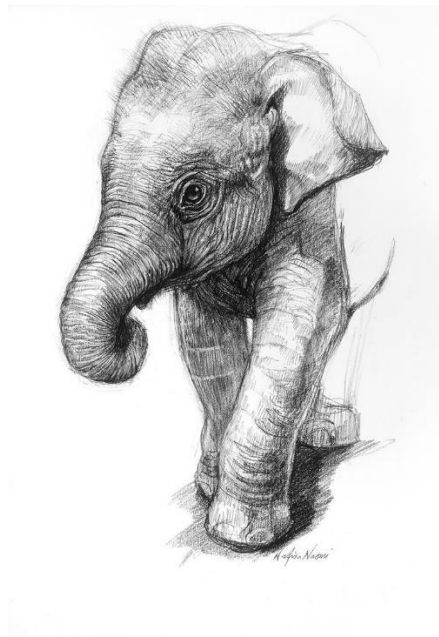


Using Pen Drawing to Create Textures for Creatures

Wait a minute... What is texture?

Texture in art is all about how we draw or paint something that describes the surface of an object. We could draw textures that describe fur, hair, scales, and more. Think of an artist drawing an elephant. They might use a lot of lines to create a wrinkly texture for the elephant's skin.



Some other examples of textures an artist might create in a drawing are leafy, for trees or bushes, or grassy, for ground. All these are just some examples of textures in drawing or painting.



Exercise: Practicing drawing Textures on Monsters

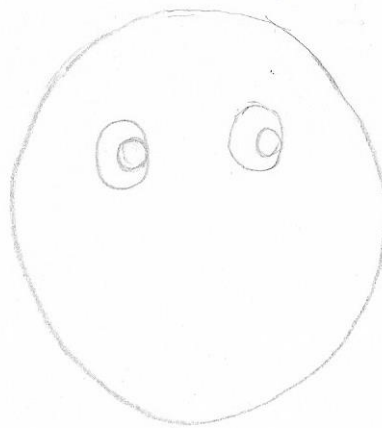
Here is an exercise you can follow to practice drawing textures that can be useful for all sorts of creatures from your imagination! Practice drawing fur, hair, scales and feathers.

You'll need:

- Sketch paper
- Black Fine line drawing pen or a black biro
- HB pencil and eraser

Start with pencil and draw a simple oval shape. Add some eyes. Other optional features could include a nose or mouth, you might also want to draw horns, feet or arms.

No need to draw too much detail in pencil, just simple outlines will do. This is mostly a pen drawing.

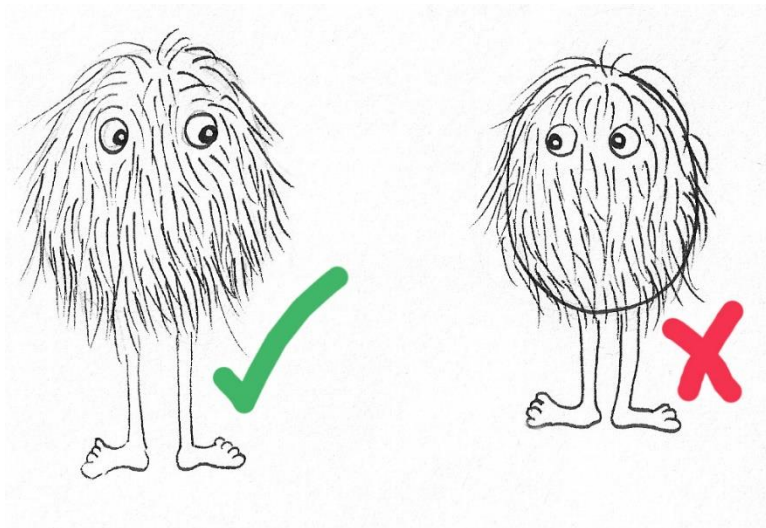


Make sure your pencil drawing is as light as possible so all the pencil can be erased completely!

Once you have your outlines drawn, you are ready to grab your pen and start creating texture!

How to draw a hairy texture

To create a hairy texture, you use long lines. Think about the direction you want the hair on your monster to go, and draw your lines in that direction. Using your pen, fill your monster with lines to cover it with hair. It's really important that you don't outline the body, as that won't look realistic. See the example below.



Edges are important! Sometimes you want to draw a smooth, continuous outline, such as around the feet on these monsters here. But for some textures, such as hair, fur, or feathers, you don't want that. You want your edge to be made up of lots of lines, or marks, instead. The end result is softer and more realistic.

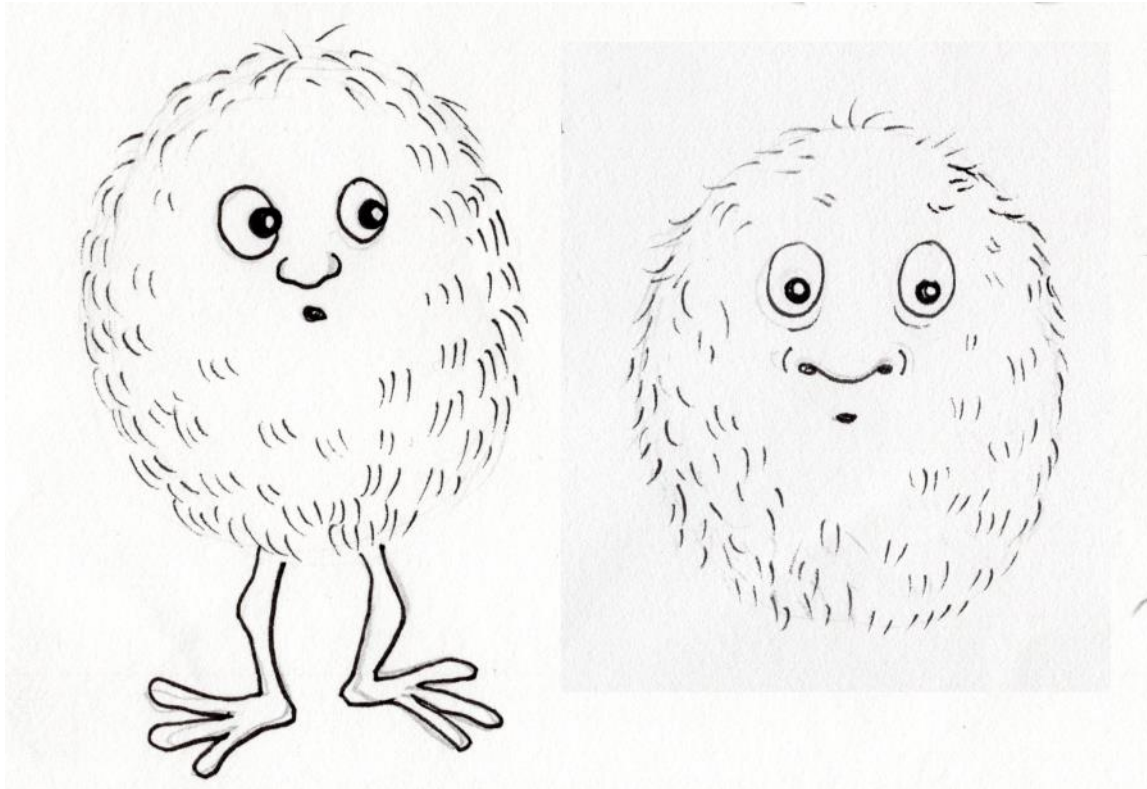


Where you want to make an area darker, make more marks closer together. Or draw over the top of marks you've already drawn.

See how the area at the bottom of this monster's body has been drawn with more marks to look darker.

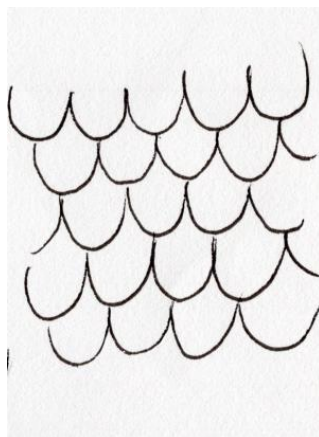
How to draw a fluffy fur texture

To draw a texture that looks a bit like fluffy fur, you can use short, slightly curved lines. You don't need to cover all the monster's body with marks, try for little groups of marks here or there, with a few more around the edges. Use the examples below to guide you.



How to draw scales

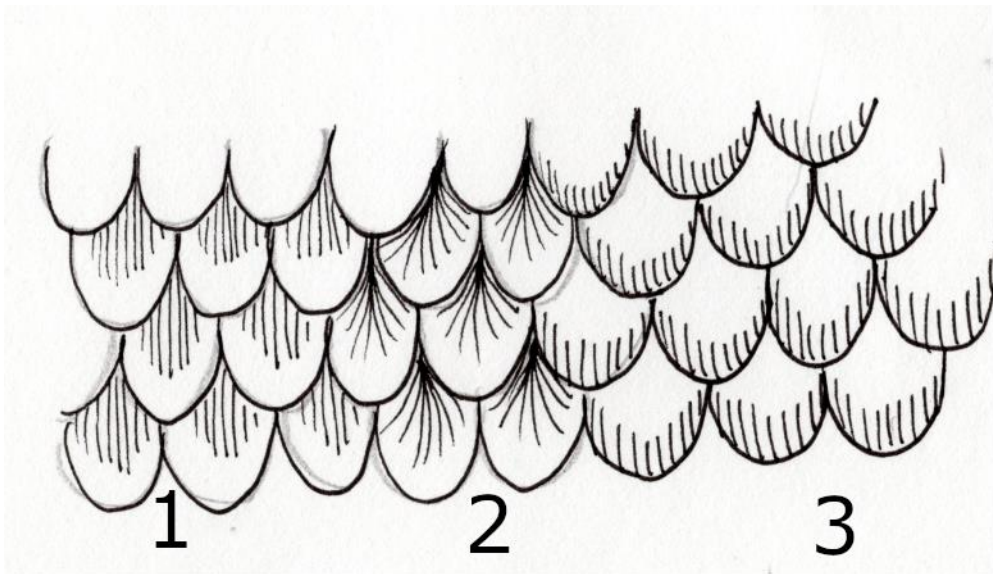
If you've ever drawn a snake, fish or a mermaid, you may have already drawn a scale pattern. It's like drawing a lot of U shapes that are joined together, over several rows:



Here are some ideas of how you could add more interest to a simple scale pattern:

Draw your scales in pencil. Remember to draw light enough so that you can rub out your pencil afterwards.

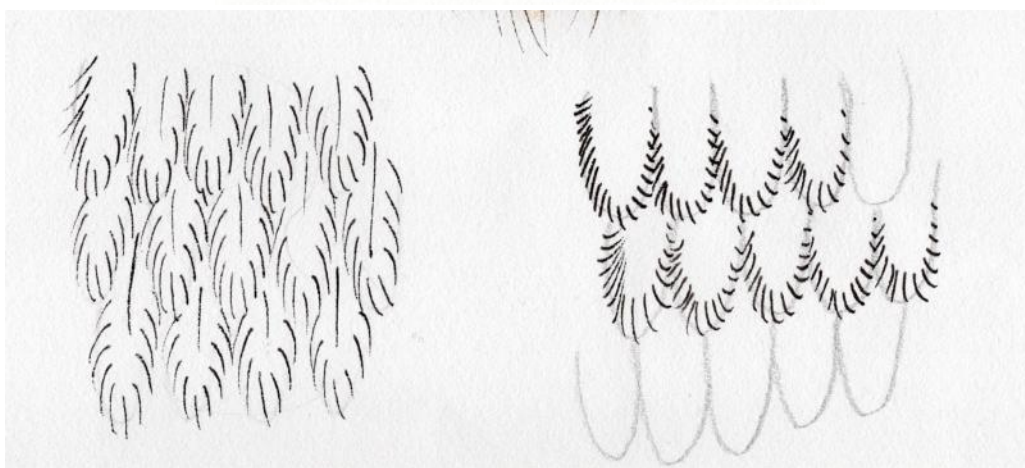
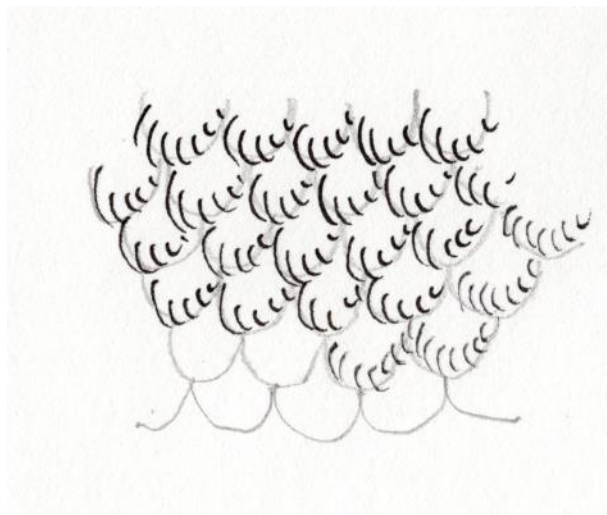
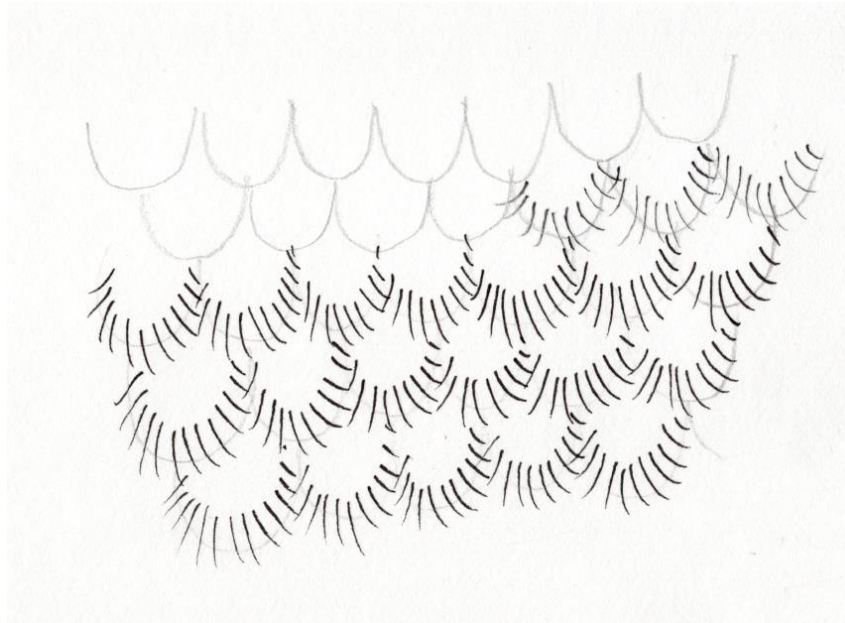
Trace the scales in pen, and then try the different ways to shade in the scales which are illustrated below.



3 different ways of shading scales with pen. This also works in pencil!

Feathery textures

Using a scale pattern drawn in pencil as a guide, you can use your pen to create some great feathery-looking textures. Again, you want your pencil to be drawn lightly so you can rub it out later. Once you have drawn your scale pattern, go over the U shapes with little lines as shown below.



In this example the U shape in the pattern is drawn much longer to create longer shaped feathers.

Have fun, experiment, and mix it up!

After practicing some of these textures, try them on creatures of your own. You can add colour with coloured pencils or watercolour if you like, or try the same drawing techniques with graphite pencils, and add some shading. Try making variations on some of these textures and patterns and see what you get. There are so many possibilities!

