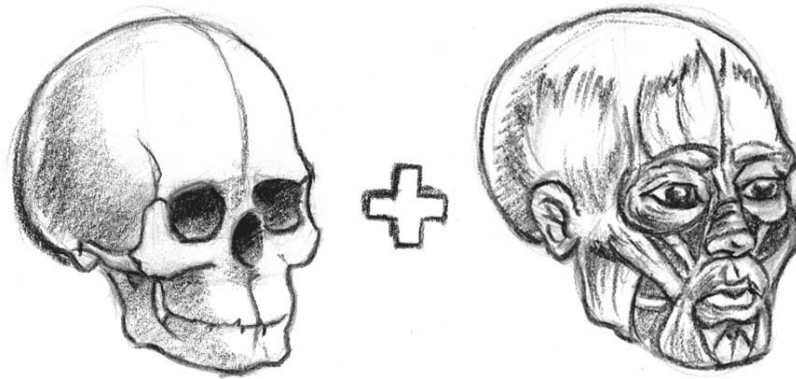


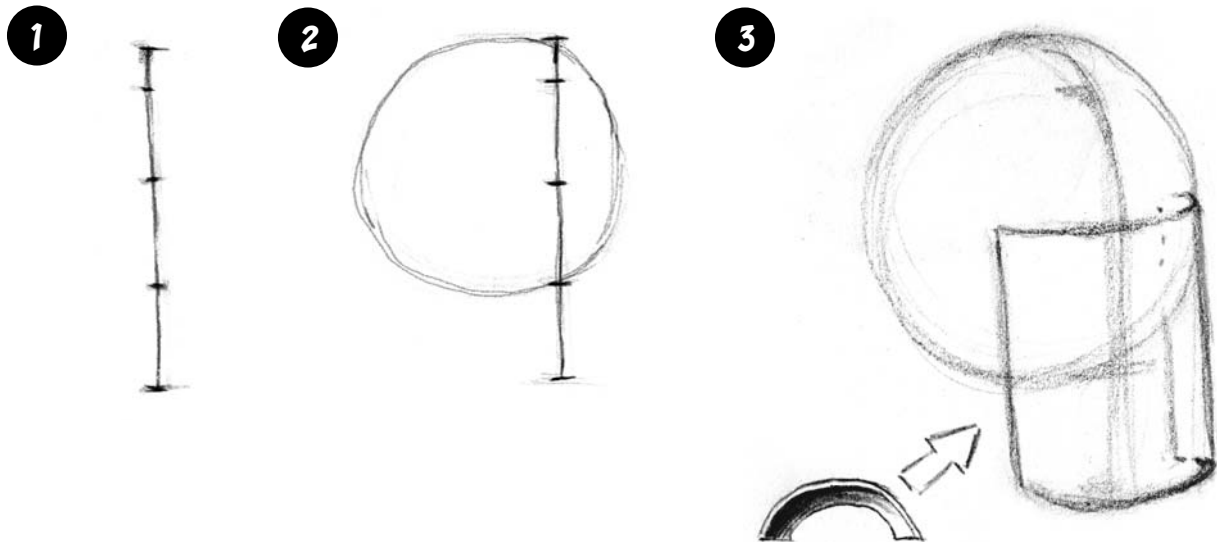
Planes of the Head



What are the planes of the head?

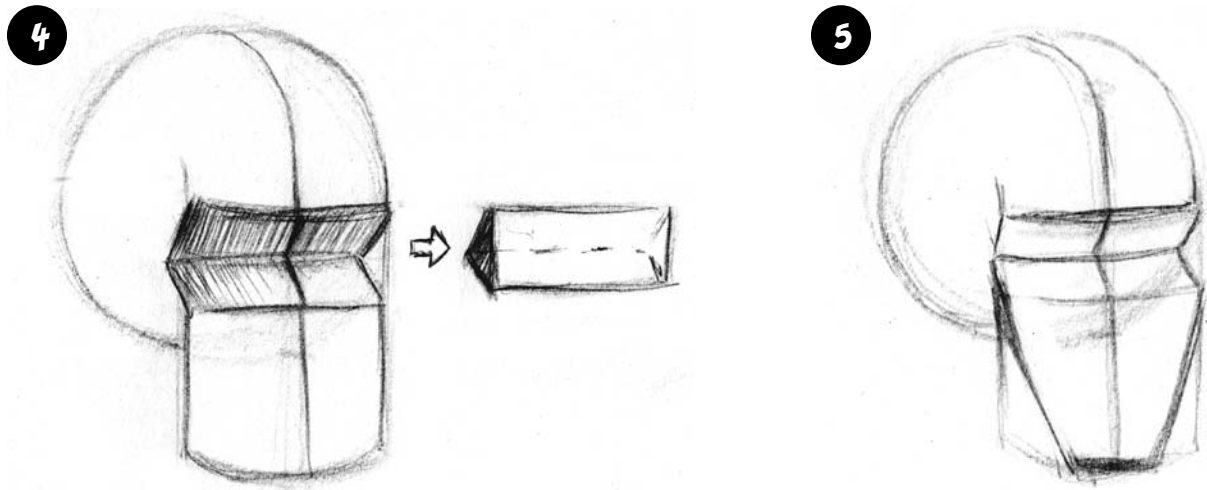
Planes are flat surfaces on the head that are made from bony masses of the skull and the fleshy masses of the musculature and tissue that lay upon it. These planes give an instant understanding of the volume of the head and how it turns in space. An understanding of the planes of the skull will add dimension to your drawings and will make the drawing easier to do and be and more believable when viewed.

The process...

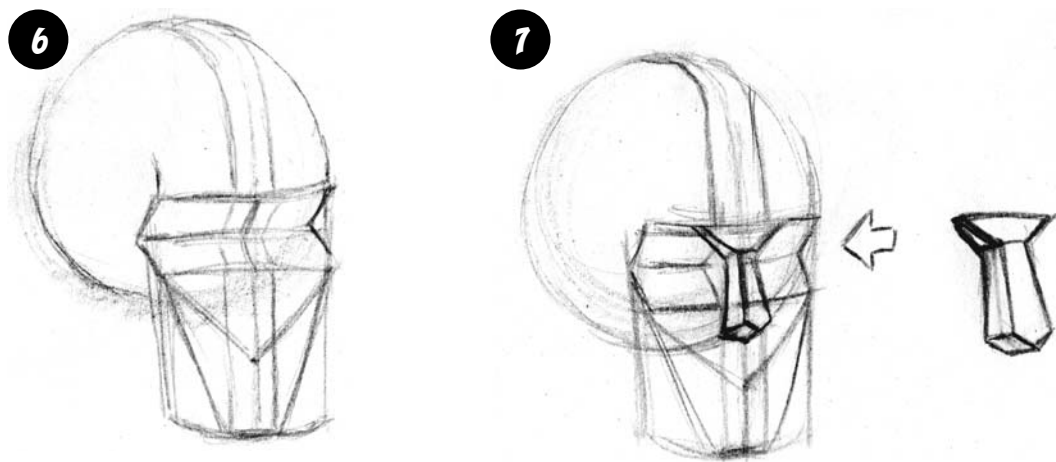


So how do we draw the planes of the head? Well, first we need a solid understanding of the skull and the muscles that attach to it. For this process, you will see a repeat of some of methods we have previously discussed. In **step one;** draw in a vertical line. Once again you will divide that line into thirds for the unit distances from the chin to the base of the nose, Nose to brow, and brow to hairline. Add that little extra half unit at the top. **Step two;** add the circle from the nose to top. This is offset as we have discussed for a 3/4 view. In **step three,** draw in a curved plane that wraps around the ball. This plane will describe

the distance from one zygomatic process to another, it covers the distance from the brow line to the chin-line and basically displays the curvature of the face.

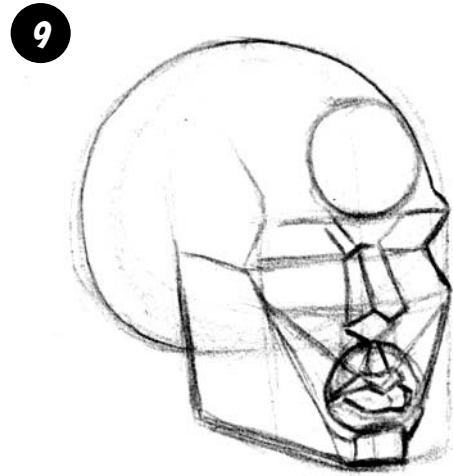
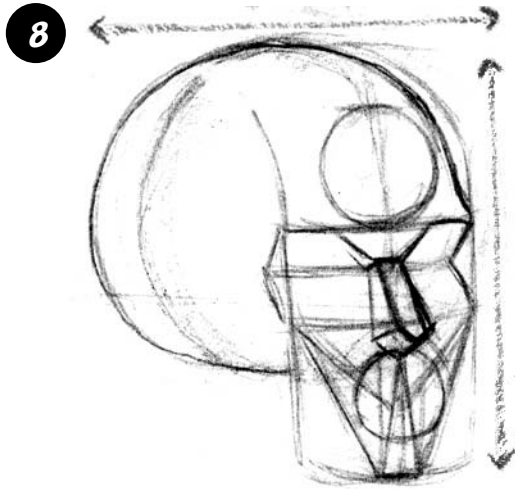


In **step four**; imagine cutting out a wedge shape from the brow line down two-thirds of the Nose to brow unit. The point of this wedge describes the middle of the head or the orbit of the eye as seen in the skull. **Step five**; gives us two angled lines down to the chin. This describes the turning edge of the zygomatic bone and the distance to the chin. The plane of the chin or the width of the chin is also covered with these lines.



Draw in the outer edges of the chin and carry the lines up through the rest of the head vertically in **step six**. This step also shows a triangle created just above the half way mark of the chin to nose unit to the edge of the zygomatic bones. Ultimately this triangle will describe the front edge of the zygomatic plane down to the bottom of the top lip. You will add the wedge shaped planes that make up the nose here. Note that it resembles a neck tie shape. The top portion describes the ridge of the brow and the connection to the ridge of the nose, or basically the connection of the procerus into the brow muscles.

In **step eight**, you will find the overall length of the head and add it to the cranial mass. The planes of the forehead as well as the orbicularis oris are added here. Note that a triangular plane has been added from the tip of the septum down to the chin. This angle describes the Philtrum above the top lip.

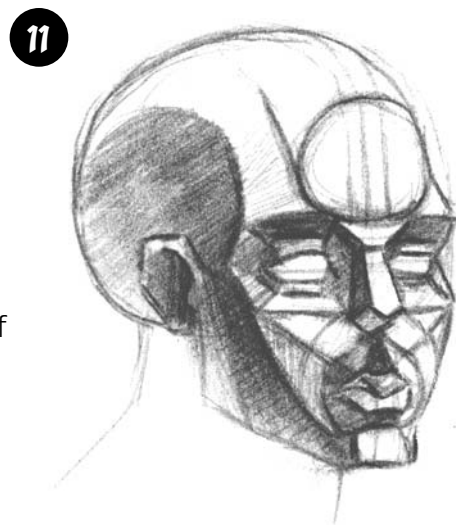


The lips and the the back edge of the mandible have been added in **step nine**. The full shape of the underside of the bottom lip is described by the triangle which also describes the philtrum in step eight.

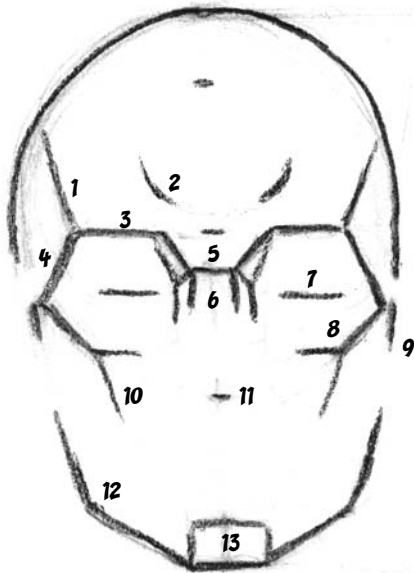
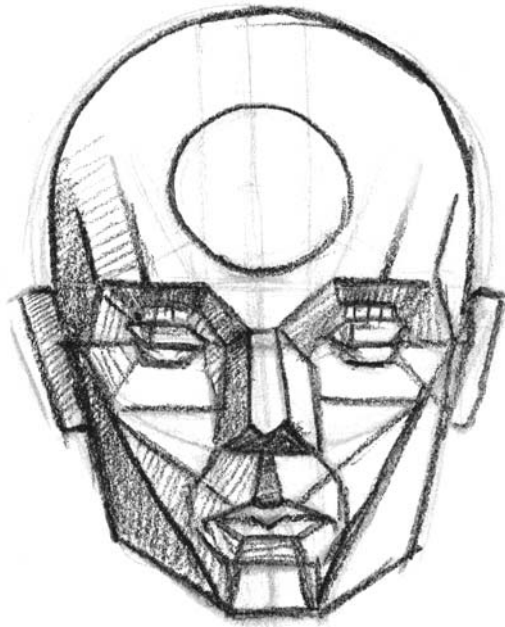


We're Almost done. In **step ten**, you can see the spheres of the eyes have added as well as the ear(s). A large circular shape has been added the describe the turning planes of the wings of the nostrils down to the chin. Note that side plane of the head have been completely laid in from the temporal arch to the zygomatic process, off of the zygomatic bone, down the zygomaticus, rounding at the flare of the triangularis, and squaring off

at the plane of the chin. Note also that the plane of the masseter is described along this plane. All of the planes of the head have been described at this point, so there's only one thing left to do and that would be to render those planes that turn away from the light. This is shown in **step eleven**.

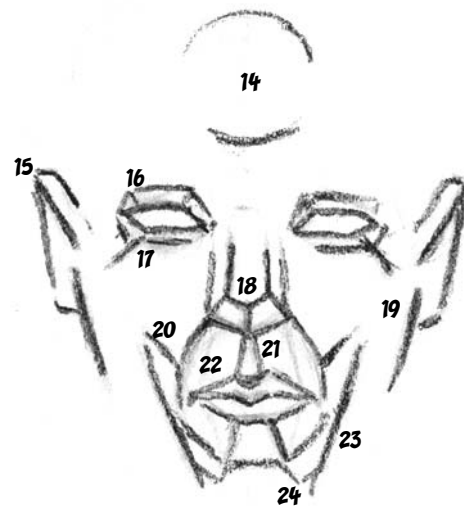


The planes of the head as seen from frontal



Boney or hard planes

- 1) Temporal Arch
- 2) Frontal Eminence
- 3) Superciliary Arch
- 4) Zygomatic Process
- 5) Glabella
- 6) Nasal Bone
- 7) Lower Ocular Orbit
- 8) Zygomatic Bone
- 9) Zygomatic Arch
- 10) Ridge of Maxilla
- 11) Nasal Spine
- 12) Mandible
- 13) Mental Tubercle (chin)



Fleshy or soft planes

- 14) Frontalis
- 15) Ear
- 16) Orbicularis Oculi
- 17) Zygomatic Head of Quadratus Labii Superioris
- 18) Nasalis and Nasal Cartilage
- 19) Masseter
- 20) Zygomaticus
- 21) Philtrum
- 22) Orbicularis Oris
- 23) Triangularis
- 24) Quadratus Labii Inferioris

Jeff Jackson Self Portrait



With an understanding of the planes of the head, you can draw any head, real or imagined. Where are the planes in this head? Note: detail can be added after application of planes for character individuality.