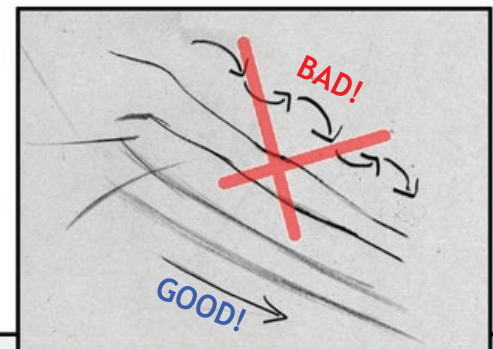
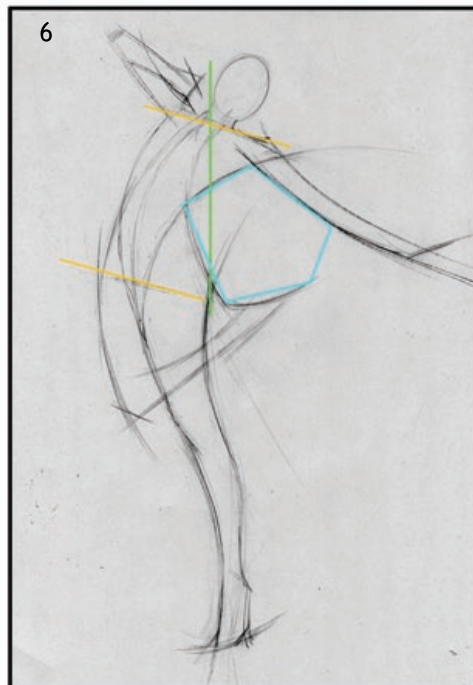
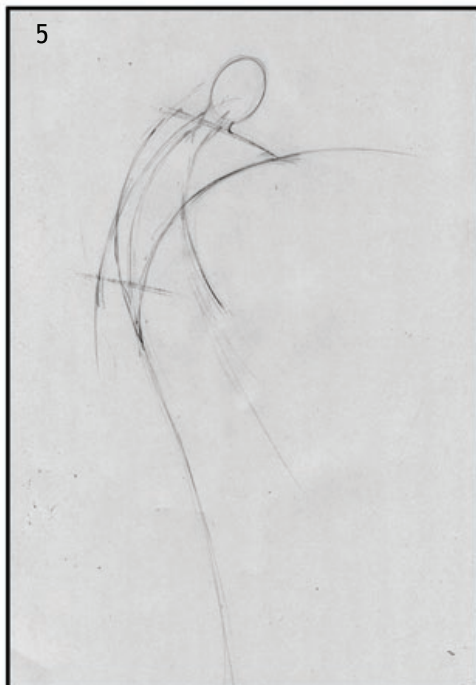
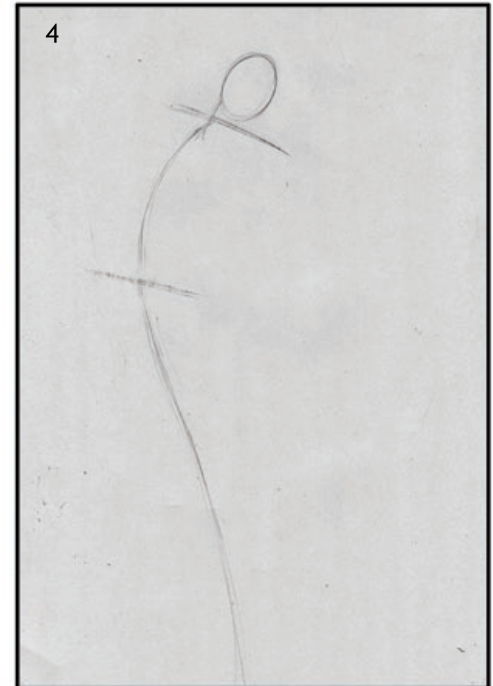
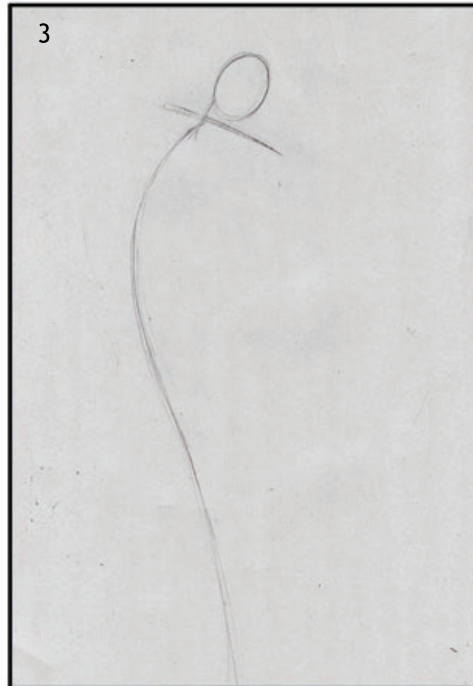


Quick Sketch Part 2: Gesture/ Rhythm

As I mentioned before, having a specific order of construction will help your quick sketches regardless of the pose. I will demonstrate that sequence here

1. The Head
2. Angle of Shoulders
3. Line of Action (longest line of pose)
4. Angle of Hips
5. Line 1/ Line 2 of Torso (often 4 lines i.e.. shoulders to crotch & neck to hips)
6. Line 1/ Line 2 of Arms & Legs



When establishing the gesture, look through the contour and try to see the action or fluidity. Simplify the contour down to an average, and draw the action as a simple c-curve, s-curve, or straight. Anything more complicated than a s-curve and you are getting caught up in surface detail. Establish what the figure is doing first, there is always time for refinement and detail in longer drawings.

When laying in your quick sketch there is not a lot of time to measure, so we need to find other, faster ways of finding our big proportional relationships (minute proportional inaccuracies are to be expected in quick sketch, and could always be refined given more time). Plumb lines are a great quick measurement tool, look for anything in your subject that lines up either vertically or horizontally, In this instance there are many, but the one that jumped out at me is the pit of the neck being directly above her **left hip**. Negative shapes are also very useful, there are not many here but the **shape between her right foot and left side and arm was handy**. One more that I use often is parallels, definitely not many of those here, but I did see her **shoulder tilt and hip tilt as being very close**.