



SKETCHBOOK 007

March
2024

**DAN
LEYDON**

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Hi!

(there's me -->)



Hi, hope this finds you well!

This month started out with me thinking I wouldn't be making much personal work and somehow it always mounts up, I'm chopping up reference photos and making new poses of players and then drawing those but not in every case, sometimes there's just a good photo of the subject I want to capture. The most exciting thing here is the use of solid black areas for shading, it's hard to decipher where it goes. Also I'm trying to draw faces without much thought, just capture what's there. So many people don't look how you think they look from a lot of angles and then they look wrong. I've never had as much feedback in a face as the Havertz one here!

Thanks for following what I make, have a **great** day!

Software used: Procreate

Hardware used: iPad Pro, Apple pencil, iMac

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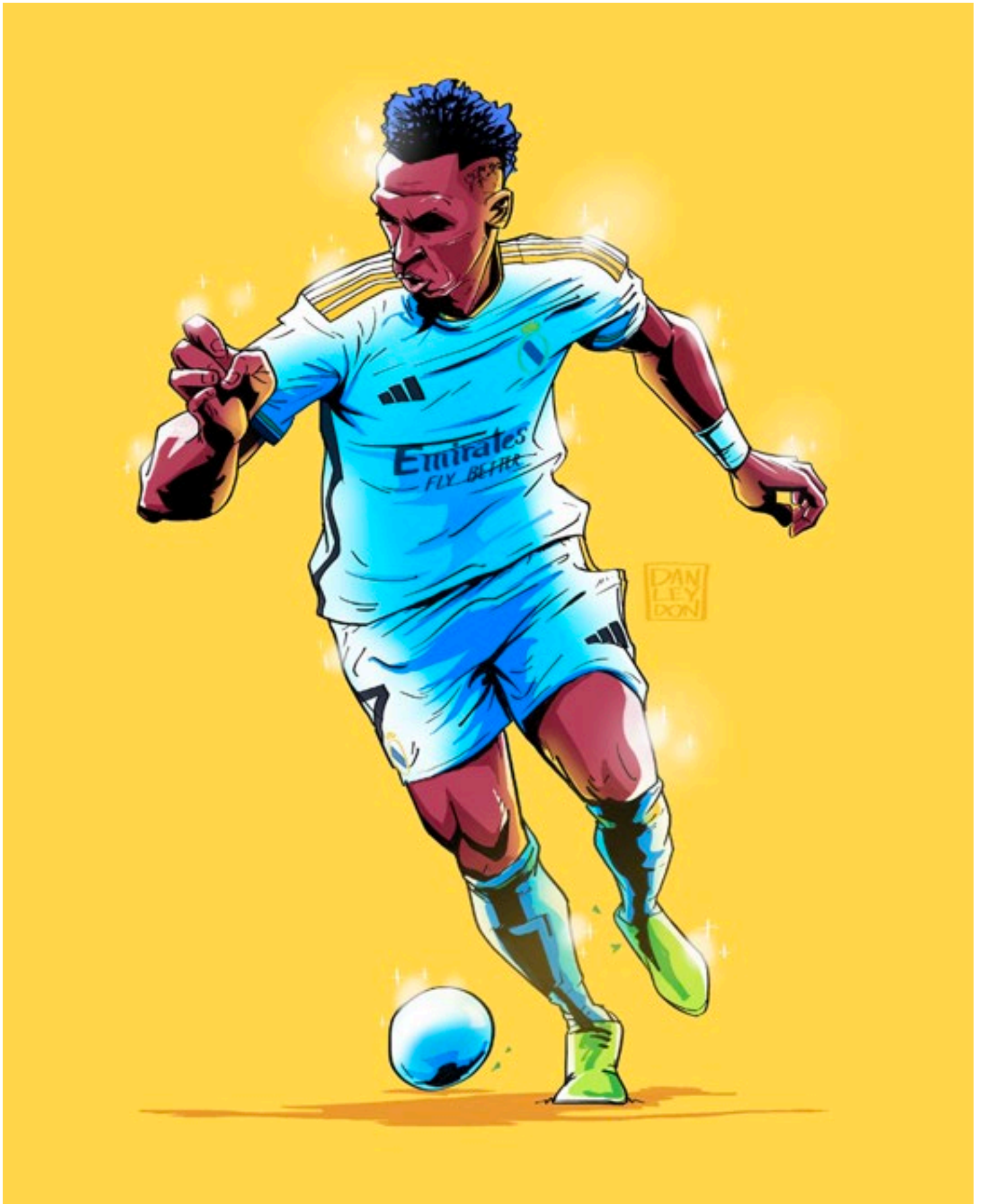
I think this was the last minute goal for Nunez against Forest





I liked the way I drew the knees and legs here so much that it gave me confidence to try a full piece in this way of drawing. Ways of drawing are hard to describe, it's like a sense of purpose you have in mind as you set off on a journey. This mind set is how you approach making the lines, you swipe confidently because you feel the swoops of ink look good that way. As the drawing progresses you may feel emboldened by the lines, or maybe the opposite. It's generally easy to keep this vibe going through one drawing. The mindset tends to erode and slowly morph into something else in any series of work. This is development in a sense, but it also presents a problem as the work keeps shifting slightly with every drawing. I love the next piece of Bellingham, every element works; lines, proportions, shading, the lot. As the series keeps going the drawings slowly lose one thing and gain another and when you compare first and last they have differences.

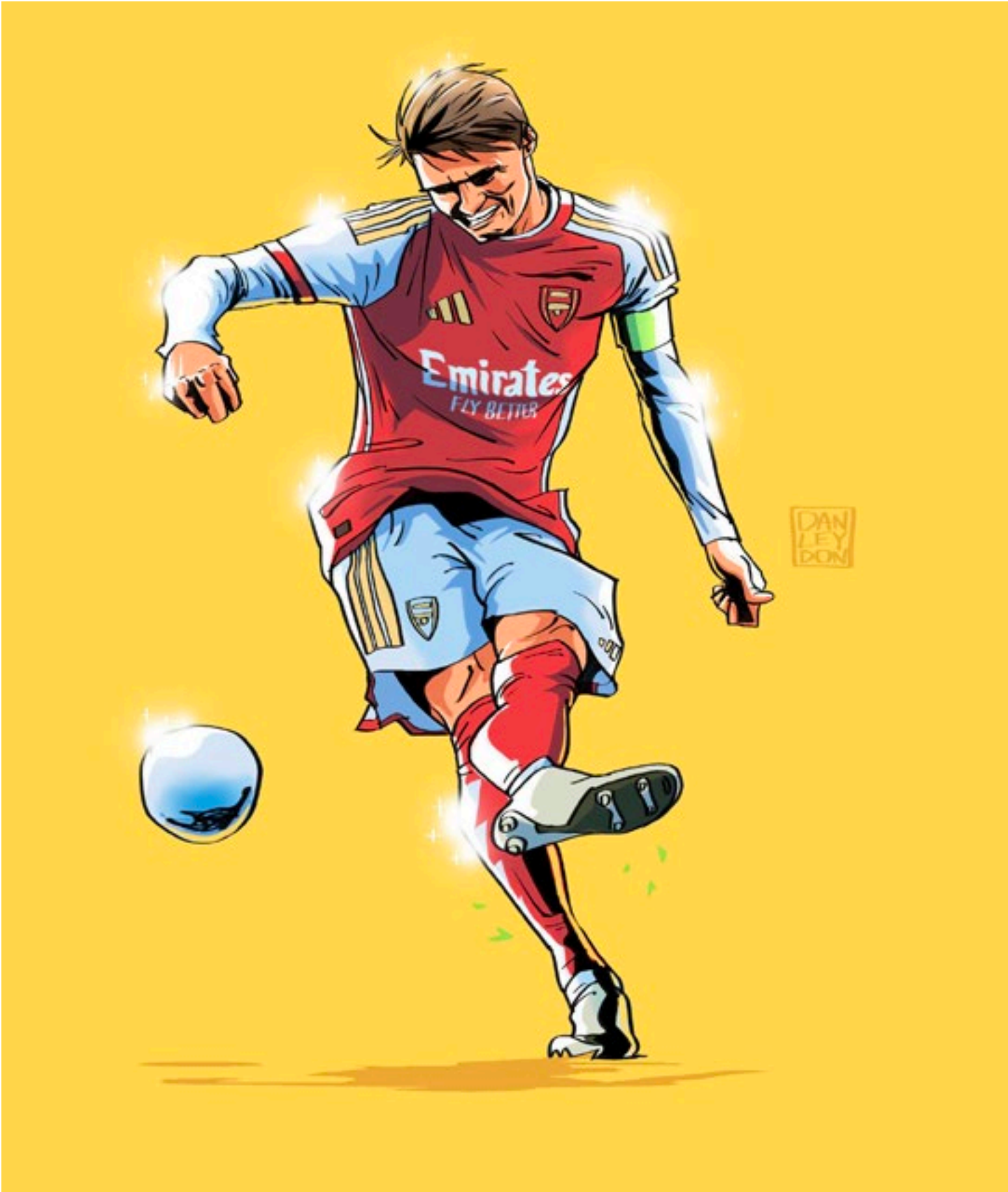






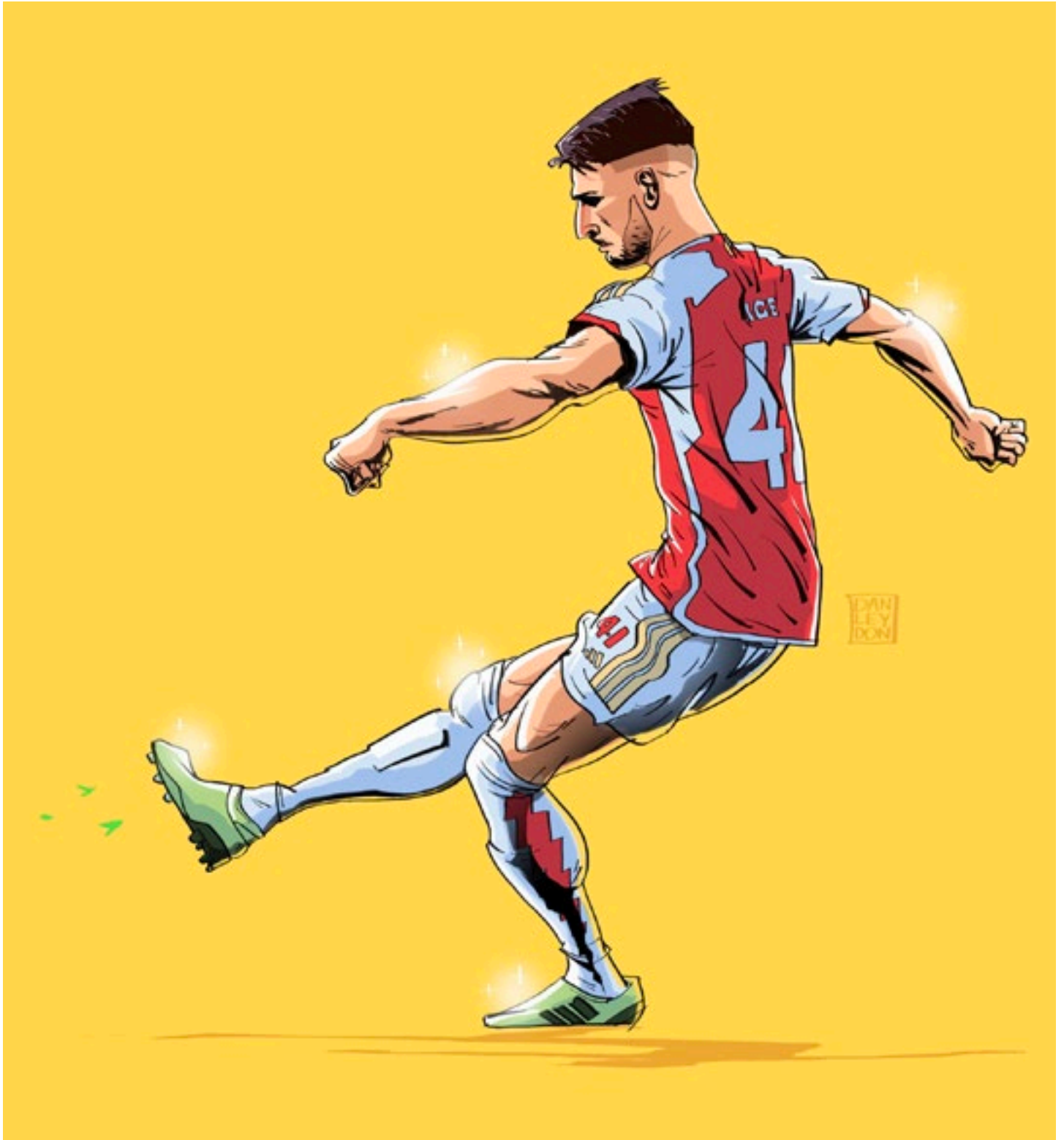




















ABOUT DAN

Dan Leydon is an illustrator and designer based in Ireland. Pairing a versatile approach with captivating and expressive styles, Dan's work is adaptable, effective and highly engaging.

Clients: NIKE, Facebook, WhatsApp, Coca Cola, MLS, Twitter, Warner Bros, Topps, Liverpool FC, Red Bull, CBS, Scouted Football, Tottenham Hotspur, New Balance, Gatorade, Grant Wahl, The Aspen Institute, NBC, FiveThirtyEight, Time Out, Bloomsbury, ESPN, Bundesliga, Juventus, Paris Saint-Germain, Manchester City, LA Galaxy, Seattle Sounders, FAI, Green Bay Packers, Chicago Bears, Toronto Maple Leafs, Indiana Pacers, TopGolf, COPA90, Second Captains, Umbro, BT Sport, ProZone, Bleacher Report, Optus, Complex, Foot Locker, GIPHY, Match of the Day Magazine

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