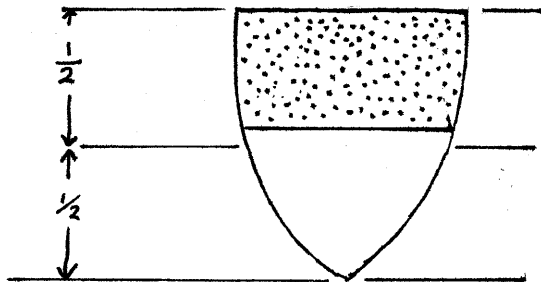


# The Field

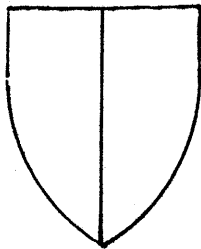
FIELD DIVISIONS DIVIDE THE SHIELD INTO AREAS OF  
ROUGHLY EQUAL SIZE, VISUALLY



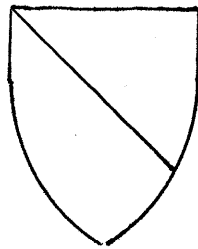
TAKE THE PER FESS DIVISION, FOR EXAMPLE.  
VISUALLY, THE LINE DIVIDES THE SHIELD  
INTO TWO (ROUGHLY) EQUAL HALVES --

EVEN THOUGH THE LINE IS A BIT ABOVE  
THE 0.500 ~~MM~~ MEASUREMENT OF THE  
SHIELD'S HEIGHT.

THE SHIELD MAY BE DIVIDED  
INTO TWO PIECES...

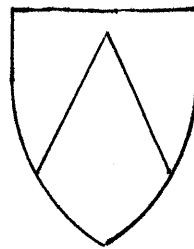


per pale

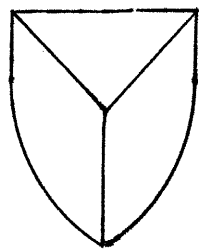


per bend

... OR THREE .....

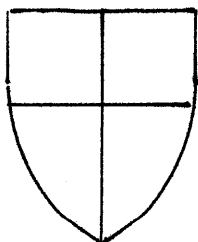


per chevron  
(early style)

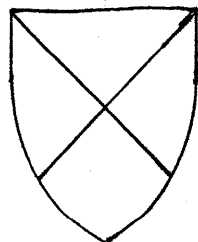


per pall

... OR FOUR ....

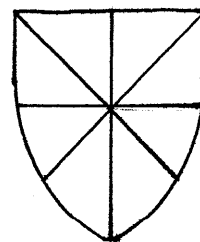


quarterly



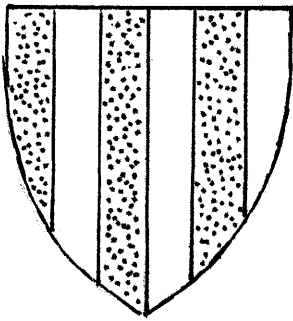
per saltire

... OR MORE!



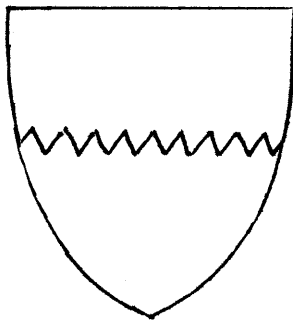
gyronny

# More on the Field

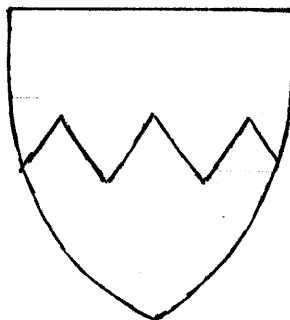


FOR STRIPED FIELDS SUCH AS Paly (PICTURED HERE):  
IF THE BLAZON SPECIFIES A NUMBER, USE THAT NUMBER.  
OTHERWISE, 6 OR 8 STRIPES IS ABOUT RIGHT. NEVER LESS THAN 6, RARELY MORE THAN 10 ... AND ALWAYS USE AN EVEN NUMBER OF STRIPES.

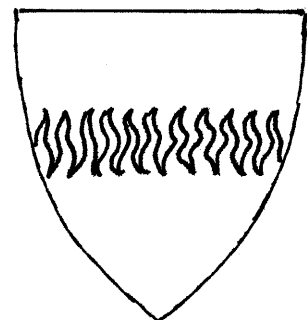
COMPLEX LINES, LIKE ALL OTHER HERALDIC MOTIFS, NEED TO BE VISIBLE.  
THIS MEANS BIG, BOLD, and BUTCH! WE DO THIS BY RESTRICTING THE NUMBER OF "CYCLES" TO 3 OR 4.



not this....

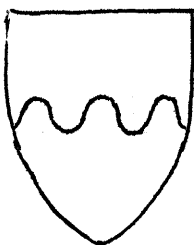


...but THIS!



(all right, we'll make an exception for rayonnay)

HOW TALL SHOULD THE "CYCLES" BE? IT DEPENDS ON THE DESIGN.  
IN GENERAL, EACH CYCLE SHOULD AS TALL AS IT IS WIDE;  
WHICH IS TO SAY:



$\sim \frac{1}{6}$  THE WIDTH OF THE SHIELD.

MORE, IF THERE ARE NO CHARGES, OR IF CONTRAST IS POOR.  
LESS, IF THERE ARE LOTS OF CHARGES TO FILL THE SPACE.

EXTRA CREDITS FOR USING MEDIEVAL RENDITIONS:



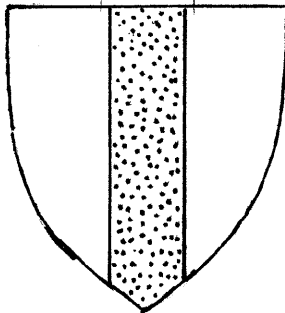
period wavy



modern wavy (sinusoidal)

# Ordinaries

LIKE FIELD DIVISIONS, ORDINARIES SHOULD BE PLACED ON THE SHIELD SO THAT THE REMAINING AREAS ARE OF ROUGHLY EQUAL AREA, VISUALLY.

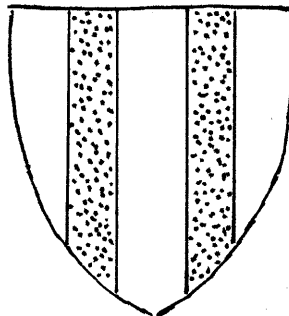
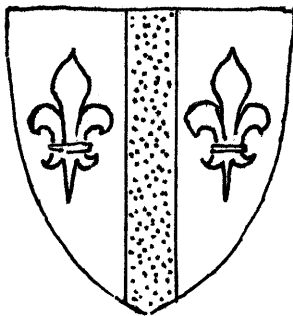
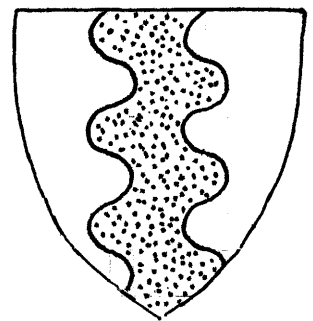
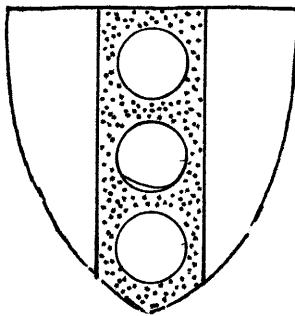


AS A RULE OF THUMB, AN ORDINARY IS  $\sim \frac{1}{3}$  TO  $\frac{1}{4}$  THE WIDTH OF THE SHIELD.

THERE IS WIDE LATITUDE HERE.... (as it were)

ORDINARIES WILL BE WIDER IF THEY'RE CHARGED...

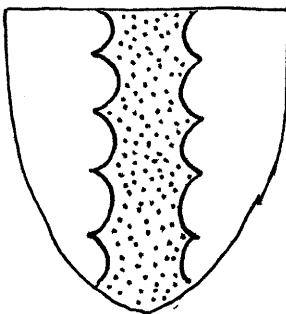
OR IF THEY USE A COMPLEX LINE.



ORDINARIES WILL BE NARROWER IF THEY'RE SURROUNDED BY OTHER CHARGES...

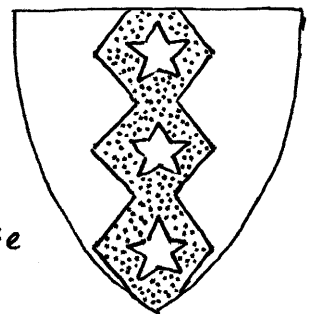
OR IF THERE'S MORE THAN ONE.

AS WITH COMPLEX FIELD DIVISIONS, COMPLEX ORDINARIES SHOULD BE DRAWN BOLD ENOUGH TO BE VISIBLE. 3, 4, OR 5 "CYCLES" IS USUALLY ENOUGH TO DO THIS -- MORE CYCLES ONLY FOR UNCHARGED ORDINARIES. (YOU CAN MAKE THE LINE FIT AROUND THE CHARGES.)



five is about right in this case, for instance....

.... but when the pale has 3 charges, its complex line is drawn to accommodate them.



# Animals

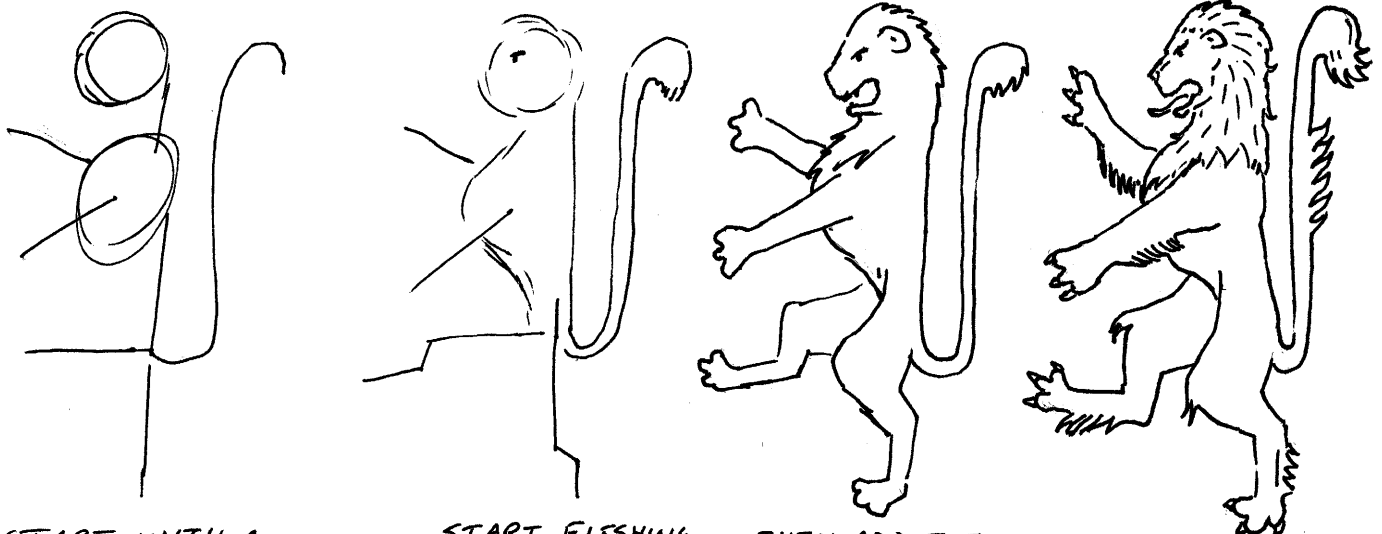
HERALDIC ANIMALS ARE RARELY DEPICTED AS FOUND IN NATURE. INSTEAD, THE CREATURE'S PROMINENT FEATURES ARE EXAGGERATED, TO PROMOTE READY IDENTIFICATION.



NOWHERE IS THIS MORE OBVIOUS THAN WITH THE HERALDIC LION!

NOTE: THE PINCHED WAIST  
THE HUGE PAWS AND CLAWS  
THE PROMINENT MANE  
THE STYLIZED TAIL  
THE TUFTS OF HAIR ON THE LEGS ..... etc.

IN GENERAL, TRY TO DRAW THE BEAST SO THAT THE LEGS, TAIL, etc. TAKE UP AS MUCH SPACE AS POSSIBLE. DON'T LET THEM OVERLAP — WE WANT ALL THE DETAILS.



START WITH A  
STICK FIGURE.  
SEE HOW THE TAIL  
FILLS OUT SPACE?

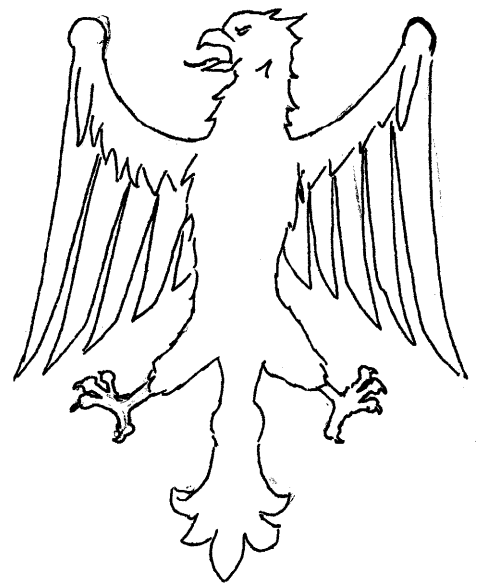
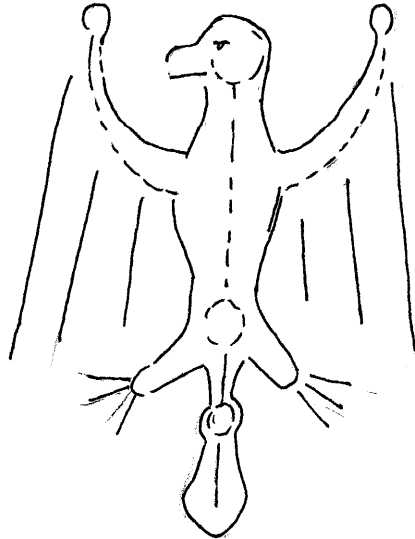
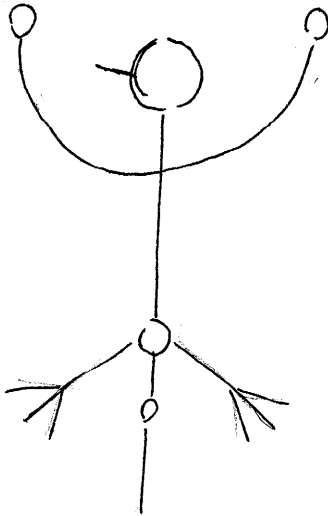
START FLESHING  
OUT THE BODY...

THEN ADD THE  
DETAILS. (THIS  
WOULD BE A FINE  
12<sup>th</sup> CENTURY  
LION, AS IS.)

FURTHER DETAILS,  
IF ANY, SHOULD  
ENHANCE, NOT  
CONFUSE.

# Birds

AS WITH BEASTS, HERALDIC BIRDS ARE RARELY DEPICTED ALL NATUREL. IF THE BIRD HAS ANY IDENTIFYING FEATURES, THEY ARE USUALLY DRAWN EXAGGERATED.



THE HERALDIC EAGLE IS THE MOST STYLIZED.

START WITH  
A STICK FIGURE,...

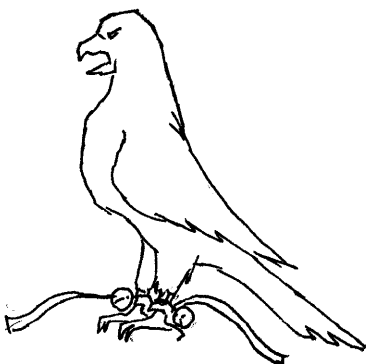
FLESH OUT THE HEAD  
AND BODY, SKETCH  
THE BEGINNINGS OF  
THE WINGS...

NOW ADD DETAIL, SUCH  
AS THE CREST, RUFFLED  
FEATHERS, STYLIZED  
TAIL, ETC.

ALTHOUGH STYLIZED, THE EAGLE SHOULD STILL CONVEY POWER and DIGNITY.

---

OTHER BIRDS HAVE THEIR OWN IDENTIFYING FEATURES:



THE FALCON IS SLEEKLY  
FEATHERED, AND OFTEN  
WEARS BELLS and JESSES.



THE RAVEN HAS A LONGER  
BEAK, AND HAIRY FEATHERS  
(EXCEPT IN EARLY HERALDRY).



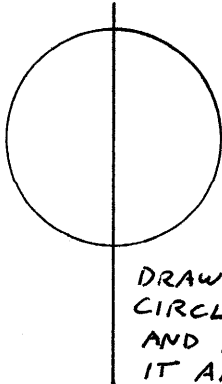
THE MARTLET HAS  
TUFTS OF FEATHERS  
INSTEAD OF LEGS.

# Miscellaneous Charges

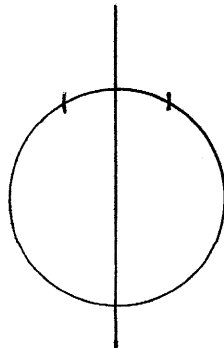
MOST OF THESE HAVE NO "RIGHT" METHOD. THIS IS SIMPLY THE ONE I USE.

— BRUCE

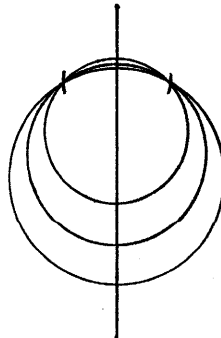
## THE CRESCENT.



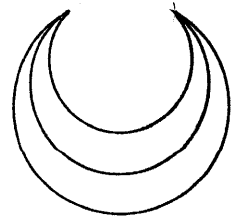
DRAW A CIRCLE, AND BISECT IT ALONG THE CRESCENT'S AXIS.



MARK THE HORN-POINTS. I USUALLY SPACE THEM  $\frac{1}{2}$  THE CIRCLE'S DIAMETER, CENTERED ON THE AXIS.

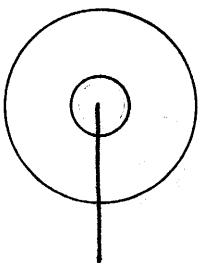


DRAW TWO MORE CIRCLES, CENTERED ON THE AXIS, AND PASSING THROUGH THE HORN POINTS. I USUALLY DRAW THEM  $\frac{2}{3}$  AND  $\frac{5}{6}$  THE DIAMETER OF THE LARGE CIRCLE.

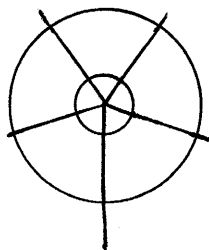


ERASE ALL EXTRANEIOUS LINES.

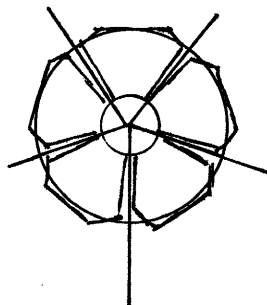
## THE ROSE.



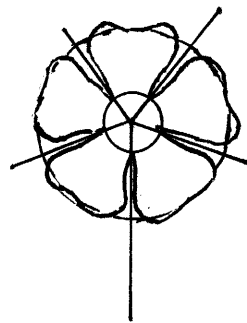
DRAW TWO CONCENTRIC CIRCLES, ONE ~ 3 TIMES AS LARGE AS THE OTHER. DRAW A RADIUS LINE DOWN VERTICALLY.



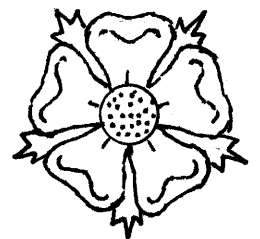
DRAW FOUR MORE RADII AT  $72^\circ$  INTERVALS.



BETWEEN EACH PAIR OF RADII, DRAW A ROUGHLY PENTACULAR SHAPE. (THINK OF SUPERMAN'S SHIELD.)



NOW ROUND THE EDGES A BIT.

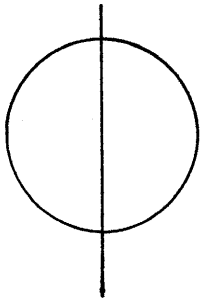


ERASE ALL EXTRANEIOUS LINES. THEN ADD THE BARBS, SEEDS, AND OTHER DETAILS.

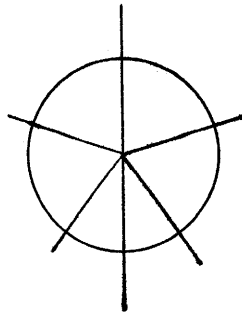


# More Charges

## THE MULLET.



DRAW A CIRCLE,  
AND BISECT IT  
VERTICALLY.

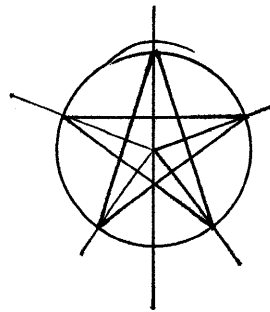


STARTING AT THE TOP,  
DRAW 5 RADII AT  
72° INTERVALS.

(FOR MULLETS WITH MORE  
THAN 5 POINTS, THE  
ANGLE SHOULD BE

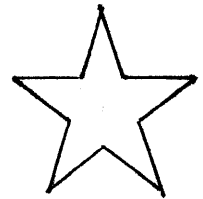
$$\frac{360^\circ}{\# \text{ OF POINTS.}}$$

THUS 60° FOR 6 POINTS,  
54° FOR 7 POINTS,  
45° FOR 8 POINTS,  
etc.)



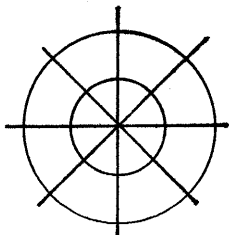
DRAW LINES  
BETWEEN THE  
POINTS.

(FOR MULLETS WITH MORE  
THAN 5 POINTS, DRAW  
LINES CONNECTING  
EACH POINT TO  
THE TWO STRADDLING  
THE DIAMETRIC  
OPPOSITE SIDE.)

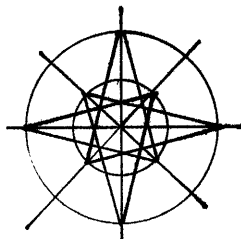


ERASE ALL  
EXTRANEIOUS  
LINES.

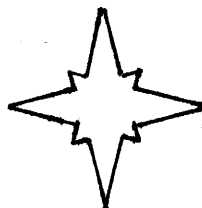
## VARIATIONS ON A THEME.



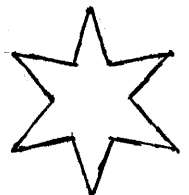
FOR THE SCA  
CHARGE CALLED  
THE COMPASS STAR,  
DRAW TWO CONCENTRIC  
CIRCLES, THE OUTER  
~ TWICE AS LARGE AS  
THE INNER, AND 8  
RADII AT 45° INTERVALS.



CONNECT EACH  
OUTER POINT  
TO 2 INNER  
POINTS...

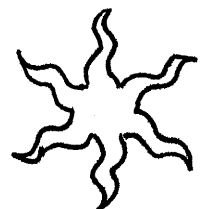


.. AND  
ERASE  
EXTRANEIOUS  
LINES.



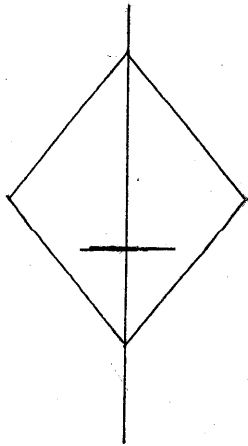
MEDIEVAL HERALDS  
DREW MULLETS  
WITH NARROWER,  
MORE RAY-LIKE  
POINTS.

AN ESTOILE IS A  
SIX-POINTED MULLET  
WITH THE POINTS  
MADE WAVY.

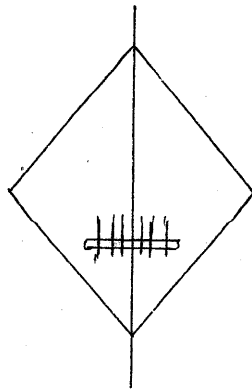


# More Charges

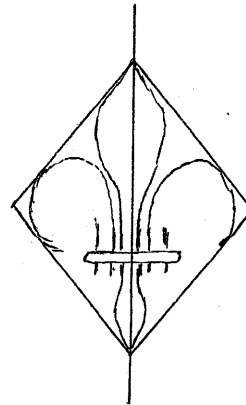
THE FLEUR-DE-LYS — IS ONE OF THE MOST VARIABLE CHARGES IN MEDIEVAL HERALDRY. THERE IS NO ONE WAY TO DRAW IT.



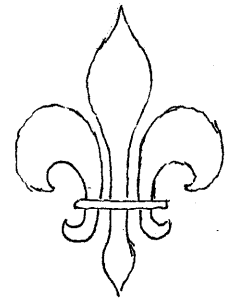
START WITH A LOZENGE SLIGHTLY TALLER THAN WIDE. THE EXAMPLE IS 6x5. BISECT IT, AND MARK IT ABOUT  $\frac{1}{3}$  FROM THE BOTTOM.



MAKE THE MARK INTO A BAND. DRAW 3 SEGMENTS VERTICALLY AT EVEN SPACES.

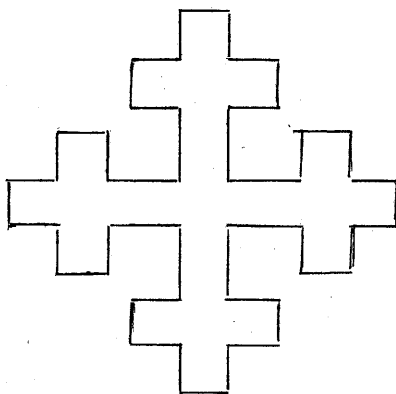


EXTEND THE OUTER SEGMENTS INTO LARGE CIRCULAR LEAVES. EXTEND THE CENTER SEGMENT INTO A LEAFLIKE SPEAR. KEEP THEM SEPARATE.



MAKE THE BOTTOMS OF THE OUTER LEAVES SMALLER THAN THE TOPS. EXTEND ALL LEAVES PAST THE BAND. ERASE ALL EXTRANEUS LINES.

THE NICE THING ABOUT THIS TECHNIQUE IS THAT YOU CAN MAKE THE FLEUR-DE-LYS FIT INTO ANY SPACE, JUST BY CHANGING THE PROPORTIONS OF THE LOZENGE.



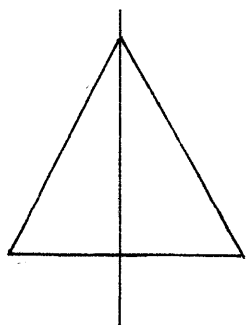
THIS IS MY FAVORITE PROPORTIONING FOR THE CROSS CROSSLET. ALL LINES ARE ONE UNIT EXCEPT FOR THE CENTER ~~1~~ LINES, WHICH ARE ONE- and-a-half UNITS.

GRAPH PAPER IS YOUR FRIEND!

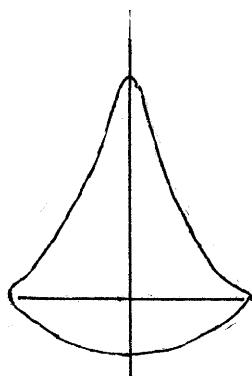


# More Charges

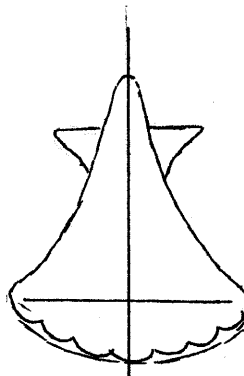
## THE ESCALLOP.



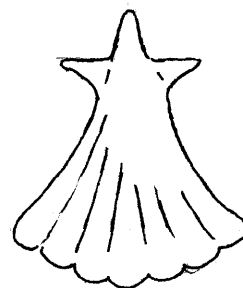
START WITH  
AN ISOSCELES  
TRIANGLE.



MAKE THE BASE  
CONVEX AND THE  
SIDES CONCAVE.  
ROUND THE CORNERS.

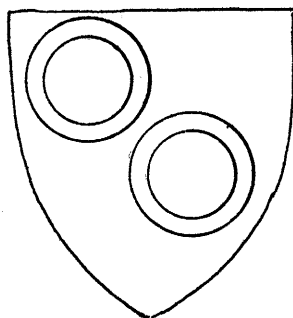


ADD HINGES  
 $\sim \frac{1}{4}$  OF THE WAY  
DOWN. PUT A  
SCALLOPED EDGE  
ON THE BOTTOM.

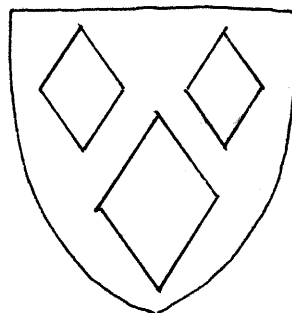


ERASE ALL  
EXTRANEIOUS  
LINES, THEN  
ADD DETAILS.

## GEOMETRIC CHARGES.



SOME GEOMETRIC  
CHARGES (such as  
annulets and delfs)  
ARE DEFINED WITH  
SPECIFIC PROPORTIONS,  
AND MUST ALWAYS BE  
DRAWN THAT WAY —  
EVEN IF IT DOESN'T  
FILL THE SPACE.



OTHER GEOMETRIC CHARGES (such as  
lozenges) ARE MORE ADAPTABLE.  
THEIR PROPORTIONS VARY WITH  
THE PLACEMENT ON THE SHIELD.  
NARROW OR WIDE, THEY FIT THE  
SPACE — JUST AS DO ORDINARIES.

