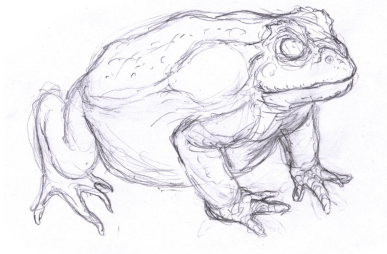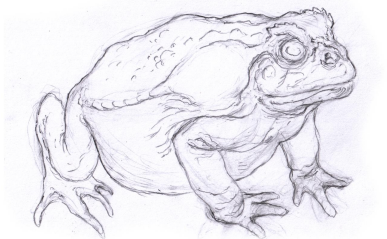# How To Draw and Identify a Cane Toad Worksheet

Rough Sketch

- Hold the pencil lightly and halfway up the shaft
- Loose, messy lines
- Find the shapes, egg for the body etc
- Adjust as you go and don't worry about deviating from the reference
- Notice the features (poison sac and eye ridge) to identify as a Cane Toad

Tight Outline

- Lightly rub out the lines from Step 1 to create a 'ghost image'
- Pick out and find the outline of all the essential features (eyes, toes, nose, etc)
- Take your time here and it makes the next step much easier


Shading

- Decide from which direction the light is hitting your toad
- Use the side of the pencil to block in the darkest areas of shade
- Use the point of the pencil to render lines getting progressively further apart as you near the light source
- Think of the drawing in 3D terms

Details

- Think about the texture of a Cane Toad
- Remember we don't need to draw all the details, just suggest them and the viewer's brain will fill in the rest
- Too much detail can flatten an image. Be deliberate and precise

How To Draw and Identify a Cane Toad
# Worksheet
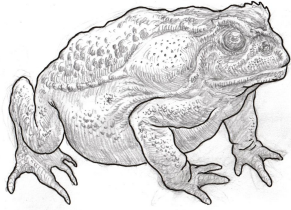
Initial Outline

- Using a thicker fineliner (0.5 works well) draw around the outside of the toad and the main aspects like limbs, etc
- We are further refining the elements as once we have the ink line, it is much harder to change

Further Outline

- Working our way to thinner fineliners (0.3) for this bit, we can outline the rest of the detail
- Again, paying attention to the identifying features (poison sac and eye ridge) and drawing the folds and main bumps
- Tip: Concentrating detail on the face and eye is a good way to draw the viewer's attention
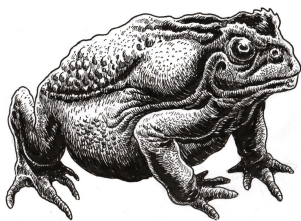
Final Inks

- Using a thick texter or brush pen we can 'spot' the black areas that will be the darkest shadows
- Following are pencil drawing we can use progressively thinner fineliners to render the lines coming out of the shadow towards the light
- Even when rendering details think about where the light is coming from
- For professional illustrators, last minute changes are part of the process. Here I added two additional toes as requested