Creating Convincing Figures in 2-D

M.VOTE

Suggestions

- Make a ruler of 7.5 heads
- Keep proportional cannons in mind and how the figure deviates from this
- Review Anatomy book on breaks from drawing the model

Body Consists of

- Hard (bones)
- Soft (fat and organs)

- Straps

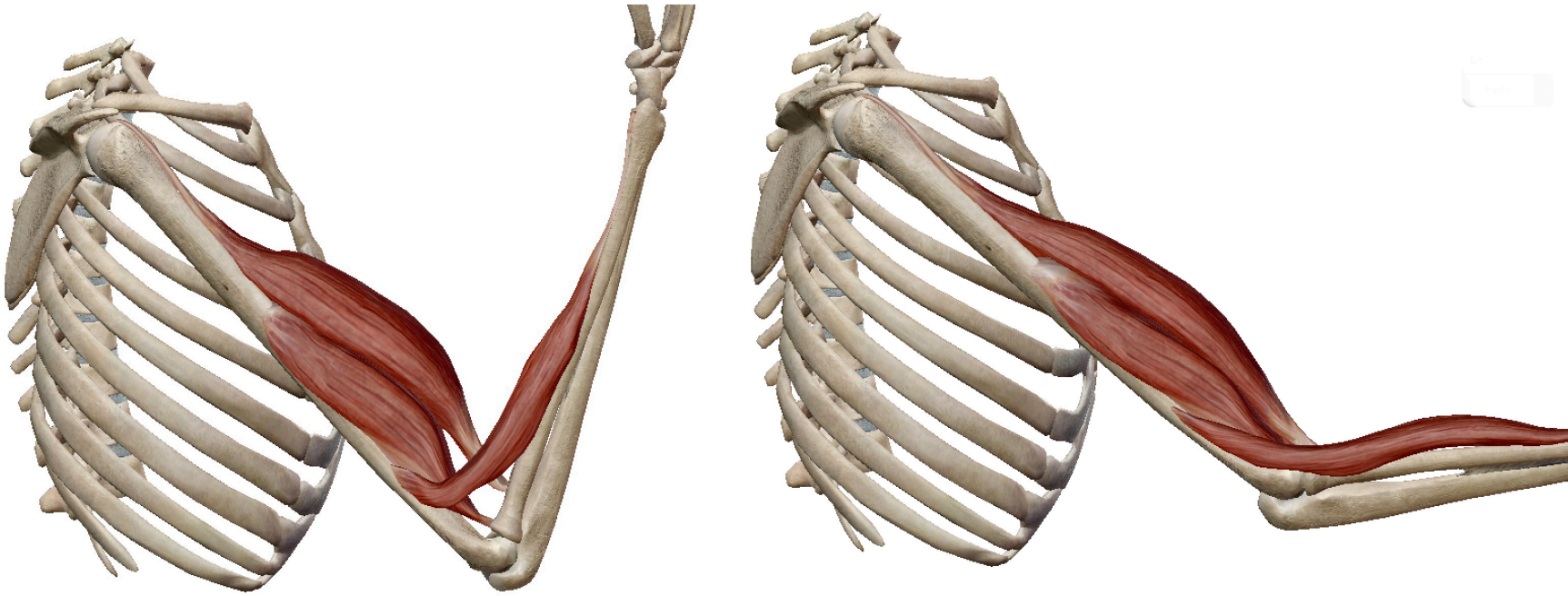
  tendons: grows out of muscles

  ligaments: strap together

  Rough spots on the bones, muscle growth directly out of bones

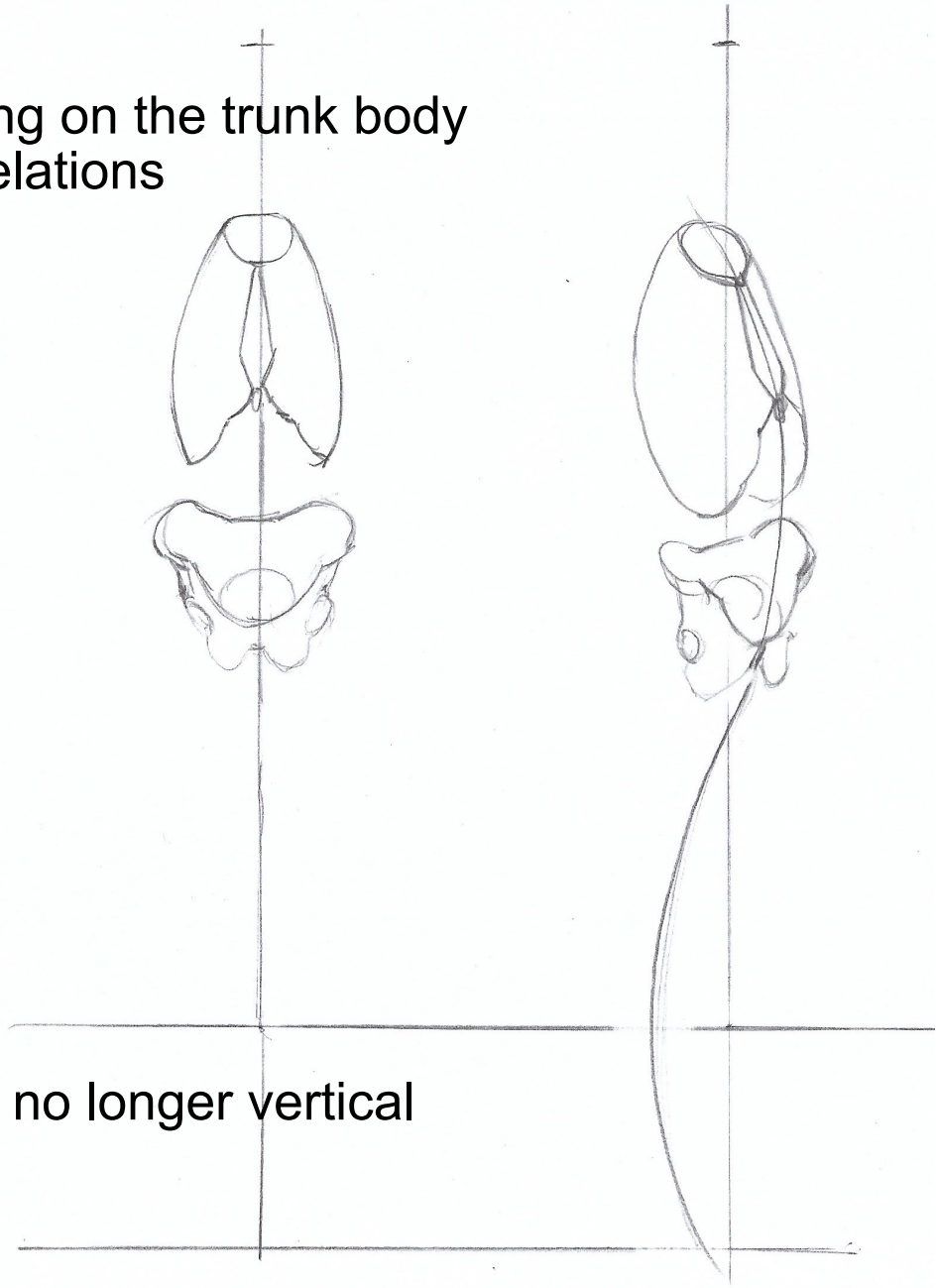
Other things to keep in mind

- Muscles contract
  - Gets smaller or shorter
- Relaxes
  - Appears elongated



CENTER LINE

- Imaginary line running on the trunk body
- KEY! To all spatial relations

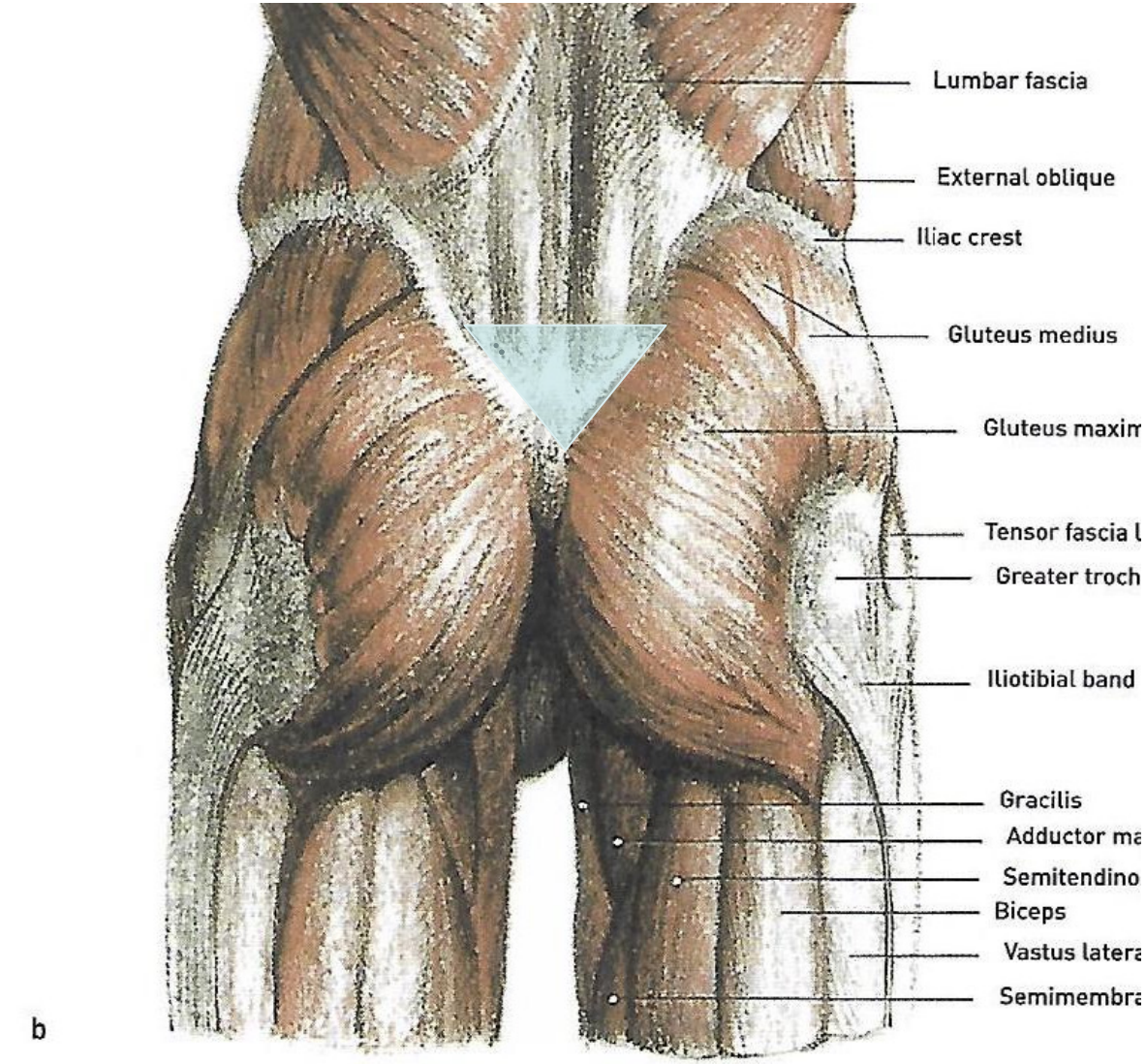


- Spatially displaced once no longer vertical

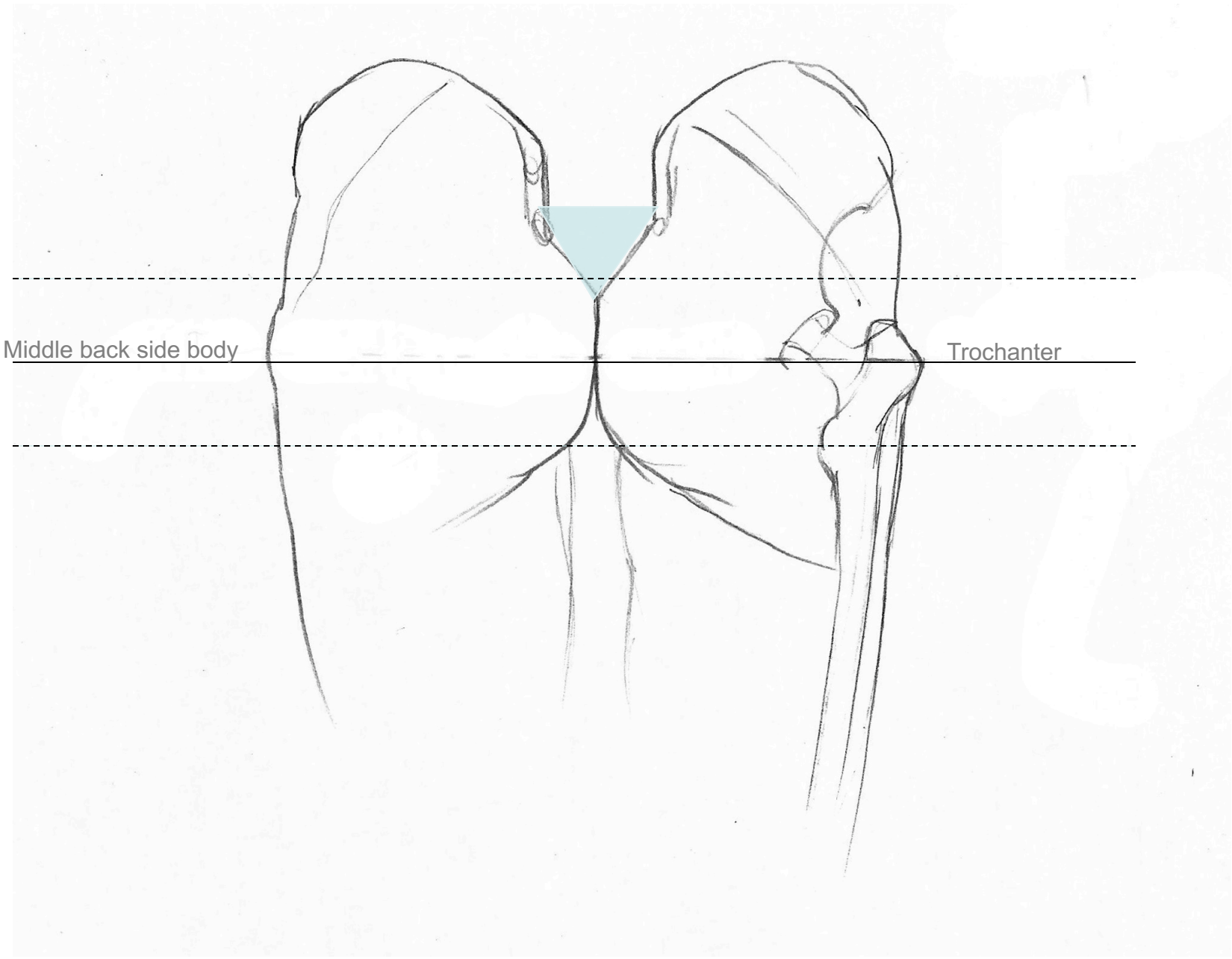
Ask yourself…..

- To what degree is the center line displaced?
- Where is the pubis?
- The trochanter?
- Area 1/2 way between sacral triangle and bottom of gluteal muscles?

Sacral triangle



- Determines the tilt of pelvis


Middle back side body
Trochanter

Other Points

- Symphysis Pubis lays beneath a layer of fat (2 inches)

- Acetabulum
  - Head of femur connects trochanter with pelvis

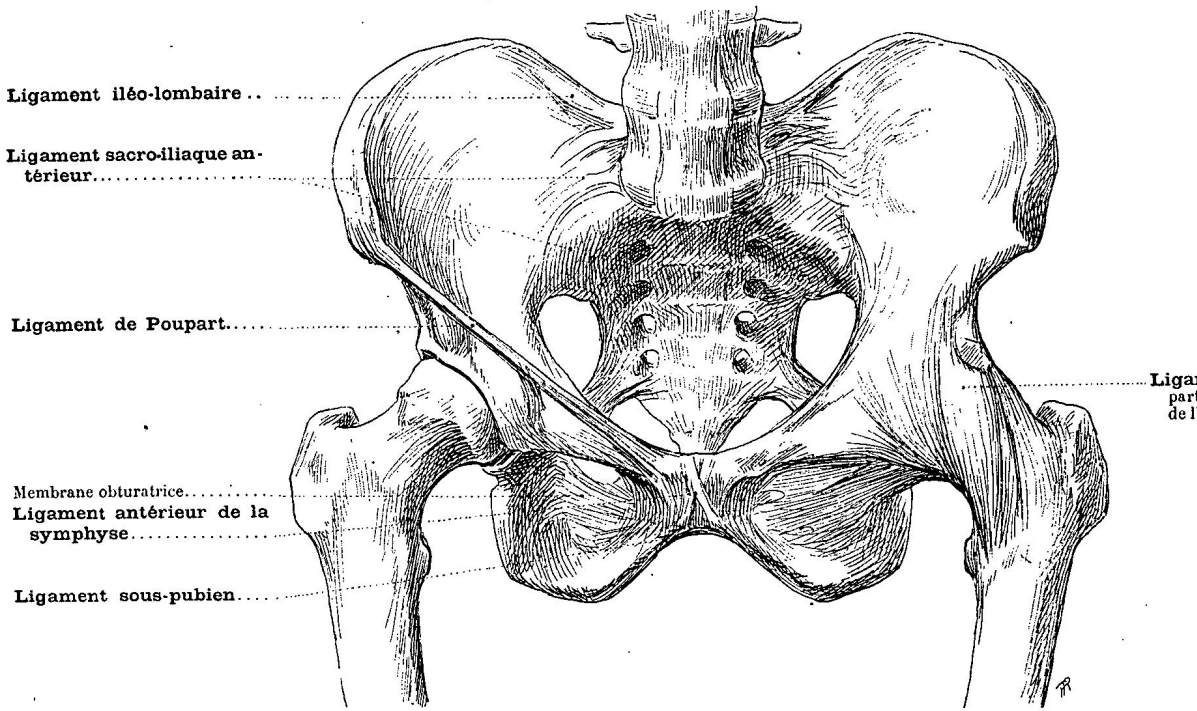
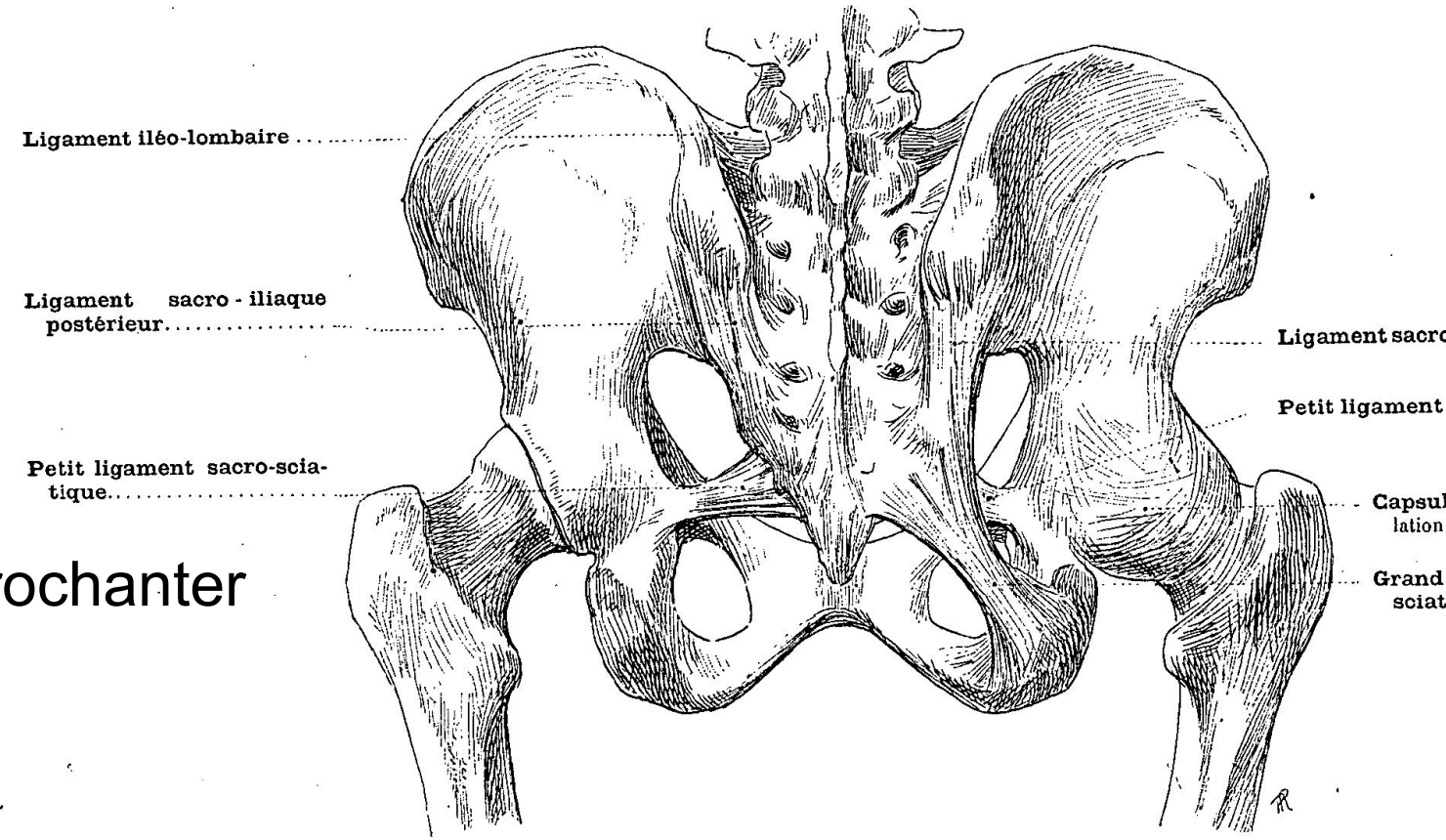


FIG. 1. — PLAN ANTÉRIEUR.

- trochanter points back to rear

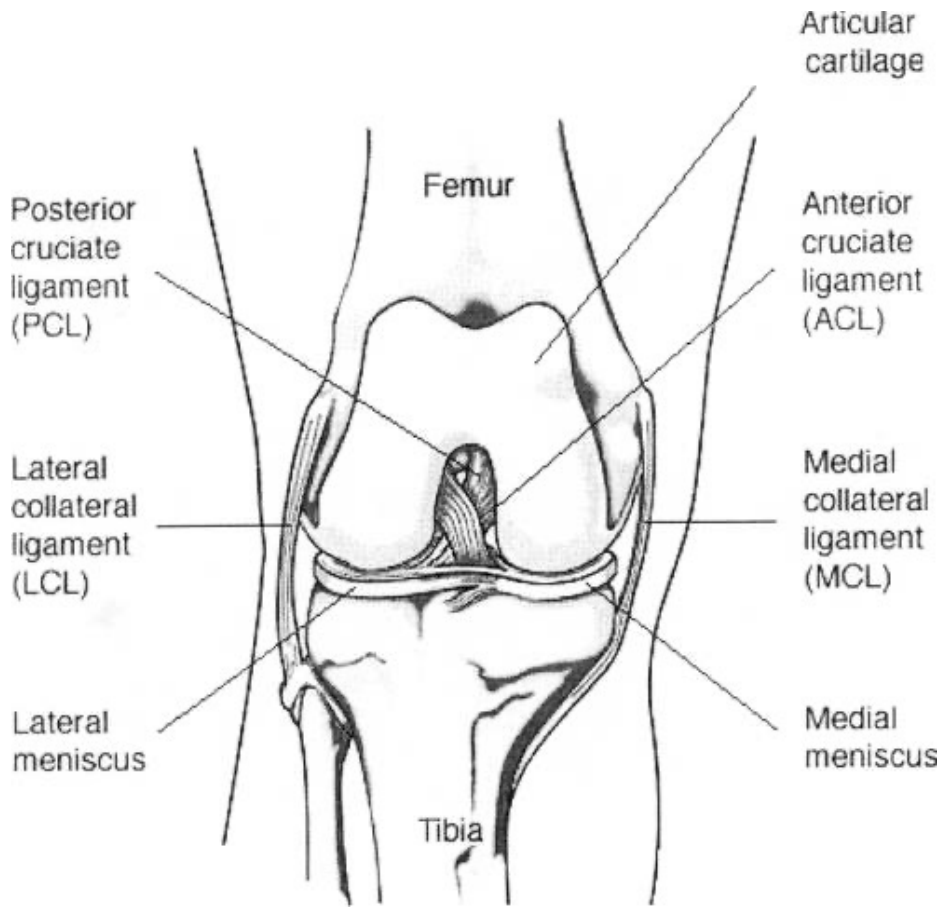


trochanter

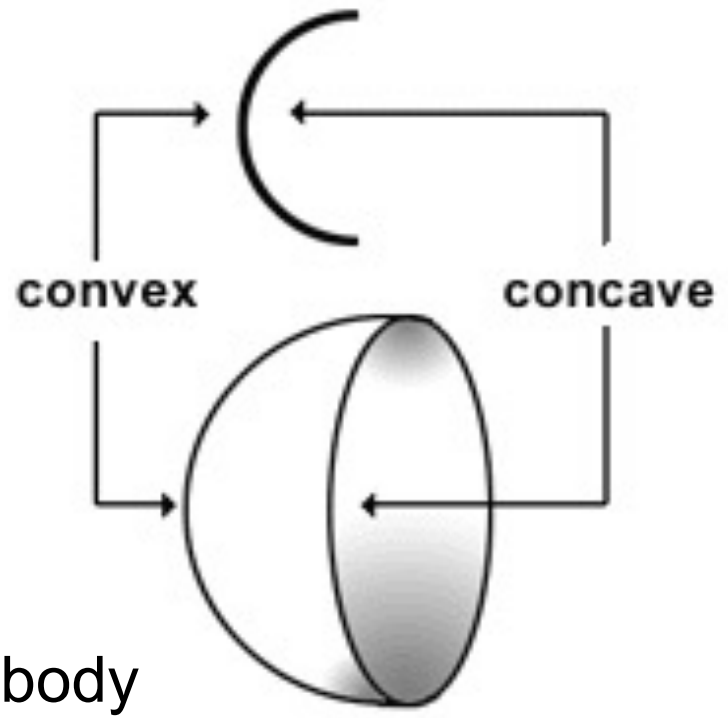
FIG. 2. — PLAN POSTÉRIEUR.

Flexion Fold (Plane) of Knee

- Two heads up from ground plane



Curves: make up the body

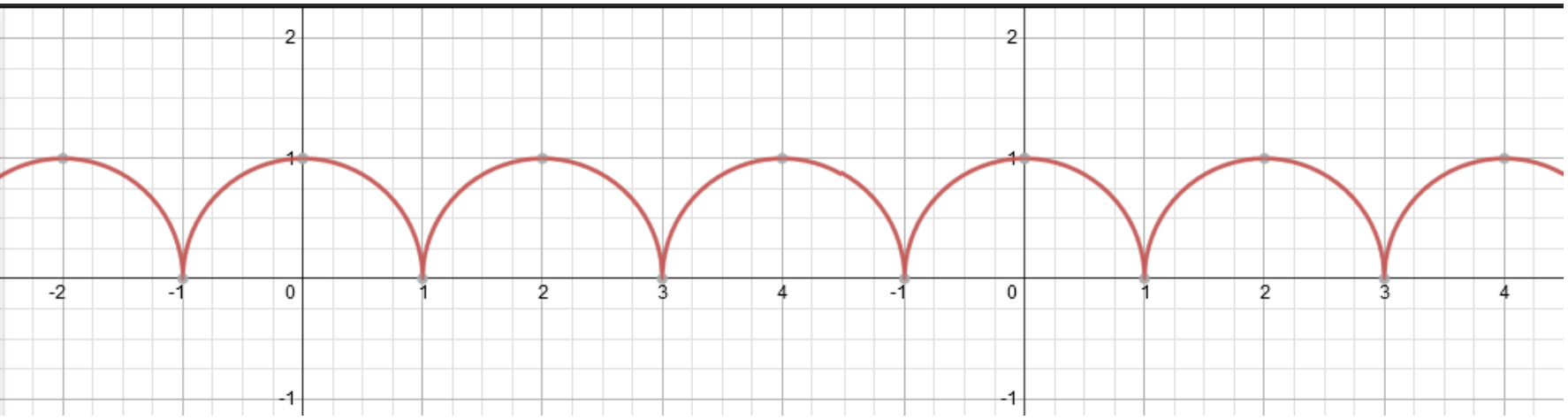


- Convex- outer area of body
- Circles curves are neutral
  - Equal to all other curves on the circles

- regular curves

NO NEUTRAL CURVES ON THE HUMAN BODY!!

Space



- Not possible on humans

Possible

"A large mass is always, in a more or less accentuated way, separated from another by a line or slightly curved plane, which I call Points of Rest". -Lanteri

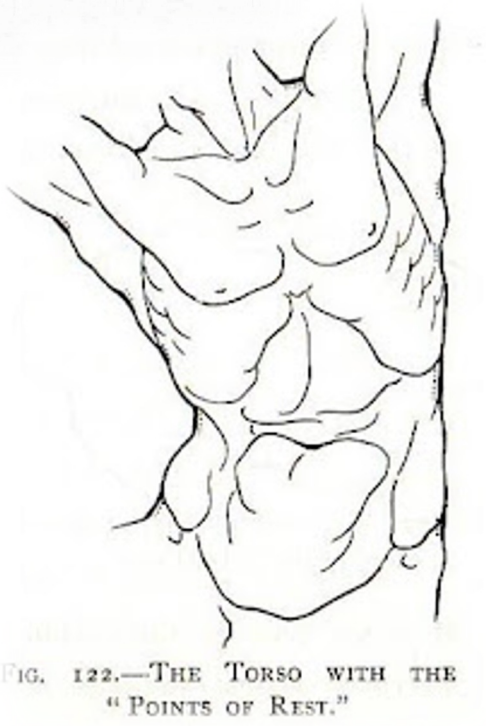
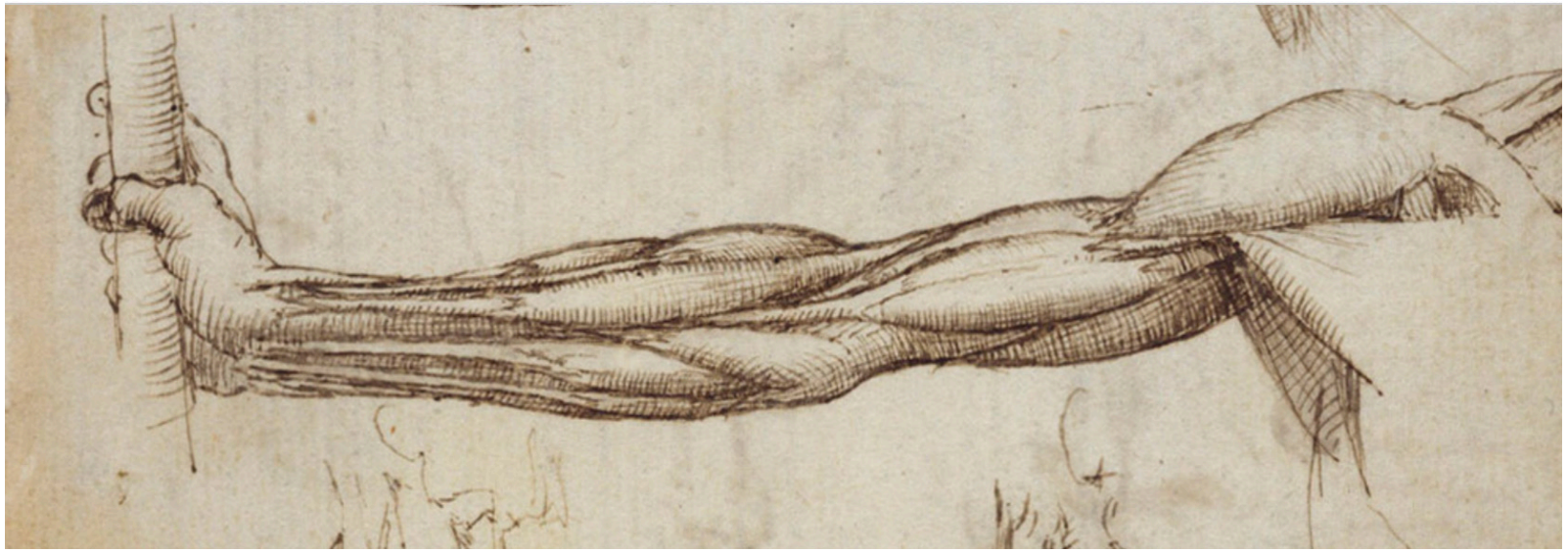


FIG. 122.—THE TORSO WITH THE "POINTS OF REST."

Insertions

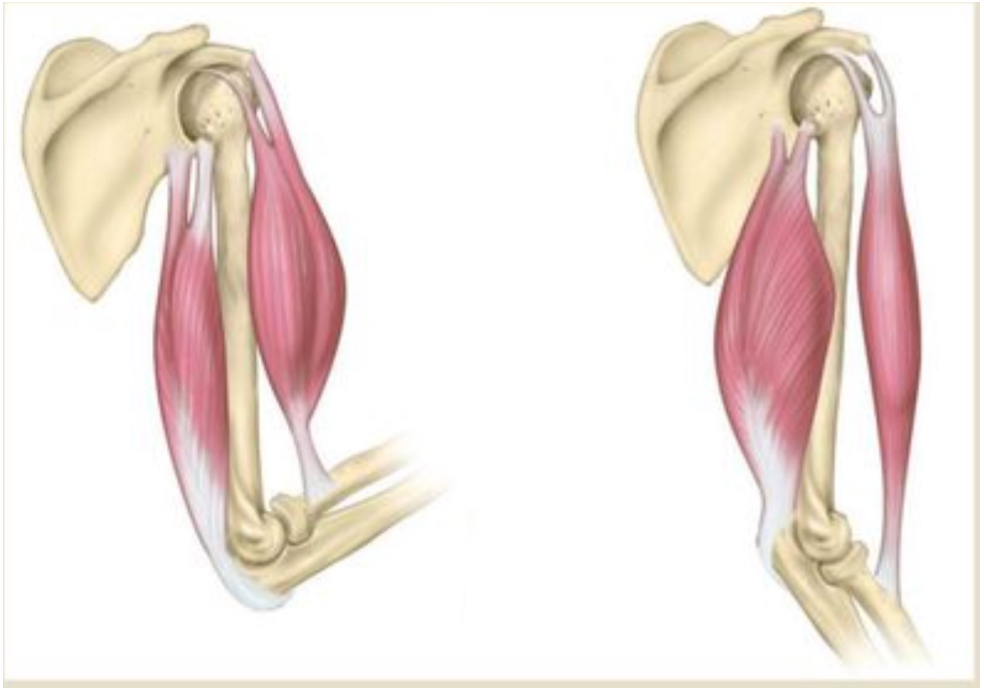


- Always diagonal (not parallel)
- creating overlapping lines
  - Relating to diagonal nature of muscles and figure forms

Diagonals

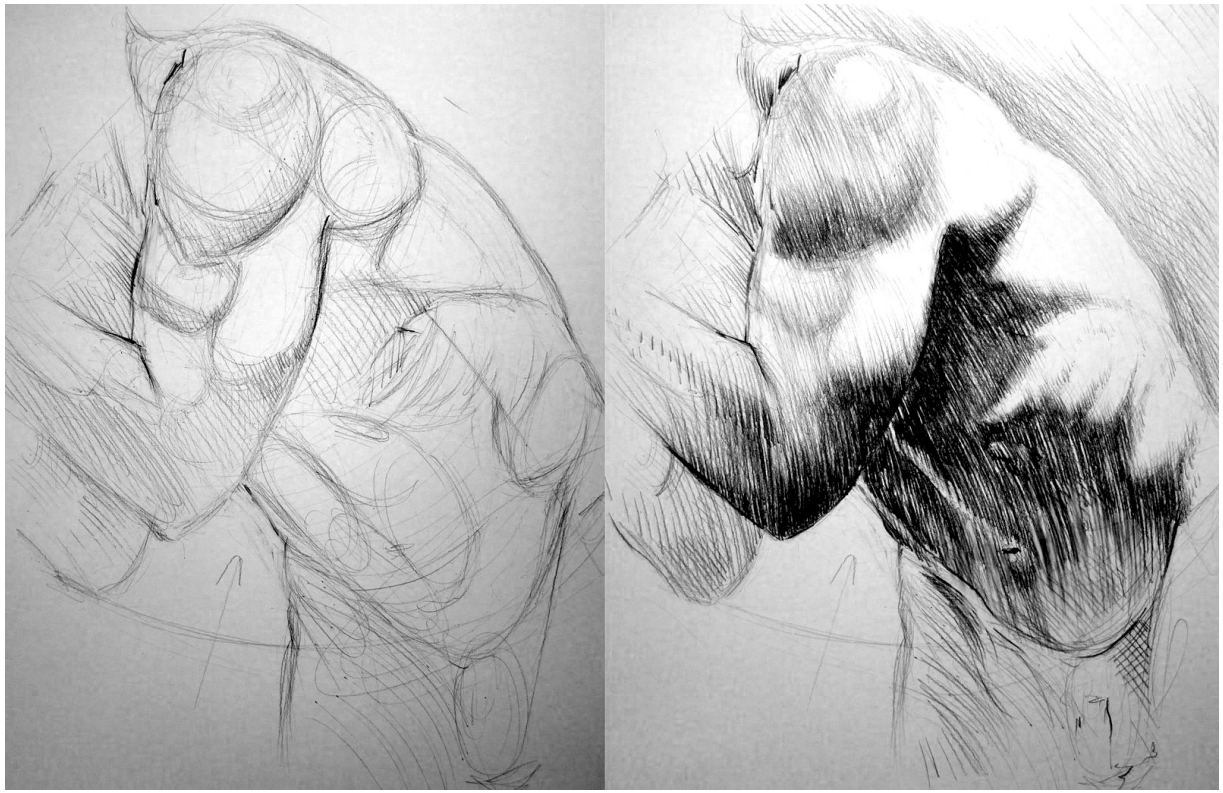
- 2 joint muscles
  - example Sartorius (O)hip to (I)knee

Muscle Flexes, Peaks enlarge



- It travels toward the origin

Peaks



- Highest point of a curve
- Term used a lot by sculptors
- All curves of the body have peaks

Overlaps

Notice how one muscle will appear to wrap around or overlaps another

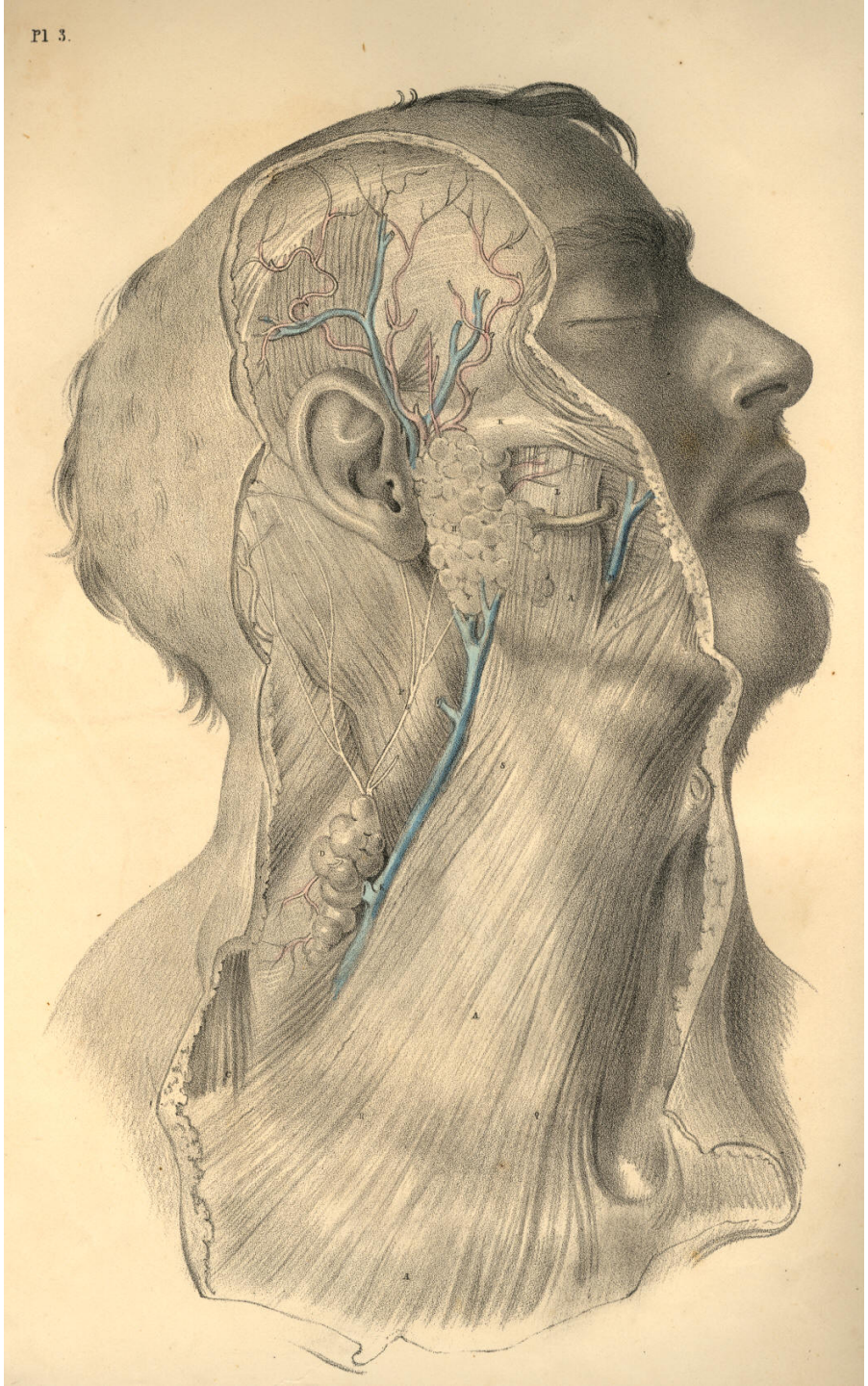
Ask yourself…

- Where is the peak of the form?
- Where is the overlap?
- Where does the curve peak?
  - Foreshortened form, extreme overlaping!

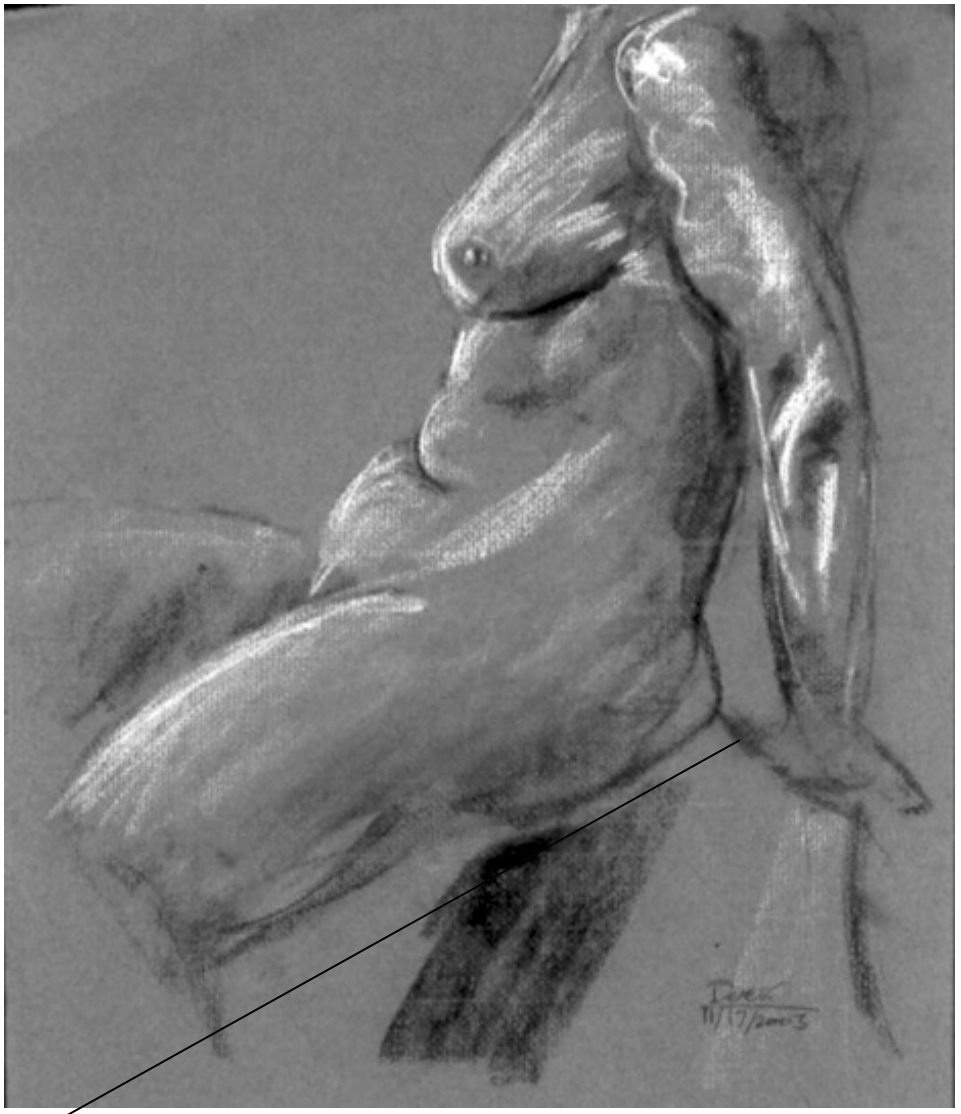
Convexity (hugging)

- Thinking of the peaks of the form
- Body is full of fluid making all form convex
- Curves will change when flesh in pressed against something

Pl 3.



Pressure Plane



- Plane to which pressure is applied
- neutral place of rest
- more pressure applied to the pressure point closest to the plane is to the peak.

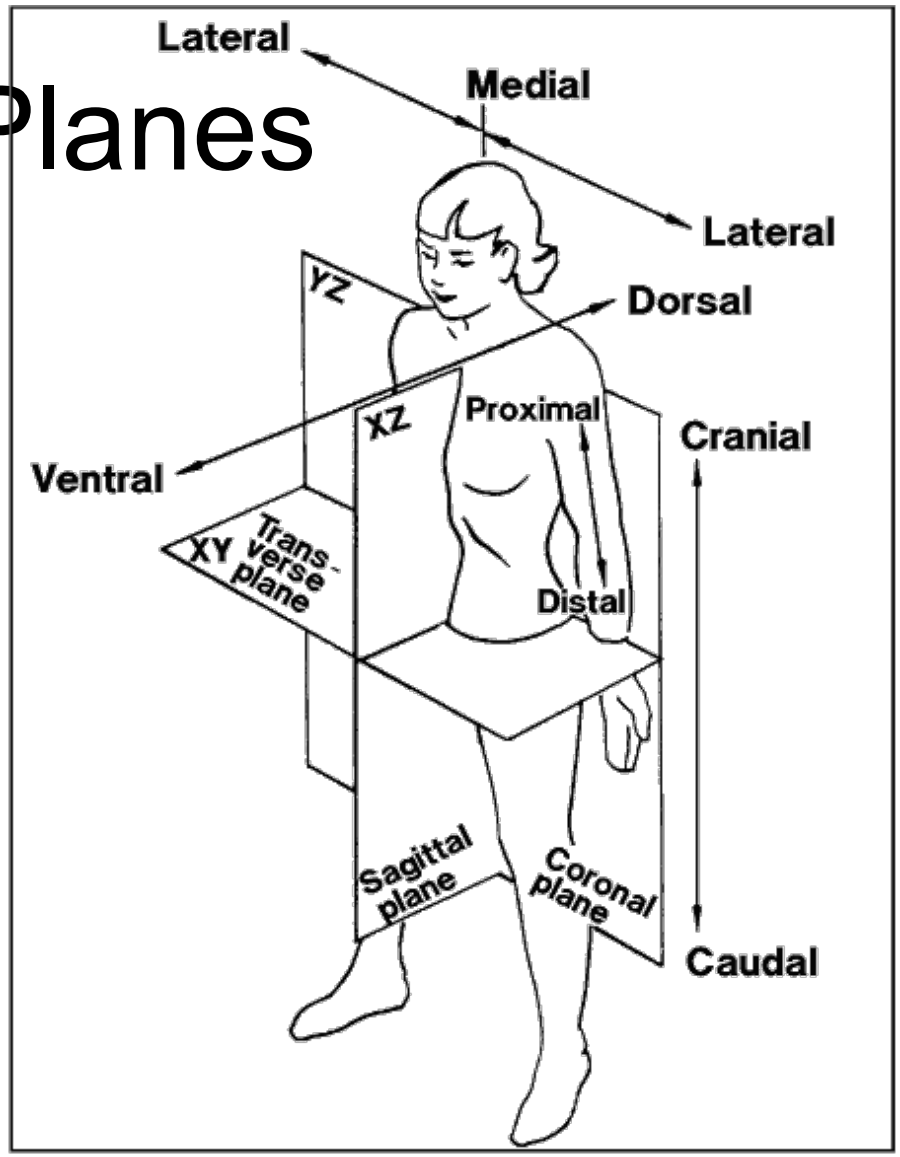
Marc Quinn

No pressure plane

Streamlining

- Imagine a standing human being sculpted through the years by the sand wind
- Backside, wider

Body Planes


Lateral
Medial
Lateral
YZ
Dorsal
XZ
Proximal
Cranial
Ventral
Trans-
XY verse
plane
Distal
Sagittal
plane
Coronal
plane
Caudal

Planes

- Frontal, anterior - front
- Posterior – rear, dorsal - back

Movements

- Flection - movement associated w/ Medial Plane, brings limbs together
- Extension – away
- Abduction- away from body
- Adduction- towards body