Drawing Zombies: Pose, Torn Clothing, and Shading

Original tasks 1, 2 / complete keys

Task 1

Construct a zombie figure leaning forward with the right foot ahead. The left arm hangs down and the right arm bends at the elbow. List the order of construction shapes and one check for balance.

Answer: Right foot oval ahead of left; pelvis oval; ribcage oval shifted forward; head circle tilted down; action line from left heel through pelvis to head; joint circles at shoulders, elbows, hips, knees; limb tubes. Balance check: the forward lean should be matched by the ahead foot, and the hanging arm should not cross the body centerline without a reason.

Reason: Placing the feet first fixes the base. Offsetting the ribcage creates the lean. Joint circles prevent stiff limbs. The balance check confirms the pose reads as stable rather than falling.

Check: Measure the horizontal distance from the pelvis center to the ahead foot and to the back foot. The ahead foot should be farther forward than the pelvis by a clear margin. Confirm the action line passes near the pelvis center.

Task 2

A torn pant leg at the left knee reveals a simple shin shape. Describe where to place the tear, one fold cue above it, and one shading choice if light comes from the right.

Answer: Place the tear at the left knee with a V-notch and a hanging flap below the knee. Add one long crease above the knee where the fabric bends. With light from the right, shade the left side of the shin and the underside of the flap; leave a light band on the right side of the shin.

Reason: A tear at a joint is believable because fabric bends there. The crease above the knee follows the bend. Shading opposite the light shows the shin as a tube and connects the flap to the leg.

Check: Confirm the flap overlaps the shin outline and that a cast shadow falls on the shin under the flap. Check that the light band is on the right side of the shin, matching the marked light direction.

Drawing Zombies: Pose, Torn Clothing, and Shading

Original tasks 3, 4 / complete keys

Task 3

You have drawn a zombie with both arms reaching forward and a torn shirt at the chest. Name two fold cues on the shirt and explain how to avoid making the tears look like random holes.

Answer: Use one long crease across the chest where the fabric pulls toward the arms and two short wrinkles near the shoulders. To avoid random holes, draw the simple chest shape first, then place each tear over that shape and draw the torn edge around it. Add a hanging flap at one tear and shade underneath it.

Reason: Reaching arms pull fabric across the chest, so a long crease is logical. Short wrinkles near shoulders show bunching. Drawing the body shape first ensures each tear reveals something readable.

Check: Trace each tear edge and confirm it surrounds a visible simple shape. Check that the long crease runs roughly perpendicular to the pull direction and that no more than two short wrinkles appear per bunched area.

Task 4

A zombie figure is 12 cm tall on your paper. The head is 2 cm, the ribcage oval is 3 cm, and the pelvis oval is 2 cm. The legs are each 5 cm and the torso gap between ribcage and pelvis is 1 cm. Do these parts sum to the figure height? Show the arithmetic and state one adjustment if not.

Answer: Sum: head 2 + ribcage 3 + gap 1 + pelvis 2 + legs 5 = 13 cm, which is 1 cm more than 12 cm. Adjust by reducing the torso gap to 0 cm or shortening the legs to 4 cm, then recheck. These numbers are hypothetical examples; measure your own drawing.

Reason: Adding the vertical parts checks whether the construction fits the chosen height. A 1 cm excess means one part must shrink. The adjustment keeps the total consistent.

Check: Re-add the adjusted parts: 2 + 3 + 0 + 2 + 5 = 12 cm, or 2 + 3 + 1 + 2 + 4 = 12 cm. Confirm the sum equals the figure height before thickening the limbs.

Drawing Zombies: Pose, Torn Clothing, and Shading

Source rubric / reflection

- [ ] Pose: feet are offset, action line is curved, and joints are marked before thickening.
- [ ] Proportions: head, ribcage, and pelvis relate clearly; limb lengths are plausible for the chosen style.
- [ ] Torn clothing: at least two tears show a simple body shape underneath and include a hanging flap.
- [ ] Fold cues: one long crease per major bend and limited short wrinkles; folds follow fabric pull.
- [ ] Shading: one light direction is marked and followed; shadows show form without gore.
- [ ] Clarity: overlapping shapes read correctly; no unnecessary black outlines.
- [ ] Alternative conventions allowed: stylized proportions, different light direction, or simplified folds are valid if consistent and checked against the steps.

Reflection: What did you check, what did you change, and what will you try next?