COLOUR ME IN!

Freya
1. Draw an oval for the head.
2. Divide the oval in half both horizontally and vertically.
3. Draw two more horizontal lines dividing the bottom half of the oval into thirds.
4. These lines are where we place the eyes, the nose and the mouth.
5. They also tell us where to place the ears.

6. We can then erase the grid lines as we don't need them anymore.

7. Draw the upper eyelids with semi circles, and have them get thicker to the side.

8. Draw a straight thin line for the lower eye lid and then add two circles around the pupils for the iris.
9. Use your eraser to create highlights in the eyes.

10. Add in little details to the nose and the mouth with semi circles for the nose, lips and dimples.

11. Draw the bottom of the helmet with two semi circles.

12. The use more semi circles to add in to top of the helmet and the two horns.
13. Draw in three clumps of hair for the fringe.

14. Add more clumps for the rest of the hair.

15. Finally, draw in the eyebrows.

16. Then clean up any left over lines to finish the head.
COLOUR ME IN!
Start with a simple oval for the head.

Use our grid system dividing the face up into sections.

Draw where we want to place the eyes, the ears and the nose.

Let's add details to the eyes with thick semi circles for the upper eyelash, and a thin semi circle for the lower eyelid.
Add in the nostrils and highlights with little circles

Let's give shay a big wide smile to show his expression

We can erase the construction lines and add in his hairline.

Now the mask. Use semi circles for the bony dinosaur like brow
Use more semicircles to give the bottom of the mask the traditional superhero look.

Add in the top of the mask.

Then add in diamond shapes for the stegosaurus-like feature at the top of the mask.

Next up. Let's add in some feathers. Start with some semicircles.
Let's start with our oval.

Make the bottom of it pointed to make an aggressive shape.

Start with a semi circle for the eye pattern.

Then draw in a spiral for the eyes.
Repeat on the other side.

Add in the details with two semicircles for the brow of the mask.

Then two more either side.
Give him a long hood with ovals.

Use semi circles for the front of the cape.

Add in extra folds.
Now have fun with the horns with any shape you want. Just make them long and imposing.

Give it sharp pointed extensions.

Give it sharp branches like an old tree.

The repeat on the other side.
Block out the face with simple shapes.

Draw in the lower jaw with its own shape.

Think of it's boney brow like a big eye brow.

Make sure the eye shape is a little pointy.
Same for the nostrils, give them a sharp edge.

Now let's get creative and add in some horns.

Draw in its neck with a line.

We can refine our shapes with more details.
Now let's get snappy and add in some details. Start with the eye, giving it lots of texture with wrinkles, then add in loads and loads of triangular teeth.
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COLOUR ME IN!

Tusk
Start with an oval.

Divide it into halves. The lines for our eyes and nose will be in different places than for a human face.

Draw his nose with a large triangle.

Put in two dots for the eyes.

Tusk
Use a large semi circle for his wide mouth.

For any cat-like creature, make the lower eyelid thicker than the upper eyelid.

Add in highlights.

Use circles for the nostrils.

Tusk
Clean up your construction lines.

Draw in big bushy eyebrows.

Let's make Tusk a little scary looking with some furrowed brow lines.

Of course every sabretooth tiger needs big triangular teeth.
Add in the nose and mouth details.

Now it's time for the ears. Break them up into semi circles.

Then give them some depth.

Let's make our tiger hairy with loads of clumps of hair.

Tusk
Add in some hair details with some semi circles.

That hair will go all around the head.

What's a tiger without his stripes?

Awesome. That's a difficult one. Well done!
COLOUR ME IN!

Zahra
Let's draw the face in profile. Use our grid system to help figure out where to place the facial features but our centre face line is all the way to the side now.

But it still helps us figure out where the eyes, nose and mouth goes. The ear too.
The jaw line starts behind the ear.

The curves all the way out to the front of the face.

Clean up the construction lines.

Now let's get drawing those face details.
We can clean up our construction lines and add in the nose.

Add in the upper and lower lip which can be seen from the side.

Then her eyebrows.

Now it's time to add in her cool hair.
Add in her earrings. Then the jewelry on her hair.

Then her eyebrows.
COLOUR ME IN!
Beep boop. Let's go! Robo time. Start with a large circle. Small circles for the shoulders.

Simple shapes for the arms. And more simple shapes for the hips. These are all kind of based on human features.
Add in more limb details with simple shapes like these legs, knees, fingers and toes.
Let's add in more details.
Use a circle for the porthole.

Give it bars to mimic an old divers helmet.

Let's add in more details so it feels mechanical.

Anything steampowered needs pipes.
Keep on adding in tons of detail to draw our steam powered robot!
Let's start with an oval again for our head.

Use our grid system to divide up the head.

Add in the eyes, nose and mouth. Filippo is a little cranky, so no need for a smile.

He does have big ears though. Put them in!
Let's clean up our construction lines.

Add in some details to the eyes.

Don't forget the eyelids.

The older you get, the longer those eyebrows get, so draw them nice and big.
We can add some texture to the eyebrows with more lines.

Let's add details to the nose. Give him a big nostril.

And a long nose. The older you get, the more your nose points down.
Wrinkles are easy to draw. Just add in loads of semi circles.

Time for his big bushy moustache.

Some more wrinkles, You are flying it now.

And finally his crazy long hair. Magic. It’s Fillippo!
Let's use simple shapes like ovals and triangles to block out the eagle's body.

Draw in his wings like arms.
Use three different sizes for the feathers. Small, medium and large.

Now it's time for more features. First the eyes.
Let's draw in feathers to add texture.

Give the bottom of the head more details.

Have the feathers cover the body.

Now draw in the individual toes.
Keep going and add in more and more feathers.

Then repeat the wing on the other side. Awesome!
Use an eraser to add in the teeth

Then it's flame time.

Combine semi circles into sharp shapes that float upwards.
COLOUR ME IN!
Use the grid system to place in the facial features

Use simple shapes for the base of the helmet, then add in those viking details
The beard starts off straightforward, but the pattern looks difficult. Look closely and you can see it's just interconnecting semicircles.
Let's draw this scene in a comic book panel.

Start with our head like always.
Use simple shapes to block out the arm and hands.
Hands are really tricky so I always break them down into simple shapes first.
We are getting used to adding in our eyes, nose and mouth now.

But let's make sure Freya has a scared expression here.
Time to add the details, like the helmet.

And the hair.
She is being pulled in through a portal so let's draw the edge of that in.

Now, the hard part (This is really a sneaky tutorial about hands which are very hard to draw).
Draw them one finger at a time.

Use your own hands as a reference.
Let's add in more costume details.
And clean up our drawing.

Oh look. It's another hand. We need the Chronicles hand emerging from the portal.
Take it slowly. I often draw the index finger first.

Then the other fingers as a group.
Then I can get in there and add in the individual fingers.

And his long gross fingernails.
As always. Let's clean up our final drawing.
The stone elemental warrior has large chunky facial features.

Use harsh straight lines to give each segment a rough texture.
Then rock it up with lots of texture lines.