

Simple Shapes Method

BEGINNER

Before drawing the details of anything complex, try to see it as simple shapes first. A human face is an oval. A sitting cat is two ovals — body and head. A car is two rectangles with circles for wheels. This is not baby drawing — it is the same approach Michelangelo used. Blocking in simple shapes first creates a framework that keeps all the details in the right place. Without this step, details end up scattered with no underlying structure.

HOBBYIST

The simple shapes method becomes more powerful when you upgrade from 2D shapes to 3D forms. The head is not an oval — it is an egg-shaped sphere with a box attached at the bottom (the Loomis head construction). A torso is not a rectangle — it is two overlapping egg-forms (rib cage and pelvis) connected by the spine. The bounding box approach adds another upgrade: enclose the entire subject in a box first, then carve the form out from within the box. This keeps proportions contained and makes large-scale adjustments easier.

PROFESSIONAL

The professional application of simple shapes is constructive drawing — the ability to draw any subject from any angle using geometric scaffolding built from imagination. Loomis's *Figure Drawing for All It's Worth*, Bridgman's *Constructive Anatomy*, and Hogarth's *Dynamic Figure Drawing* all teach this constructive approach. At a production level — character design, creature design, environment concept art — the underlying geometric architecture determines whether a design works at multiple scales, from multiple angles, with consistent volume.