

DRAWING A HAUNTED HOUSE

These old houses come in all shapes and sizes so you do not have to copy my design exactly, you can just use it as a starting point for your own drawing.

BEGINNING

Use basic shapes to make an interesting house. Draw lightly so you can erase later and experiment with the design. Some parts are in front of other parts like the porch or the tower. Show the house from the corner and have two sides. Don't worry about straight lines- in fact, if the lines are a little crooked it makes the house look older and more spooky.

DEVELOPING DESIGN

Add the windows and the doorway. Use guidelines to keep the tops and bottoms of windows all in a line if one is higher or longer it looks sloppy.

Add a line for the brick foundation and two lines that curve outward for the stairs

DETAILS

Add the roof shingles by drawing the letter "U" in rows. Add shutters by drawing long rectangles next to the windows, have some hanging crooked. Add a railing for the porch, Add the brick foundation with short thick sideways lines

FINISHING TOUCHES

Add a fence but have a few pieces falling down or missing. Draw flagstones in the sidewalk. Add bricks to the chimney the same as the foundation. Add a few dead



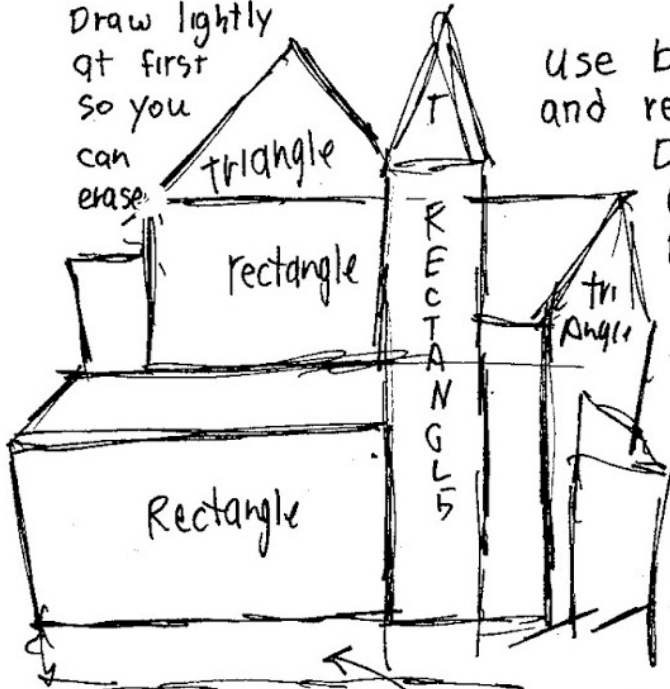
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How to Draw An Haunted House

Draw lightly at first so you can erase

Use basic shapes like squares, triangles and rectangles to design your house. Don't worry about straight lines, because crooked lines make it look spooky!

Use guidelines when you draw the windows to keep them even.



Add lines for the brick foundation

Use the letter "U" to draw the roof shingles



Add the railing for the porch and put in the steps with straight lines. Put in tombstones and a fence and dead trees



DRAWING A BAT

Learning to draw takes time and practice. If your project does not turn out perfect do not get upset- keep on drawing and you will be making beautiful pictures before you know it.

BEGINNING

Draw lightly so you can erase things later. Draw an oval for the body. Near the top draw a circle for the head. The circle and oval overlap a little.

BODY

Lightly draw the arms, the upper arm is short and then the forearm is long. The four fingers are very long. The legs are short. After you have the arms positioned then draw around the lines to give the arms and fingers thickness.

FACE

Use guidelines like a cross on the face. The eyes are circles on the top of the cross guideline. The nose has two dashes like the letter "V," with an arch line above. The mouth is like a sideways diamond. Draw just a few teeth. The ears are big for the size of the head. The ears start where eyebrows would be and curve up and then down the side of the face

DETAILS

There are tiny thumbs on each wing. The feet are small and are a couple of lines. put a little shiny dot in the eye. Use shading technique to make the bat have roundness. Use curving lines to finish the wings.



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How to Draw a Vampire Bat

start by drawing lightly so you can erase later.

Begin the body with an oval. Near the top draw a circle for the head.

use straight lines to position the arms and fingers - keep it simple.



Draw around the arms, fingers and legs to make them thicker.



Draw lines connecting the fingers, legs and tail



use shading to make the bat look rounder

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DRAWING A SKULL AND CANDLE

This drawing lesson is ideal for Halloween or a part of some dark scene. This simple treatment of the classic skull will help the young artist gain confidence.

BEGINNING

The skull is almost round, so start with a circle. The view is turned slightly for interest so use a vertical guideline curving off-center to keep the angle right. The upper jaw is like a square below the circle.

THE EYE SOCKETS

The eye sockets are large and are about a third of the face. One eye socket is in full view the other is partly hidden by the nose and cheekbone since it is turned away. The eye socket is not really a circle the outer upper corner is slightly pointed. There is a ridge over the eye socket show it by a shadow, and there is a ridge beside the eye shadow it in too.

NASAL

The nasal cavity (nose) is between the eyes and is like an upside-down "V" There is a thin bone inside sticking up.

TEETH

There are about eight teeth showing. Use another guideline to keep them in a straight row. The two on the end are wide, the next one is pointed then the rest are flat looking. The top of the teeth are rounded.

CHEEKBONE

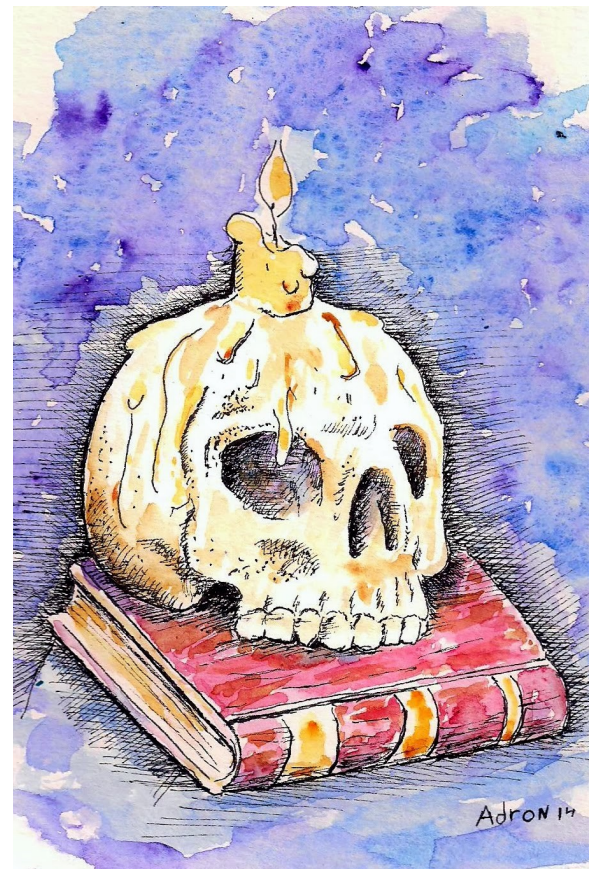
Under the eye is the cheekbone it goes back to the ear. Draw it as a shadow below and a shadow above.

CANDLE

The candle is a cylinder. The bottom is curved down and back up a little, the top is uneven and there are blobs of melted wax on the side they look like the letter "U," Don't overdraw the wax dripping down the skull, a few lines ending in a frozen drop will do. Have one drip hanging over the eye.

SHADOWS

Put dark shadow in the eye sockets and the nasal cavity. Use shadowing all around to make the skull look round. The skull is not smooth; there is texture, especially in the shadows so use bumpy dotted marks to give it an old worn look.



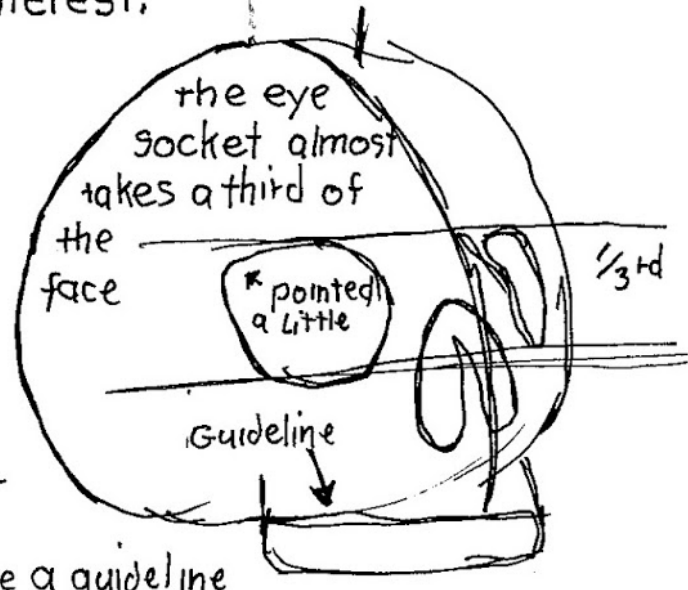
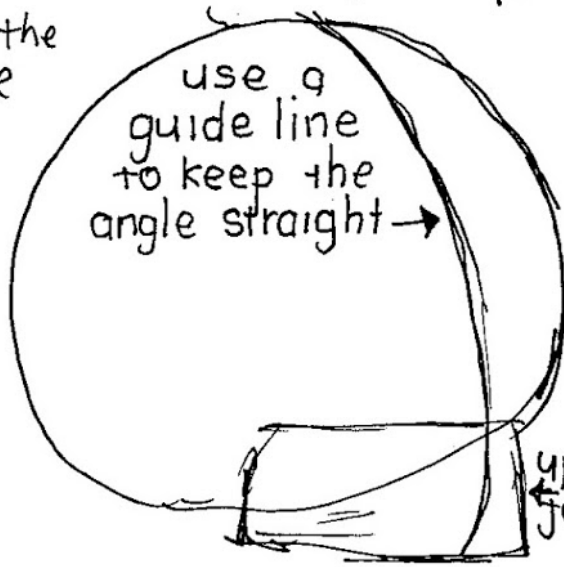
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How to Draw a Skull with a Candle on top

Start with a circle,

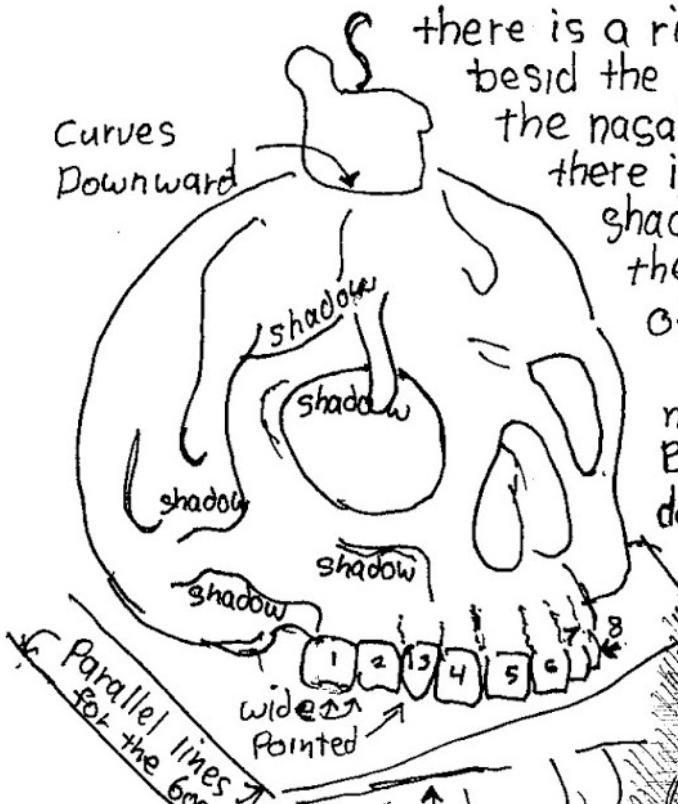
the view is slightly turned for interest.

save the candle for last.



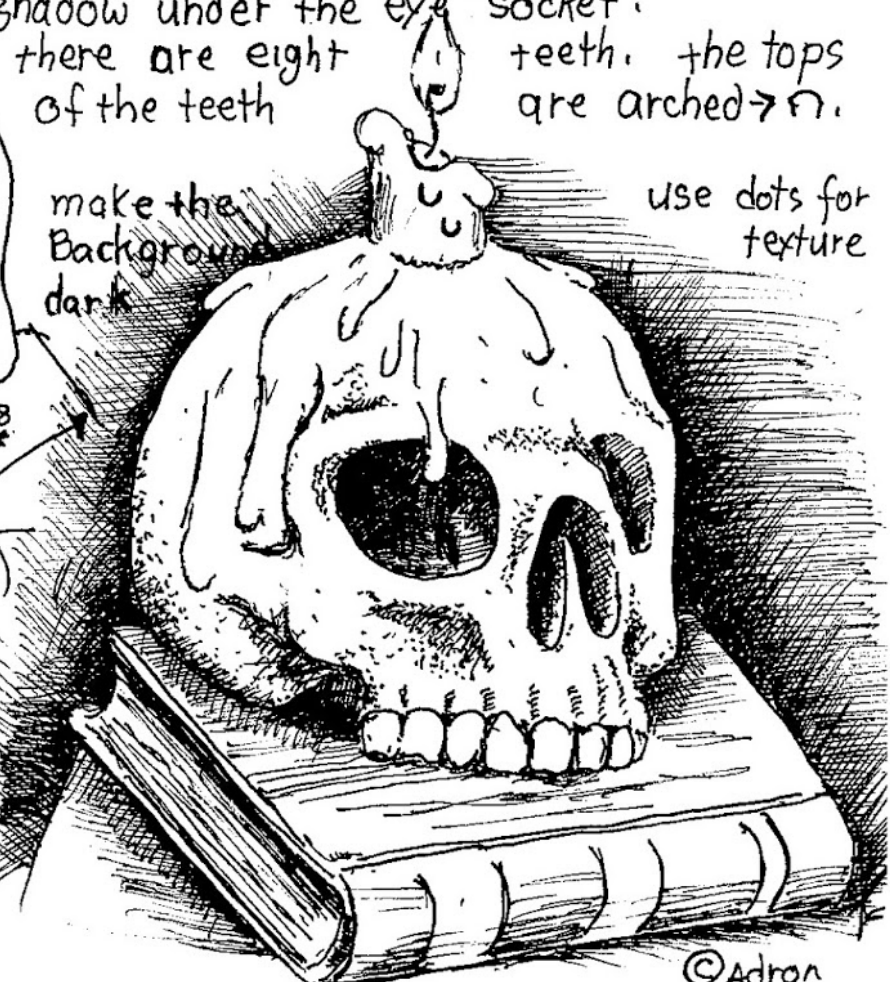
there is a ridge above the eye socket and one beside the eye socket - use shadows to show them. the nasal cavity looks like an upside down "v". there is a little bone sticking up, there is a shadow under the eye socket. there are eight teeth. the tops are arched.

Curves Downward



make the Background dark

use dots for texture



the candle is a cylinder - the bottom curves down. Don't put too many drips of wax running down the side. the drips are shaped like the letter "u".

DRAWING A WITCH AN CAULDRON

TIP: save the fun stuff for last like the hat and the cauldron.

The challenge is to pose her as an old person stirring the pot so the hands show in a way that explains what she is doing.

BEGINNINGS

Use a stick figure technique to work out the pose so one hand is at the middle of the stirring ladle and the other is on top this way you show both hands. In the same way, put one foot behind the other.

The stick figure should have a very curved back since she is old. Use circles to indicate the location of elbows, shoulders knees and hips.

After the stick figure is satisfactory draw the form around the lines.

FACE

We keep the face simple and use choppy straight lines for character. Lightly draw an oval for the head. Use a guideline halfway down going across to place the eyes, another guideline halfway between the first guideline and the chin for the mouth.

- * The nose is large and bends down. The upper lip is two lines like a < under the nose.
- * The lower lip is like the letter C.
- * The mouth is two straight lines the first going back and the second short one tips up.
- * The chin is long and sticks down, it is three or four straight lines going down under and back.
- * The eye is looking down, the eyelid is one line curving down like an upside-down rainbow with a half-circle near the nose for the eye.
- * Put wrinkles under the eye, and outside the eye, outside the mouth, and under the cheek.
- * Don't forget a few warts and stray hairs on the chin.
- * Draw the hair last as a few straight lines going outward.

HANDS

Keep the hands simple. Use straight lines. The lower one is closer to the viewer and the back of the hand is drawn as a square with three short lines that indicate the fingers. The thumb is on the top and goes behind the ladle.

The far hand is on top of the ladle. Draw the thumb inside toward the witch and the fingers on the far side.

SHOES

She wears boots, draw them like boxes on her feet with rectangles for the heels.

CAULDRON AND CLOTHING

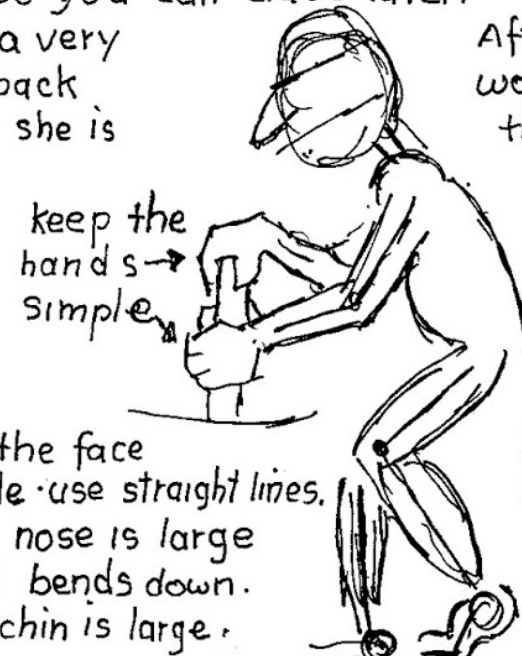
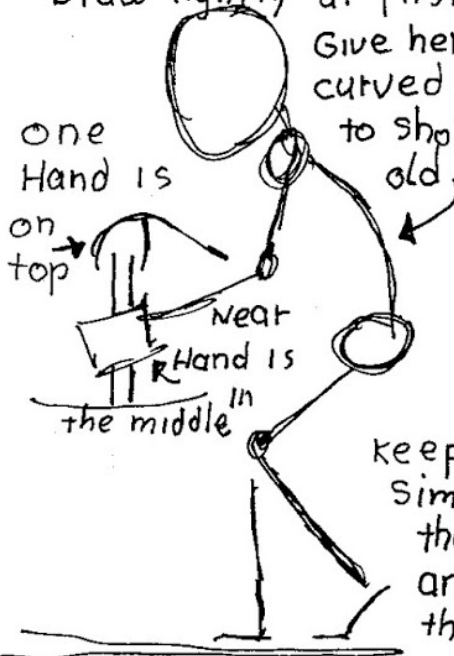
Now the fun and easy stuff. The cauldron is a half-circle with an oval for the top. It is on logs that are circles on the ends of rectangles. The fire is wiggly lines. Make the cauldron dark so the fire shows up. Use shading technique to give it roundness, by making the edged darker than the center.

Draw the clothing with straight lines and drape the clothing around the form by drawing around the stick figure. There will be wrinkles and folds where the elbows, waist and knees create angles in the clothing. The far sleeve is in shadow so it looks away from the near

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How to draw a Witch and Cauldron

Use stick figure technique to work out the pose.
Draw lightly at first so you can erase later.



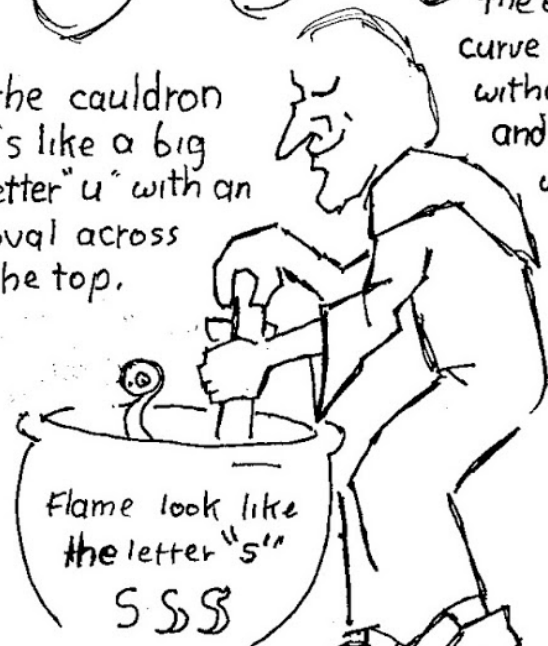
Draw the hat last.

the clothing is drawn with straight lines and drapes around the form of the body, there are folds at the Elbow, knees and waist. the far sleeve is darker.

Guide lines



the cauldron is like a big letter "u" with an oval across the top.



the shoes are like boxes.



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DRAWING A WOLF HOWLING AT THE MOON:

How to draw a wolf howling at the moon worksheet is a fun and slightly challenging project for a young artist but the results can be very beautiful and rewarding.

LESSON NOTES

Use basic shapes to build the wolf's body. Use a circle for the shoulder and chest area, another circle for the rear leg and hip, draw an oval for the torso, a square for the neck, a circle for the head, rectangles for the foreleg, and a triangle for the ear.

The mouth is not opened wide.
The top of the head is slightly flat.
The ear is tilted back.
The eye is closed.
The foreleg bends back at the elbow.

Trace around a jar lid for the moon.
Make the background rows of trees in black silhouette, you can layer the trees for distance by making layers of grey between the black trees.

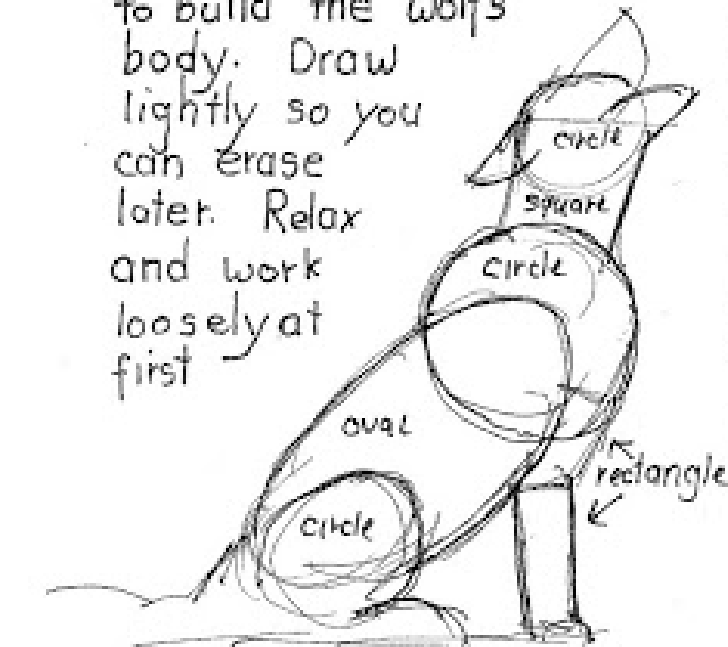
Make the rock dark but not black use rough texture for effect
The wolf is grey with black on the back edge, shoulder, the tip of the tail and back of the head.
The belly is white



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How To Draw A Wolf Howling

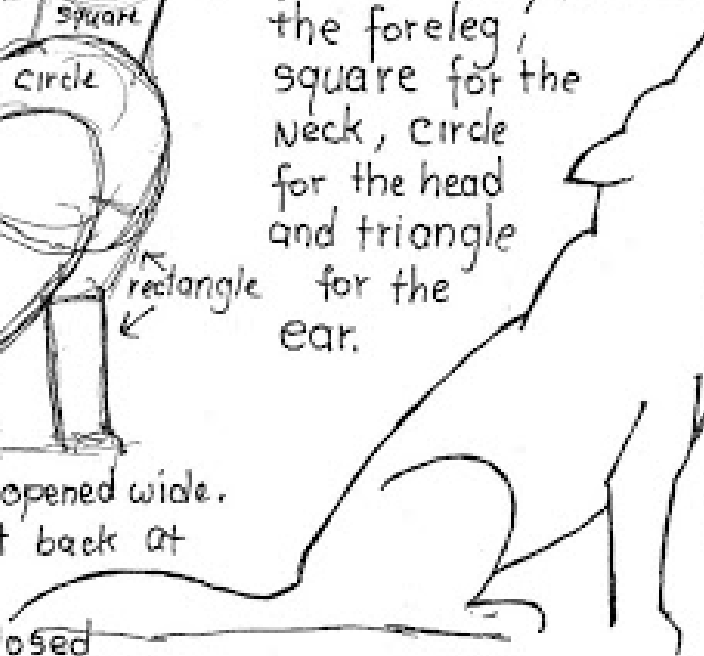
Use basic shapes to build the wolf's body. Draw lightly so you can erase later. Relax and work loosely at first



Use circles for the shoulder and chest area, circle for the hip and rear leg, large oval for the body, rectangle for the foreleg, square for the neck, circle for the head and triangle for the ear.

Go over your design with a darker pencil or marker, and erase the shapes.

the mouth is not opened wide.
the foreleg is bent back at the elbow.
the eyes are closed



trace around a jar lid for the moon. Draw the background as trees in silhouette.

Use rough texture to make the rock look real.

the wolf is gray. He is darker on the back edge, the tip of the tail, and the shoulder.

DRAWING A GOBLIN IN A BARBERSHOP

This how-to draw a goblin project will give the young artist a rewarding experience as they develop confidence in drawing.

Because I do not like scary subjects , Mr. Goblin a barber who needs more customer service skills, so the picture has some humor and a story.

TIP

Since this is a fantasy creature you can change features and body type to suit your personal project.

START

Use a stick figure to work out the pose.

- * There is no neck the head is low and looks like the ears are right on top of the shoulder.
- * The head is larger than normal and is like a long upside down egg.
- * The arms are way too long.
- * The legs are short and bowed.
- * He has big hands and big feet.

FACE

The face is long and skinny. Use straight choppy lines to give it character.

- * The eyes are high up they are small black dots surrounded by wrinkles.
- * The nose looks like a carrot.
- * The mouth is a small frown.
- * There are lines under the cheek and over the eyebrow.
- * There are frown lines going down the cheek.
- * The ears stick out from the side, give them a little wave.
- * There is straight wire-like hair going up and out.
- * I gave him two small horns on his forehead.

DEVELOP THE BODY

The stick figure tells where to put the shapes. The arms and legs are ovals for the muscles; after they are right trace around them to give them shape.

HANDS

The hands are like a square with fingers coming out. Draw a square for the back of the hand. Then with a stick figure method draw the three fingers and thumb. Trace around the stick figure fingers then erase the extra lines.

FEET

Draw a flat line for the bottom but give it a little hump in the middle. The toe area curves around going high then down over the top of the foot. The back is straight up and down.

CLOTHING

Draw the clothes after you have the body developed. Because he is a barber he is wearing a smock, it is like a long shirt with short sleeves. Remember to follow the shape of the body and put some wrinkles. Our goblin has a loincloth that is ragged at the bottom and tied with a rope at the top.

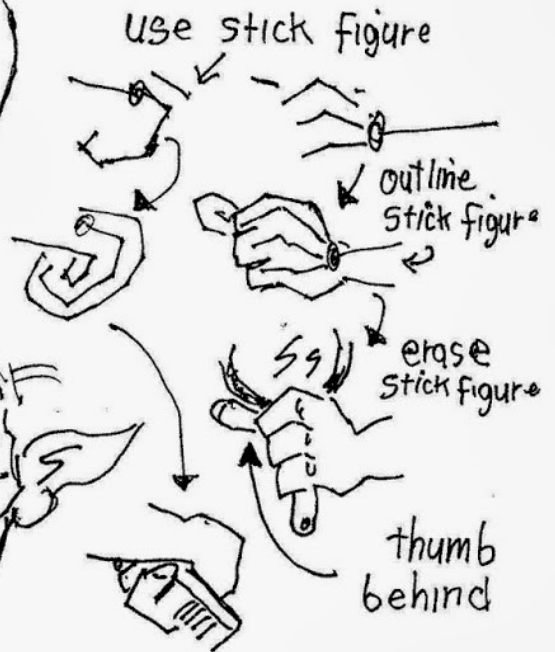
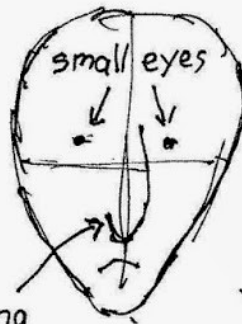
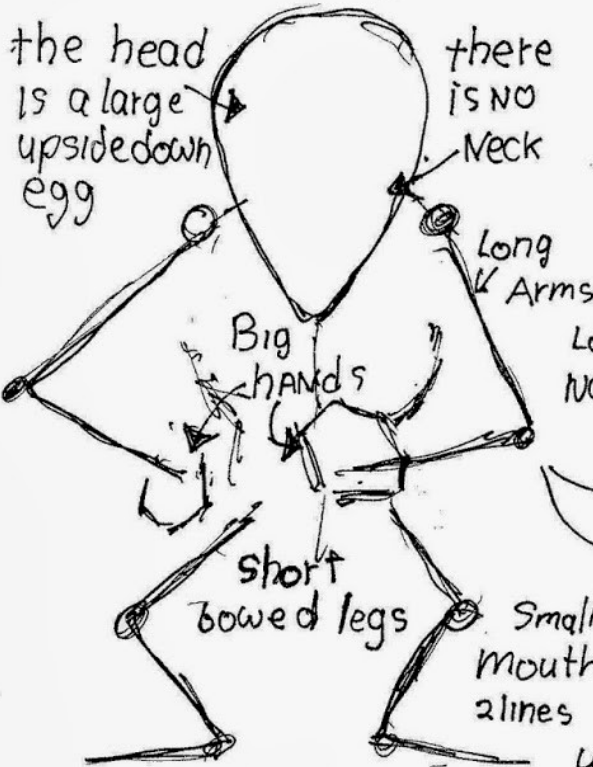
Draw a comb in one hand with some teeth missing, and put a mirror in the other. If you try to draw a screaming face in the mirror keep it simple- it is just to tell the story. Draw some scissors on the floor.

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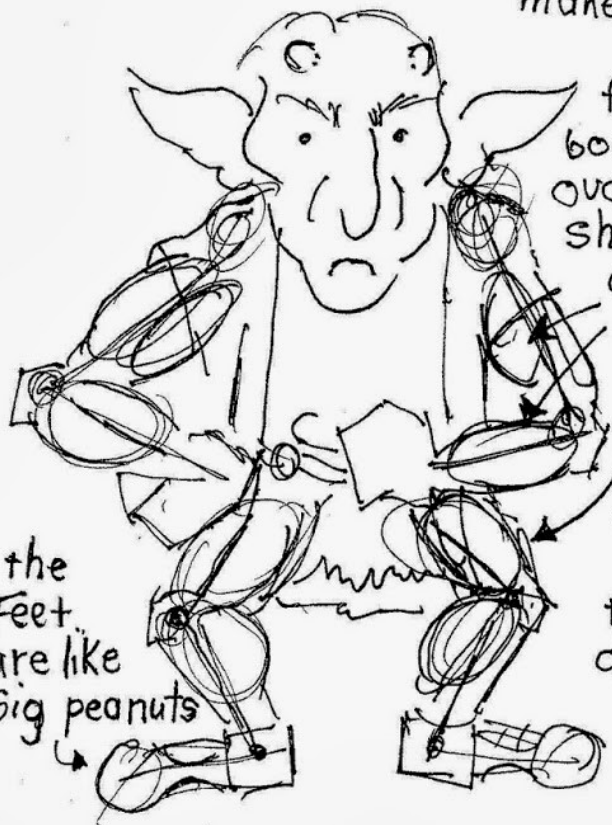
How to Draw A Goblin

Use a stick figure to work out the pose.

the face is long,



use straight lines to make the face look old.



Draw the clothes last. follow the shape of the body.

