

MERBABY

Brenda Hoddinott

C-11 BEGINNER: DRAW WITH LINES

This heavily illustrated lesson challenges you to rely primarily on your visual skills as you combine lines with shapes to create a cartoon drawing of a baby mermaid.



Learning to see as an artist is the very foundation of drawing. A thorough visual examination of your subject is the most important ingredient for making great sketches.

This lesson is divided into the following two sections:

- **LIGHTLY SKETCHING SHAPES:** You rely on your visual skills rather than verbal instructions to sketch a cartoon figure of a baby mermaid. Your goal is to lightly sketch accurate proportions of the various shapes of the cartoon baby.
- **DRAWING THE FINAL OUTLINE:** You render the final outline of the baby mermaid with either a 4B or 6B pencil, or a fine tip permanent black marker. If you choose to use a pencil, keep its tip freshly sharpened so your outlines are neat. Using a marker is more challenging; once you start drawing with a fine tip marker, you can't erase mistakes.

You need basic drawing supplies including good quality white paper, graphite pencils, erasers, a pencil sharpener and a permanent fine tip black marker (optional) to outline the final sketch.

11 PAGES – 45 ILLUSTRATIONS

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

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LIGHTLY SKETCHING SHAPES

This section challenges you to rely on your visual skills rather than verbal instructions to sketch a cartoon figure of a baby mermaid. Your goal is to lightly sketch accurate proportions of the various shapes of the cartoon baby.

As you sketch what you see (in Figures 1001 to 1011), press gently with your HB pencil to keep your lines very light.

You begin by sketching the shape of the head (Figure 1001) in the upper left section of your paper. Leave a space in the outline to later add the hand.

ARTSPEAK

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

Shape refers to the outward outline of a form.

Sketch (noun) is a simple drawing that captures the integral aspects of a subject quickly and efficiently; (verb) refers to the process of rendering a sketch.

Negative space refers to the background around and/or behind a drawing subject.

Positive space refers to the space occupied by the drawing subject and/or its (or his or her) various parts.

Also, keep lots of space on your paper above, to the right and below for the arms, body, and tail.

FIGURE 1001



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. If you're not happy with something, simply erase it, redraw the lines, and keep on going.

FIGURE 1002

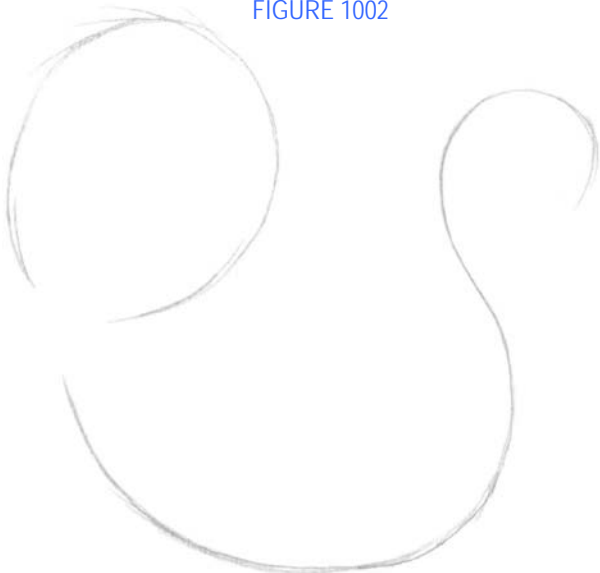


FIGURE 1003

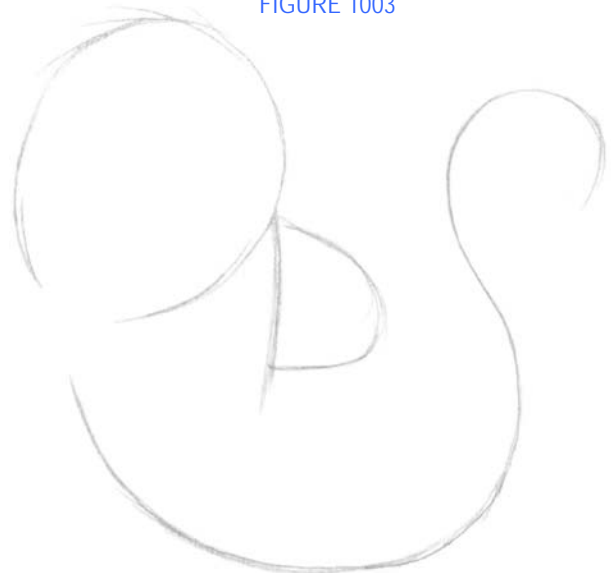


FIGURE 1004

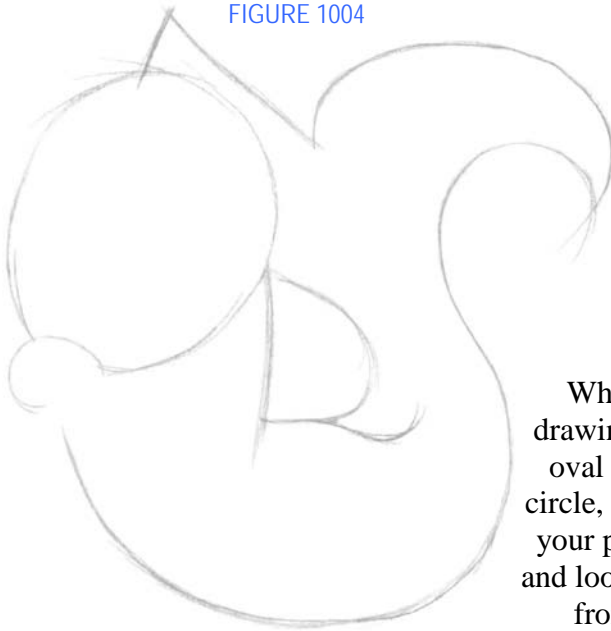
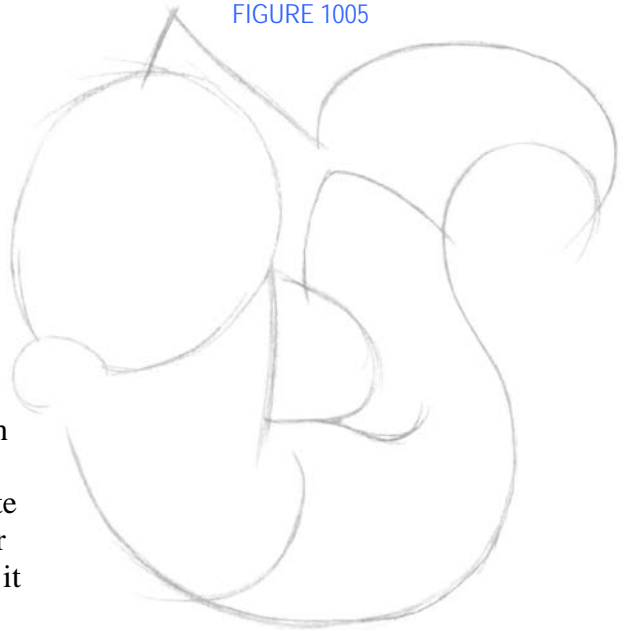


FIGURE 1005



When
drawing an
oval or a
circle, rotate
your paper
and look at it
from
different
perspectives.

FIGURE 1006

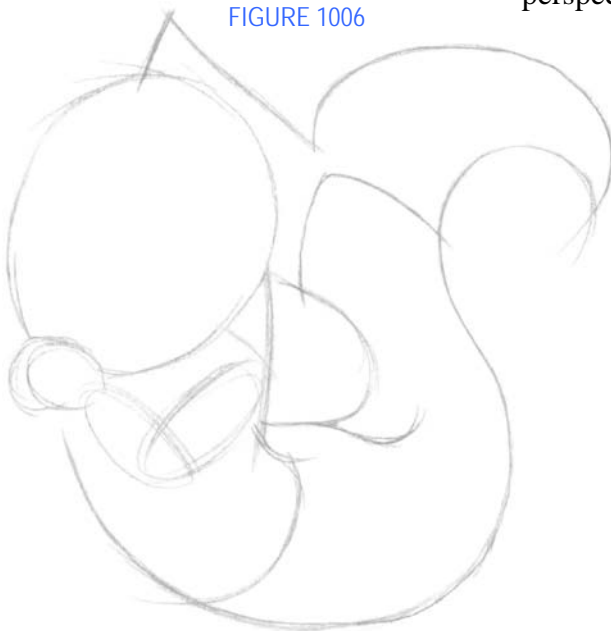


FIGURE 1007



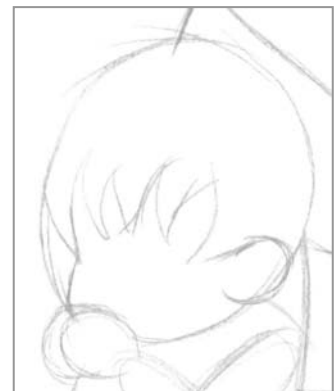
FIGURE 1008



FIGURE 1009



FIGURE 1010



Check over your sketch carefully and make any changes you want. Examine the shapes created by negative and positive spaces.

DRAWING THE FINAL OUTLINE

In this section, the final outline of the baby mermaid is rendered with either a 4B or 6B pencil, or a fine tip permanent black marker.

If you choose to use a pencil, keep its tip freshly sharpened so your outlines are neat. Using a marker is more challenging; once you start drawing with a fine tip marker, you can't erase mistakes.

Follow along with Figures 1012 to 1045 and take your time. Accuracy is more important than speed.

Keep a piece of paper under your hand! Both graphite and markers can be easily smudged.

Don't draw directly over your sketch lines; they are merely a guide for basic proportions. Rather, closely examine each of my drawings in sequence, and adjust your final outlines to be as close as possible to mine. Also, don't forget that you can turn your sketchbook around as you draw.

FIGURE 1011



FIGURE 1012



FIGURE 1013

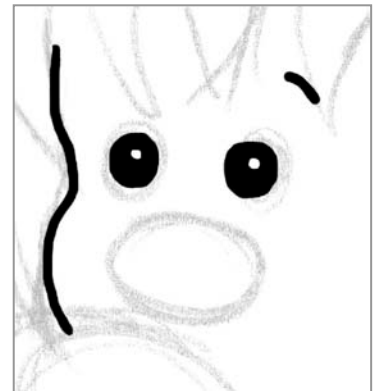


FIGURE 1014



FIGURE 1015



FIGURE 1016

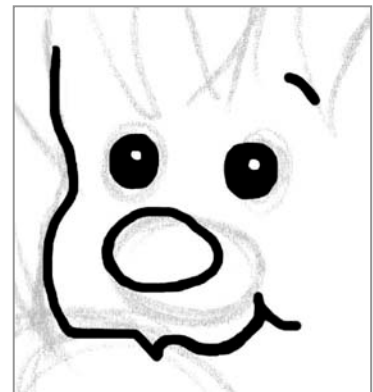


FIGURE 1017



FIGURE 1018



FIGURE 1019

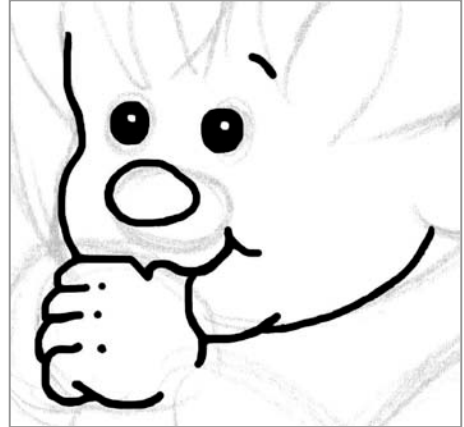


FIGURE 1020

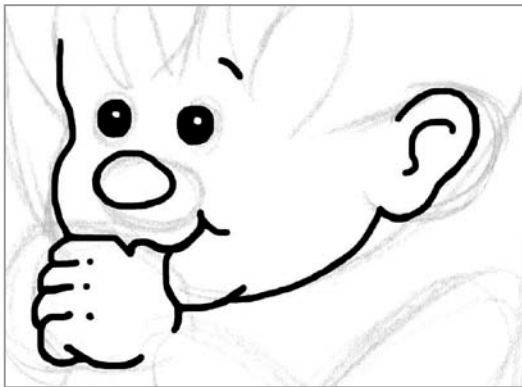


FIGURE 1021

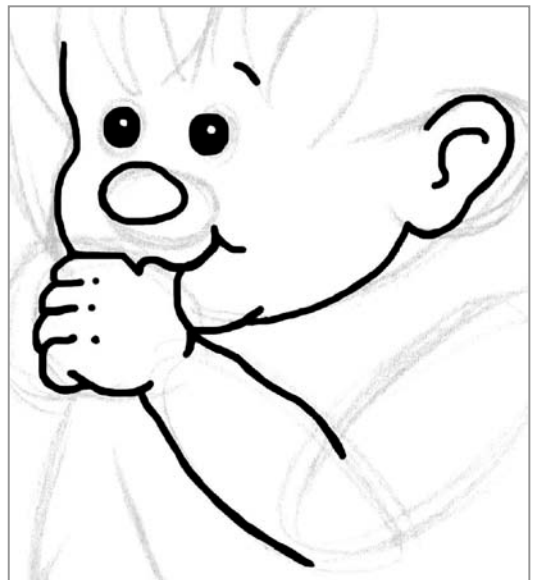


FIGURE 1022

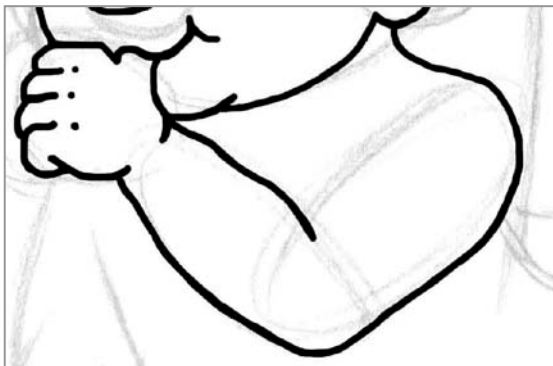


FIGURE 1024

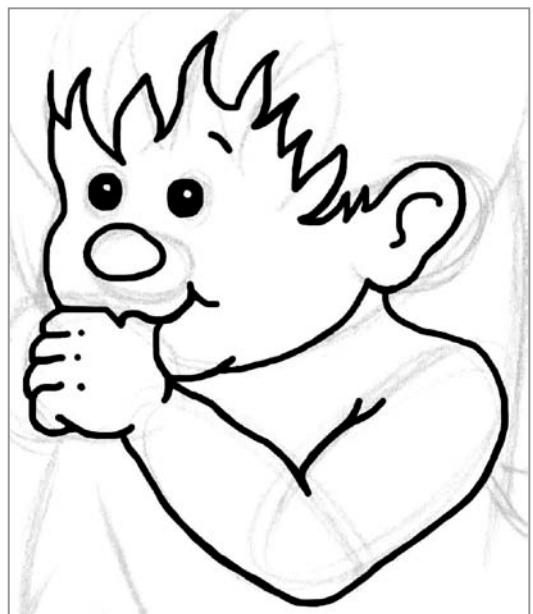


FIGURE 1023

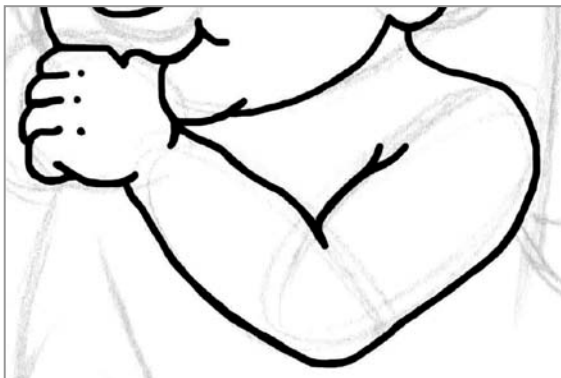


FIGURE 1025



FIGURE 1026

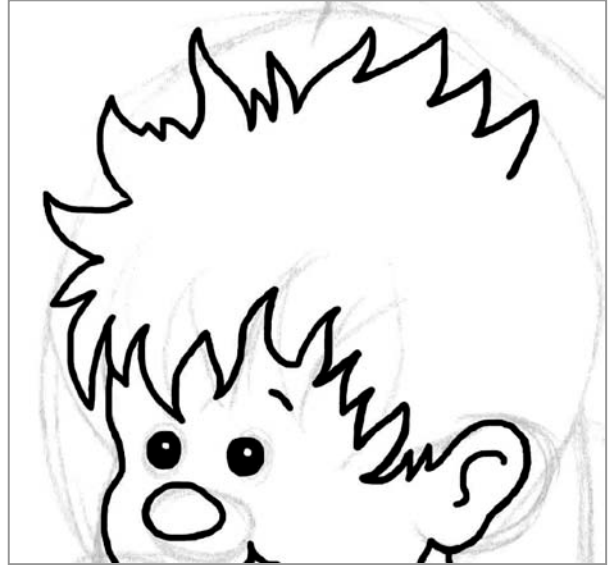


FIGURE 1027



FIGURE 1029



FIGURE 1028

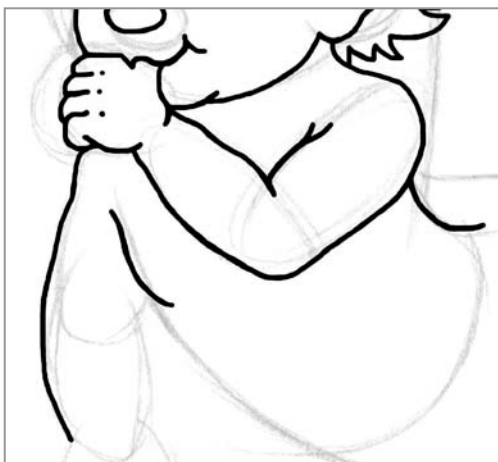


FIGURE 1030



FIGURE 1031

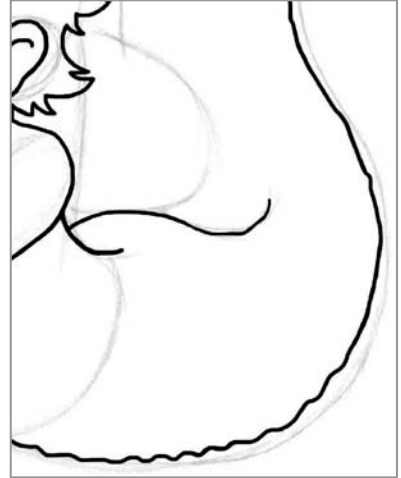


FIGURE 1032



FIGURE 1033



FIGURE 1035



FIGURE 1034



FIGURE 1036



FIGURE 1037



The Merbaby's tail is made up of several sections rendered with curved lines.

Take your time, examine the drawings closely, and draw one section at a time.

FIGURE 1038

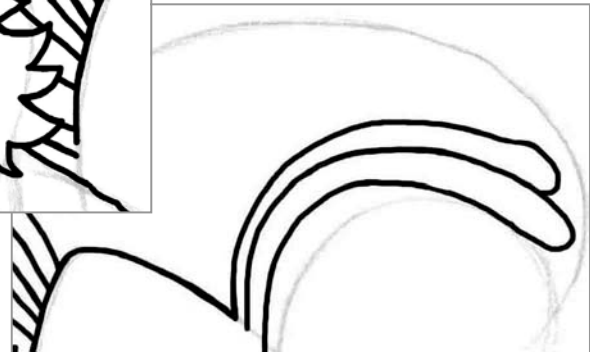


FIGURE 1039

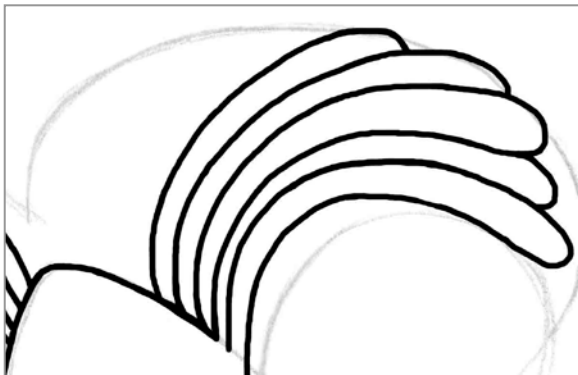


FIGURE 1040

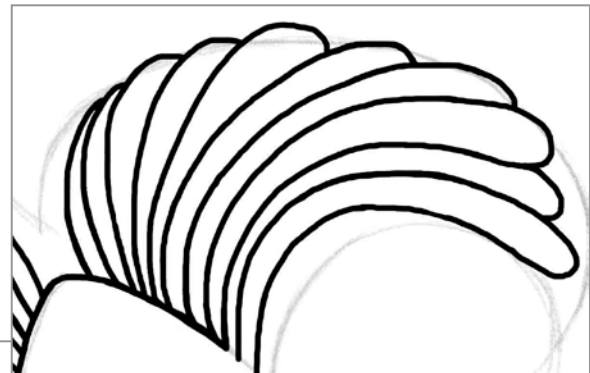


FIGURE 1041



FIGURE 1042



FIGURE 1043

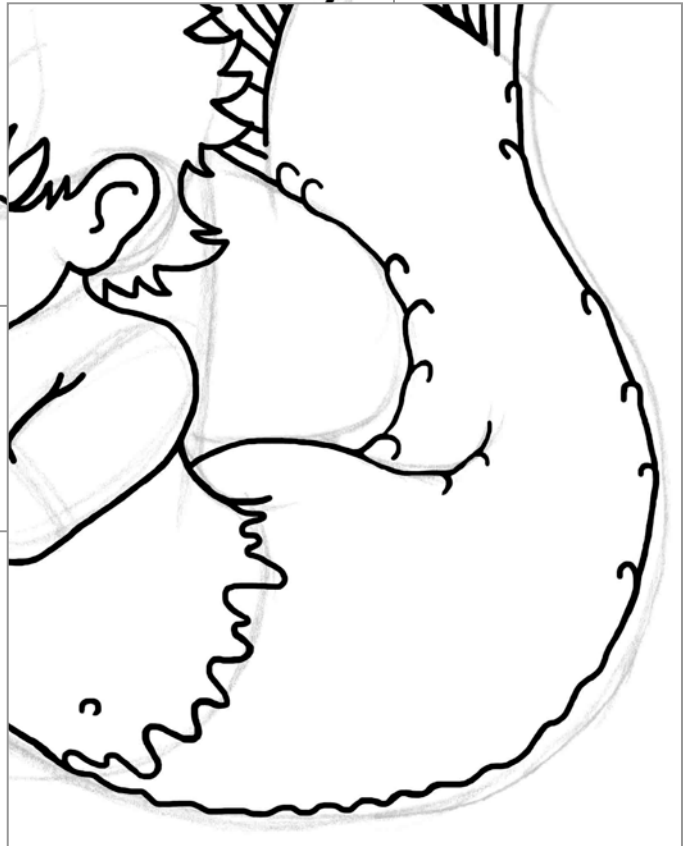


FIGURE 1044

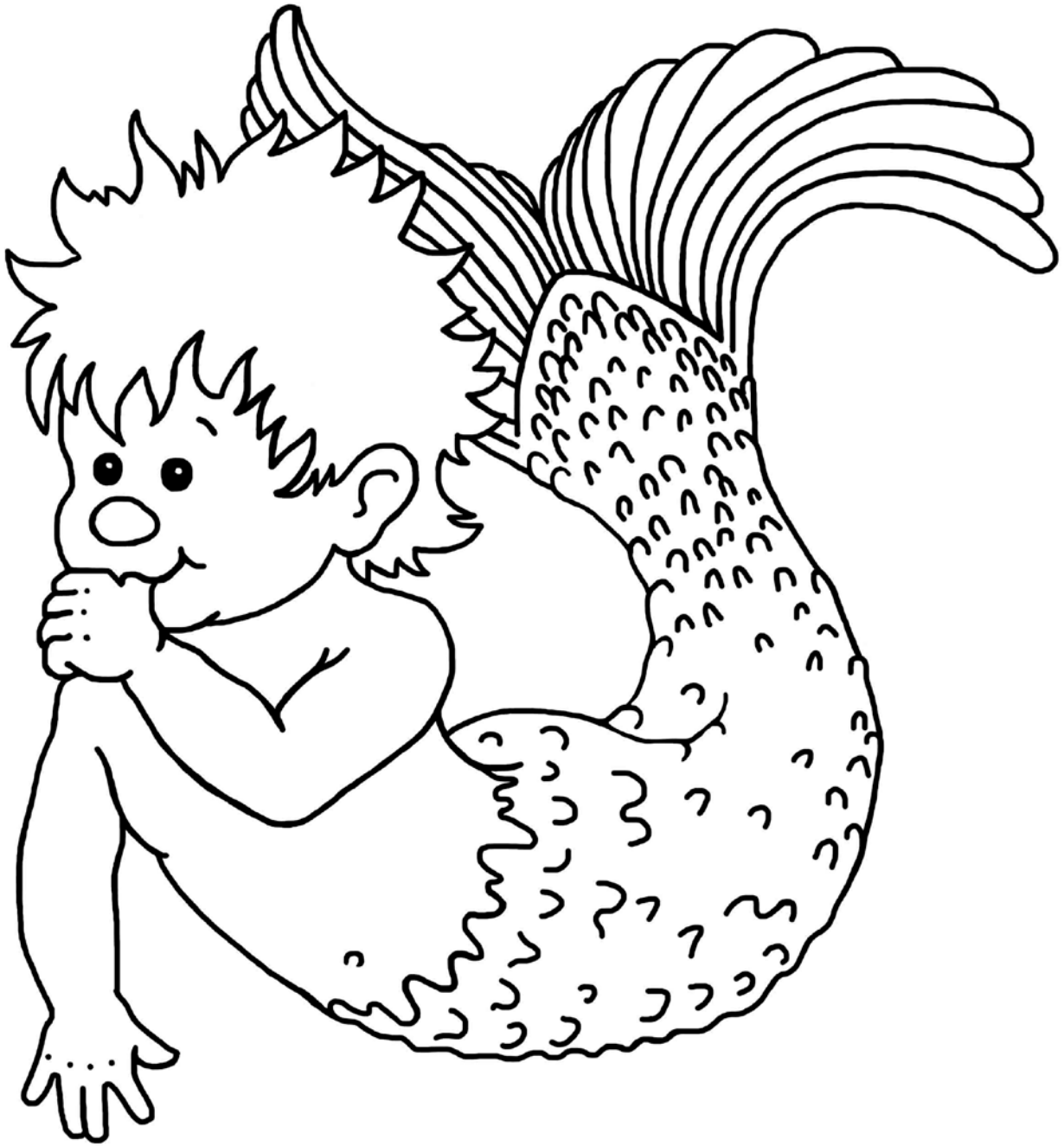


Refer to the completed drawing on the next page (Figure 1045) to add final details.

If your outline is in marker: When your ink is completely dry, very gently erase your pencil lines. Experiment with the erasing process on a piece of scrap paper before you begin.

If your outline is in pencil: Use a kneaded eraser molded to a wedge or point to erase as many of the rough sketch lines as possible. A few sections of the outline may need to be redrawn if they are accidentally erased.

FIGURE 1045



At this point, your drawing is complete! Consider adding color with colored pencils or markers. If you're using markers, test them on some scrap paper first, to make sure they don't smudge the black outline.

Many additional details can be added either by hand or in a computer imaging program such as Photoshop. For example, you can scan your drawing and then add colors and textures.

CHALLENGE

Draw another merbaby based on this lesson. However, instead of facing left as in this project, have the merbaby facing right; in other words, draw a mirror image of your merbaby.

BRENDA HODDINOTT - BIOGRAPHY

As a self-educated teacher, visual artist, portraitist, forensic artist, and illustrator, Brenda Hoddinott 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.