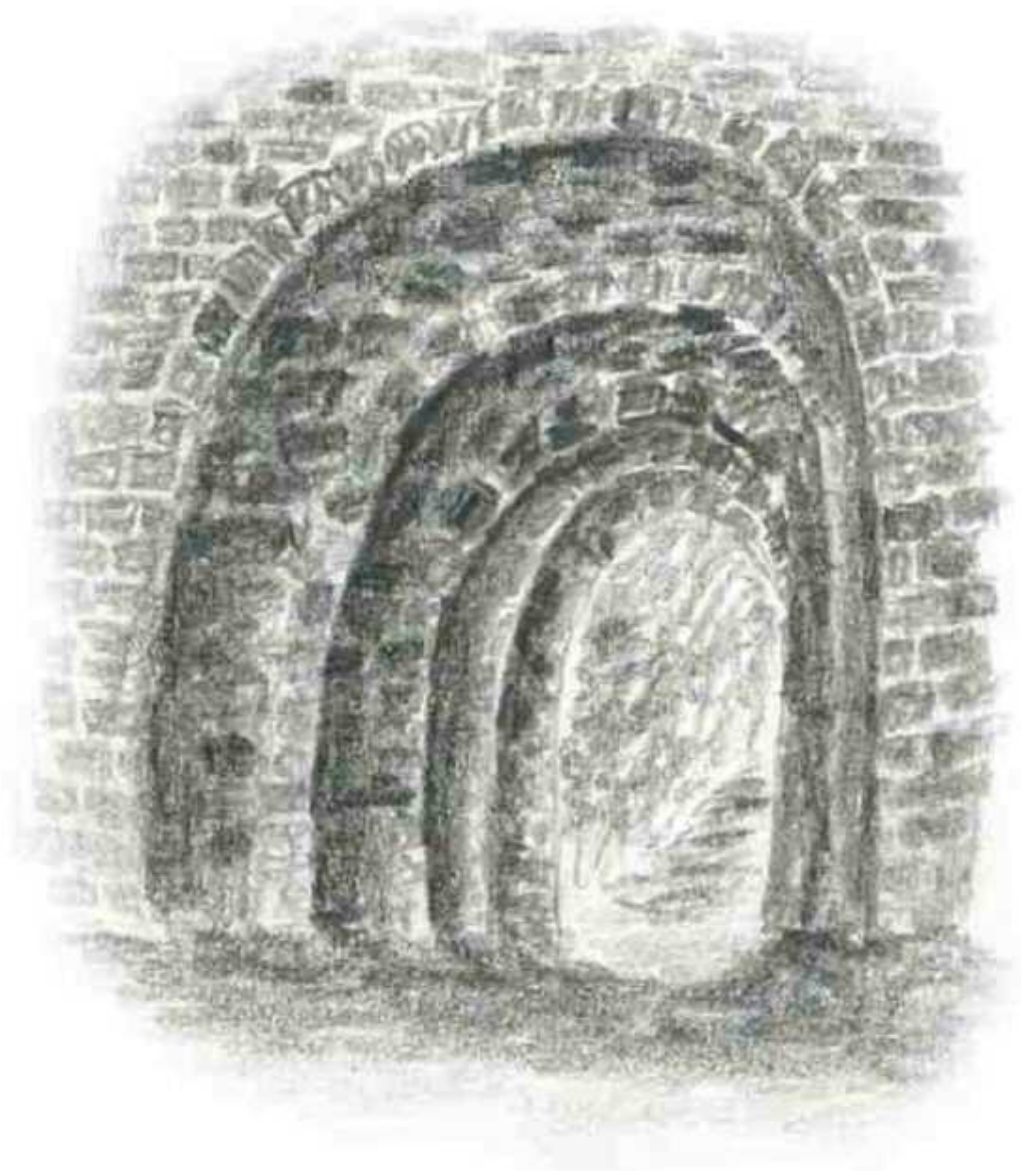


Drawing Secrets

**Seven Inspiring Ways
to
Improve Your Drawings**



Start and Bring More Life and Realism to Your Drawings!

Great, you found the time to download and read my short e-booklet that will teach you seven inspiring ways to improve your drawings! During the last years I had contact to many other art enthusiasts and I became their go-to-guy. This is the guy you go to when you have a question.

This way I learned much about the problems other beginning artists face. I learned even more when I decided to set up my drawing e-course. During these months I got in contact with more and more art enthusiasts – and received more and more questions.

So I decided to put together this (and some other) little booklets answering the most important questions. Don't worry, if you don't find the answer to your most burning question within this e-booklet. You received this e-booklet because you enrolled for my free drawing e-course. So you will get updates and more information directly to your email-account. I will continuously add answers to questions that arise ... and questions you are sending me. Yes, if you have a question, just drop me a line, send me an e-mail: questions@drawingsecrets.com

So what answers will you find here? I selected some of the most frequently asked questions. But I had to find a good balance between questions from beginners and experts. Since both are reading my e-course and both are sending me questions.

So you'll find some tips that will help you on the first steps in your drawing career. But there are also some techniques for experts. I tried to write them in a way they are helpful for beginners, too.

7 Inspiring Ways to Improve Your Drawings

Start and Bring More Life and Realism to Your Drawings!

I learned most of you are drawing in a naturalistic style. But today there is also a growing group of manga and anime fans reading this. If you want to draw manga or anime, you can apply all the techniques explained in this booklet, too. And I added the seventh chapter which is specific for anime and manga artists.

Ok, art is long, and time is fleeting, so I shouldn't prevent you from reading on any longer.

Just enjoy!

A handwritten signature in blue ink that reads "Rodrigo". The signature is written in a cursive, flowing style.

PS: don't forget to come back to <http://drawingsecrets.com> from time to time! There you can find new tutorials and materials, too.

Important Reminder!

Have you already secured your seat in my Free e-Mail Drawing Course?

Before or after downloading this book you had the chance to sign up for one of the remaining slots in my current e-Mail Drawing Course. I'm offering this Course completely for Free, so better get your seat as long as there are some available.

Just head over to the following site, fill in your name and email and follow the instructions: <http://drawingsecrets.com/lpages/7Ways>

If you already signed up, the first email should be waiting in your inbox. Enjoy!

7 Inspiring Ways to Improve Your Drawings

Have you already secured your seat in my Free e-Mail Drawing Course?

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1. The Best Way to Get Started

Almost every artist I have talked to, told me the same: getting started was the most important and most challenging point in their career. So I am not surprised I get the question “what is the best way to start to learn drawing?” very often.

Perhaps you have heard, only the most talented people can draw. Perhaps you’ve even been told you will never be able to draw! This is ... wrong. As the great artist and art teacher John G. Chapman said: “Any one who can learn to write can learn to draw”.

Drawing is as every other art based on hard work. Talent helps to make faster progress, but finally art teachers tend to say it’s only 5% inspiration but 95% transpiration.

Perhaps you think “woha, great, I don’t need any talent”. But wait! More people fail because they have not the will to practice and work on their skills than people who fail due to lacking talent!

You will need to practice, practice, practice. But what to practice? Where to start?

The ladder to successful drawing has these first three steps:

1. practicing basic techniques
2. learning to sketch and draw easy objects
3. continue with more complicated objects and sceneries

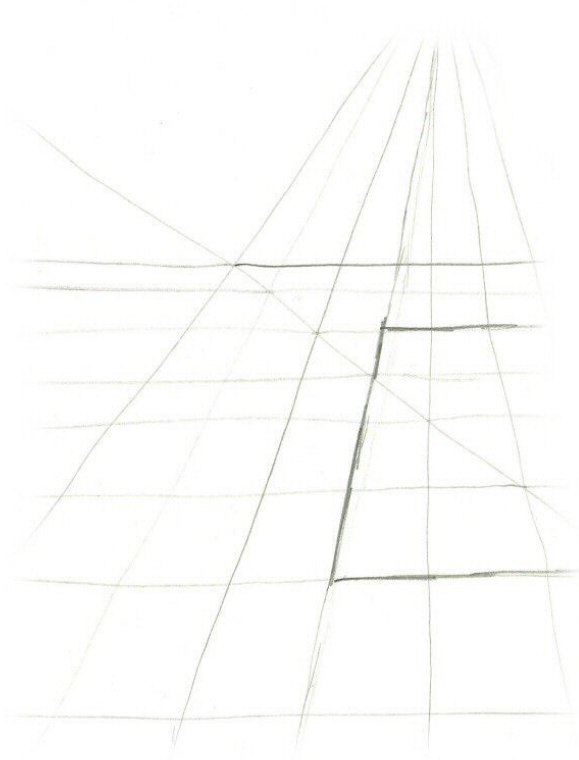


7 Inspiring Ways to Improve Your Drawings

1. The Best Way to Get Started

So what are these basic techniques? It may sound stupidly simple, but the most important basic technique is drawing clear and firm lines. I stress clear and firm here. When I learned drawing I had the bad habit of scribbling all lines by combining many small uncertain movements. This way I tried feeling the way for the line. To create better drawings it is important to learn drawing lines firm and with confidence.

If you also tend to scribble a lot in your drawings, you should practice



drawing firm and straight lines. Just take an empty sheet of paper and start. Draw parallel lines, lines that intersect thus forming a grid and smooth curves. You will see: drawing smooth curves and straight lines is much easier when you are drawing them with a swift and firm movement. Finally this practice also helps you to get rid of your insecurity. You won't have to concentrate on the craft part of drawing anymore. So you can let your ideas and emotions flow directly to the paper. No need to think about how to draw this line or that curve, you can just do it.

Drawing Secrets

1. The Best Way to Get Started

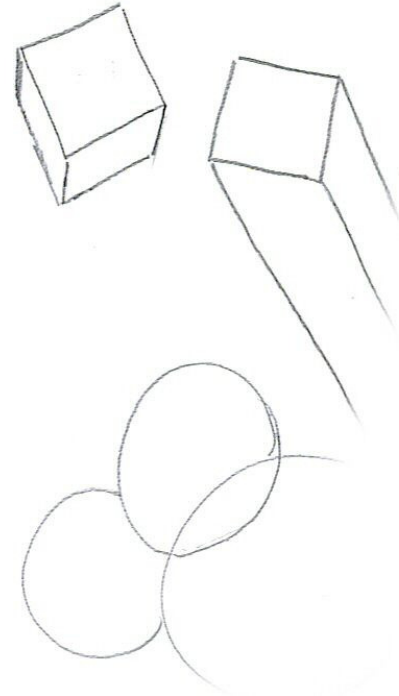
The next important technique has to do with measuring. When beginning artists draw their first complicated objects they recognize it is not so easy. Measuring and then depicting the correct proportions of the objects and the scenery you are seeing need experience and skill.

So measuring the original model and depicting it on paper is another important artist's ability. You can train this skill by practicing, too. A good practice is, to draw lines and then divide them into equally long parts as exactly as possible. You will see this seems easy when using tools or counting finger widths. But if you try doing this just by freehand estimating, it gets much harder. Practicing this will train your ability to estimate proportions and distances without any tools – an invaluable skill when depicting complex objects and sceneries.

Then you can extend these simple measuring exercises to basic geometric forms and shapes. Draw squares (with perfectly equal long sides), circles and finally 3d-styled objects like boxes, spheres and cylinders.

The third basic technique is texturing your drawings. Textures fill the space between the bare lines. They add and create a stronger perception of detail and depth and make the drawing interesting.

This can be done by shading, hatching, crosshatching and many more sophisticated techniques. These techniques themselves are not complicated. But

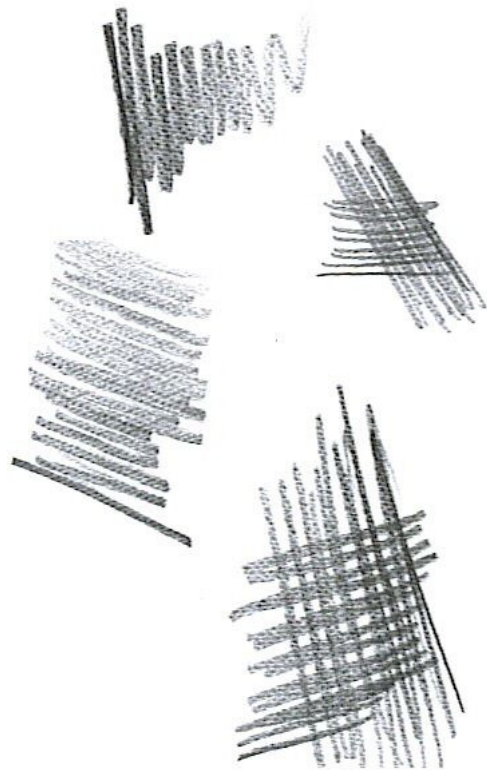


7 Inspiring Ways to Improve Your Drawings

1. The Best Way to Get Started

controlling them to get good results is. So it's helpful to practice and practice again until you can control the strength and tone of the texture as you wish. There are zillions of other tricks and techniques for texturing. If you are ready to learn drawing more advanced textures you should have a look at the book "Drawing Realistic Textures in Pencil" (Available here: http://drawingsecrets.com/links/Drawing_Realistic_Textures_in_Pencil/). It teaches some techniques that allow even photo-realistic textures and drawings.

By mastering these three basic techniques you will improve your drawing skills with ease – even if you were already drawing. If you are just starting your drawing career, mastering these techniques will give you a good start. So use what you have learned and move on! Look for other motives, more complicated sceneries, more challenging projects. Develop your skills and grow with the challenges and opportunities you face.



2. Inspiration and Other Ways to Fight Artist's Block

Many artists experience it from time to time: the artist's block. Suddenly it comes over you and stops your work. This is a big problem for experienced and professional artists as much as for beginners. So it has delayed or even stopped many promising artists' careers.

An artist's block can have different symptoms, but all types have something in common:

- it prevents you from finishing your work
- it stops you from making further progress in your current project
- it halts your efforts to develop your skills and your artist personality

Thus it is absolutely necessary to know some tricks how to get around an artist's block as fast as possible. Ideally these tricks bring you back "into the flow" (this is the opposite of an artist's block, I call it "the drawing trance").

- Try to get rid of any pressure that may last on you. Relax and do something completely different. Do something you like, take a walk, read a book or take a nap. Then try to get drawing again.
- Hearing your favourite music may help you to relax when taking an outtime, too. But you can also use it as inspiration and motivation when starting to draw. Hearing your favourite music during drawing may be also a good idea. This helps you to stay in the flow and prevents you from running into an artist's block

7 Inspiring Ways to Improve Your Drawings

2. Inspiration and Other Ways to Fight Artist's Block

- If your artist's block results from a lack of inspiration get new and fresh ideas. Browse through an artwork book or the net. I have always some books about the old masters near my desk.
- You can do the same with your own work. Take some of your old drawings and pictures and browse through them. Remember the positive things others have told you about these drawings. Try to find out what parts are successful and what parts are not. Has anything changed since the last time you saw your work? Often you will see it in a much more positive light. And this gives you not only inspiration, but also motivation which is equally important for overcoming an artist's block.
- Perhaps you can draw some motivation from other artists – especially those who you admire? Then reading her biography (or even better: hearing it as audio-book) may give you more motivation and inspiration.
- Another way to break the artist's block utilizes sheer stubbornness. Take a fresh new sheet of paper and just start drawing. Draw what comes you to mind: doodles, small figures, stuff ... it doesn't matter what. Let your thoughts flow onto the paper. Once you are back into the flow you can then switch over to the current project you are working on.
- Perhaps it is just to late for this day? Then stop working and start again tomorrow.

These tricks can be useful to overcome an acute artist's block. But you should try to understand the basical reasons, too. So take some minutes to think about these possible reasons:

2. Inspiration and Other Ways to Fight Artist's Block

- Perhaps there is a time you can be highly productive while during other times you cannot lift a finger for your artwork? This is common, I do perform best after getting up in the morning. So I plan a small art session every day - even before breakfast. Others have their best time in the evening working through all night. Find out what is best for you and align your schedule accordingly.
- Some activities can be exhausting to your inspiration. Me for example, I lose my imagination and inspiration, when watching TV for some minutes or more. I have heard of artists that use TV as source of inspiration. What is the case with you? Find out, what helps and what hurts your inspiration and plan your activities accordingly.
- Distraction can be a big problem, too. Just as I am writing these lines I feel the strong urge to surf around the internet a little bit. I get rid of this by switching over to my small notebook without internet connection so I can work without a chance to start surfing. Fortunately when doing artwork I am not sitting on the computer. 😊. But even without computer and internet there are tons of potential distraction in our environment: mobile phones, household chores, etc. Many important tasks can be distracting if you don't do them in the right time. Find out what distractions have the strongest influence on you and try to eliminate them at least for one hour daily.

Using these questions you can understand the artistic drive that is within you. Using this knowledge, simple planning allows you to stop artist's blocks even before they are appear.

7 Inspiring Ways to Improve Your Drawings

3. How to Add Realism to Your Drawings

3. How to Add Realism to Your Drawings

One of the most frequently asked questions I get is “How can my drawings become more realistic? I want them to look more lifelike and dynamic!”. Unfortunately the answer to this question is a little bit complicated and extensive. In short there are four key elements you must pay attention to, so your drawings can become as realistic as possible.

Imagine this situation. You have depicted a beautiful scene, put all your skill, inspiration and heartblood into it, but finally the result looks somehow awkward, warped and unrealistic.

If this happens you failed somewhere to implement the two most important of the four key elements correctly. These two are:

- correct perspective
- correct shadows and shading

If you can get these factors done properly, your drawings will look sound and natural. But it won't look too realistic and interesting just because you mastered those two key elements.

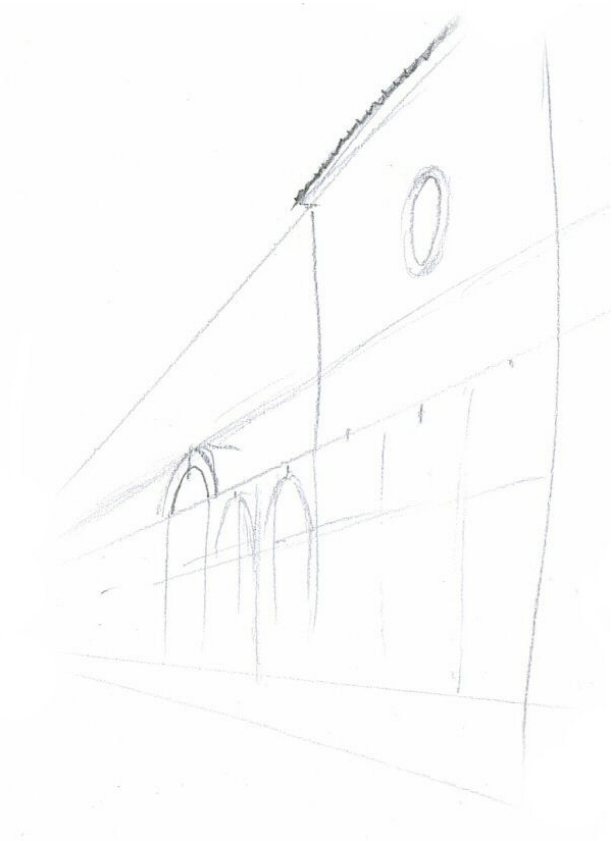
This is where the other two key elements come into play:

- texture
- composition

Texture increases contrast between your pictures' elements and brings life and dynamics into the drawing. A good composition does the same but on a higher level. It connects the objects in the scene and leads the viewers eye so the picture as a whole gets more interesting.

Perspective

Drawing a correct perspective is where a little bit math comes into play. Don't worry – there is no need for complicated formulas. You will only have to draw some extra lines.



By keeping the rules of perspective in mind when drawing you make sure that:

- your objects have the correct proportions and sizes
- your objects have the correct distortion because of their distance
- your objects are correlating correctly to each other

All this is the result of one simple rule:

“Objects and parts of objects grow smaller the farther they are away.”

This rule is important. If you are not paying attention to this rule, drawings will look warped and awkward. Drawing some extra lines and employing some tricks will help you to apply this rule correctly. If I have the time to create a more in-depth tutorial, I will tell you in my e-course.

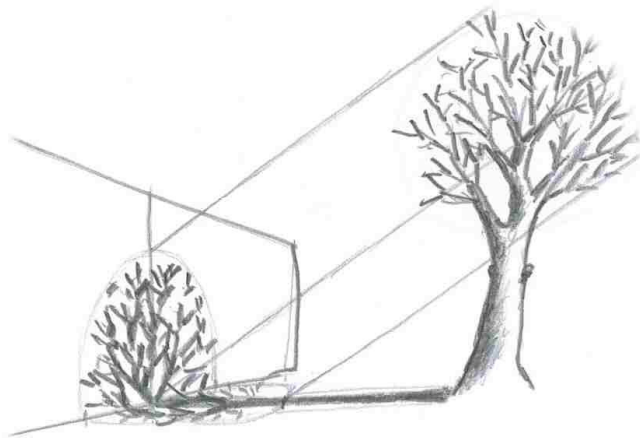
7 Inspiring Ways to Improve Your Drawings

3. How to Add Realism to Your Drawings

Light and Shadow

Correct lighting and shadowing is the second important principle for realistic looking three-dimensional scenes. It is because of the lights in your drawings that shadows appear. And shadows are necessary for realistic looking drawings - except you draw "gray rainy day" scenes only.

To create realistic shadows there are some facts you must consider:



- you must know where the lights come from
- so can find the right size of the shadow
- the right angle and direction for the shadow
- and the correct shape of the shadow

Unfortunately realistic shadows are not that easy to realize. But there are some helpful tricks, too. Just in this moment I am working on a tutorial explaining these tricks step-by-step. You will find some more details in one of the next questions, too.

Textures

The third basic technique is texturing picture elements in your drawings. Textures fill the empty space between the bare lines. They add and strengthen a perception of detail and depth and make the drawing interesting.

Drawing Secrets

3. How to Add Realism to Your Drawings

There is an uncounted number of special techniques and tricks to create appealing textures. When it comes to create more realistic drawings the exact technique of texturing is not soo important. Important is how you use them.



Textures are a perfect tool to intensify contrasts and highlight important portions of your drawing. Less important background areas should not get too strong textures.

Just have a look at the example on the left. It is a drawing I made more than ten years ago when I was in school. The perspective is not perfect. But the fine texturing finally rescued me.

Composition

Does composition contribute to the three-dimensional and realistic appearance of an picture? Of course! The three-dimensional appearance of an image has much to do with the relations between the different objects within the drawing. You can create an image with objects that all follow the laws of perspective and have perfect lighting and shadows. But if the composition is bad, you'll lose most of the three-dimensional effect and the picture looks unnatural and unrealistic.

There is just one important composition rule: let your objects overlap! Often I see people who avoid overlapping elements in their work, because they are

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3. How to Add Realism to Your Drawings

afraid to mess it up. Of course, if your drawing has many overlapping objects it becomes more complicated. You see more shadows and the perspective and the proportions of the objects must be much more exact.

This looks interesting but is challenging, too. Closely arranged elements in your picture may reveal its weaknesses. On the other hand if you manage to get the perspective, lighting and shadow right, a closer composition strengthens the three-dimensionality and makes your picture much more attractive.

So have courage to put your picture's elements closer together. Let them overlap and show how good you can draw them according to the principles of realistic-looking three-dimensional drawings.

4. Mastering the Magic of Light and Shadow

One of the challenges most beginning artists are struggling with, is creating correct lighting and shadowing. This prevents them from creating better drawings, as light and shadow are key elements of good drawings and add significantly to realism.

To create realistic shadows there are some facts you must consider:

- you must know where the lights come from
- knowing this you can find the right size of the shadow,
- the proper angle and direction for the shadow,
- and the correct shape of the shadow



Let's have a closer look at this little example below. It is a simple sphere and some light comes from the front. See how the plain circle on the paper gets an three dimensional appearance just by correct lighting!

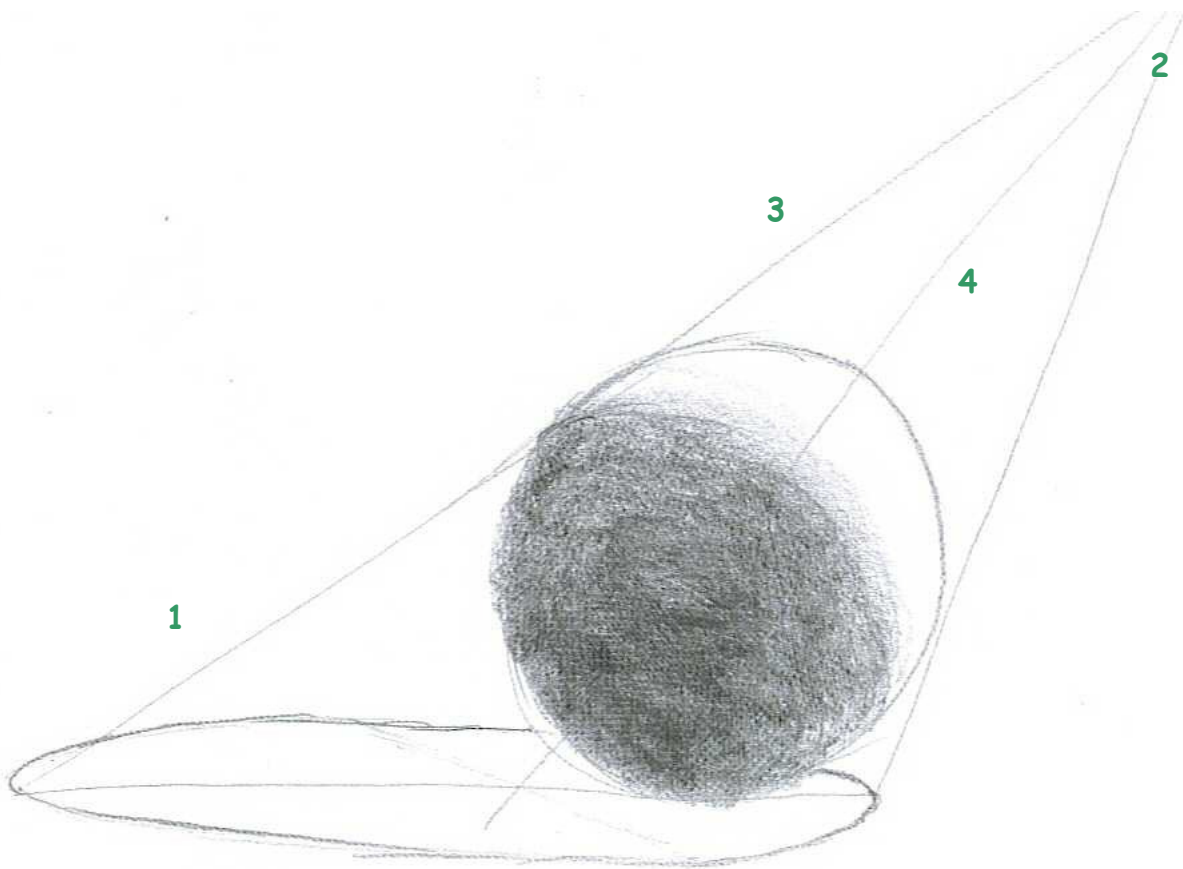
But this alone doesn't make a realistic shadow. Let's have a look at the back-side of the sphere and create some realistic-looking shadows. We need some

helper lines (1) to connect the parts of the shadow with the same parts of

7 Inspiring Ways to Improve Your Drawings

4. Mastering the Magic of Light and Shadow

the sphere. Finally they meet there where the light source is (2). For drawing realistic shadows, you draw these helper lines the other way round. You know where the light source and the outline of the sphere (or any other object) is. So you can draw a line from the light source to the outline of the object and see where it hits the ground.



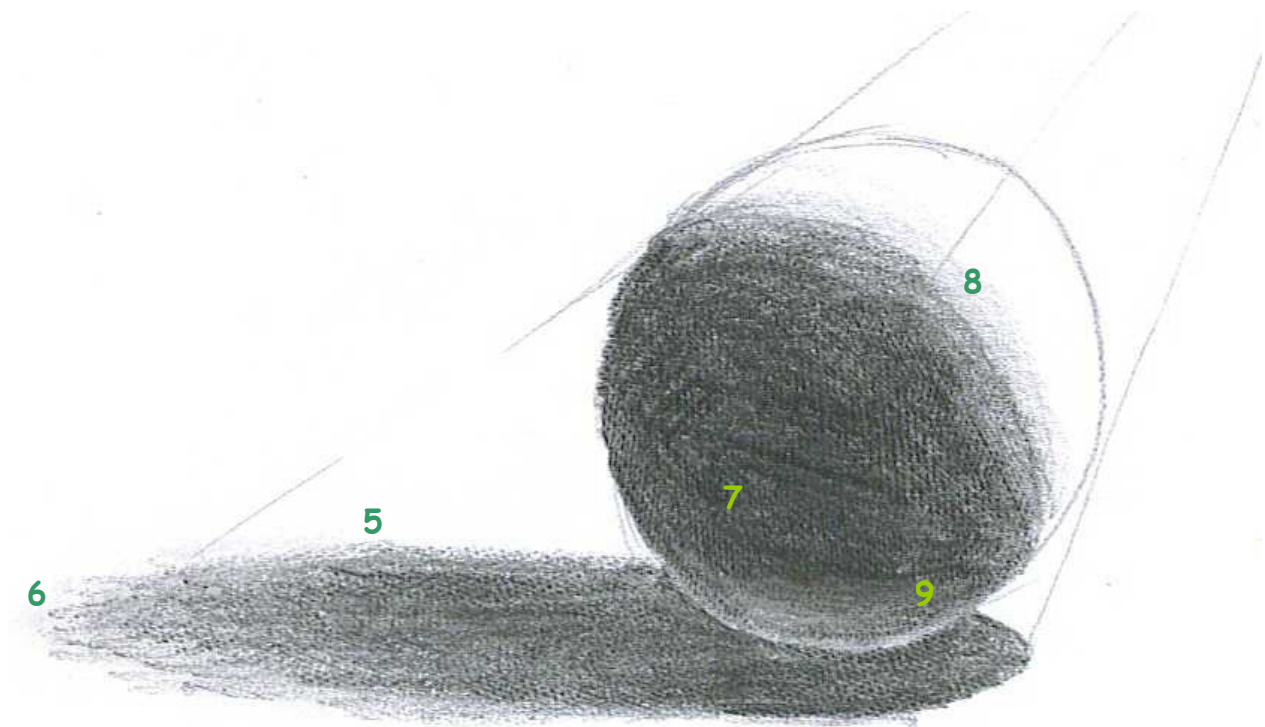
One helper line (3) is enough to recognize direction and size of the shadow. Extra helper lines (4) then help you to get a clearer impression of the shadow's shape. You see, depending on the light source's position it may get distorted.

Drawing Secrets

4. Mastering the Magic of Light and Shadow

Now we have a nearly perfect estimate on the size, direction and shape of the shadow. Filling it out with correct tone values will finalize the picture. This is the point where you have some artistic freedom. But some experience and knowledge how shadows look will improve your drawing even more.

Let's have a look at the key points. The farther the shadow is away from the shadowing object, the more blurry and fuzzy its borders (5) become. There is no clear and abrupt transition from dark shadow and lighted ground. When the shadow is distorted and stretched as much as in our example, it will gradually fade. Until it may finally fade away in those areas that are the farthest away from the object (6).



The shadow on the sphere itself follows similar rules. It is the strongest and darkest (7) on the parts of the object that are the farthest away from the

7 Inspiring Ways to Improve Your Drawings

4. Mastering the Magic of Light and Shadow

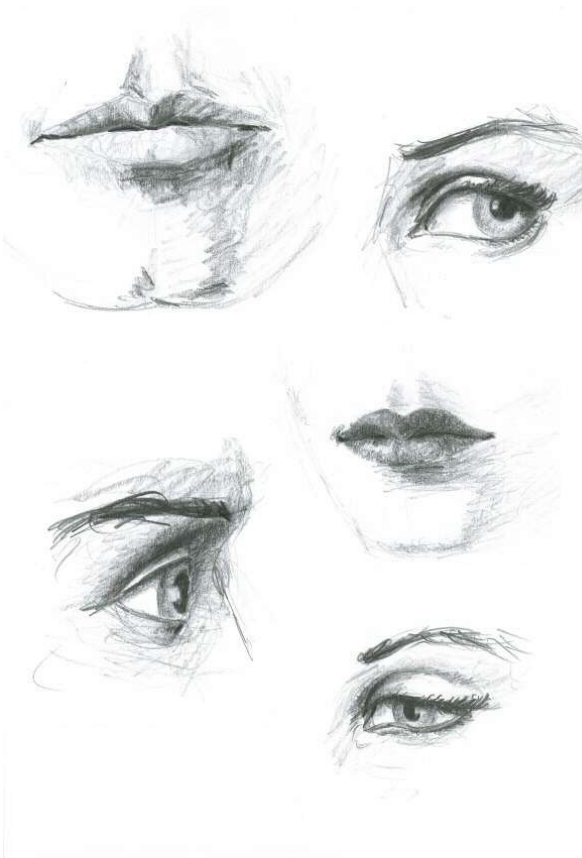
light source. The nearer to the border of the shadowed half of the sphere we get, the lighter the shadow gets (8). This is because of light that comes not directly from the light source but is reflected diffusively from the environment.

Such reflected light may create extra highlights in the shadowed area, too (9). Where to place them is hard to estimate. It depends on several factors, there may even be no highlights. So it is best to add them only when you can see it on the original model or your experience tells you to do so. Otherwise just omitting them won't hurt.

5. The Direct Way to Portrait Drawing

I know many beginning artists who want to start right from scratch and draw a portrait of someone they know or someone popular. Drawing great portraits is somehow like the holy grail of drawing. Creating realistic and living portraits needs a high skill level near to mastery. Fortunately you can learn these skills much easier, if you learn them separately.

The first step is learning to draw different features of the human face. By separating single features and drawing them separately you can make faster progress. You can concentrate on one feature at a time. That improves your



understanding and knowledge of the details. Fill several sheets of paper with eyes, noses etc and you will get a feeling how they look and how to draw them. But don't draw too small. Two eyes, mouths or noses a sheet (letter or A4 sized) are enough. That leaves you enough space for details. After some practicing your results will look like the picture on the left.

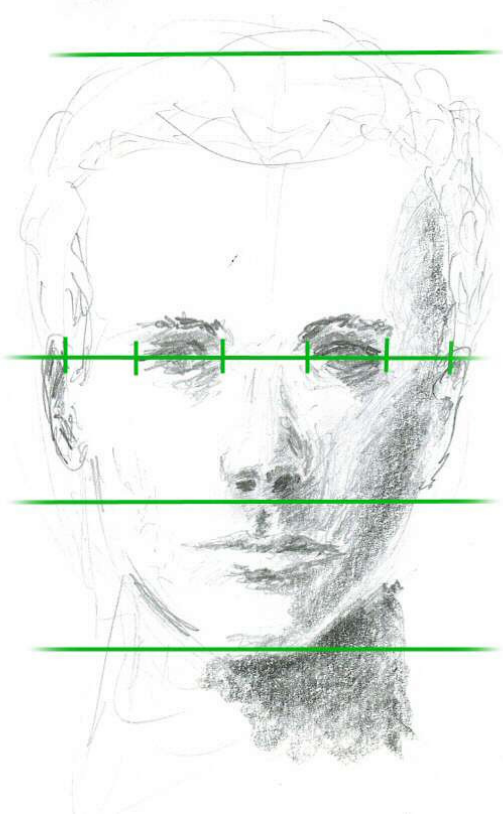
If you have problems to make your first steps in this stage, get a book that explains the details. "The Art of Portrait Drawing" is a great one that helped me a lot. You can get it for a bargain here:

http://drawingsecrets.com/links/The_Art_of_Portrait_Drawing/

7 Inspiring Ways to Improve Your Drawings

5. The Direct Way to Portrait Drawing

The next step is putting all you have learned together. You have to place the facial features in correct proportions, distances and layout so they fit together and the big picture makes sense. So what is the correct layout? There are a few rules that help you to place the features on the right positions:



- The eyes are located halfway between the top of the head and the chin. This is one of the most important lessons to learn when drawing portraits. Many (me, too) tend to place the eyes too high, so the portrait gets a flat forehead. It seems to be some optical illusion that makes us think the eyes are placed higher than they are.
- Another problem with the eyes is their positioning to the left and the right. Between them there should be enough space for exactly one more eye. The same to the left and right - between the eyes and the border of the face is enough space for one more eye. All in all in a human face has enough space for five eyes in a row - well this would look strange 😊
- As we are drawing so many eyes into the face, let's add two more. This time they help us to place the eyebrows where they belong. The

5. The Direct Way to Portrait Drawing

distance between the eyebrows and the eyes is equal to the eyes' height

- Then the bottom of the nose can be found halfway between the eyes and the chin
- Halfway between chin and nose is the mouth
- The mouth's corners can be found below the center of the eyes. But this can differ a lot as there are many people with wider or narrower mouths
- The ears' top starts where the eyebrows are and their bottom may line up with the bottom of the nose. But these measures can vary as people have a wide variety of differently sized and shaped ears.

Using these rules you should be able to position the facial features correctly. But always keep in mind: these measures and positions are idealized! In reality these measures will differ slightly. That is what makes up the personality of a human face!

And that is what the third and final important skill for portrait drawing is about. You must master this third skill to draw portraits that resemble the original model. Each human face has its personality and looks special. There are two reasons for this:

- First the facial features itself differ slightly, they can have a little different shape, color or size (for example broad vs. narrow noses, thick vs. thin lips, etc.)
- Second, the layout of the facial features differs slightly from the idealized measures I showed you before. The eyes can stand a little bit

7 Inspiring Ways to Improve Your Drawings

5. The Direct Way to Portrait Drawing

narrower, the chin may be stronger or weaker. Finally this changes the overall layout of the face and gives it personality and uniqueness.

The key for drawing resembling and lifelike portraits is to capture these slight differences and bring them to paper. This needs much practice and a trained eye. But the more portraits you draw the better you will get and the more resembling your portraits will look.

So what are you waiting for? Start drawing portraits!

6. Understanding Anatomy - the Key to Drawing the Human Figure

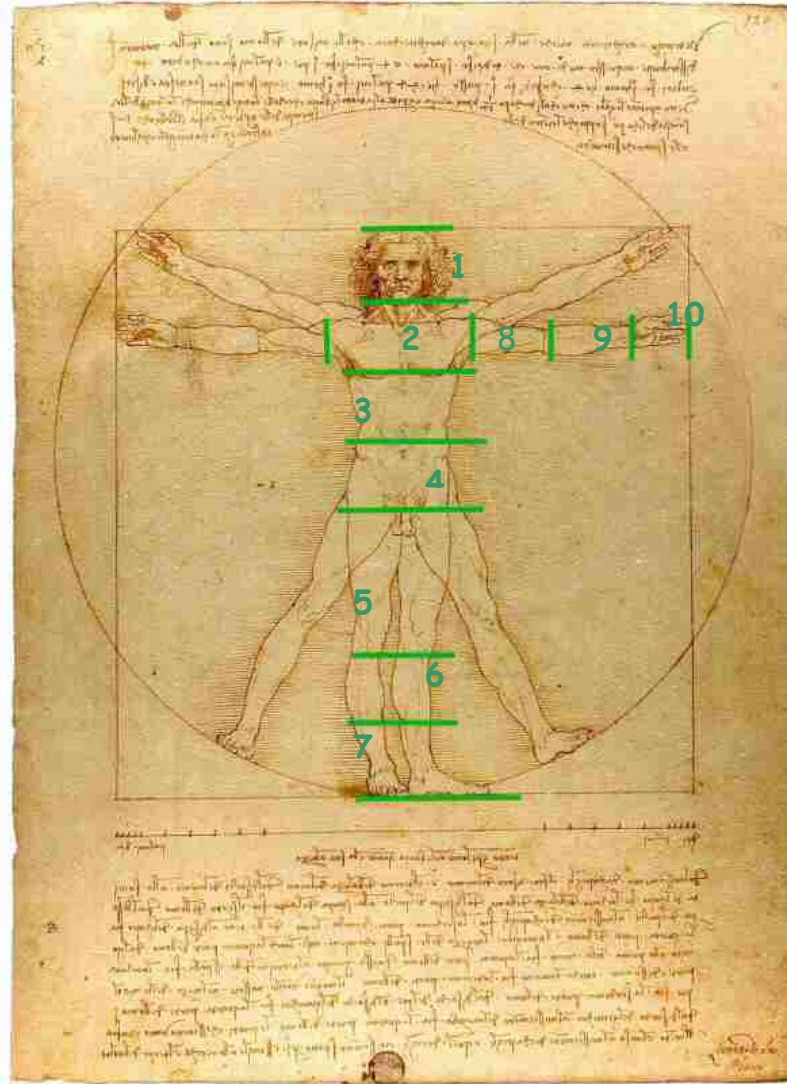
Knowing the proportions of the human body is crucial for drawing realistic looking figures. Within the next lines I will show you the most important proportions. But first a warning: all the measures and proportions about the human figure I'll show you are idealized measures. People in reality differ slightly from these measurements. There are people with long arms, some may have short legs etc, you know. When drawing a real-life person capturing and depicting these deviations makes up the difference. The difference between a good drawing of any person and a good drawing of exactly that person you wanted to draw.

So the following idealized proportions are a basis you can combine with your observations to create lifelike and realistic drawings. Ok, enough about this, let's have a look at the proportions of an idealized human body. We will use the famous "vitruvian man" drawn by the italian renaissance-artist and inventor Leonardo da Vinci.

He uses the height of the head as the basic unit of measurement. All in all the idealized human figure is about 8 heads tall. Starting from the head this results in these sections:

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6. Understanding Anatomy - the Key to Drawing the Human Figure



The first head-height is the head itself (1), of course. Starting from the bottom of the head the next head-high part reaches to the middle of the chest (2) (where a man's nipples are). One head lower you find the navel (3) and then the lower edge of the pubis (4). The next two head heights are the distance till just beneath the knees (5). Then comes the lower end of the calf muscle (6). And finally the last head height reaches to the bottom of the feet (7).

The arms including the hand are about three head heights long. This length is distributed in such a way the upper and the forearm are a little bit longer than a head height (8, 9). The hand then gets the surplus of about a little bit less than a head's height (10).

All in all the arms reach to the middle of the thigh when the figure is standing upright. The arm's wingspan (from fingertip to fingertip) is about equal to the body height. Da Vinci recognized this and proved it by drawing this square of equal side lengths in his drawing.

You see, the arms are three heads long each. The wingspan of the arms equals the overall figures height of eight heads. That means ... Bingo! The shoulders breadth is equal to the remaining two heads!

If you are drawing a man, the pelvis is not as broad as the shoulders ... just a little bit more than one head height. On the other hand, if you are drawing a woman, you have to reverse these ratios. In this case the pelvis is nearly as broad as two heads while the shoulders are smaller.

These are the most important measures and proportions of the human figure. When searching further you can find more and more tricks to understand human proportions. I will tell you more about this in my drawing e-course.

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7. Character Creation for Captivating Anime Stories

7. Character Creation for Captivating Anime Stories

Creating a set of great characters is essential for your manga or anime. Having such a finely tuned ensemble of such thrilling characters is the base for every captivating story. Master mangakas know: they are crucial for the success of their work!

So what do you have to consider when creating characters? There are two opposing forces you must bring into balance. On the one hand a good character must be believable. The reader must be able to empathize with him and relate to him. The reader should be able to understand why he is doing what he is doing. On the other hand an average joe character may be very believable, but this makes the story dull and boring. So you need to add some not-so-average features and properties at least to the main characters.

So what should such a character profile contain? Here a list with just the most important things you should think about:

- What is his or her gender?
- How old is she? Is she tall or small? Strong or weak?
- What's about constitution? A tendency to illnesses or strong and healthful?
- Does the character have some fundamental beliefs or a religion?
- What are her hobbies?
- Describe the social background, the family, friends, the surrounding at home (neighborhood) and at work
- What does everyday life look like?
- Her personality, especially dislikes, likes, fears ...

7. Character Creation for Captivating Anime Stories

- And most important: Your character should have a history. Where does she come from? What are her most precious memories? Her saddest or worst moments in the past?

And of course you should add everything else that comes to your mind, too. The better you describe your characters, the better you know them, the better your drawings and your story will be! Especially for the main characters there should be no question you cannot answer!

The minor characters don't need to be as detailed as the main characters. But you should know all about them what is necessary for the story.

The characters influence heavily the story itself as much as the character drawings. So it is best to create the character profiles already during storywriting. So you can make sure, the characters and the story match together. You see this overlaps much with the task of storywriting. In fact you can hardly separate story writing and character creation. That's why I get a constant flow of questions on storywriting. So I am trying to get my hands on some material about this topic. It may take some time, but when I succeed, I will make it available here:

<http://drawingsecrets.com/links/Storywriting/>

But back to your character creation. Finally you should come up with a storyboard and a profile for every character (for example on index cards). These come in handy when you draw the first sketches of your characters and when drawing the story later too. Having those complete character profiles will help you to know your character and understand how you should draw him in every situation.

7 Inspiring Ways to Improve Your Drawings

Want more?

Want more?

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