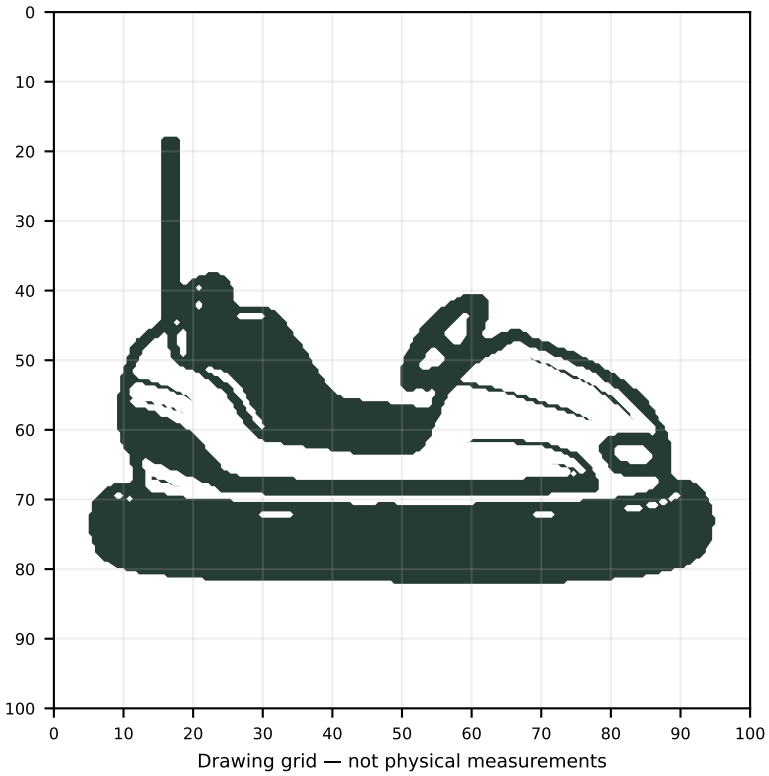
How to Draw Bumper Car — Free Practice Sheets

ANSWER / CASE 1

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

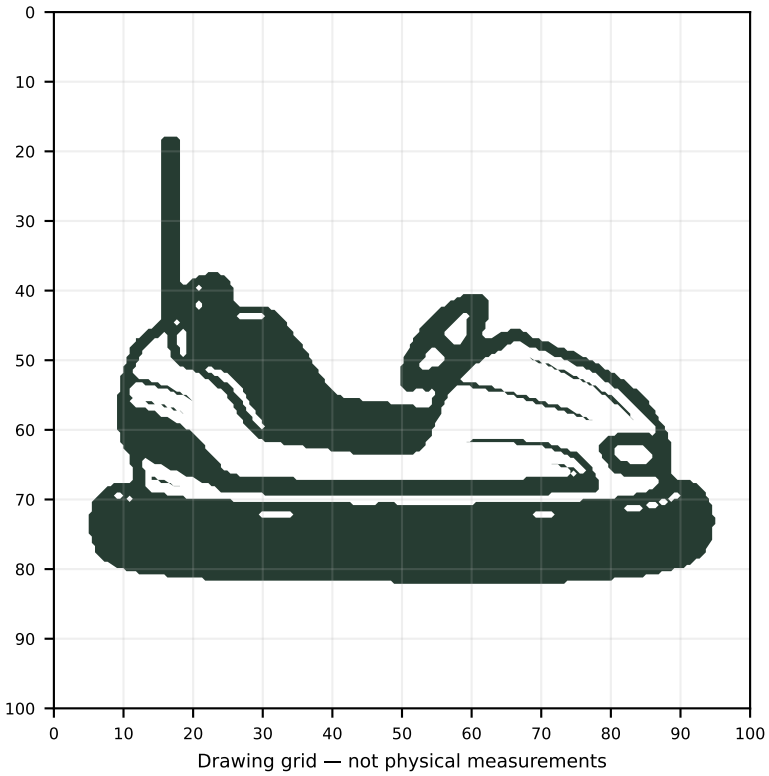


ANSWER: Example solution: preserve thick rounded black rubber bumper ring around the base, open cockpit with a single seat and steering wheel, tall vertical pole at the rear, likely a contact pole. Other drawings can be correct; assess the visible features and proportions rather than pixel-perfect matching.
1. Draw a wide, rounded horizontal oval for the rubber bumper base.
2. Add the car body above the base with a curved front hood and a raised rear section.
3. Cut out an open cockpit in the middle and place a single seat inside.
4. Add a steering wheel in front of the seat and a vertical pole at the rear.

How to Draw Bumper Car — Free Practice Sheets

ANSWER / CASE 2

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

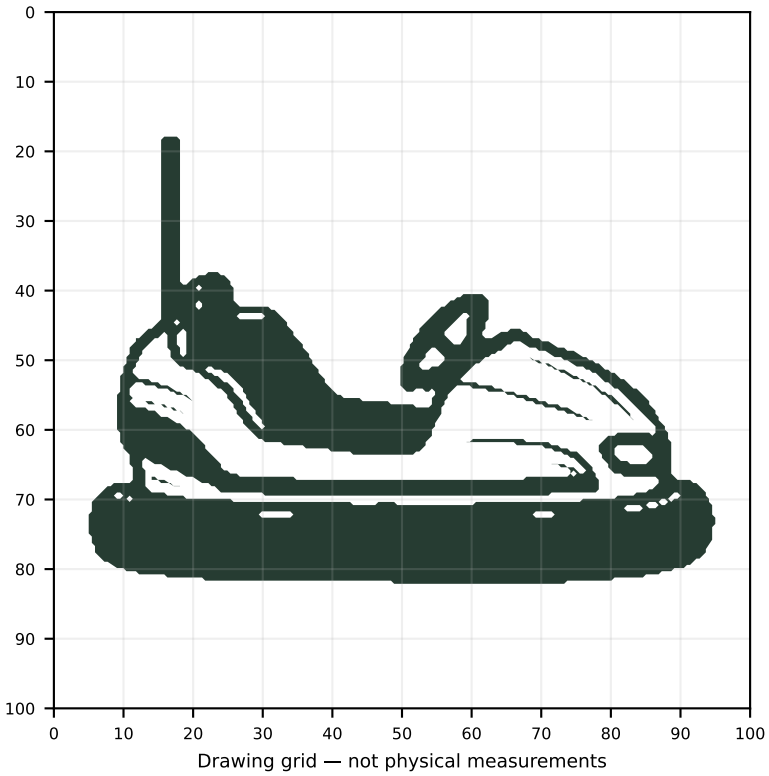


ANSWER: Example solution: preserve thick rounded black rubber bumper ring around the base, open cockpit with a single seat and steering wheel, tall vertical pole at the rear, likely a contact pole. Other drawings can be correct; assess the visible features and proportions rather than pixel-perfect matching.
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4. Add a steering wheel in front of the seat and a vertical pole at the rear.

How to Draw Bumper Car — Free Practice Sheets

ANSWER / CASE 3

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

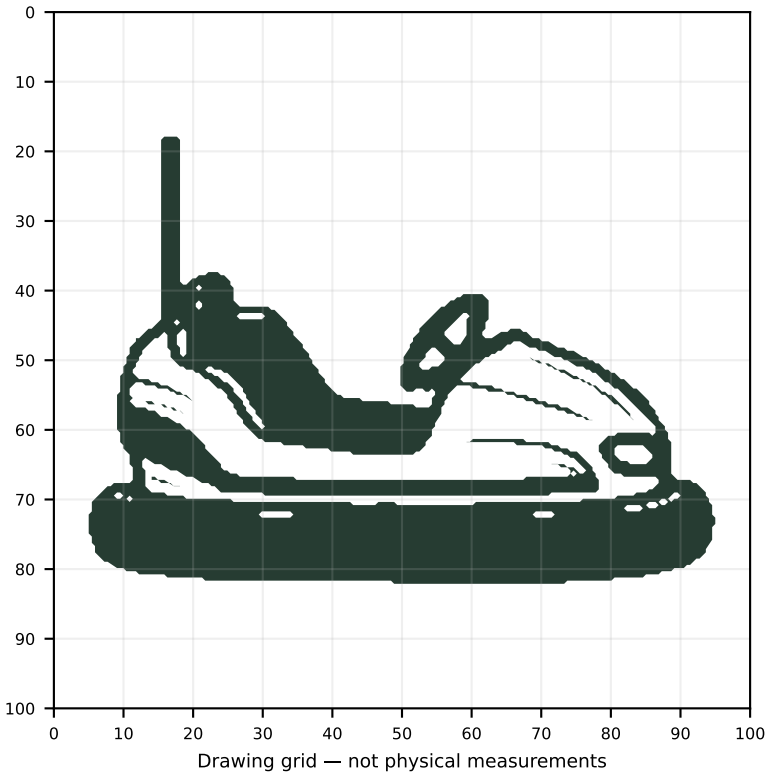


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4. Add a steering wheel in front of the seat and a vertical pole at the rear.

How to Draw Bumper Car — Free Practice Sheets

ANSWER / CASE 4

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



ANSWER: Example solution: preserve thick rounded black rubber bumper ring around the base, open cockpit with a single seat and steering wheel, tall vertical pole at the rear, likely a contact pole. Other drawings can be correct; assess the visible features and proportions rather than pixel-perfect matching.

1. Draw a wide, rounded horizontal oval for the rubber bumper base.
2. Add the car body above the base with a curved front hood and a raised rear section.
3. Cut out an open cockpit in the middle and place a single seat inside.
4. Add a steering wheel in front of the seat and a vertical pole at the rear.