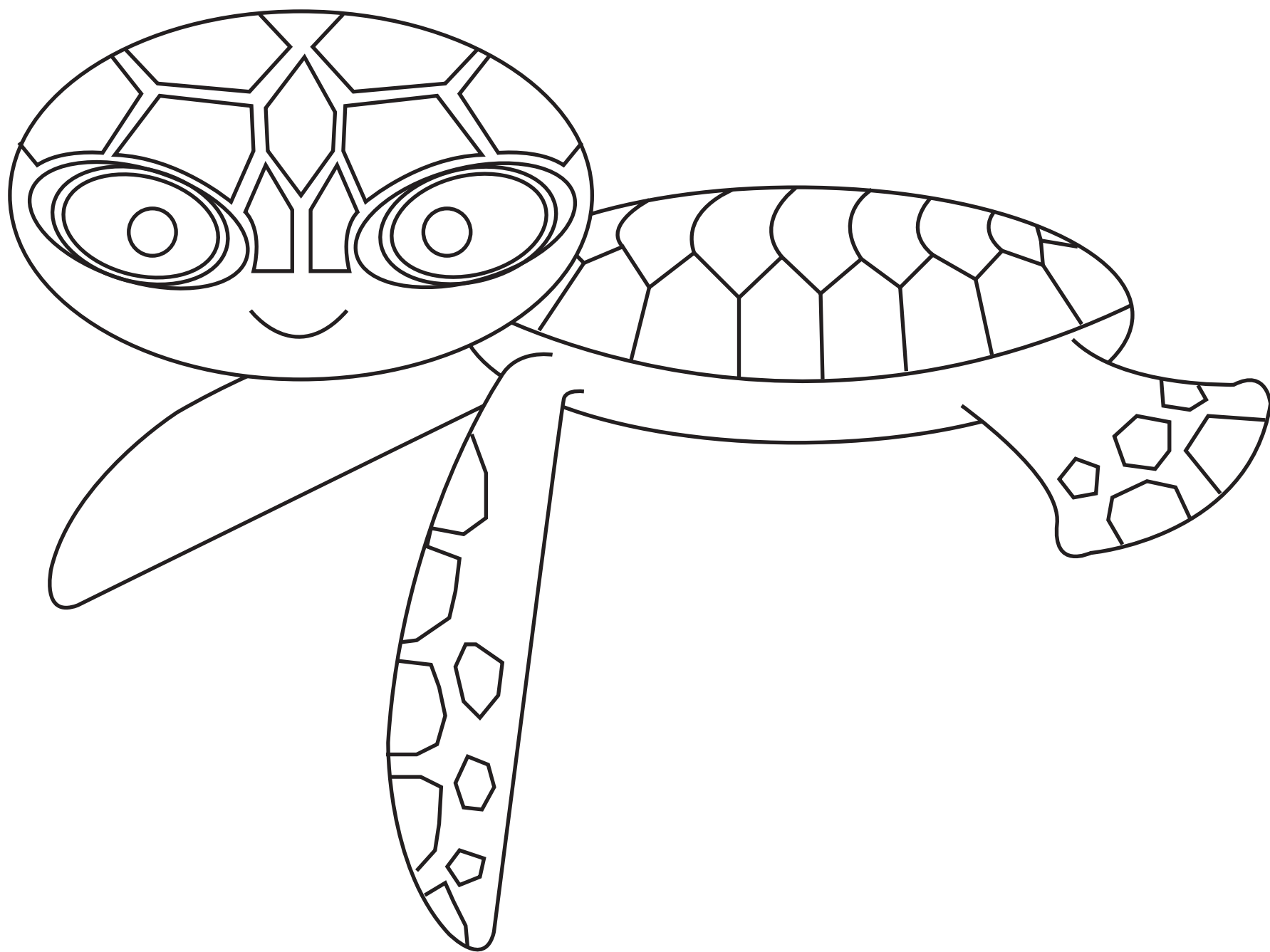
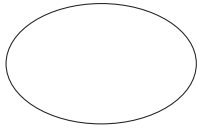
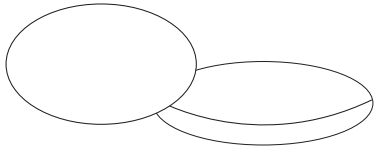


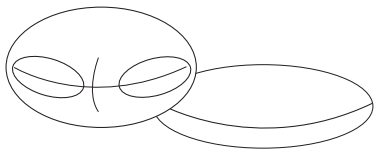




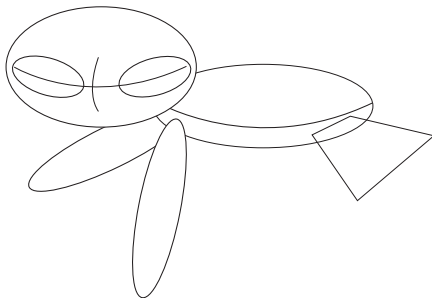
First, draw an oval for the head



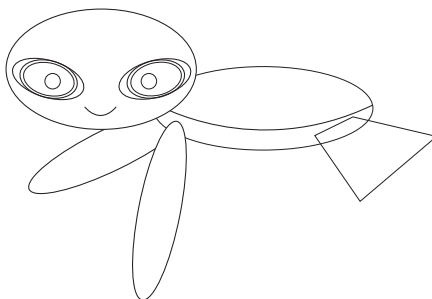
Next, draw another longer oval for the body and draw an arching line for the top part of the shell



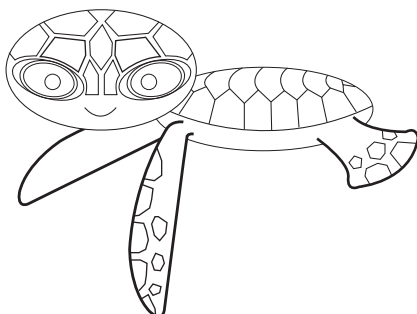
Then, draw a curved line through the center of the head from left to right and top to bottom. This sets up the placement for the facial features.



Now we will draw the flippers. For the front flippers again you can use long ovals. I positioned them in this way but other angles can be done. Have fun. Play with other options. For the back flipper use a box shape.



Inside the ovals you made for the eyes. Draw another smaller oval inside each of them and then yet another smaller oval inside that one. Finally draw a circle inside the smallest oval of each eye.



Next, draw the shapes shown over the ovals and box shape you drew for the flippers. Then, draw in all the markings on the head, shell, and flippers. Finally, once everything is drawn go over the pencil lines with a pen and when the ink from the pen is dry, erase all the pencil lines. You now have a completed drawing of Toby to color as you desire. Have fun and explore the many ways YOU can draw Toby.