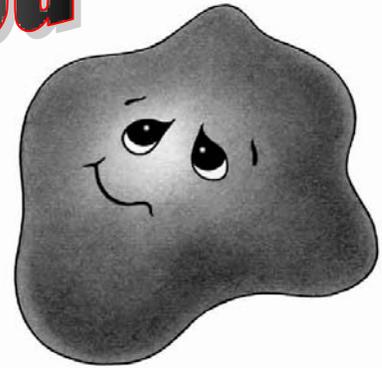


# Billy Blob Blended

Brenda Hoddinott



## D08 BEGINNER: FOCUS ON PEOPLE

In this project, you outline a simple shape, add some values with squirkles, and blend the shading to create a smooth three-dimensional cartoon with a face.

Many beginners to drawing love to use blending techniques to help make their shading silky smooth. This fun critter is super simple to draw, and provides you with lots of opportunities to exercise your imagination.

This project is divided into the following five sections:

- ✿ **DRAWING AND BLENDING SQUIRKLES:** You use squirking to practice drawing a graduation of light, medium, and dark values. Then, you blend it smoothly with a tissue or piece of paper towel.
- ✿ **PLANNING YOUR DRAWING:** You choose a size and shape for your blob, and outline it on your drawing surface.
- ✿ **ADDING LIGHT AND MEDIUM VALUES:** you add light and medium values with squirkles according to a light source from the left front.
- ✿ **BLENDING BILLY BLOB'S FORM:** I take you step-by-step through the process of blending dark values of squirkles.
- ✿ **ADDING BLOB'S PERSONALITY:** This is the fun part – giving your blob some personality! You outline and add a face to your blob.

Suggested supplies include 2H, HB, 2B, 4B and 6B pencils, vinyl and kneaded erasers, a pencil sharpener, a sandpaper block, and good quality drawing paper. Facial tissues and/or paper towels

## 7 PAGES - 14 ILLUSTRATIONS

This lesson is recommended for artists of all ages with basic drawing skills, including the rendering of squirking graduations. The curriculum is easily implemented into instructional programs for home schooling, academic and recreational learning environments.

Published by Hoddinott Fine Art Publishers, Halifax, NS, Canada – 2004 (Revised 2007)



## DRAWING AND BLENDING SQUIRKLES

In this section, you use squircling to draw a graduation of light, medium, and dark values, and then blend it smoothly with a tissue or piece of paper towel.

*Squircling* is a simple method of shading incorporating randomly drawn curved lines to create textured values and graduated value scales. I chose this name based on the method of morphing squiggles with circles to create shading. *Squirkles* are known to many as doodles.

*Graduation* (also called *graduated shading*) is a continuous progression of 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.

*Blending* is the process of rubbing shading lines with a blending tool (such as tissue or paper towel) to evenly distribute the drawing medium over the surface of the paper, thereby achieving a silky smooth graduation of values.



To refresh your skills at rendering graduations with squirkles refer to *Beginner D02: Graduating Squirkles*.

Refer to *Intermediate J02: To Blend or Not to Blend* for lots of suggestions and tips on blending various types of shading lines.

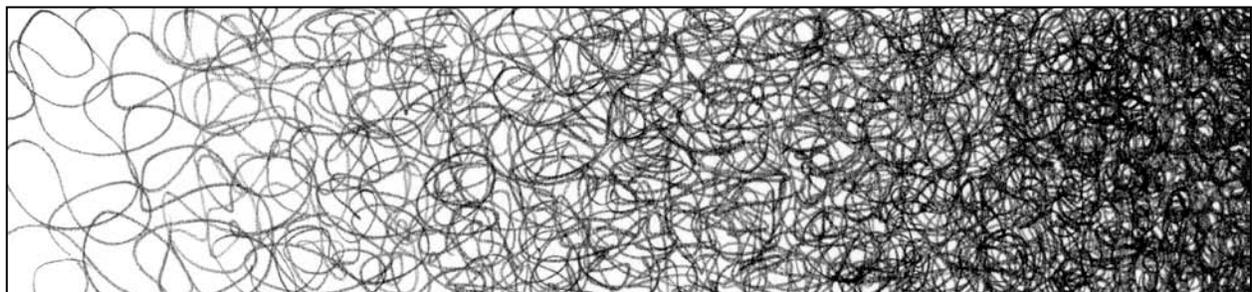
### 1. Draw a graduated value scale with squirkles.

My squirkle lines are light and far apart for the light values. In the darker values, the lines are darker and closer together.

- 1) On the left of your paper, press very lightly with an HB pencil and draw the lightest lines in your graduation. If you are left handed, begin on the right and work toward the left. Leave lots of white paper showing through.
- 2) As you get closer to the middle, switch to a 2B pencil, and gradually make your squirkle lines closer together and press a little harder with your pencil. Less of your paper should be showing because your squirkles cover a lot of the paper.
- 3) Make your shading darker and darker until you get to the end of your drawing space. Use a 4B pencil. Not very much of your paper is visible now because there are lots and lots of curvy lines.

If you notice that the transition between your values isn't as smooth as you like, you can improve it. Try adding a few more short curvy lines in between some of your lines.

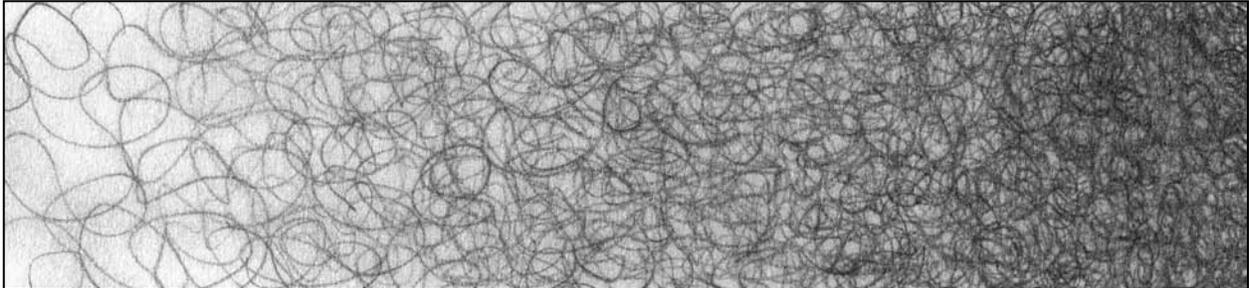
Figure 8-01



2. Use a facial tissue or piece of paper towel to gently rub the surface of your graduation until it is smoothly blended.

Many artists prefer to blend from the light values toward the darker values.

Figure 8-02



## PLANNING YOUR DRAWING

Give some thought to how you want your completed blob to look; the shape you choose will affect the overall design of your blob. When it comes to drawing blobs, there's no such thing as wrong. They come in all shapes and sizes. *Shape* refers to the outward outline of a form. Basic shapes include circles, squares and triangles. Keep in mind that the larger the blob, the more time you'll spend on shading.

Have a look at these four blobs. Even though the proportions of each are different, they all look like fun cartoons. *Proportion* is the relationship in size of one component of a drawing to another or others.

Figure 8-03

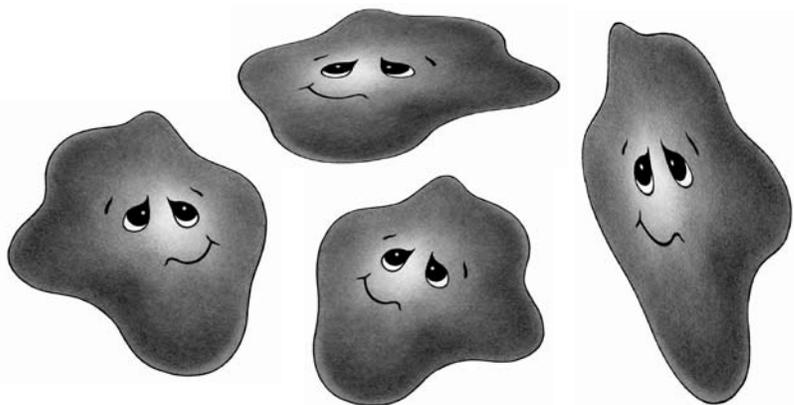
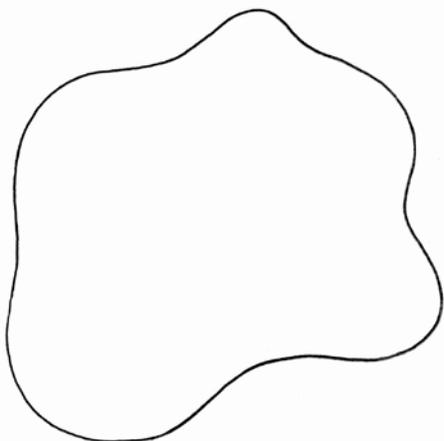


Figure 8-04



You are not limited to these four shapes. As long as you keep it fairly simple, any shape with curved lines will do nicely.

*Curved lines* are created when a straight line curves (or bends). Curved lines can be drawn thick or thin.

3. Decide on a shape for your blob (any size) and outline it on your drawing surface.

## ADDING LIGHT AND MEDIUM VALUES

In this section, you add light and medium values with squirkles. I have chosen a light source from the upper left front. *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.

### 4. Draw the light values with squirkle graduations (use your HB pencil).

Before you begin, identify a circular section somewhere in the upper left of your blob, to be the highlight. The highlight is the section of the blob closest to the light source. It will be left the white of your paper, and helps make the blob look three-dimensional.

The squirkle graduations need to be very light in value close to the highlight, and become progressively darker the closer they are to the edges of the blob.

Figure 8-05

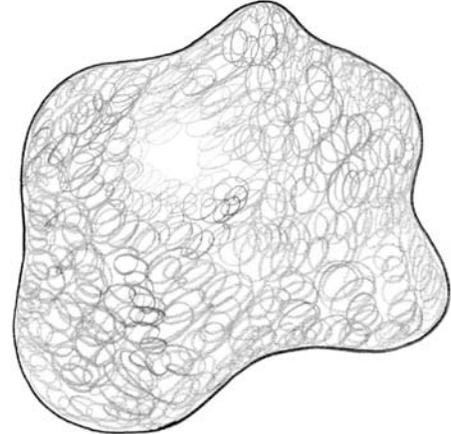
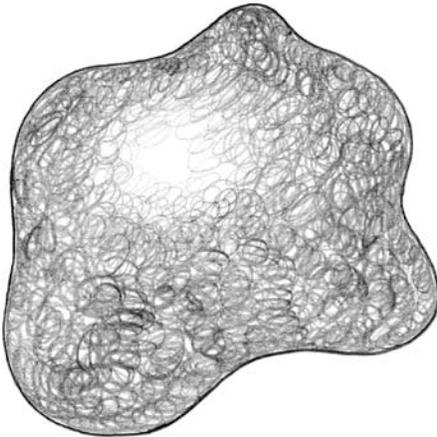


Figure 8-06

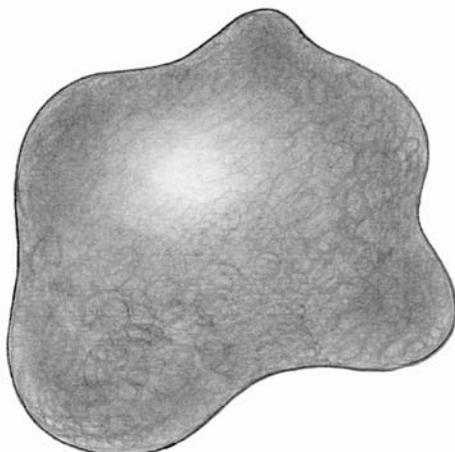


### 5. Use your 2B pencil to add the middles values, remembering to make the shading darker closer to the edges of the blob.

Leave the shading around the highlight very light. At this point the form of the blob is developing nicely.

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

Figure 8-07



## BLENDING BILLY BLOB'S FORM

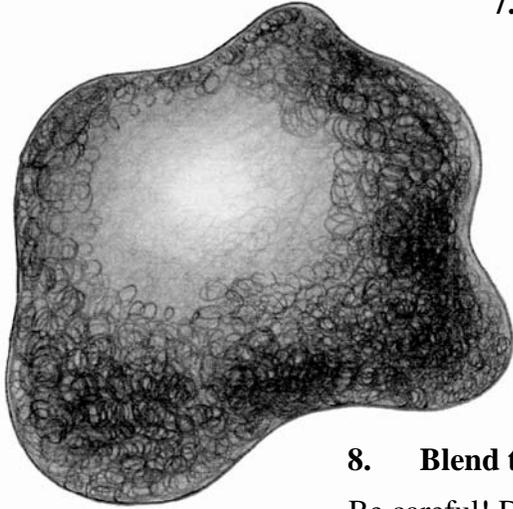
In this section, I take you step-by-step through the process of blending squirkles. You need some facial tissues or paper towels, and lots of patience.

### 6. Blend the light and medium values to make your blob smooth.

Using a folded facial tissue or piece of paper towel wrapped around the top of your finger. Blend the lightest values around the highlight first.

Work progressively from light to dark and use tiny circular movements to blend the values.

Figure 8-08



7. **Draw more squirkles close to the edges with your 4B pencil (as dark values).**

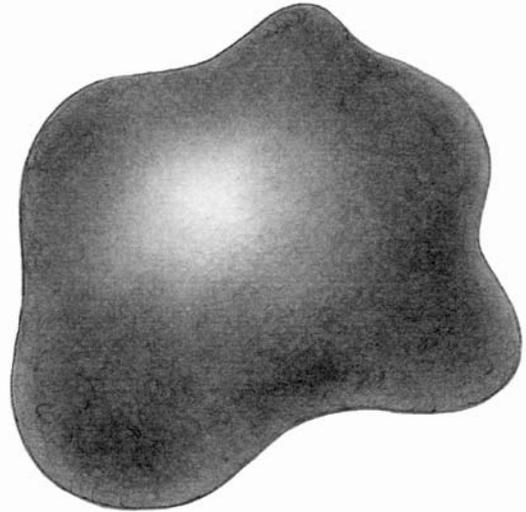
Take note that the dark shading doesn't extend all the way to the blob's edges on the right and lower right. This slight rim of lighter shading will help the blob look more three-dimensional.

8. **Blend the dark values.**

Be careful! Don't make the light values dark!

When your facial tissue becomes dirty, find another. If you continuously blend the light sections of your blob with a tissue that has a lot of graphite on it, the light values become too dark.

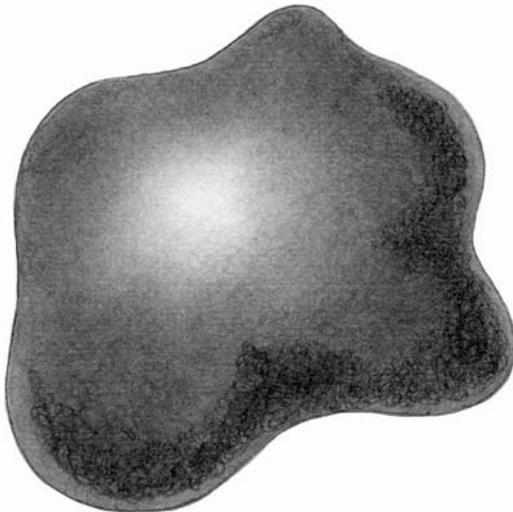
Figure 8-09



9. **Add more graphite to the outer sections to make the values even darker.**

Your goal is to create a wonderful graduation of values from light to dark.

Figure 8-10

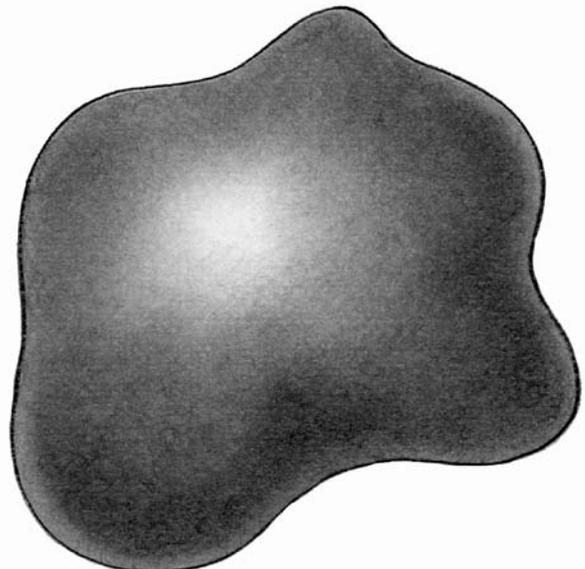


10. **Repeat the blending process.**

Remember; if you blend too much dark shading into the light sections, your blob will be dark all over.

11. **When you are happy with your values and blending, use a freshly sharpened 4B pencil to darken the outline around the edges of your blob.**

Figure 8-11



## ADDING BLOB'S PERSONALITY

This is the fun part – giving your blob some personality! In this section you outline and add a face to your blob. Feel free to use your imagination to create a different face.

**12. Outline the eyes and mouth with your 2B pencil.**

**13. Use your vinyl eraser to erase the inside sections of the eyes.**

Don't worry if they don't come completely white. Mine didn't. As long as they are lighter than the shading around them, they're just fine!

Figure 8-12

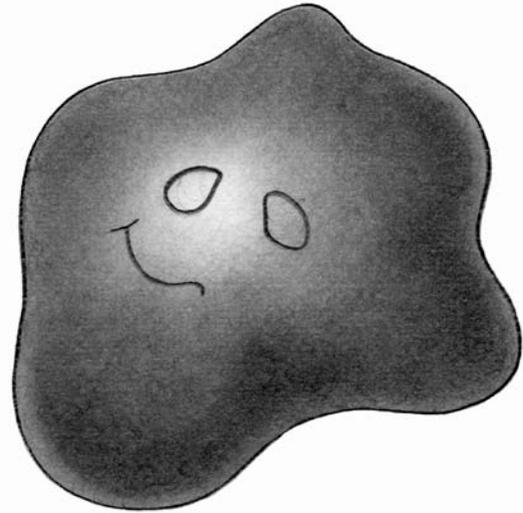
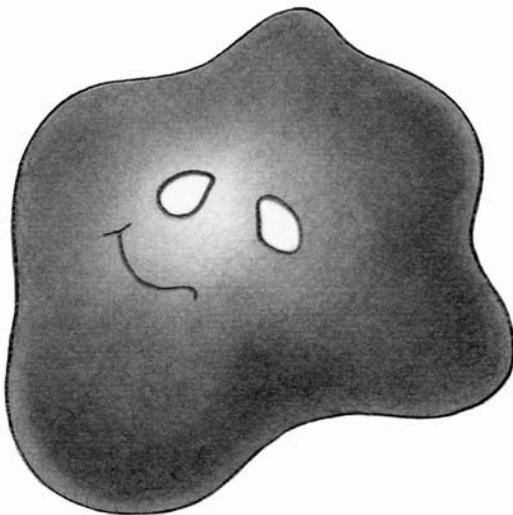


Figure 8-13



**14. Outline irises inside the eyes.**

An *iris* is the large colored circular shape on the eyeball of an eye.

**15. Outline a tiny circle inside each iris to be the highlight.**

The highlights will stay white and help to make the eye look shiny.

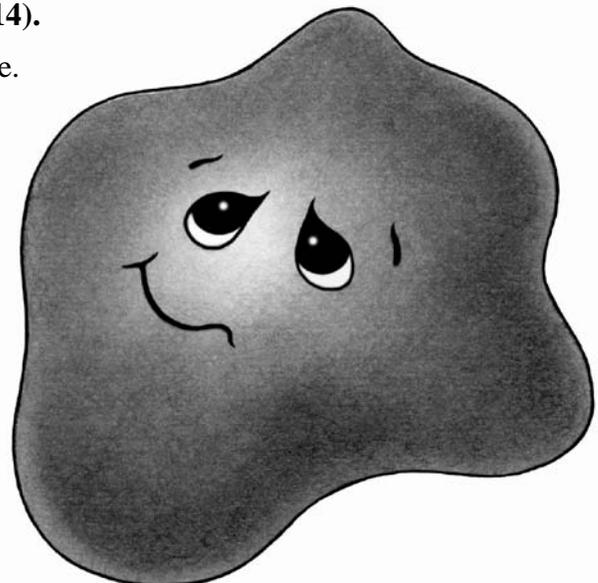
**16. Use a 6B pencil to shade the irises (Figure 8-14).**

Remember to leave a white highlight in each eye.

**17. With a nice sharp 6B pencil, re-outline the mouth and eyes, and add eyebrows.**

An *eyebrow* is an arched-shape group of hairs above the eye. You can even add a nose if you wish!

Figure 8-14



## CHALLENGE

Draw another blob completely different than the one you just finished. Use the same drawing and blending techniques that were introduced in this project.

## Brenda Hoddinott

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

## Biography

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

**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.