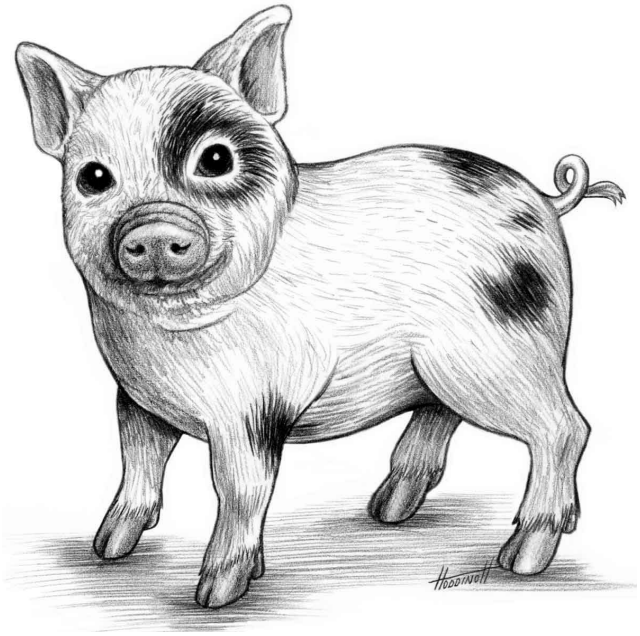
KEVIN BAKON

Brenda Hoddinott



I-09 BEGINNER: CARTOONS & CRITTERS

From the children's story book the *Three Little Pigs*, to television and movie stars such as *Porky Pig, Babe,* and *Miss Piggy*, pigs have been captivating the hearts and minds of artists for centuries.

This project relies completely on freehand drawing without the help of drawing tools such as a grid. You first draw a simple line drawing, and then add shading with hatching to make Kevin's face and body look three-dimensional, and his spotted fur look furry.

Simple, illustrated step-by-step instructions are divided into the following four sections:

- **SKETCHING PIGLET PROPORTIONS:** Your goal is to sketch Kevin's head and body on your drawing paper proportionately correct.
- **OUTLINING KEVIN'S FACE, HEAD, BODY AND LEGS:** You redraw Kevin with thin neat lines. Your sketch lines were simply to establish proportions; you now draw the actual outline of Kevin.
- **PRACTICING SHADING GRADUATIONS:** You fine-tune your shading skills by drawing three different fur-textured graduations, with the overall values of light, medium, and dark.
- **ADDING SPOTTED SHADING:** You use hatching to add shading to Kevin's face, head, ears, body, legs and feet.

For this project you need good quality white drawing paper, different grades of graphite pencils (such as 2H, HB, 2B, 4B, and 6B), kneaded and vinyl erasers, and a pencil sharpener.

11 PAGES – 29 ILLUSTRATIONS

This project is recommended for artists from age 10 to adult, as well as home schooling, academic and recreational fine art educators.

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Proportion is the relationship in size of one component of a drawing to another or others.

Drawing space (sometimes called a drawing format or a drawing plane): refers to the area of a drawing surface within a specific perimeter, outlined by a shape of any size, such as a square, rectangle or circle.

Shape refers to the outward outline of a form. Basic shapes include circles, squares and triangles.

Form, as applied to drawing, is the illusion of the three-dimensional structure of a shape, created in a drawing with shading and/or perspective.

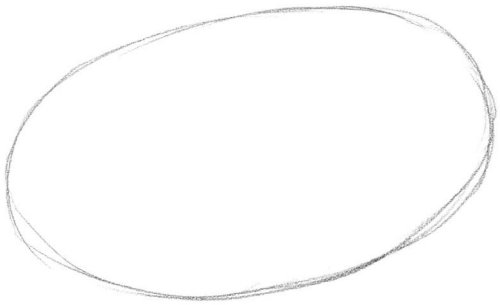
SKETCHING PIGLET PROPORTIONS

This project relies completely on freehand drawing without the help of drawing tools such as a grid. In this section, your goal is to sketch Kevin's head and body on your drawing paper proportionately correct.

1. Draw an oval-shape close to the center of your drawing space.

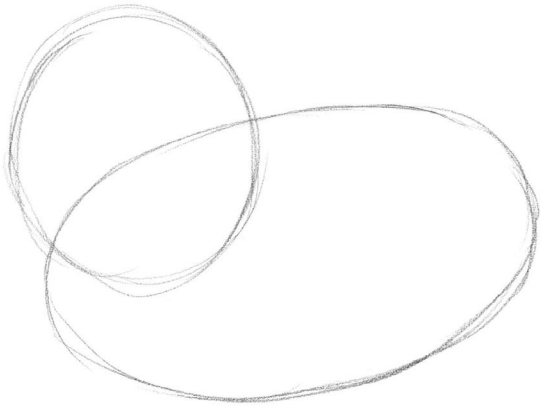
Use an HB pencil, and keep your lines very light so they can be easily erased. This oval-shape represents the body of the pig. Take note that the end on the left is lower than the one on the right.

ILLUSTRATION 01



Leave space on the upper left of your drawing space for his head. Make sure you have plenty of room below to add his legs and feet. On the right, you need to leave some room for his tail.

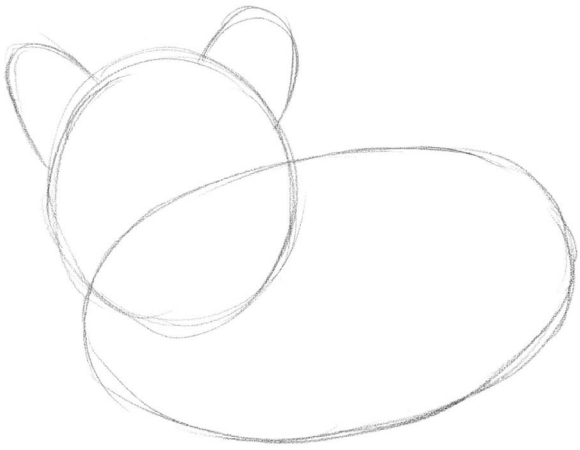
ILLUSTRATION 02



2. Sketch a circular shape through the upper left of the oval-shape (his body) to mark the placement of Kevin's head.

Take note of how the outline of the head cuts through the outline of the body.

ILLUSTRATION 03

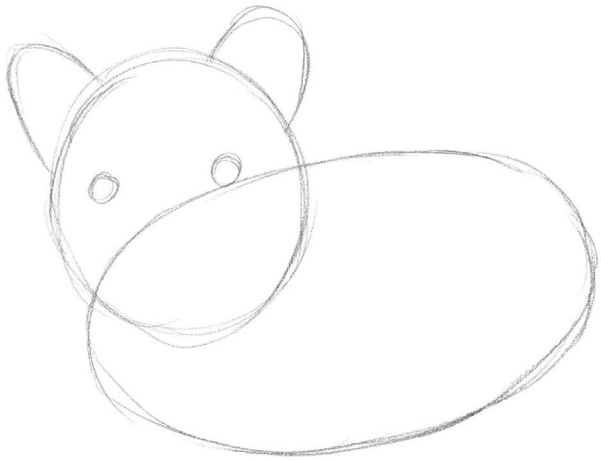


3. Lightly sketch two upside-down U-shapes to mark the locations of his ears.

Note that the ear on the right is higher than the other.

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ILLUSTRATION 04

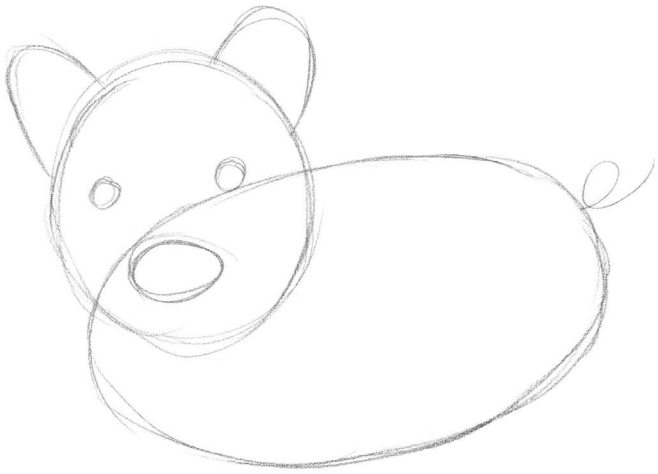


4. Sketch two small circles to mark the placement of his eyes.

Note that the eye on the right is higher than the eye on the left.

TIP As you sketch, constantly double check the proportions. Pay close attention to the lengths, angles, and curves of the various lines that outline the different parts of his face, head, body, and legs.

ILLUSTRATION 05



5. Sketch a horizontal oval-shape as Kevin's snout (or you may prefer to call it a nose).

6. Lightly sketch his curly tail.

If you look closely you can see that the tail looks like a hand-written lower-case "e".

ILLUSTRATION 06



7. Lightly sketch the locations of his four legs.

Note that the two legs closer to the viewer (you), appear to be larger and longer than the two legs farther away.

TIP Before you continue to the next section, compare your drawing to mine and fix any areas you're not happy with.

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OUTLINING KEVIN'S FACE, HEAD, BODY, AND LEGS

In this section you redraw Kevin with thin neat lines. Your sketch lines were simply to establish proportions; you now draw the actual outline of Kevin. Keep a pencil sharpener (and sandpaper block) handy so you can keep your pencil points nice and sharp.

ILLUSTRATION 07



8. Use your kneaded eraser to pat all your rough sketch lines until you can barely see them.

9. With your HB pencil, neatly draw the contour of his back and rump.

Contour drawing (also called a line drawing) is comprised of lines which follow the contours of various sections of a drawing subject and define the outlines of its forms.

TIP You can clean your kneaded eraser by stretching and reshaping (also known as *kneading*) it several times until it comes clean.

ILLUSTRATION 08



10. Add a double line to the tail outline so it looks more realistic.

11. Outline Kevin's chest and belly.

ILLUSTRATION 09



12. Add two slightly curved lines to represent the edges of the tops of the two legs that are closer to the viewer.

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13. Outline the two legs and feet that are closer to the viewer.

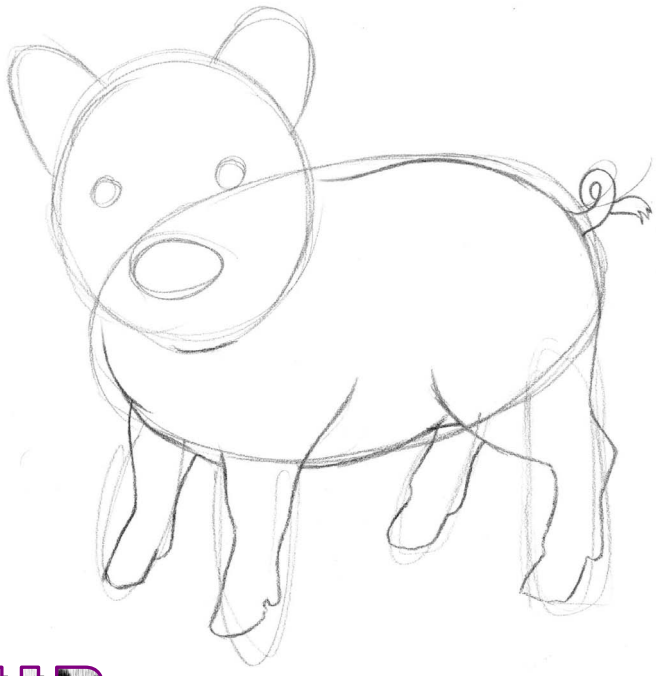
Examine how the lines curve in various directions. Constantly compare the shapes of each section of the legs and feet to my drawing.

14. Add the other two legs and feet.

ILLUSTRATION 10



ILLUSTRATION 11



15. Use your HB pencil to outline his cheeks and chin.

16. Outline his head and ears.

17. Add two curved lines under his snout, to represent his smile.

TIP Always place a piece of clean paper under your hand as you draw to prevent you from smudging your drawing, and protect the paper from oils in your skin. Each time you work on a new section, move your paper so it's always under your hand.

ILLUSTRATION 12

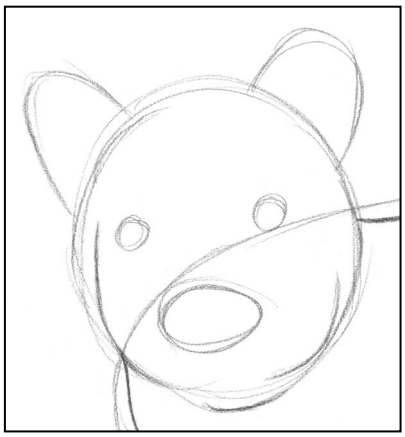


ILLUSTRATION 13

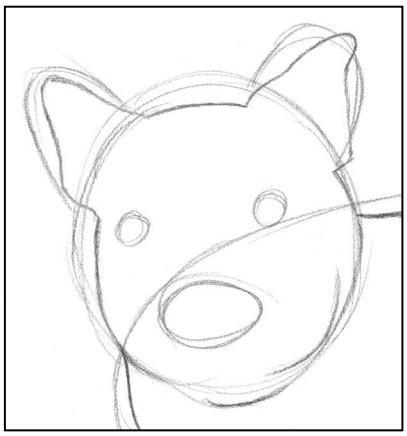
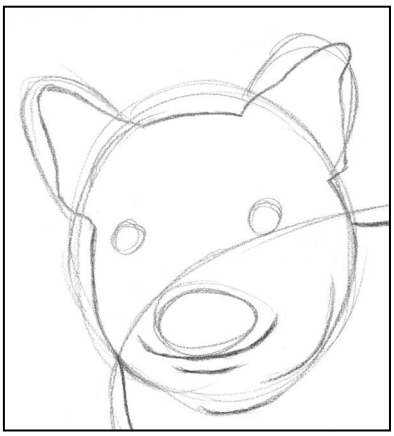
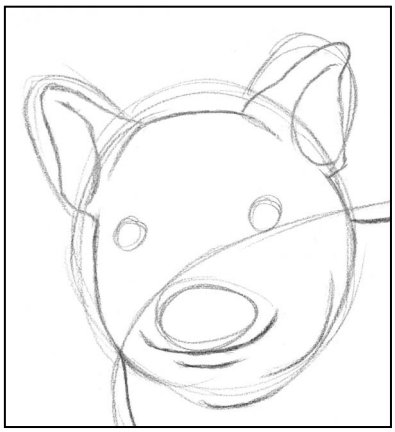


ILLUSTRATION 14



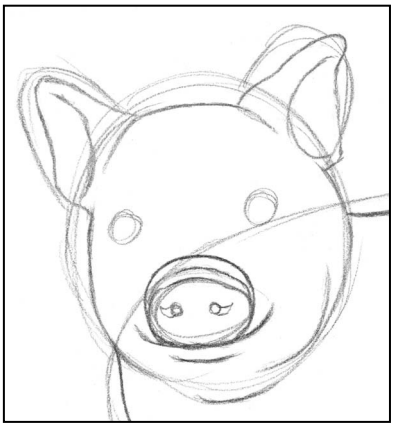
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ILLUSTRATION 15



18. **Add curved lines to separate the outer and inner sections of his ears.**

ILLUSTRATION 16

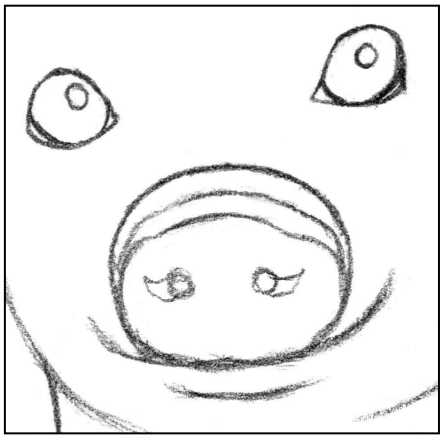


19. **Outline the snout with an HB pencil.**

20. **Add two more curved lines above the upper section of his snout.**

21. **Draw two tiny circles as his nostrils with small triangular shapes on the outer edge of each.**

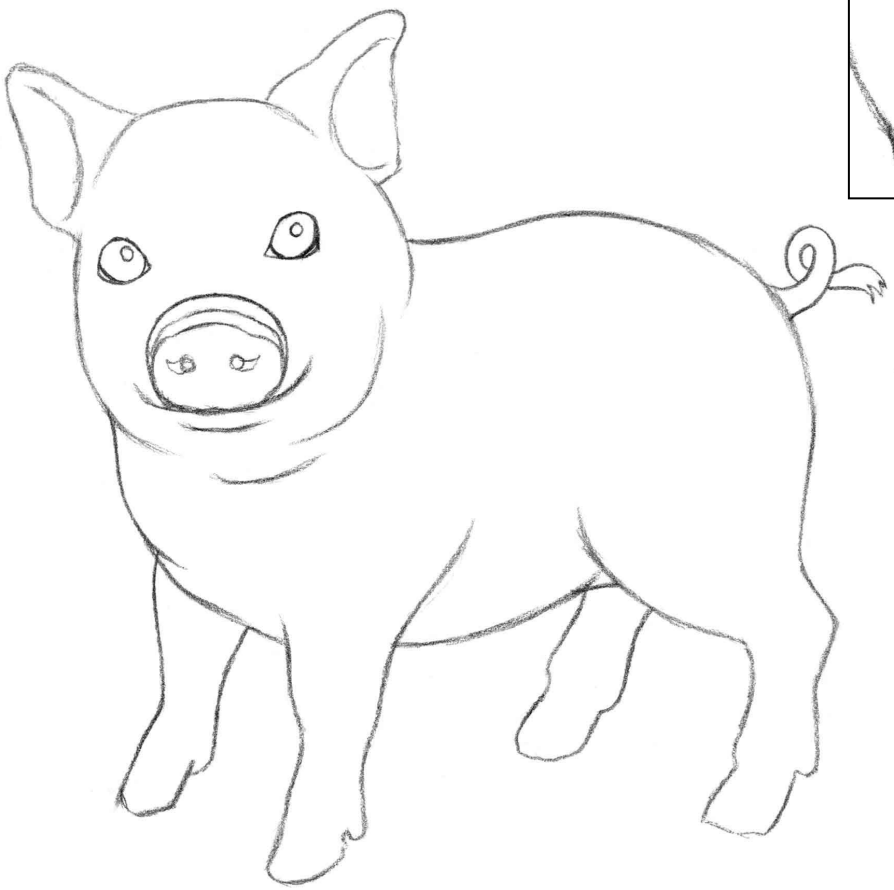
ILLUSTRATION 17



22. **Outline his eyes.**

23. **Add a tiny circle in the upper right of each eye as the highlight.**

ILLUSTRATION 18



24. **Erase any rough sketch lines that are still visible.**

25. **Check over your drawing and change any sections you aren't totally happy with.**

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PRACTICING SHADING GRADUATIONS

In this section, you fine-tune your shading skills by drawing three different fur-textured graduations, with the overall values of light, medium, and dark.

Shading refers to the various shades of gray (values) in a drawing that make drawings look three-dimensional. *Graduated shading* (also called *graduations* or *graduated values*) is a continuous progression of graduated values from dark to light or from light to dark. *Values* are the different shades of gray created when you draw by varying both the density of the shading lines, and the pressure used in holding various pencils.

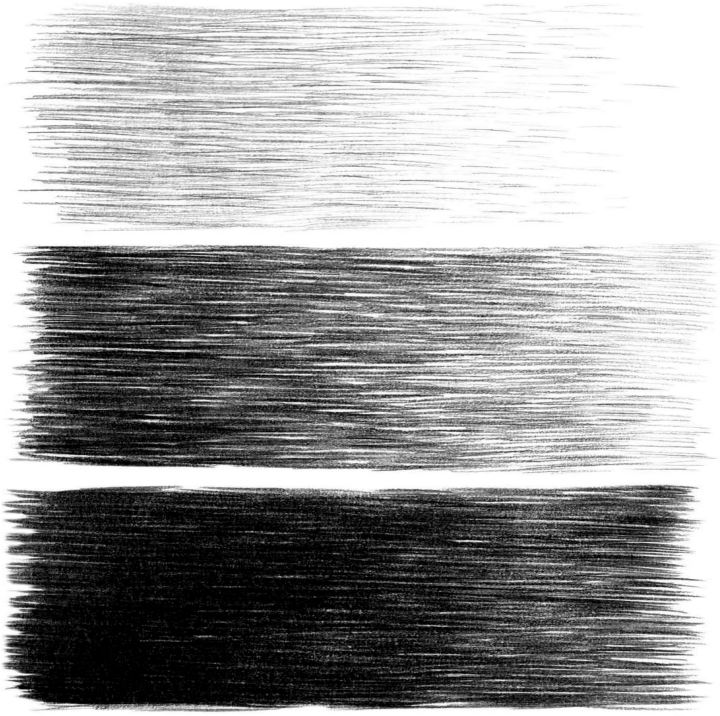
Remember, different values are created by:

- Varying the density of the lines you draw. Density refers to whether the individual hatching lines are close together or far apart.
- Varying the pressure used in holding your pencils. For light lines you press very lightly with your pencil. Press harder with your pencil to make darker lines.
- Using different grades of pencils from 2H to 6B.

The hatching lines used to draw fur are ragged and uneven with lines of various lengths and thicknesses. *Hatching* is a series of lines (called a set) drawn closely together to give the illusion of values.

TIP If you have very little hatching experience, or if your hatching skills have become a little rusty, you can hone your skills with the lessons in Section F, Beginner Level: Hatching.

ILLUSTRATION 19



26. Use hatching to draw three furry graduations.

Use a 2H pencil to make a horizontal light gradation that is darker on the left and gradually gets lighter toward the right.

Draw the texture of fur in a medium graduation (use an HB) that begins dark on the left and becomes lighter toward the right.

Graduate the texture of dark fur by using a 4B on the far left and ending with lighter values on the right, rendered with a 2B.

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ADDING SPOTTED SHADING

In this section, you use hatching to add shading to Kevin's face, head, ears, body, legs and feet.

27. Use your 2B pencil and hatching lines to add fur-textured spots to Kevin's back, front leg, and around one eye.

Refer to Illustrations 20, 21, and 22.

ILLUSTRATION 20



ILLUSTRATION 21

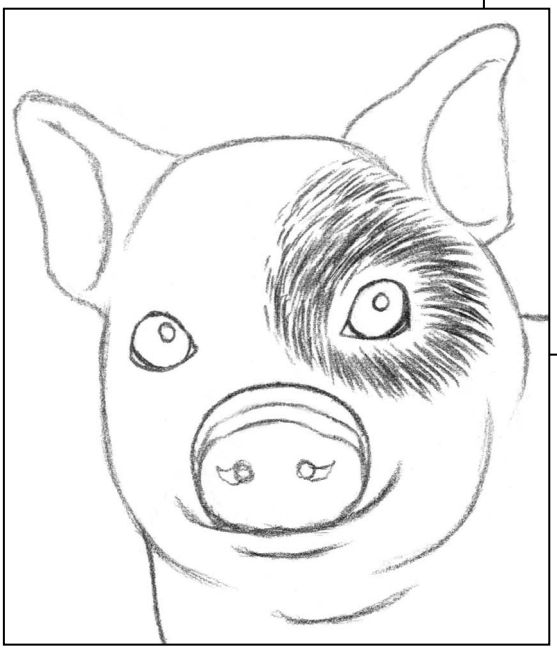
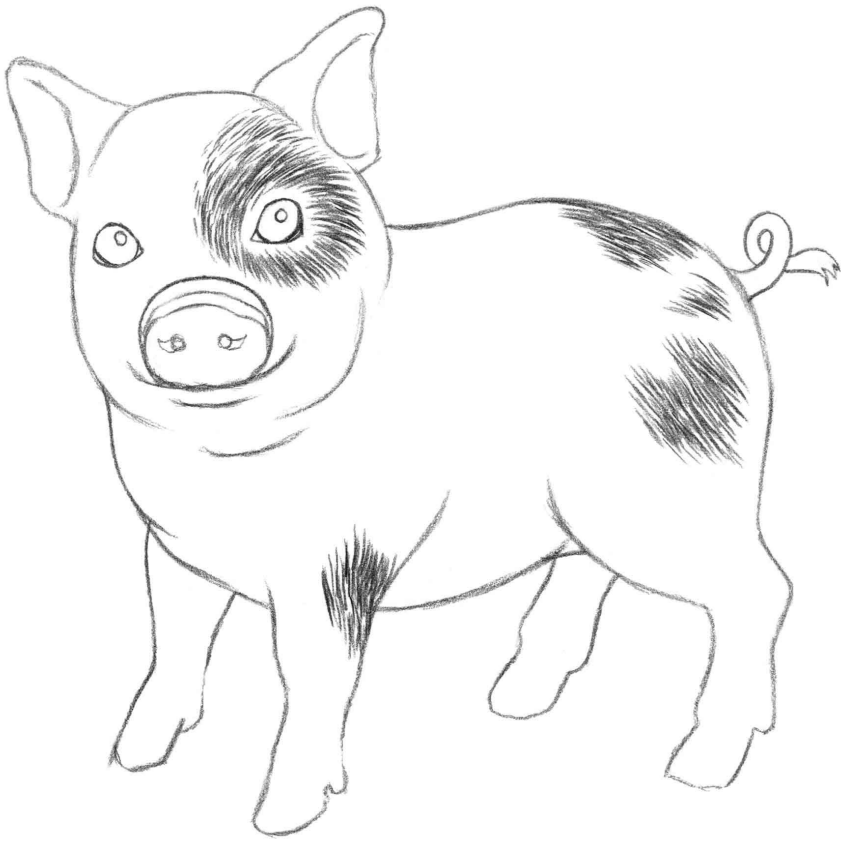


ILLUSTRATION 22



The light source in this drawing is from the upper right, which means that the shading is darker on the left and lower left sections of the pig's body.

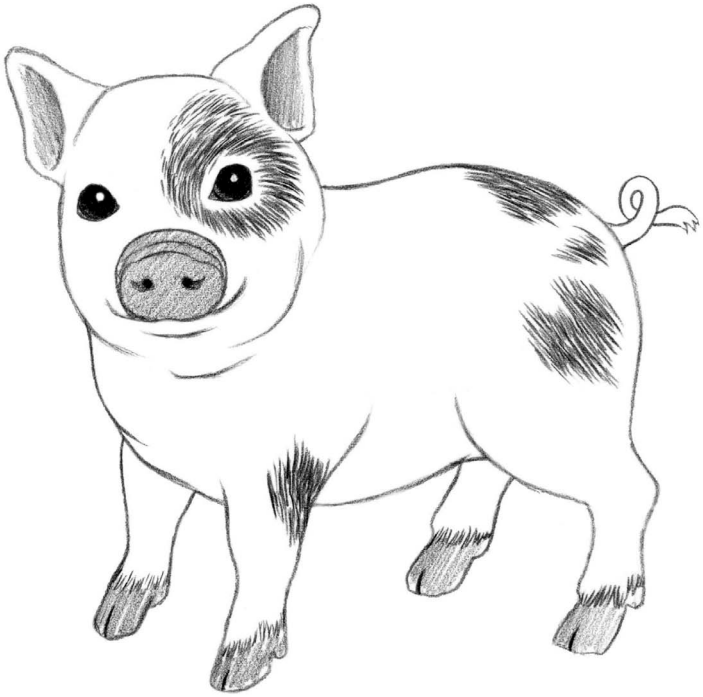
Light source is the direction from which a dominant light originates.

The placement of this light source affects every aspect of a drawing. The light source tells you where to draw all the light values and shadows.

TIP Watch very closely the different directions in which the hatching lines curve. Take your time. The directions, in which the hatching lines curve, are important, because they help give the illusion of depth to the various forms.

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ILLUSTRATION 23



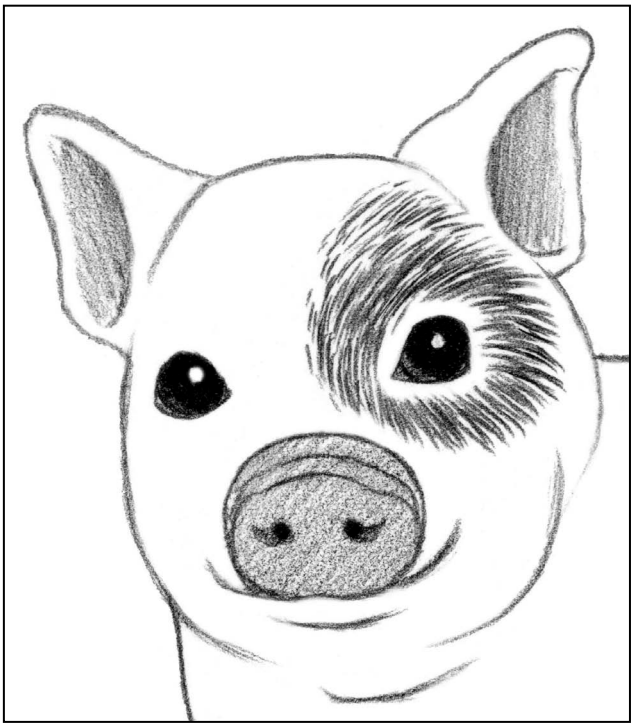
28. Add light and medium values to Kevin's snout, feet (you may want to call them hoofs), and the inside sections of his ears.

If you look closely you may notice that some sections of shading are a little darker than others.

Add your light values first, and then layer your medium shading on top of your light shading. This layering creates a nice smooth transition between different values. The darkest values are then built in layers on top of the medium values.

Experiment with your 2H and HB pencils to see which you prefer for shading the various sections.

ILLUSTRATION 24



29. Use your HB pencil to add medium values to the inside corners of Kevin's eyes.

30. Fill in the darkest sections (the irises and pupils) of Kevin's eyes with your 6B pencil.

Remember to leave the highlights white.

31. Complete all aspects of the shading of Kevin.

Refer to Illustrations 25, 26, and 27 on the following page.

- Use your 2H to add texture to the lightest sections of fur.
- An HB is great for the medium shading such as under his chin.
- Try a 2B for the dark shadow sections such as the inner sections of his ears, the fur under and on the left of his snout, the left of his chest, the upper section of his leg on the far left, his belly, and the darker shading of his snout and hoofs.
- Use your 4B and 2B to darken the inner sections of his various spots.

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- Shape your kneaded eraser into a point and erase any smudges on the highlights, such as those in his eyes, and the sections of his snout, tail, and hoofs (feet) that are closer to the light. With all highlights brightened to the white of the paper, your drawing will look brighter and more three-dimensional.

TIP

To make the transition from one value to the next look smooth, make the individual hatching lines different lengths. A short line, placed inside a space between two other lines, can also help.

ILLUSTRATION 25

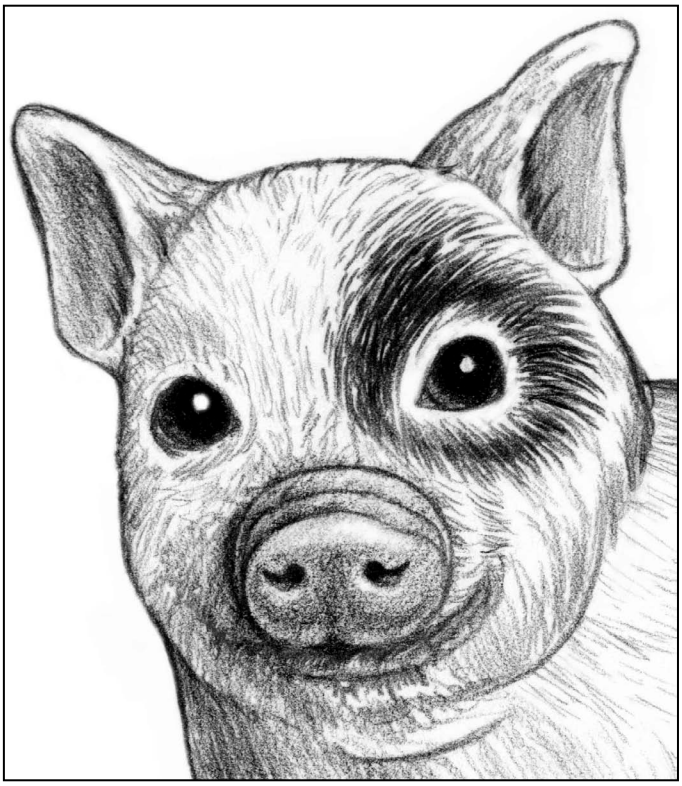


ILLUSTRATION 26

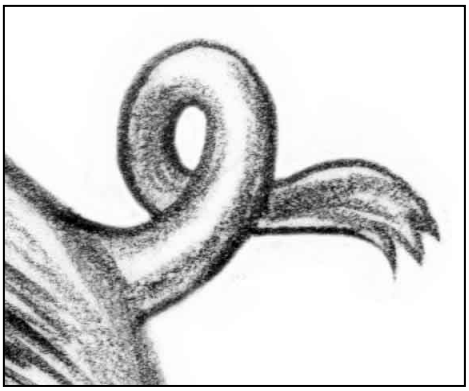
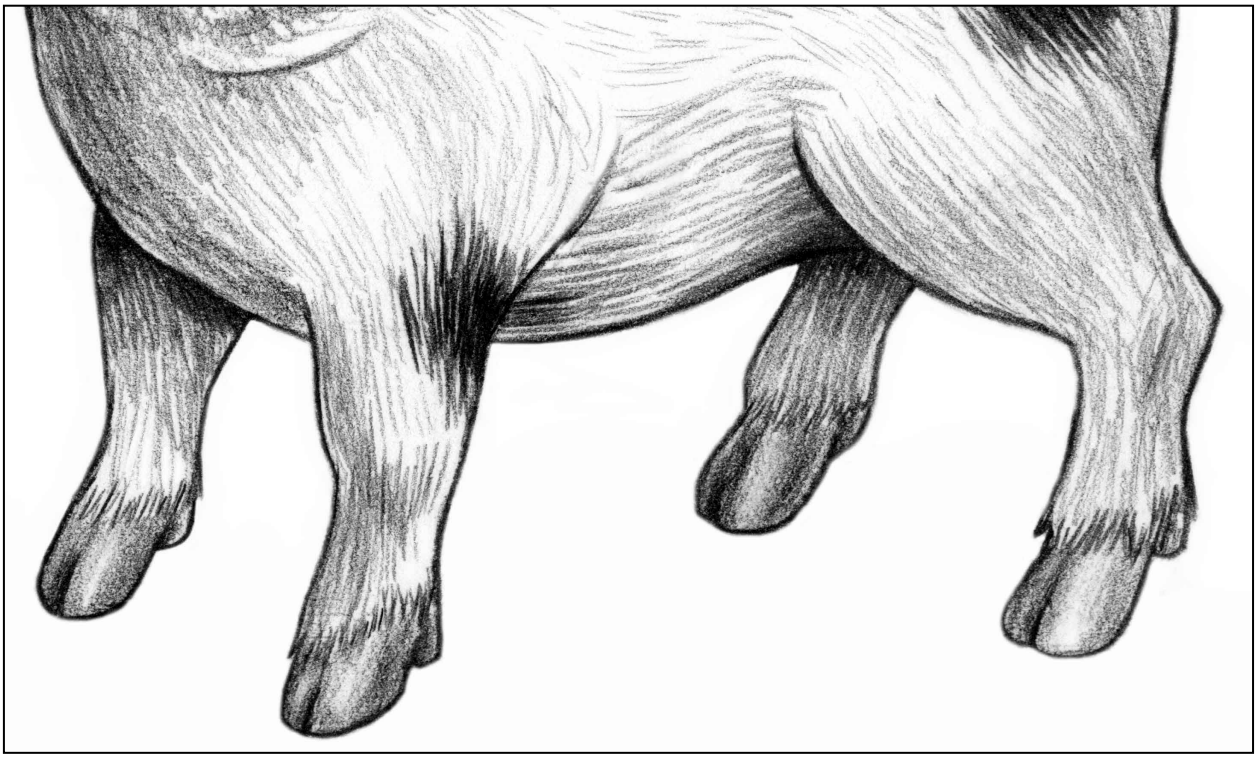


ILLUSTRATION 27



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32. Use your HB pencil to add a shadow under Kevin's body so he doesn't look like he's floating (or flying)!

ILLUSTRATION 28



33. Sign your name, write today's date on the back of your drawing, and put a smile on your face!

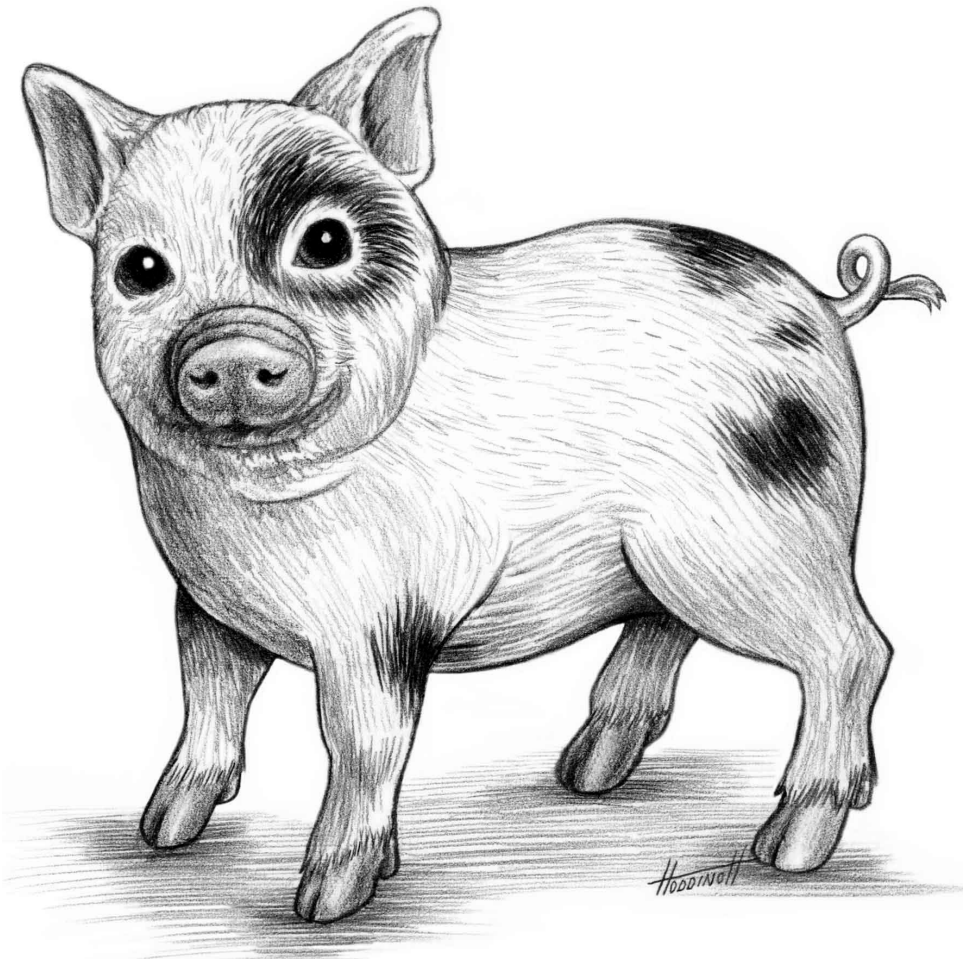
CHALLENGE

Put on your thinking cap and invent and draw Kevin's brother or sister, using the skills taught in this lesson.

You have a certified artistic license to use your creativity and make any changes you wish. For example, you can add spots in different places and make them various sizes, from very tiny to large.

Try your hand at drawing other spotted critters, in the advanced section of Drawspace. You can draw an adorable giraffe named Dandy, a Dalmatian named Shadow, or an adorable young owl, named Hooter.

ILLUSTRATION 29



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BRENDA HODDINOTT - BIOGRAPHY

As a self-educated teacher, visual artist, portraitist, forensic artist, and illustrator, Brenda utilizes diverse art media including graphite, technical pen, colored pencil, chalk pastel, charcoal, conté crayon, and oil paints.

My philosophy on teaching art is to focus primarily on the enjoyment aspects while gently introducing the technical and academic. Hence, in creating a passion for the subject matter, the quest for knowledge also becomes enjoyable.

>Brenda Hoddinott<

Born in St. John's, Newfoundland, Brenda grew up in the small town of Corner Brook. She developed strong technical competencies with a personal commitment to self directed learning, and the aid of assorted "Learn to Draw" books. During Brenda's twenty-five year career as a self-educated civilian forensic artist, numerous criminal investigation departments have employed Brenda's skills, including Royal Canadian Mounted Police and municipal police departments. In 1992, Brenda was honored with a commendation from the Royal Canadian Mounted Police, and in 1994, she was awarded a Certificate of Membership from "Forensic Artists International".

Her home-based art career included graphic design, and teaching recreational drawing and painting classes. As supervisor of her community's recreational art department, Brenda hired and trained teachers, and designed curriculum for several children's art programs. In 1998, Brenda chose to end her eighteen-year career as an art educator in order to devote more time to writing, drawing, painting, and developing her websites.

Drawspace http://www.drawspace.com incorporates her unique style and innovative approach to curriculum development. This site offers downloadable and printable drawing classes for students of all abilities from the age of eight through adult. Students of all ages, levels and abilities have praised the simple step-by-step instructional approach. This site is respected as a resource for fine art educators, home schooling programs, and educational facilities throughout the world.

LEARN-TO-DRAW BOOKS BY BRENDA HODDINOTT

- **Drawing for Dummies:** Wiley Publishing, Inc., New, York, NY, this 336 page book is available on various websites and in major bookstores internationally.
- **The Complete Idiot's Guide to Drawing People:** Winner of the Alpha-Penguin Book of the Year Award 2004, Alpha - Pearson Education – Macmillan, Indianapolis, IN, this 360 page book is available on various websites and in major bookstores internationally.

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