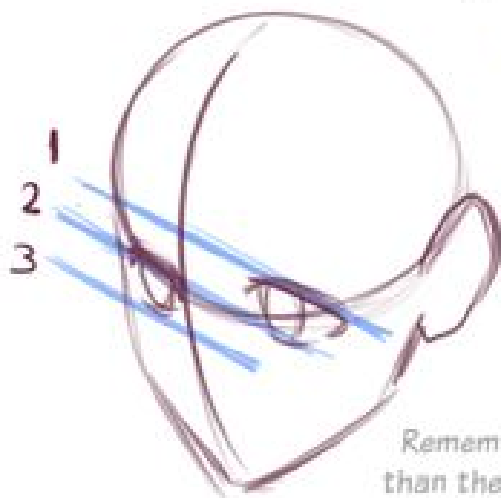




Start with the shape, you decide the direction to where your character is facing



Remember one eye is bigger than the other. 3 parallel lines that keep the same distance from one another will guide you on the perspective.



The middle line that goes across the face gives you the right position for the nose and the mouth.

