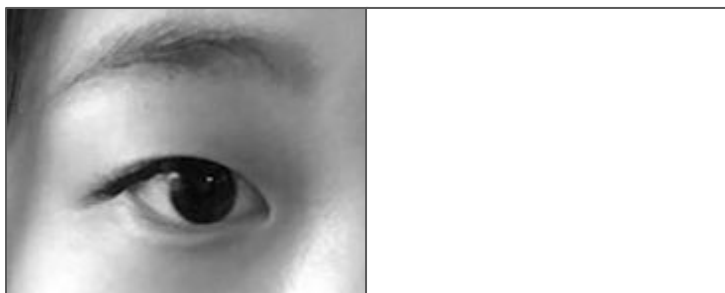


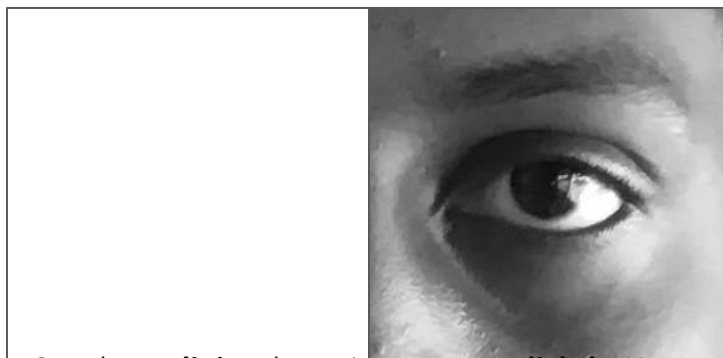
Skill builder: **Parts of the face**

Tagabuo ng kasanayan: Mga bahagi ng mukha



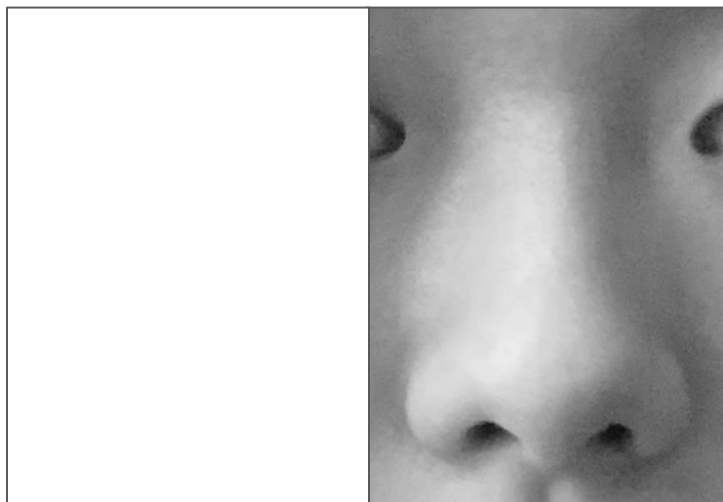
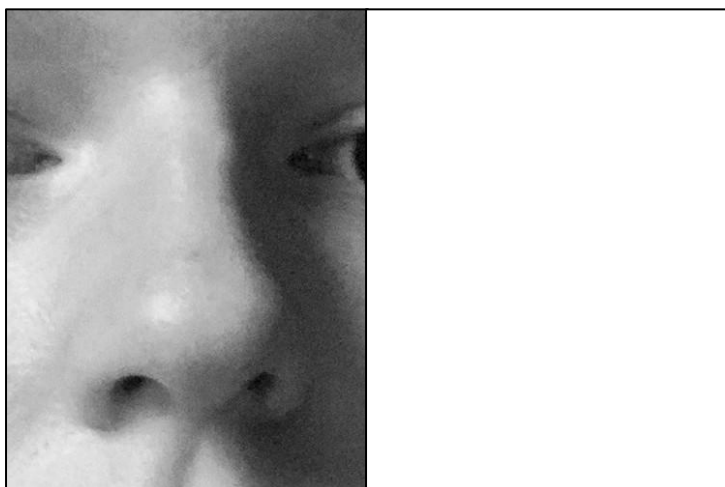
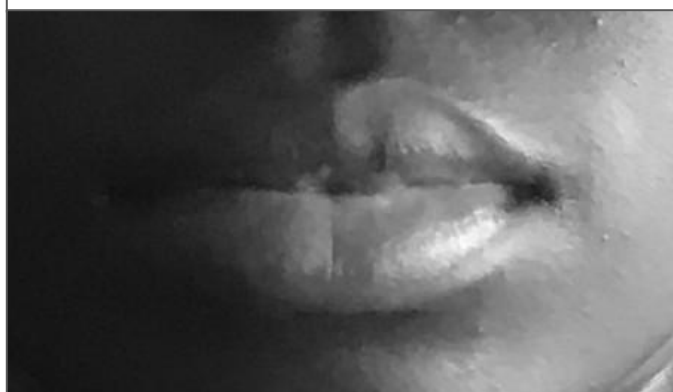
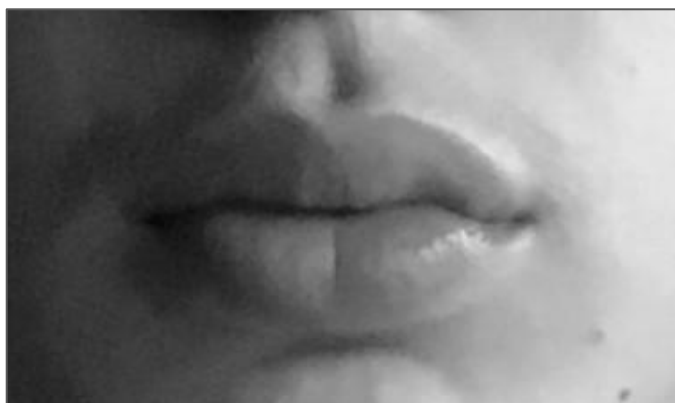
Draw each part of the face in the empty rectangles.

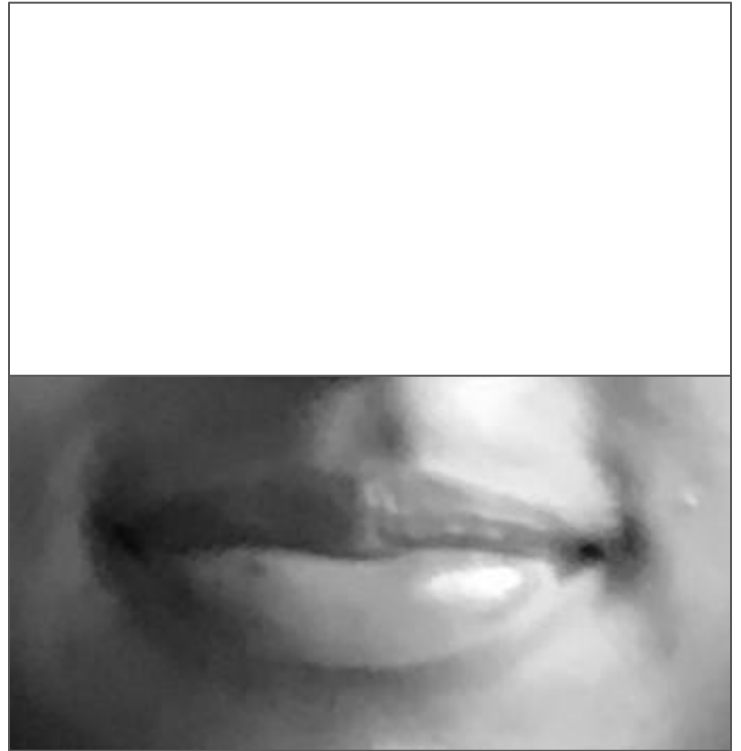
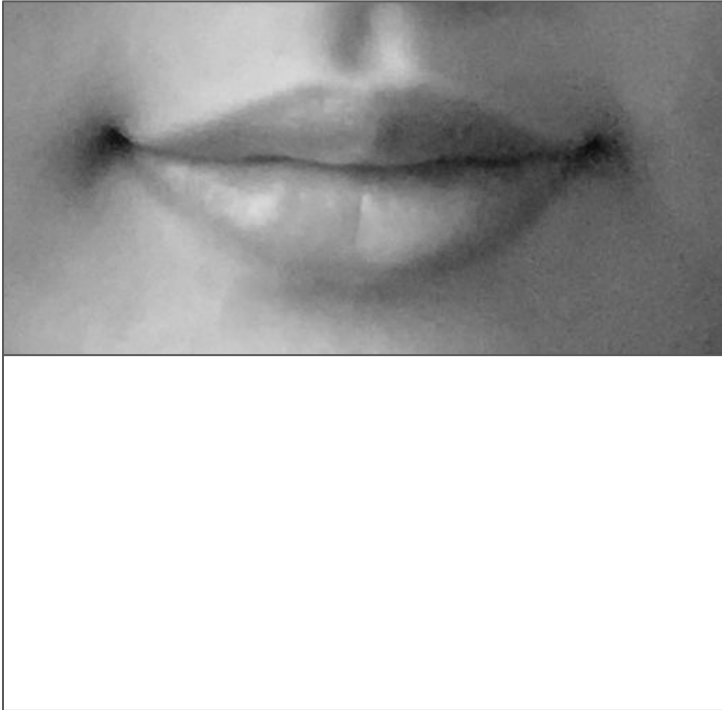
Iguhit ang bawat bahagi ng mukha sa mga walang laman na parihaba.



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

Magsimula sa pamamagitan ng pagbabalangkas sa mga pangunahing bahagi nang napakagaan. Gumamit ng isang light grid, kung gusto mo.





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.

Kapag natapos na ang iyong pagguhit, hindi dapat magkaroon ng anumang mga balangkas. Tandaan na ang mga larawan ay kumukuha ng mundo sa pamamagitan ng pagtatala ng mga pattern at hugis ng liwanag at dilim.

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.

Buuin ang kadiliman sa ilang mga layer upang gawing itim ang mga bagay gamit ang iyong blender sa pinakadulo. Kung maaari, gawin ang lahat ng pagpapakinis nang maingat gamit ang iyong lapis.

