

A Fish Named Wanda



Rely on your visual skills and step-by-step illustrations to create a wonderful cartoon drawing of a fish

Resource: Module 2.1 Introduction to Contour Drawing

Supplies: paper, HB or 2B pencil, 6B pencil (optional), pencil sharpener, sandpaper block, vinyl and kneaded erasers, fine-tip black marker and colored markers (optional), digital drawing software (optional)

This activity has three sections:

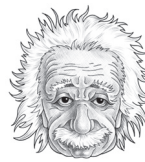
- Sketch Fishy Proportions with Pencils
- Render a Traditional or Digital Outline
- Use Your Creativity to Add Final Details

Sketch Fishy Proportions with Pencils

1. Use an HB or 2B pencil to sketch Wanda.

Turn your paper to a vertical format – Wanda is longer than she is wide.

Examine each of the following ten illustrations (Figures 1 to 10) in sequence and sketch what you see.



ArtSpeak

Circular shape: A shape created when the ends of a curved line meet (such as in the letter O). Circular shapes are often used to outline the forms of various objects and living beings.

Contour drawing: (noun) A drawing comprised of outlines that follow the contours of the edges of various components of a drawing subject. (verb) The process of creating a contour drawing.

Proportion: The relationship in size between two or more components of an artwork.

Shape: A two-dimensional geometric object that can serve as the outline of a three-dimensional object. For example, a circle is the shape of a sphere.

Sketch: (noun) A simple representation, outline, or drawing that captures the integral aspects of a subject quickly and efficiently. (verb) The process of rendering a sketch.

Subject: Any object or living being that an artist chooses to represent in an artwork.

Talent: A process of self-discovery throughout which artists acknowledge their interest and motivation to become exceptional in a specific area.

Figure 1



Keep your lines very light by pressing very gently with your pencil. No matter how careful you are, accidents do happen, and dark lines don't erase easily.

**Tip!**

As you sketch, constantly check the relationships of lines and spaces to one another.

Note whether the sizes and proportions are accurate and adjust as needed.

**Tip!**

A thorough visual examination of your subject is the most important step in making great sketches.

As you sketch, visually break the subject down into shapes and measure proportions.

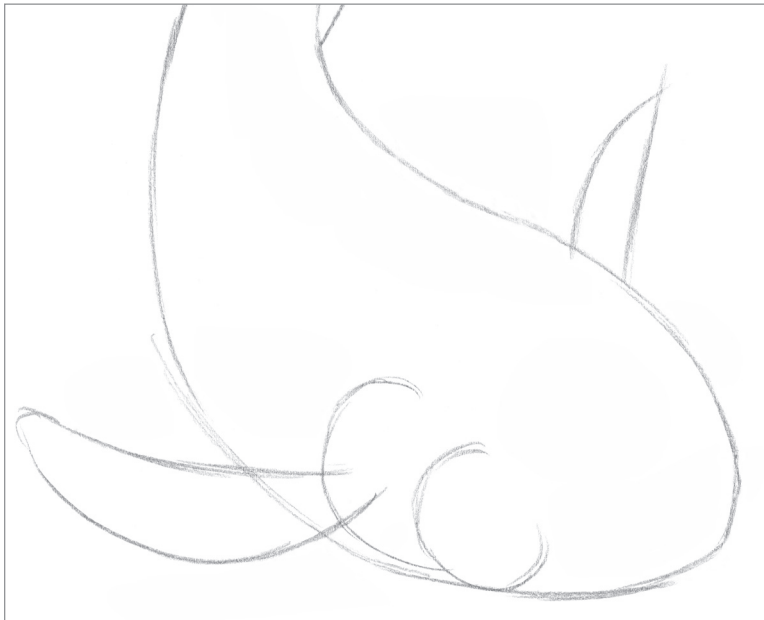
Figure 2



Figure 3



Figure 4



Tip!

When sketching a circular shape, rotate your paper and look at your sketch from different perspectives. Examine its reflection in a mirror to help locate problem areas.

If you find lines that need improvement: erase that section, redraw the lines, and continue on with your sketch.

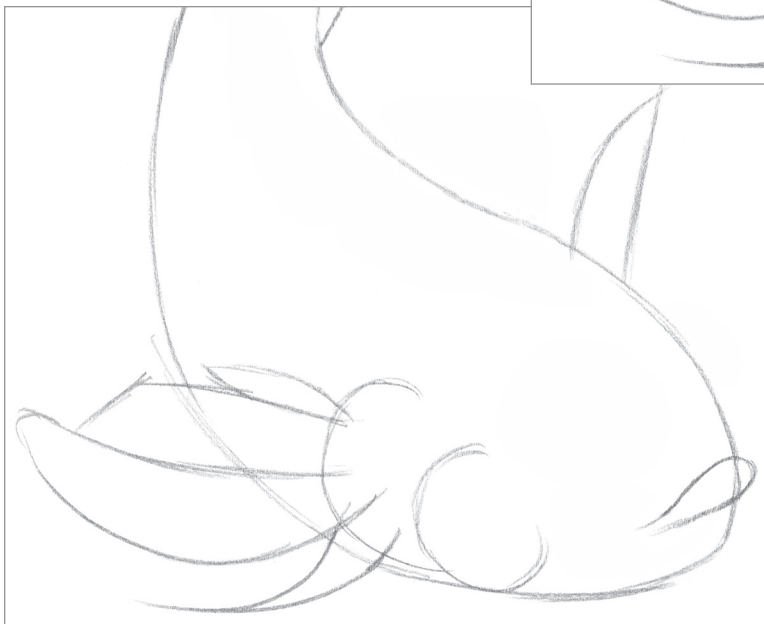
Figure 5



Tip!

You need three invaluable things in order to improve your drawing skills – practice, practice, and more practice!

Figure 6



Tip!

Patience and practice are the keys to successfully sketching the most important elements of any subject that intrigues and inspires you.



Tip!

Draw slowly! Accuracy is more important than speed.

Your speed will automatically improve with practice.

Also, don't forget to turn your sketchbook around as you draw so you can use your natural hand movements.

Figure 7



Figure 8

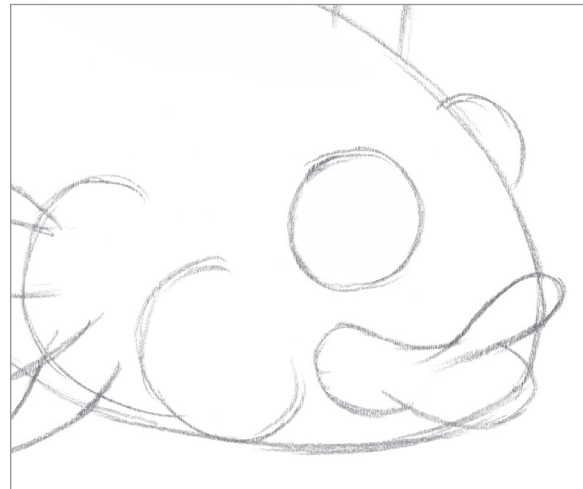
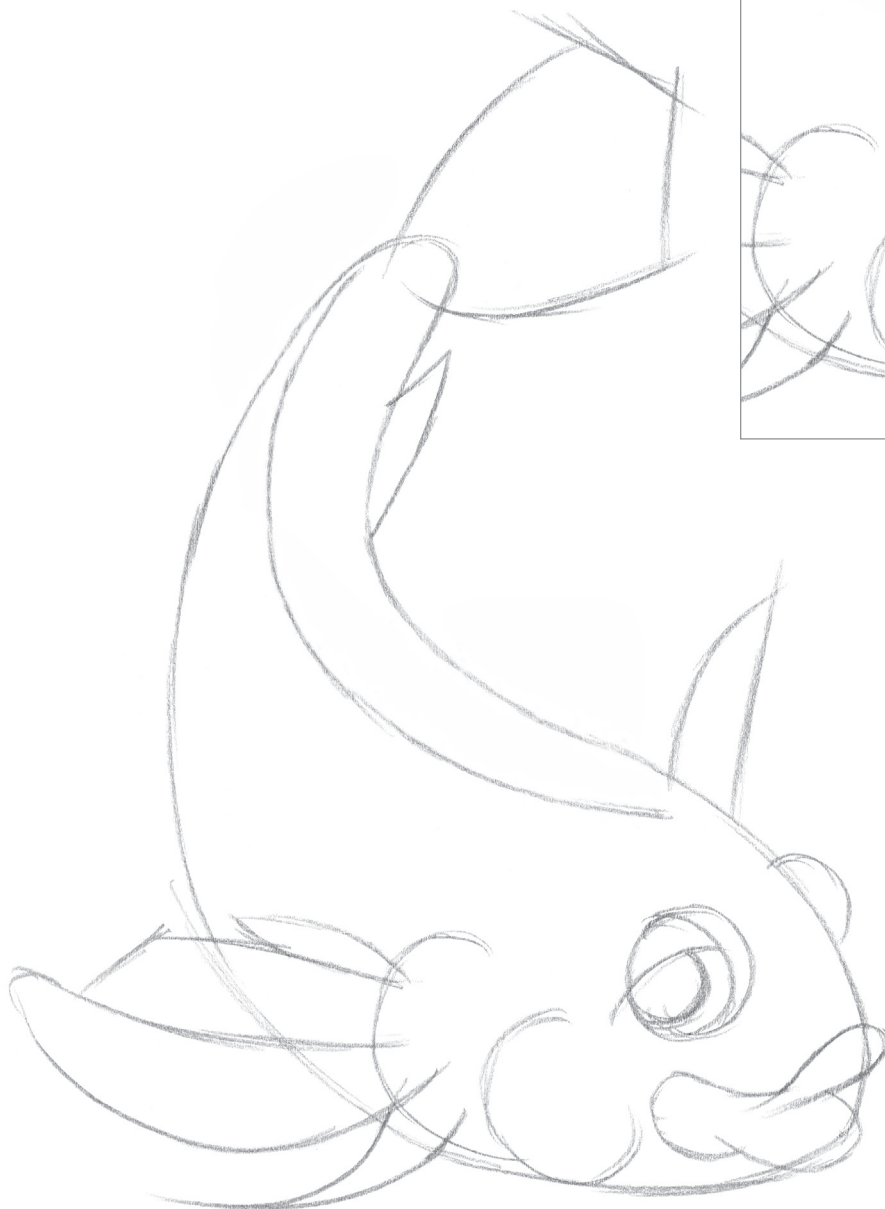


Figure 9



Tip!

If you plan to use a fine-tip marker or a 6B pencil to outline your sketch, keep a piece of paper under your hand!

All markers can be easily smudged if you don't give the ink a chance to dry well.

A 6B pencil is very dark and also smudges easily if you rest your hand on your drawing.

Figure 10



Render a Traditional or Digital Outline

2. Neatly outline Wanda's contours with a traditional medium (such as a 6B pencil or fine-tip black marker) or a digital medium (such as imaging software on a computer).

Figures 11 to 26 guide you through the process of rendering the contour drawing of Wanda. These outlines are rendered with a fine-tip marker.

Do not simply draw over top of your sketch lines. Instead, examine each of these sixteen illustrations in sequence in search of lines that you can draw more accurately.

Figure 11

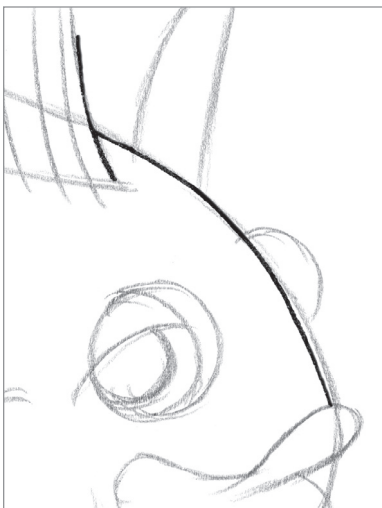


Figure 12



Figure 13



Figure 14



Figure 15

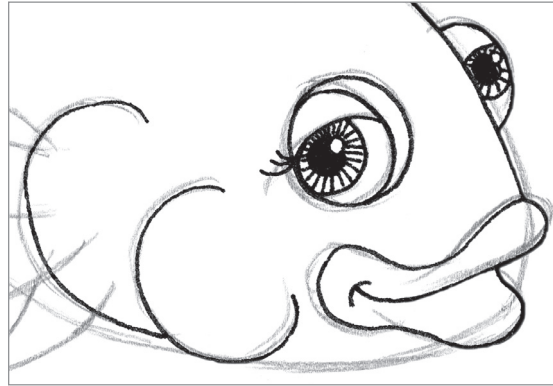
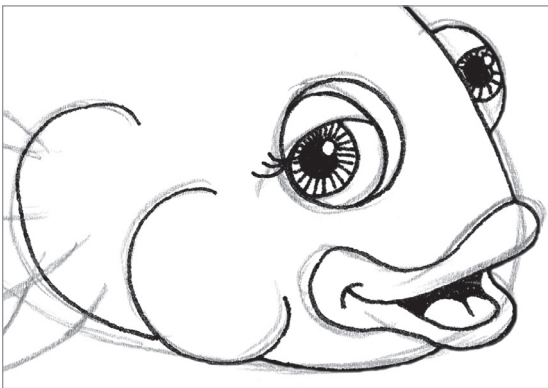


Figure 16

**Tip!**

Drawing is a journey, not a destination. Learning to draw is an infinite quest.

Figure 17

**Tip!**

Drawing is an action word – you learn by doing!

Figure 18

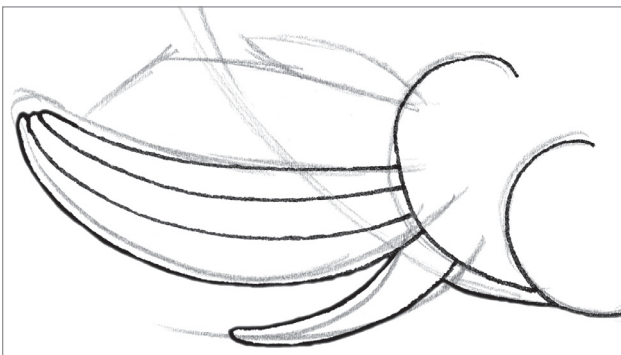
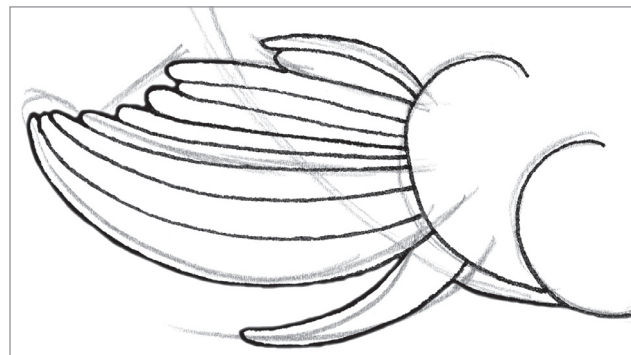


Figure 19

**Tip!**

Never draw eyelashes (Figure 14) from the tip down toward the eyelid.

Always draw them in the direction in which they grow, from the eyelid (or root) outward.

Note that eyelashes are only added to one end of the eye closest to you.

The other eye probably has eyelashes, but they are hidden by Wanda's forehead.

Figure 20



Figure 21

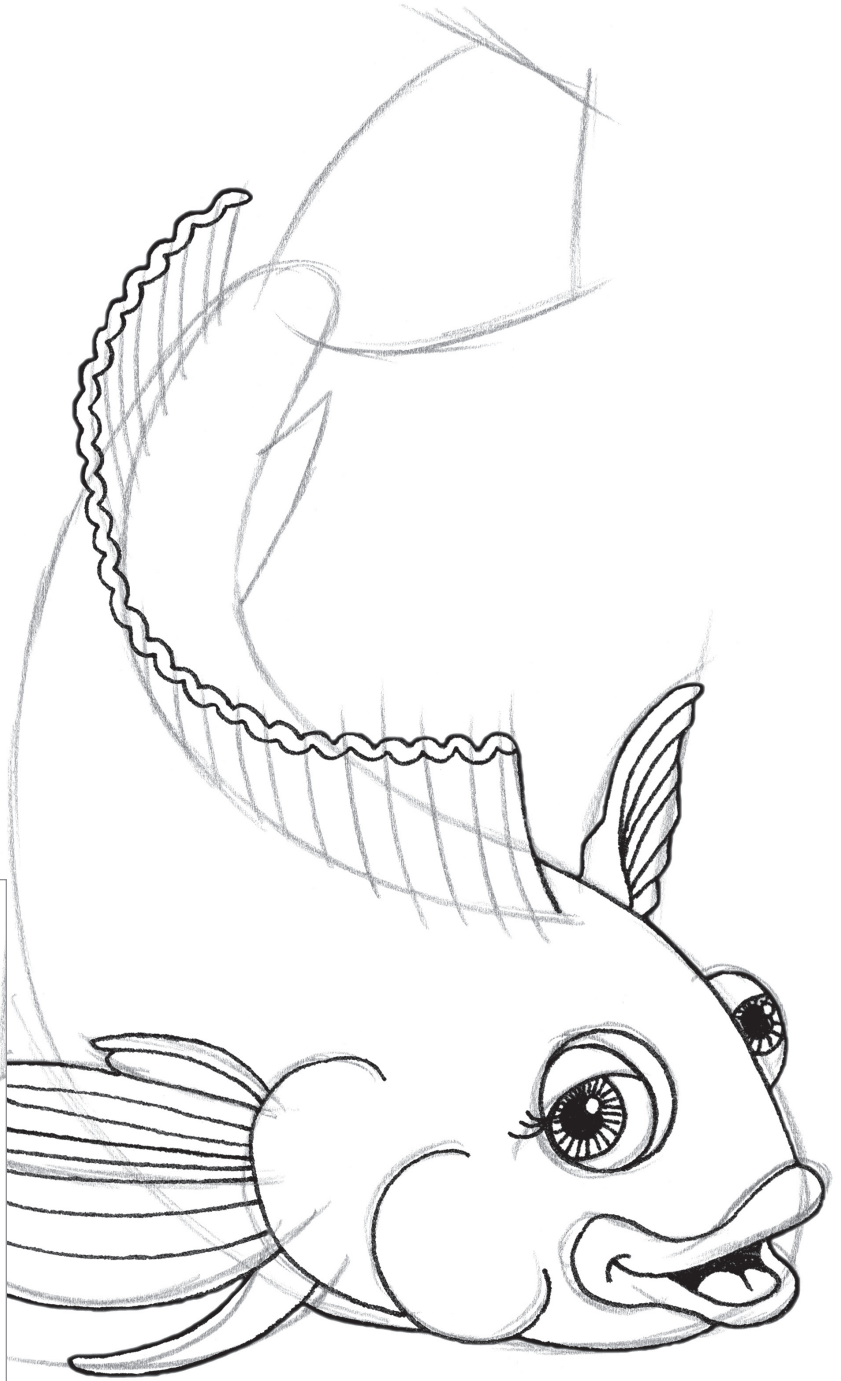


Figure 22



Tip!

Draw in a way you really love! Styles are neither right nor wrong – they just are.

Figure 23

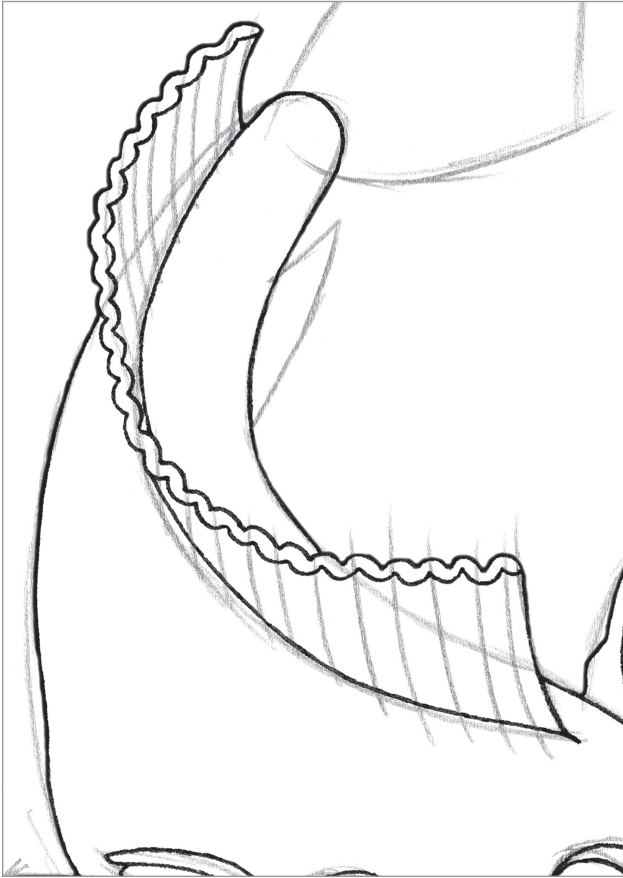


Figure 24

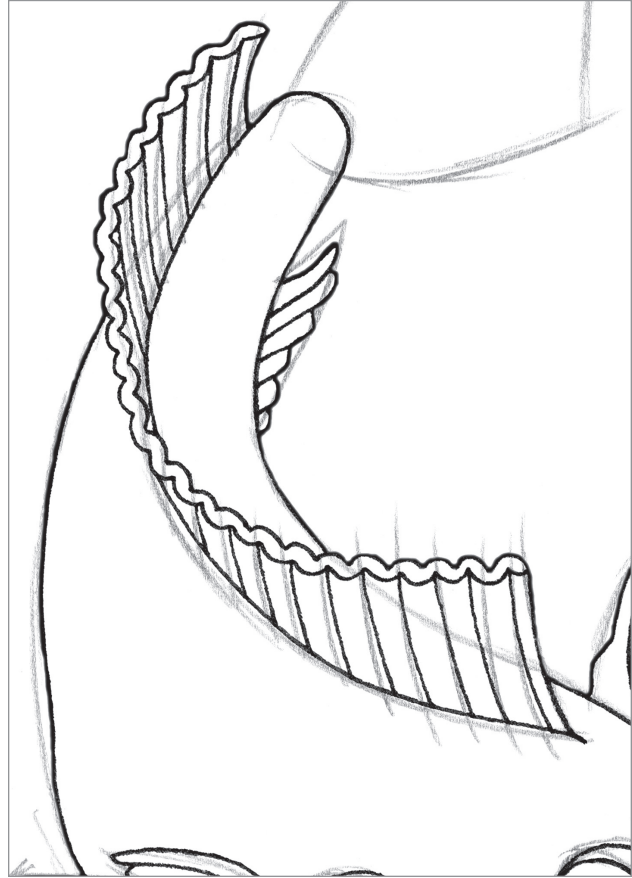
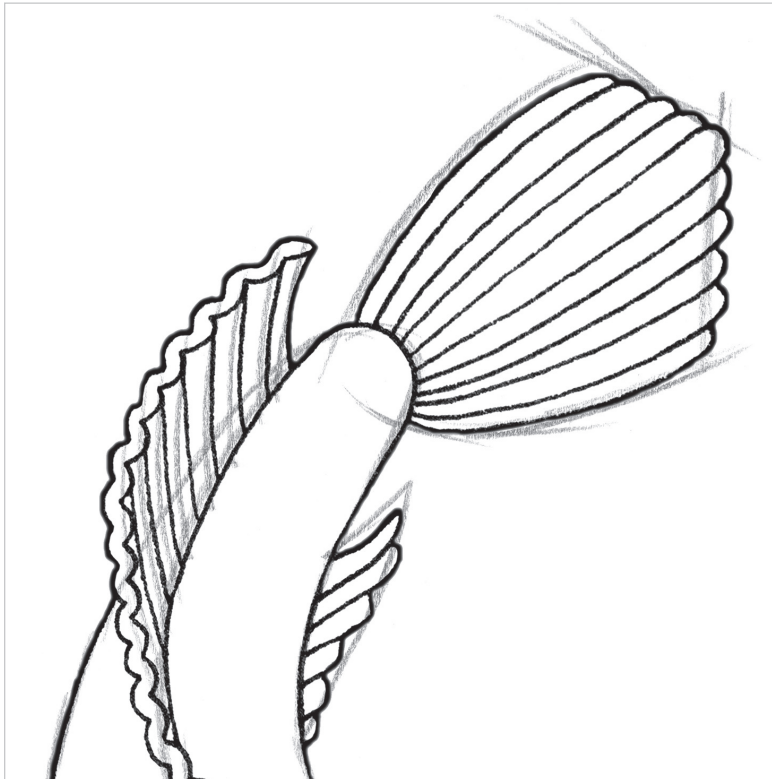


Figure 25

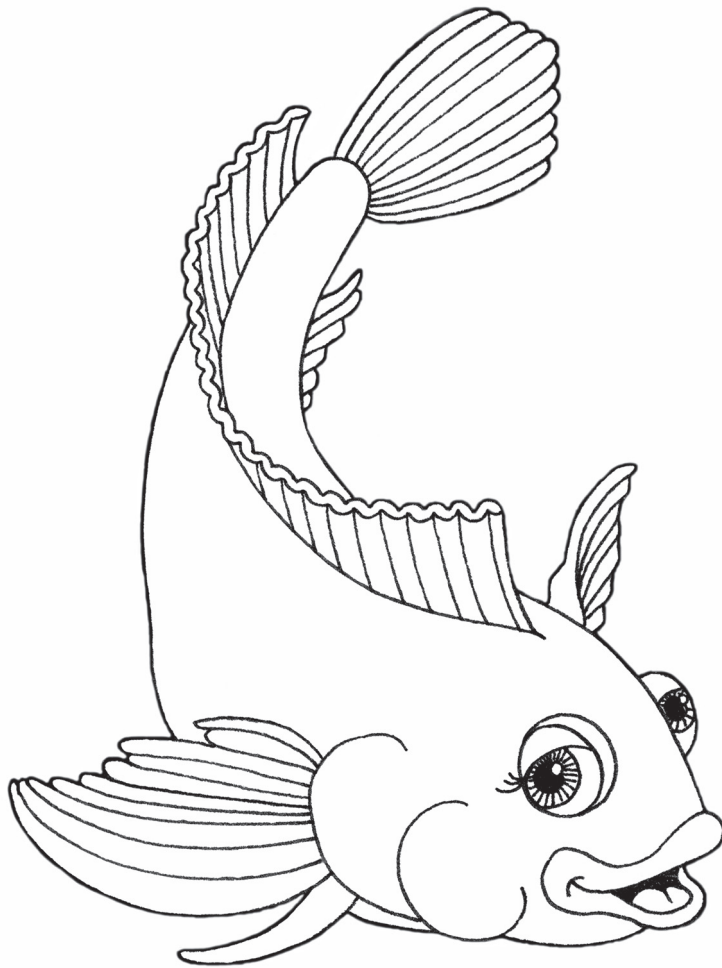
**Tip!**

The word *style* refers to your individual approach to your own art.

Your style is ultimately defined by an accumulation of your inherent preferences, life experiences, artistic philosophy, personal goals, and academic background.

With time, your personal style develops all by itself.

Figure 26



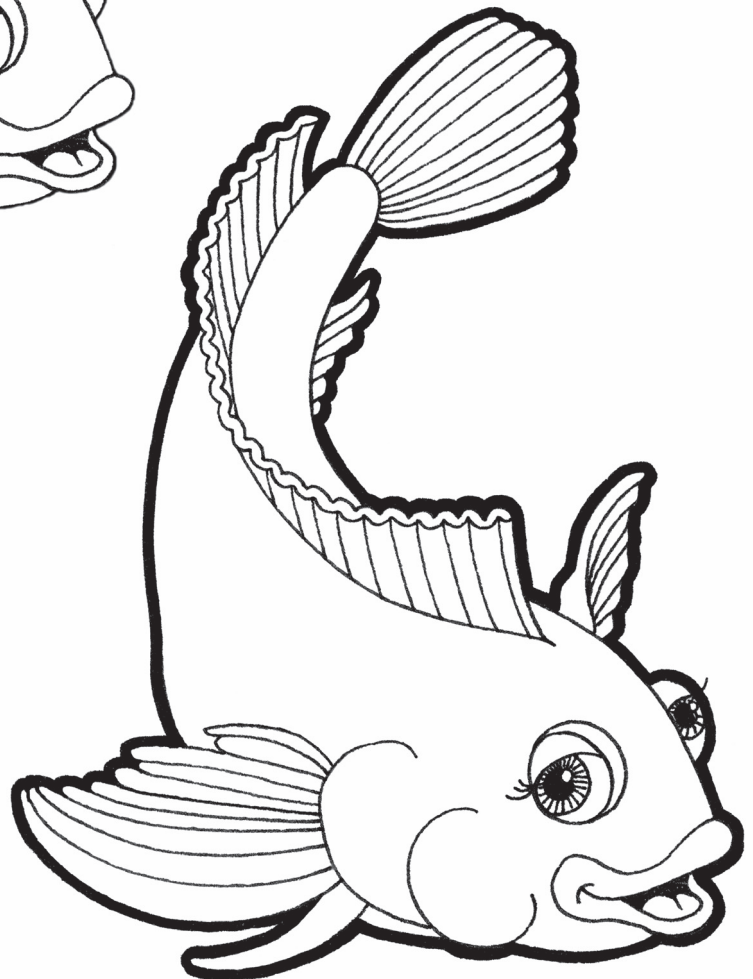
Depending on which medium you are using, you may want to lighten or erase your sketch lines (as shown in Figure 26).

If you are working with markers, make sure that your ink is completely dry before you carefully erase the pencil lines with either a vinyl or kneaded eraser.

Experiment with the erasing process on a piece of scrap paper before you erase any lines on your drawing.

In addition to preventing a disaster, you will also find out which eraser works best.

Figure 27



Use Your Creativity to Add Final Details

At this point, your drawing is technically finished! However, you can still have fun with your drawing by adding even more details.

Maybe you'd like to add a thick, bold line around the exterior outline (Figure 27).

Also, consider adding color with colored pencils or markers.

If you use markers, test them on some scrap paper first to make sure they don't smudge the outlines and ruin your drawing (gasp!).

You may prefer to scan your drawing and add color in a digital drawing software program, such as Photoshop.

In Figures 28 and 29, Photoshop helped turn Wanda into a brilliant rainbow fish!

Figure 28



Figure 29

