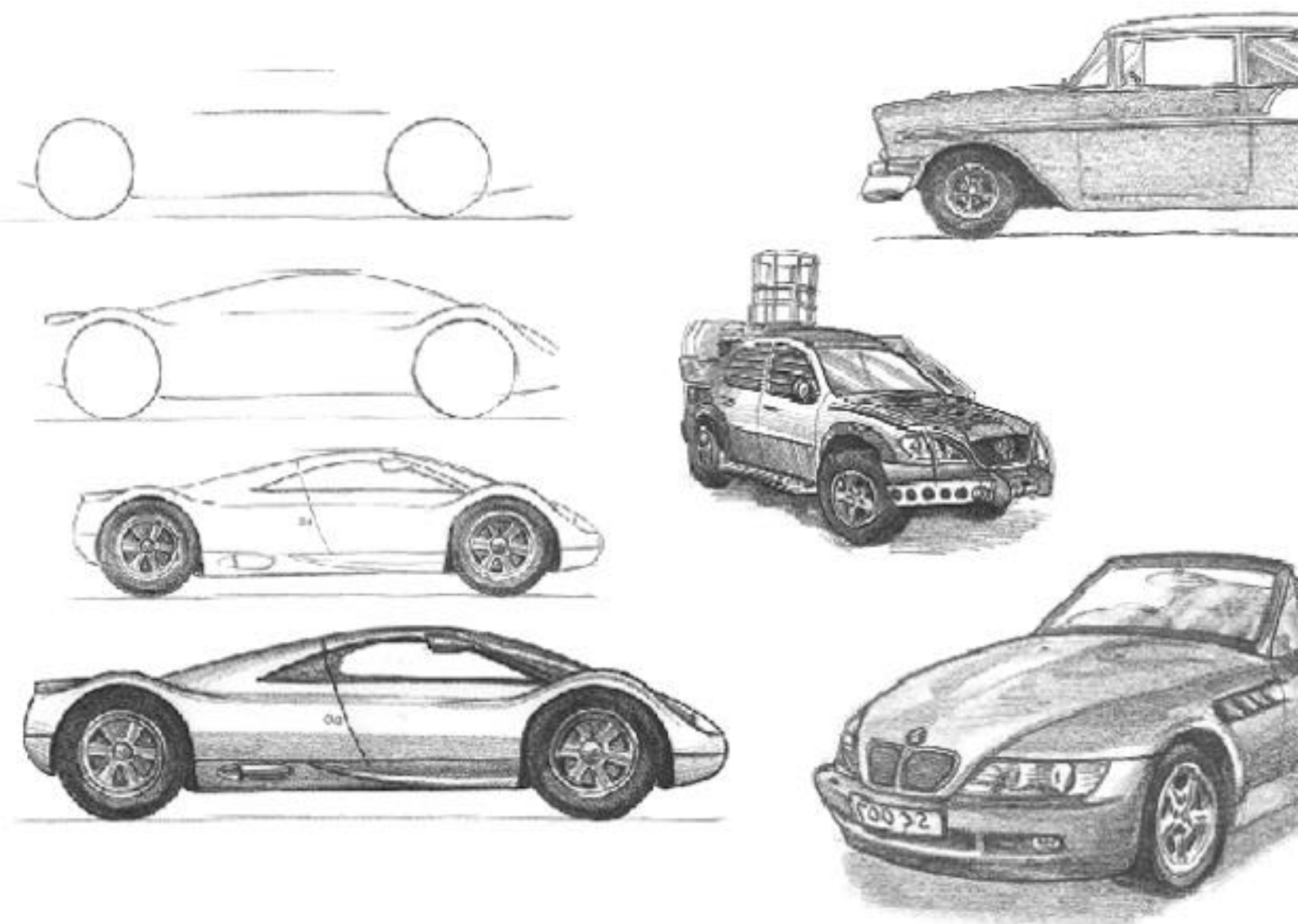
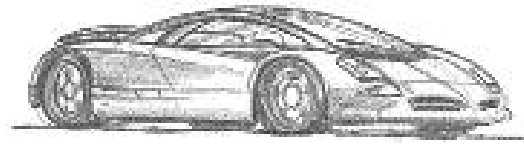


DRAW *CARS*



DOUG DuBOSQUE



DRAW ***cars***

by Doug DuBosque

 **PEEL** productions, inc.



For my brother Rick, who encouraged
my car enthusiasm at an early age.

*(Without revealing how to work the
clutch on his Triumph TR-4)*

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including racing cars, exotics, and off-road vehicles.

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DRAW *cars*

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Supplies...

Find a **comfortable place to draw** – with decent light, so you can see what you’re doing.

As you start to learn about car designs, shapes and proportions, don’t worry too much about materials.

Use a **pencil that’s longer than your finger**.

Sharpen your pencil when it gets dull!

Get a **separate eraser**. My favorite is a *kneaded* type, available in art supply and craft stores (the eraser on your pencil will disappear quickly).

For smooth shading with a soft pencil, consider a **tortillon, or blending tool**.

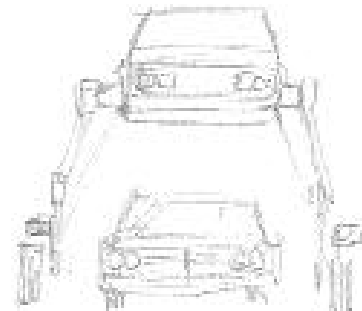


For practice drawings, use **recycled paper** – for example, draw on the back of old photocopies or computer printouts.

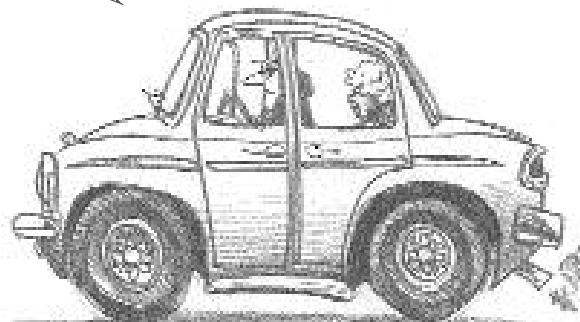
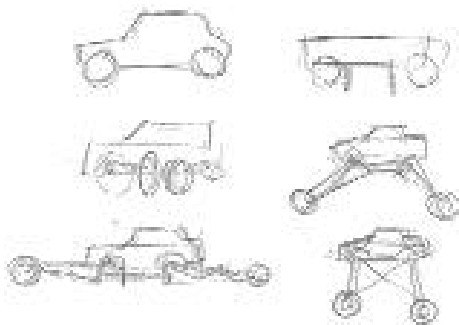
Always **draw lightly at first**, so you can erase problems as you need to.

Save your drawings and learn from them.

Enjoy drawing *great* cars!



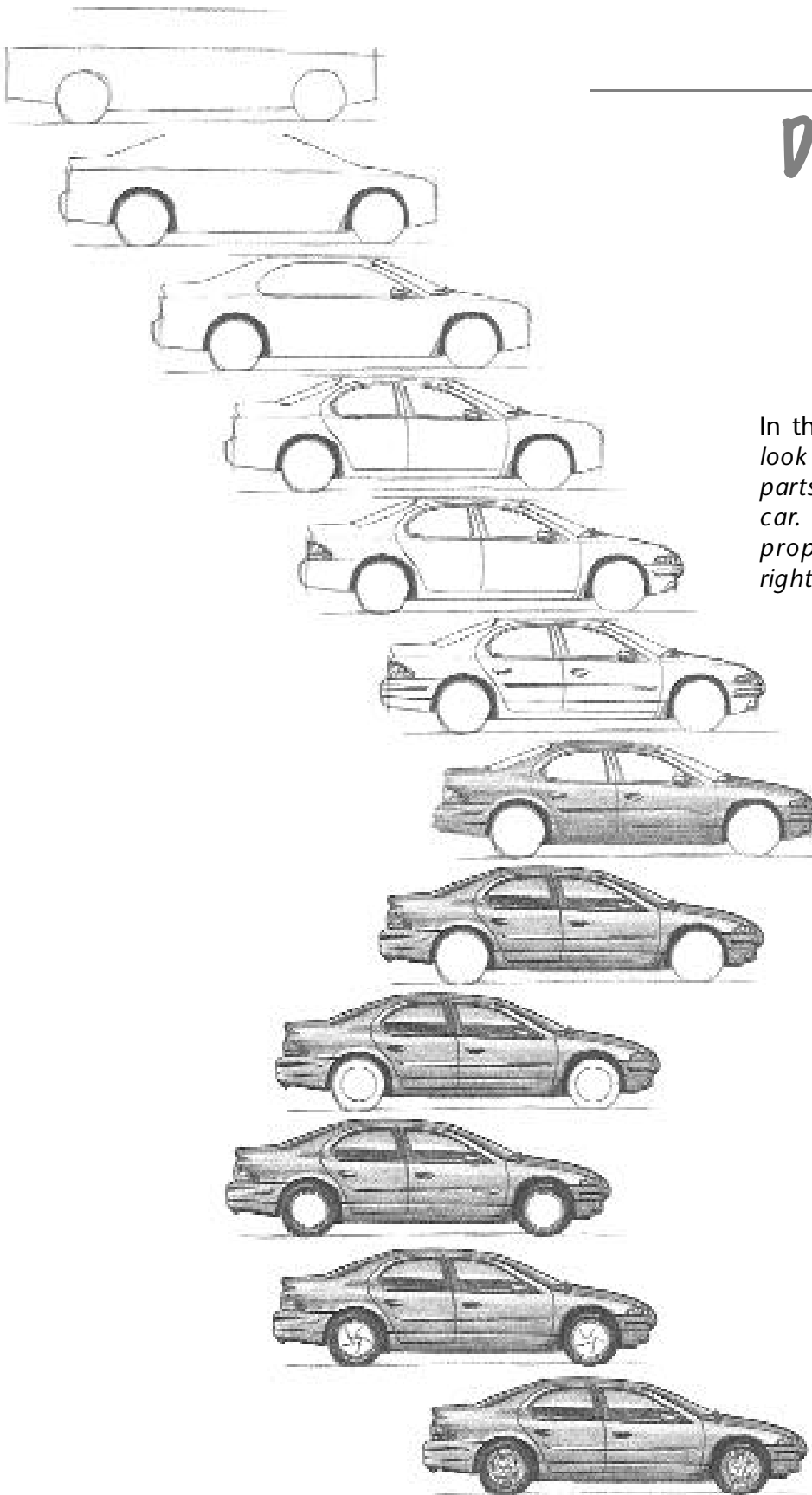
Positive attitude!
Persistence!
Practice!



Part One

Draw a car from the side

In the next few pages, you'll look closely at the basic body parts and lines that shape a car. You'll learn how to get proportions and details just right. Pay close attention!



**Do this
chapter
first!
(Really!)**

Dodge Stratus

Before you start, look carefully at your *reference material*.



For this drawing, your reference material will be this finished drawing (my reference material for this drawing was a magazine advertisement.)

Start with a light horizontal line for the ground.



The Ground.

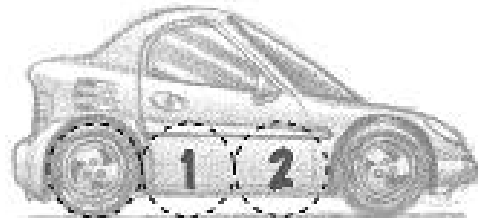
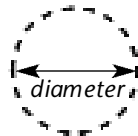
Carefully draw a circle for the wheel.



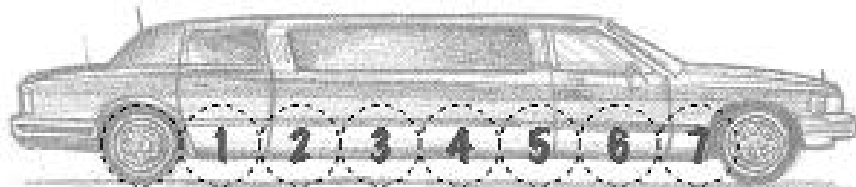
A Wheel. Don't worry if it isn't perfectly round at first.

Always ask yourself: how many wheels (or wheel diameters) would fit between the front and back wheel?

You won't see many cars where the answer is two.



Nor will you see many cars where the answer is seven!



On the Stratus, the front and rear wheel are separated by about $3\frac{1}{2}$ diameters, which is typical of many cars.



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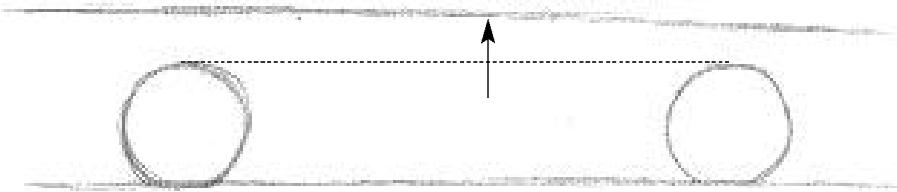
Always start out *lightly!*



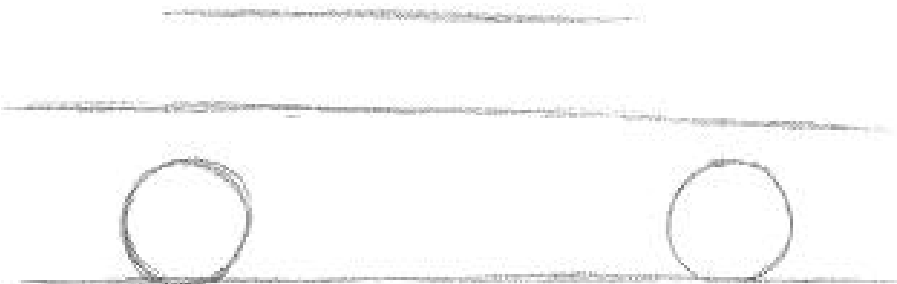
Carefully measure the distance between the wheels, then draw a light circle for the second wheel.



Look again at your *reference material*. Lightly draw the line at the bottom of the windows. Observe its height above the wheels, and notice how it slopes slightly down to the front.

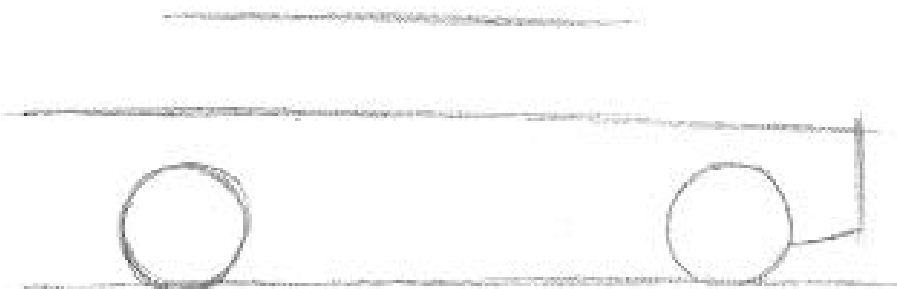


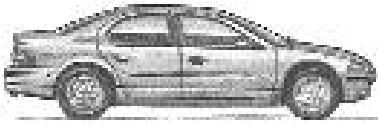
Look again at your *reference material*. Find the top of the roof. Lightly draw this line.



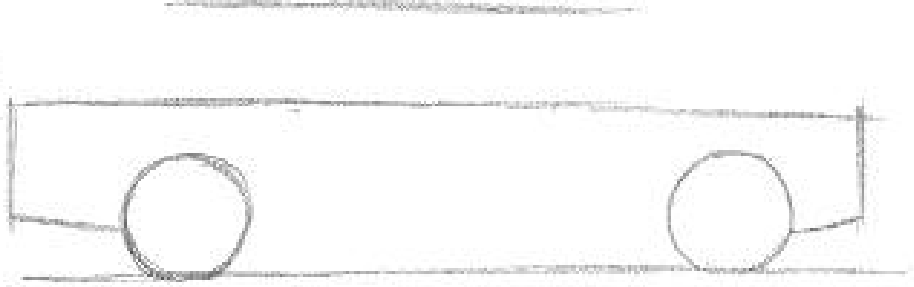
These three lines—the ground, bottom of window, and roof—are basic lines you'll need to draw any car.

The details can be a little complicated at the front and rear end of the car. For now, just make a light vertical line to mark the front of the car, with another line cutting back to the wheel.

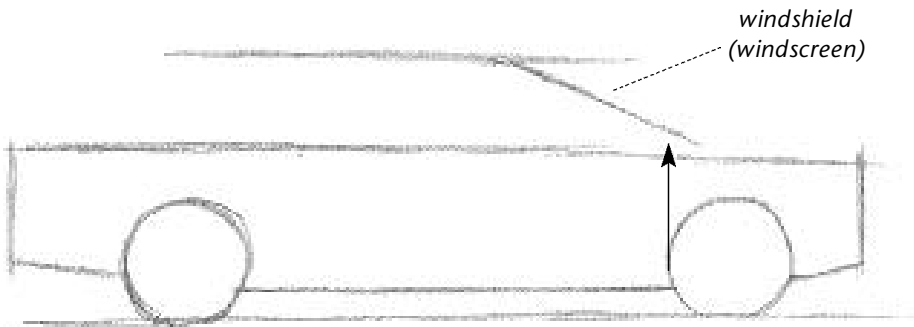




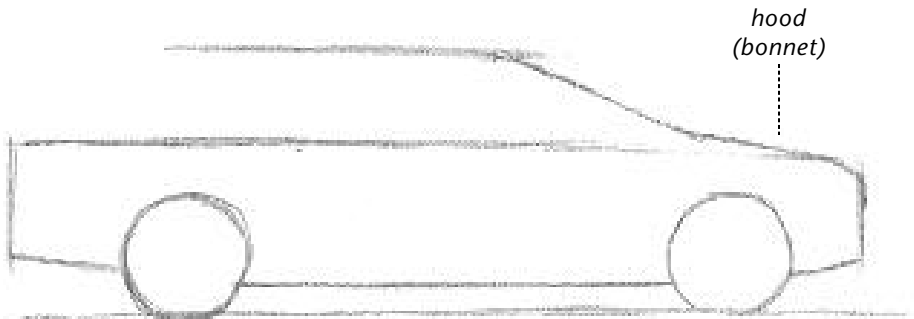
Look again at your *reference material* to see where to end the car. Make a light vertical line there, then another cutting forward to the wheel.



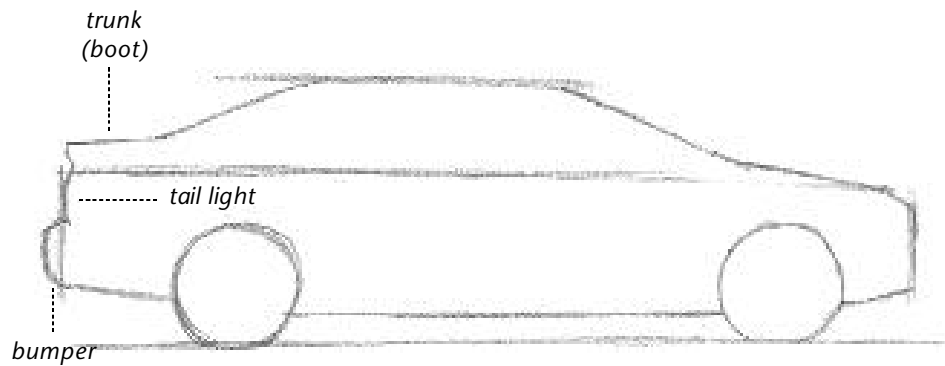
Look at the windshield. How far forward does it extend, compared to the back of the front wheel? (*This varies from car to car*). Lightly sketch the windshield line.



Add the line, joining the bottom of the windshield and carrying forward, with a slight curve.



Notice how the rear window and trunk are higher than the hood. Draw them. Now take another look at your *reference material* and add the curves of the bumper and tail light.

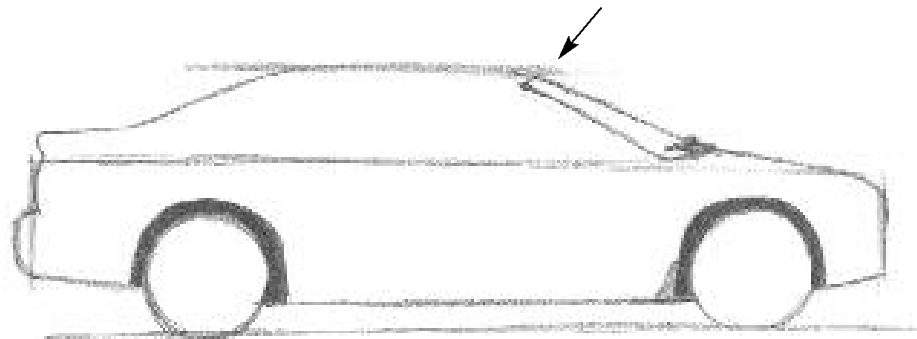


Always start out *lightly!*

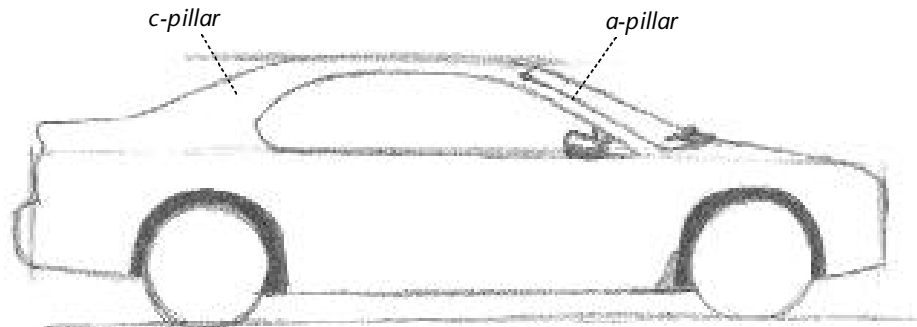


Extremely

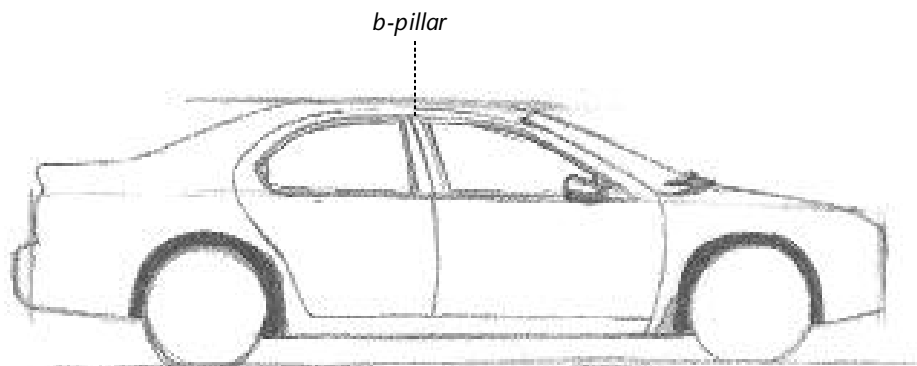
important...draw the dark cut-out portion of the body that surrounds the wheels. These dark *wheel wells* are key to making your car drawing look real!



Add the side and top windshield lines (notice the angle at the top of the windshield). Draw windshield wipers.



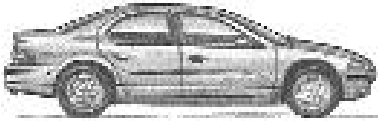
The outline of the side windows contributes much to the car's style. Draw the outline of the side windows. By drawing this shape, you've also drawn the A- and C-pillars. Add the mirror.



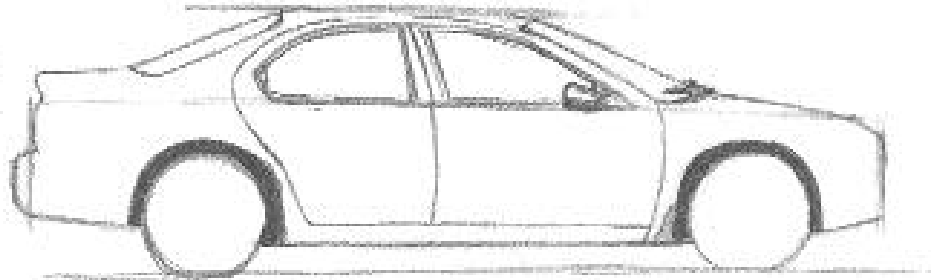
Look carefully at the size of the doors. Typically, on a four-door *sedan*, the front doors are bigger (a *coupe* has two doors). Outline the doors, windows and b-pillar (draw the door seam through the middle of it).

Why do chicken coops have two doors?

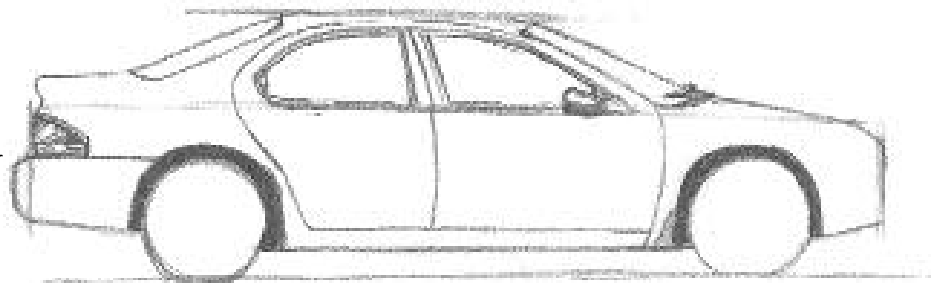
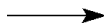
(Because if they had four doors, they'd be chicken sedans.)



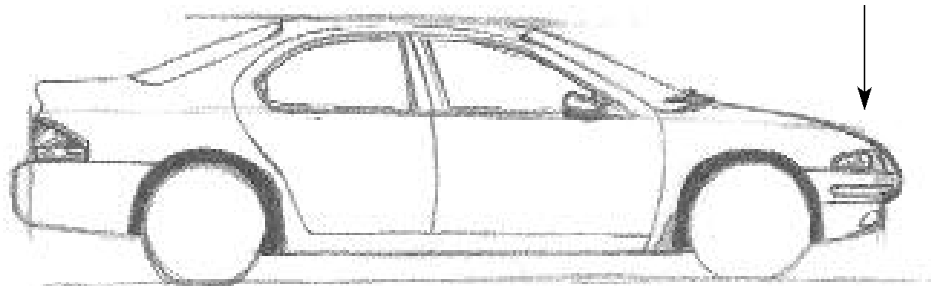
Draw the rear window.



Add the tail light, and the body seam.

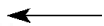
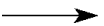


Outline and curve the front end. (*Oops...I had to change mine to make it stick out a bit more.*) Draw bumper and light details.



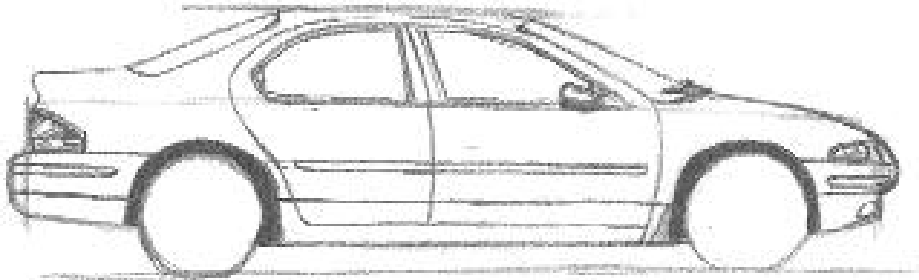
Always look for horizontal lines on the sides of cars. Designers add them to make cars look sleeker.

Draw the trim extending along the side.

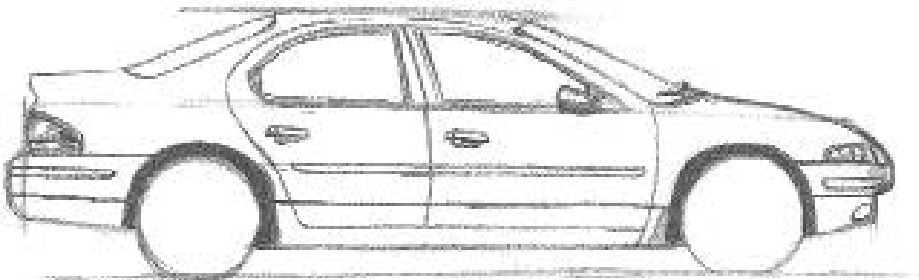


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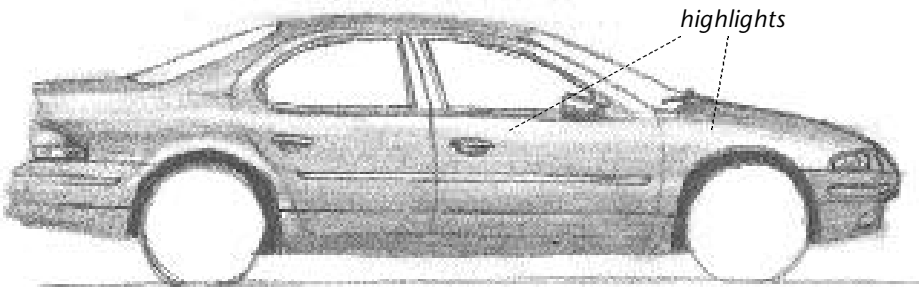
Always start out *lightly!*



Add another horizontal line, above the bottom of the doors, and extending to the rear end of the car.



Draw door handles. Erase guidelines you no longer need.



Look carefully at the *reference material* and add shading to your drawing. You might smooth it, as I did, with a *tortillon* or blending tool (see page 4). Then you can use your eraser to add highlights. Spend as much time as you need at this stage.

Turn your drawing as you draw to avoid smudging it with your hand.



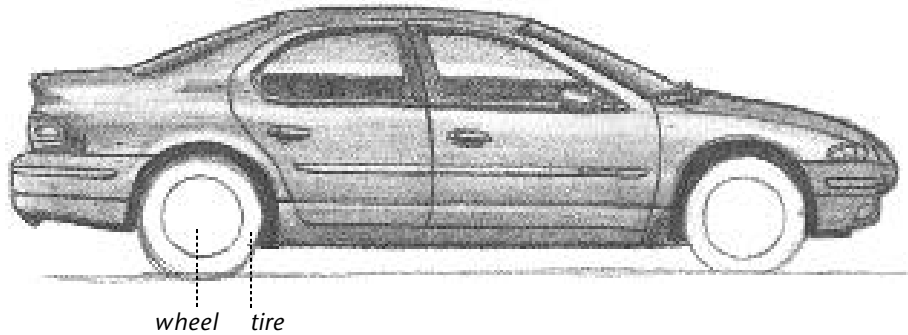
Now sharpen your pencil and go over details and lines, making them as crisp as you can.

All done!

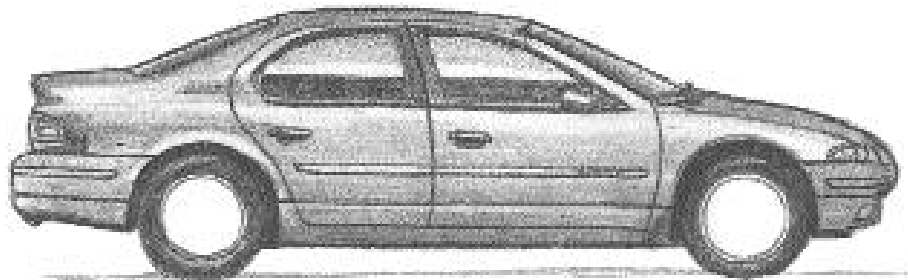
...just kidding!

Notice those *round things* the car sits on. They have two parts: the *wheel* and the *tire*. Draw a smaller circle in each tire for the real wheel.

Having trouble drawing circles? See page 61 to learn how to draw them perfectly!



Darken the tires. For best effect, leave a little highlight at the top of the top, and the top of the bottom.



Draw the pattern of the wheels.

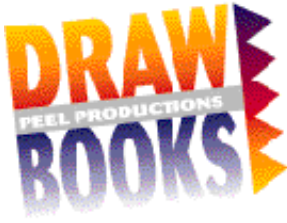


Add details to the wheels, and shading.

All done!

(Really!)





1-2-3 Draw

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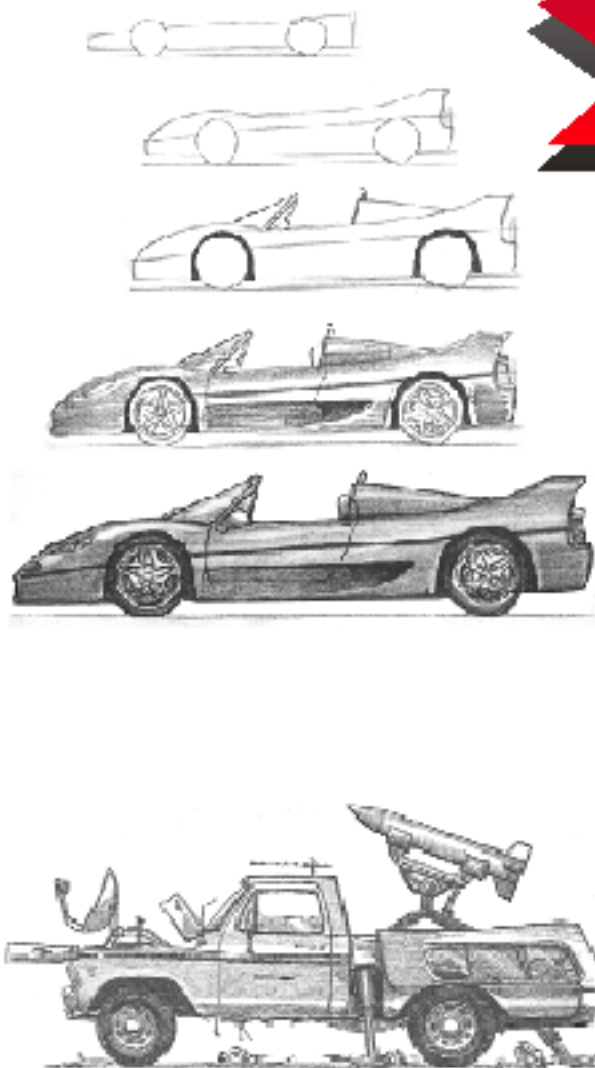
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