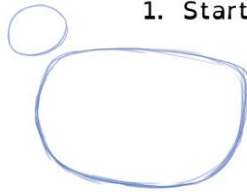
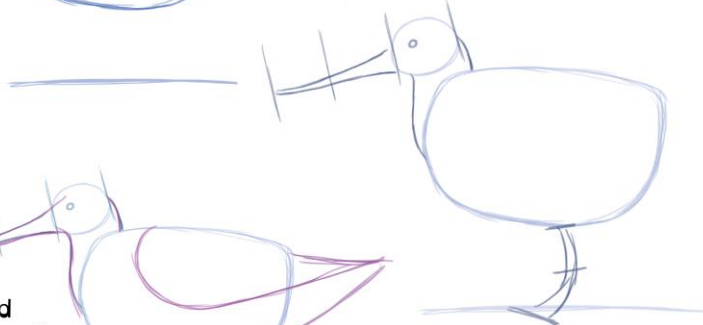


Draw a Godwit

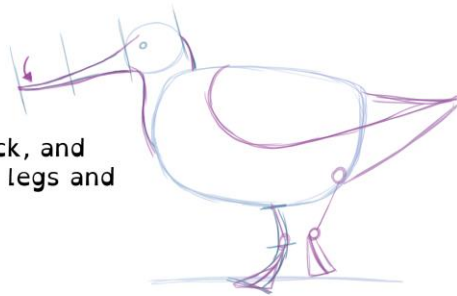
1. Start with basic shapes



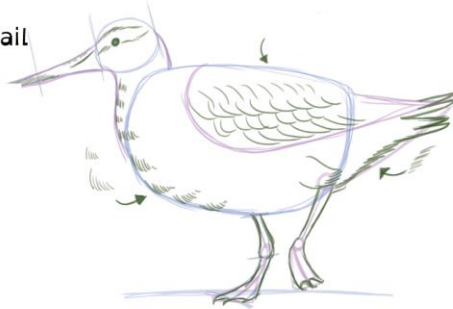
2. Add beak, legs and eye. Measure using the head length to get the proportions right



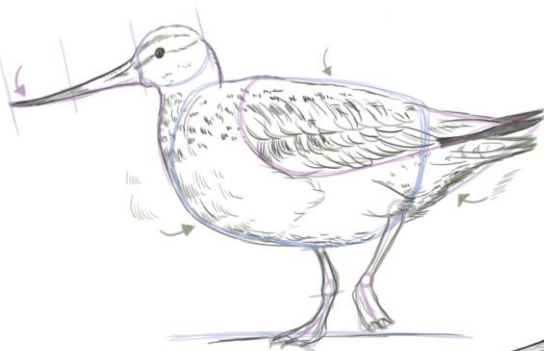
3. Add wing, neck, and flesh out the legs and feet



4. Add feather texture to wing, tail and face.

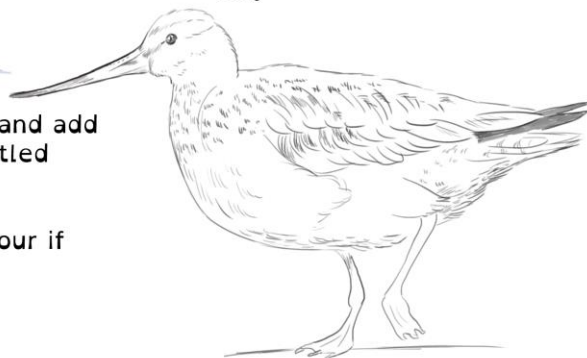


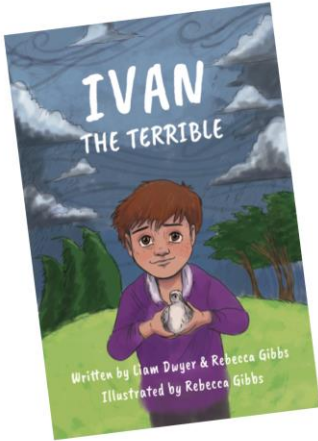
Pay attention to the direction of the feathers on different parts of the body



5. Continue to build up texture and add fine details like the dark mottled patterns

6. Erase guidelines and add colour if you wish!

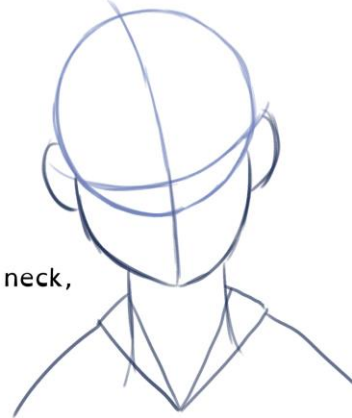




Draw Ivan

1. Start with basic shapes

Add sloped guidelines for Ivan's features



Pay attention to the direction of the hair

2. Roughly place in jaw, neck, and shoulders



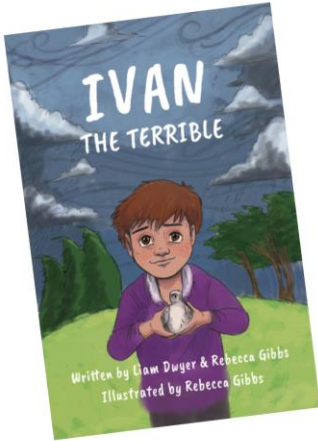
3. Sketch in eyes, nose and mouth. Add hair. The hair sits above the circle, not flat on top

4. Add in details like pupils, freckles, nostrils, ears and folds on the clothing



5. Erase guidelines. Add shading to Ivan's neck, hair and anywhere shadows are falling

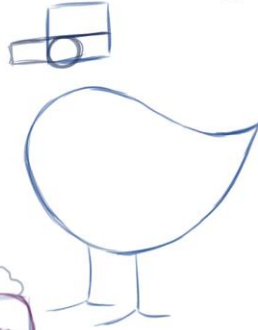
6. Add colour if you wish



Draw Heihei

1. Start with basic shapes

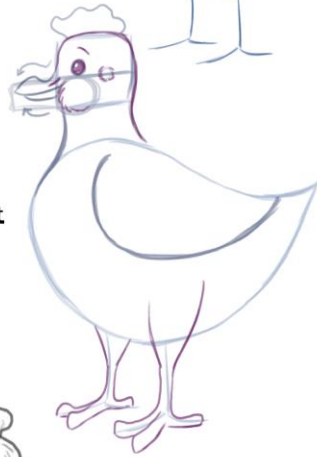
2. Place Heihei's eye, ear, wing and beak



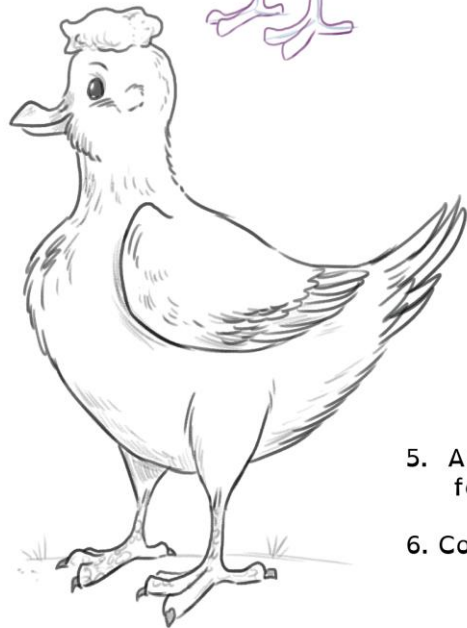
Pay attention to the shapes of Heihei's beak



3. Flesh out the thighs and feet

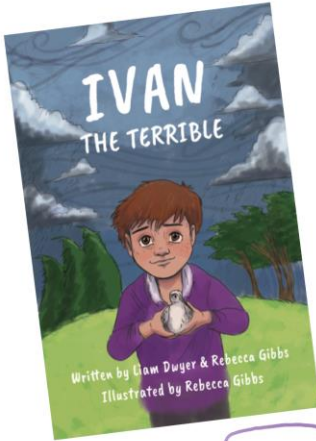


4. Add the tail feathers, wing feathers and erase the guidelines



5. Add shadow and softer feather textures

6. Colour if you wish



Draw Uncle Hen

1. Start with basic shapes

Add sloped guidelines for Uncle Hen's features



2. Sketch in the shapes for the forehead, nose and jaw



3. Continue sketching in the basic shapes of his face, neck and shoulders



4. Add in his hair and add texture and detail to his face like his ears, wrinkles and moustache



5. Erase guidelines. Add shading to Uncle Hen's neck, hair and anywhere shadows are falling

6. Add colour if you wish