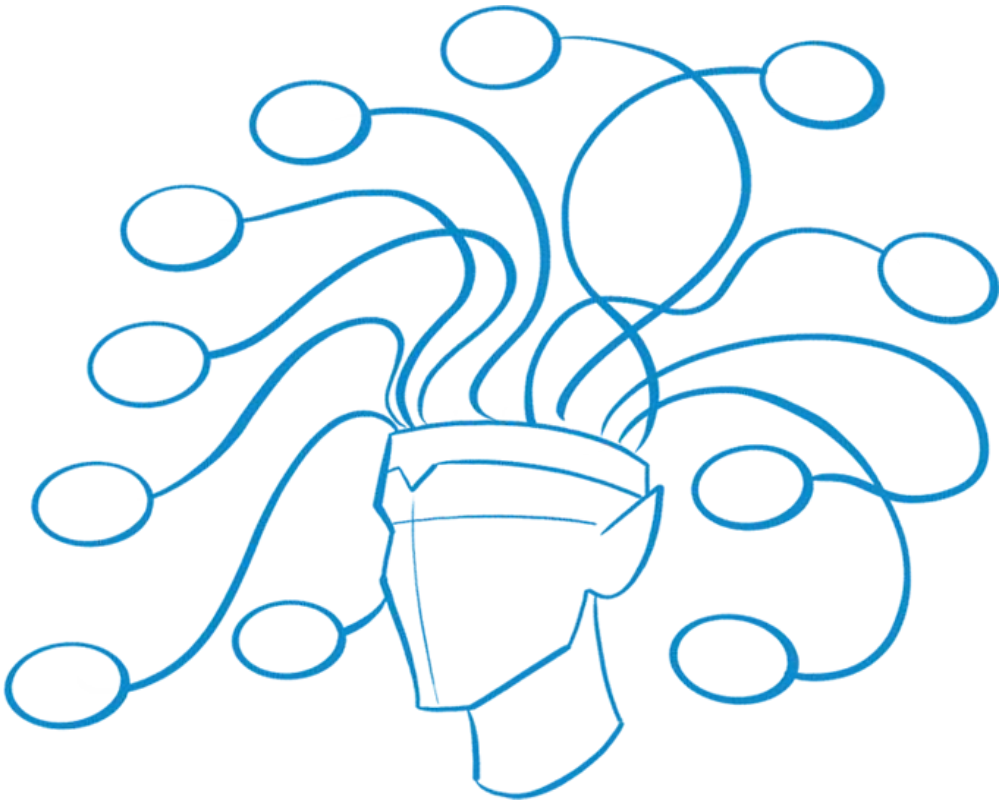
THE PHOENIX COMIC CLUB

HOW TO DRAW

MEDUSA'S HEAD OF SNAKES

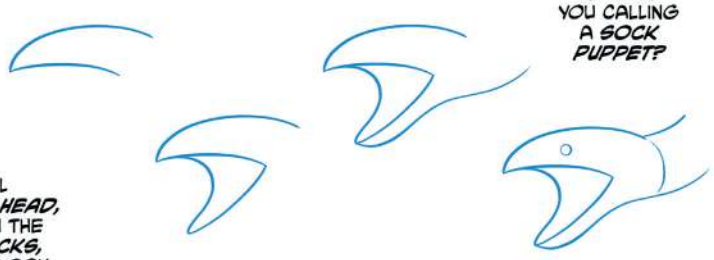


BUILDING BLOCKS



HEY, PHOENIXERS. TODAY I'M GOING TO SHOW YOU HOW TO DRAW *MEDUSA'S HEAD OF SNAKES.*

FIRST, WE'LL DRAW A *SNAKE HEAD,* STARTING WITH THE *BUILDING BLOCKS,* WHICH KIND OF LOOK LIKE A SOCK PUPPET.



WHO ARE YOU CALLING A *SOCK PUPPET?*

KEY:

BUILDING BLOCKS (DRAW IN FAINT PENCIL) | *CURRENT STEP* (SOLID PENCIL OR PEN) | *PREVIOUS STEPS*

SNAKE HEAD

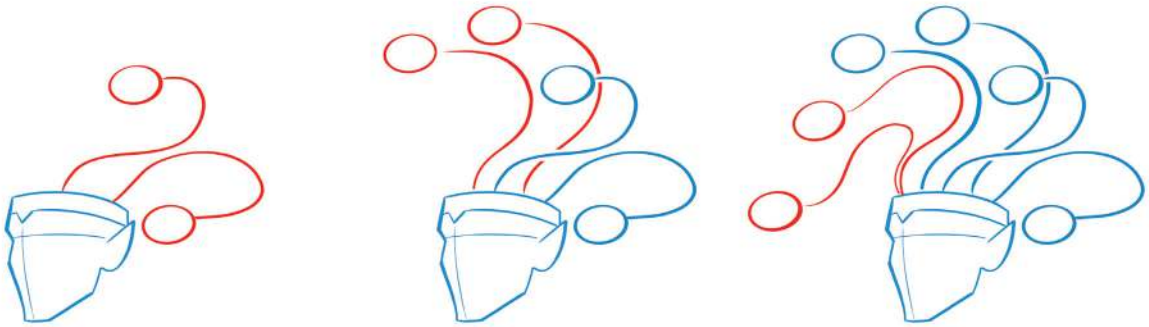


1. FIRST, DRAW THE *EYE* WITH AN *ARCHED BROW*
2. USE A SERIES OF ANGLED LINES FOR THE *SNOUT*
3. ADD THE TOP OF THE *HEAD*
4. USE LITTLE CURLS FOR THE *NOSTRILS* AND ADD A *CENTRAL LINE*



5. MAKE THE *MOUTH MORE ANGULAR* THAN YOUR BUILDING BLOCKS
6. USE CURVED LINES TO ADD THE *INSIDE OF THE MOUTH*
7. ADD THE *FANGS* AND A *TONGUE* THAT SPLITS AT THE END
8. FINALLY, ADD THE *JAW* AND A CURVED LINE FOR FORM

HOW TO CREATE A HEAD OF SNAKES



1. LET'S TAKE A STEP BACK, AND BUILD UP THE HEAD OF SNAKES USING *OVALS AND CURVY LINES*
2. HAVE THE WAVY LINES *OVERLAP;* IT MAKES THINGS LOOK MORE 3D
3. BUT MAKE SURE EACH OVAL (HEAD) IS *FREE FROM ANY OVERLAP*



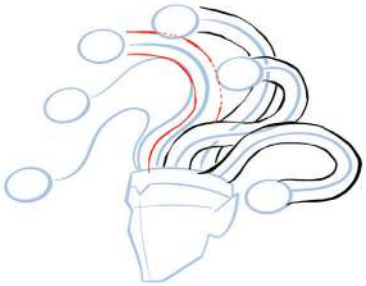
4. DRAW *TWO LINES* EITHER SIDE OF YOUR BUILDING BLOCKS



5. *DON'T* DRAW THE DASHED LINES; THEY'RE JUST SHOWING WHERE TAILS OVERLAP



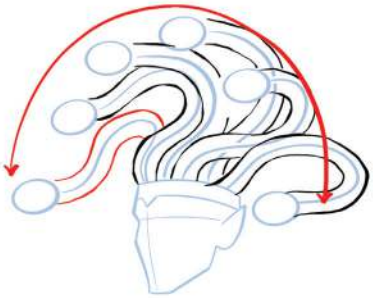
6. KEEP *LAYERING* YOUR TAILS, LEAVING GAPS WHERE THINGS OVERLAP



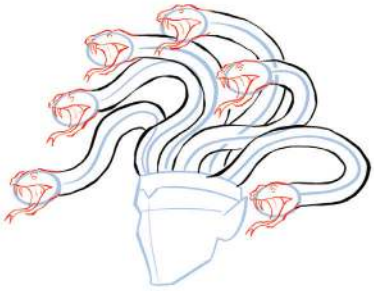
7. KEEP EACH SNAKE'S TAIL THE *SAME WIDTH*



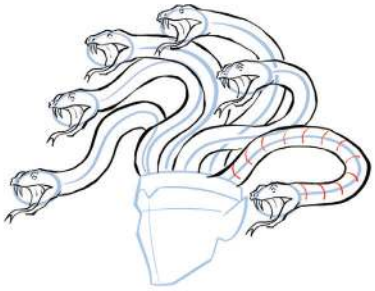
8. AND MAKE SURE THEY DON'T GET TOO *THIN* OR TOO *FAT*



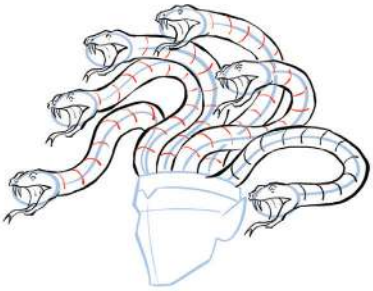
9. NOTE HOW THE SNAKES' HEADS FORM A *SATISFYING CURVE*



10. NOW ADD YOUR *SNAKE HEADS* USING THE PREVIOUS TUTORIAL



11. USE *CURVED LINES* TO MAKE EACH TAIL LOOK 3D



12. AND THEN *REPEAT* ON ALL THE OTHER SNAKES

COMIC CLUB CHALLENGE – OVER TO YOU, PHOENIXERS!





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