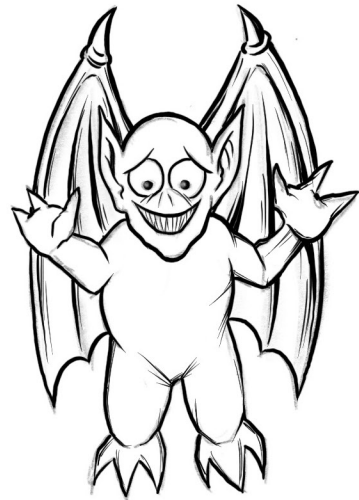




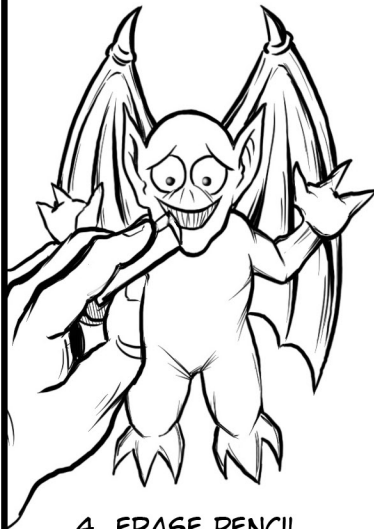
1. START WITH BASIC SHAPES. (TRIANGLES, CIRCLES, ETC.)



2. ADD DETAILS (CLEAN UP)



3. INK. TAKE YOUR TIME. VARY YOUR LINE WEIGHT AND ADD DETAILS.



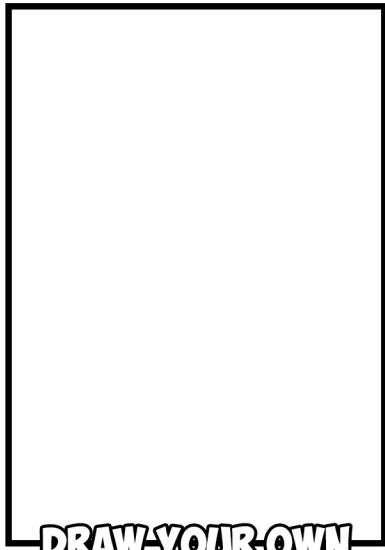
4. ERASE PENCIL LINES.



5. SHADE. THINK ABOUT WHERE THE LIGHT SOURCE IS COMING FROM.



IN THE COMIC BOOK, I DRAW THE CREATURE IN BLACK AND ADD WHITE LINES. IT TAKES GETTING USED TO, BUT TRY IT, IT'S FUN!



DRAW-YOUR-OWN

THE HEXING

THE HEXING TELLS THE STORY OF SIXTEEN YEAR OLD SAMANTHA. AFTER LOSING THEIR EWA BEACH HOUSE TO MORTGAGE THEFT, SAM AND HER FAMILY ARE DEVASTATED AND HELPLESS. IN THE DARKNESS, SHE DISCOVERS AN ANCIENT FILIPINO MAGIC THAT CAN TURN HER LIFE AROUND. BUT THE MORE SAMANTHA USES THE KULAM, THE MORE THINGS SEEM TO GO BUMP IN THE NIGHT.

CREATED BY MICHAEL MCGARVEY
ART BY BRETT OKAMURA

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