

# Drawing Birds

All Ages

For Everyone

## Fingerprint Birds - For Beginner Artists

### Supplies:

- ◆ Washable markers, non-toxic watercolour paint, and water
- ◆ Blank paper

### Process:

- ◇ Draw a tree or other scene on the blank paper.
- ◇ Dip the tip of your finger in water and rub it on the watercolour paint or colour fingertip with a washable marker.
- ◇ Press your fingertip onto the paper to leave a fingerprint "bird" body in your scene. Use different fingers to vary the size of the birds.
- ◇ Add details to the birds, like feet, feathers, wings and a beak.

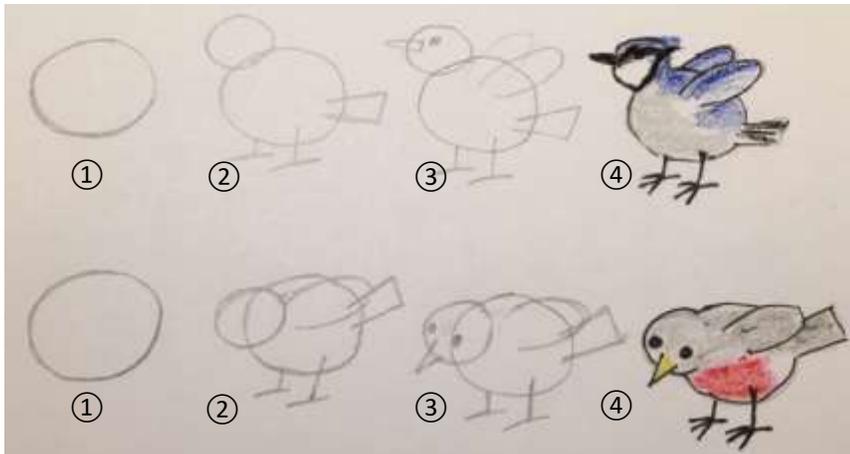


## Simple Sketched Birds - For Junior Artists

### Supplies:

- ◆ Pencil, eraser, art supplies
- ◆ Blank paper

Practice drawing birds in different positions by changing where you put the head, tail and legs.



### Process:

- ① On blank paper draw a round body for your bird.
- ② Draw a smaller oval or egg shape for a head. Add stick legs and a triangle tail.
- ③ Add a beak, an eye (or 2), long ovals for wings.
- ④ Erase extra lines and darken the outline. Add details, markings and colour to your bird.

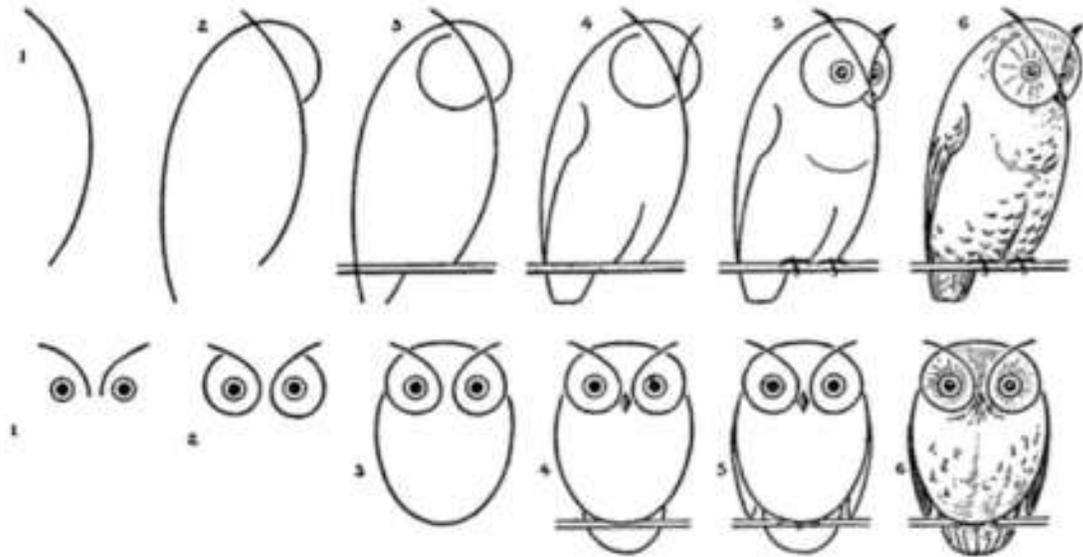
Make your own greeting cards with pretty little birds. Fold a blank sheet of paper in half - bring the top edge to the bottom edge. Fold in half again - bring left edge to the right edge. Sketch a cheerful bird on the front of your card. Leave room inside for a message.



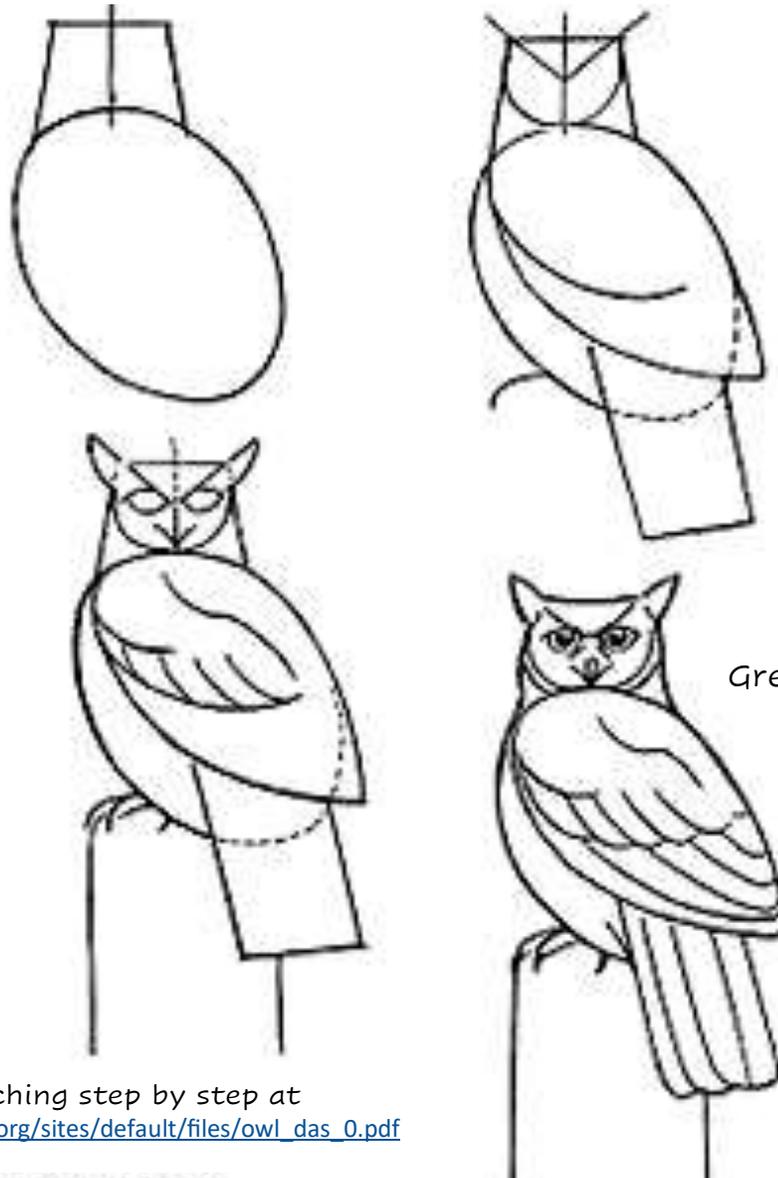
Drawing and sketching birds is a great way to discover the details of their appearance. It makes you a better birdwatcher.

# Draw an Owl – For Intermediate Artists

7 & Up



Adapted from <https://www.flandersfamily.info/web/2017/04/08/birds-to-draw-color-feed-and-photograph/>



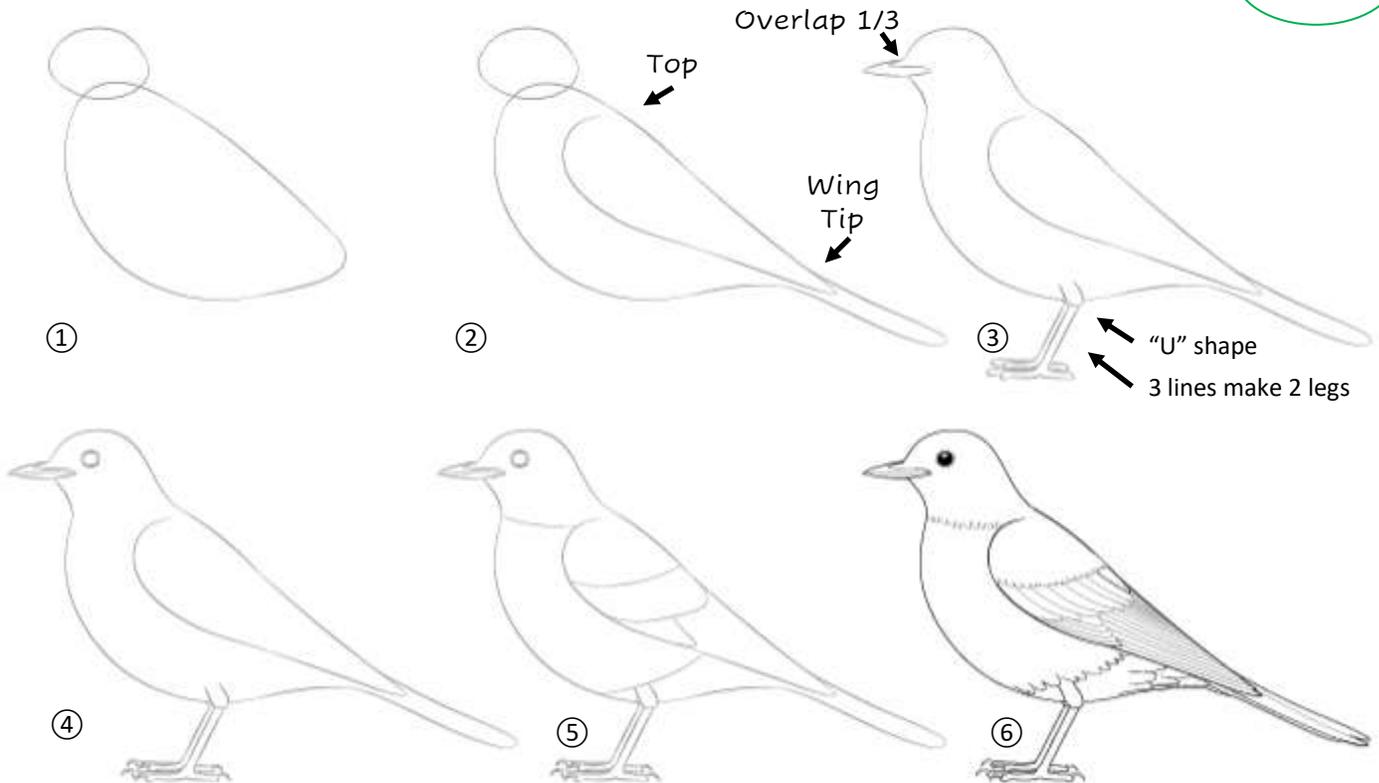
Great Horned Owl

Screech owl sketching step by step at [https://www.audubon.org/sites/default/files/owl\\_das\\_0.pdf](https://www.audubon.org/sites/default/files/owl_das_0.pdf)

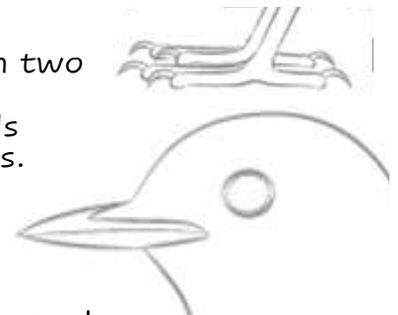
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# Draw a Bird in Profile – For Intermediate Artists

8 & Up



- ① Start with the largest and most important shapes, the head and body. The body will be larger than the head. The head will be egg-shaped. The body will have a larger curve at the bottom with a flatter back.
- ② Add the wing and tail to the sketch of the bird's body. The wing will have a rounded top about half the width of the body and narrow in a cone shape to form the tip. Draw the tail so that it is a tiny bit wider away from the body. Round the tip.
- ③ Draw the beak with a pointy tip and "overlap" onto the head for about 1/3 of the beak's length. When drawing the legs remember that the back leg will be partially hidden behind the front leg. (The back leg should also be slightly smaller due to perspective.) Draw where the leg joins the body a little thicker than the rest of the leg as sort of a letter "U" shape. Draw the front leg with two parallel lines and show part of the back leg with just one line. A toe will be hidden behind other toes so you only draw 2 front toes per leg.
- ④ Draw the claws growing from the upper part of the toes with two curved lines for each toe. These lines should join at the tips. Draw the eye just a little off the centre of the head towards the beak. Add an outline around the eye to form the eyelids.
- ⑤ Create some construction (guiding) lines to define the different sets of feathers. Draw two lines on the body and three on the wing, see the illustration.
- ⑥ Draw in the various sets of feathers as shown in the above example. Erase the construction lines and finish the bird drawing by going over it with darker/more solid lines. Fill in the eye with a solid color (usually black, but not always), leave a tiny oval shaped area white for the highlight. Now you are ready to add the markings and colours.



Adapted from <https://www.easydrawingtips.com/how-to-draw-bird-step-by-step-side-view/>

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Learn to draw a Chickadee at

[https://www.audubon.org/sites/default/files/chickadee\\_das\\_en\\_0.pdf](https://www.audubon.org/sites/default/files/chickadee_das_en_0.pdf)

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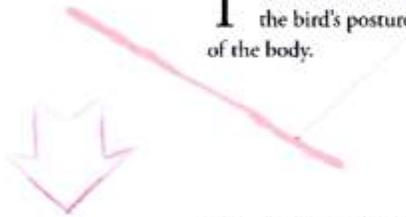
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## CREATING FOUNDATION LINES

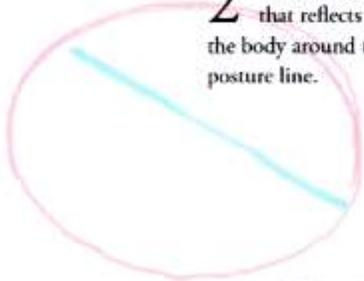
Do not start your drawing by putting in details. Your initial strokes create the structure on which you can add detail later. Start lightly and loosely. Block in the posture, proportions and angles. Then you can add eyes beak and feathers.



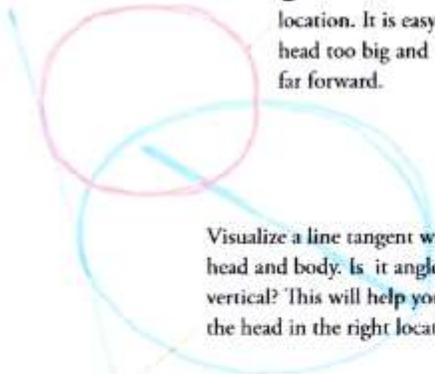
**1** Start with one line indicating the bird's posture or long axis of the body.



**2** Make an oval or egg shape that reflects the form of the body around the axis of the posture line.

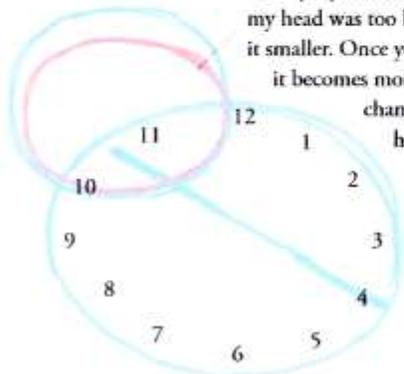


**3** Add a head, paying attention to size and location. It is easy to make the head too big and to place it too far forward.

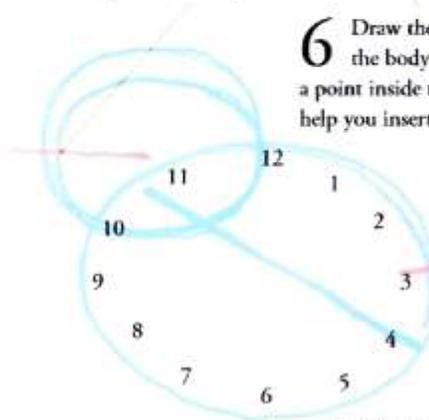


Visualize a line tangent with the head and body. Is it angled or vertical? This will help you place the head in the right location.

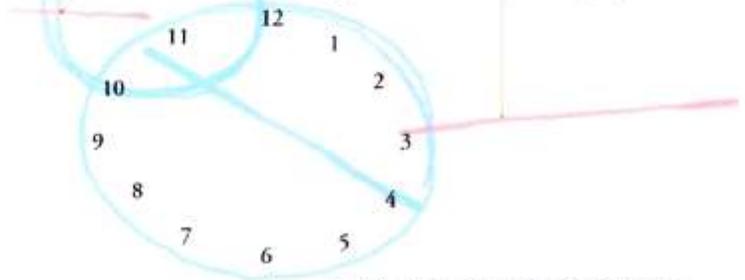
**4** Stop and check your proportions. Here I realized my head was too large and made it smaller. Once you add detail, it becomes more difficult to change. It may be helpful to visualize a clock to say to yourself, "this head settles between 10 and 12".



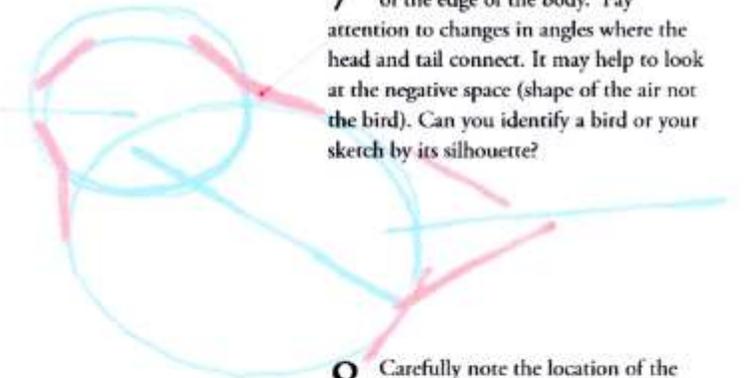
**5** Add the eye-bill line indicating which way the bird is looking. The eye will sit on top of this line.



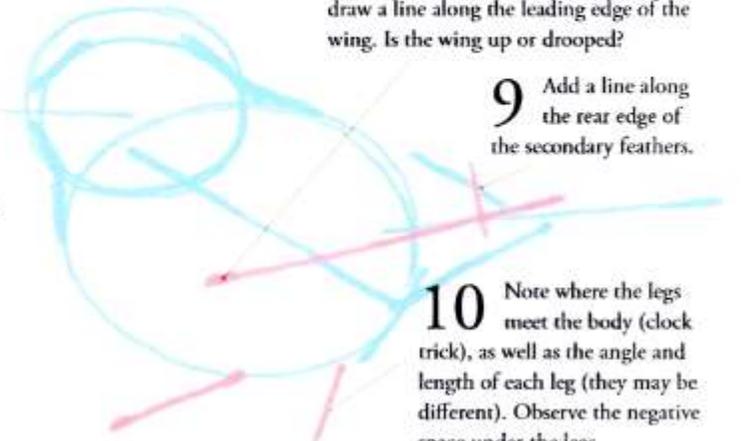
**6** Draw the tail from the upper part of the body oval. The tail originates from a point inside the body. The clock trick may help you insert the tail at the right place.



**7** Carve in the angles on the contour of the edge of the body. Pay attention to changes in angles where the head and tail connect. It may help to look at the negative space (shape of the air not the bird). Can you identify a bird or your sketch by its silhouette?



**8** Carefully note the location of the wrist (front end of the wing) and draw a line along the leading edge of the wing. Is the wing up or drooped?



**9** Add a line along the rear edge of the secondary feathers.

**10** Note where the legs meet the body (clock trick), as well as the angle and length of each leg (they may be different). Observe the negative space under the legs.

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