Step by Step 3D Racing Turtle

by Nate Baranowski

1. Start by lightly drawing an angled ice cream cone shape and a long oval like this.

2. Add details to the face. Add two front legs and a shell pattern. You can make it look exactly like this or come up with your own pattern and helmet!

3. Start with green chalk filling in all the areas of the body and shell that will have a green base. Use a piece of styrofoam to blend the chalk until it looks smooth.

4. Using that same fill technique, color the other areas of our turtle with blue, tan, and red accents. Feel free to color over your original sketch lines.

5. Next fill in the eye with white and use a light green to add highlights. Focus on the top of the shell, the top of the legs, and the nose of the turtle.

6. Now carefully start adding black outlines to the turtle. These lines should be thicker near the bottom of his body and light near the top.

7. Use blue chalk as a shadow color to add depth to the turtle. You can also add spots and bumps on his skin.

8. Use yellow chalk as a highlight color. Use this on the very edge of his shell and his nose.

9. Finally add a little shadow underneath him with black and blue chalk. Add a finish line to show that he’s almost done with the race!