

DAY 19

DRAWING ANIMALS

Drawing animals can be a very rewarding experience and it can be very profitable. Almost everybody has a pet or animal they care for and would love to have immortalized on paper. If you can draw animals, you will never battle to find buyers for your drawings or subjects to draw.

Amazingly, animals are actually easy to draw. In fact you know all the techniques already. We have just not brought them all together to draw an animal yet.

Obviously each animal has it's own little twist which you use to draw it effectively and we won't be going that deep into drawing animals here. That is an entire course on it's own. What we will be practicing are the most common techniques used to draw animals.

The first of those is fur. We will be drawing the squirrel from yesterday to show you how to draw fur effectively.

DRAWING A SQUIRREL



The big secret to drawing this squirrel and many other animals is to use flicks to create the impression of the fur and then selectively shade certain areas for detail. By doing this we can quickly draw the animal, yet it has tons of detail.

Use shorter flicks for shorter hair and longer flicks for longer hair.

The most important thing to look out for and remember is to flick in the direction that the hair

grows. In other words if the hair grows downwards we want to flick from the root of the hair to the tip of the hair in a downward motion.

You would also want to keep your pencil nice and sharp while drawing so we will use the standard round point and rotate the pencil in our hand every few flicks.

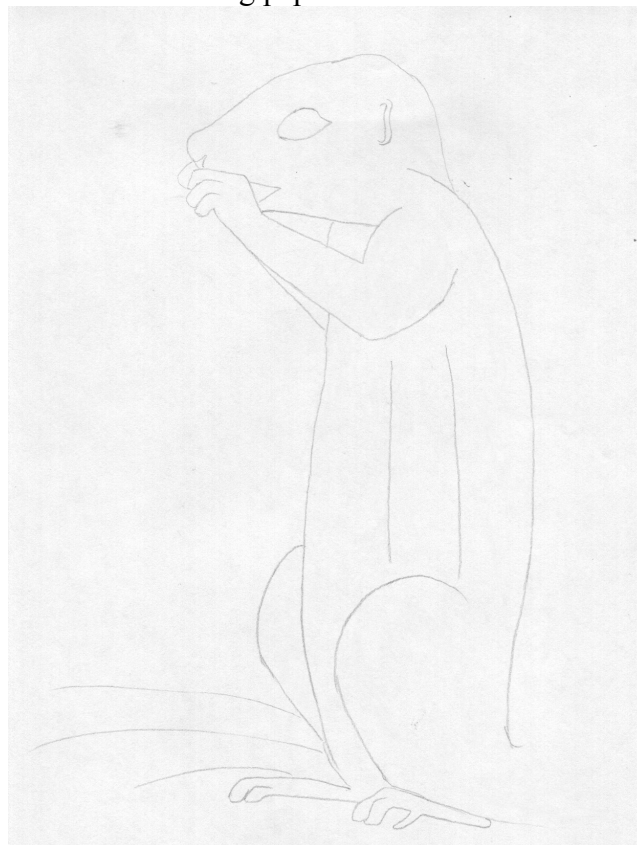
Here are the steps I used to draw the squirrel.

STEP 1



Transfer the squirrel we redrew yesterday to your drawing paper using either the lightbox or scratch and sketch technique.

We will then have an outline on our drawing paper like this :

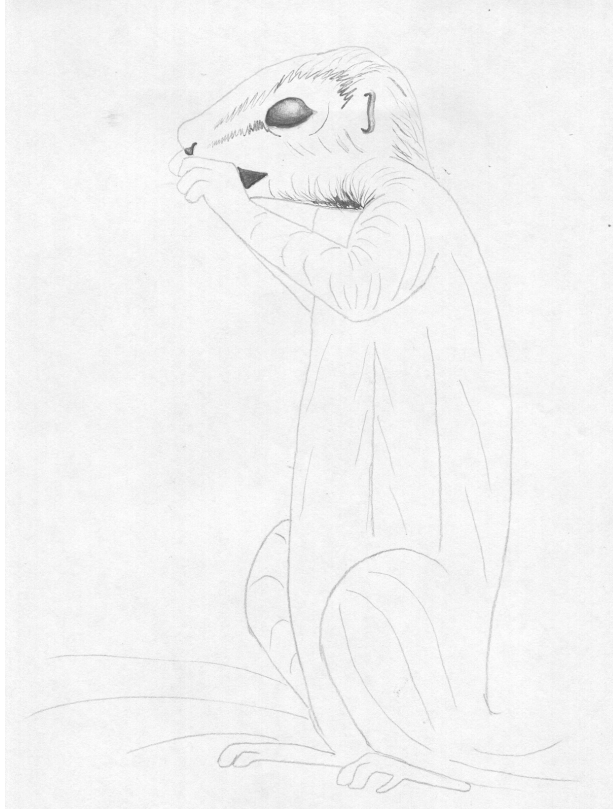


STEP 2



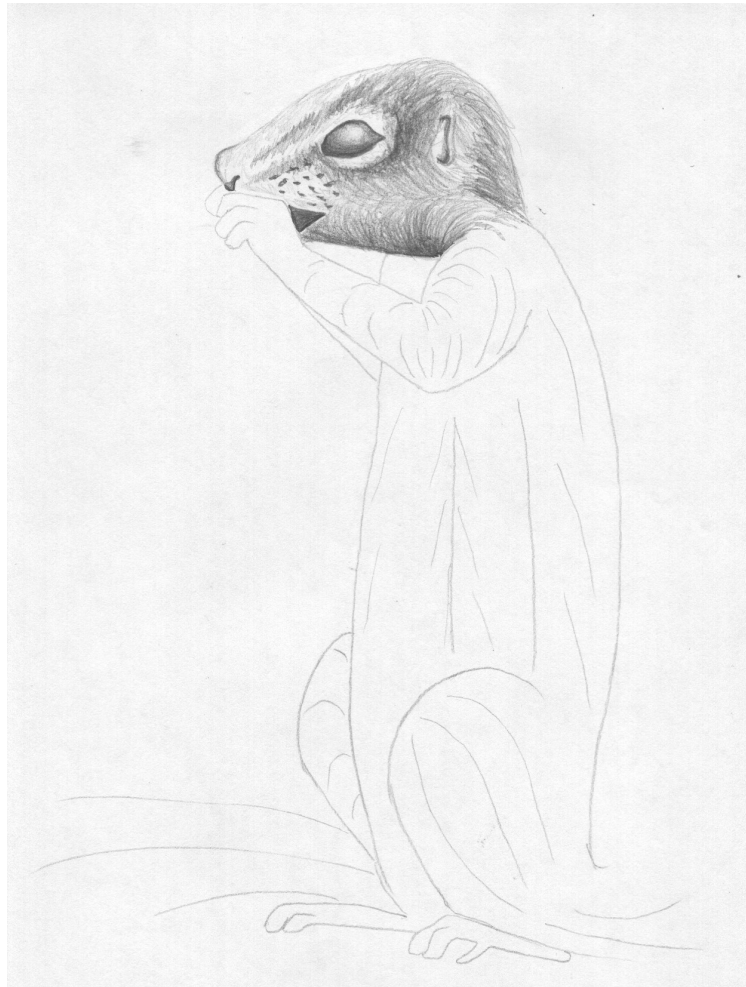
Draw in a few plane lines to get a feel for the directions of the hair with a 2H pencil.

STEP 3



Shade in the eye, mouth and nose with a 4B pencil. Then flick in a few more lines on the head to get a feel for where the light and dark areas need to be using an HB pencil.

STEP 4



Continue to build up the head by adding more and more flicks. The same rule applies here as it does with cross hatching and scumbling: add more flicks and darker flicks in the dark areas and less and lighter flicks in the lighter areas.

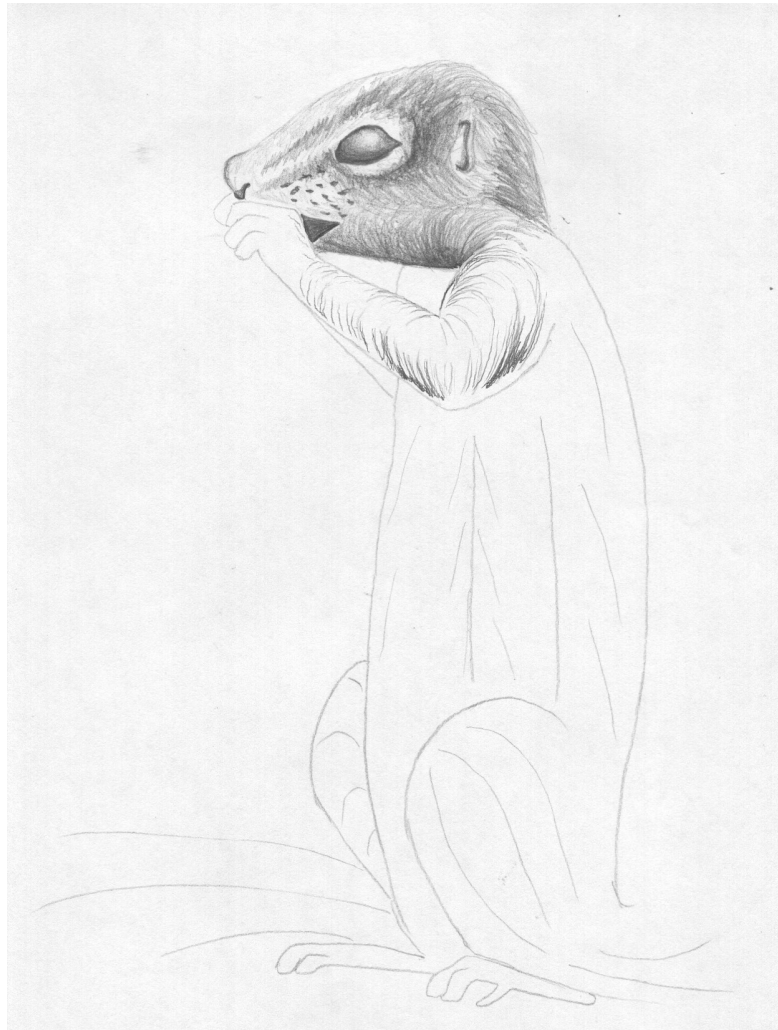
Around the eye and on the bridge of the squirrel's nose there are hardly any flicks at all.

TIPS

- 1) Notice how the hair curls in “underneath” the squirrel's chin
- 2) Notice how the hair gradually sweeps backwards and downwards as it approaches the back of the head and neck.
- 3) The very short hair along the bridge of the nose has been scribbled in as it is so short.

Most of the drawing work here has been done with an HB pencil, only the darkest area under the chin and the “freckles” have been drawn with a 4B pencil

STEP 5



Moving to the arm, establish more direction lines with the HB pencil to get a feel for where the highlights and shadows will be.

Look very carefully at how the circles and ellipses change direction from the upper arm and forearm. It is vital that these directions are correct as they show us the direction that the arm is pointing in. We had the same situation with the arms and jersey of the cross hatching teddy bear. You can see that the elbow is pointing directly towards us, so that is where the lines will appear straight.

STEP 6



Complete the arm by gradually building up more and more flicks.

Also look out for the reflected light underneath the upper arm. This reflected light creates the distance we need between the arm and the body.

STEP 7



Complete the hand and start to establish the directions on the body.

Look very carefully to see where the directions of the hair change from left to right.

STEP 8



Complete the body.

On the body we can clearly see that the sun is coming from the front (our left to right) as the belly of the squirrel is a lot lighter than his back.

If we don't replicate this in our drawing the entire squirrel will look flat.

STEP 9



Use short flicks that curve sharply to show the rounding of the farthest leg. Again note how the directions of the hairs change from top to bottom.

The closest leg also has the quick rounding at the top left. What is important on this leg is to taper everything down to start forming a tail.

Notice how the flicks are extremely close together where the tail forms as there is a lot of hair “bunched up” in that area.

I have also started to establish the tail as it flows continuous from the closest leg.

STEP 10



Complete the tail with long flowing flicks.

Shade in the feet. Don't put in too much effort here as the feet are not very prominent and far from the focal point. The focal point is the eye.

Complete the drawing by scribbling in the ground to make it look rough. Make sure the ground is very dark closest to the squirrel. This grounds the squirrel.

You can also shade the odd stone here and there. Maybe even flick or stab in a few loose blades of grass.

Just don't try and put in too much detail here. Same with the feet – this area is far from the focal point so we don't want it to attract too much attention.

Isn't it great to see how easy it is to draw this squirrel. Just don't tell anyone though, it's our little secret!

Here is a close up of my squirrel. It took half an hour to draw. The original drawing of the squirrel that Dennis drew in 1975 that has been in the course since day one is at the end of this lesson.



Tomorrow we will look at a few more of the common techniques used to draw animals and then end off the week by drawing a horse.

