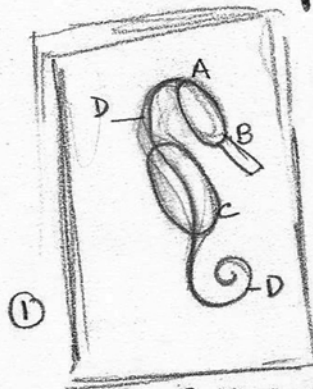
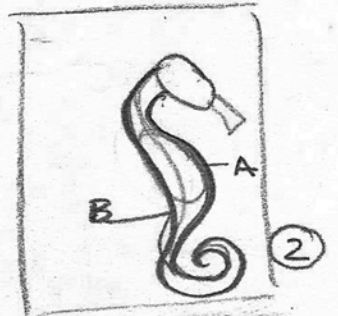


How to DRAW A SEAHORSE

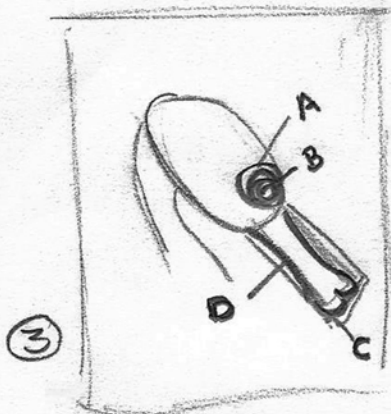


1. A. DRAW A SMALL OVAL ON A SLIGHT ANGLE TOWARD THE TOP OF THE PAPER.
- B. DRAW A NARROW RECTANGLE AT THE LOWER END OF THE OVAL
- C. DRAW A LARGER OVAL (APPROX 2x SIZE OF SMALL OVAL) BELOW AND AT THE SAME ANGLE OF THE SMALL OVAL
- D. STARTING AT THE TOP OF THE SMALL OVAL MAKE A CURVING LINE LIKE AN ELONGATED S WITH A LONG SWIRLING TAIL!

2. A. FROM THE TOP LOWER SIDE OF THE SMALL OVAL DRAW A LINE CURVING DOWN & THEN ALONG THE OUTER EDGE OF THE LARGE OVAL CURVING INTO THE CENTER LINE.

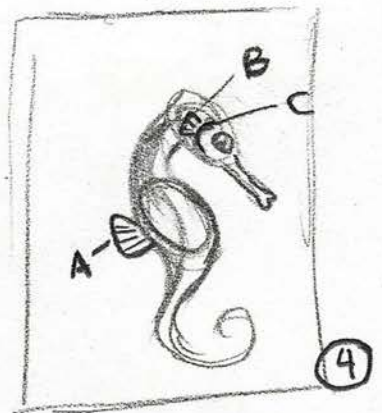


- B. FROM THE TOP OF THE SMALL OVAL FOLLOW THE CENTER LINE DOWN AND SLIGHTLY BEFORE THE LARGE OVAL CURVE YOUR LINE AWAY AND MEET UP WITH THE LARGE OVAL, FOLLOW ALONG THE OVAL TOWARDS THE BOTTOM KEEP GOING DOWN FOLLOWING THE LINE YOU MADE IN STEP 2A. YOU HAVE NOW DRAWN IN THE BODY & THE TAIL.

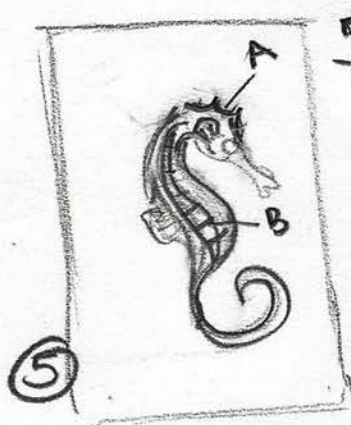


3. A. DRAW A CIRCLE FOR THE EYE CLOSE TO WHERE THE RECTANGLE (SNOUT) MEETS THE SMALL OVAL (HEAD)
- B. PUT A SMALLER CIRCLE INTO THE EYE CIRCLE AND COLOR IN LEAVING A SMALL WHITE SPOT FOR A HIGHLIGHT IN THE EYE.
- C. ADD "3" TO THE END OF THE SNOUT FOR THE MOUTH
- D. GENTLY CURVE THE SIDES OF THE SNOUT IN.

4. A. ADD IN THE DORSAL FIN BY DRAWING A "C" ATTACHED TO THE LOWER BACK JUST ABOVE THE TAIL
 B. ADD IN THE PECTORAL FIN WITH A "C" WHERE THE NECK MEETS THE HEAD



- C. ADD IN THE GILL OPENING IN FRONT OF THE PECTORAL FIN AND BEHIND THE EYE



5. A. ADD IN THE CORONET BEHIND AND ABOVE THE EYE
 B. FROM JUST BELOW THE PECTORAL FIN FOLLOW THE SHAPE OF THE BELLY WITH 2 LINES STARTING TOGETHER SPACING OUT IN THE CENTER OF THE BELLY & MEETING BACK UP AT THE TAIL. AND PUT IN LINES LIKE A LADDER.

6. EXTEND THE LADDER LINES AROUND TO THE FRONT & BACK OF THE SEA HORSE CURVING TOWARDS THE EDGE. THESE ARE THE BONY PLATE EDGES

7. ERASE ALL THE LINES FROM THE ORIGINAL SHAPES YOU STARTED WITH.



8. ADD IN THE CIRRI WHICH ARE FRINGY APPENDAGES THAT HELP WITH CAMOUFLAGE ALONG THE BACK SIDE OF THE SEAHORSE AT THE BONY PLATE LINES & THE CORONET.

9. YOU CAN STOP HERE OR IF YOU LIKE YOU CAN CONTINUE ON WITH SHADING & HIGHLIGHTS

