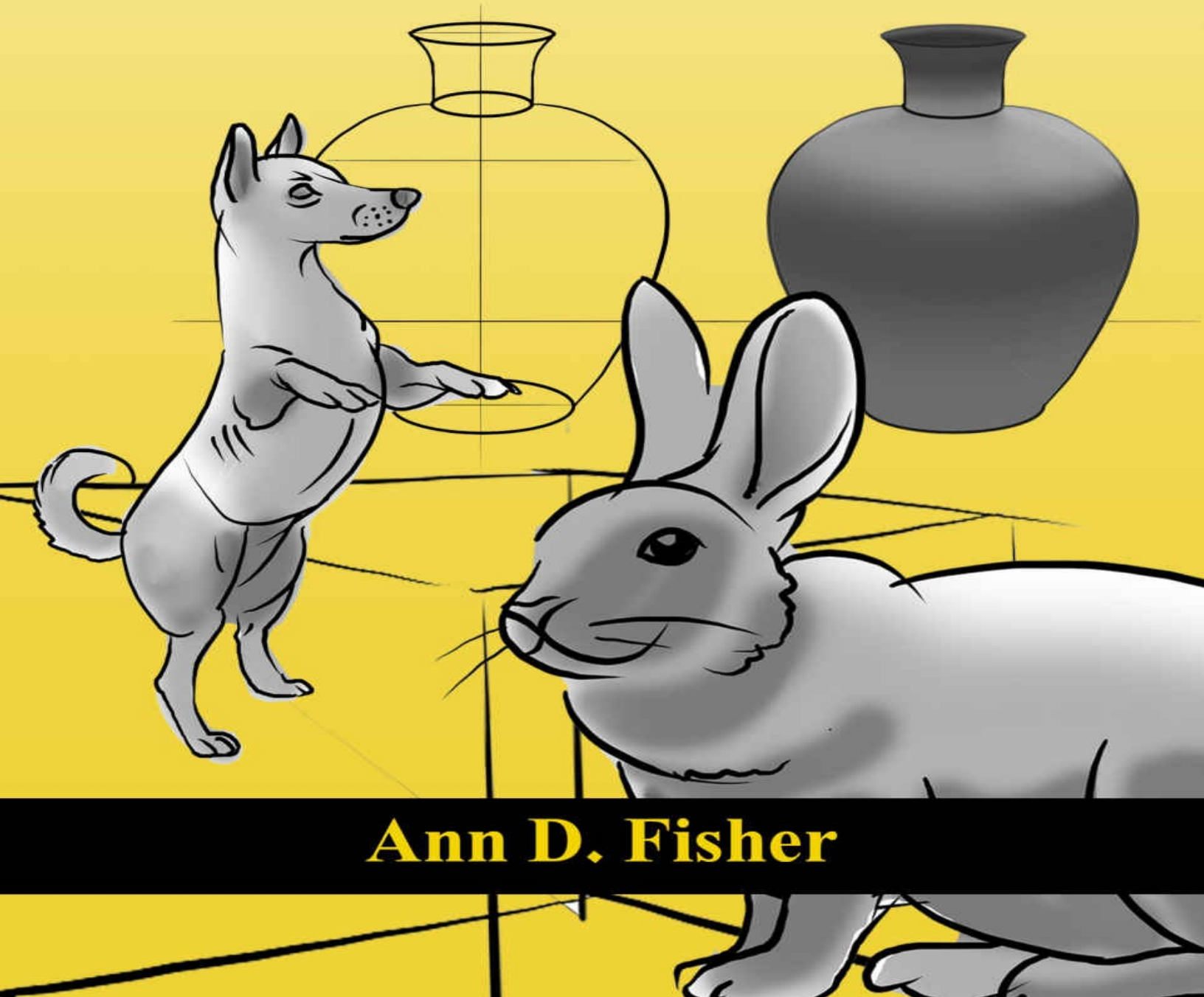
Drawing for Beginners

From novice to Pro. Learn the basics of sketching in no time



Ann D. Fisher

Drawing for Beginners:

From novice to Pro

Learn the basics of sketching in no time

By Ann D. Fisher

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Table of Contents

Introduction

Chapter 1 – 3D Basic Shapes

- Cube
- Sphere
- Vase
- Apple

Chapter 2 – Drawing more complex objects

- Desk Lamp
- Alarm Clock
- Flower
- Scarf with Folds

Chapter 3 – Drawing Body Parts

- Nose
- Eyes
- Lips
- Skull
- Human Figure (Body proportions)
- Hand

- Foot

Chapter 4 – Drawing Animals

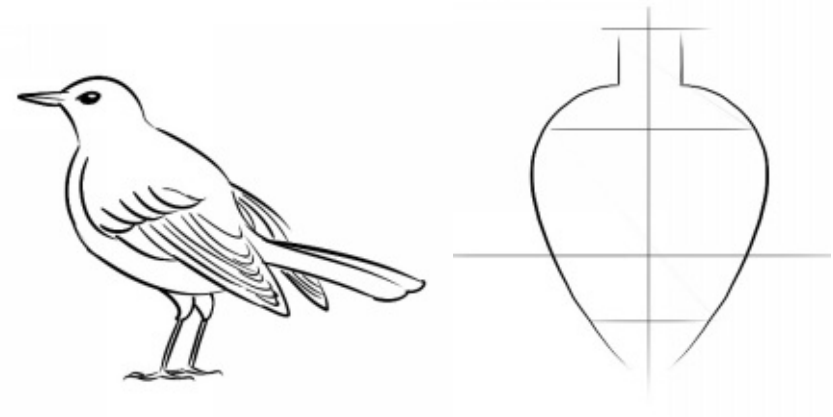
- Bird
- Cat
- Rabbit
- Dog

Conclusion

From this book you'll learn:

- **How to draw basic 3D Shapes**
- **Proportions**
- **Contrast**
- **Main Lines and Perspective**
- **Lighting and Shading**
- **Creating basic figures**
- **Sketching Body Parts**
- **Drawing animals**

All in examples!



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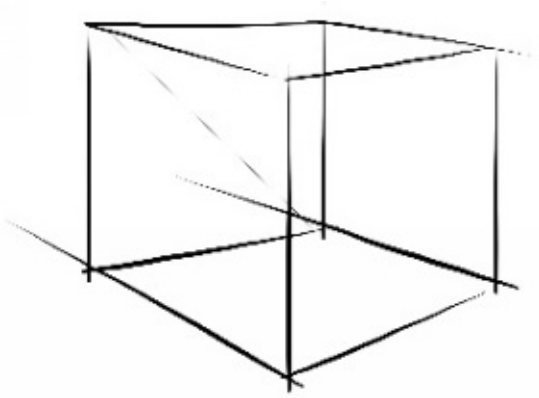
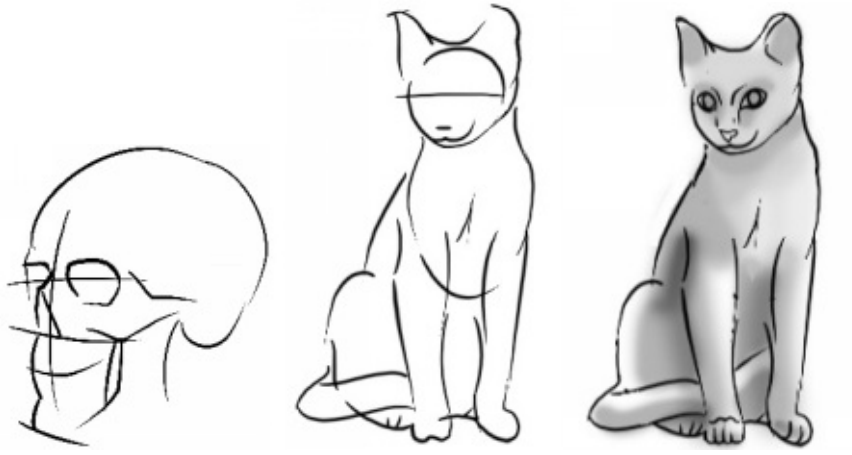
Introduction



We all love art, but most of us think of learning to draw as a difficult process, involving many hours of sketching and observing, before we become any good at drawing. This book will take the hard work out of learning to draw, giving simple, easy to understand instructions and tips that will enable you to draw great pictures quickly.



You will learn how to draw 3D shapes, body parts, objects and animals to a high standard and in proportion. You will start to use shading and highlights to turn ordinary pictures into great pictures in moments. Once you have learnt the basic principles of drawing, you will find yourself

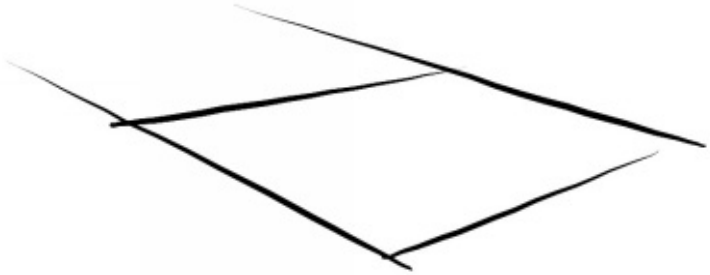
doing more advanced drawings with ease. We will start with simple shapes such as 3 Dimensional cubes, spheres and vases. You will learn how to create realistic 3D images by shading, with highlights and lowlights to create an image that jumps off the page.

Once you have mastered the basic shapes we will move on to more complex shapes such as a desk lamp and an alarm clock. You will soon find that the basic shapes that you learned such as a circle and a cube will be very useful in drawing the more complex shapes. Take some time to look at objects around you, how they flow, the interplay of light and dark on the object. What makes it look realistic? Is it's shape slightly different to the shape it is "usually" portrayed to be? Take a note of the proportions of the object, would you normally draw these in proportion? For example would you usually draw eyes at the mid-point of the face, or would you draw them higher?

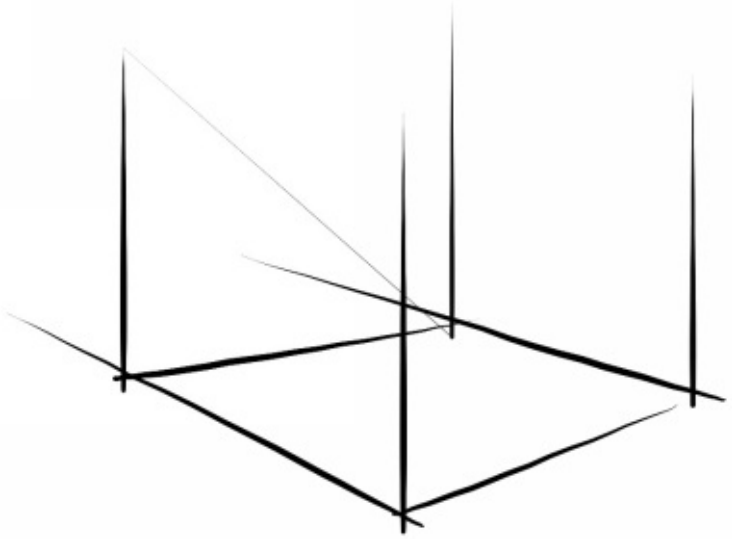
We will look at how to draw in proportion, something you will learn to do without thinking as you progress. Finally, you will learn how to draw animals, including animals with fur and feathers. As well as drawing in proportion and defining the bones of the animals you will learn how to draw fur and feathers effectively, which can be difficult when you can't draw every single detail.

Chapter 1 – 3 Dimensional Shapes

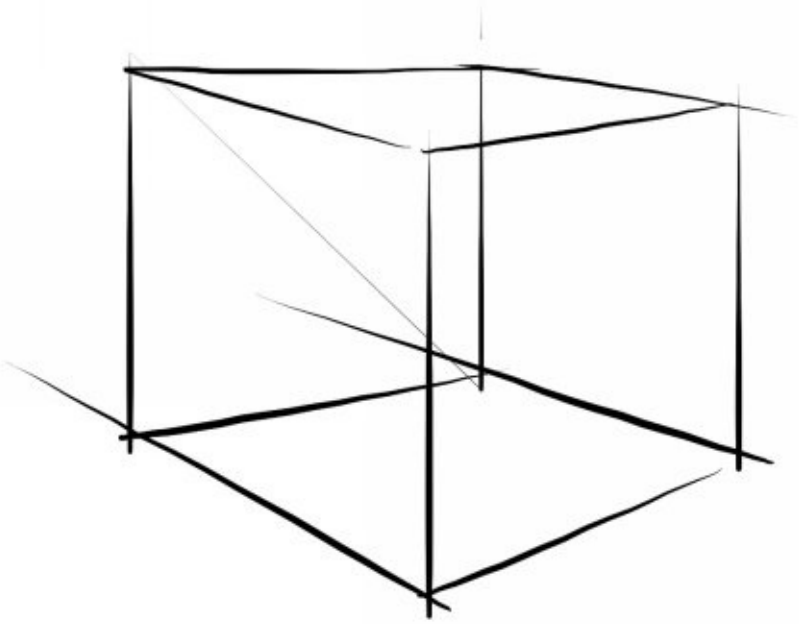
How to draw a Cube



1. Cubes are relatively easy to draw but look very impressive, giving the illusion of height, width and depth. To draw a Cube, start by drawing a square horizontally, as if the square was lying flat on a surface. Notice that this square looks almost diamond shape at this stage. We will begin by drawing in the parts of the square that would not be visible to the naked eye, to get an idea of proportion.

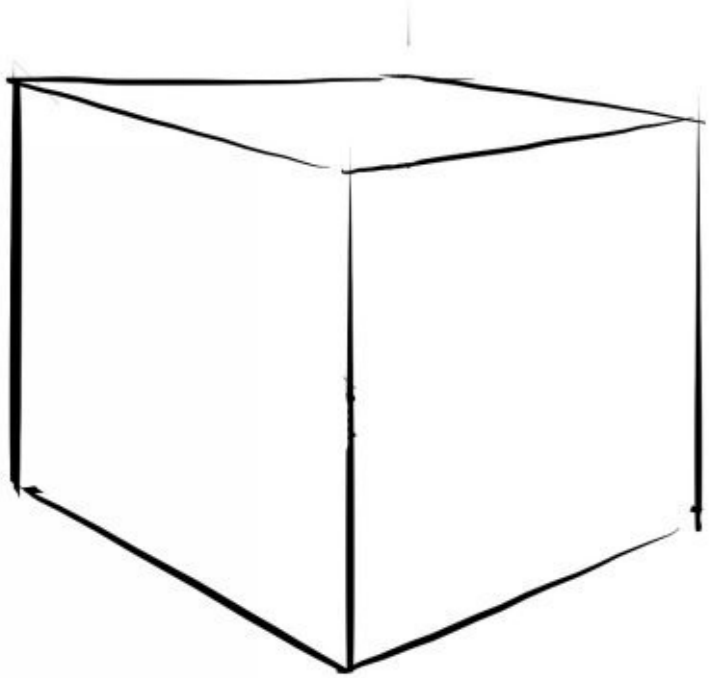


2. Once you have the basic square shape draw a line vertically up from each corner of the square. The lines need to be equal in length, all sides of a square are exactly the same length. The square is already looking to have width, height and depth.

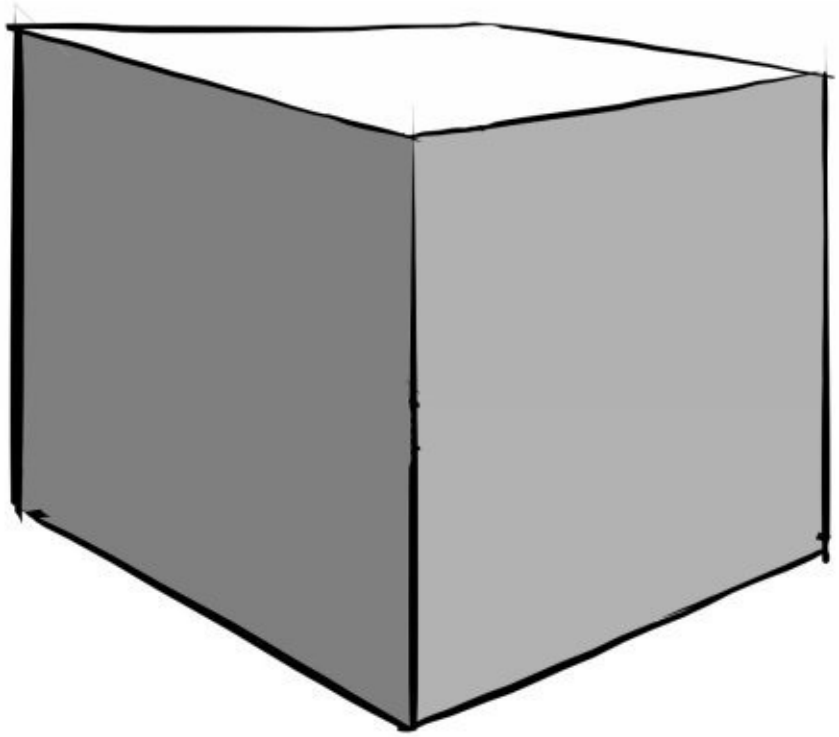


3. Now, draw a line across the top of the sides of the square to make a square on top. You will notice that this is almost diamond shaped, as it is showing the top of the square as it

appears when looked at. The square now has an authentic 3D shape.



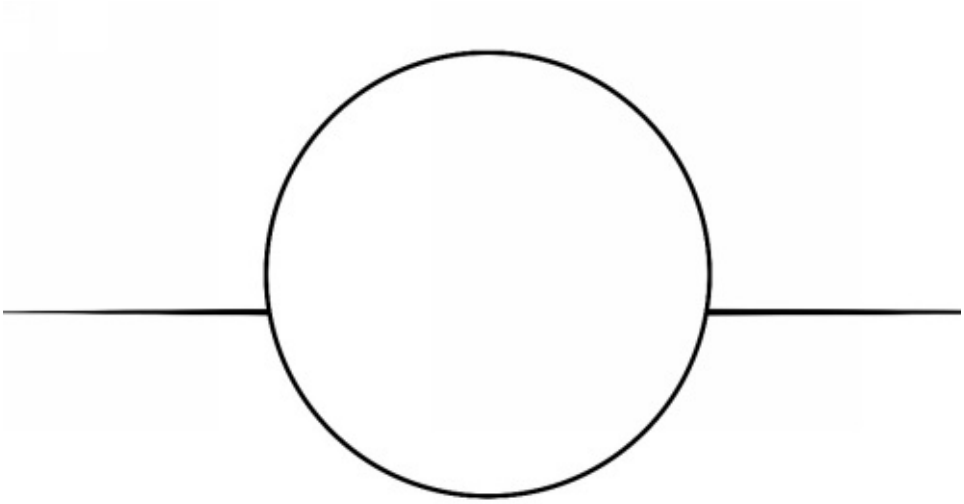
4. To create a realistic Cube, erase the lines which show the back and bottom of the square, as these wouldn't be visible if you were looking at the square. Clean up the lines to make the square look neat and professional. We still have the 3D effect on the top of the box, our brains process this as being an object with depth.



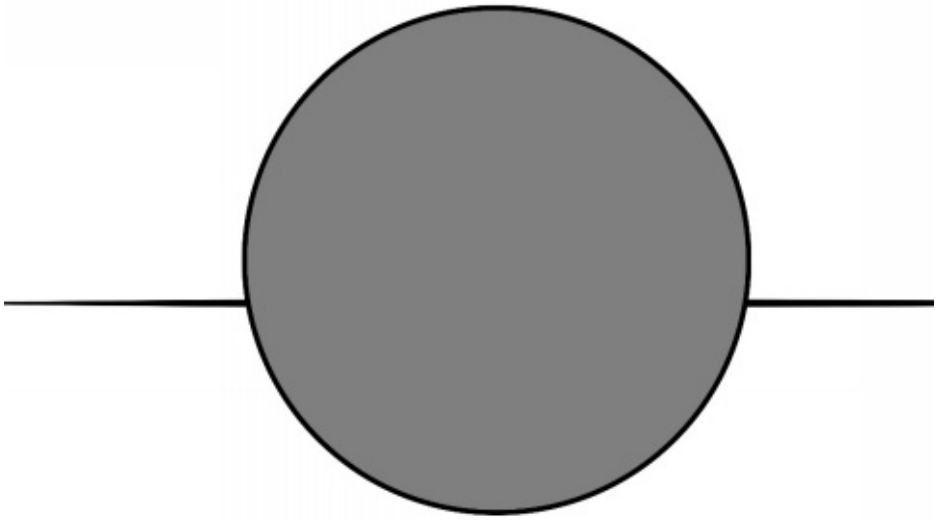
5. colour in the sides of the box for shading, this further gives the illusion of a 3D shape coming out of the page. Leave the top white for contrast. When youcolour the sides of the box, notice how the top suddenly looks flatter. The contrast between sides and top enhances the 3D effect.

How to draw a sphere

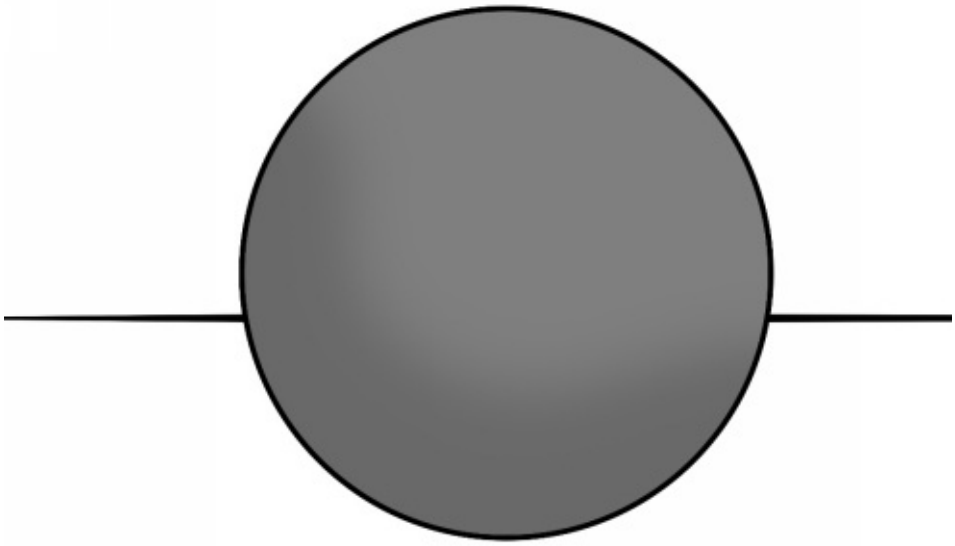
You can create a very realistic sphere shape from just a circle with careful use of blending and shading. If you look at a sphere such as a ball, you will see that naturally the light will fall on a point near the top of the sphere and create a circle of light. Conversely, there will be a darker area of shadow, which is the darkest point and is usually furthest away from the light.



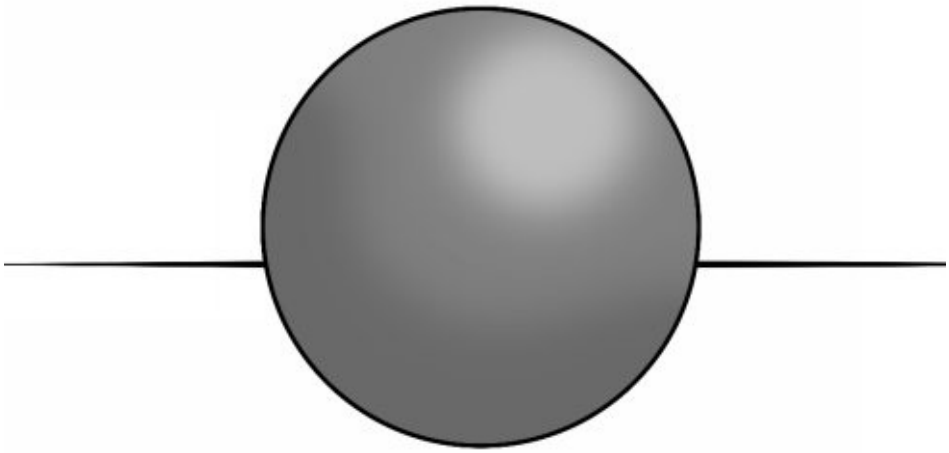
1. To begin, draw a circle with two horizontal lines about 2/3 of the way down the circle.



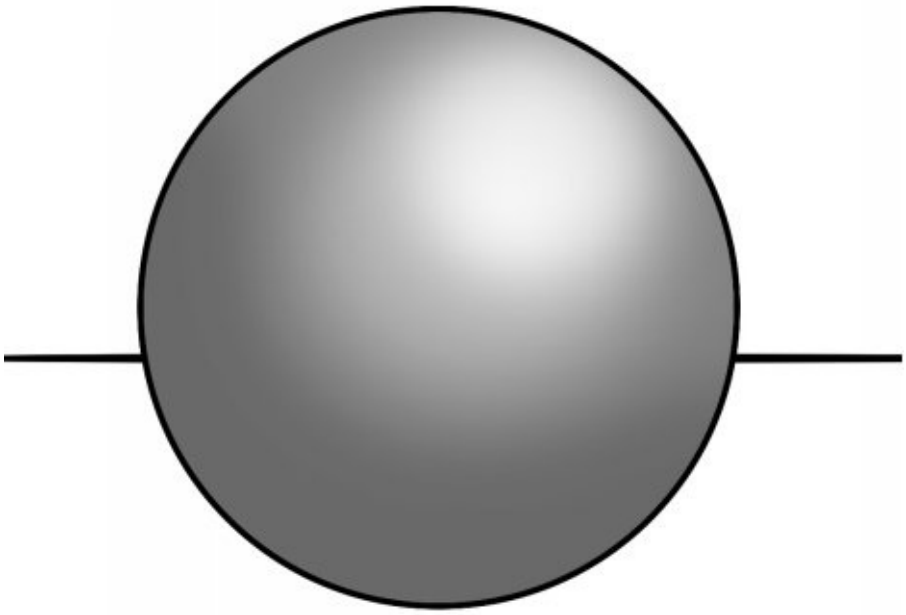
2 Then shade the circle grey, and make the centre of the horizontal lines thicker to give the appearance of coming closer. This makes the sphere look as if it is 3D.



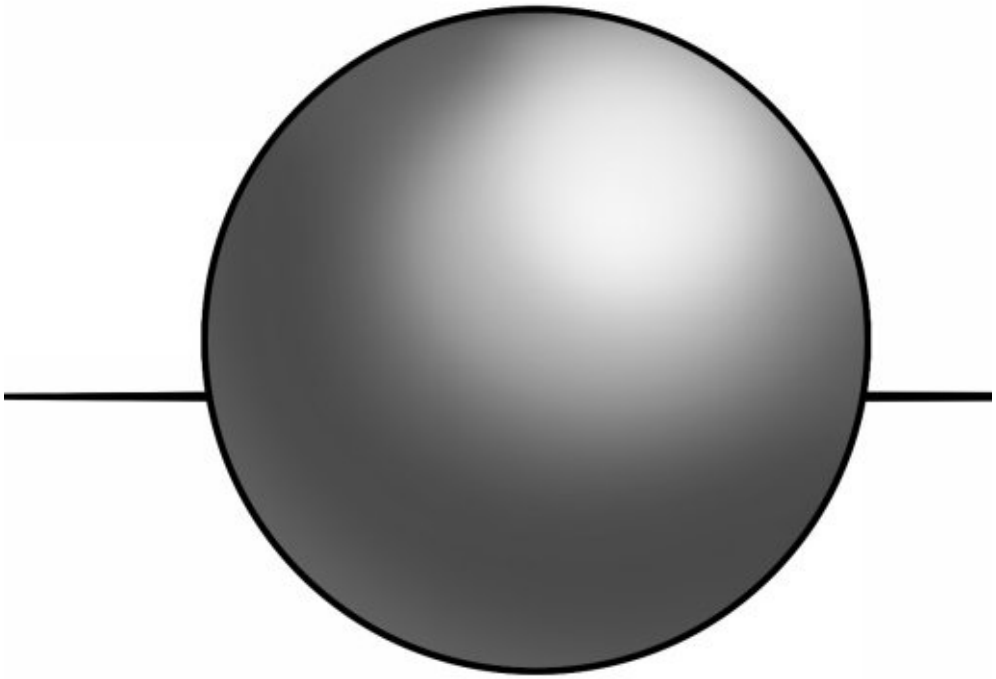
3 If you have a blending or shading tool, now is the time to start using it. We are going to create an area of shadow, followed by middle tones which are slightly lighter then graduating into a light spot at the top. The change in tones is going to be very subtle, so you will use lesscolour at the top, then heavier/more intensecolour at the bottom.



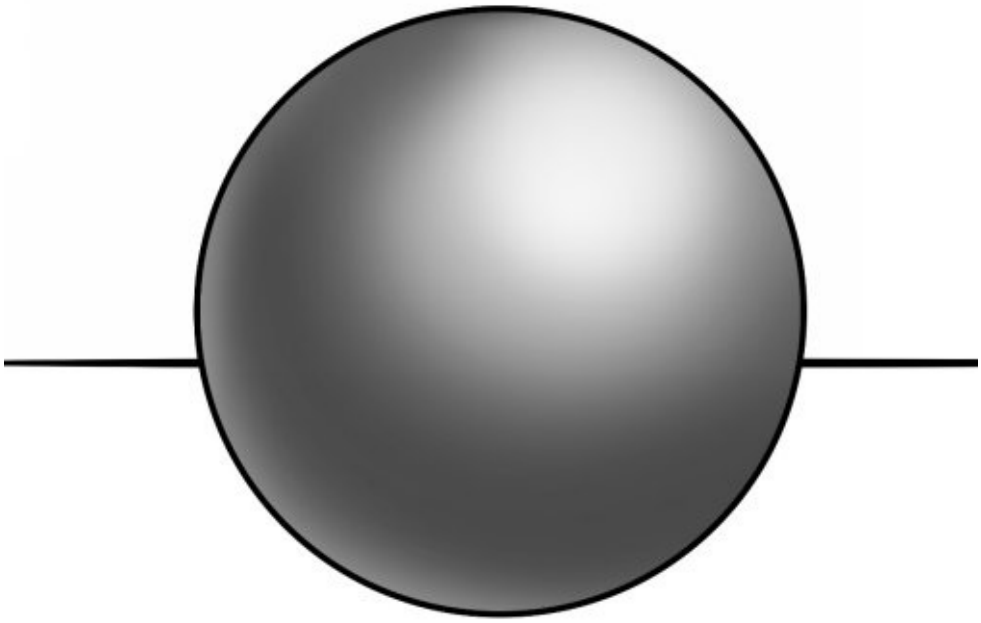
4. To add highlights and create a spot of light, either use a lighter colour, or erase the colour you already have. Blend and shade carefully so the colour blends invisibly as if a light is shining on your sphere. Try to imagine the colour gradually getting darker from the lightest point, so light colour, slightly darker colour in a circle around this, slightly darker than that, then darker still. Try to avoid sudden changes incolour and blend the colours together for a professional look.



5. Adding more highlight and midtones creates a circular feel to the sphere. The circle of light naturally draws the eye, and the horizontal lines enhance the feeling of the sphere coming out of the page.

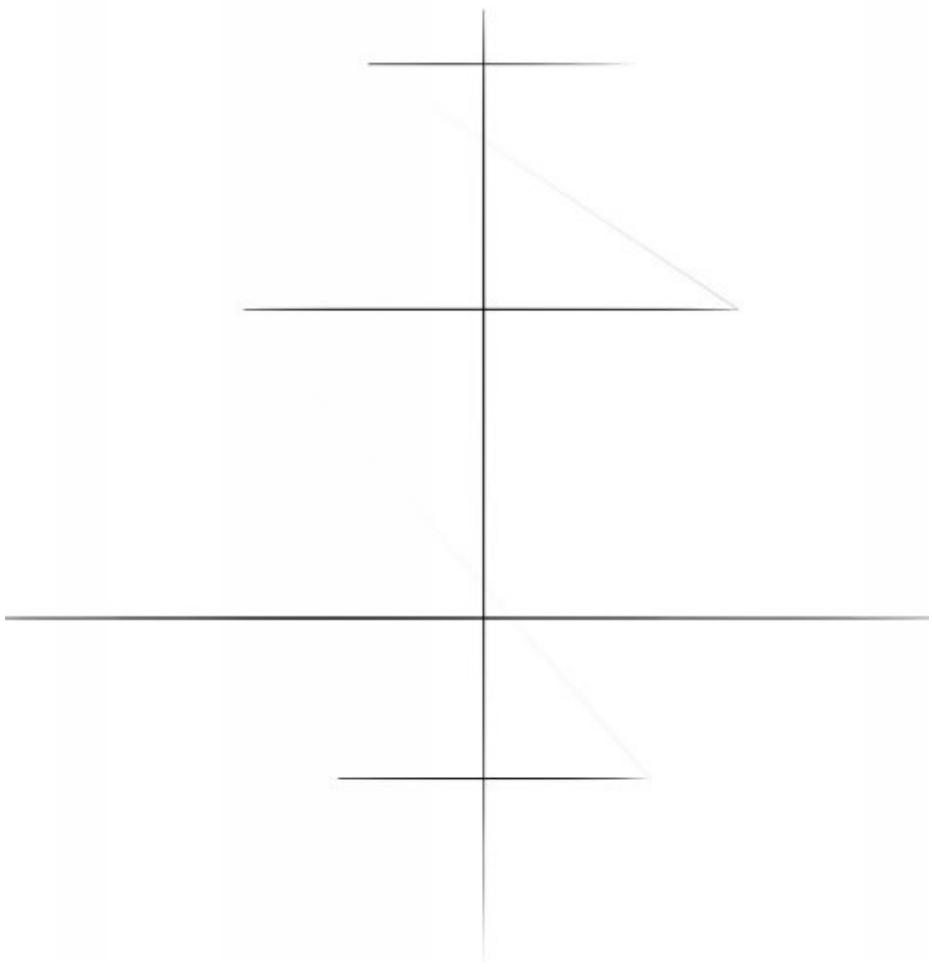


6. Adding core shadow creates contrast and depth to your sphere. Imagine semicircles radiating out from the outside of the circle each one getting progressively lighter. Start with intense colour at the outer edge creating lowlights and shade then blend for a professional and seamless look.

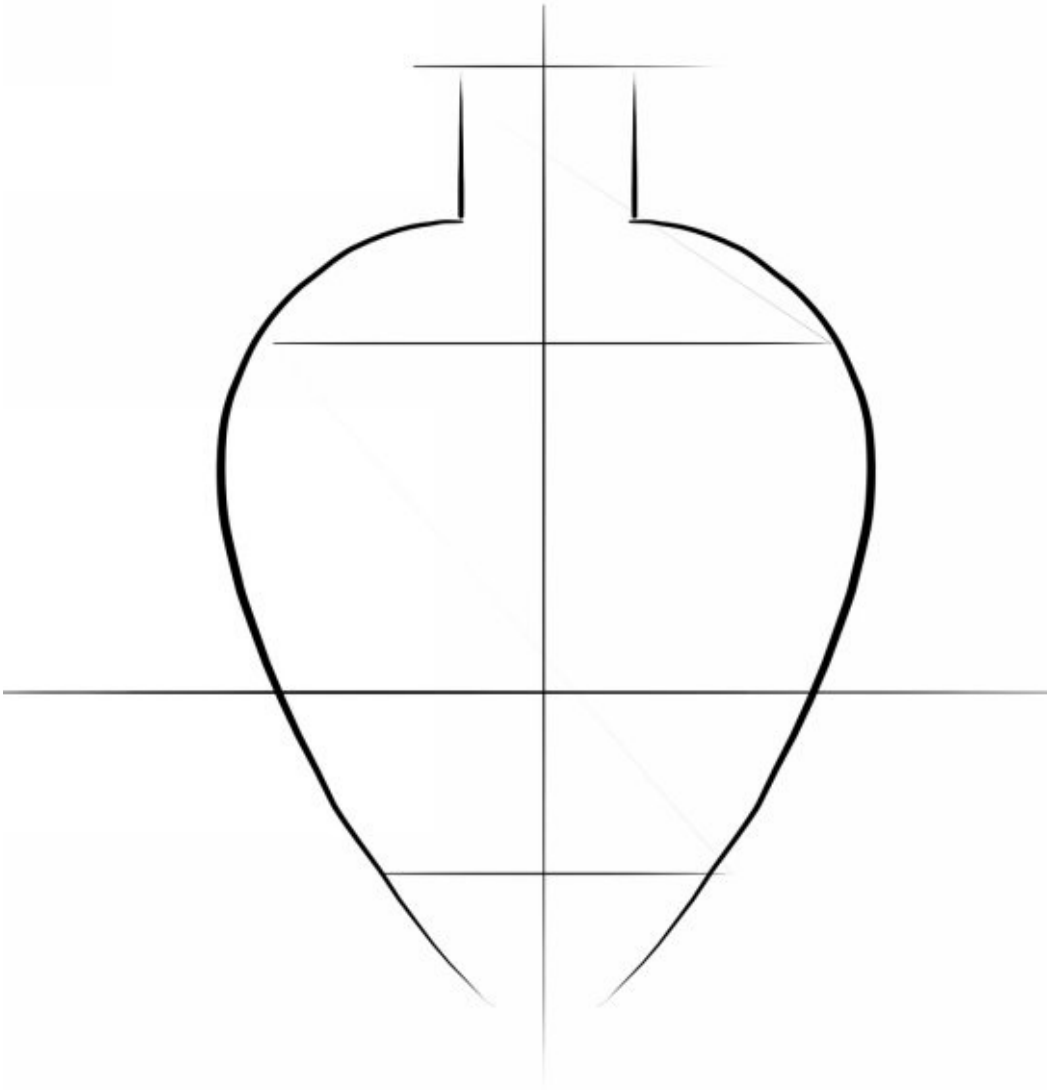


7. To finish, add some highlights around the outside of the sphere to create the illusion of light hitting the outside of the sphere and make the 3D effect stronger.

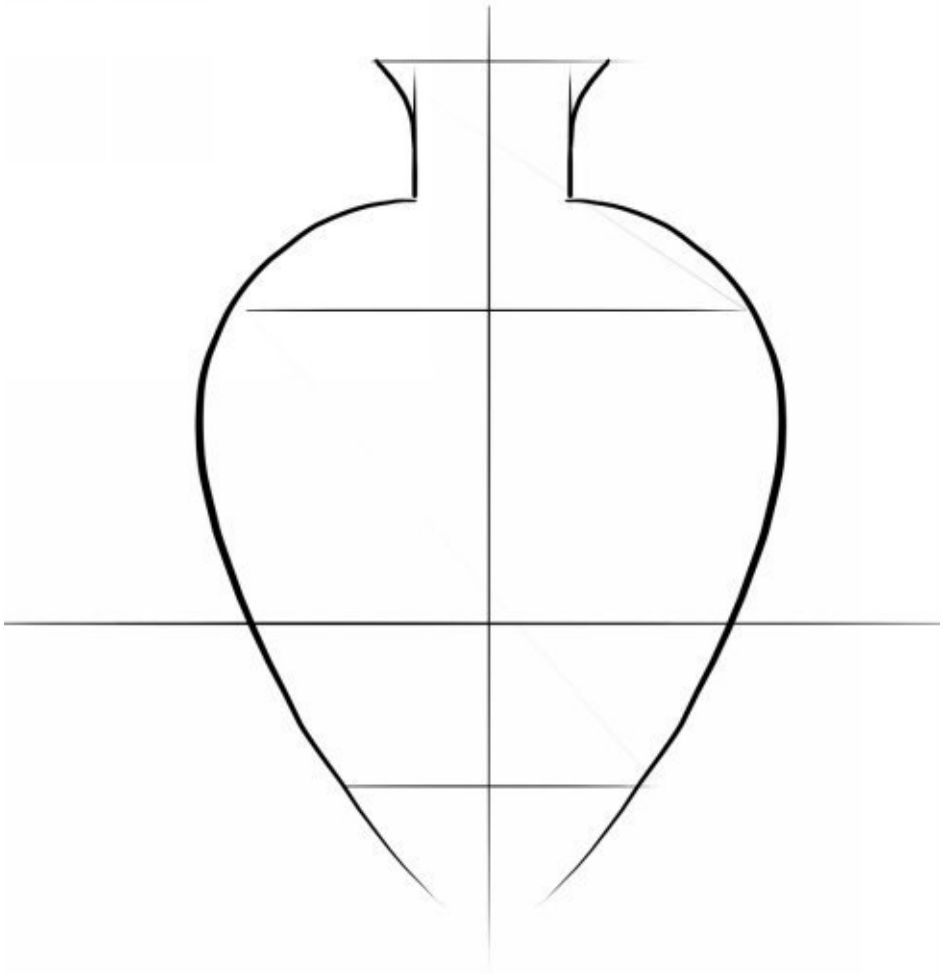
How to draw a 3D Vase



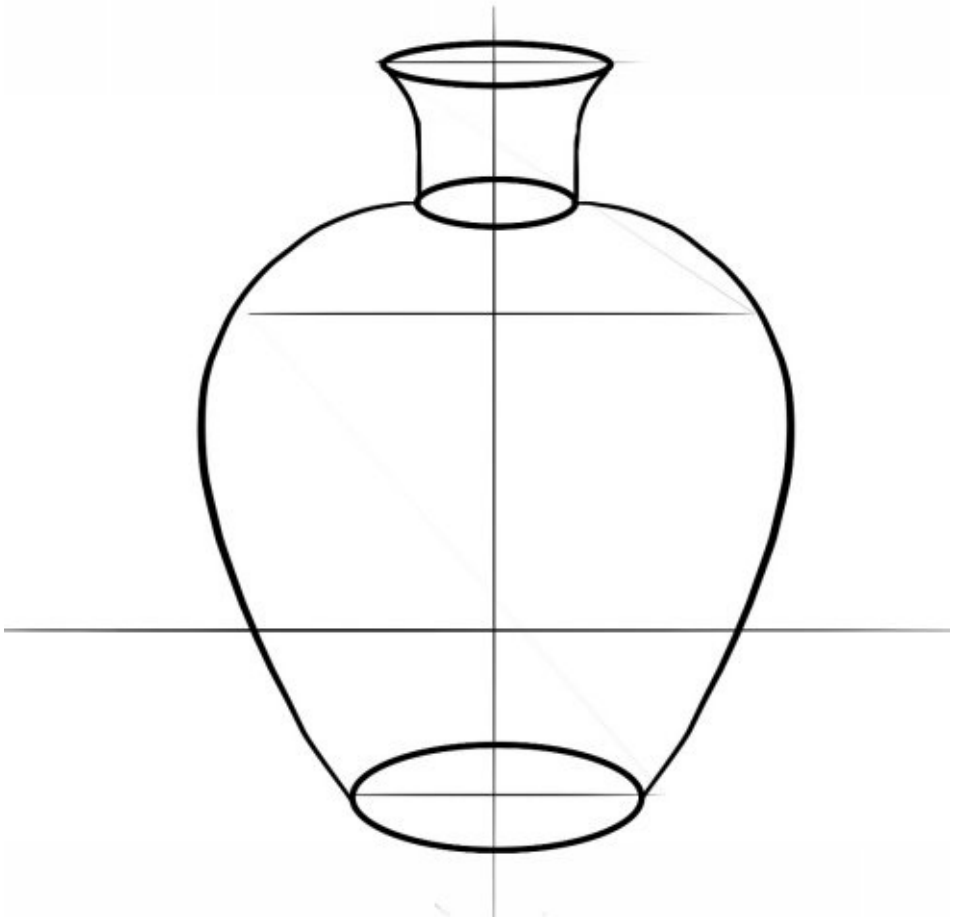
1. To draw a vase, start by drawing a vertical line. Now draw 3 horizontal lines at equal intervals along the vertical line. Finally divide the bottom third into half and draw another horizontal line at this point. This is the structure for the vase.



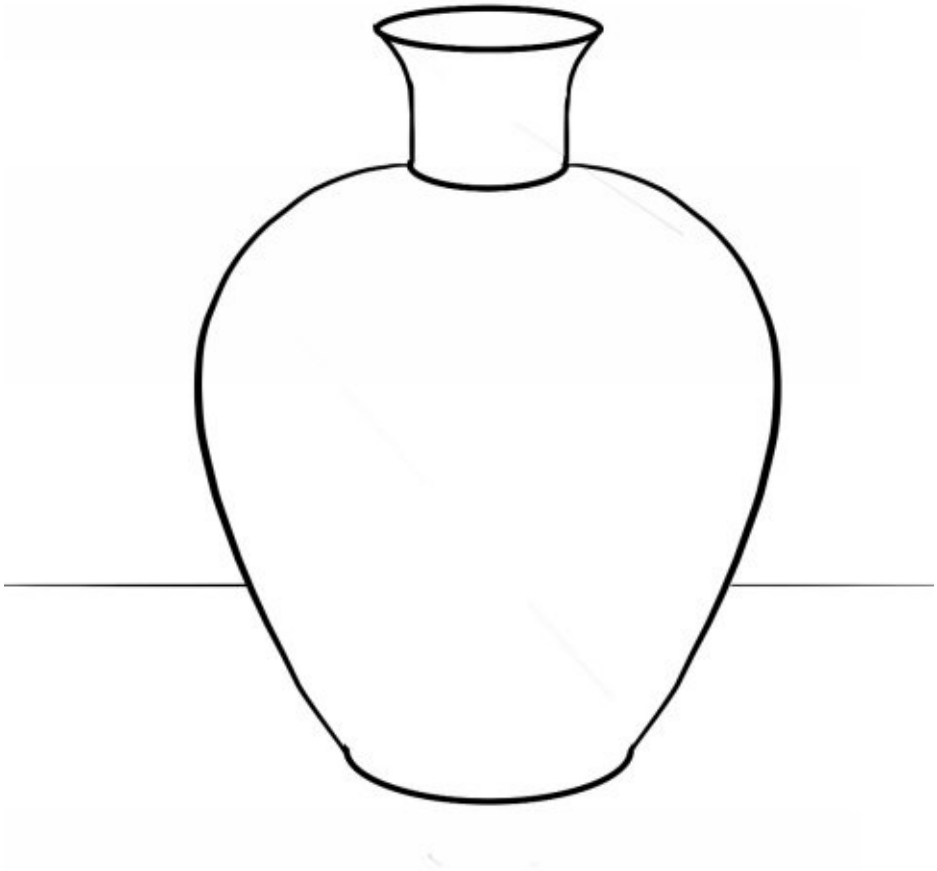
2. Draw the shape of the vase, ensuring that both sides are equal. The top is a rectangular shape, with a rounded central shape. The more rounded the shape, the better the 3D effect will be.



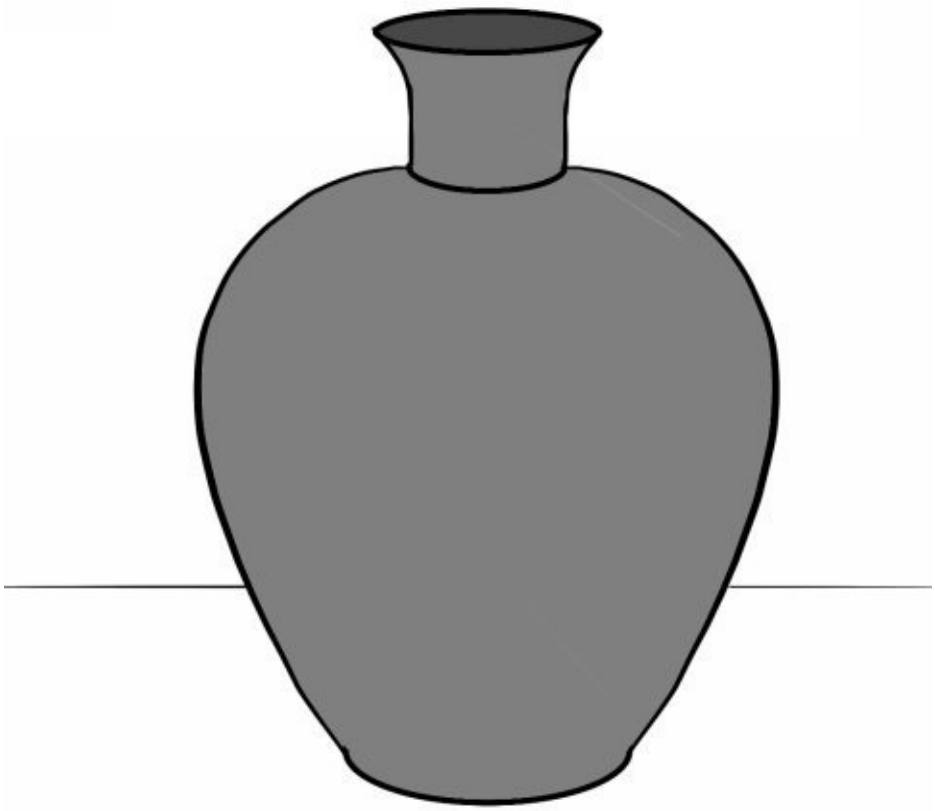
3. Add more detail and tighten up the shape.



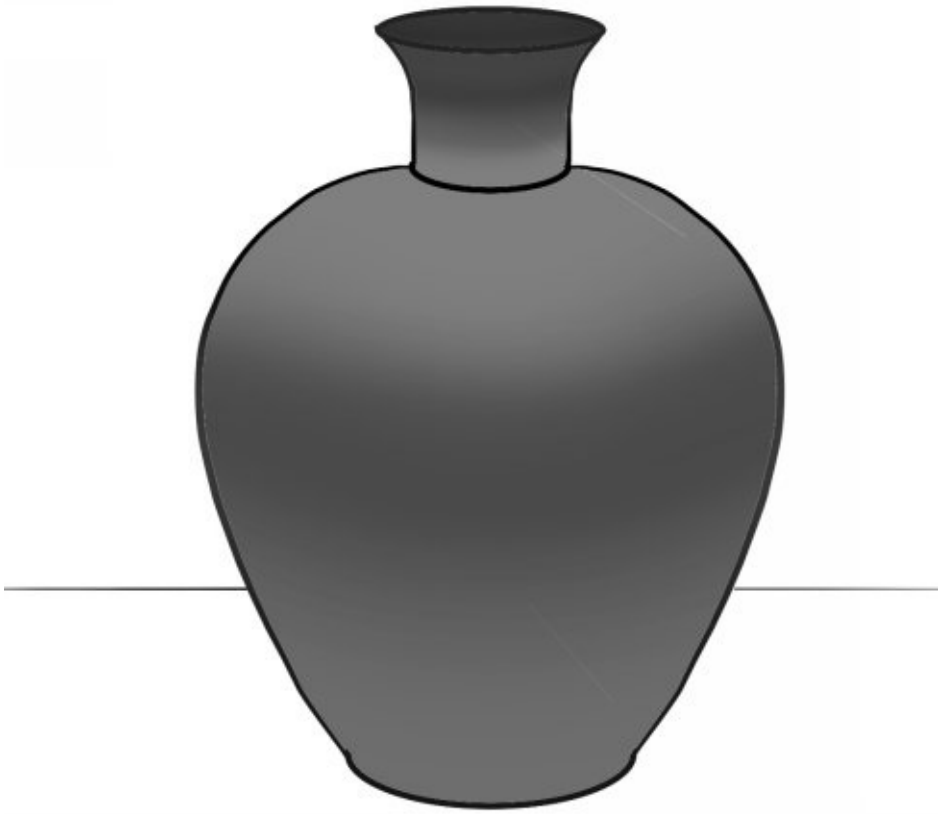
4. Draw an ellipse shape at the bottom of the vase to represent the bottom of the vase. Ad an ellipse for the top of the vase and the base of the neck of the vase. The vase is now taking on a 3D shape. The curved lines of the base of the vase, the top of the vase and the side of the vase all give a feeling of roundness, which will enhance the final look of the vase. When you draw think about how straight or curved lines will add to the look you are trying to achieve.



5. Erase the details of the vase that would not be visible to the eye - the back of the base, the neck of the vase and the horizontal line across the vase.



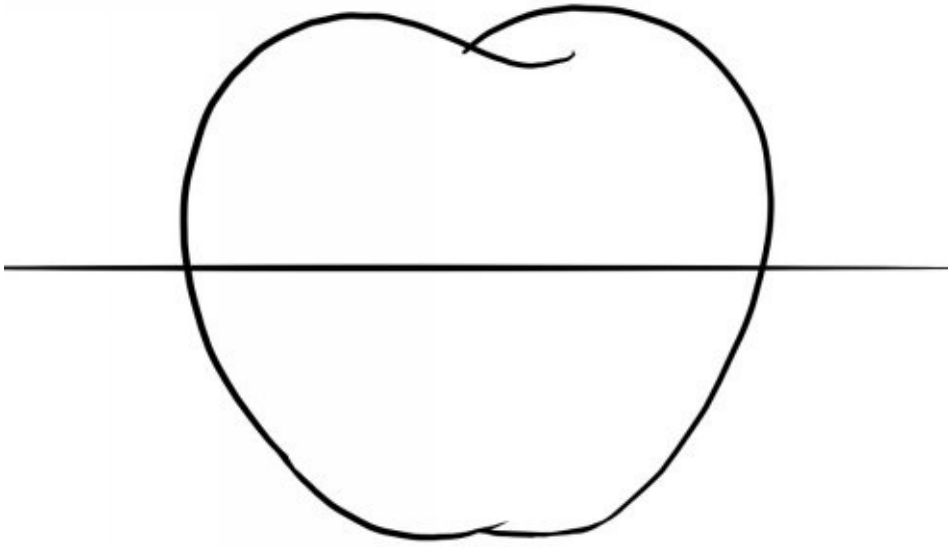
6. Shade the vase. Notice how it immediately looks more rounded and three dimensional. Use a darker shade for the inside of the neck of the vase to create the illusion of depth.



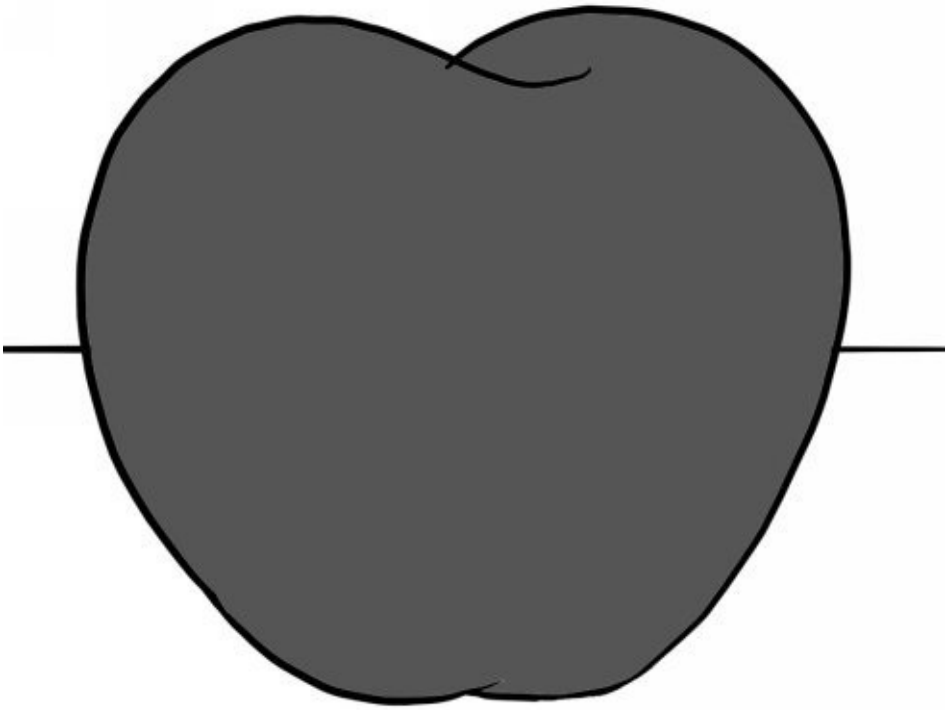
7. Add highlights and lowlights to the vase. The middle section is darker, and the top and bottom lighter. Graduate the colours by blending darker and lighter colours gradually, using three or four different shades. If using a pencil layer the colour by shading heavily or lightly. The neck of the vase is dark and becomes lighter as it reaches the body of the vase.

8. Now, blend the colours for a professional finish. Add more highlights to draw the eye to the top of the vase. You can see a band of colour which is darker in the middle of the vase, this really enhances the realistic 3 Dimensional appearance of the vase.

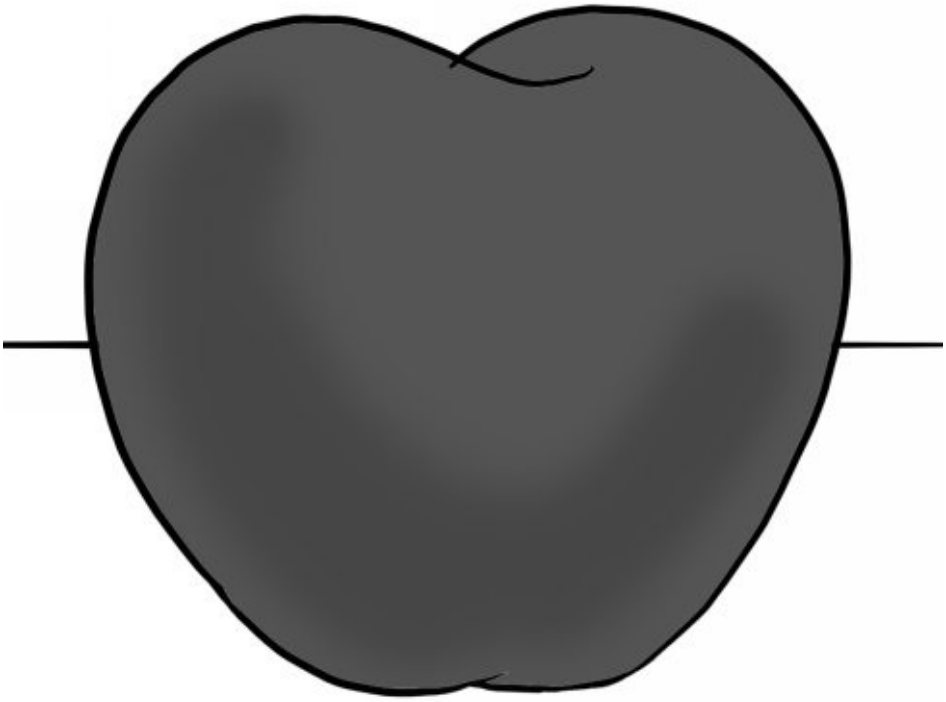
How to draw a realistic apple



1. To draw an apple starts with a horizontal line across the centre to “ground” your picture. The apple shape itself is almost a heart shape, but with a w shape bottom. The bottom half of the apple is slightly larger than the top.

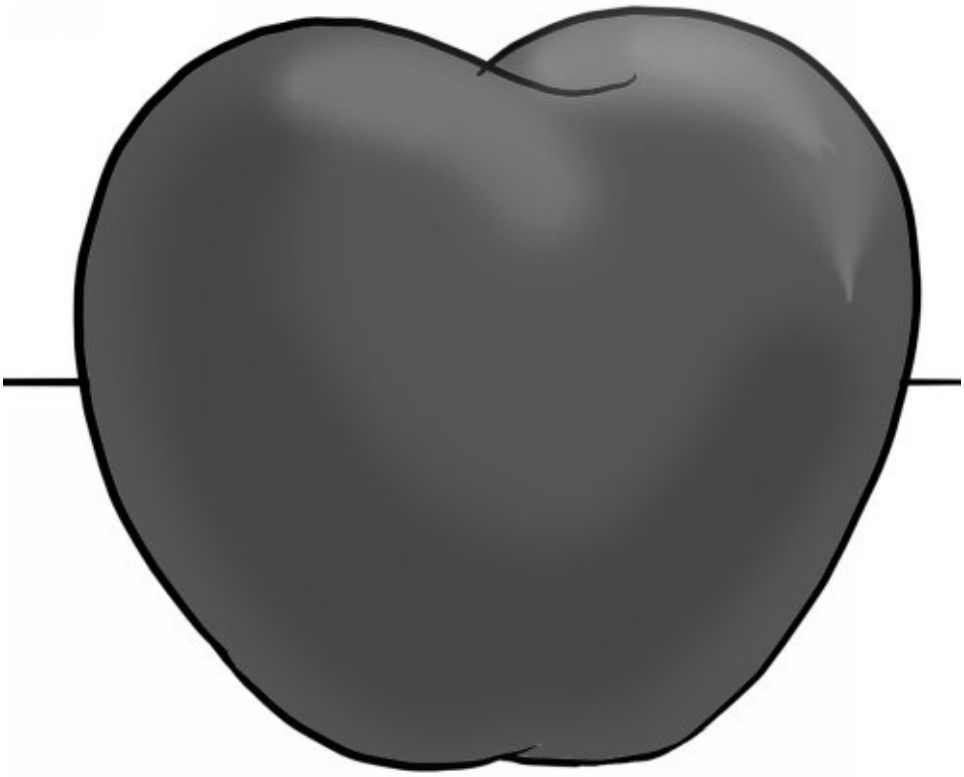


2. Shade the apple area for definition. Use a dark colour as you will be adding highlights later in the drawing.

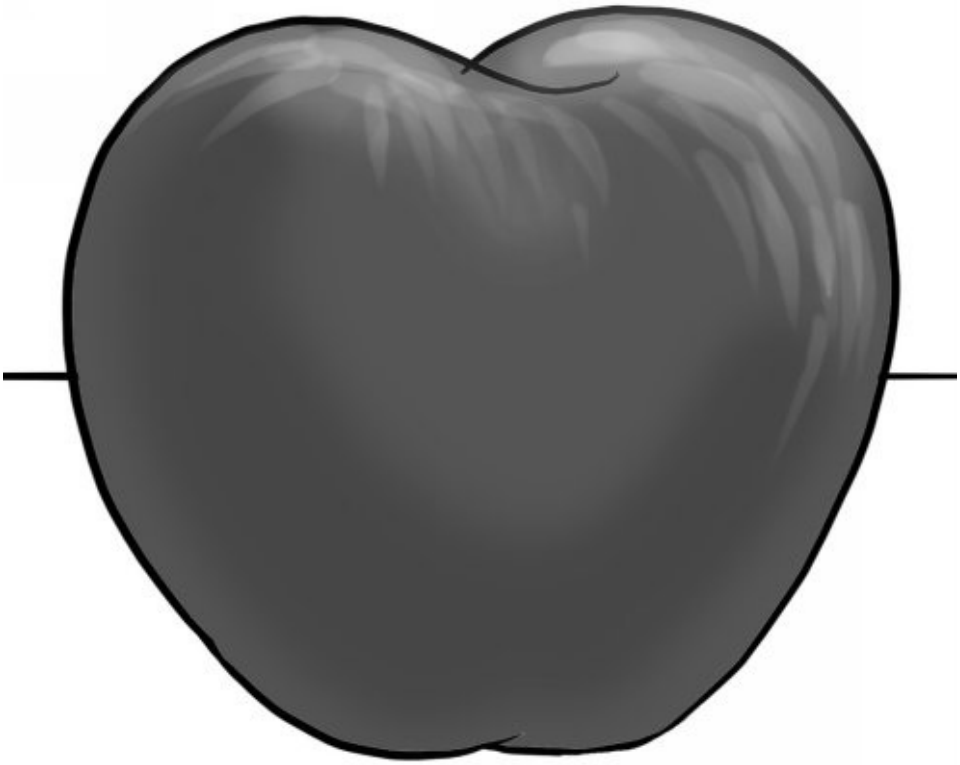


3. Imagine six or seven semicircles following the shape of the apple. We are going to create depth, movement and light using these semicircles. In the outer semicircle the outer shape of the apple shade lightly so there is some highlight. For the next 3 semicircles going towards

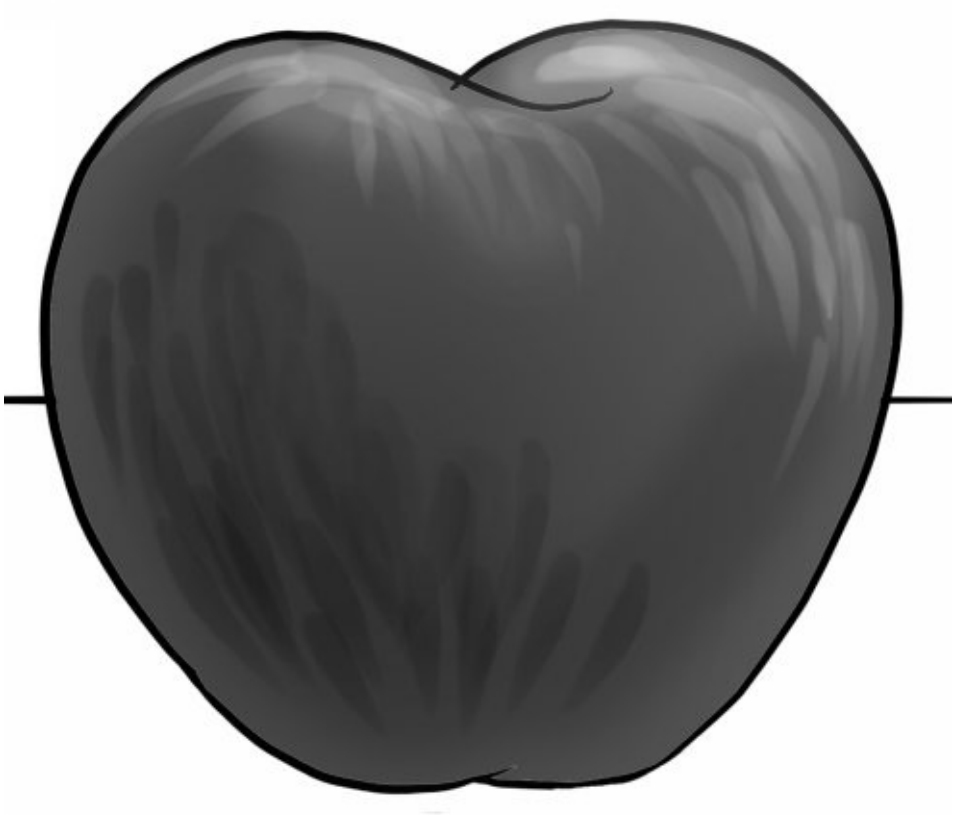
the centre of the apple use a darker shade. As we reach the centre of the apple, use a lighter colour to suggest light hitting the apple. Use this shade towards the upper right-hand corner of the apple.



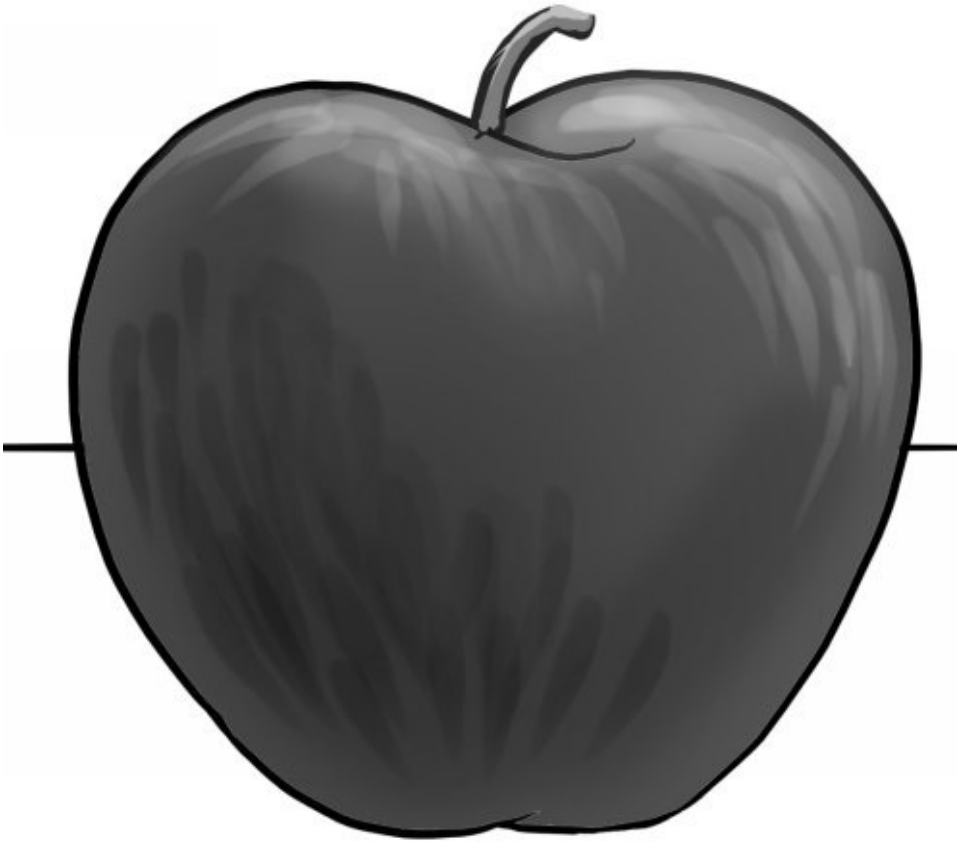
4. Draw in highlights to add more definition to the apple. Highlight the top of the apple, following the curve of the lines. We now have the realistic effect of light hitting the apple as well as the fullness and body of the shading. Notice how the lighter colour blends into slightly darker colour, with the darkest colours at the bottom. Our eyes are naturally drawn to the top of objects and to areas of interest, remember this when you are drawing to create effects that will be more visually appealing to people.



5. To add multi-tonal colour, use a lighter colour and wide brush strokes to highlight the top of the apple. This mimics the actual pattern you will see on apples and gives layers of colour to your picture.



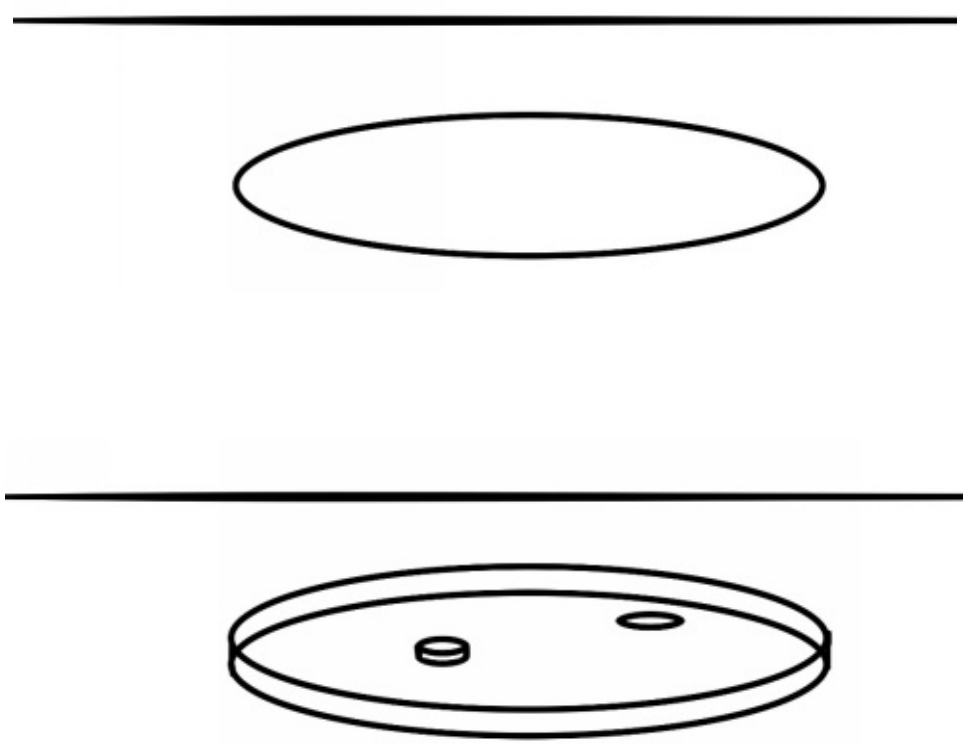
6. Use darker thick brush strokes to lowlight the bottom of the apple. The apple now has a bold, dramatic look with a level of complexity as well. The two layers of shading look amazing and create a stunning effect.



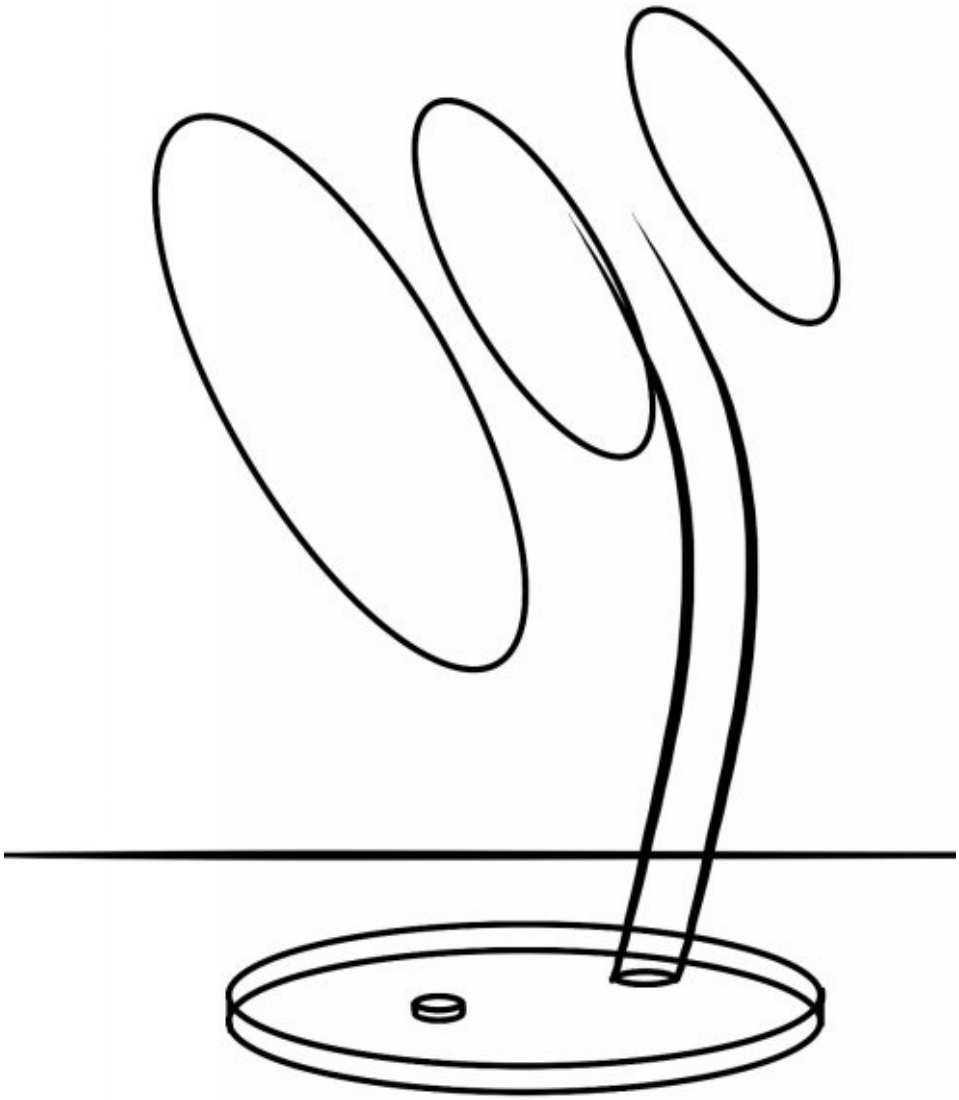
7. Add a stalk to the top of the apple, using black to define the outline and shading to complete your picture. As you can see, a couple of simple techniques can create an amazingly good picture.

Chapter 2 – Drawing more complex objects

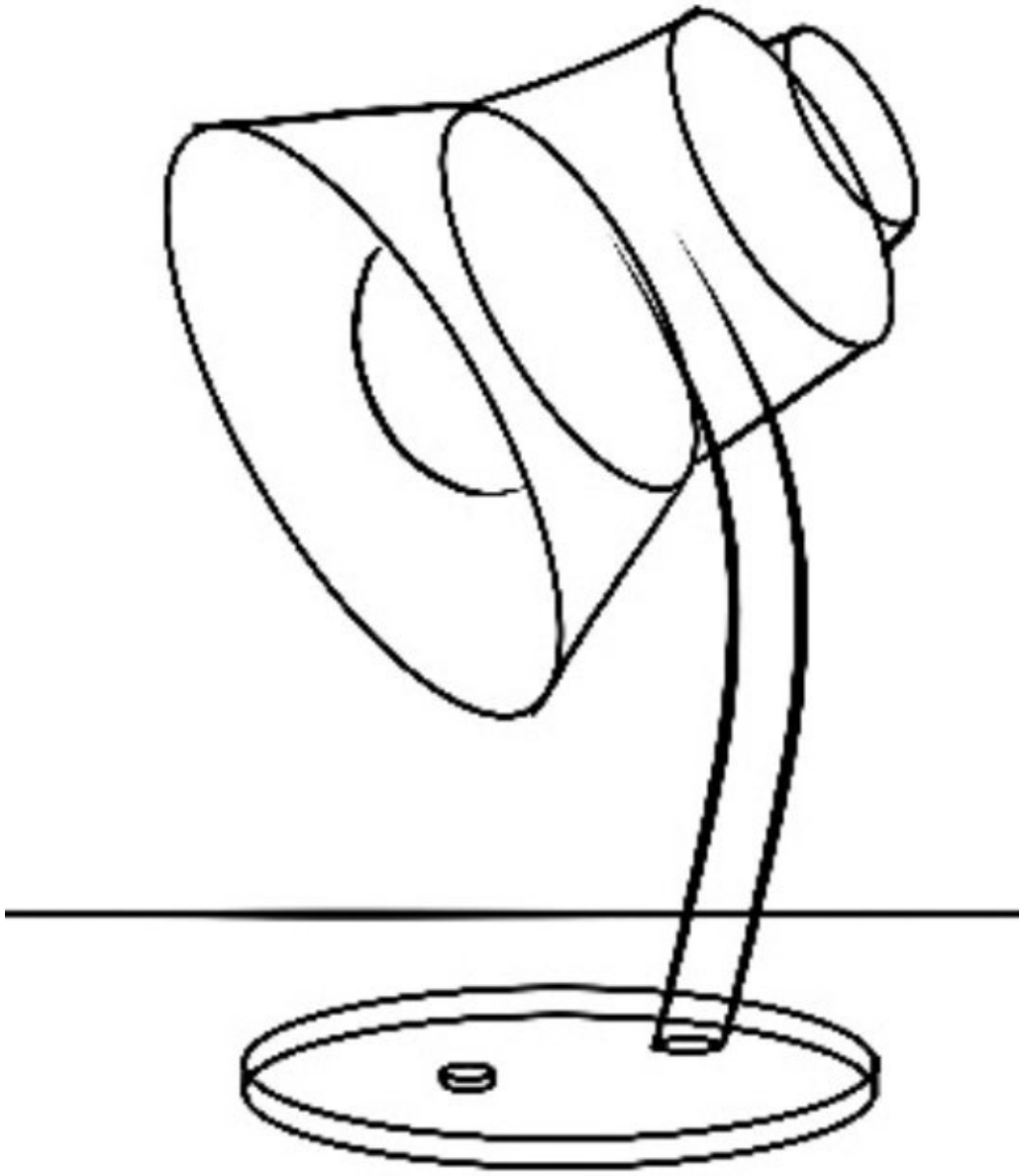
How to draw a Desk Lamp



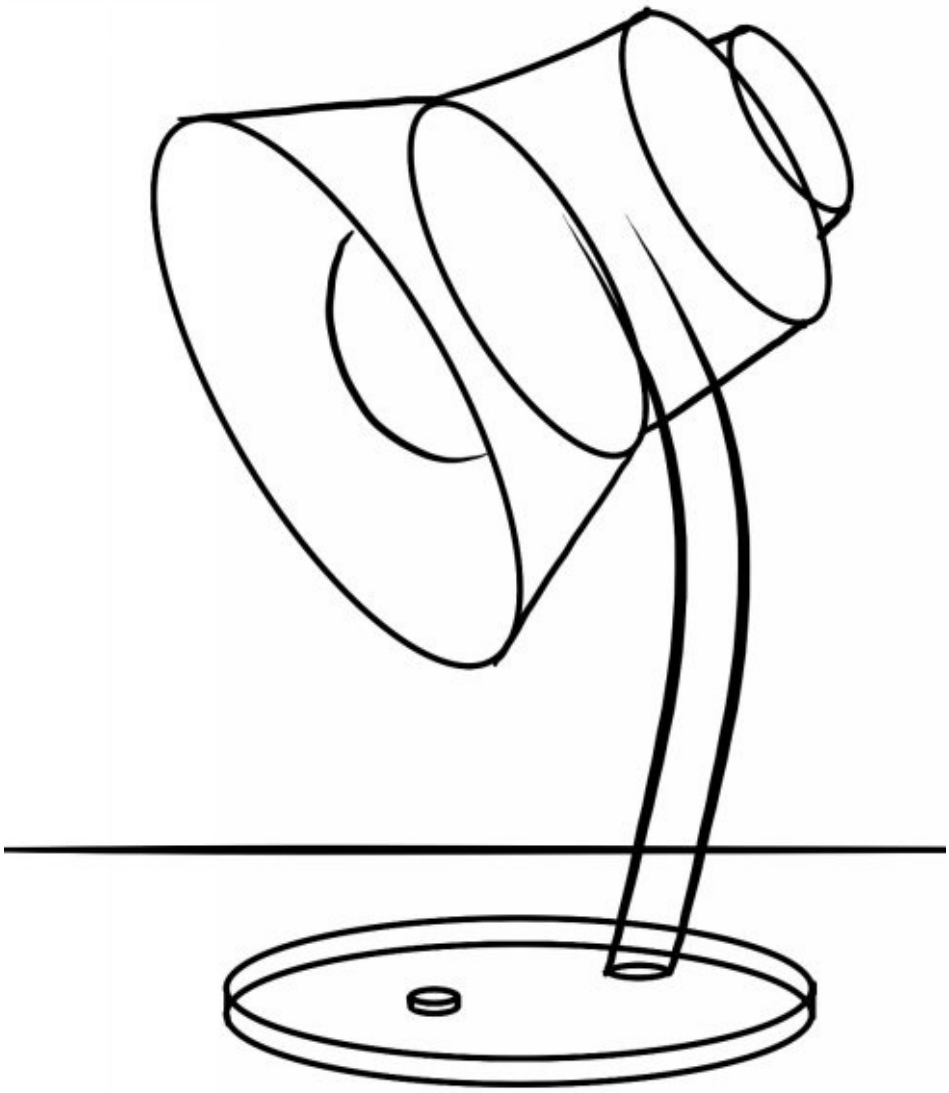
1. Imagine a circular object laid flat on a flat surface. You will get an ellipse shape. Draw the ellipse shape with two smaller ellipses inside. Draw a parallel ellipse shape outside the first. Draw a horizontal line at the mid-point of the picture. The ellipse will be the base of the lamp.



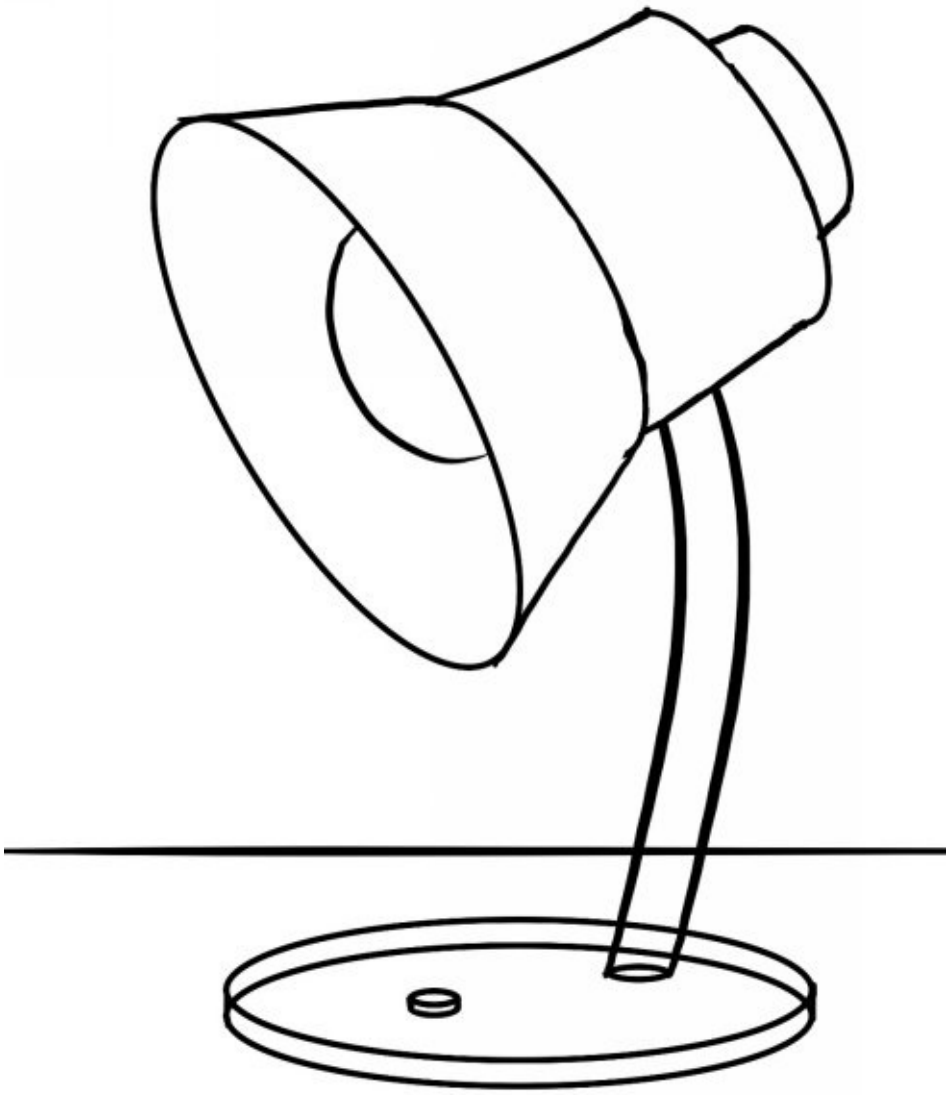
2. Draw two curved lines from the back ellipse. This will be the lamp stand. Then draw three ellipse shapes which get progressively smaller from left to right. This will be the light part of the lamp. You will join these circles to make the shape of the light shade.



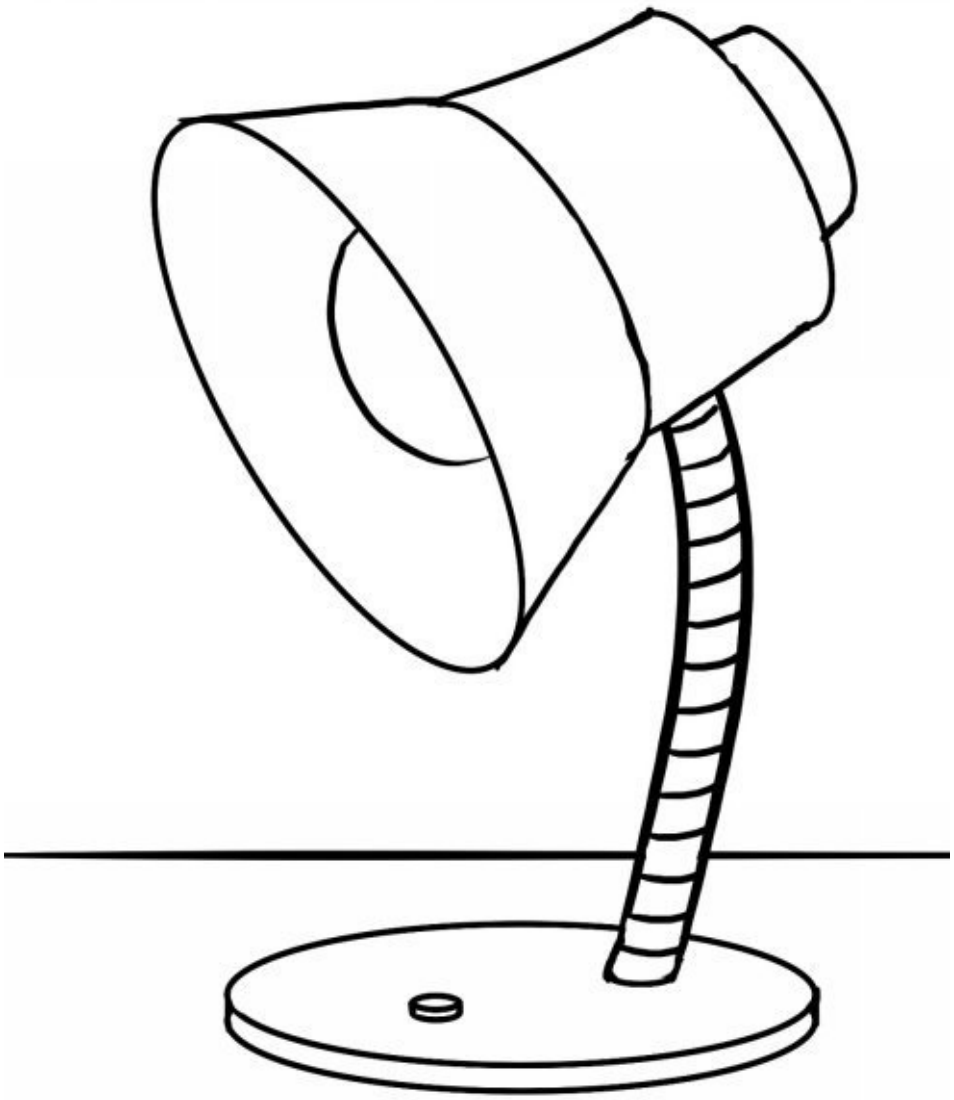
3. Join up the three ellipses to make the light shade. Draw a semicircle inside the biggest ellipse which will be the light. Then draw the back of the light using a curved line. Now the light has taken shape and is clearly a desk lamp.



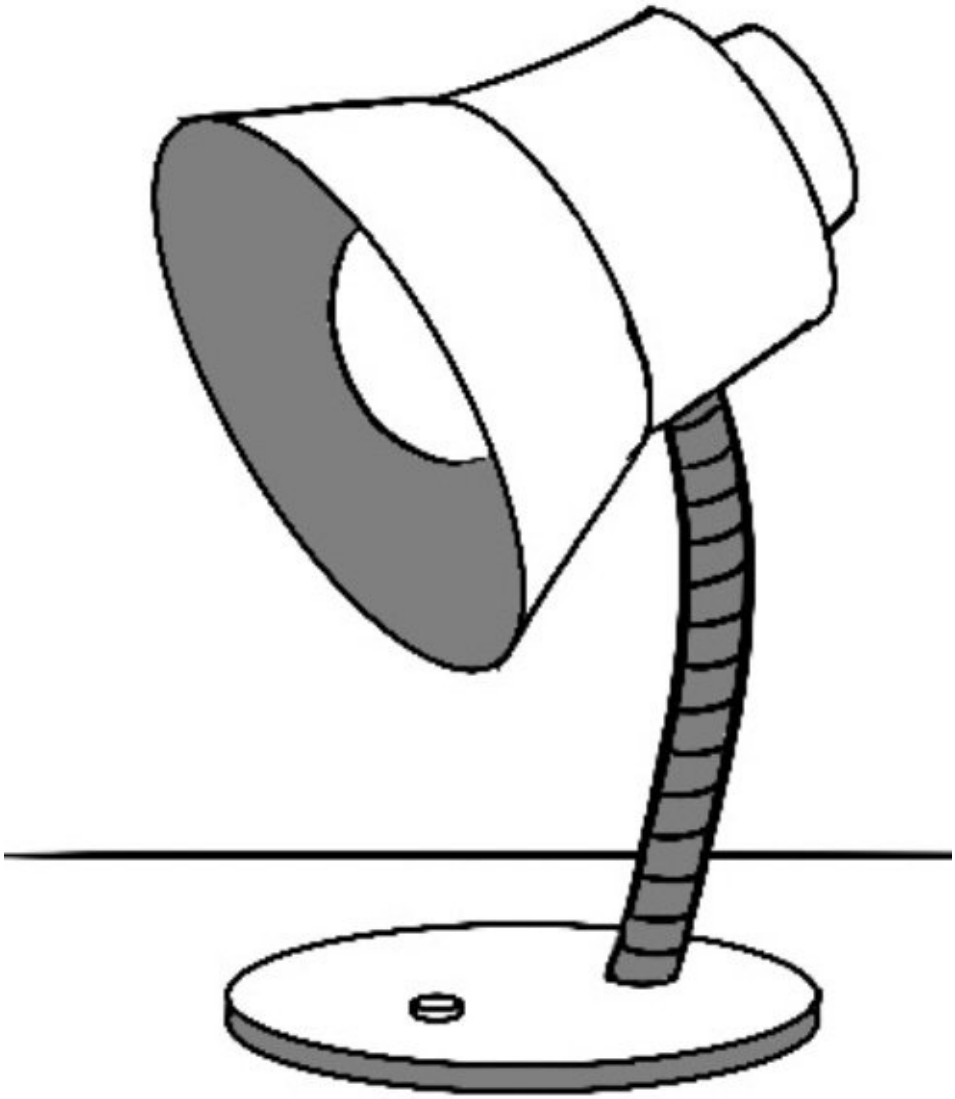
4. Clean up the lines and erase any lines that would not be visible to the human eye. From a very simple beginning a very complex picture is emerging. You can apply this technique to almost any drawing, start with the bones of the picture and build complexity from that point.



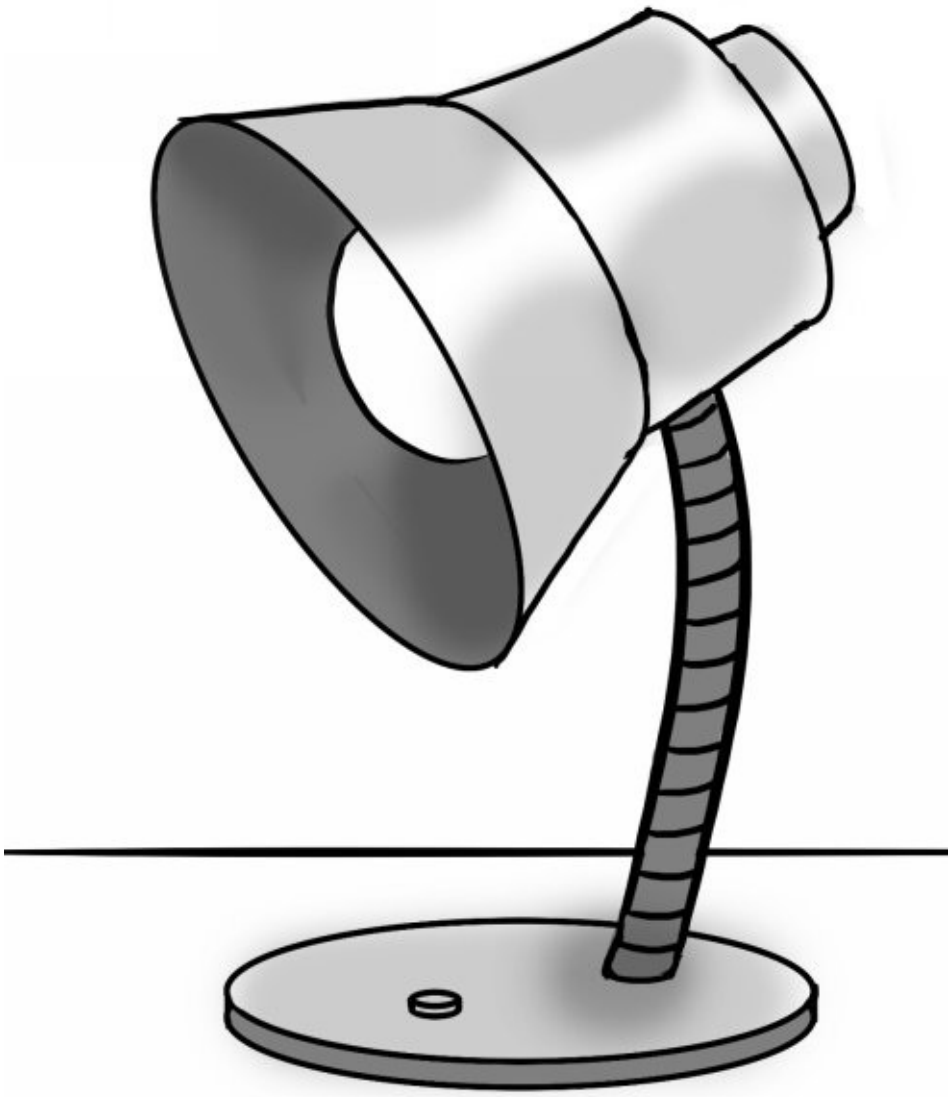
5. Draw horizontal lines on the neck of the lamp to represent metal binding.



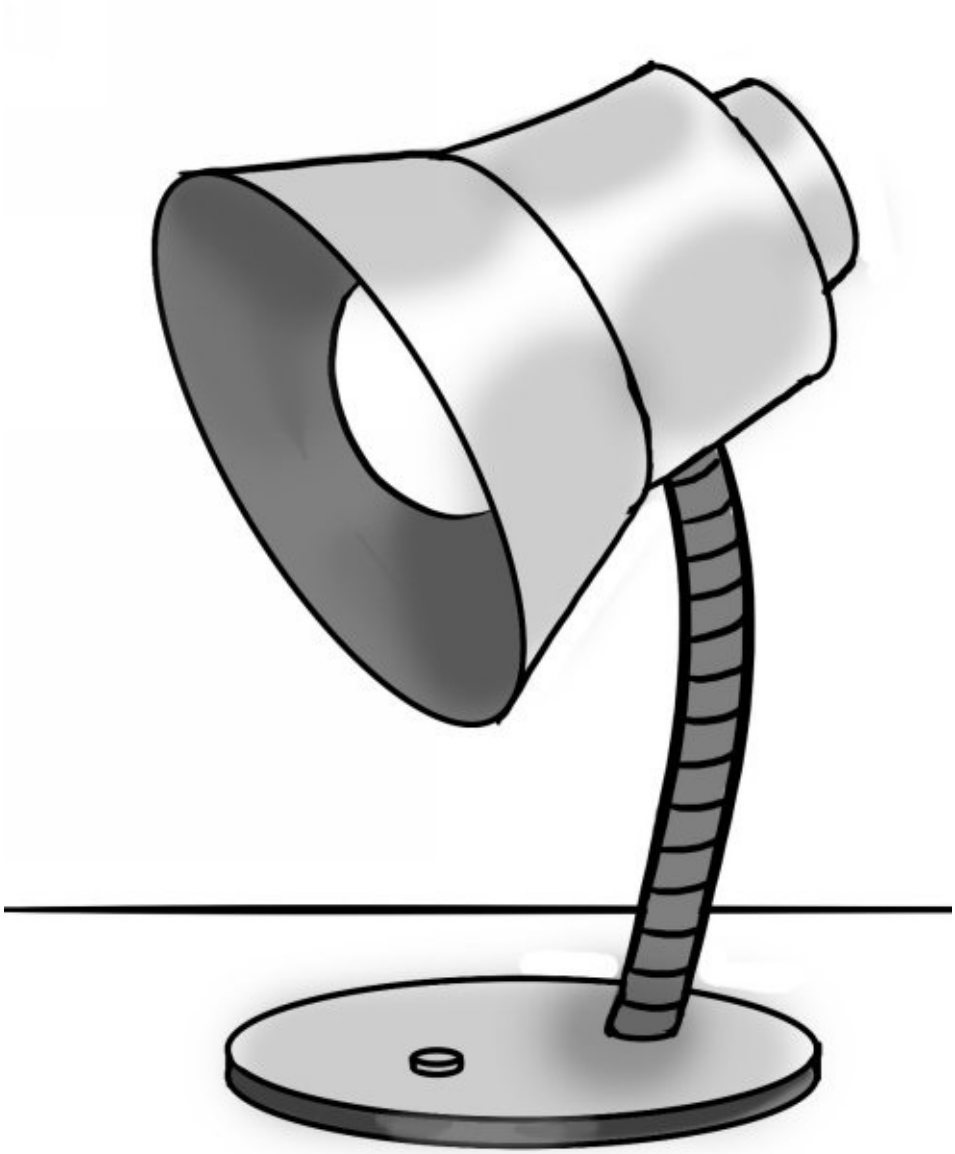
6. Shade the neck of the lamp.



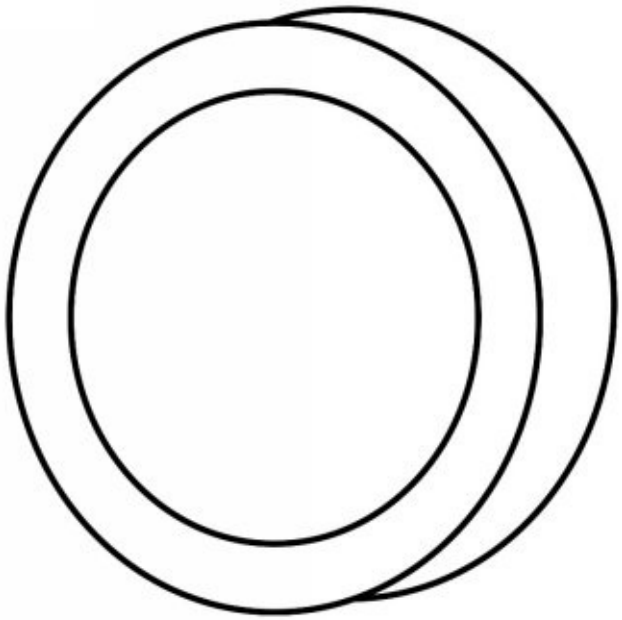
7. Colour the inside of the light shade and the base of the lamp for a 3 Dimensional effect.



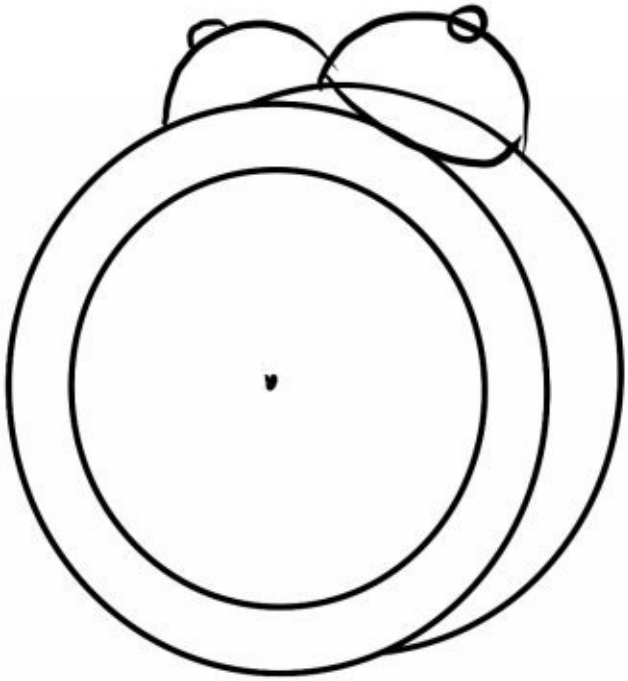
8. Colour the body of the lamp and the top of the base of the lamp in a lighter colour. Blend the colour so that the middle line of the light shade looks as if the light is hitting it. Leave this area white and graduate the colour for a smooth look. Shade the area around the neck of the lamp a darker colour to represent the shadow from the lamp.



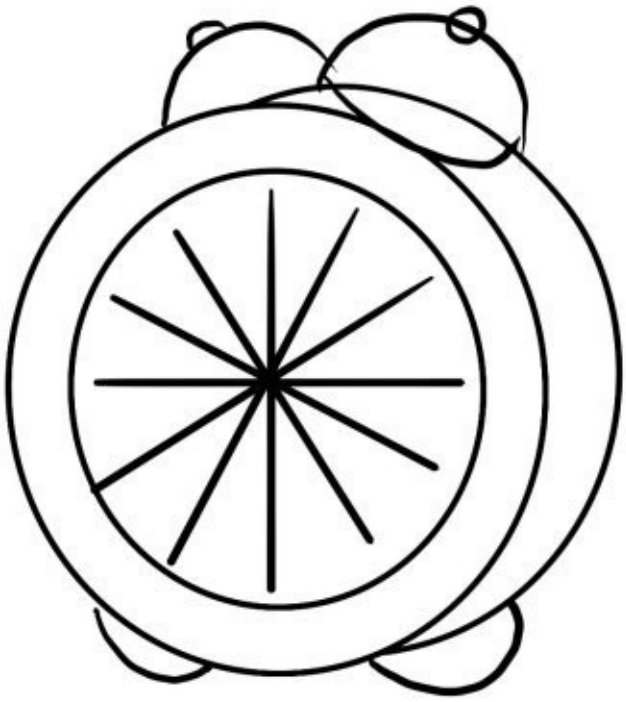
How to draw an Alarm Clock



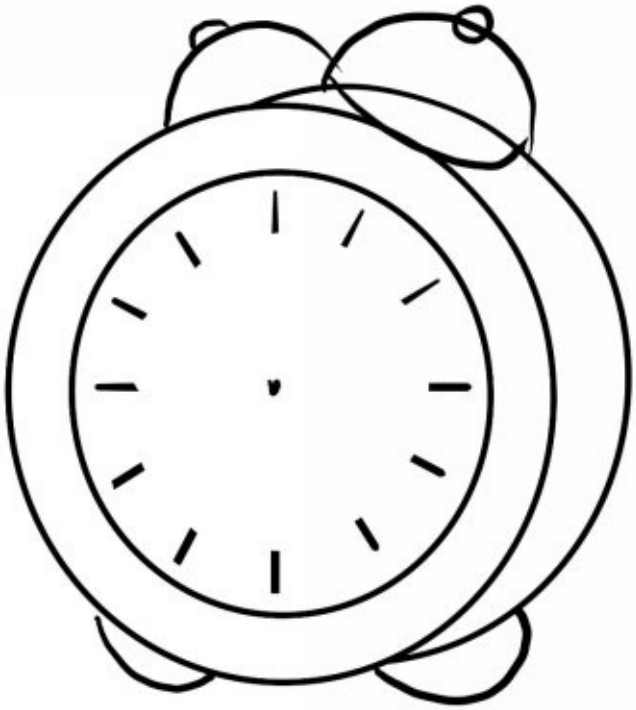
1. Draw a circle with a parallel circle outside it. Now make these circles 3 dimensional by adding a curved line to the right hand side of the circles. This will be the front of the alarm clock with the clock face.



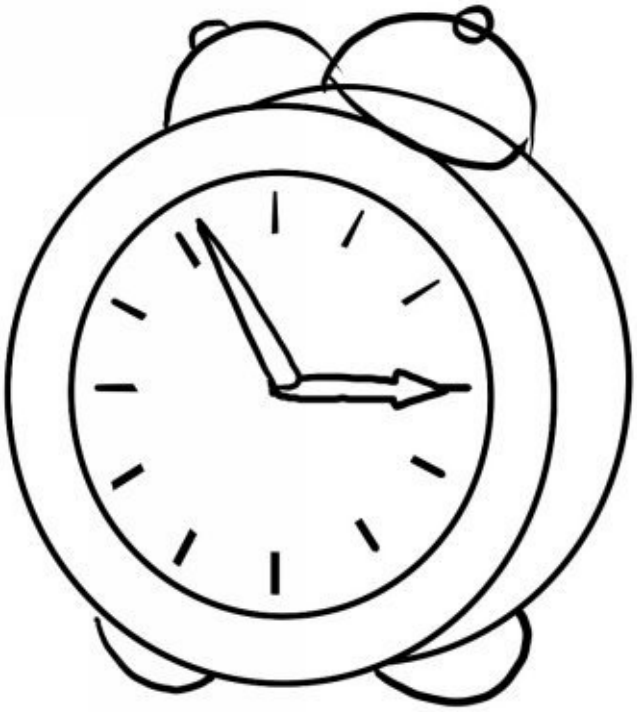
2. Draw two curved lines on top of the circle in the middle. This will be the “alarm” part of the alarm clock. Add a tiny circle on top. Place a dot in the centre of the alarm clock. The “hands” of the clock will be drawn from this point.



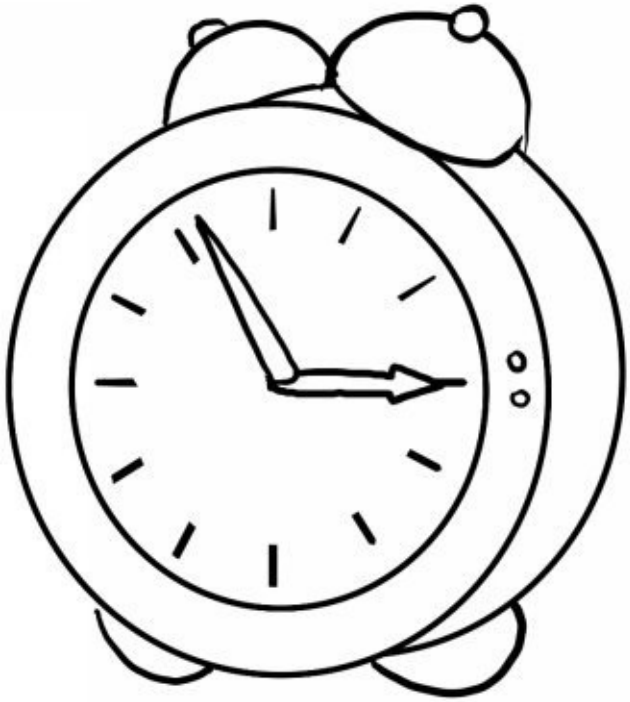
3. Now draw 12 lines emanating from the centre of the circle. These will be the hours on the alarm clock. Two curved lines at an equal distance from each other at the bottom of the clock will be the “feet”.



4. Erase the lines from the centre of the clock and replace with small, equal vertical lines at regular intervals. These lines mark the hours of the clock. Try to keep these the same length and an equal distance apart.



5. Draw the “hands” onto the clock. One is going to be longer than the other, as one is the hour hand and one is the minute hand. Draw two parallel lines for each “hand” with a point at the end.



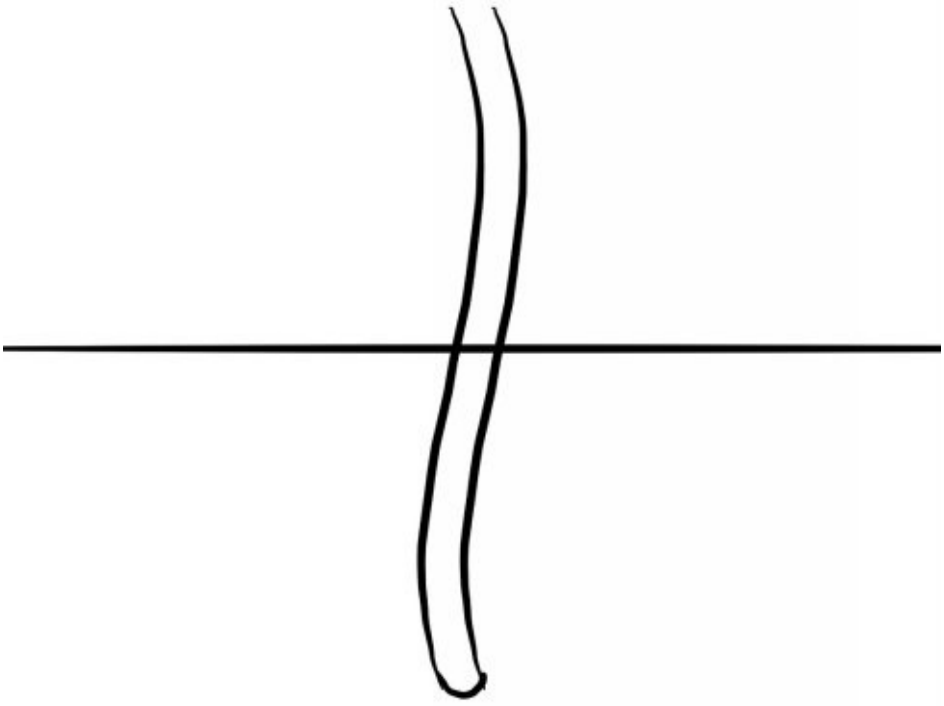
6. Draw two tiny circles on the right hand side of the alarm clock in the middle. These are to the right of where the number 3 should be.

7. Shade the sides of the clock a lighter colour and the front and feet of the clock in a darker colour.

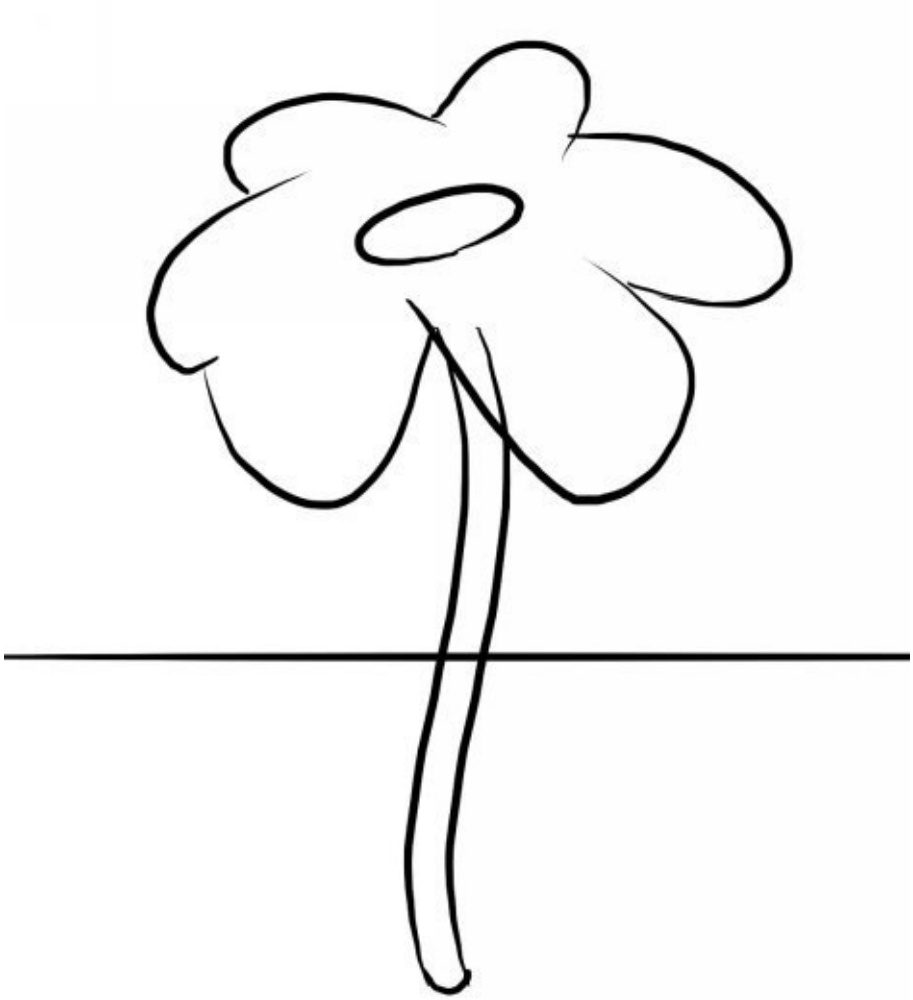
8 .Add highlights and low lights to add drama and contrast to the clock. Highlight the front of the bells and the side of the block. Add darker colour lower down the clock.

9 Colour in the hands of the clock. Then, colour in the front of the clock in a darker shade than the sides of the clock. Use a lighter colour to highlight the front of the alarm part of the clock, and the side of the clock. Use black on the “feet” of the clock to emphasise the shadow the clock throws over the clock. Use highlights and lowlights to make the clock look realistic. Add highlights to add contrast to your clock. Use a much lighter shade on the front of the alarm bells and the right hand side of the clock. Light now appears to be shining on the clock.

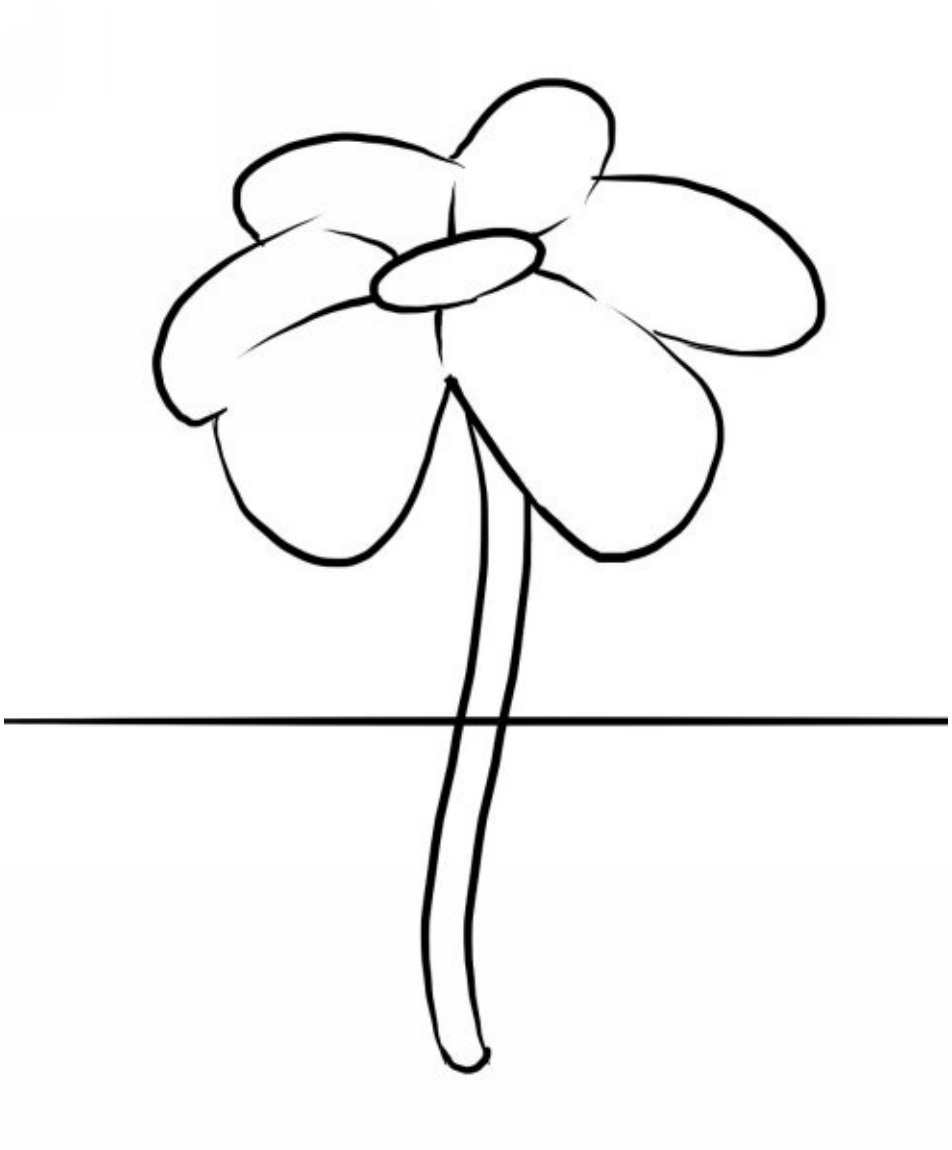
How to draw a flower



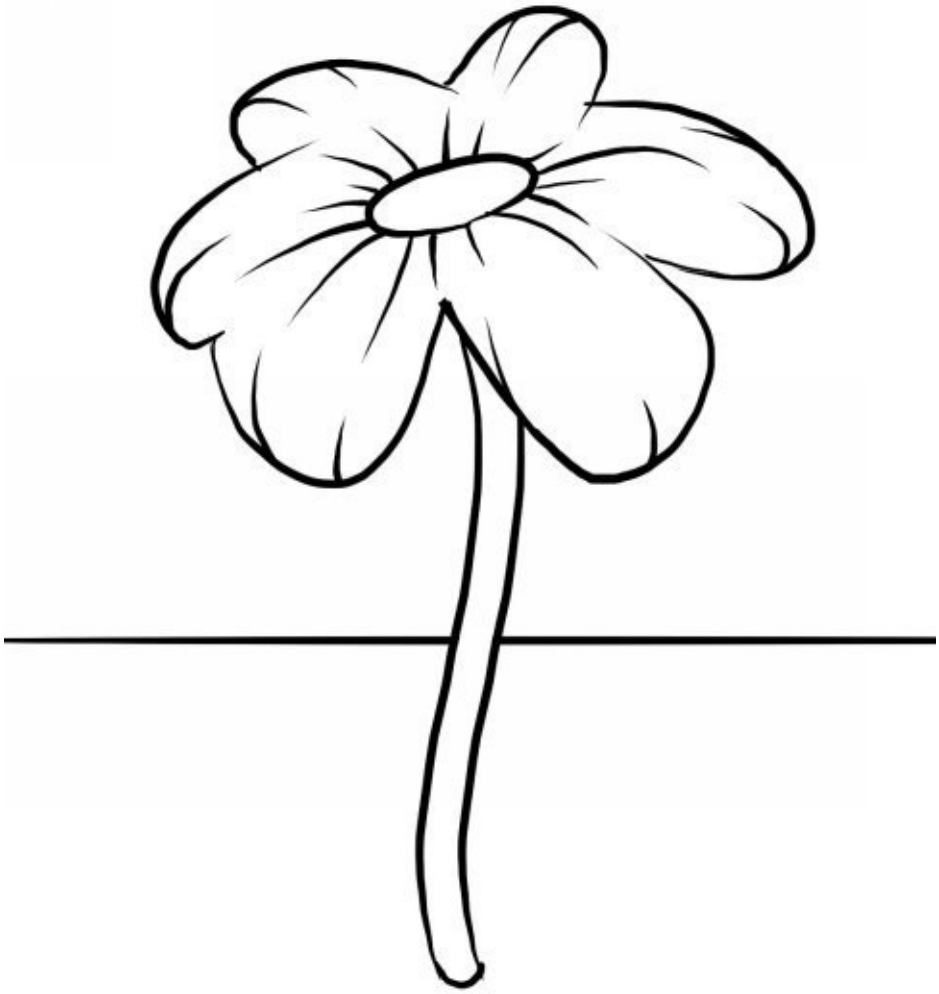
1. Draw a horizontal line across the middle of the page. Two parallel curved lines form the stalk of the flower.



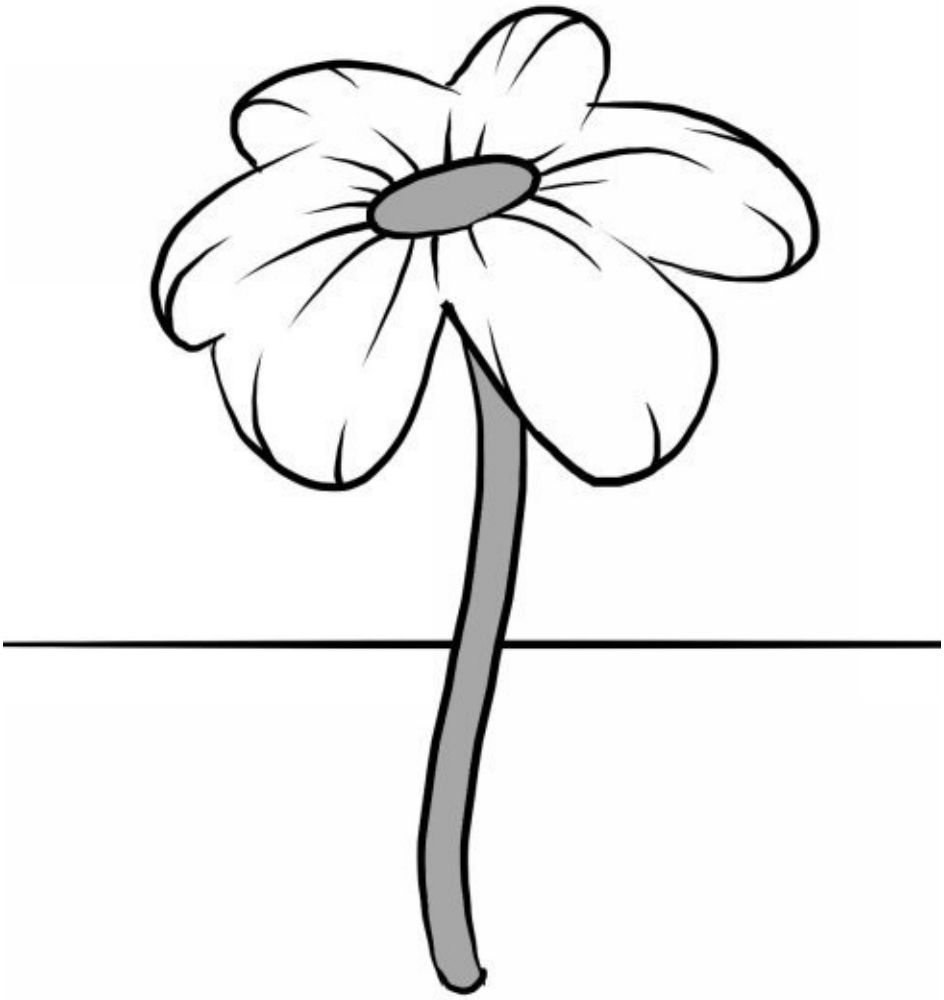
2. Add the petals of the flower, with an oval in the middle for the seeds.



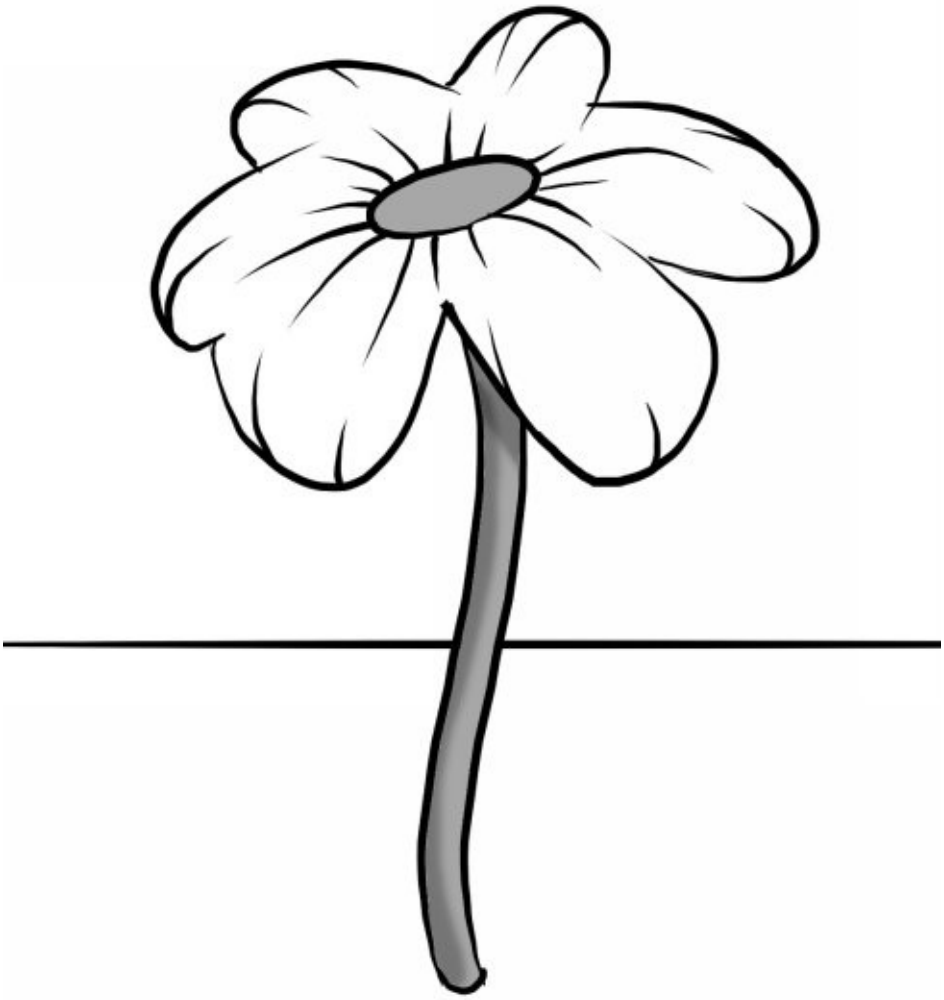
3. Draw vertical lines out from the centre of the flower.



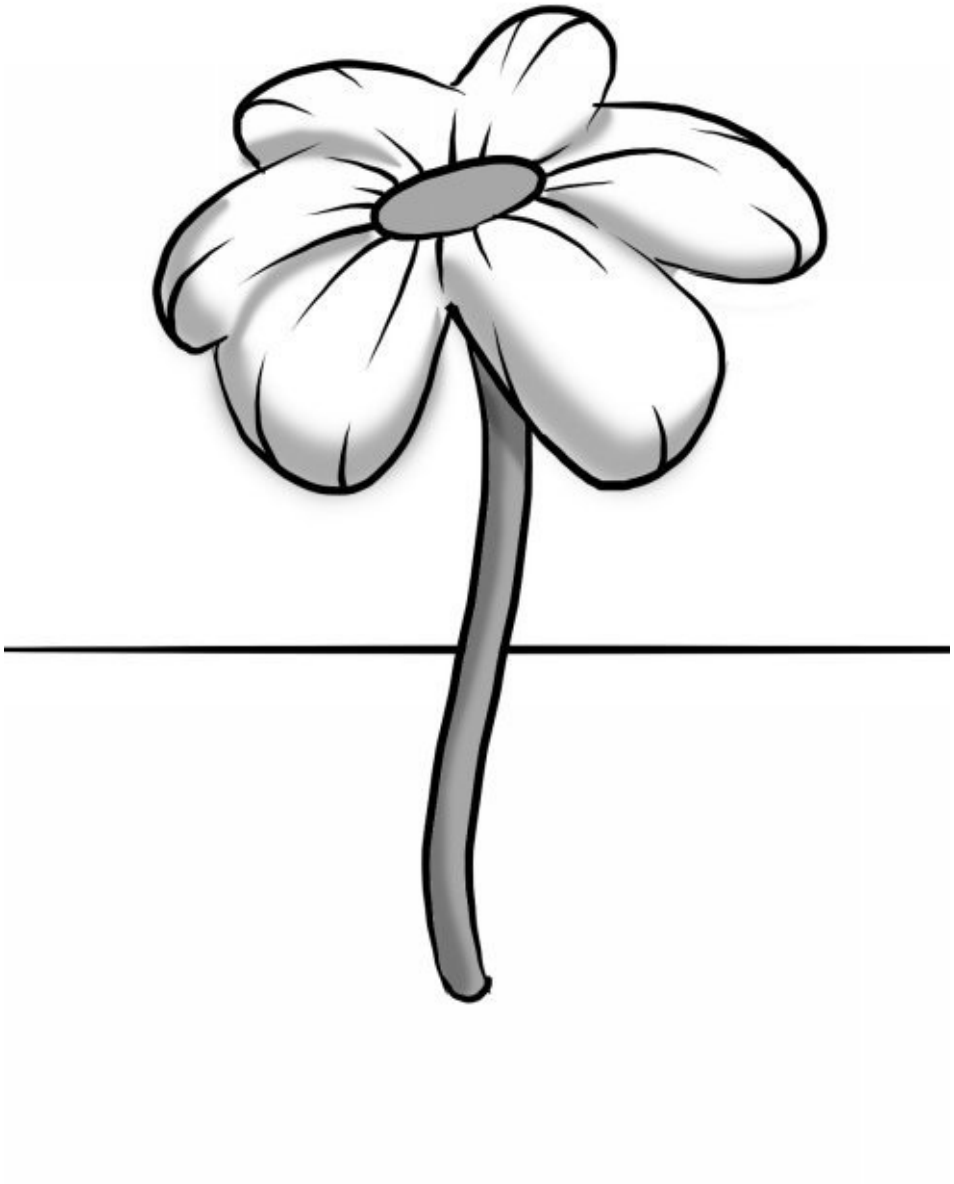
4. Colour the centre of the flower and the stalk. Add vertical lines from the middle of the petals.



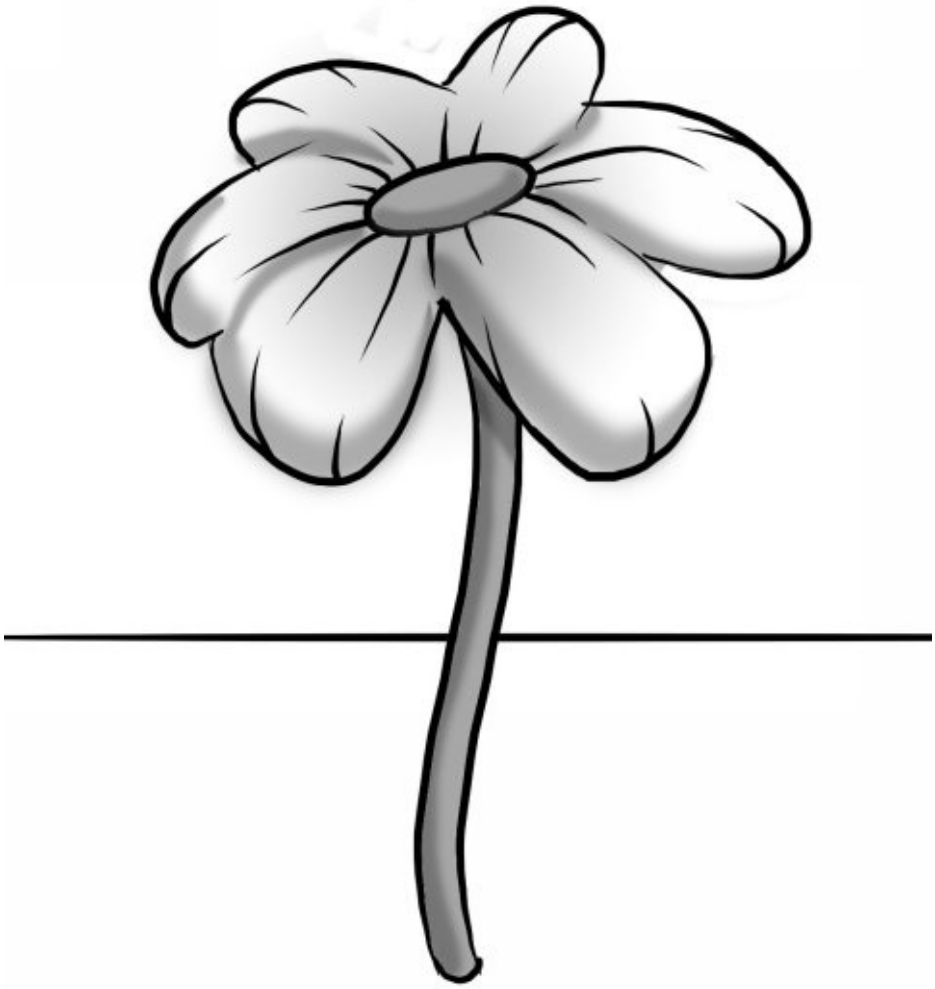
5. Shade the left side of the stalk of the flower, and highlight the right hand side.



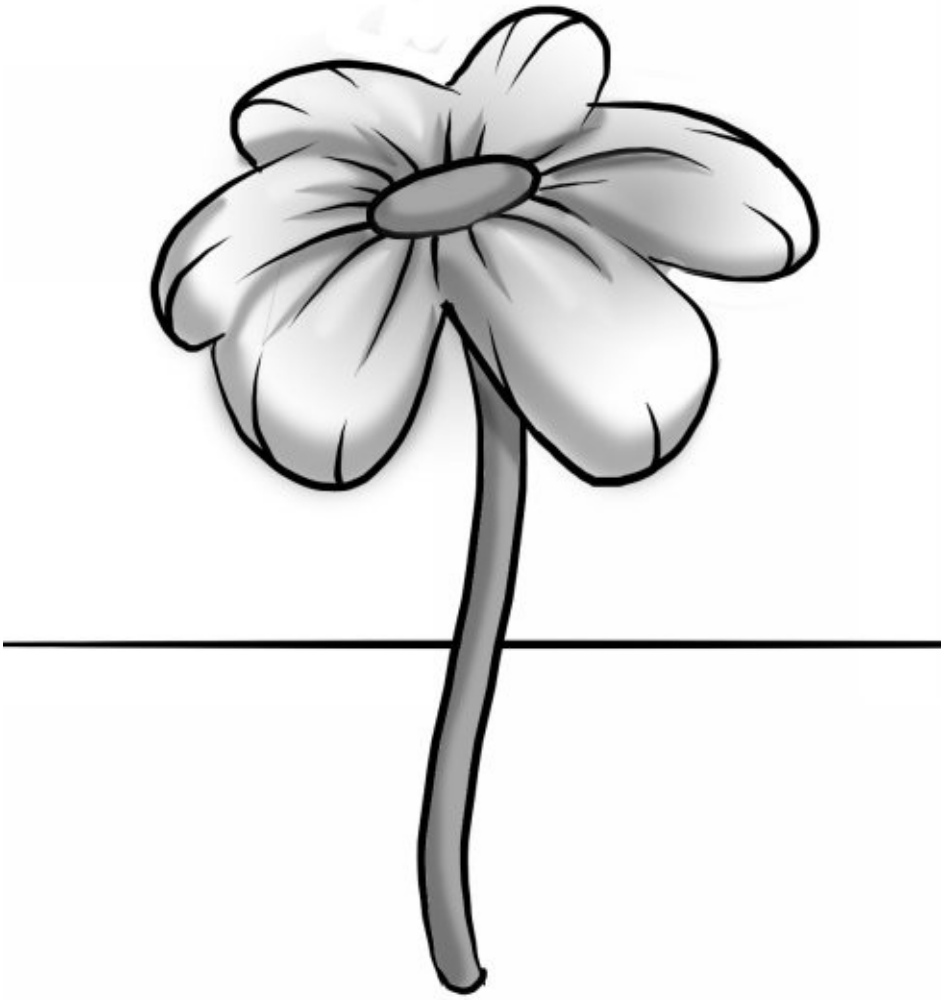
6. Shade the outer edges of the petals and define the edge of the petals with shading. Use soft shading for an airbrush effect.



7. Shade the centre of the flower more leaving highlights further down the petals.



8. Darker shading along the lines of the petals adds more contrast to the flower.



How to draw a scarf with folds

1. When drawn well, a piece of fabric with folds that are realistic and perfectly highlighted and shaded can look amazingly good. It is also relatively easy to draw. Start by drawing the curve of the fabric, and imagining the way it would fold and crumple. Use curves for dramatic effect, imitating the way fabric hangs.

2. Having drawn the body of the scarf, add the sides, edges and bottom of the scarf. Make sure the folds of the scarf follow the line of the fabric.

3. Shade the sides of the fabric and a sweeping curve in the middle. Add some definition to either side of the fabric.

4.Add lighter shading to the rest of the scarf to bring out the light and shadow of the fabric. The back of the fabric should stay white as well as the top and right hand side of the fabric.

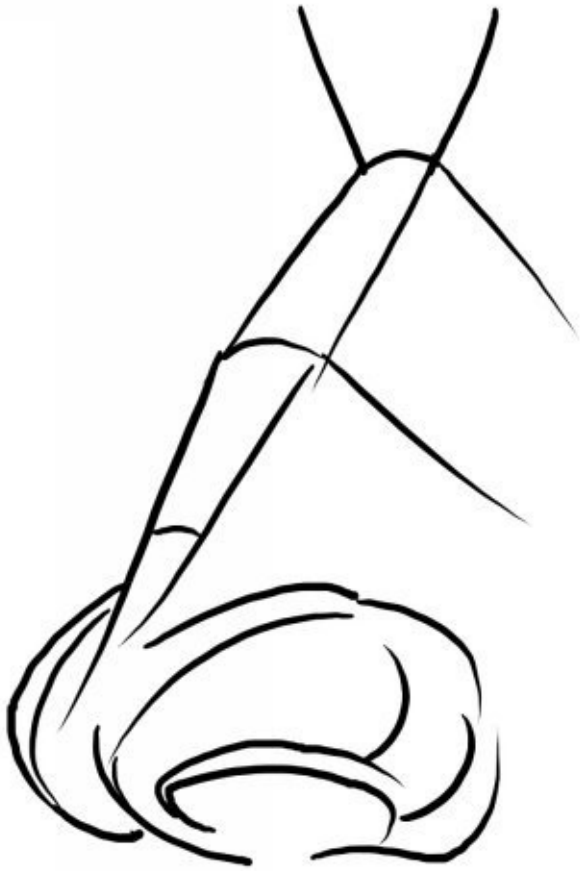
5. Add drama and impact to your picture with very dark shading following the folds of the fabric and contrasting with the lighter shading. Use darker shading near the folds, and lighter shading contrasting with this.

Chapter 3 – Drawing Body Parts

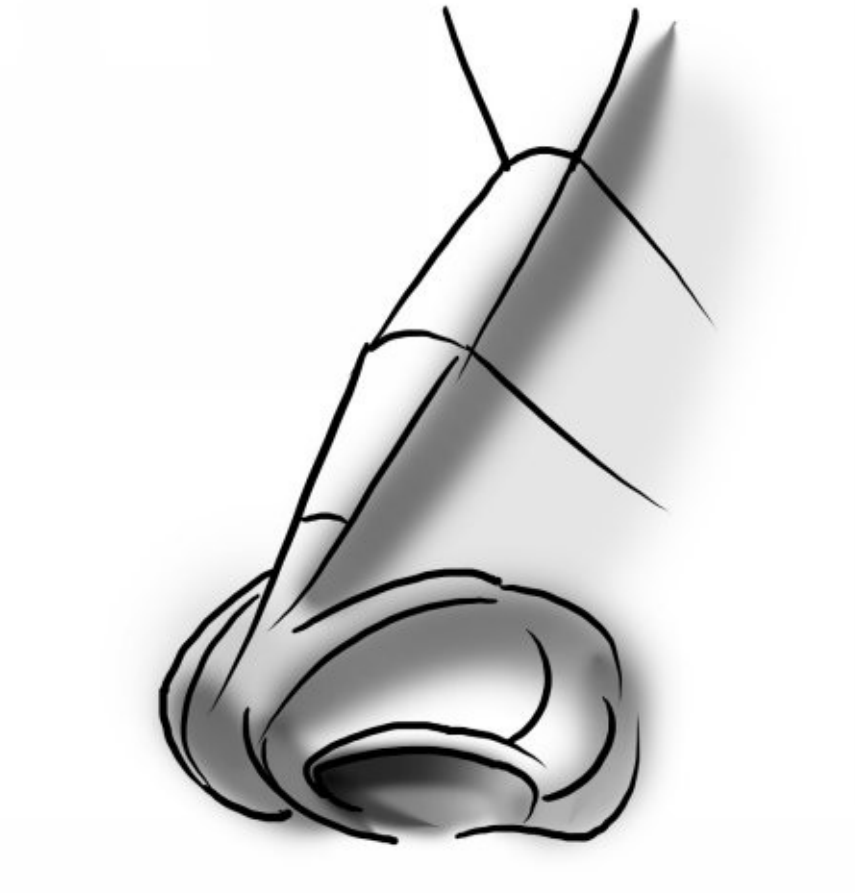
Now you have successfully learned how to draw inanimate objects, you will focus on the human body. The main things to remember when drawing a human body are the bones that underpin a structure and give it shape and structure, the play of light on the body. It is hard to draw a realistic face, which is why so many people struggle, but if you follow the simple instructions below, you will be drawing well very fast. Use shading to suggest hollows and lines on the face, in a similar way that people use contouring to highlight their faces. If you are interested in drawing cartoon-type faces, the following instructions will show you how easy it is to create a dramatic look simply.

How to draw a nose

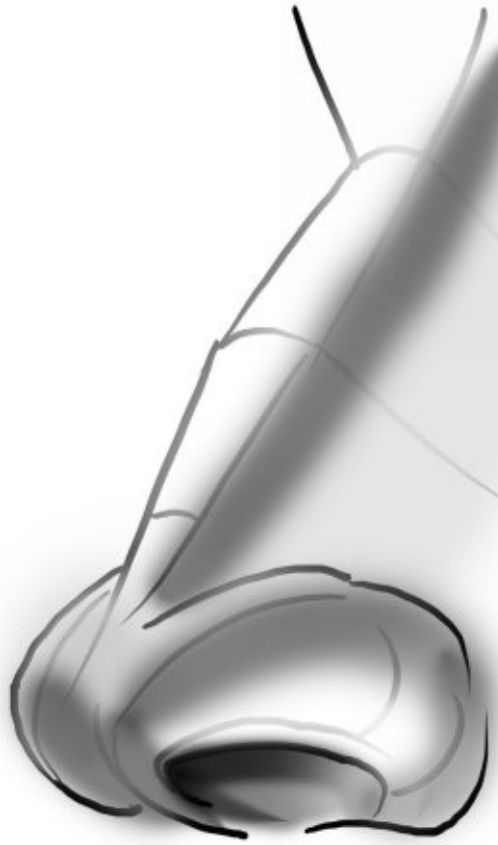
1. To begin, draw the shape of the nose. Add nostrils to get the overall shape of the nose. Remember you can work with this shape later to perfect it. As you can see, the nostrils reach almost to the centre of the nose.



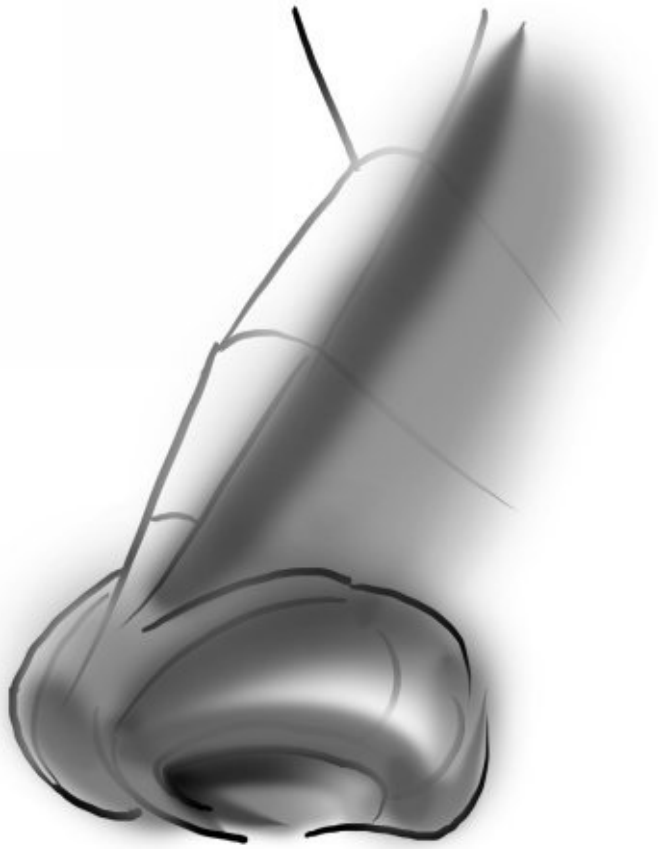
2. Draw the structure of the nose, the cartilage of the nose and enhance the nostril shape. Add lines from the bridge of the nose to remind yourself of the shape of the nose and where the light will fall on it.



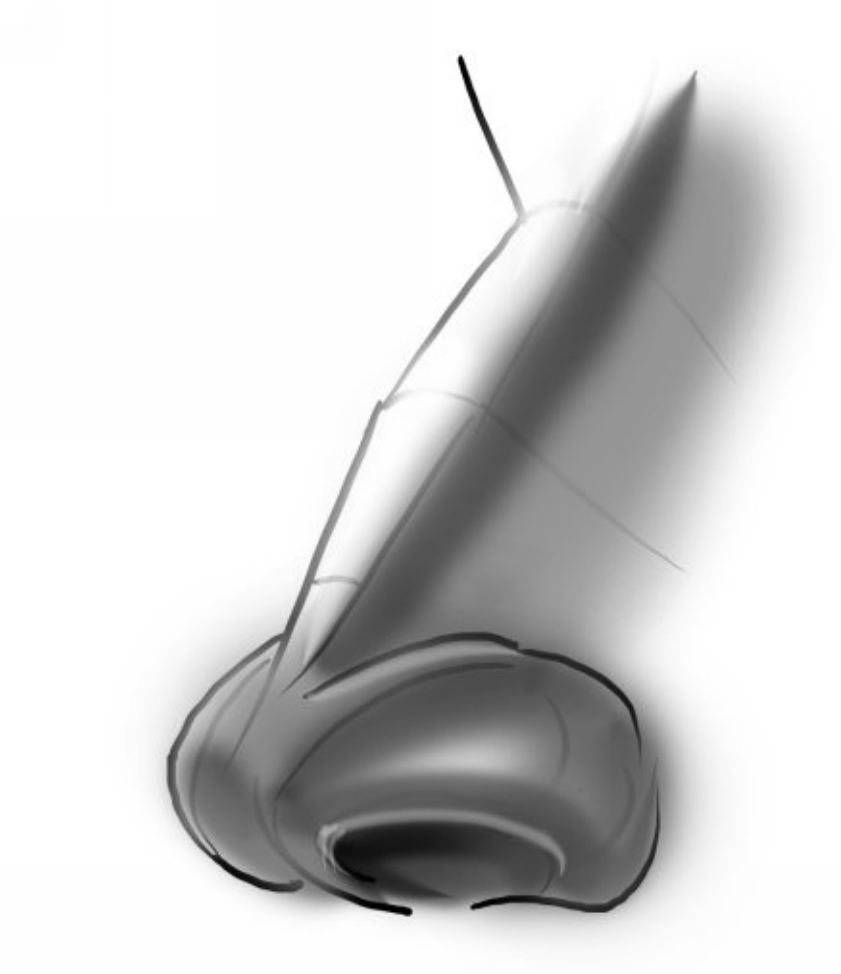
3. Add shading to the bridge of the nose and the nostrils. Follow the line of the nose. Leave a space at the curve of the nostril for highlighting. The inside of the nostril should be shaded more heavily to create depth and contrast.



4. Start to remove the original drawing and shade the nose a little more. The shape of the nose is becoming clearer and more realistic. Shading down the bridge of the nose defines the nose cartilege.

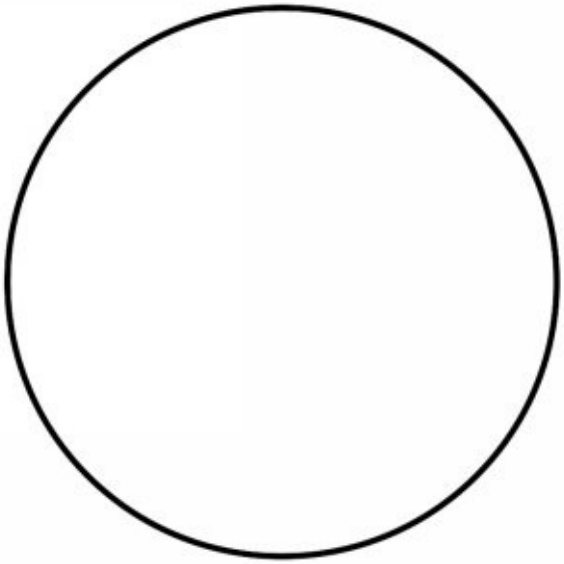


5. Add darker colours on the bridge of the nose, the top of the nostril, and shade the lower edge of the nostril. The side of the nose should also be shaded more lightly than the bridge of the nose, to give definition to the shape of the nose. The nose now appears contoured.

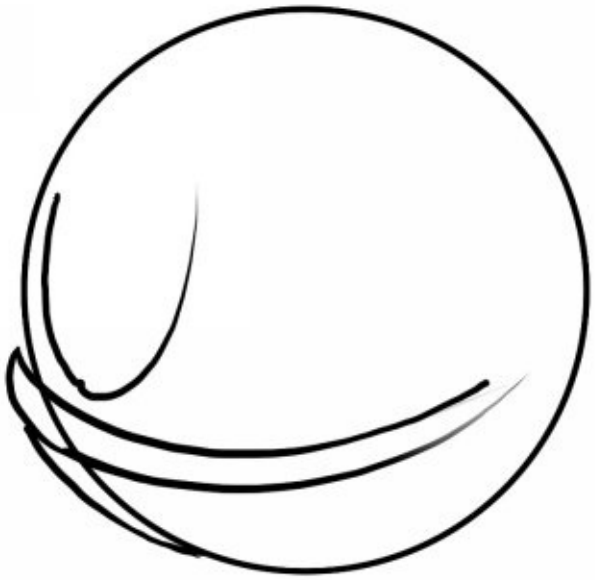


6. Blend the nose, adding highlights on the outside edge of the nostril, under the curve of the nostril and on the outer edge. The black inside the nose gives depth to the nose for a truly 3 Dimensional look. Highlight the tip of the nose as if light is striking the nose.

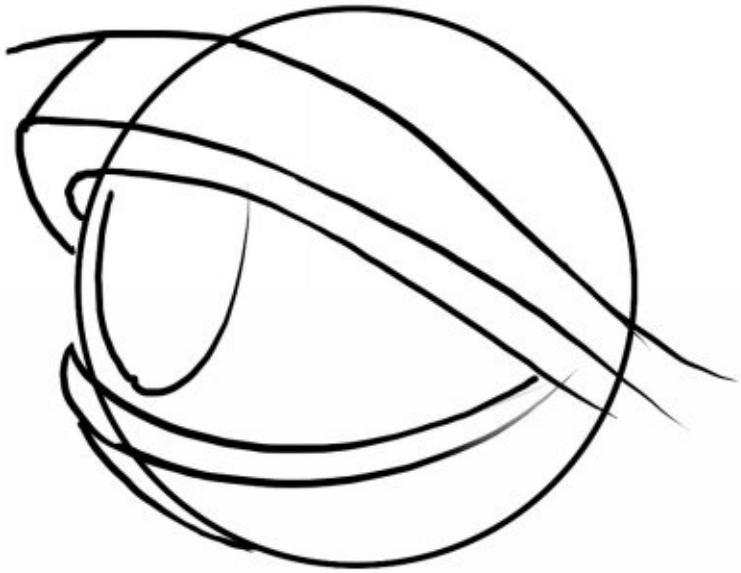
How to draw an eye



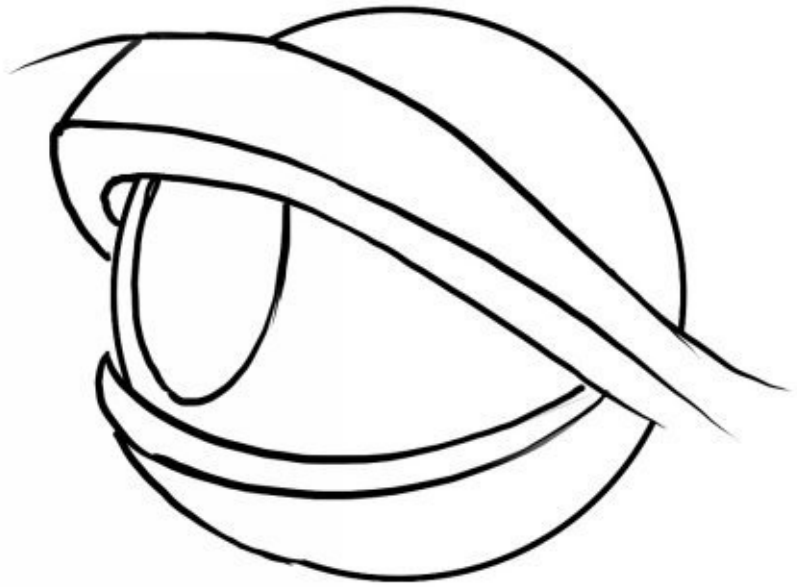
1. Start with a simple circle. This will be the eye.



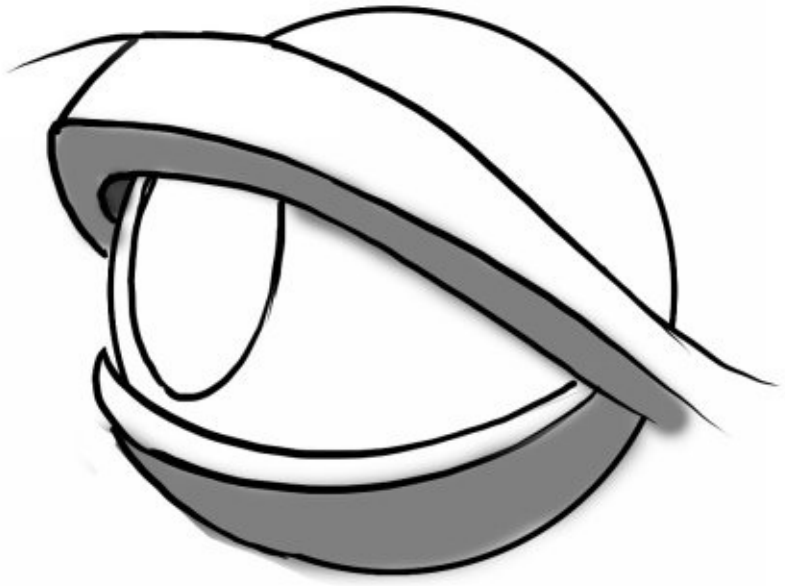
2. Add a curved line a third of the way up your circle, with another parallel line below. On top of these lines start to draw a circle. The circle will form the pupil of the eye. Looking at proportions the middle third of the eye will be the pupil with the top and bottom thirds of the circle being the lids of the eye.



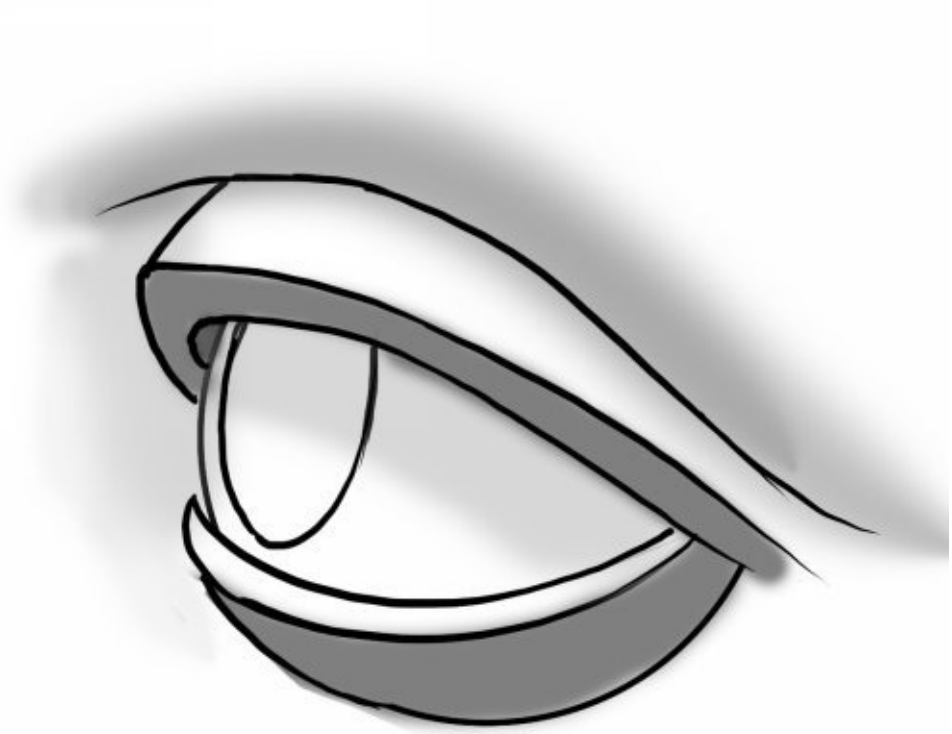
3. Finish the circle and add a curved line above the “eye”. Then draw another curved line above and slightly in front of the first line, to create a 3D raised look. Add another line above the second line. Continue the line past the end of the eye for a cartoon like look.



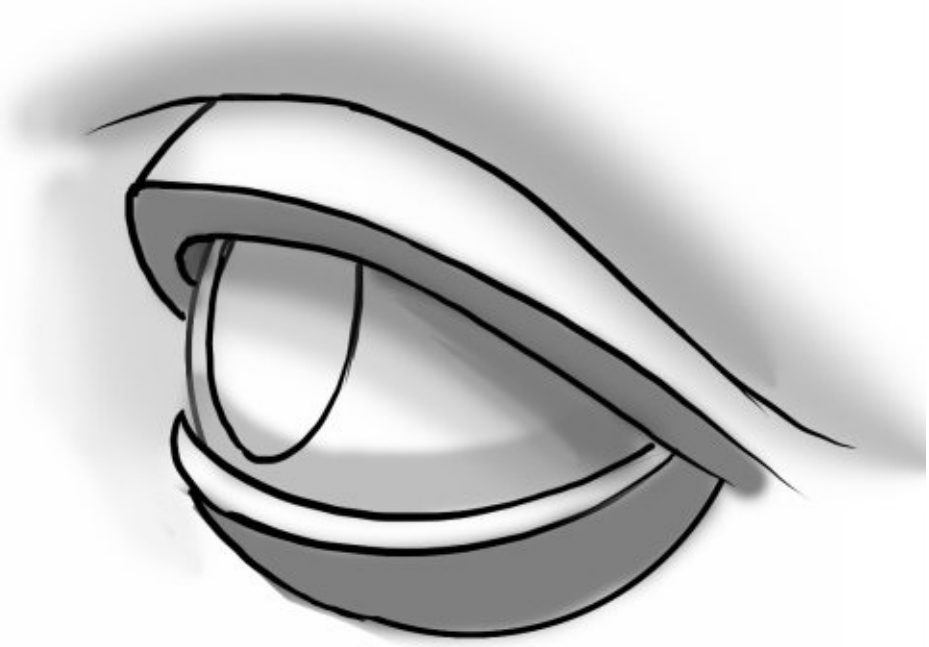
4. Clean up the lines so that they are smooth and professional looking. Draw the eye more strongly and thicken the lines for a bold look. Notice how drawing the pupil slightly above the bottom of the bottom lid makes the eye look slightly angry. This is because when we show the whites of our eyes we tend to be angry. If you incorporate this knowledge into your drawing you can convey expressions to greater effect.



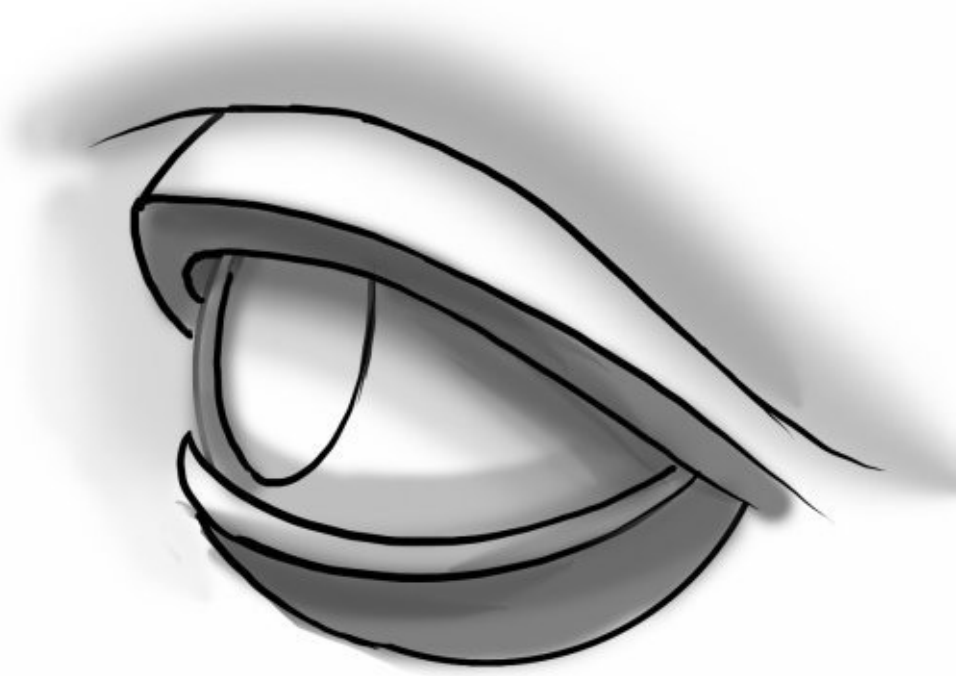
5. Shade the upper and lower “lid” of the eye. This eye has an airbrushed look to it, so either use the airbrush option in the software you are using or shade faintly with no hard lines.



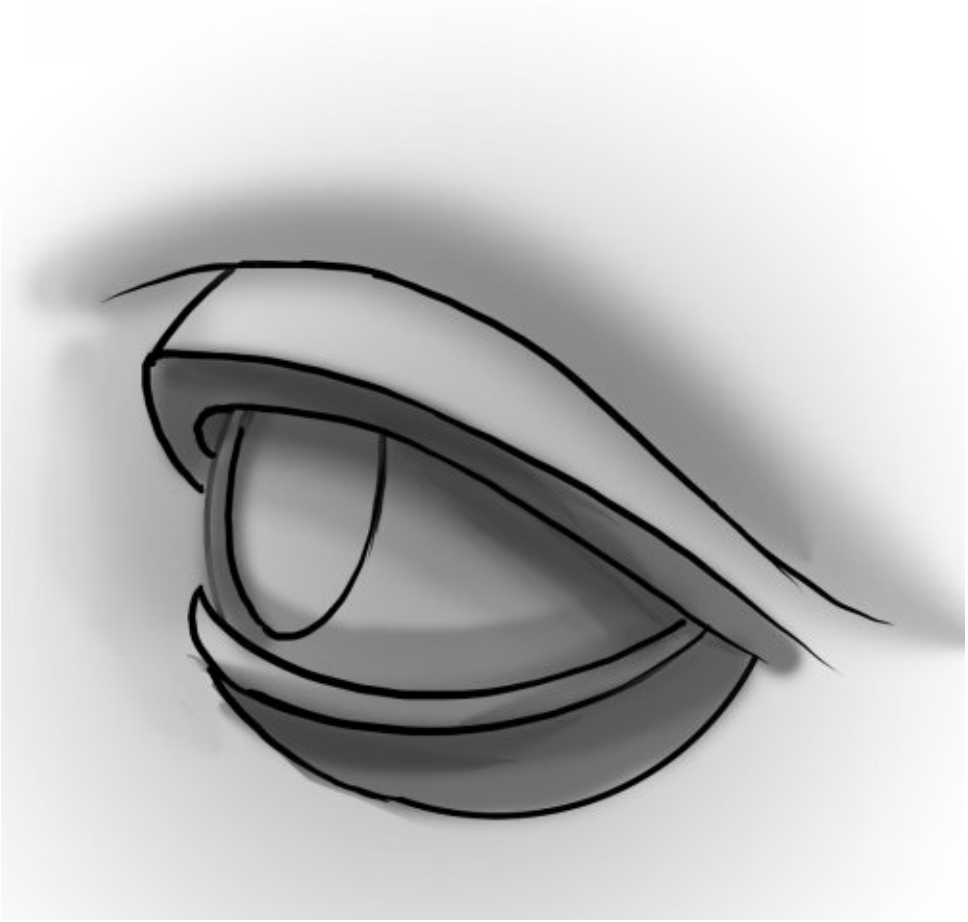
6. Using the airbrush effect again, shade the fold of the eyelid for contrast and define the side of the eye with very light shading. You will notice very light shading following the contour of the top half of the eye. The eye is starting to look hooded.



7. Add more shading at the bottom of the pupil area. This gives the eye a veiled and mysterious look to it.



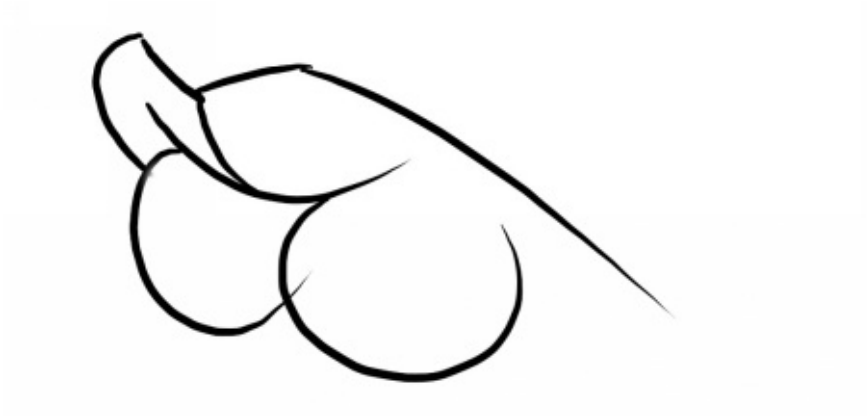
8. Add complexity and mystery with more shading. The shading brings out the hooded eyes for a bold and dramatic look. Shade the line under the eye, leaving the left hand side white for contrast.



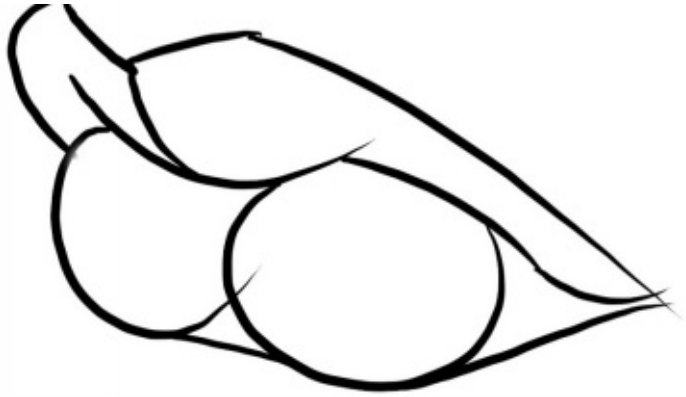
9. Add more shading to the middle and front of the eye to finish. This eye has a cartoon like feel to it, perfect for cartoon fans.

How to draw Lips

1. Draw two partial circles leaving the top open. These will be the bottom lip when the picture is finished. The circles will give a realistic shape and fullness to the lips.



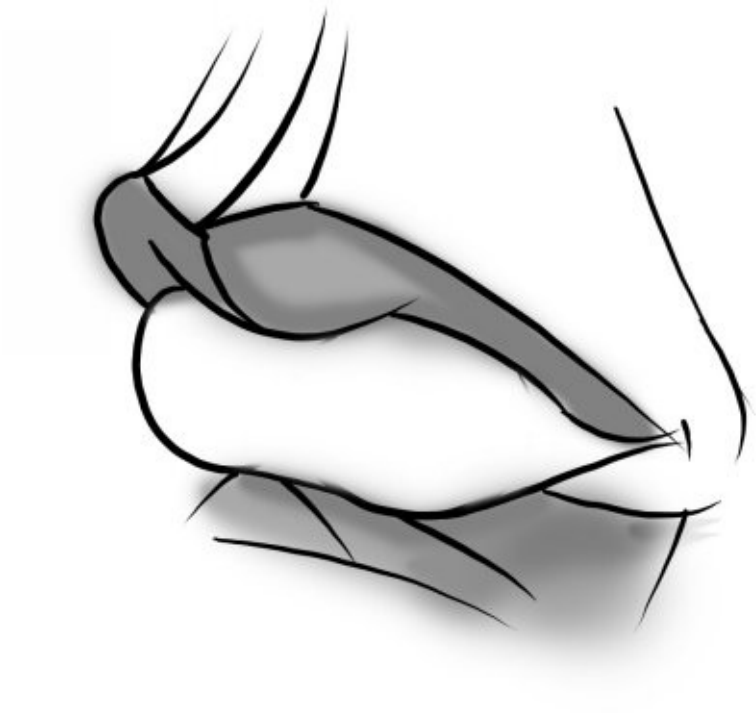
2. Draw an m shape on top of the circles, with a line vertically from the centre of the m. This will form the top lip. Draw a curved line on top of the balls to represent the bottom of the top lip. Immediately the lips are looking realistic.



3. Now draw a line under the two circles to form the bottom lip. The lip is now taking shape.

4. Draw some curved vertical lines from the top of your top lip. These will be the line from the nose to the mouth. Draw expression lines to the side of the mouth, and the natural curve of the chin under the mouth. You can erase and tighten these lines later. These add a greater level of reality to the picture.

5. Erase the circles to form a rounded bottom lip. Now draw the bottom of the top lip in more detail. The lips are anatomically correct and the curve of the lips perfectly mimics a real set of lips.



6. Shade the top lip and the area under the bottom lip. Highlight the front of the lip for contrast. The highlighting makes the lips look more realistic.

7. Shade the lower part of the bottom lip. Add contrast by shading the outside of the lip, and two of the lines from nose to mouth, leaving the middle line lighter to highlight the top of the lip. Humans tend to have a lighter bottom lip, and light also tends to fall on the bottom lip as the top lip is obscured by the nose.

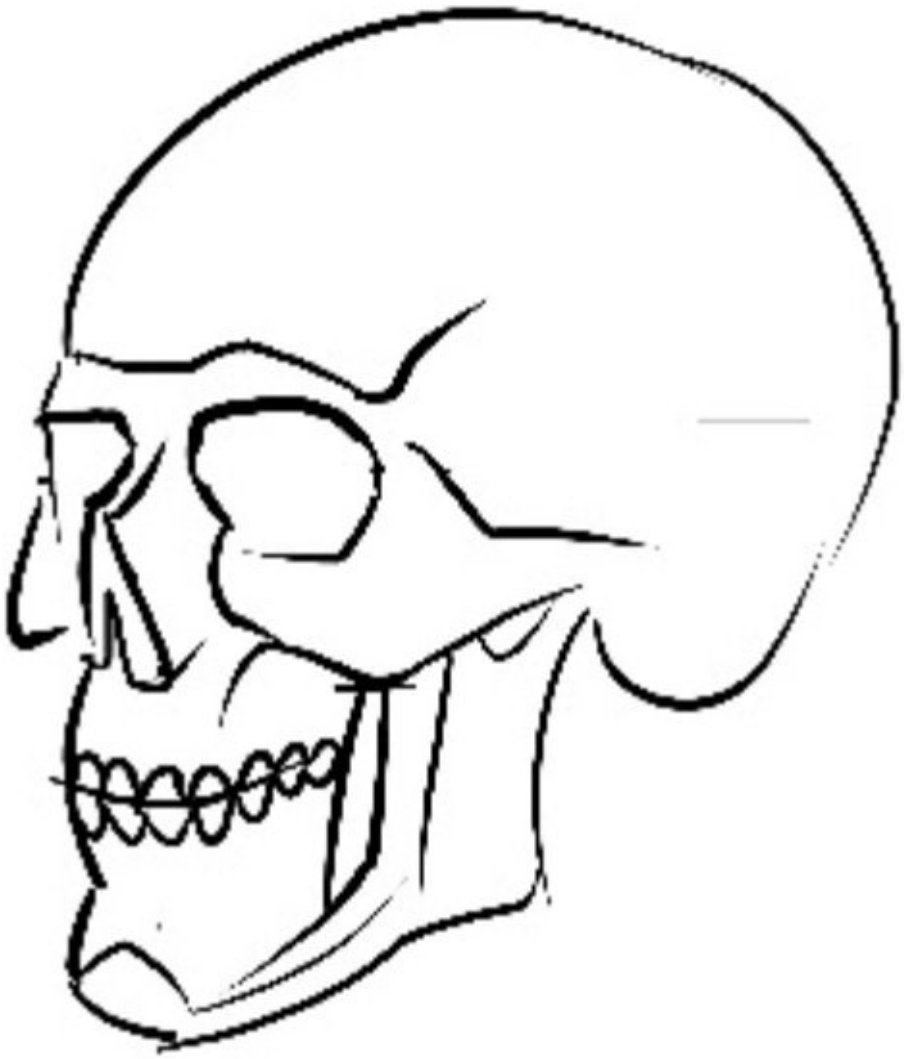
8. To finish add more highlighting to give a realistic look to the lips, create interest and give the illusion of depth. The darker top lip contrasts boldly with the lighter bottom lip. Notice the darker shading to the outside of the lip. Does it make the lip look more authentic?

How to draw a skull

1. To create the basic skull shape, you need a rectangle with a circle on the back, such as the one pictured. Draw a vertical line in the middle of the skull, and three horizontal lines down the front of the face. These will form the eyes, nose and mouth as your drawing progresses. The bottom line should be slightly closer to the middle and curved to represent the mouth.

2. To draw the eye sockets draw a large wide oval. Eye sockets are far bigger than the actual eye, so bear this in mind. A line at the side forms the bone of the skull. The nose is a diagonal line down, with an upside down V underneath. The mouth will contain teeth so just a line will be enough at this point.

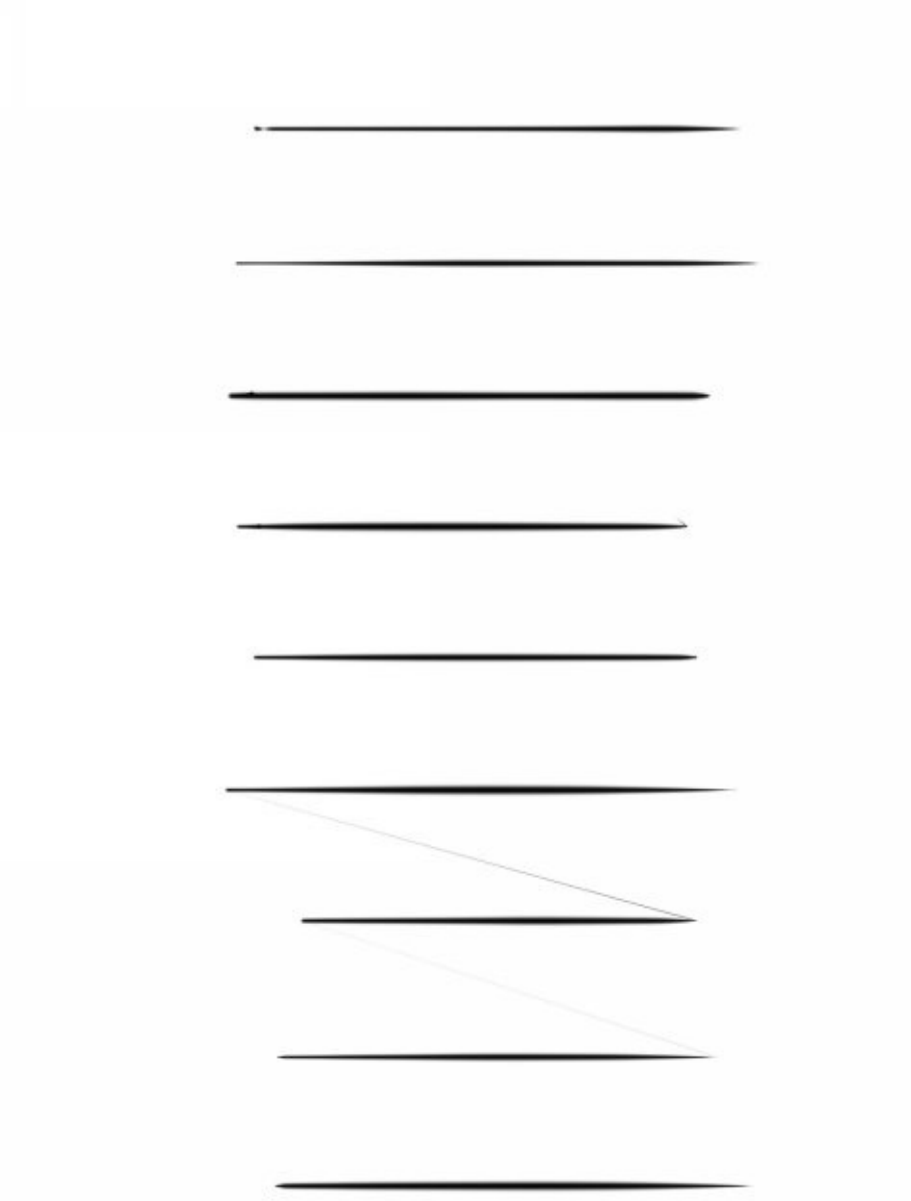
3. Draw more skull bone above the eyes, and erase the horizontal lines to mark the features of the face. A V shape on the left of the nose forms the cheekbones.



3. Add some teeth, and define the cheek and chin area using vertical lines. Add a line inside the V of the nose to suggest bone. The skull is now looking like a classic skull.

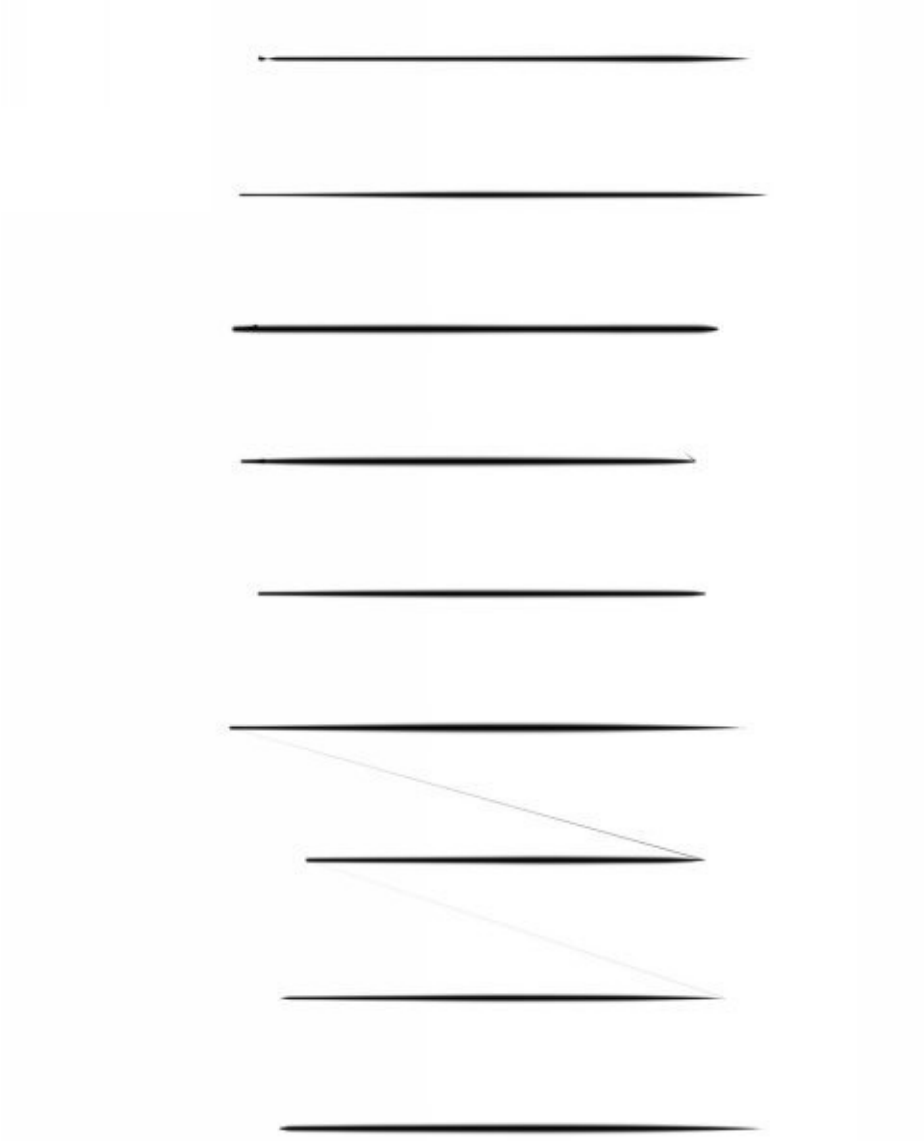
4. Add more lines on the skull. The skull plate has lines where the bones meet. Add more detail to the face.

How to draw a human figure

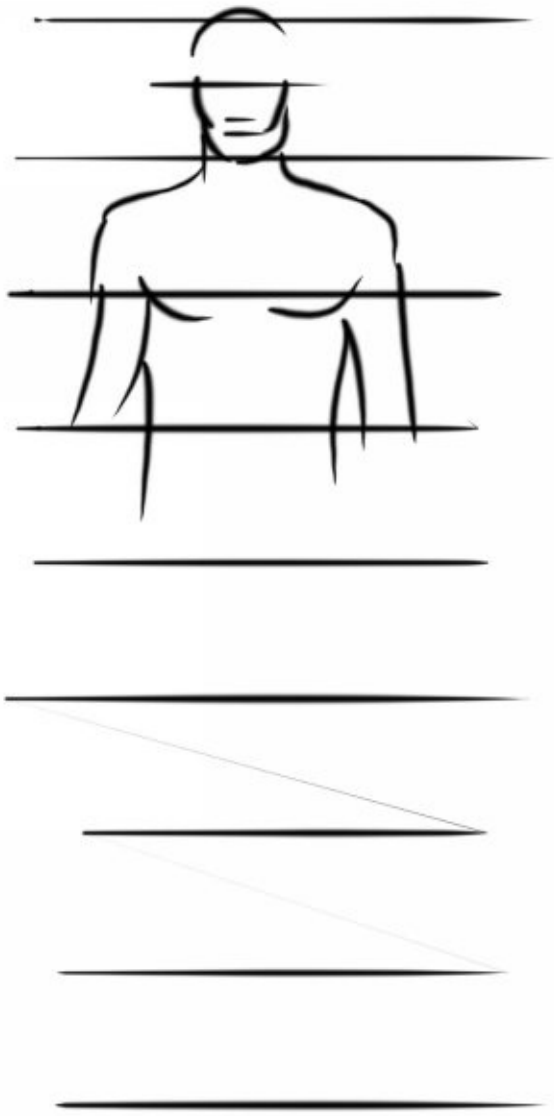


1. Start with nine horizontal lines at an equal distance apart. Using these, you will learn how to draw a body in proportion. You will find that this becomes much easier with practice, and that before you know it, you will be drawing freehand! The top two lines will contain the head and shoulders, the second to fourth lines will contain the trunk of the chest and arms to the

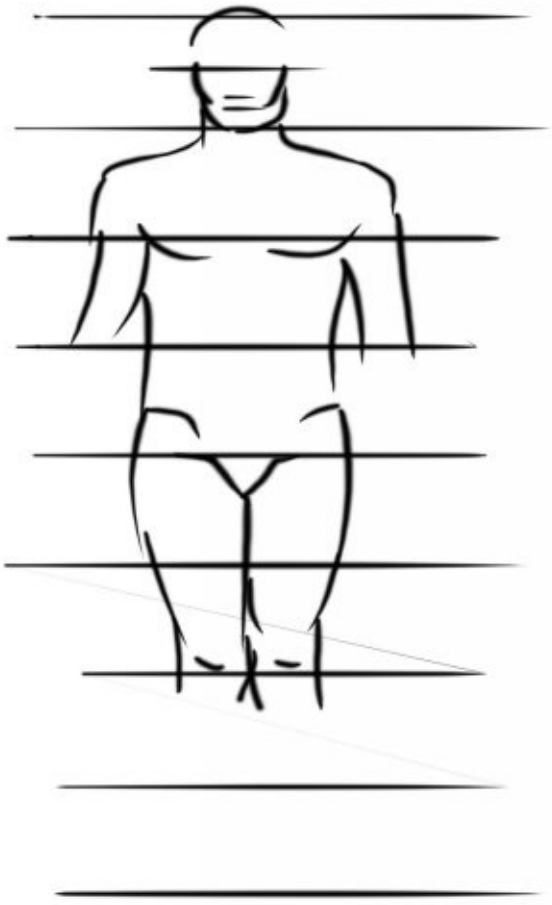
elbows. The fifth to seventh lines will contain the stomach, groin and top of the legs. The eighth and ninth lines will contain the legs and feet. Once you have memorised this and practised it a few times, drawing a human body will become remarkably easy to achieve.



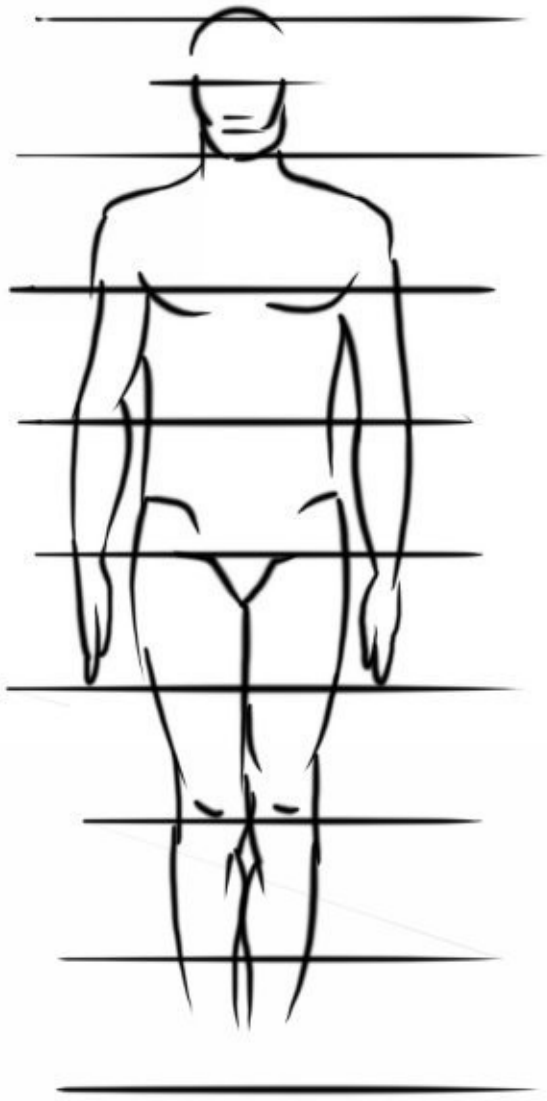
2. Start with the head which will start at the top of the top line, and reach to the second line. Draw a rectangle with curved sides to represent the head. Next, draw the slope of the shoulders followed by a straight line for the top of the arms down to the top of the third line. Remember to draw them an equal distance apart.



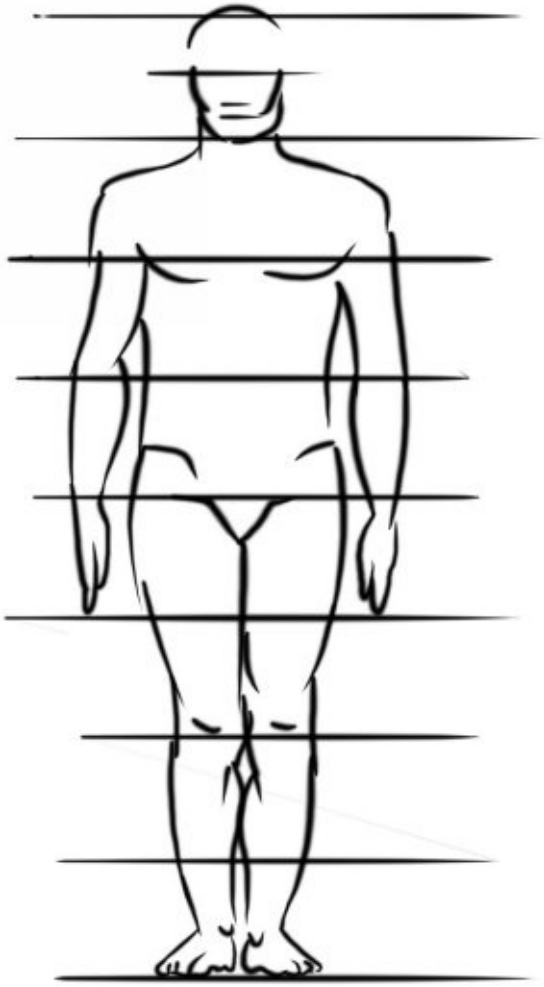
3. Draw two parallel vertical lines down from the top of the should to the top of the fourth line. Curved horizontal lines under the third line down form the pectoral muscles of the chest. Two vertical lines down from the inside of the arms to the middle of the fourth line form the chest area. Draw a line in the middle of the head to mark the eyes.



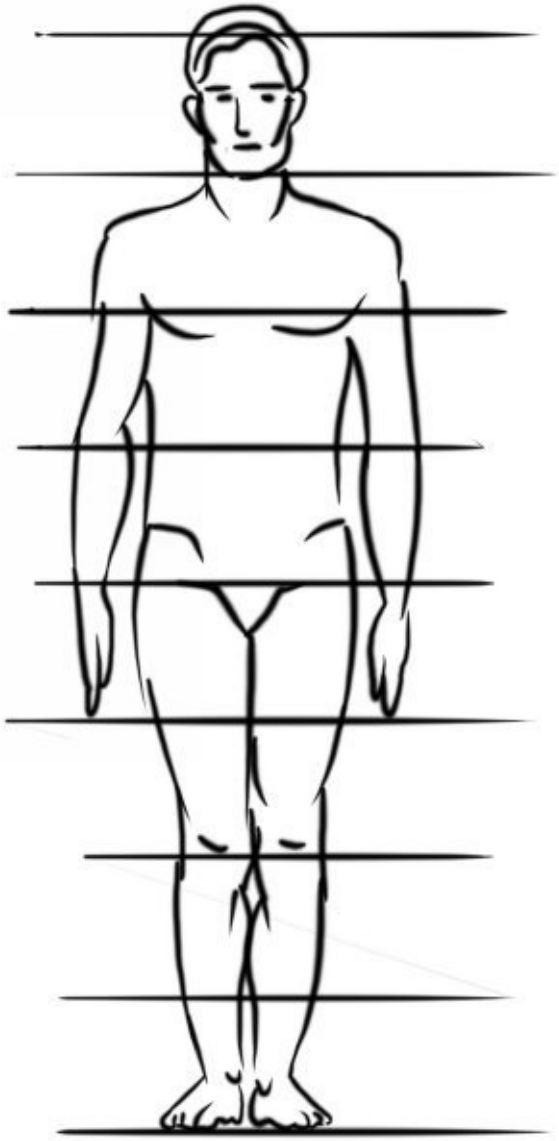
4. Draw a curved V from the middle of the fourth line down to just under the bottom of the fourth line. This is the top of the legs and the groin area. A straight vertical line down the middle forms the inside of the legs. Draw the outside of the legs remember to curve the legs in towards the knee which is far smaller than the upper thighs. Two small vertical lines form the knee area just above the seventh line.



5. Draw in pointed V shapes for the hands, remembering a line for the thumb, and continue the legs to the middle of the bottom line. Draw a gap between the bottoms of the legs as they slim down towards the ankles.



6. Draw the feet which are flat and broad on the bottom line. Remember to define the ankle bone and leave a gap above the bone. Draw lines for the individual toes.



7. Now add hair on top, curves for ears, tiny circles for eyes, horizontal lines above the eyes for eyebrows, a reverse L shape for the nose and a couple of lines for the lips.

8. Erase the horizontal lines. You now have a perfectly proportioned human body that is anatomically correct.

Drawing more complex body parts

You've learned to draw in proportion and to draw body parts, now you will learn how to draw a

complex body part. Hands and feet are very difficult to draw well, there are lots of bones, wrinkly skin, no fat to plump them out and create smooth lines, and an incredible amount of detail needed to create an authentic looking picture. You will start by drawing an outline, into which you will first draw the bone indents, then shade and highlight to create an amazingly detailed picture.

How to draw an elderly person’s hand

1. When you look at an elderly person’s hand, it looks gnarled and wrinkly. Generally the joints will look much bigger than the rest of the finger due to old age, arthritis and the fingers bending over with age. To capture this look draw the fingers slightly bend over and with bigger joints. Notice the hand isn’t flat or straight but curved. The narrow wrist broadens into the hand, remember to draw in the joints and u shapes for the tips of the fingers.

2. Add soft arrow shapes for the knuckles at the top of the fingers. A curved line on the left hand knuckle emphasises the bone structure. Draw in the whole of the fingers remembering to leave gaps to add to the feeling of an elderly person's hand.

3. Now draw vertical lines on the body of the hand to delineate the finger bones going towards the wrist. A couple of horizontal lines on the right hand side of the wrist to represent the bone give a realistic look to the hand. Draw a curve nail on the thumb.

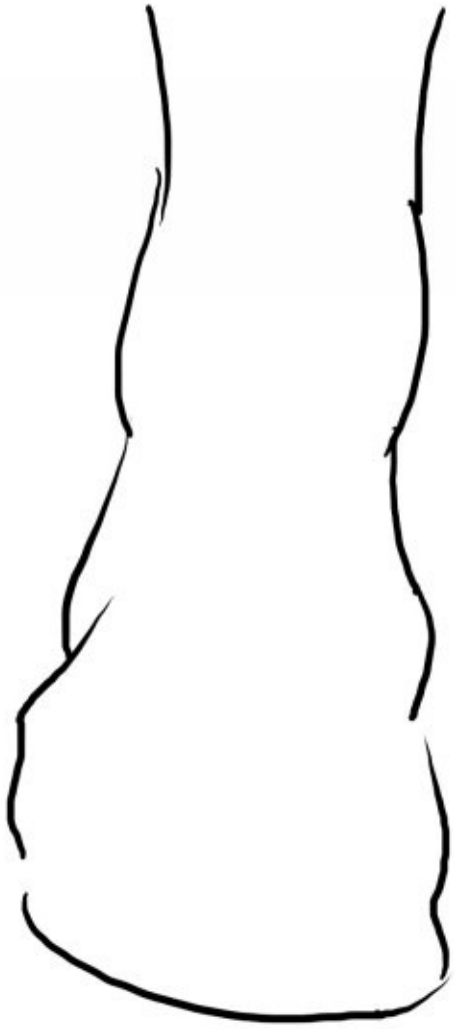
4. Draw horizontal lines on the fingers where the joints are, below the nail, in the middle of the finger. Add in curved nails to the tips of the fingers.

5. Older peoples hands often have wrinkled, saggy skin. Draw lines on the hand to show the wrinkles and age of the hand, around the knuckle area.

6. Add shading to the lower parts of the fingers, the right hand side of the hand and the inside of the thumb. Highlight the areas to the left of the finger bones on the body of the hand, and the left of the hand itself.

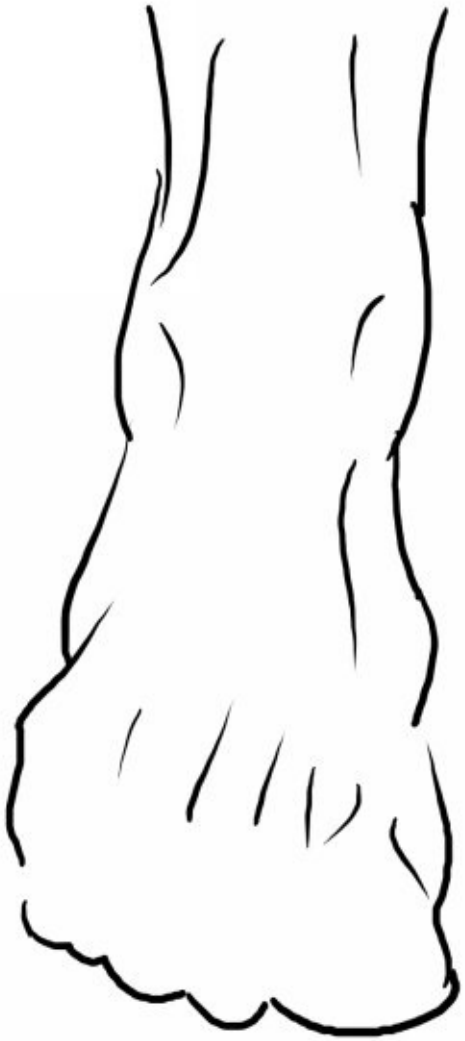
7. Use darker shading to emphasise the light and shade on the hand, leaving the knuckles white for contrast.

How to draw an anatomically correct foot

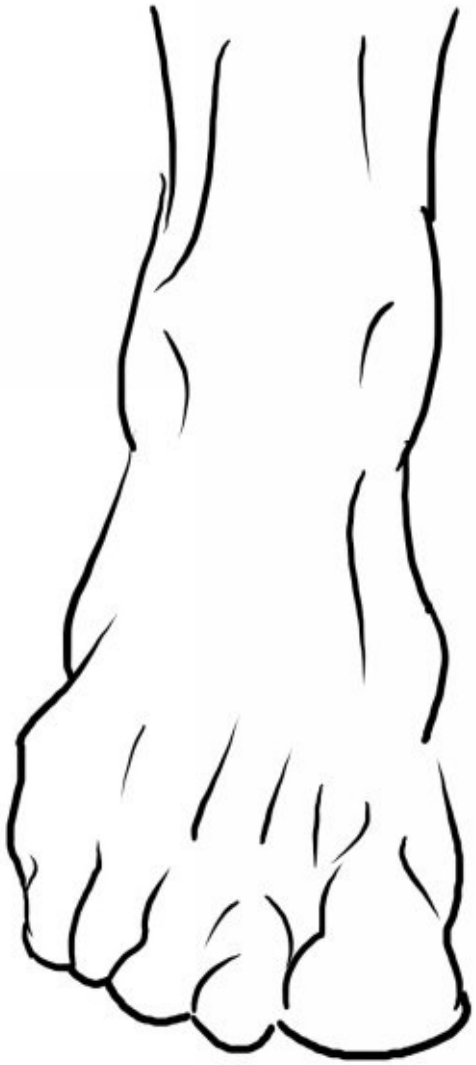


1. There are over 100 bones in the foot, which is an incredibly complex structure. This picture does have a greater level of complexity because of this, but it is amazing how easy it is to draw well with the right instructions. Start by drawing the basic shape of the foot. You will need two ankle bumps after which the leg bends in above the ankle bone. Below

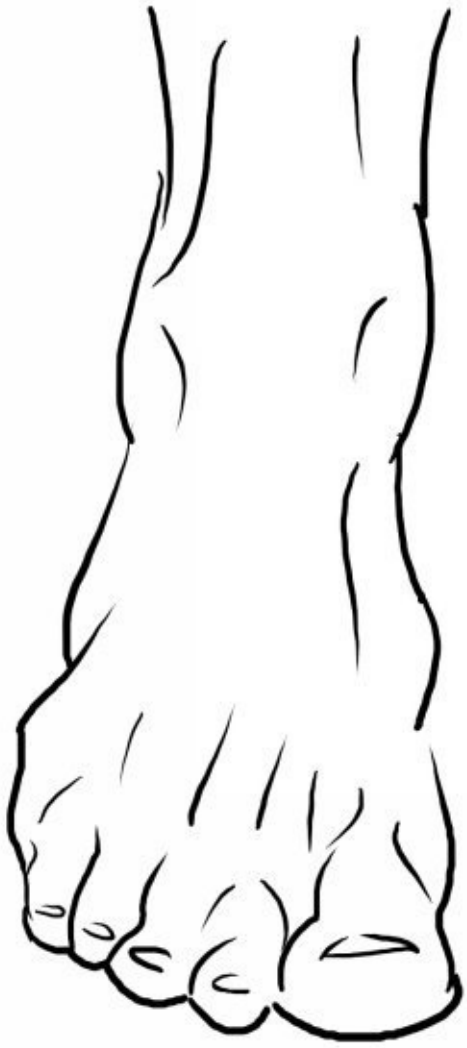
the ankle bone, the width and flatness of the foot starts to become apparent. A wider bone of the right hand side forms another bump, followed by the curve of the base of the big toe, and then the big toe itself. A curved line will represent the toes for the moment, although they will all be drawn in individually later. To the left hand side the foot bones create another bump, and then the foot curves in before meeting with the ankle bone.



2. Draw vertical lines part way down the foot, these are the metatarsal bones of the foot. A vertical line near to the ankle bone denotes another bone. Vertical lines define the bones of the feet. Feet are very knobbly and uneven with no fat and lots of bone.



3. Add in the details of the toes. Remember toes have a wide middle joint and are flat and round at the top. Usually there is a space in between the toes.



4. Draw in the toenails remembering to keep the toenails flat and add contour to the feet.

5. Add shading to the foot, on the outer edges of the feet, around the toe area and towards the front of the foot.

6. Add a darker colour in between the toes and on the side of the foot. This is the shadow and creates a great looking contrast to the lighter areas.

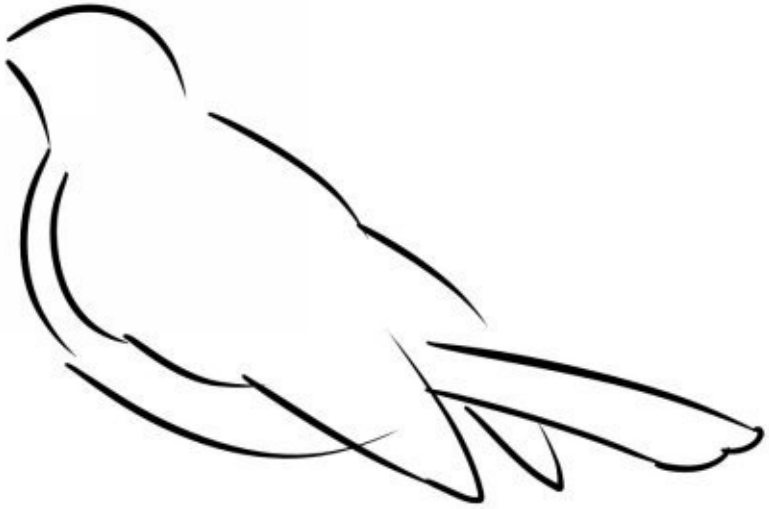
7. Finally add some shading to the majority of the foot. The foot is now complete with realistic looking with detailed highlighting and shading.

Chapter 4 – Drawing Animals

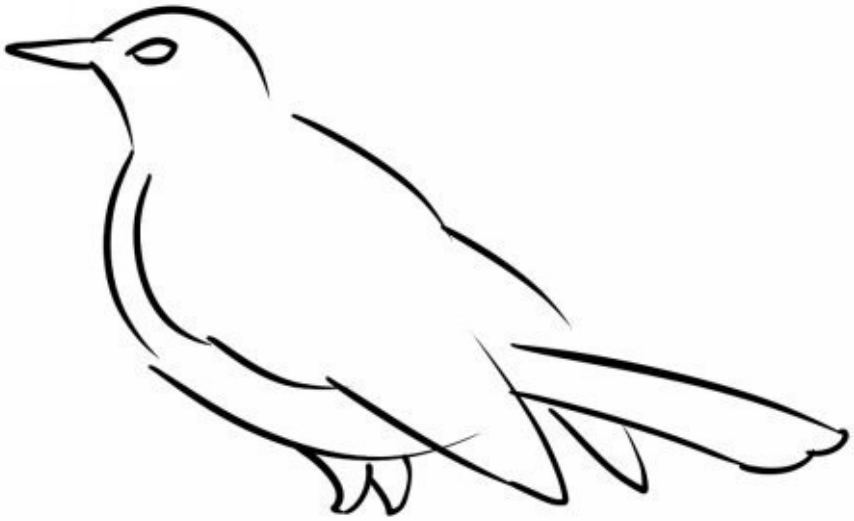
Animals are a very popular subject to draw as they are cute, fluffy and easy on the eye. To draw them well, focus on proportion and angles. The bird you will draw first is very recognisable, but what makes it so? The shape of the head, the angle of the beak and the tail. Before you start drawing get an overall picture in your head of what these individual parts look like when put together. Get a feel for what it is that makes the animal distinctive and recognisable. Use details and shading to add to this effect, the Robin Red Breast needs a distinctive chest, the cat needs big eyes and so on.

How to draw a Bird

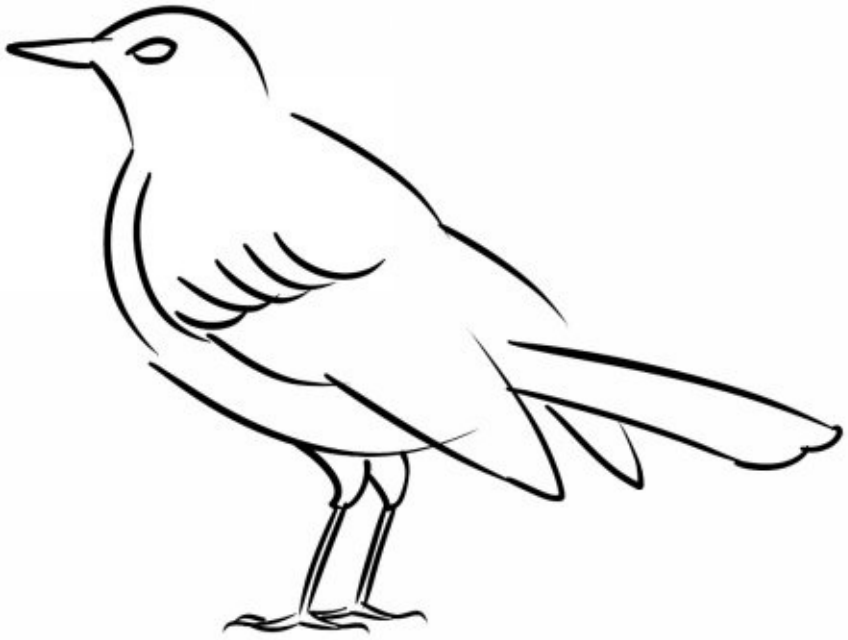
1. Start by drawing the outline of the bird. This is a robin with a big curved stomach and straight, sloping back. The top of the head is curved but the underside of the head is straight. You can fit about three heads inside the body length.



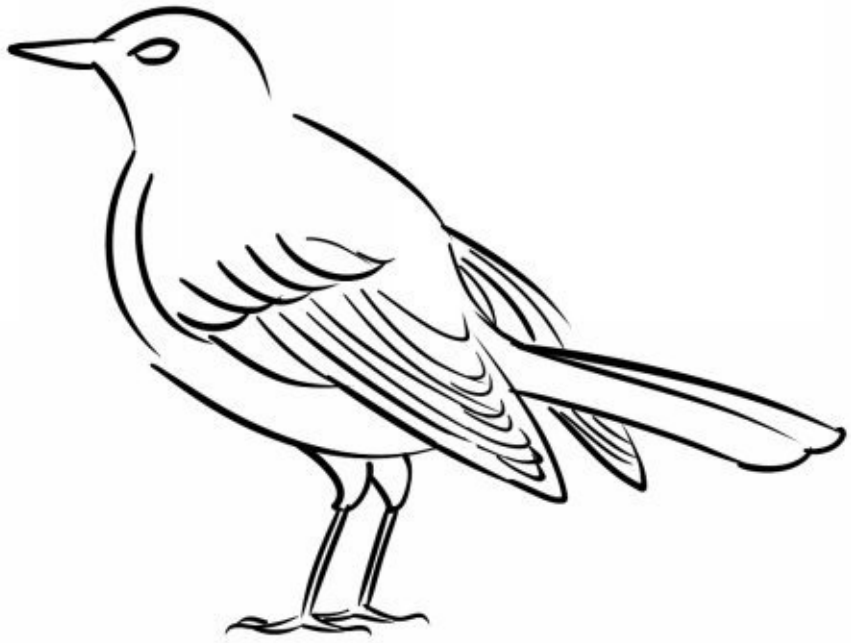
2. Add the wing shape to the middle of the bird. The wing is curved and slopes down into a v shaped point at the bottom. A rectangular tail protrudes from the middle of the back of the bird, with another v shape just visible creates the other wing.



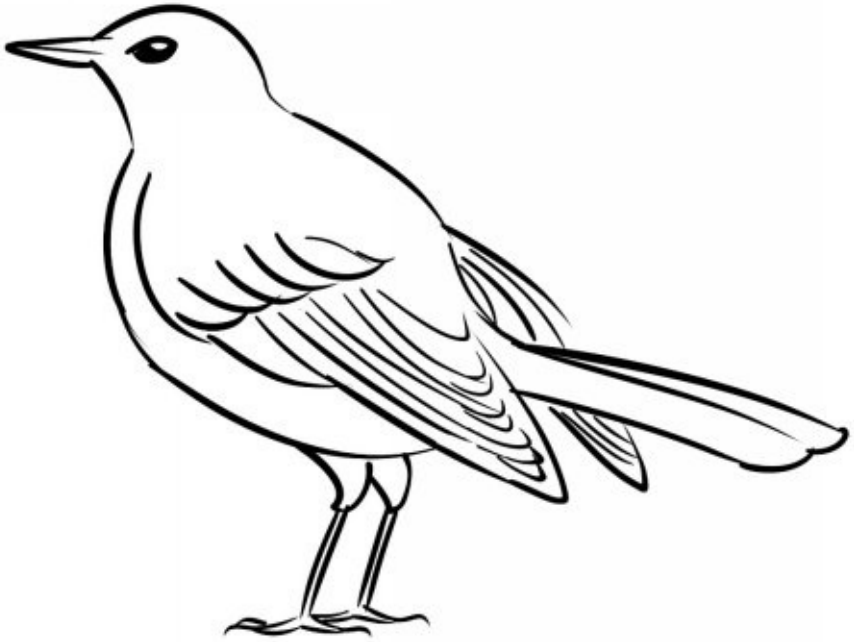
3. Add in a sharp, pointed back, an oval for the eye, and two V shapes for the top of the bird's legs. Notice the angles of the tail, the wings the legs and the head which give the bird its distinctive shape which is instantly recognisable.



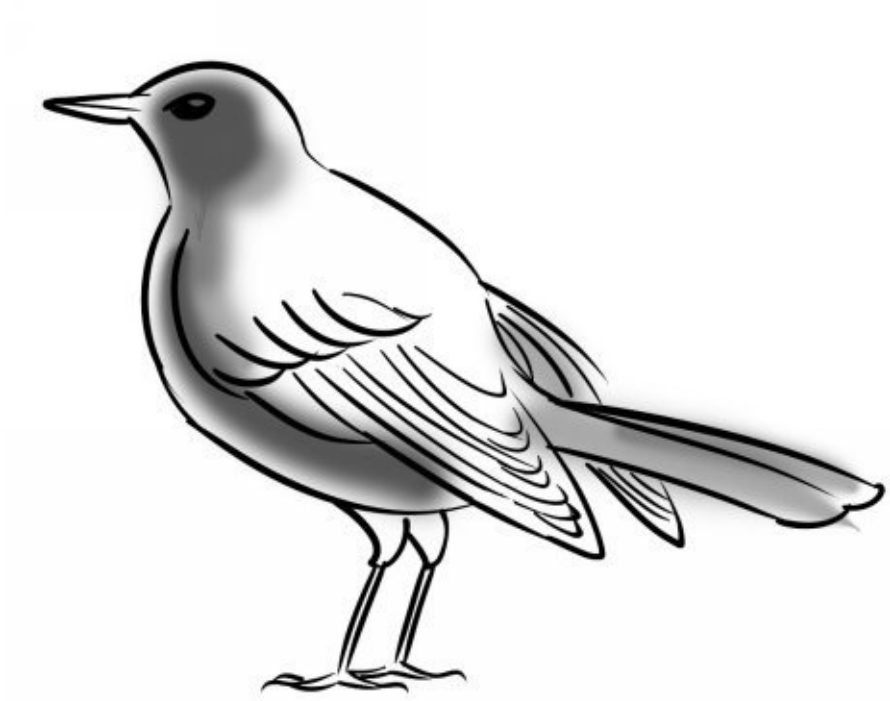
4. Draw in straight parallel lines at the mid-point of the wing. Draw lines for the bottom of the leg, with horizontal lines for the feet. The feet extend both in front and behind the legs.



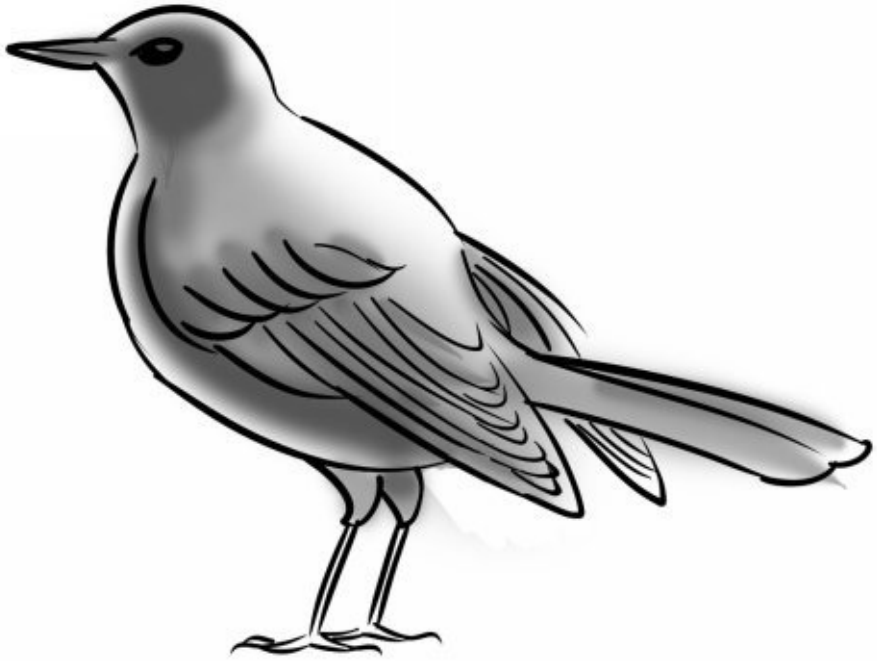
5. Add more detail on the wings with more straight parallel lines towards the bottom of both wings to represent the feathers. Add feather detail to the tail as well.



6. colour in the eyes until they are black. Add a line mid-beak for the “nose”. Serrated lines on the legs give more detail.



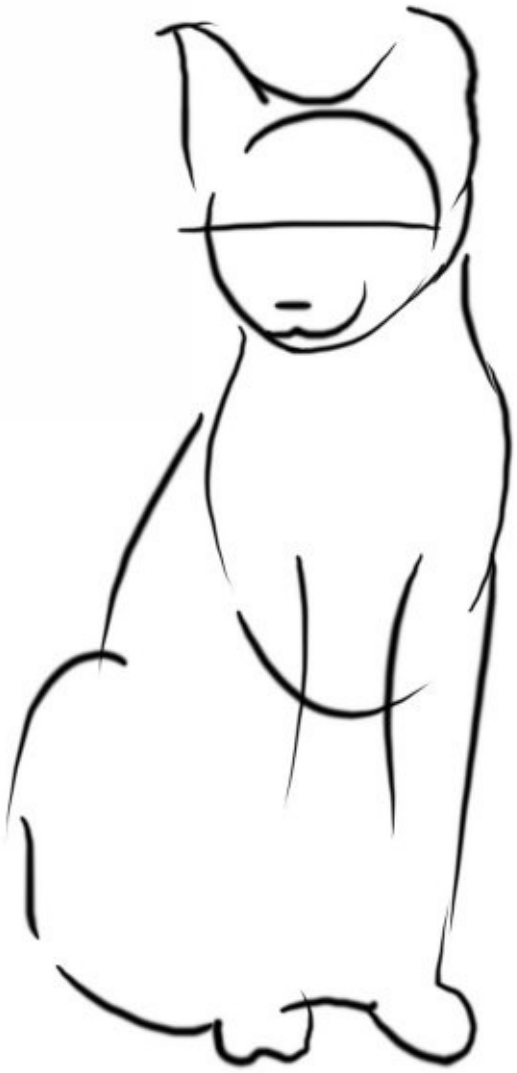
7. Add grey shading to the bottom of the belly, the face, the right wing and the tail. Add a black line inside the grey line on the body for more contrast.



8. Add more shading to the body and legs, leaving the top of the body white to draw the eye to the top of the body and face.

How to draw a Cat

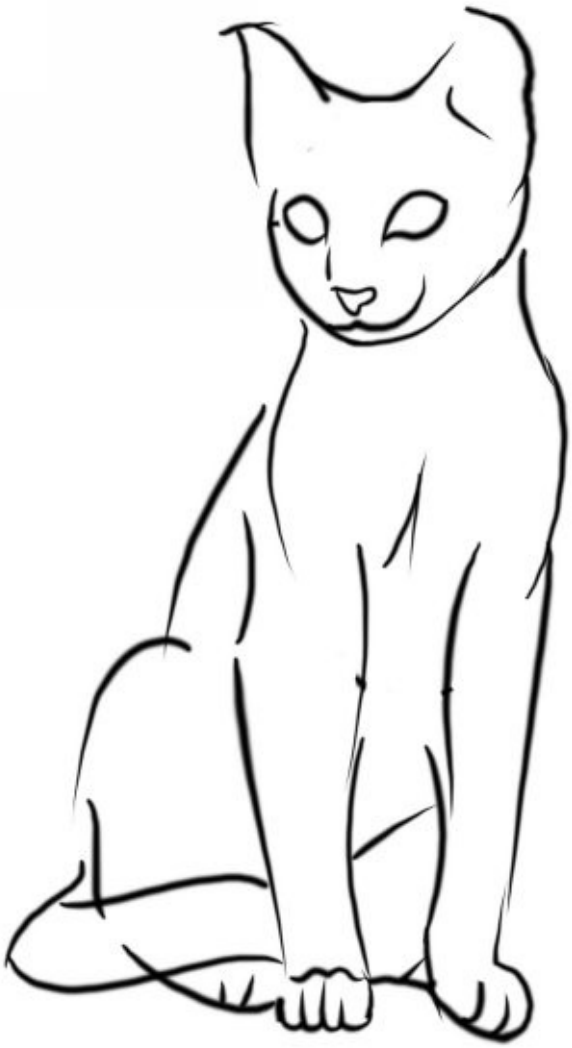
1. Imagine dividing the picture into thirds, in the top third will be the top of the cat's ears, a round face. In the second third will be an oval which represents the cat's chest and a sloping line down for the back of the cat. In the bottom third will be a curve for the back leg and the bottom of the cat.



2. Add two inverted V shapes for the ears. Draw a line in the middle of the cat's face – this is where the eyes will be. A horizontal line two thirds of the way down the picture will be the cat's face. A curve at the bottom of the circle will be the cats mouth. Add the front legs to the picture.

3. Draw a tail curving around from the back of the back to behind the front leg. A line in the centre of the chest indicates the muscle structure of the cat.

4. Draw in almond shape eyes, and remove the horizontal line.

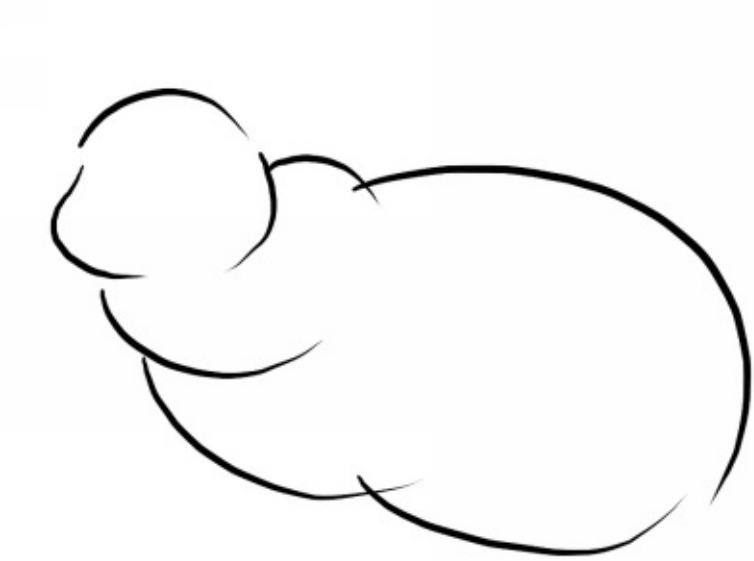


5. Add toes on the front and back paws. colour the eyes in black leaving the middle white. Add a u shape nose, an expression line above the eye, and detail to the ear.

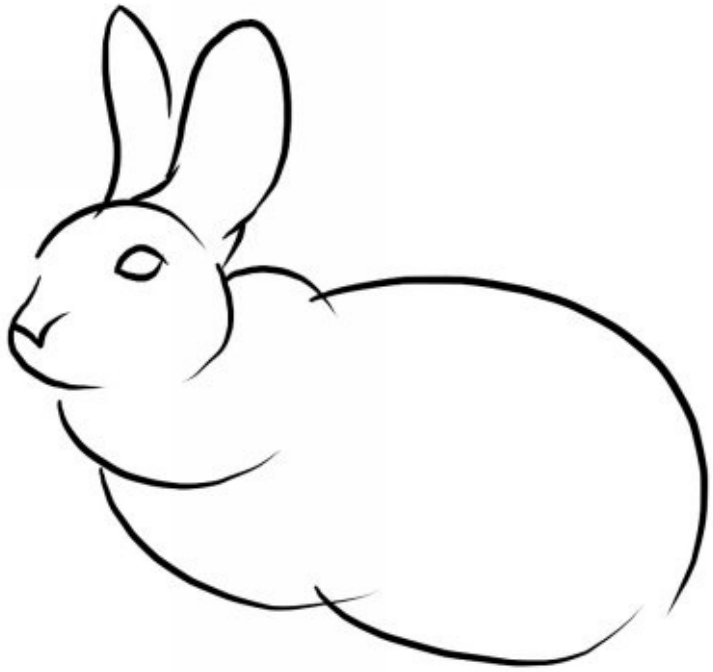
6. Add shading to the bottom of the tail, the bottom of the right back leg, and to the stomach area. Add more shading under the neck and the ears.

7. Add shading to the rest of the cat, leaving the top of the back legs and tail lighter, as well as the right hand side of the cat. Highlights on the top and side of the face draw the eye to the cat's face.

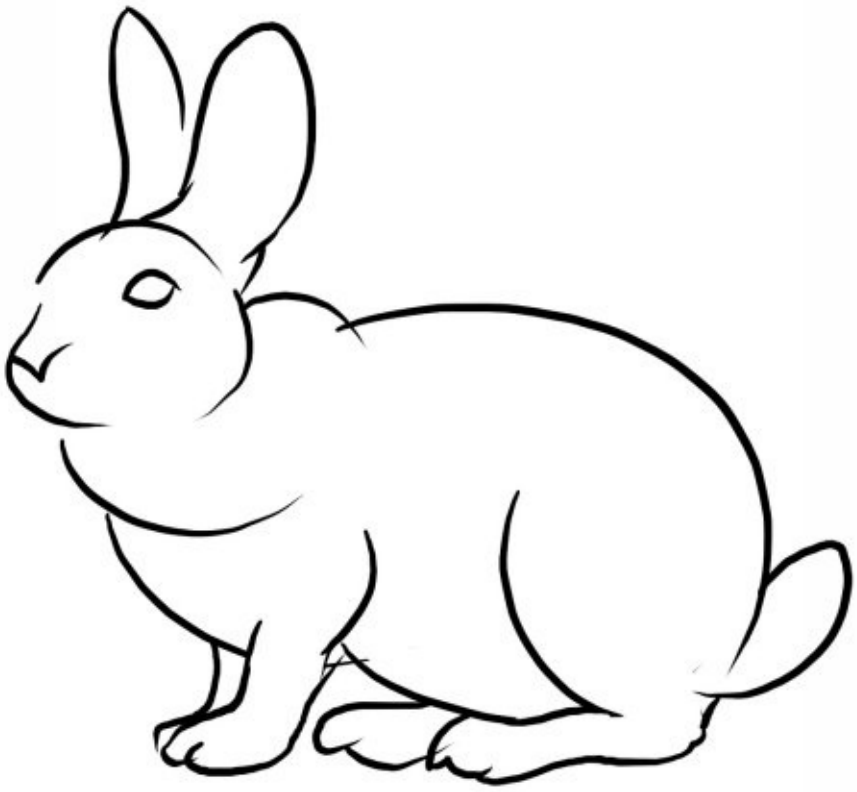
How to draw a Rabbit



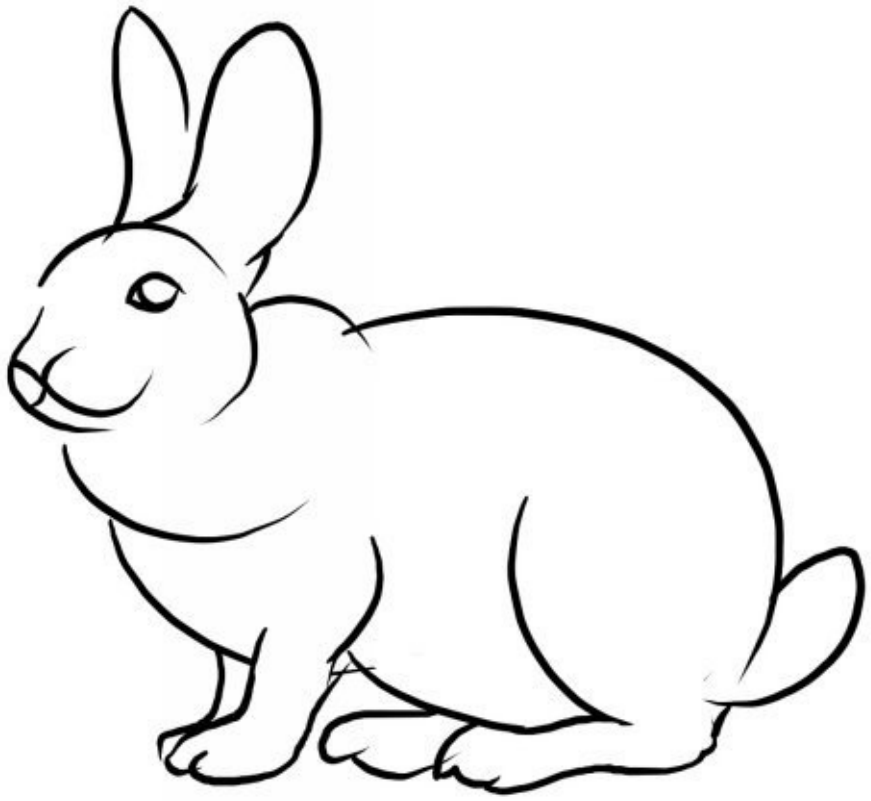
1. To draw a rabbit, start with the outline of the body. Rabbits are soft and fluffy, so use curves to suggest fur. Start with a big oval for the body, add a chest area and a circular head.



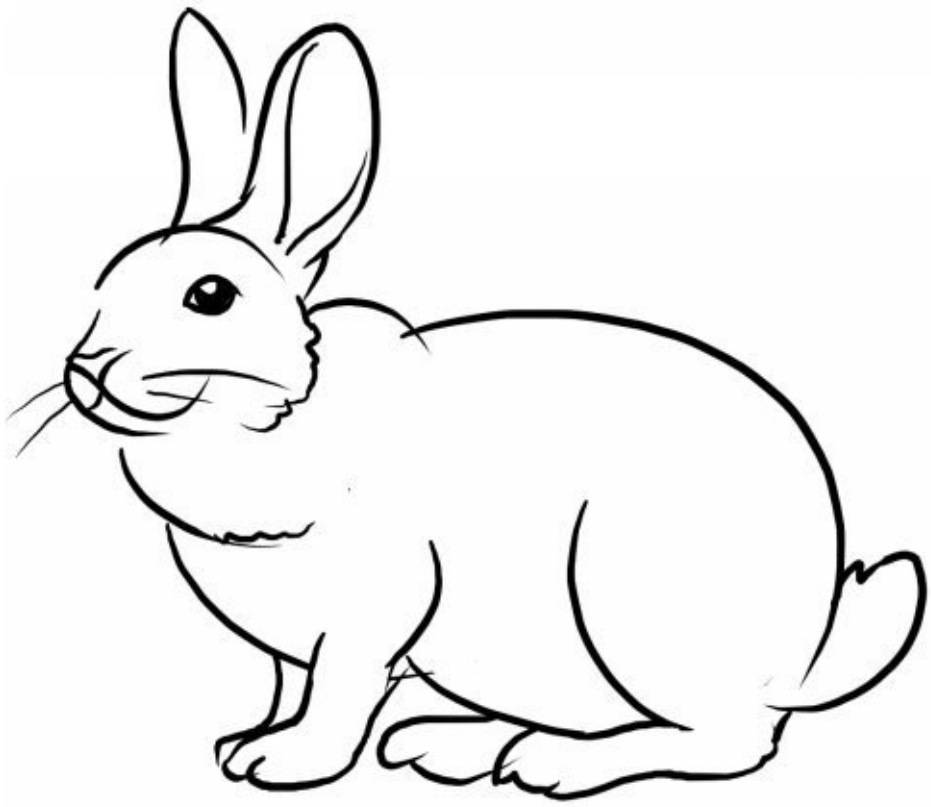
2. Draw an almond shape for the eye, two big floppy ears which should be slightly bigger than the length of the face. Add a little nose and the face starts to take shape.



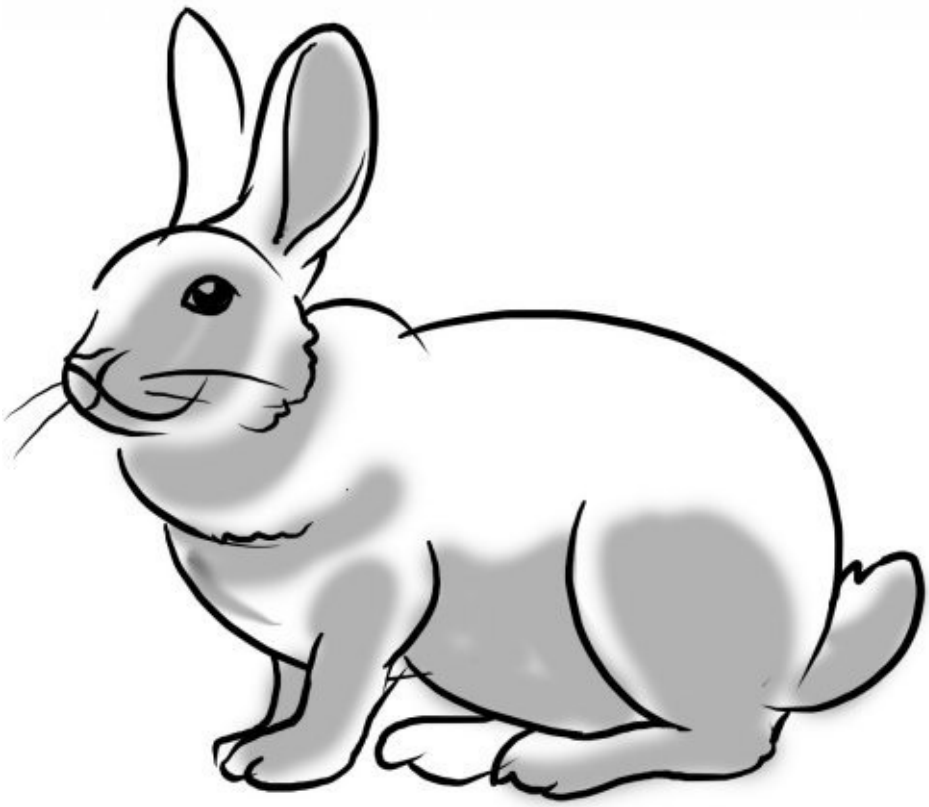
3. To draw the legs, start with a curve two thirds of the way along the body. Rabbits have long flat feet which are slightly curved, with shorter straight front legs. A little fluffy tail is added to the back.



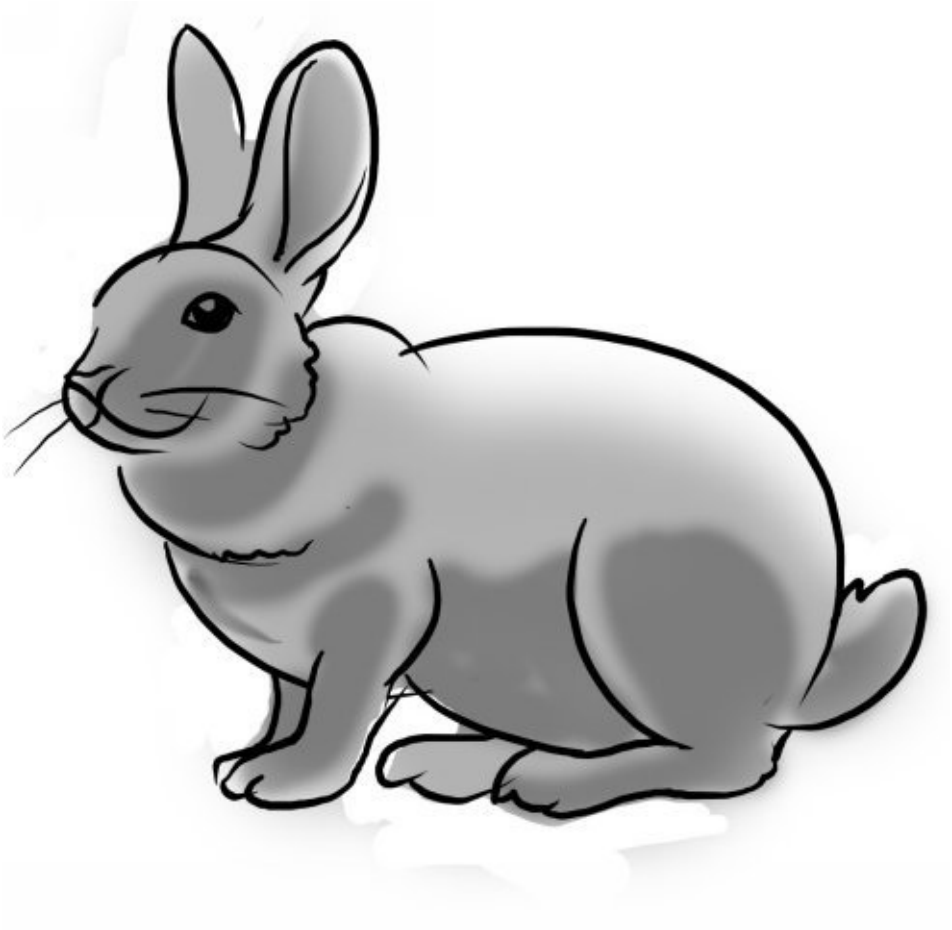
4. Add an eye to the eye socket and draw a mouth under the nose. Keep the mouth curved for a great expression.



5. Rabbits have big shiny dark eyes so fill the entire eye with colour, leaving a circle of light in the middle at the top. Horizontal whiskers are added to the sides of the face. For a realistic fur effect draw serrated lines at the side of the face.



6. Add some shading to the inside of the ear, the front of the face, the fold on the chest, the legs belly and tail. Leave the top of the rabbit white for the moment.



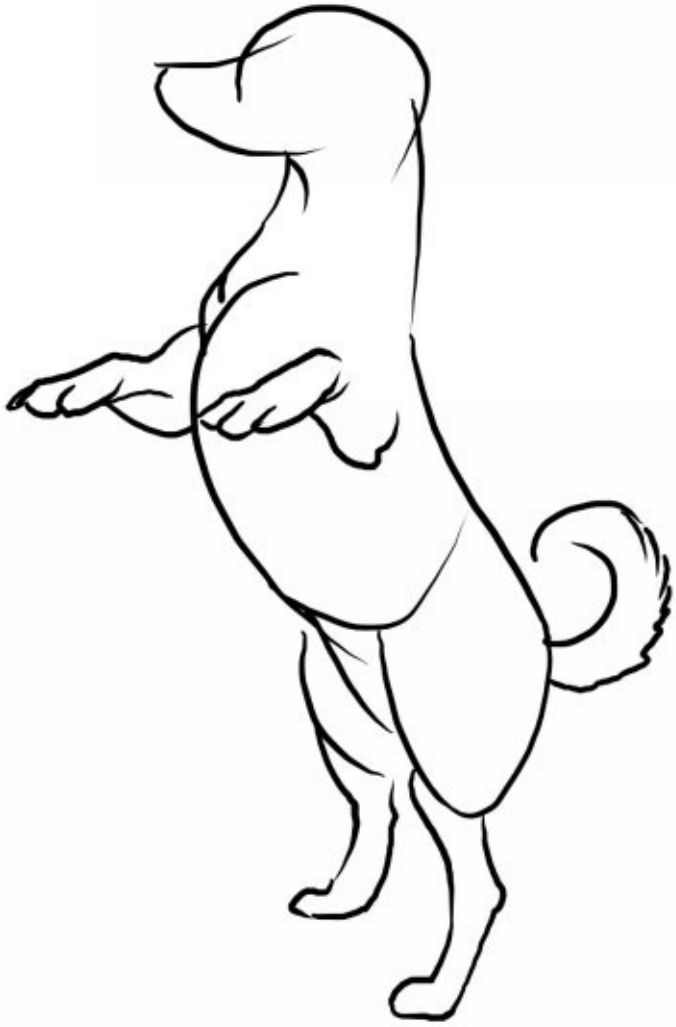
7. Now add lighter shading on the top of the body, and shade the already shaded parts again, creating a two-tone effect. You now have a beautiful, bright-eyed rabbit!

How to draw a dog

1. To draw an anatomically correct dog, start with a large oval for the body, flattened on the

right hand side. Add two ovals for the legs, a short neck and a sideways V shape which is rounded at the right-hand side for the face. The legs should slightly longer than half as long as the body. This particular dog is distinctive for the short upper paws, the curly tail, the shape of the ears and nose, all things you should bear in mind when drawing.

2. Add the bottom half of the legs, which should be about the same length as the top of the legs and about half the size. Add a curly tail at the back remembering the rough edges to suggest fur.



3. Add the front legs. Notice the curve of the top of the legs and the toes on the paws. Add the outline of the neck once the legs have been drawn in.

4. Add curved lines under the front paw to denote the ribs of the dog, and a vertical line along the stomach area to match the muscle pattern of a dog. Add two V shapes for the eyes, a sharp pointed nose and an eye.

5. Add shading to the dog, leaving some white areas on the bottom front leg and back of the neck. Add dots beneath the nose to represent whiskers.

6. Add some darker lowlights under the paws, in the ears and on the bottom legs.

7. Use a lighter colour to highlight the top of the head, the back of the dog and the front leg. This will really bring out the contrasting colours.

Conclusion

I hope you have enjoyed this book, and now feel more confident in your ability to draw! It's amazing how a few strokes of a pen can create a beautiful picture, and how the clever use of shading can bring the picture to life and make it jump off the page. Now you have mastered the basics, the world is your oyster. I wish you every success with drawing!

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