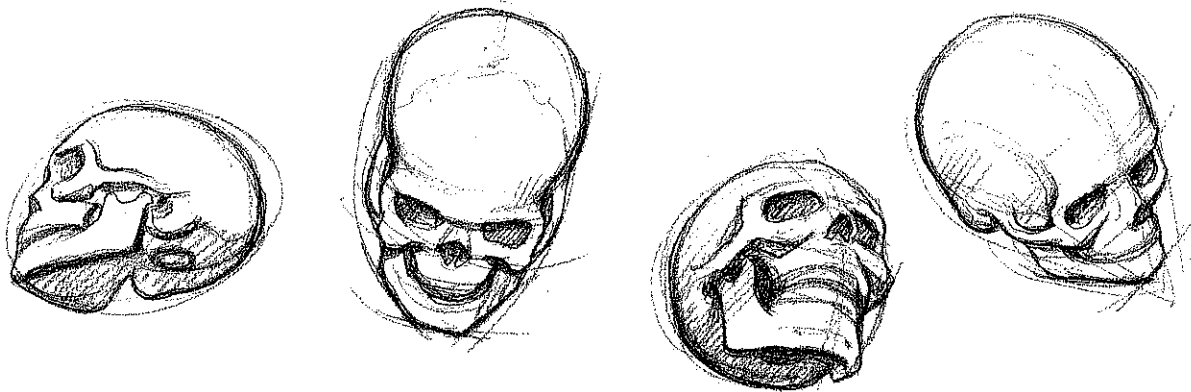
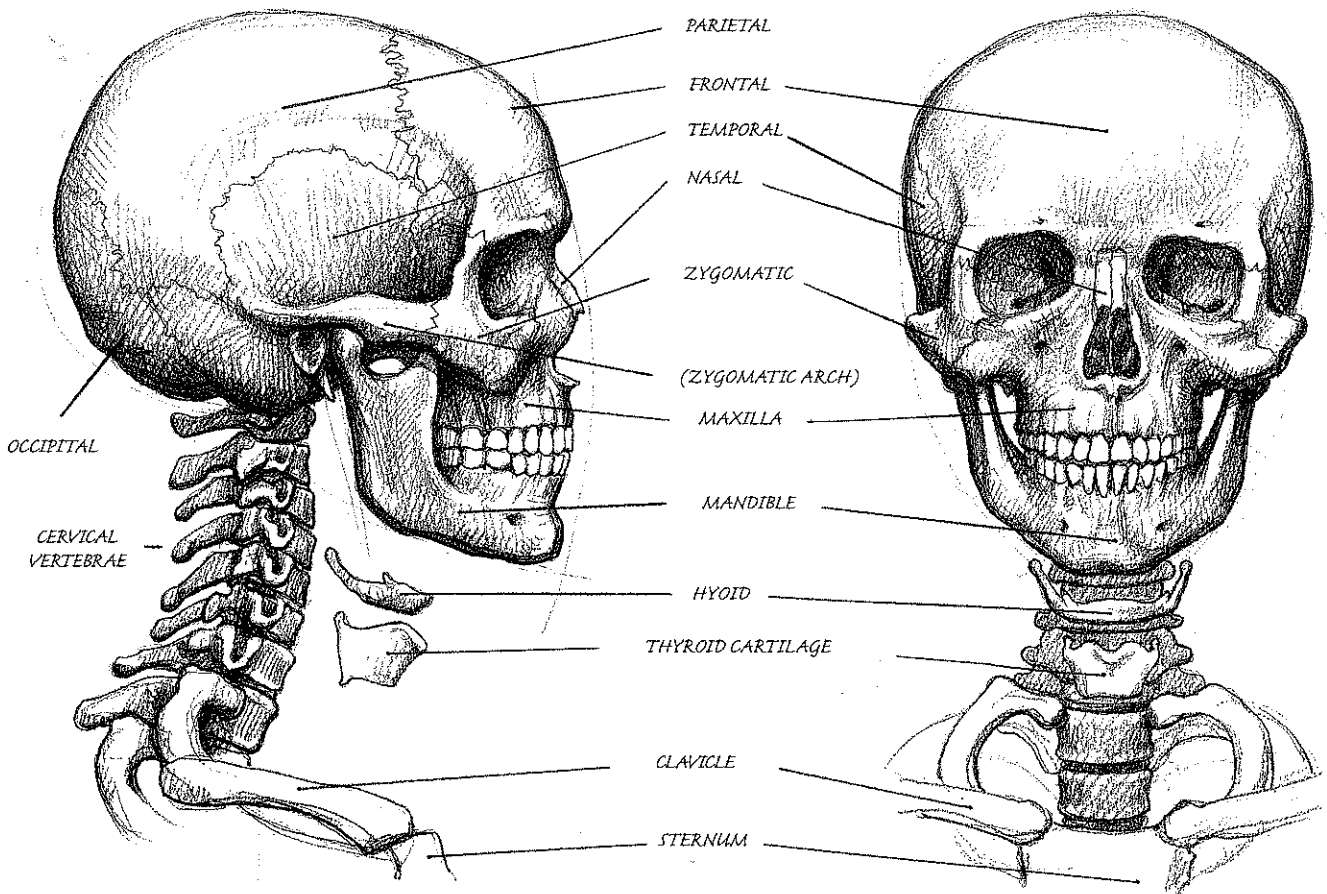


# ANATOMY

A basic knowledge of the anatomy of the head and adjoining areas (and, if possible, the hands, too) is useful to help fully comprehend the external shapes even if it is not, by itself, enough to guarantee the successful rendition of a drawing.

## THE BONES

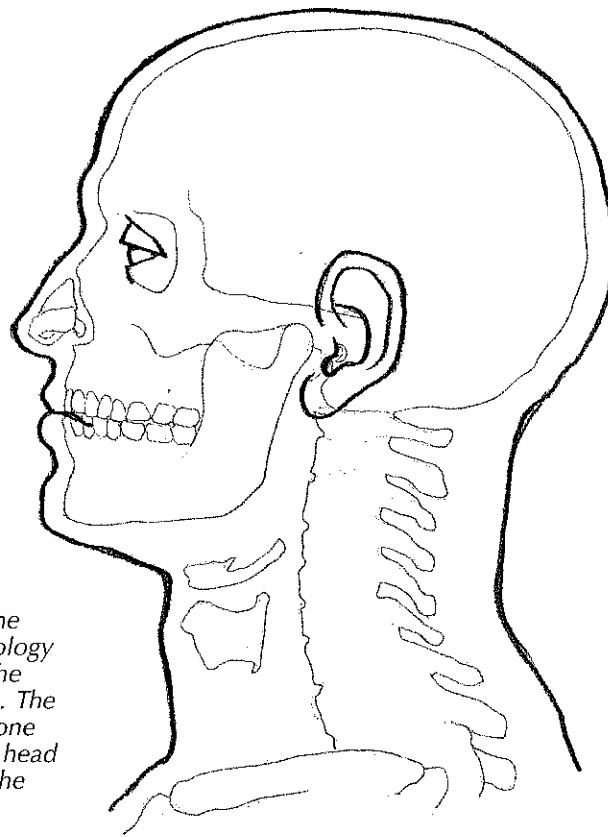
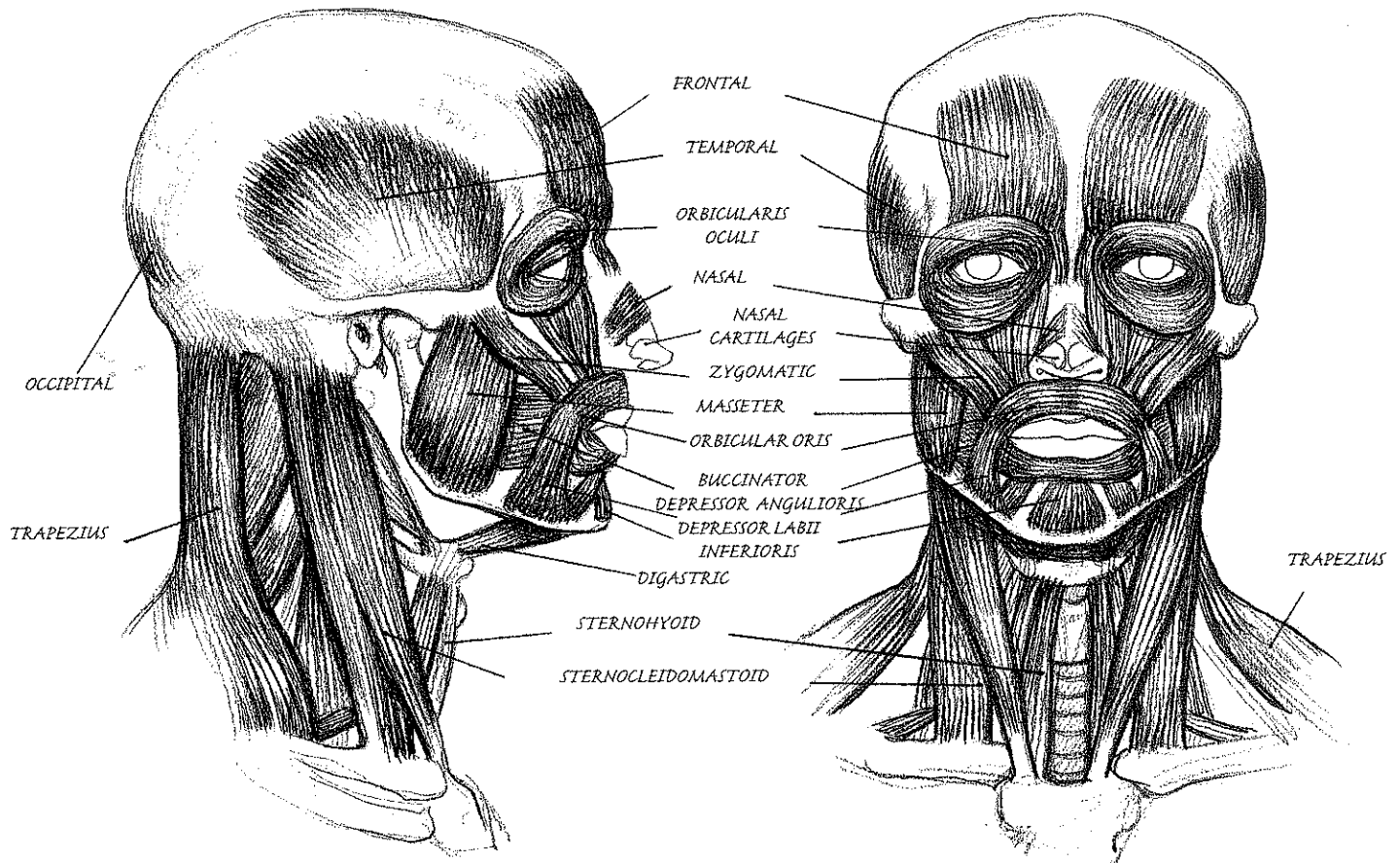
The shape of the skull determines by and large the external morphology of the head and can be divided into two parts: the brain case and the facial block, which comprises several bones tightly joined together to achieve a solid structure. The only mobile bone is the jaw.



If you get the opportunity to observe a real skull or to buy a plastic one, practise drawing its main outline. Render it from different visual angles, as I have shown in these quick

## THE MUSCLES

The muscles of the head are divided into two groups: the muscles of facial expression, responsible for physiognomic expressions; and the muscles of mastication, which move the jaw. They become stratified on the cranial bones whose external shape they follow pretty closely, as they are very thin. Also study the main neck muscles because, inevitably, they appear in nearly all portraits.



Here I show the connection between the bone structure and the external morphology of the male head. Carefully examine the position of the ear, the eye and the lips. The thickness of the section between the bone surface and the external surface of the head is determined by the layer of muscle, the adipose tissue and the skin.