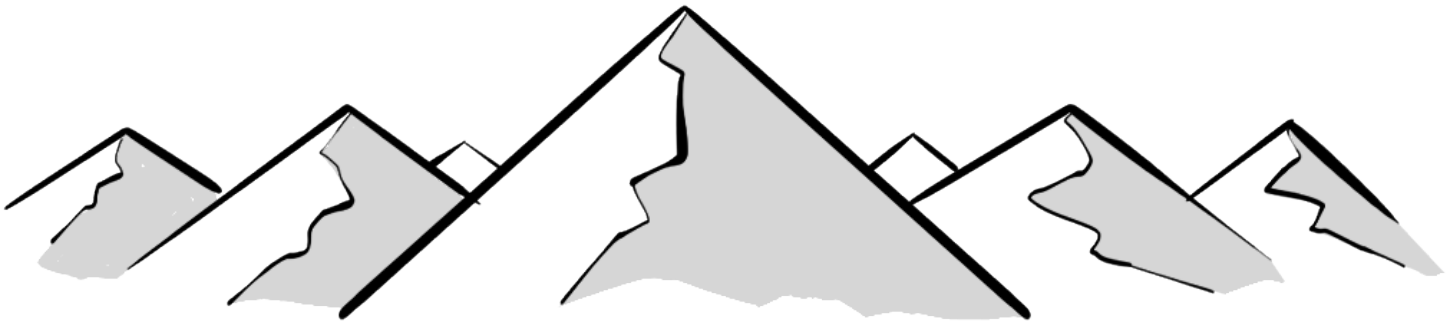
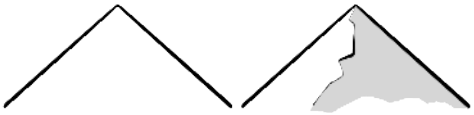
THE PHOENIX COMIC CLUB

HOW TO DRAW MOUNTAINS



BASIC SHAPE

WHEN YOU BREAK DOWN A MOUNTAIN TO ITS MOST *BASIC OF SHAPES* IT IS SIMPLY A *TRIANGLE* WITH A *WIGGLY LINE* DOWN THE MIDDLE.

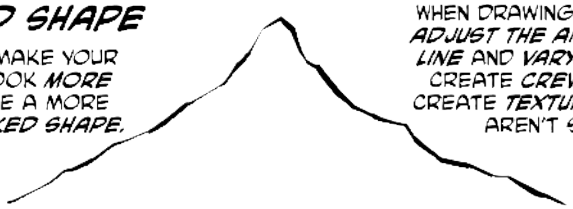


AND TO CREATE A MOUNTAIN RANGE YOU JUST *LAYER YOUR TRIANGLES* BEHIND EACH OTHER.



ADVANCED SHAPE

HOWEVER, TO MAKE YOUR MOUNTAINS LOOK *MORE REALISTIC* USE A MORE *RANDOM PEAKED SHAPE.*



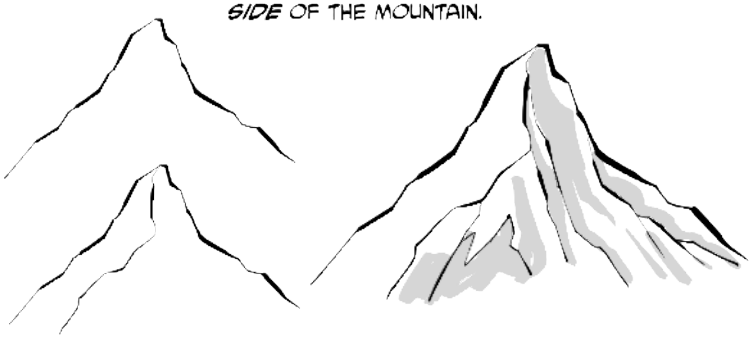
WHEN DRAWING YOUR OUTLINE *ADJUST THE ANGLE OF YOUR LINE* AND *VARY ITS WIDTH* TO CREATE *CREVICES* AND TO CREATE *TEXTURE,* MOUNTAINS AREN'T SMOOTH.



AND AGAIN, ADD A *WIGGLY LINE* DOWN THE MIDDLE.

EXTRA CONTOURING

YOU CAN ADD EVEN MORE WIGGLY LINES TO CREATE *CONTOURS* ON YOUR MOUNTAIN. I TEND TO DO THIS ON JUST *ONE SIDE* OF THE MOUNTAIN.



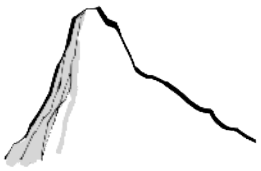
EXPERIMENT WITH *SHAPES* AND *CONTOURING* TO CREATE VERY DIFFERENT MOUNTAINS.



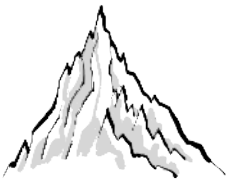
HORIZONTAL CURVES FOR *DESERT ROCKS.*



NEEDLE POINTS FOR *ALIEN WORLDS.*

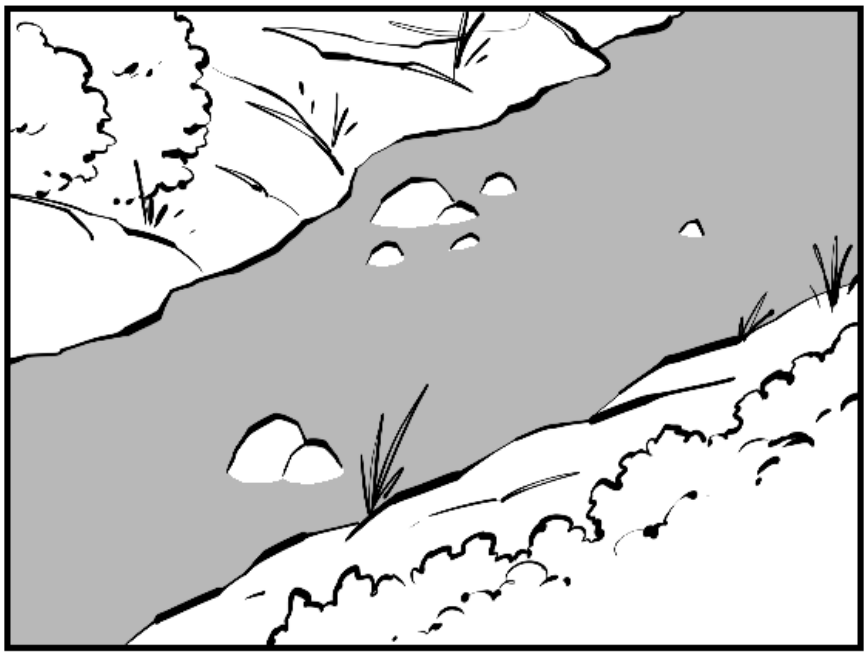


SHEER ROCK FACE FOR *GRANDEUR.*

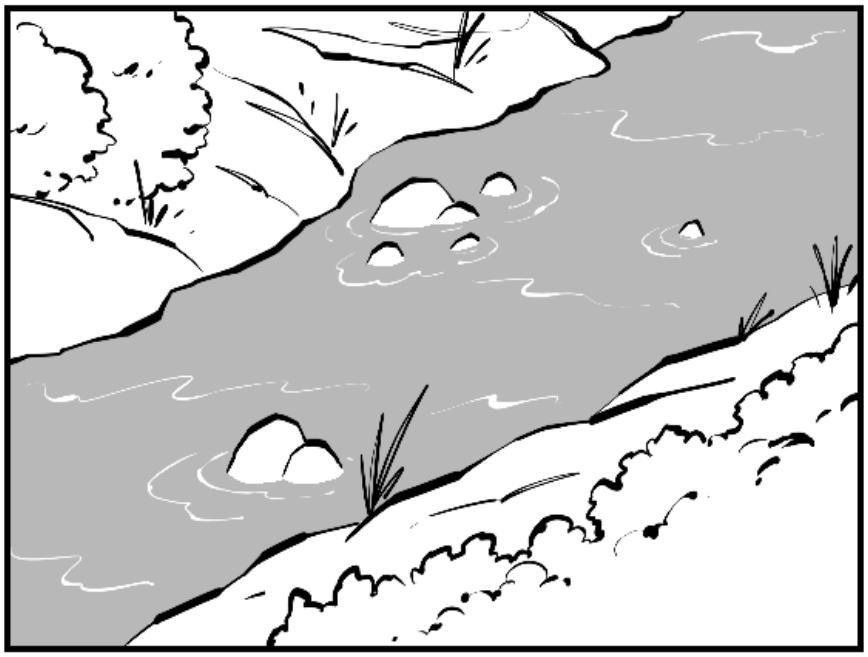


LOTS OF PEAKS TO CREATE *FOREBODING.*

HOW TO DRAW MOVING WATER

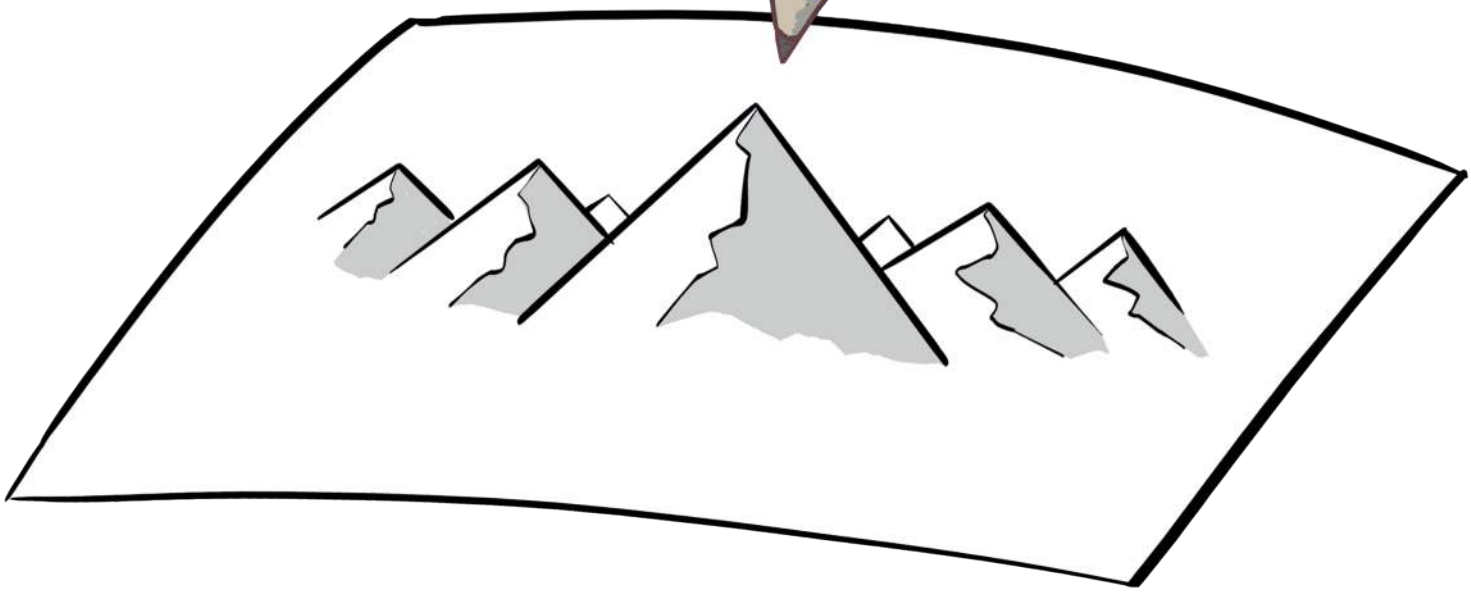


IT'S IMPORTANT WHEN DRAWING RIVERS THAT THE WATER LOOKS LIKE IT'S MOVING



SO USE A WHITE PEN OR PENCIL AND DRAW WIGGLY LINES FOR WATER RIPPLES





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