Cartoon Reindeer Drawing: Body Shapes, Antlers, and Hooves

Original tasks 1, 2, 3 / complete keys

Task 1

Draw a cartoon reindeer with a body oval 6 cm wide and 4 cm tall, a head oval 3 cm wide, two antler stems with two branches each, and four hooves. Use light lines first.

Answer: A completed drawing showing a 6 cm by 4 cm body oval, a 3 cm head oval above and slightly to one side, a short neck, four leg rectangles with hoof shapes, two antler stems attached to the head, and simple face details.

Reason: The body and head sizes follow the given measurements, and the antler and hoof counts match the prompt. The head is half the body width, which keeps the cartoon balanced.

Check: Measure the body oval and head oval with a ruler. Count four hooves and two antler stems. Confirm each stem touches the head oval and each has two branches.

Task 2

Redraw the same reindeer but change the antler branch count to three branches per side. Keep the body and head sizes the same.

Answer: A drawing identical in body and head size to the first exercise, but with three branches on each antler stem instead of two.

Reason: Changing only the branch count practices control while keeping the rest of the drawing stable. Three branches per side is still readable and not cluttered.

Check: Count the branches on each antler stem; each should have three. Confirm the body and head measurements match the first exercise.

Task 3

Draw a cartoon reindeer in a walking pose. Keep four legs, but make two legs slightly forward and two slightly back. Add four hooves and two antler stems with two branches each.

Answer: A cartoon reindeer with the same body and head shapes, but the leg rectangles angled slightly forward and back. Four hooves are visible and the antlers have two branches per stem.

Reason: Angling the legs changes the pose without changing the basic shapes. The hoof count and antler count stay the same, so the reindeer remains readable.

Check: Count four legs and four hooves. Check that two legs angle forward and two angle back. Count two antler stems and two branches per stem.

Cartoon Reindeer Drawing: Body Shapes, Antlers, and Hooves

Original tasks 4 / complete keys

Task 4

Draw a cartoon reindeer and add a simple scarf shape around the neck. Keep the antlers, hooves, and face clear. Use a body oval 7 cm wide and 4.5 cm tall.

Answer: A cartoon reindeer with a 7 cm by 4.5 cm body oval, a head oval about 3.5 cm wide, four hooves, two antler stems with two or three branches each, and a scarf rectangle or curved band around the neck.

Reason: The scarf is an added accessory, but the core reindeer cues remain: branched antlers, four hooves, and a clear face. The body measurement is followed.

Check: Measure the body oval. Count four hooves and two antler stems. Confirm the scarf does not cover the face or hide the antler attachment points.

Cartoon Reindeer Drawing: Body Shapes, Antlers, and Hooves

Source rubric / reflection

- [ ] Body and head are built from clear oval shapes and the head is roughly half the body width.
- [ ] Four legs are present and each leg ends in a distinct hoof shape.
- [ ] Two antler stems attach to the head oval and each has two or three branches.
- [ ] Face details sit inside the head oval and the muzzle touches the lower edge.
- [ ] The drawing is readable as a cartoon reindeer; personal style variations are allowed if the cues above remain clear.

Reflection: What did you check, what did you change, and what will you try next?