

# The Syllabus

Level: Beginner

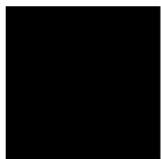
## VISUAL ANALYSIS & PALETTE



**Instructor Note:** *Wow, what a cool shot! You're looking at a scene with lots of bright sunshine and really deep shadows, which means we have a super clear light source – it's hitting things from the top-left, making those highlights sparkle and pushing the other side into shade. For our big shapes, think of the head and helmet as a big, roundish form, like a slightly squashed ball. The goggles are like a long, curved rectangle sitting on that ball. The ski lift bar is a very straight, horizontal cylinder stretching across the top. And the main body is a wider, softer block shape. Don't worry about tiny details yet, just get those basic forms down!*

**Scale Key:** For your drawing tools, try using the fine point of your pencil for initial guiding lines, but then really experiment with the broad side of the lead to fill in those big areas like the helmet, jacket, or even the vast snow. This will help you cover ground quickly and create smooth tones without getting bogged down in tiny details.

### The Toolkit: Master Palette



Shadow



Mid



Highlight

# The Roadmap

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# The Construction

## STRUCTURAL BLOCK-IN



**The Check:** When you're first drawing, make sure to check the overall angle of the ski lift bar at the very top. Is it perfectly straight across your page? Getting that horizontal line right helps anchor everything else!

# The Value Map

LIGHTING & MASS

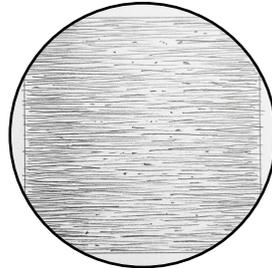


**Instruction:** Alright, here's a fun challenge for our shading! Even with a simple sketch, let's really push ourselves to find and shade the absolute darkest spots you see in the picture. Look closely at areas tucked away from the light, like under the goggles or deep in the folds of the jacket. Don't be shy – make those areas super dark! This isn't about perfectly rendering every detail, but about bravely getting those strongest darks down. It's a fantastic way to level up your drawing skills and make your sketch really pop!

# Texture Lab

## SURFACE ANALYSIS

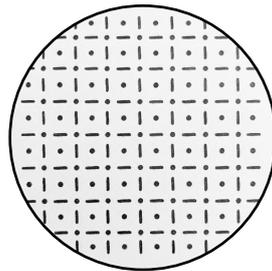
### Texture 1: Metal Hatch



**Location:** Across the top, the main horizontal metal bar of the ski lift.

**How-To:** Draw many short, thin, parallel horizontal lines very close together across the bar. Vary pressure slightly for a brushed or weathered appearance.

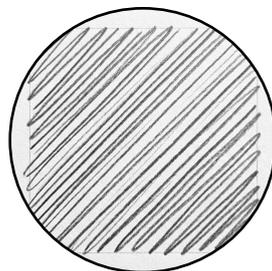
### Texture 2: Helmet Dots



**Location:** On the gray ski helmet, top of the person's head.

**How-To:** Draw tiny, light dots over the helmet's surface. Ensure they are spaced out evenly to create a subtle, uniform pattern across the gray area.

### Texture 3: Jacket Diagonal



**Location:** On the person's left arm, black jacket sleeve.

**How-To:** Draw light, parallel diagonal lines across the sleeve's surface. Make them consistent in angle and spacing to suggest the texture.

# The Master Copy

## QUALITY CONTROL



### Diagnostic Checklist

- Is the overall rounded shape of the helmet roughly the same width and height as in the photo?
- Does the ski lift bar at the top run straight across the page, and is it level with the top of the helmet?
- Did you manage to capture those super dark shadows, especially under the chin and where the goggles meet the face?