

loish Patreon ♥

TUTORIAL CHEAT SHEET // OVERLAPPING SHAPES & FORESHORTENING

TOOLS

These techniques can be used in any medium, as long as you can create lines and shading.

KEY LESSONS

- How to use **basic shapes** in your sketches to create volume and perspective.
- How to **convey foreshortening** by understanding how the shapes overlap.
- How to **stylize your rendering and lighting technique** in order to maximize the volumes.

OTHER RESOURCES

> CONSTRUCTING A POSE

This tutorial talks about which shapes I find helpful when constructing a character.

> DRAWING HANDS & FEET

This tutorial gives tips and advice for drawing hands and feet, and which shapes work best for that.

> CREATING INTERESTING & FLOWY SHAPES

This tutorial talks about how to stylize shapes at different stages of your drawing process.

OTHER ARTISTS TO REFERENCE

> J.A.W COOPER

J.A.W Cooper is excellent at using overlapping shapes and contour lines to convey the subject, especially in their animal sketches.

> MARCEL HAMPEL

Marcel Hampel uses simplified and appealing shapes to capture trees, rocks, and other elements from nature. His art is an excellent example of how mapping your detail over the color and shape is an effective way of creating depth.

TIPS

PRACTICE ON THINGS THAT DON'T HAVE A FACE

Using rocks, clouds, trees, and other objects to practice volumes and shapes will give you more creative freedom and make you less concerned with accuracy.

SIMPLIFY THE SHAPES TO START WITH

If you're struggling to capture volume, keep your shapes really simple until you get the hang of it.

"WRAP" LIGHTING OVER YOUR SHAPES

This is a mindset tip that will ensure that your creative choices are organized around emphasizing the volumes.

SECTION	TIMECODE	DESCRIPTION
INTRO	01:23	How I developed my skills over time
	03:46	My current approach to capturing volumes
SKETCHING	05:35	Three main ingredients of capturing volumes in your sketch
	08:32	Demo: drawing a pose
	16:38	Demo: drawing an arm from 3 different angles
	20:36	Examples of this technique in other artwork
LIGHTING	22:27	Demo: adding shadows to the pose sketch
	27:36	Demo: mapping light & shadow onto other subjects
	30:16	Examples of this technique in other artwork
CONCLUSION	32:52	Recap
	34:30	Tips

DEMO // STEPS

01 // BUILD YOUR SKETCH USING BASIC SHAPES | TIMECODE: 09:02

- Use organic, rounded shapes to build up your sketch.
- Allow them to overlap one another in order to build up three dimensionality.

02 // ADD DETAIL IN A WAY THAT FOLLOWS THE VOLUMES | TIMECODE: 12:07

- Use contour lines that follow the shape.
- Focus on details that tell us something about the volume it's wrapped around.
- Use sharp drop shadows to establish which shapes are in the foreground.

03 // ADD LIGHTING THAT EMPHASIZES THE SHAPES | TIMECODE: 12:24

- Apply different lighting treatment to areas that are receding from our vision.
- Pay special attention to areas where shapes connect or overlap.