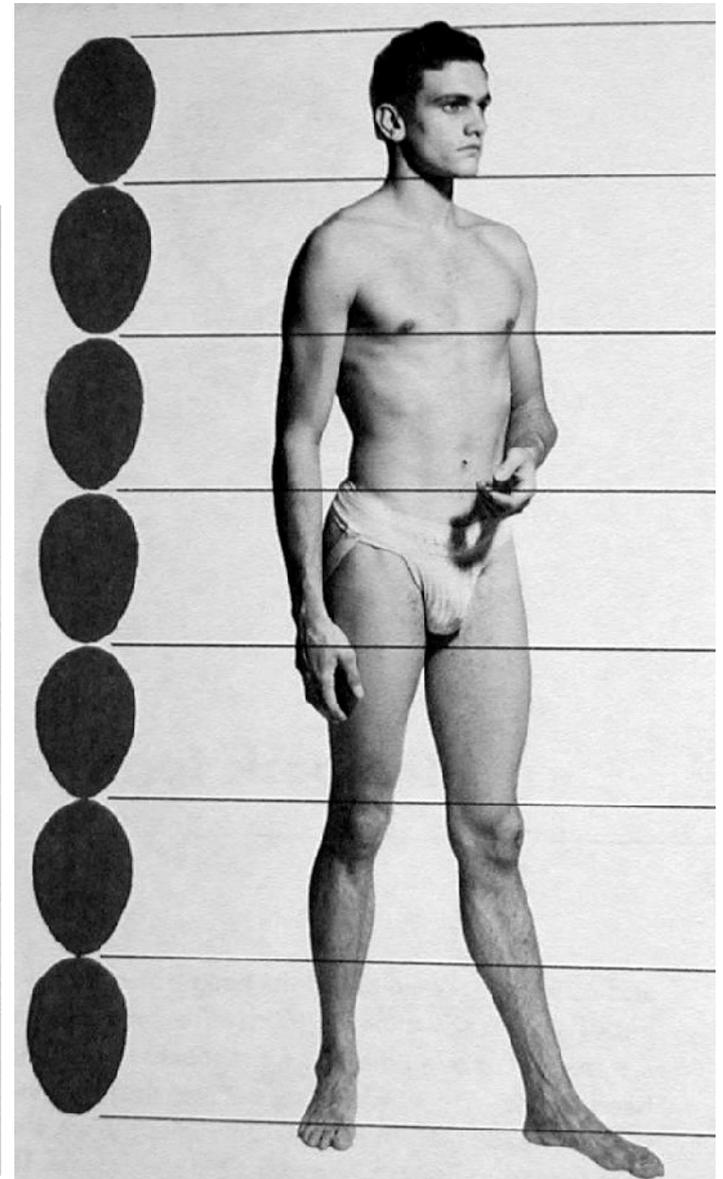
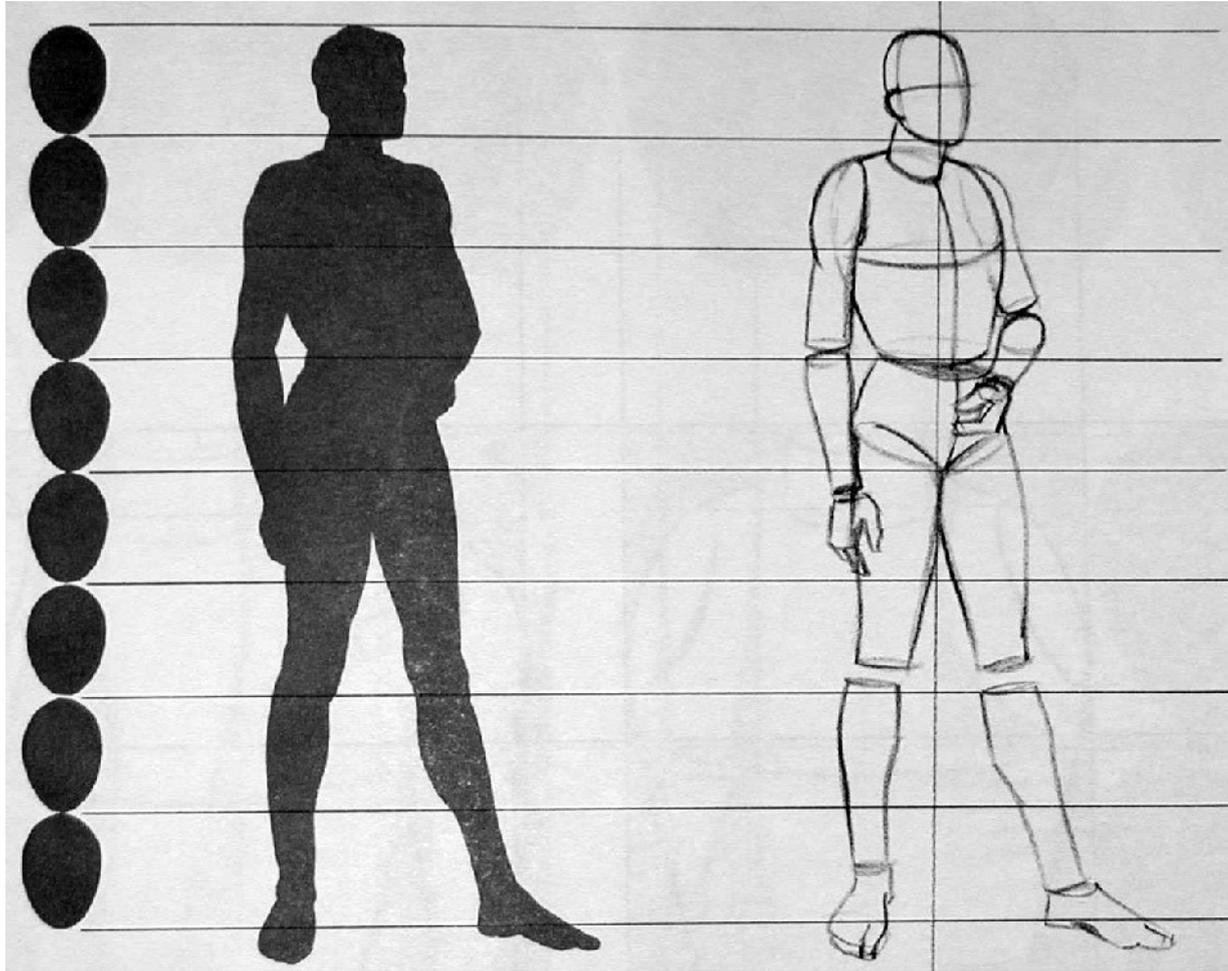
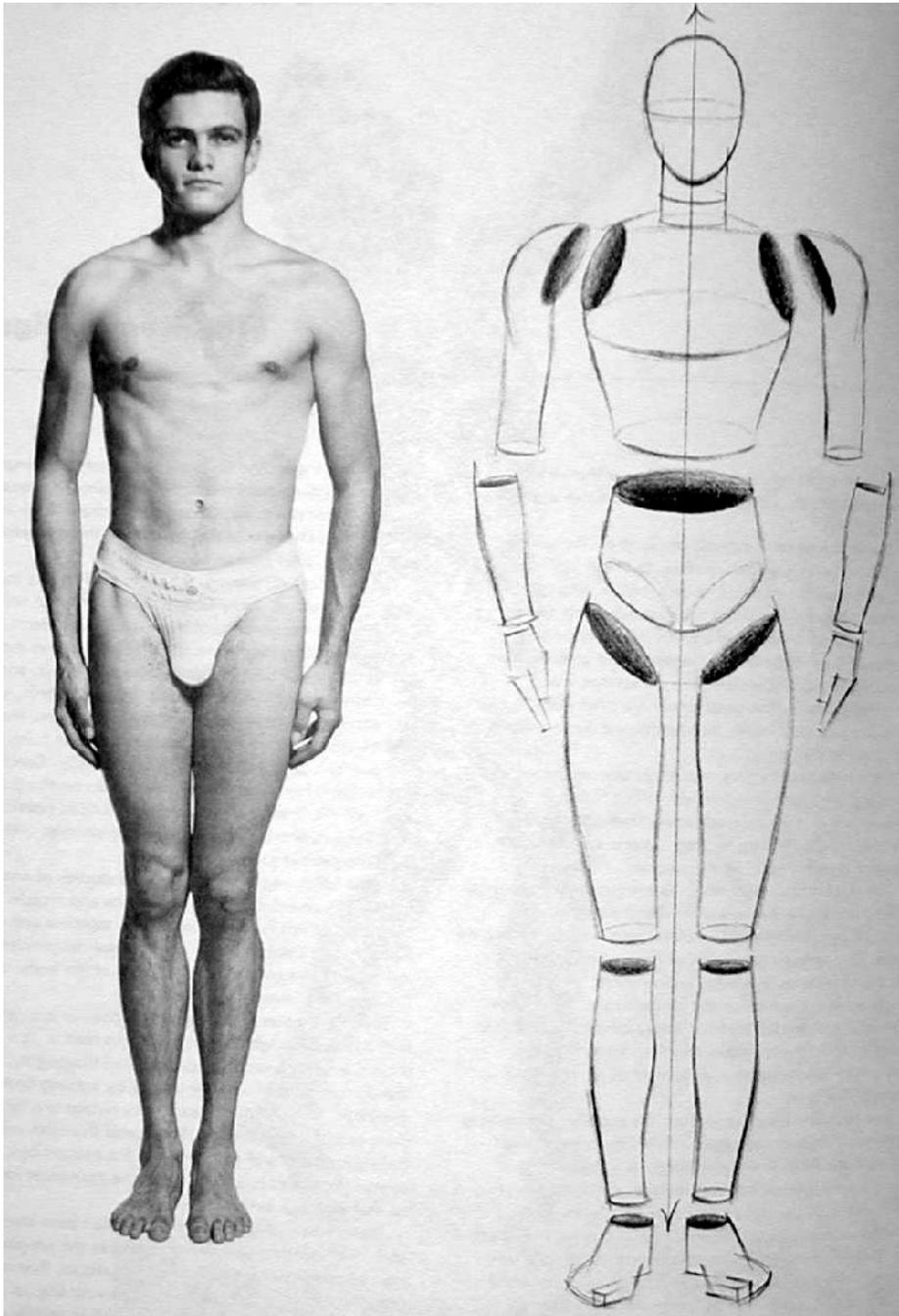


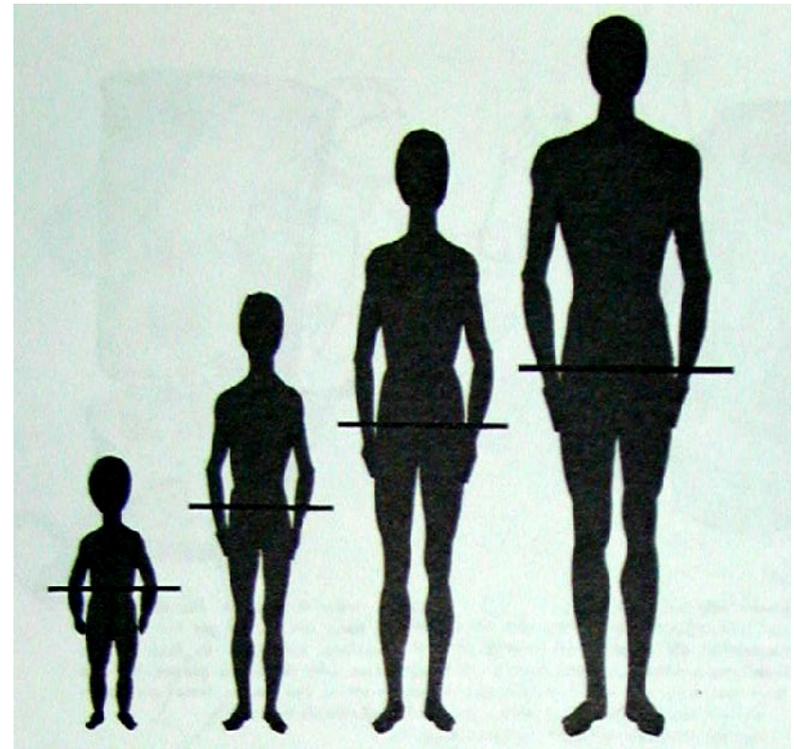
Construction d'un personnage



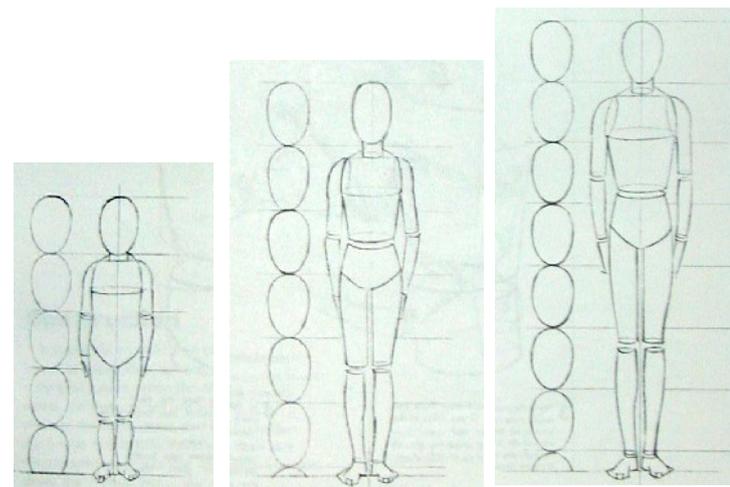
Les proportions

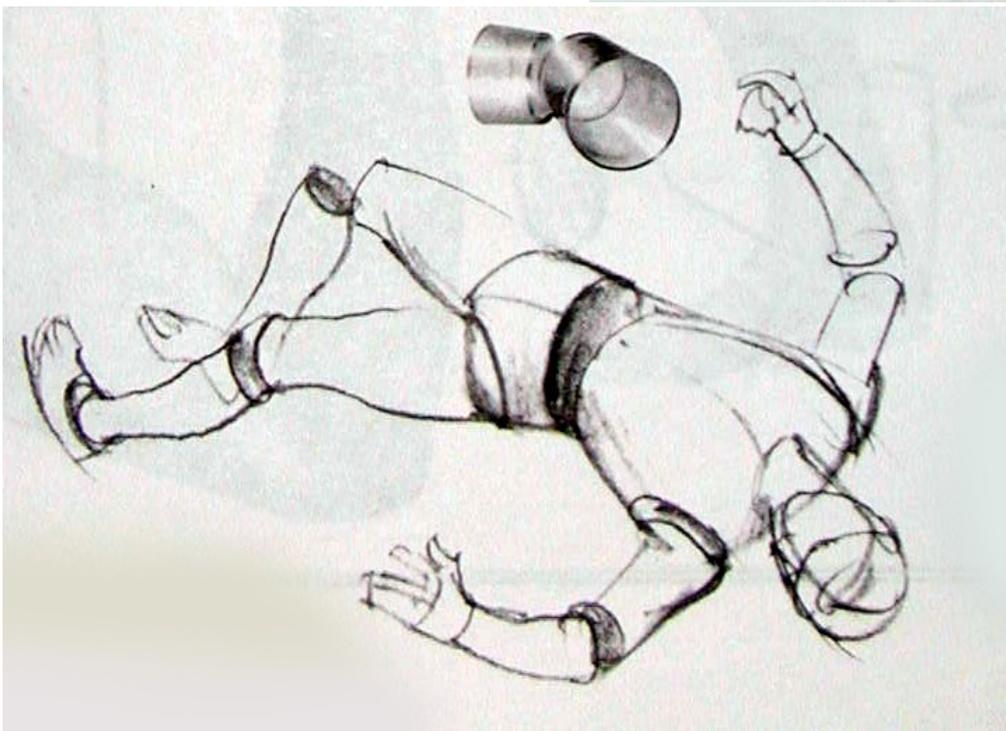


Simplifier pour construire

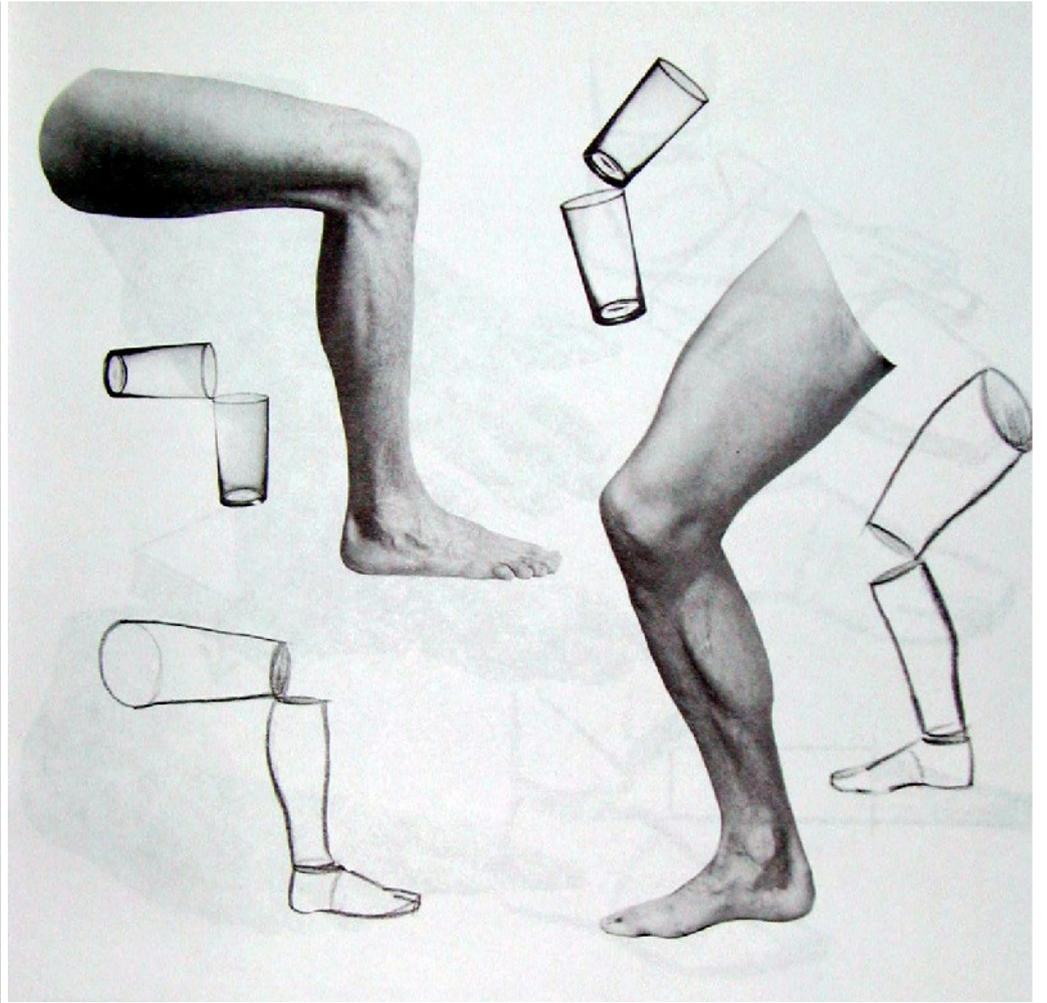
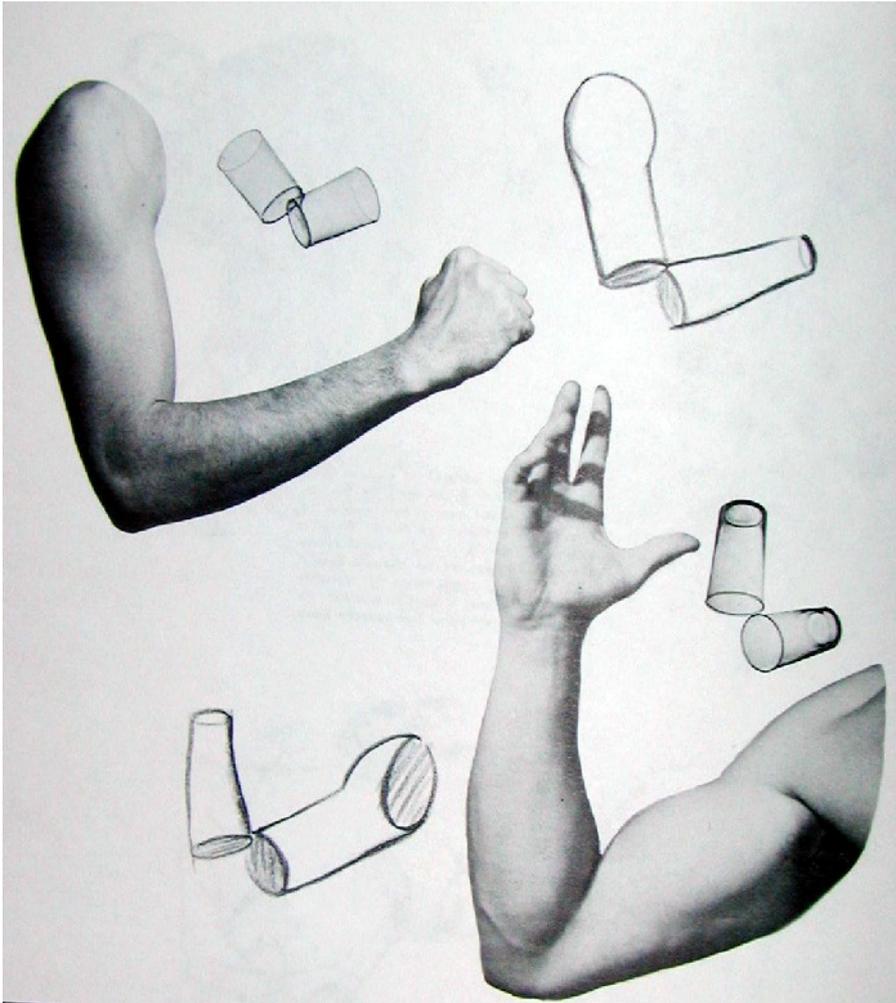


Proportions en fonction de l'age



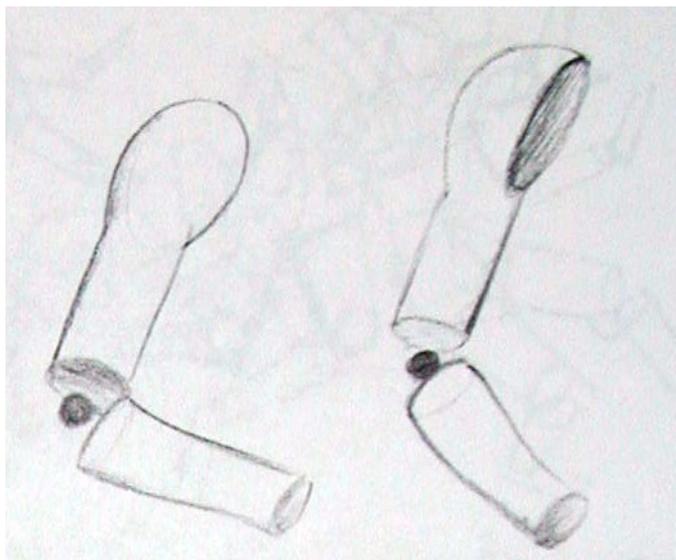


Bien distinguer les volumes simples et leurs orientations pour dessiner la construction

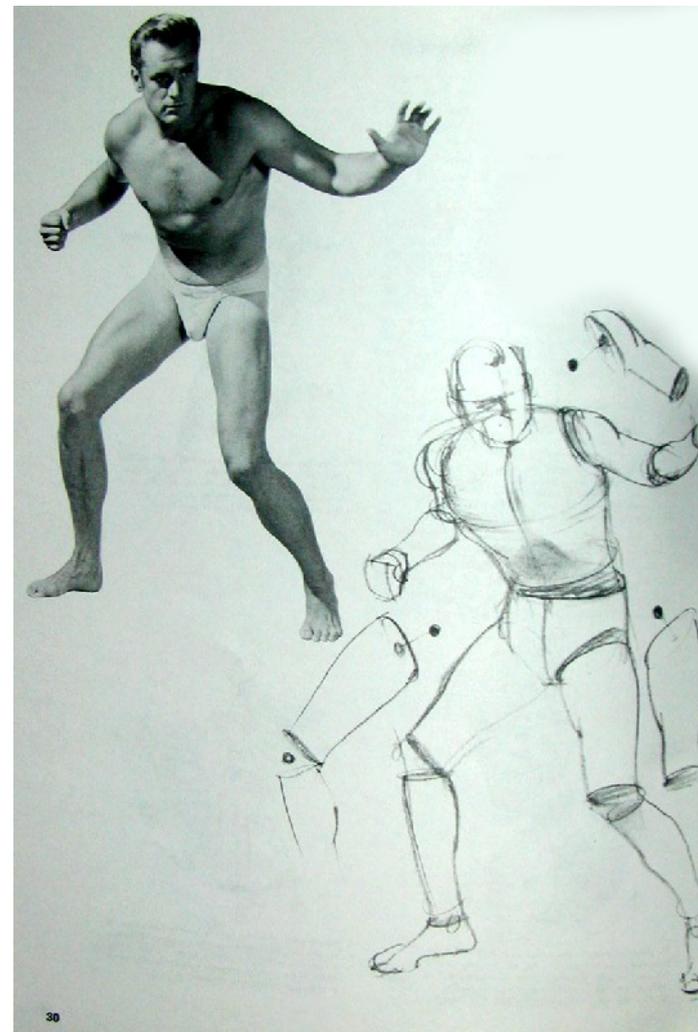
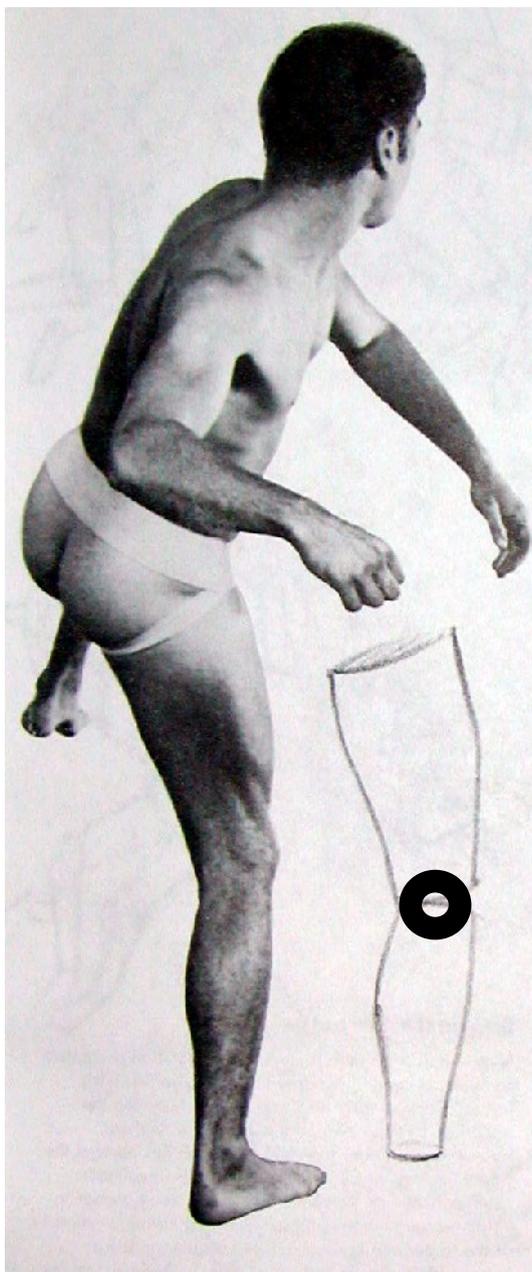


Bras et Jambes

Placement de l'articulation

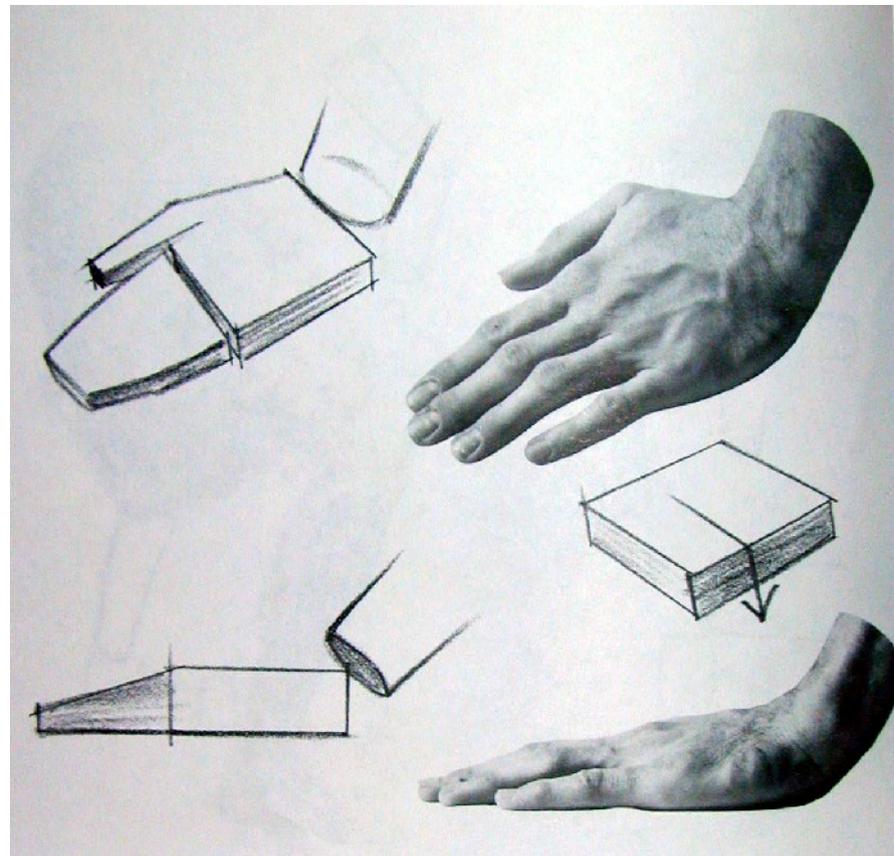
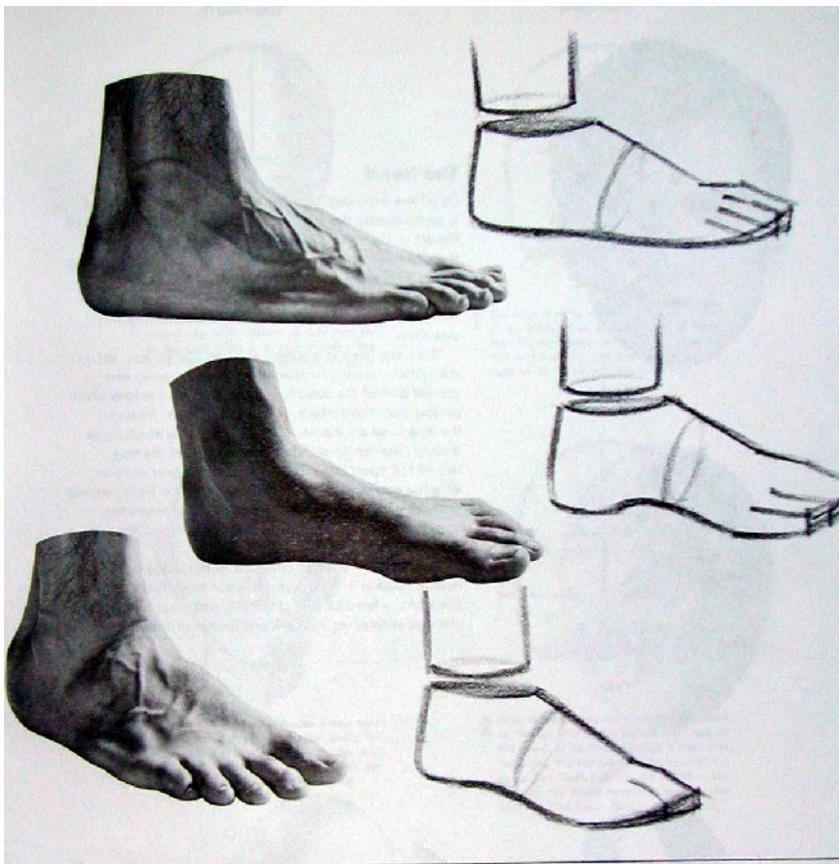


Bras

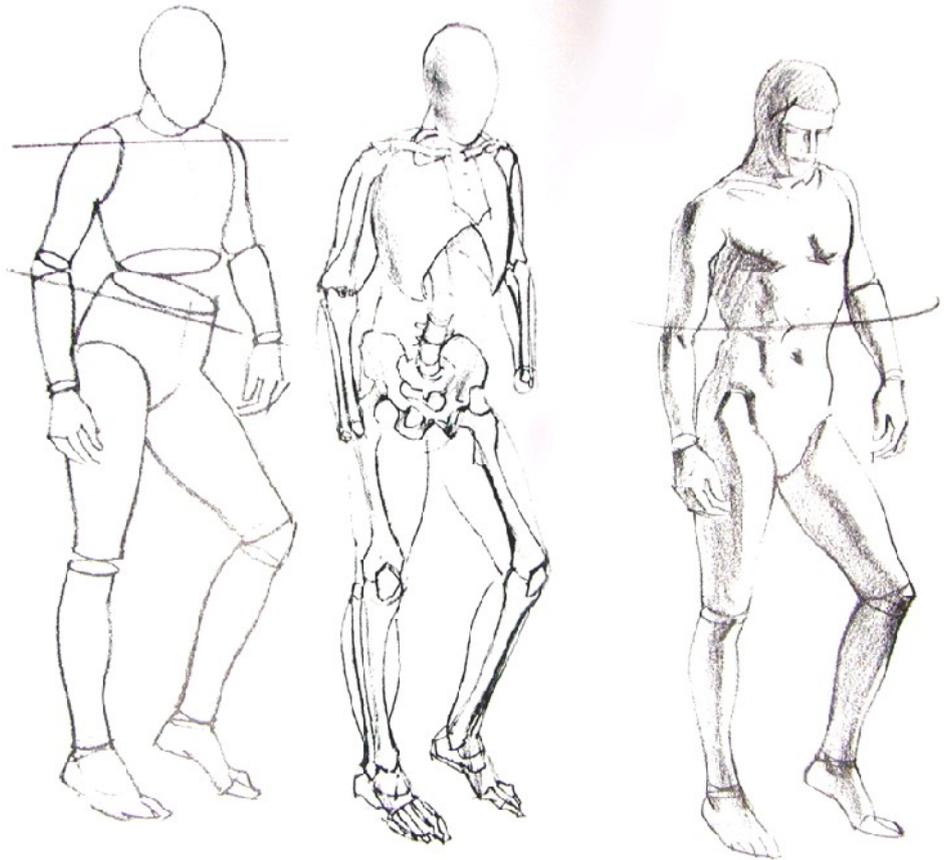
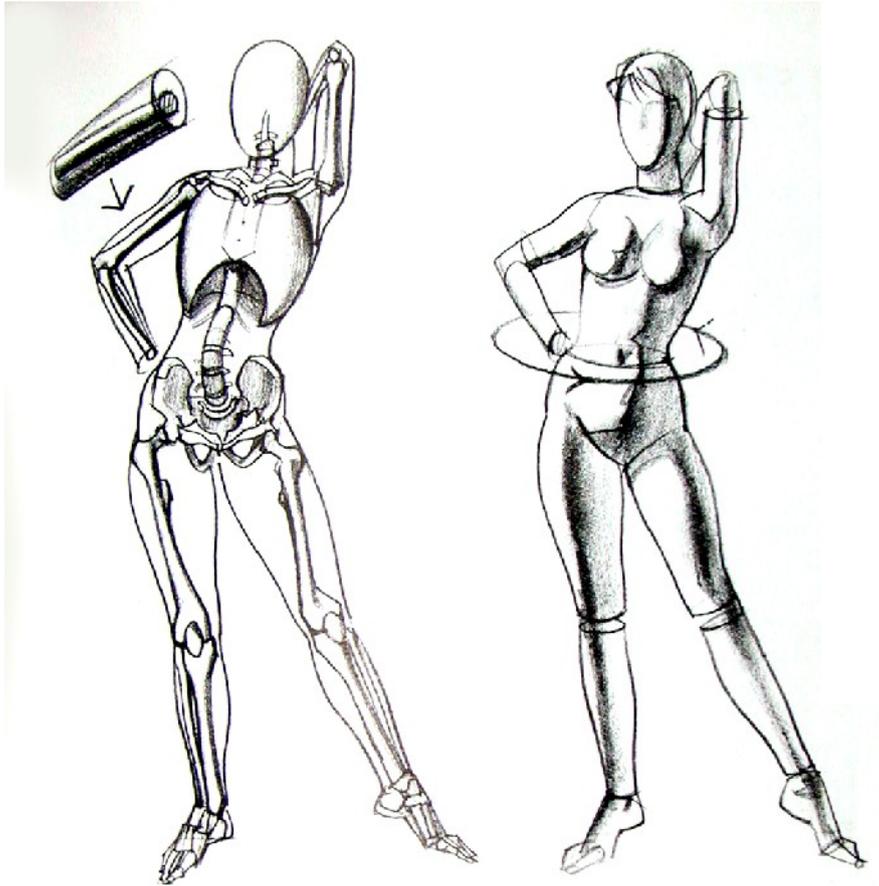


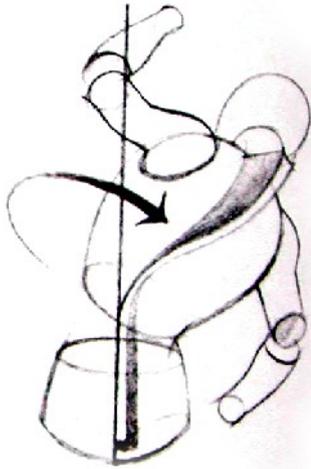
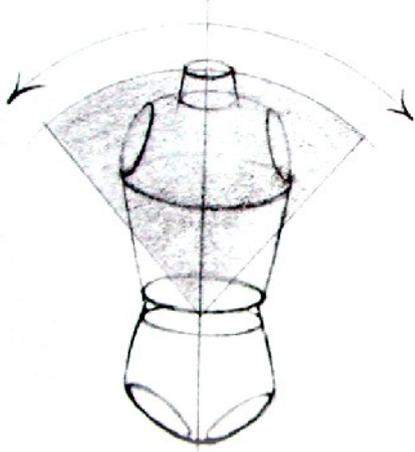
Jambes

Construction de la main et du pied

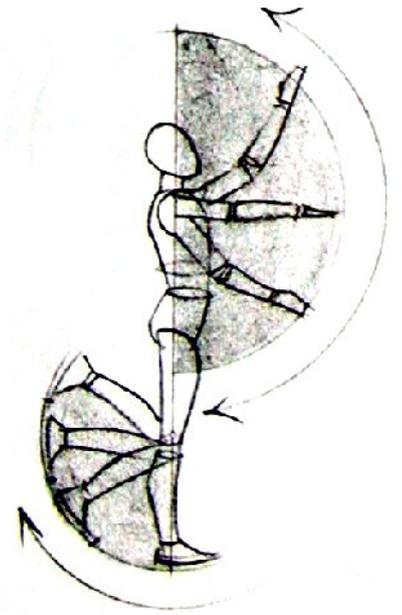
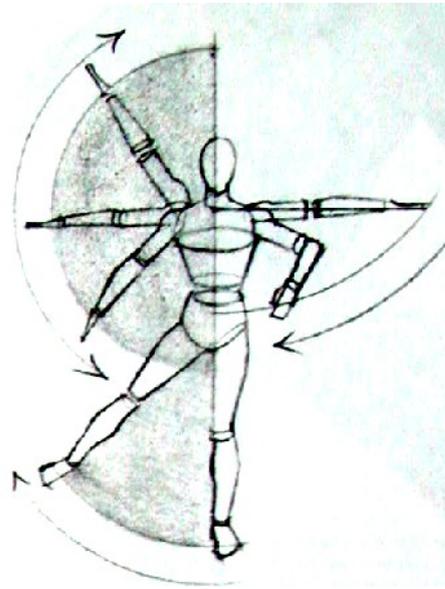
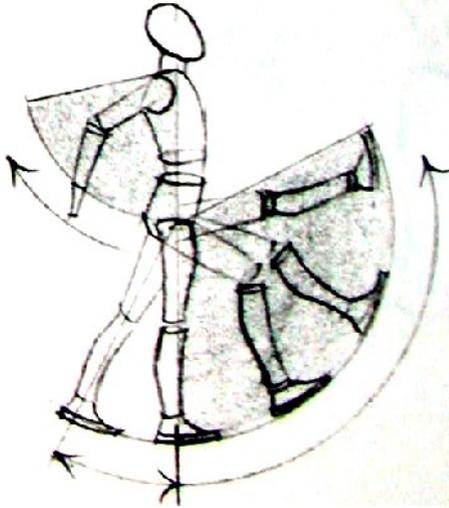
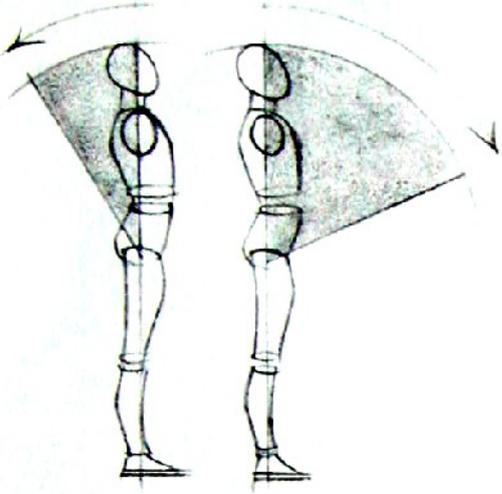


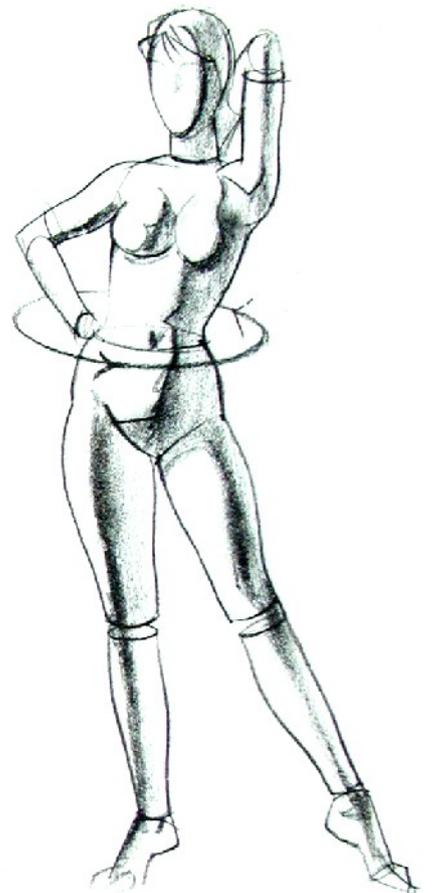
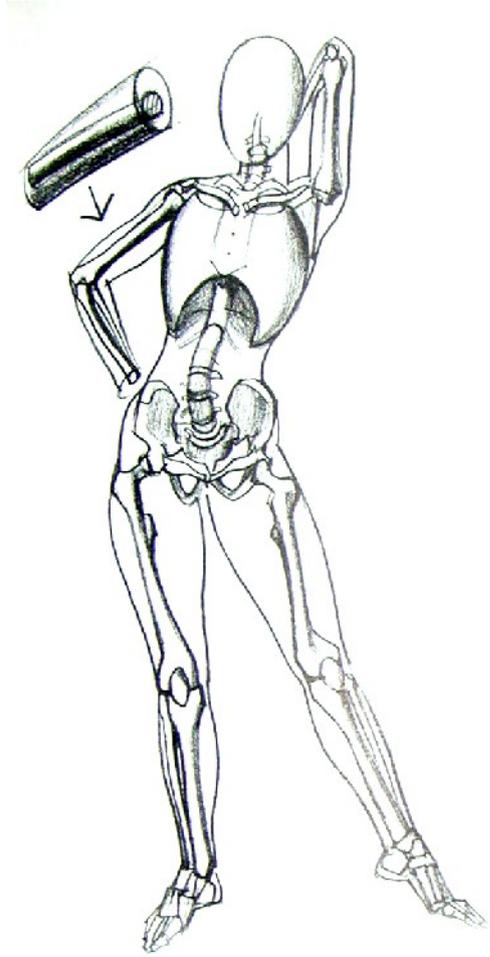
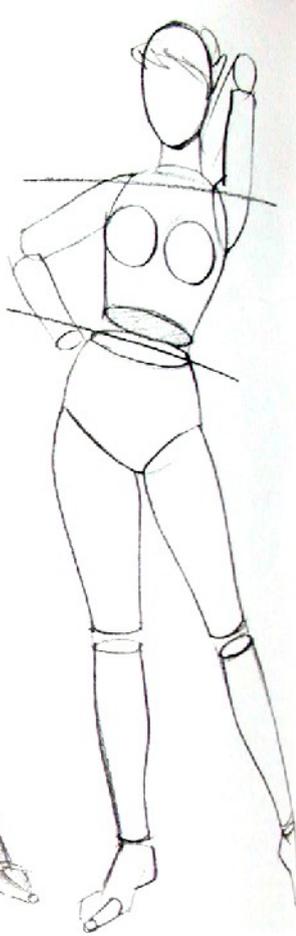
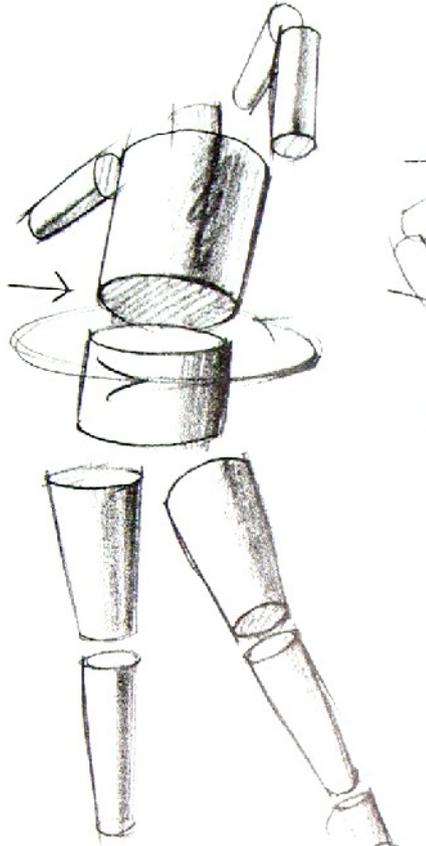
Axes et rotation du buste

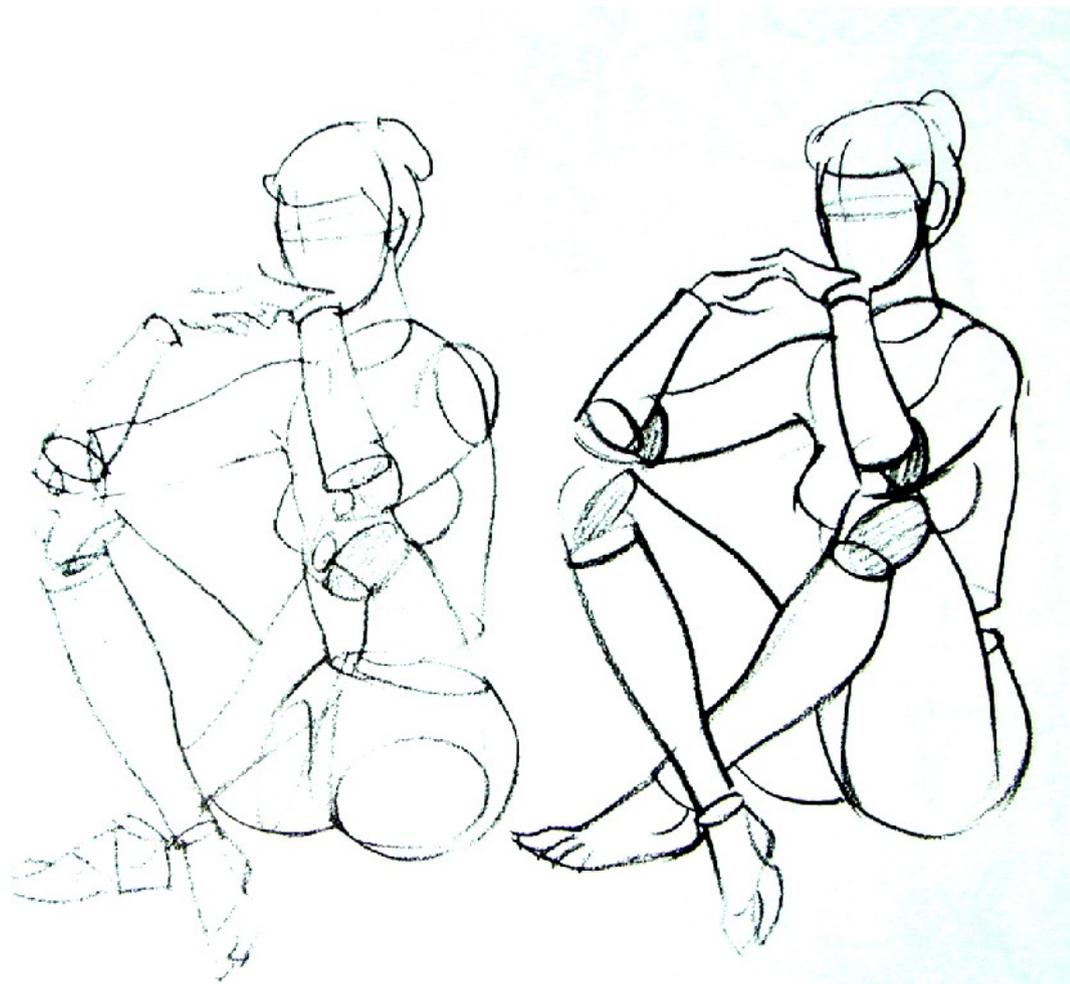




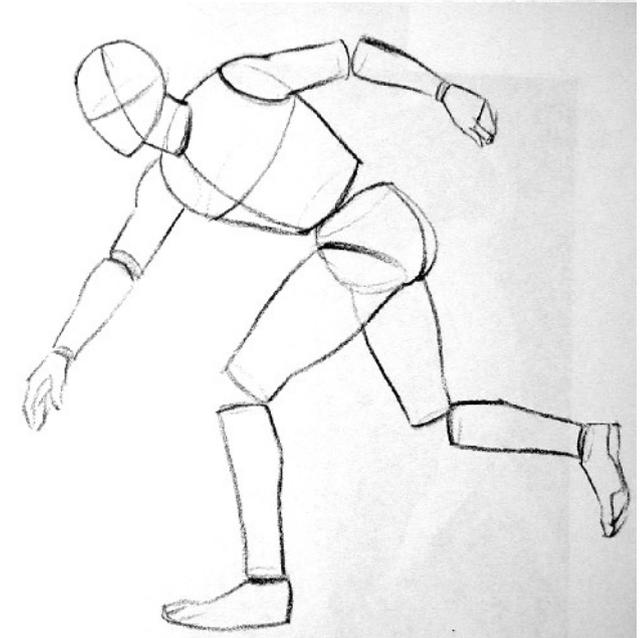
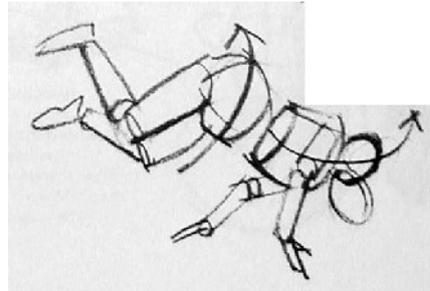
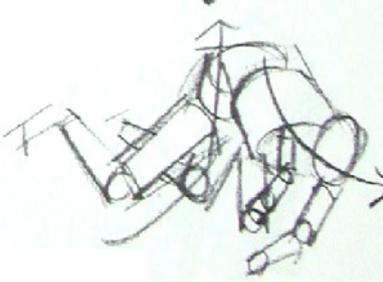
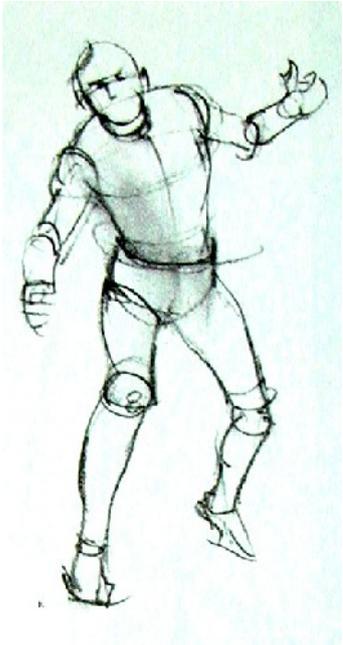
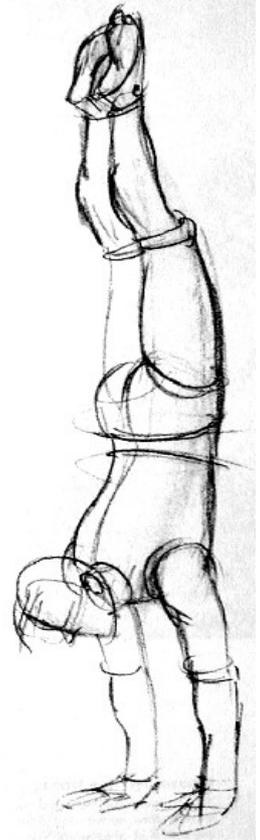
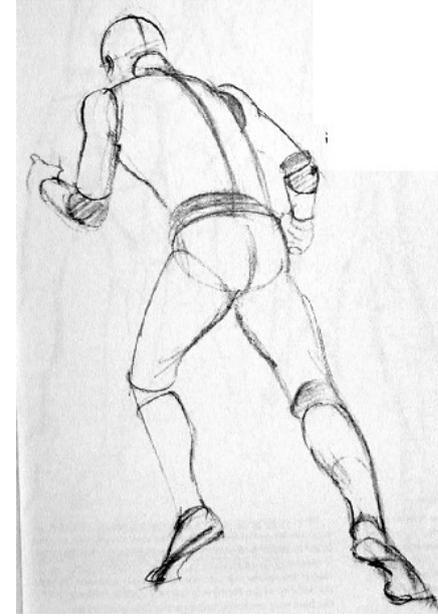
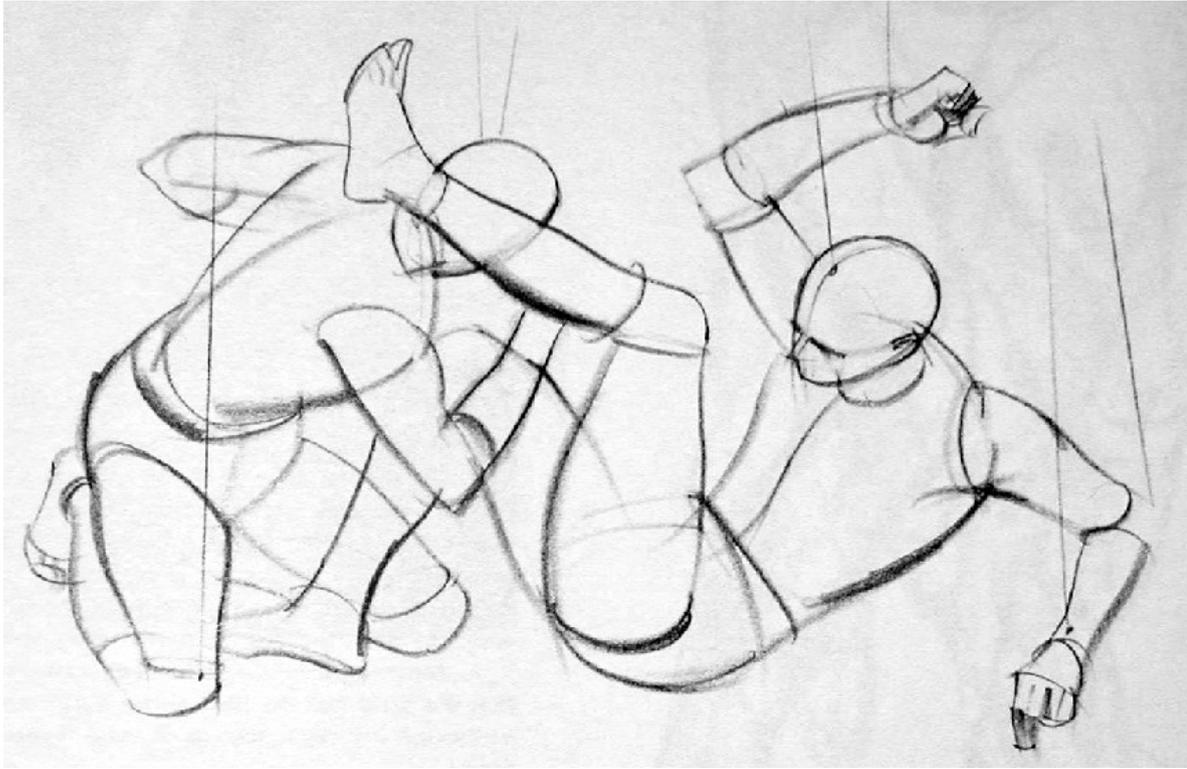
Les différents axes de rotation du corps

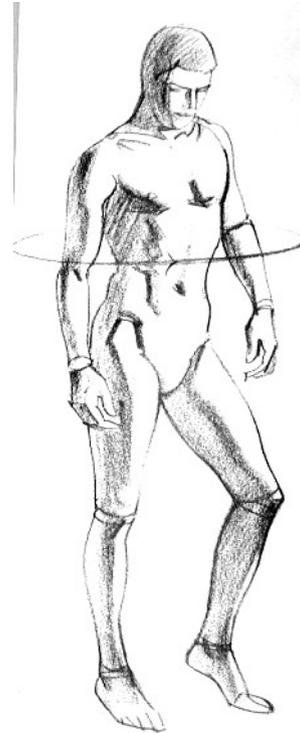




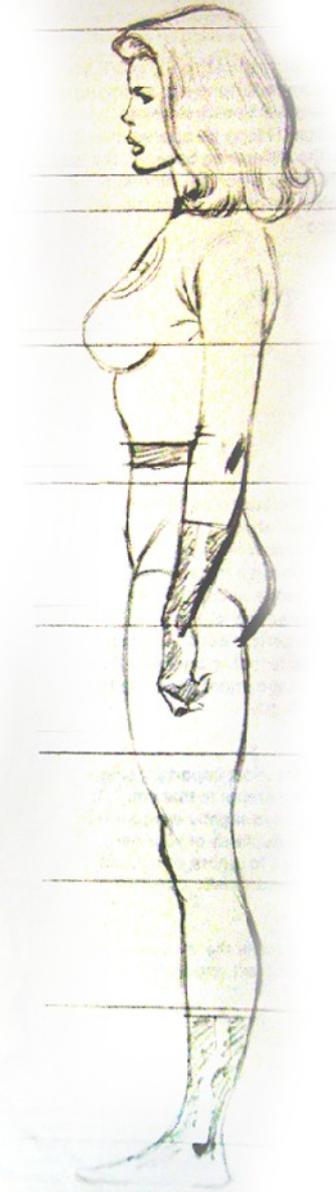
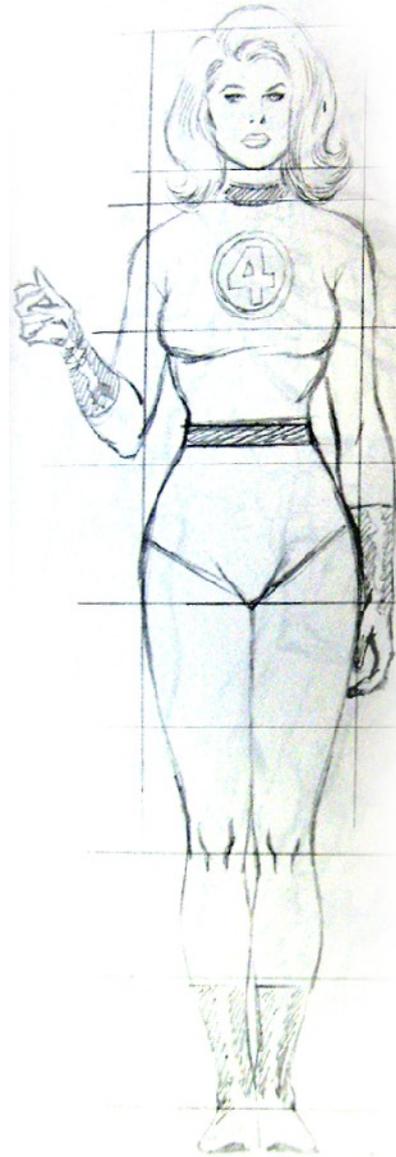
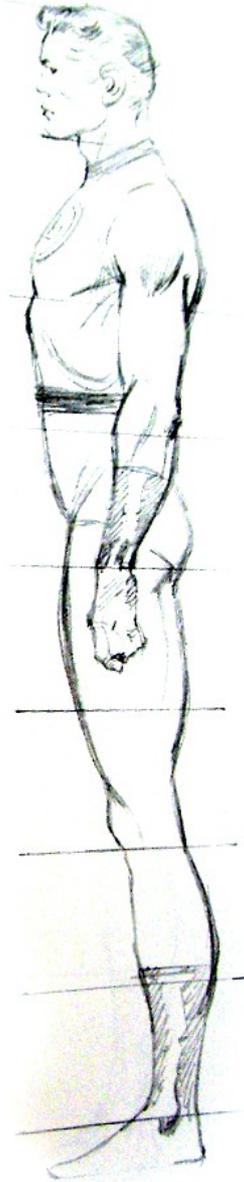
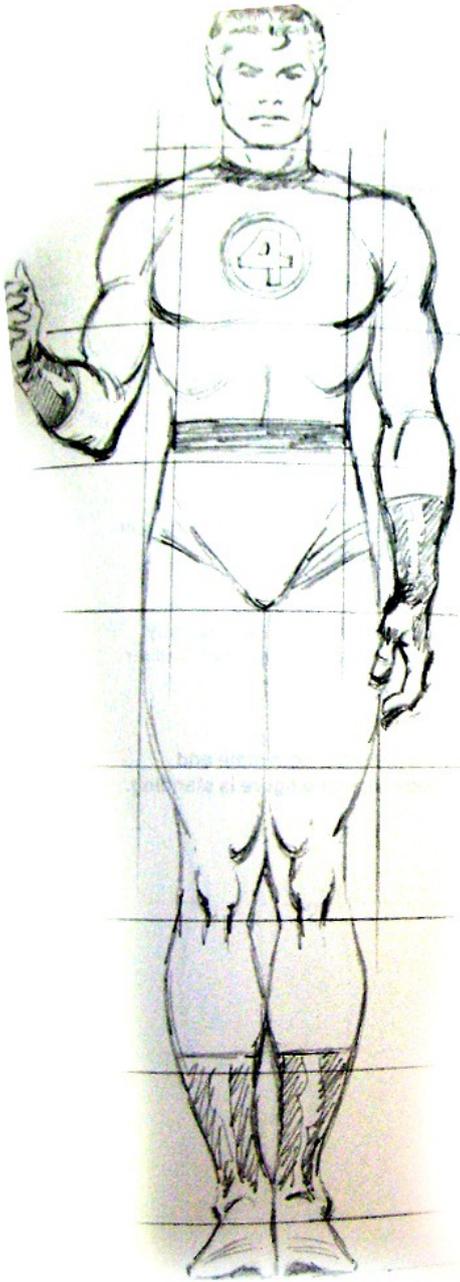


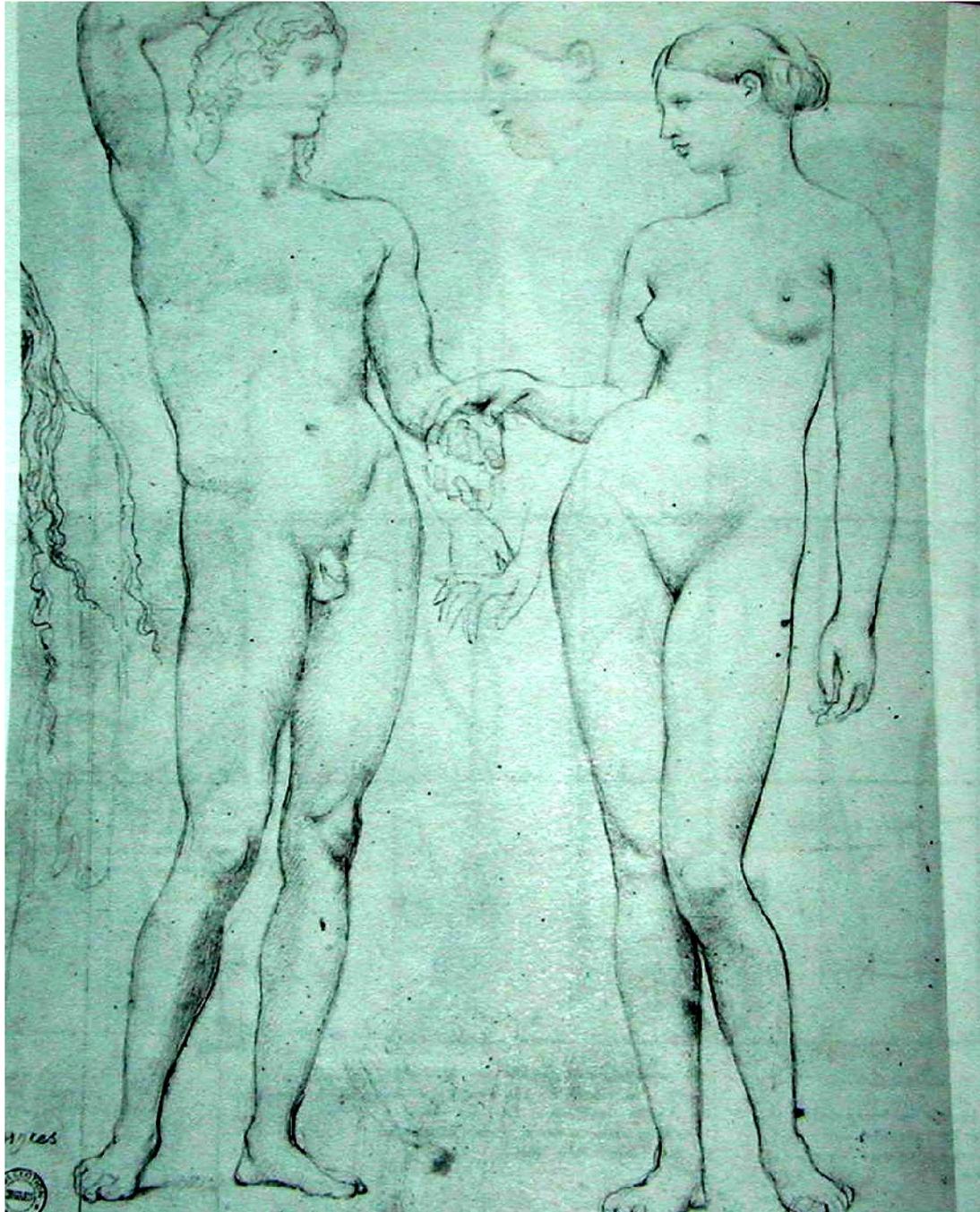
Poses en mouvement





Application dans la bande dessinée réaliste





Exercices: replacez les formes de constructions sur ces deux dessins