

Figure Drawing: Action Figure Toys by Kim Fjordbotten

Materials

Sketchbook
Graphite pencils
Stomps or tortillions
Kneaded eraser
Vinyl eraser
Several toy action figures of superheroes and professional wrestlers

Goal

Get ready to draw figures of unreal proportions! Plastic figures 6" to 8" tall are perfect tools to learn poses that included odd angles and foreshortening. They are more fun than a traditional wooden mannequin. Comic artists, illustrators and urban artists appreciate that the toys' joints have working parts like hinges and screws, which are a useful reference for creating biomechanical illustrations.

Procedure

1. Each student can select a toy as a drawing model.
2. Light the toys with a lamp to exaggerate the shadows and highlights.
3. Start sketching. Lightly draw the large shapes first. Try to fit the whole figure onto a page.
4. Having difficulty drawing the arms or legs? Pause and look carefully at the shape between the body and the arm or the triangular shape between the legs and table. The negative space is just as important as the object you are drawing.

5. Add volume to your figure by adding light, gradual shadows.

Option 2: Draw the same figure from 2 or 3 different angles. Make one drawing from an extremely foreshortened view. **To foreshorten** means to draw the image of an object so that it appears to be receding in space. This appearance is created by carefully noting size, angle and overlapping of parts.

