

HOW TO DRAW

FANTASTIC
BEASTS

Easy to follow
AMAZING ART!
Step-by-step

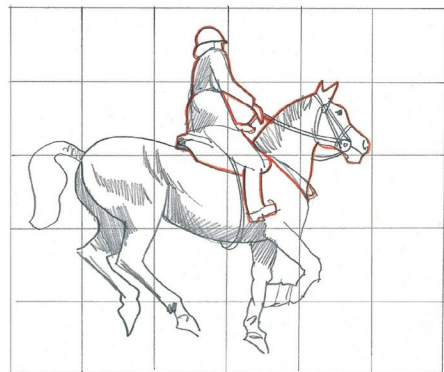
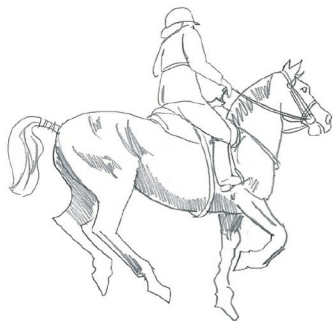


Mark
Bergin

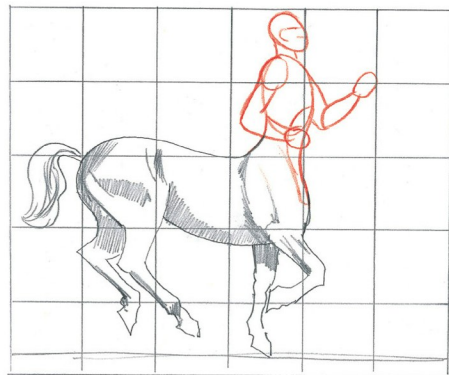
Using photos

Drawing from photographs of real people and animals can help you identify shape and form. This will help to make your imaginary creatures more realistic and in proportion.

Make a tracing of a photograph and draw a grid of squares over it.



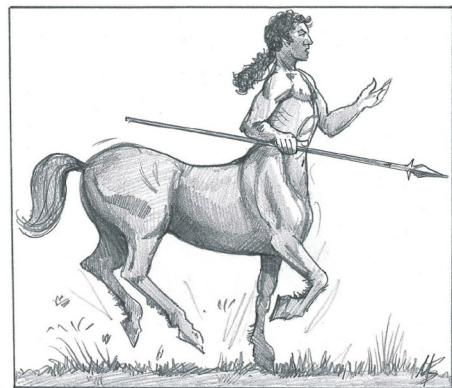
Now take a piece of drawing paper and draw another grid, enlarging or reducing the squares but keeping the same proportions. You can now copy the shapes from each square of your tracing to your drawing paper, using the grid as a guide. Draw only the parts you want to copy - in this case we are drawing a centaur, so don't need the rider or the horse's head.



Now you can add in any extras you want, like the centaur's upper torso. Use simple ovals and circles to sketch in the head and arms (see page 14 for more).

To make your drawing look three-dimensional, decide which side the light is coming from so you can put in areas of shadow.

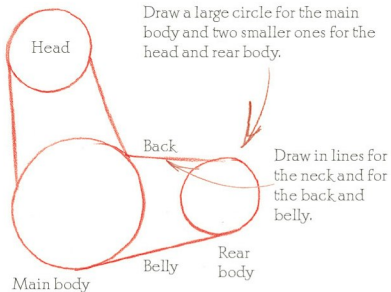
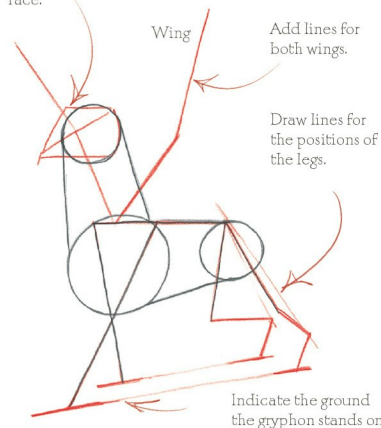
Sketch in an overall tone and add ground texture to create interest and a sense of movement. Pay attention to the position of your drawing on the paper; this is called composition.



Gryphon

The gryphon (griffin) or lion-eagle was considered to be the king of the air, and was a powerful and majestic creature. In Persian culture, gryphons are shown drawing the sun across the sky.

Draw a pyramid shape for the face.



Wing construction

First draw two straight lines.

Add two oval shapes.

Add muscles to the wing.

Indicate the groups of feathers.

Carefully draw in rows of feathers.

Add shading under the front edge of the wing.

Sketch in the beak, ears and eyes.

Add the wing (see left).



Sketch in the front feet.

Add detail of back feet and legs.

Add a curved, lion-like tail.

Finish drawing the detail of the gryphon's head.

Add feathers (see left).



Add shading.

Draw the sharp eagle's talons.

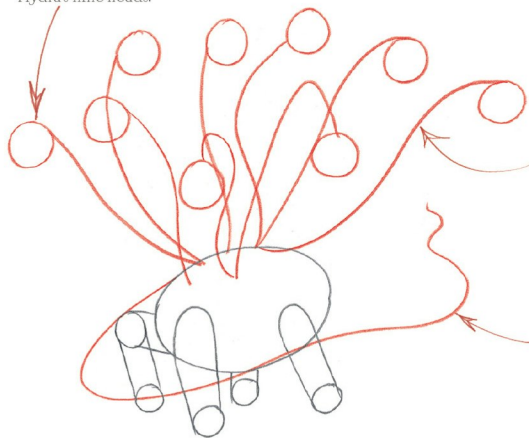
Use short strokes to draw the chest feathers.

Add hair to the tip of the tail.

Hydra

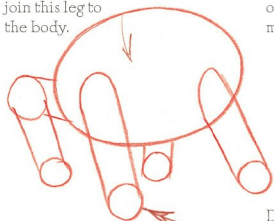
The Hydra in Greek mythology was said to guard the entrance to the underworld beneath the waters of Lake Lerna. Heracles killed this hideous creature as one of his twelve labours.

Draw a circle for each of the Hydra's nine heads.



Draw four tube shapes for the legs.

Add two lines to join this leg to the body.



Draw a large oval for the main body.

Draw long, curvy neck lines from the back of each head to the body.

Lightly sketch in a long, wavy line for the tail.



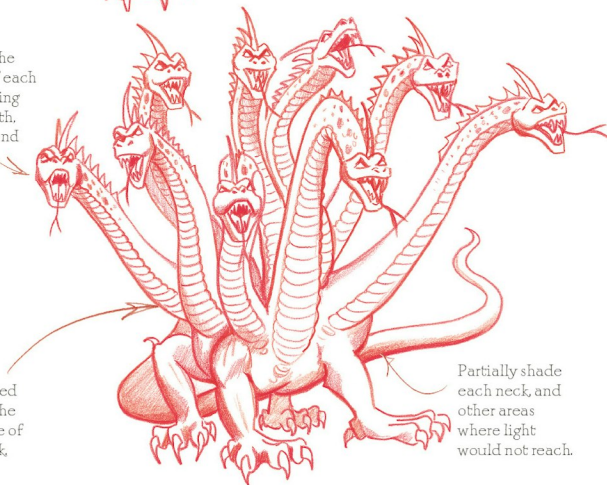
Draw in the details of each face, adding sharp teeth, tongues and eyes.

Add curved lines up the underside of each neck.

Add two more curved lines to each neck to show the underside.

Add another line to complete the tail.

Draw the Hydra's feet using curvy lines to add shape to the legs.

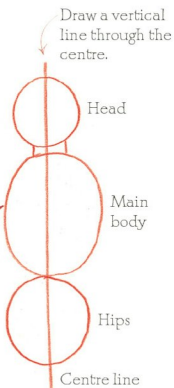


Partially shade each neck, and other areas where light would not reach.

Minotaur

The Minotaur was half man, half bull. This creature of Greek myth was said to dwell in the labyrinth constructed by King Minos at Knossos. Theseus eventually killed the beast, then found his way out safely by following the trail of string he had left to guide him.

Sketch in two circles and an oval to form the head, main body and hips.



Draw a straight line passing through the hand shapes for the axe's haft.

Arms

Draw a line to indicate the top of the shoulders.

Sketch a long oval shape with a roundish oval below it to show the foreshortening of the left arm. Add a smaller overlapping circle for the hand.

Thigh

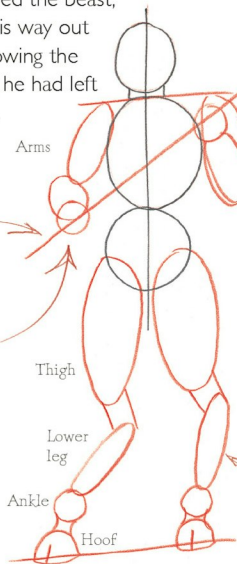
Sketch two ovals, one smaller and overlapping the other, to show the right arm bent at the elbow. Add a circle for the hand.

Lower leg

Draw a large oval for each thigh, then smaller ovals for the lower legs. Add two lines to join the two. Add circles at the end of each leg for ankles, and sketch in the hooves with two semicircles.

Ankle

Hoof



Lightly sketch in the positions of eyes, ears and nostrils.

Add a second line to create the haft of the axe, then add the blade.

Draw in the torso, marking in muscle shapes.

Sketch in a short, lion-like tail. Add more detail to the head, and sketch in hair on the neck.

Add a loincloth around the hips.



Shade areas of the body to show muscles.

Draw in axe details.

Shade the thighs and lower legs. Add small tufts to the ankles.

Finish off the tail with pencil strokes following the direction of the hair.

Erase your construction lines once you have finished with them.

