Here is another dog you can try.

This time it is a ¾ view of the face.

Again, you start by drawing the shape of a circle in the centre of the page.

Now, just over ½ way up the circle draw a curved line. Then ½ way between the centre and the left-hand side of the top part of the circle, draw another curved line.

Below this draw a smaller circle. If you look at the drawing above you can see this circle is cut in ½ by the bigger circle. This should get the proportion of the nose correct.

Now add the curved triangle shapes for the ears.

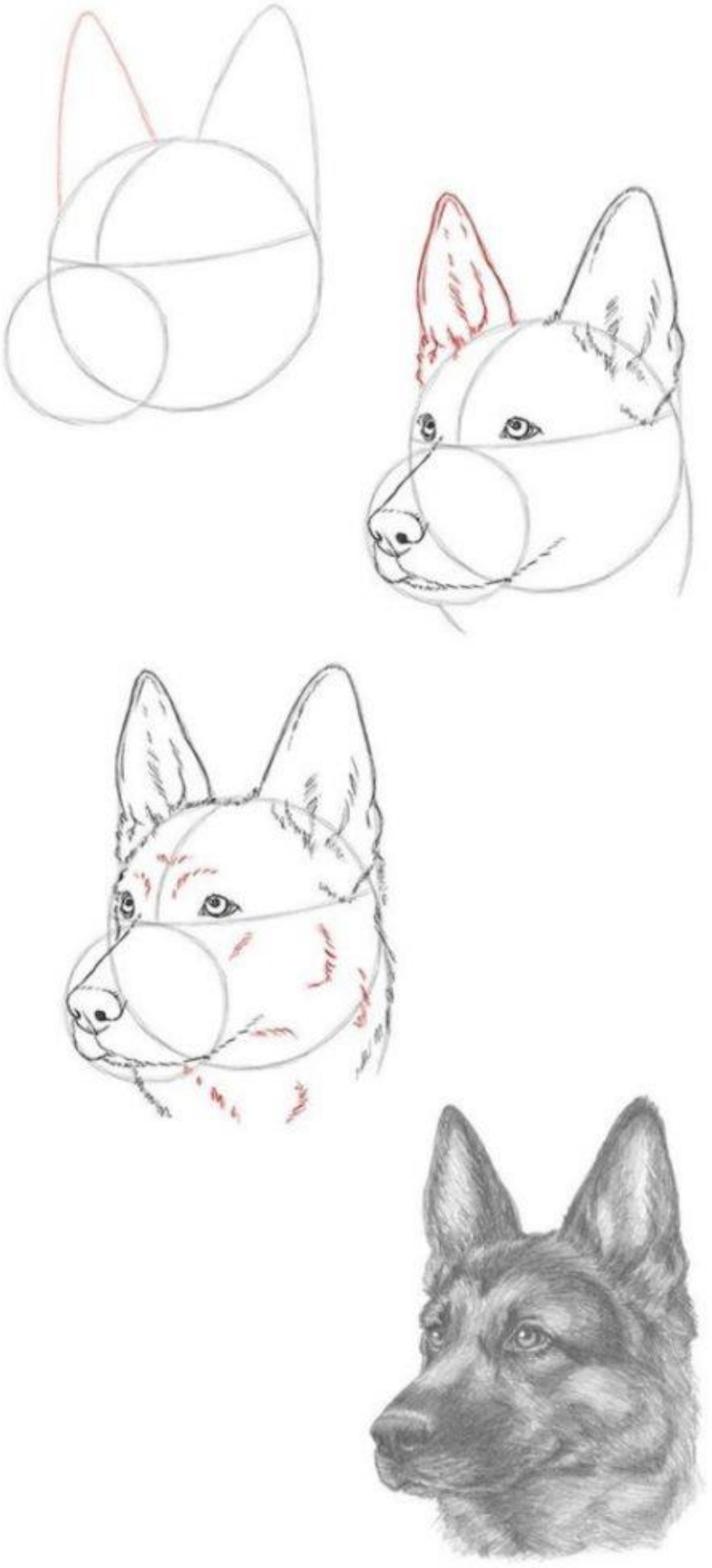
Look carefully at the drawings above and add the eyes. Notice that the eye on the left -further away -is different. You do not see as much of it.

Draw a diagonal line down from this eye to the edge of the small circle to form the nose. Draw a curve from here around to where the small and bigger circle meet. This should give you a good nose shape. Add the detail of the nose. Now add in 2 curved lines for the mouth.

Complete the drawing by adding tone/shading in the eyes and marks for the texture of the fur. Start by sketching some marks in the eye and ear area. Think about the direction of these marks.

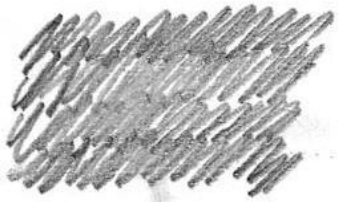
You may not be able to add as much detail to the eyes and fur as in the example. Use it as a guide for the direction to draw the texture marks in. Notice how some areas are dark and some light. This helps the drawing look more 3D.

Here is a bigger illustration to help you.

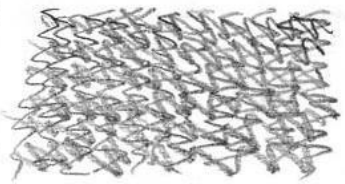


Texture sheet to help with mark- making.

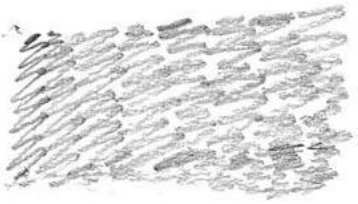
SOFT PENCIL MARKS



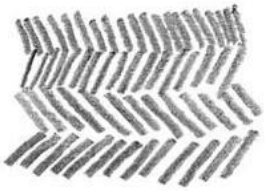
2B: Horizontal rows of scribbled shading.



Scribbled lines implying a knitted texture and shadow.

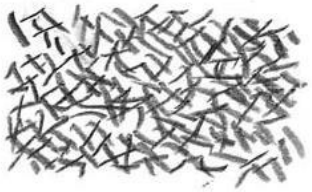


Vertical scribble, creating a soft texture and shading.

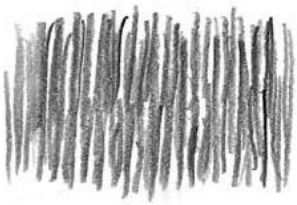


3B: Heavy herringbone texture.

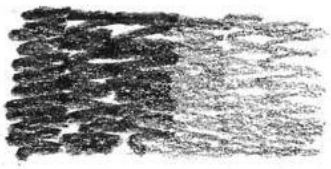
Smudged tone (with the finger) to create atmosphere.



Random mark making implying a rough texture.



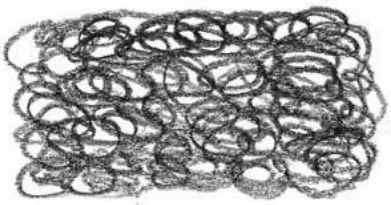
4B: A pushed zigzag line using the side of the pencil.



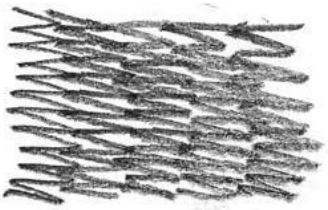
Rows of vertical scribble, progressing from dark to light.

Regular dashes of tone.

5B: Irregular dots, creating an implied texture, perhaps a gravel path.

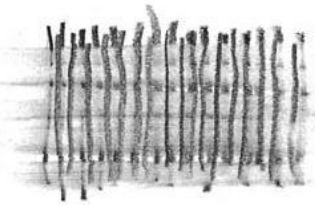


Woolly scribble creating a textured surface.

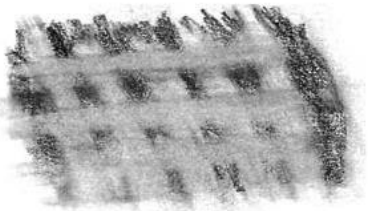


Open zigzag lines create tone and texture.

6B: Layer of graphite rubbed diagonally to create atmosphere.



Vertical lines rubbed horizontally and then vertical lines drawn over the top to create a woven texture.



Tone rubbed vertically and then horizontally to create a woven texture.