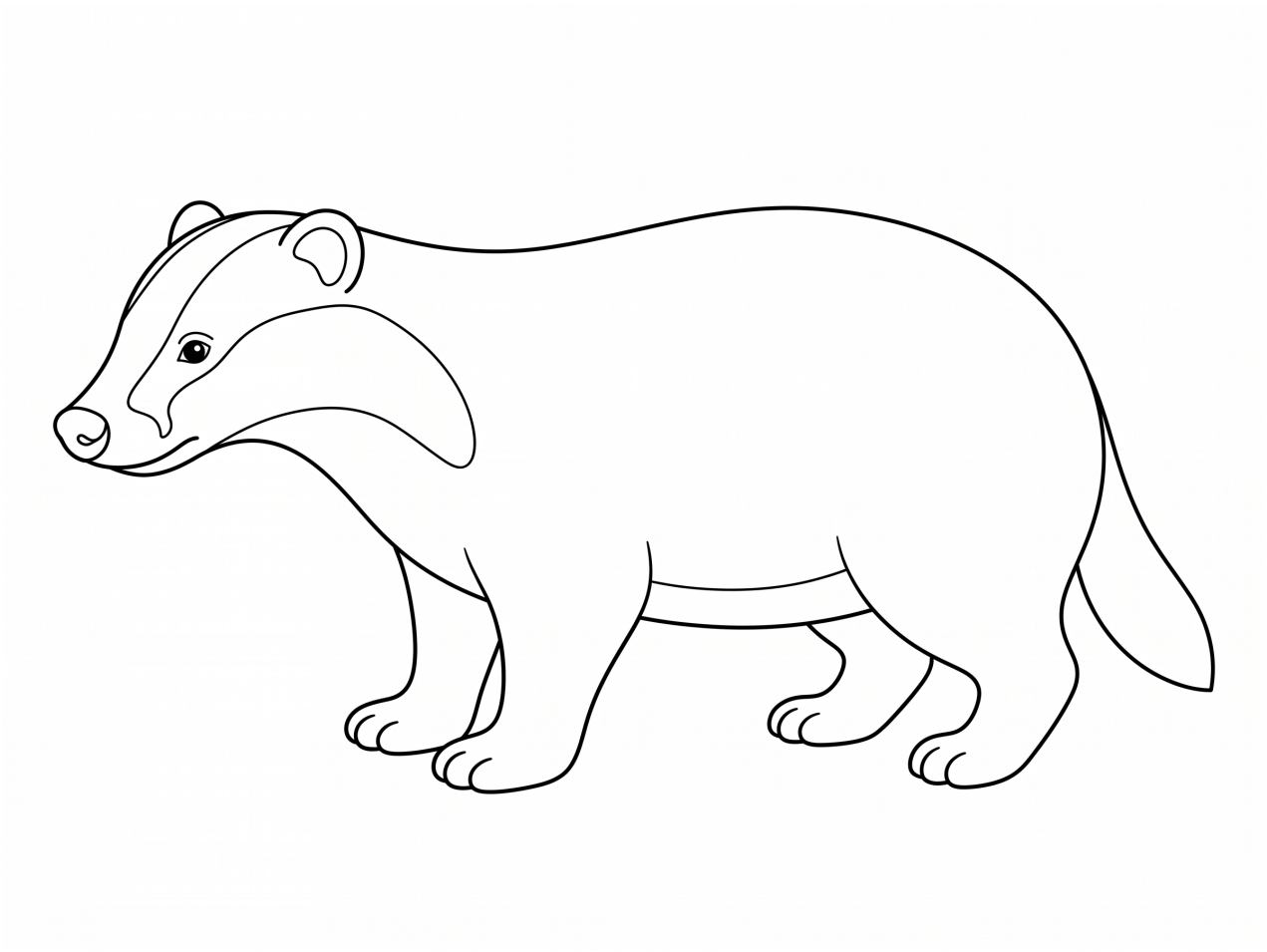
Draw a badger from simple shapes

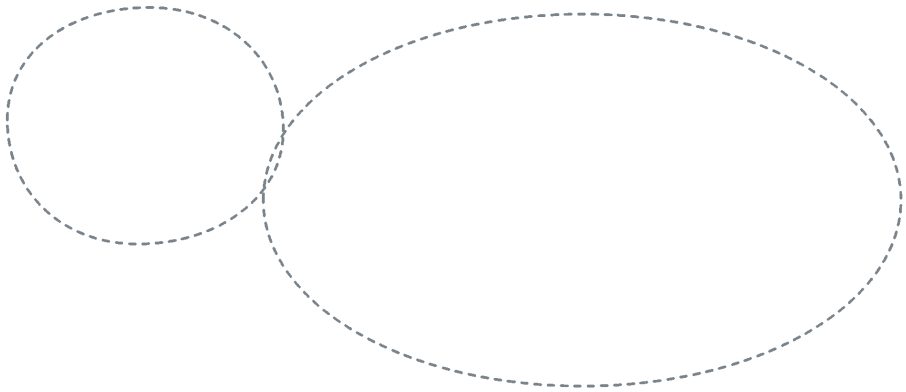
Build a badger from simple shapes, then add its curved face bands and small details.



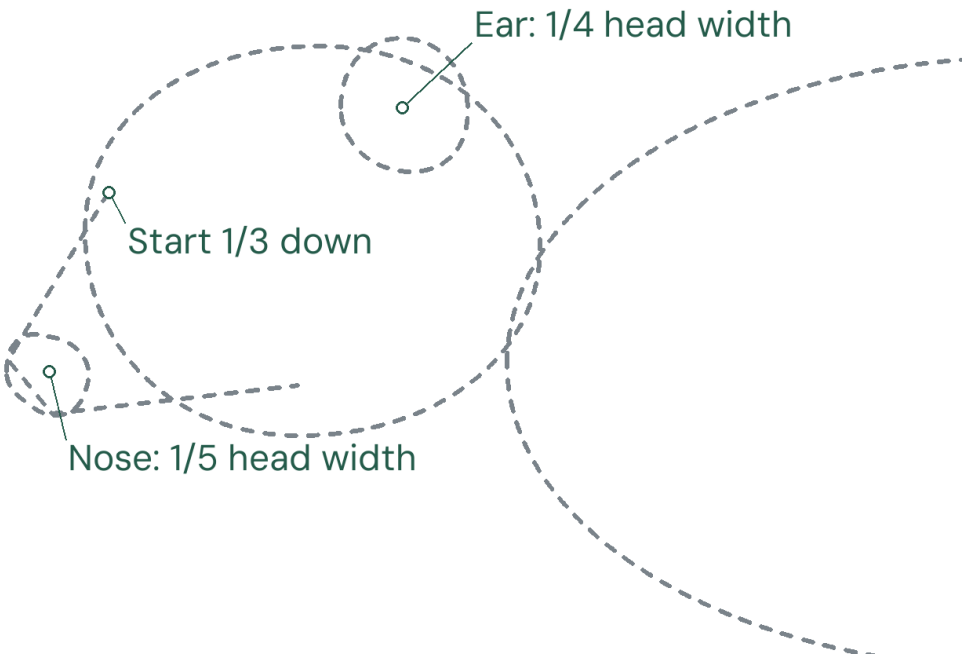
Finished artwork reference

Use a pencil and eraser; draw dashed guides lightly, follow the orange additions and keep black lines. Erase only the named green dashed guides.

1. Join the head, muzzle and chest

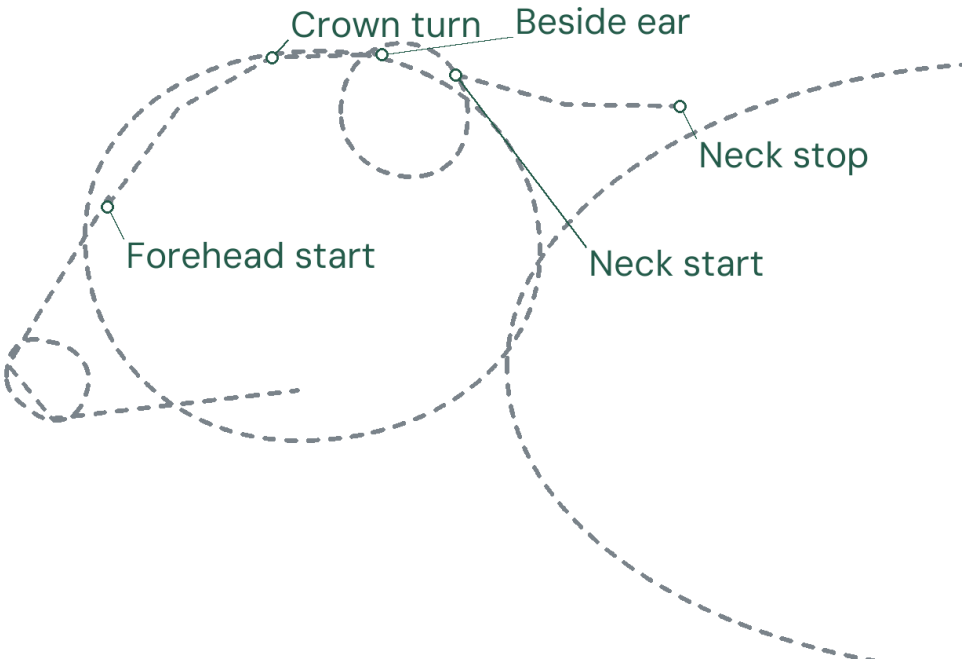


Draw a body oval twice the head's width and slightly taller; overlap the head's lower-right edge with the body's upper-left edge. Leave one head-height below for the legs.

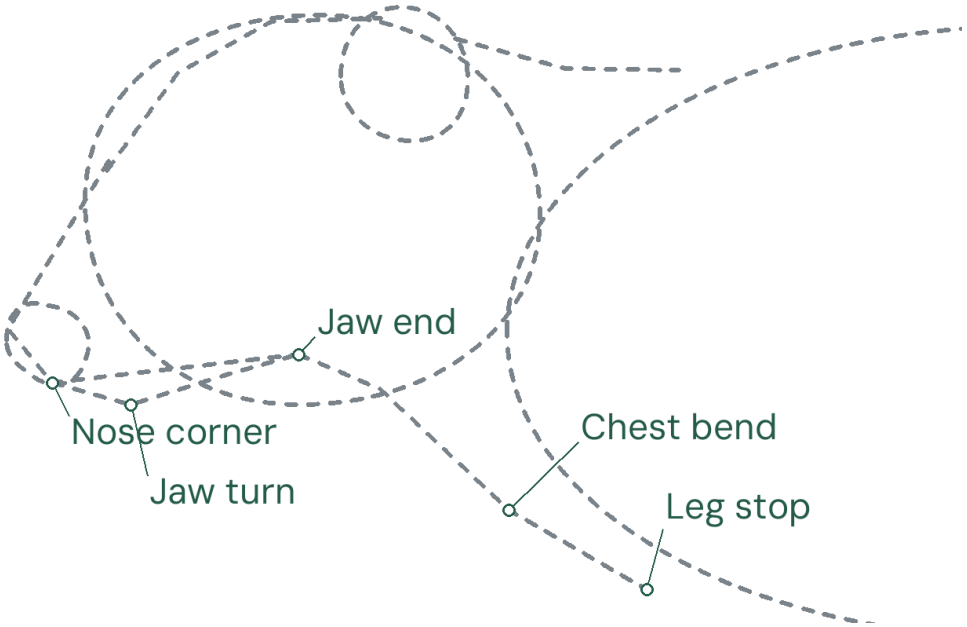


Add the muzzle wedge, nose oval and ear oval at the labeled positions.

1. Join the head, muzzle and chest

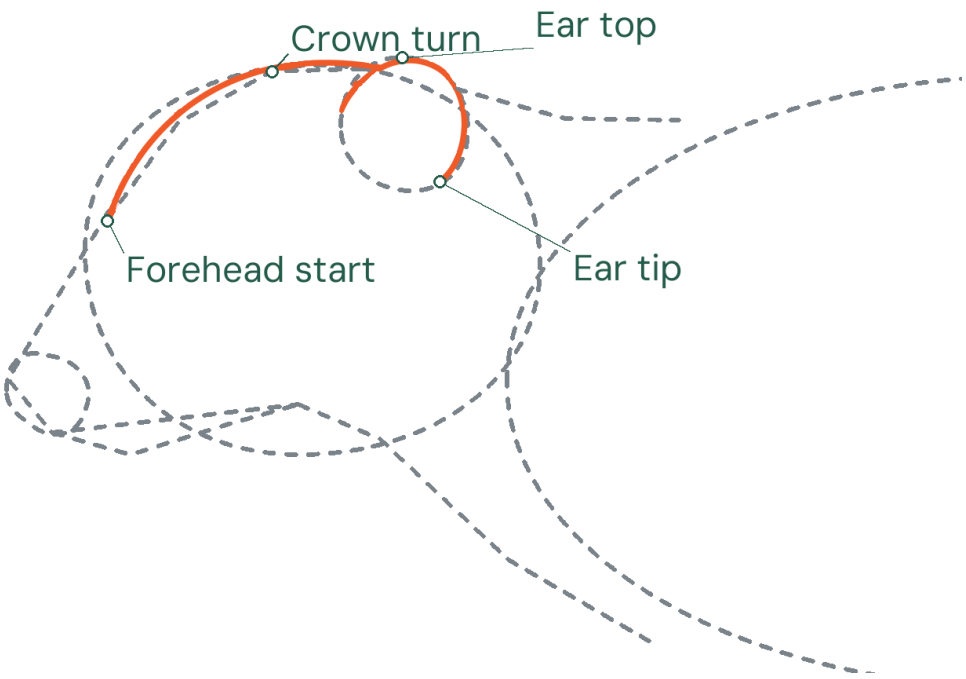


Mark the crown turn above the head and the neck stop above the body; join the labeled points with light straight lines.

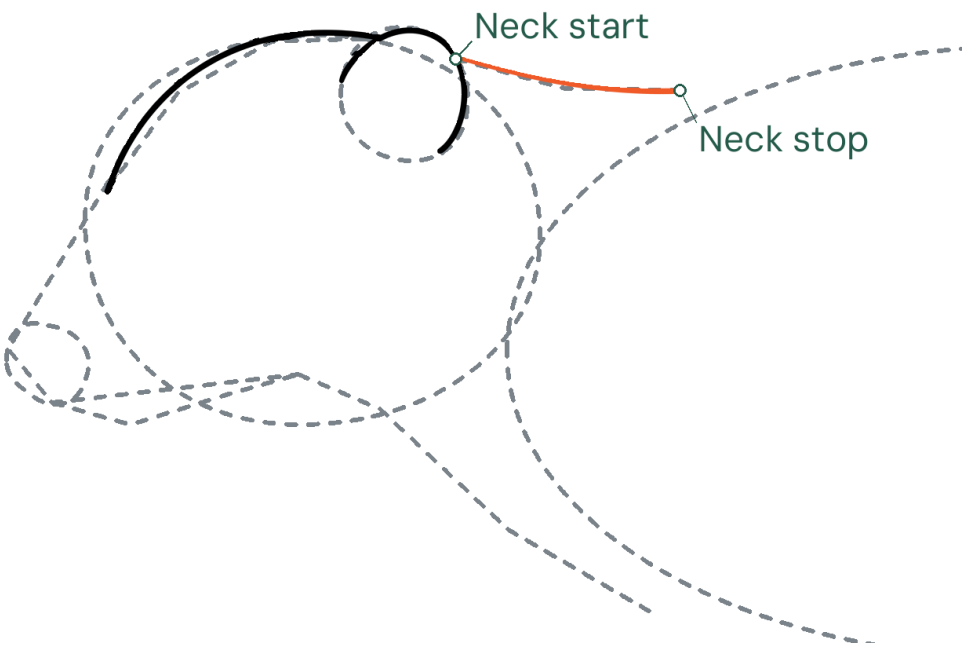


Place the jaw turn below-left of the head and the chest bend below-right, then join the labeled points lightly. Set the leg stop just below the body oval.

1. Join the head, muzzle and chest

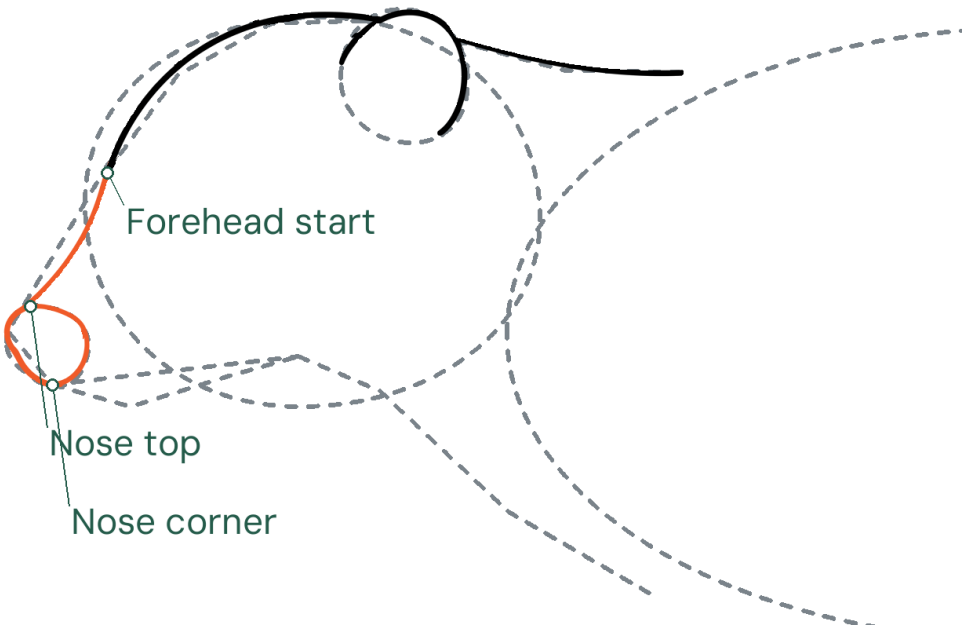


Curve through the forehead marks to the ear, then round the ear oval down to its tip.

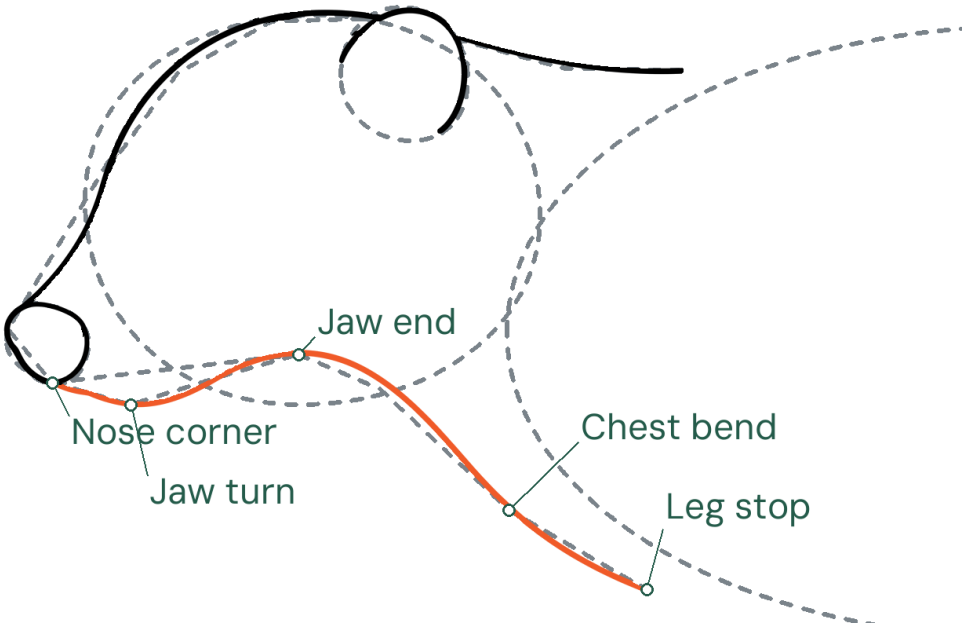


Curve from the ear to the neck stop with a shallow dip.

1. Join the head, muzzle and chest

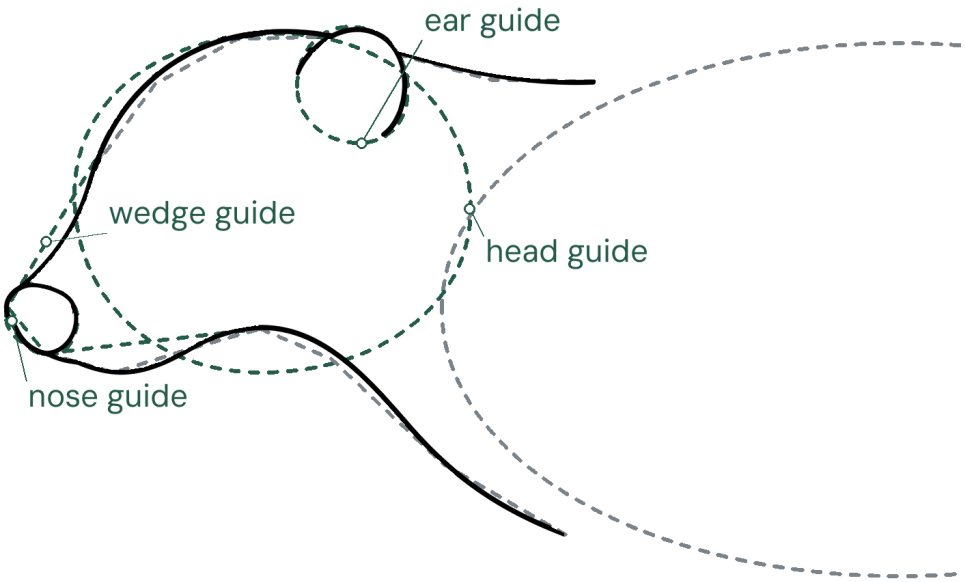


Extend the muzzle to the nose, then round and close the small nose oval.

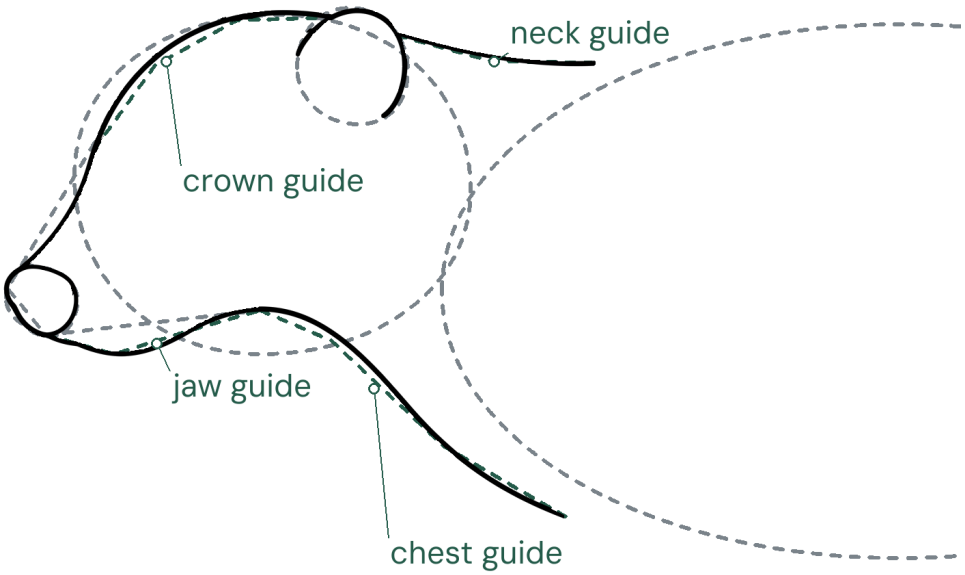


Curve from the nose corner through the jaw turn and jaw end, then continue through the chest bend to the leg stop.

1. Join the head, muzzle and chest

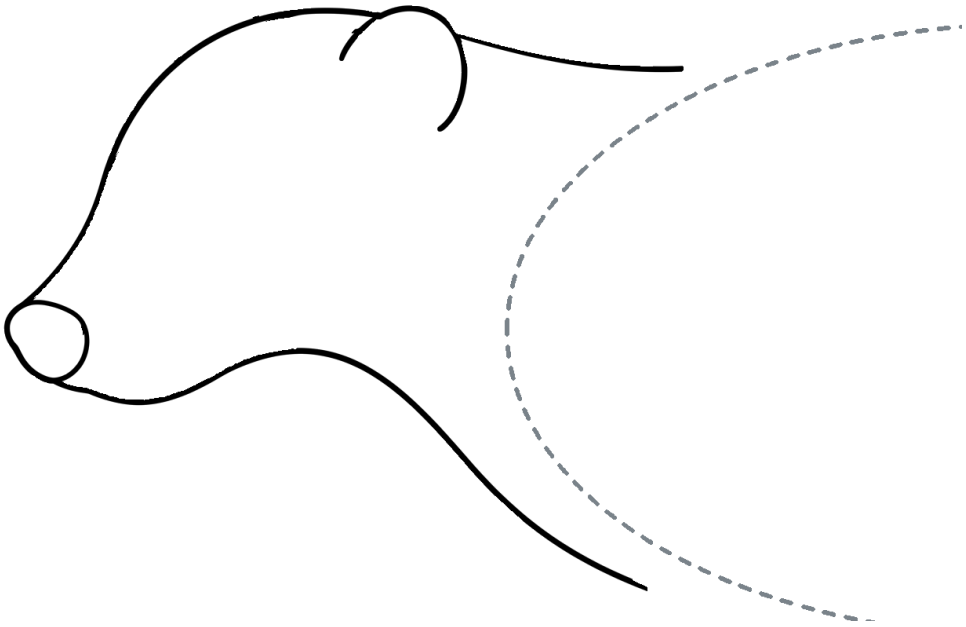


Mark the four labeled shape guides for erasing; keep the black outline and body oval.



Mark the four labeled direction guides, then erase all eight head guides.

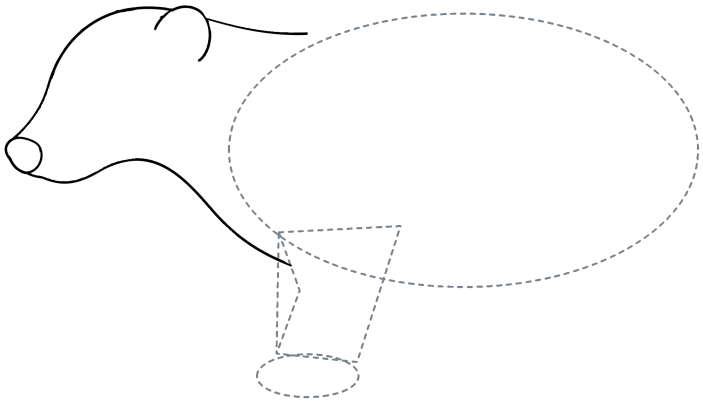
1. Join the head, muzzle and chest

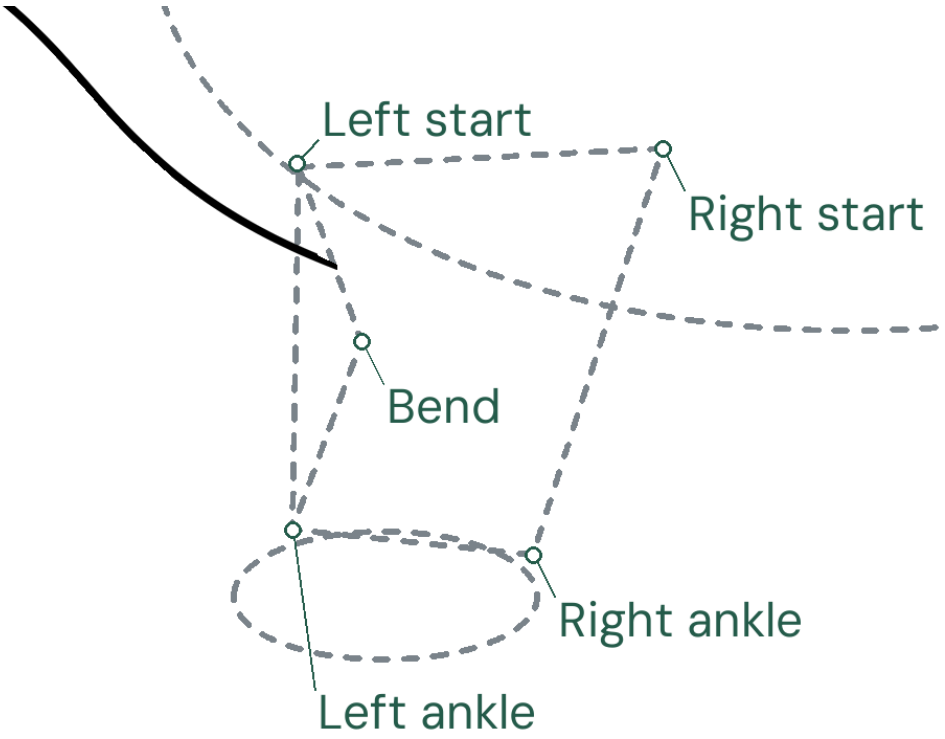


Keep the joined head and chest, with only the body oval still light.

2. Build the front legs and keep both belly contours

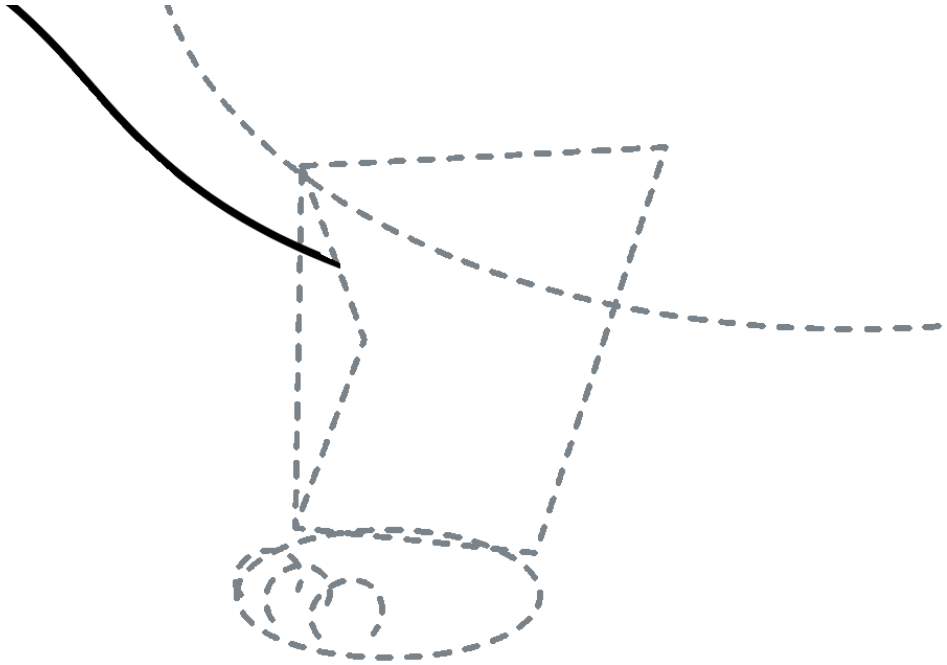
Whole drawing



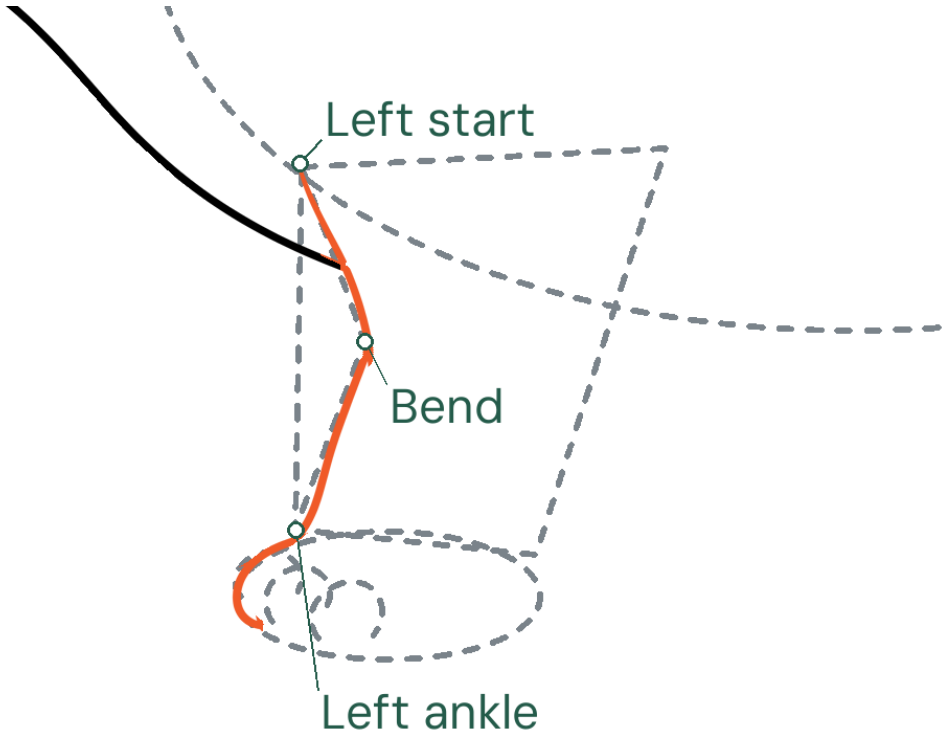


Set the left start above-left of the chest stop; make the frame just over half a head-width wide. Add a foot oval four-fifths as wide.

2. Build the front legs and keep both belly contours

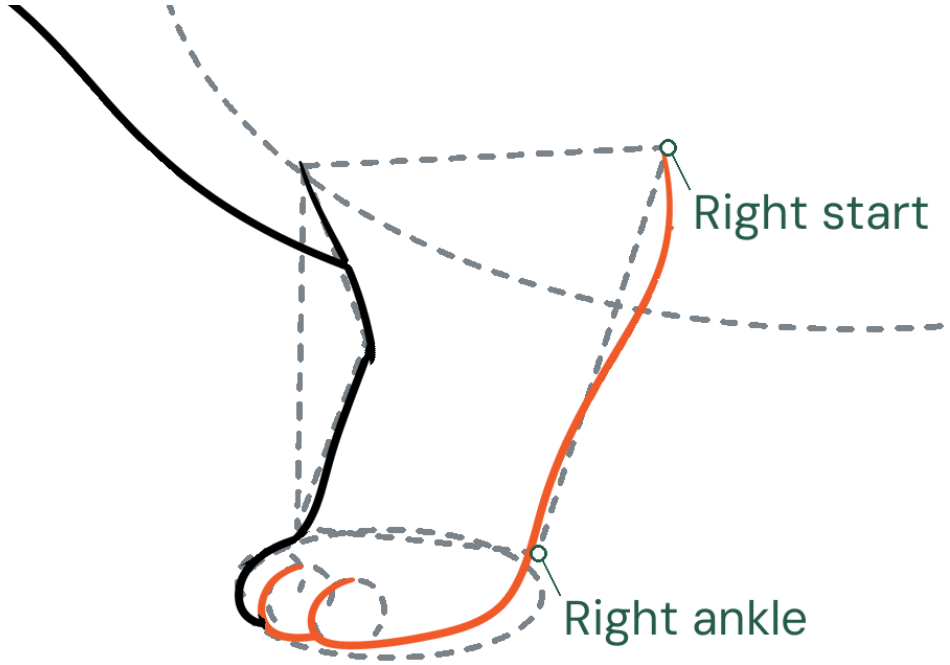


Add three small toe guides, each one-quarter of the foot's width, stepping down-right from its front edge.

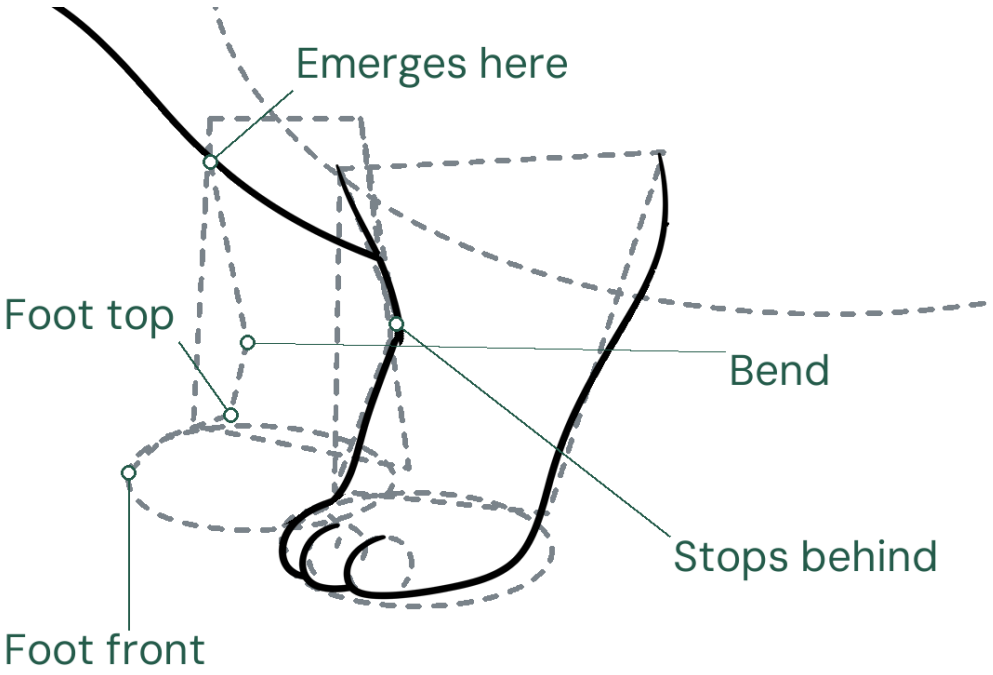


Follow the left-side bend to the ankle, round the first toe guide, and stop.

2. Build the front legs and keep both belly contours

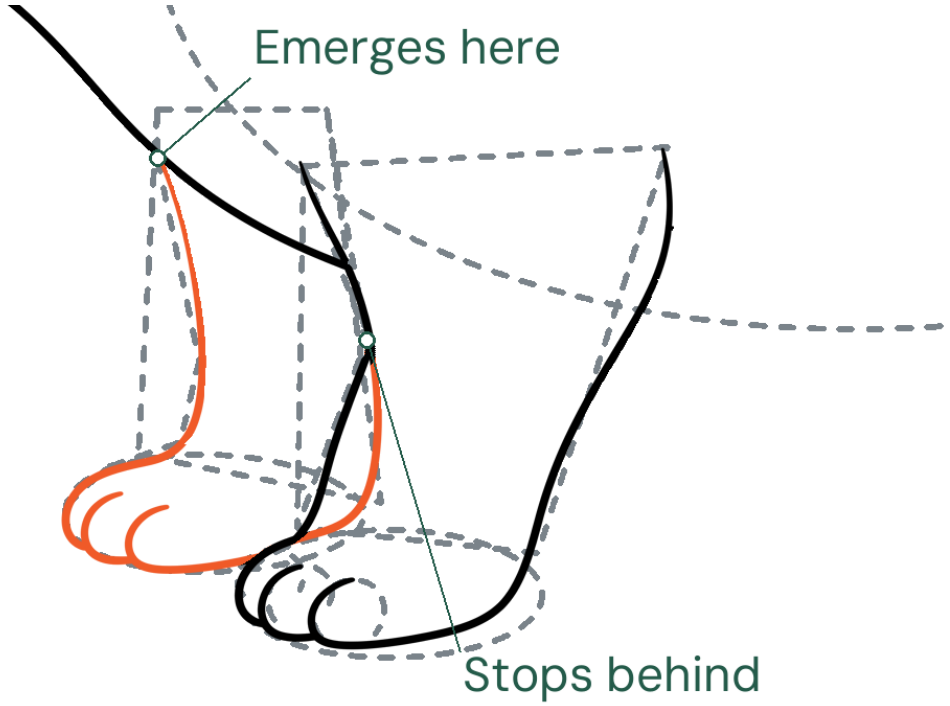


Curve the right side down to the ankle and around the foot; repeat the toe turn twice.

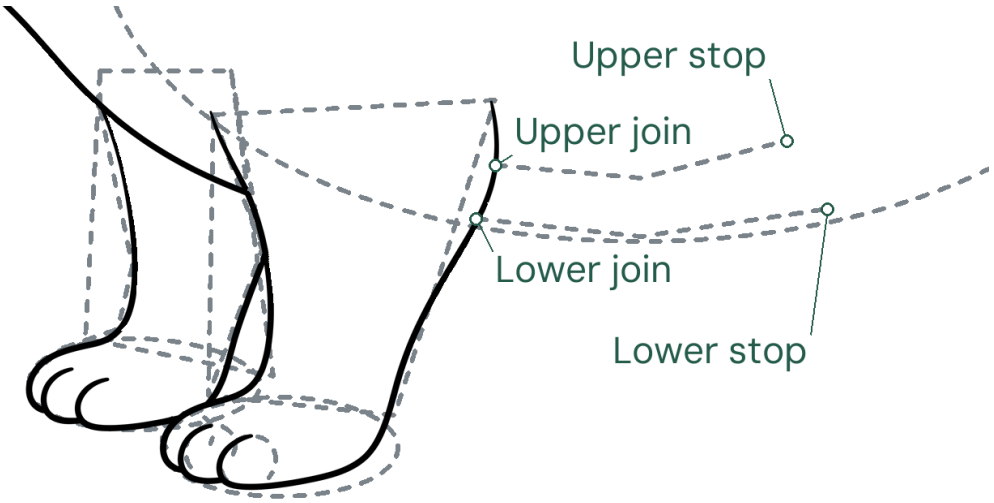


Place the far foot above-left, with its right tip below the near-leg bend. Add the frame with the bends level, then join the labeled foot points lightly.

2. Build the front legs and keep both belly contours

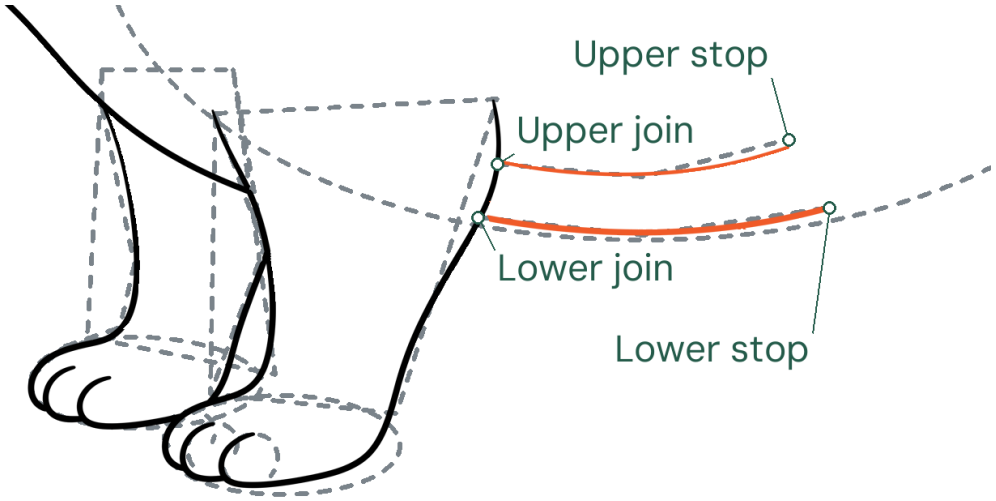


Round the far leg and repeat the three toes, then curve back to the marked stop. Keep the near leg in front.

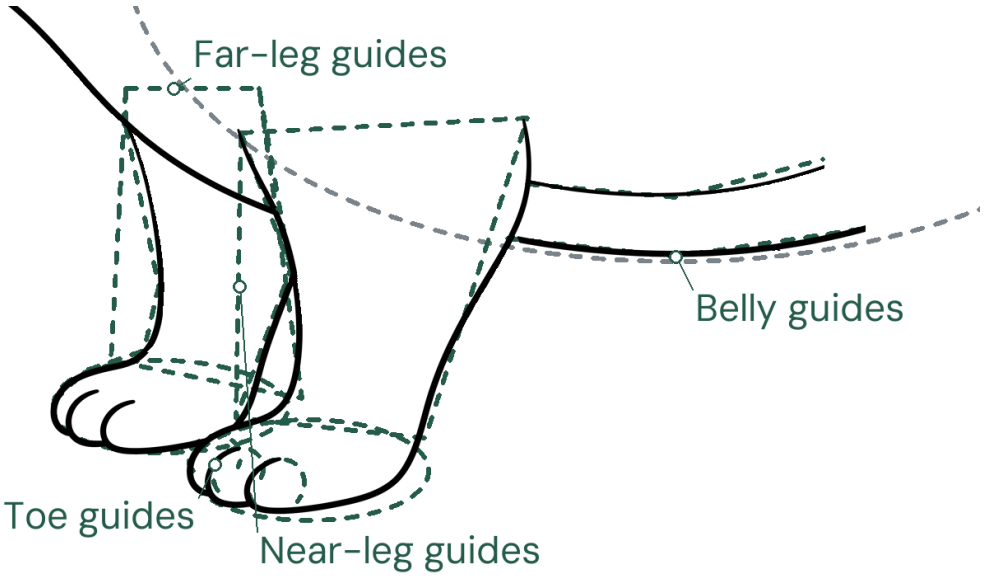


Place the upper stop one head-width right and slightly higher; place the lower stop a nose-height below and farther right. Join each pair through a low midpoint.

2. Build the front legs and keep both belly contours

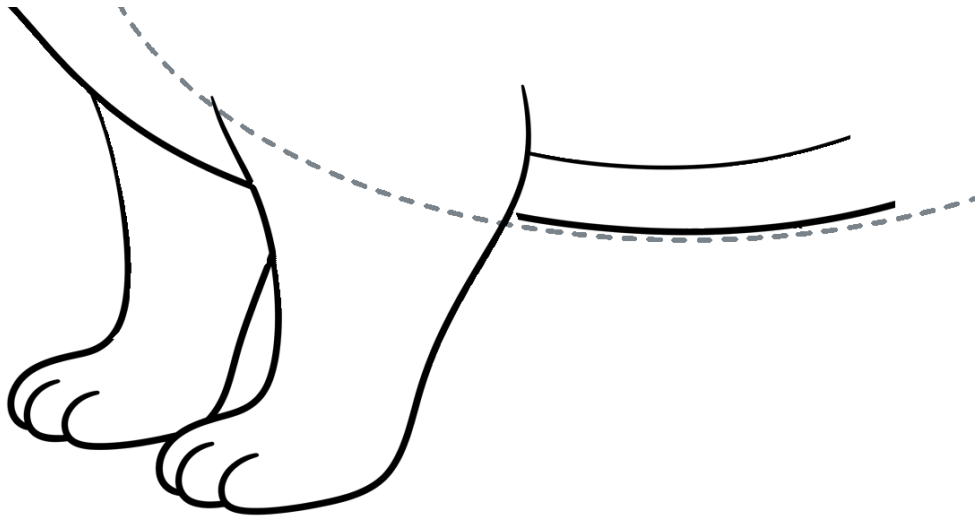


Draw two shallow curves between the matching joins and stops, leaving a clear band between them.



Erase the labeled leg, toe and belly guides; keep the body oval and finished lines.

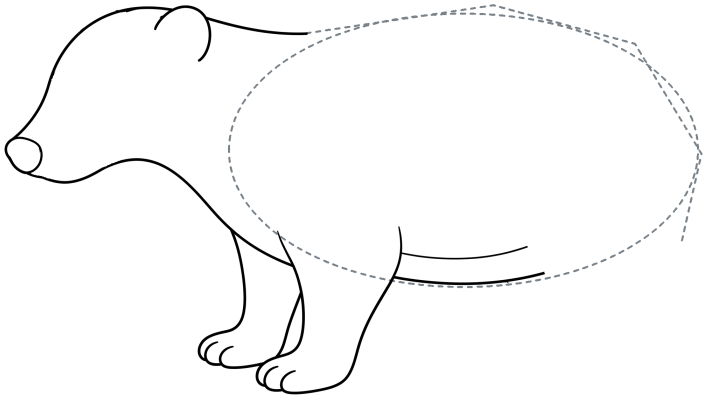
2. Build the front legs and keep both belly contours

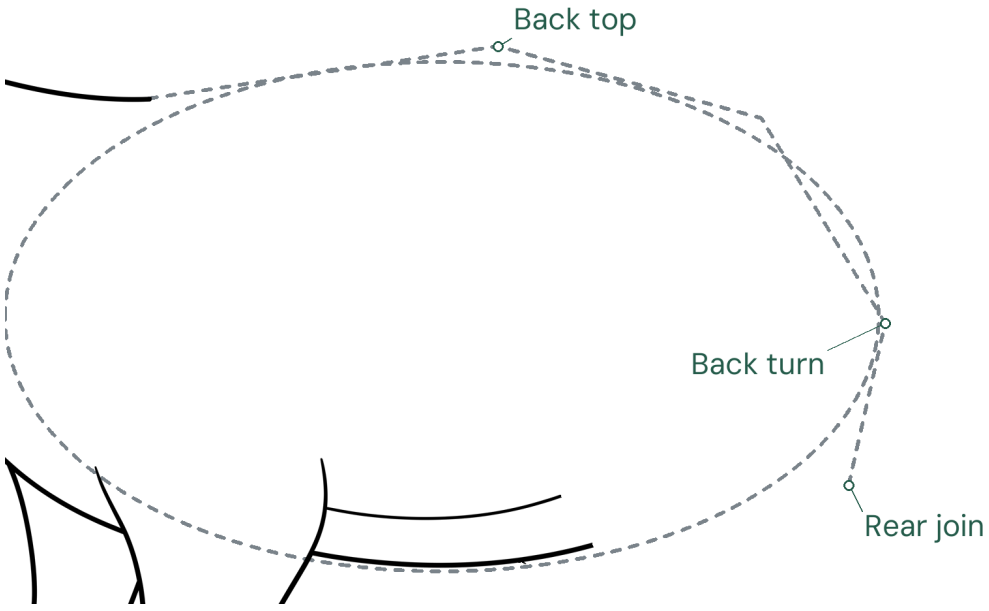


Keep both feet and belly curves, with the near leg in front and the body oval still light.

3. Build the body and rear legs

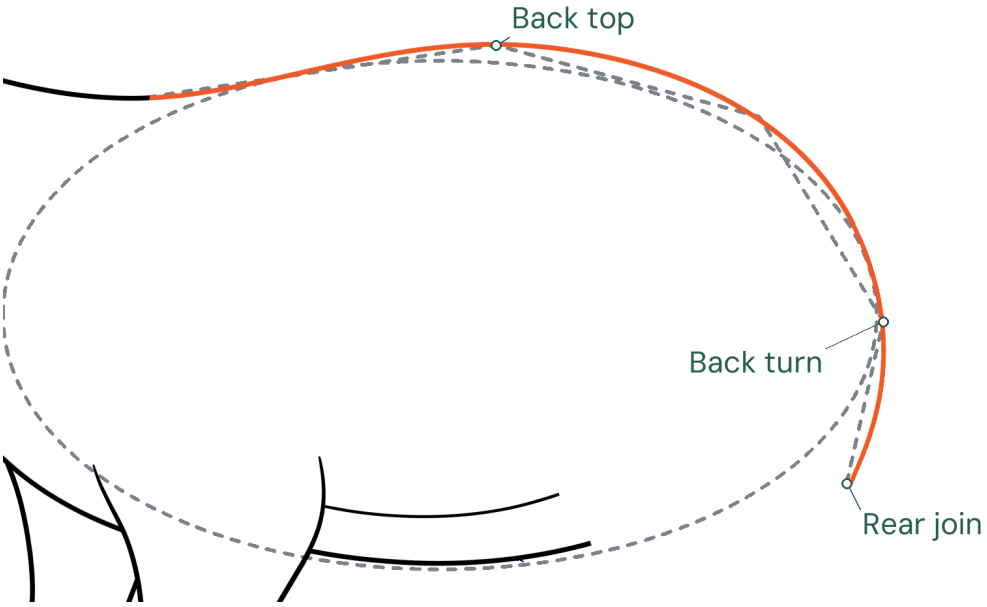
Whole drawing



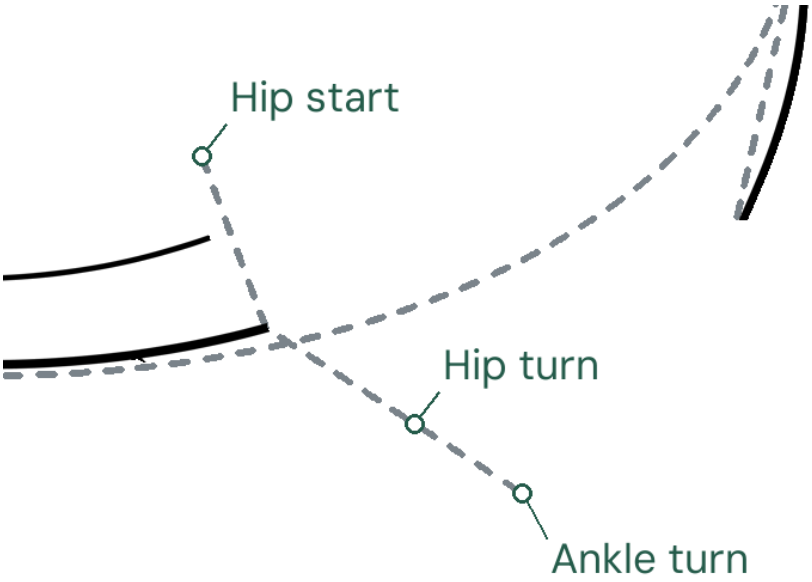


Mark the back's top above the body oval and its right turn beside the oval; join these marks to the neck stop and rear join.

3. Build the body and rear legs

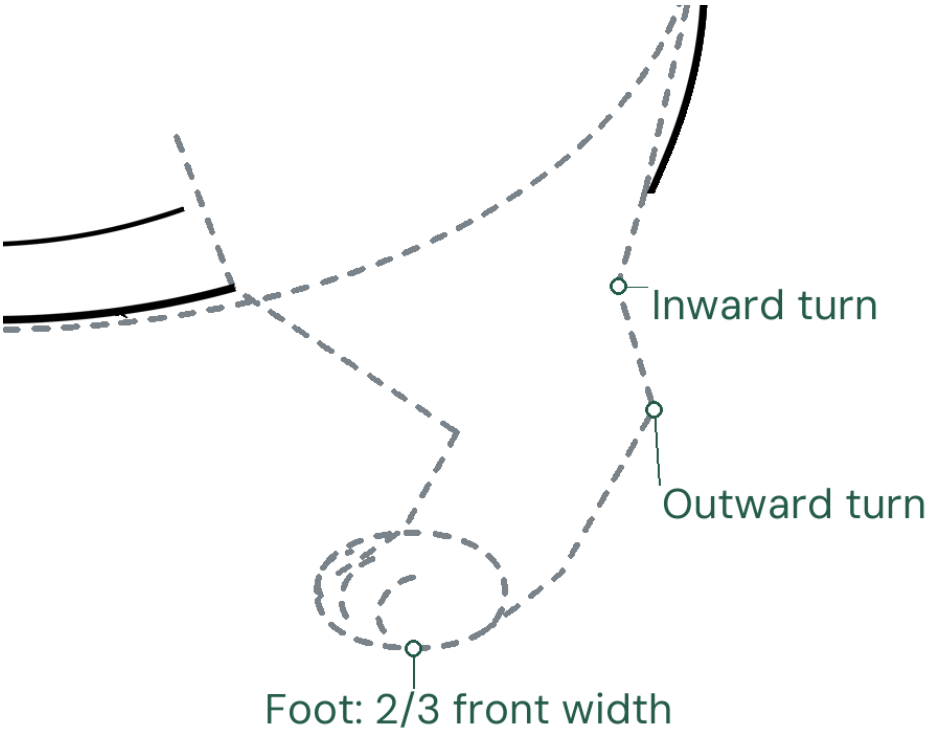


Curve from the neck stop over the back top and around the right turn to the rear join.

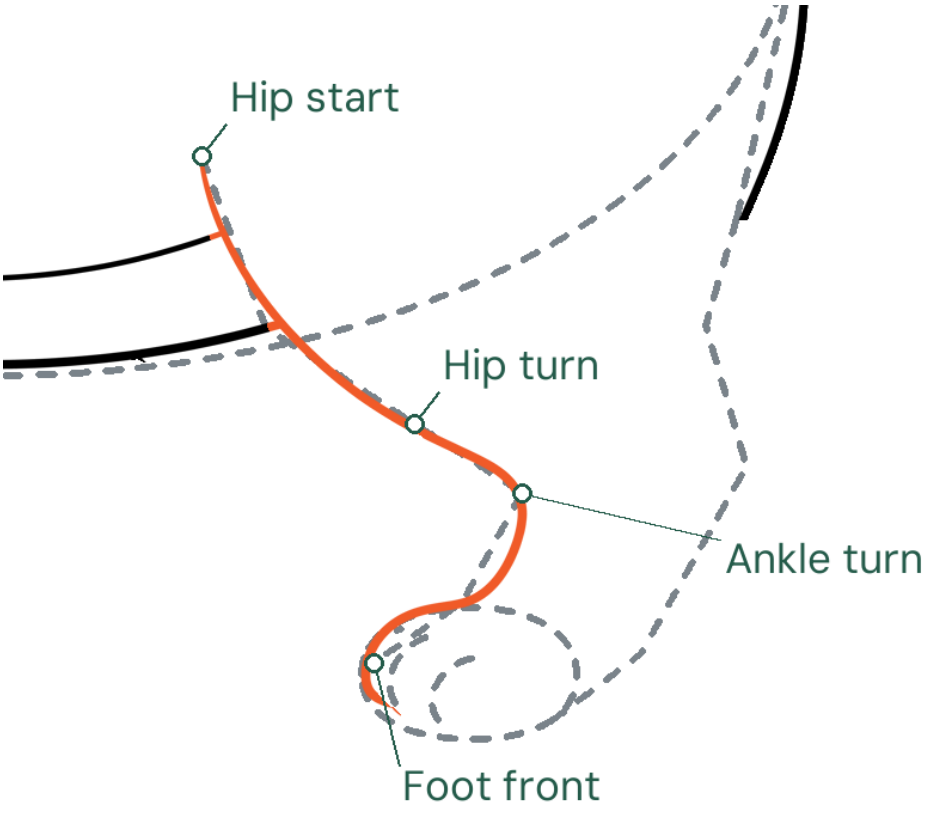


Start the rear-leg frame above the upper belly stop; place its hip turn below the belly and its ankle turn down-right. Join these points lightly.

3. Build the body and rear legs

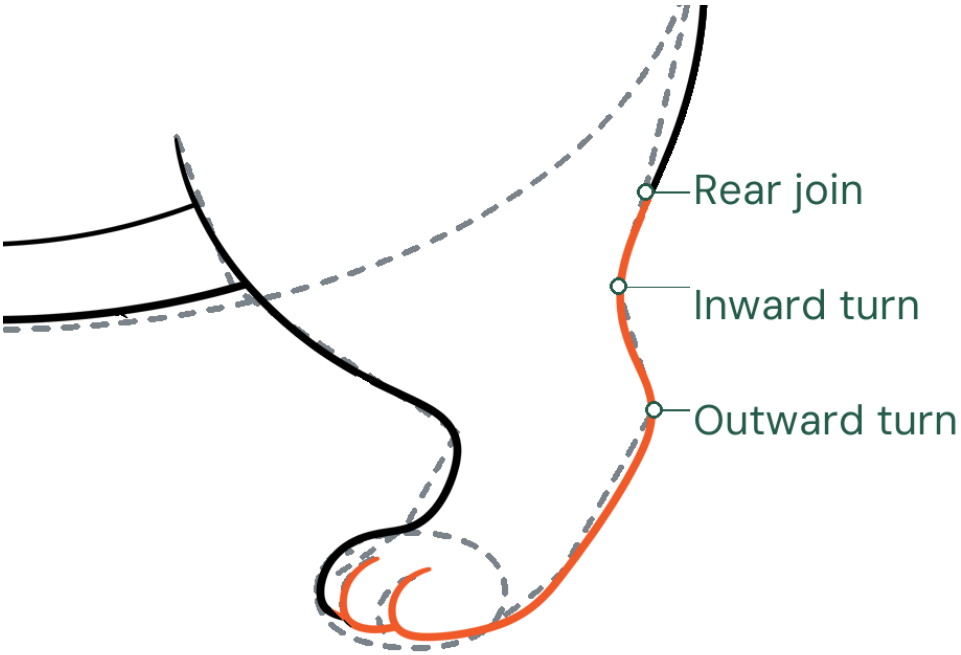


Place the inward turn below the rear join and the outward turn level with the ankle. Add the foot oval level with the front foot and repeat three toe guides.

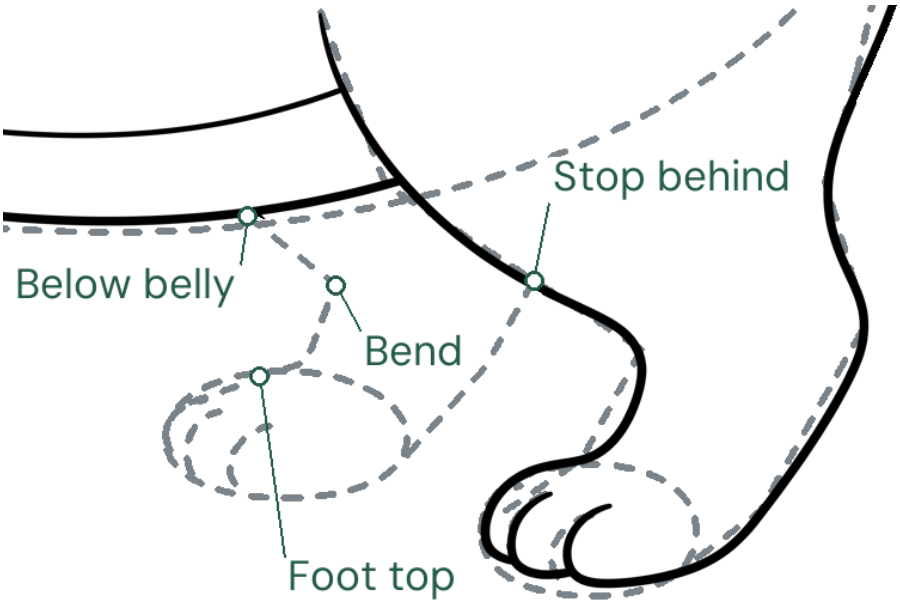


Round from the hip start through the hip and ankle turns, then curve down to the first toe.

3. Build the body and rear legs

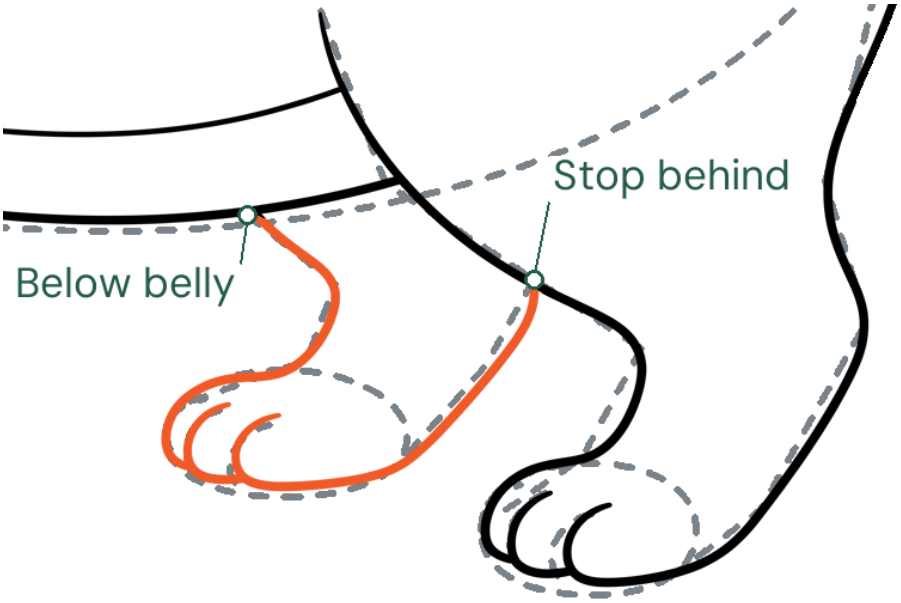


Curve from the rear join through the inward and outward turns to the foot; repeat the two remaining toe curves.

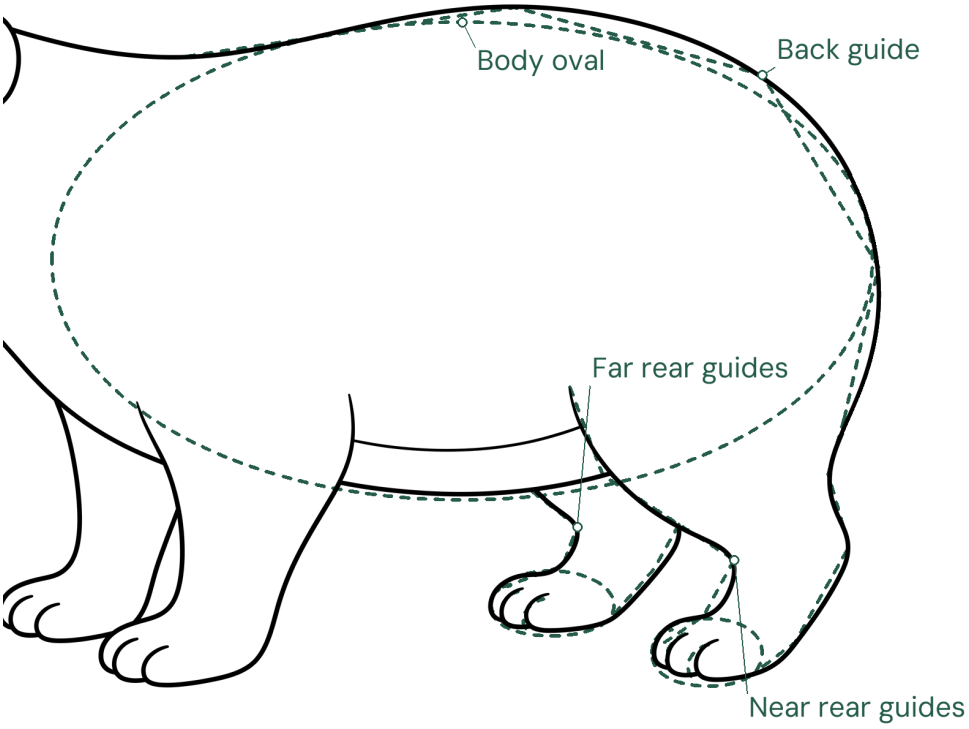


Start below the lower belly and bend toward a smaller foot oval above-left of the near foot. End its back edge at the marked stop behind the near leg.

3. Build the body and rear legs

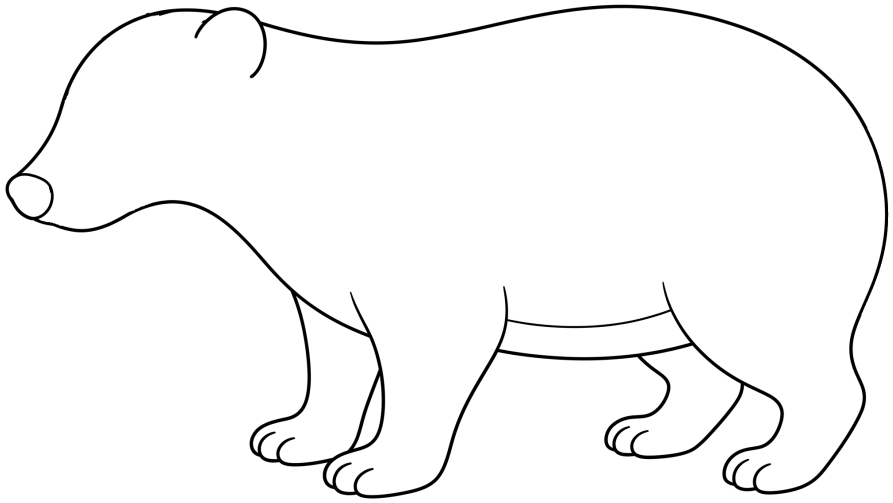


Round the frame and repeat the three toes, then return to the stop behind the near leg.



Erase the labeled body, back and rear-leg guides; keep the finished back, all four feet and both belly curves.

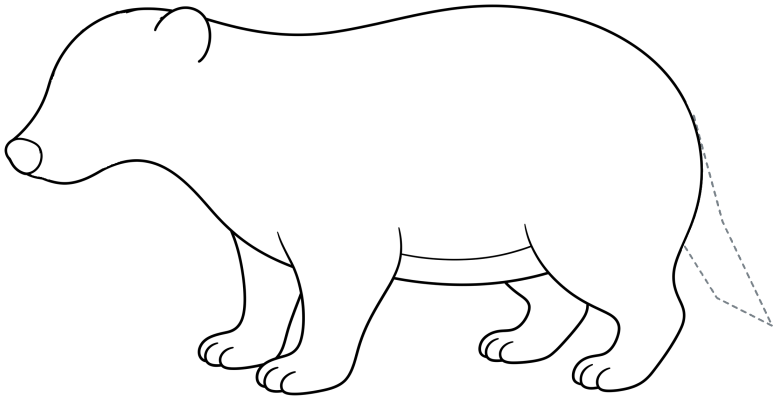
3. Build the body and rear legs

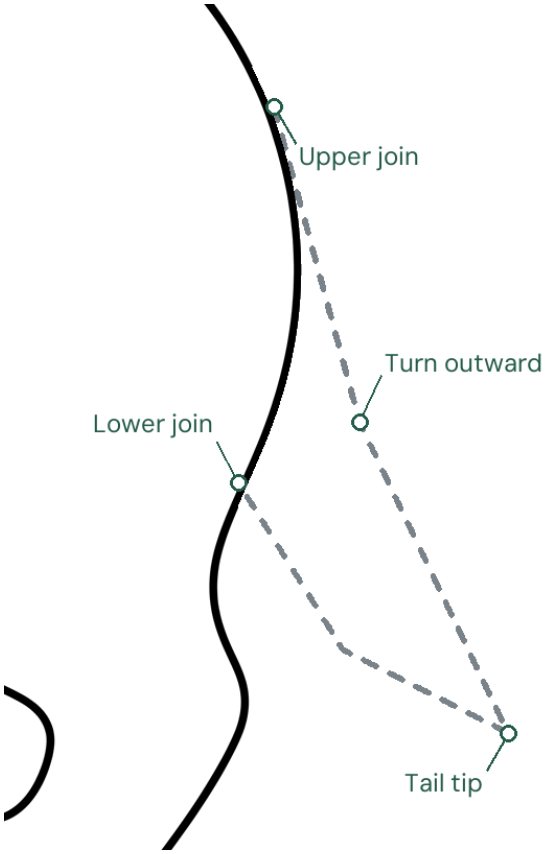


Keep the connected back and four legs, with the far legs ending behind the near legs.

4. Connect the tail

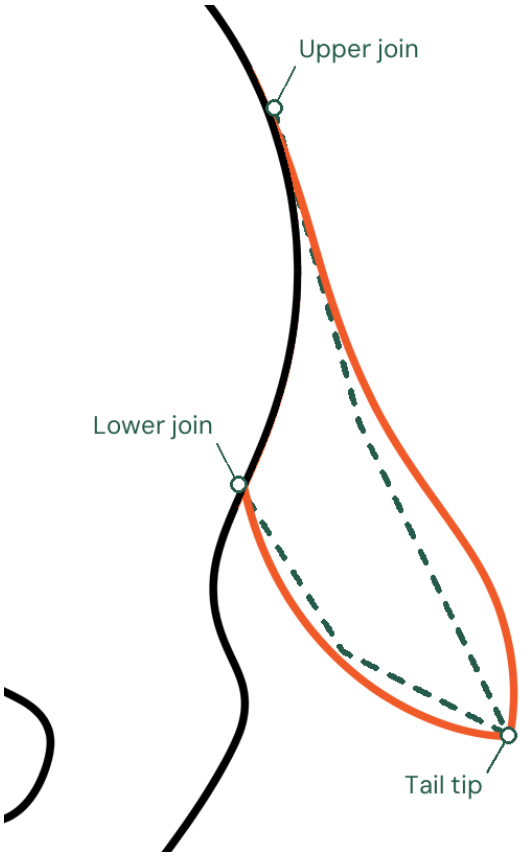
Whole drawing





Place the tail tip below-right of the body, level with the rear ankle; join it lightly to both marked body points.

4. Connect the tail



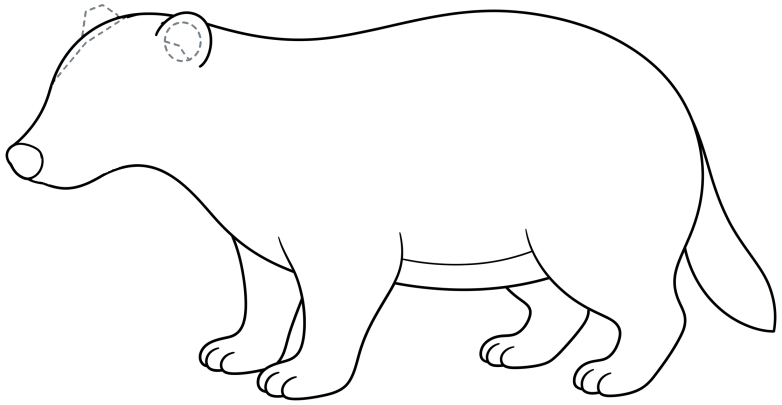
Curve outward from the upper join to the tip, then curve back to the lower join; erase the tail wedge.

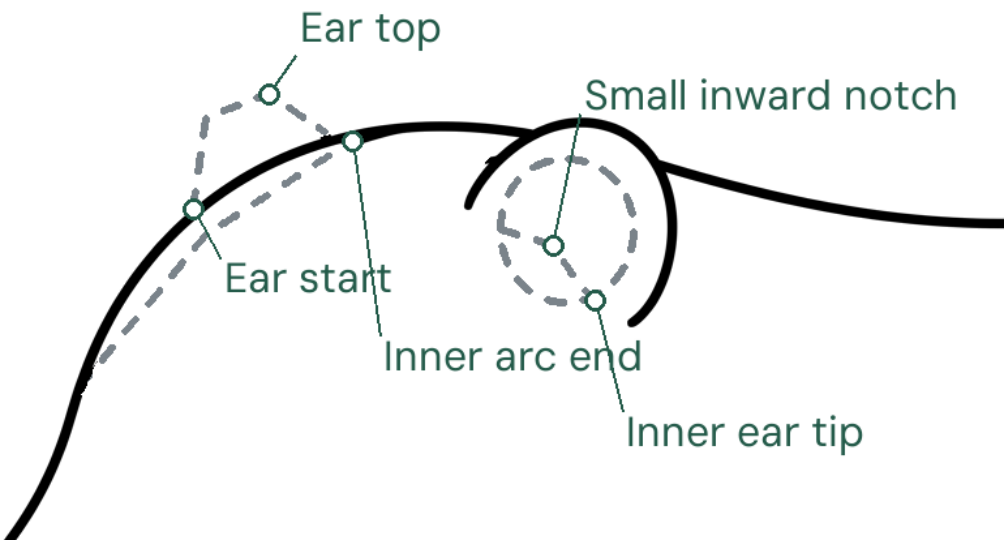


Keep both tail edges connected behind the body.

5. Build the face details

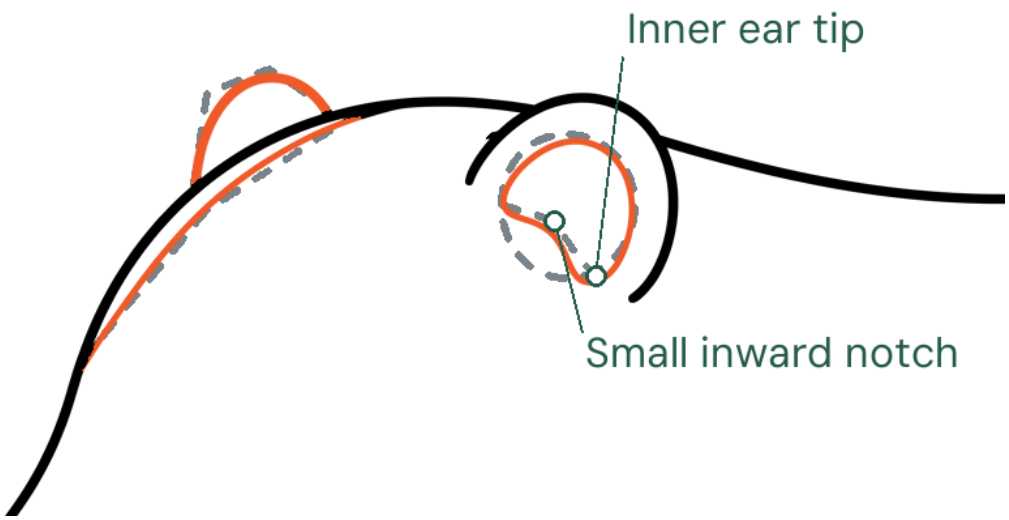
Whole drawing



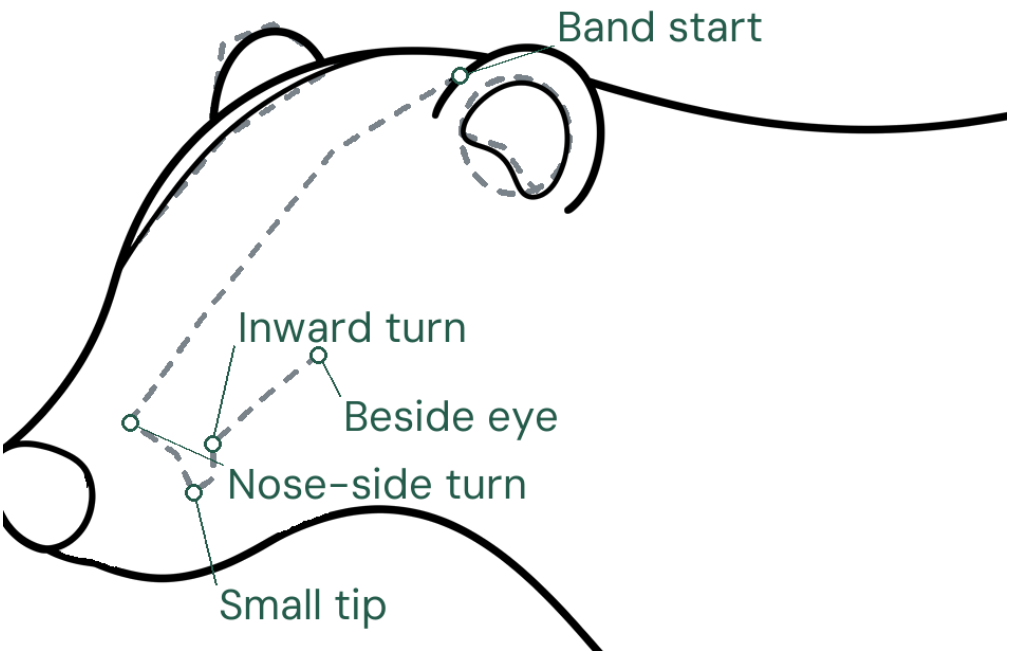


Place a small cap behind the forehead and an oval inside the near ear. Mark the inner oval's inward notch and the thin forehead arc.

5. Build the face details

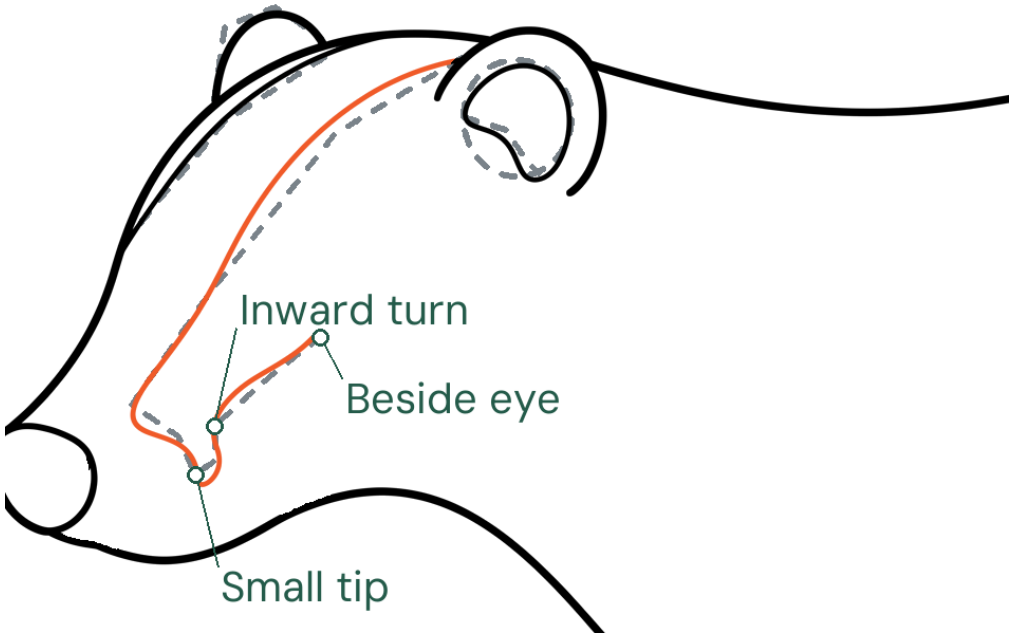


Round the far-ear cap and inner-ear oval, dipping inward at the notch; curve the thin arc along the forehead guide.

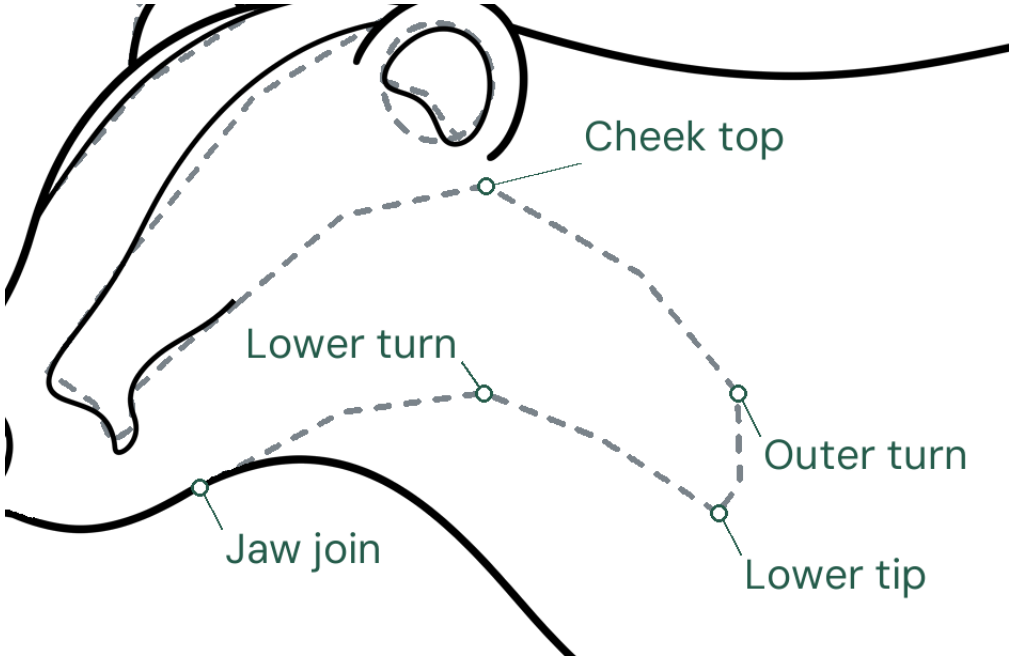


Join the band start to the nose-side turn, small tip and inward turn, then continue to the mark beside the eye.

5. Build the face details

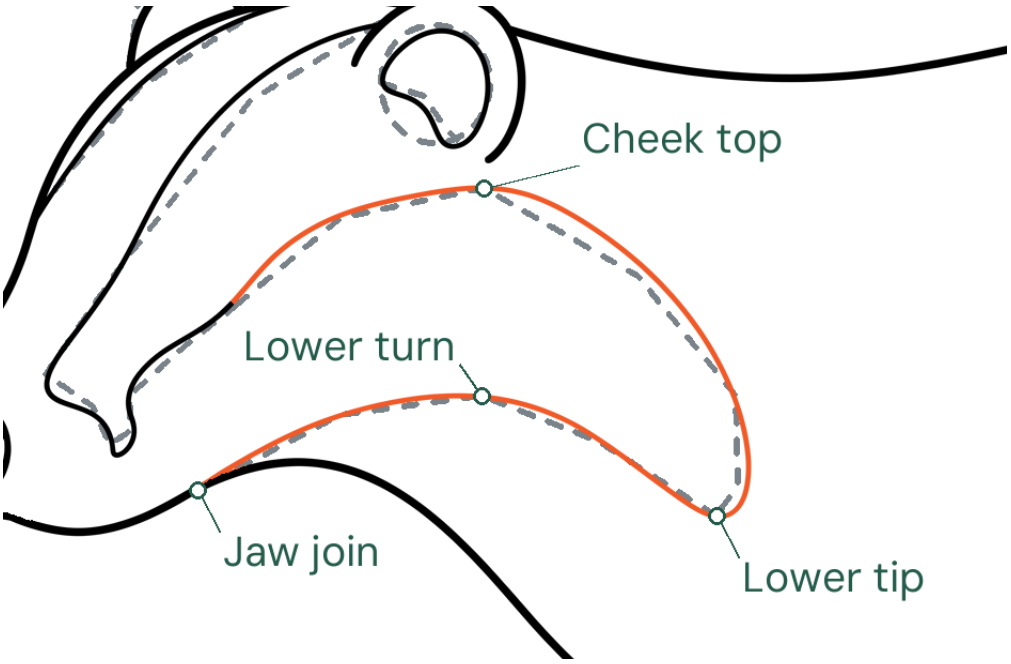


Curve down the guide, round the small tip and turn inward before rising beside the eye.

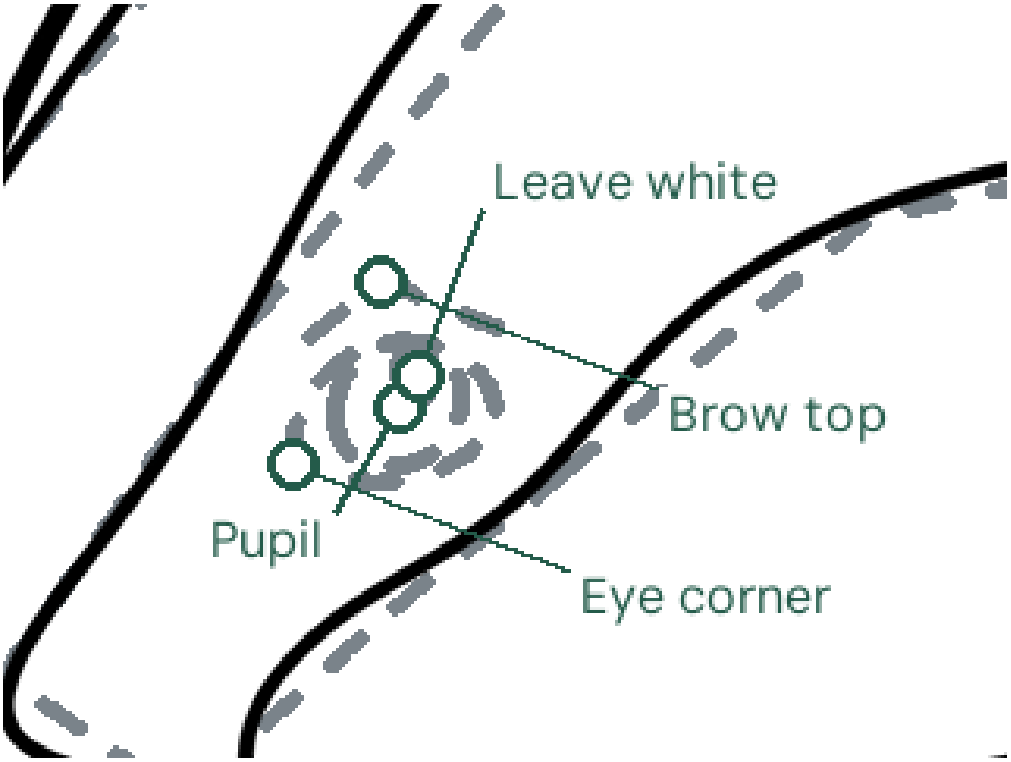


Mark the cheek top below the ear, the outer turn to its right and the lower tip above the chest. Join the lower turn to the jaw join.

5. Build the face details

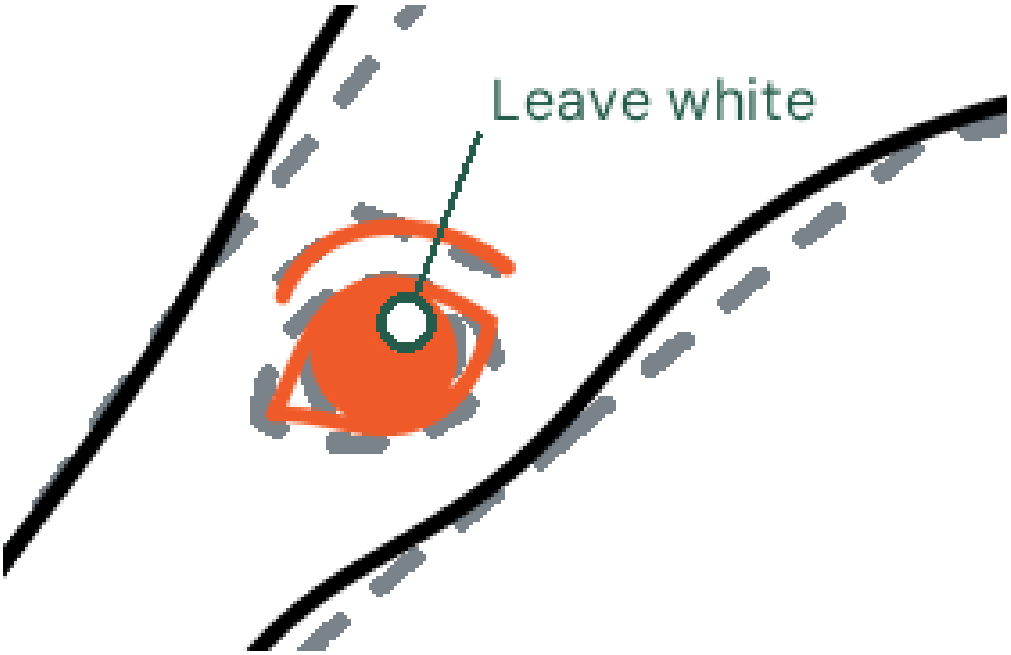


Curve over the cheek top and around the outer turn to the lower tip, then return through the lower turn to the jaw join.

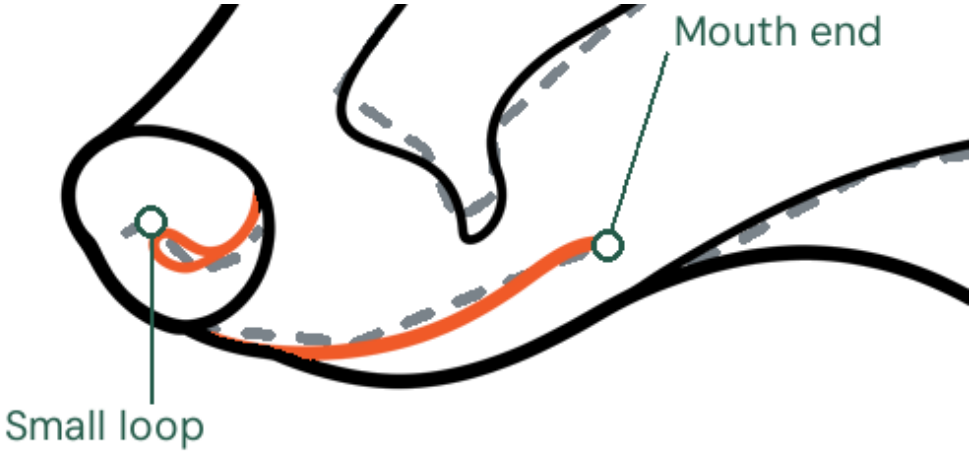


Place a small slanted oval between the band lines; add a pupil circle and tiny white highlight inside. Mark a short brow above it.

5. Build the face details

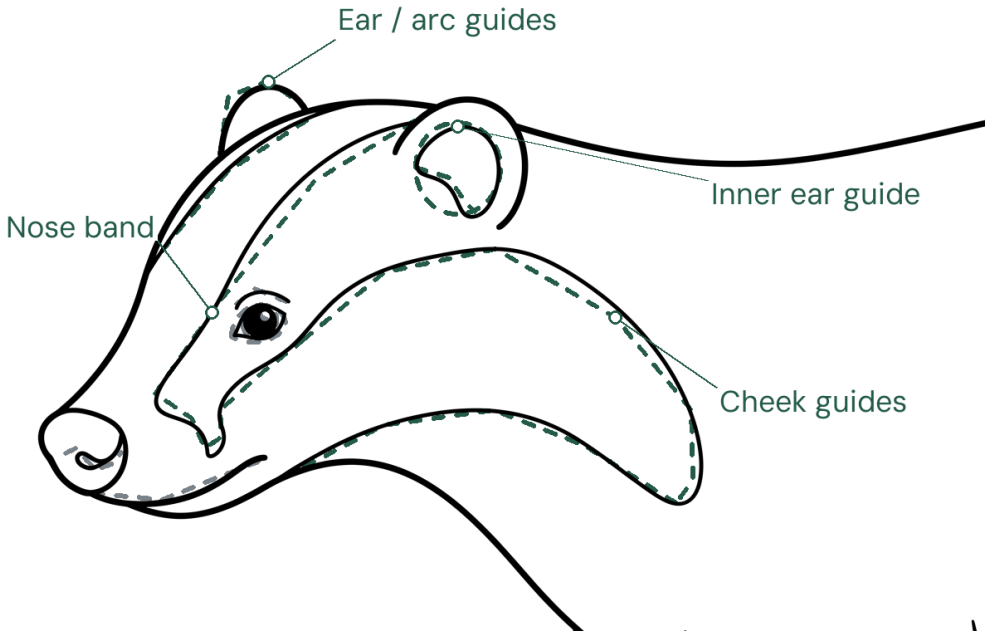


Round the eye and brow, then fill the pupil while leaving the small highlight white.

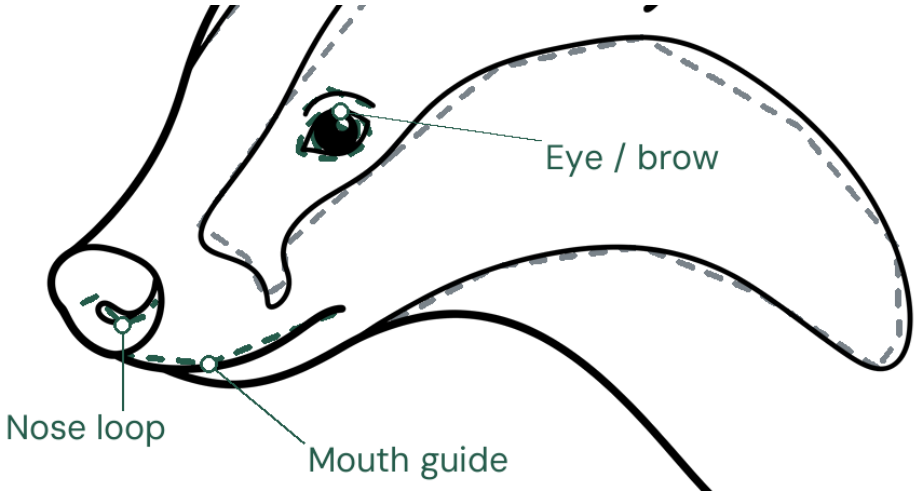


Sketch the light nose loop and shallow mouth guide, then round them into the shown curves.

5. Build the face details

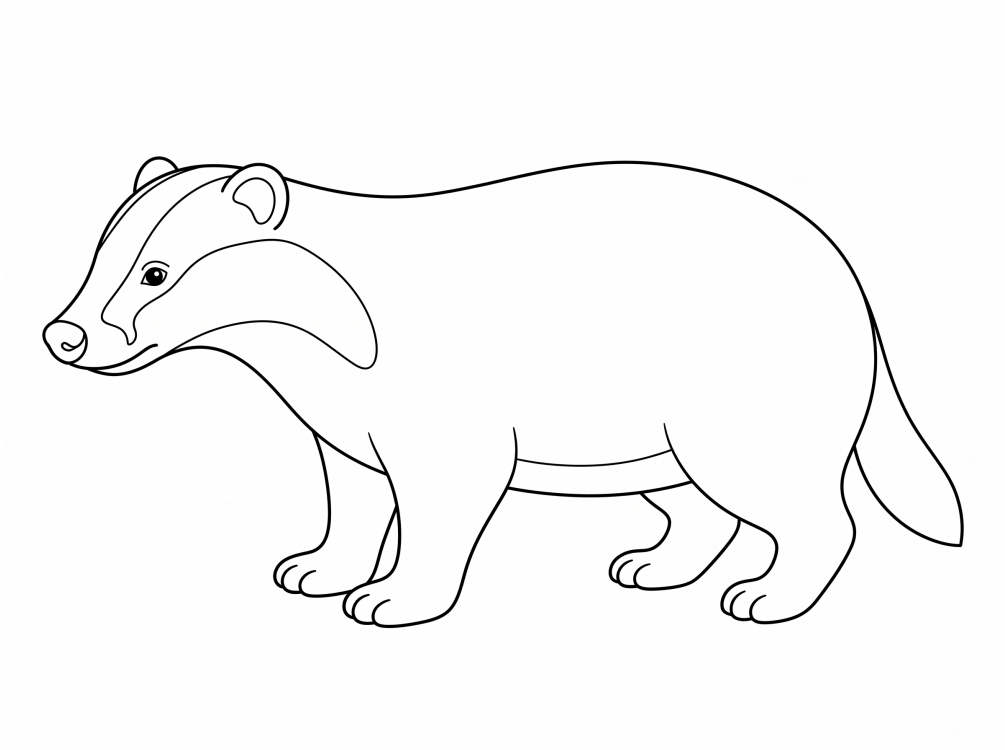


Mark the ear and band guides for erasing; keep the finished face lines.



Mark the eye, nose and mouth guides, then erase all face guides.

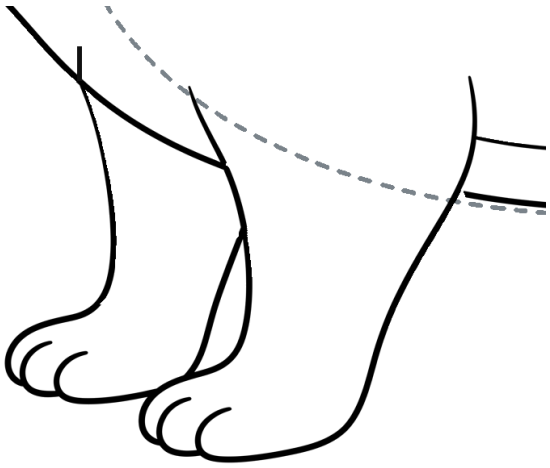
5. Build the face details



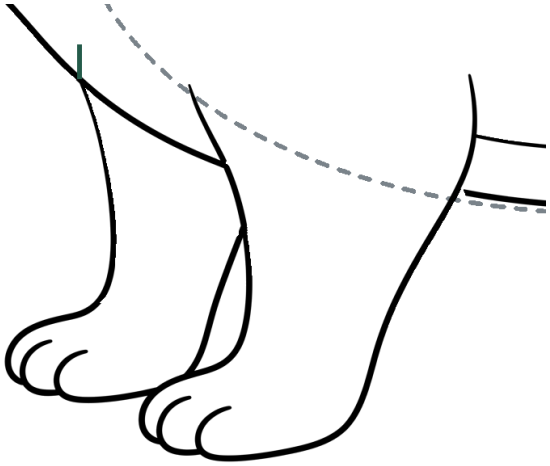
Keep the complete badger outline, face bands and all four feet; coloring is optional.

Optional: try the main shapes again, then use the detailed pictures to check your joins.

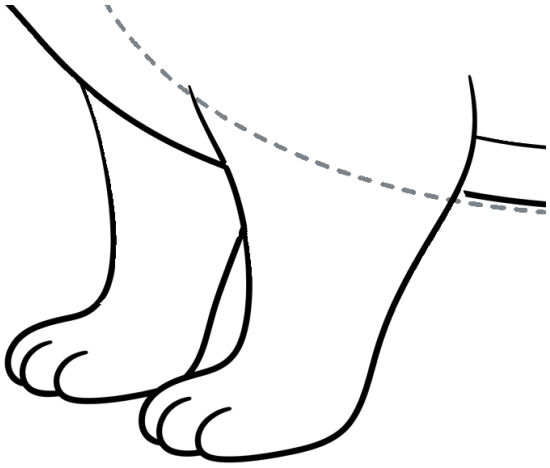
Repair one hidden line



Find the short dark line above the far leg.



Erase only the marked extension; keep the chest edge and visible leg.



Check that the hidden line is gone and the leg stays in place.

The badger is complete when all four feet, both face bands and the tail are connected, with the temporary guides erased. Optional: try the main shapes again, then use the detailed pictures to check your joins. Choose whether to color your badger or draw another; a helper can demonstrate on separate paper.