Drawing Zombies: Pose, Torn Clothing, and Shading

Original tasks 1, 2 / independent work

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.

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.

Drawing Zombies: Pose, Torn Clothing, and Shading

Original tasks 3, 4 / independent work

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.

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.