How to...

Draw a Maurice Sendak monster

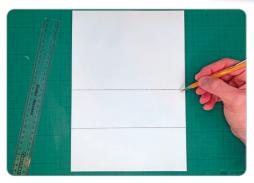
Hello, my name's Olaf Falafel. I'm a dad, a standup comedian and the author and illustrator of the *Trixie Pickle Art Avenger* books. Every month I show you how to create art based on the works of famous artists, plus I tell you a really bad joke, like this one: What's orange and sounds like a parrot? A carrot!

This week, I thought I'd tell you about one of my children's book illustration heroes, Maurice Sendak. Sendak was an American illustrator who is best known for his book *Where the Wild Things Are*. The main character is a boy called Max who escapes to a land where monsters try, unsuccessfully, to scare him.

Follow this step-by-step guide to draw your very own wild thing. Yours doesn't have to look like mine, but to make it look Maurice Sendakky (if that's a word!) be sure to give it lots of teeth, a big nose and yellow eyes. Try adding features from real animals, like sharp talons or scaly skin. Let your imagination run wild and mix things up – you could draw a horned head on a feathery body with giant furry paws.

What you need

- A sheet of white paper
- A ruler
- A pencil
- Coloured pencils



Use a ruler to draw two lines on the paper, one roughly halfway and the other about a quarter of the way up.



Draw the feet and a tail in the bottom section.
Think of animals to inspire you – could you have scaly claws and a stripy cat's tail?



In the top section draw the head – it can go over the lines, they are just a guide. Maurice Sendak's monsters tend to have quite big heads.



To colour your monster in, use muted shades, meaning ones that aren't too bright. Think blacks, browns, navy blues and olive greens.



The body and arms go in the second section. Is your monster's body furry or feathery? Lean and skinny or big and muscly?



Use lots of short lines to give the impression of fur or scales. Using two different colours next to each other can create a textured look.

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