

This is what the finished image should look like.



Circle Selection: Create a circle (don't distort) the same size as shape (B, 1).

Circle on top for the example below. Use the direct select tool (white oval) and drag the right side of the circle down a little bit. Drag the point on the right side in a bit. If the white circle moves, click off of the circle to deselect it. Then go over the point with the direct select tool and drag down until it looks like the example.



Apply a stroke using these settings.



Create a couple of ovals like the illustration below.



Rotate and repulsion them so they look like the example below.



Hold down OPTION, and with the selection tool, drag the shapes to make a copy. This copy will be used to clean up any "light" overlap that appears when you create your shadow shapes. Move the copy to a new layer above all the other layers. Turning off the visibility option in the layer palette helps you to see through the front and shadow shapes.



Fill the remaining shapes with red.



With the pen tool draw the chest shape. This is the first shape I showed you how to make in Illustrator. Remember when I told you everything I did you or show you to illustrate.

Fill it with a light brown color. First then to sample the color with the eyedropper tool from the example. Notice there is no stroke using on the chest shape.



Add two vertical eye shapes. Notice they aren't the same size, and they aren't in the center. Try to position them the same as the example. It's NOT OK to draw over the top of the example. Move them, lock and compare, move them, lock and compare until they are as close as you can get them.



Add a couple of pupils. Notice they aren't the same size or in the center of the eye shapes.



Close the beak shapes. Use the same technique you used to draw the chest shape. Notice they aren't the same size. Use the top beak and lock layer to adjust the bottom beak shape as you type. You want the top shape to overlap the bottom shape a little bit.



Put the beak shapes together, make them a group, then position them as illustrated in the example. Use your selection tool to make the beak group larger or smaller. You can also lock the beak to make them. You are trying to replicate the example. Take your time and get it right.



Create a couple of shadow shapes that will go behind the eyes and beak. They are a darker red than the bird body. They have no stroke. Use your selection tool to move and rotate them after you position their counterparts. BE CAREFUL the eye and beak outlines.

Use the pen tool to create the feather shape. Position, resize and rotate as necessary. It needs to be below the body layer.



Next, you need to create the finished whiskers. There are a couple of different methods:

1. Use the pen tool and make an arc. Be sure there is a stroke and no fill (you will change the color later). Use the WIGGLE tool (hold down on the W) and drag it up down on the shape you want to be finished.
2. Another way to make a thin curved shape (the whisker shape) is to create a copy with a fill and no stroke (you will change the color later).

To make white whiskers you choose, by using the WIGGLE tool (double the WIGGLE tool to equal the thickness and position) the same.



Change the whiskers to the same color as the circles behind the eyes.



Now add the end of the shadow shapes. There should be one on the left of the body, one on the back, one on the chest shape. Be sure the eyes to make on the body shape layer you placed above the other layers toward the beginning of the label.

To make the end of the shadow, first you need to draw a thin oval with the pen tool. Then go to the fact that you have accomplished this. Use this using the same methods and tools as the original illustration of the game.

