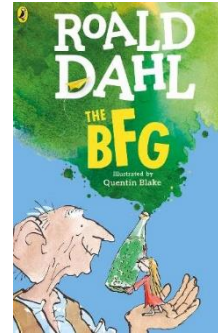
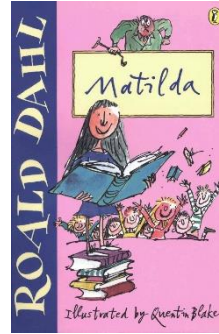
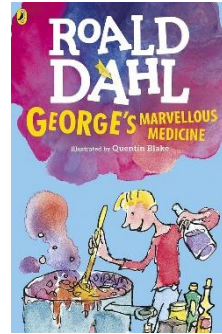


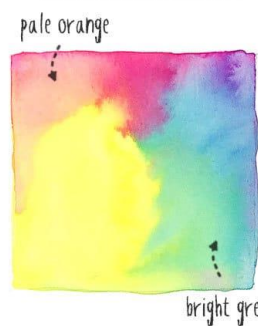


Quentin Blake

Illustrator study



COOL PRIMARY PAINTS



WARM PRIMARY PAINTS



"He wasn't going to fool about wondering whether to put in a little bit of this or a little bit of that. Quite simply, he was going to put in EVERYTHING he could find."

1
How to draw
A portrait of the BFG
You start off with an oval
(leave plenty of space all round it)

2
Now you need a bent line for the nose
a curved line for the mouth
and two dots for eyes

3
Next, some curved lines
and straight lines for
the neck and shoulders

4
Now we add some lines as
wrinkles, because the BFG is
terribly old

5
Then some more little lines
for hair and eyebrows

6
And last of all (this is the
best bit) the EARS
If they are flat (like ours) you
need two more ovals

7
BUT the BFG's ears are
wonderfully moveable, and can
be sticking out, like two
circles

8
and sometimes they do
unexpected things — so this
is where you can use your
imagination...

seat for
Sophie

catapults
pulling

and what else?