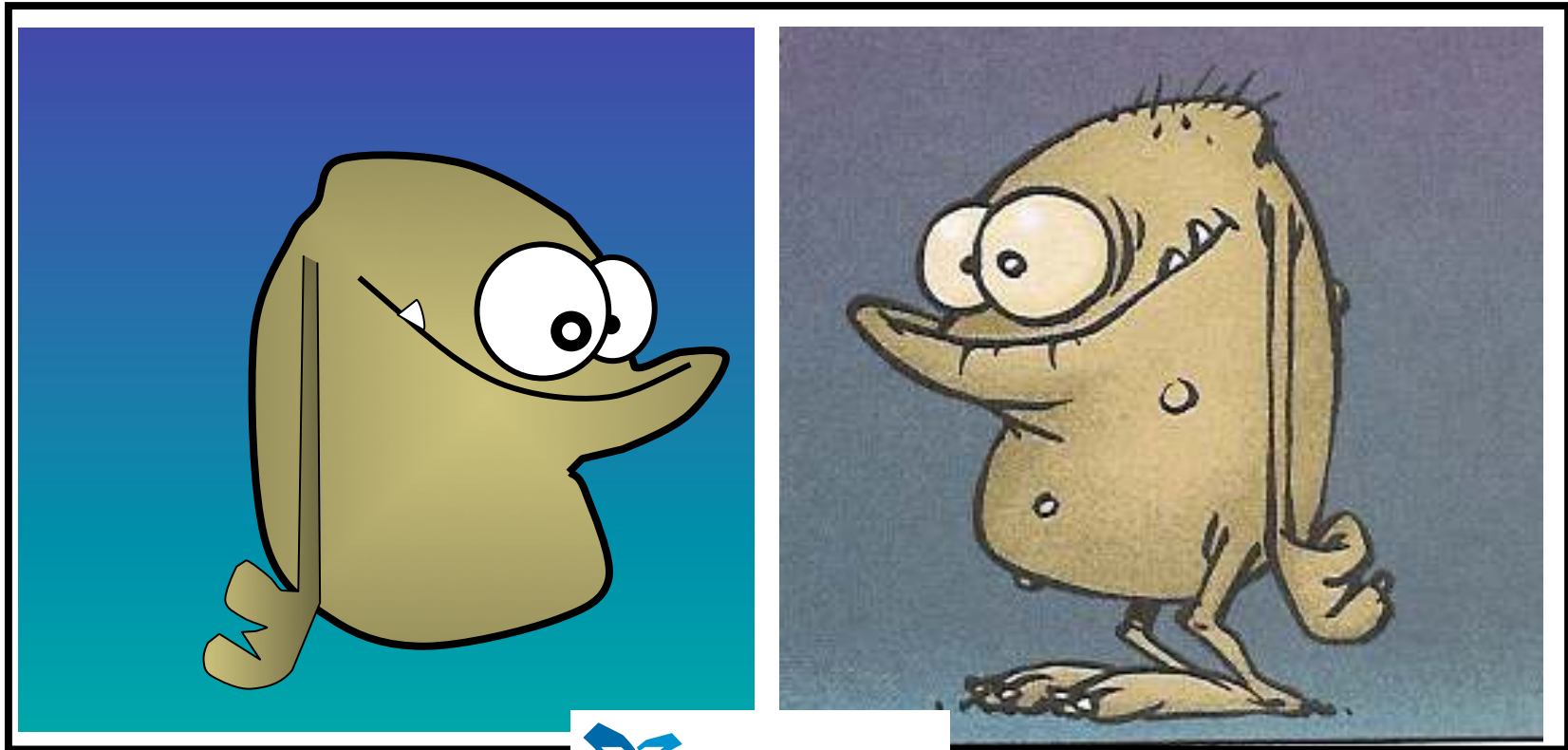
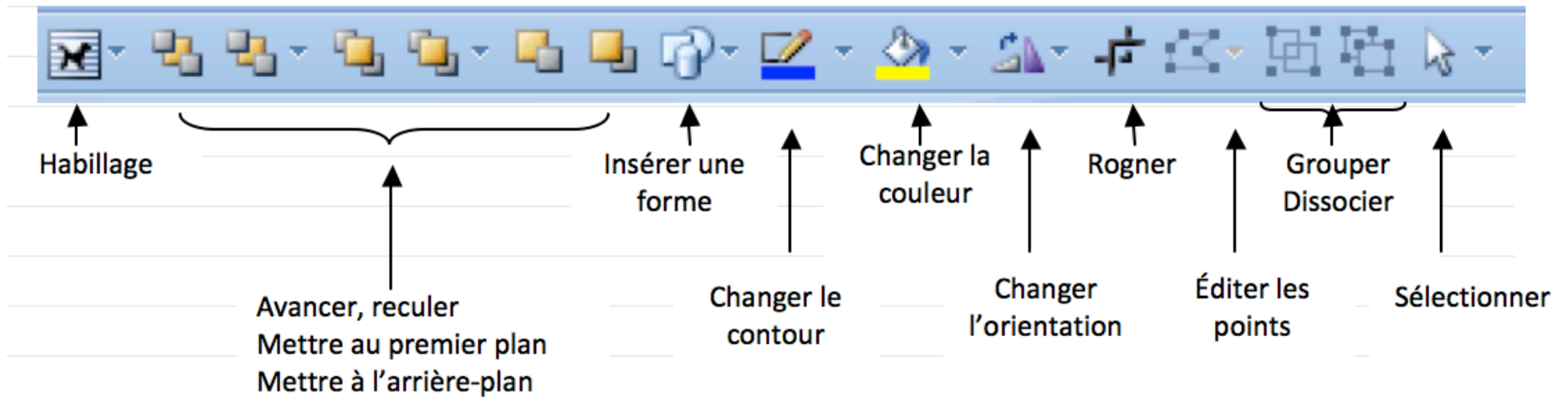


Vectorel ou Matriciel

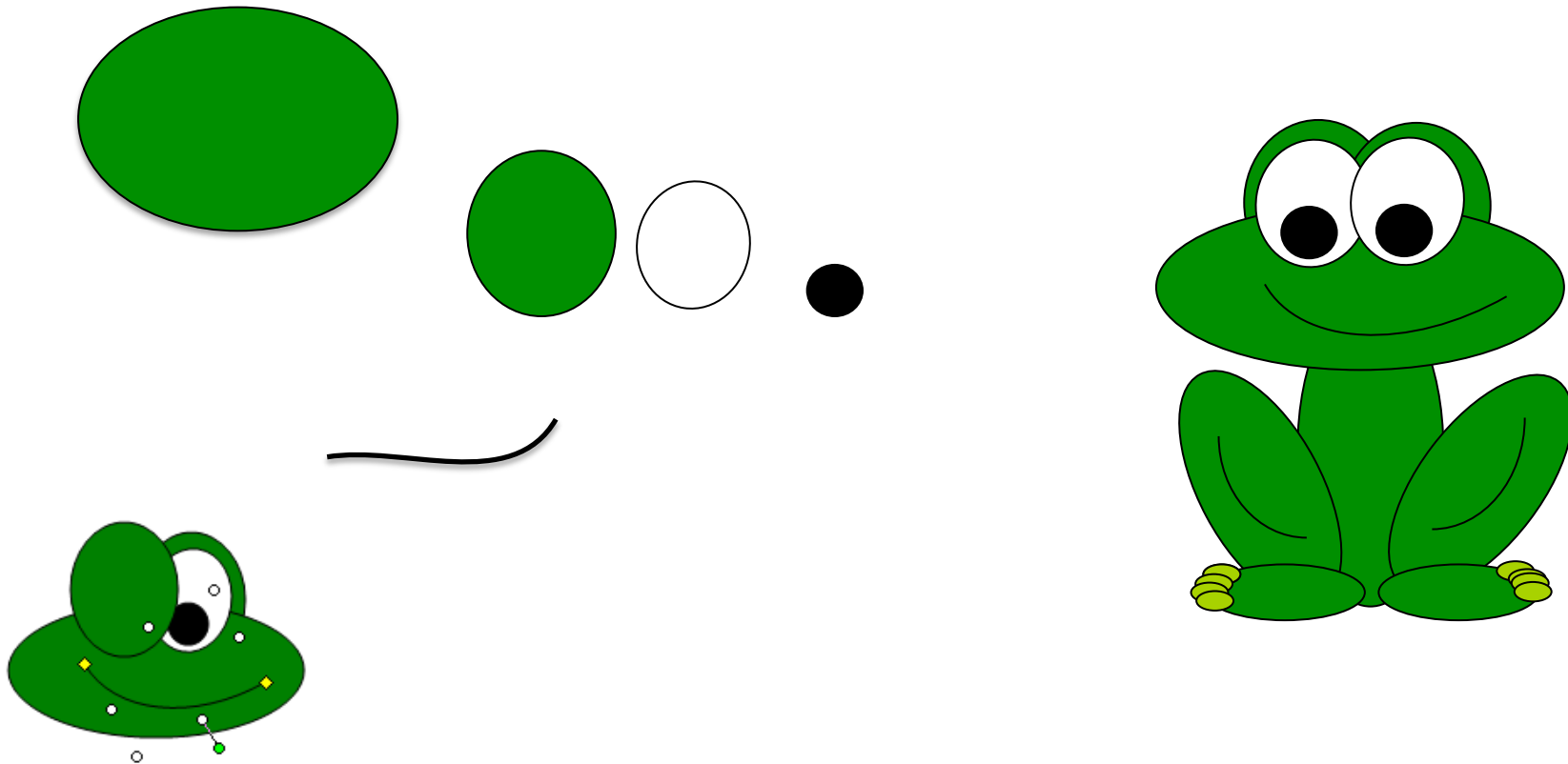


Trouver les bons outils

Barre d'outils DESSIN ou menu contextuel



Dessiner avec les formes de base

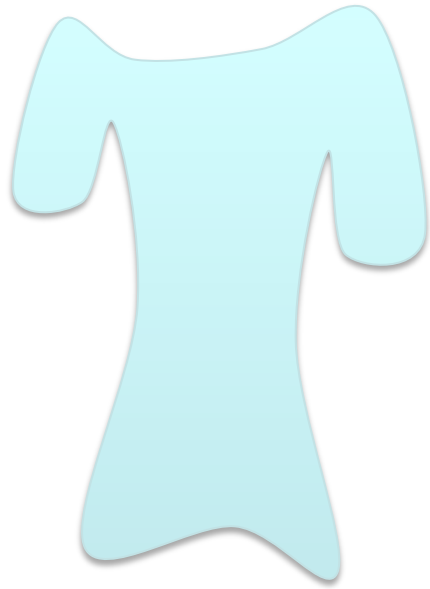


GRROUPER DÉGRROUPER PREMIER PLAN ARRIÈRE-PLAN

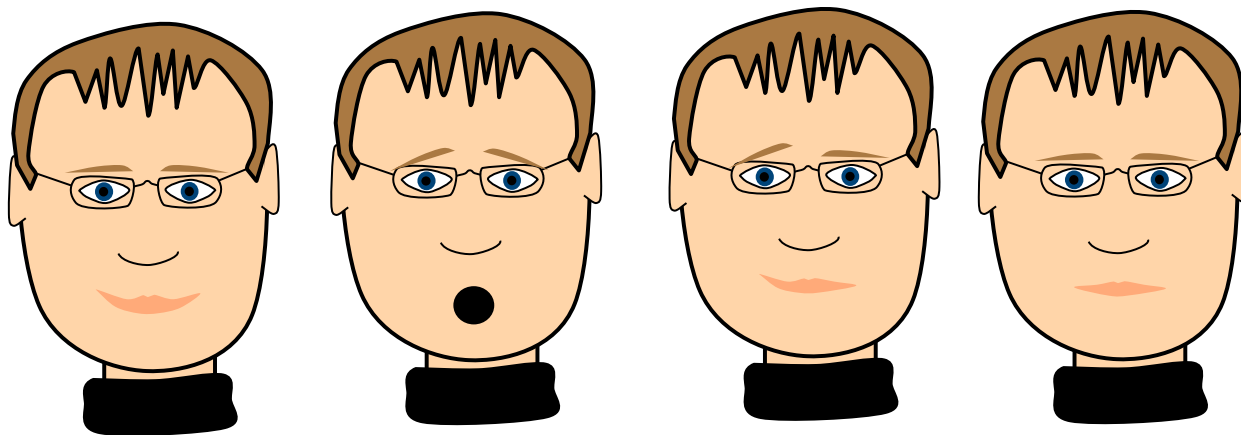
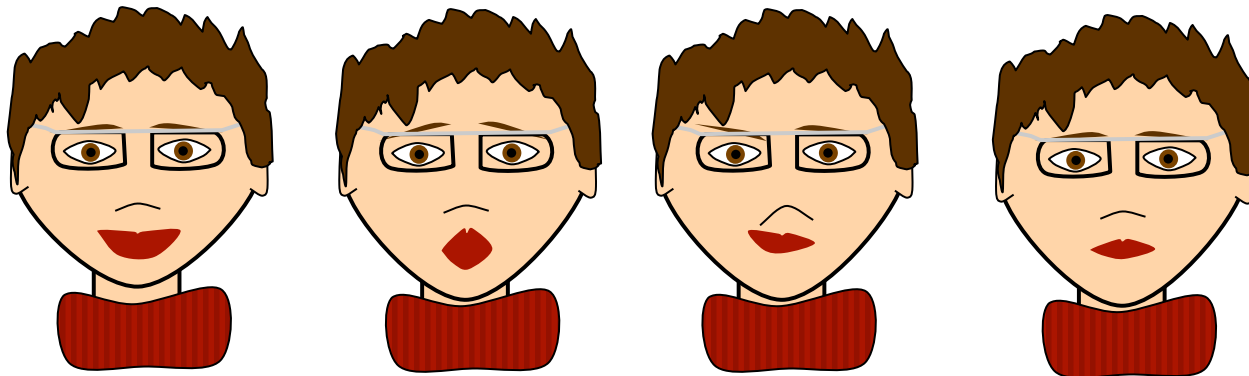
Dessiner avec les formes libres



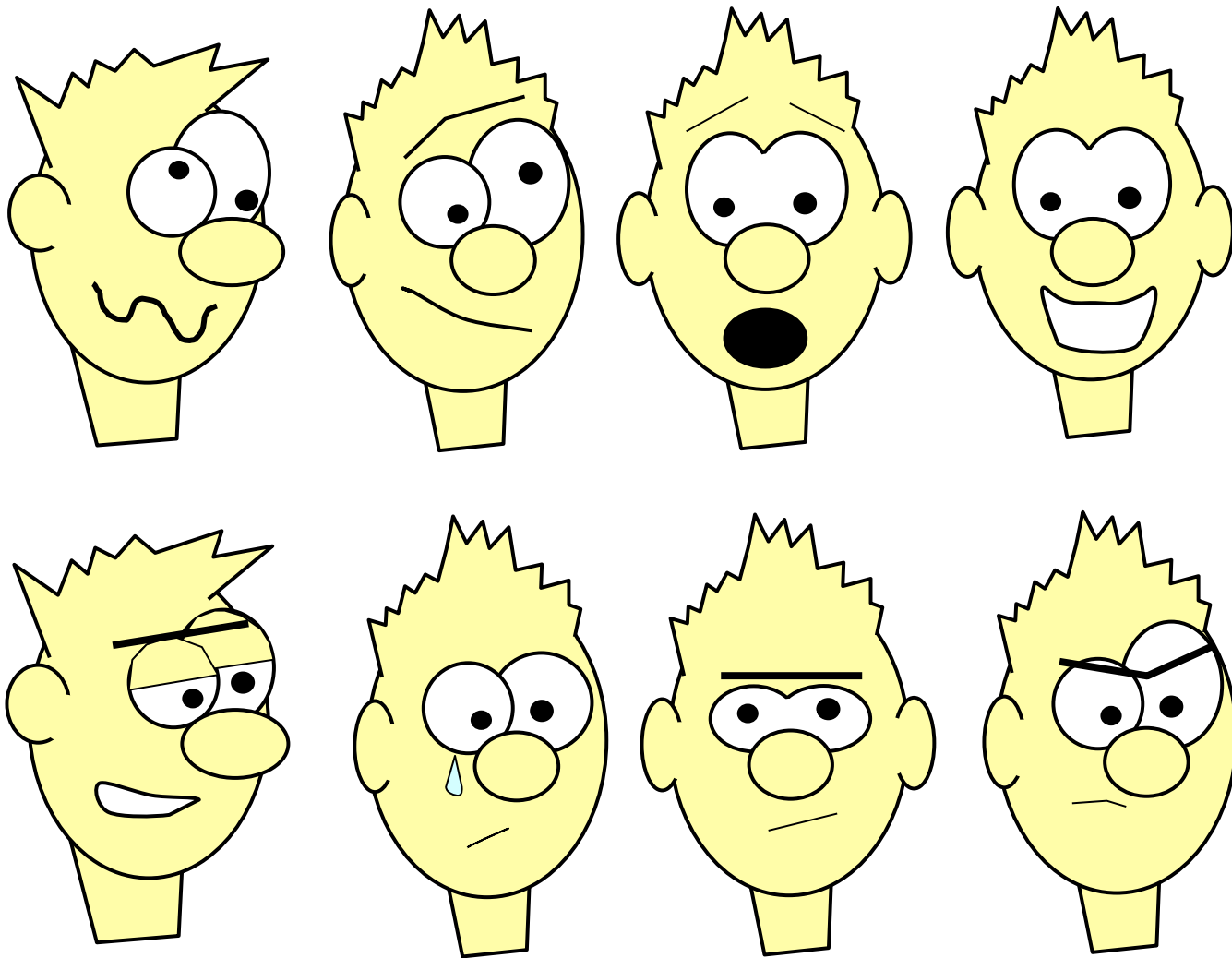
courbe - forme libre - gribouille



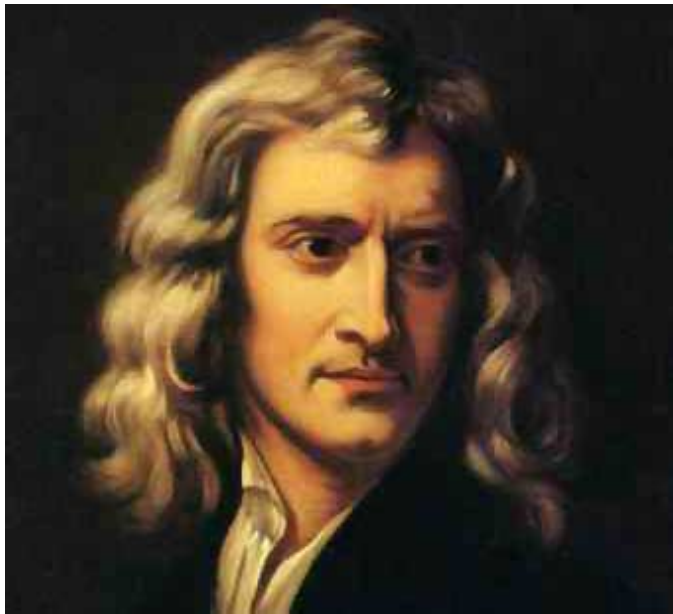
Visages et expressions



Autre technique

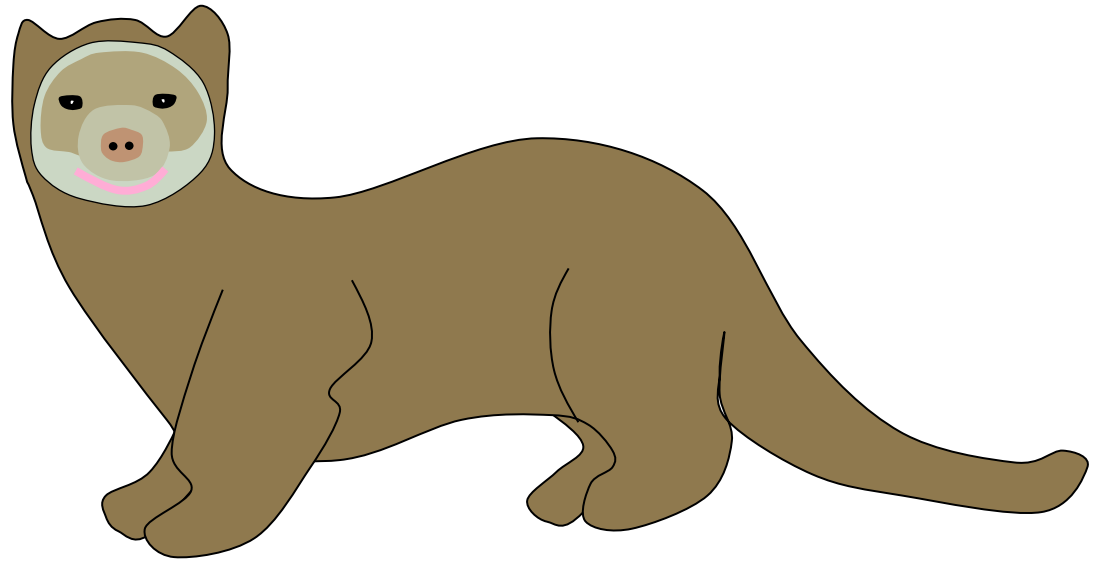


Dessiner à partir d'une photo



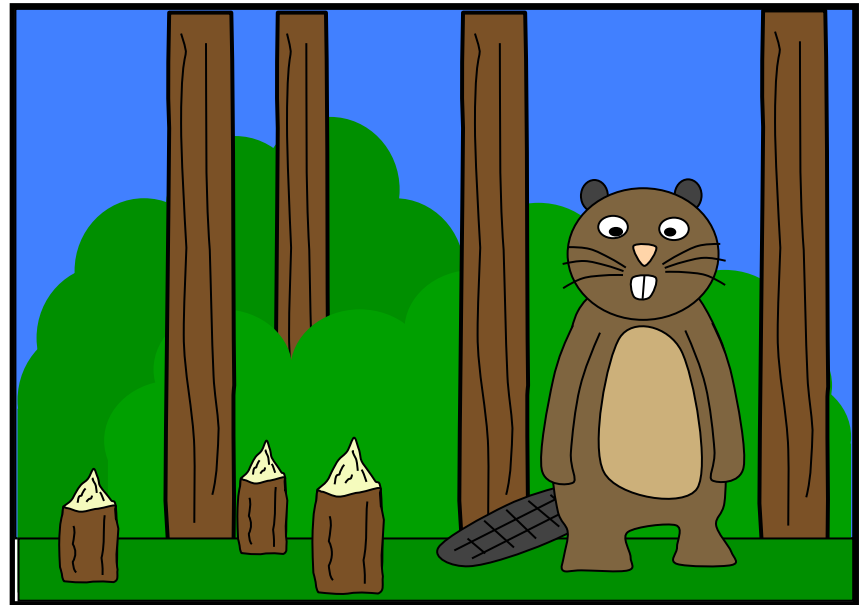
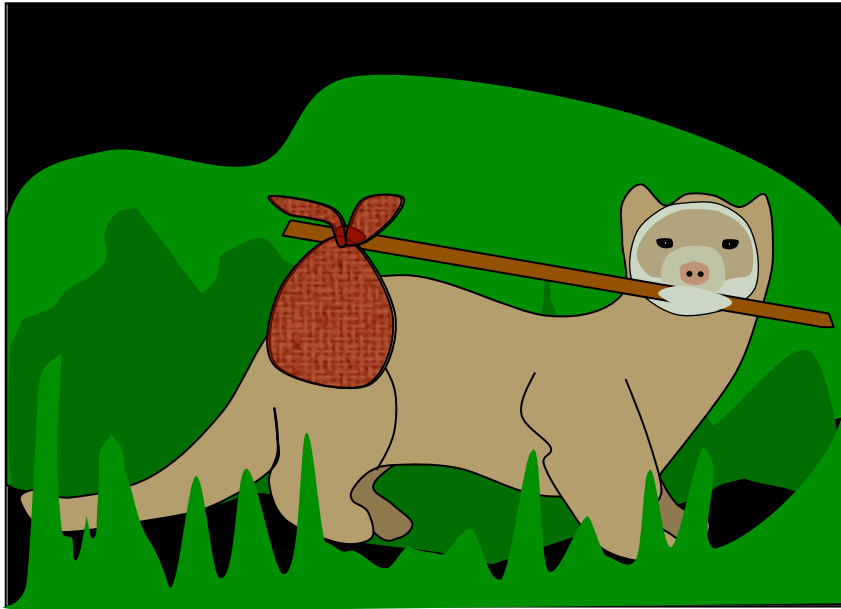
Des exemples de personnages

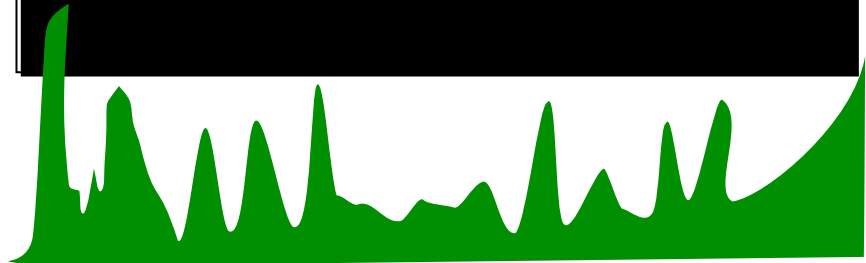
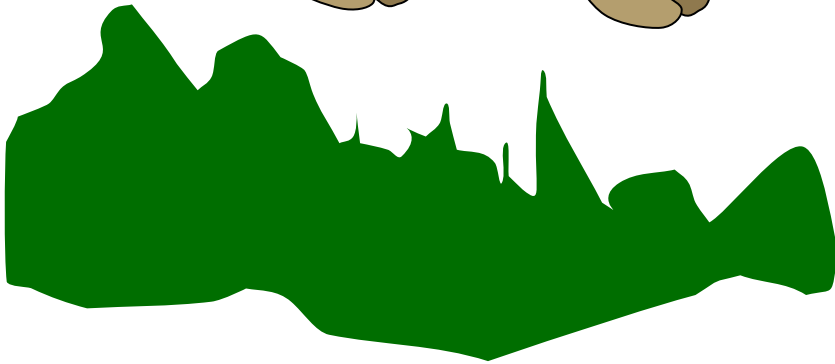
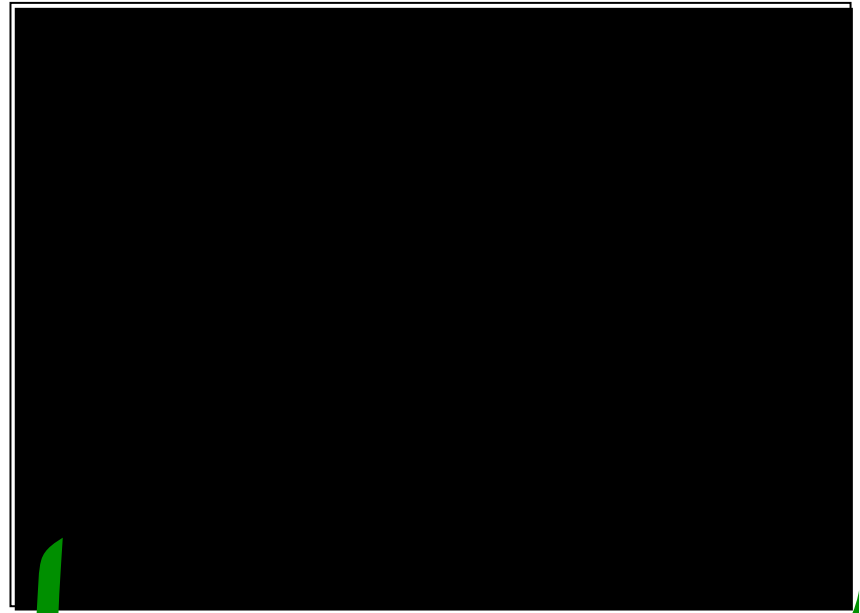
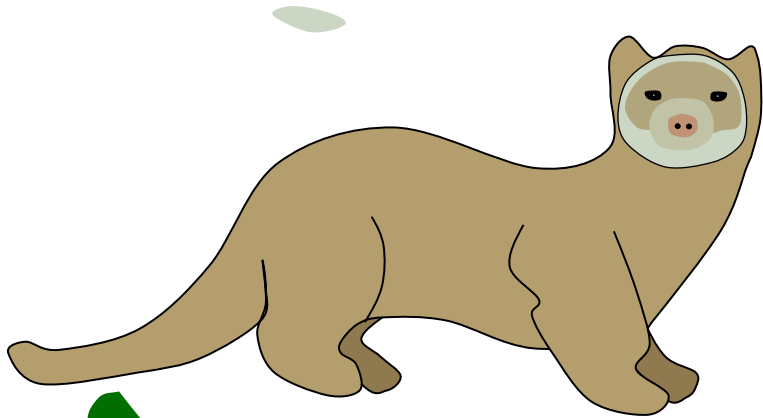
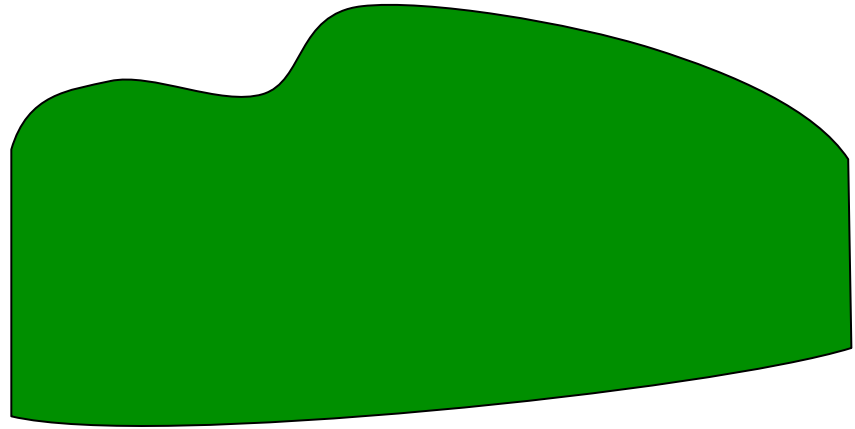
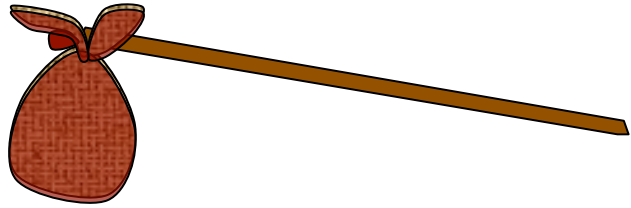




Des styles de décors







Les différents plans



Le **plan d'ensemble** situe le personnage dans le décor général.



Le **plan moyen** met l'accent sur le personnage des pieds à la tête.

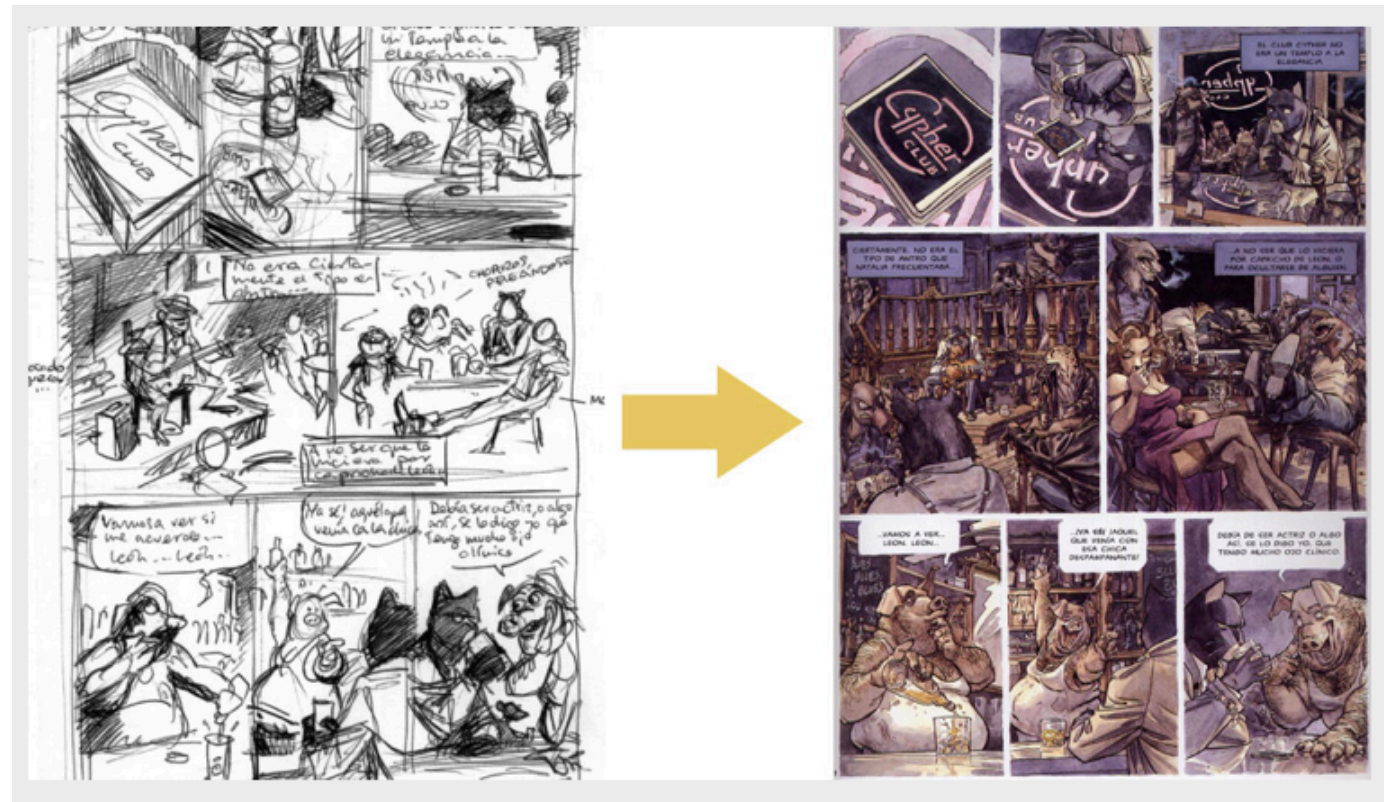


Le **plan rapproché** montre le personnage de la tête à la taille et permet de voir des détails.



Le **gros plan** montre le personnage des épaules à la tête.

Le scénarimage, trace importante



<http://apprendre-a-dessiner.org/comment-dessiner-storyboard/>

Construire sa page

