



Everyone likes this kind of picture. It's easier than it looks too. In India the word Asha means hope. This is my personification of Asha. Scroll down



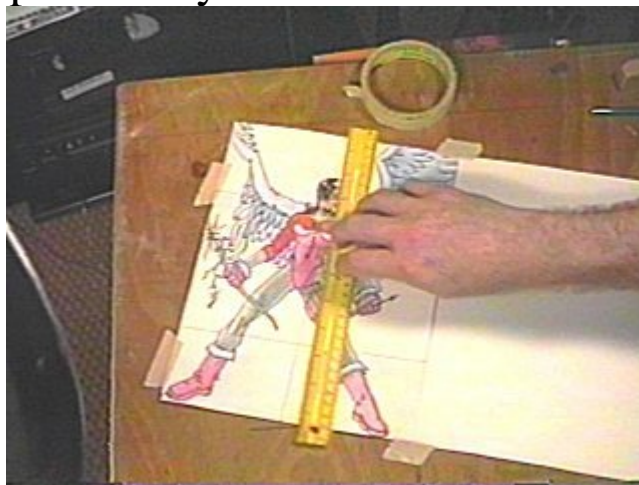
Here are the tools for this project. You will need a water container, your #1 and #7 hair paintbrushes, something to put the paint in, some tape, an eraser, a pencil, a ruler, an 8 ½ X 11 piece of poster paper, a sectioned picnic plate and tempera paint of red, blue, yellow and black.



First I have to do some work. I am making a grid on this picture.



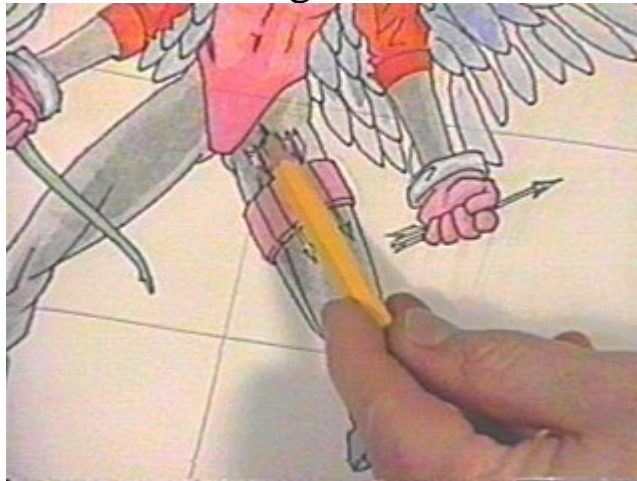
When I was in eighth grade my dad showed me how to draw a grid on a picture if you want to make an exact copy.



After you make a few pictures with a grid you will start using the four steps of drawing.



Now it's your turn. Measure a mark at the top and bottom center of your paper ($4\frac{1}{4}$ inches) and connect it with a line using your ruler as a straight edge. Then make marks on both sides of the paper at $2\frac{3}{4}$, $5\frac{1}{2}$, and $8\frac{1}{4}$ inches and connect them with a straight line.



We are going to start with a long oval shaped upper leg starting to the left of the vertical centerline and close to the horizontal centerline.



The oval will reach down to the next horizontal line and about $\frac{1}{4}$ of the way into the right grid. You will get used to these kinds of descriptions quickly.



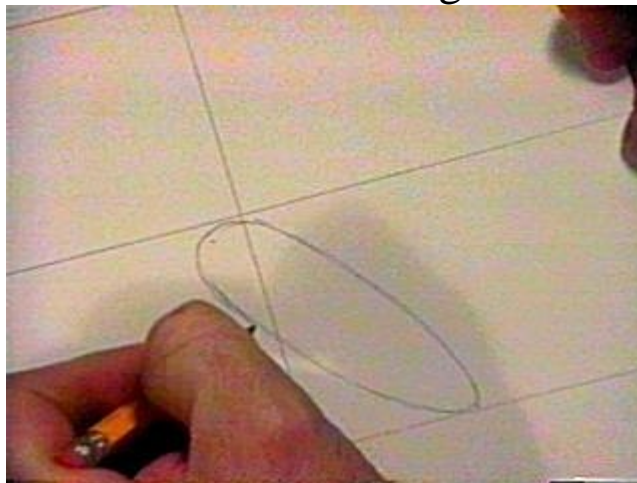
Start where we said to the left of the center. At first it helps to put marks to get your shapes started.



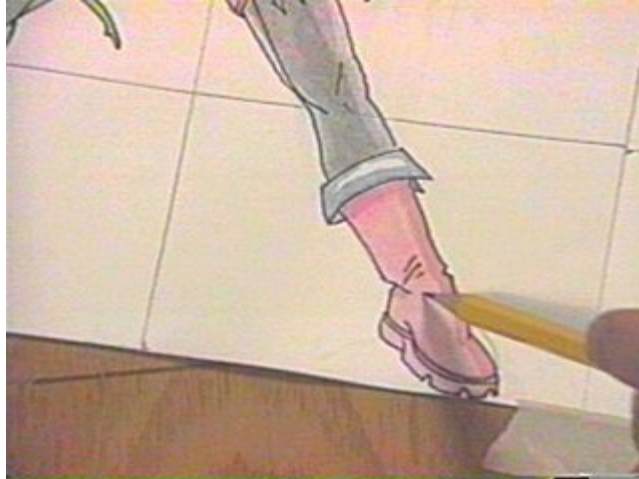
The leg will come over to the right of the centerline too. Put a mark here.



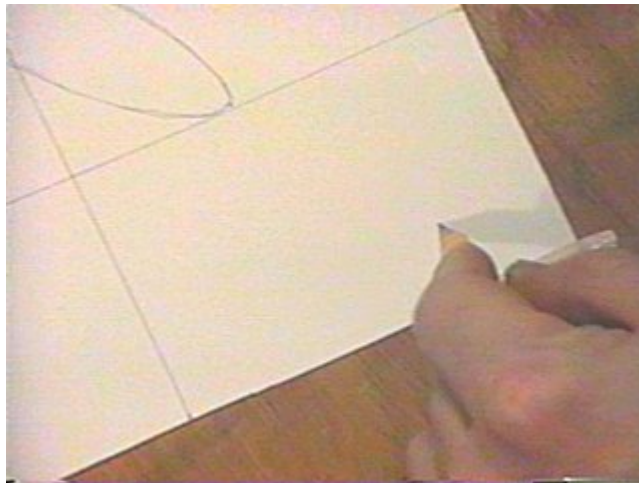
Put a mark down here where the leg touches the next line.



Now make an oval that is a little slimmer at the bottom.



The next oval is the lower leg and it overlaps the shape we just drew and reaches down about on third from the right side of the paper and one third from the bottom of the paper.



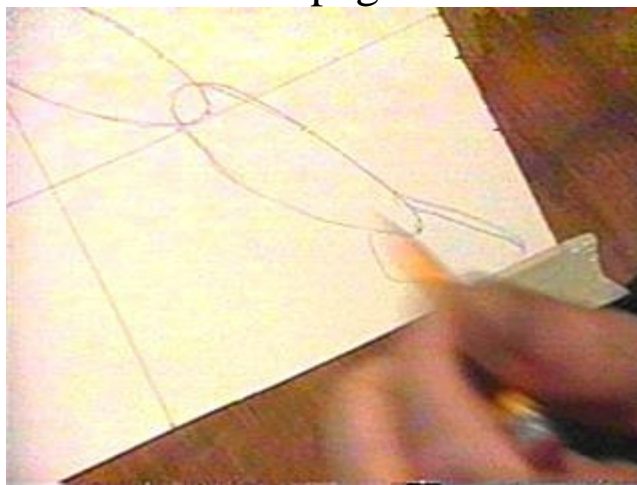
You can put a mark down here where you are going to stop.



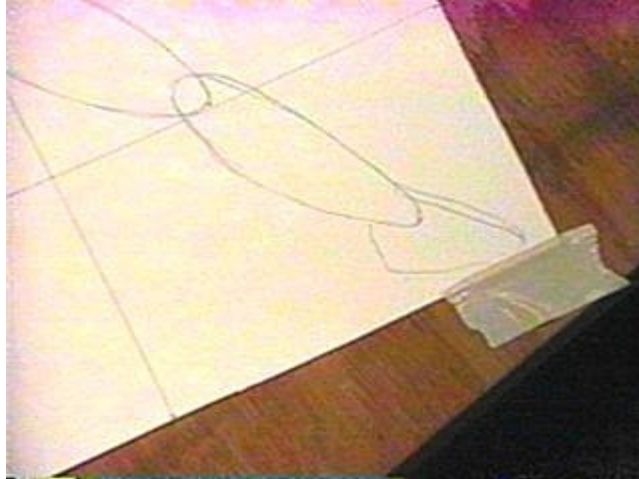
Now draw your lower leg oval that is thinner at the ankle and flatter on the right side.



The foot is a rounded triangle shape that reaches the bottom of the page.



See how it overlaps with the lower leg oval.



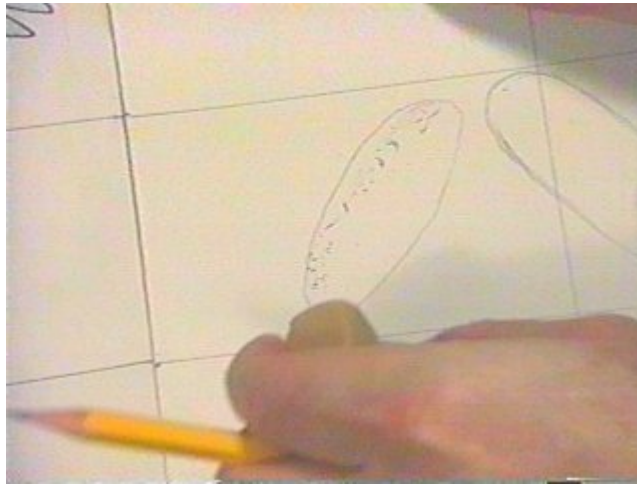
The heel reaches almost straight down.



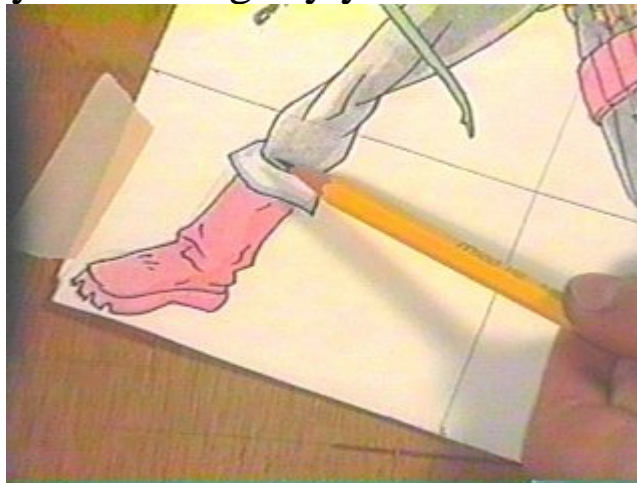
The left other upper leg starts about $\frac{1}{4}$ of the way from the centerline and reaches to about the center of the grid rectangle down close to the next grid line. Like this.



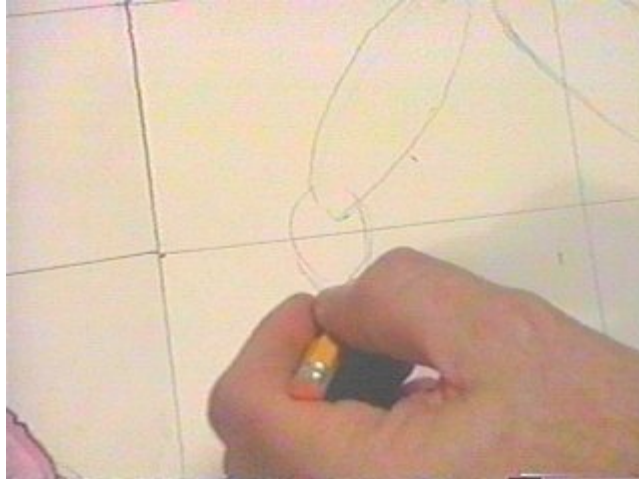
Draw your oval.



See how if you draw lightly you can make adjustments.



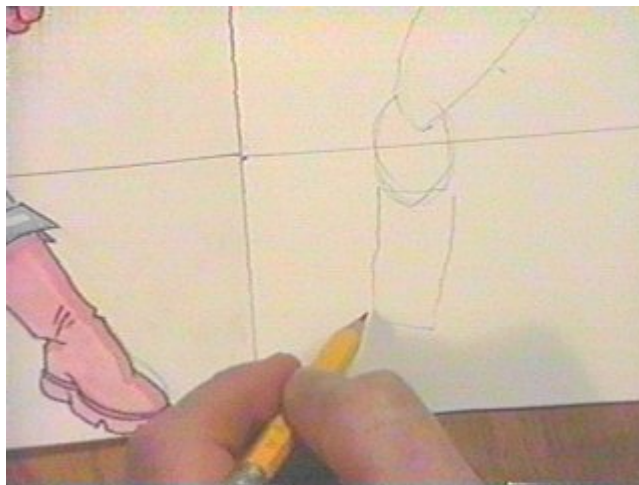
Let's draw the top of the leg shape separately. See how it almost looks like a diamond shape and it reaches about $\frac{1}{4}$ of the way down into the bottom left rectangle. It also angles off the left a bit.



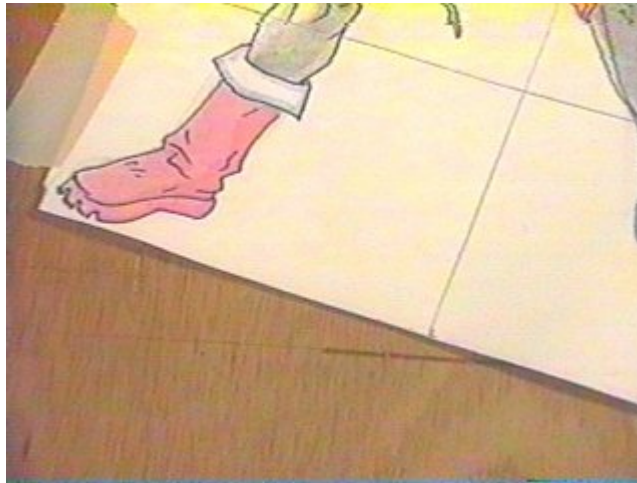
Sketch that puppy in there.



The boot is a log rectangle that gets a tiny bit thinner at the bottom.



Remember this is just the shapes drawing. It's the map for the details so draw lightly.



The foot is a curved oval.



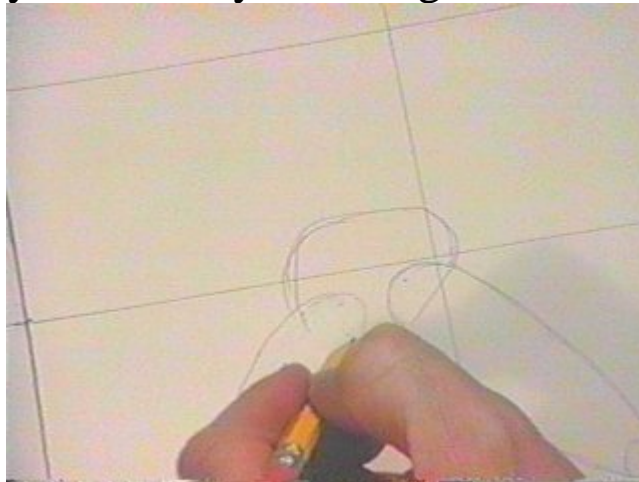
Overlap the foot with the leg.



Look where the rounded pelvis shape falls on the page. 1/4th of the way into the rectangle on the left of the center line.



It reaches only a little way to the right side of the centerline.



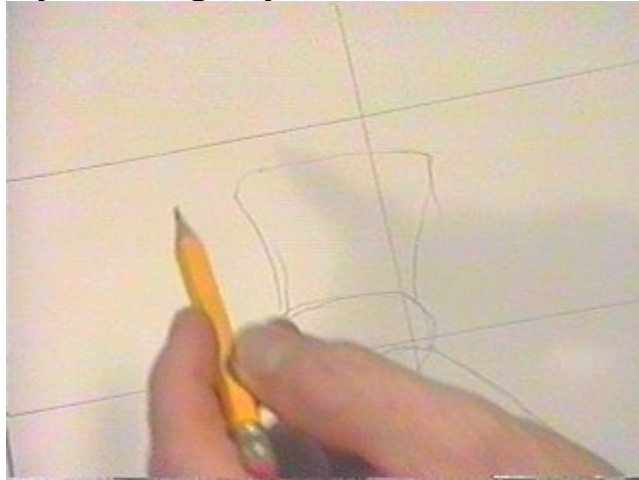
It goes below the centerline more than it goes above it.



See how the shoulders go up close to the next grid line.



They are slightly off center to the left.



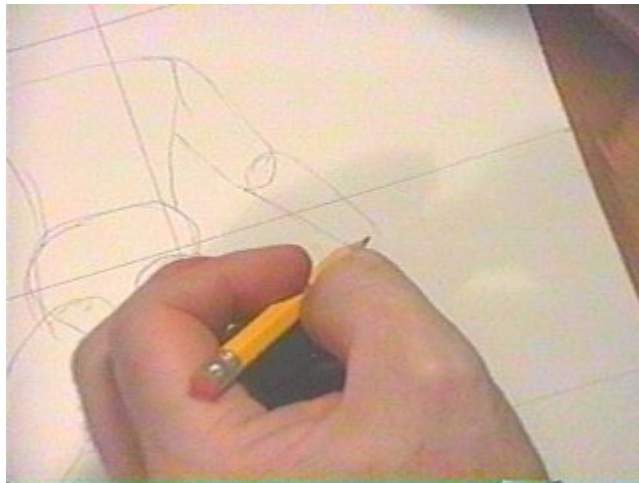
They form a large rectangle that is wider at the top.



See how the upper arms are almost oval shapes angling down from the shoulders.



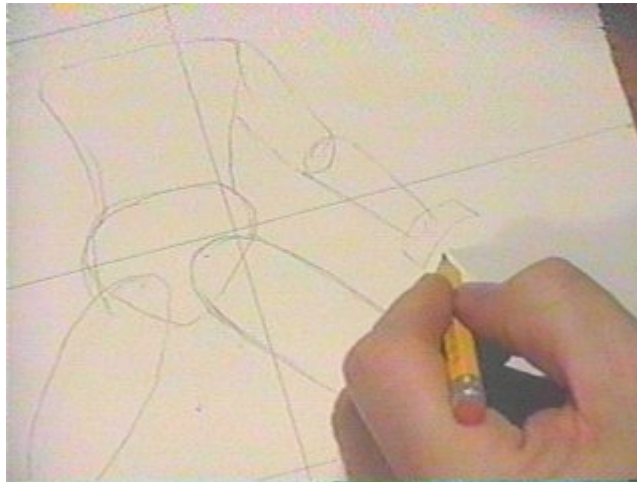
The upper arms don't go all the way down to the middle grid line.



The lower arms get slimmer at the wrists and see how this one goes across the grid line.



The glove has a cuff in the shape of a bent rectangle that is much wider than the wrist. The basic shape of the hand is round and about the same width as the cuff.



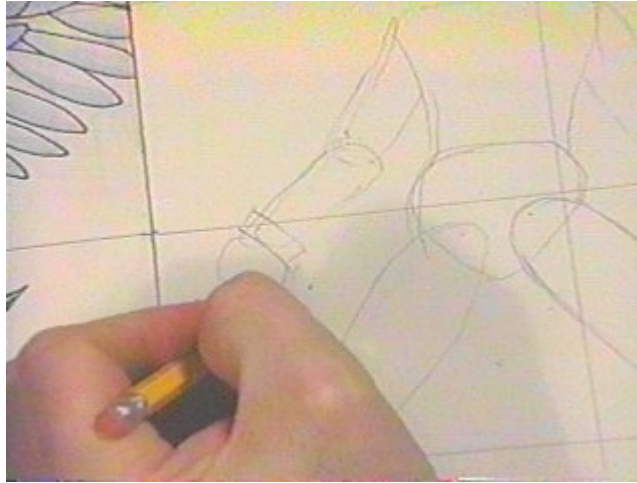
Sketch the cuff in.



Sketch the round hand shape.



The other arm is the same.



The cuff at the elbow, the tapering lower arm, the large cuff at the wrist, and the round fist shape.



The Asha's bow is curved, gets thicker in the center and reaches like a mustache out both sides of her hands.



Draw a curved line coming out of her hand over her leg.



Then copy the same curve but let it get thicker at the hand. Do the same out of the top of the hand.



Look at the proportions of the head and how it is cocked to the side for emphasis or a dramatic effect. It almost reaches half

way up the top grid. The chin is only slightly higher than the shoulders and it reaches about 1/8th of the way into the grid on the left and right sides.



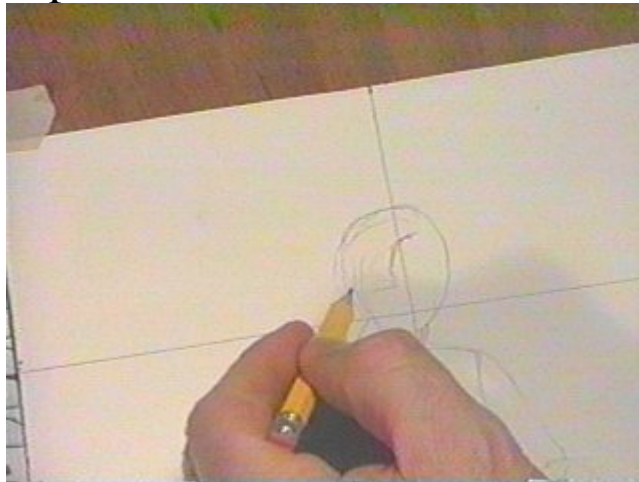
Sketch an upside down egg shape almost half way up into the top grid.



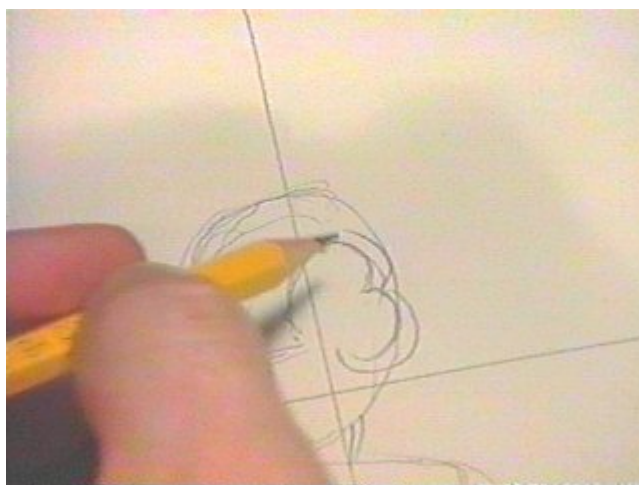
Now connect the head to the body with two curved lines that touch the shoulders. See how the left one is longer because of the way her head is cocked.



The main shape of the hair is almost a curved rectangle.



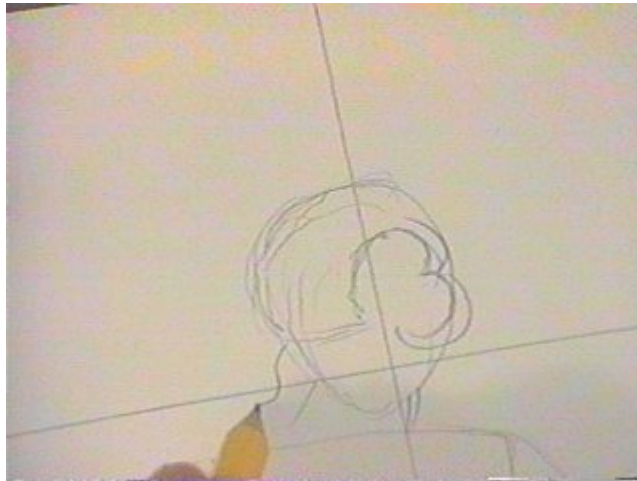
Start in the middle of the face and draw a line straight across to the left. Then from the middle of the face draw a curved line up and to the hairline like this.



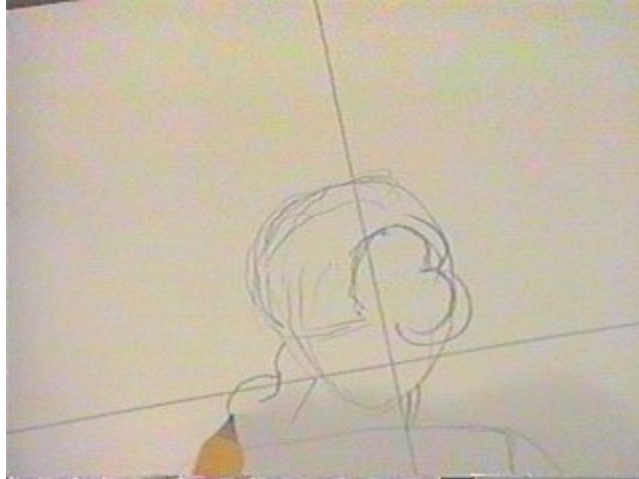
Next draw a large "3" shape starting at the hairline and reaching almost down to the grid line. Then draw another large "3" right next to the first, but let the two ends of the "3"s come to points.



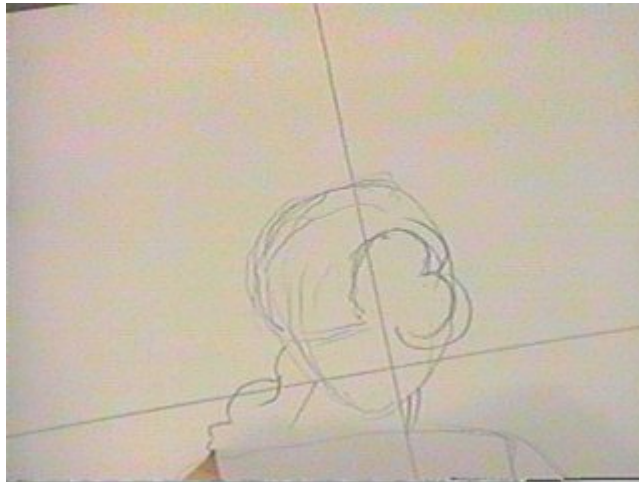
The hair on the left shoulder has four different sized curves and an "S" curve in the middle.



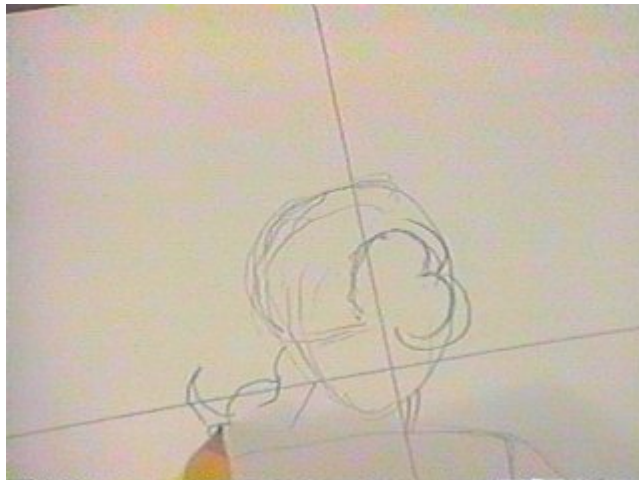
Start with the "S" curve like this.



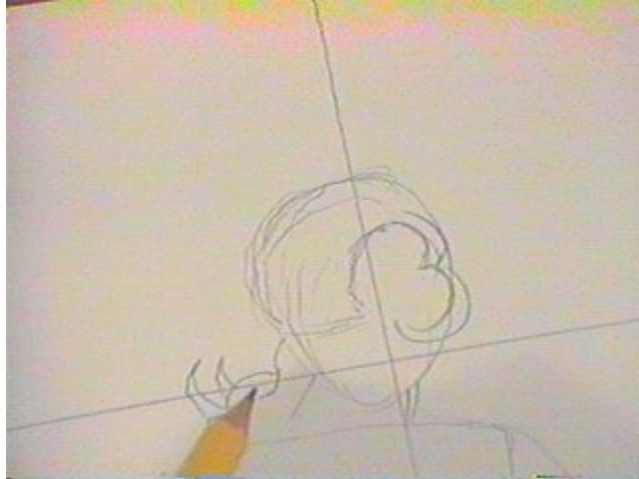
Then draw the second curve.



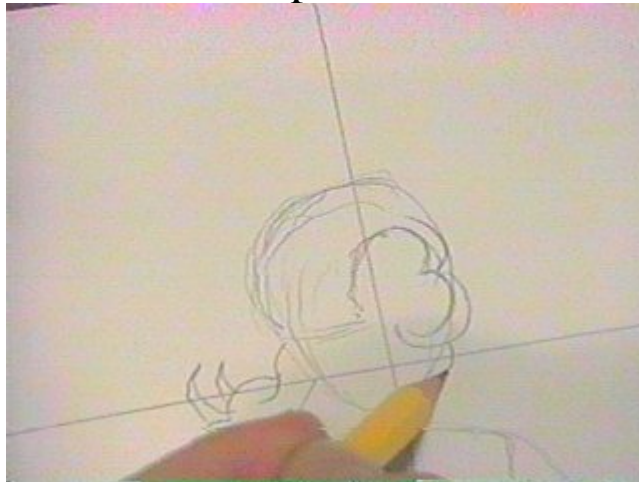
Then draw two little ones to the shoulder.



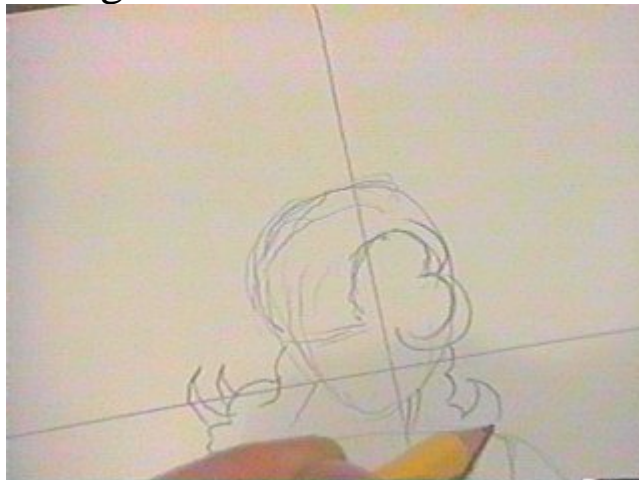
Next there is a long curved up side down "V" shape.



Now do another littler upside down bent "V" shape.



On the right side we start with one curve.



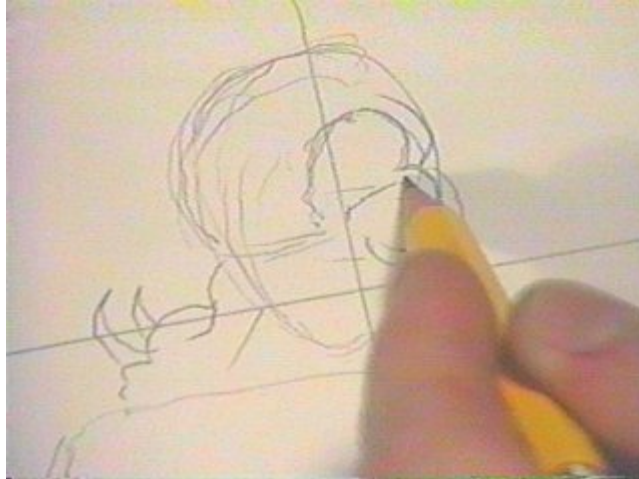
Then draw two more curves and another upside down "V" shape.



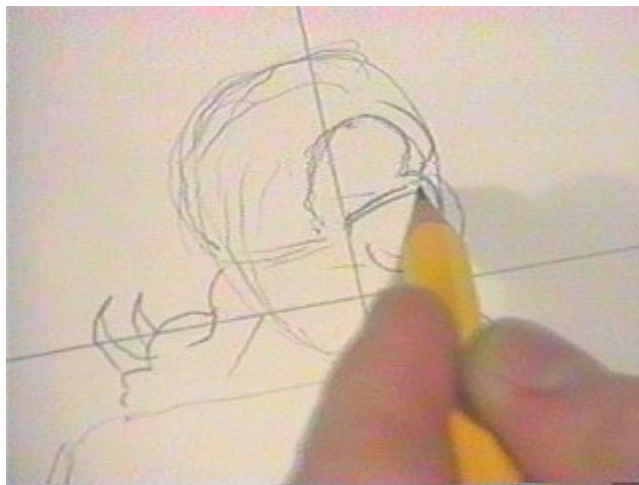
Faces are always the same basic proportions. First you find the hairline, and then you split the remaining space (from the hairline to the chin) into thirds. The brow is one third from the hairline and the bottom of the nose is two thirds from the hairline.



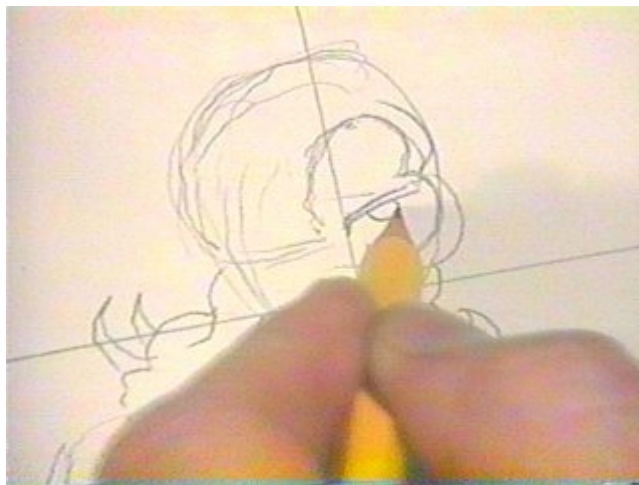
We have already located the hairline. So starting there make two light marks splitting the face into thirds to help you locate the eyes and nose.



Starting below the 1/3rd mark draw an angular line on the right side of the face like this.



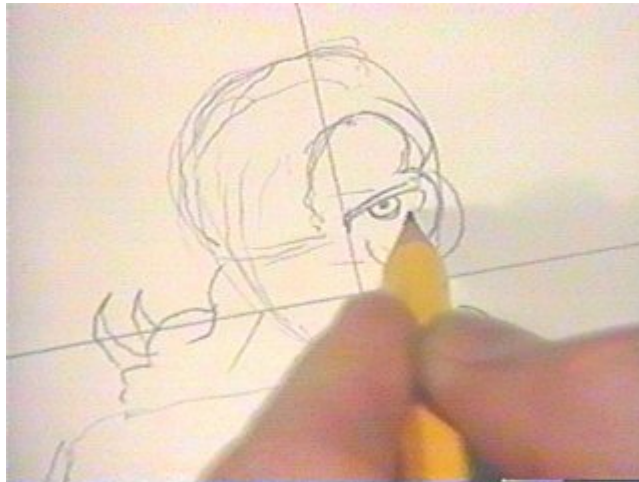
Now double it like this.



Make a tiny "V" shape on the left side and a $\frac{3}{4}$ circle in the bottom center of the two lines.



Make a dot in the center of the circle.



Make a backward "C" shape on the right side of the brow line.



Then draw a line from the bottom of the "C" to the side of the face.



See how the nose looks like two triangles and the mouth has a smile on top and a smile on bottom that is connected on the sides.



Erase the grid lines, the chin and the brow mark out of the face. Now that you have permanent features on the face you adjust the sketched chin.



Draw two triangles on the nose, which is one third from the chin. Look at the direction they are pointing.



Draw a smile curve under the nose and one just above the chin.



Connect the two smiles with lines that are slightly curved out.



Look at how the teeth almost copy the smile curves.



Sketch them in.



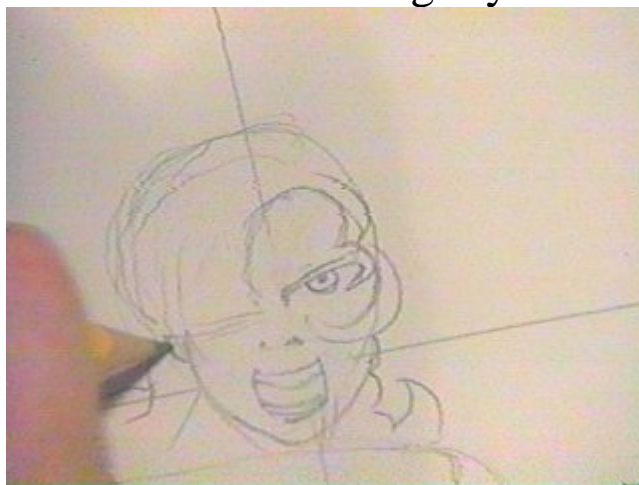
There is also a little line that angles down to the left for the lip.



Look at how the chin is almost pointed at the bottom and curves in near the hair.



Draw the chin and cheeks lightly but carefully.



Now you can draw the ear going under the hair. The ear location is measured between the two $\frac{1}{3}$ rd lines. So the ear is the same size as the distance from your brow to the bottom of your nose.



I made the "3" shaped curls thinner so you can see the other ear too.



Look at the hair on the side of the head.



Don't make a repeated pattern. Hair should be a staccato pattern of curves. That means it has some little bumps and some bigger ones.



See how I'm drawing right on top of my shapes drawing with curves of different sizes. The hair is going to be at least a little bigger than the skull shape we started with.



Draw a long bent "V" shape from the side of the head down to the hair shape on the cheek. Then draw skinnier bent "V" shapes on both sides of the first.



See how you can see some of the skin between the "3" shape curl and the side of the head.



Look at the hair on the side of the head.



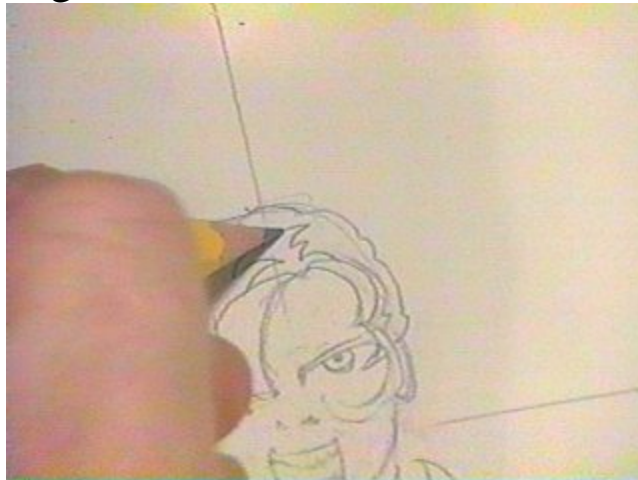
Make the curve on the left side of the face into a crescent by adding another round curve.



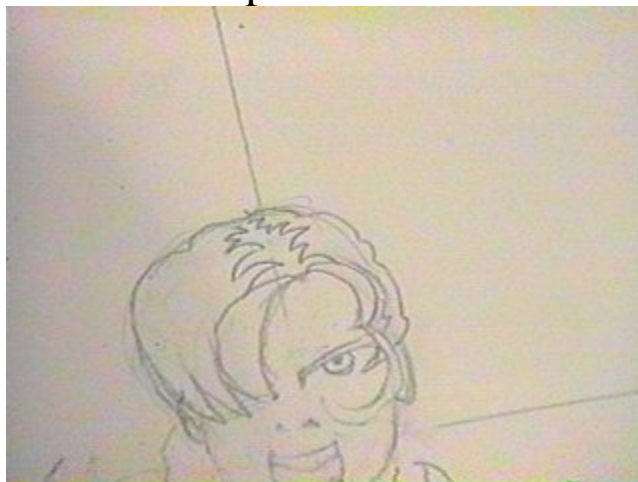
On top of the crescent we draw a bent zigzag line of different sized "Z" shapes.



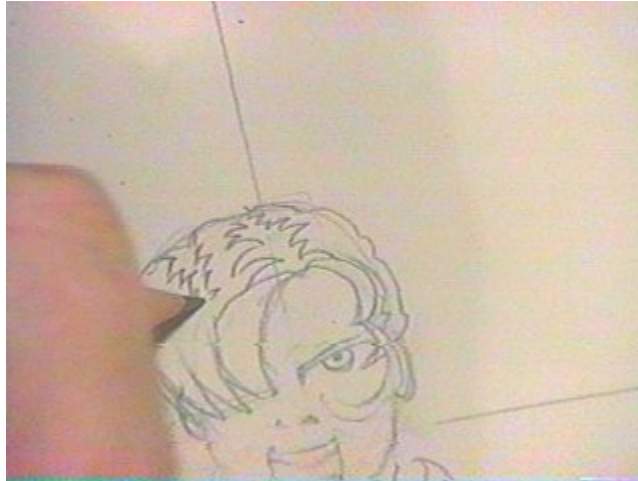
The zigzag line gets smaller as it reaches the top of the head.



Starting on top the "3" shape draw another zigzag line that stops at the top of the first one.



Yea, like that. That is the shiny reflection.



Now make another pair of zigzag lines to make another highlight.



Now trace the left side of each hair shape to make the highlights on them



Look at the neck and the "V" neck on the shirt. Even though the neck is dramatically slanted the shirt neck is centered.



The shirt neck starts at the shoulders and looks like two opposing "S" curves.



I don't know why I took this picture so I'll just say... Hidee ho neighbors.



Draw the neck angling down from about as high as the middle of the mouth down to the shoulder.



Draw an angle from the right side of the chin and smile shaped curves under each neckline. Then draw an angular muscle line from the left collar to the neck.



Draw a highlight line on the left side of the hair on the sides of the neck.



Like this.



See how the chests reach about half way down from the shoulders to the pelvis shape.



You can make a couple of marks to help you keep them even.



You can start with a "U" shape from the armpits almost to the center of the chest.



Next continue the chest curves up till they point to the tops of the collars. Then copy the collar shape and make the collar longer by adding a little rectangle at the bottom of the collar.



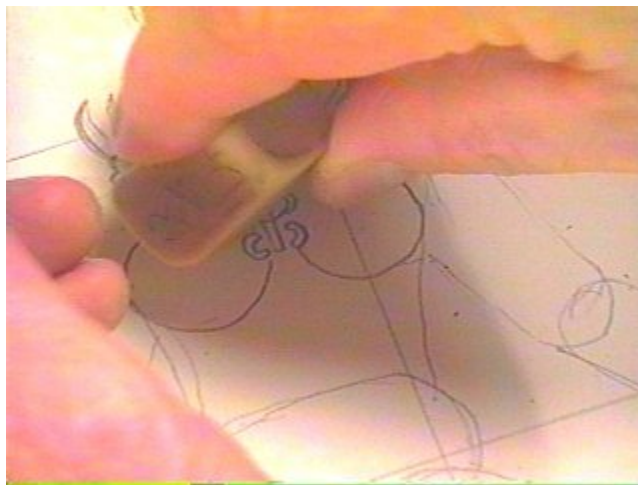
Now draw "C" shapes and backward shapes on both sides of the collar rectangle.



Now draw smaller C shapes inside the first ones and connect them.



Then draw lines curving down between the "C" shapes.



Erase the parts of the pull strings that cover the collar.



See the "S" curves on the chests.



Draw them like this.



See the lines that indicate the bottom the rib cage.



Draw the bottom of the rib cage half way down to the pelvis shape.



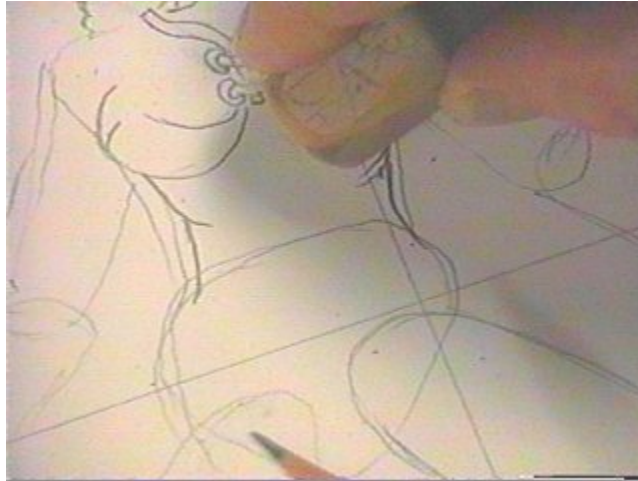
See how the waste angles in and then back out to the pelvis shape.



Draw the waste to the pelvis shape.



Do it on both sides.



Now erase the extra shape lines. And now you have enough detail on the body to do the shapes sketch for the wings.



See how the wing starts at the top of the page and makes an "S" shape down to the shoulder.



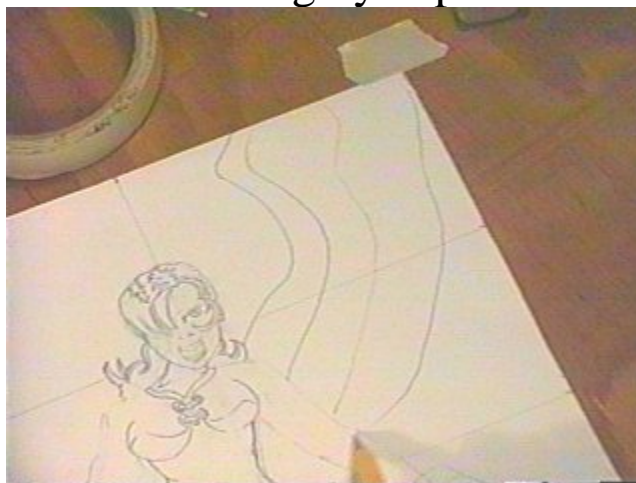
The bottom of the "S" shape is rounder than the top.



Then copy the S curve but let the top of the two Ss get closer at the tops.



The first row of feathers roughly copies the same "S" curve.



The second row of feathers is a little straighter.



There is a smaller row of feathers that stops at one of the grid lines.



The last row of feathers is an "S" curve that starts in the middle of a grid rectangle and stops at the hand.



Continue the feather lines between the arm and the body.



See the left wing. It reaches from the hair to the upper left corner the page.



This wing is more like a "Z" shape.



Copy the "Z" but a little straighter.



There is a row of feathers that goes from the corner of the wing angling up the to the top of the page.



That's easy.



Look how low the wing reaches. Then it is shorter by the elbow and then longer again on the inside of the arm.



Outline the shape of the wing.



Then draw the bottom of the wing between the arm and the body.



Now draw the rows of the feather tips.



Now you can erase all the grid lines.



Now erase all the shape lines where they connect.



Look at the shoulders.



Draw the shoulders as "S" curves with a little sleeve.



After you have done the shoulders start drawing the sleeves with wrinkles.



Continue down the arm following the shape drawing with wrinkles.



Do the same with the inside arm.



The wrinkles inside the sleeve look like check marks.



Do the same with the other arm.



The wrinkles look like "N" shapes..



The belly button looks like a little "V" shape.



Two curvy lines indicate the abdomen muscles.



Draw a line connecting the two legs on the inside.



Now draw a little "V" shape at the left waist and then a curved line from a little way below the waist down to the crouch.



Then do the same thing on the right side.



Follow the shapes drawing to draw the hips.



Erase the extra shape lines.



You can see her bottom at this angle. Draw two different sized curves.



Each sleeve is made with curved rectangles in the shape of a frown.



Do the same on this side.



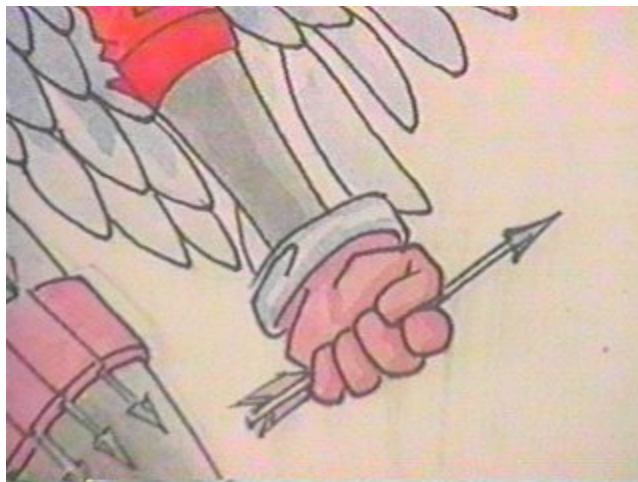
This side has a little "V" shaped cuff edge



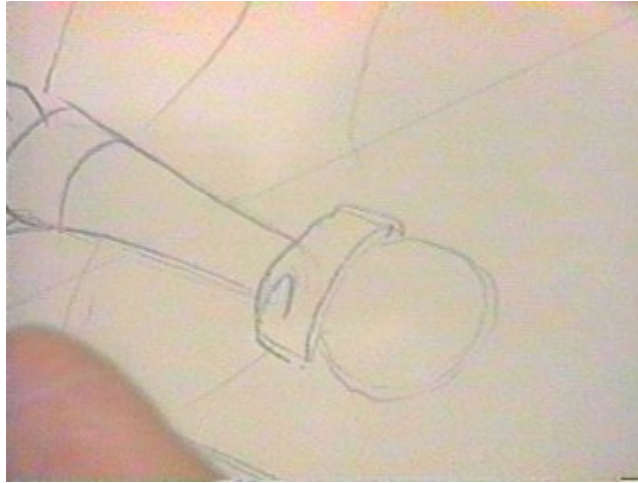
See how the lower arms get slimmer as they go down to the wrist.



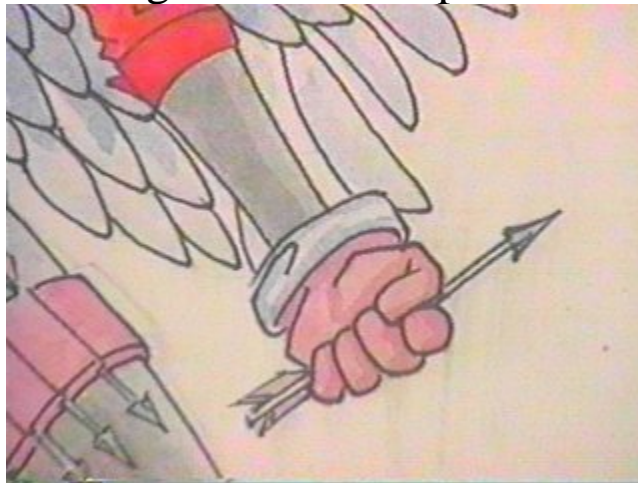
Draw the lower arms.



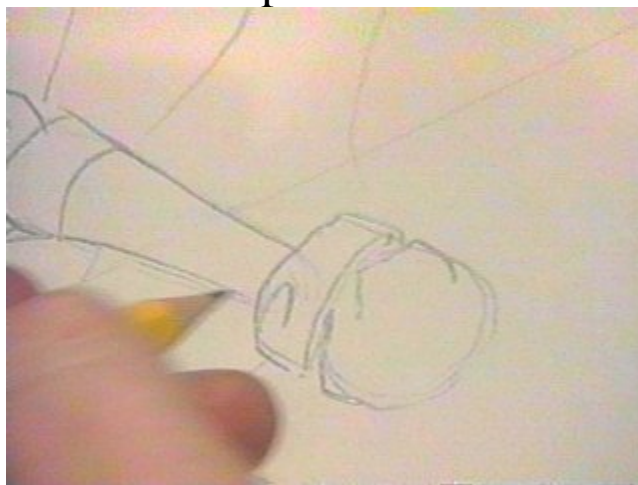
Look at the cuff of the glove. It's a bent rectangle but the ends that touch the glove don't touch each other.



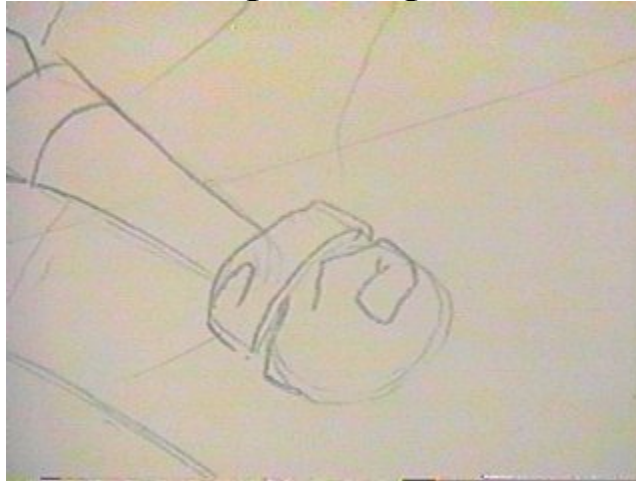
Don't forget the "U" shaped wrinkle.



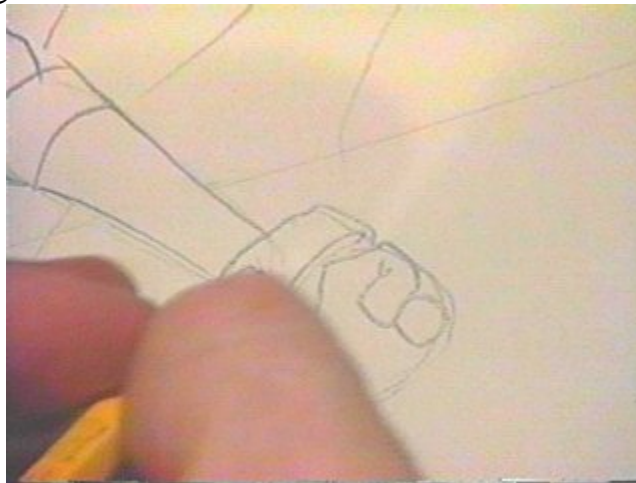
The palm looks like the original circle shape but it has angular points.



Copy the check mark shaped line at the bottom and the shape at the top of the palm.



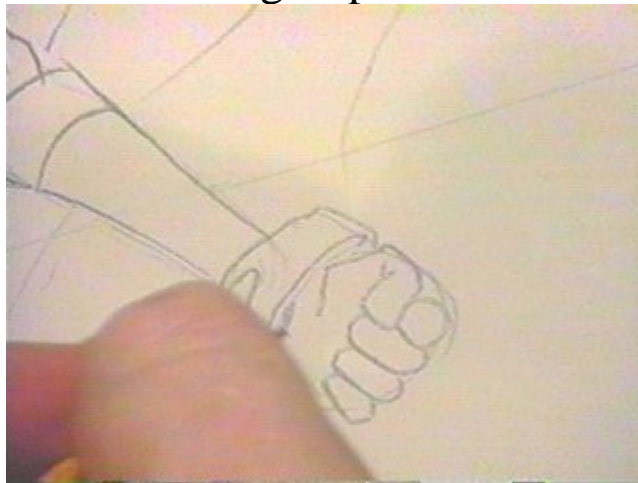
Make a rectangular thumb in the middle of the round fist shape.



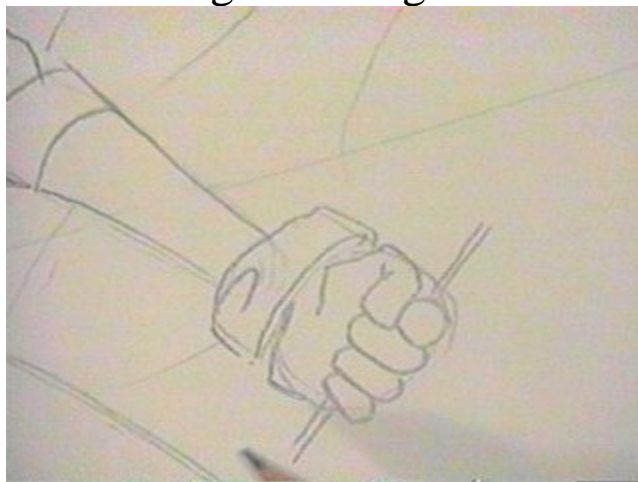
The pointer finger is almost round and stays within the round fist shape.



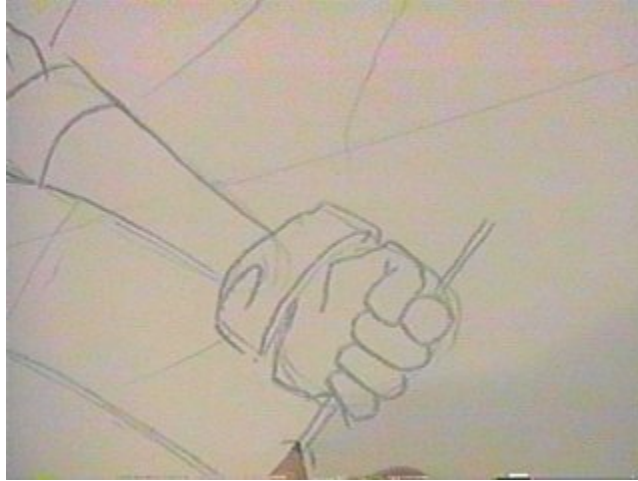
The middle finger is an oval that is big enough to reach to the middle of the hand at the fingertip and on the side of the finger.



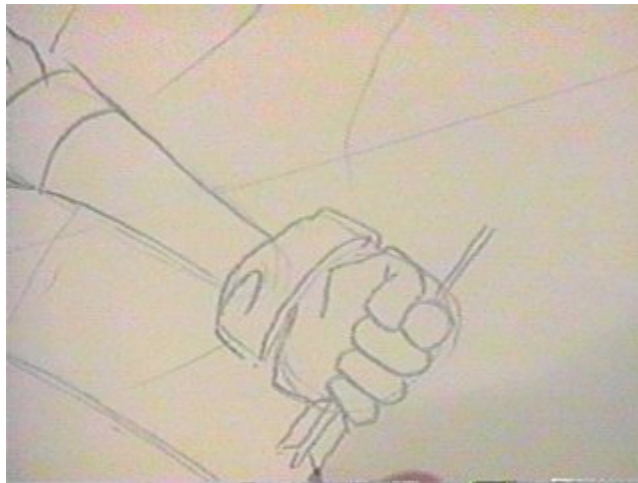
The next two fingers each get a little smaller.



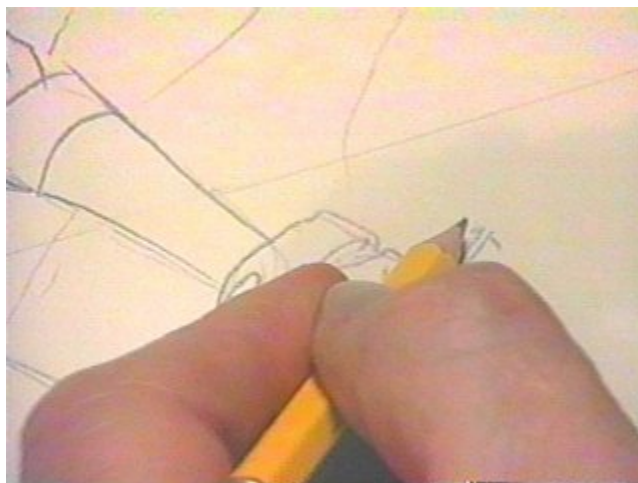
Next draw lines that look like they run straight through the fist.



The arrow feathers are just angular lines right next to the fingers and almost at the end of the arrow.



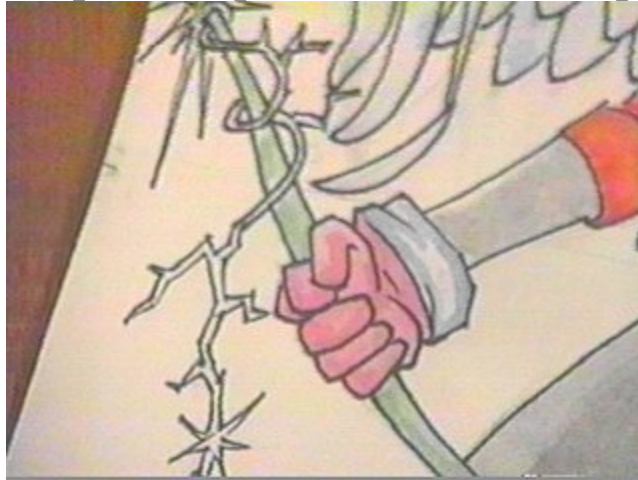
Connect the two angular lines.



The arrowhead starts the same way as the feather.



The tip is an upside down "V" shapes.



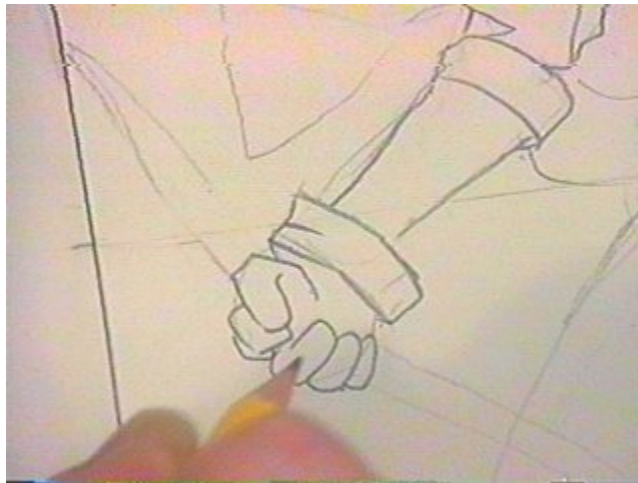
The other glove is very similar.



The thumb looks like a pointed "6" shape.



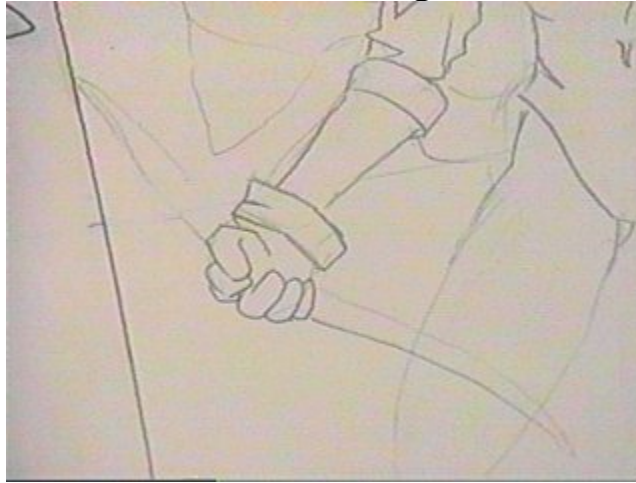
The pointer finger is an overlapped square shape with a little layer on the bottom.



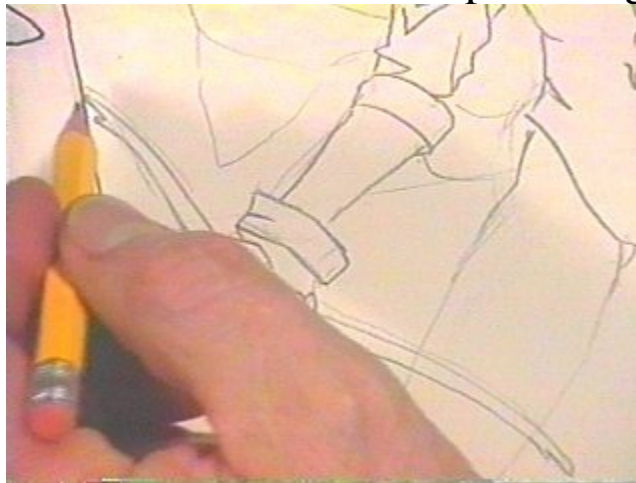
The oval shaped middle finger is larger than the other two fingers that fit in the original



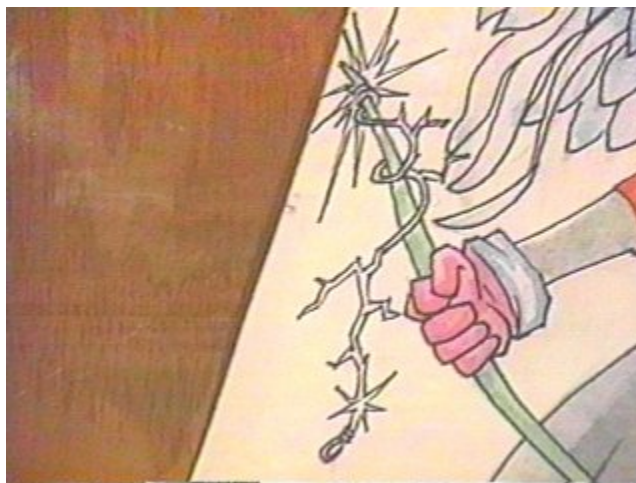
The bow is like a long "S" curve.



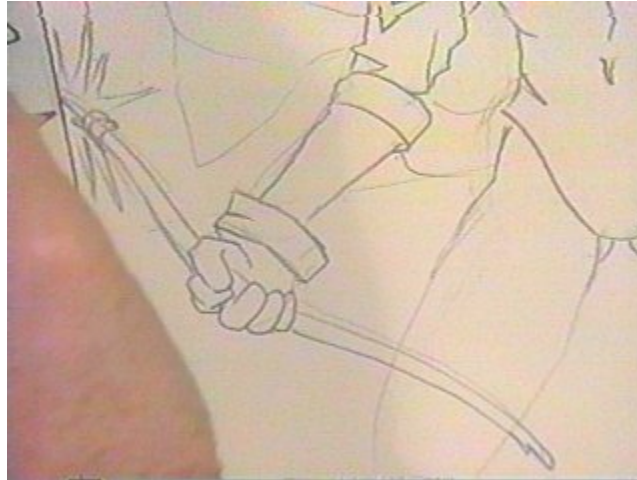
Draw a curve that overlaps the leg.



The bow is slightly thicker where it meets the fist and there are notches at the ends.



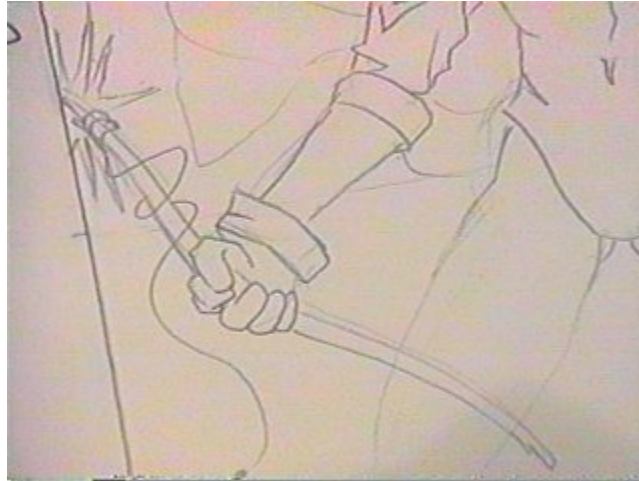
Three little "C" shapes at the top of the bow make it look like the place where the electric bowstring is attached. Also connect long "V" shapes in a radial pattern at the top of the bow to make the flash. The electric bowstring wraps around the bow.



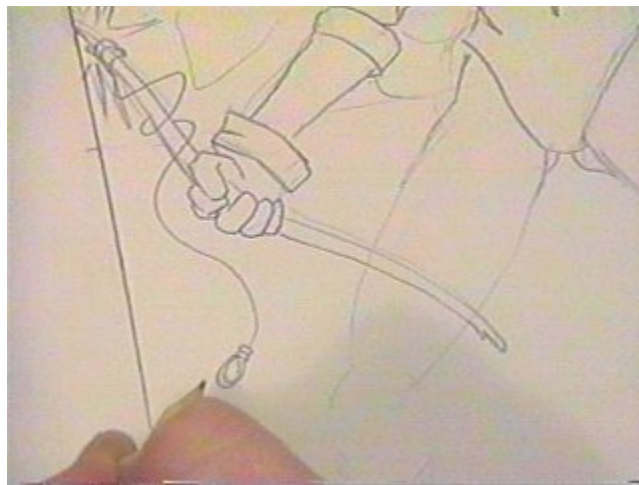
Draw the loops at the top of the bow and the flash star.



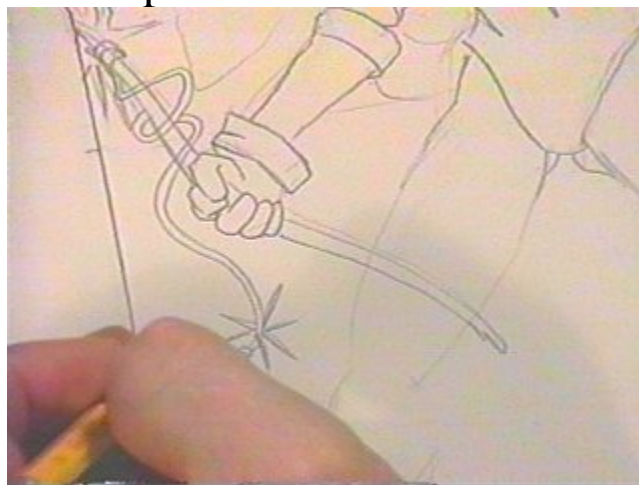
Draw an "S" shape that starts at the top of the bow and wraps around the bow like this.



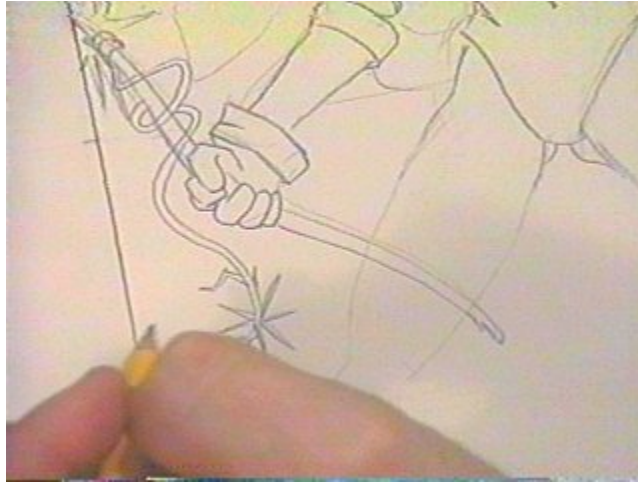
Next continue the line around the bow and then another S curve down next to the knee.



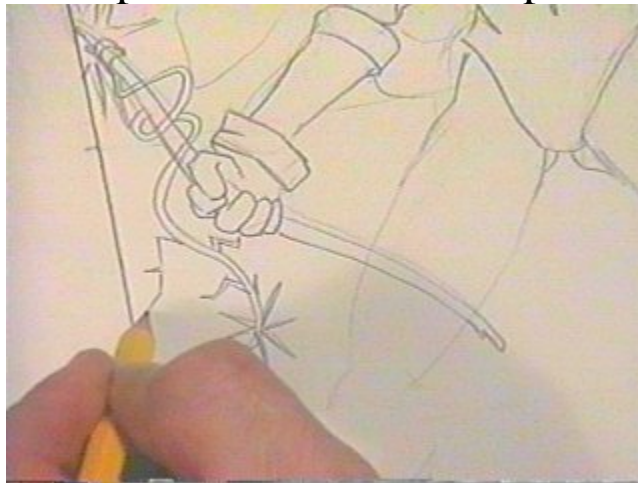
Attach two tiny ovals to the end of the long "S" curve and then a loop on to the little ovals.



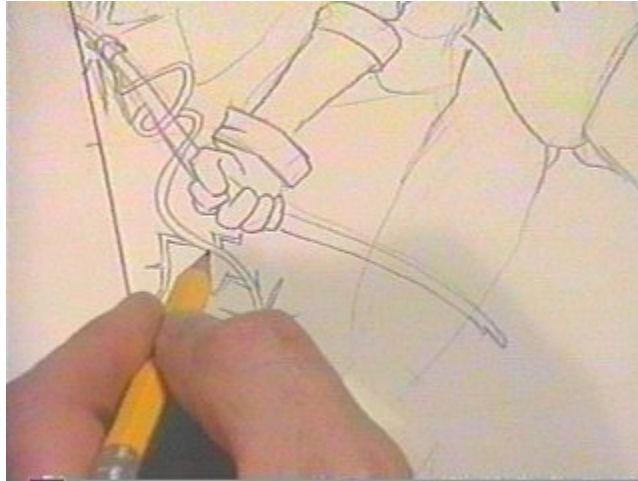
Close to the bottom of the S curve make another flash with long V shapes.



Now turn the "S" curve into electricity by attaching pointy "Z" shapes and little "V" shapes.



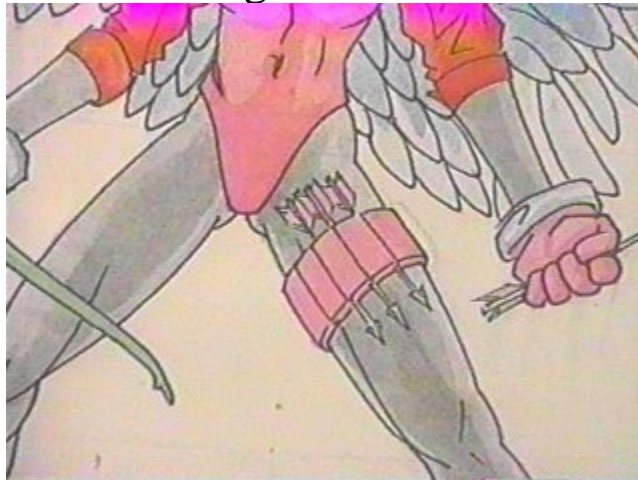
Make different sized zigzag shapes with little points sticking out in all directions.



See what I mean.



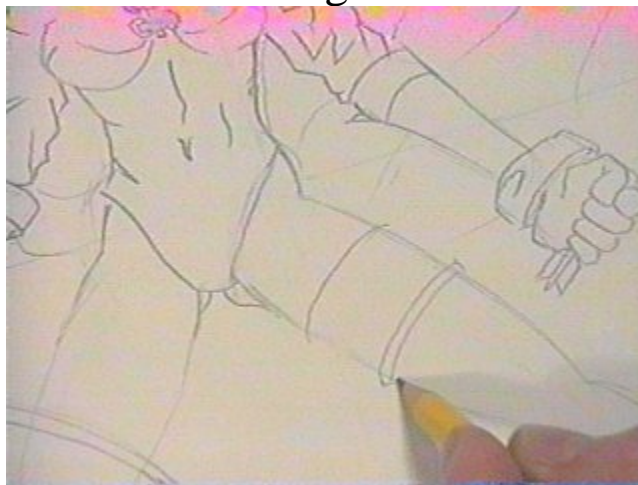
Do the same thing to the whole bowstring.



See the arrow holder. It starts with three frown shaped curves and four lines that connect the top two curves.



Three curves cross the leg. The top two curves wider than the leg.



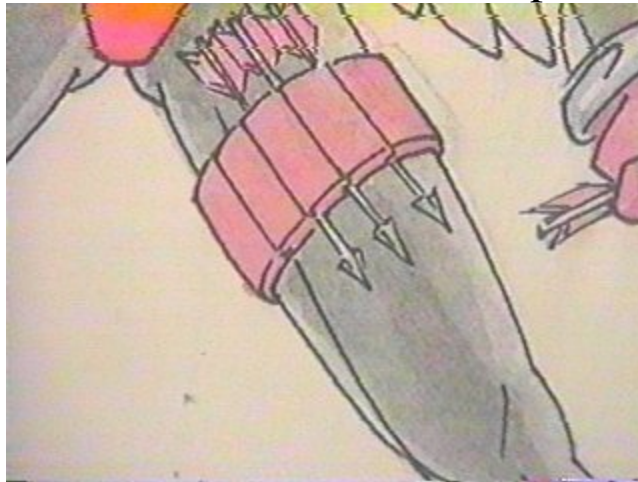
Attach the middle curve to the leg.



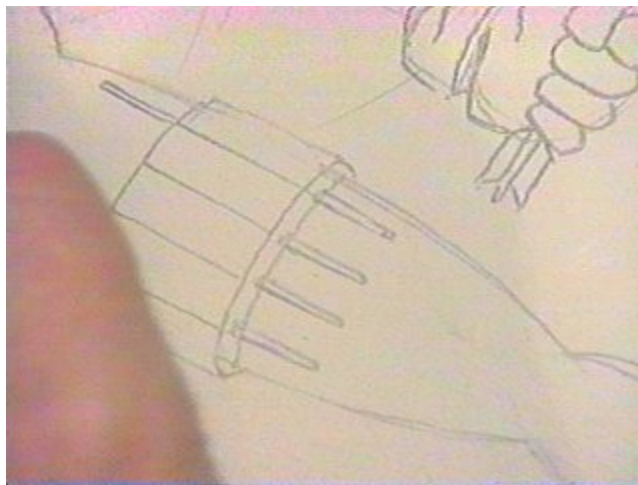
Next connect the top two curves.



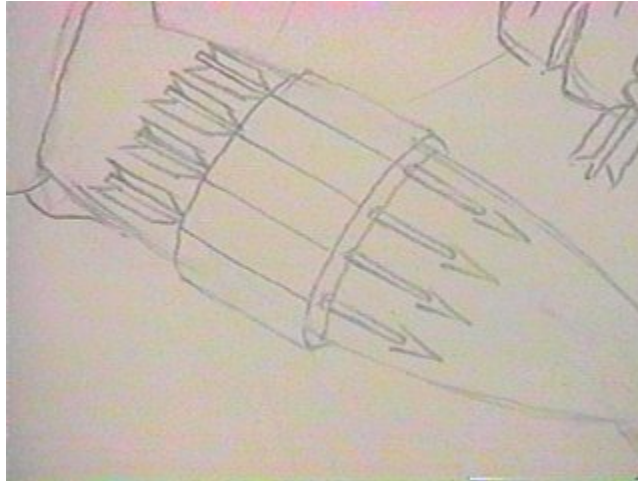
Draw four lines that connect the top two curves.



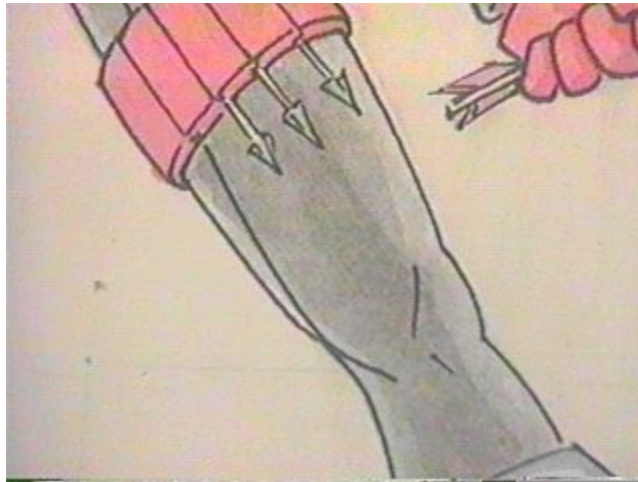
Draw the arrows the same way you did the one in the fist.



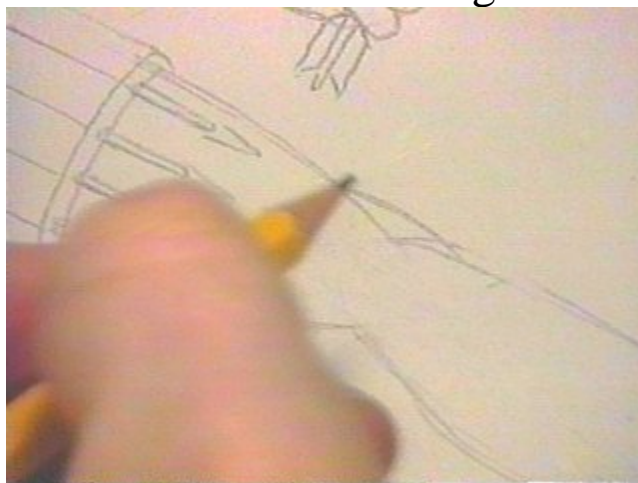
Start with the shafts.



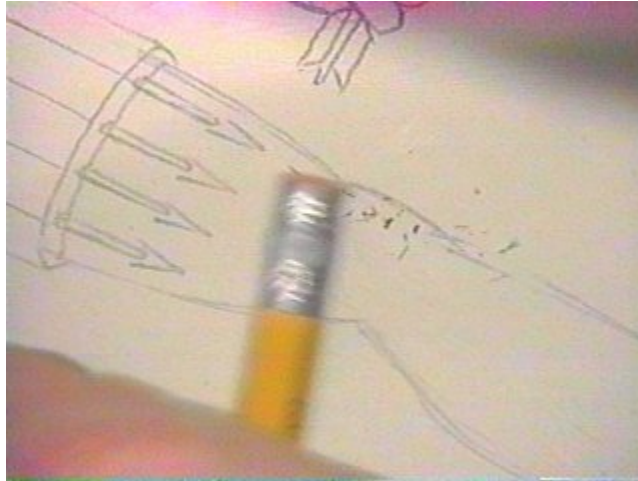
Then draw the arrowheads and feathers.



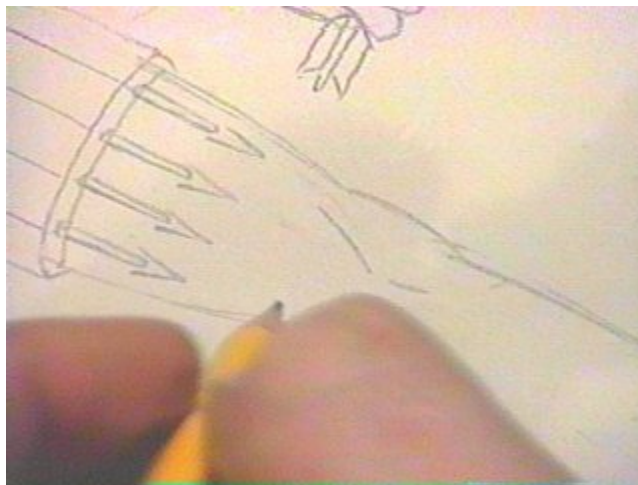
Look at the knee. There are curves that connect the overlapping leg ovals. The knee cap curves out and the back of the knee curves into the leg.



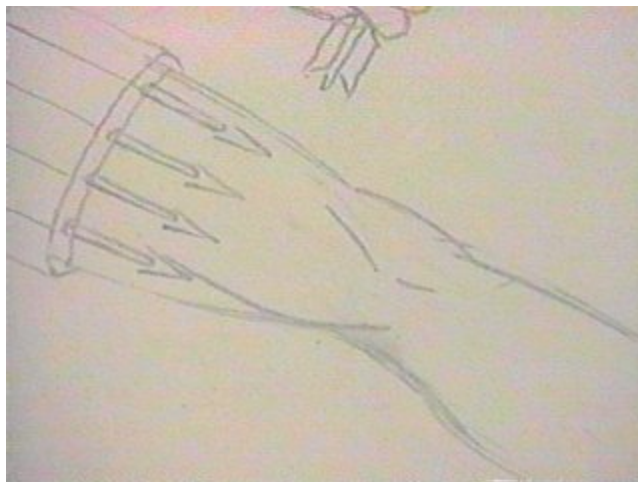
Draw the kneecap.



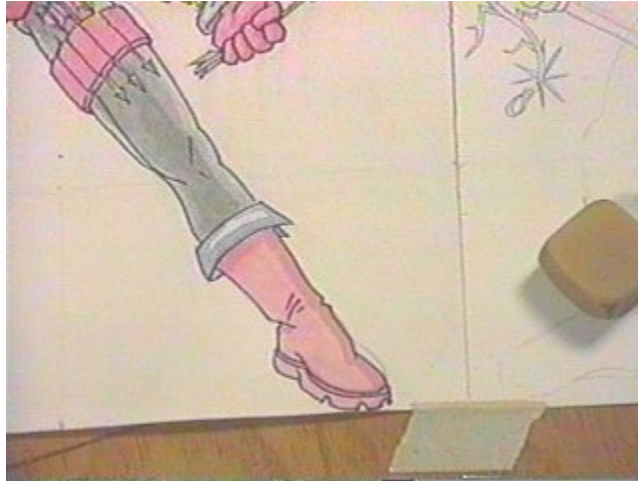
Erase the shape drawing



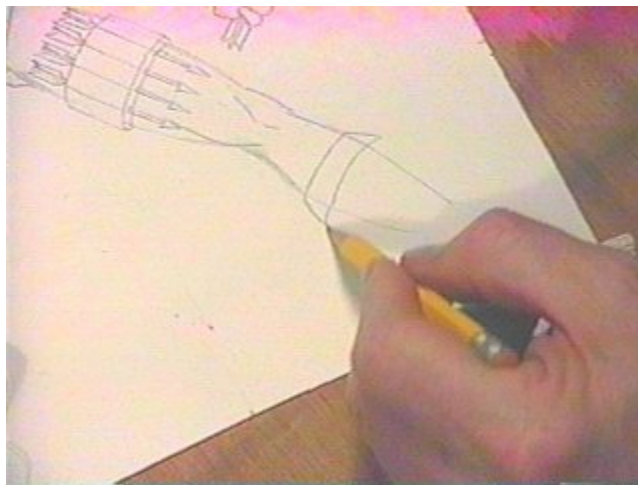
Draw two lines like this to indicate the muscles.



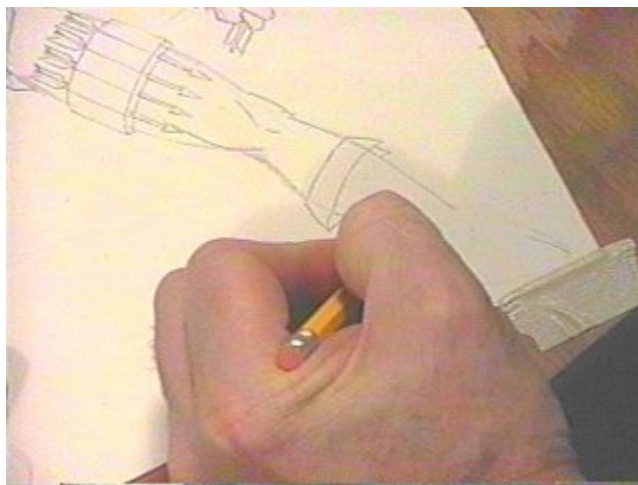
Draw a long curved muscle that touches the edge of the leg and reaches up to the arrows.



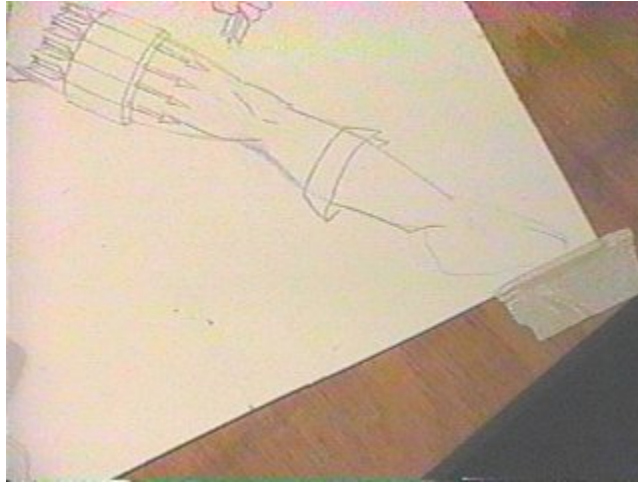
Look at the boot. It has a cuff like the gloves and wrinkles like the sleeves.



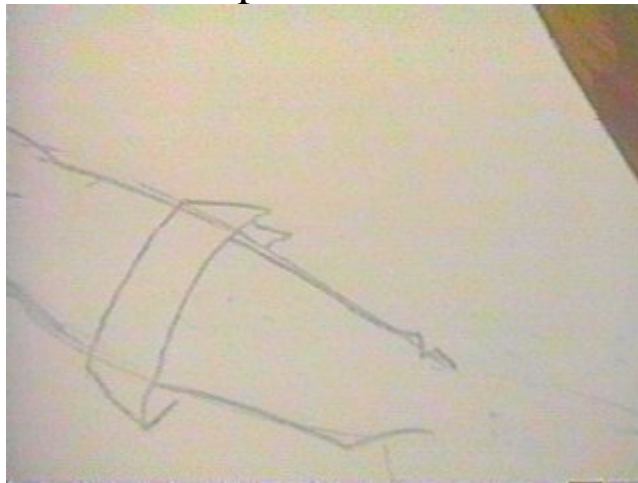
Draw two curves below the knee. The bottom curve is wider. Connect the ends of the two curves.



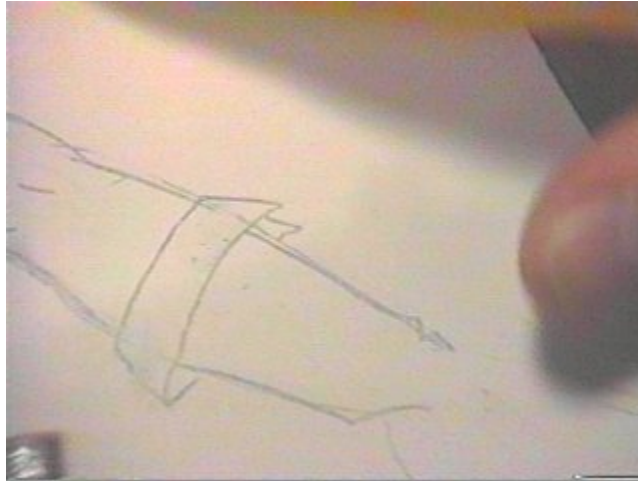
Connect the long curve to the leg on one side and draw a "V" shaped cuff edge on the other.



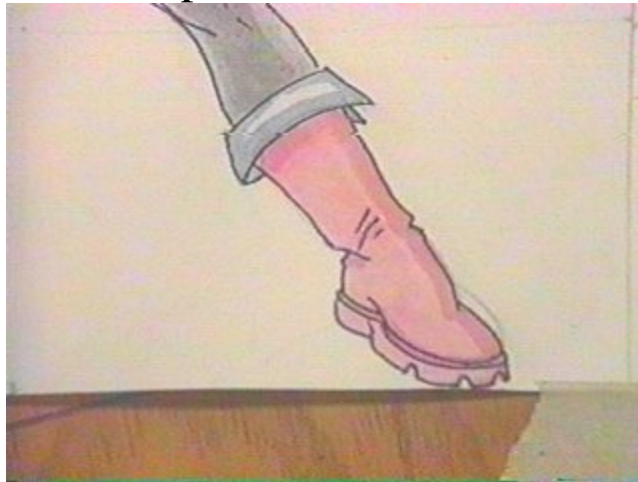
Follow the leg shape down to the ankle and make a check mark shaped wrinkle.



Draw the top of the leg with an "M" shaped wrinkle at the ankle.



Erase the shape lines out of the boot cuff.



Look at the way the top of the boot looks like a wide "M" shape with a little wrinkle in the middle. And the bottom the foot looks like a wide "W" shape with a larger wrinkle. Then the sole of the shoe copies the bottom of the foot twice.



Draw the heel curving down and following the original foot shape.



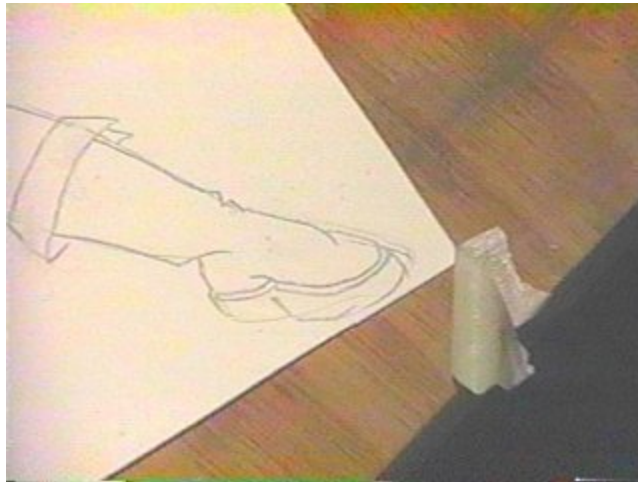
Draw the wide "M" shaped top of the foot but leave room for the big thick heel.



Make the bottom of the foot like a "W" with wrinkle facing the left.



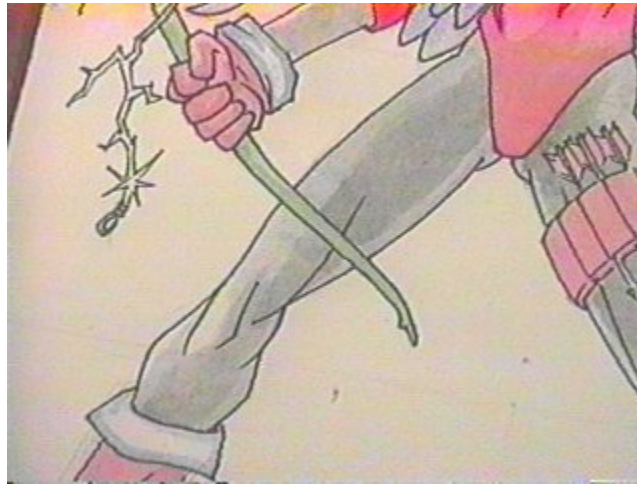
Trace the bottom of the foot.



Draw vertical lines from both ends of the foot and from the wrinkle. Make them all the same length.



Then copy the wide "W" line but put upside down "U" shapes in the front for treads.



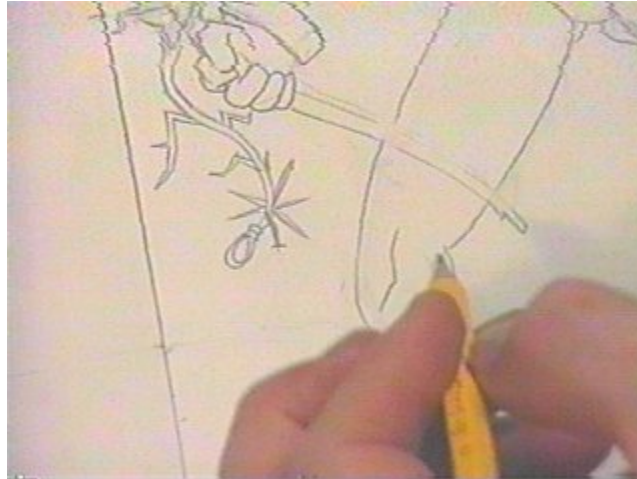
Look at the other leg.



Make the shape drawing into a nice smooth curve.



On this leg you connect the inside of the two leg shapes with a curved muscle.



Draw a mark to show the kneecap.



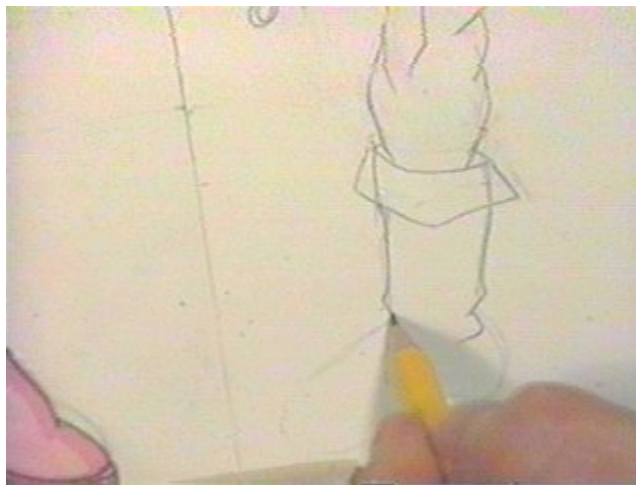
Trace the shape drawing of the lower leg and indicate a big leg muscle up into the middle of the leg.



Draw an oval shape around the bottom of the leg.



Make the cuff like this.



Make the leg of the boot with wrinkles at the bottom.



Make the shape of the boot similar to the other one. Leave room for the heel.



The sole of the shoe is the same as the other as well.



The wrinkles in the boot look like this.



Now it's time for the wing details. See how the feathers are mostly in groups of two or three or more.



Start with a little "m" shaped feather shape on the main wing muscle.



Next use the lines we drew before to guide the approximate length of the feathers. Here are two singles and one double feather.



Here is a group of three feathers. They are like overlapping ovals.



Look at the rest of that row. They get longer and you can see the bottoms of some of them.



Make a little "M" shape and start making a bunch of random feathers and feather groups that follow the shape line.



Not all of the feathers are perfect ovals. In fact they change shape much more later.



At the top the feathers are so long that you draw the bases separately as openings.



Draw the bases of the feathers like this.



Between the arm and the body you fill in the feathers using the shape drawing.



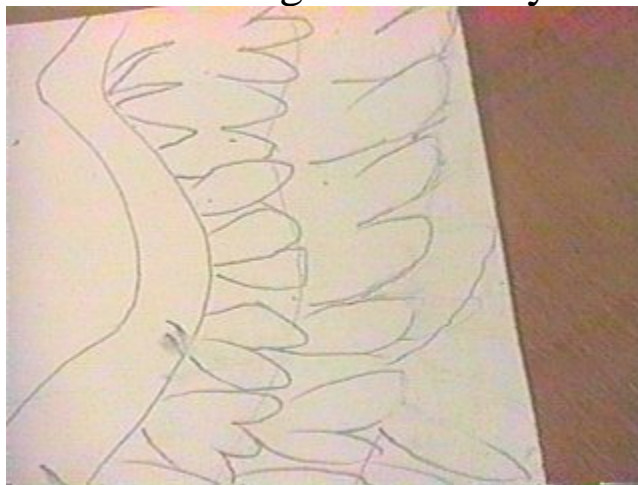
Fill in the next row while you're down there.



Now start on the next row outside the arm.



See how the second row of feather tips are flattened at an angle.
Then the third row doesn't go all the way down to the arm.



You can do it.



Let the third row run off the page. You can't draw what you can't see.



The forth row of feathers is almost all separated from each other and they run off the page too.



Look at the other wing. It isn't in such perfect lines. The staccato pattern adds variety.



Put in the three rows between the arm and the body using the shape lines you drew before.



Some of the feathers are in a row.



Three feathers in the second row are in line too.



There are two little feathers at the bottom row and there is one little one on the corner of the wing muscle before you get to the long feather.



Then there is a really long feather that is twisted so it looks like two long pointed feathers.



Next is another long thicker curvy feather.



Then a great big overlapping feather.



Keep following the shape drawing and fill the rest of it with this pattern.



Now make curved "M" and "W" shapes on the wing muscle.



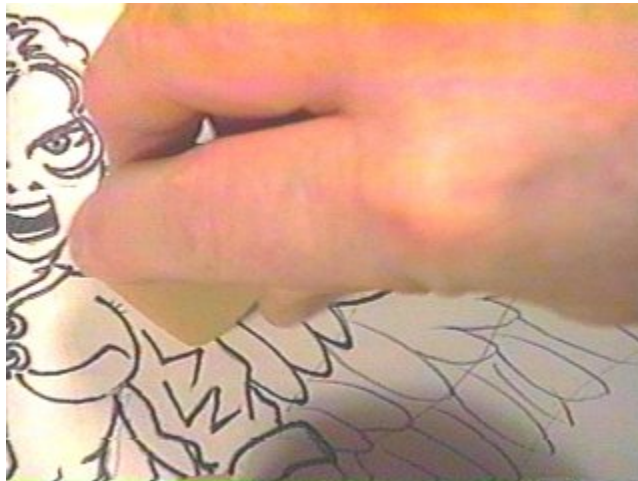
Look at the top of the wing. It has four groups of two feathers.



Fill in the space with as many as you need.



Use any kind of permanent marker you want and trace over the whole drawing. The marker has to be permanent or the picture will bleed when you paint it.



Use a good eraser to erase all the pencil marks out of the whole picture.



Now you are ready to paint!!! Usually you would pick your own colors but while you are learning technique it will be simpler if you use the colors I do. It might be a good idea to Xerox some copies of your picture on card stock so you can practice painting it many different colors.



You'll need something to put your paint in so the paint in the jars won't get mixed together.



You'll need some water and a plate to mix the colors in. Start with about 15 brush loads of water in one of the sections of the picnic plate.



Now mix a touch of black in the water and test it on a scratch sheet of paper. Her legs will be gray.



Paint the legs and lower arms quickly and carefully with gray. You paint quickly so you can make them one solid value and carefully so you don't go out of the lines or leave brush marks.



Now put 15 brush loads of water in another section of the picnic plate with a tiny touch of blue for the wings. Test it on the paper to make sure it is even paler than the gray.



Paint all the feathers with the pale blue and between the feathers on the first two rows.



Now use the same blue paint to paint shadows on the long wing muscle and the bottom of each feather. When you paint with the same color it looks creates a darker value and looks like a shadow.



Now that the legs are dry add a touch more black to the gray and test it on the scratch sheet where you tested the gray before. We want the shadows on the legs to be more noticeable than the ones on the wings.



We are going to have the light coming from behind her so use your tiny paintbrush to paint the shadow darker in the center of the legs. Then dip the brush in water and blend the edges of the shadow so it is not just a stripe on her legs.



See. Darken the middle and blended with water on the edges of the shadow.



Do the same with the lower arms.



Now put some gray on the bottom of the chests and use water to blend upward.



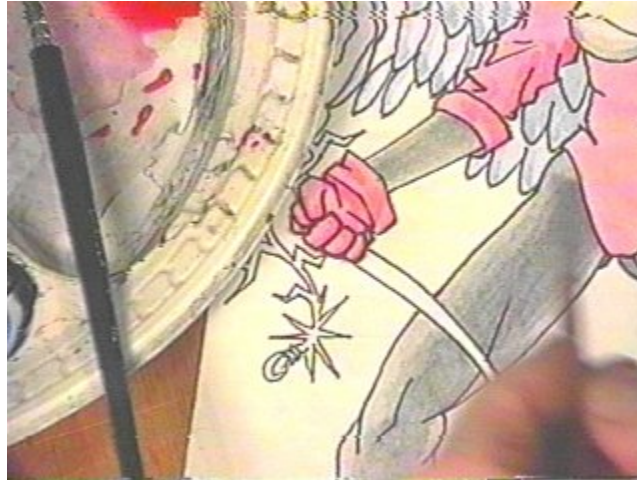
Now put fifteen brush loads of water in another section of the picnic plate and put a touch of red to create pink. Try it out on your practice sheet.



Paint the clothes, gloves, boots, and arrow holder pink.



You may need to add a touch more red to make the shadows on the pink. On the boots do the same thing you did on the legs and arms. Paint darker in the center and blend the edges with water.



On the gloves and arms paint on all the bottom wrinkles.



On the stomach you need shadows below all the muscles and tracing all the wrinkles..



Paint a large bikini shape on her stomach, the feathers on the arrows and the shadow on the arrow holder.



Add some more red to the pink and paint the bow, her shoulders and the top of her chest.



Now mix much more black to your gray and paint the hair taking care not to paint over the highlighted white parts.



Now you will need to clean out your plate and water to mix the skin color. Start with fifteen brush loads of water and a tiny touch of red to make pink again. Then check that it is very pale.



Now mix a touch of yellow into the pink to get a pale orange skin tone and test it on your scratch sheet.



Paint under the hair, nose, chin and eyes where there would be a shadow. Than quickly dip your brush in water and wipe it off and blend the edges of the shadows.

Now draw a little "V" shape at the left waist and then a curved line from a little way below the waist down to the crouch.



Remember to use a brush with just water on it to blend the paint on the rest of the face.



Now mix fifteen brush loads of water, a touch of blue and a touch of yellow to get green for the eyes.



Wipe off your brush first and paint the tiny iris.



Look at that! You made another fantastic picture and you are one more step to becoming talented. You may now do the happy dance.