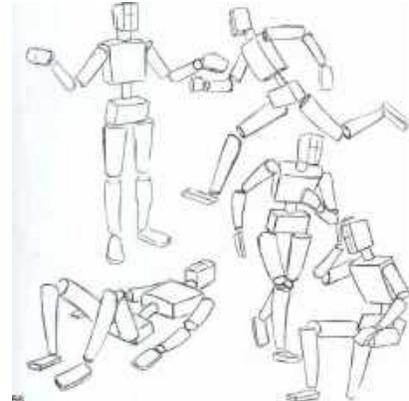


Blocky and Bendy People



Studies of People, Joshua Nava

Drawing the human body can be tricky. People are made up of so many bones and muscles of different sizes: It's a lot to keep track of! If you've ever drawn from a mannikin, you know that it's a simplified drawing tool that lets you understand how people's bodies bend. This week's project is even more simplified: We will work on collages made up of a few general shapes:

a circle or oval for the head

a small rectangle for the neck

a large rectangle for the torso (You can add a trapezoid below it for a skirt)

two long skinny rectangles for each arm (so that they can bend at the elbow)

two long skinny rectangles for each leg (so that they can bend at the knee)

two semi-circles or rectangles for the feet

two semi-circles or ovals for the hands (+ teeny rectangles if you want to add fingers)

Vary the way you have your characters bend so they can look like they're dancing, running, sitting etc.

You can use construction paper, images cut out of magazines, catalogs or advertisements, or a mix to create your figures. Figures often look best when you mix basic shapes with one or two photographic details. It's also possible to make funny characters that are part animal or part monster. And don't forget the hair!!



Supplies:

Construction paper and/or magazines, catalogs, ads etc.

Scissors

Pencil (just for making placement notes before you glue)

Glue stick

Large piece of paper for the background

Procedure:

Cut out lots of shapes from your stash of paper. Think of using a variety of colors and patterns. Hair can be from a photograph or something unexpected. Broccoli anyone?

Consider cutting out a few photographic details. The picture above shows a real person's legs and feet for the middle character and the picture at right uses someone's face and hair.

Experiment with arranging your pieces on your background sheet before starting to glue them down. This will give you the opportunity to play with different movements. Using dynamic movements is more interesting than having your character stand at attention. You can also decide if you want one or more characters in your picture. It can be fun to have your characters interact.



Once you have decided how you want your characters to be composed, you are ready to start gluing. Glue the pieces down in an order that makes sense. For example, the neck should be glued down first, as both the head and torso will be in front of it. Remove the head and torso gently so as not to lose your place and make an indicator line where the top of the neck should go. Glue down the neck. Before gluing down the head, decide where the hair should go. You'll probably want it to go behind the head, so position it so that it will be partially covered up. Next come the head, torso, arms and legs. You can decide what goes in front of what. Finish off with hands, fingers, and feet.

Feel free to add facial features if you like and any details in the background. You might want to write a story about your character.