# Drawing Zombies: Pose, Torn Clothing, and Shading

Topic reference / ordinary illustration



Ordinary topic reference. Hypothetical dimensions in the four tasks are supplied in their own text; this illustration is not their measured answer.

# Drawing Zombies: Pose, Torn Clothing, and Shading

Worked example / complete source key

A zombie stands with the left foot forward, right arm reaching forward, and a torn sleeve at the right elbow. The light comes from upper left. Describe the construction and shading choices in order.

Answer: Draw the left foot oval ahead of the right. Place the pelvis oval, then shift the ribcage oval slightly toward the forward foot (the left foot) to show a forward lean. Add the head circle tilted down. Draw the right arm line reaching forward with an elbow joint circle. Thicken the limbs into tubes. Draw the garment outline, then notch the right sleeve at the elbow and add a hanging flap below it. Add one long crease at the right elbow and two short wrinkles near the shoulder. Mark light from upper left. Shade the right side of the head, the underside of the chin, the lower side of the reaching arm, and under the flap. Leave a light band on the upper left of each tube. Check that the flap overlaps the forearm and that the cast shadow connects it to the body.