



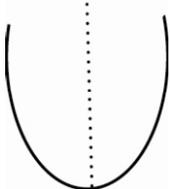
Deep curves

- Deep curves present opportunities for exaggerating problems with hot dogs/bananas and potato chips.
- I'll start with really deep curves, then back up and talk about curves that are shallower, but still potentially troublesome.

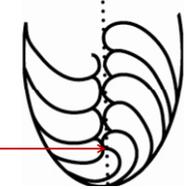


Inside the deep curve

Guideline should split the negative space approximately in half.

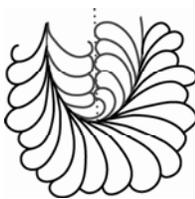


At the deep point of the curve, retrace only a tiny part of the top of the feather.



Outside the curve

- You'll need more feathers on the outside. Stop alternating, and fill in the space. Don't travel, some of the feathers will stop and start at the same approximate place on the spine.
- Angle from the spine might be more than 45.
- Keep the bottoms nice and skinny, you only want round at the top, not in the middle.





Long skinny feathers

- When there is space to fill, it's really tempting to turn return feathers into a droopy banana.
- I think that empty space is much preferable.
- To make your feathers stretch out and fill, remember to keep them quite skinny, from the base, through the middle, only rounding out the top.
- Most of the time when people are trying for long feathers and they are unattractive, it's because they've turned them into potato chips – they are « C » curves instead of long, elegant hooks.



Deepish curves

- These are the spines that aren't really shallow, but yet aren't U shaped like my previous example.
- As you feather into the curve, watch the negative space: you can't quite use my « divide it in half » guide, but you do want to make sure you don't make the feathers too long. Shorten them up, and try retrace a little bit less of some of the tops.



Today's Tasks

- You'll find a new PDF to download that steps you through your own drawing practice.
- This includes a copy of the deep feathered spine from an earlier slide.
- Basically? It's time to let loose and start feathering everything in sight, in whatever shapes you can think of. We've really touched on a lot of the situations you'll encounter