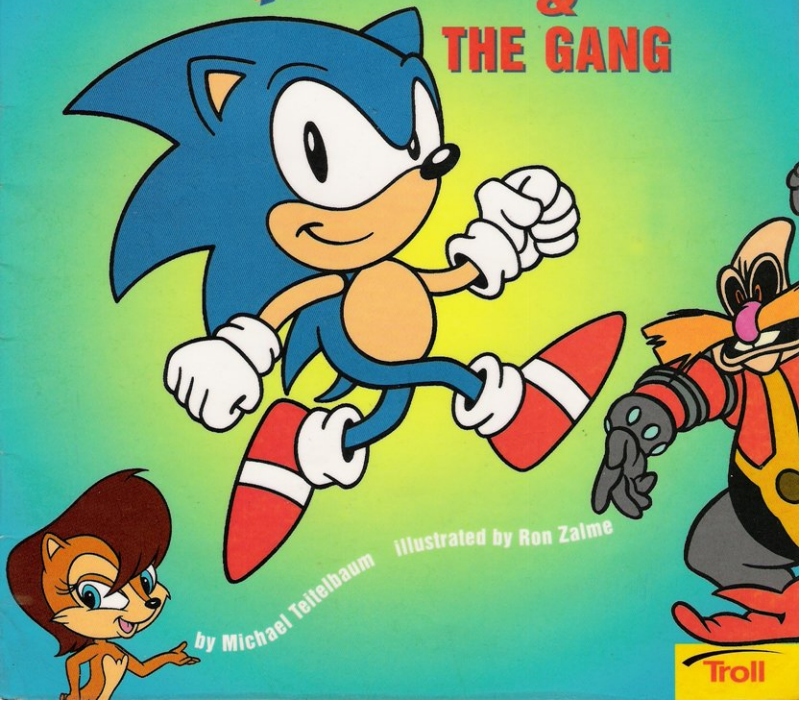
HOW TO DRAW SONIC™ THE HEDGEHOG & THE GANG



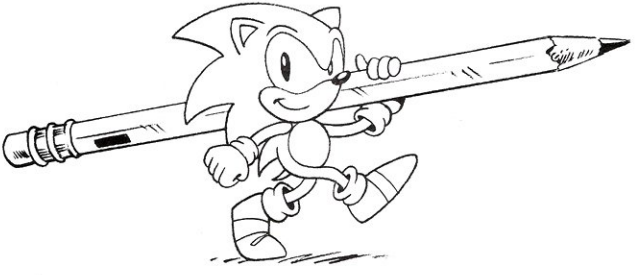
by Michael Teitelbaum

Illustrated by Ron Zalme

Troll

HOW TO DRAW

SONIC THE HEDGEHOG™ & THE GANG



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Introduction

Hey, pal! It's your old buddy **Sonic The Hedgehog,** welcoming you to this way-past-cool book! If you're a fan of mine (which already shows you have good taste), then get ready for some high-speed, juicin' fun! In this awesome book, you'll learn how to draw me, plus my fellow Freedom Fighters: Princess Sally, my little buddy Tails, Rotor, Antoine, Bunnie Rabbot, and Knuckles. In no time you'll be making your own totally cool drawings starring my friends and me. You'll also learn how to draw that super-creep Robotnik—or, as I like to call him, Ro-butt-nik—and his nasty Swatbots. Then you'll draw planes, props, and scenery to complete your scenes of my planet, Mobius.

In the time it takes me to race from the bottom of the ocean to the top of the tallest mountain (only a few seconds for a speedy dude like me), you'll be drawing. Don't worry if it's not perfect the first time. As I always tell Antoine, practice makes perfect—or at least as close to perfect as he'll ever get!

In this book, you'll also learn how to draw facial expressions, bodies in motion (for me, that's most of the time!), and backgrounds in which to place all of us cool dudes.
A couple of things before you get started:

Materials

- **medium pencil**
- **fine- to medium-point black felt-tip marker**
- **eraser**
- **8 1/2" x 11" (21.5 cm x 28 cm) sheets of white paper**
- **tracing paper**

① **Draw lightly as you sketch.** You'll have plenty of time to darken your lines as you finish your drawing and fill in the details.

② **Stay loose!** Let your hand and arm move freely. Don't grip your pencil like you're trying to smash a Swatbot! Drawing should be fun and relaxing.

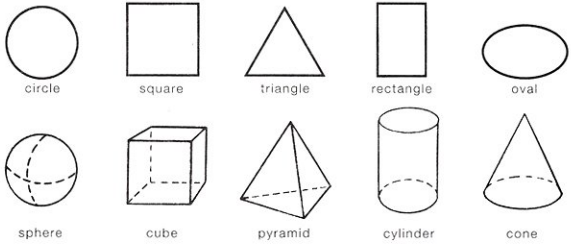
③ **Don't worry about mistakes**—that's why erasers were invented!

④ **Practice and be patient** (I'll bet Sally didn't think that word was in my vocabulary). It takes time to master the qualities of my fine physique, so don't be in a hurry, like me. Just grab your pencil and start drawing. As for me, I have trouble staying in one place for very long, so I'm juicin' on out of here.

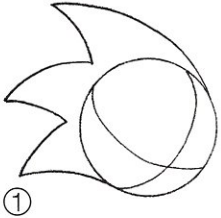
See ya! Z O O M !

Basic Shapes

Here are the basic shapes you can use to draw everything in this book.

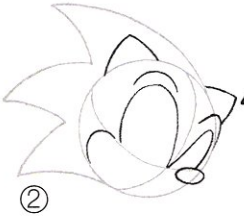


Everything you draw with your pencil is a two-dimensional flat shape, like the five basic shapes at the top of this page. However, using techniques you'll learn in this book, you can create the illusion of an actual three-dimensional object in your drawings. Look at the circle shown above. It is round and two-dimensional. Now pick up a ball. The ball is also round but it is three-dimensional, an actual object. The trick to drawing believable characters is to create the illusion on paper that what you are drawing is three-dimensional (like the ball), even though it is really only two-dimensional (like the circle). Look at the drawing of the sphere in the second row above. The sphere is the three-dimensional "partner" to the circle. You can see that just by adding the two crisscrossing dotted lines to the drawing of the circle, you can create the illusion of the three-dimensional sphere. The same can be done with each of the shapes shown on this page. Practice drawing the two-dimensional shapes, then work on the 3-D shapes like the cube, pyramid, etc. After you've practiced for a while, you'll be ready to start drawing **Sonic The Hedgehog's Head!**



1

Begin with a pencil. When you are done, you'll erase the extra pencil lines and darken the important character lines. Draw a circle. Divide it with "cross-hair" guide lines, as shown, to create a sphere. The guide lines will also help you place Sonic's facial features. Add his pointy quills, as shown.



2

Next, add Sonic's ears and nose using the guide lines. His eyes are very large. Don't forget his eyebrows!

3

Fill in the eye pupils and the nose, add his mouth, and complete the ears, as shown. Erase any extra pencil lines. Congratulations! You've just finished your first Sonic drawing. Way past cool!

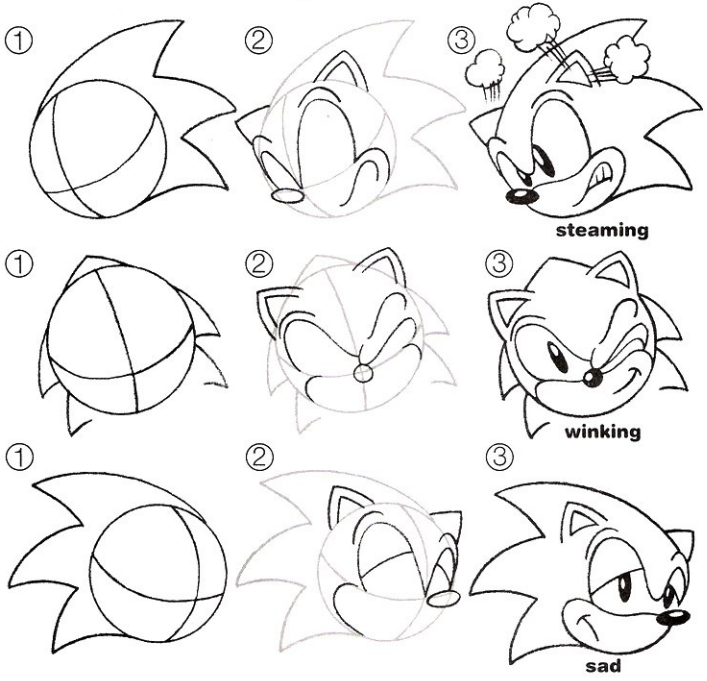
Sonic The Hedgehog's Expressions

Just like you, Sonic doesn't always have the same expression on his face. So let's try drawing him again, only this time we'll give him three different facial expressions. We'll also turn Sonic's head to make him face different directions.

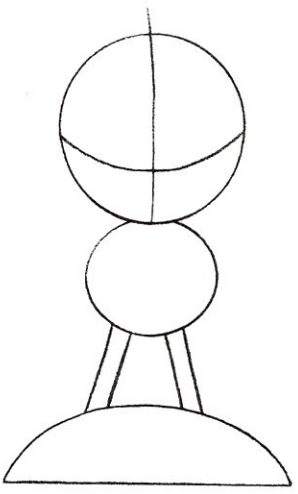
▼ For each of the three expressions, begin with the same circle and the quills. Notice that the position of the "cross-hair" guide lines changes the direction Sonic is facing.

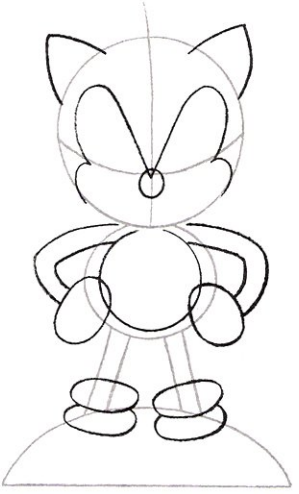
▼ Now draw the eyes, eyebrows, nose, cheeks, and ears in each of the three positions shown. Since Sonic's nose is placed at the point where the two guide lines meet, whichever way that point is facing is the direction in which Sonic is looking.

▼ Think about the feelings of each expression as you draw it! Fill in the eye pupils and the nose, and add his mouth. Complete the final details for each expression, erase any extra pencil lines, and you've got Sonic steaming mad, winking slyly, and kind of sad.



Sonic The Hedgehog's Body

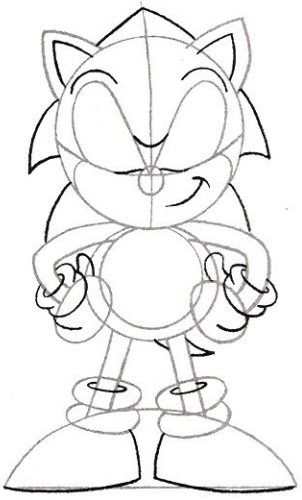


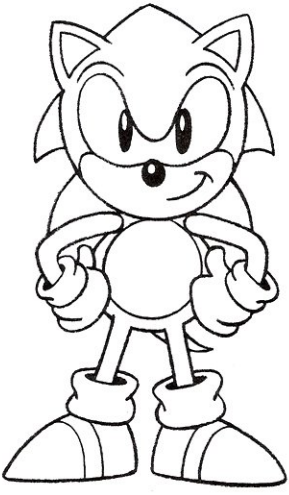


① Sonic's head is a large circle. His body is a smaller oval on top of four straight lines for his legs. A partial circle will help you place his feet in the right spots. Don't forget the "cross-hair" guide lines on the head.

② Next add the eyes, ears, nose, and cheeks, just like on pages 4 and 5. Draw a circle within the body oval for Sonic's belly. His arms are formed by rounded triangle shapes. Start off with ovals for his hands and cuffs.

What good is a head without a body? So let's move on to drawing the rest of Sonic's body. Again, start with some of the basic shapes we talked about on page 4.



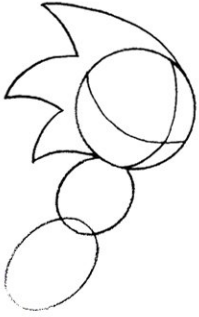


③ Use the vertical guide line to locate the point of his quill (over his head). Draw the rest of his quills, then add the gloves, shoes, and cuff details, plus the mouth and facial details. Don't forget his tail!

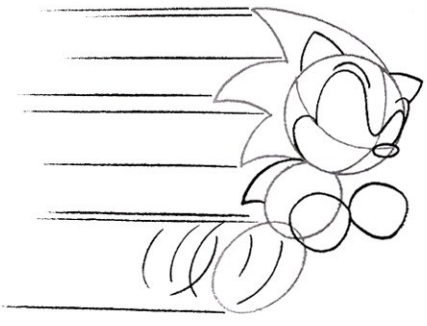
④ Fill in his eyes and nose. Add stripes to his shoes, then erase any unwanted lines, and you've drawn Sonic!

Sonic The Hedgehog in Action

① Start with the head circle, body oval, and quills you've already practiced. Add a longer oval below the body to show his feet spinning at Super Sonic Speed. Make sure the figure leans forward, as shown, to help increase the speedy feeling of your drawing.

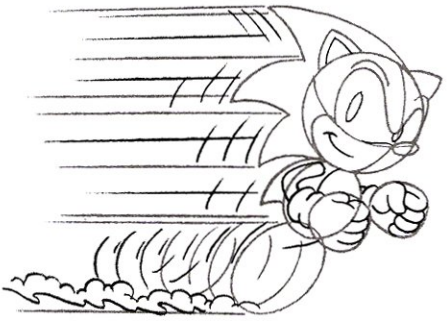


② Begin the head features as you've done before, and add two circles to position his hands. You can also add some speed lines at this stage to really get him moving.

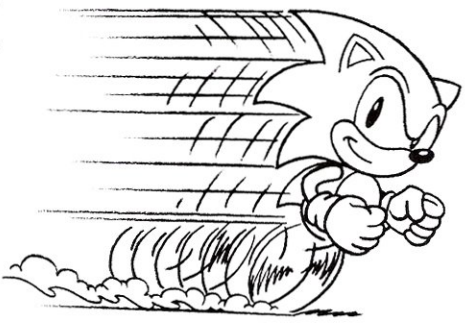


Everyone knows that Sonic never stands still for very long, so let's get him juicin' into action!

③ Draw arms and cuffs, as you did on pages 6 and 7, and add the details to Sonic's hands (he has five fingers). Draw in his eyes, mouth, and belly, then add more speed lines. Put some smoke down near his spinning feet, too!



④ Fill in his eyes, nose, and other details, as shown. Have fun and be creative with the speed lines and smoke. Erase any extra pencil lines. Now Sonic's juicin'!



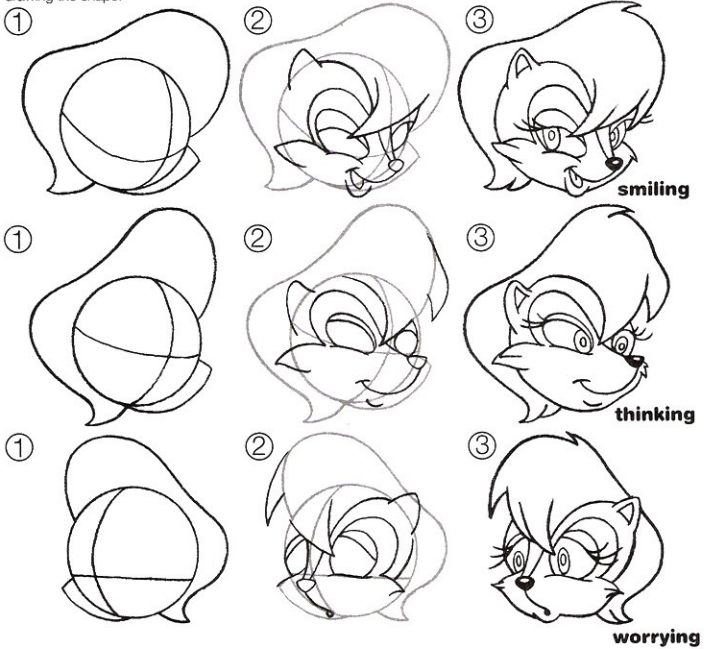
Princess Sally's Expressions

We wouldn't want Sonic to get lonely, so let's learn how to draw some of his friends, starting with the leader of the Freedom Fighters, Princess Sally. As with Sonic, the guide lines help show which direction her head is facing.

▼ For each of the three expressions, again begin with a basic circle for Sally's head. Don't forget to add the "cross-hair" guide lines, as shown. Her hair is a free-form shape. Look at the example to see where, on her head circle, her hair begins and ends. Practice this a few times to get the feel of drawing the shape.

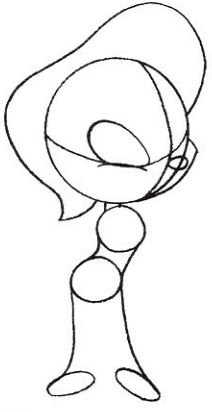
▼ Add her eyes and eyelids, her nose, ears, cheeks, and mouth. Remember to use the guide lines to help you place Sally's facial features in the right spots. Add some extra curls to her hair.

▼ Fill in her nose. Finish up each of your three drawings with details like her eye pupils, eyelashes, and tufts of fur on her cheeks. Erase extra pencil lines. Now you've got Sally smiling, thinking, and worrying (probably about Sonic!).



Princess Sally's Body

Once you've practiced drawing Sally's head a number of times, you can move on to drawing her body. As with all the characters from Mobius, you begin with basic shapes.



① Draw the head as you have been doing. Then add two small circles to form Sally's body. Draw lines for her legs and ovals for her feet. Notice that Sally's body from neck to feet is the same height as her head and hair.

② Fill in more facial details and draw her arms and legs. The leg lines from step 1 help define her stance. Begin to outline her boots. Draw in her chest fur, which is also a free-form shape like Sally's hair.

③ Fill in her nose. Add the final details to her eyes, hands, and boots, as shown. Erase any extra pencil lines, and you've completed Sally. Now try drawing her whole body with the different facial expressions you practiced on page 10.

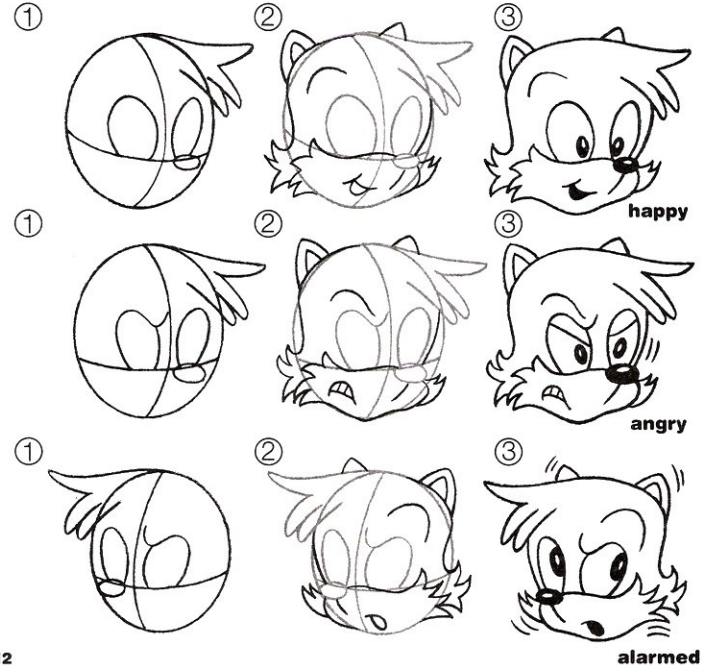
Tails' Expressions

Sonic's little buddy in the Freedom Fighters is the two-tailed fox named Tails. First we'll draw his head with a few different facial expressions, then we'll draw his body, complete with both his tails.

▼ Tails' head is an oval, making it a bit longer in shape than Sonic's or Sally's. The three points of his hair extend from the top. Draw in your guide lines and put his eyes and nose in the proper places along the lines.

▼ Widen the head at the top, as shown, then add his ears, mouth, eyebrows, and furry cheeks.

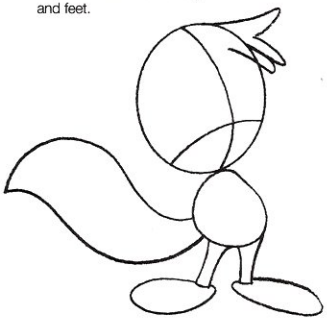
▼ Add final details such as his eye pupils, nose and mouth shading, and eyelids. A few motion lines can really bring his expressions to life, as you draw Tails being happy, angry, and alarmed.



Tails' Body

Now it's time to move on to Tails' body. Don't forget that he has two tails!

① After drawing the oval head shape, draw his body (kind of a jelly-bean shape) and his first tail, as shown. Add the legs and feet.



② Fill in the facial details like you did on page 12, then add his arms, hands, and cuffs, and his other tail.

③ Finish your drawing with his fingers, his eye pupils, nose, and mouth, and his chest fur. Add some curved lines to his tails for a furry look. Remember to erase extra pencil lines. Now Sonic's pal is ready to join his hero on a Swatbot-smashing adventure!