Realistic Deer Drawing: Fur, Anatomy, and Shading Practice

Ordinary topic reference / separately checked pixels



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Original worked example / unchanged complete key

Prompt: Draw a side-view deer with light from the upper left. Use a hypothetical body length of three head units and a shoulder height of two head units. Show fur direction on the neck, back, and hindquarters, and use four values.

Answer: Start with a light construction sketch: back line, belly line, chest wedge, hindquarter wedge, neck at 45 degrees, and head. Mark joints. Block in shadow areas on the right side, under the neck, and along the belly. Add mid-tone fur strokes flowing down and back on the neck, toward the tail on the back, and down and back on the hindquarters. Darken the deepest shadows with a 4B pencil. Lift highlights along the top of the back and head. Check by squinting: the deer should read as a solid form with a clear light side and shadow side, and the fur direction should change smoothly at the shoulder and hip.