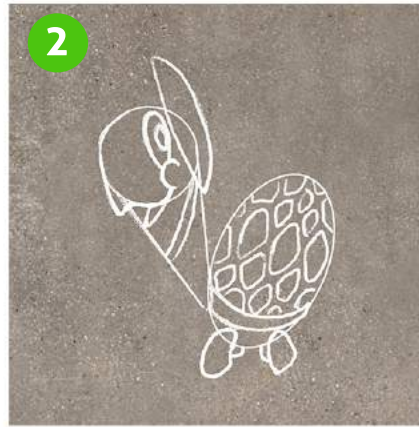


STEP BY STEP 3D RACING TURTLE

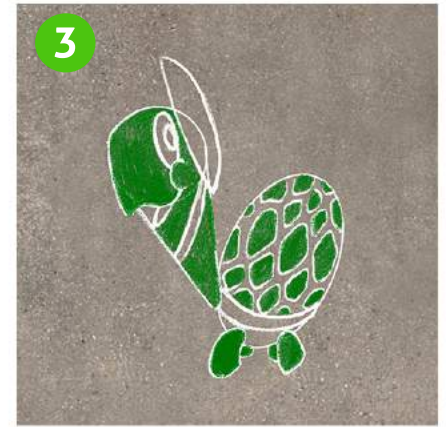
by Nate Baranowski



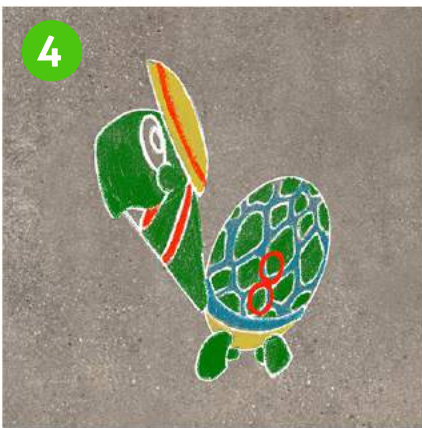
1 Start by lightly drawing an angled ice cream cone shape and a long oval like this.



2 Add details to the face. Add two front legs and a shell pattern. You can make it look exactly like this or come up with your own pattern and helmet!



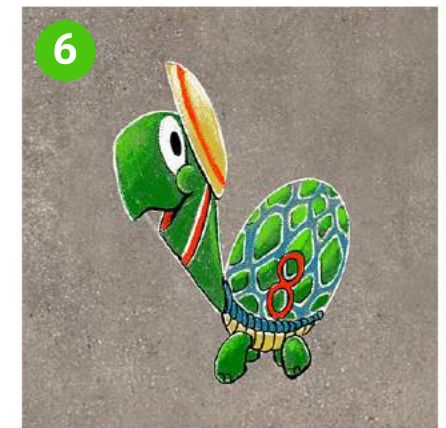
3 Start with green chalk filling in all the areas of the body and shell that will have a green base. Use a piece of styrofoam to blend the chalk until it looks smooth.



4 Using that same fill technique, color the other areas of our turtle with blue, tan, and red accents. Feel free to color over your original sketch lines.



5 Next fill in the eye with white and use a light green to add highlights. Focus on the top of the shell, the top of the legs, and the nose of the turtle.



6 Now carefully start adding black outlines to the turtle. These lines should be thicker near the bottom of his body and light near the top.



7 Use blue chalk as a shadow color to add depth to the turtle. You can also add spots and bumps on his skin.



8 Use yellow chalk as a highlight color. Use this on the very edge of his shell and his nose.



9 Finally add a little shadow underneath him with black and blue chalk. Add a finish line to show that he's almost done with the race!