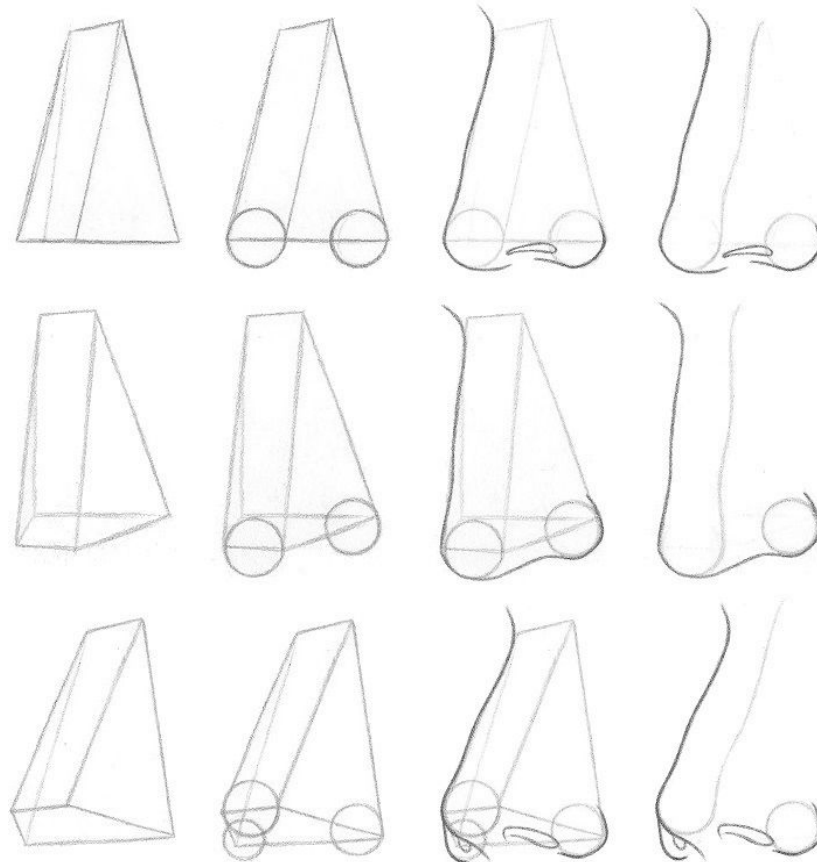


How to Draw a Nose From the 3/4 View

By Darlene Nguyen - September 27, 2016



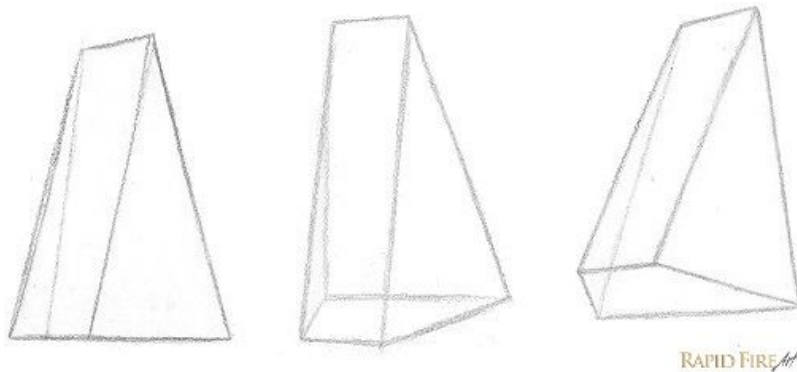
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Each step has 3 options for you to draw from: They are all noses in the 3/4 view, but the first one is **level to the eye**, the second one is a view from **above looking down** and the last is from **below looking up**. To help you learn faster, please draw **only one** each time you follow the tutorial.

Tools I Used ([You can find all my recommended tools here](#)):

- Canson Sketch Pad
- Derwent HB and 2B pencils
- Kneaded Eraser

Step 1

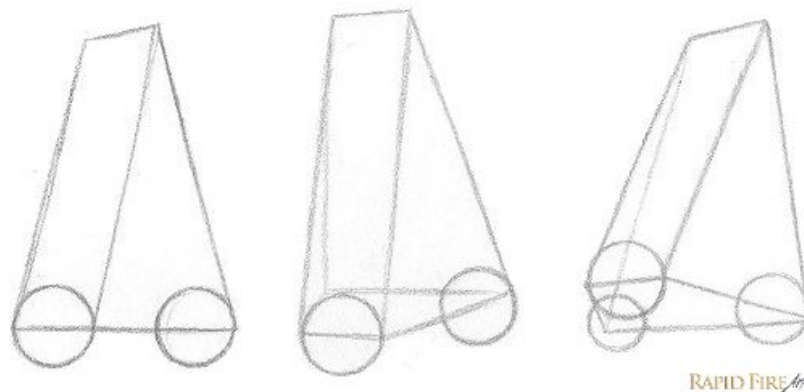


Decide on the angle you want to draw the nose.

The slope of your 3D shape determines the height of the nose (how far it comes out of the

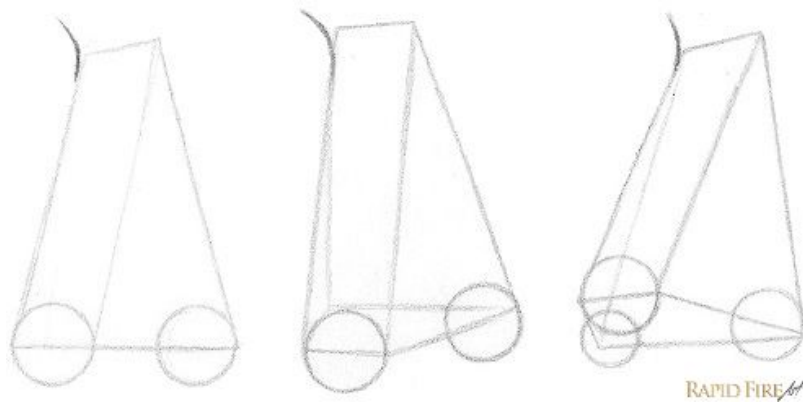
face) and the width will determine the width of the nose. Draw your outlines as light as possible using an HB pencil. I'm drawing them quite dark so you can see everything clearly.

Step 2



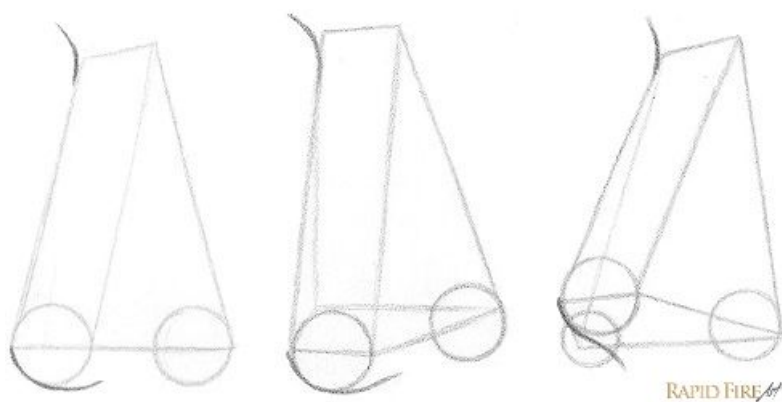
Draw two circles touching the far corners of this 3D shape (draw an extra circle for the third example). The circles should stick out of the bottom halfway.

Step 3

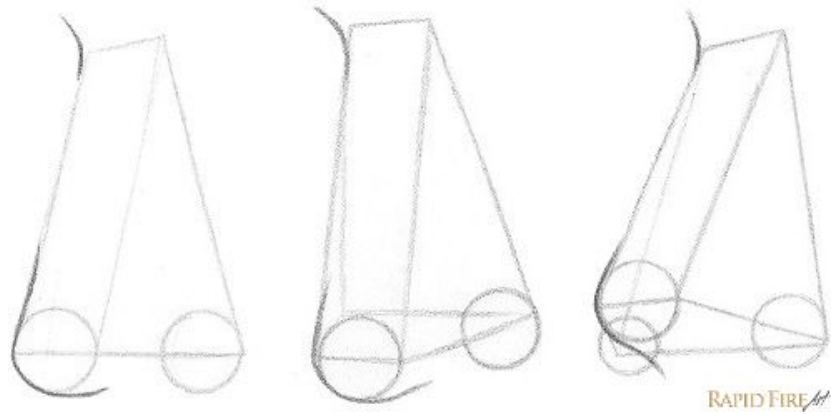


Using a softer pencil such as a 2B, draw a curve at the top of the 3D shape to define the nose bridge and beginning of the brow bone. For a strong brow, exaggerate this curve more.

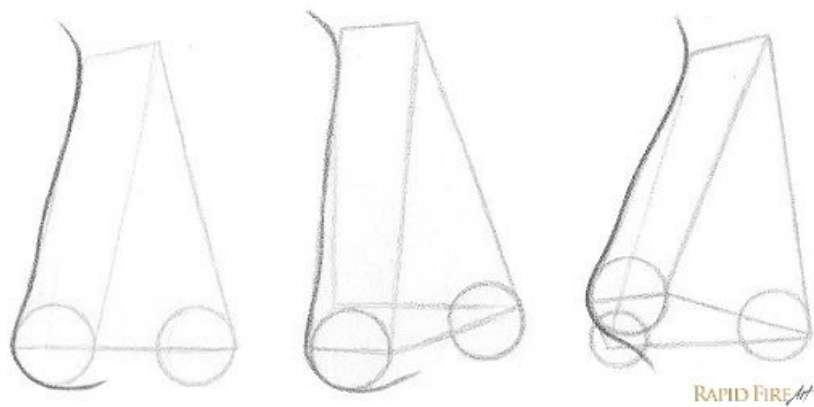
Step 4



Draw the nose's tip by following the shape of the main circle.

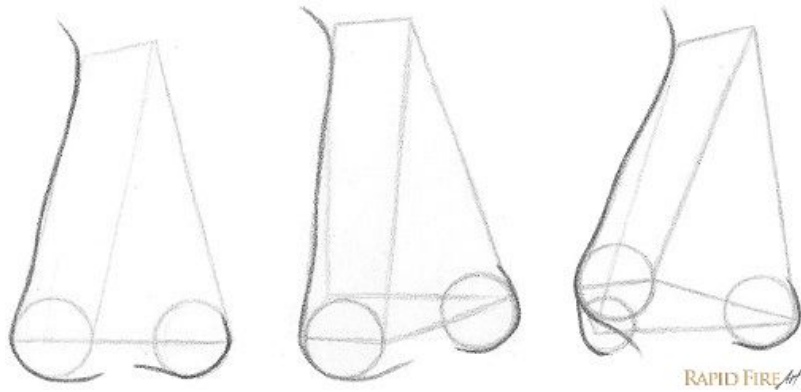


Wrap your line up towards the bridge of the nose and give the tip a unique shape.



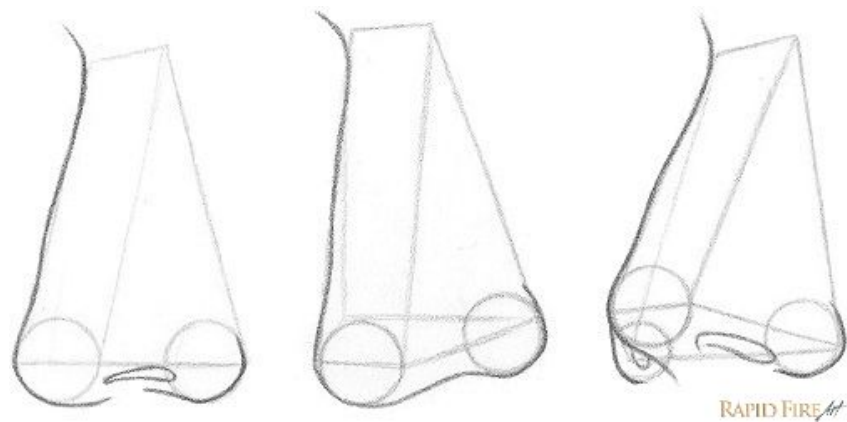
Connect that line to the top. It's boring to follow the 3D shape exactly, so add some bumps and such to make the nose look more interesting.

Step 5



Draw a curve along the remaining circle(s) to make the nostril wing(s).

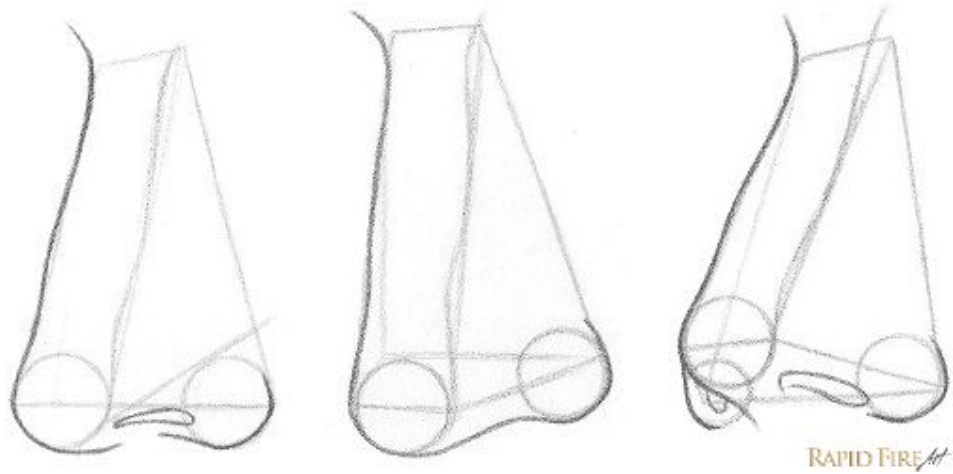
Step 6



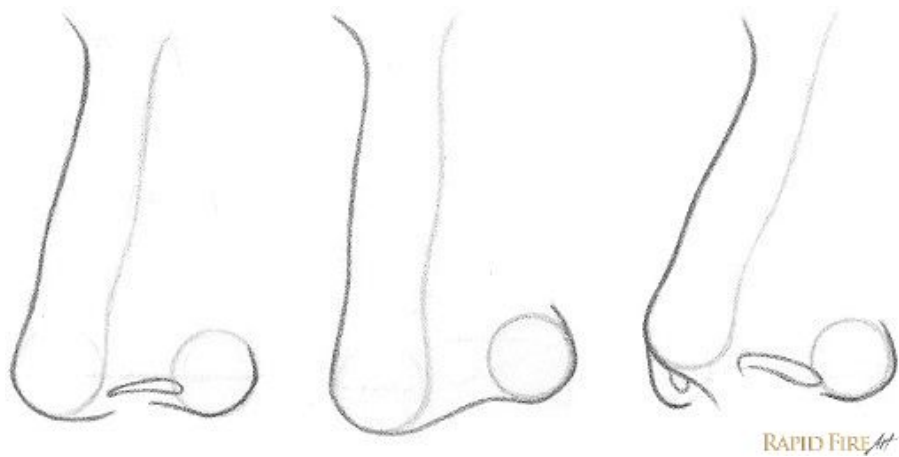
Not sure how big to draw the nostril? Use the circles and the base of the 3D shape as a general boundary.

I didn't draw a nostril for the second nose because the nostril isn't visible from this particular angle for this particular nose.

Step 7

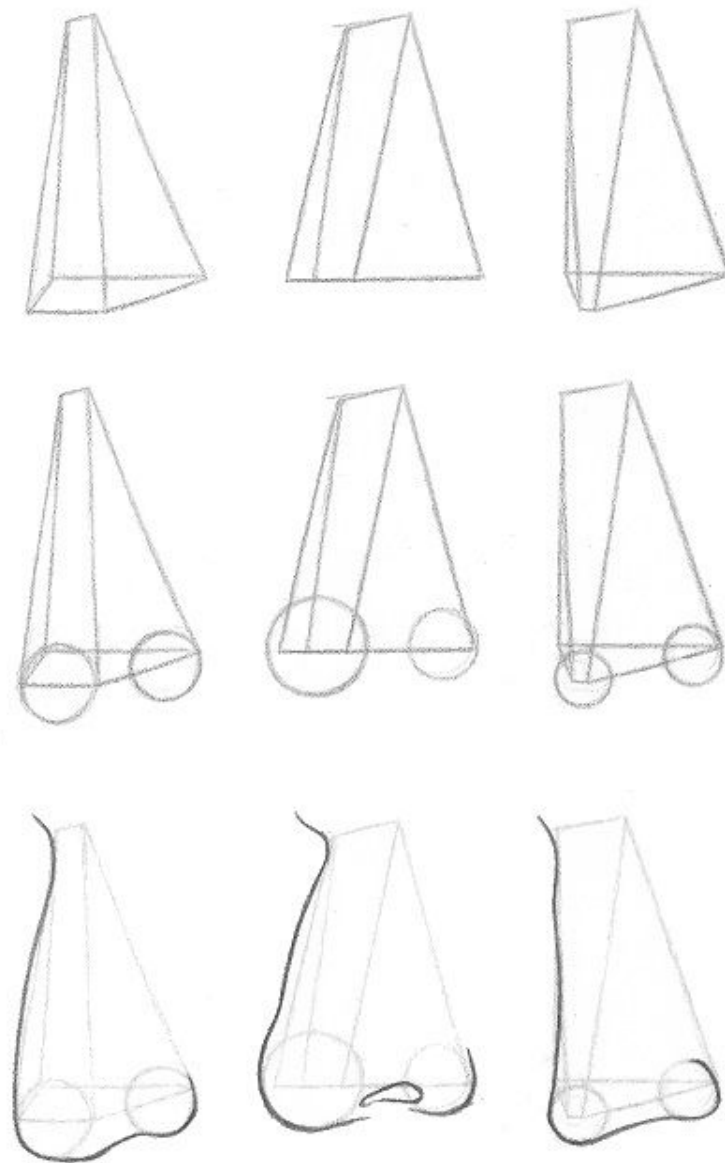


In preparation for shading, draw a curvy line along the other side of the bridge that mirrors the bridge shape you've already defined from step 4.



Lighten or completely erase any unneeded guidelines. If your shading is very light or you're afraid of any outlines showing through, use my [shadow lining](#) method.

After you're comfortable with drawing a few noses, try **skewing** the 3D shape or experimenting with different circle sizes like the examples below:



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