THE PHOENIX COMIC CLUB

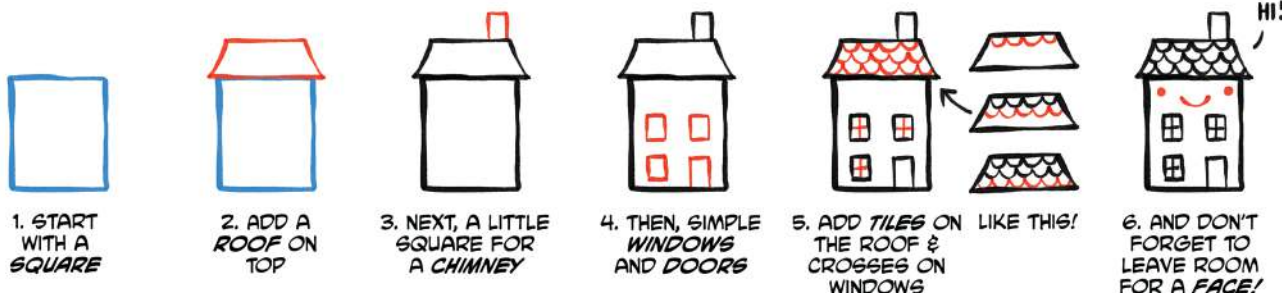# HOW TO DRAW WHATNOT CITY

...FROM THINGAMAJIGS

HI! I'M EMILY KIMBELL, THE ARTIST BEHIND *THINGAMAJIGS.* LET'S LEARN HOW TO DRAW WHATNOT CITY!

THE BASICS

A GOOD PLACE TO START DRAWING BUILDINGS IS LEARNING TO DRAW *HOUSES.* MOST BUILDINGS ARE PRETTY MUCH *BOX SHAPED,* AND HOUSES ARE A GOOD EXAMPLE:

1. START WITH A *SQUARE*

2. ADD A *ROOF* ON TOP

3. NEXT, A LITTLE SQUARE FOR A *CHIMNEY*
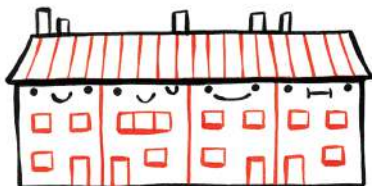
4. THEN, SIMPLE *WINDOWS* AND *DOORS*

5. ADD *TILES* ON THE ROOF & CROSSES ON WINDOWS   LIKE THIS!
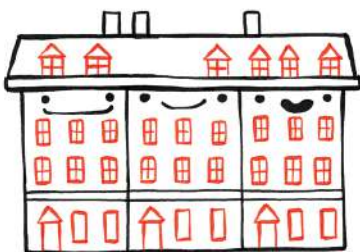
6. AND DON'T FORGET TO LEAVE ROOM FOR A *FACE!*

HI!

ADDING VARIETY

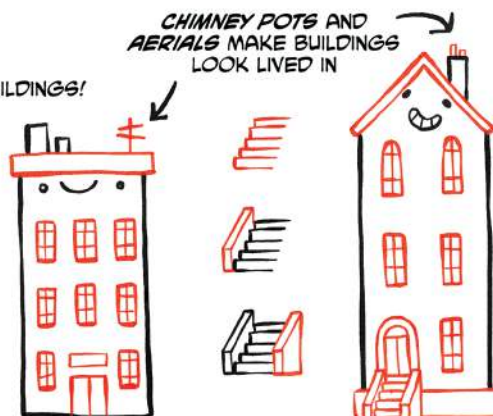NOW THAT YOU CAN DRAW A BASIC HOUSE, IT'S EASIER TO DESIGN OTHER BUILDINGS!

STICK HOUSES TOGETHER FOR A ROW OF *TERRACES*

CHIMNEY POTS AND *AERIALS* MAKE BUILDINGS LOOK LIVED IN

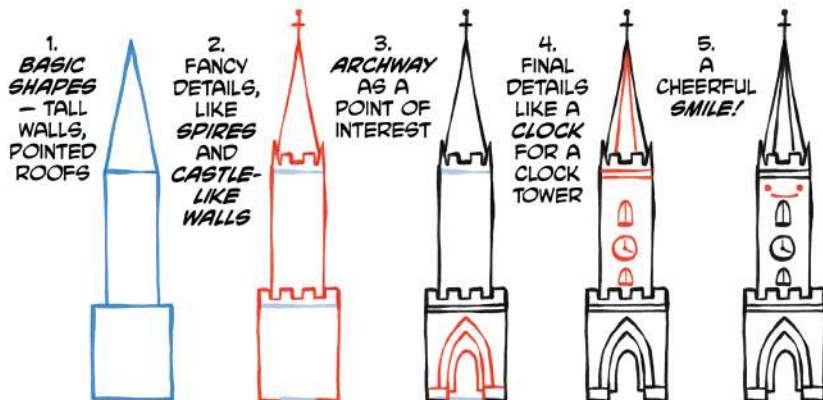MAKE LITTLE DETAILS DIFFERENT FOR *VARIATION* — NO TWO BUILDINGS ON A STREET ARE EXACTLY THE SAME

ADD MORE *FLOORS* AND *GRANDER DETAILS* FOR MORE OLD-FASHIONED HOUSES

A *FLAT ROOF* FOR AN OFFICE OR A BLOCK OF FLATS

KEEP CHANGING WINDOWS, DOORS AND OTHER DETAILS!

TOWERS

1. *BASIC SHAPES* — TALL WALLS, POINTED ROOFS
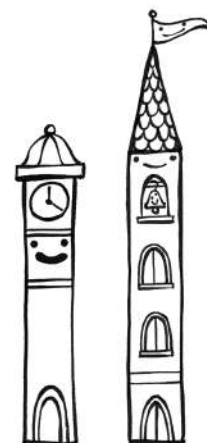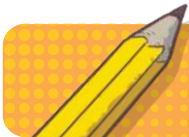
2. FANCY DETAILS, LIKE *SPIRES* AND *CASTLE-LIKE WALLS*

3. *ARCHWAY* AS A POINT OF INTEREST
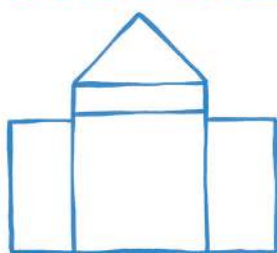
4. FINAL DETAILS LIKE A *CLOCK* FOR A CLOCK TOWER

5. A *CHEERFUL SMILE!*

A REALLY *INTERESTING* CITY IS FILLED WITH A MIX OF NEW AND OLD BUILDINGS. CLOCK TOWERS, BELL TOWERS AND OTHER GRAND STRUCTURES MAKE A CITY LOOK LIKE IT'S BEEN THERE A *LONG TIME*
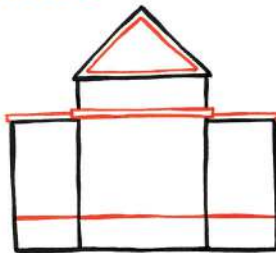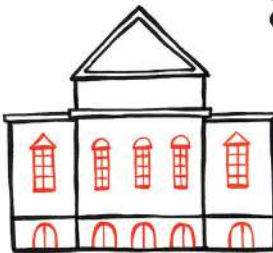
GRAND BUILDINGS

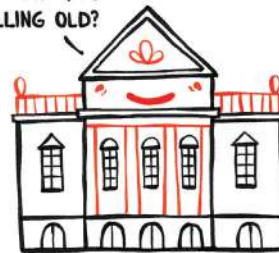1. START WITH *LARGE, BLOCKY SHAPES*. A FEW BIG BUILDINGS IN YOUR CITY WILL ADD A SENSE OF *SCALE*
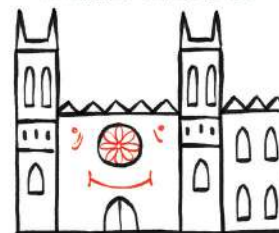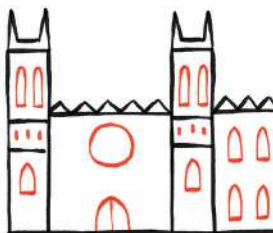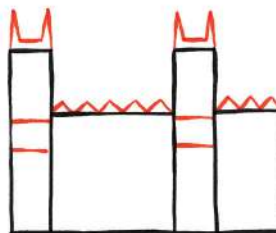
2. ADD *DECORATIVE* DETAILS TO THE SHAPE OF THE BUILDING
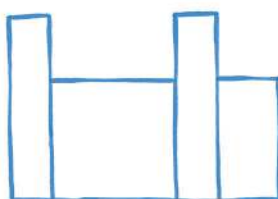
3. ADD *WINDOWS AND DOORS* ACCORDING TO THE FUNCTION OF THE BUILDING

4. DRAW *FINAL DETAILS*, INCLUDING THE FACE! AN *OLD* THINGAMAJIG HAS WRINKLES ON ITS EYES

WHO ARE YOU CALLING OLD?

STREET FURNITURE
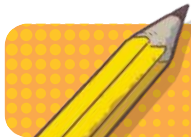
FAMILIAR THINGS LIKE *TREES* AND *LAMPPOSTS* HELP A CITY STREET LOOK *FULL* AND *ALIVE*

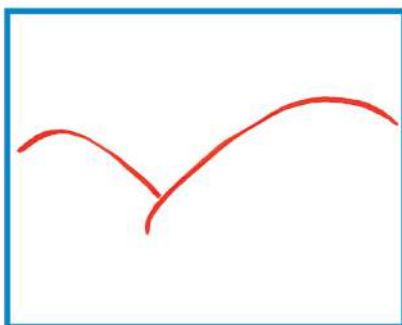YOU DON'T USUALLY NOTICE THEM, BUT IF THEY AREN'T THERE, A STREET CAN LOOK A BIT EMPTY

GREAT JOB EVERYONE! IF YOU WANT A CHALLENGE, PUT TOGETHER THE BEST BUILDINGS YOU CAN COME UP WITH, TO MAKE *YOUR OWN CITY STREET!* WHAT OTHER ELEMENTS CAN YOU ADD THAT WILL BRING YOUR STREET TO LIFE?
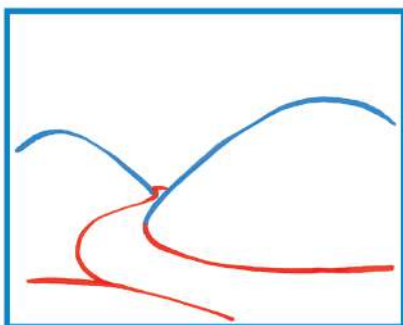
SO FAR, WE'VE COVERED HOW TO USE BASIC SHAPES TO DRAW *BUILDINGS* AND PUT THEM TOGETHER TO MAKE A *CITY STREET*.

NOW, I'M GOING TO SHOW YOU HOW TO LAYER UP THOSE BUILDINGS AND DRAW ALL OF *WHATNOT CITY!*

THE CITYSCAPE
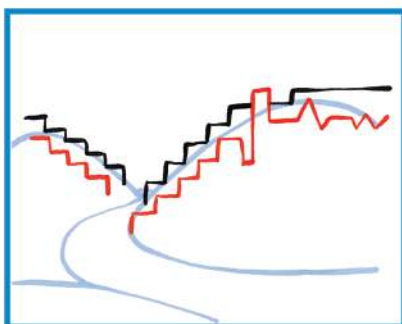

1. TO START WITH, WE NEED A *LANDSCAPE* FOR OUR CITY TO BE BUILT ON. WHATNOT CITY IS BUILT ON *TWO HILLS...*

2. WITH A *RIVER* RUNNING BETWEEN THEM IN A *CURVE SHAPE* AND ANOTHER HILL IN THE *FOREGROUND* FOR *SCALE.*
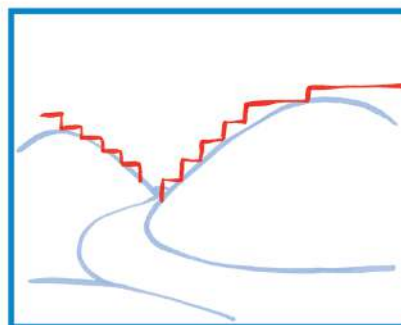
3. ON THIS LANDSCAPE, START MARKING OUT A *LAYER* OF *BUILDINGS.* WE'RE NOT AIMING TO DRAW *INDIVIDUAL BUILDINGS* YET, JUST A ROUGH *OUTLINE* OR *SILHOUETTE.*

4. DRAW ANOTHER LAYER FOLLOWING THE LINES OF THE HILLS. ADD IN RANDOM *TOWERS* AND *SPIRES* WHERE YOU THINK THEY'LL LOOK GOOD.
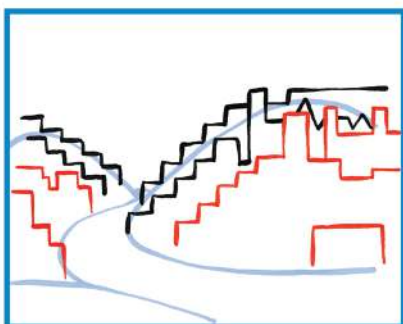
5. KEEP DIVIDING UP THE SPACE IN *SILHOUETTE.* IT DOESN'T MATTER WHAT THE BUILDINGS ARE YET, WE'LL WORK THAT OUT LATER.
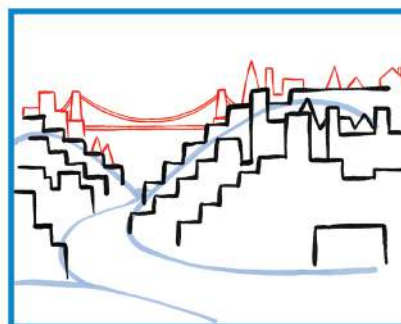
6. LASTLY, ADD SOME *FINAL OUTLINES* IN THE DISTANCE. MAKE SURE THESE ARE SMALLER, SO THAT THEY LOOK FAR AWAY.

THE SUSPENSION BRIDGE

1. DRAW THE *BASE* OF EACH PILLAR ON EITHER SIDE OF THE RIVER.
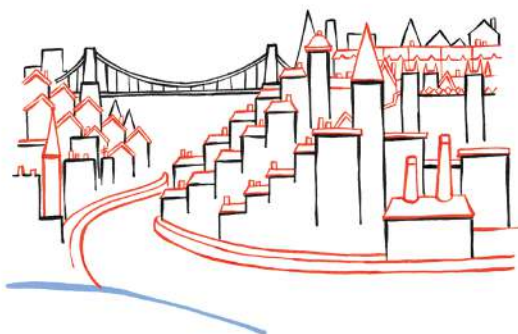
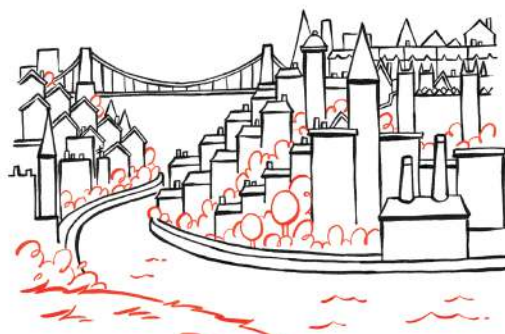2. DRAW THE *PILLARS* ON TOP.

3. ADD THE *CABLES* AND *BRIDGE DECK*.

4. DRAW THE *SUSPENDERS* AND THE FACES!

ADDING DETAIL

7. NOW, DIVIDE UP EACH BUILDING LAYER INTO *INDIVIDUAL BUILDINGS*. *OVERLAP* SOME OF THEM TO IMPLY TWISTING STREETS. ADD BASICS LIKE *ROOFS*.

8. TO FILL GAPS BETWEEN BUILDINGS, SCRIBBLE IN SOME *BUSHES* AND *TREES*. DRAW *GRASS* ON THE FOREGROUND HILL AND *WAVES* IN THE RIVER.

9. USING LAST WEEK'S TUTORIAL, ADD IN *WINDOWS*, *DOORS* AND *LITTLE DETAILS* THAT TELL YOU WHAT EACH BUILDING IS.
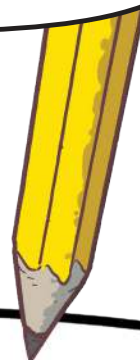
10. AND LASTLY, MAKE SURE *EVERYTHING HAS A FACE!*

GREAT JOB EVERYONE! FOR YOUR FINAL CHALLENGE, CREATE YOUR OWN *THINGAMAJIG CITY!* WHAT KIND OF *LANDSCAPE* WILL INFLUENCE HOW YOUR CITY LOOKS?

DRAW ME!

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