THE PHOENIX COMIC CLUB

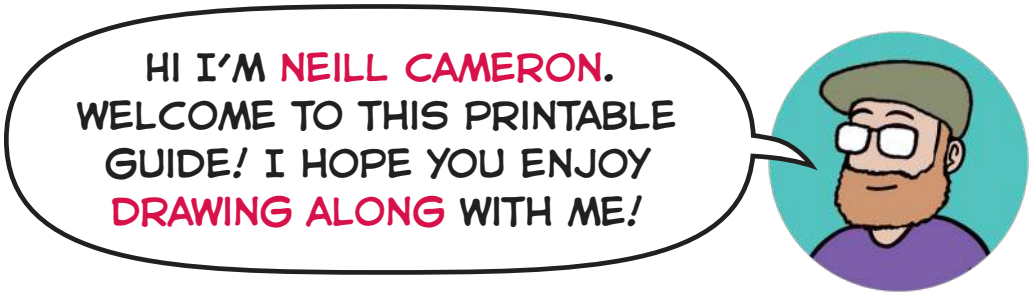
MEGA ROBO BROS



FINAL FORM



DRAW ALONG GUIDE





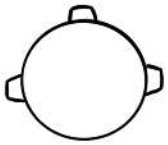
LET'S LEARN HOW TO DRAW *ALEX*!

1. OVAL SHAPE!



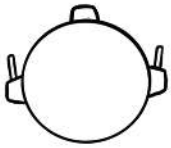
START WITH AN OVAL.

2.



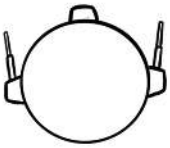
ADD A FEW TRAPEZOIDY BITS.

3. ANTENNAE!



THE ANTENNAE BASES ARE RECTANGLES.

4.



THEN SMALLER RECTANGLES ON TOP.

5. FINISH OFF ANTENNAE!



A COUPLE MORE T-LINES TO FINISH.

6. DETAILS!



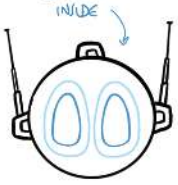
TRAPEZOIDS INSIDE THE TRAPEZOIDS.

7. BIG BLUE EGG SHAPES!



NOW LET'S GET STARTED ON THE EYES...

8. DARKER BLUE EGG SHAPES INSIDE



...WHICH ARE OVALS INSIDE OVALS.

9.



THE DETAILING LINE ON THE FOREHEAD IS HARD, BUT THE MOUTH IS JUST THREE LINES AND THE NECK IS JUST FOUR LINES.

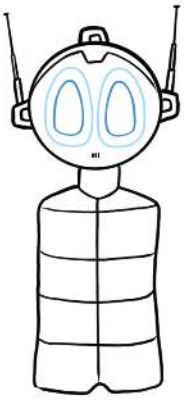


10.



START WITH THE OUTLINE OF THE VEST...

11.



...AND THEN ADD LINES FOR CONTOUR AND TEXTURE.

12.



ADD ANY FUN DETAILS YOU WOULD LIKE!

13.



THE ARMS ARE RECTANGLES STICKING OUT OF THE SIDES.

14.



BUT NOTICE THE SLIGHT CURVE ON THE ENDS OF THEM.

15.



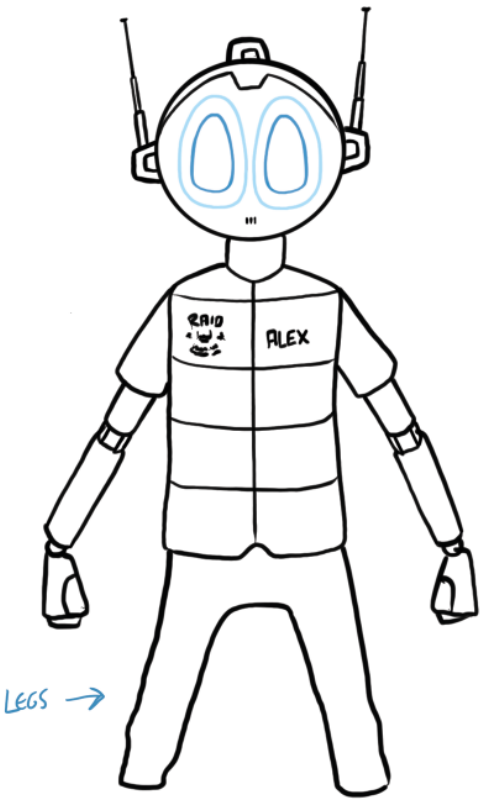
DRAW MORE RECTANGLES IN ALL THE RIGHT PLACES.

16.



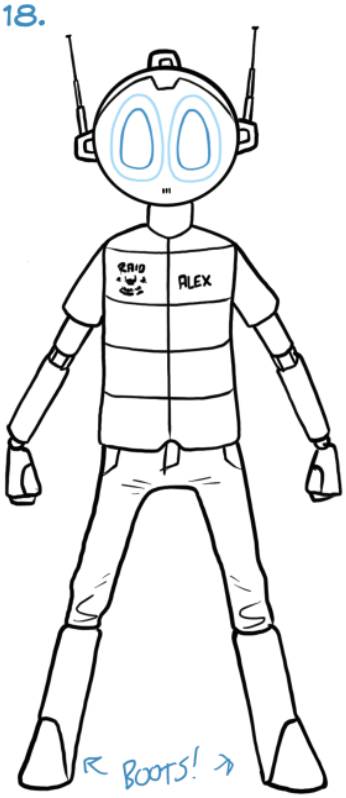
AS YOU DRAW THE HANDS, REALLY TRY TO IDENTIFY EACH INDIVIDUAL SHAPE. ARTISTS SEE THE WORLD IN SIMPLE SHAPES.

17.



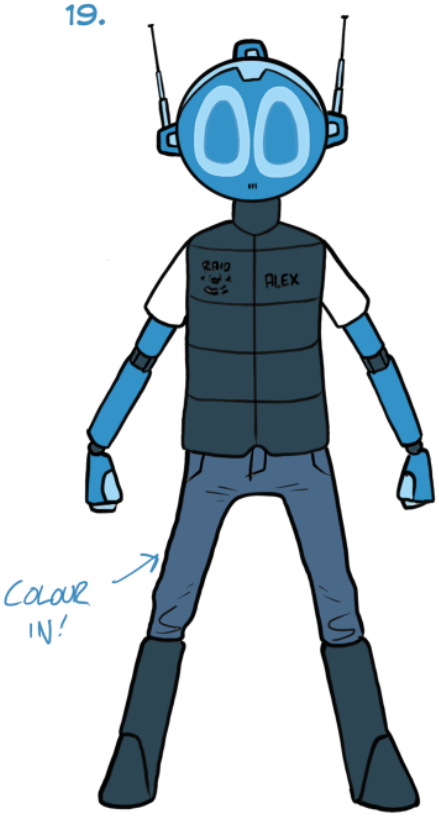
THE OUTLINE OF THE TROUSERS IS JUST A FEW RELATIVELY STRAIGHT LINES.

18.



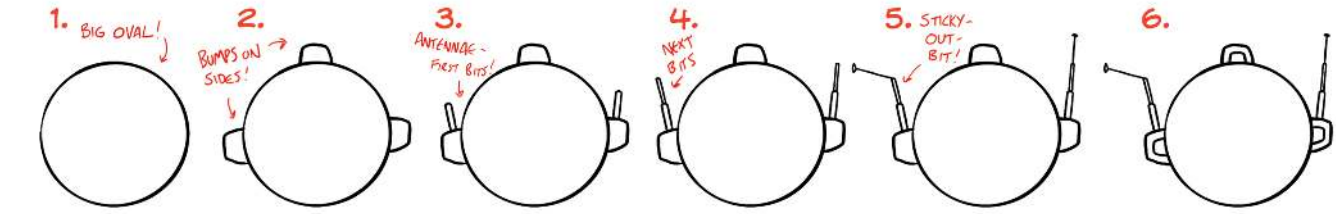
DETAILING IS WHERE IT GETS HARDER. LOOK AT YOUR OWN TROUSERS, AND WHERE THEY ARE CREASED. ADD LINES ON YOUR DRAWING TO INDICATE THE CREASES.

19.



AND WHEN YOU'RE HAPPY WITH THE OUTLINE, WHY NOT COLOUR IT IN?





DRAWING ROBOTS IS SUPER FUN!

IT'S ALL ABOUT SIMPLE SHAPES.

CIRCLES, LINES AND RECTANGLES.

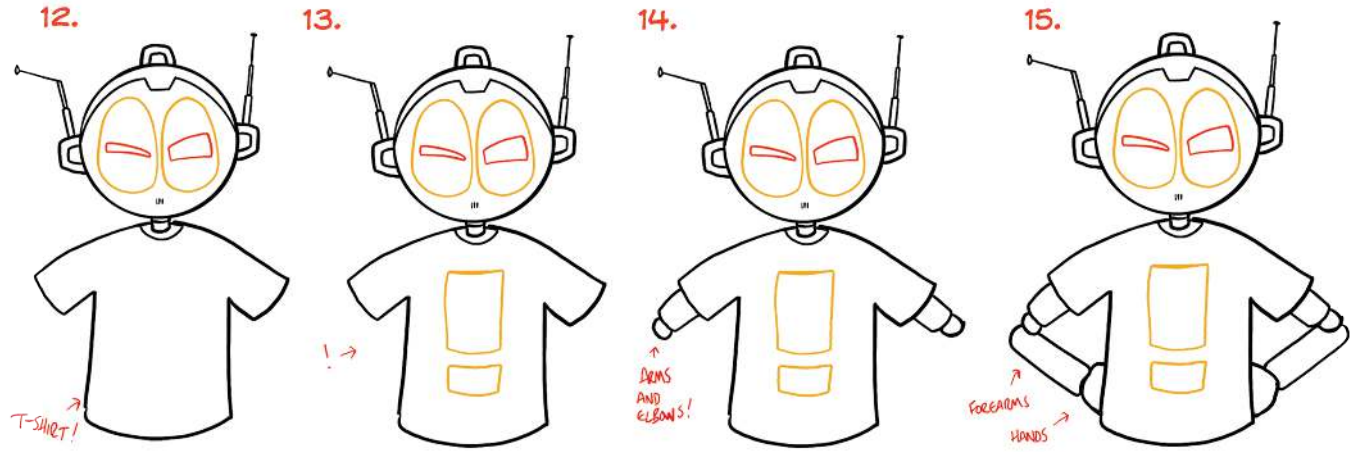
SEE HOW SIMPLE SHAPES ADDED ONTO OTHER SIMPLE SHAPES SLOWLY START TO FORM A CHARACTER.



THE CURVE OF THE LINES ON FREDDY'S FOREHEAD MAKE HIM LOOK THREE-DIMENSIONAL.

HIS EYES CAN BE VERY EXPRESSIVE.

THE CURVED LINES ACROSS HIS NECK GIVE IT A ROUND, THREE-DIMENSIONAL SHAPE.



ALL ART STARTS WITH OUTLINES.

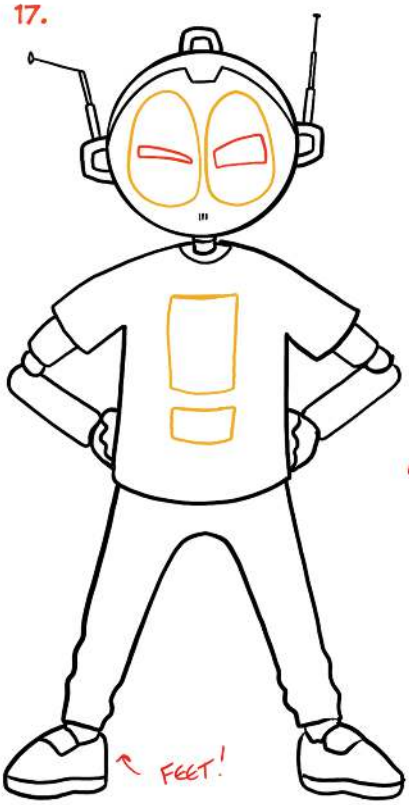
THE DESIGN ON HIS T-SHIRT CAN BE ANYTHING!

FREDDY IS A ROBOT THAT LOOKS A BIT LIKE A HUMAN. WE STILL CONSTRUCT HIS ARMS FROM SHAPES, BUT INSTEAD OF MAKING THE CORNERS SMOOTH, WE KEEP ALL THOSE SHAPES VISIBLE!

16.



17.



18.



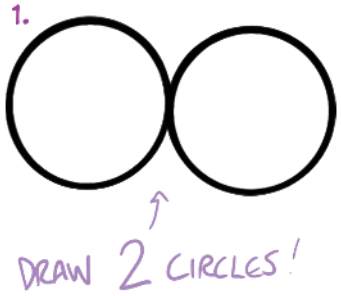
FREDDY'S TROUSERS ARE WRINKED IN ALL THE NORMAL PLACES. FOR REFERENCE, LOOK AT YOUR OWN TROUSERS... THEY PROBABLY BUNCH UP AROUND THE ANKLES TOO.

AND, FINALLY, JUST ADD A POP OF COLOUR, AND YOU'VE GOT YOURSELF A ROBOT!



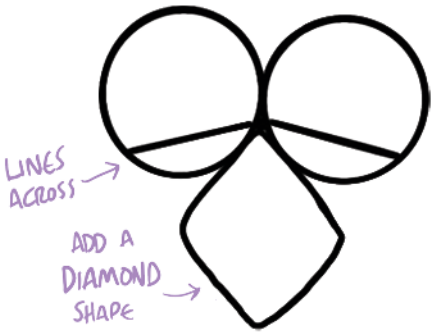
FINALLY, LET'S LEARN HOW TO DRAW *STUPID PHILOSOPHY PENGUIN*!

1.



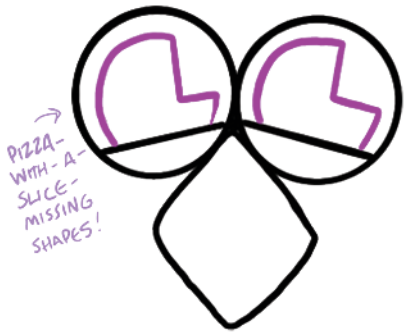
EYES ARE THE WINDOW TO THE SOUL, SO WE START WITH TWO CIRCLES.

2.



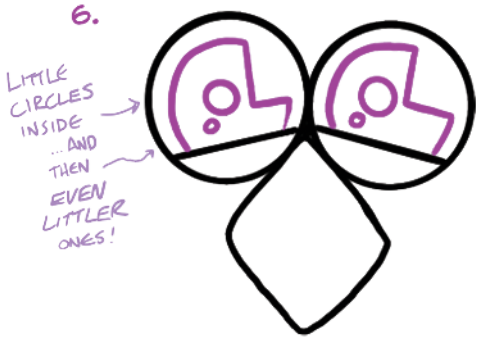
TO GIVE HIM HIS CONCERNED LOOK, WE ADD TWO HORIZONTAL LINES IN THE CIRCLES AND A DIAMOND FOR HIS BEAK.

5.



FOR THE CENTRES OF HIS EYES, DRAW A CIRCLE WITH A SLICE MISSING, KIND OF LIKE A PIZZA.

6.



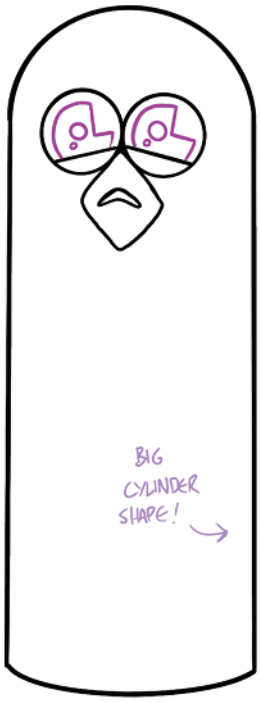
TO GIVE HIS EYES SOME SHINE, ADD TWO SMALL CIRCLES IN YOUR PIZZA SHAPE.

7.



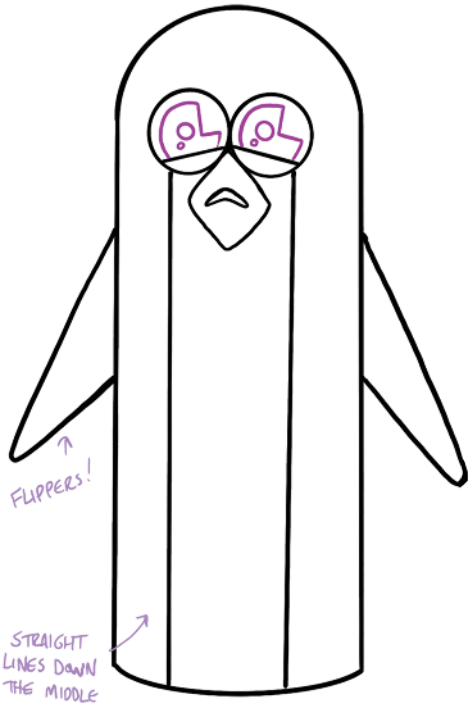
FOR HIS MOUTH, DRAW A LITTLE UPSIDE DOWN BANANA INSIDE HIS BEAK!

8.



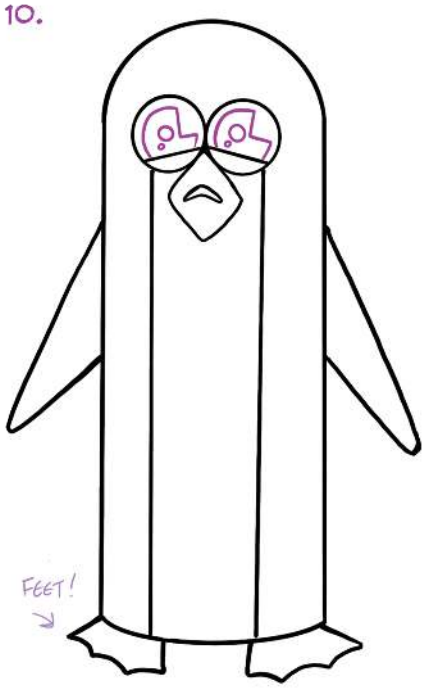
NOW HE NEEDS A BODY! DRAW A BIG CYLINDER AROUND YOUR FACE SHAPES.

9.



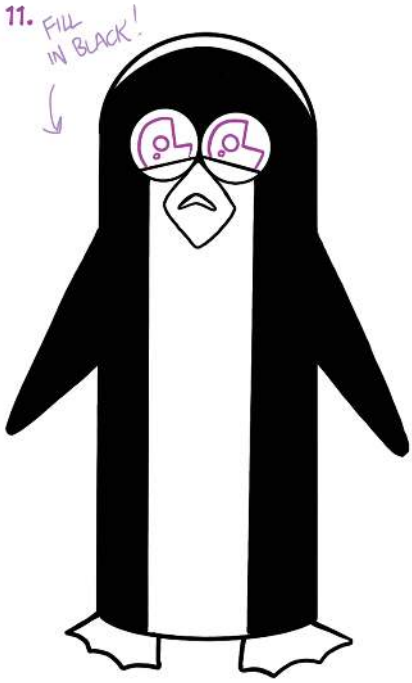
TO ADD SOME DETAILS, DRAW A BIG STRIPE DOWN THE MIDDLE OF HIS TUMMY AND TWO TRIANGLES FOR HIS FLIPPERS.

10.



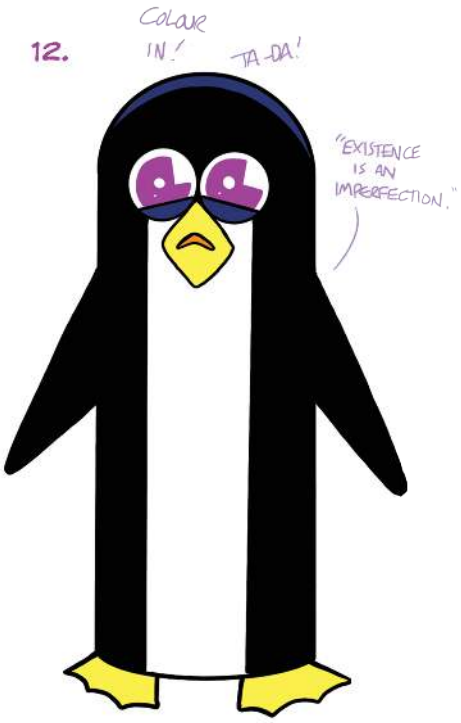
GIVE HIM SOME FLIPPERS ON THE BOTTOM OF HIS BODY.

11.



FILL MOST OF HIS BODY IN BLACK, LEAVING A SLITHER AT THE TOP TO GIVE HIM A THREE-DIMENSIONAL LOOK!

12.



FINALLY, COLOUR IN THE REST OF HIM! DOESN'T HE LOOK SMART?

USE THESE PANELS TO HAVE A GO AT CREATING YOUR OWN ADVENTURE FOR YOUR FAVOURITE CHARACTERS. OR TRY CREATING YOUR OWN CHARACTERS!







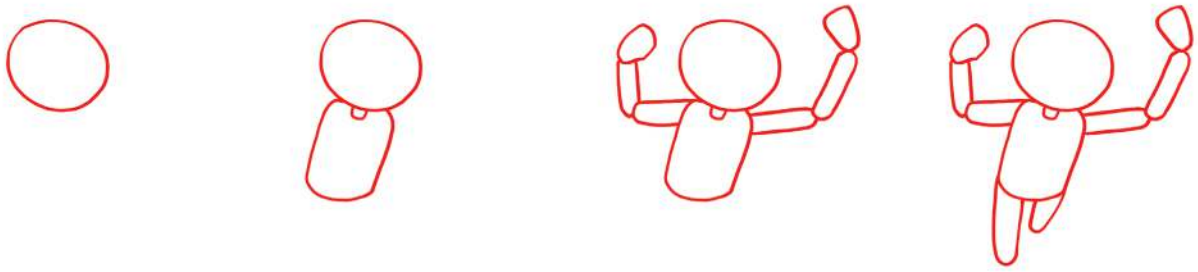





WANT TO TAKE YOUR DRAWINGS TO THE NEXT LEVEL? LET'S LEARN HOW TO DRAW FREDDY FLYING!



BUILDING BLOCKS



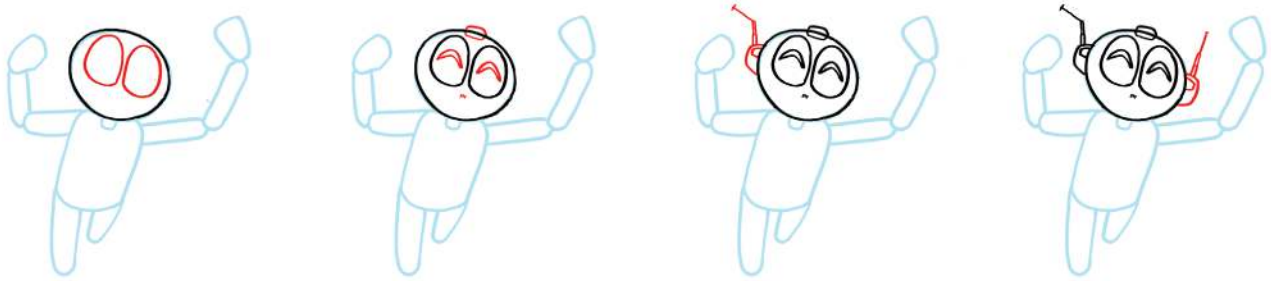
BEGIN WITH AN OVAL.

FOLLOW WITH A CYLINDER SHAPE FOR THE BODY.

OUTLINE HIS ARMS IN THREE RECTANGULAR SHAPES, ONE ON TOP OF THE OTHER.

ADD TWO CURVES FOR HIS LEGS, WITH ONE SLIGHTLY SHORTER.

ADD THE DETAILS

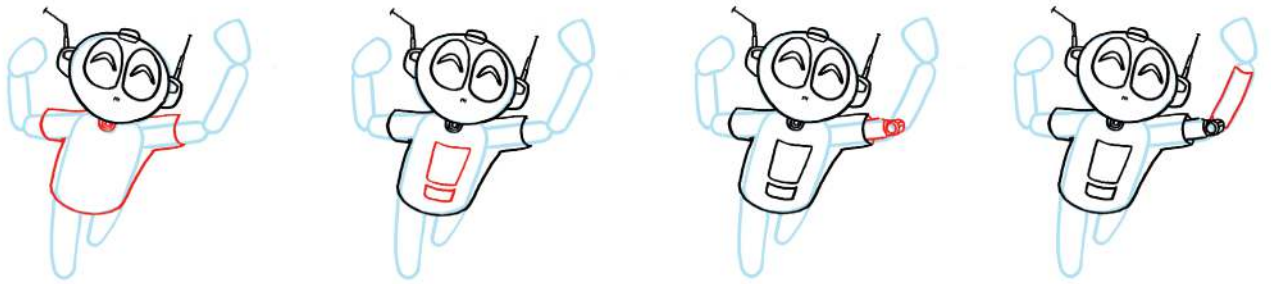


1. BECAUSE OF THE DIRECTION HE'S FLYING, WE WANT THE EYES ON THE ***UPPER HALF*** OF HIS FACE

2. DRAW TWO ***HALF MOON*** SHAPES TO MAKE HIM LOOK CHEERFUL. DON'T FORGET HIS ROBOT TUFT OF HAIR!

3. HIS ANTENNAE HAS THREE SECTIONS. THE ONE ON TOP ***STICKS OUT*** TO THE SIDE.

4. ON THE OTHER SIDE, THE LAST ONE STICKS ***STRAIGHT UP***.

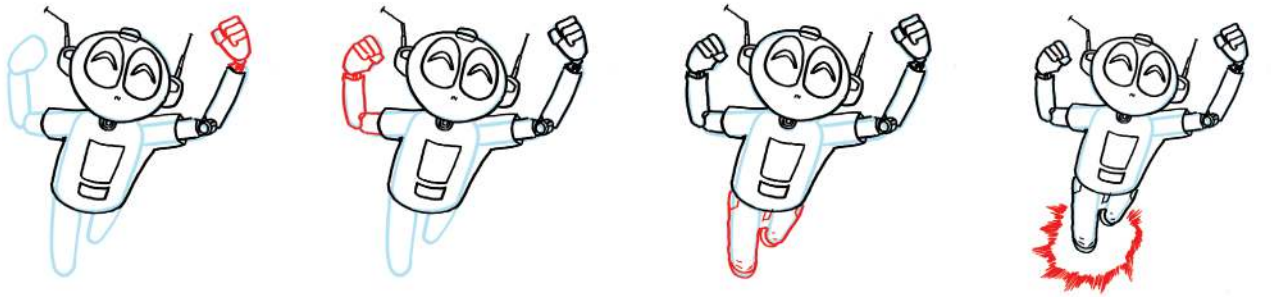


5. OUTLINE HIS T-SHIRT AND ADD CURVED LINES TO MAKE UP HIS NECK.

6. NEXT, DRAW A BIG ***EXCLAMATION MARK*** ON HIS T-SHIRT.

7. START WITH THE ***UPPER ARM***, THEN ADD HIS ROBOT JOINT SHAPES.

8. DRAW HIS FORARM COMING OUT LIKE A BIG LONG CYLINDER.

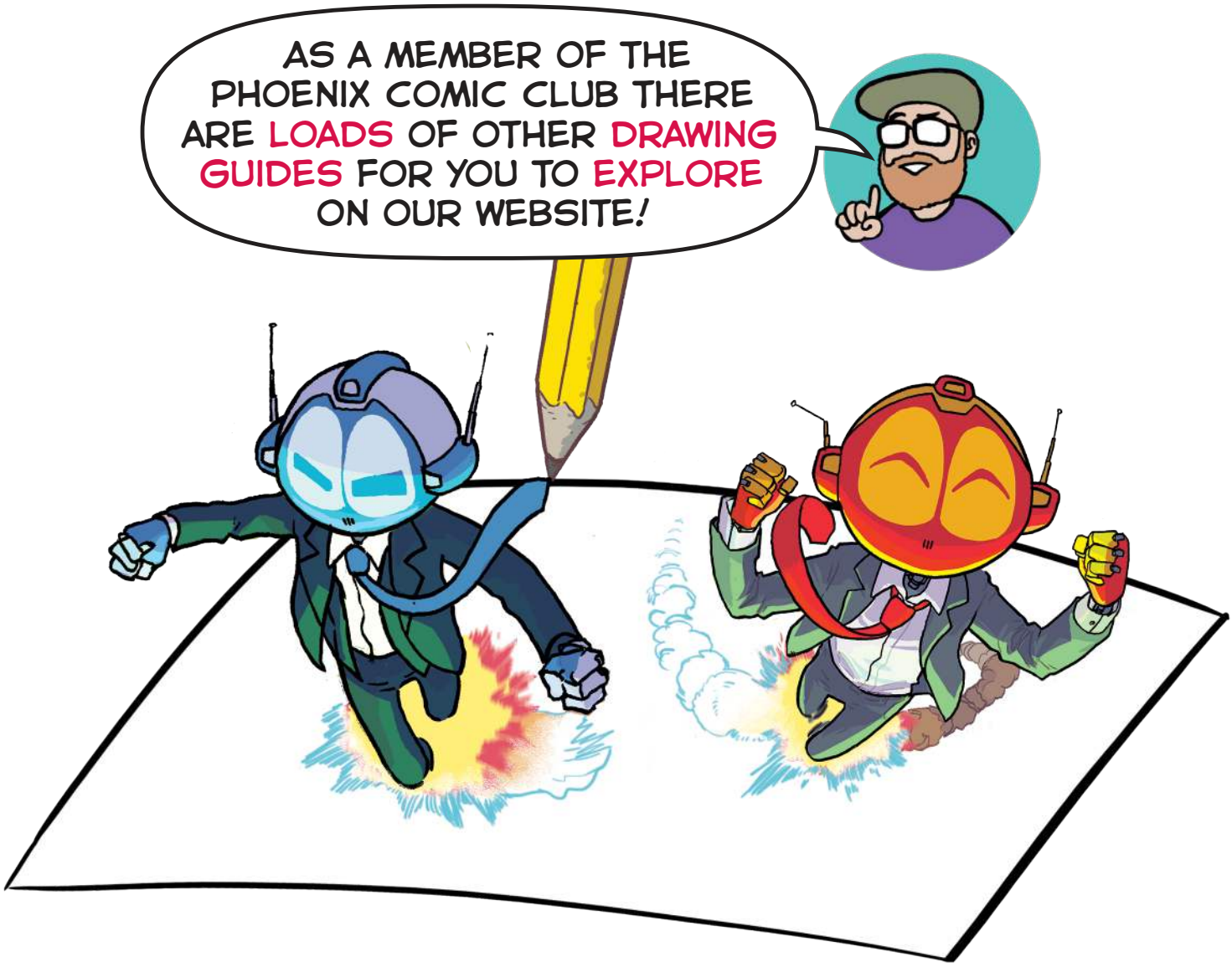


9. FOR THE FIST, ADD THREE FINGERS, A THUMB, THEN CONNECT IT TO THE ARM.

10. THE OTHER ARM IS A SIMILAR SHAPE, BUT ARRANGED SLIGHTLY DIFFERENTLY.

11. DRAW TWO RECTANGULAR SHAPES FOR HIS LEGS, ANGLED AWAY FROM HIM. ADD THE ***DETAILS*** ON HIS TROUSERS.

12. DRAW LOTS OF LITTLE LINES CLOSE TOGETHER, SO IT LOOKS LIKE ***FIRE ZAPPING*** OUT FROM BEHIND HIS FEET!



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