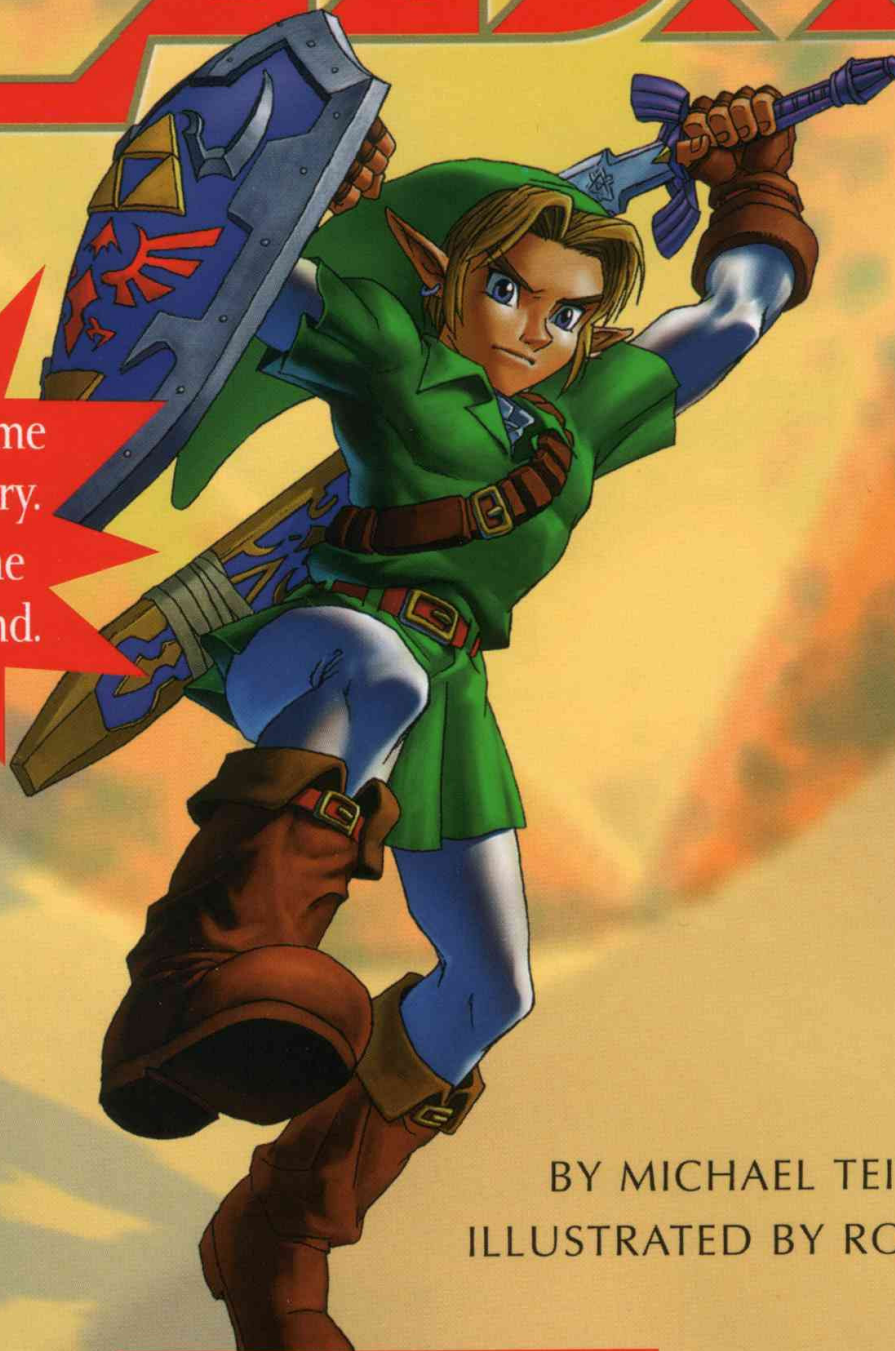


H O W T O D R A W

THE LEGEND OF ZELDA[®]

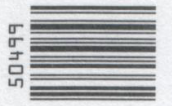


Every game
has a story.
Only one
is a legend.

BY MICHAEL TEITELBAUM
ILLUSTRATED BY RON ZALME

 SCHOLASTIC

ISBN 0-19569-6409-2
0-19569-6409-2
6405

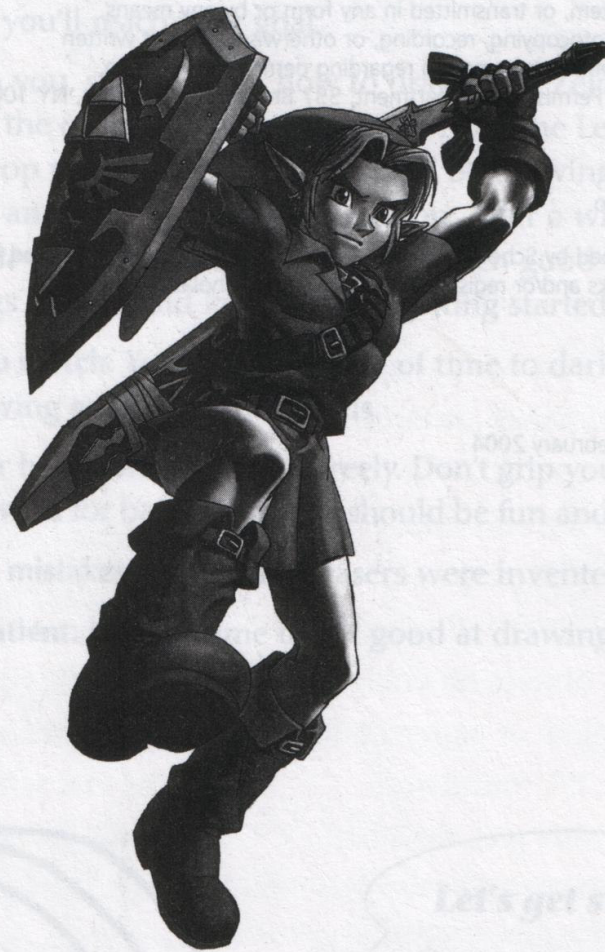


EAN

HOW TO DRAW

THE LEGEND OF

ZELDA



Let's get started!

BY MICHAEL TEITELBAUM

ILLUSTRATED BY RON ZALME

SCHOLASTIC INC.

New York Toronto London Auckland Sydney
Mexico City New Delhi Hong Kong Buenos Aires

Special thanks to Susan Eisner, Liza Greenwald Abrams, and Stephanie Howze.

A Creative Media Applications Production

Art Direction by Fabia Wargin Design

No part of this publication may be reproduced in whole or in part, or stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without written permission of the publisher. For information regarding permission, write to Scholastic Inc., Attention: Permissions Department, 557 Broadway, New York, NY 10012.

ISBN 0-439-63581-0

TM & © 2001 by Nintendo.

All rights reserved. Published by Scholastic Inc. SCHOLASTIC, TROLL, and associated logos and designs are trademarks and/or registered trademarks of Scholastic Inc.

12 11 10 9 8 7 6 5 4 3 2

4 5 6 7 8 9/0

Printed in the U.S.A.

40

First Scholastic printing, February 2004

BY MICHAEL TEITELBAUM
ILLUSTRATED BY RON ZALME

SCHOLASTIC INC.

New York London Toronto Sydney
Mexico City Hong Kong Beijing

INTRODUCTION

The young warrior Link is on a quest to save Princess Zelda from the evil clutches of the wizard Ganondorf. You, the young artist, also have a quest. Your quest is to learn to draw the characters in this book.

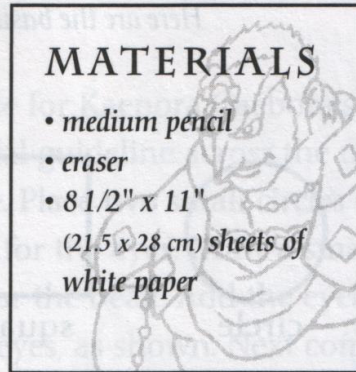
It takes great patience and lots of practice to become a wizard-slaying, princess-rescuing hero. It also takes patience and practice to learn to draw. In both cases, you'll make some mistakes and experience some setbacks. But in the end, if you persevere and learn from your mistakes, you'll reach your goal.

This book will teach you, step by step, how to draw Link, Zelda, Ganondorf, King Dodongo, and the other amazing characters from the Legend of Zelda. Keep trying, don't stop practicing, and soon you'll be drawing facial expressions, bodies, and then characters in motion. After a while, you can make up—and illustrate—your own Zelda stories in which good battles evil. Here are a few things you should know before getting started:

- 1) **Draw lightly as you sketch.** You'll have plenty of time to darken your lines as you finish your drawing and fill in the details.
- 2) **Stay loose!** Let your hand and arm move freely. Don't grip your pencil like a Lizalfos grasping a sword for battle! Drawing should be fun and relaxing.
- 3) **Don't worry about mistakes**—that's why erasers were invented!
- 4) **Practice, and be patient.** It takes time to get good at drawing.

MATERIALS

- *medium pencil*
- *eraser*
- *8 1/2" x 11"*
(21.5 x 28 cm) sheets of
white paper



Let's get started!

BASIC SHAPES

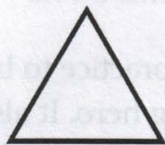
Here are the basic shapes you can use to draw everything in this book.



circle



square



triangle



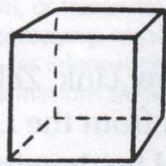
rectangle



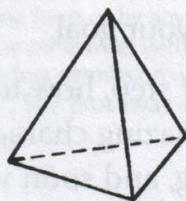
oval



sphere



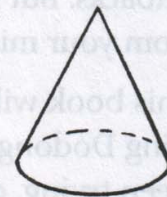
cube



pyramid



cylinder

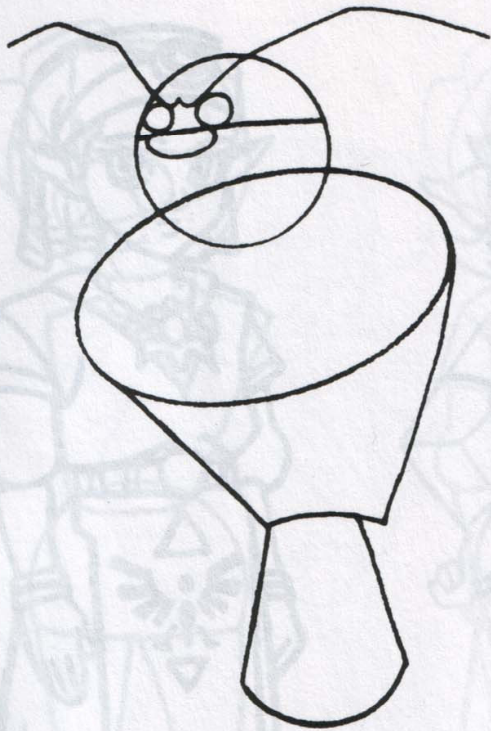


cone

All you can really draw with your pencil on a piece of paper are two-dimensional flat shapes, like the five basic shapes in the top row above. Part of the magic of drawing is learning how to create the illusion of three-dimensional objects on your two-dimensional piece of paper. Look at the circle above. It's round and two-dimensional. Now pick up a ball. It's also round, but it's three-dimensional, a real object. The trick to drawing believable characters is to create the illusion on paper that what you are looking at is three-dimensional (like the ball), even

though it is really only two-dimensional (like the circle). Each of the two-dimensional shapes in the top row above has a three-dimensional "partner" just below it. Simply by adding two crisscrossing dotted lines to the circle, you create the illusion of its three-dimensional partner, the sphere. The same is true for each of the shapes on this page. Practice drawing the two-dimensional basic shapes, then move on to the 3-D shapes like the cube, pyramid, etc. Once you've done that, you're ready to try your first picture. Let's begin with Kaepora Gaebora!

KAEPORA GAEBORA



STEP 1.

Start with a circle for Kaepora Gaebora's head. Draw a horizontal guideline across the upper part of the circle. Place two small circles on top of the guideline for the eyes. Draw a small oval below the line for the beak. Add the eyebrow lines above the eyes, as shown. Next comes an oval for the chest. Add the body and tail shapes, and this step is complete.

STEP 2.

Begin adding details to the head and chest, as shown. Draw the wing and feet, and add a feather pattern to the tail. Don't forget the branch he's standing on!

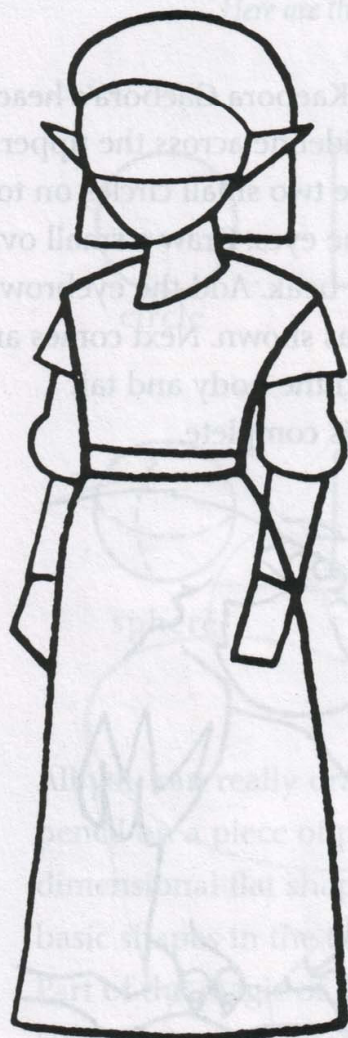


STEP 3.

Fill in the design on the cheeks and wing, then use a soft zigzag line all around the body to give it a feathery look. Complete the toes and the branch. Blacken the pupils, as shown. Compare your drawing with the finished picture of Kaepora Gaebora, and fill in any remaining details. Darken the lines you want to keep, and erase the lines you don't need. Congratulations! You've just completed your first character!



PRINCESS ZELDA



STEP 1.

Begin with the head, which is shaped like a shield—curved on top and pointed on the bottom. Add a horizontal guideline to help you place Zelda's eyes and nose. Draw her neck and two pointed ears, and the shapes for her headdress. Then, carefully copy the shapes you see here to form her body and arms.



STEP 2.

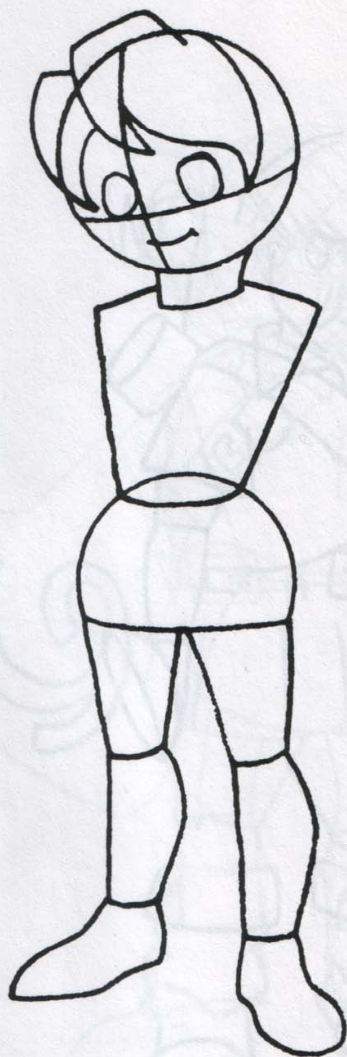
Draw the eyes, nose, and mouth, and add details to her headdress. Give her some fingers, then complete all the little details on her costume.



STEP 3.

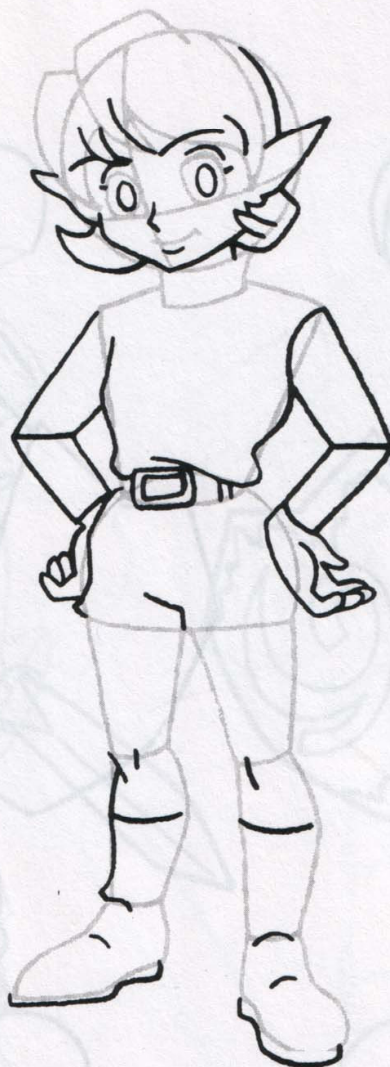
Blacken the pupils, the tops of her ears, and the jewel on her headdress, as shown. Compare your drawing with the finished picture of Zelda, and fill in any remaining details. Darken the lines you want to keep, and erase the lines you don't need. Princess Zelda is ready to rule the land with fairness and justice.

SARIA



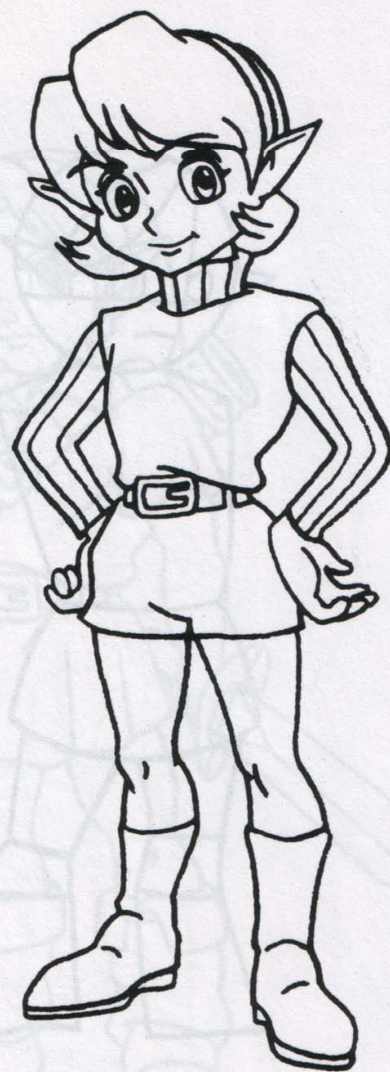
STEP 1.

Begin with a circle for Saria's head. Draw crisscrossing guidelines in the circle to help you place the facial features. Now add the eyes, mouth, and hair, as shown. Working your way down, draw the neck and chest shapes, the hips, legs, and feet.



STEP 2.

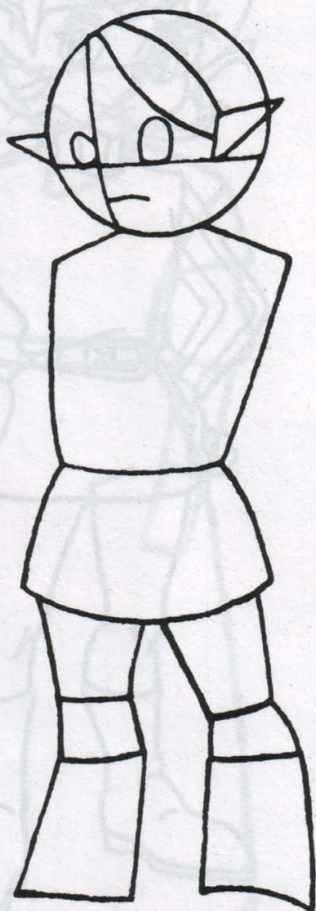
Using triangular shapes, sketch in the ears and jaw line, along with the rest of Saria's hair. Now add details to the face. Draw the arms and hands, and complete the body, legs, and feet, as shown. Don't forget Saria's belt buckle!



STEP 3.

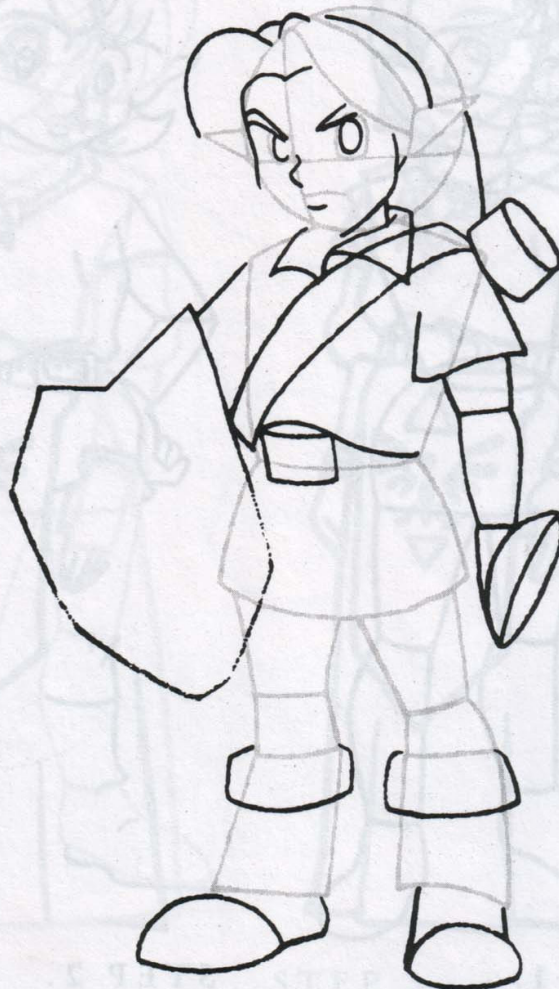
Add stripes to the collar and sleeves, and blacken the pupils and eyelashes, leaving white highlights, as shown. Compare your drawing with the finished picture of Saria, and fill in any remaining details. Darken the lines you want to keep, and erase the lines you don't need. Saria is ready to sing!

YOUNG LINK



STEP 1.

Draw a circle for Link's head. Add crisscrossing guidelines in the circle to help you place the eyes, mouth, ears, and hair. Working your way down, draw rectangular shapes for the chest, hips, and legs.



STEP 2.

Add details to the face and hair, and begin to draw Link's hat. Sketch in his collar and sleeves, along with the shield, bandoleer (the belt across the chest), belt buckle, and scabbard (which holds the sword). Draw his left arm, ending with the sword hilt, and his boots.



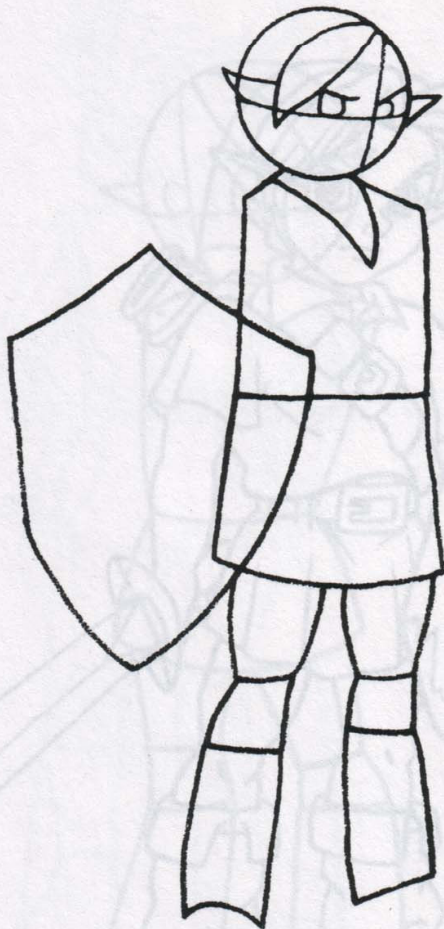
STEP 3.

Complete the face and hair, as shown, then add lots of small details to the costume. Copy the design on the shield, and draw the sword. To finish this step, add some definition to Link's leg muscles and soften the outline of the boots.

STEP 4.

Complete the design on shield, and add three dots to the scabbard. Blacken the pupils, leaving white highlights, as shown. Compare your drawing with the finished picture of Link, and fill in any remaining details. Darken the lines you want to keep, and erase the lines you don't need. Link is ready to battle Ganondorf!

LINK



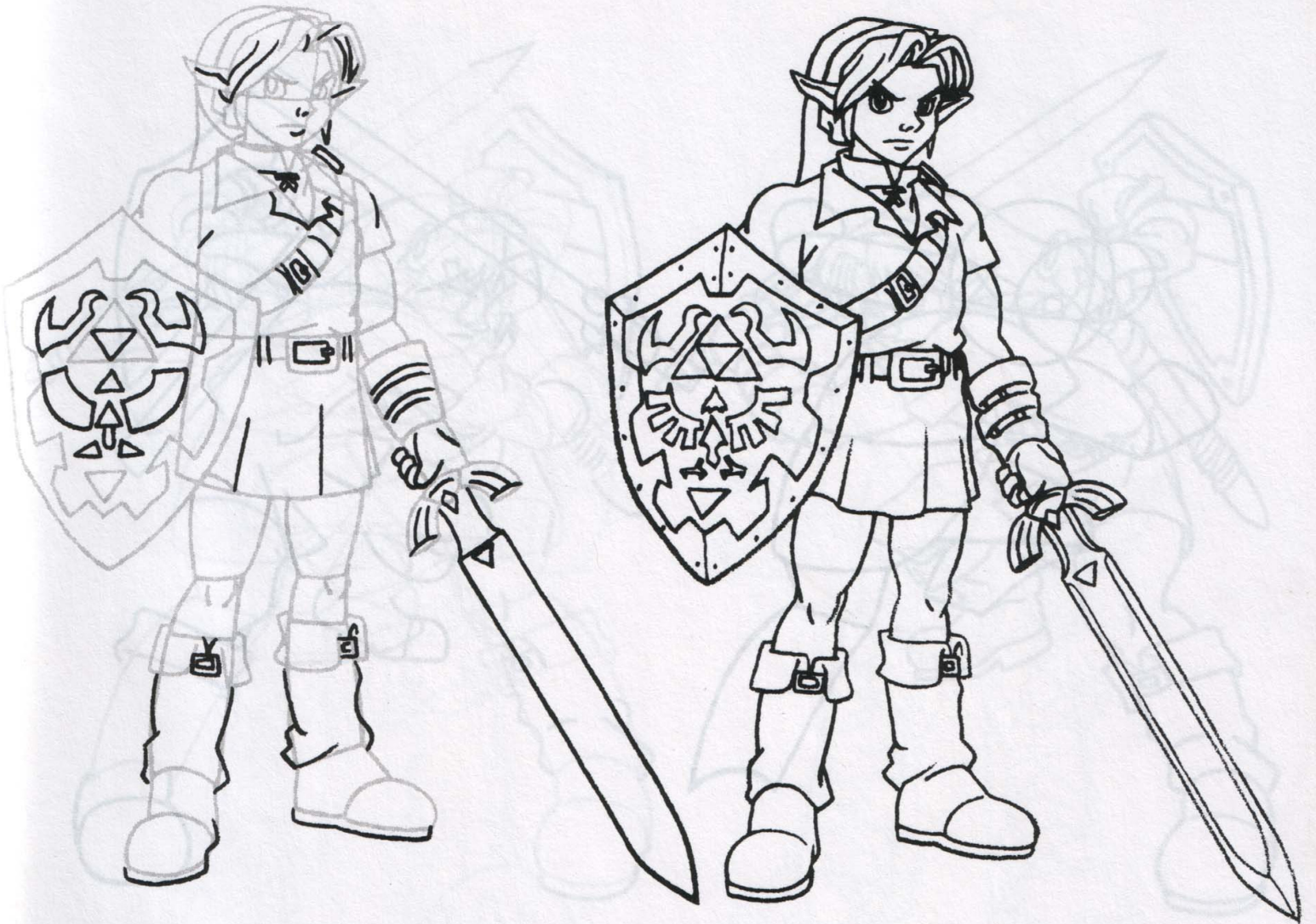
STEP 1.

Begin with a circle for Link's head. Add crisscrossing guidelines in the circle to help you place the eyes, ears, and hair. Notice how the tops of the eyes slant down, giving this older version of Link a more serious expression. Working your way down, draw in the shapes for the neck, chest, hips, and legs. Finish this step by drawing the basic shape for the shield.



STEP 2.

Sketch in the rest of Link's facial features, and add more of his hair and his hat. Draw the shirt and tunic collars, then the shapes shown to form his shoulders and chest and his sword-wielding arm. Add the belt, buckle, and bandoleer. Complete Link's knees and boots, and finish with the inner-shield design.



STEP 3.

Once you've drawn the long, pointed blade of the sword, it's detail time! Add lots of little details, as shown, to the hair, costume, sword hilt, shield, and boots.

STEP 4.

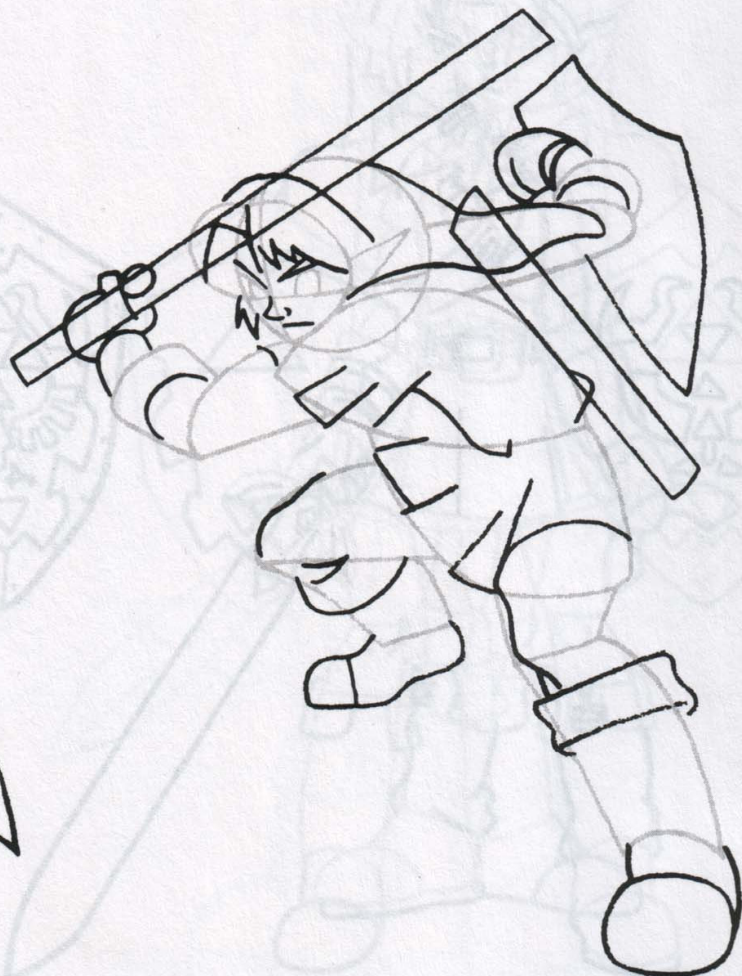
Outline the sword blade, then carefully complete the design on Link's shield. It's okay if yours looks a bit different. Blacken the pupils, leaving white highlights, as shown. Compare your drawing with the finished picture of Link, and fill in any remaining details. Darken the lines you want to keep, and erase the lines you don't need. You've completed the older version of Link!

LINK IN ACTION



STEP 1.

Now that you've drawn Link, you can work on an action pose. Start with a circle for Link's head. Add crisscrossing guidelines in the circle to help you place the face, eyes, ear, and hair. Form the body by using a large semicircle for the shoulders and back, then draw another partial circle for the hips. From these shapes, extend the arms and legs, as shown.



STEP 2.

Begin this step by adding some facial details, more hair, and Link's hat. Then sketch in the shapes for the hands, draw the long rectangles for the sword and scabbard, and attach the shield shape to the outside of the right arm. Draw some fold lines on the tunic to make it flow, then finish Link's legs and the basic boot shapes.



STEP 3.

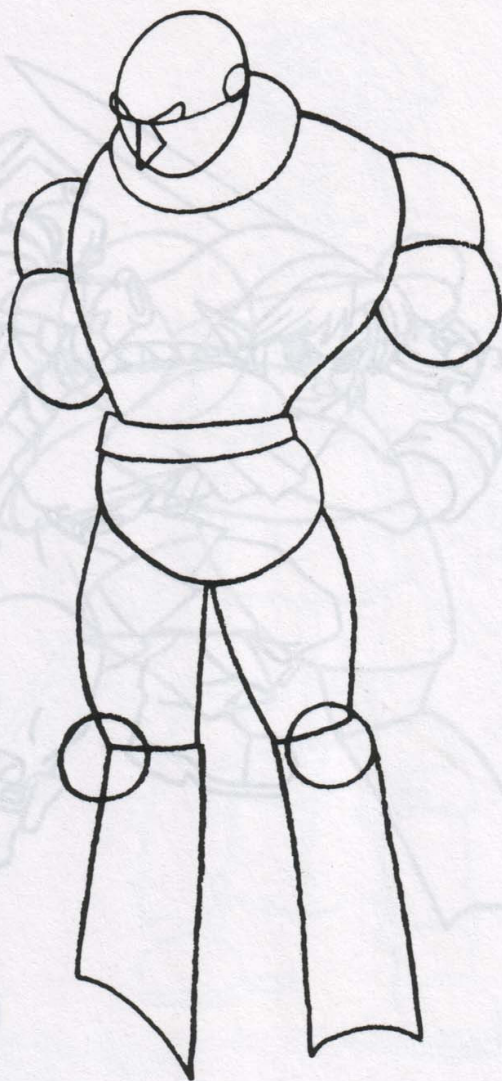
Starting with the tip of the sword and working your way down, carefully add all the little details shown.



STEP 4.

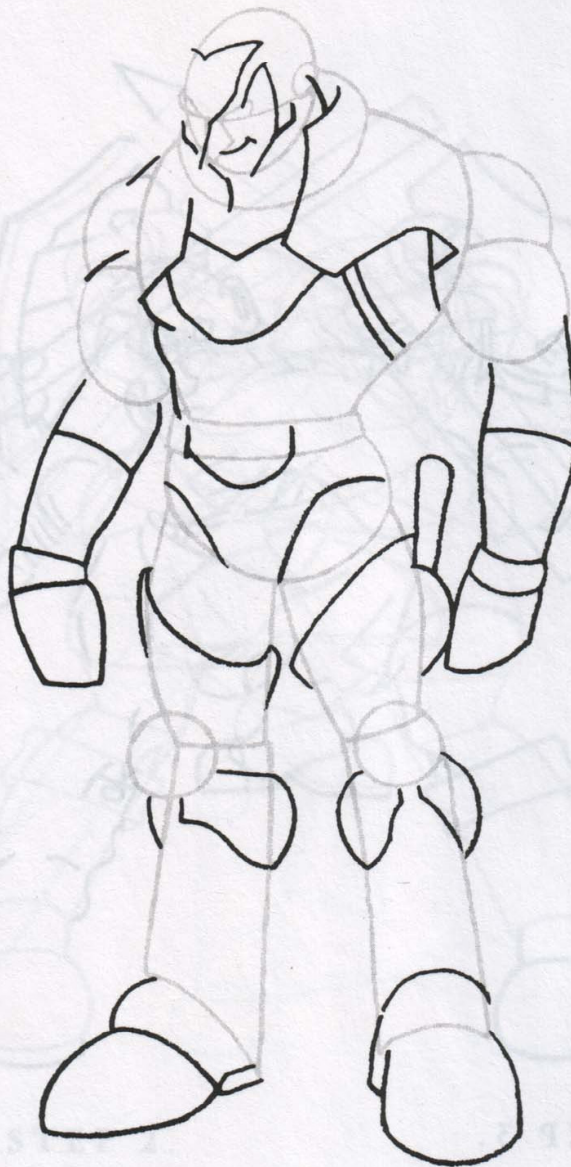
Blacken the pupils and belt buckle, leaving white highlights, as shown, and add three black dots to the shield. Compare your drawing with the finished picture of Link, and fill in any remaining details. Darken the lines you want to keep, and erase the lines you don't need. Link is ready for action!

GANONDORF



STEP 1.

Ganondorf's head shape is an oval. A single horizontal guideline will help you place the eyes, nose, and ear. Now work your way down the body, copying each shape you see here. Partial circles indicate the shoulders and arms. The circles at the knees will become spiked armor.



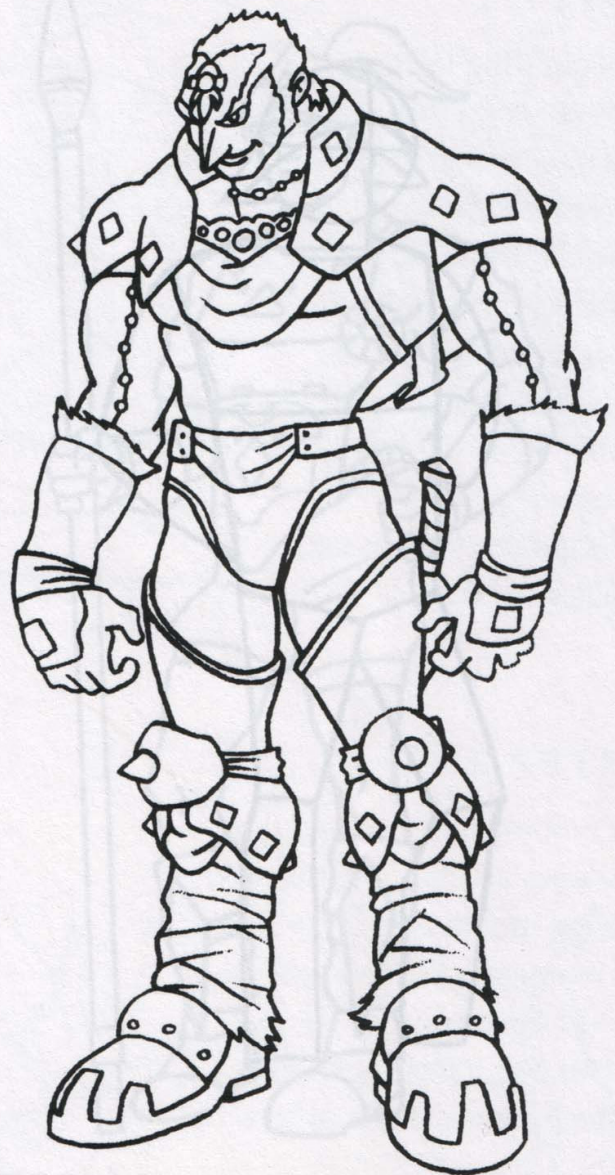
STEP 2.

Add the hairline, mouth, nose, and jaw to the head. Over the chest, draw the armor and chest plate. Working downward again, add details to the hips, thighs, knees, and feet. Be sure to include the hilt of the sword at Ganondorf's side. Finish this step by drawing the rectangular shapes that form the forearms and hands.



STEP 3.

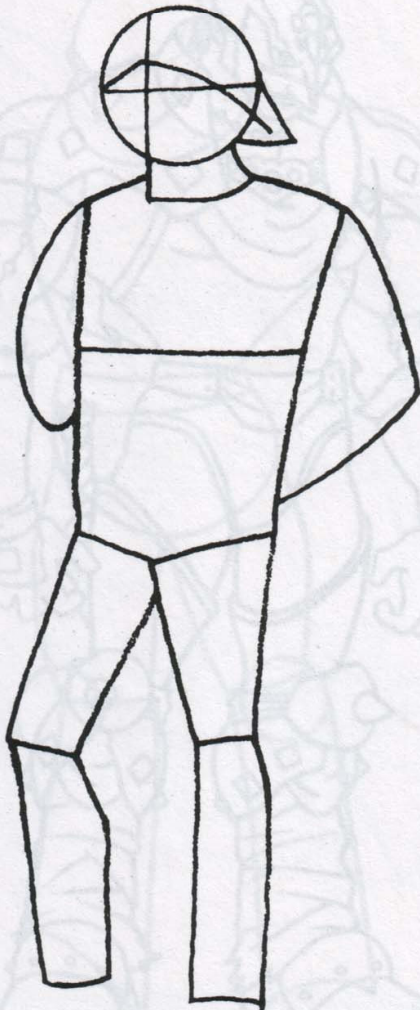
Use a rough zigzag, as shown, to make the hair and fur. Draw the medallion on the forehead and the pupil next, then add the "stitches" around the neck and down the arms. Diamonds and triangles cover the shoulder piece and the knee guards. Working slowly and carefully, continue adding the remaining details to the costume, as you see them here.



STEP 4.

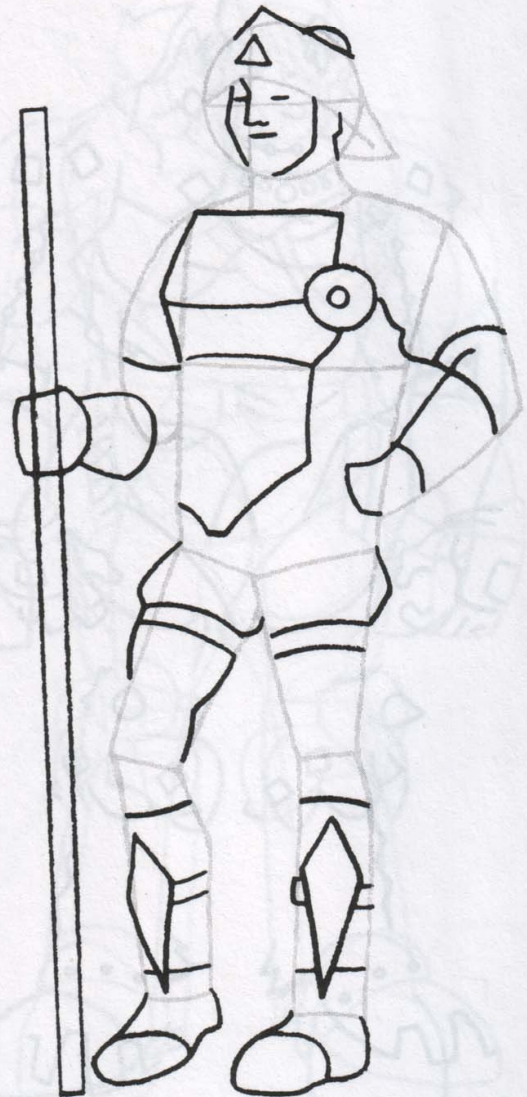
Place four black dots on Ganondorf's belt, and draw lots of folds on his leg wraps. Compare your drawing with the finished picture of Ganondorf, and fill in any remaining details. Darken the lines you want to keep, and erase the lines you don't need. Ganondorf, the King of Thieves, is done!

HYLIAN SOLDIER



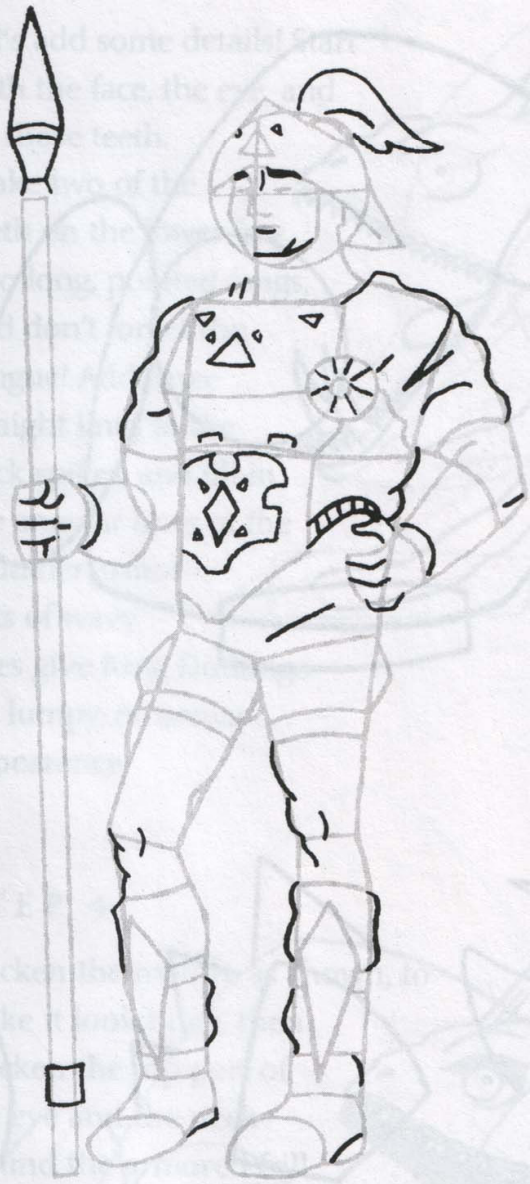
STEP 1.

Again, start with a circle for the head, divided by crisscrossing guidelines. Use the guidelines to place the rim of the soldier's helmet, then draw a triangle for the back of the helmet. Now work your way down the body, copying each shape you see here. Notice that one arm is an oval and the other is a triangle. The rest of the body is made up of rectangles.



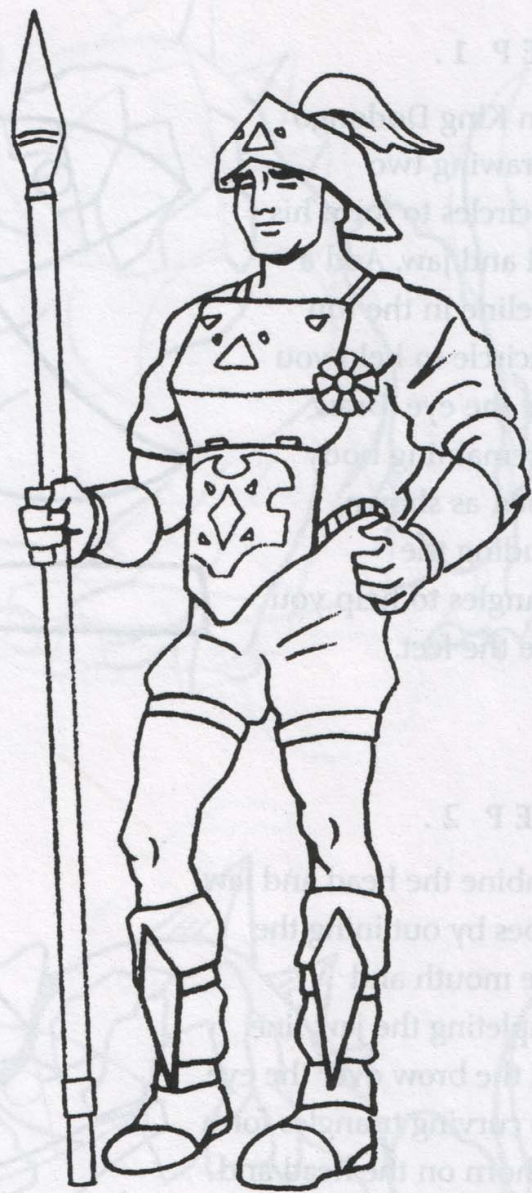
STEP 2.

Use the guidelines to place the eyes, nose, and mouth, then define the shape of the face, as shown. Using triangles and a semicircle, complete the helmet. Next, draw the breastplate and fill in the arms. Outline the pants, give the legs some definition, and complete the boots. Finish this step by drawing the long, narrow rectangle of the spear shaft.



STEP 3.

Beginning at the top and working your way down the figure, fill in all the details. Notice the feathers on the helmet, the tip of the spear, and the design of the breastplate.



STEP 4.

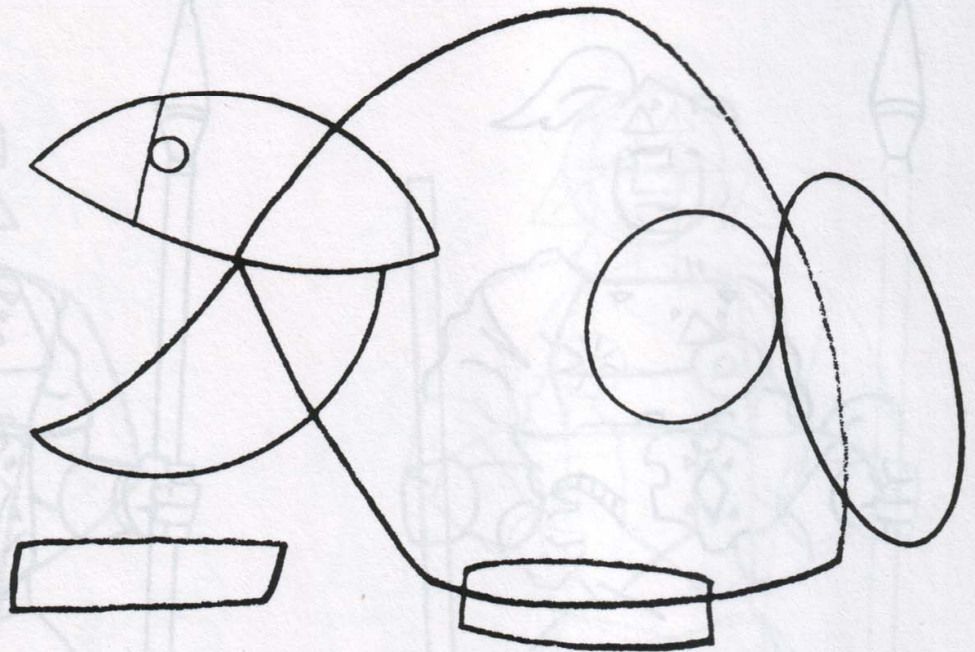
Compare your drawing with the finished picture of this Hylian soldier, and fill in any remaining details. Darken the lines you want to keep, and erase the lines you don't need. Watch out! This guy looks tough!

KING DODONGO



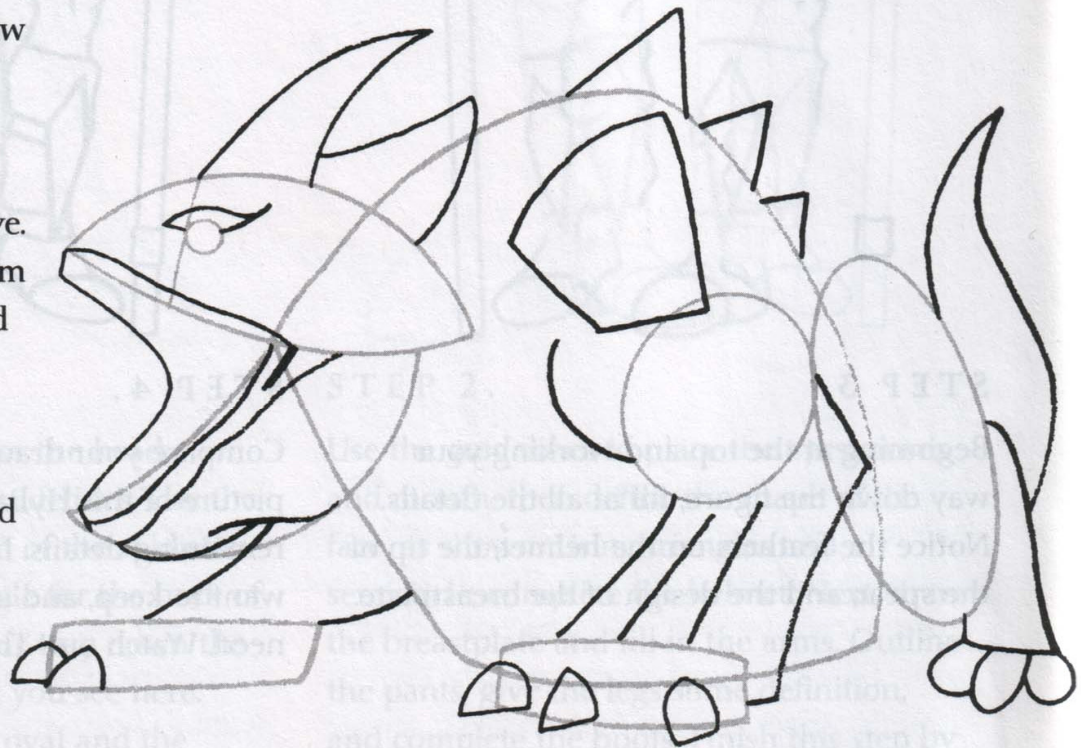
STEP 1.

Begin King Dodongo by drawing two semicircles to form his head and jaw. Add a guideline in the top semicircle to help you place the eye. Draw the remaining body shapes, as shown, including the rectangles to help you place the feet.



STEP 2.

Combine the head and jaw shapes by outlining the large mouth and completing the jaw line. Add the brow over the eye. Two curving triangles form the horn on the head and the armored frill that covers the neck. Three more triangles define the spikes along the back, and a large rectangular patch on the shoulder will help you place the craggy armor. Finish this step by filling in the legs and claws, and drawing the tail.



STEP 3.

Let's add some details! Start with the face, the eye, and all those teeth.

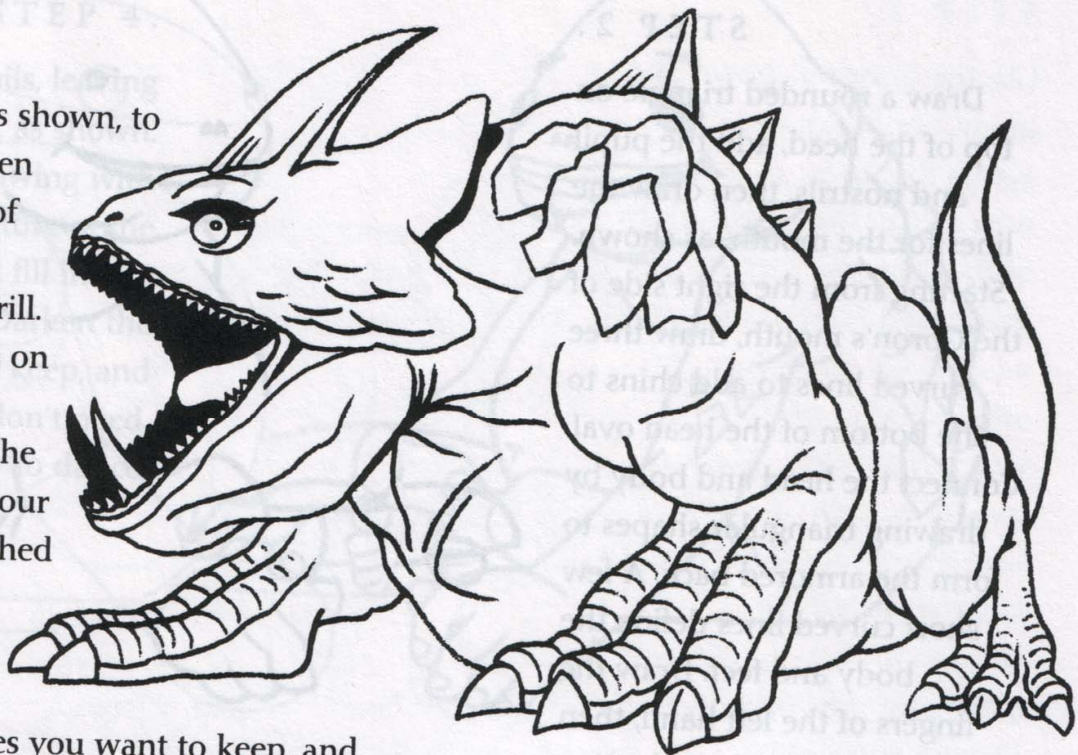
Make two of the teeth on the lower jaw into long, pointed fangs, and don't forget the tongue! Add three straight lines to the back spikes, and fill in the angular lines of the shoulder armor.

Lots of wavy lines give King Dodongo his lumpy, muscular appearance.



STEP 4.

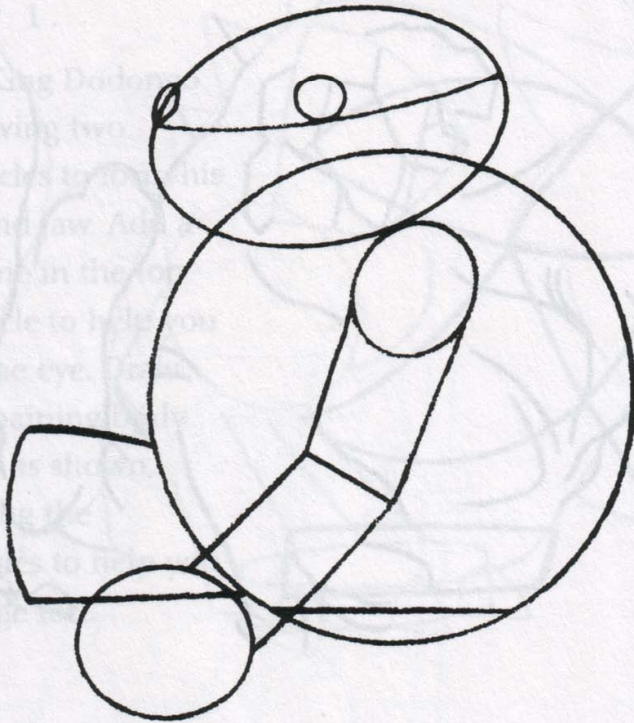
Blacken the mouth, as shown, to make it look huge, then blacken the top part of the eye and the neck behind the armored frill. Add lots of short lines on the face, horn, spikes, and legs to complete the scaly look. Compare your drawing with the finished picture of King Dodongo, and fill in any remaining details. Darken the lines you want to keep, and erase the lines you don't need. Listen closely. You can almost hear King Dodongo roar!



GORON



STEP 1.



STEP 1.

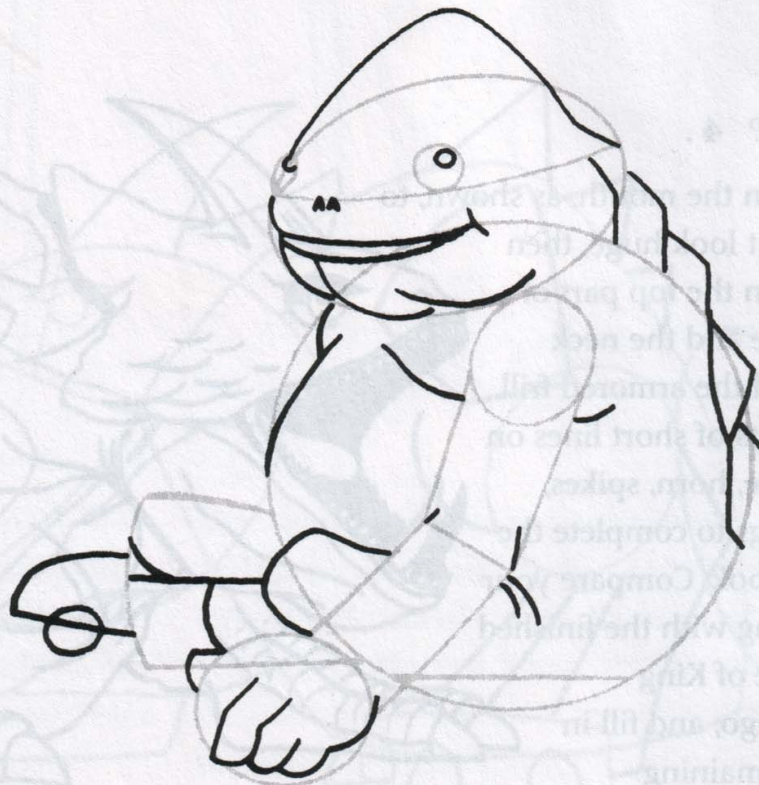
Start the Goron off with a large circle for the body. Add a head oval overlapping the circle. Draw a horizontal guideline in the head oval to help you place the eyes, and another at the bottom of the body circle. The arm, hand, and feet are formed by a series of ovals and rectangles.

STEP 2.

STEP 2.

Draw a rounded triangle on top of the head, add the pupil and nostrils, then draw the lines for the mouth, as shown.

Starting from the right side of the Goron's mouth, draw three curved lines to add chins to the bottom of the head oval. Connect the head and body by drawing triangular shapes to form the armored back. A few short curved lines define the body and feet. Draw the fingers of the left hand, then use a semicircle and a tiny circle to form the other hand.



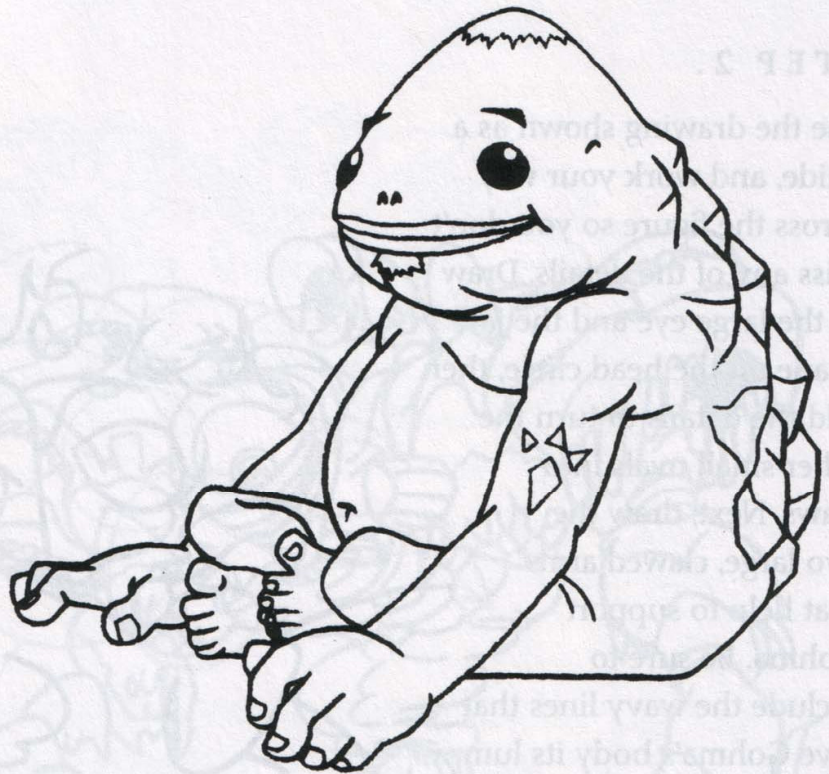


STEP 3.

Time for details! Complete the facial features, including eyebrows, hair, and a little goatee beard. Add more ridges to the Goron's back, and some scales to the left arm. Use a long curving line to form the right arm, then work on the fingers and toes. Don't forget the Goron's belly button!

STEP 4.

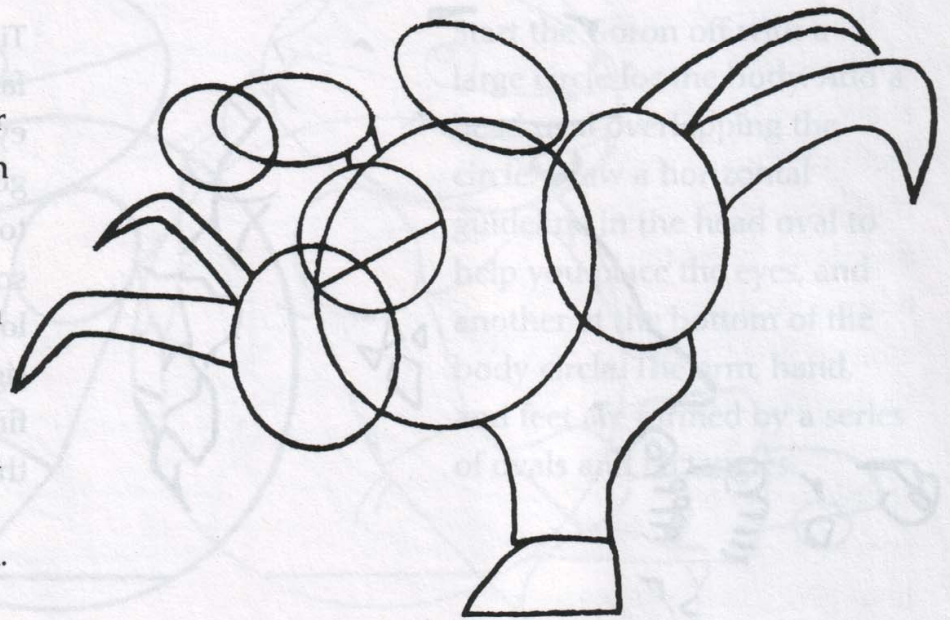
Blacken the pupils, leaving white highlights, as shown. Compare your drawing with the finished picture of the Goron, and fill in any remaining details. Darken the lines you want to keep, and erase the lines you don't need. The Goron is ready to dance!



QUEEN GOHMA

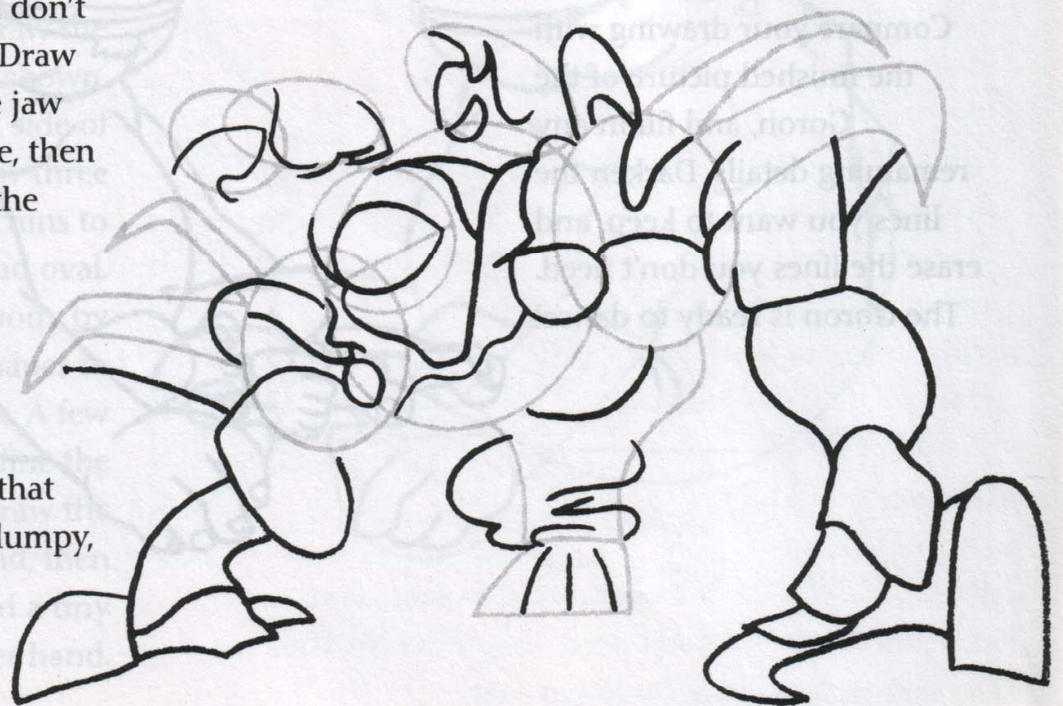
STEP 1.

Gohma is a very complex creature to draw, so take your time and keep practicing each step before moving on to the next one. Begin with a large oval for the upper body, then draw the other, smaller ovals that surround it. Carefully add the spiky claw shapes on either side, then copy the lower body shapes, as shown.



STEP 2.

Use the drawing shown as a guide, and work your way across the figure so you don't miss any of the details. Draw in the large eye and the jaw shape on the head circle, then add the details to turn the other small ovals into claws. Next, draw the two large, clawed arms that help to support Gohma. Be sure to include the wavy lines that give Gohma's body its lumpy, bumpy appearance.



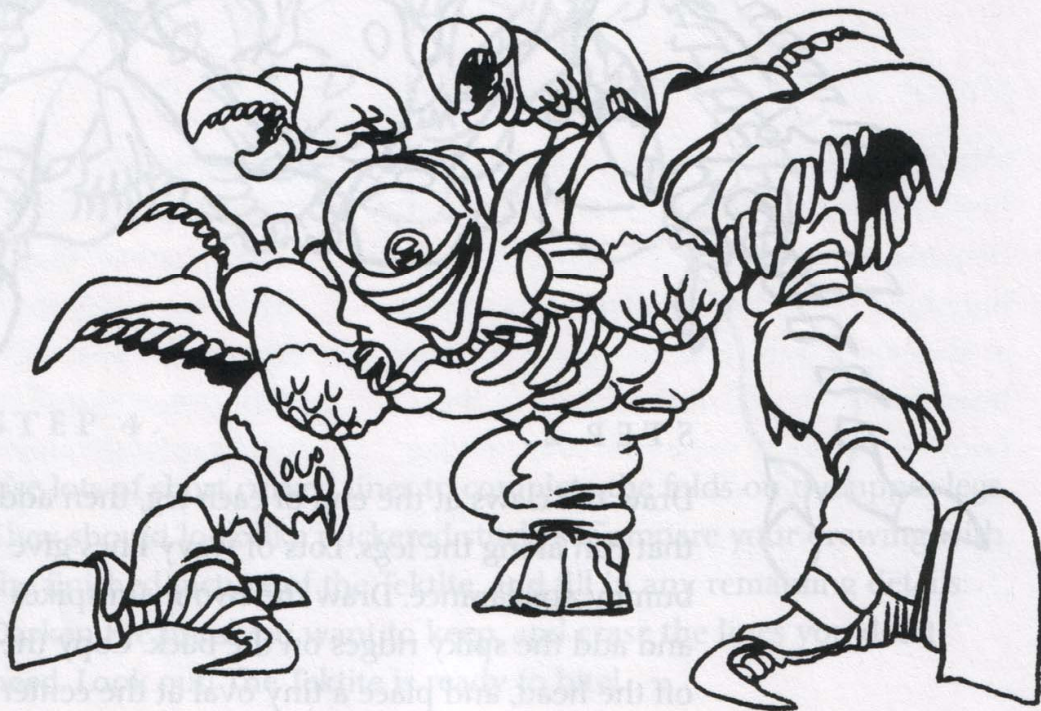
STEP 3.

Add in the rest of the details for the central eye and body, then complete Gohma's clawed arms. To finish this step, add the spiky teeth that line every claw!

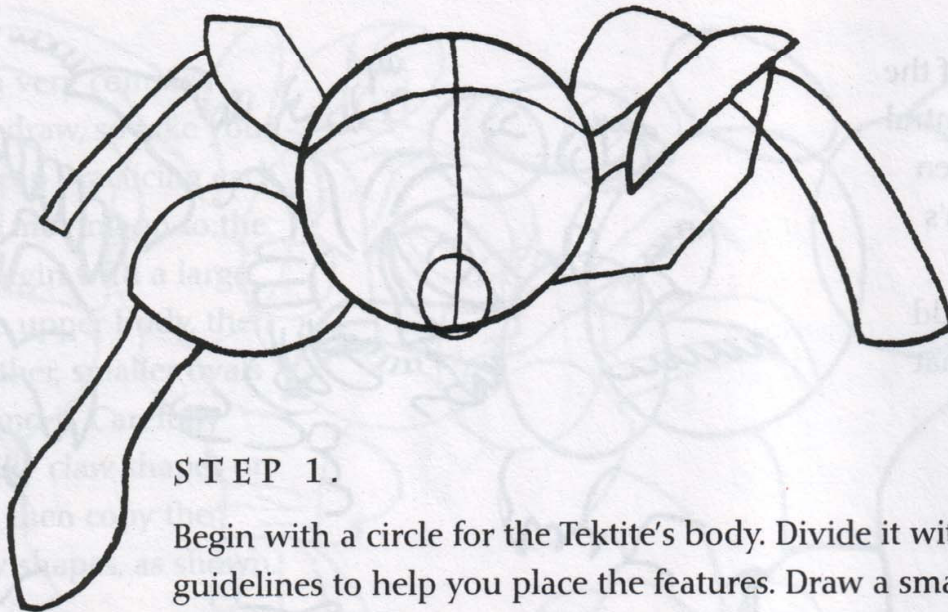


STEP 4.

Complete the eye, and add lots of little bumps and folds to Gohma's body to make her look real. Blacken each claw, as shown. Compare your drawing with the finished picture of Gohma, and fill in any remaining details. Darken the lines you want to keep, and erase the lines you don't need. Gohma is ready to attack!

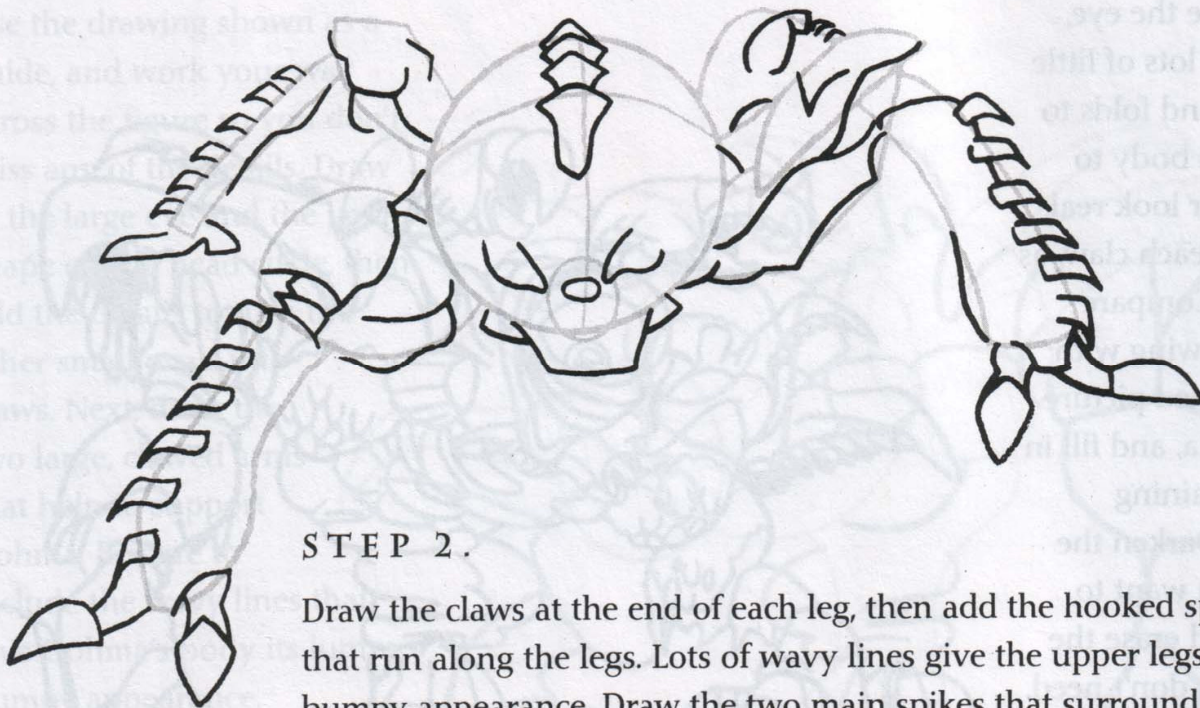


TEKTITE



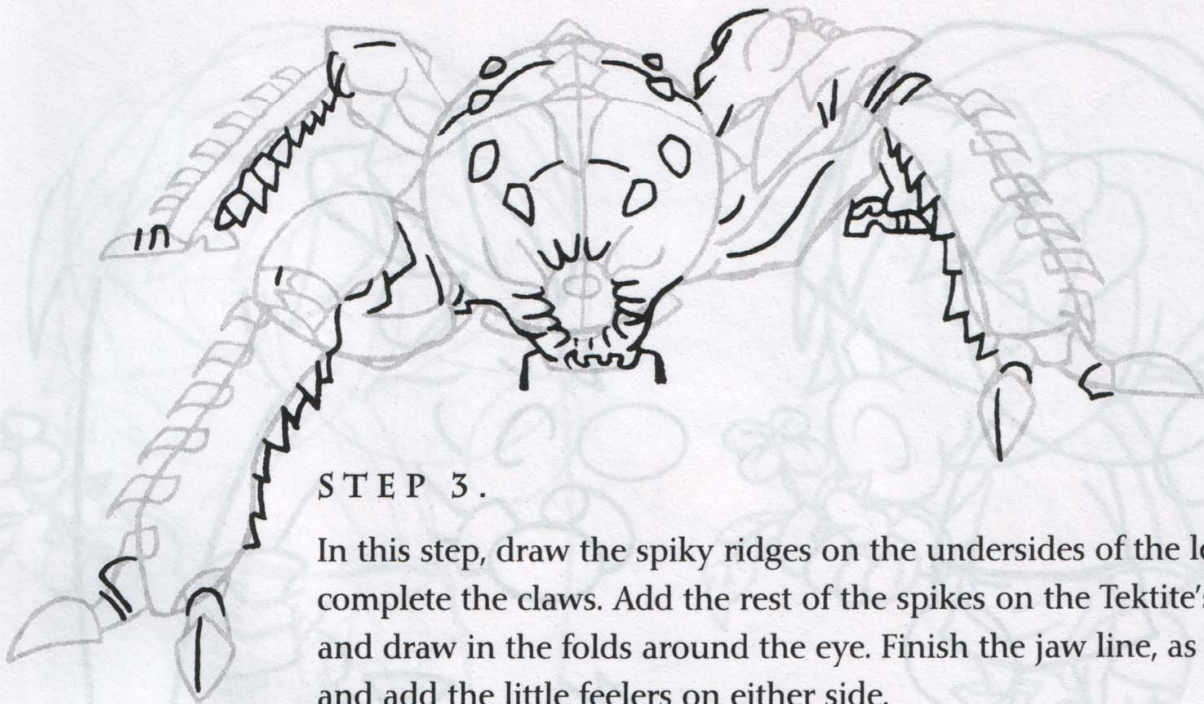
STEP 1.

Begin with a circle for the Tektite's body. Divide it with crisscrossing guidelines to help you place the features. Draw a small oval at the front of the body for the eye. Add the legs, as shown, using a series of circular and rectangular shapes.



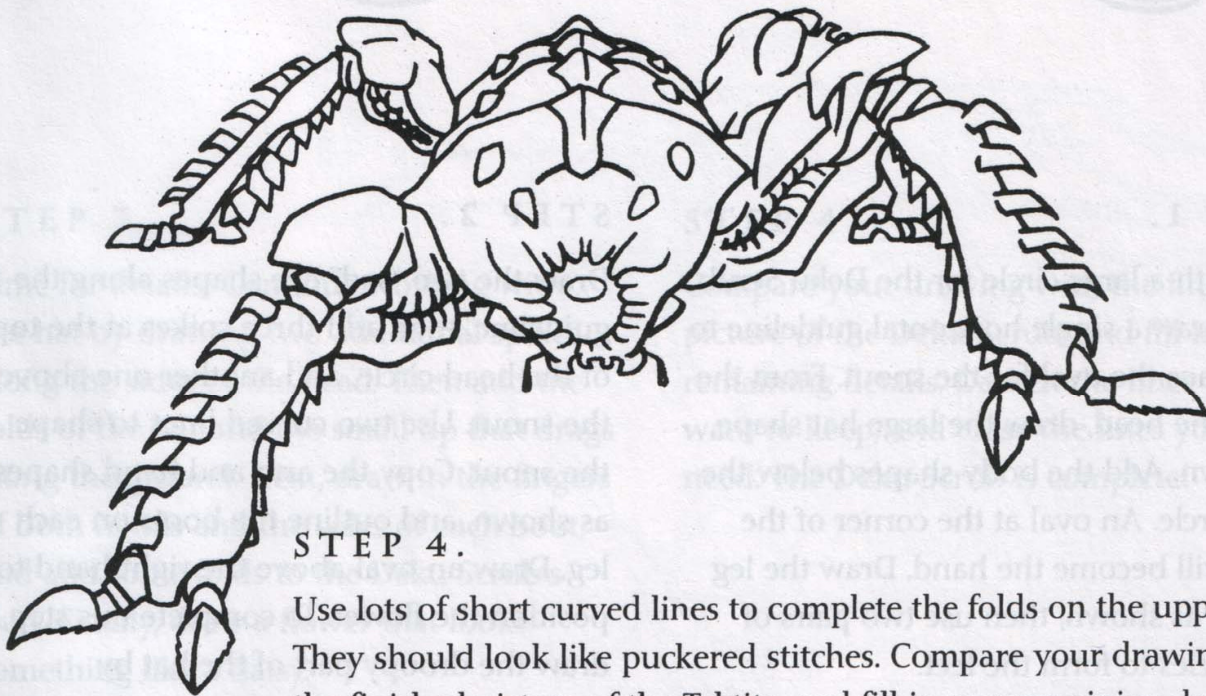
STEP 2.

Draw the claws at the end of each leg, then add the hooked spikes that run along the legs. Lots of wavy lines give the upper legs their bumpy appearance. Draw the two main spikes that surround the eye, and add the spiky ridges on the back. Copy the jaw shapes to square off the head, and place a tiny oval at the center of the eye.



STEP 3.

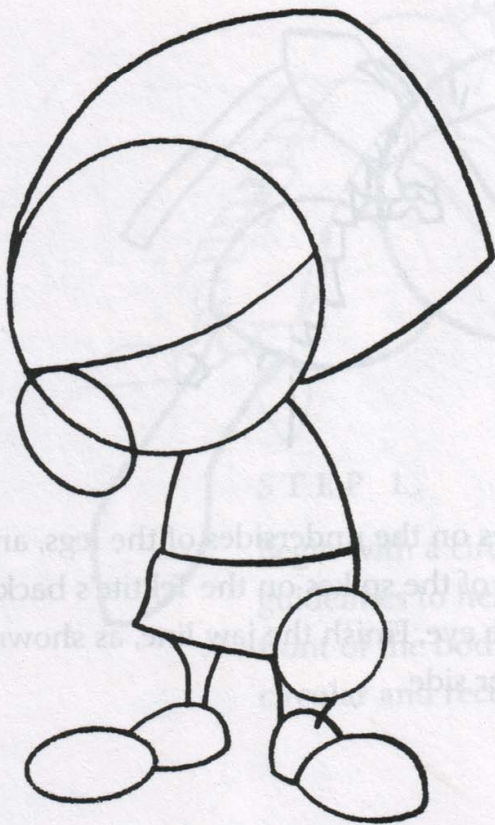
In this step, draw the spiky ridges on the undersides of the legs, and complete the claws. Add the rest of the spikes on the Tektite's back, and draw in the folds around the eye. Finish the jaw line, as shown, and add the little feelers on either side.



STEP 4.

Use lots of short curved lines to complete the folds on the upper legs. They should look like puckered stitches. Compare your drawing with the finished picture of the Tektite, and fill in any remaining details. Darken the lines you want to keep, and erase the lines you don't need. Look out! The Tektite is ready to bite!

DEKU SCRUB



STEP 1.

Start with a large circle for the Deku Scrub's head. Draw a single horizontal guideline to help place the oval for the snout. From the top of the head, draw the large hat shape, as shown. Add the body shapes below the head circle. An oval at the corner of the body will become the hand. Draw the leg shapes, as shown, then use two pairs of semicircles to form the feet.

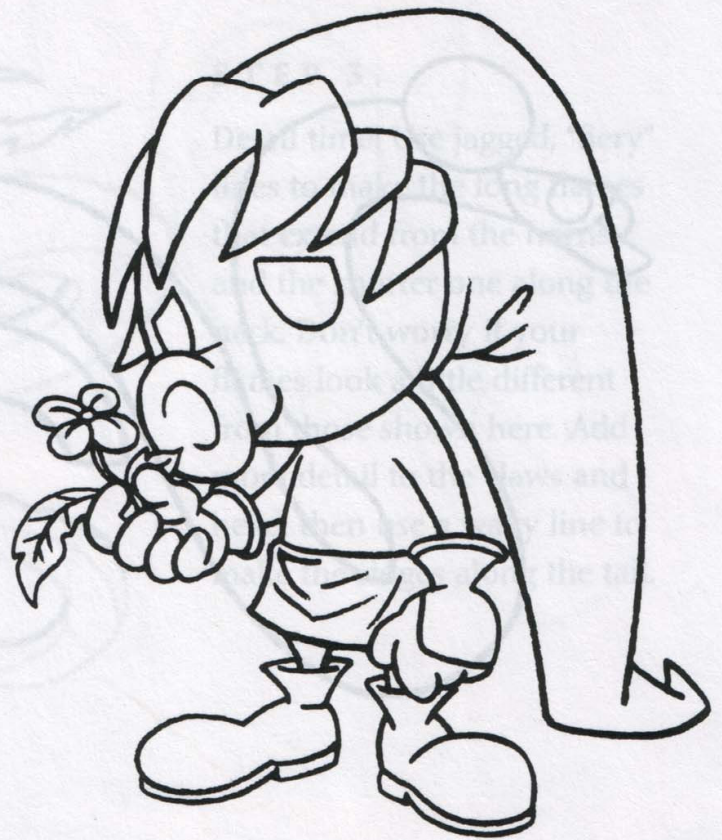
STEP 2.

Draw the two "sad" eye shapes along the guideline, then add three spikes at the top of the head circle, and another one above the snout. Use two curved lines to shape the snout. Copy the arm and hand shapes, as shown, and outline the boots on each leg. Draw an oval above the right hand to position the flower. To complete this step, draw the droopy part of the hat by extending a curved shape down from the back of the head.



STEP 3.

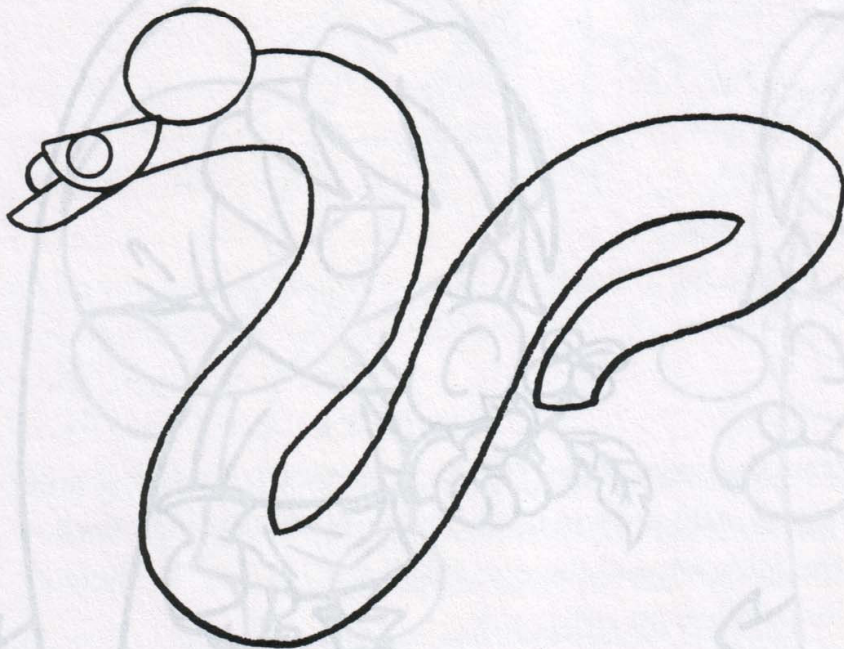
Time for details! Continue working with the hat by drawing two additional spikes along the sides of the head. Then add the folds of the hat and the small tip that drags along the ground. Next, draw in the fingers of both hands and the soles of each boot, and add some folds to the Deku Scrub's skirt. Finally, draw a flower that looks something like a daisy.



STEP 4.

Compare your drawing with the finished picture of the Deku Scrub, and fill in any remaining details. Darken the lines you want to keep, and erase the lines you don't need. The Deku Scrub is complete!

VOLVAGIA



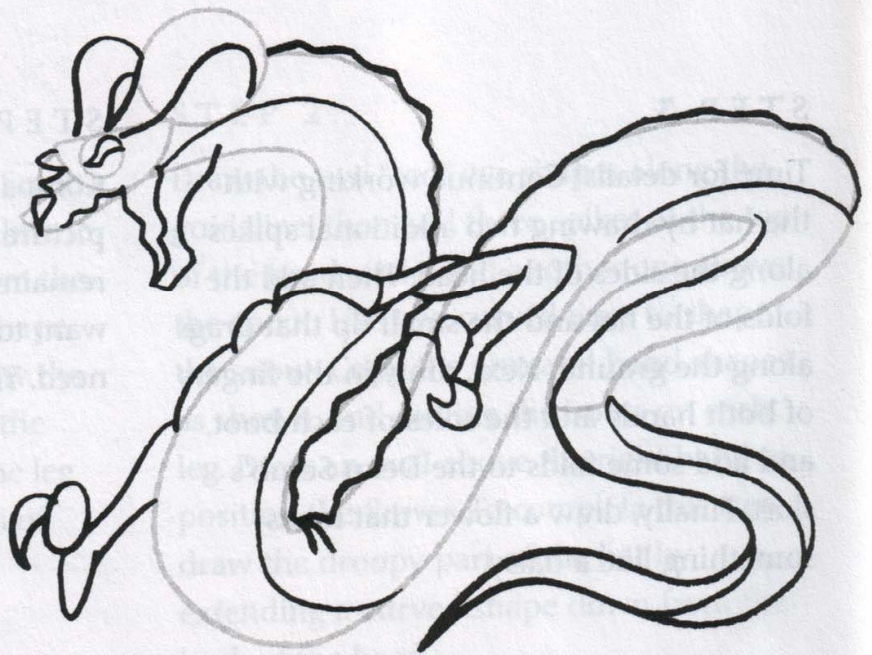
STEP 1.

Volvagia begins with the bottom half of a circle. Make it fairly small, and draw a very small circle inside it to form the eye. Use another semicircle for the snout, then place the other eye circle where they meet. Directly behind the head semicircle, draw a larger oval to position the horns. From there, begin the long, winding, snakelike body.

STEP 2.

Use a wavy line to outline the snarling mouth and the ridges along Volvagia's back. Add eye, snout, and horn details.

Next come the arms and claws—copy them as you see here. Complete the tail with an "S" curve. Be sure to include the sweeping line that starts at the mouth and runs the length of the body.





STEP 3.

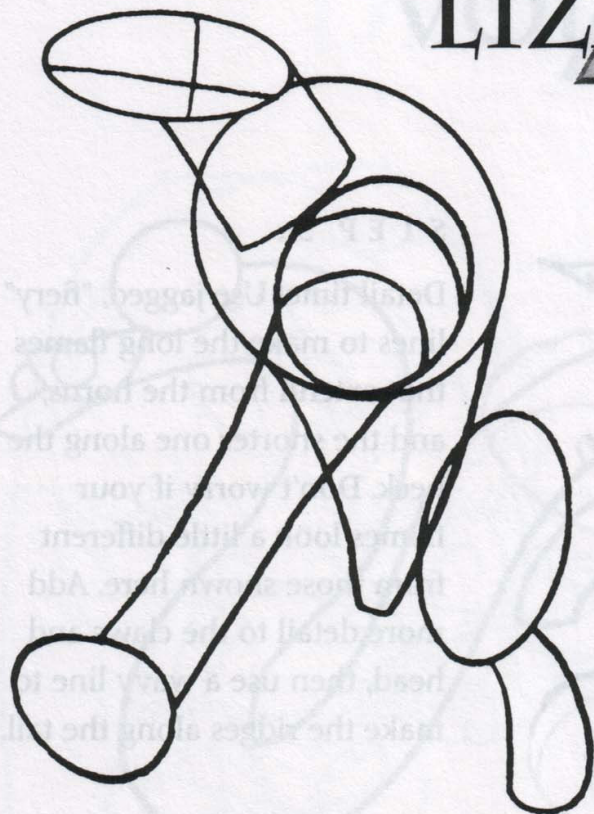
Detail time! Use jagged, "fiery" lines to make the long flames that extend from the horns, and the shorter one along the neck. Don't worry if your flames look a little different from those shown here. Add more detail to the claws and head, then use a wavy line to make the ridges along the tail.

STEP 4.

Fill in all the stripes on the horns, cheeks, belly, arms, and tail. Compare your drawing with the finished picture of Volvagia, and fill in any remaining details. Darken the lines you want to keep, and erase the lines you don't need. Volvagia is ready to unleash a deafening roar!



LIZALFOS



STEP 1.

Start with a narrow horizontal oval for the head. Draw crisscrossing guidelines to help you place the eye and mouth. Add a rectangle for the neck and a larger oval for the upper body, overlapping the neck. One by one, draw the shoulder, arm, hand, lower body, and leg shapes, as shown.

STEP 2.

Using the guidelines, draw the eye and mouth. Shape the top of the head with two wavy lines. Outline the right shoulder and arm, and the Lizalfos's sword. Shape the left arm and leg and the lower body, and add fingers and toes. To complete this step, draw the triangular spikes on the Lizalfos's shoulder, the scabbard for his sword, and his long tail.





STEP 3.

Starting at the top of the head and working your way down, continue to add lots of details, as shown. Be sure to include the Lizalfos's right leg and his lizard tongue!

STEP 4.

Add tiny black rivets to the shoulder, lower body, and scabbard. Blacken the inside of the mouth and the tips of the spikes, sword, and tail. Give the mouth, back, and tail scaly, rough edges, as shown. Compare your drawing with the finished picture of the Lizalfos. Darken the lines you want to keep, and erase the lines you don't need. The Lizalfos is ready to challenge Link!




DON'T FORGET TO PRACTICE!



\$4.99 US
\$6.99 CAN

HOW TO DRAW

THE LEGEND OF ZELDA[®]



If you like playing the Legend of Zelda[®] games, you'll love this step-by-step guide to drawing your favorite heroes—and villains. In a few easy steps, you'll discover how to draw Link, Princess Zelda, Ganondorf, Lizalfos, Gohma, Tektite, and many more. So grab a pencil and get ready for some awesome drawing fun!



™ & © 2001 Nintendo.
All Rights Reserved.



ISBN 0-439-63581-0

63581



0 78073 00499 7



SCHOLASTIC

www.scholastic.com