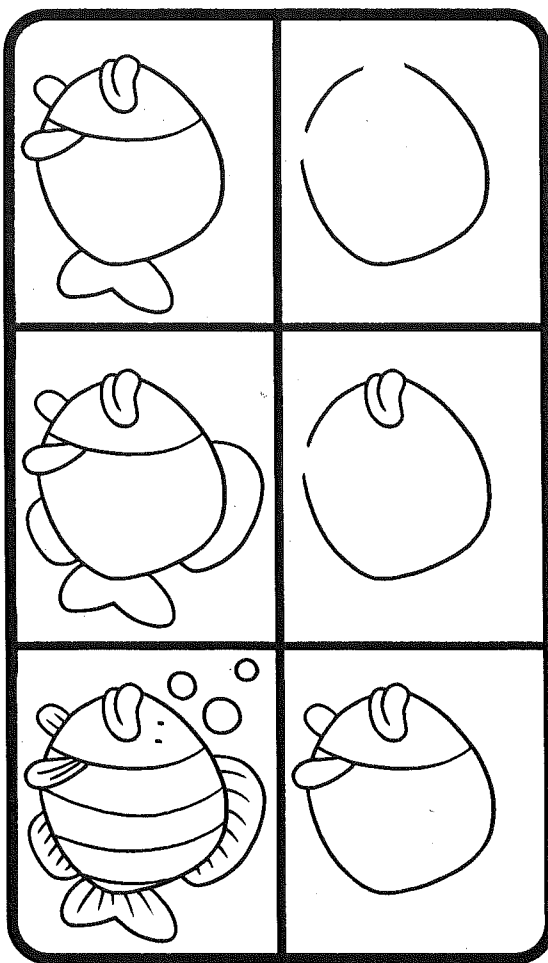
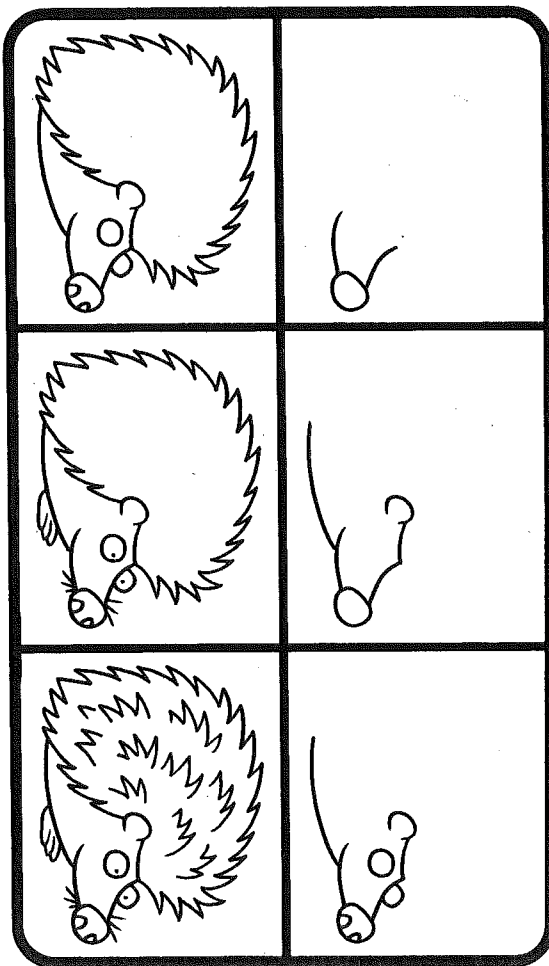


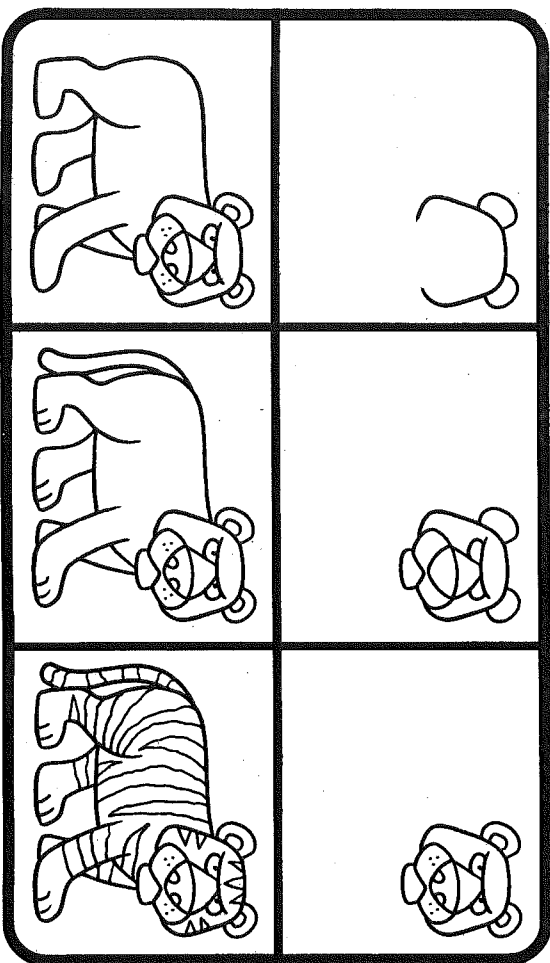
Fish



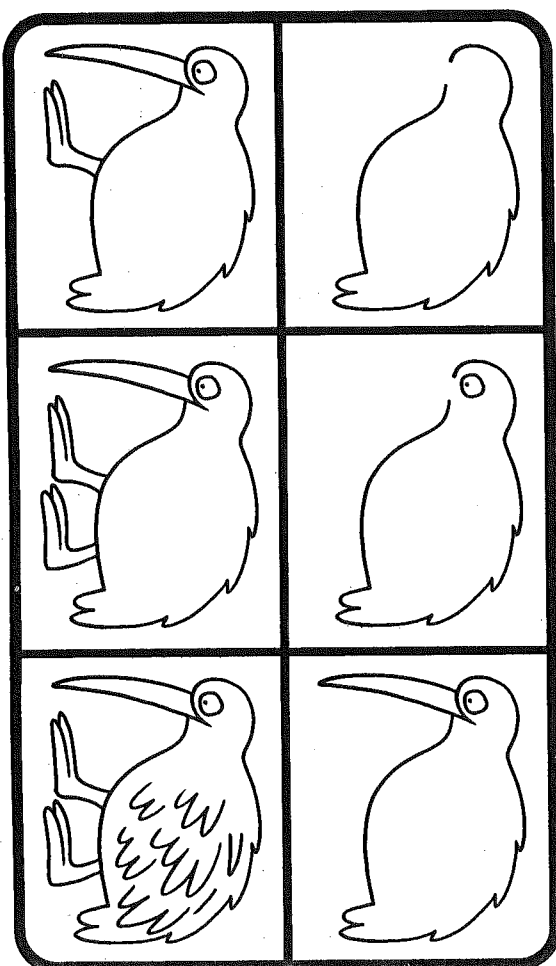
Hedgehog



Tiger



Kiwi

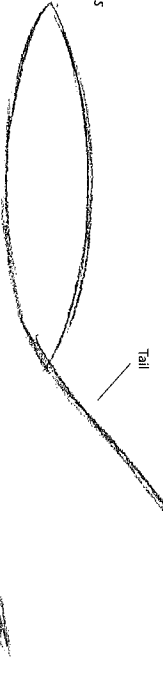


2 Thresher Shark

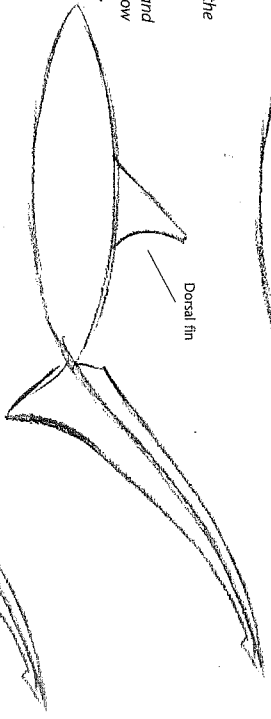
Alopias vulpinus
 Size: 6 m (19.5 ft). Diet: fish. Long tail is used to herd schooling fish, making them easier to catch.

Always draw lightly at first!

1. Draw an oval with pointed ends. Add the tail. Make it as long as the body.

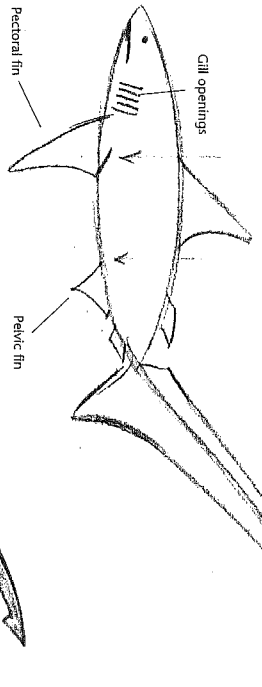


2. Add the dorsal fin above the middle of the body.

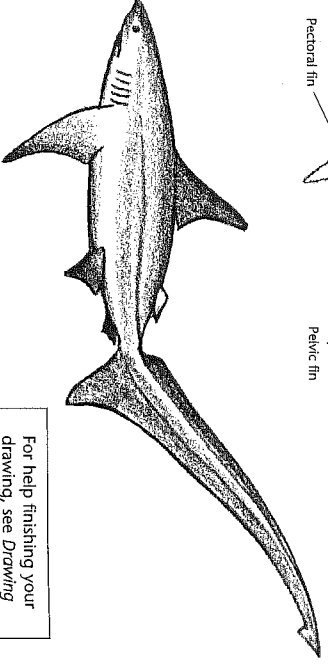


Carefully look at the top and bottom part of the tail. Now draw them, lightly at first.

3. Add the other fins and details. Pay close attention to the spatial relationships (in other words, put things in the right places!)



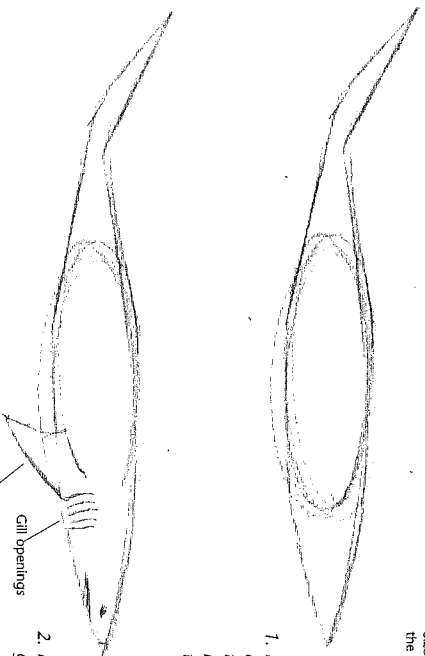
5. Add shading. Sharpen lines and details. Clean up any smudges with your eraser.



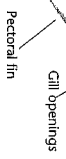
For help finishing your drawing, see *Drawing Tips* on pages 58-62.

Always draw lightly at first!

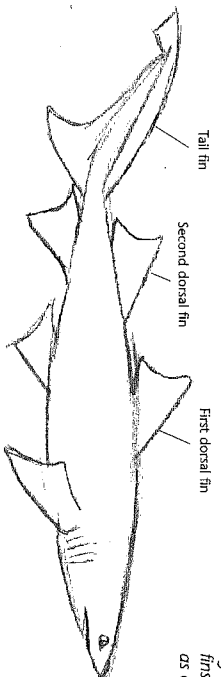
1. Draw a long, flat oval with an extending point at one end for the head, and a long, bending point at the other for the tail.



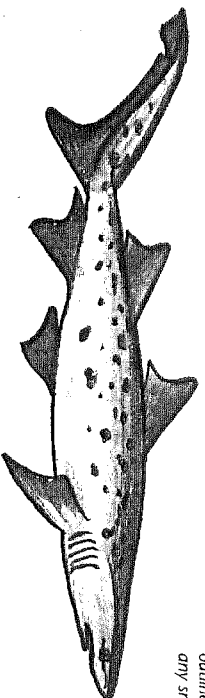
2. Draw the mouth and eye. Add gill openings and pectoral fin.



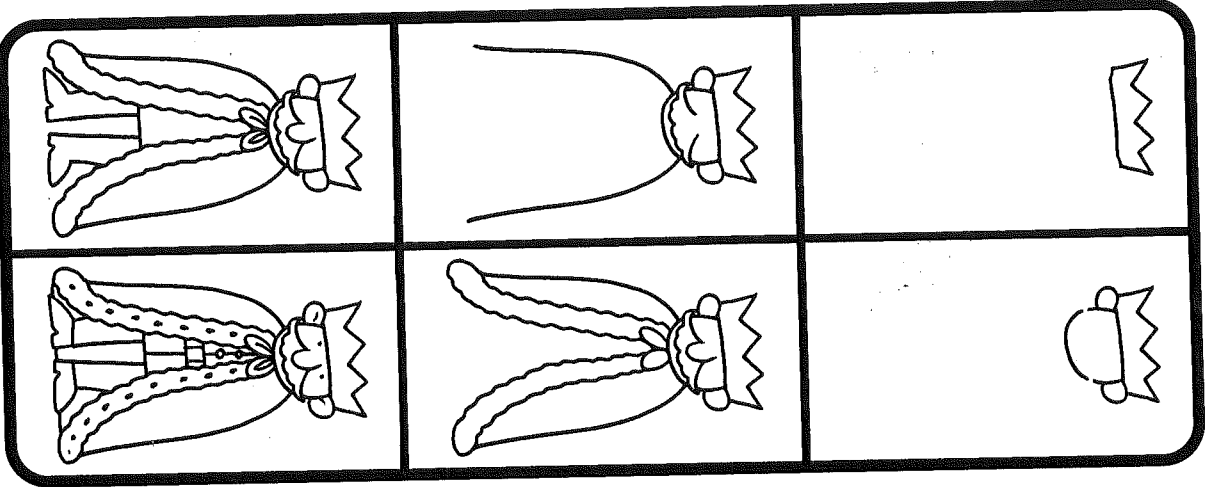
3. Look at the tail fin. Draw it, lightly at first! Add the other fins, all about the same size as one another.



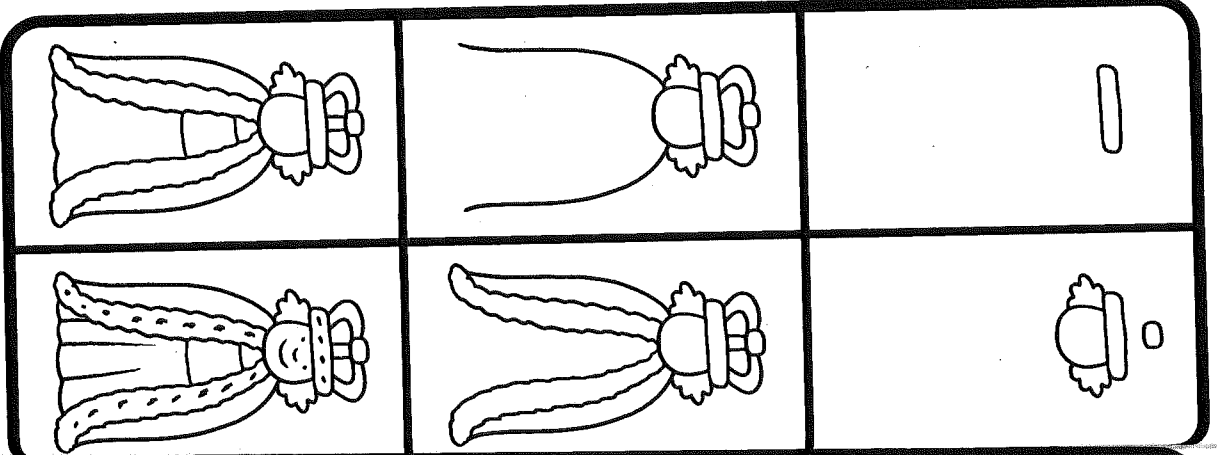
4. Add shading. Sharpen outlines and details. Clean up any smudges with your eraser.



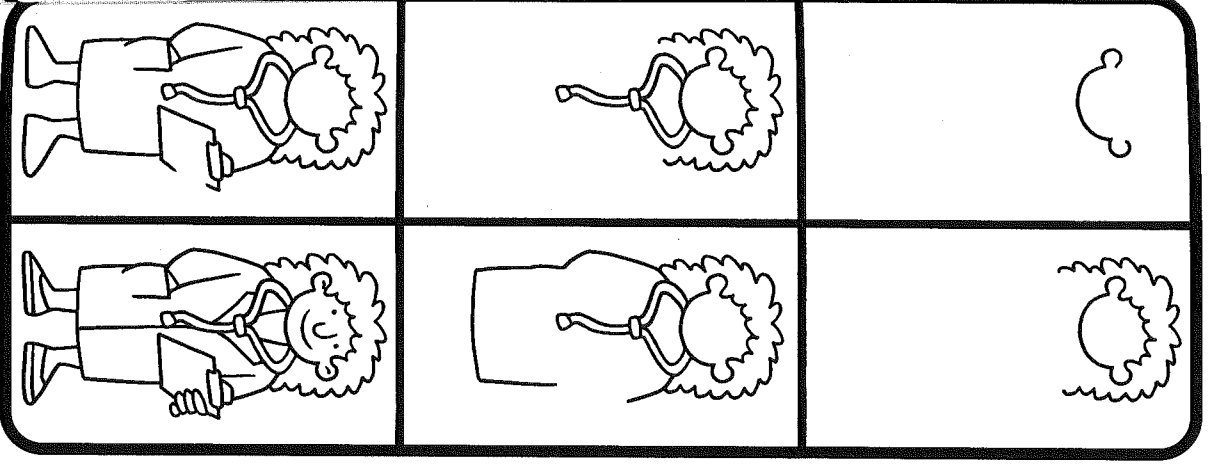
King



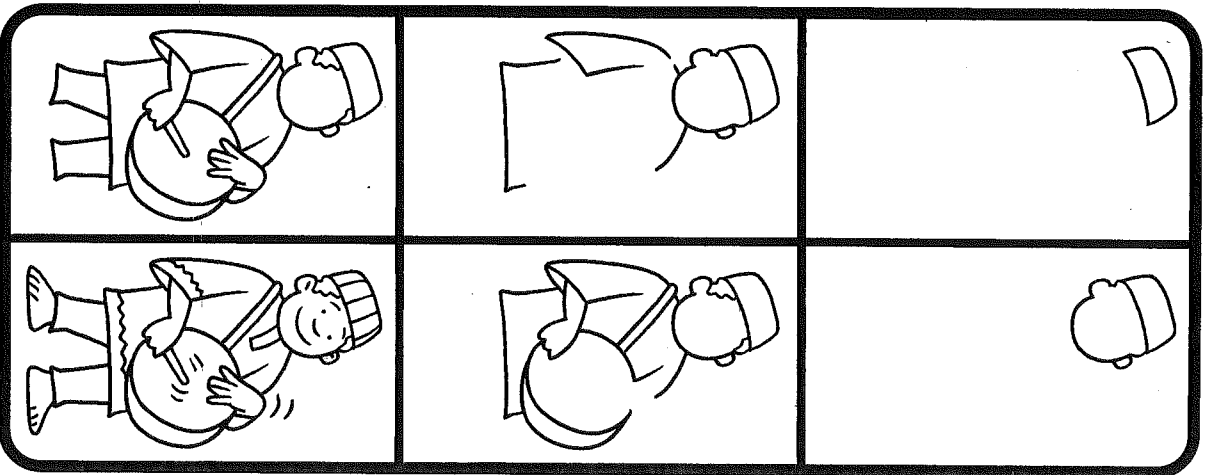
Queen



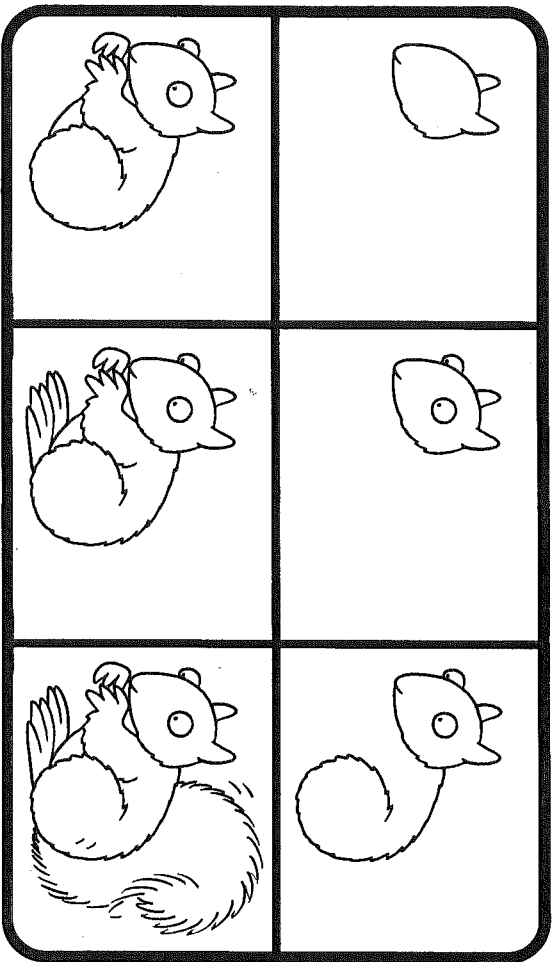
Doctor



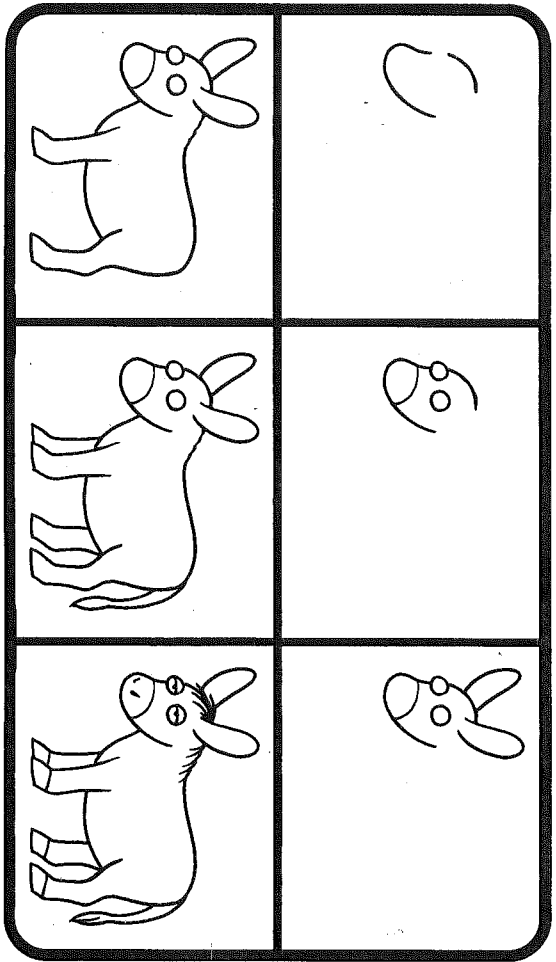
African Musician



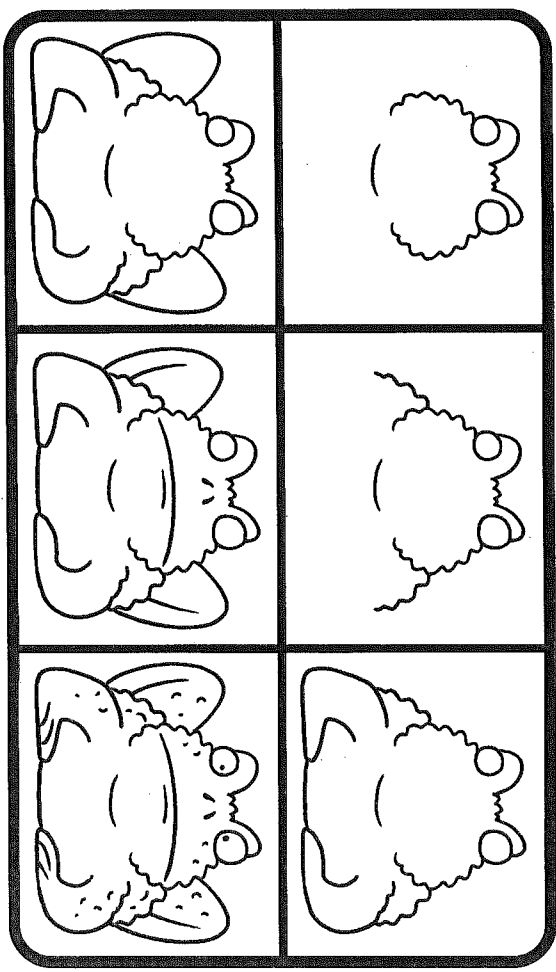
Squirrel



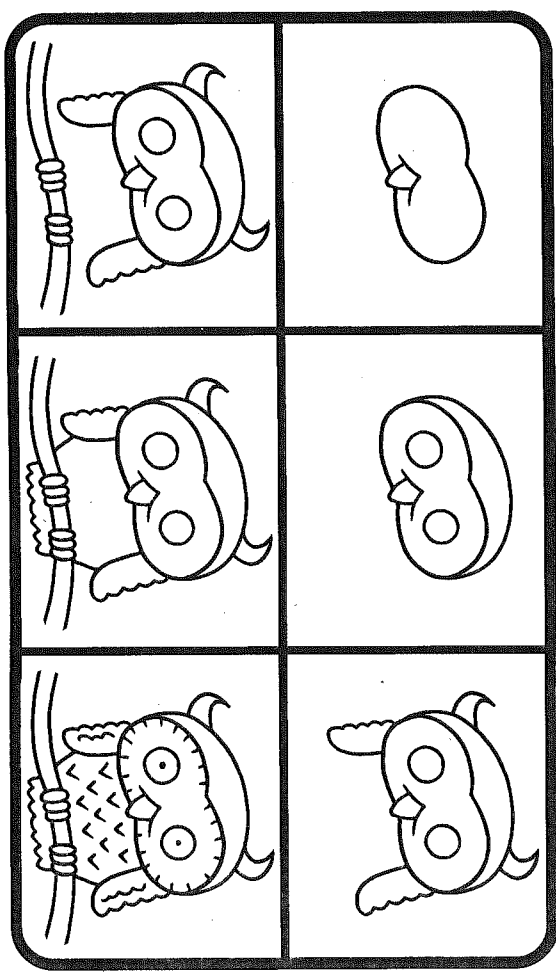
Donkey



Toad



owl



Scorpion

ALWAYS SKETCH IMPROVELY AT FIRST!

order: Scorpiones

Size: body 3 mm - 8 cm (1/4 in - 3 in)

About 600 different species of scorpion are known. They have one main part of their body, then five segments forming the tail, at the end of which is the poisonous stinger. Scorpions live in cracks, but can dig their own resting places as well. At night, they take arthropods, cockroaches, bees (pedipalps) they bring them to their chelicerae (jaws), which they use to tear it apart. They only sting when they need to subdue large or struggling prey. American and North African desert scorpions have the worst sting - one Saharia scorpion's sting can kill a dog in a few seconds.



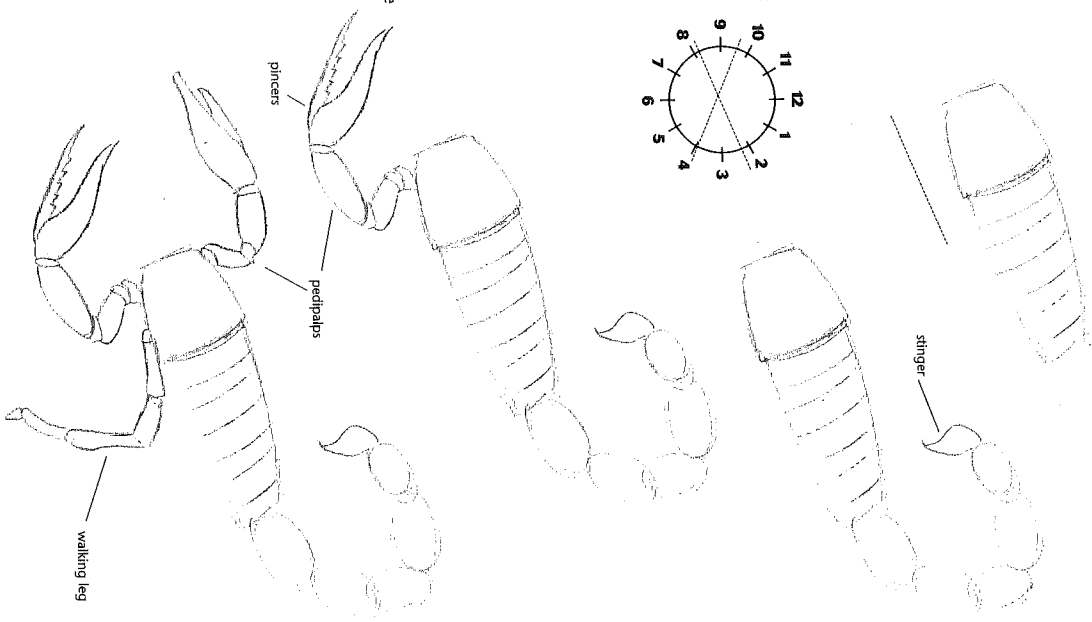
1. Sketch the two main parts of the body at an angle (compare with clock face).

2. Sketch five connected ovals for the tail, and the stinger at the end.

3. Notice the three main sections of the pedipalp, with smaller connecting sections. Carefully observe the angle of each section before drawing.

Draw the first of the two pedipalps, with the large pincers at its end.

4. Add the other pedipalp, and the first of the walking legs.



5. Do you see how the remaining three walking legs overlap (look one another? While more difficult to draw, this helps make your drawing look more real, because overlapping adds depth. Draw the remaining three walking legs on the scorpion's left side.

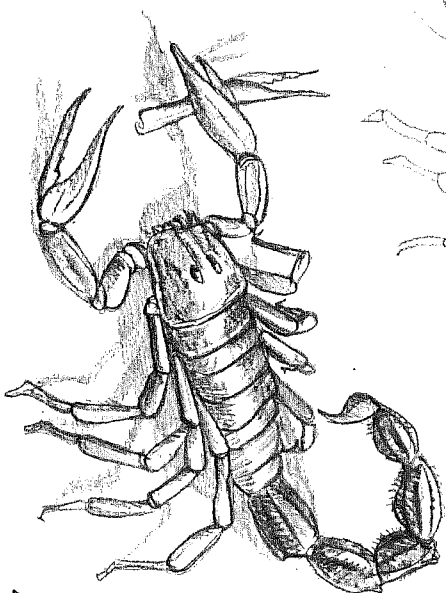
6. On the far side, fewer segments of each leg are visible. Look carefully, and draw them.

Compare angles to the clock face to keep your lines running in the right direction.

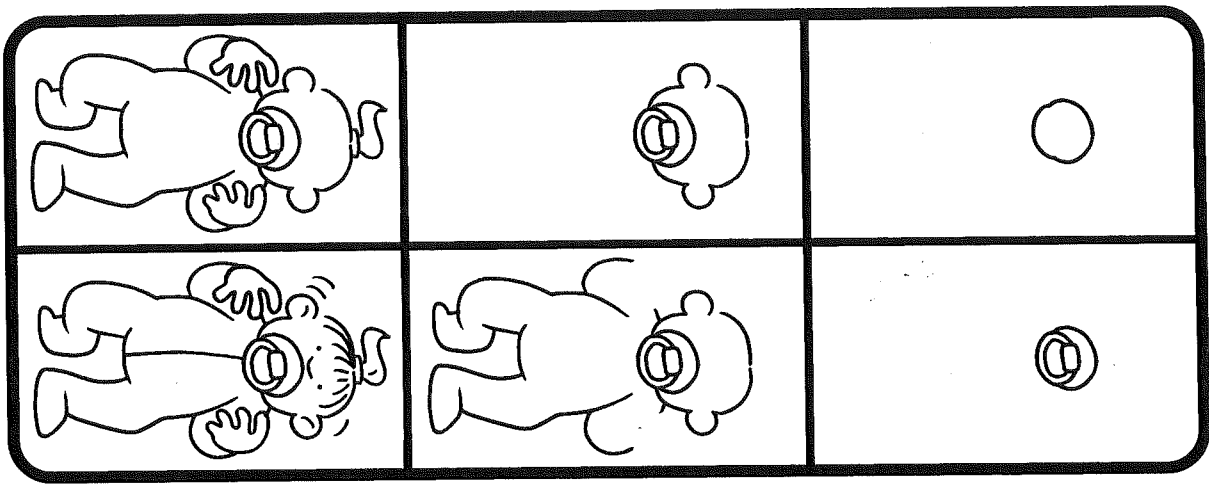
Add lines on the tail sections.

7. What's different in the final drawing? Add shading (but note which parts are left light). Add a cast shadow underneath. Put a few hairs on the tail, and—what has the scorpion caught? Draw part of the pedipalp of another scorpion, which has just lost a fight to yours.

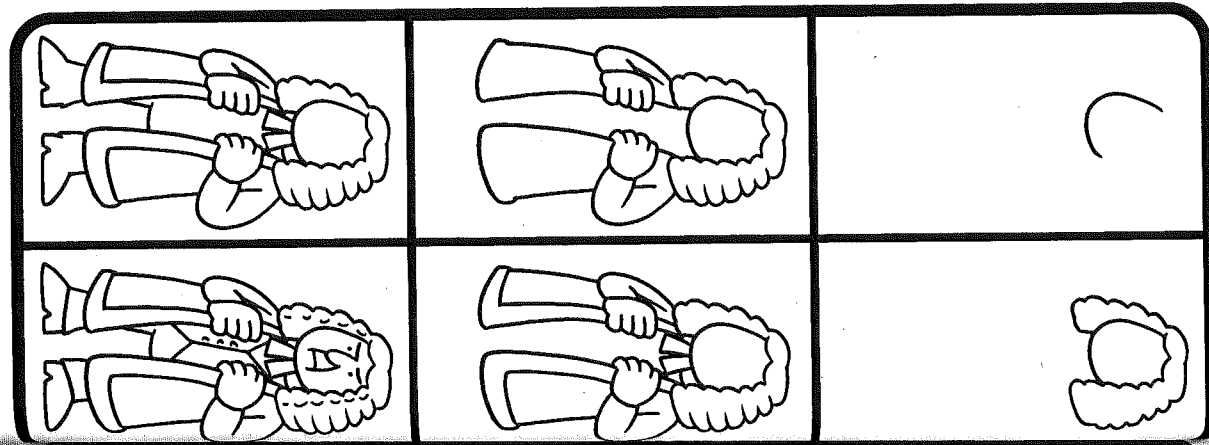
Put today's date on your drawing and save it!



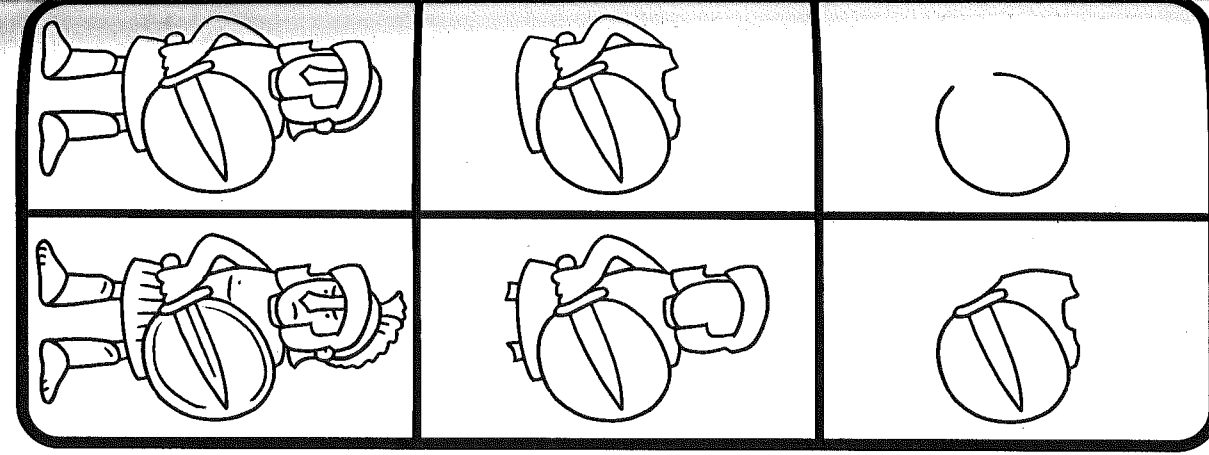
Toddler



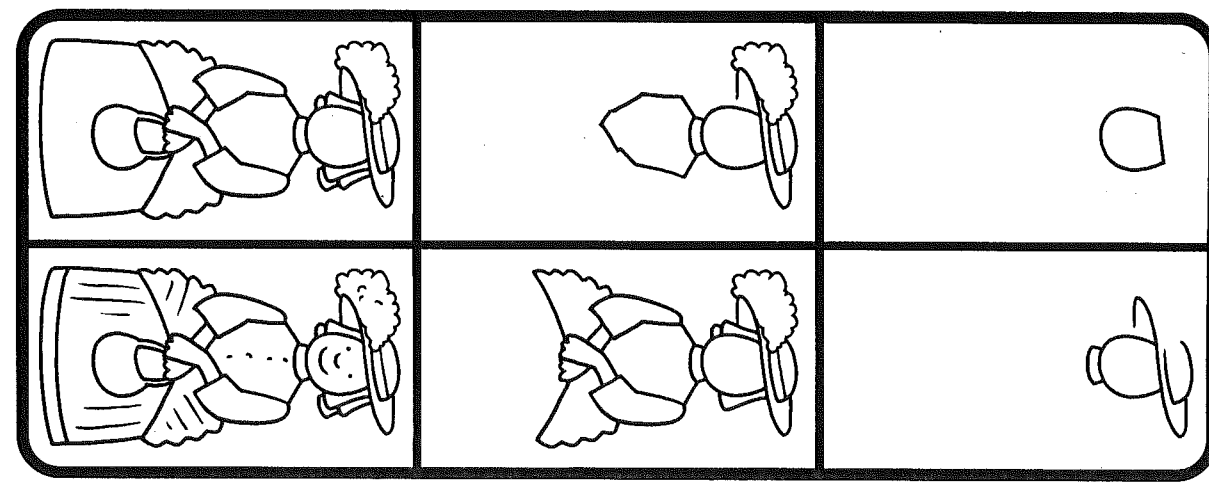
Judge



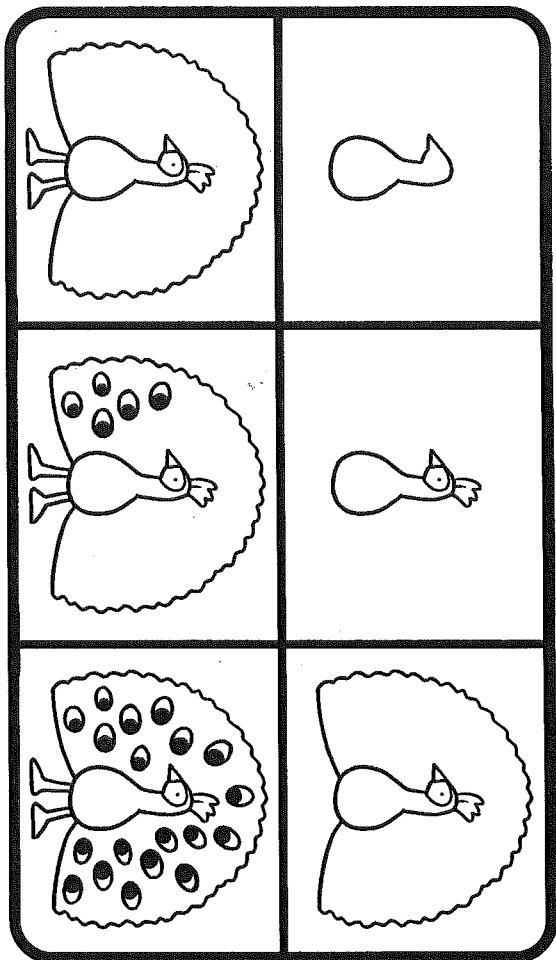
Greek Soldier



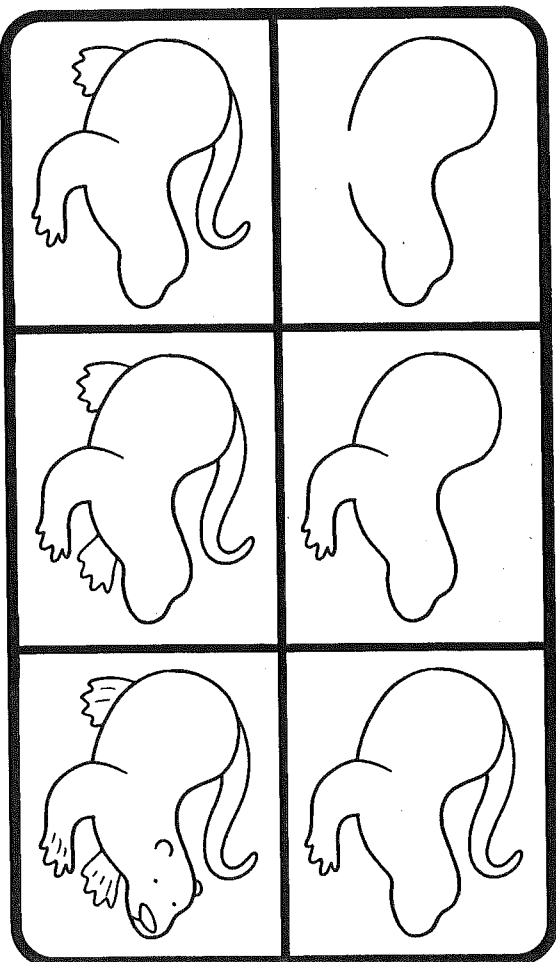
Victorian Lady



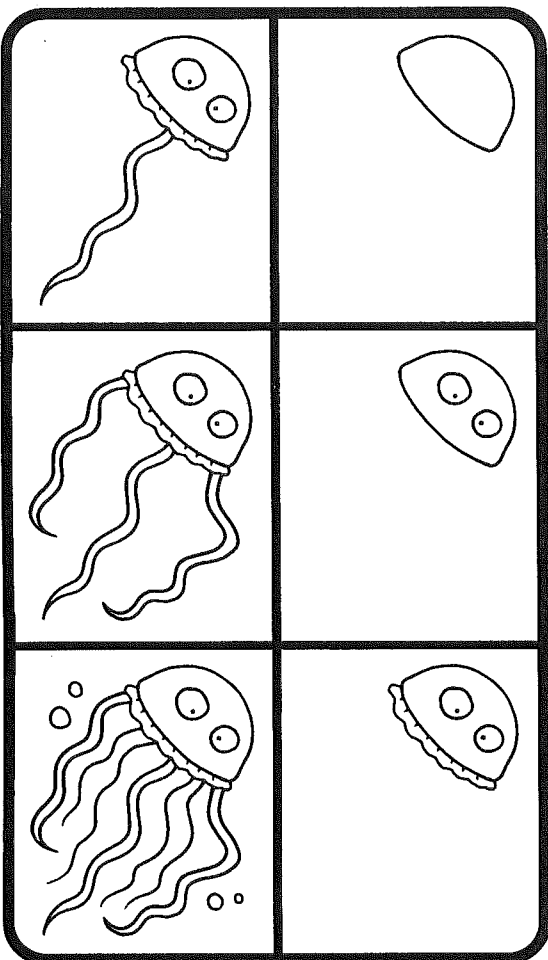
Peacock



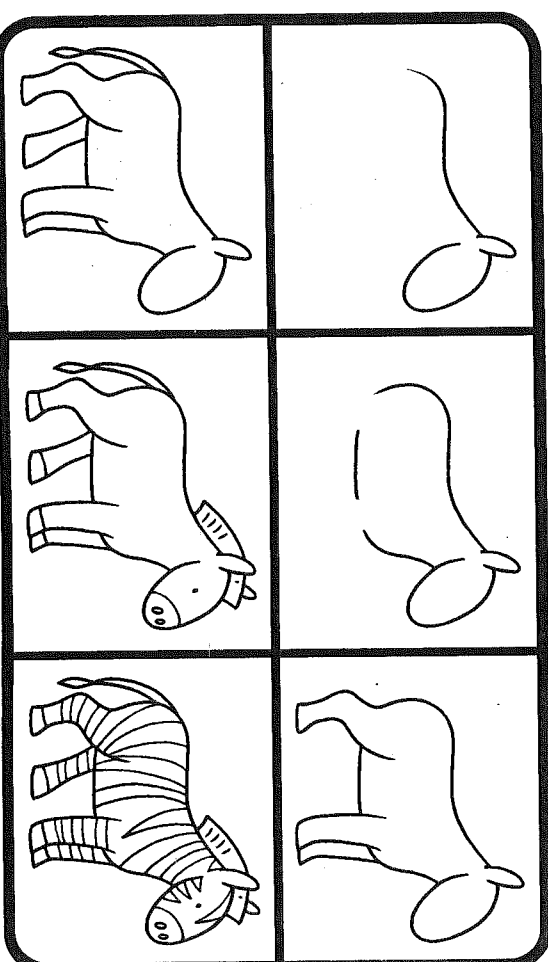
offer



Jellyfish



Zebra



Tuojiangosaurus

TWA-JAN-CO-SAW-RUS

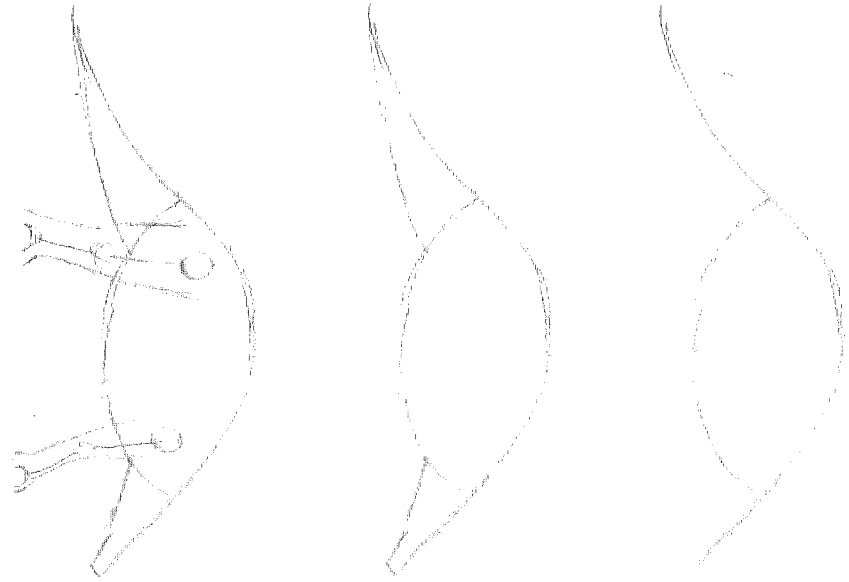
"Tuojiang lizard," late Jurassic, south-central China. Ate plants, probably grazing like a horse. 20 feet (6m) long. Of all Stegosaurus-type skeletons found in Asia, this one is the best preserved.

Always start out *lightly!*

Draw a long line, curving up from the tail and back down to the end of the nose. Add another curve for the belly.

Draw additional lines to complete the head and tail.

Draw legs. Make the back legs bigger and longer than the front legs.

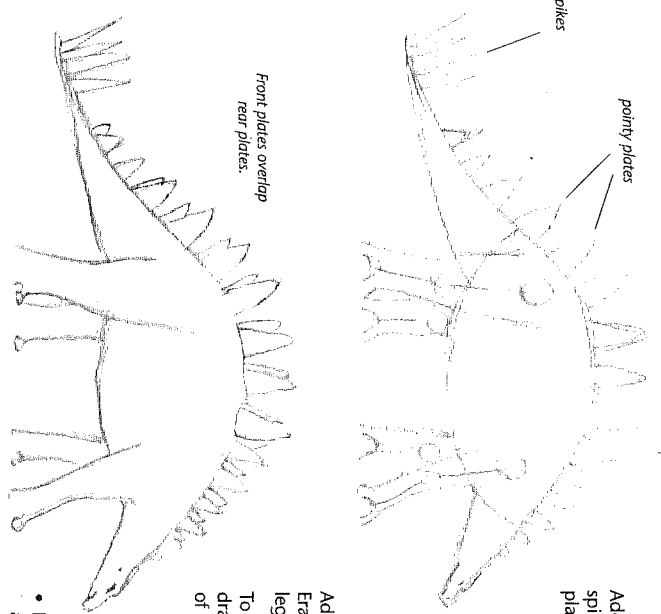


Always start out *lightly!*

spikes

pointy plates

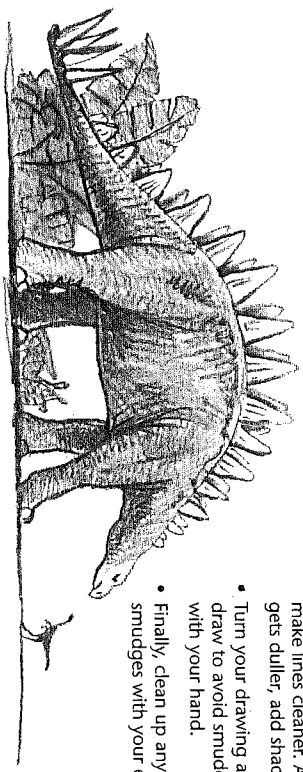
Front plates overlap rear plates.



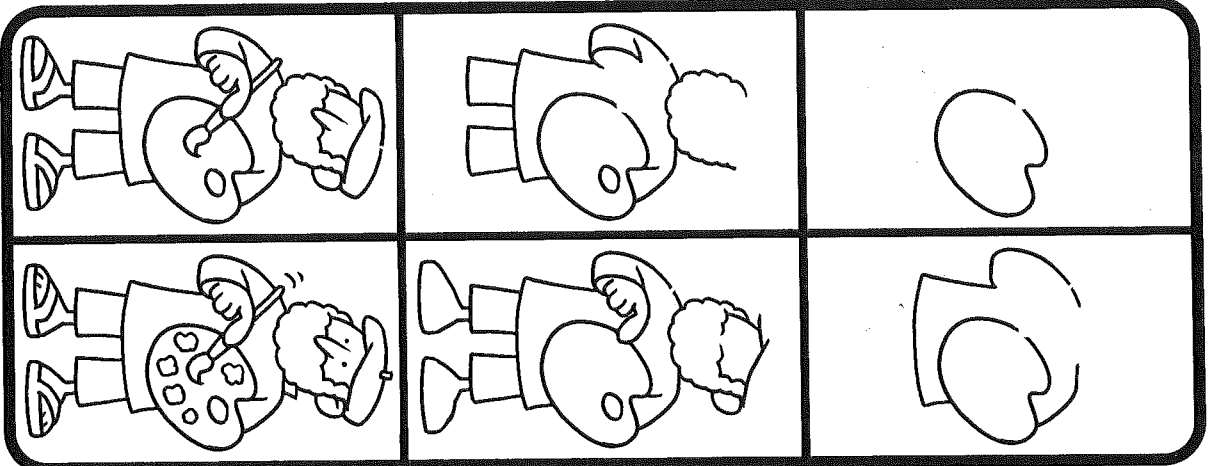
Add two more legs. Draw spikes on the tail and pointy plates on the back.

Add the eye and mouth. Erase lines where tail and legs overlap the body. To add depth to your drawing, make a second row of pointy plates.

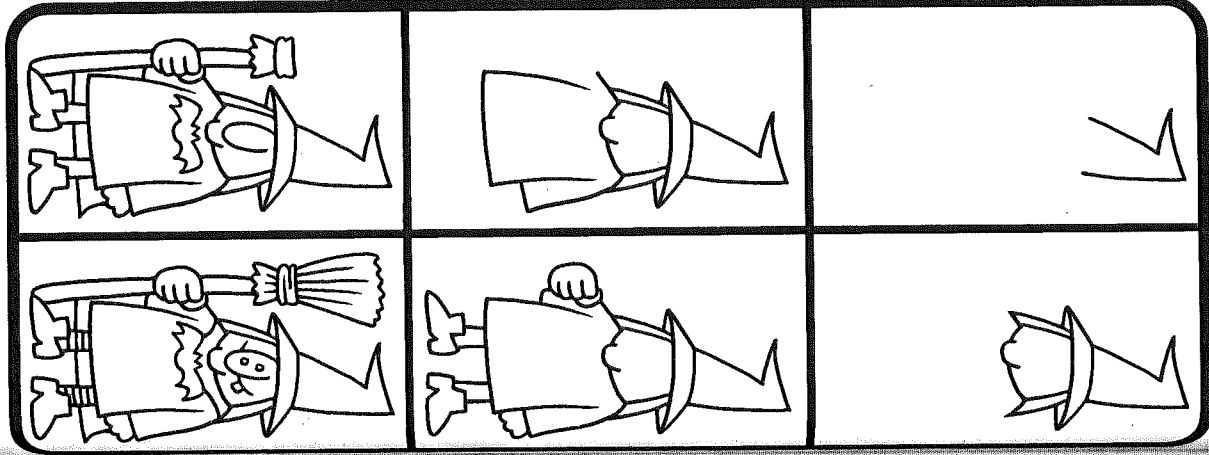
- Finish your drawing by adding texture, shading, and background.
- While your pencil is sharp, go over fine details and make lines cleaner. As it gets duller, add shading.
- Turn your drawing as you draw to avoid smudging it with your hand.
- Finally, clean up any smudges with your eraser.



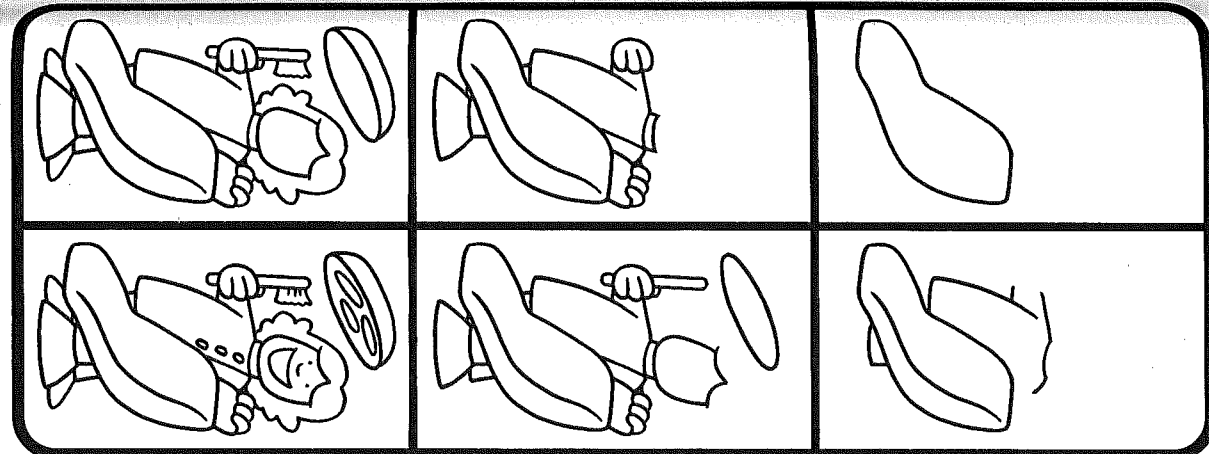
Artist



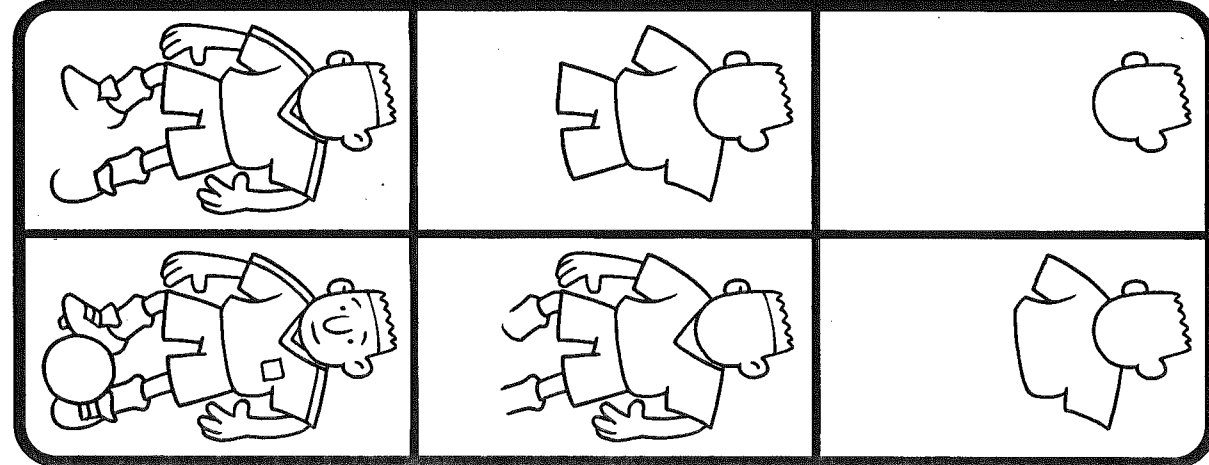
Witch



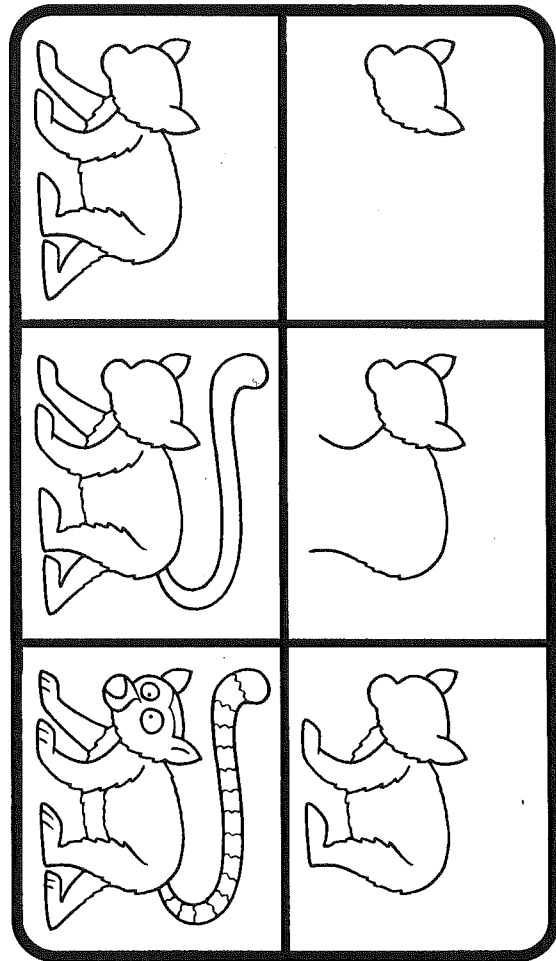
Dentist



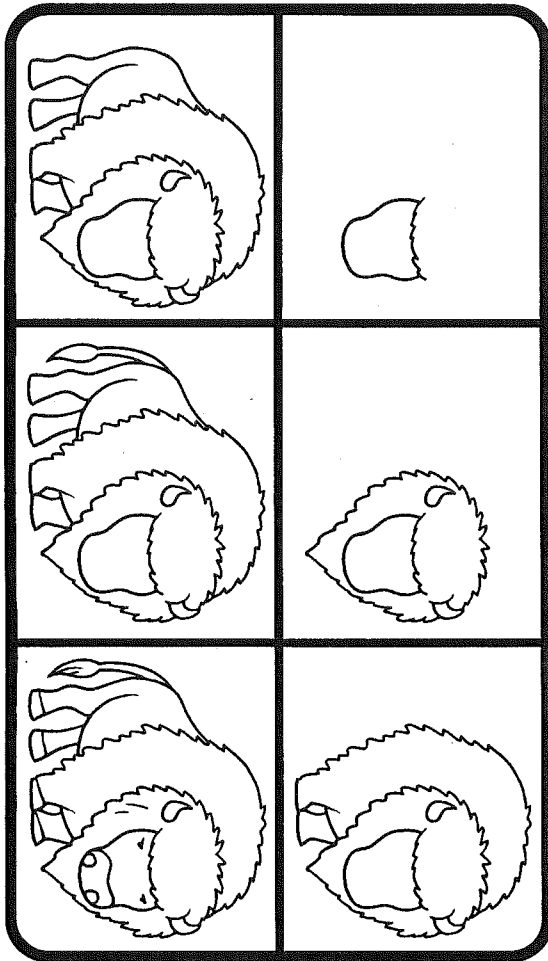
Soccer Player



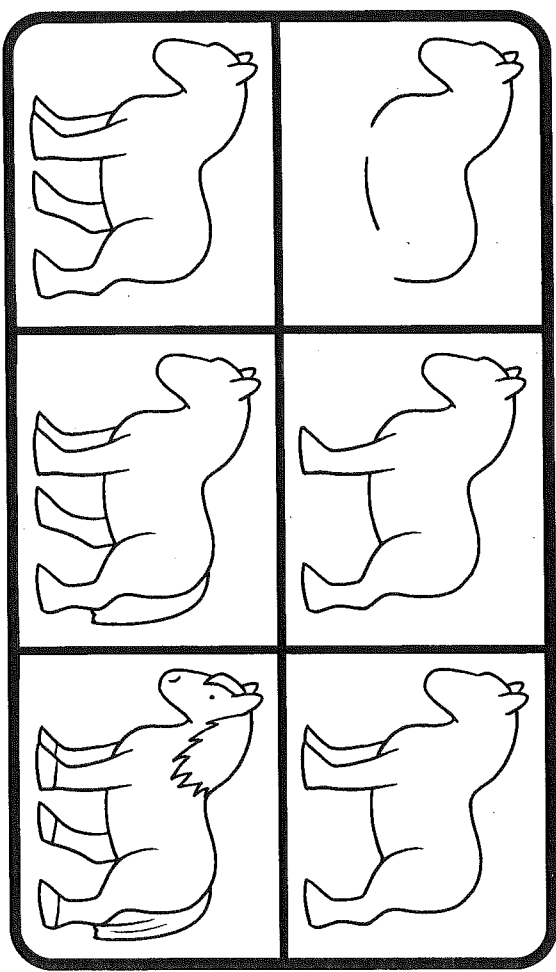
Lemur



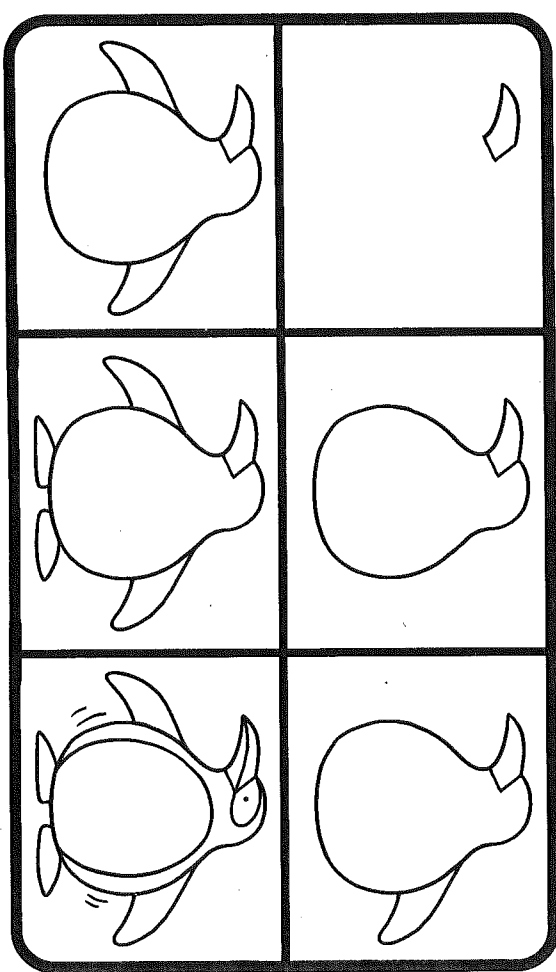
Bison



Horse



Penguin



Orangutan

Pongo pygmaeus: Sumatra, Borneo.
Size: 1.2-1.5 m (4-5 ft). The orangutan's arms are larger and stronger than its legs, and it is an agile climber. All adults have hairy throat pouches; only mature males have the distinctive cheek flaps surrounding the face. The shaggy fur is reddish-brown.

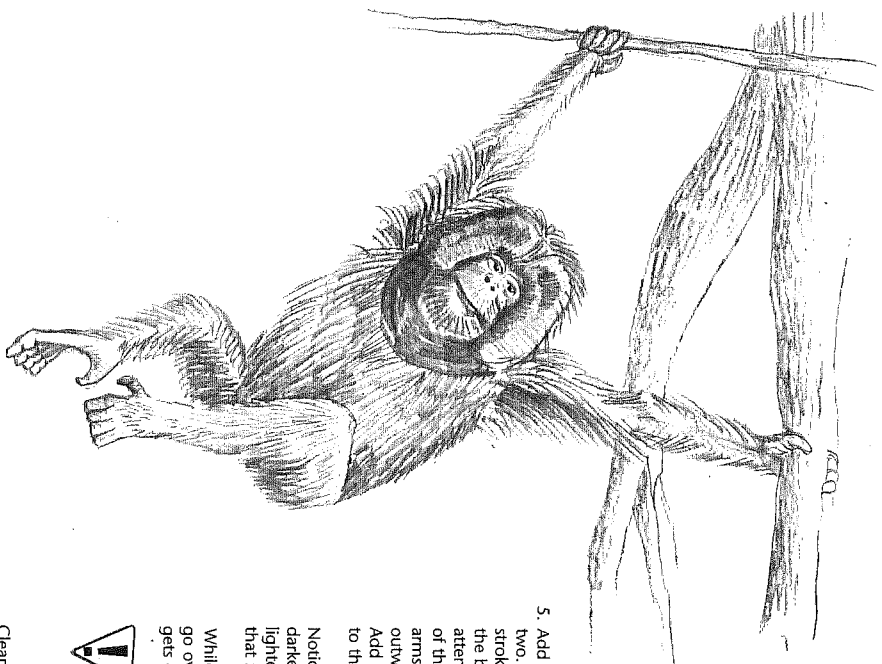
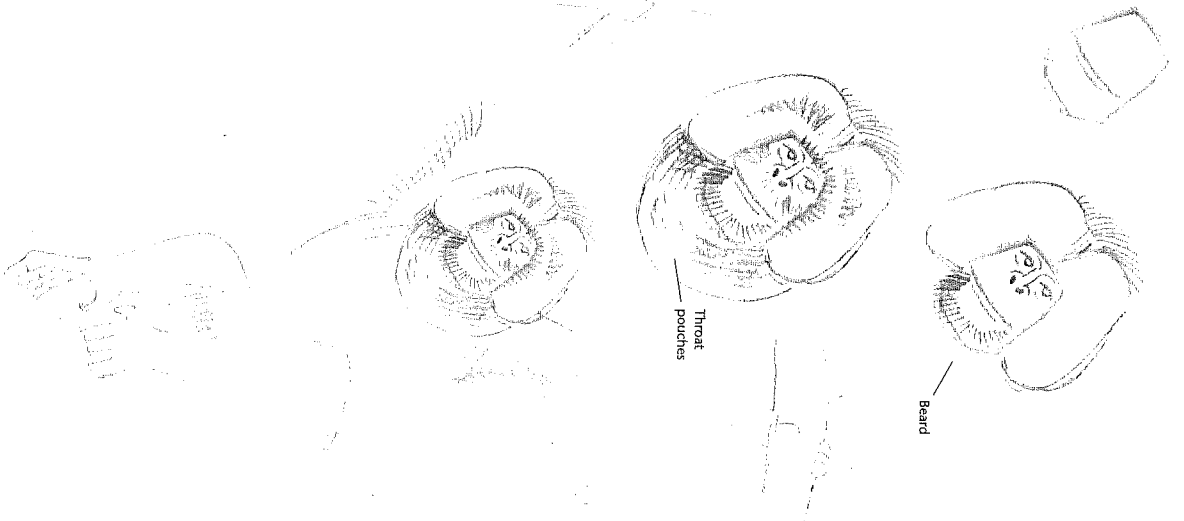
1. Draw the outline of the face, a tilted rectangle with a rounded bottom. Draw two lines near the middle of the rectangle for the mouth.

2. At the top of the rectangle, draw a series of curved lines to make the eyes. Draw two nostrils, and two lines to define the outside of the nose. Add radiating pencil strokes to make the 'beard'.

Add hair at the top of the head. Lightly sketch the cheek flaps that surround the face. It may take you a try or two to get them just right.

3. Add the throat pouches, which look like a collar. Add shading to the face, cheek flaps and throat pouches.

4. Here's a big jump! Draw lightly at first, and redraw any parts that don't look right the first time. Draw an oval for the body. Add the legs, looking carefully at the position and the way the lines run. Add the outstretched arms, then draw the branch and vine for the orangutan to swing on.



5. Add another branch or two. Using short pencil strokes, draw the hair on the body. Pay close attention to the direction of the hair. Draw hair on arms and legs, pointing outward from the body. Add shading and texture to the branch and vine.

Notice areas that are darker and areas that are lighter: Go over any lines that need darkening.

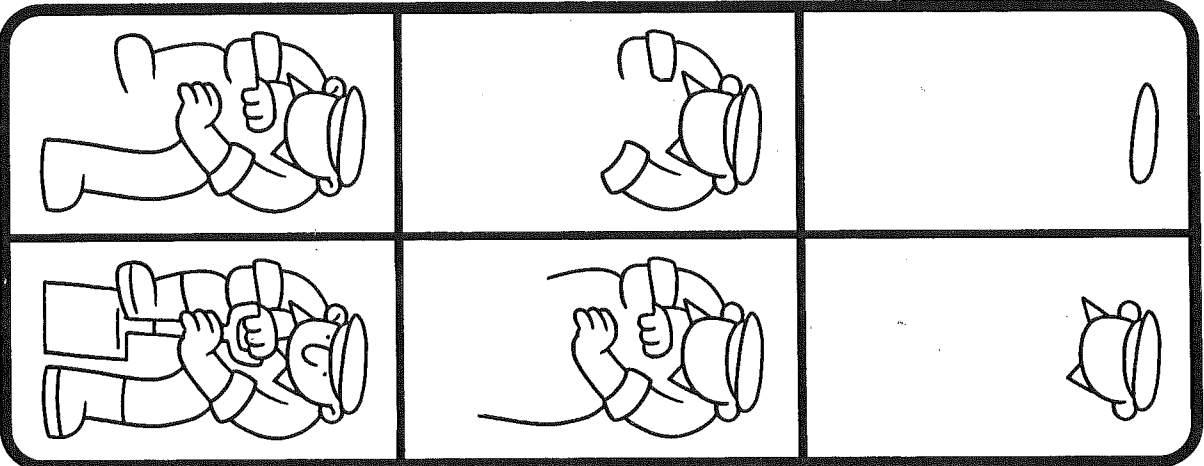
While your pencil is sharp, go over fine details. As it gets duller, add shading.

Turn your drawing as you draw to avoid smudging it with your hand.

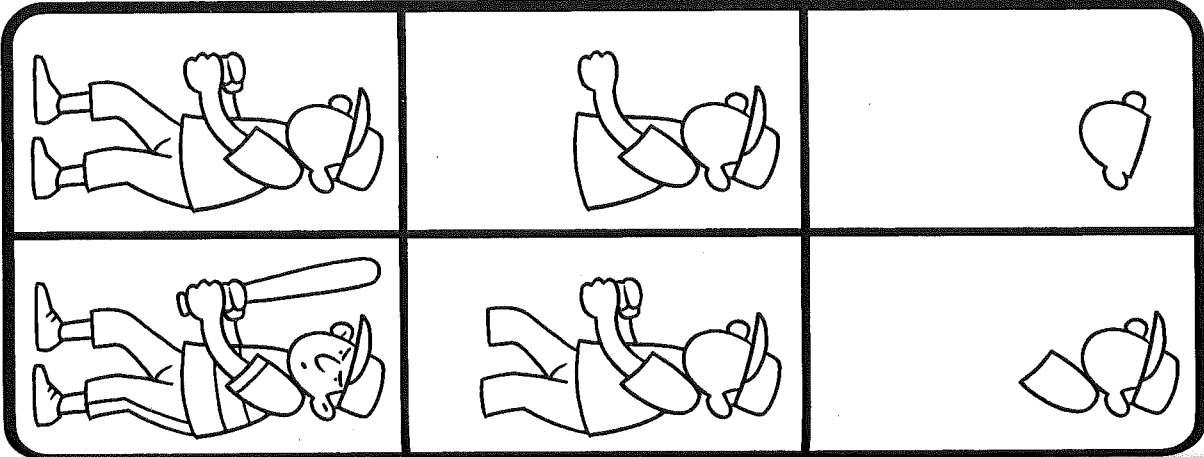
Clean up any smudges with your eraser.

Next, turn to pages 60-61, and fill the space around the orangutan with leaves, trees, and vines.

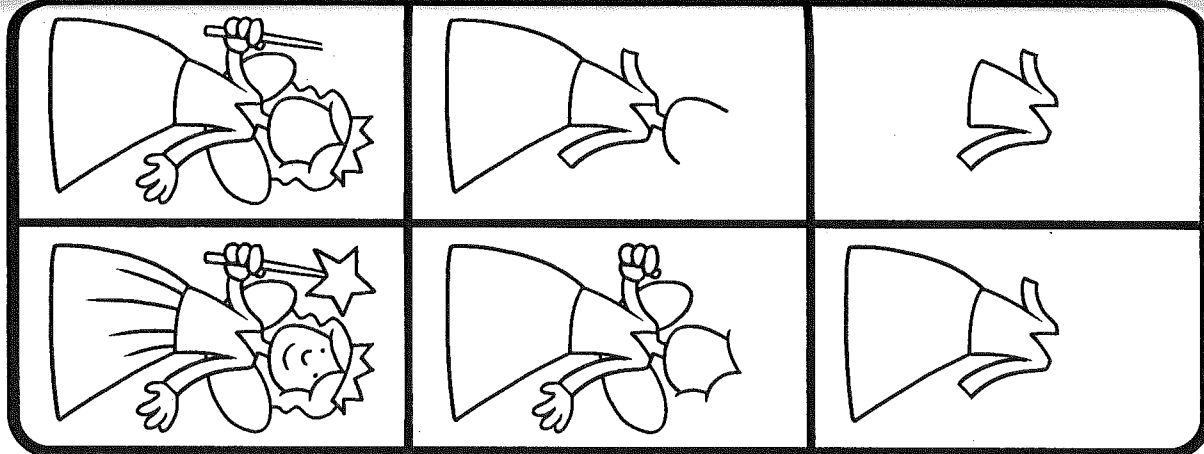
Gardener



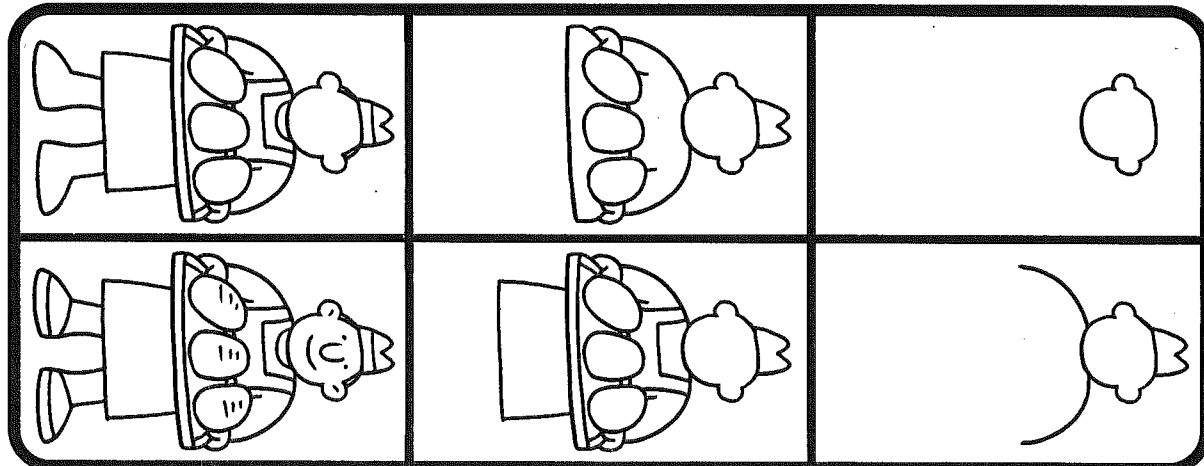
Baseball Player



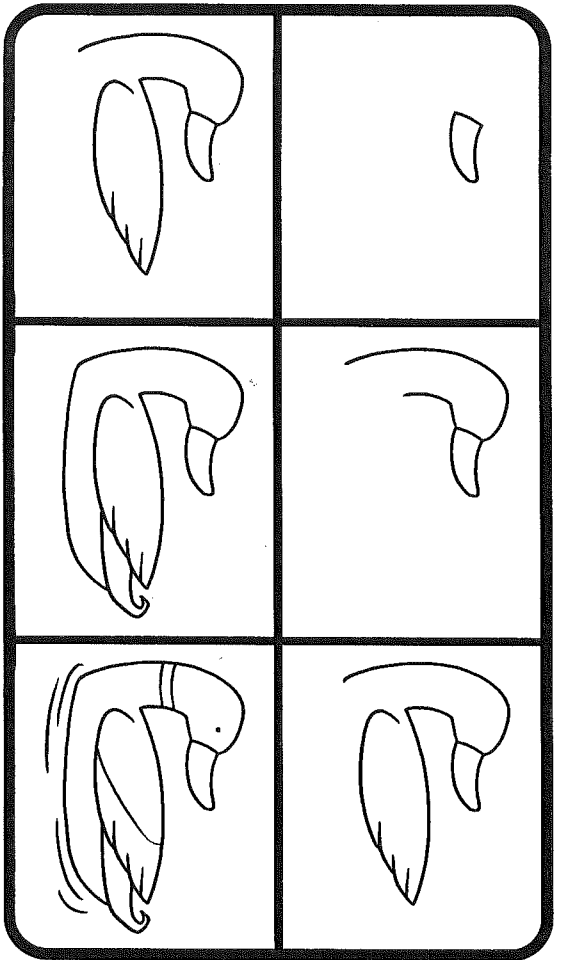
Fairy



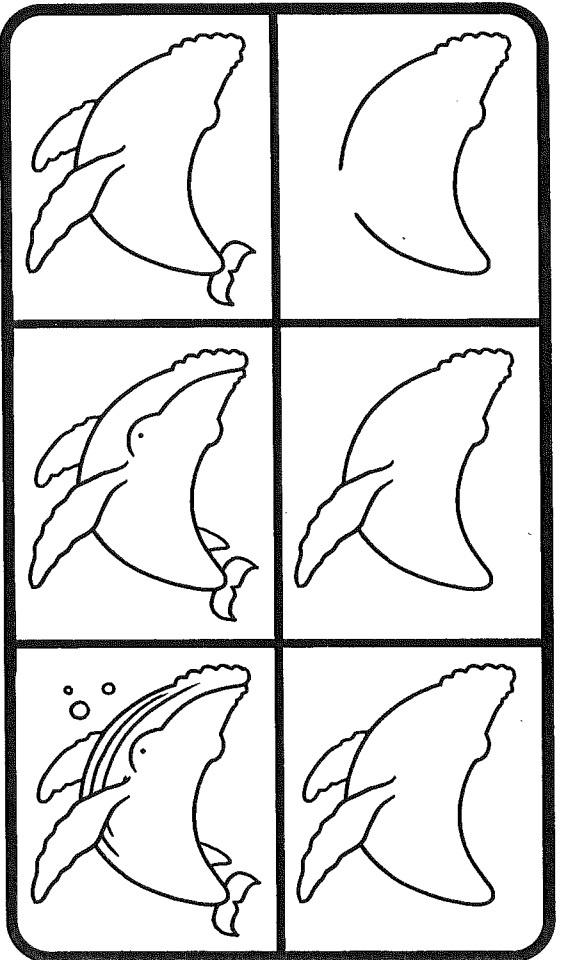
Baker



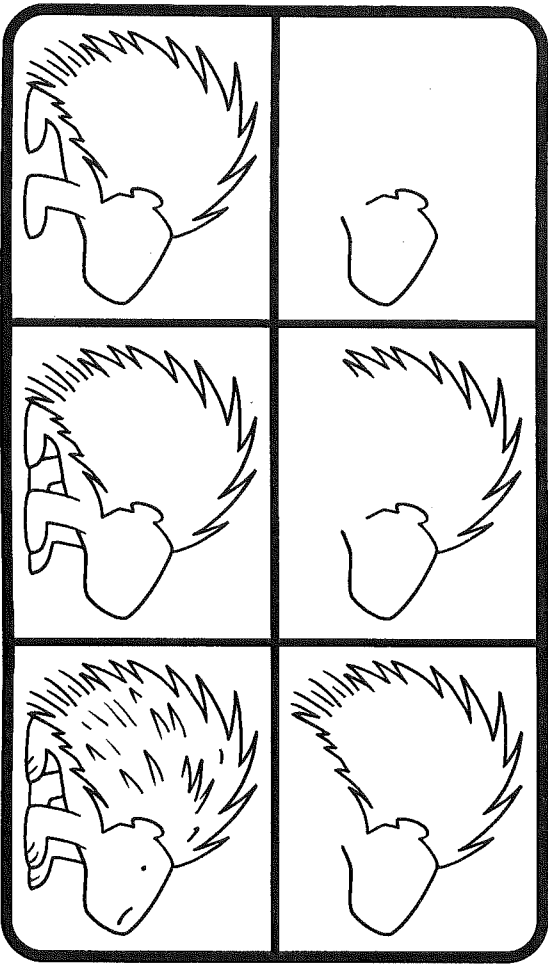
Duck



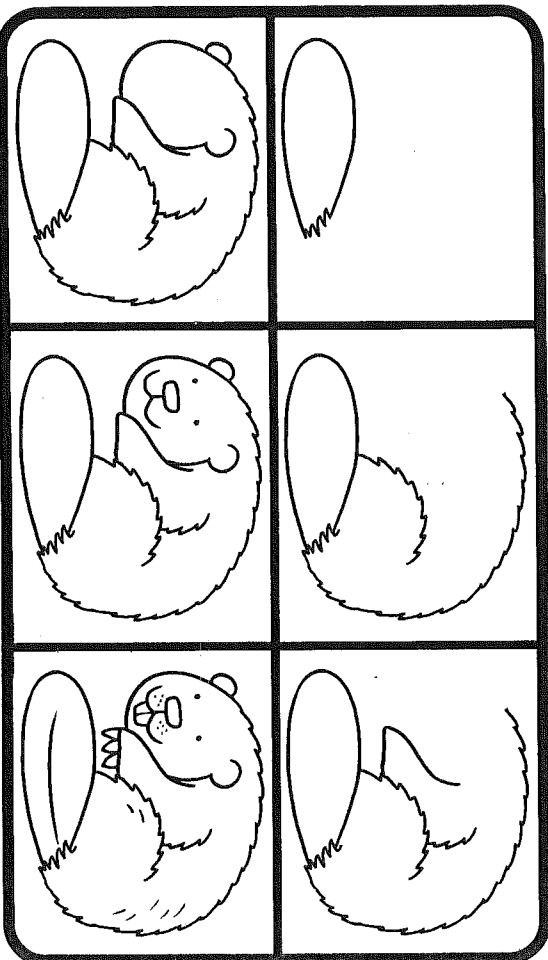
Humpback whale



Porcupine



Beaver



Moth in flight

Order Lepidoptera
Family Noctuidae (Noctuid moths)

Most moths are active at night, in contrast to butterflies, which fly only during the day. All but a very few moths suck nectar through their curved proboscis; one primitive group has jaws for eating pollen. Unlike butterflies, moths rest with their wings like a roof over their bodies, flat over their bodies, or flat against a support.

STUDY the final drawing before you start!

Do you see . . .

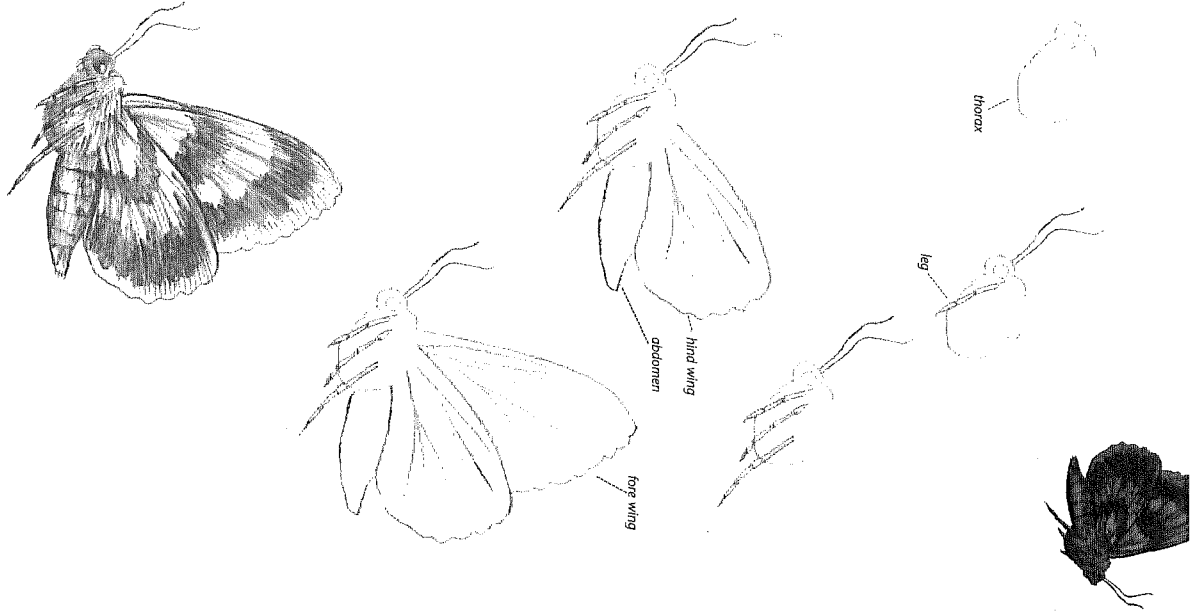
- three body parts?
- six legs?
- two antennae?
- wings (how many)?
- eyes?

Does the insect look

- shiny? smooth? fuzzy?
- hard? soft?

1. Draw a small circle for the head, a smaller circle for the eye, and a larger oval for the thorax.
2. Add long antennae, and the front leg.
3. Draw middle and rear leg.
4. Add the abdomen, and the hind wing, showing the vein pattern in the wing.
5. Draw the fore wing and its main veins.
6. Carefully add shading to make the pattern in the wings. Now add shading, details and texture to the body.

Mahveinous moth!



Mud Dauber

Order Hymenoptera
Family Sphecidae

Mud daubers are wasps that lay their eggs in tubular cells made from mud. The female paralyzes a spider with venom, stuffs it into a cell for food, lays an egg on top of it, and seals off the cell with mud.

STUDY the final drawing before you start!

Do you see . . .

- three body parts?
- six legs?
- two antennae?
- wings (how many)?
- eyes?

Does the insect look

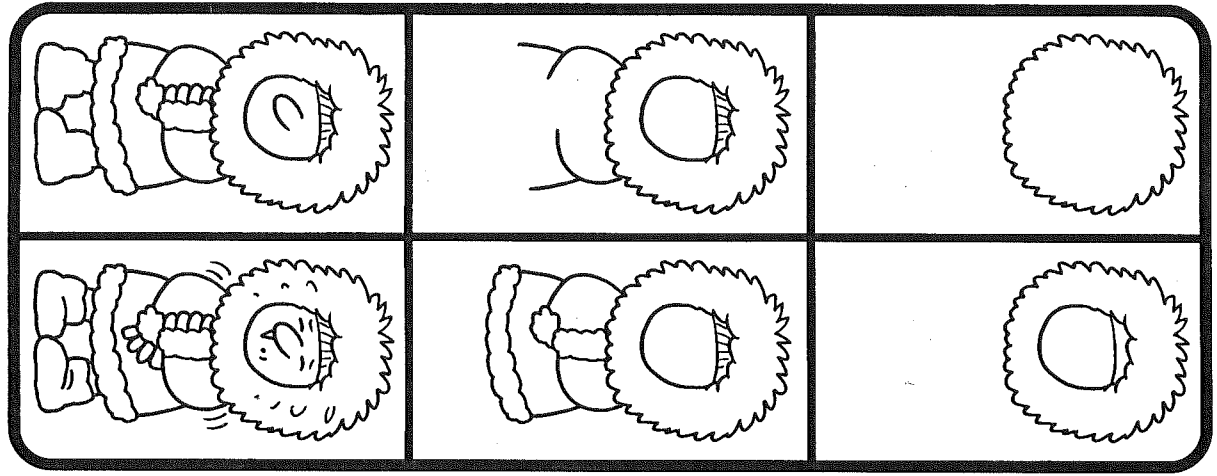
- shiny? smooth? fuzzy?
- hard? soft?

1. Start by drawing the head, antennae, short neck, and thorax.
2. Add the long, thin pedicel and the abdomen.
3. Draw the fore wing and hind wing.
4. Add the long rear leg.
5. Add two more legs. Darken the eye, leaving a white spot to make it look shiny.
6. Lightly draw the three legs on the far side of the body, and add a little bit of the other fore wing. Carefully draw veins in the wings, and add shading.

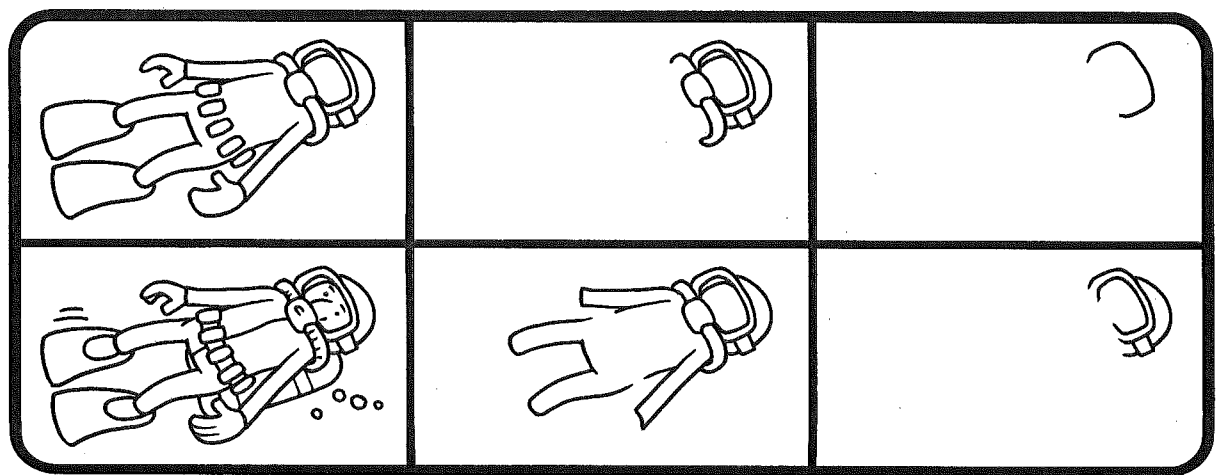
Looks kind of like a spaceship, . . .



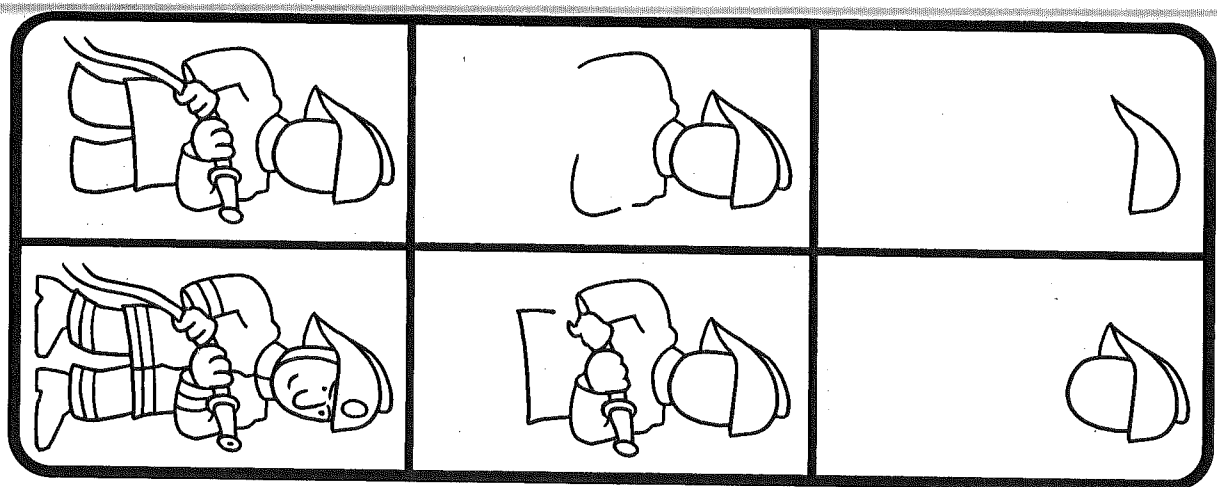
Eskimo



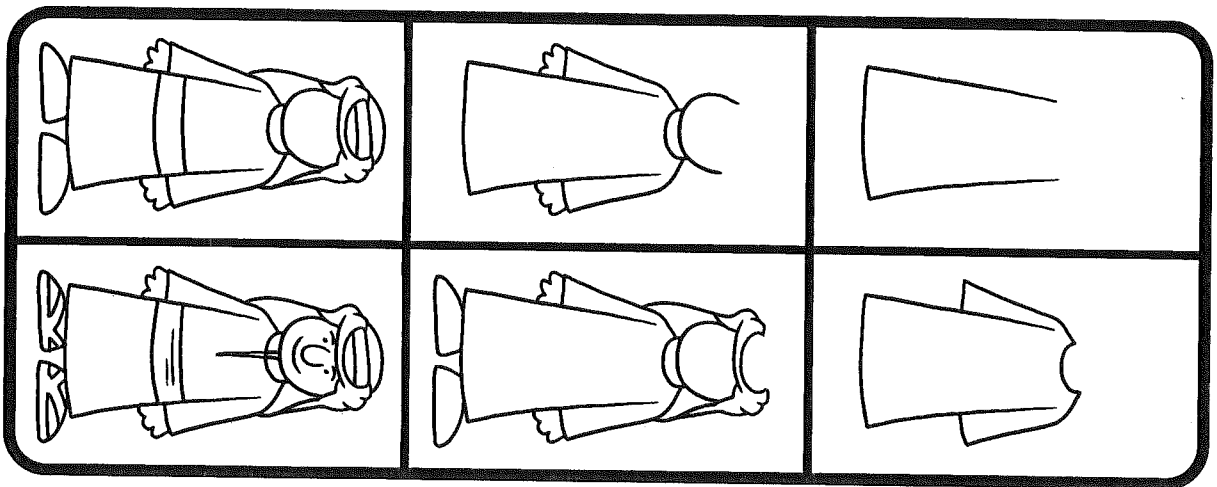
Scuba Diver



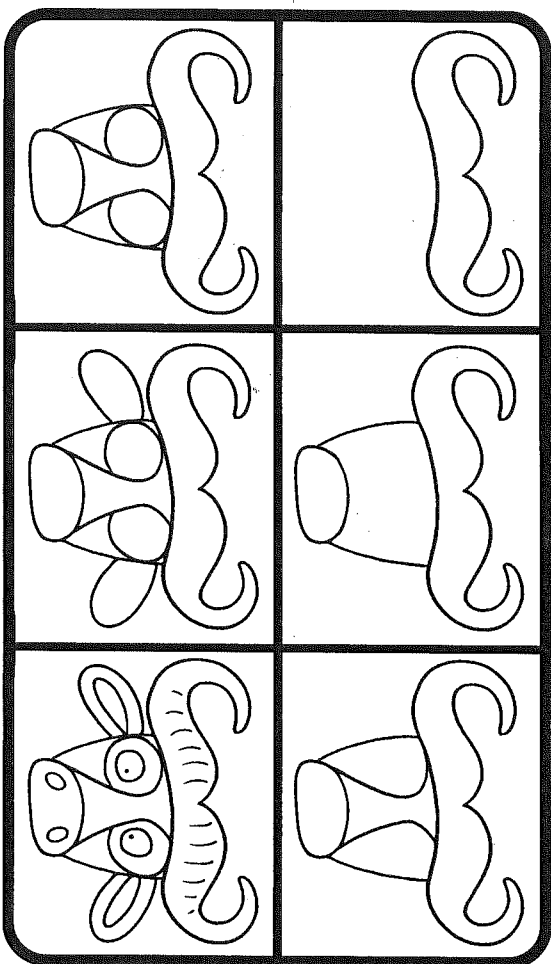
Fireman



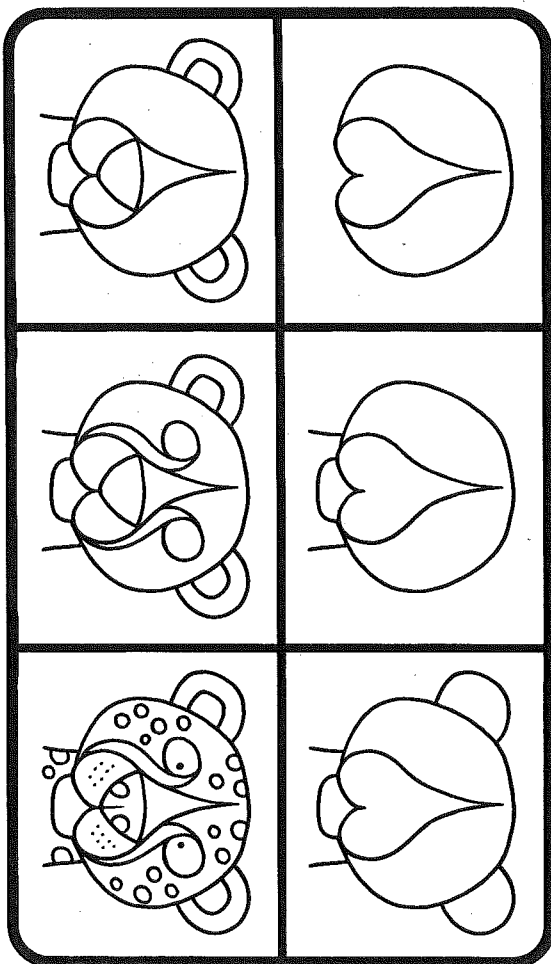
Arab



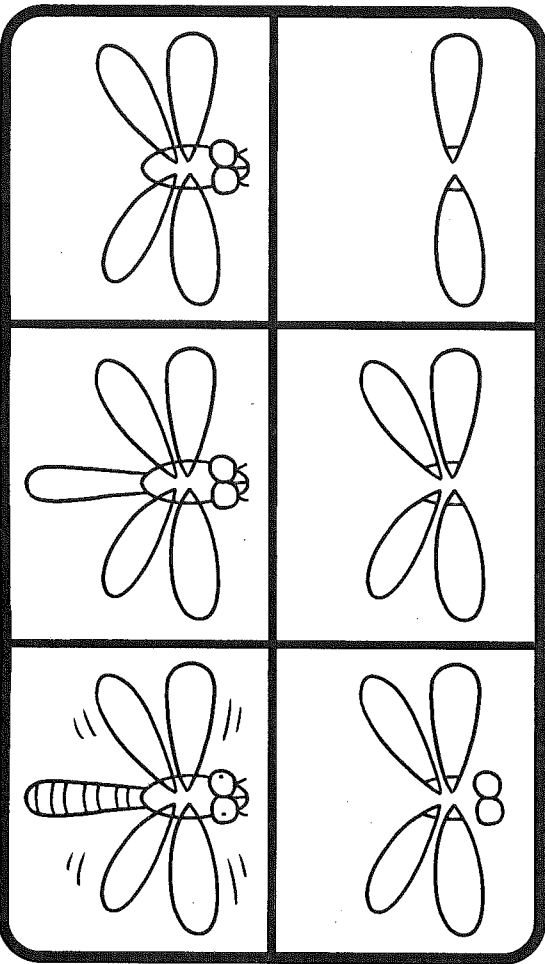
Buffalo



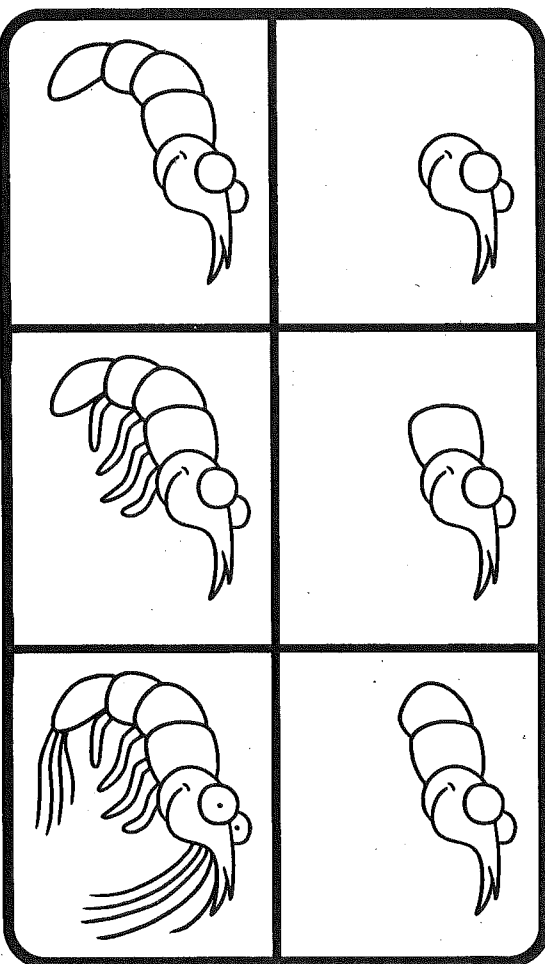
Cheetah



Dragonfly

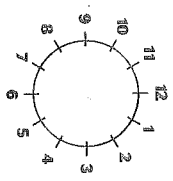


Shrimp



BMW Z3

Before you start, look carefully at your reference material (for now, my finished drawing).



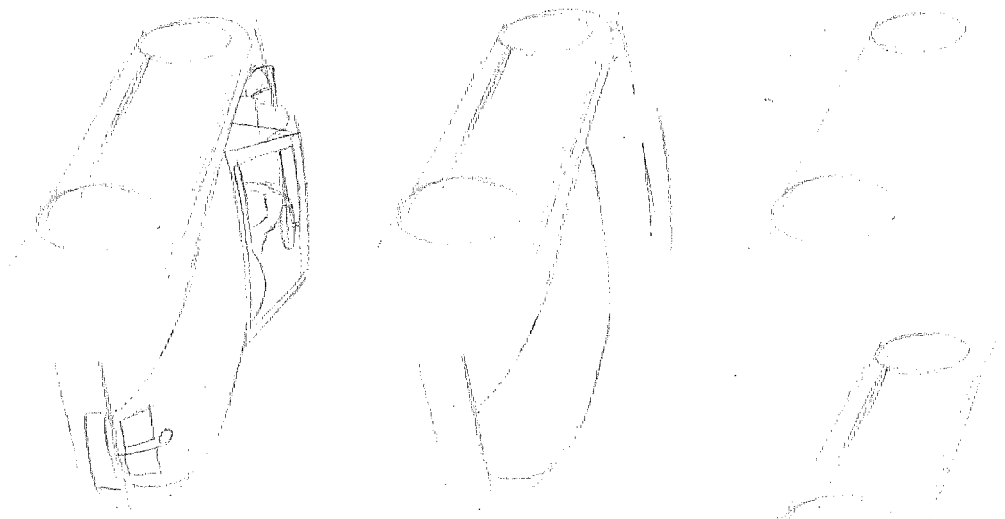
What are the angles formed by the wheels, on the side, and—if you could see them—the two front wheels? Compare these basic angles with the clock face if you need to. Pay special attention to perspective: how much do the lines converge toward the background? How much smaller is the rear wheel?

Draw the side ground line and the wheels. Add the basic body lines.

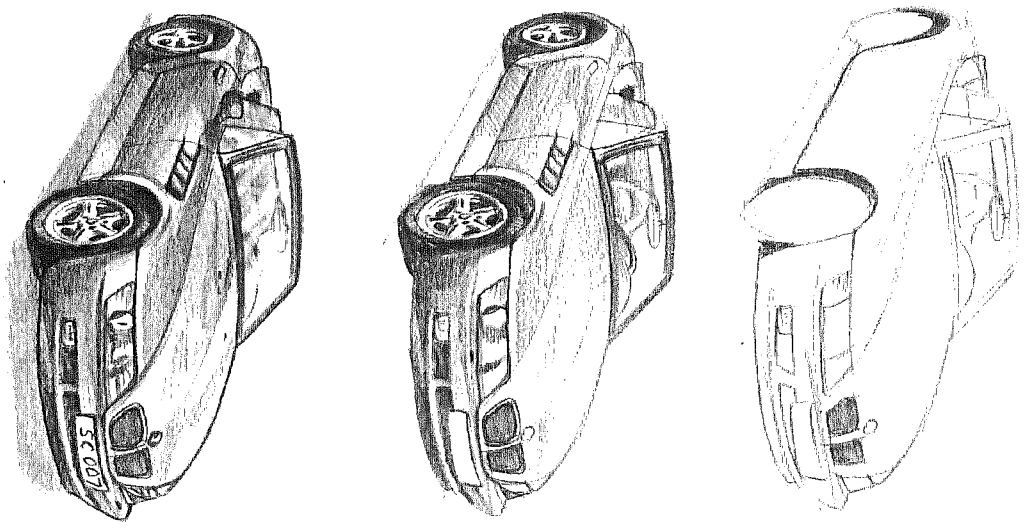
Draw lines to show depth, on the rear deck, front, and windshield. Look at the clock face if you find the angles confusing. Add the distinctive curves of the hood.

With all these lines in place, add more details.

42 DRAW CARS



Always start out lightly!



Finishing the drawing takes the most effort, so make sure you're happy with your drawing so far.

Look at it in a mirror, or hold it up to the light and look at it through the back of the paper. Does everything look correct, forward and backward? If not, what can you fix to make the drawing look better? Start over if you need to.

When you're satisfied with the angles and proportions, add more details. Add details while your pencil is sharp. Add shading when your pencil is dull. If you have more than one pencil, use a softer one (3B) for shading and a harder one (4B) for details.

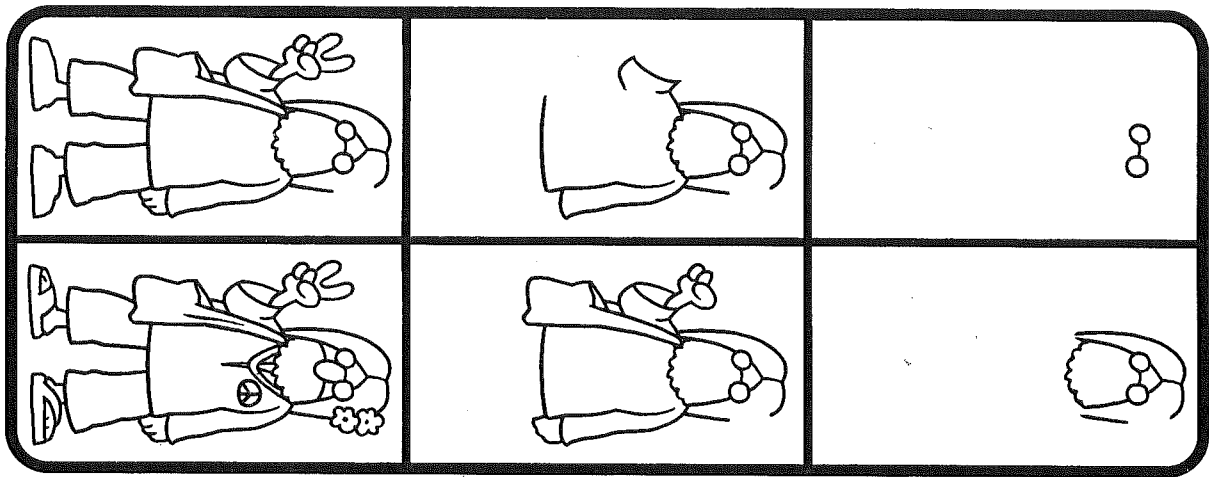
Look again at the final drawing. Add any details you've missed.

Remember:

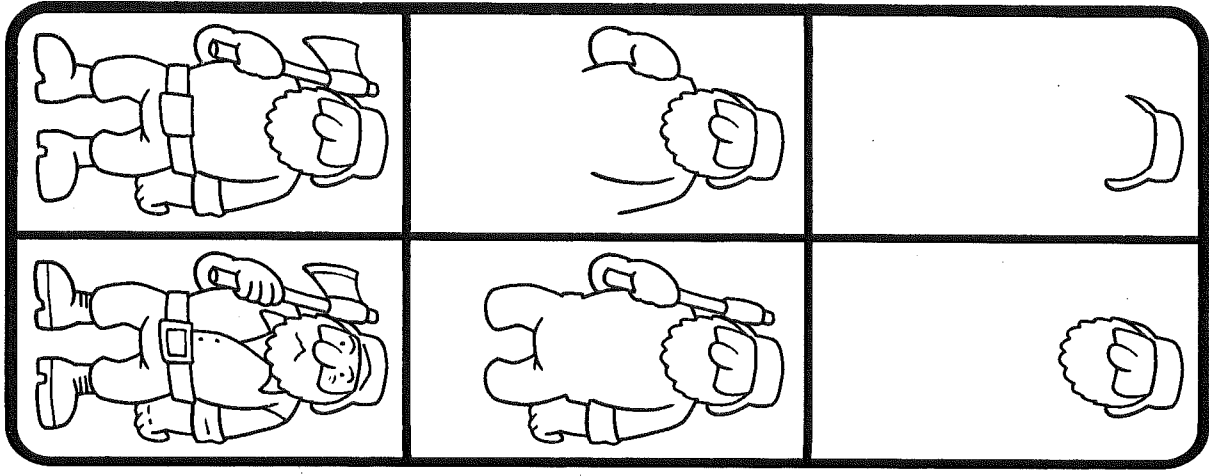
- Start out lightly!
 - Turn your drawing as you work. Use a piece of scrap paper to keep your hand off finished parts.
 - While your pencil is sharp, go over fine details and make lines cleaner. As it gets duller, add shading.
 - Clean up any smudges with your eraser. Make sure all final lines are crisp and sharp.
- Stand back and admire your creation!

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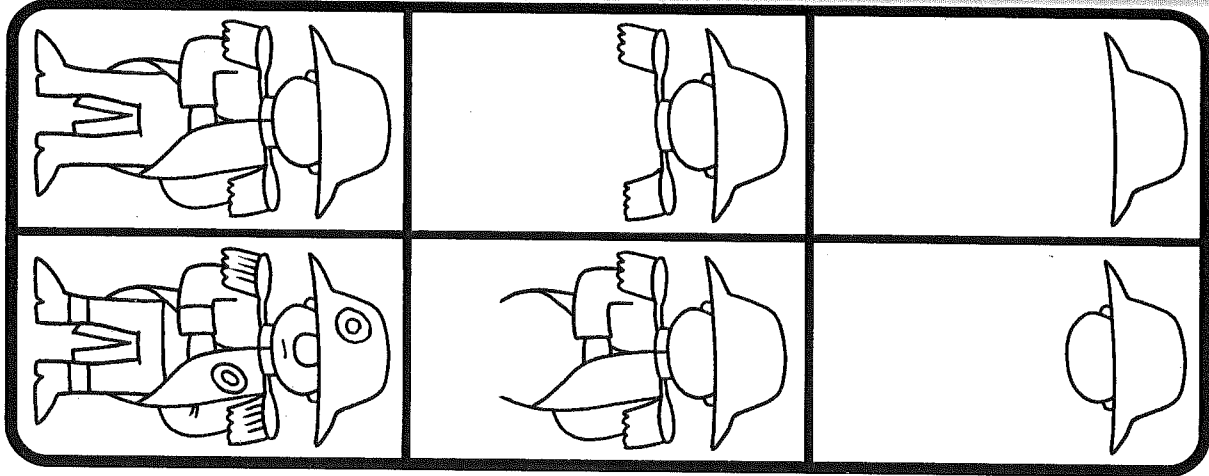
Hippy



Lumberjack



Emperor



Indian Dancer

