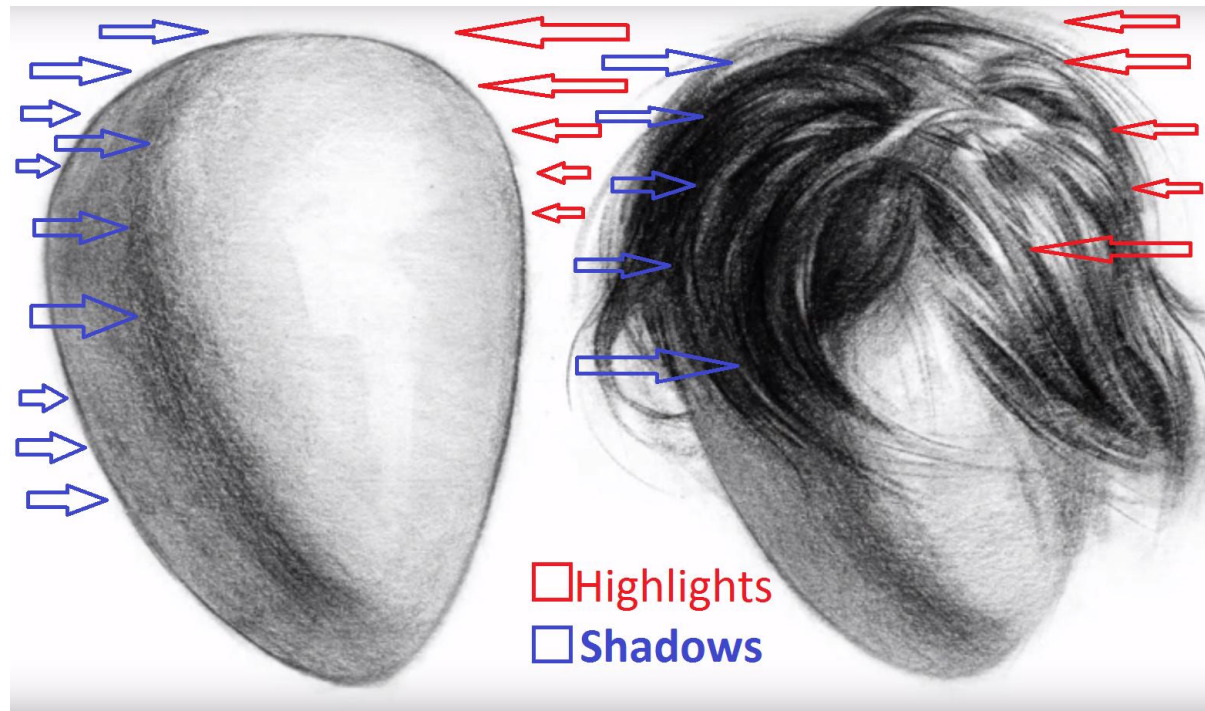


HAIR

HAIR

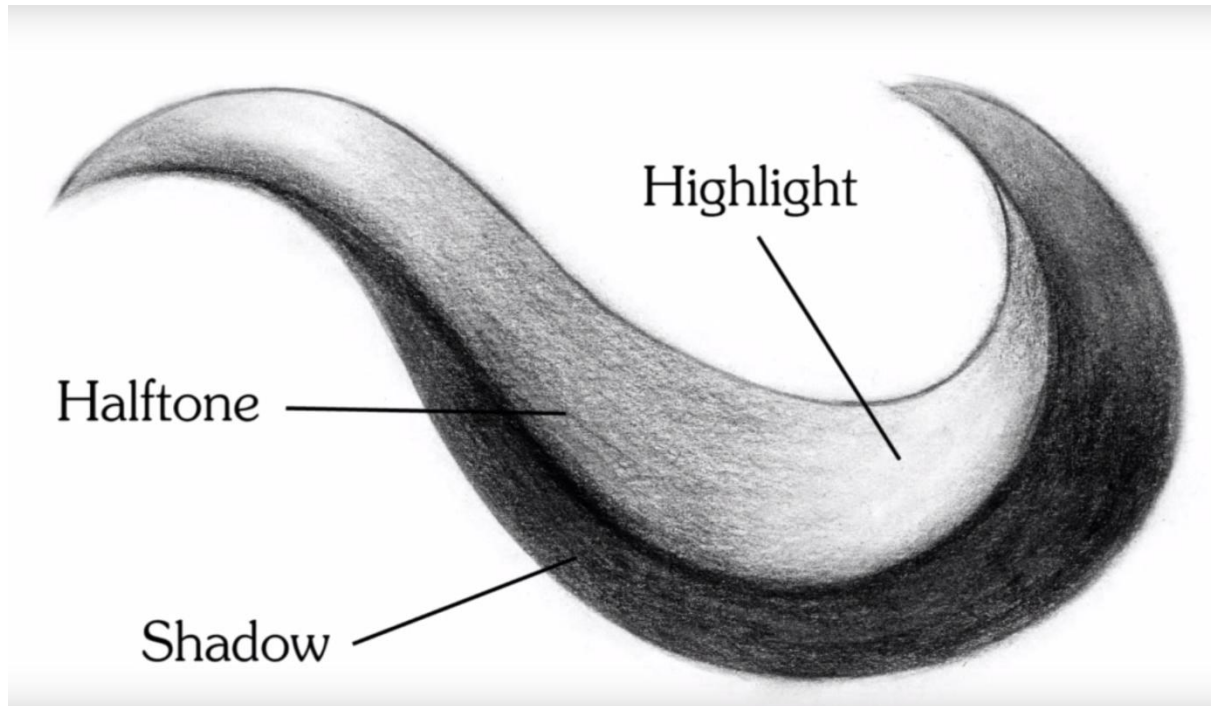
1. Drawing hair takes **PATIENCE!**
2. When drawing hair, you're trying to "sculpt" the hair. You're looking for volumes of the groups.
3. Imagine a 3D Form: it has MASS and it has VOLUME.

HAIR



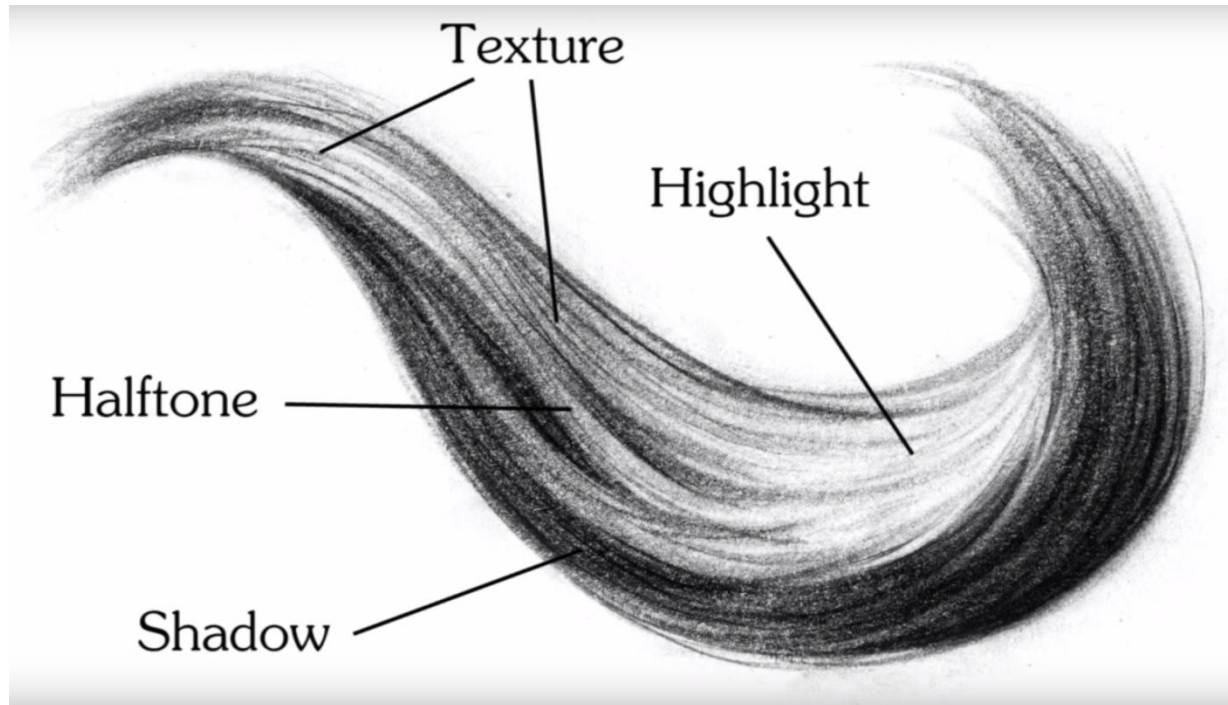
- 4a. If you ignore the volume of the hair, it's going to end up looking like spaghetti strands instead.
- 4b. Think about the volume of the form that the hair is on (i.e., top of a person's head, a dog's rib cage, etc.).
- 4c. Groups of hair that wrap around the form inherit the same light patterns.

HAIR



- 5a. Locks of Hair:
Straight - *Cylinders*
Curly - *Lots of little locks*
- 5b. Design them as volumes, NOT strands of hair!

HAIR

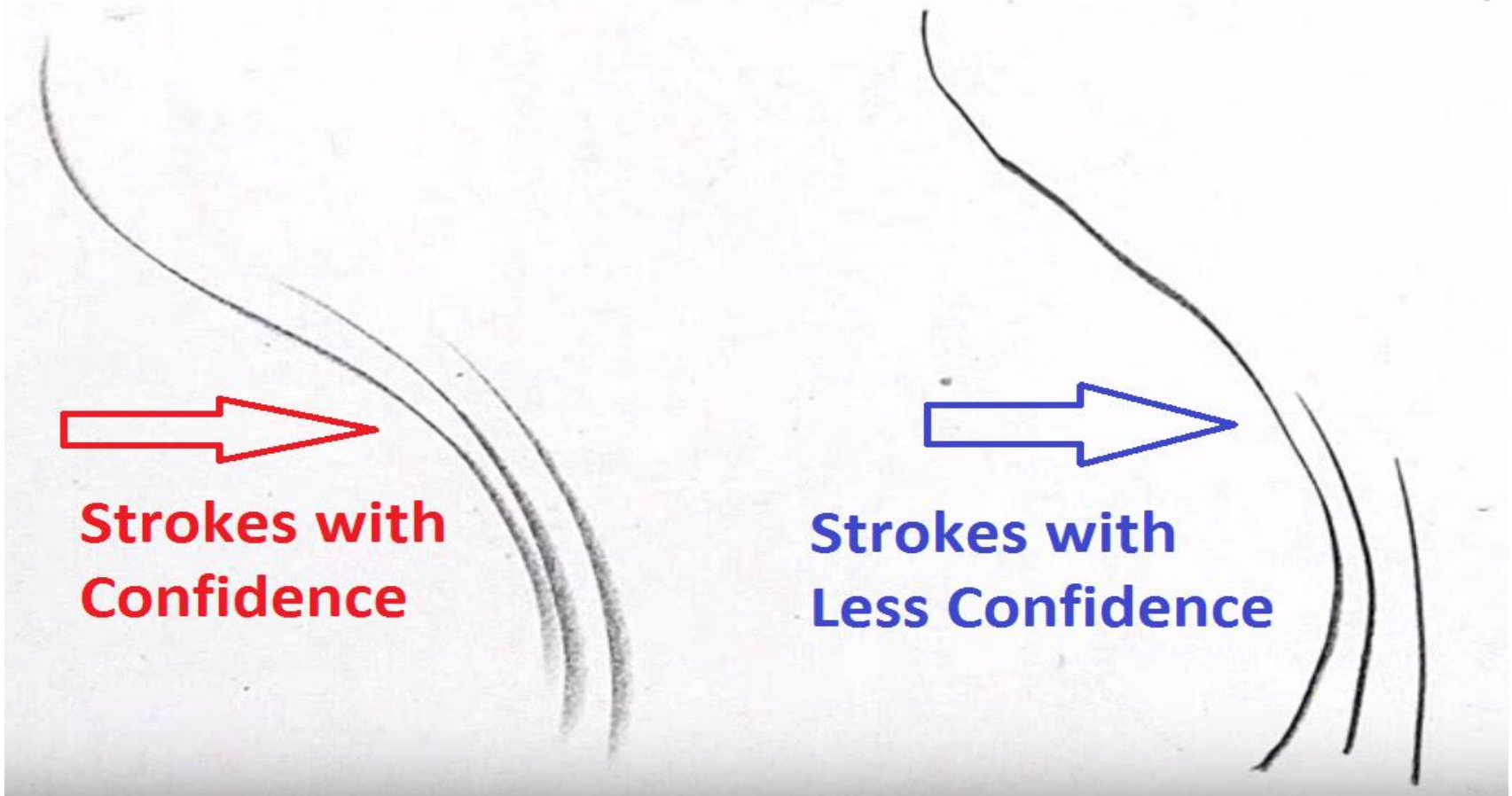


- 5a. Locks of Hair:
Straight - *Cylinders*
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- 5b. Design them as volumes, NOT strands of hair!

HAIR

- 6a. There are four elements to hair: highlights, midtones, shadows, and texture.
- 6b. Texture is what gives hair its realistic look.
- 7. Don't show where the hair connects to the head, or else it will look fake. It should like a gradation of hair (gradual).
- 8. Vary your patterns when shading the hair to create visual interest.
- 9. Get the "illusion" of the strands through implied lines. Don't try to draw every single strand.

HAIR



**Strokes with
Confidence**

**Strokes with
Less Confidence**

Have confidence in your brushstrokes!

HAIR



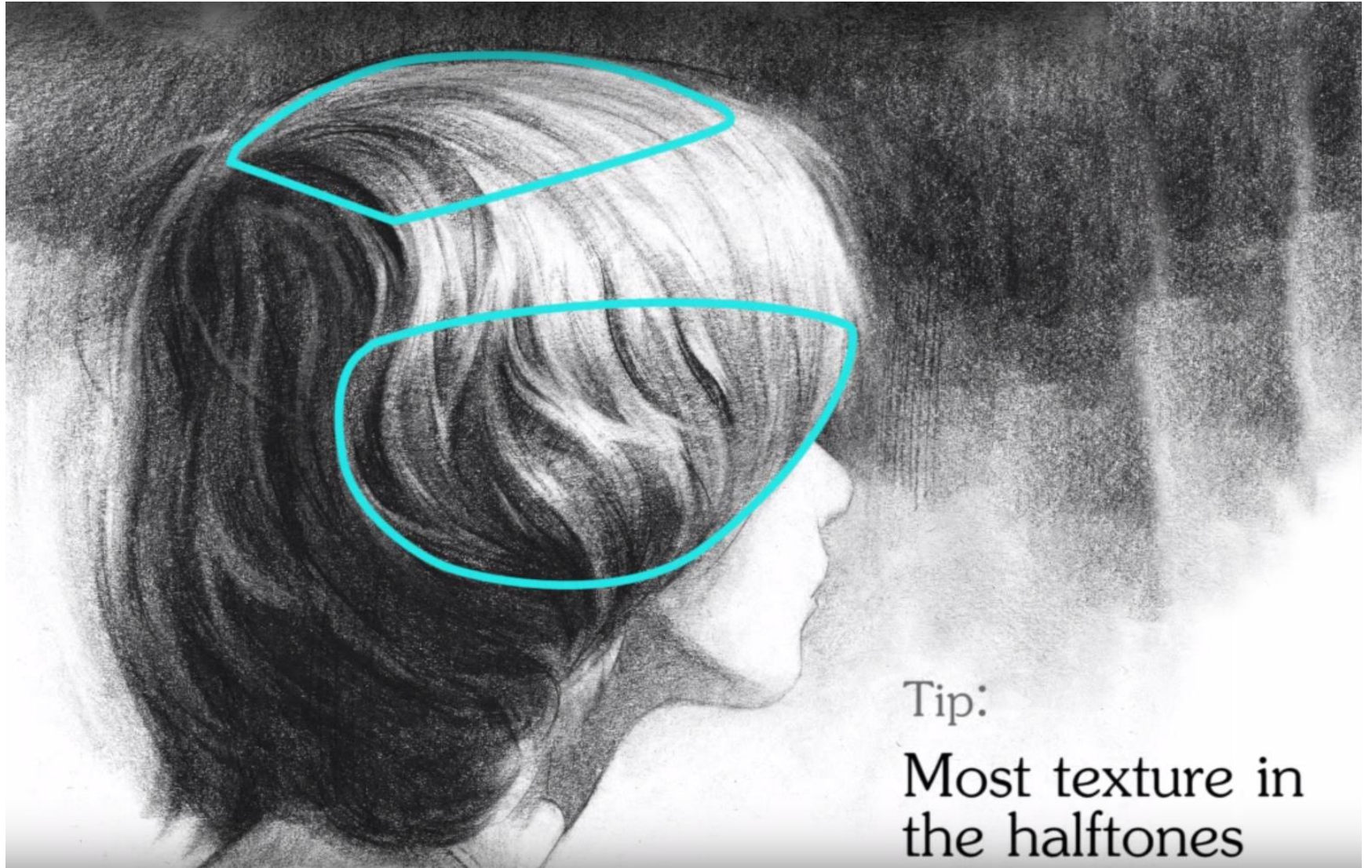
HAIR



Tip:

Keep shadows
simpler than lights

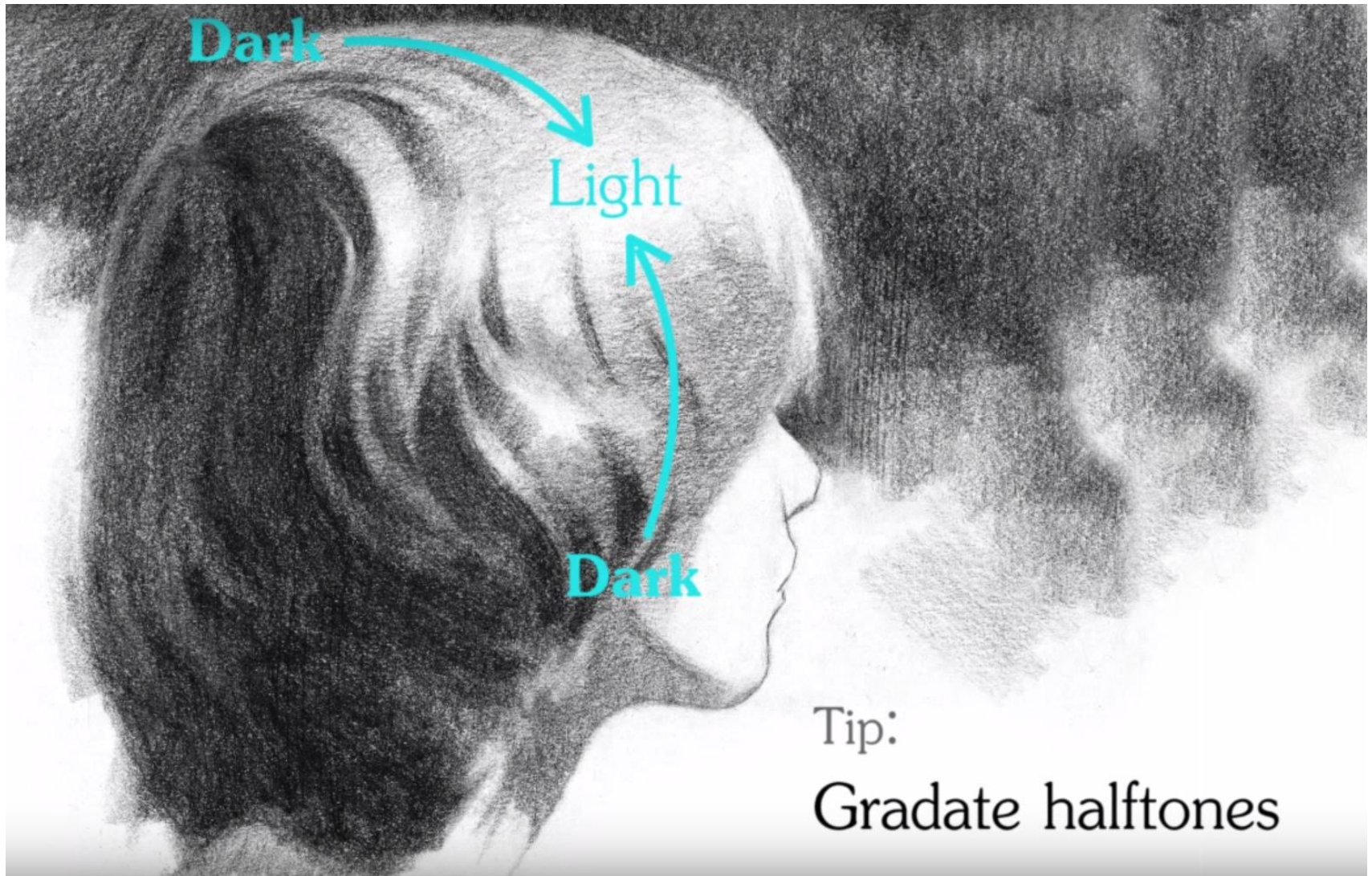
HAIR



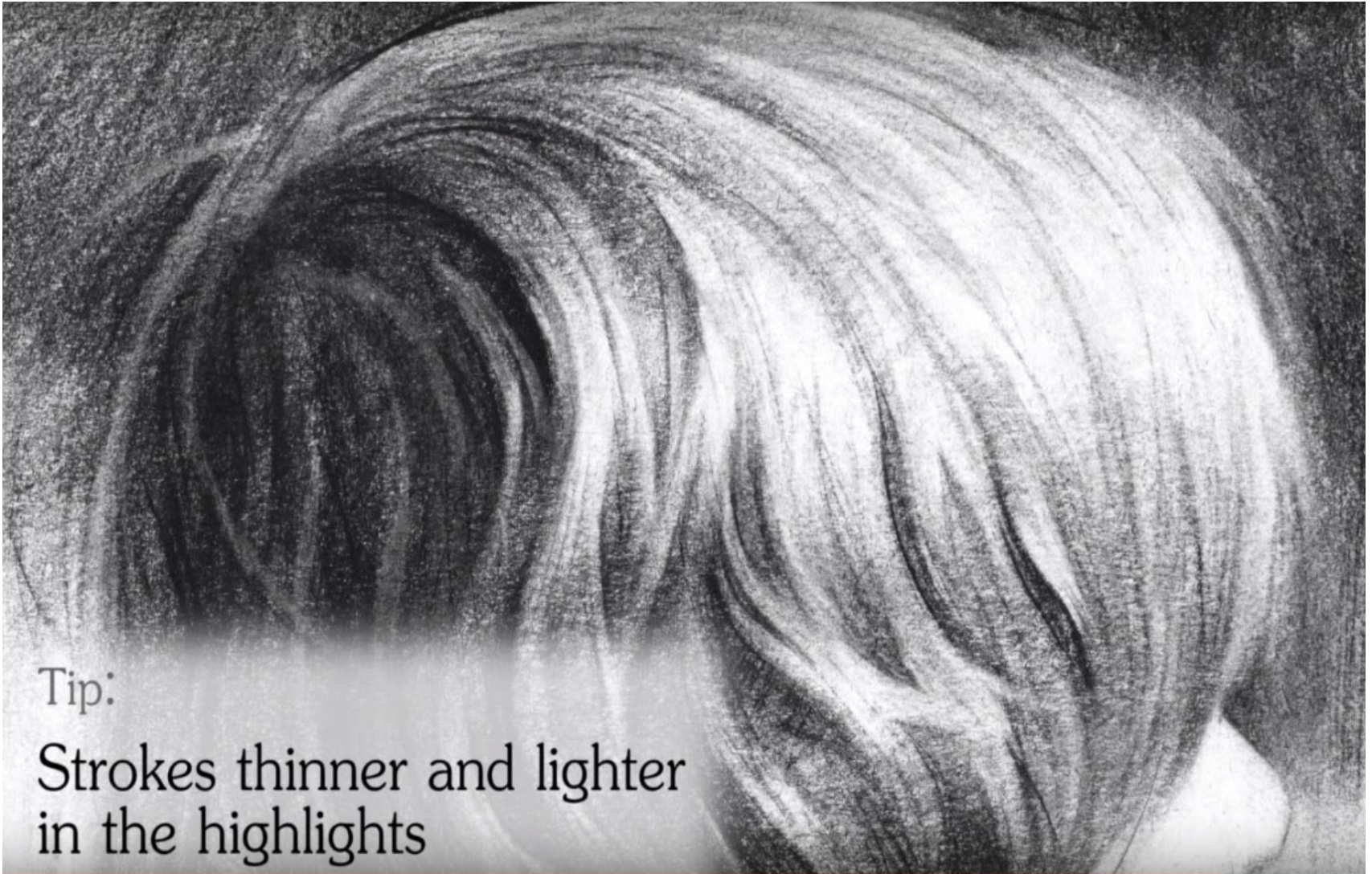
Tip:

Most texture in
the halftones

HAIR



HAIR



Tip:

Strokes thinner and lighter
in the highlights

HAIR

RECAP



HAIR

RECAP



HAIR

RECAP



HAIR

RECAP

