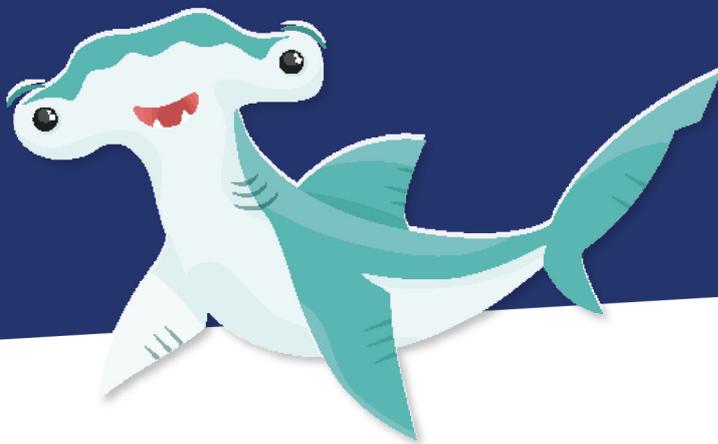
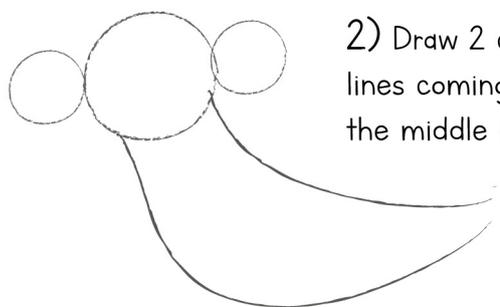
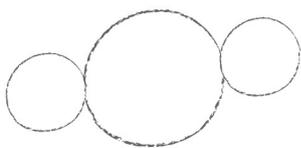


How to Draw: Marti



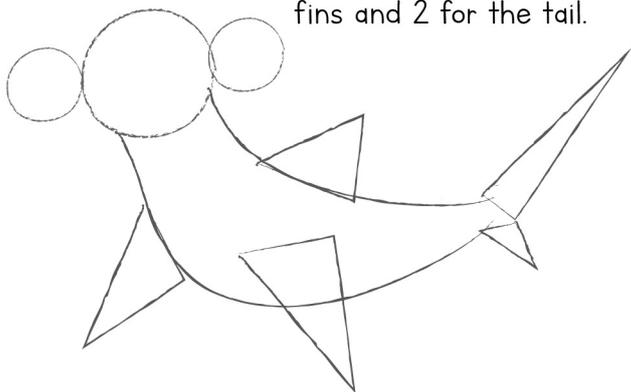
1) Draw a circle, then two half size circles either side with the left one slightly lower than the right.

TOP TIP Draw steps 1-3 with faint lines so you can rub them out easily.

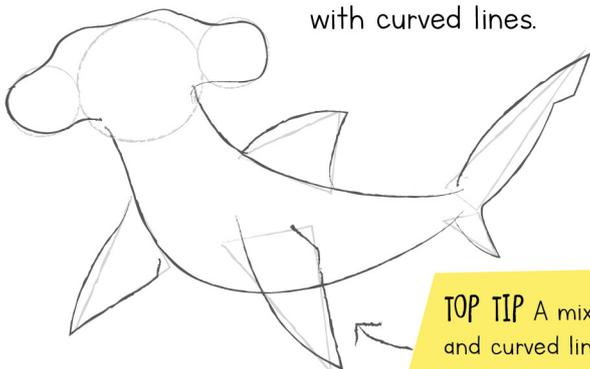


2) Draw 2 curved lines coming off the middle circle.

3) Draw 5 triangles – one for the dorsal fin in the centre of the curved lines, 2 for the fins and 2 for the tail.



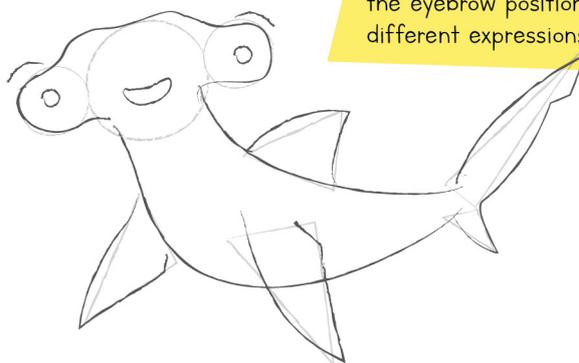
4) Draw around the head, fins and tail with curved lines.



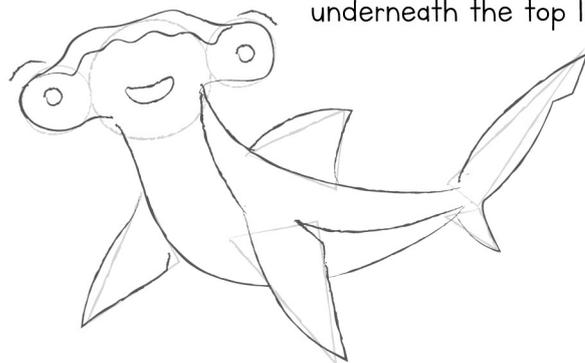
TOP TIP A mixture of straight and curved lines makes your character more dynamic.

5) Add in circles for the eyes (in the centre of the small circles), eyebrow lines, as well as a smiley mouth!

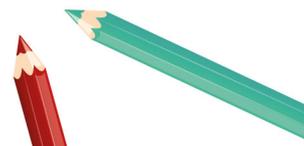
TOP TIP Play around with the eyebrow position for different expressions!



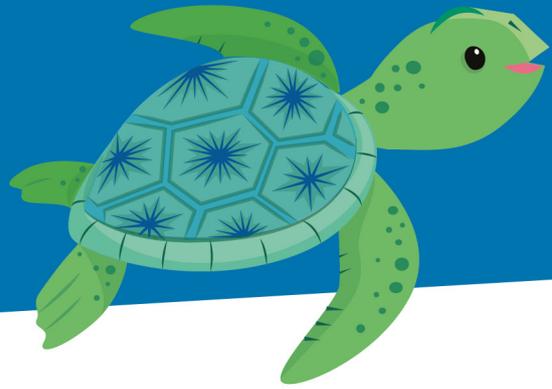
6) Draw a curved line connecting the neck point to the tail, via the top of the pectoral fin. Then draw a wavy line across the head, just underneath the top line.



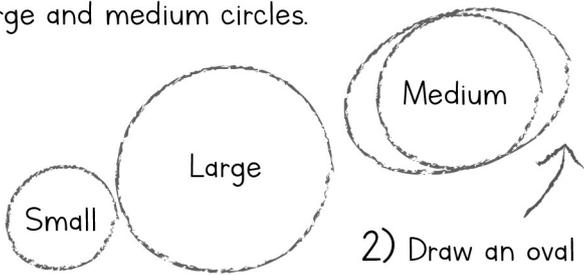
7) Add the finishing touches! Two teeth, details on the fins and a set of gills. Rub out the lines from steps 1-3 and colour your drawing!



How to Draw: Tico



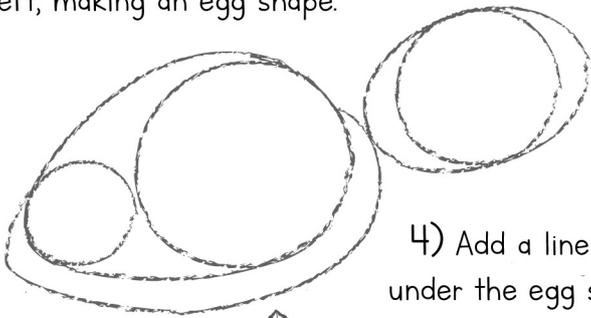
1) Draw 3 circles in a diagonal line, with more space between the large and medium circles.



TOP TIP Draw step 1 using faint lines so you can rub them out easily.

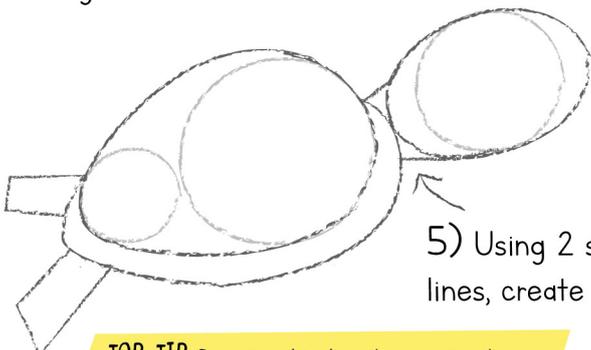
2) Draw an oval (or ellipse) around the right circle angled upwards.

2) Join the 2 circles on the left, making an egg shape.



4) Add a line under the egg shape for the edge of the shell (or carapace!)

6) Draw 2 rectangle shapes coming out the back of the shell.

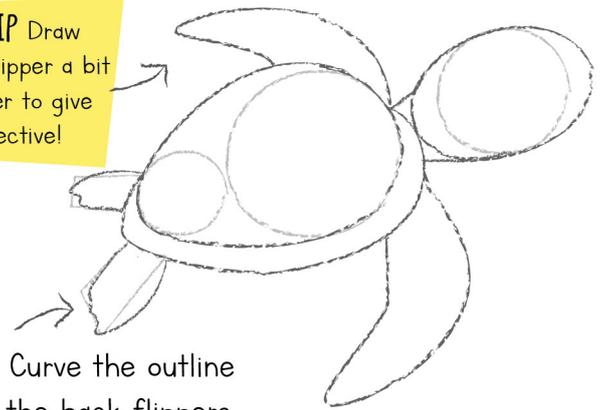


5) Using 2 smooth lines, create a neck.

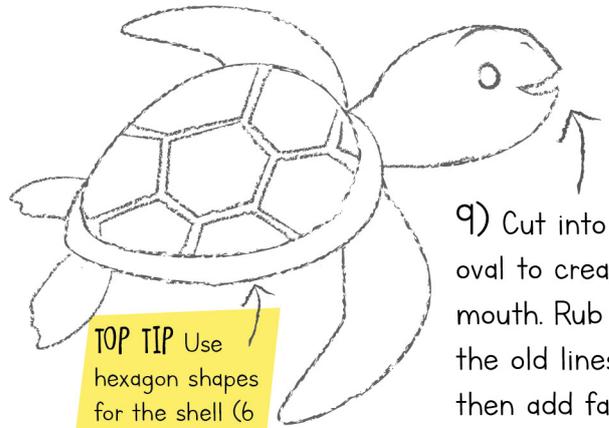
TOP TIP Drawing his head over-sized helps Tico look more like a young turtle.

6) Draw 2 boomerang shapes coming out from the neck area for the flippers. The tips of the flippers should point backwards.

TOP TIP Draw this flipper a bit smaller to give perspective!



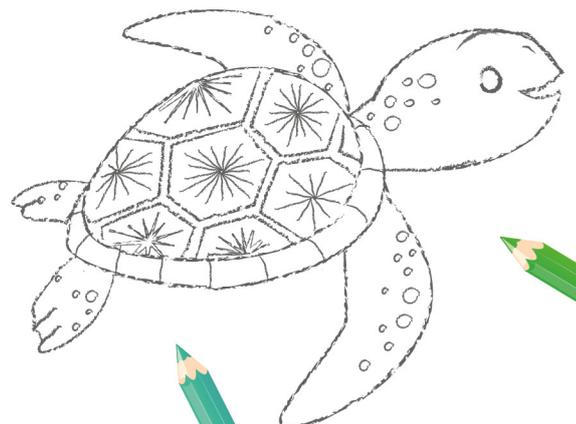
7) Curve the outline of the back flippers.



TOP TIP Use hexagon shapes for the shell (6 sided shapes!)

9) Cut into the oval to create a mouth. Rub out the old lines then add face and shell details.

9) Give Tico's shell and skin any other textures you want, then you're ready to colour!



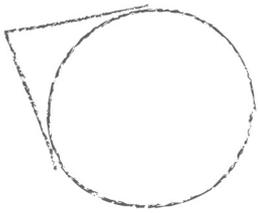
How to Draw:



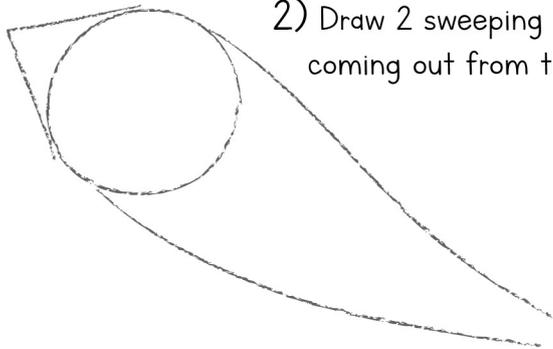
Lucia



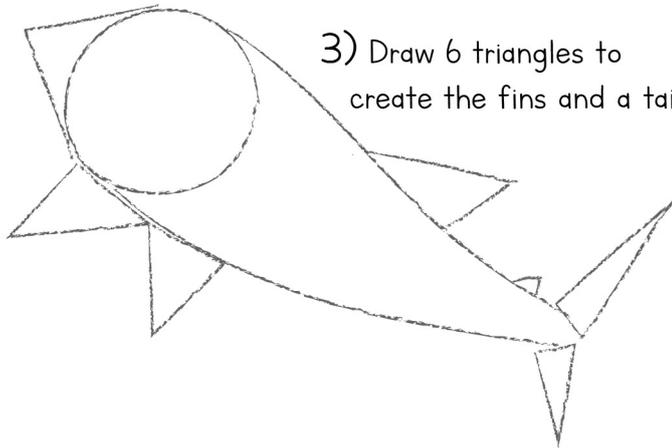
TOP TIP Draw steps 1-3 with faint lines so you can rub them out easily.



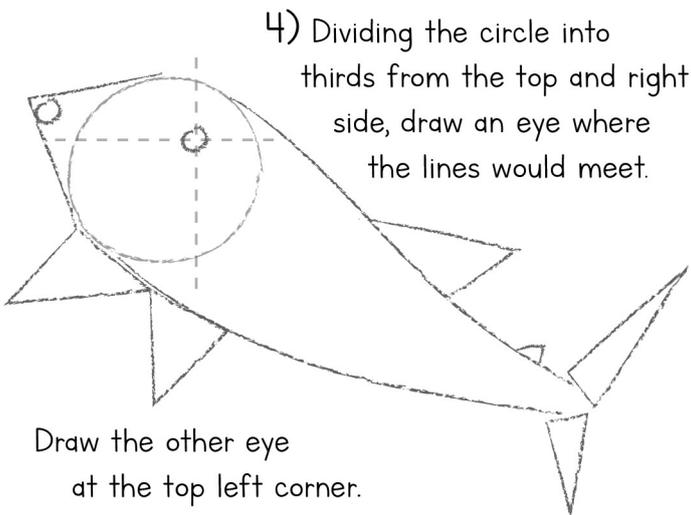
1) Draw a circle, then draw a triangle coming off the left side like a slanted hat.



2) Draw 2 sweeping lines coming out from the circle.



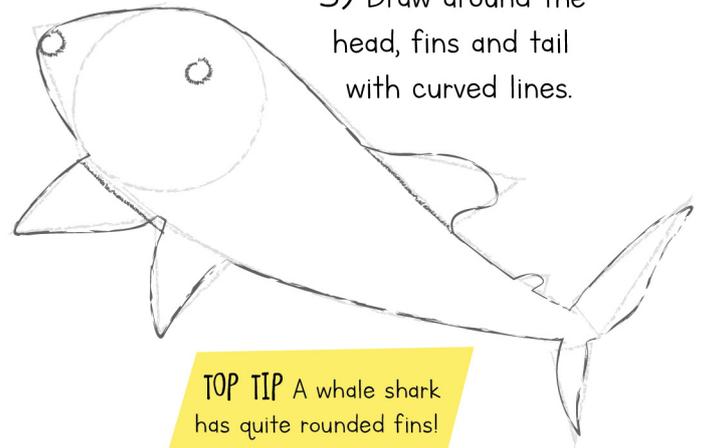
3) Draw 6 triangles to create the fins and a tail.



4) Dividing the circle into thirds from the top and right side, draw an eye where the lines would meet.

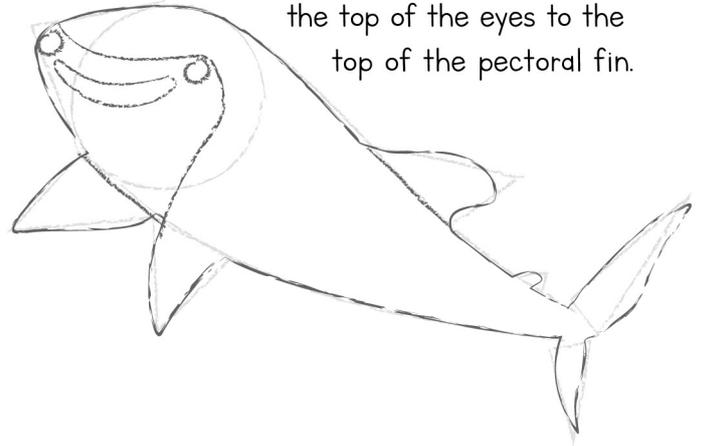
Draw the other eye at the top left corner.

5) Draw around the head, fins and tail with curved lines.

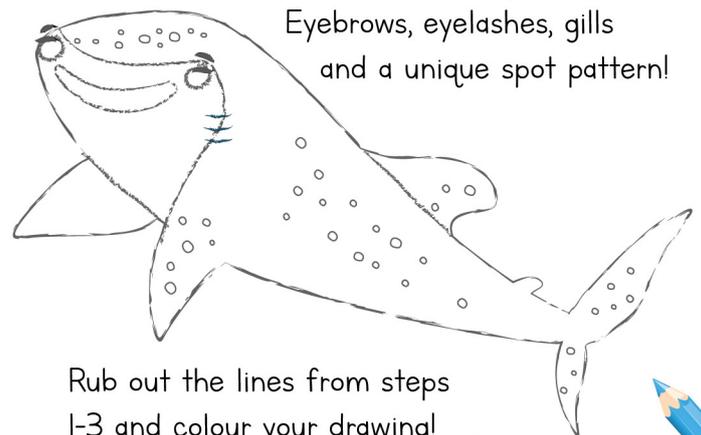


TOP TIP A whale shark has quite rounded fins!

6) Draw a wide smiley mouth between the eyes. Next, draw a curved line joining the top of the eyes to the top of the pectoral fin.



7) Add the finishing touches. Eyebrows, eyelashes, gills and a unique spot pattern!



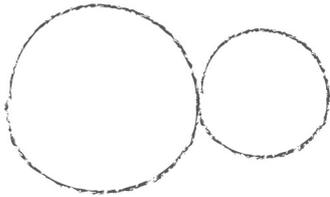
Rub out the lines from steps 1-3 and colour your drawing!



How to Draw: Tulio

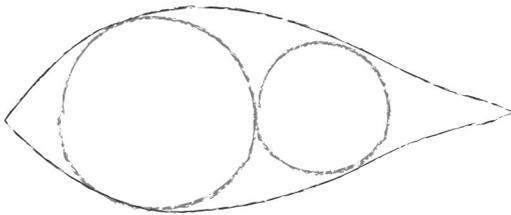


1) Draw a circle, then a smaller circle directly to the right.

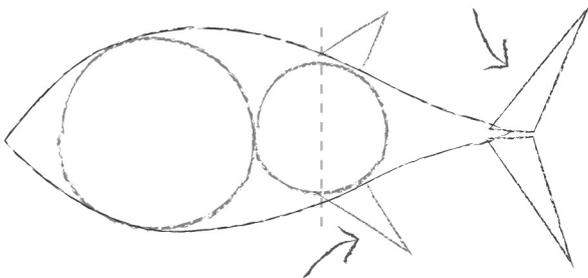


TOP TIP Draw steps 1-3 with faint lines so you can rub them out easily.

2) Draw a leaf shape that touches the edges of the circles.

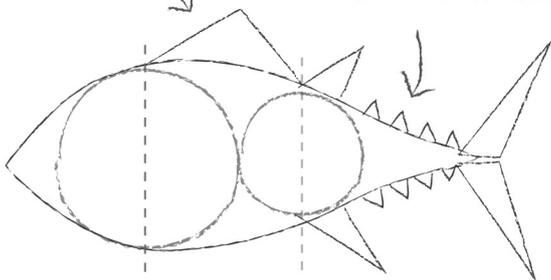


3) Draw long thin triangles for a tail,

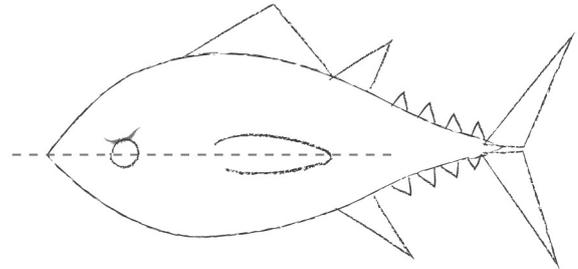


then 2 triangles on the top and bottom of the body in line with the centre of the smaller circle.

4) Draw a wider triangle between the centre of the 2 circles. Then add 4 little triangles on the top and bottom here.

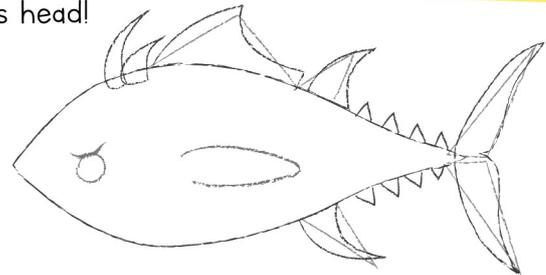


5) Rub out the circles. Using the nose as a centre line, draw the eye, then a rounded leaf shape for a fin. Add in an eyebrow for a determined expression!

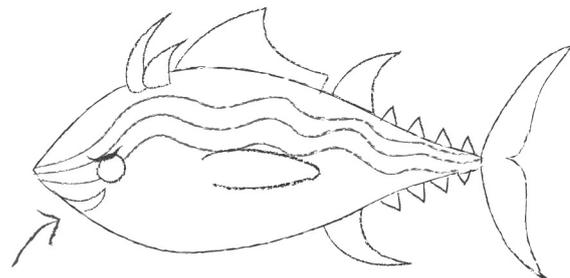


6) Draw around the fins and tail with curvy lines. Add in 2 wispy fins on top of his head!

TOP TIP Curving the lines so they point backwards makes Tulio look speedy!



7) Rub out the old lines then draw 3 wavy lines down the top half of the body from nose to tail.



Create a mouth that starts under the eye.

8) Add scales and details on the fins and tail. Now you're ready to colour!

