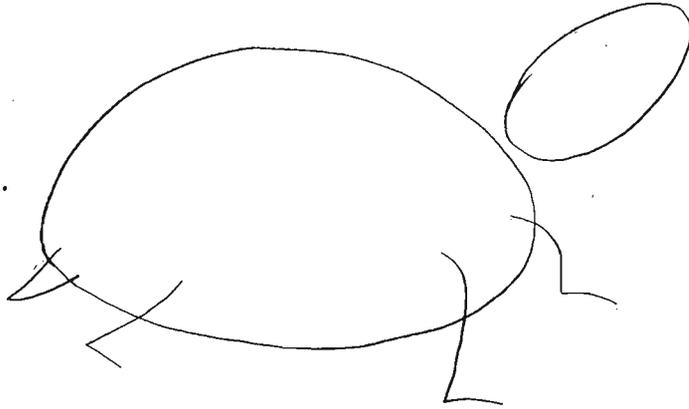


# Let's draw animals! TERRIFIC EASTERN BOX TURTLES!

Sketch initial guides lightly and quickly. This is your framework for the turtle. Draw a large, uneven oval for the body and a smaller oval above it for the head.

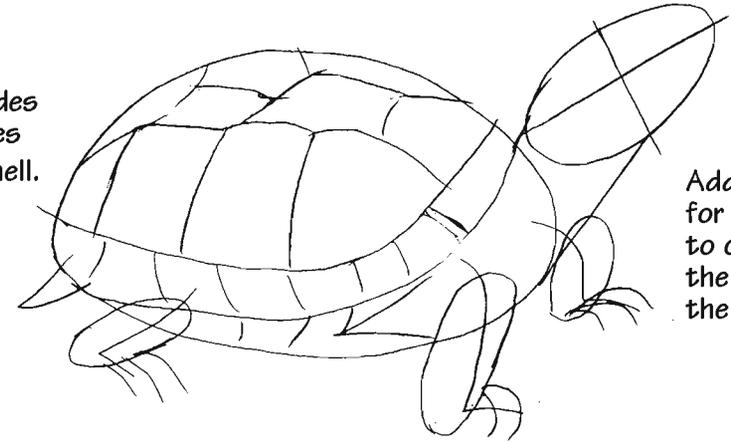
Make a "V" for the tail.



Add "L"-shaped lines for the legs and feet. You may not see all of the legs. Just draw the parts of the animal you actually see!

Make a guide for the head. Fill in the eyes, mouth and nose in the next step.

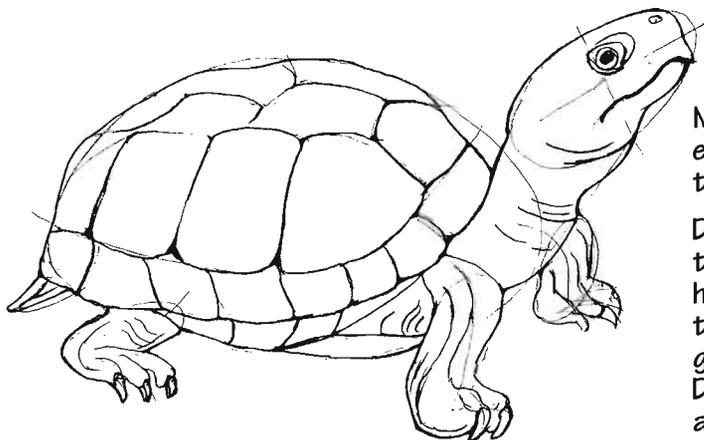
Draw guides for scutes of the shell.



Add lines for the neck to connect the head to the body.

Following your guides for the legs, draw ovals around them for the turtle's stout legs. Add lines for the toes.

Draw darker lines as you start refining your sketch. You can erase lines you no longer need.

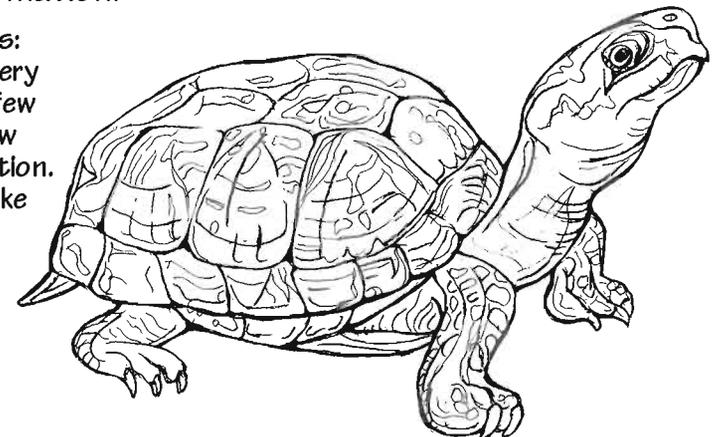
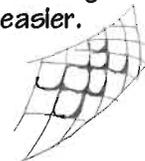


Make a circle for the eye in the top right of the guide. Add eyelids.

Draw the mouth below the guide. This turtle has a hooked beak and the end of the mouth goes past the eye. Draw a small oval above the top right of the guide for the nostril.

Add some detail! Indicate leathery skin with bumpy lines. Stripes and spots aid in camouflage but can also help define body curves and angles in your drawing. Guide and reference books can provide additional information.

Drawing scales: Don't draw every scale! Add a few scales to show size and direction. A grid can make drawing them easier.



 Let Wild be Wild by leaving animals in their natural habitat. Help keep the water clean and protect these areas so they can remain safe places for animals.