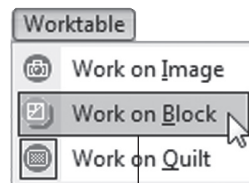


Simple Animal Shapes

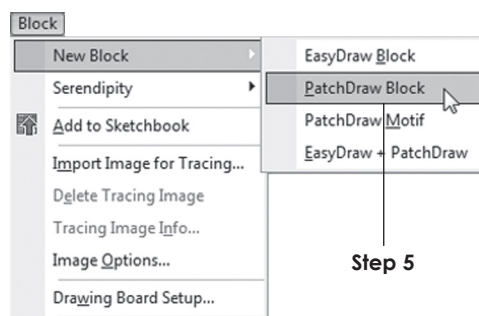
Sometimes it helps to think in terms of geometric shapes and use them as “building blocks” to draw a design—just as we did for the star.

Open your Chapter 2 Project

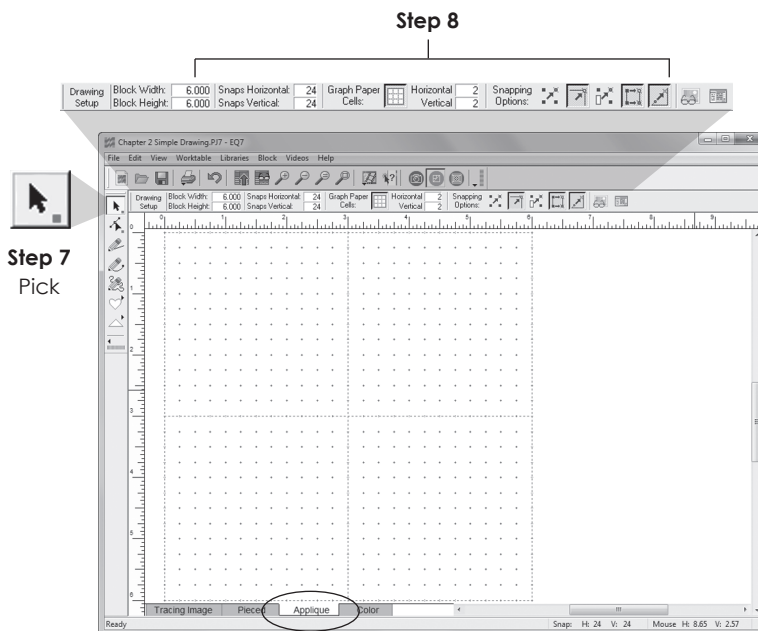
- 1 Open EQ7 and click the **Open an existing project** tab.
- 2 Choose your **Chapter 2 Simple Drawing** project and click **OK**.
- 3 Click **Close** on the Sketchbook.
- 4 Click **WORKTABLE > Work on Block**.
- 5 Click **BLOCK > New Block > PatchDraw Block**.
- 6 Click the **Appliqué** tab.
- 7 Click the **Pick** tool.
- 8 On the Precision Bar, enter these values:
 - Block Width = **6**
 - Block Height = **6**
 - Snaps Horizontal = **24**
 - Snaps Vertical = **24**
 - Graph Paper Cells = **ON**
 - Cells Horizontal = **2**
 - Cells Vertical = **2**
 - Snapping Options 2, 4, and 5 are turned **ON**.
- 9 Click the **Line** tool.
- 10 If you have been working with the Auto Fill function on, please turn it **OFF** now. Click the **Auto Fill** button on the Precision Bar so it is deselected, or not pressed in.



Step 4



Step 5



Step 7
Pick

Step 6



Step 9
Line

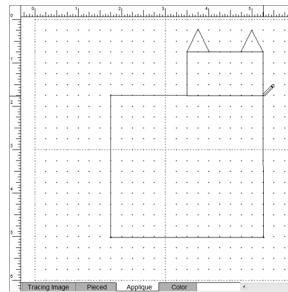


Step 10
Auto Fill OFF

Drawing a Cat Shape

Don't worry about being perfect here—this is just your “building block.”

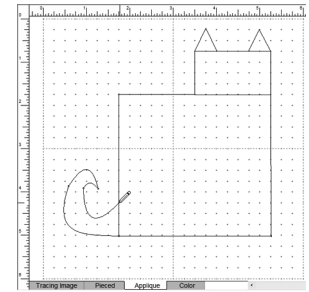
- 11 Draw two small triangles for the ears in the upper-right corner of the worktable.
- 12 Draw a rectangle below the ears. This represents the head.
- 13 Draw a large box for the body.
- 14 Click the **Bezier Curve** tool and draw a thick “loop” for the tail. We are making “building blocks” here, so this does not need to be a closed patch.
- 15 Click **EDIT > Select All** or press **CTRL+A**.
- 16 Click the **Center** button on the Precision Bar to center your drawing.
- 17 Click the **Convert selected segments to guides** button on the Precision Bar.



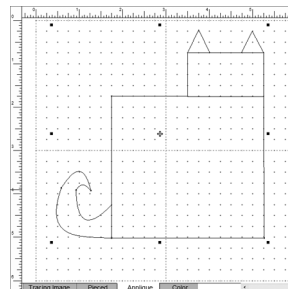
Steps 11-13
Draw the ears,
head and body



Step 14
Bezier
Curve



Step 14
Draw a thick loop for the tail



Step 15
Select All



Step 16
Center



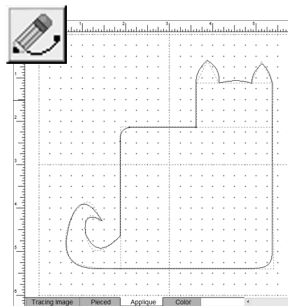
Step 17
Convert selected
segments to guides

Drawing the Real Cat

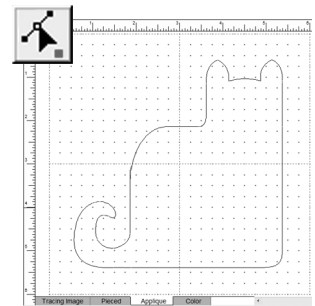
- 18 With the **Bezier Curve** tool, draw over the outside guide lines. Soften the edges of the original and change the corners into curves. Don't worry about being perfect.
- 19 With the **Shape** tool, *edit the figure*. Position the nodes first. Then use the handles to smooth the various curves.
- 20 When you are finished, **right-click** on the worktable and click **Clear Guides**.

Let's add some simple lines to give this kitty a face.

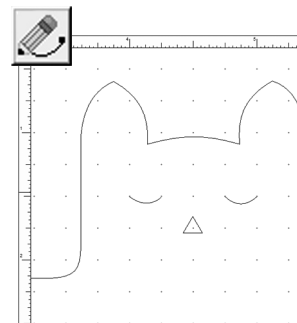
- 21 With the **Bezier Curve** tool, draw two small open curves for the eyes. These will be threadwork.
- 22 Without changing tools, hold down the **CTRL** key and draw a triangle for the nose.



Step 18
Use the Bezier Curve tool
to draw over the guides

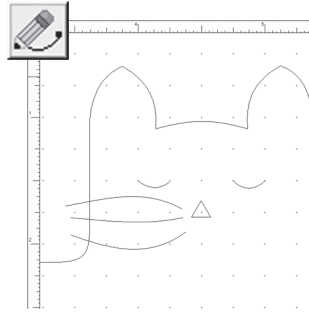


Steps 19-20
Edit the figure and
clear the guides

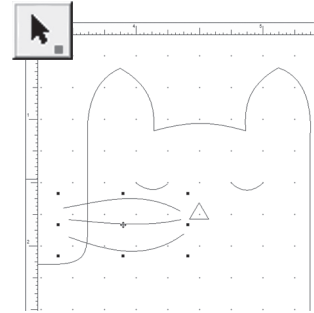


Steps 21-22
Use the Bezier Curve tool
to draw two eyes and a nose

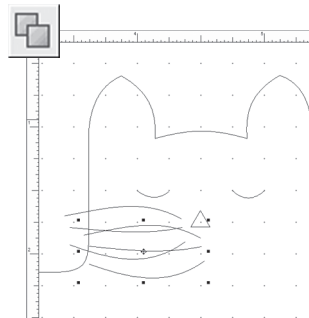
- 23 I think a mouth isn't necessary, but we should add whiskers. With the **Bezier Curve** tool still selected, *release* the **CTRL** key and draw three wavy lines on the left half of the kitty's head.
- 24 If necessary, edit the whiskers with the **Shape** tool.
- 25 Click the **Pick** tool and select the three whiskers.
- 26 Click **Clone** on the Precision Bar.
- 27 Click **Flip left and right**.
- 28 Move the duplicated whiskers into place on the opposite side of the face.
- 29 Click **EDIT > Select All** or press **CTRL+A**.
- 30 Click the **Center** button on the Precision Bar.



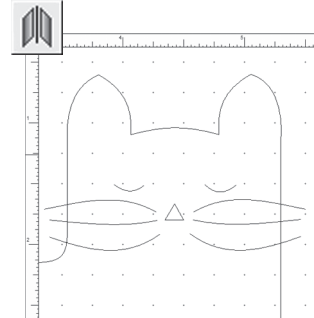
Step 23
Draw three wavy lines for whiskers



Step 25
Use the Pick tool to select the three whiskers



Step 26
Whiskers are cloned

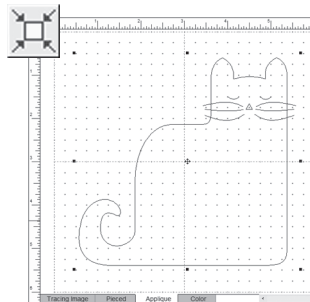


Steps 27-28
Move the flipped whiskers to the other side of the face

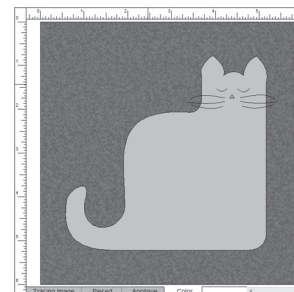
Tip

If your cat is larger than the worktable, select all the patches and hold down the CTRL key as you drag in a *corner handle* slightly. Then click Center again to re-center the drawing.

- 31 Click the **Color** tab and color your design. The eyes and whiskers will remain black.
- 32 Click **Add to Sketchbook** to save your block.



Steps 29-30
Select all and Center the design



Step 31
Click the Color tab and color your design



Step 32
Add to Sketchbook

Exercise

Try this same technique for other animals. Use the Line and Bezier Curve tools to draw the "building blocks". Then select all and convert to guides. Draw around the outline with the Bezier Curve tool and edit with the Shape tool afterwards.

You can see the building blocks for a dog and the finished dog design below. Draw the ear, eye and nose last, so they rest on top.

