

Fairy Tale #5



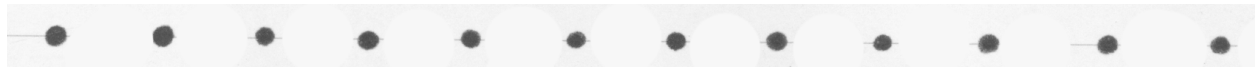
The Twelve Brothers

by The Brothers Grimm

Hi and welcome to Fairy Tale #5, "The Twelve Brothers."

If you feel "behind," please don't worry. Put the previous lessons aside for now and start with this one. You can catch up later!

Let's Begin!



Research & Discovery

Remember that a key part of any creative endeavor is the “research” or discovery process.

We’ll do that the next ten days by spending a lot of time **Looking, Drawing, and Reading.**

This lesson’s research and discovery period include four assignments:

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|--------------------------|---------|
| 1. Read the Text | Page 3 |
| 2. Draw a Prince! x 24 | Page 5 |
| 4. Draw 12 Story Moments | Page 11 |
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I estimate the above assignments will take about 2.5 - 3.5 hours.

For those of you who have more time to devote during this time, I’ve provided a couple of extra credit assignments on page 12.

Have fun, and see you at the flickr or facebook sites!



Assignment #1

Read the Text

The first assignment is to read the story! The link for the PDF is

<http://www.carlasonheim.com/wp-content/uploads/2014/07/12-Brotherstextpdf.pdf>

Read "The Twelve Brothers" and take notes; read it as often as you feel necessary over the next ten days in order to really start to "feel" the tale.

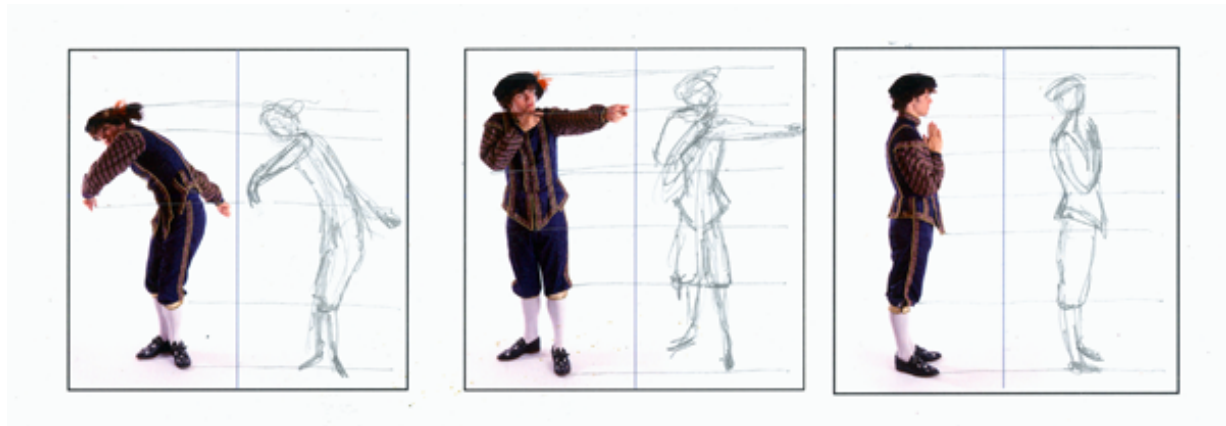


When note-taking, pay particular attention to any scenes that you feel would make compelling illustrations due to the emotions of the characters.

This story begins fairly morbidly — the king has 12 coffins built for his 12 sons if the 13th is a daughter! — but I chose it partly *because* of its emotional content, as this month we are working on communicating *emotion* through the figure.

Assignment #2

Draw a Prince! x 24



I was a late bloomer, and I took my first drawing class at age 30 — a life drawing class (or, drawing the nude figure). I loved it!

But it is a challenge to make accurate drawings of this difficult form, and it's a life-long learning process. (A teacher told me once, "If you can draw the figure, you can draw anything.")

So let's draw some figures!

This first assignment you will draw 24 small sketches of a "prince" in various standing, sitting, or kneeling poses. Our goal is accurate proportions. Why? Because the more you draw from life or photos, the more authentic your stylized drawings will be... you will instinctively know where to bend an elbow, for example, or when to add a visible neck.

To make it more manageable and fun, I created worksheets for you to draw directly on.

Let's get started!



Supplies Needed

Print the 5 “Wes Worksheets” at the link below:

<http://www.carlasonheim.com/wp-content/uploads/2014/07/WesWorksheets.pdf>

pencil

timer

STEP 1

Set your timer to 2 minutes



The reason I’m having you time yourself is not to stress you out or feel you need to hurry, but just to limit the amount of time you spend on each drawing. This whole assignment should take about one hour or so, so in order to make it through all 24 drawings in an hour, you need to limit the time for each drawing.

The time limit is also in place to keep you from getting too detailed or precise with your drawings... let’s first work on getting a feel for the proportions; THEN we can get to the details.

Step 2

Do a Gesture Drawing



Start your timer and spend about 30 seconds doing a gesture drawing of your first figure.

Wikipedia defines a gesture drawing as “a work of art defined by rapid execution.” It’s basically a controlled scribble... an effort to put down on paper, quickly, what your brain has already seen and processed.

Quick! Loose!

STEP 3

Draw Lines to Check Your Proportions

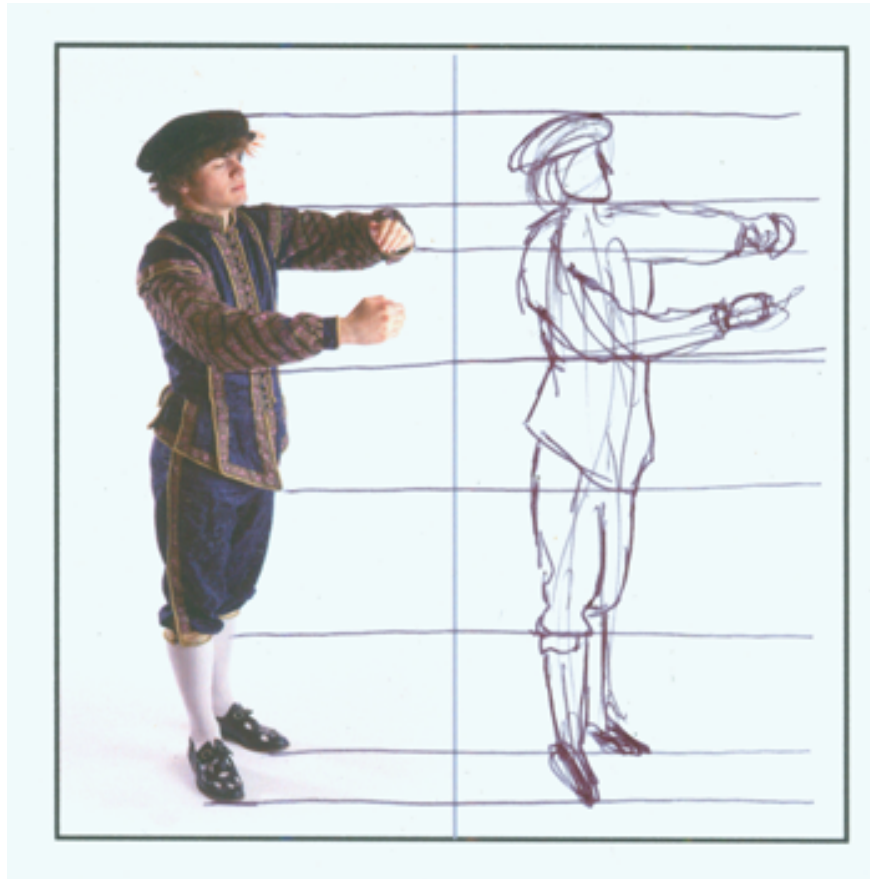


Next, take about 15 seconds to draw lines to check your proportions. Pick spots that make sense to you. I usually draw lines indicating the following:

- top of hat
- chin
- shoulder
- hands
- waist
- bottom of vest
- bottom of knickers
- bottom of feet

STEP 4

Finish Your Sketch



Then, take the last minute or so and sketch out the figure as accurately as possible, drawing right over any errant first impulses and correcting them now, using the lines you drew in Step 3 as a guide. Keep looking at your reference often (more often than your drawing!) and keep working fairly quickly. Your hand should be moving continuously.

When the timer goes off, stop and move on to the next drawing.

The whole 24 drawings should take about one hour; I recommend splitting up this assignment into two, half-hour sessions. And remember, these are practice drawings!

Assignment #3

Draw 12 Emotive Moments



In this next assignment you will pick 12 different moments from the story to illustrate, focusing on conveying emotion through body language.

Gather your references around you, pick a scene from the story, and just begin. The first mark is always a stab in the dark! But make your mark and then add to it, erase it, restate the line, etc. until you are fairly satisfied that you are conveying what you want (or five minutes is up, whichever comes first).

Remember, five minutes only! Breathe! Have fun! and move on to the next one for a total of 12.



Next time we'll take several of your sketches from Assignment #4 and turn them into paintings!

Have fun!

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