3. Draw a vertical reference line that is parallel to the side of the paper



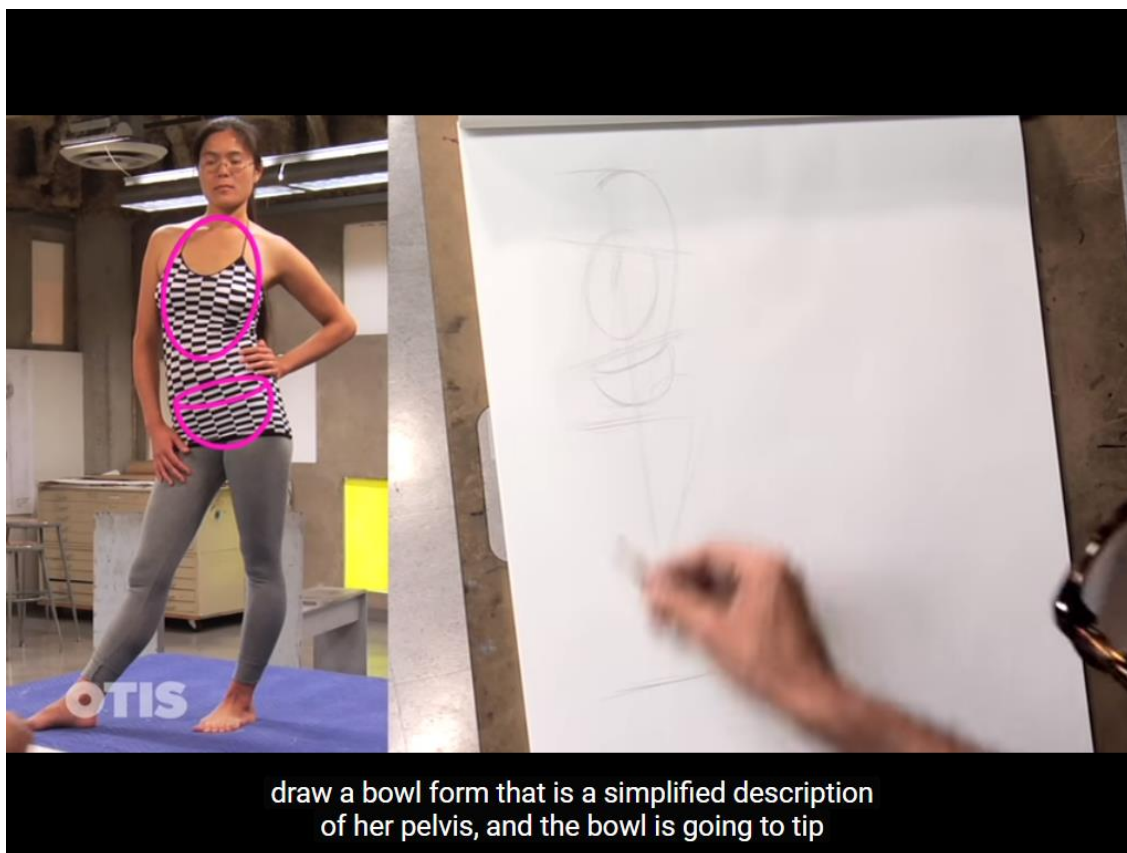
4. Take the total length from head to (estimated foot) and divide it in half and we have the middle.



5. Establish axis lines (angles of direction) of shoulders and hips by lining up pencil with the figure

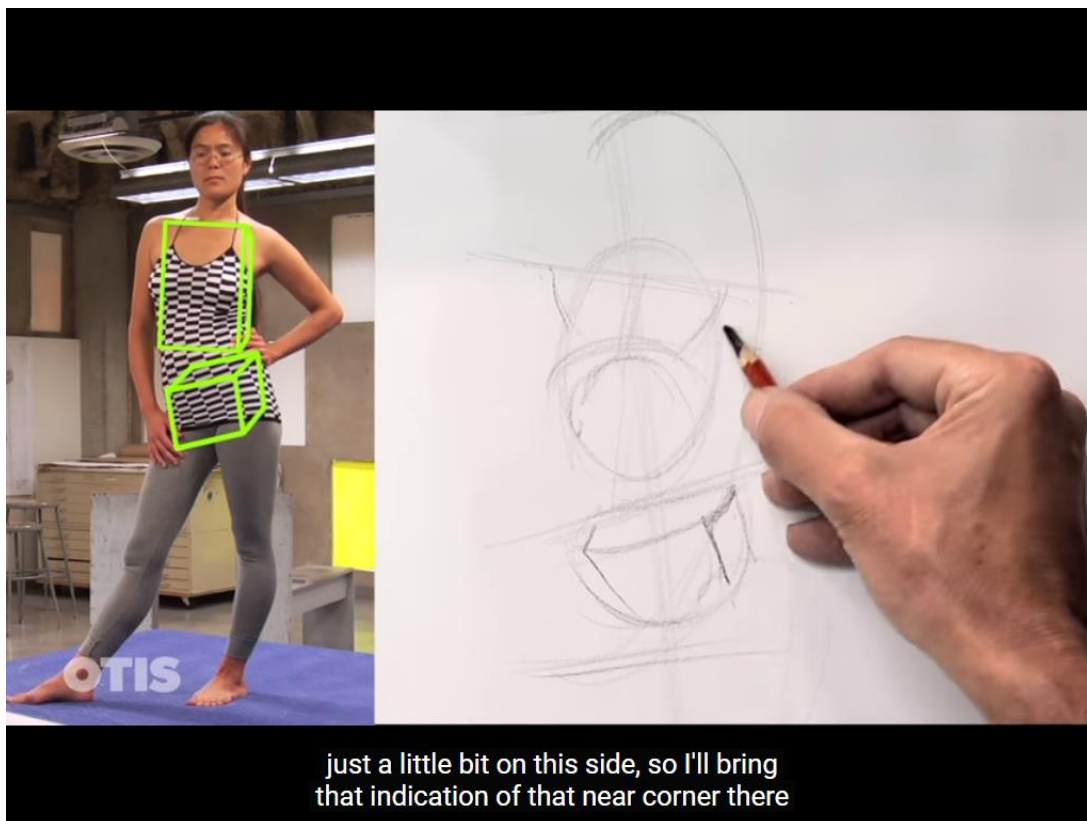


6. Draw the egg shape for the rib cage.

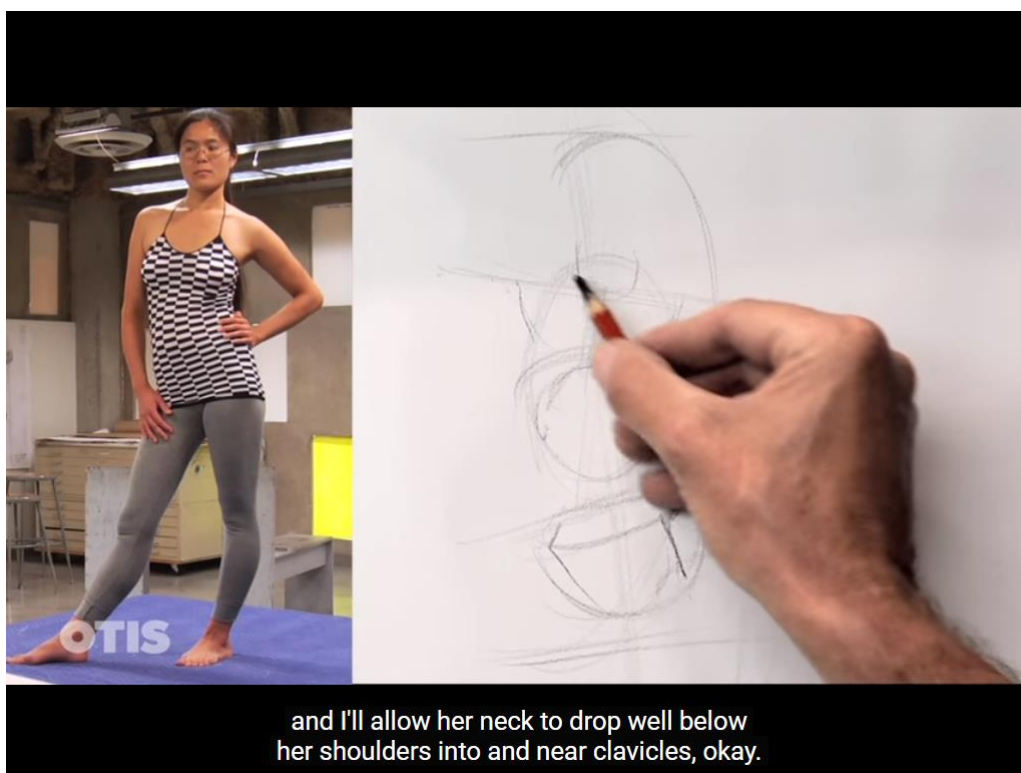


7. Draw a bowl form that is a simplified description of her pelvis. It may show the ellipse of the top if it seems to be tilted or spilling over depending on her spinal column.

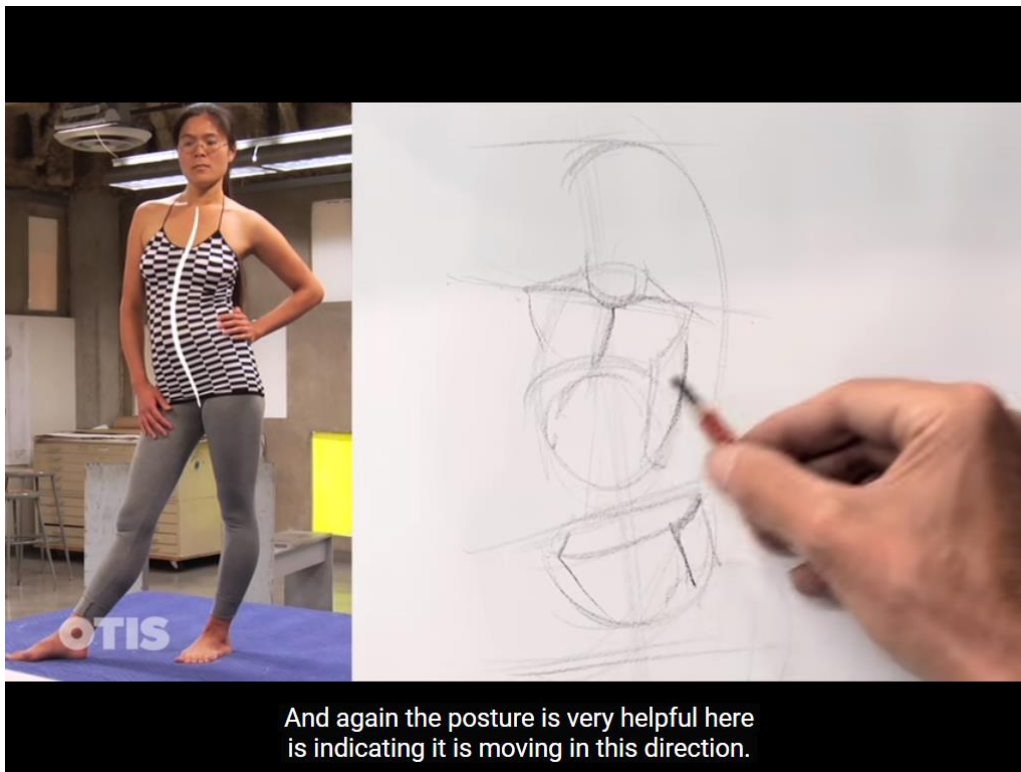




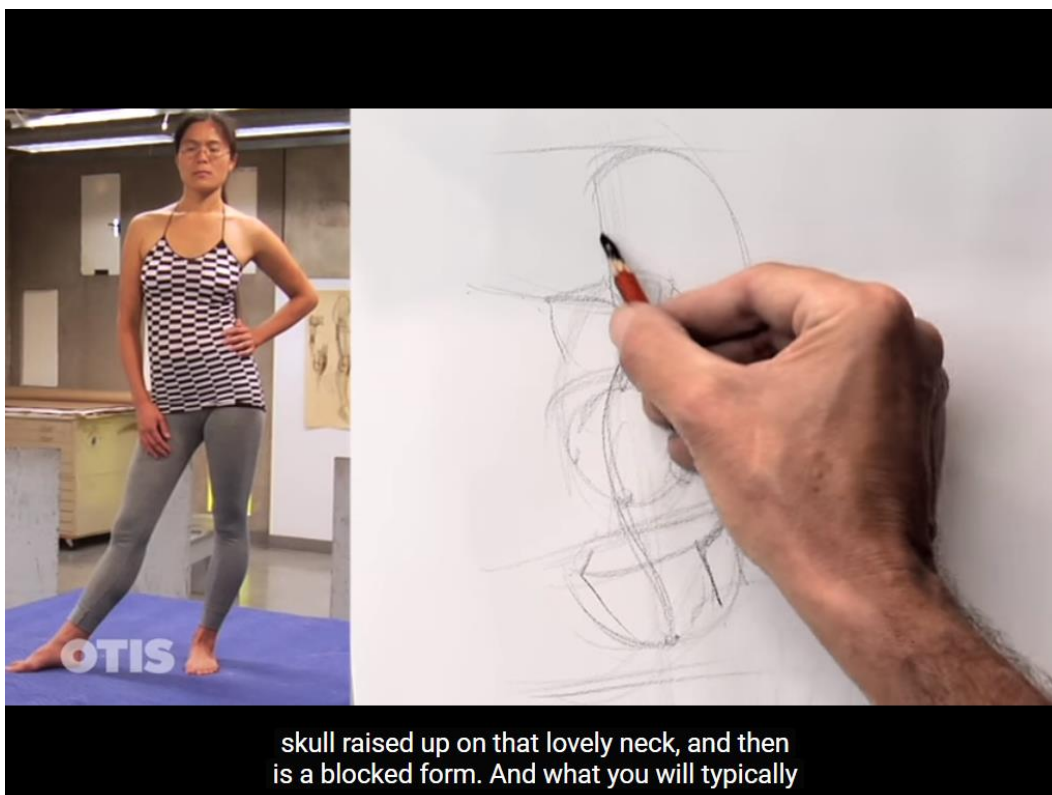
8. Indicate a side of the body if we see it. Notice the bowl will round at the bottom.



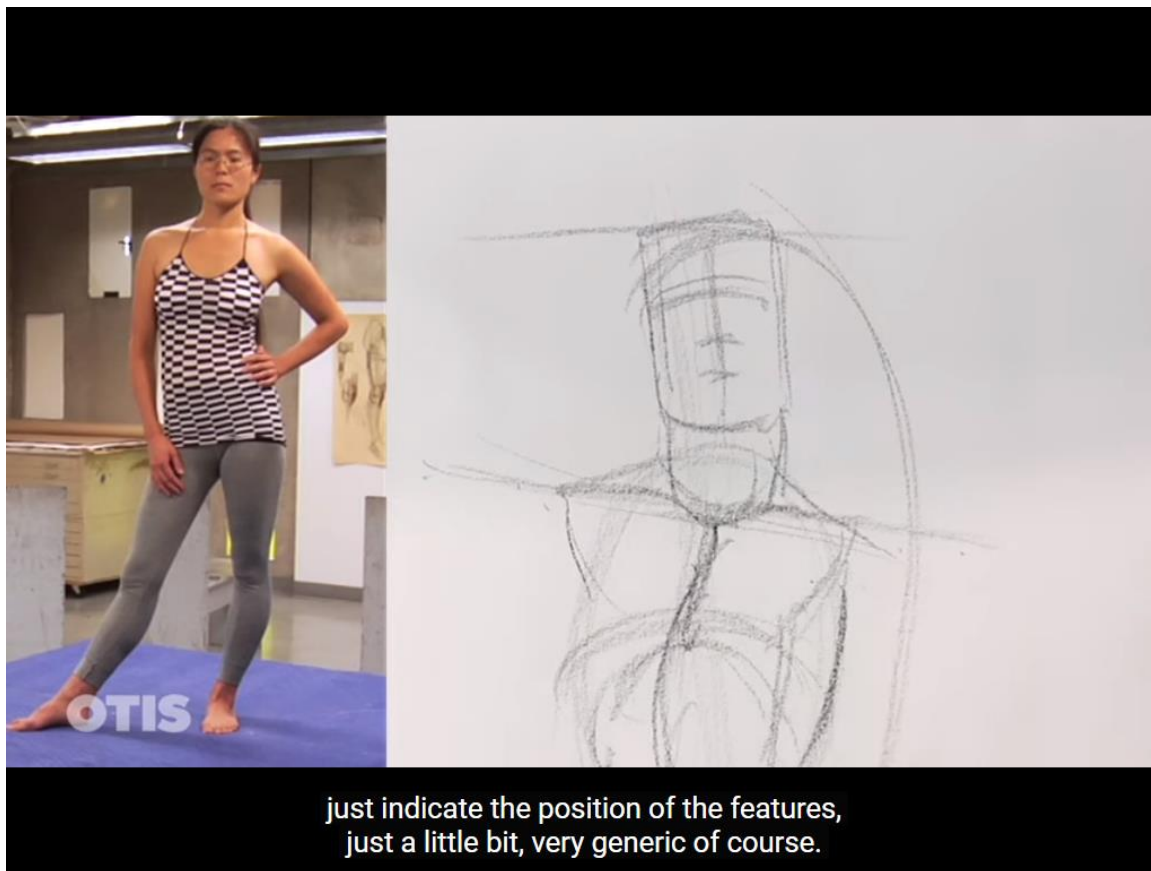
9. Let her neck drop below her shoulders and draw the clavicle in the middle.



10. Indicate the spine as it joins the neck to the pelvis.



11. Draw the skull as a rectangular block on top of the neck.



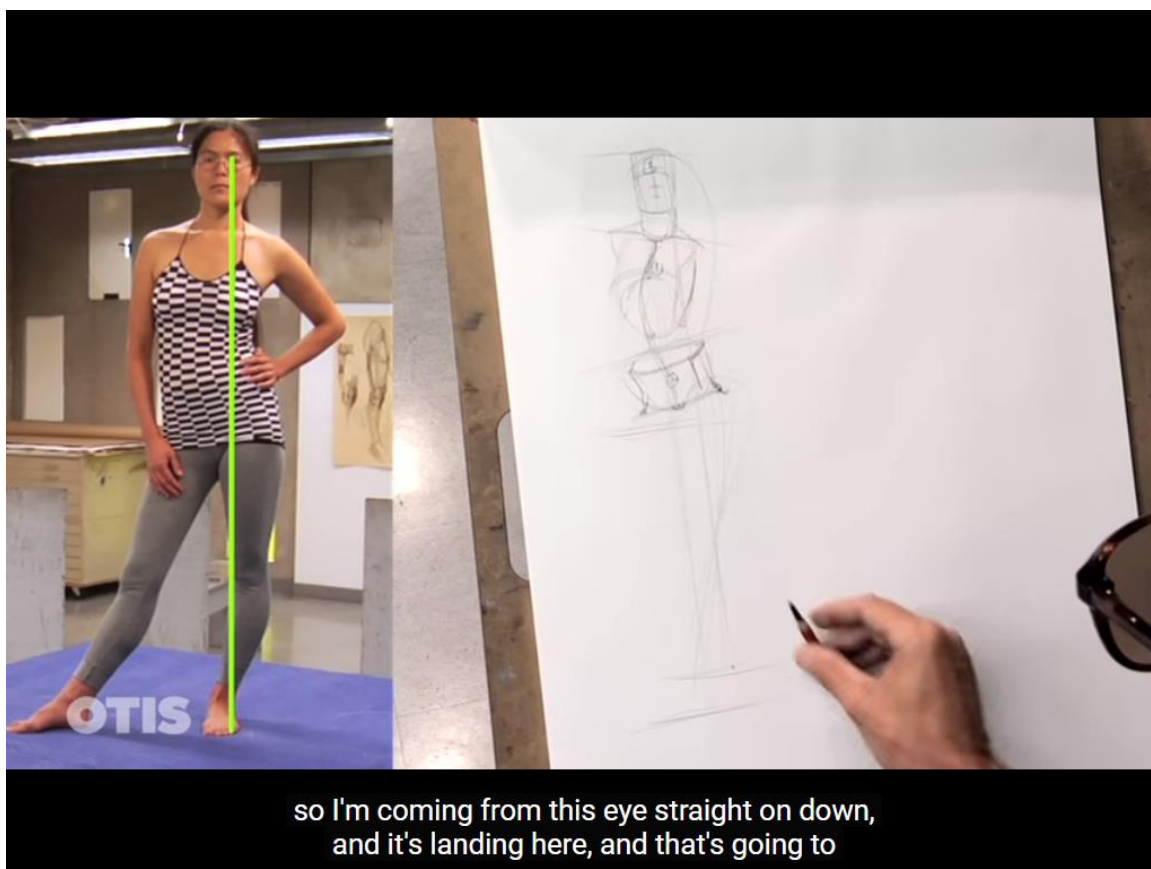
12. Indicate the three lines of the features by putting the nose in the middle and dividing up remaining thirds for the eyes and mouth.



12a. Rib cage, pelvis and skull complete.



13. Multiply the body by two to find the height of the skeleton.

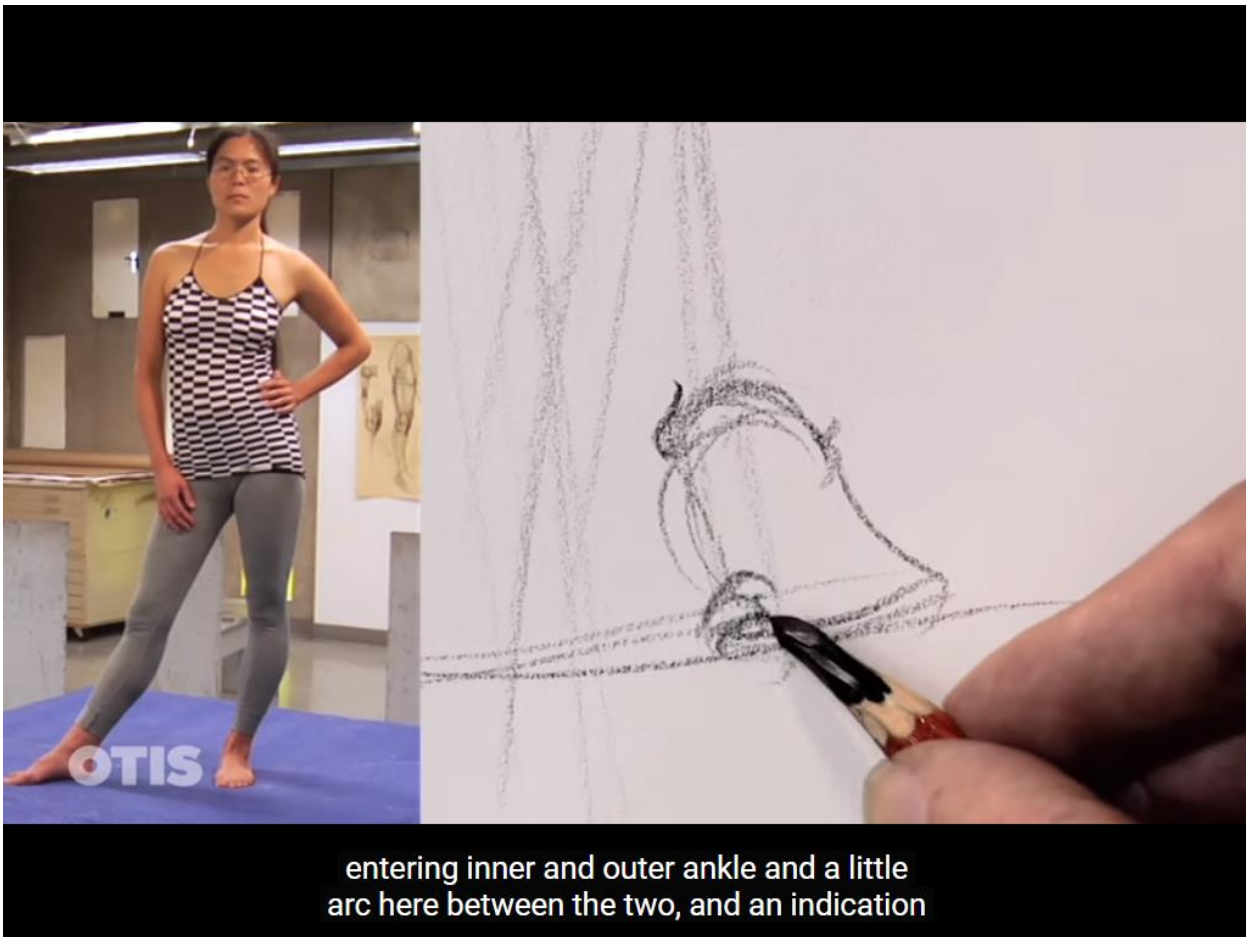


14. Draw a line from the eye to the weight bearing foot.



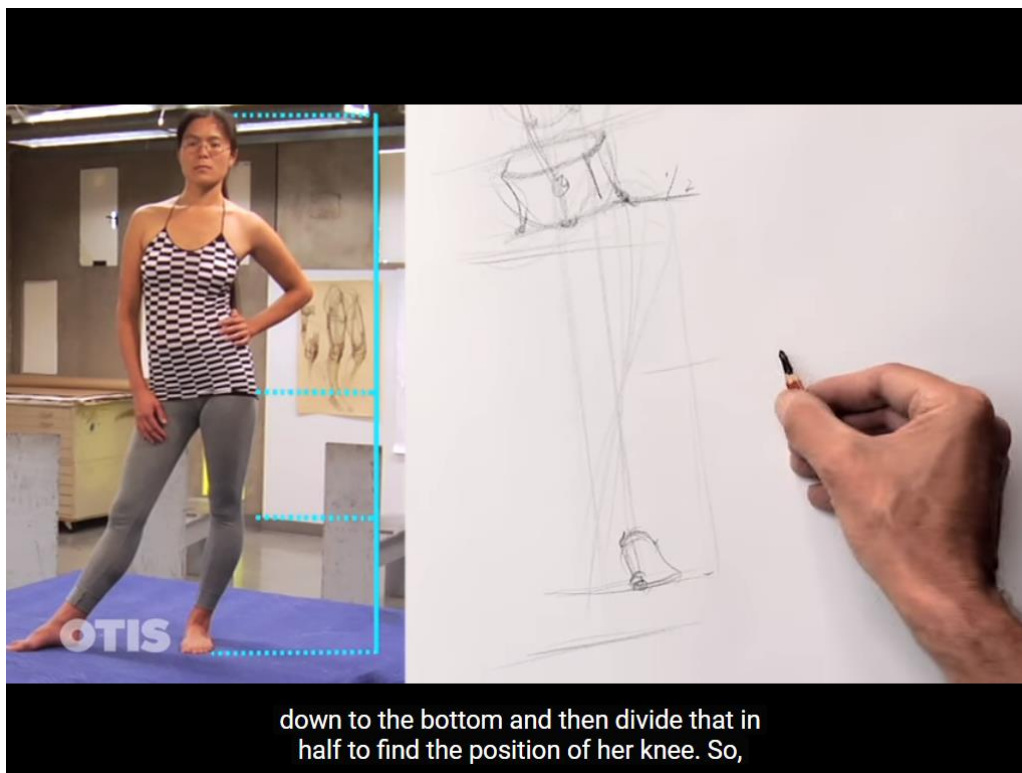


15. Flip the hip out slightly to widen.



16. sketch the foot lightly as a rounded triangle and a circle for the big toe.

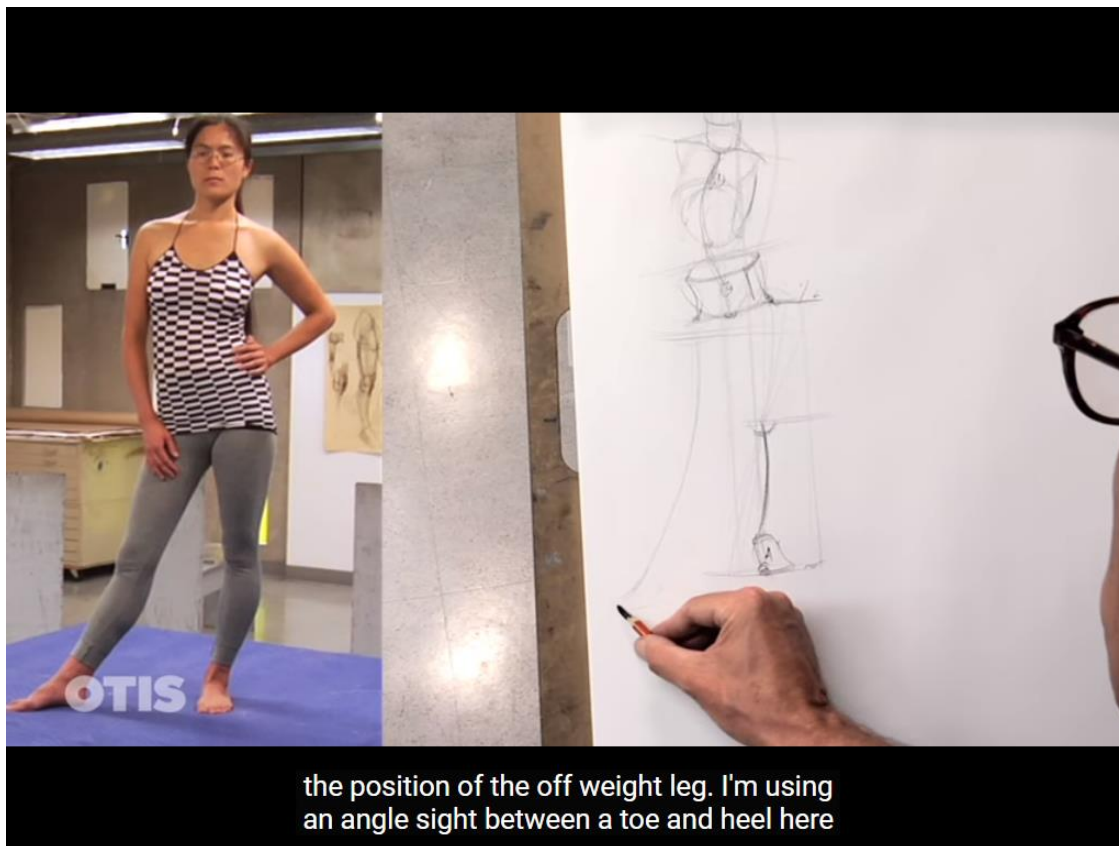




17. Divide the top of the femur to the bottom of the foot in half to find the knee.



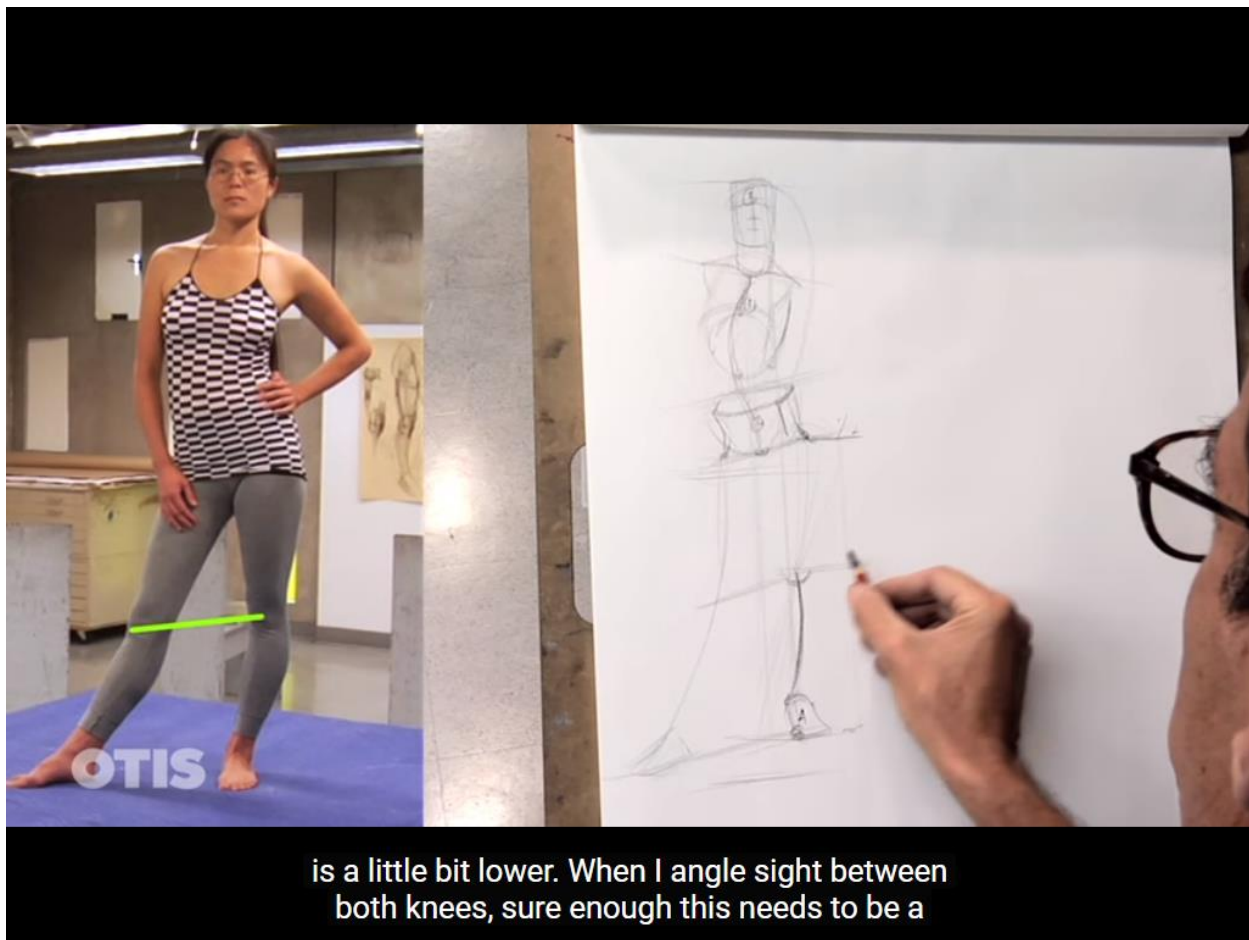
18. Draw the knee and the shin bone.



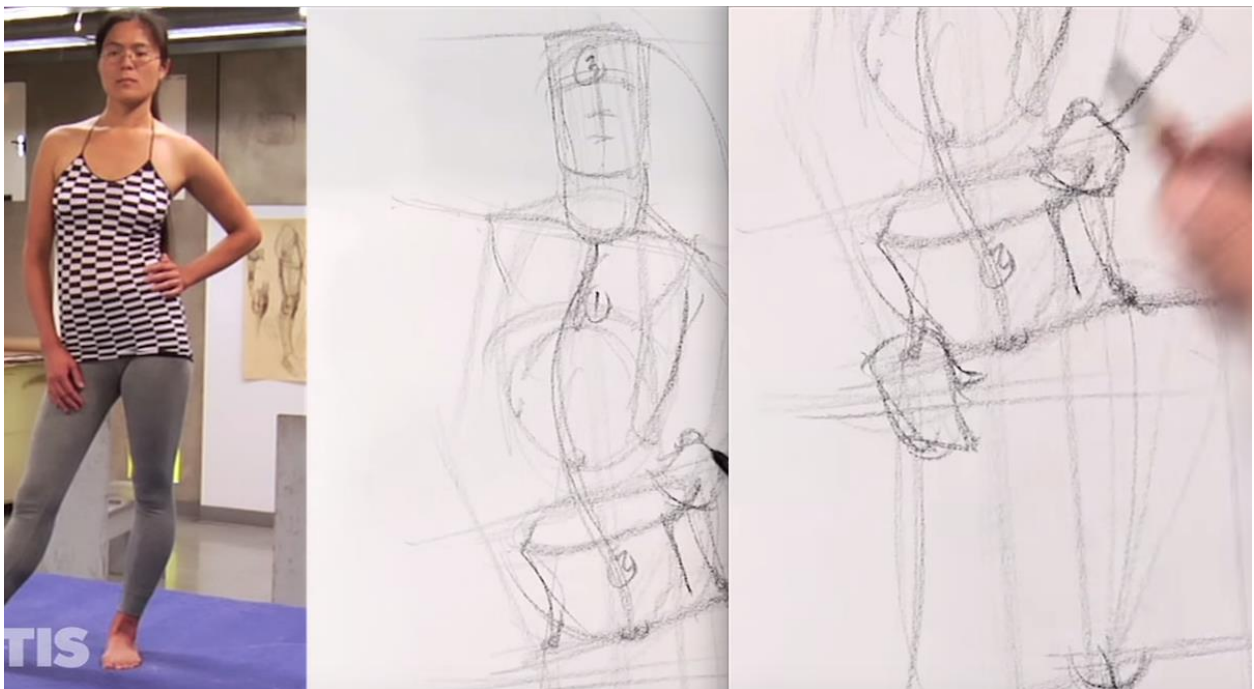
19. Draw the off-weight leg.



20. Compare the angle between the two feet.

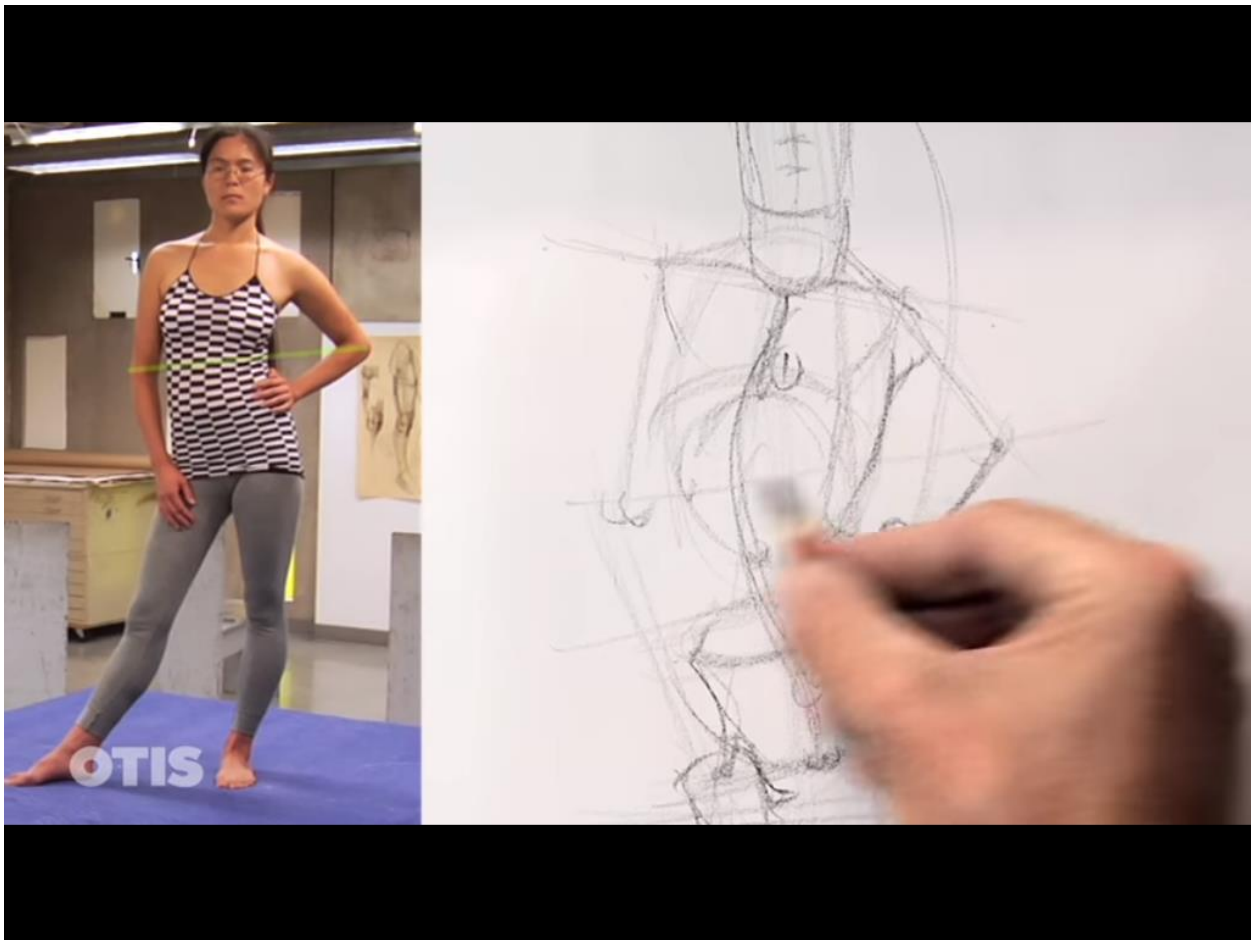


21. Compare the angle of the knees.



22. Arms last because they are lighter. Draw mitten hand a bit bigger and add a thumb.





23. Check angle of elbows to one another



24. You can then go back through and re gesture known areas. Exaggerate and add details to create a realistic rendering if desired.