

How to Draw a Ruby-throated Hummingbird with David Sibley



① Start with an oval for the body, angled up at about 45 degrees above horizontal. Then add a smaller circle on top of the body and starting to roll off the right side, not quite balanced. And add a long triangle for the tail, beginning at the back with a straight line more or less continuing the line of the back, then a straight line connecting back to the belly.



③ Now smooth in the contours of the body. On the underside there is a slightly sharper curve at the chest and again at the lower end of the belly. The top of the head is fairly flat, then makes a sharp curve down the back of the neck and a smooth curve into the fairly straight back, continuing almost straight to the tip of the tail.



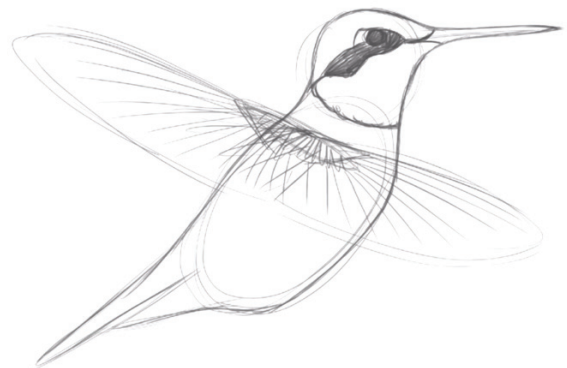
⑤ The wings are attached to the body just below the head and near the back, and they move back and forth very quickly on a path forming an X with the body. Draw two large ovals the same distance front and back from that point where the wings attach.



② The bill is nearly horizontal, placed above the center of the circle you've drawn for the head. Begin with a straight line, then make it slightly thicker, tapered to a pointed tip, and flaring out at the base to meet the head in a smooth curve. Imagine extending the line of the bill back into the head, the eye is a small circle just above that line and slightly forward of the center of the head.



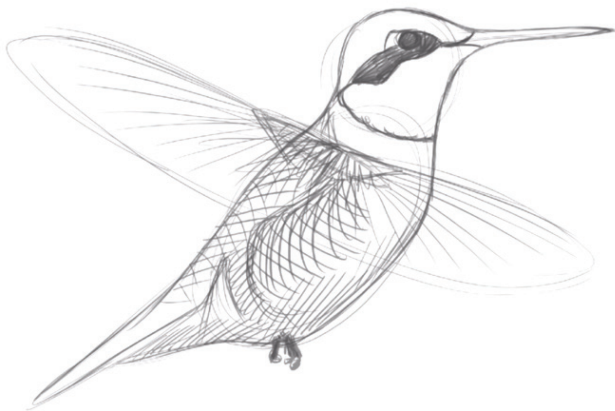
④ Draw the face pattern with a line coming down in front of the eye, then up to the base of the bill. Another line makes a loop below the eye, and another loop down to the back of the neck. Color the eye and that "mask" dark. There is a small white rectangle just behind the eye, and a curved line from the back of the neck to the front, marking the border of the colorful throat.



⑥ The wings are mainly feathers, and to suggest the blurred movement you can draw some light lines radiating out from the point where the wings attach, and then darker triangles around that point to indicate the more solid parts of the base of the wing.



7 Sketch in the main body feather areas with a line from the base of the wing back toward the tail, then curving sharply to the belly, and a couple of other lines around the base of the tail.



9 Add a little shading under the tail and the belly, and the small dark toes hanging down below the lowest point of the belly.



8 Add some cross-hatching on the flanks and the back to suggest the scaly pattern of feathers there.

Have fun, experiment and please share what you've created.
#sketchwithsibley

Drawings by David Sibley