

VISUAL COMMUNICATION

YOUR IDEAS, RAPID & RIGHT! By Alison Wong



Hey there, you look like a creative person! Let me guess, you've got tons of ideas...



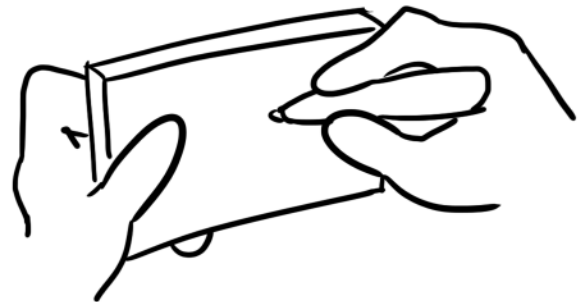
But you think it's hard to draw them out and communicate to others?



No worries! Grab a pen or pencil-



I'm going to show some quick tips and tricks that will help you, and I guarantee you'll be more confident in your drawing abilities, and thus, sharing your ideas with others!



In whatever medium you choose, these tips apply to them all!



Ever play "Win, Lose, or Draw?" That game where your team has to guess what you're drawing faster than the other team?



Being quick, yet efficient is key!

Remember, we're not drawing this kind of thing - it takes too much time and quite honestly, that detail isn't necessary!



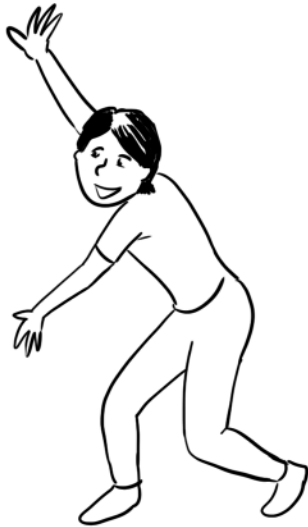
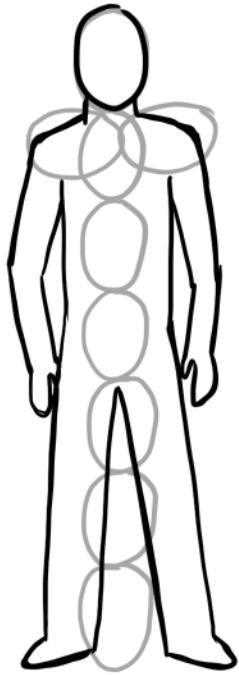
I'll show some techniques used in film production to comic books to help get your ideas across.



Whether you're a student, teacher, researcher, or another professional - visualizing what you're thinking helps others understand you and your ideas. And we all have ideas!



1. THE PERSON



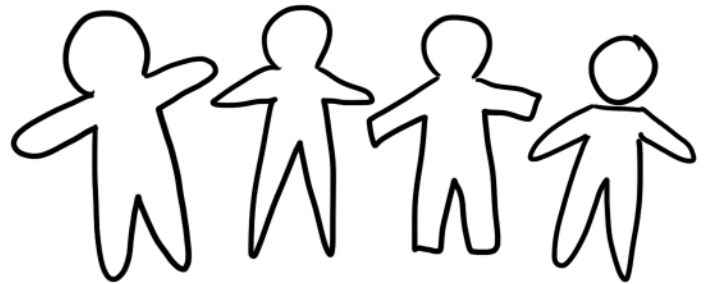
The average person is about 7-8 heads tall and 2 heads wide. But this is just for reference, when you're drawing quickly, you want to draw just the "essence of a person".



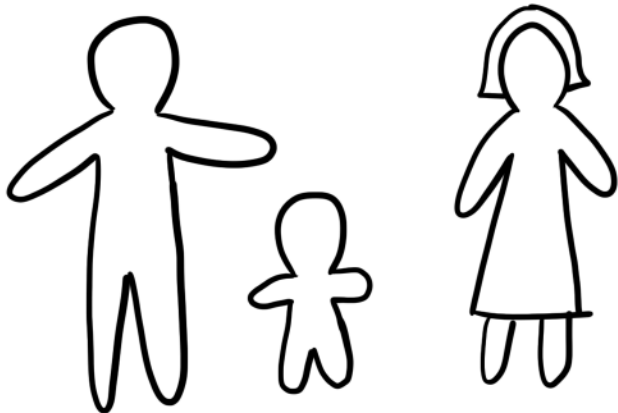
A lot of people draw the "Stick man". Try to avoid drawing people like this.



Stick men lack volume and mass. Drawing people with volume helps them do more! And, people better understand what the person is doing.



The GINGERBREAD man and the STAR man are common ones, but the main point is to draw whatever person that comes most naturally to you! This is where YOUR STYLE comes in! You can also combine a mix a styles.

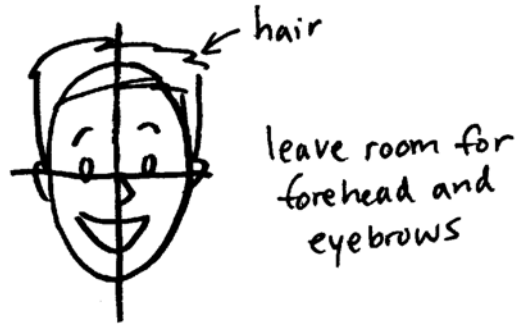
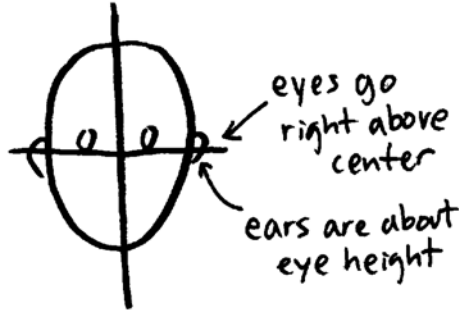
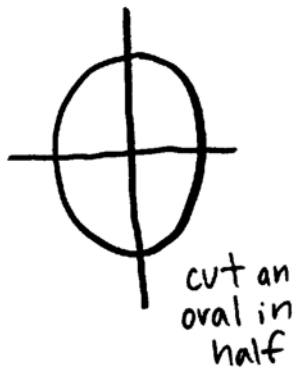


A tip about drawing kids- keep the same head size, but make the arms and legs stumpy! For women, change the clothes and also add some hairstyle.



Tip- to draw a group of people, just include parts of the people. You don't have to draw each body intirely.

FACES (some guidelines)



EXPRESSION IS ESSENTIAL You want your user/reader to feel what your character is feeling - it's helps bring them into the drawing.

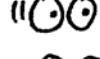
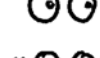
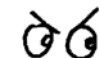


... which one are you more compelled to listen to?

The Expression Hierarchy

1. eyes (including eyebrows)
2. whole face
3. hands
4. body

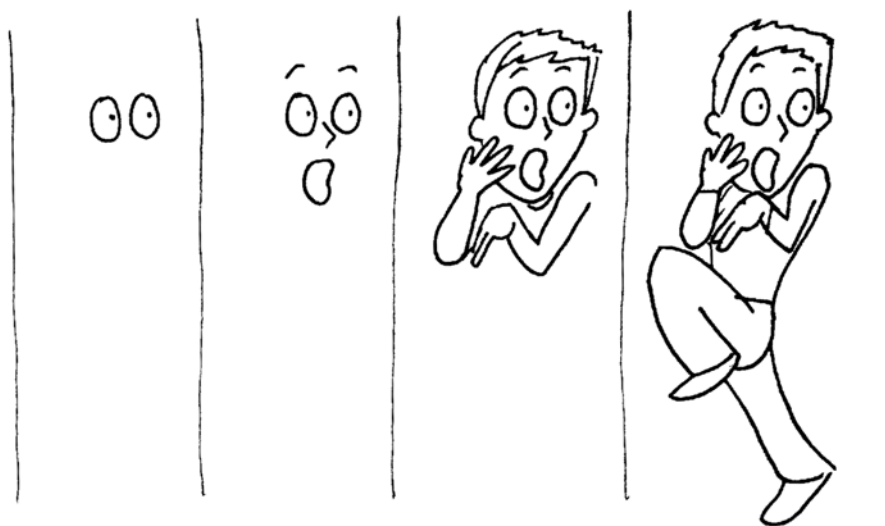
SOME EYES:



☹️☹️ ← water/tears

> < closed

> ○ combination



You can turn the face



or add extras like

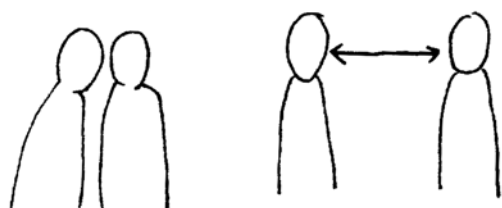
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for added effects.

BODY LANGUAGE



Some simple lines can help you test out an emotion. A great exercise is to watch people and to see if you can tell what they're feeling.

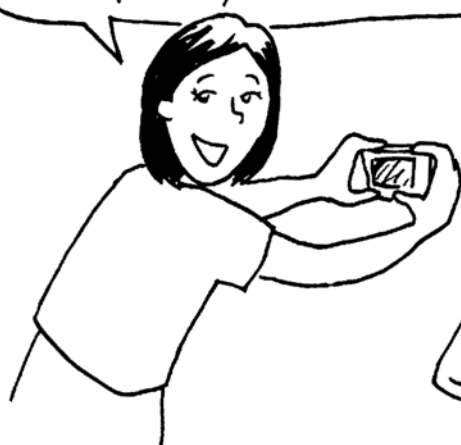


closeness shows intimacy



The body is affected by gravity.

Taking pictures of a friend can help if you need help picturing the pose you want.



how long do I have to hold this pose?

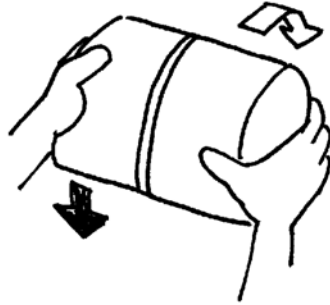
HANDS

Are useful for:

SCALE



SHOWING USAGE



CONVEYING
EXPRESSION/EMOTION



The question is - Do you need hands in your drawings? Do they just add extra time? You can also use simple hands like:



4 fingers



mittens



covered hand

FEET



Again, are these important for your drawing? Unless you're designing new toenail polish, probably not. Just keep it simple!



little points



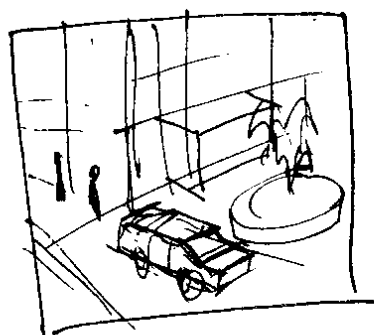
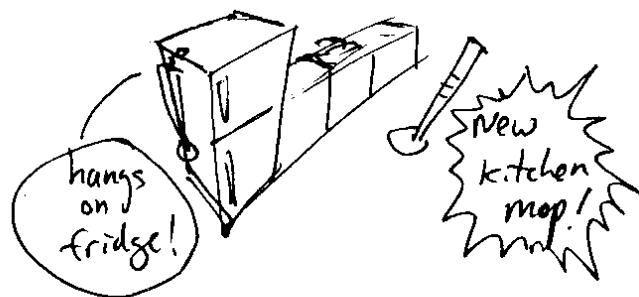
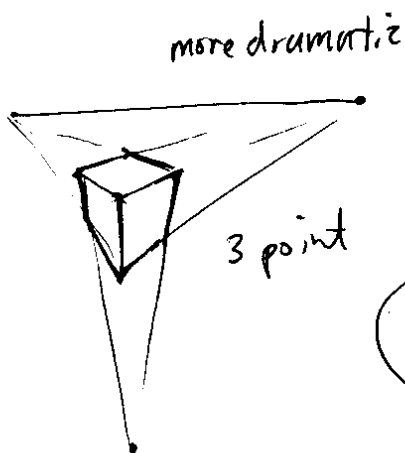
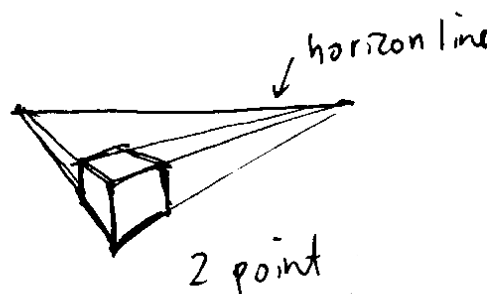
or nothing



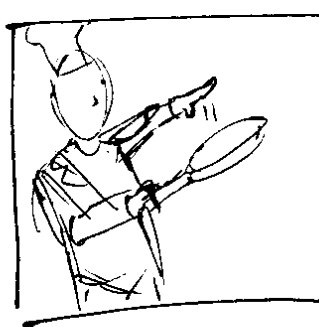
that's good too!

COMPOSITION

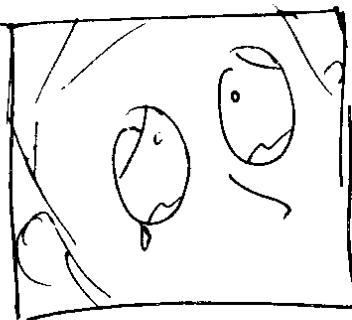
Perspective - its important, helps the reader see and be in the place.



- important when switching scenes. show or write it!

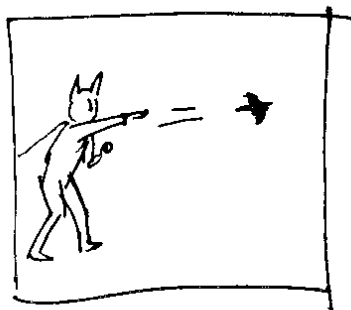


- shows action



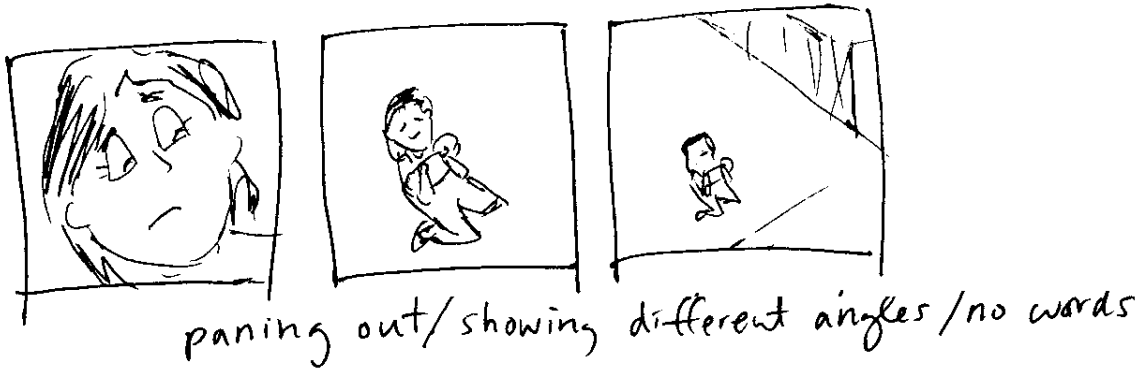
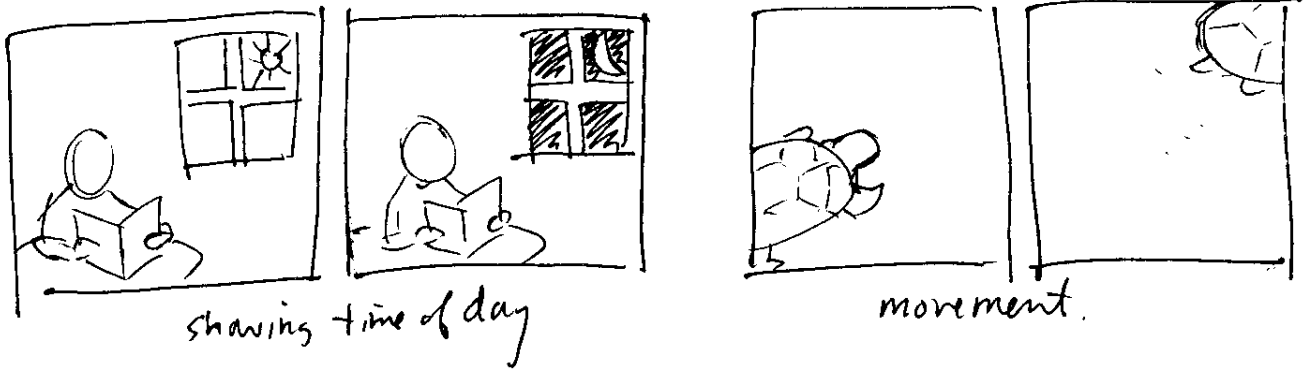
- shows emotion

Panel space



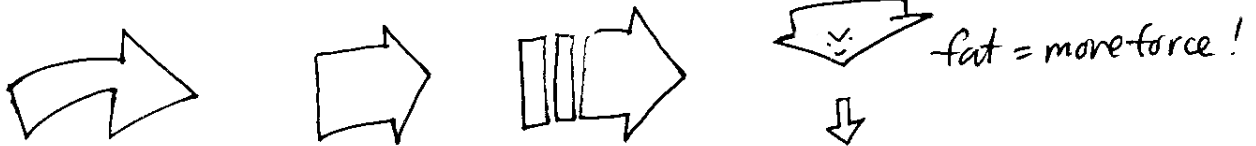
TIMING / PACING

putting a break in/slows things down can be powerful.



EXTRAS making it pop!

ARROW are key!



my favorite  turning arrows



Sounds  **LOUD** compared to soft: 

this is
a spoken
bubble

this is a
thought
bubble

some

something
electronic

