



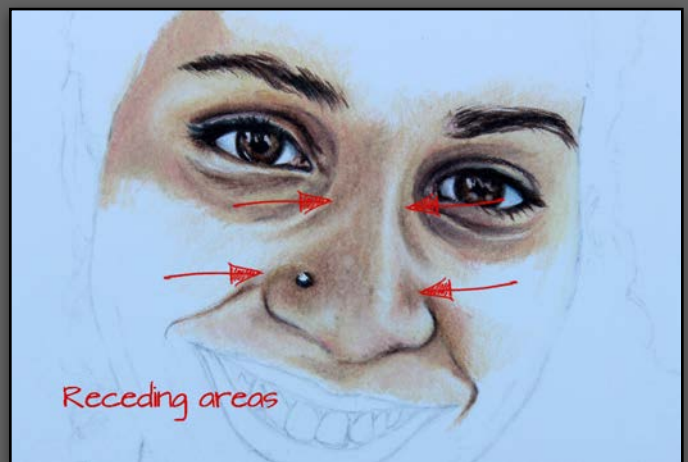
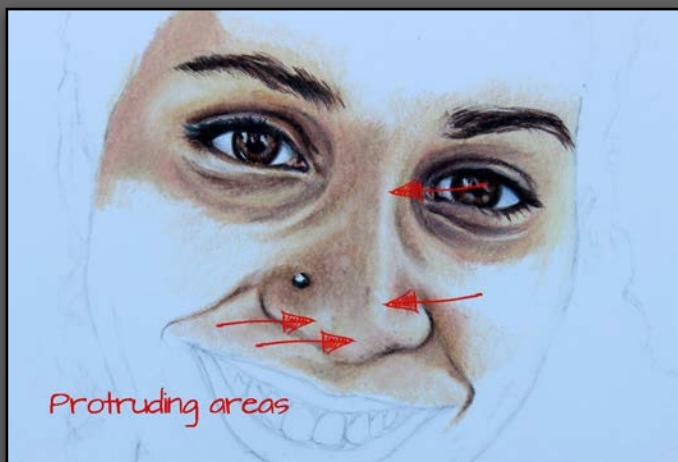
## Portrait Drawing Part 2

### ? What is Explored in This Module?

In this module, we'll continue our look at portrait drawing with colored pencils. The focus of this module will be on the nose, however slight adjustments will be made to the eyes as well.

### ? How to Create the Illusion of a Nose?

The illusion of a nose in a drawing is created primarily from value relationships. It is important to consider that receding areas will generally be darker in value, while protruding areas will be lighter.



Strong lines are seldom found on noses. Instead, gradual transitions in value are mostly present. For this reason, multiple layers of related hues will be built up slowly to create the desired illusion.



Beige is first applied as a base tone for the nose. Areas of highlight on the right and central locations of the nose are avoided.

After a light application of Beige, Light Umber is used to establish locations of darker value. Applications are light initially, but will be gradually built up through layering.



Beige is used to burnish the initial areas of darker value. Heavy pressure is applied to work the color into the surface. Mixing occurs, toning down the darker values.



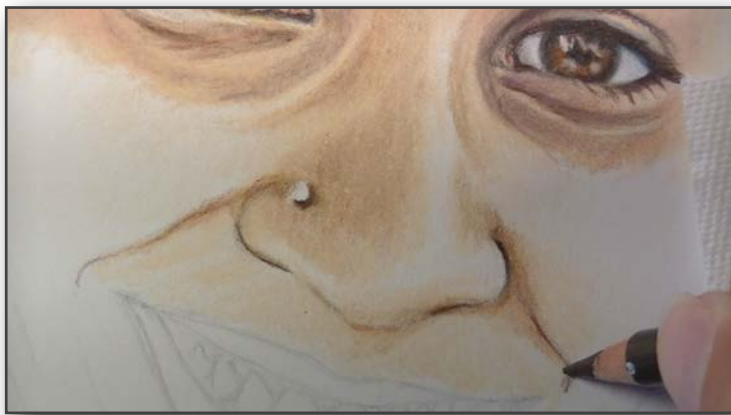
Sienna Brown is applied in areas to add a bit of red and warmth to the skin tone.





Shadows and areas of darker value are pushed further with an application of Dark Umber.

These areas are then burnished using the base tone of Beige.



The process of layering Dark Umber and then burnishing with the base tone continues, slowly building up the darker values. This technique also eradicates the texture of the paper, resulting in a smoother appearance.

Peach is used to develop the skin tone further in areas, adding depth to the color. This color is used in transition between darker and lighter tones.

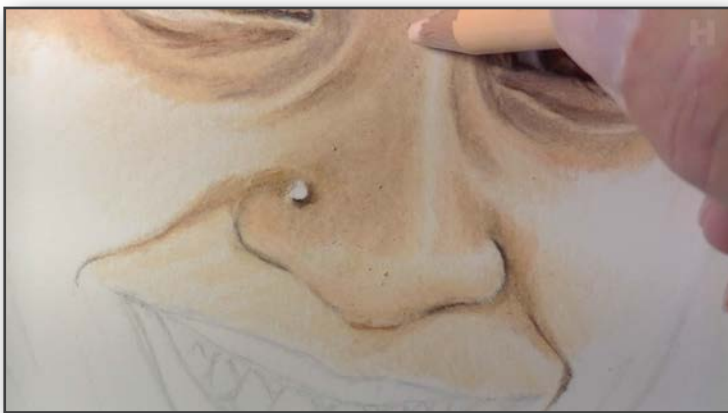






Highlights are preserved with a heavy application of White. White can also be used to lighten areas as well as burnish previous applications.

Dark Umber and Light Umber are again used to darken areas of darker tone. These areas are subsequently burnished with the base tone of Beige.



Light Peach is used to burnish a few areas on the nose. This color is best used in transition locations that sit next to areas of intense highlight.

The nose piercing is developed using Dark Umber, 70% Cool Grey, and Indigo Blue. Because the piercing is metal and highly reflective, strong contrast in value is present here.





Sienna Brown is worked lightly over a few areas of darker value and then burnished with Beige.

Light applications of Dark Umber are applied in areas around the eyes creating the illusion of a deeper recess. The contrast produced by darkening these areas will make the nose appear to protrude further.



Areas around the eye are developed further with the Dark Umber. Adjustments to areas of the face and features will continue throughout the drawing process.



Dark Umber is used to darken a few more areas around the sides of the nose.





To preserve the value produced by the Dark Umber, a colorless blender is used to burnish.

A few blemish marks are made using Dark Umber. These marks are then burnished using the colorless blender.



The blender is used on other areas around the eyes to create a smoother texture, similar to that of the skin.

