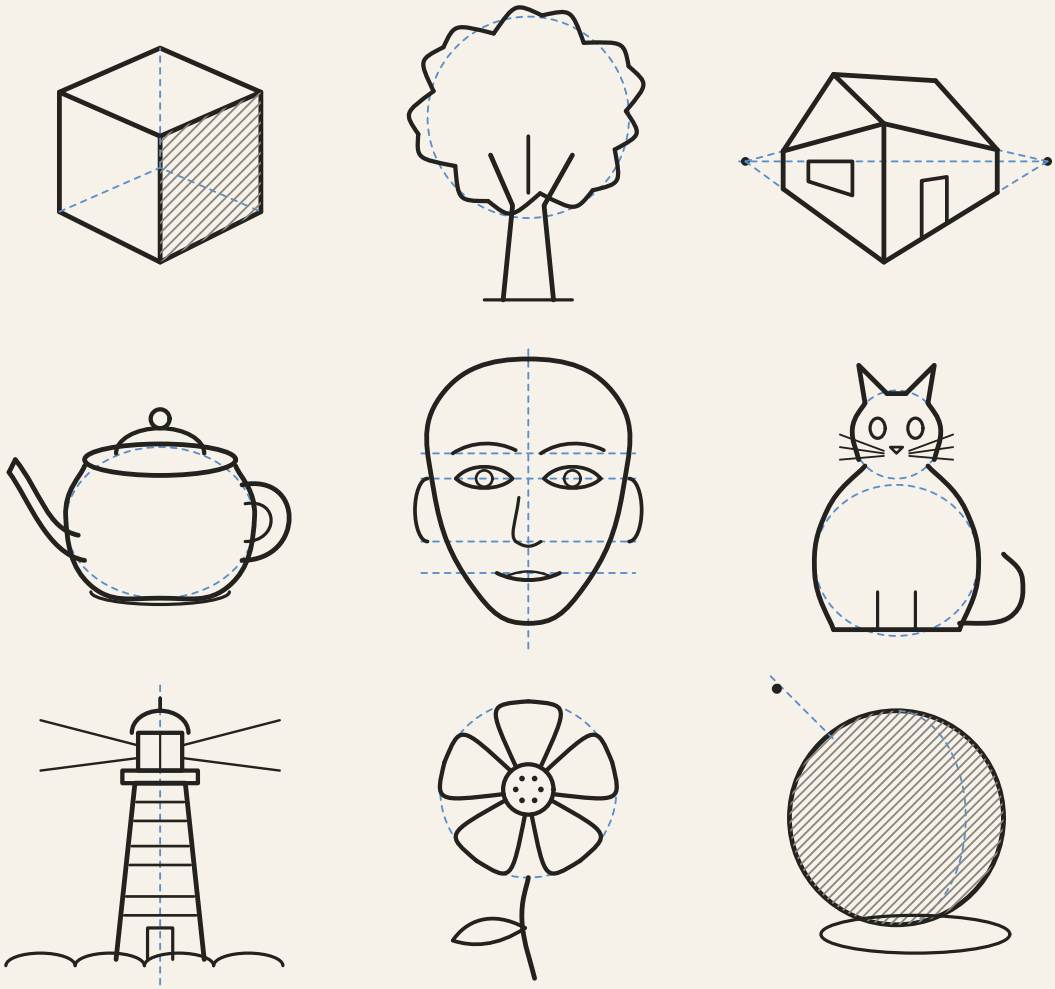

A TABLETBOB PRACTICE WORKBOOK

# Learn to Draw

*Basics · artist techniques · nature & city · landscapes · travel sketches*

1 Basics | 2 Artist | 3 Scenes | 4 Landscape | 5 City

# How to use this book

Look first. The reference at the top left shows the finished drawing. The blue dashed lines are construction guides — the shapes artists sketch first.

Read the steps on the right. They build the drawing in the same order a teacher would.

Trace the faint copy in the left box. Your hand learns the movement.

Draw it yourself in the dotted box. Use the dots to judge proportions. Start with light guide lines, then go over the final lines.

Repeat. Erase and try again — most drawings click on the second or third try.

Five parts. Part 1: the basics, one object per page. Part 2: shading, textures, perspective and colour. Part 3: complete nature and city scenes. Part 4: landscape building blocks and full landscapes. Part 5: city and travel sketches.

Tip for the Paper Pro: use the fineliner or pencil, and the highlighter or a light grey for guide lines you can erase later.

Choose something to draw

# Part 1 — The basics

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Cone 12
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Free sketch pages at the end

Part 2: Draw like an artist ›

# Part 2 — Draw like an artist

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Part 1 contents

Part 3: Nature & City ›

# Part 3 — Nature & City scenes


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| Project: Harbour with Boats | p. 85 | practice 86 |
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| Project: Canal Houses | p. 89 | practice 90 |
| Project: Park Path | p. 91 | practice 92 |
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Part 2 contents

Part 4: Landscape building blocks ›

# Part 4 — Landscape building blocks


| | | |
|---|---|---|
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Part 3 contents

Part 5: City & travel sketches ›

# Part 5 — City & travel sketches

| | | |
|---|---|---|
| **Introduction** | p. 107 | |
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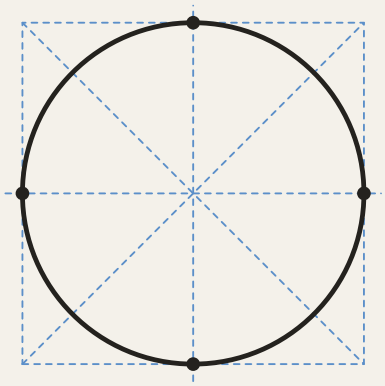
Part 4 contents



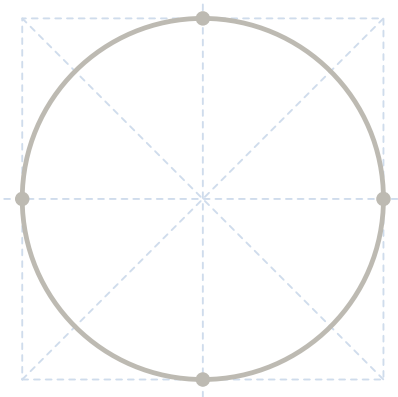
- - guide lines

# Circle

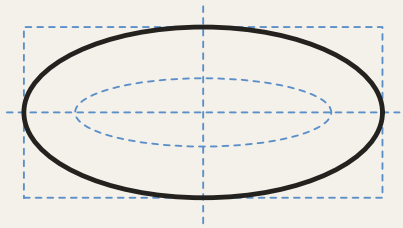
LEVEL ●○○

1. Draw a square first, then a cross through its centre.
2. Mark the 4 points where the cross meets the square.
3. Connect them with 4 smooth arcs, turning the page as you go.
4. Draw lightly; go over the best line at the end.

TRACE



NOW DRAW IT YOURSELF



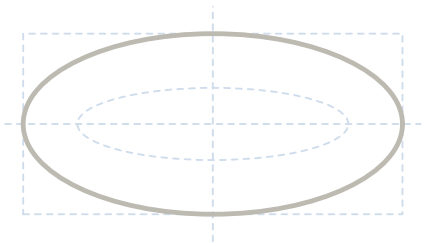
- - guide lines

# Ellipse

LEVEL ●○○

1. Draw a long box and its two centre lines (the axes).
2. The ellipse touches the middle of each side.
3. Keep the ends round — never pointed like a lemon.
4. Ellipses are circles seen at an angle: you'll use them everywhere.

TRACE



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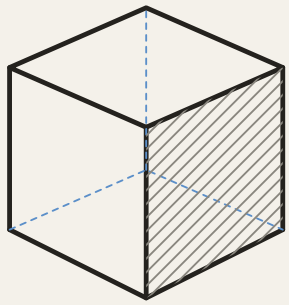


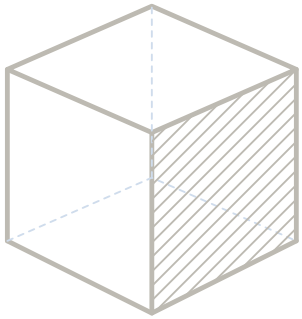
- - guide lines

# Cube

LEVEL ●○○

1. Start with the front edge: one vertical line.
2. Draw the top as a diamond shape.
3. Drop vertical lines from each corner — all the same direction.
4. Keep parallel edges parallel. Shade one side darker.

TRACE



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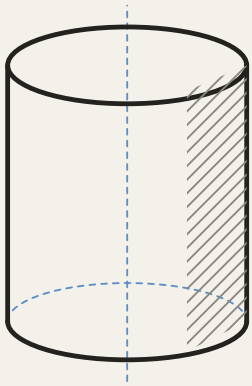


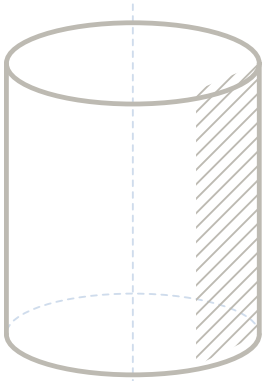
- - guide lines

# Cylinder

LEVEL ●○○

1. Draw a vertical centre line, then the top ellipse.
2. Draw the bottom ellipse the same width — only its front half is visible.
3. Join the two ellipses with straight sides.
4. The back of the bottom ellipse is hidden: keep it as a light guide.

TRACE



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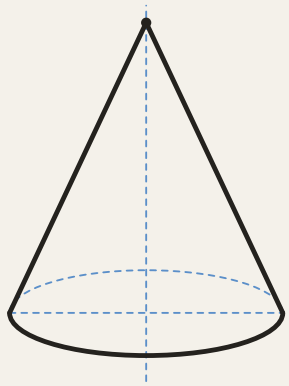


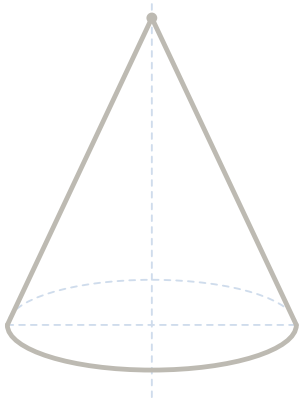
- - guide lines

# Cone

LEVEL ●○○

1. Draw the base ellipse and a centre line.
2. Mark the tip (apex) on the centre line.
3. Draw two straight lines from the apex to the widest points of the ellipse.
4. Hide the back half of the base.

TRACE



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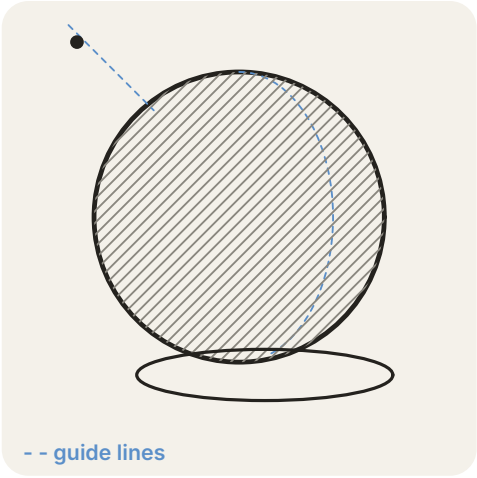


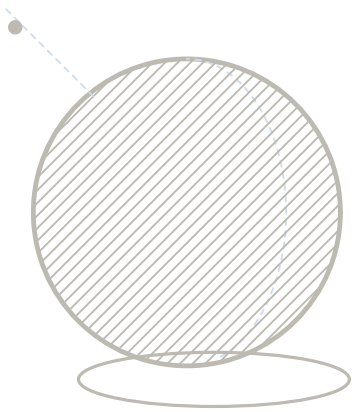
- - guide lines

# Shaded Sphere

LEVEL ●●○

1. Draw a circle and choose where the light comes from (top left).
2. Draw a curved line where the shadow starts (the terminator).
3. Hatch the shadow side, darker towards the edge.
4. Add a flat ellipse shadow on the ground, darkest under the ball.

TRACE



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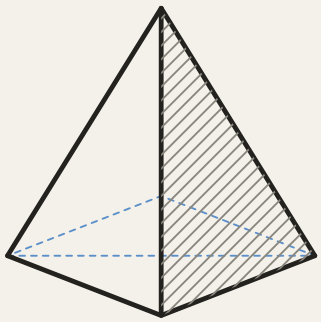


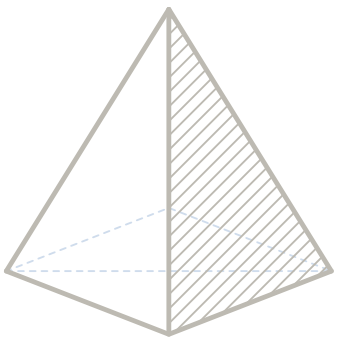
- - guide lines

# Pyramid

LEVEL ●○○

1. Draw the square base as a diamond seen from above.
2. Find the centre of the base and draw a line straight up.
3. Connect the apex to the corners you can see.
4. Shade one face to make it look solid.

TRACE



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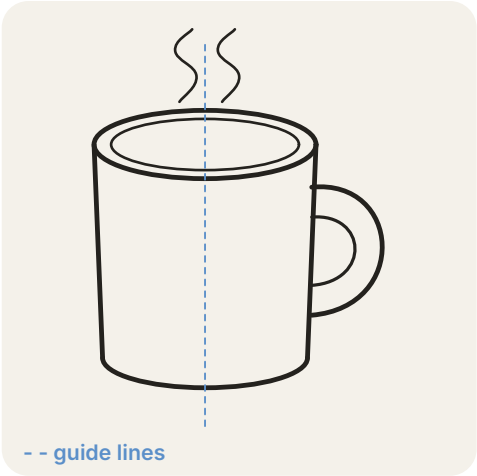


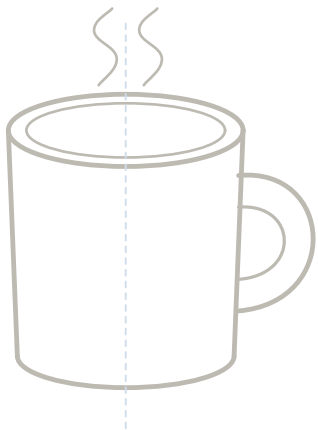
- - guide lines

# Coffee Mug

LEVEL ●○○

1. It’s a cylinder: top ellipse, straight sides, curved bottom.
2. Add a second ellipse inside the top for the rim thickness.
3. The handle is a ‘C’ shape with an inner ‘C’.
4. A little steam makes it feel warm.

TRACE



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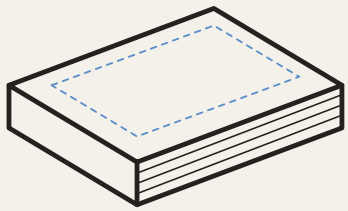


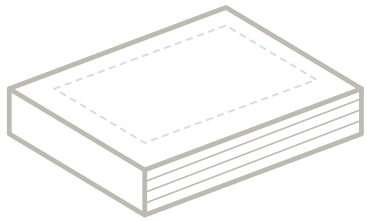
- - guide lines

# Closed Book

LEVEL ●○○

1. Draw the cover as a slanted rectangle (a parallelogram).
2. Drop short lines down from the near corners for the thickness.
3. Curve the spine slightly.
4. Draw thin lines along the edge to show the pages.

TRACE



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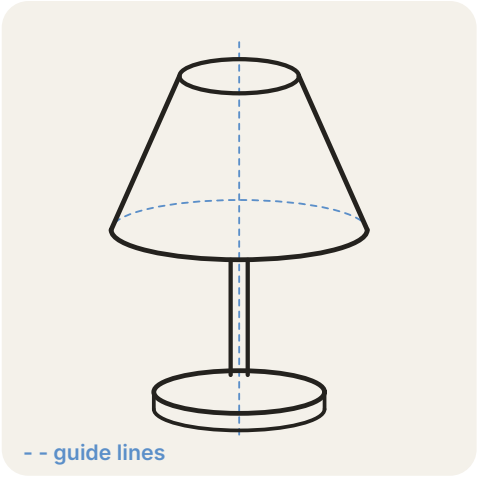
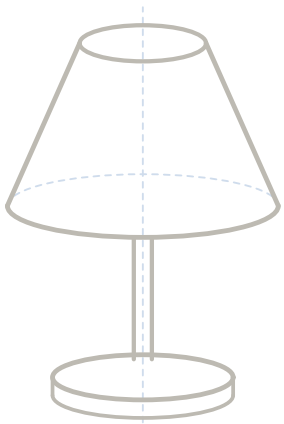



# Table Lamp

LEVEL ●●○

1. Draw a centre line — everything is symmetrical.
2. The shade is a cone with the top cut off: two ellipses joined.
3. Add the stem and a flat ellipse base.
4. Check both sides match by flipping the page.

TRACE



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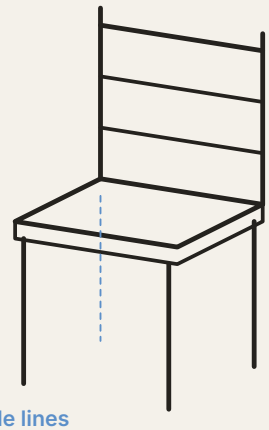


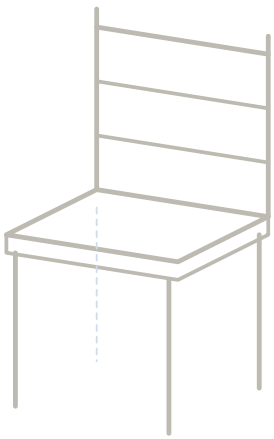
- - guide lines

# Chair

LEVEL ●●○

1. Begin with a box for the seat, in perspective.
2. Legs go straight down from each corner.
3. The back rises from the two rear corners.
4. Hide the leg behind — draw only what you see.

TRACE



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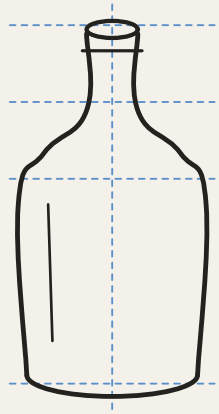


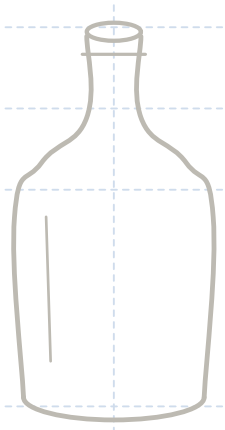
- - guide lines

# Bottle

LEVEL ●○○

1. Draw a centre line and the height marks: base, shoulder, neck, top.
2. Draw half the outline, then mirror it on the other side.
3. Base and lip are ellipses.
4. A long highlight line makes it look like glass.

TRACE



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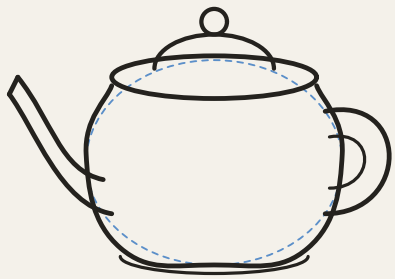


- - guide lines

# Teapot

LEVEL ●●●

1. Start with a big flattened circle for the body.
2. Add a small ellipse lid and a round knob on top.
3. The spout is an ‘S’ curve leaving the lower side.
4. The handle is a ‘C’ on the opposite side.

TRACE



NOW DRAW IT YOURSELF




# Potted Plant

LEVEL ●●○

1. The pot is a cylinder that gets narrower at the bottom.
2. Add a rim band at the top.
3. Leaves are long ‘eye’ shapes coming from one point.
4. Overlap a few leaves to add depth.

TRACE



NOW DRAW IT YOURSELF




# Candle

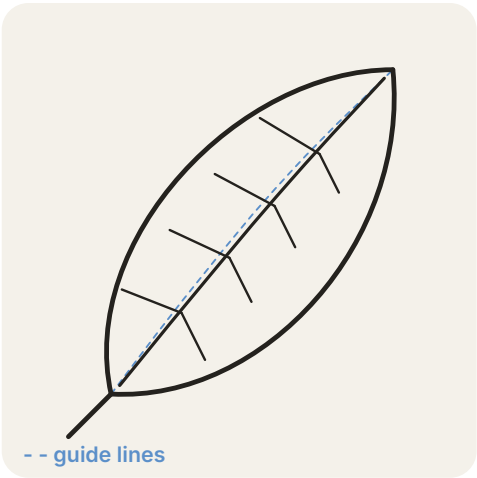
LEVEL ●○○

1. A tall cylinder: top ellipse and straight sides.
2. Melted wax drips run down from the rim.
3. The flame is a teardrop with a darker centre.
4. Leave the area around the flame white so it glows.

TRACE



NOW DRAW IT YOURSELF

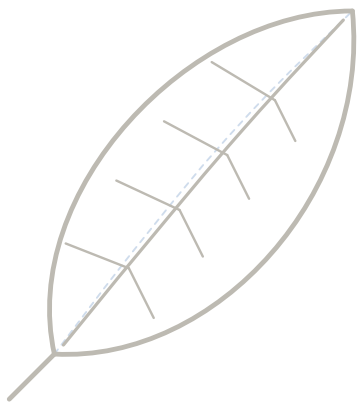



# Leaf

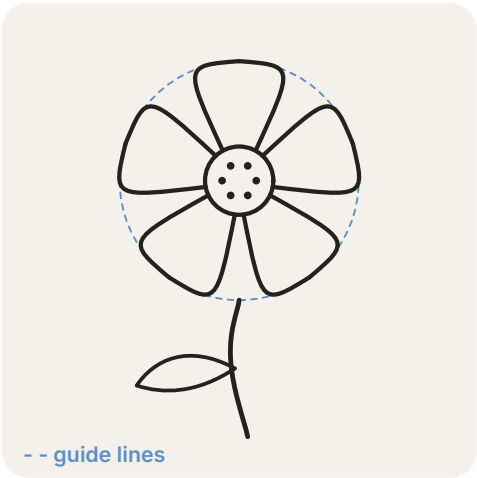
LEVEL ●○○

1. Draw the centre vein as a gentle curve.
2. Draw the outline on both sides — wide near the middle.
3. Add side veins that angle towards the tip.
4. Finish with a short stem.

TRACE



NOW DRAW IT YOURSELF

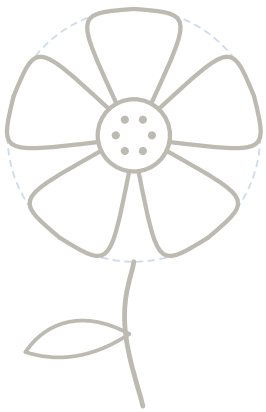



# Flower

LEVEL ●○○

1. Draw a small circle for the centre.
2. Draw a larger guide circle for the petal tips.
3. Add 5 petals, each a rounded teardrop.
4. Finish with a curved stem and two leaves.

TRACE



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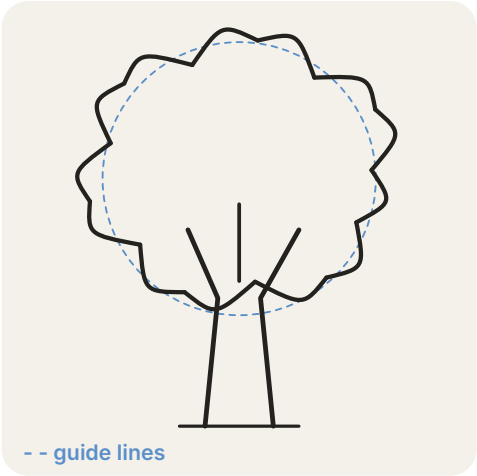


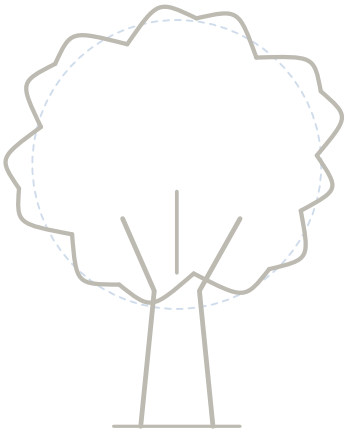
- - guide lines

# Leafy Tree

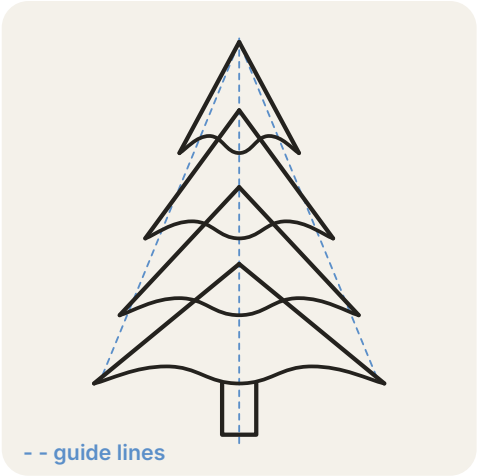
LEVEL ●○○

1. Draw the trunk widening at the bottom (roots).
2. Split it into a few branches like a ‘Y’.
3. Draw the crown as a bumpy cloud shape around the branches.
4. Shade the underside of the crown.

TRACE



NOW DRAW IT YOURSELF

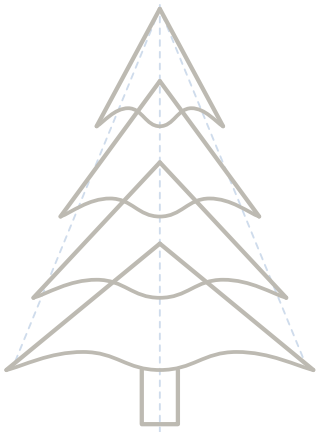



# Pine Tree

LEVEL ●○○

1. Draw a centre line and a tall triangle guide.
2. Build 3–4 layers of zig-zag branches, wider at the bottom.
3. Each layer tucks under the one above.
4. A short trunk peeks out at the base.

TRACE



NOW DRAW IT YOURSELF



- - guide lines

# Cloud

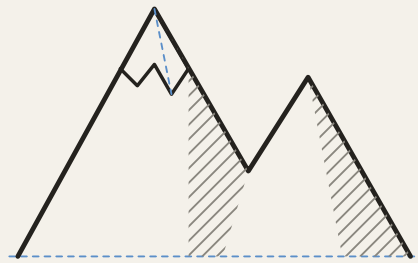
LEVEL ●○○

1. Draw a flat bottom line.
2. Add big round bumps on top — larger in the middle.
3. Overlap the bumps slightly.
4. Keep the bottom flatter than the top.

TRACE



NOW DRAW IT YOURSELF



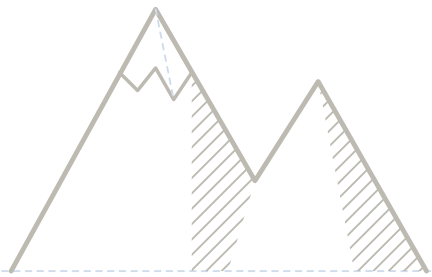
- - guide lines

# Mountains

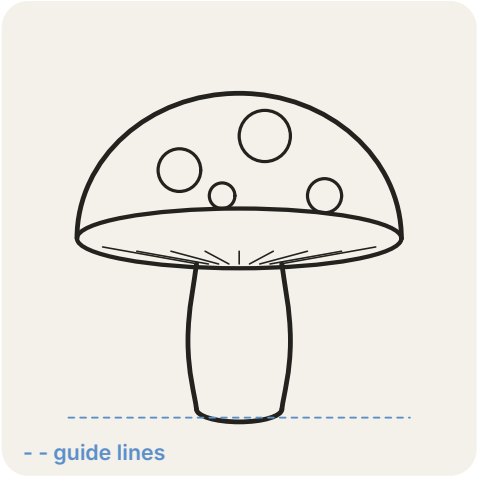
LEVEL ●○○

1. Draw the horizon line first.
2. Draw a big triangle peak, then smaller ones overlapping.
3. Add a snow cap with a jagged lower edge.
4. Shade one side of each peak (away from the light).

TRACE



NOW DRAW IT YOURSELF

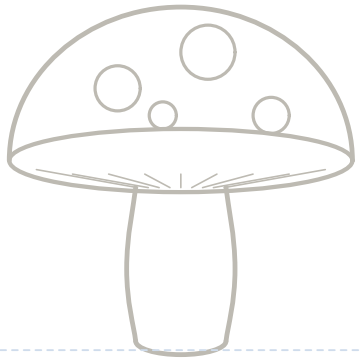



# Mushroom

LEVEL ●○○

1. The cap is a half-ellipse dome.
2. Underneath, draw a flat ellipse for the gills.
3. The stem is a short, slightly curved cylinder.
4. Add round spots on the cap.

TRACE



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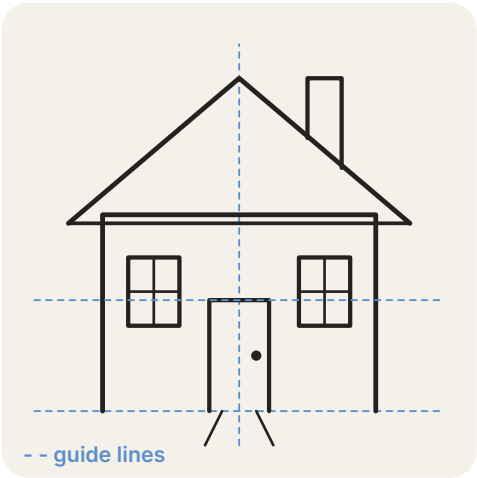
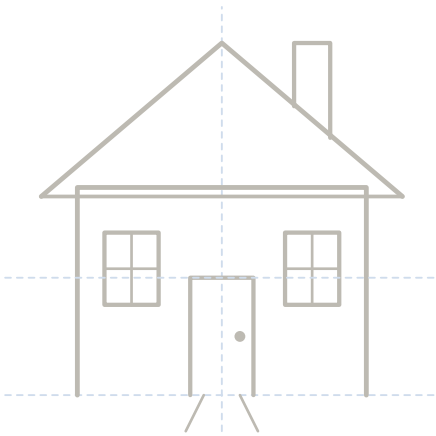



# Simple House

LEVEL ●○○

1. Draw a rectangle for the walls.
2. Add a triangle roof that overhangs a little.
3. Place the door and windows using the guide lines.
4. Add a chimney and a path.

TRACE



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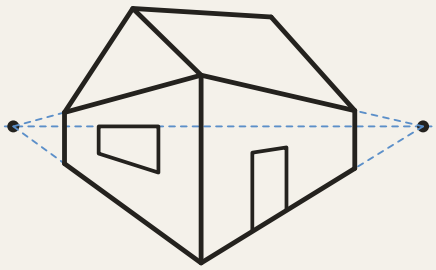


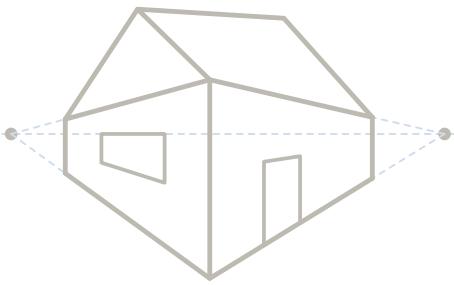
- - guide lines

# House in Perspective

LEVEL ●●●

1. Draw the horizon line and two vanishing points at the edges.
2. Draw the nearest corner as one vertical line.
3. Lines from the top and bottom of that corner go to the vanishing points.
4. Every horizontal edge on a side heads to that side's point.

TRACE



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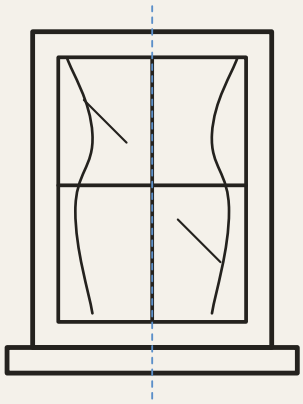


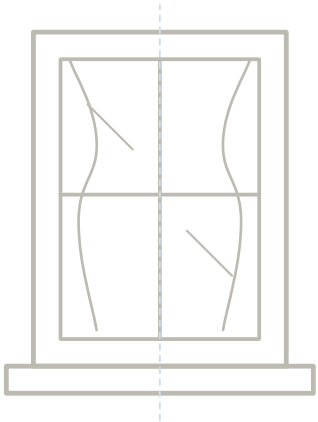
- - guide lines

# Window

LEVEL ●○○

1. Draw the outer frame as a tall rectangle.
2. Draw a second rectangle inside for the frame thickness.
3. Divide the glass into panes with a cross.
4. Add a sill that sticks out at the bottom, and curtains.

TRACE



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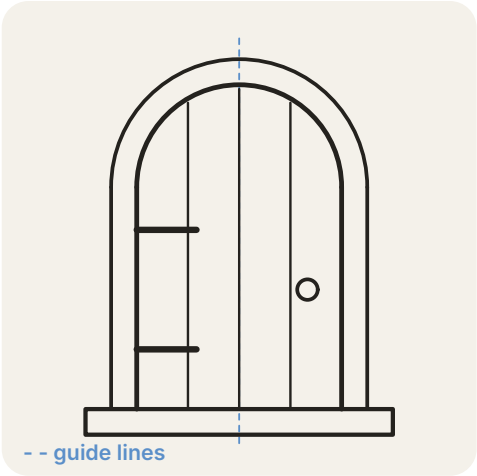
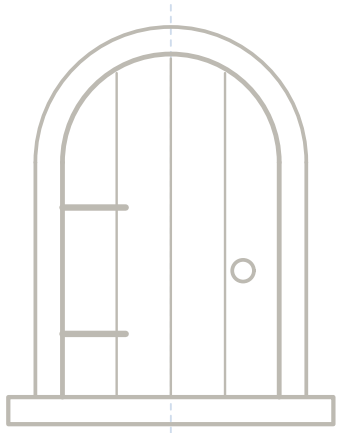



# Arched Door

LEVEL ●●○

1. Draw a rectangle with a half-circle on top.
2. Draw the frame as a second line around it.
3. Split the door into vertical planks.
4. Add hinges, a handle and a step.

TRACE



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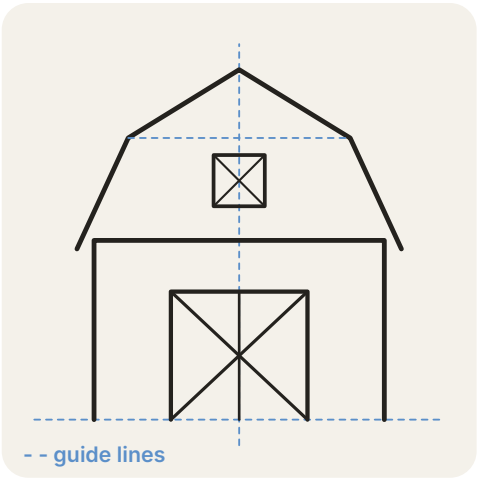
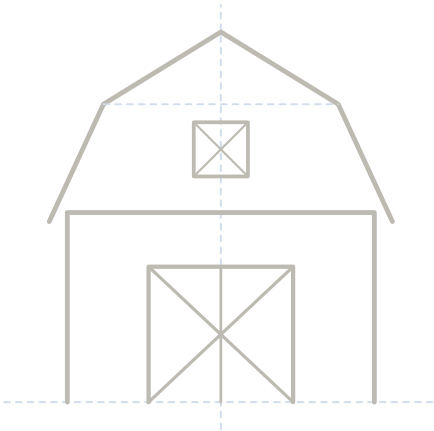



# Barn

LEVEL ●●○

1. Draw the walls as a tall rectangle.
2. The roof has two slopes on each side (a gambrel).
3. Add the big door with an ‘X’ brace.
4. Finish with a small loft window.

TRACE



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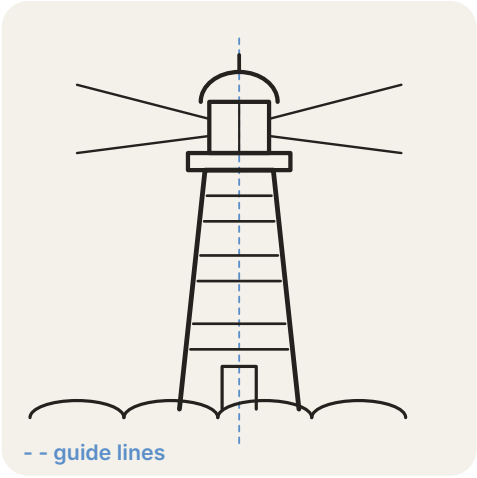


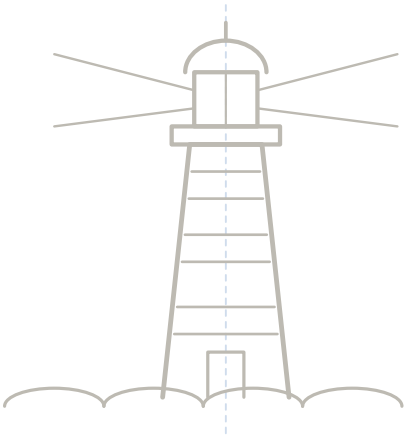

TRACE

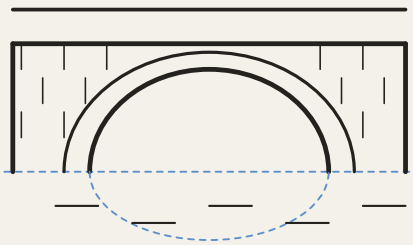
# Lighthouse

LEVEL ●●○

1. Draw a centre line and a tall, narrow trapezoid tower.
2. Add stripes that follow the tower’s taper.
3. On top: a balcony, the lantern room and a domed roof.
4. Light beams and waves finish the scene.

NOW DRAW IT YOURSELF





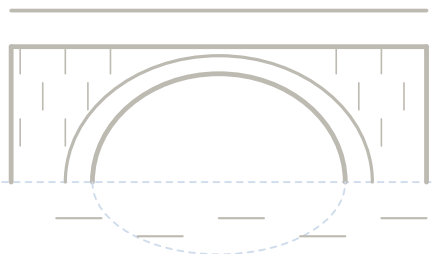
- - guide lines

# Stone Bridge

LEVEL ●●○

1. Draw the water line and the road deck as two horizontals.
2. Add a big half-circle arch below the deck.
3. Repeat the arch shape in the water as a reflection.
4. Fill the walls with offset rectangles for stones.

TRACE



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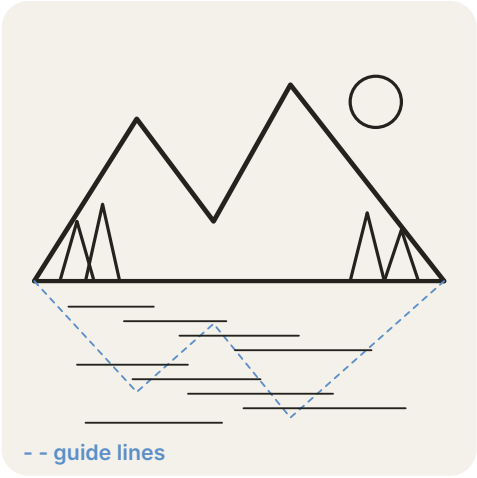
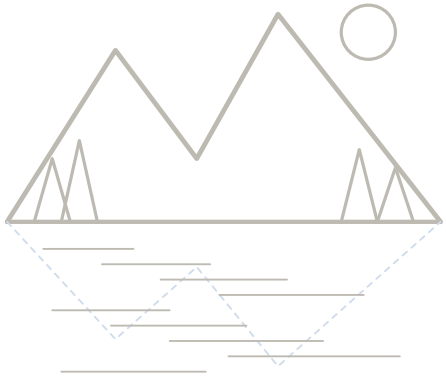



# Lake & Mountains

LEVEL ●●○

1. Draw the horizon (shoreline) about a third up.
2. Mountains go above the line, their reflection below — upside down.
3. Add pine trees on the shore.
4. Short horizontal strokes make the water.

TRACE



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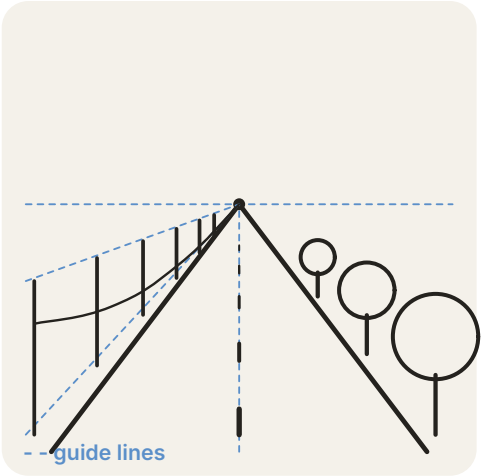
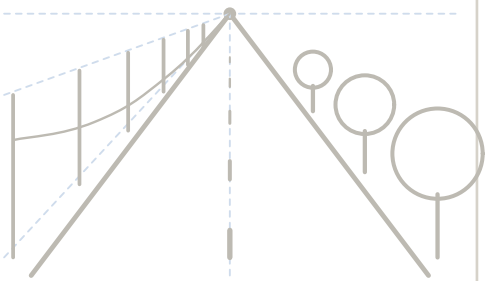



# Road in Perspective

LEVEL ●●○

1. Draw the horizon and one vanishing point in the middle.
2. Both edges of the road run to that point.
3. Fence posts and trees get smaller and closer together as they go back.
4. Use guide lines from the vanishing point to size them.

TRACE



NOW DRAW IT YOURSELF



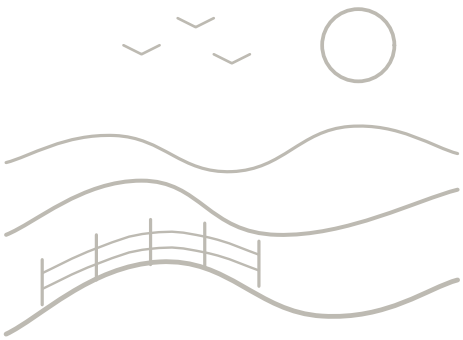
- - guide lines

# Rolling Hills

LEVEL ●○○

1. Draw 3 wavy lines, one behind another.
2. Hills further back are flatter and lower.
3. Add a fence that follows the curve of the front hill.
4. A sun and a few birds (‘v’ shapes) finish the sky.

TRACE



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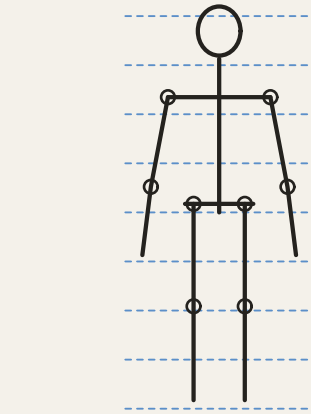
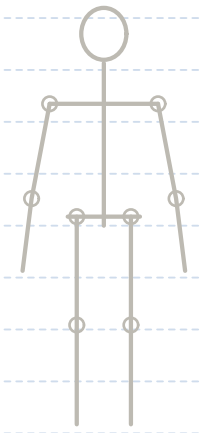



# Body Proportions

LEVEL ●●○

1. An adult is about 7½–8 heads tall: draw 8 equal sections.
2. The middle of the body is at the hips.
3. Elbows sit at the waist; fingertips reach mid-thigh.
4. Shoulders are about 2 heads wide.

TRACE



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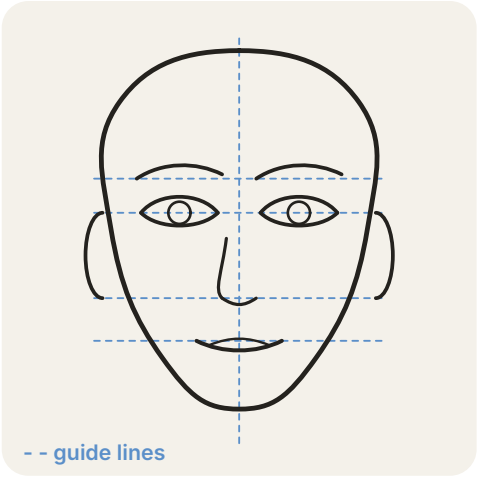


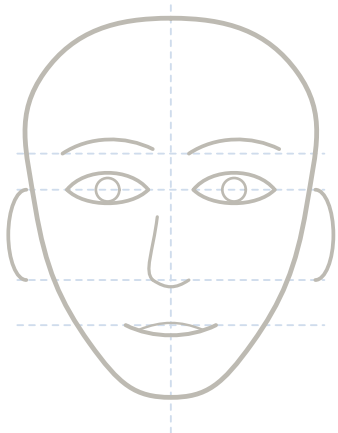
- - guide lines

# Face Proportions

LEVEL ●●○

1. Draw an egg shape and a vertical centre line.
2. The eyes sit halfway down the head.
3. The nose is halfway between eyes and chin; the mouth a third below that.
4. Ears line up between the eyebrows and the nose.

TRACE



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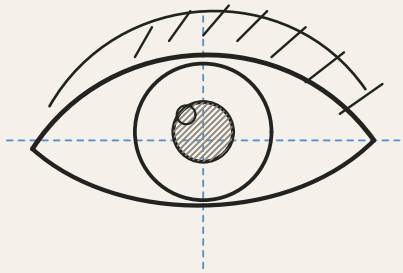


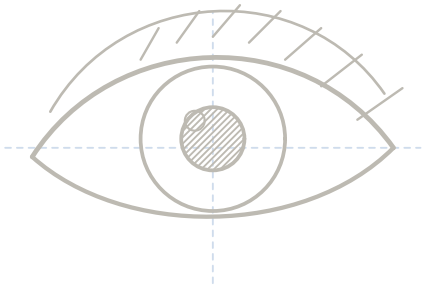
- - guide lines

# Eye

LEVEL ●●○

1. Draw an almond shape — the upper lid is more curved.
2. The iris is a circle partly hidden by the upper lid.
3. Leave a small white highlight in the pupil.
4. Add the lid crease and lashes curving outward.

TRACE



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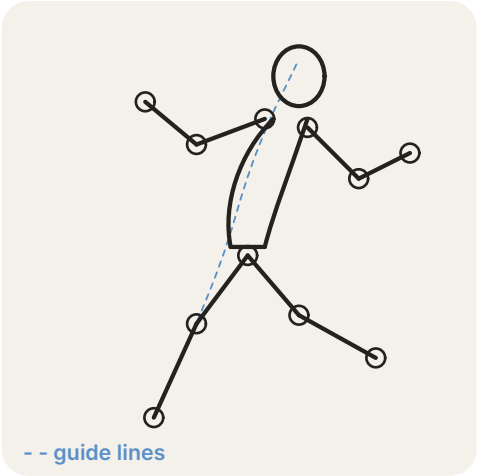


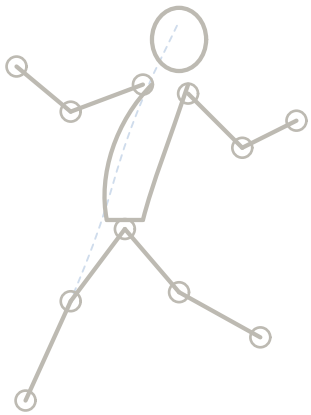
- - guide lines

# Action Pose

LEVEL ●●●

1. Start with a ‘line of action’ — one curve for the whole movement.
2. Add an oval head, a bean for the body and circles for joints.
3. Limbs are straight sticks between the joints.
4. Only then add body shapes over the skeleton.

TRACE



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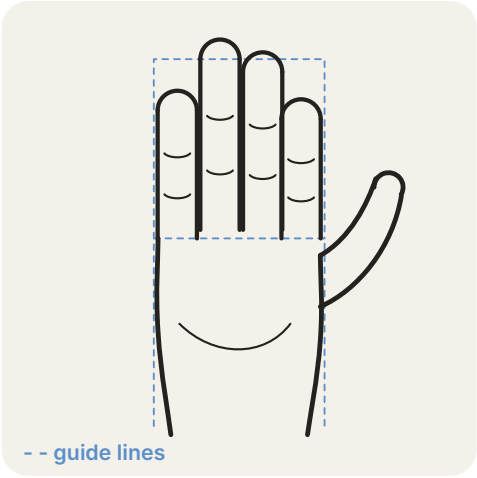
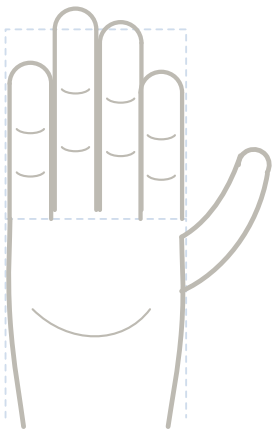



# Hand (Simple)

LEVEL ●●●

1. Start with a mitten: a square palm and one block for the fingers.
2. The thumb starts low, near the wrist, and angles out.
3. Divide the finger block into four — the middle finger is longest.
4. Each finger has three sections; mark the knuckles with small curves.

TRACE



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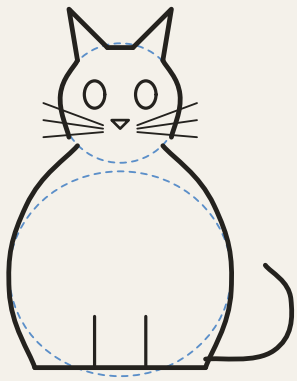


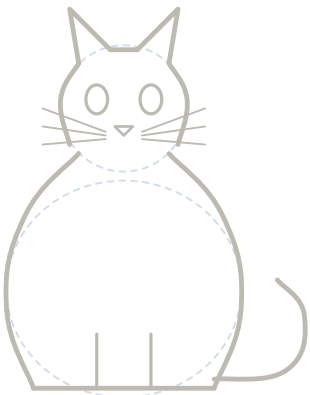
- - guide lines

# Sitting Cat

LEVEL ●●○

1. Build it from circles: a small one for the head, a big one for the body.
2. Add triangle ears and a curved tail around the feet.
3. Connect the circles with smooth lines.
4. Finish with whiskers, eyes and a little nose.

TRACE



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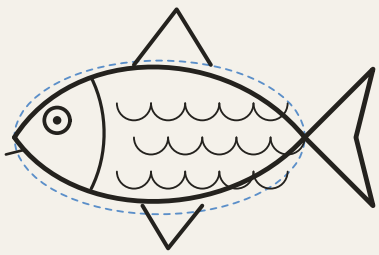


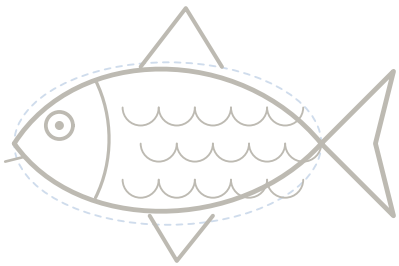
- - guide lines

# Fish

LEVEL ●○○

1. Draw a long oval for the body.
2. Add a triangle tail and small triangle fins.
3. A curved line behind the eye marks the gill.
4. Scales are rows of small ‘u’ shapes.

TRACE



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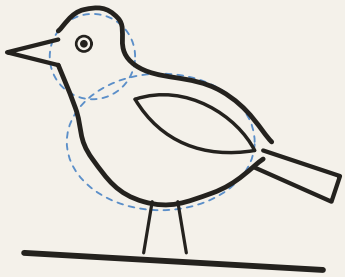


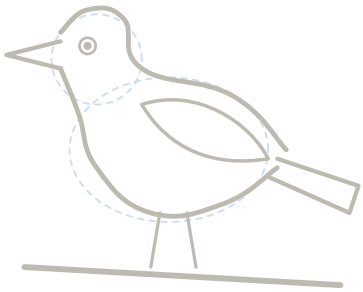
- - guide lines

# Bird

LEVEL ●●○

1. Draw a small circle for the head and an egg for the body.
2. Connect them with a smooth neck line.
3. Add a pointed beak and a wing shape on the body.
4. The tail fans out; thin legs grip a branch.

TRACE



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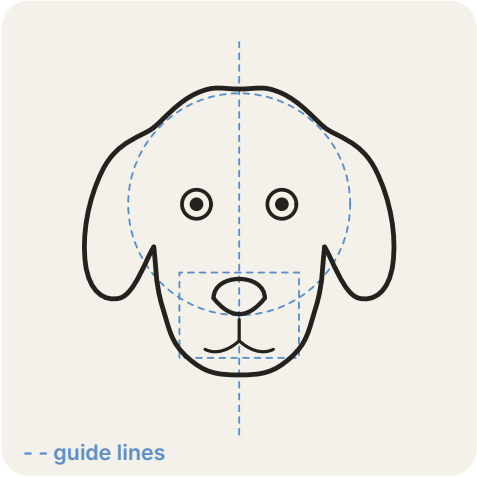


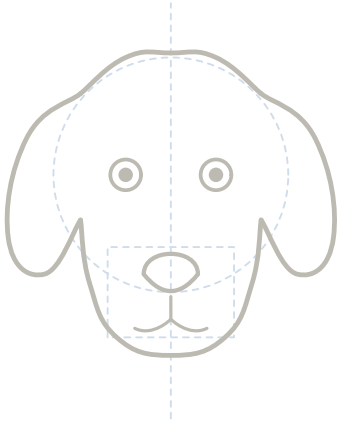
- - guide lines

# Dog Head

LEVEL ●●○

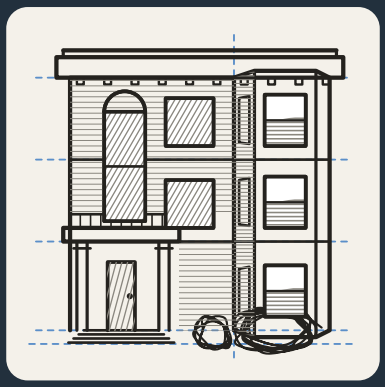
1. Draw a circle for the skull and a smaller box for the muzzle.
2. Ears hang down from the top sides of the circle.
3. Eyes sit on a line across the middle of the circle.
4. A rounded triangle nose sits at the front of the muzzle.

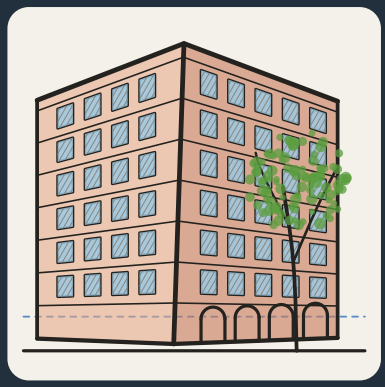
TRACE



NOW DRAW IT YOURSELF







PART 2

# Draw like an artist

Shading, textures, perspective, reflections and colour — then complete scenes built in three stages: construct, line, shade & texture.

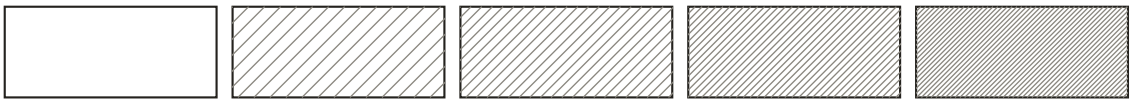
Start with shading

# Shading with Lines

*With a pen you shade by spacing lines closer or crossing them. Copy each scale.*

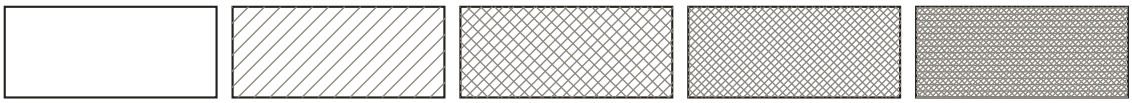
## Hatching

Parallel lines — closer together = darker.



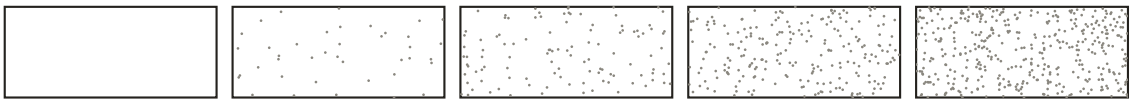
## Cross-hatching

Add a second layer at an angle for deeper tones.



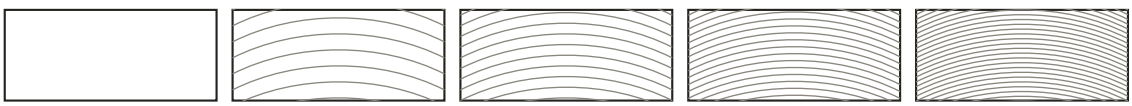
## Stippling

Dots — more dots = darker. Slow but beautiful.



## Contour lines

Lines that follow the curve of the form.

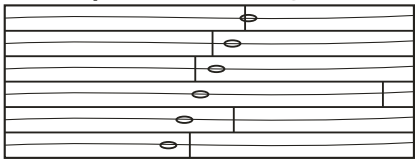


Top row: example, light to dark. Bottom row: your turn.

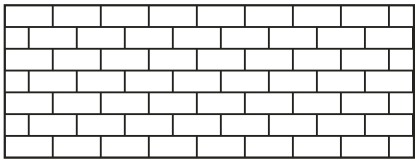
# Textures

*The textures used in treehouses, houses and landscapes. Copy each one beside it.*

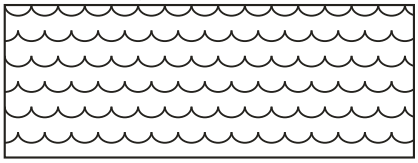
**Wood planks** Long lines with knots and gaps



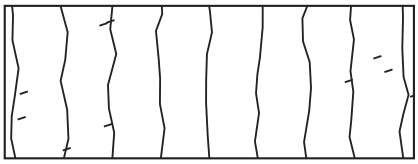
**Brick** Offset rows, a little uneven



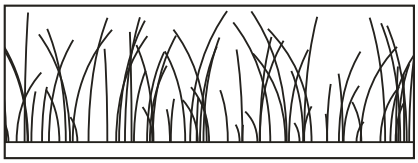
**Roof shingles** Overlapping rows of small arcs



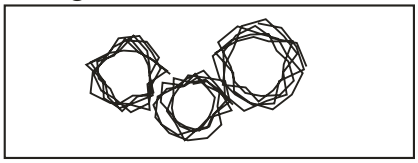
**Bark** Wavy lines that follow the trunk



**Grass** Quick upward flicks, in clumps



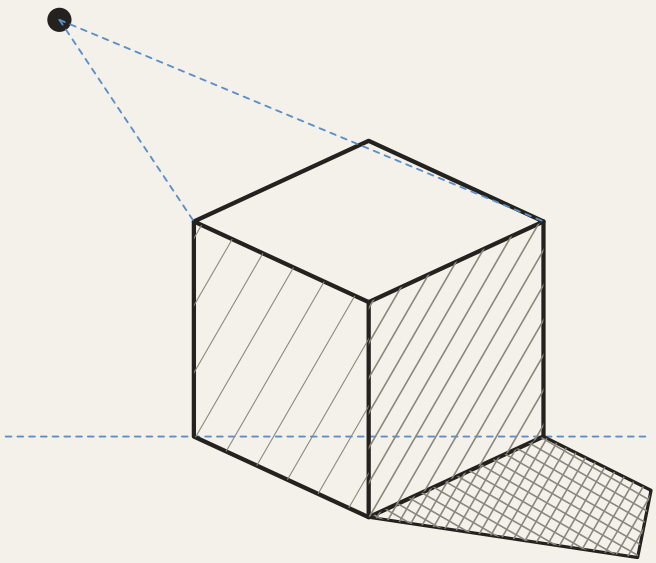
**Foliage** Loose scribbles, darker underneath

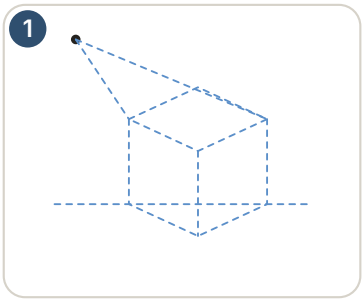


# Light & Shadow

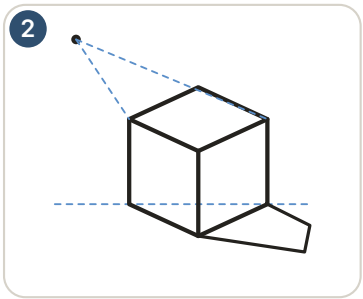
LEVEL ●●○

*Before any big drawing, learn how light falls on a simple box. Everything you draw later is made of boxes and cylinders.*

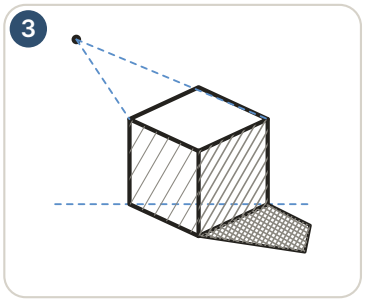





**Construct**
Draw the box and decide where the light comes from.




**Line**
Find the shadow: lines from the light past the corners hit the ground.



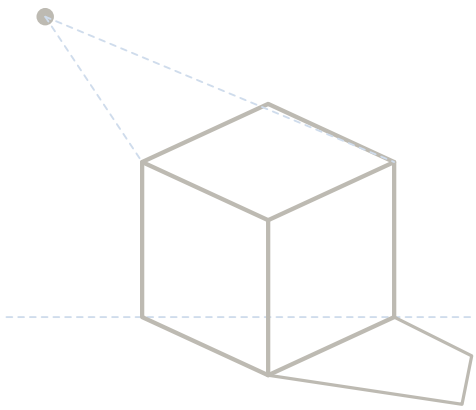

**Shade & texture**
Top lightest, side face mid-tone, cast shadow darkest.

**PRO TIP** Keep one light direction for the whole drawing — it makes everything look solid.

# Practice: Light & Shadow

Trace the line drawing, then draw it yourself with all three stages.

TRACE



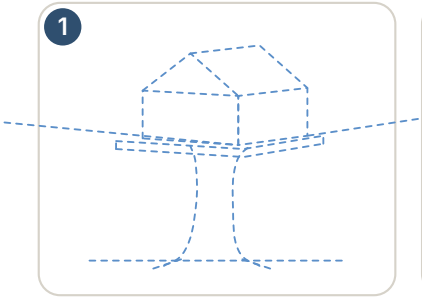
NOW DRAW IT YOURSELF

# Treehouse

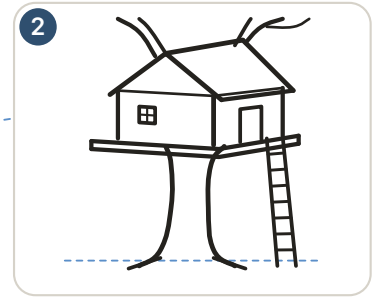
LEVEL ●●●

*A complete scene: a tree, a little house in perspective, planks, a ladder and grass. Build it in three passes.*

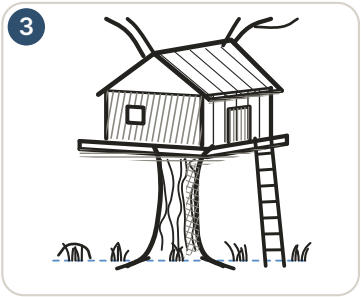





**Construct**
Trunk and platform first, then the house as a box with a roof triangle.




**Line**
Clean outlines: window, door, planks, ladder rungs, branches above.




**Shade & texture**
Bark lines, wood grain, shaded roof edge and wall, grass tufts.

**PRO TIP** Draw the house first, then the branches behind it — never draw lines through the house.

# Practice: Treehouse

Trace the line drawing, then draw it yourself with all three stages.

TRACE

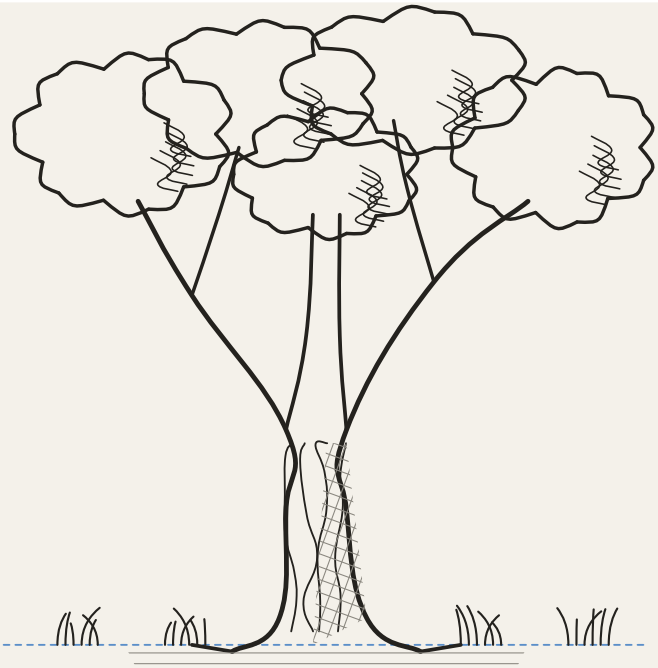


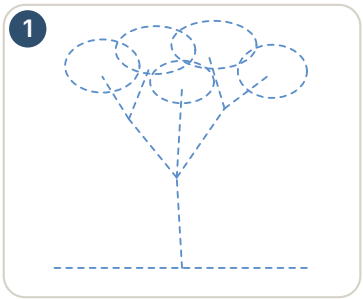
NOW DRAW IT YOURSELF

# Old Tree

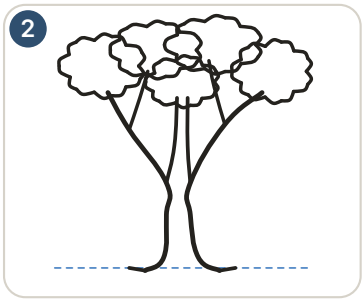
LEVEL ●●○

*Big trees are made of a trunk that splits again and again, with foliage drawn as clusters — never single leaves.*

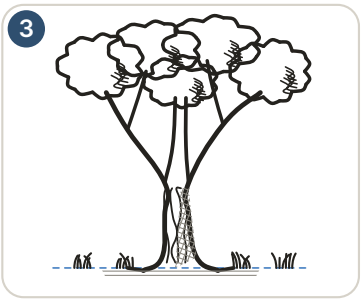





**Construct**
Trunk and main branches as single lines, like a 'Y' that keeps splitting.




**Line**
Give branches thickness that tapers; draw foliage clusters at the ends.



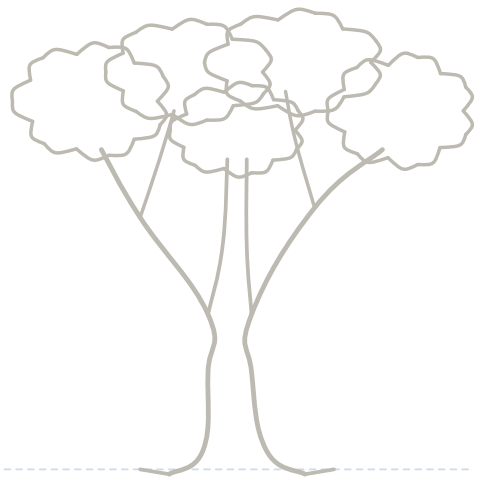

**Shade & texture**
Bark lines follow the trunk; shade the underside of each cluster.

**PRO TIP** Squint at a real tree: you'll see a few big masses of leaves, not thousands of leaves.

# Practice: Old Tree

Trace the line drawing, then draw it yourself with all three stages.

TRACE

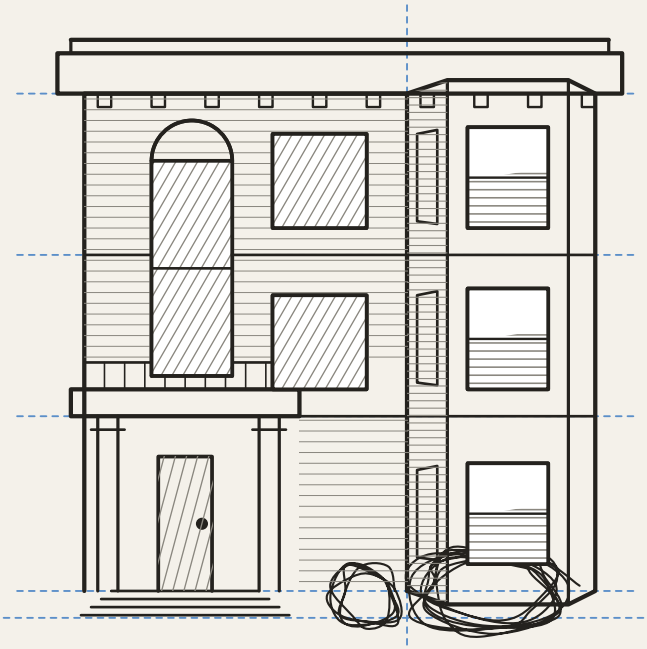


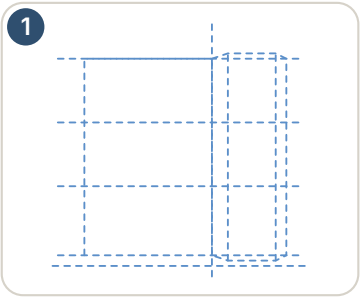
NOW DRAW IT YOURSELF

# Townhouse

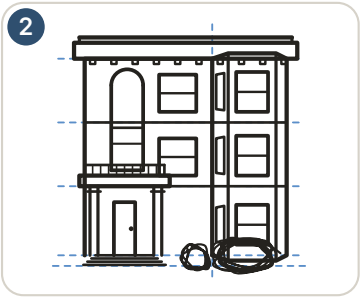
LEVEL ●●●

*A tall city house seen from the front, with a bay window on the right, a cornice on top and a porch with steps.*

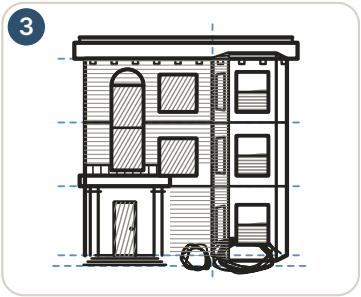





**Construct**
Block in the building: a main rectangle and a narrow box sticking out for the bay.




**Line**
Add floors, windows, the arched window, cornice brackets, porch and steps.




**Shade & texture**
Horizontal siding lines, dark window glass, a bush drawn as scribbles.

**PRO TIP** Measure with your guide lines: every window on a floor shares the same top and bottom.

# Practice: Townhouse

Trace the line drawing, then draw it yourself with all three stages.

TRACE



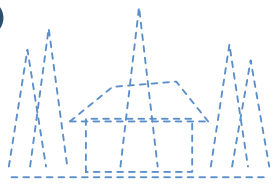
NOW DRAW IT YOURSELF

# Lakeside Cabin

LEVEL ●●●

*A cabin among trees on a calm lake. The water reflects everything above it — upside down and a little darker.*






**Construct**
Draw the shoreline, the cabin box with its roof, and tall tree shapes behind.




**Line**
Clean outlines; then flip every shape below the shoreline for the reflection.




**Shade & texture**
Dark tree masses, wall shading, and broken horizontal lines in the water.

**PRO TIP** Reflections drop straight down from each object — use vertical guides.

# Practice: Lakeside Cabin

Trace the line drawing, then draw it yourself with all three stages.

TRACE

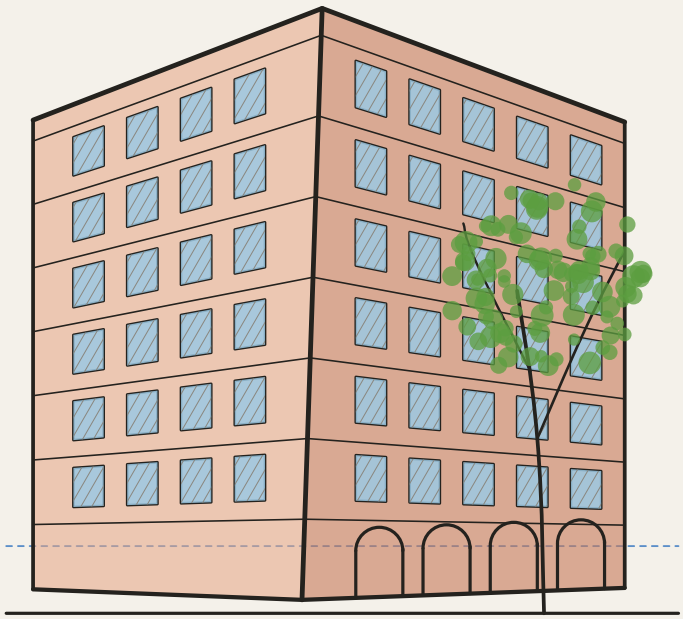


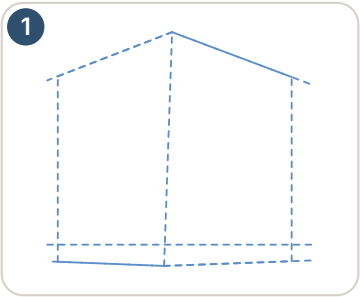
NOW DRAW IT YOURSELF

# City Building in Colour

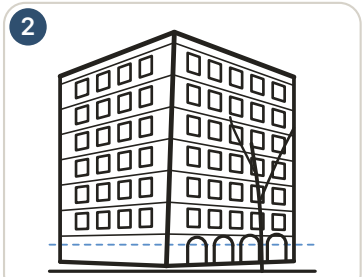
LEVEL ●●●

*Looking up at a tall building from the street corner, finished with marker colour — the Paper Pro shows colour beautifully.*

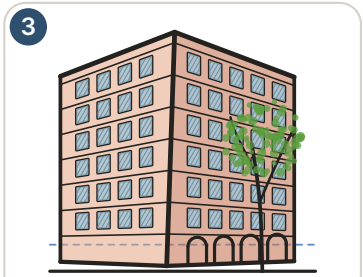





**Construct**
Set the horizon low, with vanishing points far out at the left and right.




**Line**
The corner is one vertical line; floors are lines heading to each vanishing point. Add windows and arches.




**Shade & texture**
Wash the walls in two tones, add a street tree with dot leaves and blue glass in the windows.

**PRO TIP** Colour last and loosely — the line drawing does the work, colour adds the mood.

# Practice: City Building in Colour

Trace the line drawing, then draw it yourself with all three stages.

TRACE

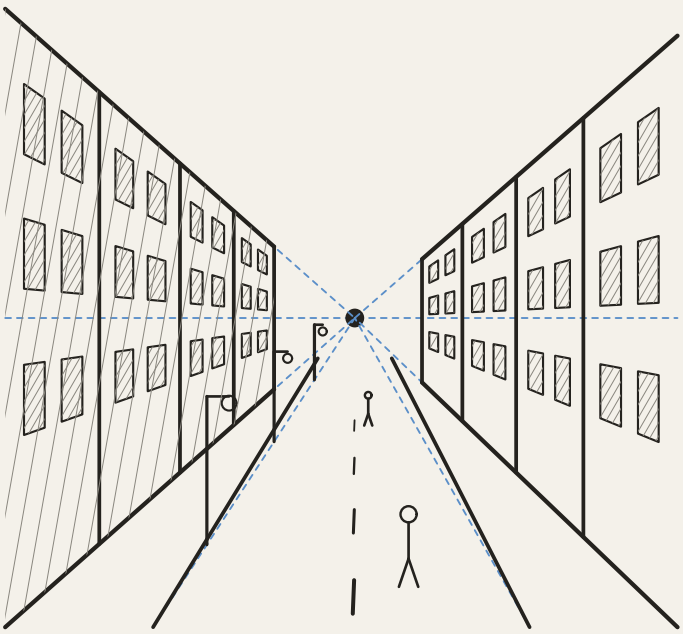


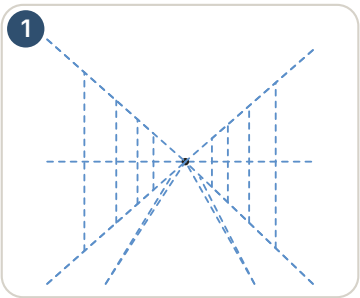
NOW DRAW IT YOURSELF

# Street in Perspective

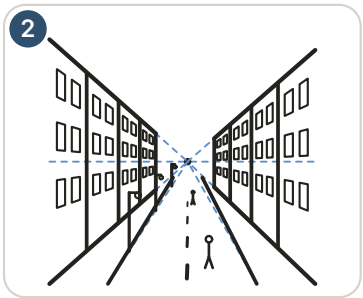
LEVEL ●●●

*A street of buildings vanishing into the distance — the classic one-point perspective scene.*






**Construct**
Place one vanishing point. Draw the road edges and the tops and bottoms of the buildings towards it.




**Line**
Cut the buildings with vertical lines; add windows that shrink as they go back.




**Shade & texture**
Shade the side walls, add lamp posts and a few figures to show scale.

**PRO TIP** Every line that goes ‘into’ the picture meets at the vanishing point. Everything else is vertical or horizontal.

# Practice: Street in Perspective

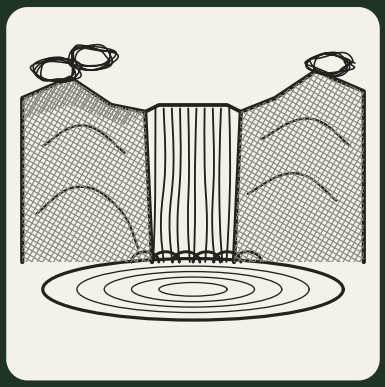
Trace the line drawing, then draw it yourself with all three stages.

TRACE



NOW DRAW IT YOURSELF







PART 3

# Nature & City scenes

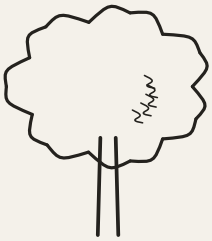
Trees, water and full landscapes — forests, rivers, waterfalls and the sea — then harbours, canals, parks and skylines. Each built in three stages.

Start with tree shapes

# Tree Shapes

*Every tree type has its own silhouette. Learn the shape first; details come later.*

### Oak



YOUR TURN

### Pine



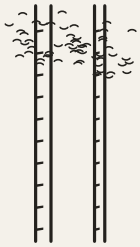
YOUR TURN

### Willow



YOUR TURN

### Birch



YOUR TURN

### Palm



YOUR TURN

### Cypress



YOUR TURN

# Drawing Water

*Water is drawn mostly with horizontal strokes and reflections. Copy each mark below.*

### Still water



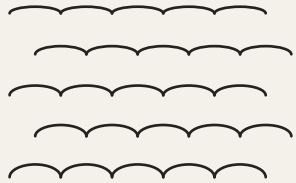
YOUR TURN

### Ripples



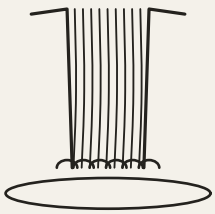
YOUR TURN

### Waves



YOUR TURN

### Falling water



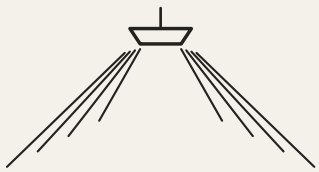
YOUR TURN

### Rain on a puddle



YOUR TURN

### Boat wake



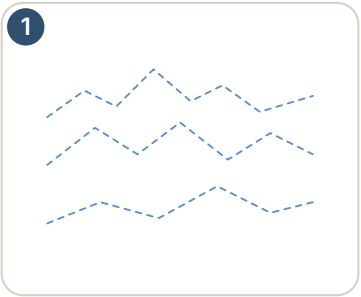
YOUR TURN

# Atmospheric Depth

LEVEL ●●○

*The secret of every landscape: things far away are lighter, smaller and less detailed. Near things are dark, big and sharp.*

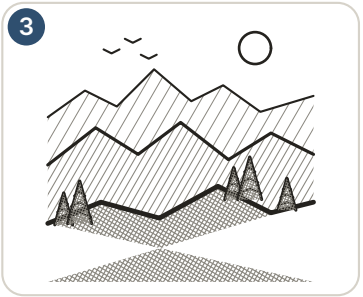





**Construct**
Draw three ridge lines: far, middle and near.




**Line**
Far ridge thin and light; near ridge thick, with trees along it.




**Shade & texture**
Shade each layer darker as it comes forward.

**PRO TIP** If your landscape looks flat, make the far mountains lighter — not the near ones darker.

# Practice: Atmospheric Depth

Trace the line drawing, then draw it yourself with all three stages.

TRACE



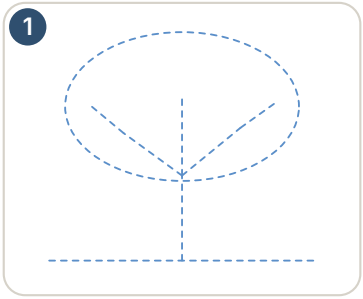
NOW DRAW IT YOURSELF

# Grand Oak

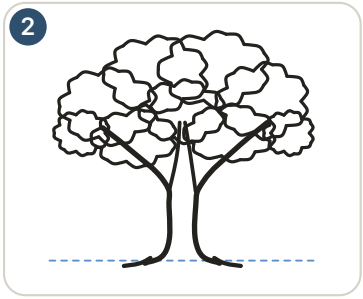
LEVEL ●●●

*A big oak has a short, wide trunk, twisting branches and several large masses of leaves layered in front of each other.*






**Construct**
Trunk as a flared cylinder; branches as a 'Y' that keeps splitting; crown as one big egg shape.




**Line**
Split the crown into 7–8 cloud-like masses, overlapping. Branches show in the gaps.



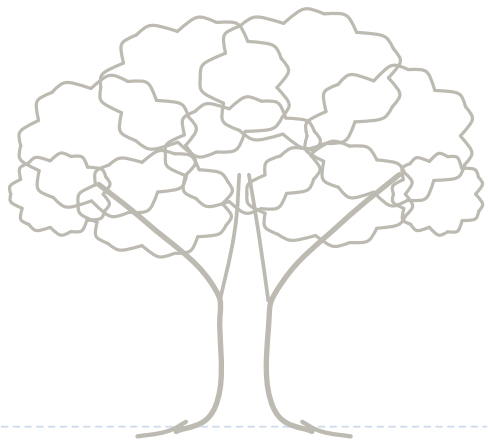

**Shade & texture**
Shade the bottom of every mass and the right side of the trunk; add a ground shadow.

**PRO TIP** Leave small gaps in the crown where sky shows through — it makes the tree feel real.

# Practice: Grand Oak

Trace the line drawing, then draw it yourself with all three stages.

TRACE

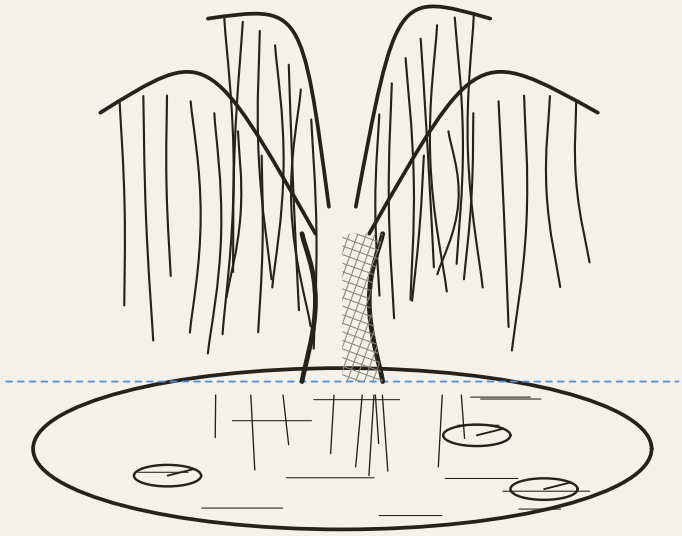


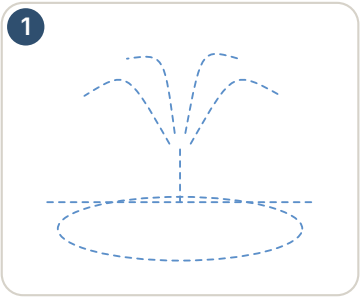
NOW DRAW IT YOURSELF

# Willow by the Pond

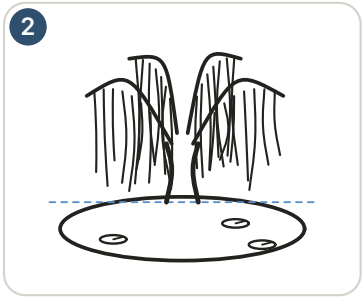
LEVEL ●●●

*A weeping willow's branches arch up and then fall like a curtain. The pond below repeats it upside down.*

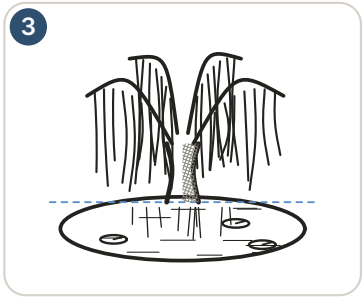





**Construct**
Short trunk; branches arch up and out like a fountain; pond as a wide flat ellipse.




**Line**
Long hanging strands from each arch, ending at different heights. Pond edge and lily pads.



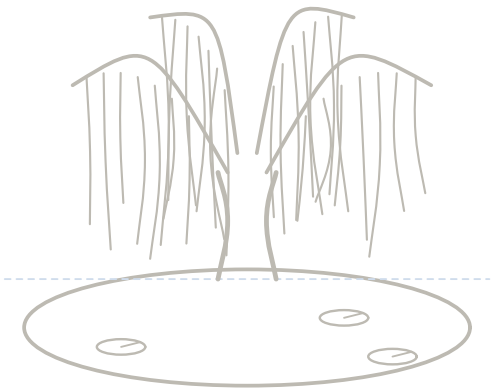

**Shade & texture**
Shade the trunk and the inner strands; draw the reflection with broken, lighter lines.

**PRO TIP** Draw strands in quick single strokes from top to bottom — slow strokes look stiff.

# Practice: Willow by the Pond

Trace the line drawing, then draw it yourself with all three stages.

TRACE

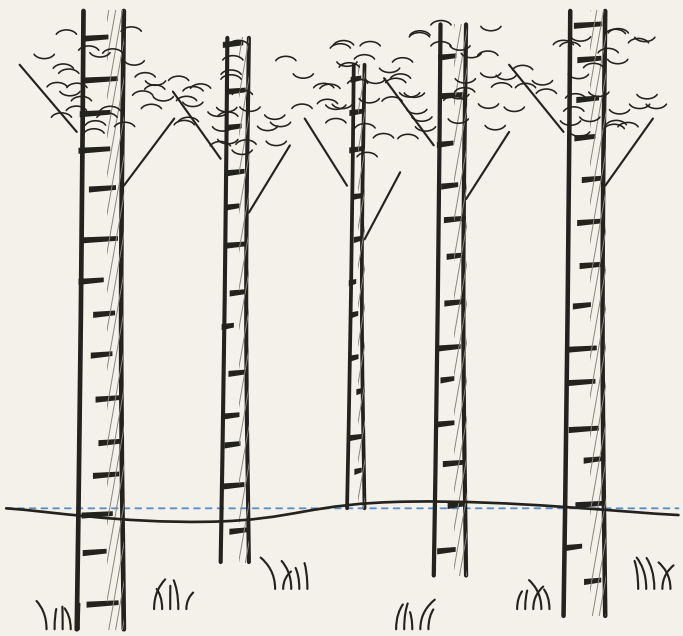


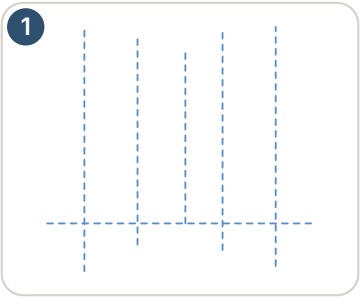
NOW DRAW IT YOURSELF

# Birch Grove

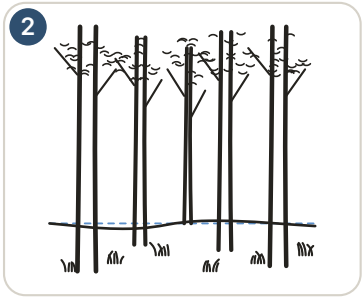
LEVEL ●●○

*A group of white-barked trees at different distances. Distance is shown by size, height on the page and detail.*

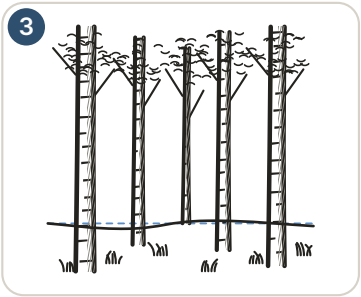





**Construct**
Place five trunks: near ones thick and low on the page, far ones thin and higher up.




**Line**
Draw the trunks as pairs of lines, with a few branches and a light leafy canopy.



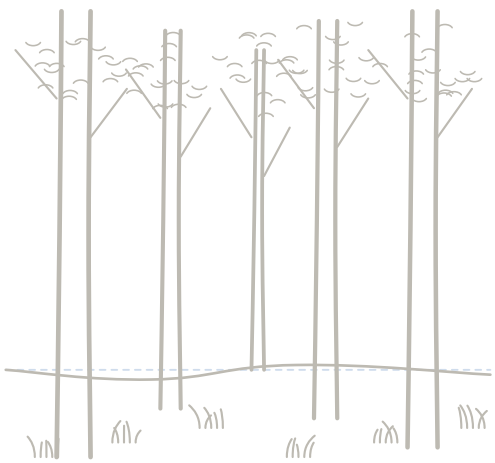

**Shade & texture**
Add the dark birch marks, ground grass, and soft shading on one side of each trunk.

**PRO TIP** Leave birch bark white. Only the small dark marks and one shaded edge show it’s round.

# Practice: Birch Grove

Trace the line drawing, then draw it yourself with all three stages.

TRACE

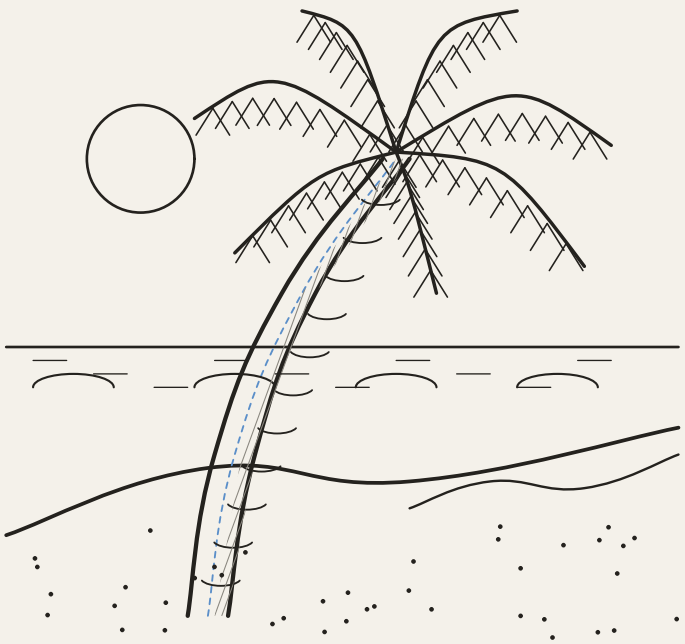


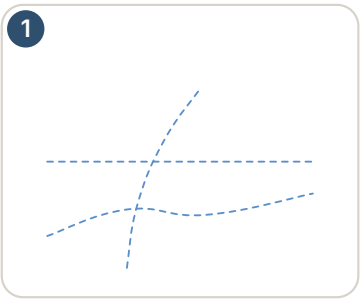
NOW DRAW IT YOURSELF

# Palm on the Beach

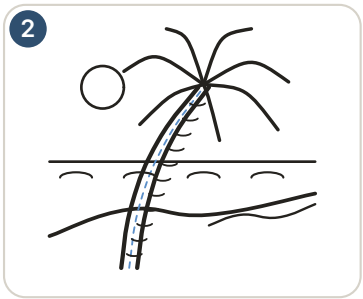
LEVEL ●●○

*A tropical scene: a curving palm trunk, fan-like fronds, sand, and waves meeting the shore.*

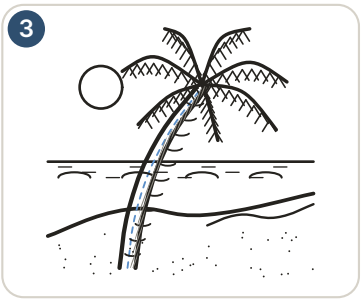





**Construct**
Draw the horizon, the shoreline curve, and one long curve for the trunk.




**Line**
Give the trunk thickness with rings; add 7 fronds curving out from the top.



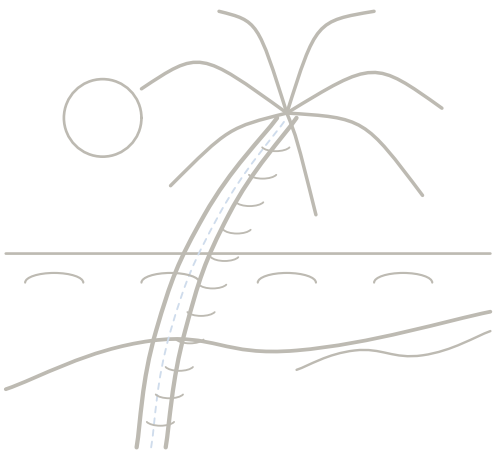

**Shade & texture**
Feather each frond with short leaflet lines; add waves, a sun and shading.

**PRO TIP** Fronds droop: they rise a little from the crown, then curve down at the tips.

# Practice: Palm on the Beach

Trace the line drawing, then draw it yourself with all three stages.

TRACE

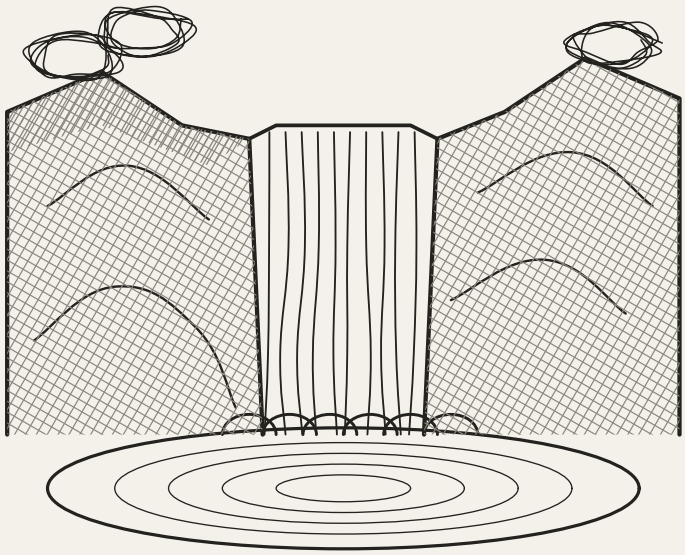


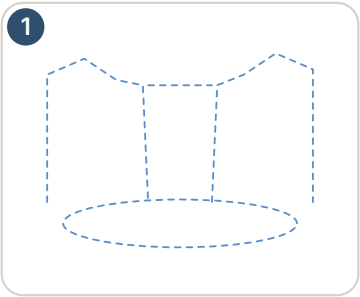
NOW DRAW IT YOURSELF

# Waterfall

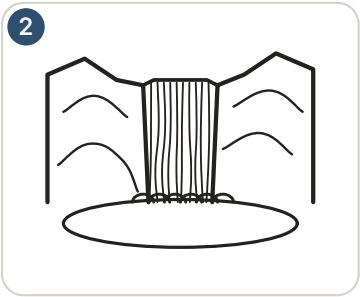
LEVEL ●●●

*Water falling over rocks into a pool. The rocks are hard and dark; the water stays light and soft.*

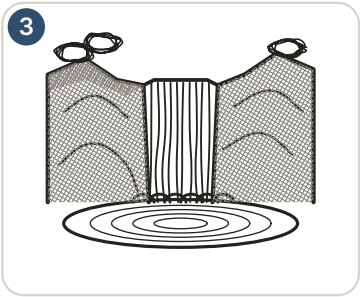





**Construct**
Outline the cliff edge, two rock masses on each side, and the pool.




**Line**
Water falls in long, slightly wavy vertical strokes; foam bumps at the bottom.



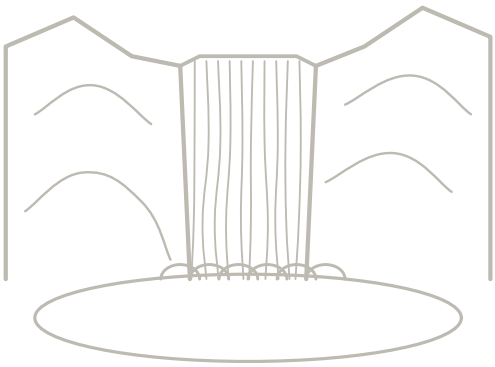

**Shade & texture**
Cross-hatch the rocks dark and leave the water white; ripples spread across the pool.

**PRO TIP** Never shade falling water heavily — it’s the darkness of the rocks around it that makes it glow.

# Practice: Waterfall

Trace the line drawing, then draw it yourself with all three stages.

TRACE

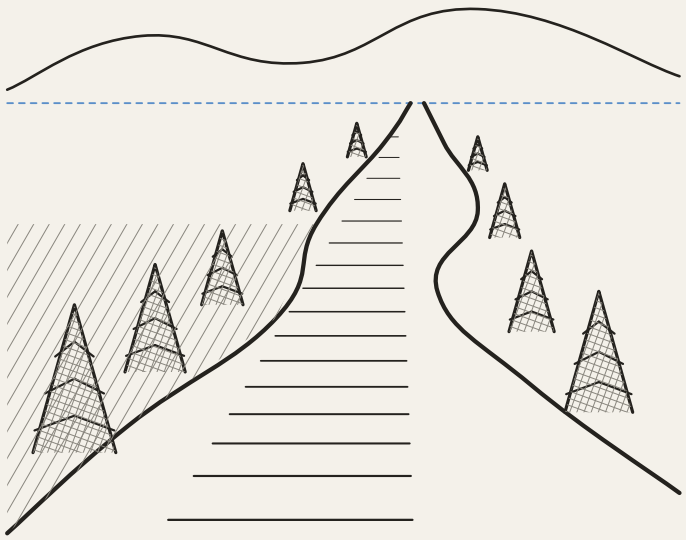


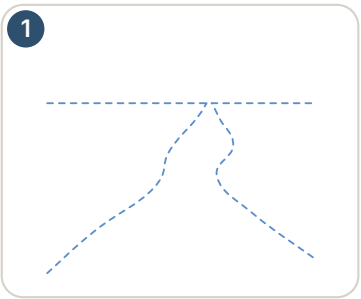
NOW DRAW IT YOURSELF

# River Bend

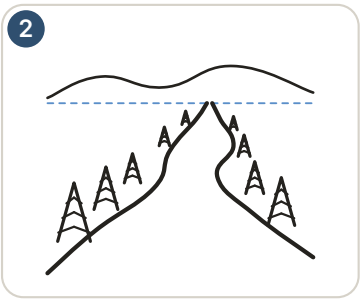
LEVEL ●●●

*A river curving away into the distance — a natural 'road' that pulls the eye into the picture.*

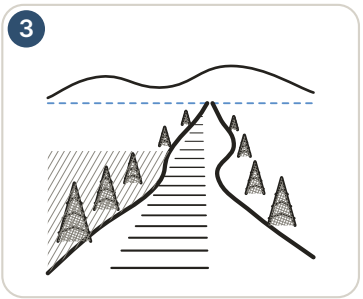





**Construct**
Set the horizon high. Draw both riverbanks as S-curves that meet far away.




**Line**
Add trees along the banks, getting smaller as they go back; hills behind.




**Shade & texture**
Water strokes are wide apart up close and tight in the distance. Shade the banks.

**PRO TIP** The river's width shrinks quickly with distance — the far end can be almost a single line.

# Practice: River Bend

Trace the line drawing, then draw it yourself with all three stages.

TRACE

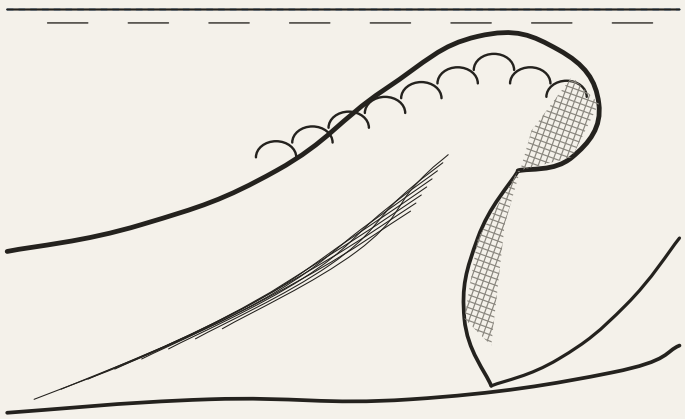


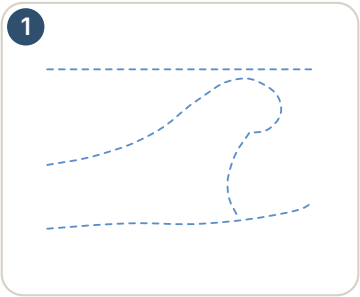
NOW DRAW IT YOURSELF

# Ocean Wave

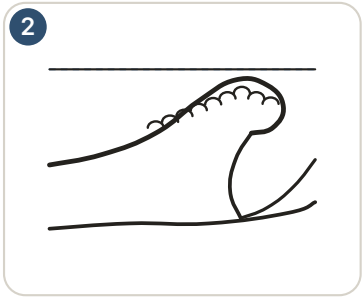
LEVEL ●●●

*A breaking wave curls over itself. It looks complicated, but it's one big hook shape with foam on top.*

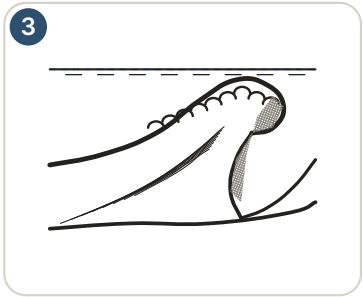





**Construct**
Draw the horizon, the base of the wave, and one big 'hook' curve for the crest.




**Line**
Draw the inside of the curl and the falling lip; add foam bumps along the top.



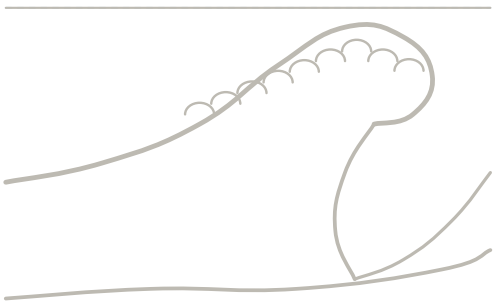

**Shade & texture**
Darken the inside of the tube most; curve your shading lines along the wave face.

**PRO TIP** Shade along the shape of the water, not straight across — the strokes show the movement.

# Practice: Ocean Wave

Trace the line drawing, then draw it yourself with all three stages.

TRACE

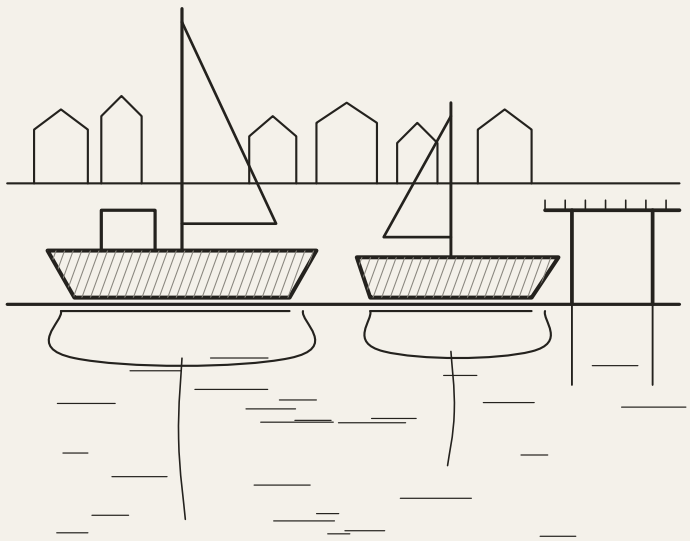


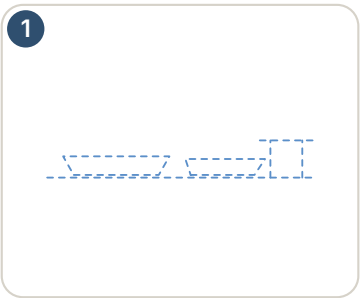
NOW DRAW IT YOURSELF

# Harbour with Boats

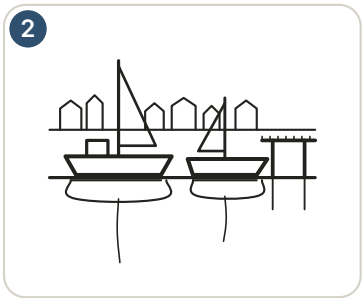
LEVEL ●●●

*Boats resting in calm water by a pier. Every object sits on the water line and is mirrored below it.*

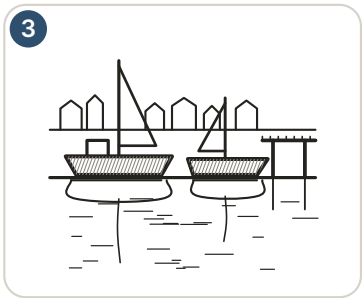





**Construct**
Draw the water line, the far shore with small houses, the pier posts, and boat hull shapes.




**Line**
Add masts, cabins and pier planks. Then mirror each boat below the water line.



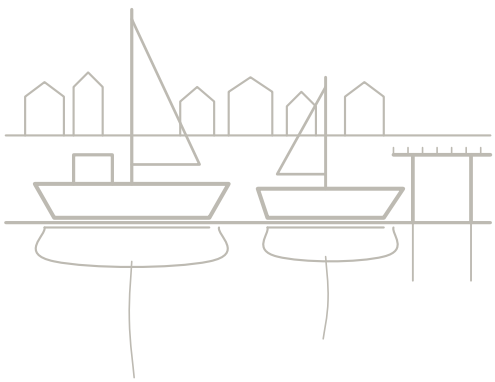

**Shade & texture**
Shade the hulls; draw reflections as broken wavy lines and short water strokes.

**PRO TIP** Reflections are as long as the object is tall — and a little darker.

# Practice: Harbour with Boats

Trace the line drawing, then draw it yourself with all three stages.

TRACE

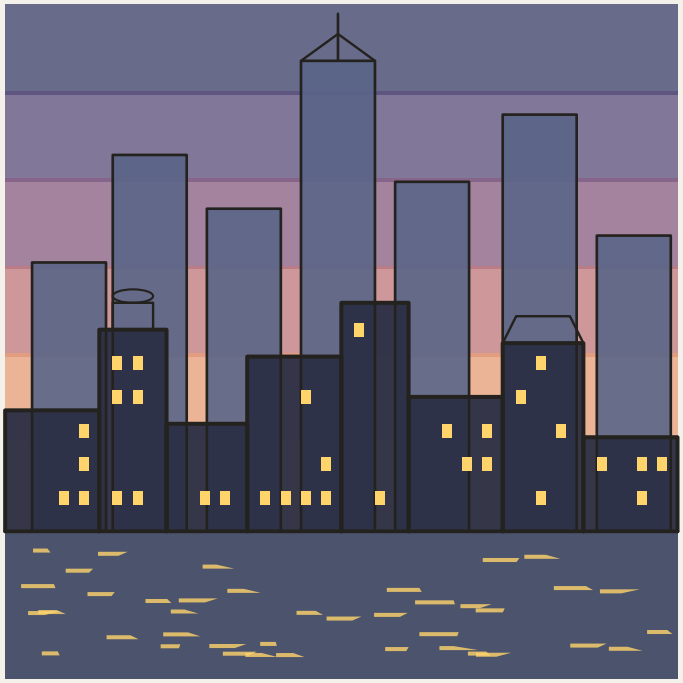


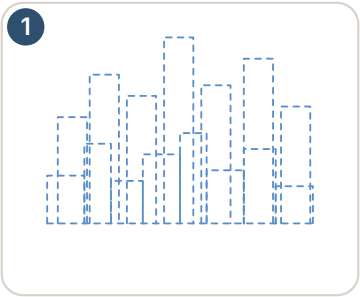
NOW DRAW IT YOURSELF

# City Skyline at Dusk

LEVEL ●●●

*A layered city silhouette at sunset, in colour, with lit windows and a river reflecting the lights.*






**Construct**
Draw the river line, then a back layer of tall towers and a front layer of lower buildings.




**Line**
Add rooftop details — antennas, water towers, stepped tops — and window grids.




**Shade & texture**
Colour the sky warm to cool; buildings dark; dot in yellow lit windows and their reflections.

**PRO TIP** Back buildings lighter and bluer, front buildings darker — the same depth trick as the mountains.

# Practice: City Skyline at Dusk

Trace the line drawing, then draw it yourself with all three stages.

TRACE



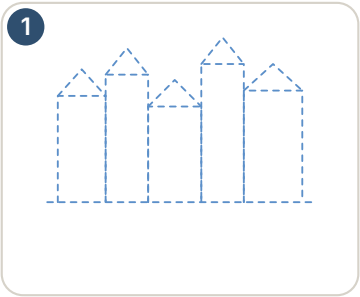
NOW DRAW IT YOURSELF

# Canal Houses

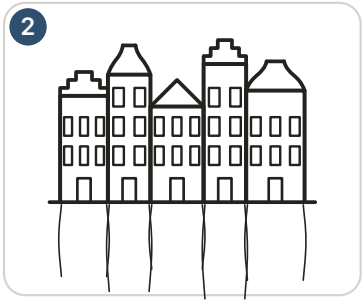
LEVEL ●●●

*Tall, narrow houses with fancy gables along a canal — and every one repeated upside down in the water.*

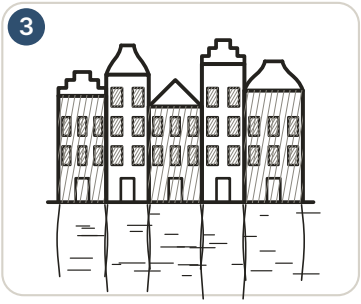





**Construct**
Draw the water line and five tall narrow boxes side by side, each a different height.




**Line**
Give each house a different gable (stepped, bell, triangle); add window rows and doors.




**Shade & texture**
Shade every other house a little; draw the reflections with wavy, broken lines.

**PRO TIP** Vary the houses — different heights and gables — but keep all window rows level within one house.

# Practice: Canal Houses

Trace the line drawing, then draw it yourself with all three stages.

TRACE

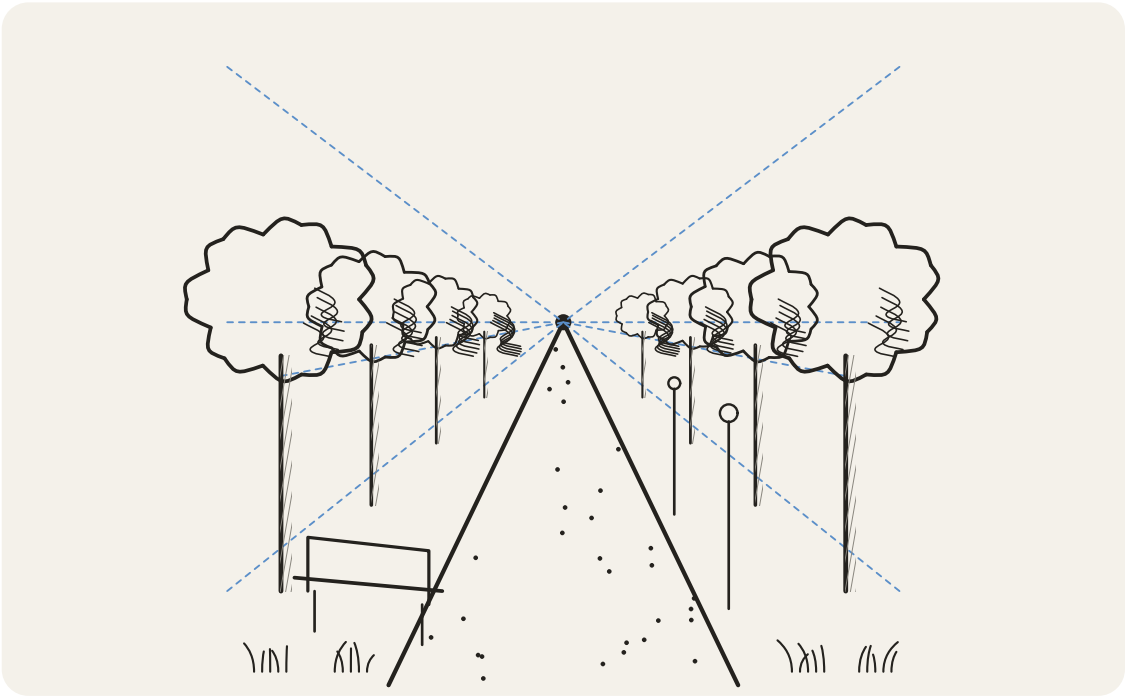


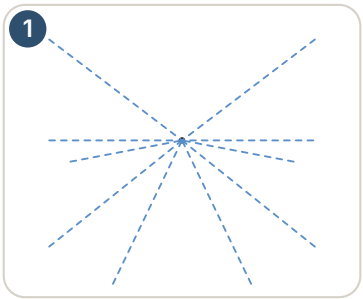
NOW DRAW IT YOURSELF

# Park Path

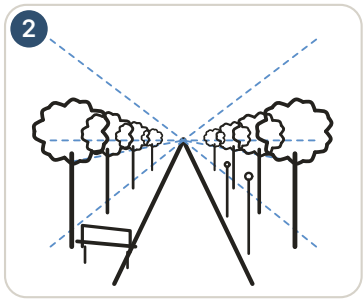
LEVEL ●●○

*A tree-lined path in a city park, with lamp posts and a bench — one-point perspective with nature.*

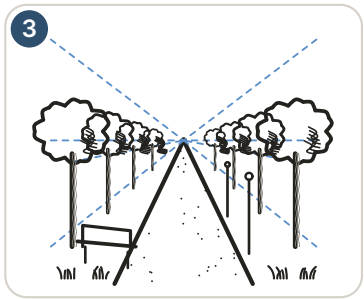





**Construct**
Place the vanishing point; draw the path edges and the lines for treetops and lamp tops.




**Line**
Add trees, lamps and a bench, each smaller as it goes back along the guides.



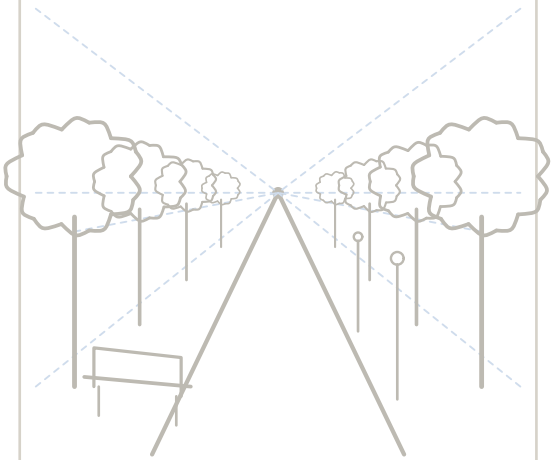

**Shade & texture**
Shade the foliage undersides and the trunks; add path texture and grass.

**PRO TIP** Use the guide lines from the vanishing point to size every repeated object.

# Practice: Park Path

Trace the line drawing, then draw it yourself with all three stages.

TRACE



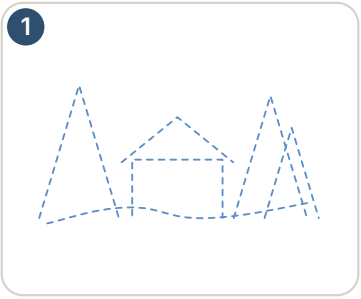
NOW DRAW IT YOURSELF

# Winter Cabin

LEVEL ●●○

*A snowy cabin among pines. Snow is drawn by what you leave out: soft rounded shapes on roofs and branches.*






**Construct**
Draw rolling snow lines for the ground, the cabin box and roof, and pine shapes.




**Line**
Round thick snow onto the roof and each pine layer; add chimney smoke and footprints.




**Shade & texture**
Shade the walls and the undersides of branches; keep snow white with only light shadows.

**PRO TIP** Snow on a roof is thick and rounded, and it hangs a little over the edge.

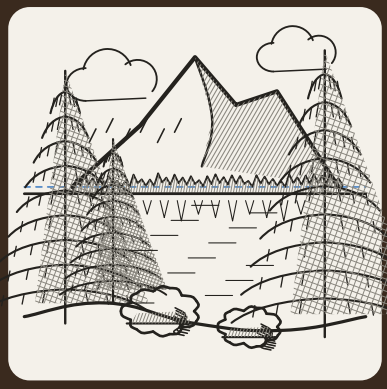
# Practice: Winter Cabin

Trace the line drawing, then draw it yourself with all three stages.

TRACE



NOW DRAW IT YOURSELF


PART 4

# Landscape building blocks

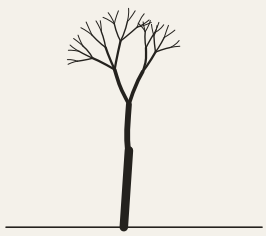
Real landscapes are made of the same few pieces: trees, rocks, peaks, forests, water, bridges and cabins. Practise each piece, then put them together in four full scenes.

Start with the pieces

# Trees & Plants

*The trees and plants of a landscape, each drawn as its own simple recipe.*

### Bare branching tree



YOUR TURN

### Spruce



YOUR TURN

### Windswept pine



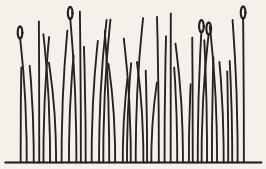
YOUR TURN

### Bushes



YOUR TURN

### Reeds & tall grass



YOUR TURN

### Autumn leaves (colour)



YOUR TURN

# Rocks, Mountains & Sky

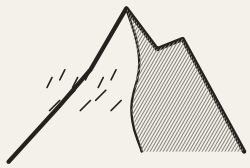
*Hard shapes get flat planes and dark sides; soft shapes get round edges.*

### Boulders



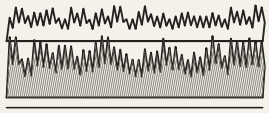
YOUR TURN

### Snowy mountain



YOUR TURN

### Forest band



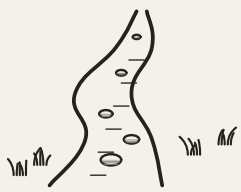
YOUR TURN

### Clouds



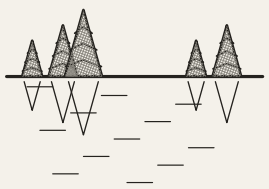
YOUR TURN

### Creek with stones



YOUR TURN

### Lake & reflections



YOUR TURN

# Bridges, Cabins & Details

*Small man-made details make a landscape feel lived in.*

### Wooden footbridge



YOUR TURN

### Log cabin



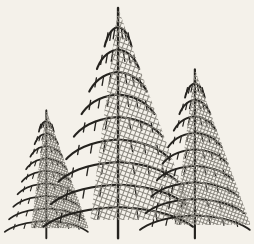
YOUR TURN

### Rock + shrub



YOUR TURN

### Spruce trio



YOUR TURN

### Fallen log



YOUR TURN

### Distant birds & sun

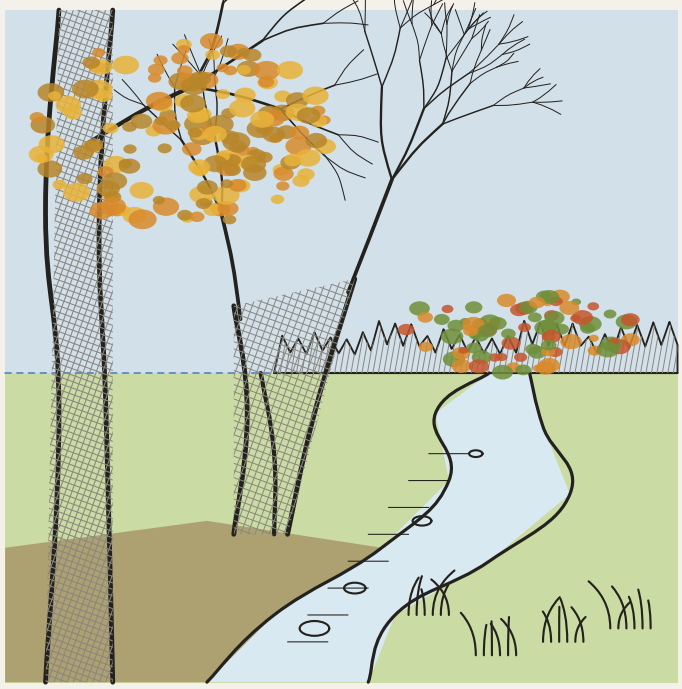


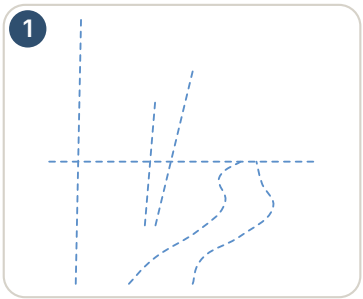
YOUR TURN

# Autumn Creek (colour)

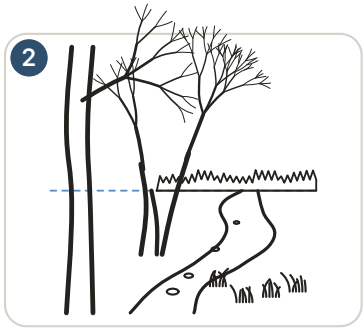
LEVEL ●●●

*A creek winding through a meadow under bare and golden trees — built from the bare tree, creek and autumn-leaf blocks.*

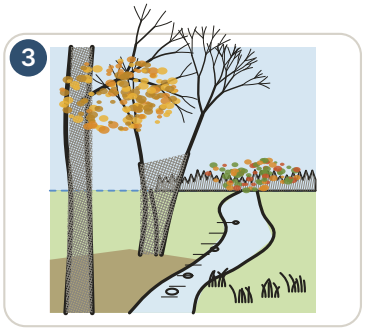





**Construct**
Lay out the creek's S-curve narrowing into the distance, the horizon, and the trunks as single lines.




**Line**
Thicken the trunks, branch them out, add the distant tree line and creek stones.



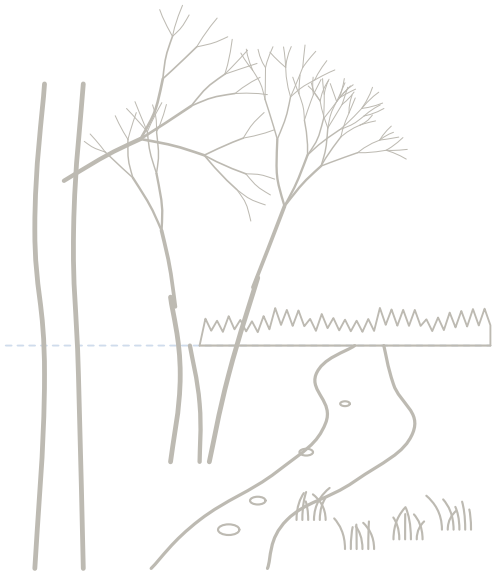

**Shade & texture**
Colour: blue sky and water, green meadow, golden leaf dabs; darken trunks and banks.

**PRO TIP** Big dark trunks in the foreground push everything else back — they frame the picture.

# Practice: Autumn Creek (colour)

Trace the line drawing, then draw it yourself with all three stages.

TRACE

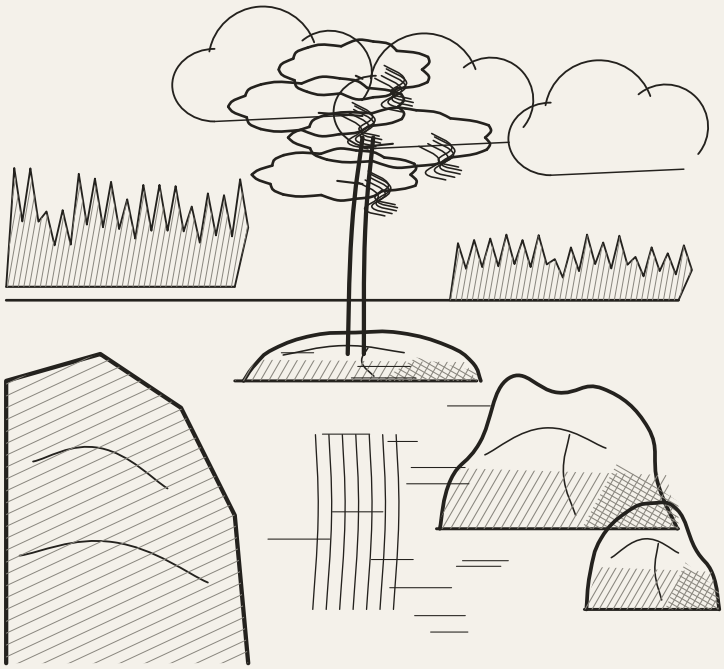


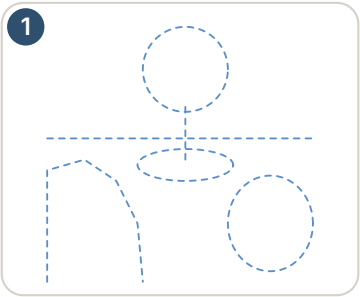
NOW DRAW IT YOURSELF

# Island Pine

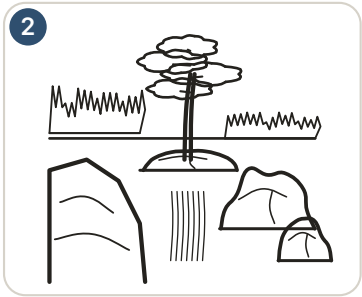
LEVEL ●●●

*A lone pine on a rocky island, still water reflecting it, and dark forest on both shores.*

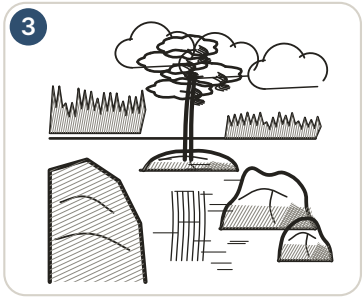





**Construct**
Draw the far water line, the island rock, the pine's trunk, and the foreground rock slabs.




**Line**
Build the pine's crown in flat layers; add forest bands and the reflection lines.



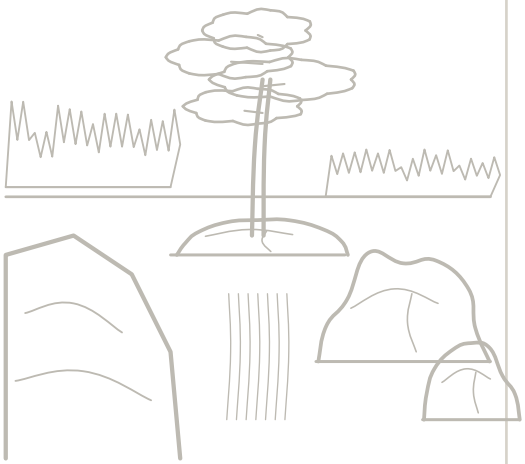

**Shade & texture**
Hatch the rocks along their planes, darken the forest, draw the reflection with vertical strokes.

**PRO TIP** Leave the water mostly white. The dark rocks and reflection are what make it look wet.

# Practice: Island Pine

Trace the line drawing, then draw it yourself with all three stages.

TRACE

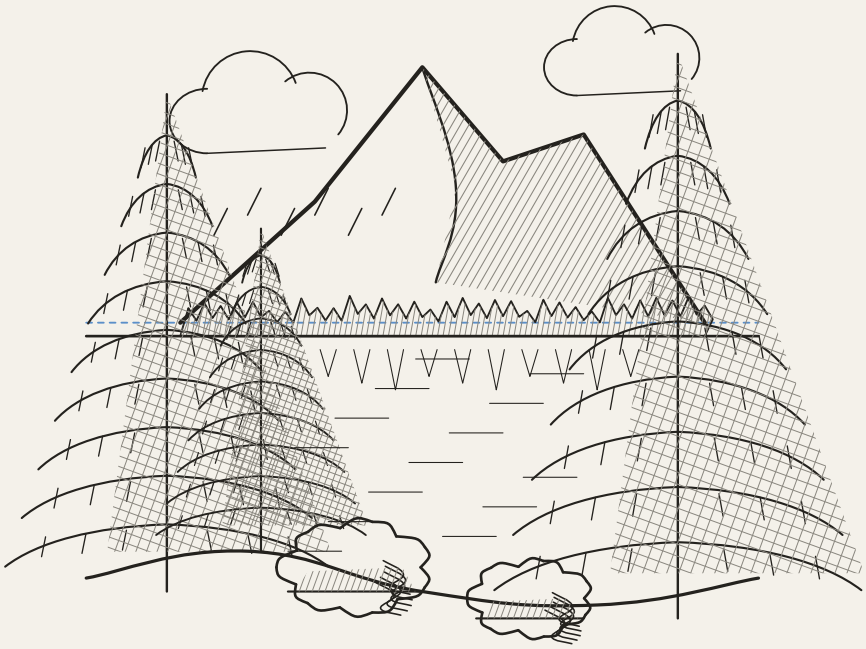


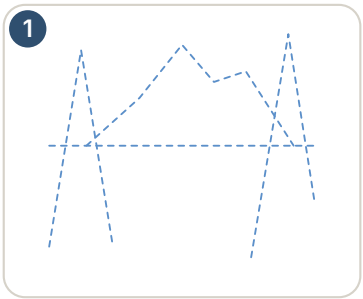
NOW DRAW IT YOURSELF

# Mountain Lake

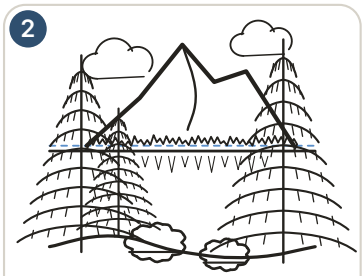
LEVEL ●●●

*A snowy peak above a still lake, framed by tall spruces — the classic landscape composition.*

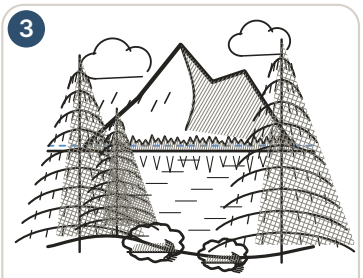





**Construct**
Place the peak in the back, the far shoreline, and tall triangle guides for the foreground spruces.




**Line**
Outline the mountain and its ridge, a forest band on the far shore, spruces left and right.



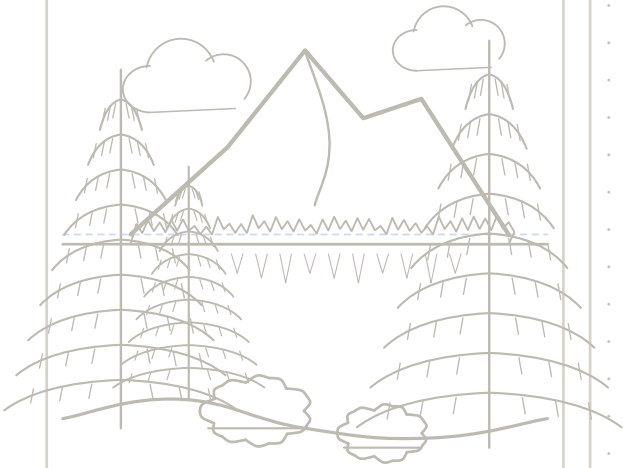

**Shade & texture**
Shade only the shadow side of the peak; darken the spruces; reflect the forest in the lake.

**PRO TIP** Frame the view: tall dark trees at the edges guide the eye to the bright mountain in the middle.

# Practice: Mountain Lake

Trace the line drawing, then draw it yourself with all three stages.

TRACE

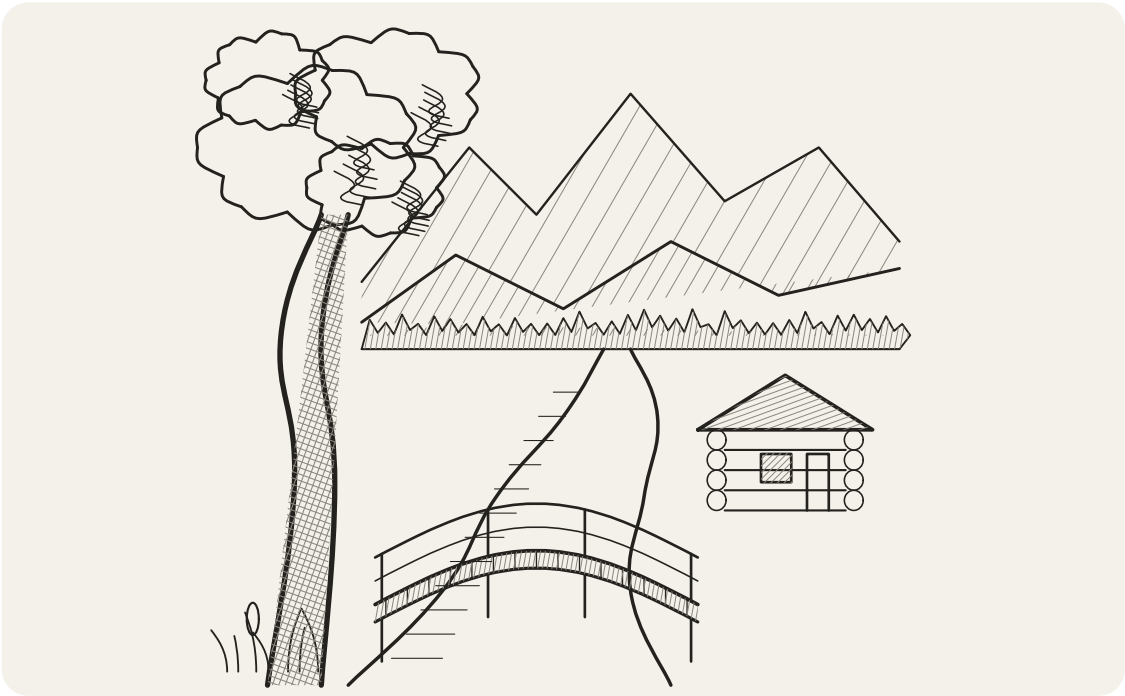


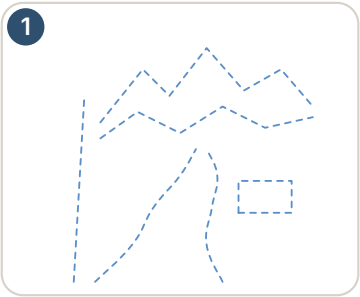
NOW DRAW IT YOURSELF

# Valley Footbridge

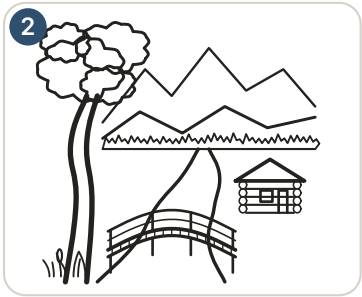
LEVEL ●●●

*Layered mountains, a river winding towards you, a little footbridge, a big tree and a cabin — everything you've learned in one scene.*






**Construct**
Block in the mountain layers, the river's path from far to near, the tree trunk and the cabin box.




**Line**
Outline peaks, forest, the bridge across the river, the tree's crown and the cabin logs.



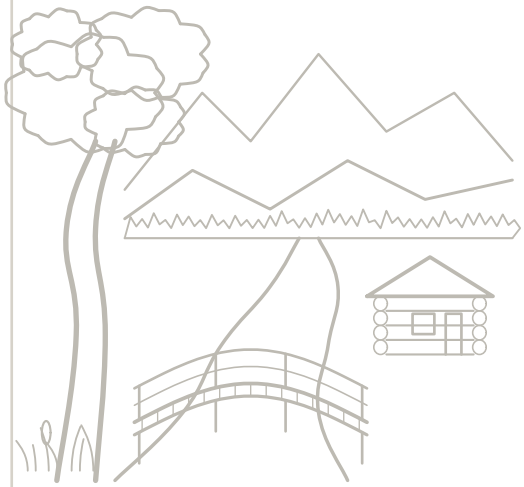

**Shade & texture**
Mountains lighter as they recede; tree and bridge darkest; river with horizontal strokes.

**PRO TIP** Work back to front: sky and far mountains first, then each layer forward, the big tree last.

# Practice: Valley Footbridge

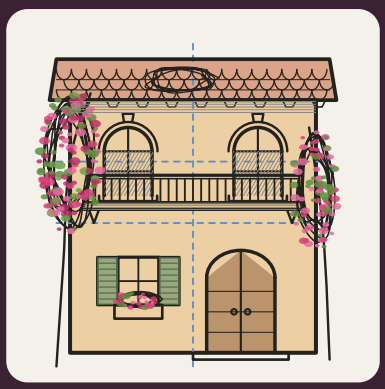
Trace the line drawing, then draw it yourself with all three stages.

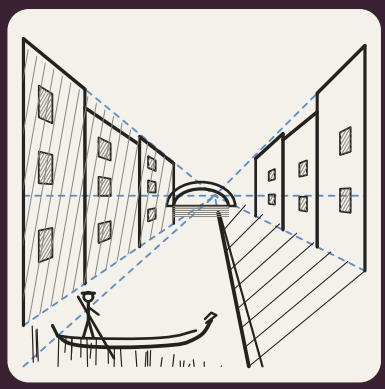
TRACE



NOW DRAW IT YOURSELF







PART 5

# City & travel sketches

Old streets, city canyons, Mediterranean houses, canals, bell towers, misty castles and colour skies — first the pieces, then the full scenes.

Start with the pieces

# Streets & Facades

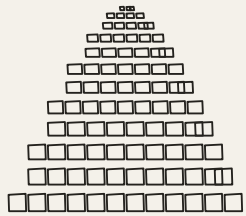
*The pieces of an old town: lamps, cobblestones, arched windows, balconies, shutters and roofs.*

### Street lamp



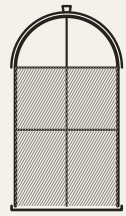
YOUR TURN

### Cobblestones



YOUR TURN

### Arched window



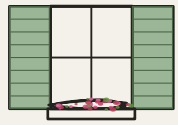
YOUR TURN

### Balcony



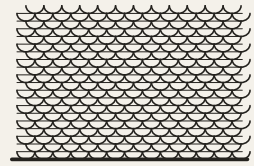
YOUR TURN

### Shutters & flowers (colour)



YOUR TURN

### Roof tiles



YOUR TURN

# Vehicles, Water & People

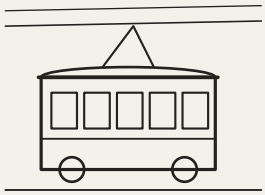
*Moving things and people give a city its life and its scale.*

### Vintage car



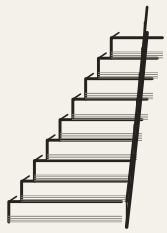
YOUR TURN

### Tram & wires



YOUR TURN

### Staircase



YOUR TURN

### Gondola



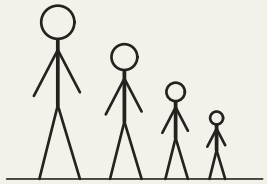
YOUR TURN

### Bell tower



YOUR TURN

### People at a distance

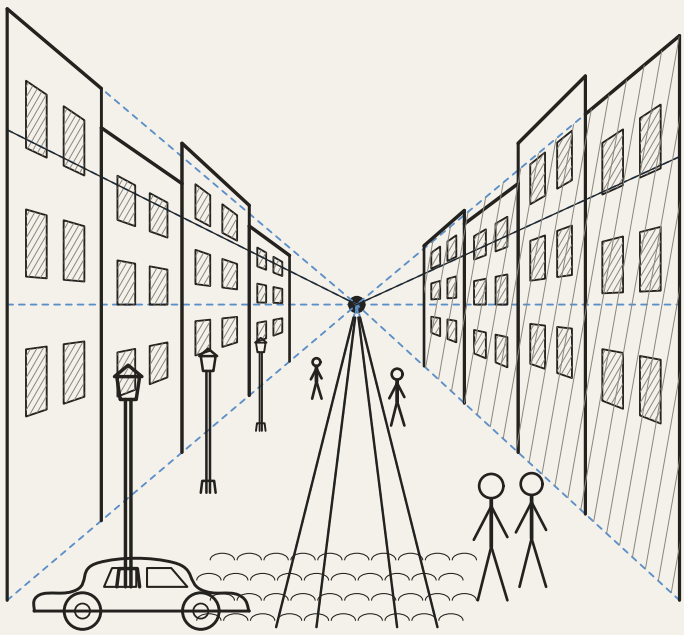


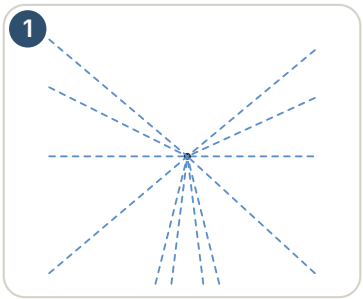
YOUR TURN

# Old Town Street

LEVEL ●●●

*A cobbled street with tram tracks, overhead wires, lamps and people, all running to one vanishing point.*






**Construct**
Vanishing point, road edges, building tops, tram tracks and wires — all lines go to one point.




**Line**
Cut the buildings with verticals at different heights; add windows, lamps, people.



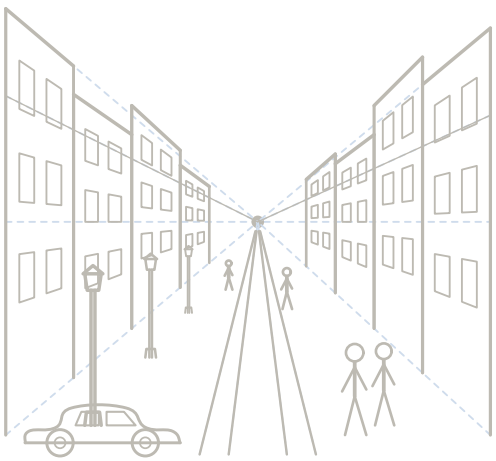

**Shade & texture**
Shade one side of the street, the windows, and cobbles in the foreground.

**PRO TIP** Make the buildings different heights — a jagged roofline looks old and lived-in.

# Practice: Old Town Street

Trace the line drawing, then draw it yourself with all three stages.

TRACE

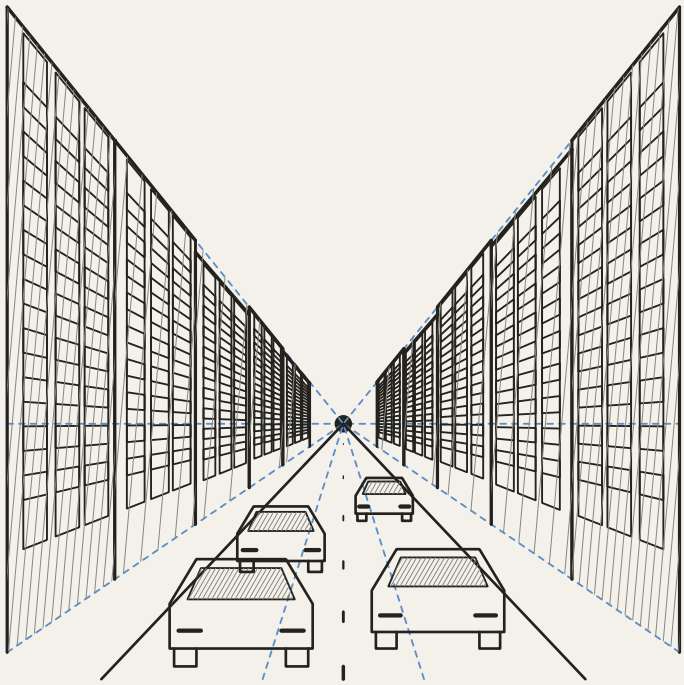


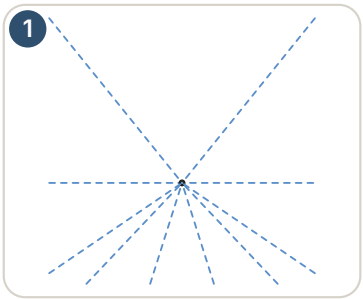
NOW DRAW IT YOURSELF

# City Canyon with Cars

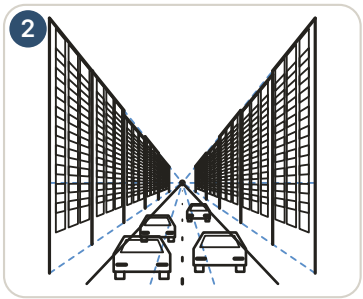
LEVEL ●●●

*Looking down a street between skyscrapers. Tall buildings rush towards one point, cars shrink into the haze.*

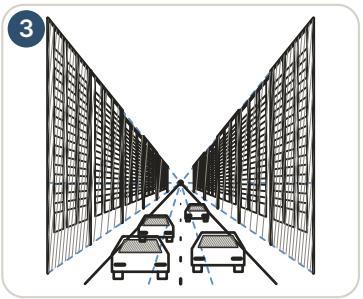





**Construct**
Low vanishing point; the tops of the buildings are the edges of the page — strong perspective.




**Line**
Split the towers with verticals, add window grids, road lanes and the backs of cars.



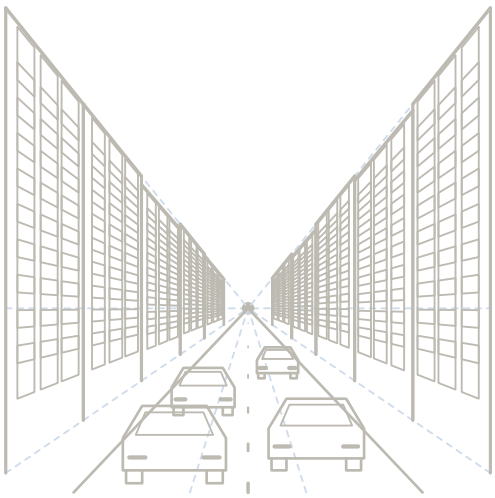

**Shade & texture**
Darken the near towers, lighten the far ones (haze); dark tyres and windows on the cars.

**PRO TIP** Haze makes depth: the furthest buildings get almost no shading at all.

# Practice: City Canyon with Cars

Trace the line drawing, then draw it yourself with all three stages.

TRACE

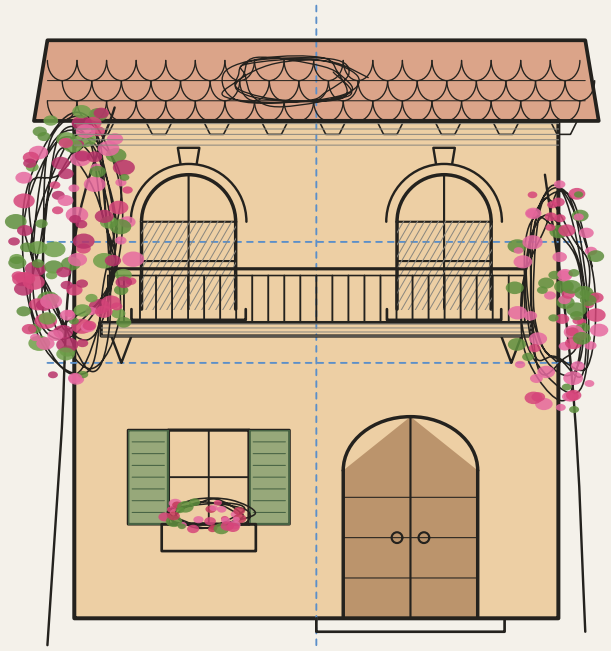


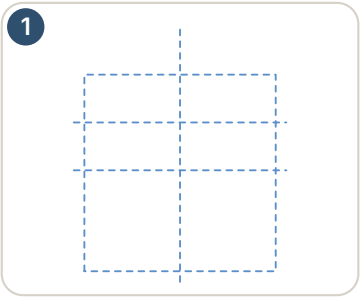
NOW DRAW IT YOURSELF

# Mediterranean House (colour)

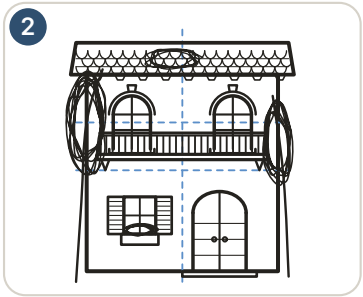
LEVEL ●●○

*A warm, front-on house with a tiled roof, arched windows, a balcony, shutters and flowering vines.*

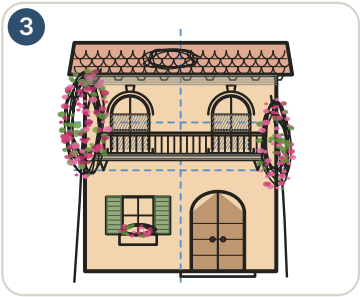




**Construct**
Draw the wall as a big rectangle with a centre line; mark floors and window positions.



**Line**
Add the tiled roof, arched windows, balcony, shuttered window and arched door.



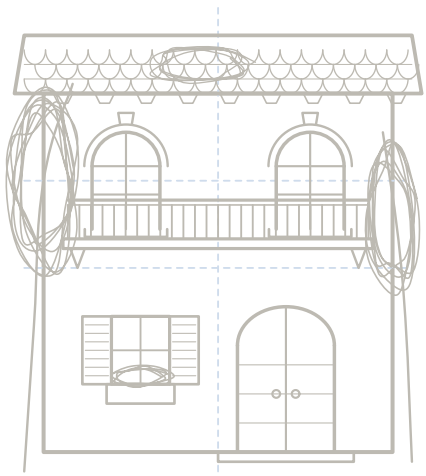
**Shade & texture**
Colour: ochre walls, terracotta roof, green shutters, pink flowers; shade under the eaves.

**PRO TIP** Front views have no perspective — measure, keep things level, and let colour do the work.

# Practice: Mediterranean House (colour)

Trace the line drawing, then draw it yourself with all three stages.

TRACE

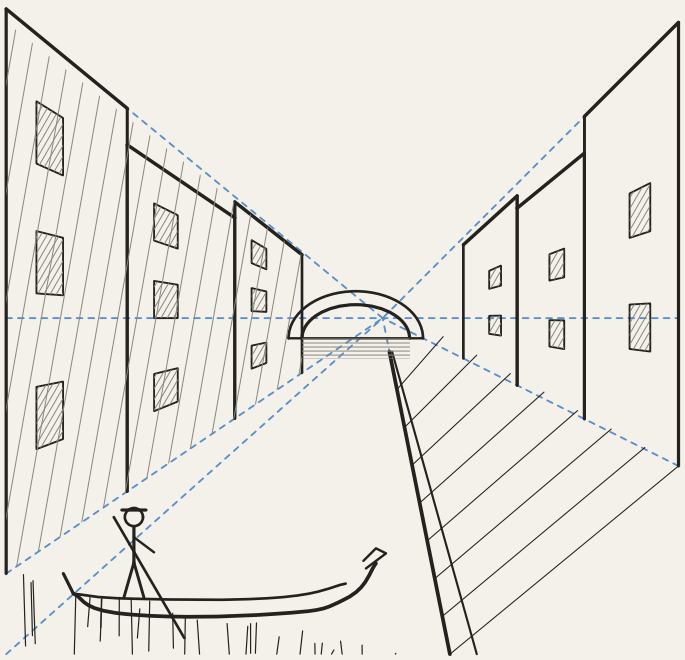


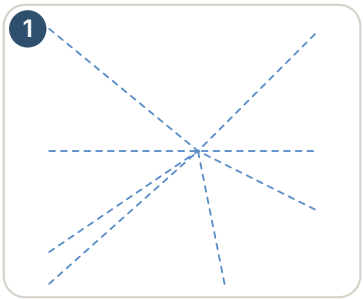
NOW DRAW IT YOURSELF

# Venice Canal

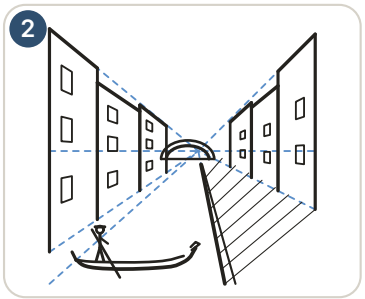
LEVEL ●●●

*A canal between old buildings with a stone walkway, a little bridge in the distance and a gondola.*

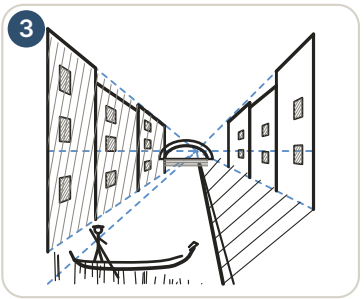





**Construct**
Vanishing point; water line along the left buildings; walkway edge and wall on the right; bridge across the far end.




**Line**
Arched windows on the facades, walkway paving, bridge arch, gondola with gondolier.



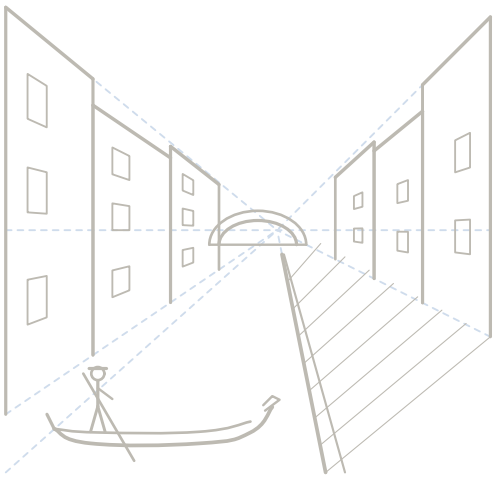

**Shade & texture**
Reflections as vertical broken strokes; shade the walls and the underside of the bridge.

**PRO TIP** Water is a mirror: every dark wall gives a dark reflection — that's what makes it look like water.

# Practice: Venice Canal

Trace the line drawing, then draw it yourself with all three stages.

TRACE



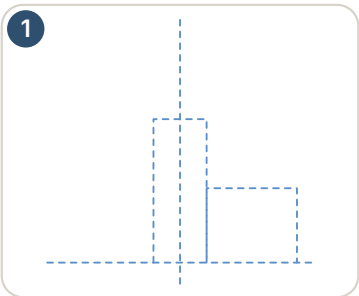
NOW DRAW IT YOURSELF

# Bell Tower (light colour)

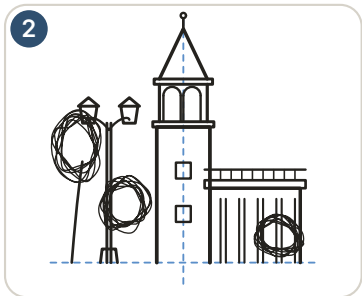
LEVEL ●●○

*A tall bell tower with a spire beside a classical building, framed by trees and a street lamp — a loose, airy colour sketch.*






**Construct**
Centre line for the tower; mark its body, belfry and spire heights; block in the side building.




**Line**
Belfry arches, cornices, columns on the side building, the lamp and loose tree shapes.



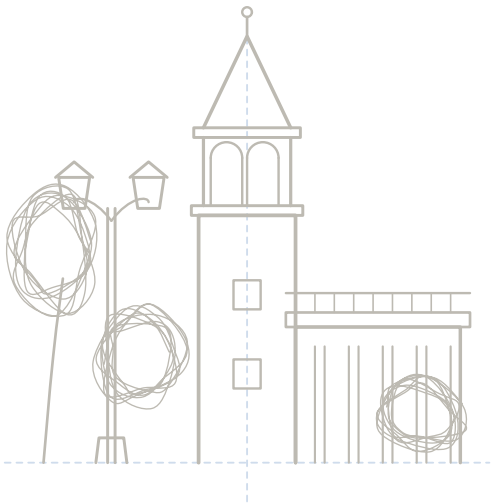

**Shade & texture**
Light colour: pale sky strokes, soft yellow stone, green tree dabs. Leave lots of white.

**PRO TIP** In a sketch, less is more — leave white paper between strokes so it stays fresh.

# Practice: Bell Tower (light colour)

Trace the line drawing, then draw it yourself with all three stages.

TRACE



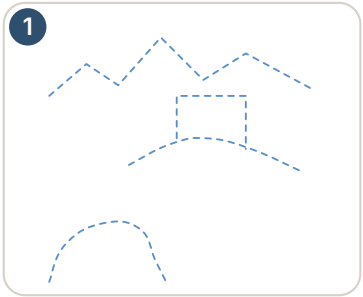
NOW DRAW IT YOURSELF

# Misty Castle

LEVEL ●●●

*A fantasy castle on a hill in the mountains, with forests fading into mist and a traveller in the foreground.*






**Construct**
Three layers: far peaks, the castle hill in the middle, a dark rock with a figure up front.




**Line**
Castle towers are cylinders with cone roofs; walls with battlements; pine silhouettes.




**Shade & texture**
Far layers very light, castle mid-tone, foreground rock and pines darkest.

**PRO TIP** Mist = leave it white. Fade the bottom of each layer before the next one starts.

# Practice: Misty Castle

Trace the line drawing, then draw it yourself with all three stages.

TRACE

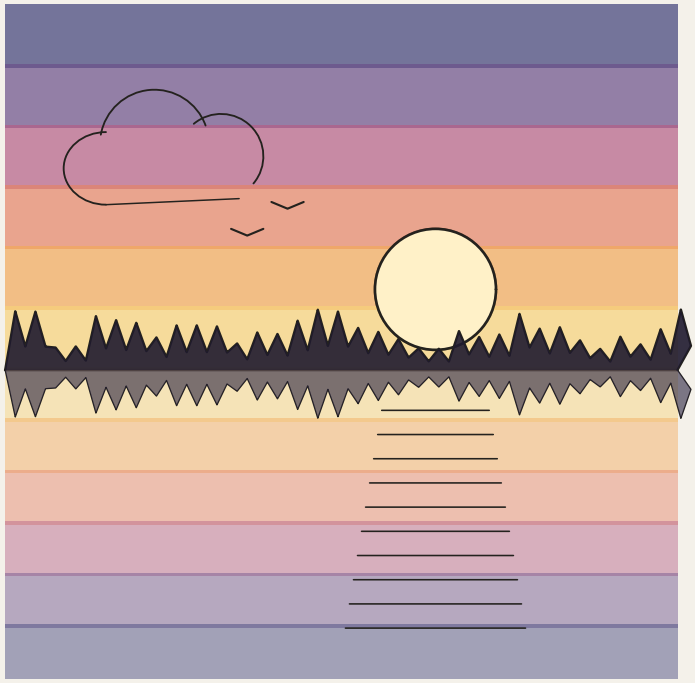


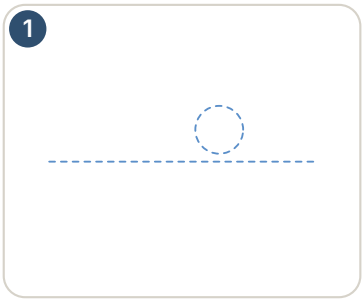
NOW DRAW IT YOURSELF

# Sunset Lake (colour)

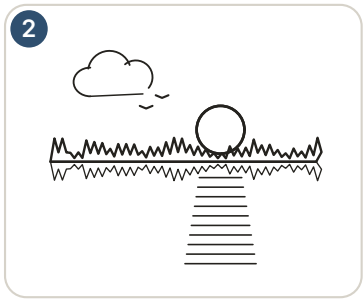
LEVEL ●○○

*A quick colour study: a glowing sky, a dark tree line and its reflection — great for practising colour bands.*

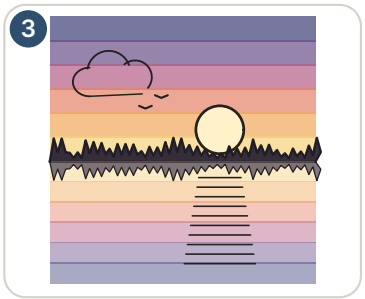





**Construct**
Horizon line across the middle, a sun circle, and a tree line silhouette along the horizon.




**Line**
Outline the tree line and mirror it below; add a few clouds and birds.




**Shade & texture**
Colour the sky in bands from yellow to orange to purple; repeat them, softer, in the water.

**PRO TIP** Lay colour in horizontal bands and let the edges overlap — the blend happens on its own.

# Practice: Sunset Lake (colour)

Trace the line drawing, then draw it yourself with all three stages.

TRACE



NOW DRAW IT YOURSELF

# Draw anything you see around you

# Draw anything you see around you

# Draw anything you see around you