Drawing Beasts and Animals
*Online Course*

Instructor: Elizabeth Terhune

**Course Objectives:** Capturing something of the magic of animals or inventing strange beasts – from imagination or description (if you’d never seen a camel, giraffe or whale what you might create from a description) – can be found throughout art history. Students will engage with a series of projects where they a. draw an animal using a formal focus (such as marks); b. create an invented animal by combining various parts of different animals; and c. an animal within its habitat. Students can use a variety of materials from the most basic (pen or pencil and pad) to markers, watercolor etc., even collage. The assignments will be adaptable to continue working on at home, independently. Online discussion will include examples to help provide direction and suggested materials to order for a more extended focus.

**Supply list:** Students can use basic materials (pen/pencil/markers and pad) or have the following recommended materials.

- **Drawing:** pencils: 2H, 2B, 4B, 6B, 9B (Cretacolor or Derwent or Faber)
- **Drawing pad 11 x 14** (Strathmore or similar)
- **erasers:** Mars Plastic (Stadtler), art gum (Cretacolor), kneaded (gray soft)
- **Watercolor:** alizarin crimson, ultramarine blue and hansa yellow (small tubes, artist grade)
- **Watercolor paper:** cold pressed, 140 lb. best but not necessary, 11 x 14 (tablet or block)
- **Brush:** round, size 6 or 8 (DaVinci Casaneo Synthetic Round, short handle or Escoda Versatil pointed round, short handle)
- **Palette:** plastic plate or large yogurt lids (Mijello Fusion Airtight, small size; plastic tray palette)
- **Water containers:** (two, old yogurt or mushroom boxes fine)