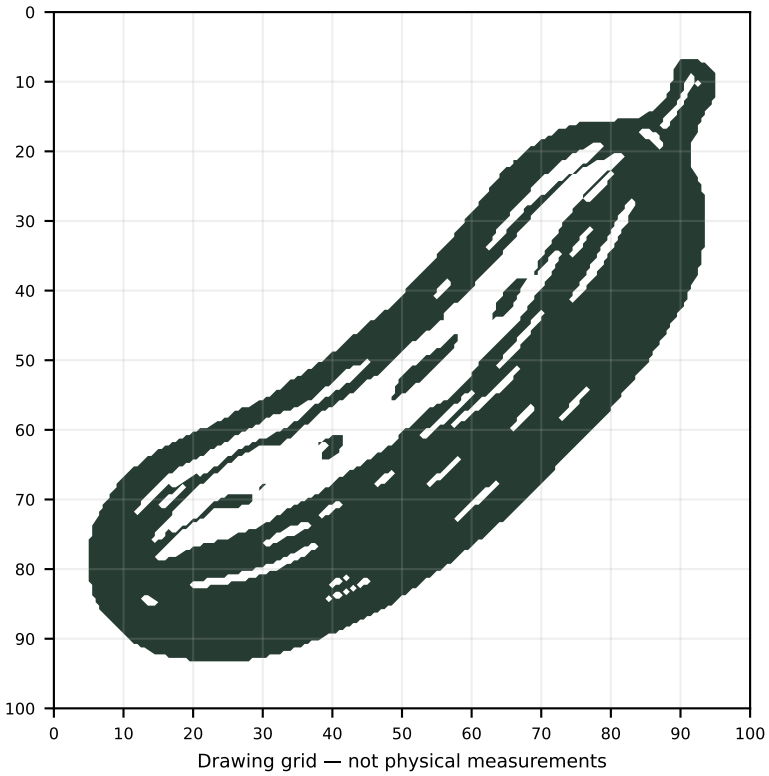
How to Draw Pickle — Free Practice Sheets

REFERENCE / CASE 1

pickle: Trace the reference outline, then practise the contour independently. Compare with the separate full reference sheet.

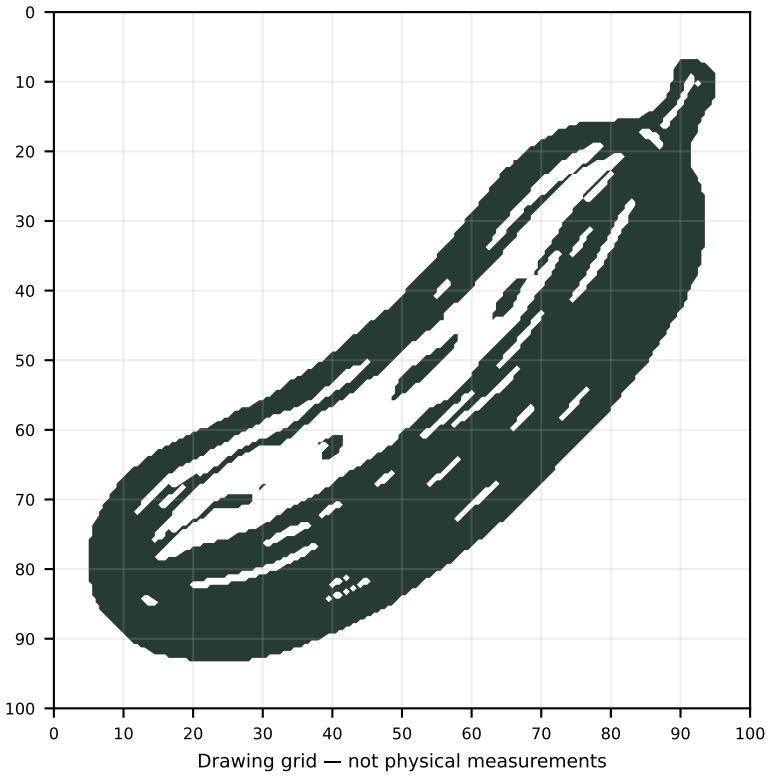


METHOD: Draw a long, slightly curved oval for the main body, wider at the bottom and tapering toward the top. Add a small, short stem nub at the top end. Sketch irregular bumps and ridges along the outline to suggest a bumpy surface. Fill the body with dark, streaky shading lines to indicate texture and volume.
Use the separate practice sheet before checking the answer.

How to Draw Pickle — Free Practice Sheets

REFERENCE / CASE 2

pickle: Copy the reference onto the blank grid, using matching grid intersections.
Compare with the separate full reference sheet.

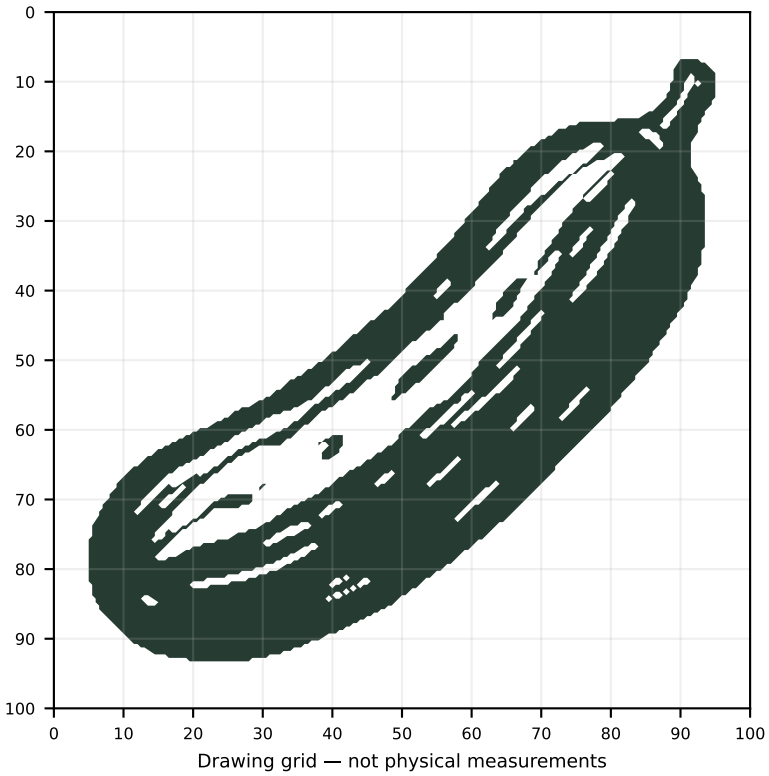


METHOD: Draw a long, slightly curved oval for the main body, wider at the bottom and tapering toward the top. Add a small, short stem nub at the top end. Sketch irregular bumps and ridges along the outline to suggest a bumpy surface. Fill the body with dark, streaky shading lines to indicate texture and volume.
Use the separate practice sheet before checking the answer.

How to Draw Pickle — Free Practice Sheets

REFERENCE / CASE 3

pickle: Use the bounding frame and center guide to place the silhouette, then add the identifying details. Compare with the separate full reference sheet.

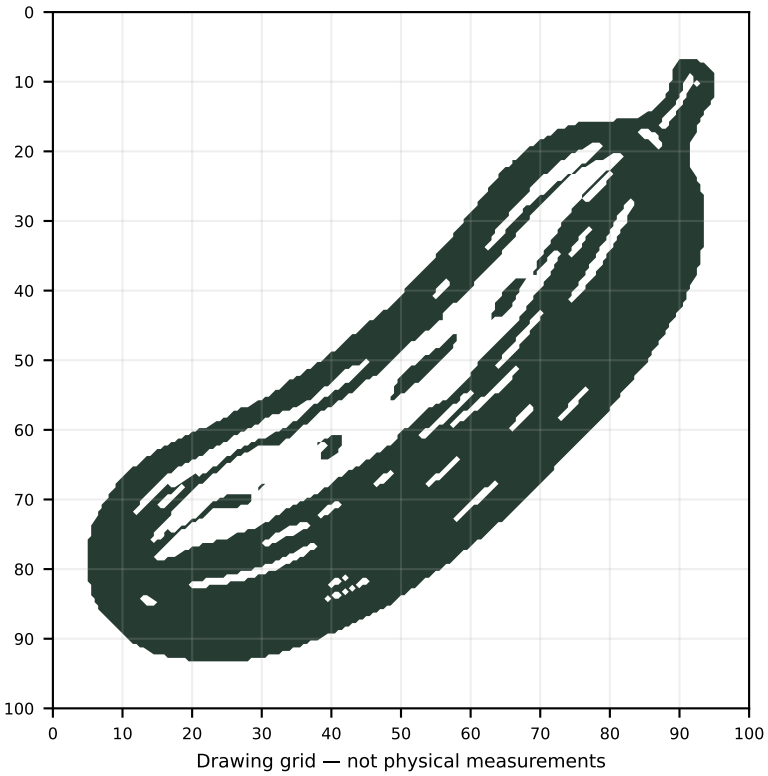


METHOD: Draw a long, slightly curved oval for the main body, wider at the bottom and tapering toward the top. Add a small, short stem nub at the top end. Sketch irregular bumps and ridges along the outline to suggest a bumpy surface. Fill the body with dark, streaky shading lines to indicate texture and volume.
Use the separate practice sheet before checking the answer.

How to Draw Pickle — Free Practice Sheets

REFERENCE / CASE 4

pickle: Complete the blank right-hand portion using the full reference. Compare with the separate full reference sheet.



METHOD: Draw a long, slightly curved oval for the main body, wider at the bottom and tapering toward the top. Add a small, short stem nub at the top end. Sketch irregular bumps and ridges along the outline to suggest a bumpy surface. Fill the body with dark, streaky shading lines to indicate texture and volume.
Use the separate practice sheet before checking the answer.