

# Extreme! The Snowboarder

By now you are an expert at setting up figures in motion using basic shapes and angles. RIGHT? Of course!

1. Look at this snowboarder's extreme pose. See how the long vertical right guide line starts at the hand and runs straight down the arm, along the torso to the end of the snowboard. See the bean shaped body? See the angle of the arms and legs? See the gentle bend of the snowboard?

Very lightly sketch the ovals, circles and lines to form the snowboarder's head, body, arms and legs. Sketch the curved lines to begin the snowboard.

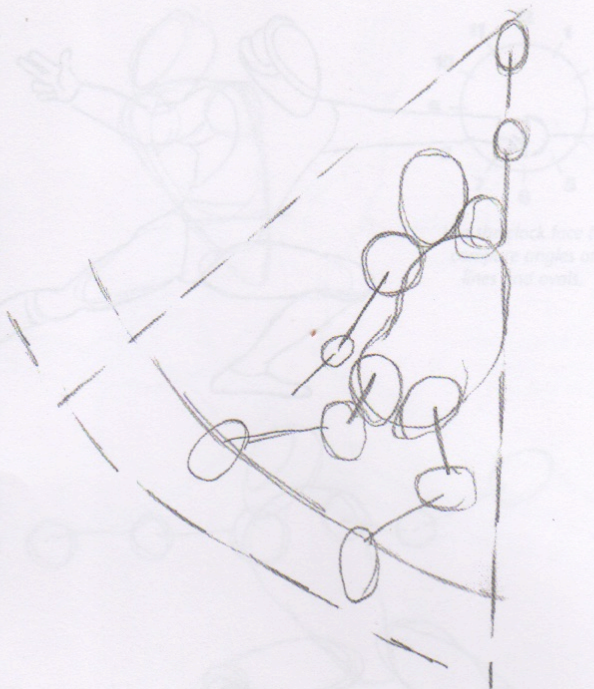
2. Starting at the top, outline her raised left arm and sleeve. Add lines to begin her ponytail.

Sketch lines to begin her goggles. Draw lines for her nose and mouth. Outline and shape her vest. Outline her right arm.

Outline and shape her legs. Draw lines to form her boots with buckles.

Outline and shape her snowboard.

Erase guide lines.



3. Outline and shape her gloved hand with outstretched thumb.

Add zigzag lines to form ponytail. Add lines to shape the eye frames of her goggles. Outline and shape her jaw, face and earlobes.

Add dark, accent lines to add bulk to her quilted jacket. Add the glove strap on right hand.

Add boot lines for buckles and mount.

4. LOOK carefully at the finished drawing. See the contrast of light and dark. What details have been added to create movement? What lines have been added for texture?

Add details and shading to "Catch air!"

Clean up with your eraser.

Good Job! You have captured the balancing act of one extreme snowboarder.