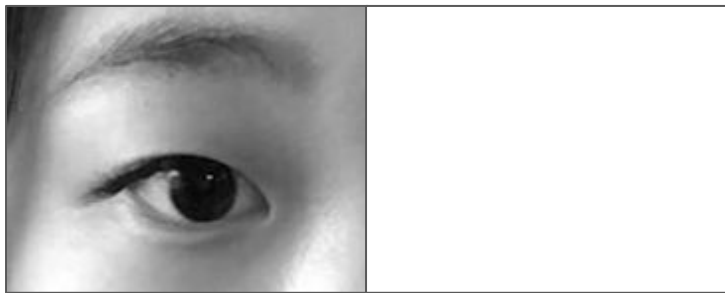


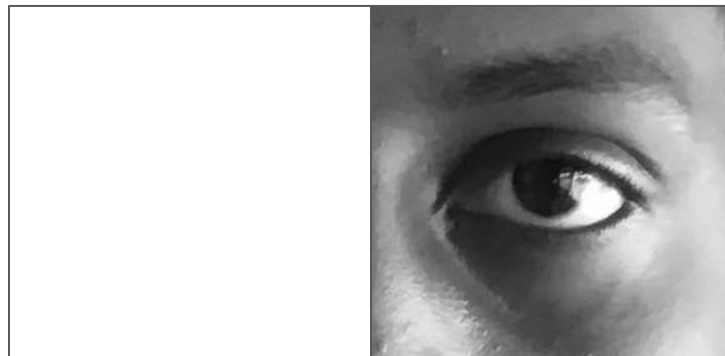
Skill builder: **Parts of the face**

Vaardigheidsbouwer: Delen van het gezicht



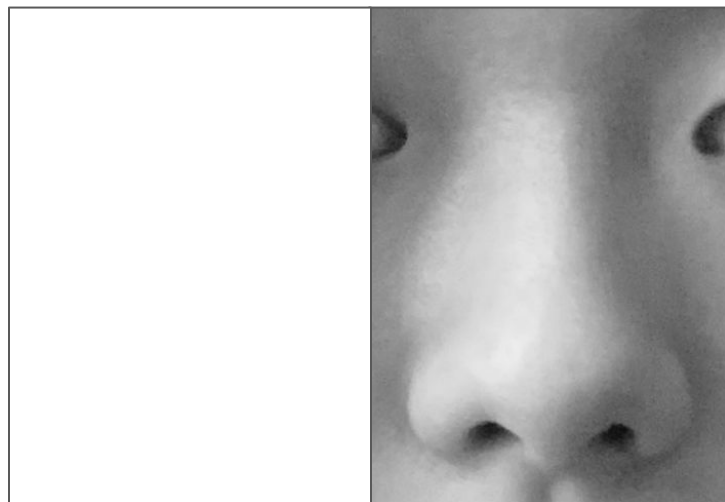
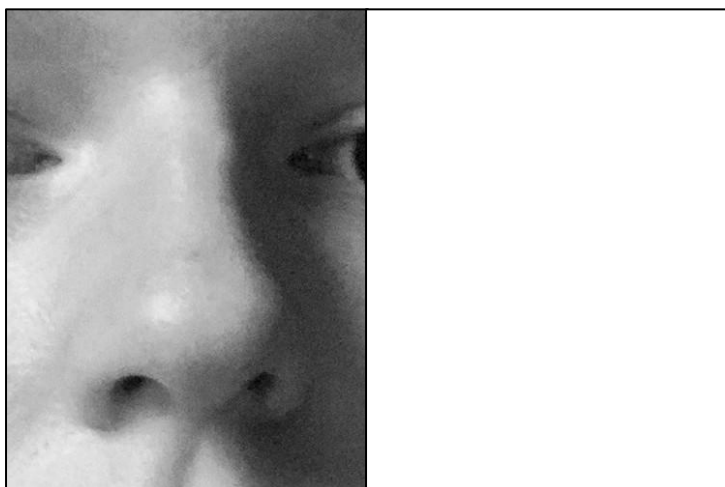
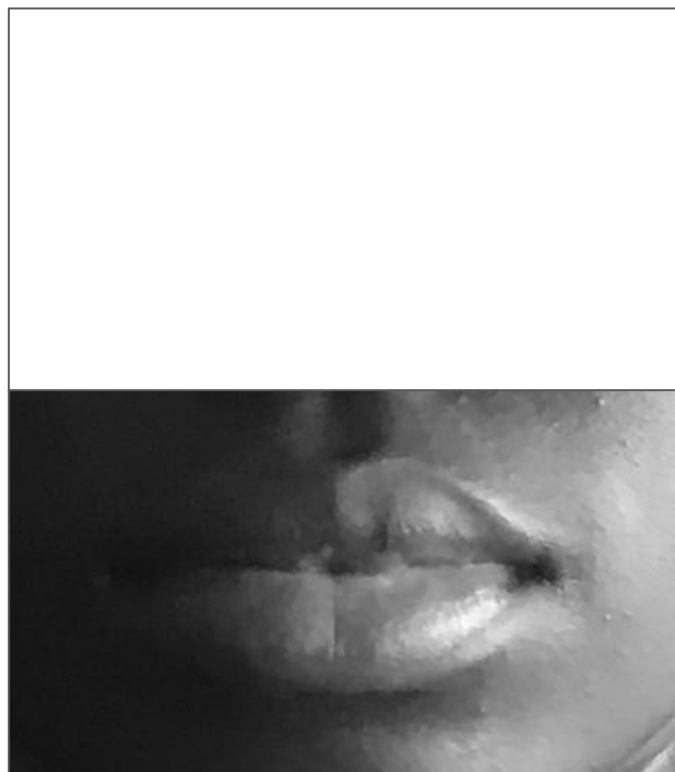
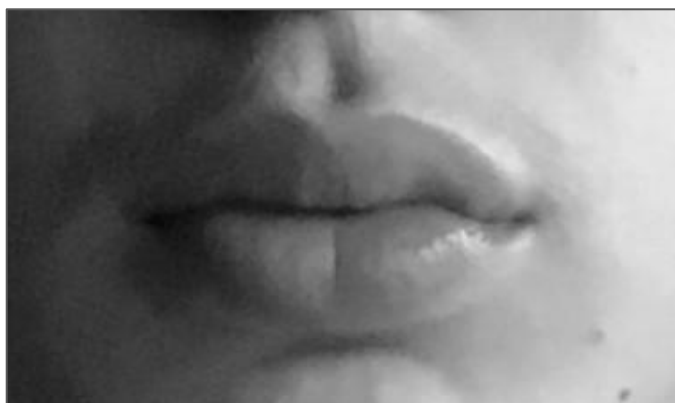
Draw each part of the face in the empty rectangles.

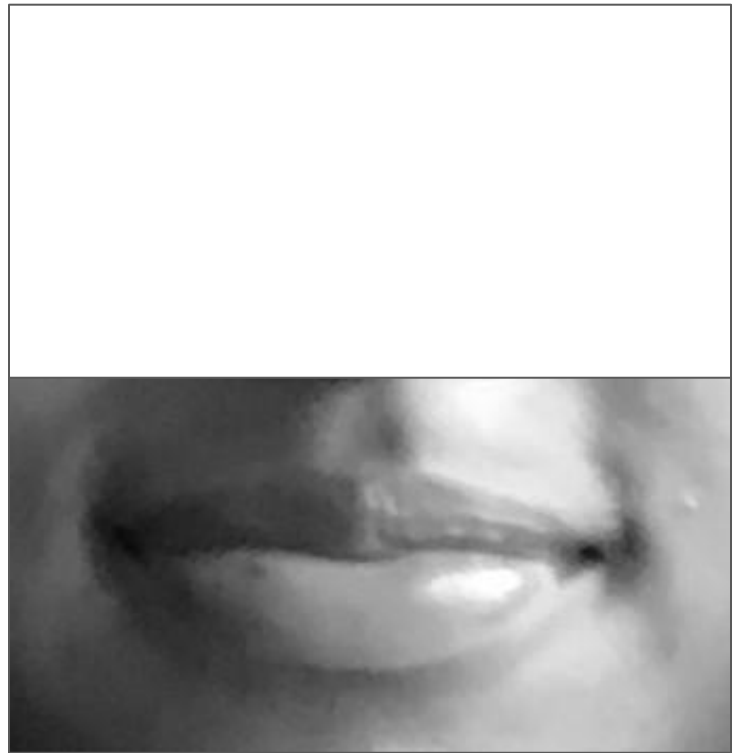
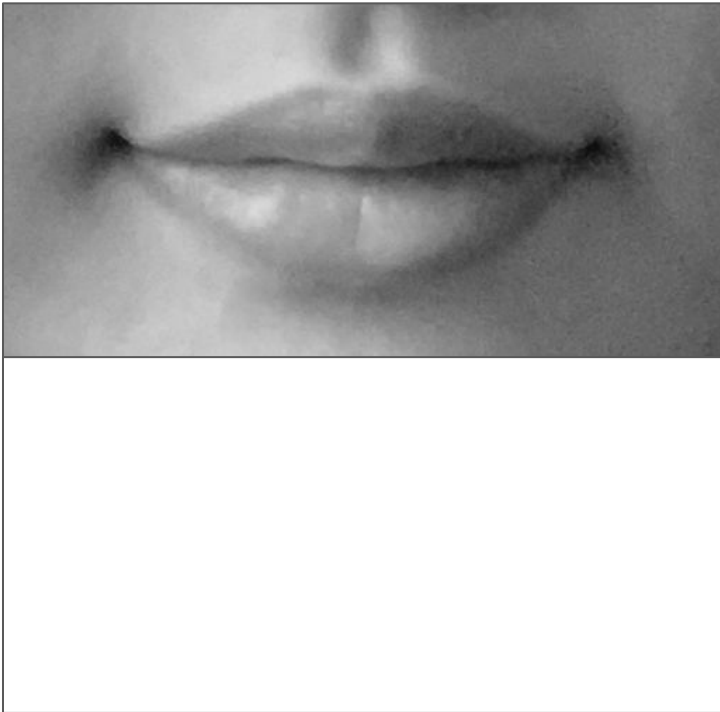
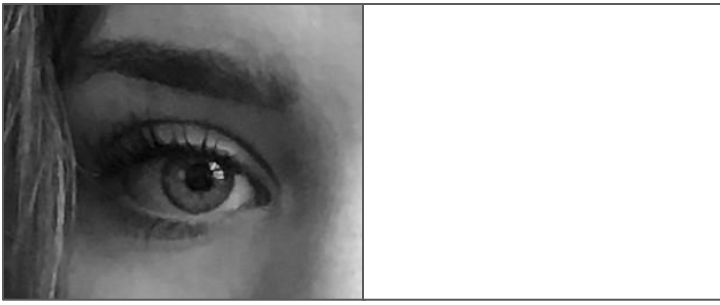
Teken elk deel van het gezicht in de lege rechthoeken.



Start by **outlining** the major parts **very lightly**. Use a light grid, if you like.

Begin met het heel licht omlijnen van de belangrijkste onderdelen. Gebruik eventueel een lichtraster.





When your drawing is finished, there should **not be any outlines**. Remember that photographs capture the world by recording patterns and shapes of light and dark.

Wanneer uw tekening klaar is, mogen er geen contouren meer zijn. Bedenk dat foto's de wereld vastleggen door patronen en vormen van licht en donker vast te leggen.

Build up the darkness in **several layers** in order to make things black enough. Use your blender at **the very end**. If possible, do all of the smoothing carefully with your pencil.

Bouw de duisternis op in meerdere lagen om het geheel zwart genoeg te maken. Gebruik je blender helemaal op het einde. Voer indien mogelijk al het gladstrijken zorgvuldig uit met uw potlood.

