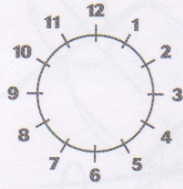


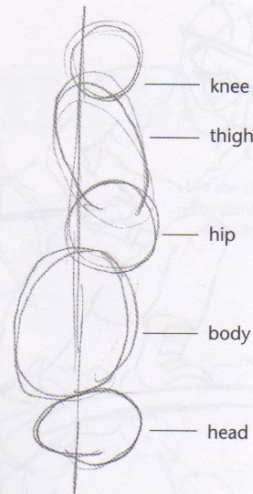
# Skater Dude - Hand Plant

This "Rad" skater dude makes many a difficult move, but the hand plant is by far the most radical.

1. LOOK at the amazing balancing position this skater is in. See how all the body parts stack one on top of the other along the vertical guide line! Lightly sketch the guide line to help you place each body part in the correct position.

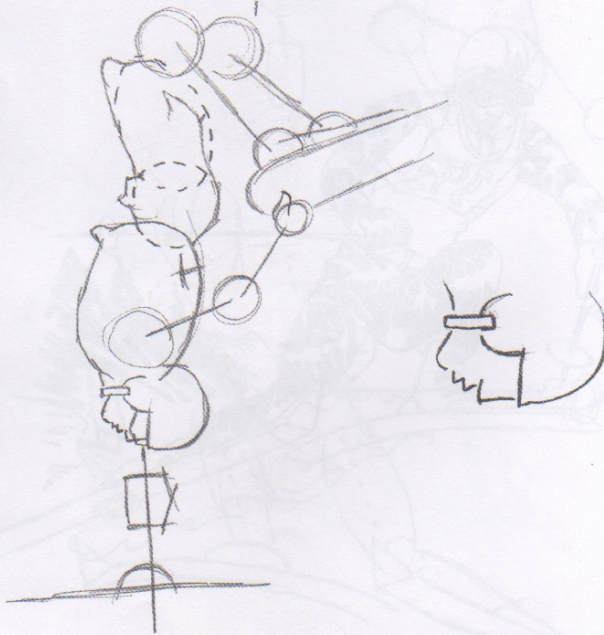


Use the clock face to compare angles of lines and ovals.



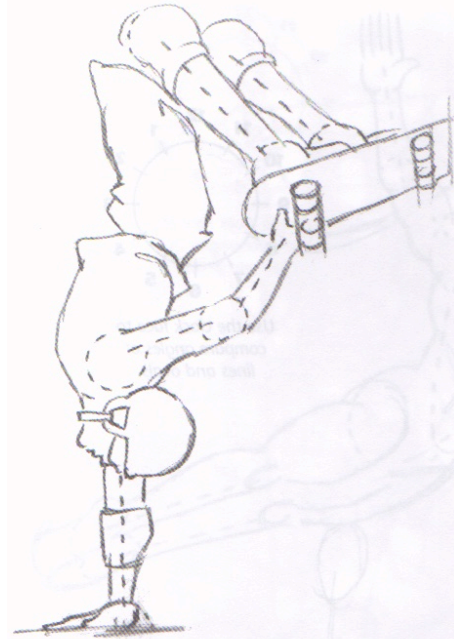
Sketch the knee circle. Sketch an overlapping oval for the thigh. Sketch another larger circle for the hips. Sketch the overlapping large body oval. Sketch an oval for the head.

2. Starting at the top, add the other knee circle. Sketch rods (lines) and joints (ovals) to form his calves and feet. Sketch rods and joints for his right arm. Lightly sketch the skateboard lines. Outline the thigh and hip area, to begin his baggy shorts. Outline the upper body and neck area to begin his shirt.



Outline the helmet and strap. Draw his profile in detail (see insert). Lightly sketch goggles over his eyes.

Now for that hand plant. Sketch a vertical line for his left arm. Sketch a horizontal line with a half dome shape on it to begin his planted hand. Halfway between the face and the hand, sketch a box shape for his elbow pad.



3. Starting at the bottom, outline and shape his left hand, arm and elbow pad. Draw a triangle ear hole his helmet. Outline and shape his right arm and hand. Outline and shape knee pads, legs and feet.

Sketch some simple wheels on his skate board, and the front edge.

4. Now for the details and shading to make Rad a real skater dude.

Add vent holes to his helmet. Detail his elbow knee pads. Rad needs a t pocket, some socks, shoe wrinkles on his shirt and baggies....

Anything else missing?

Erase guide lines, and clean up smudges!

