

1.3 Gesture Drawing

Name: _____ Class: _____ Date: _____

Total: 10 marks

Objective

Capture energy and movement fast with **gesture** 动态速写 and the **line of action** 势线.

You must be able to:

- draw a whole subject in 30 seconds to 3 minutes
- find the **line of action** first
- work from the arm with big loose lines
- put energy before detail

1 Worked examples

Study these first. Each one shows the method for a task used later.

■ Line of action

Before anything else, find one curve that summarises the pose's movement. Everything hangs on it.

■ Whole, not part

Draw the entire subject at once with loose lines. Never polish one corner while the pose collapses.

■ Energy first

Long drawings begin as gestures: energy, then structure, then detail.

2 Practice

2.1 The single curve that summarises a pose's movement is the

[1]

- **A** contour line
 - **B** line of action
 - **C** cast shadow
 - **D** value scale
-

2.2 Why should a gesture drawing never start from one polished corner? [2]

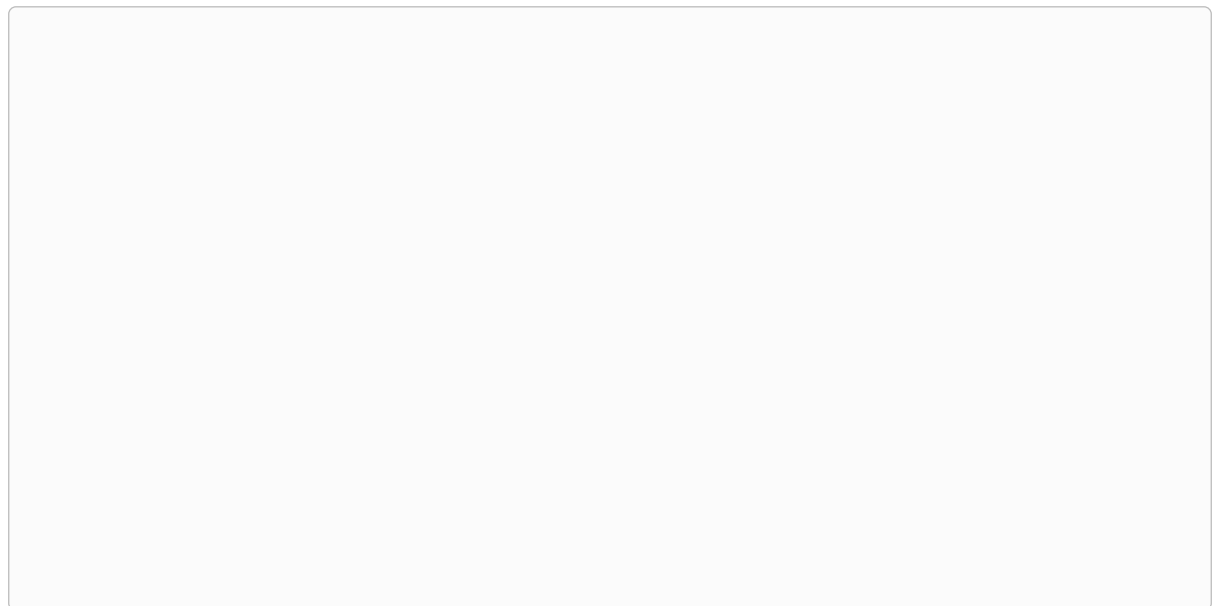
2.3 State the correct order: detail, energy, structure. [1]

3 Studio & portfolio tasks

3.1 Fill a page with **timed gesture drawings** of a moving or posed figure (use photos or a friend).

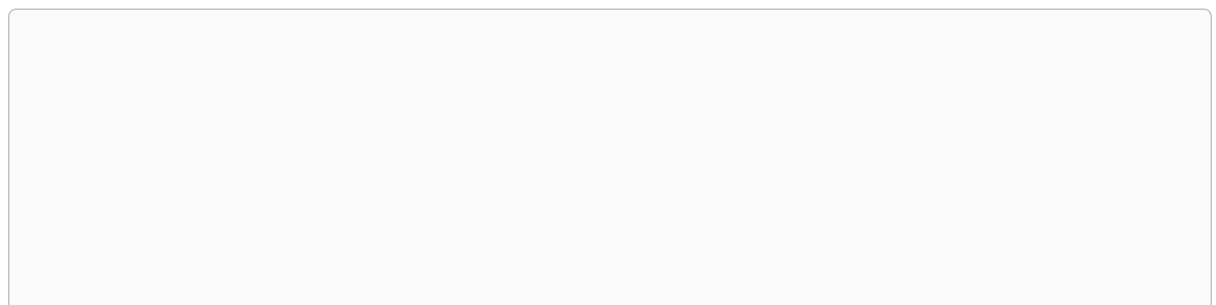
(a) Draw six gestures, 30-60 seconds each, finding the line of action first. [3]

(b) Circle the strongest one and write why it works. [1]



3.2

() Take your best gesture and develop it for three more minutes into a fuller drawing. [2]



4 Go further

- work through the **0103 Gesture Drawing** lesson on the **Learn** page;
- read the **Line and Mark-Making** section of the AP Drawing handout on the **Know** page.

Solutions

2.1 B. the **line of action** carries the pose's energy.

2.2 the whole pose must be stated at once; polishing a part while the rest collapses loses the movement/proportion.

2.3 energy first, then structure, then detail.

3.1 six quick whole-figure gestures; each has a clear line of action; loose arm-drawn lines, not tight outlines; a reasoned choice of the best.

3.2 keeps the energy of the gesture; adds structure/detail without going stiff.