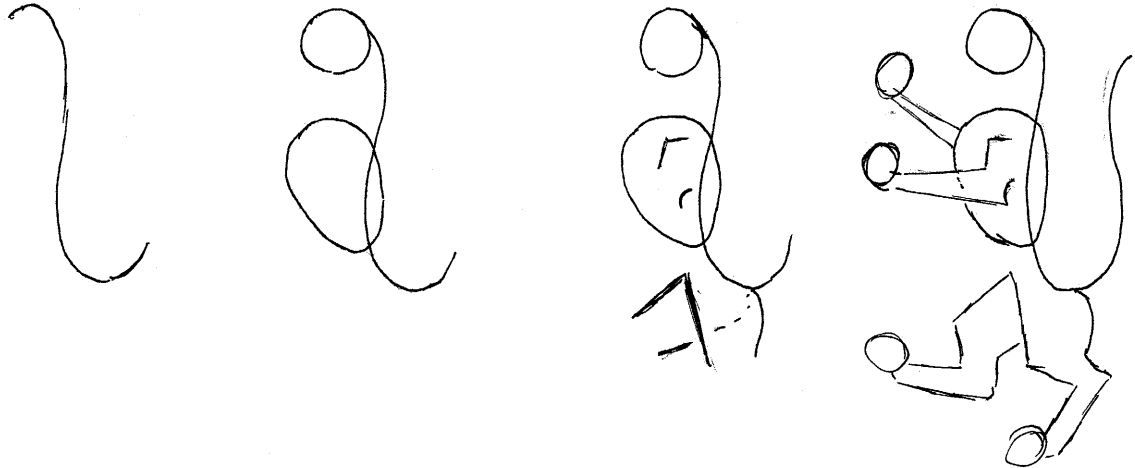


Monsters

SINCE MOST HERALDIC MONSTERS ARE CHIMERICAL (I.E., MADE FROM PARTS OF DIFFERENT BEASTS), A KNOWLEDGE OF HERALDIC BEASTS IS ESSENTIAL.

FORTUNATELY, THIS ISN'T THE NATIONAL GEOGRAPHIC SOCIETY, SO OUR REQUIREMENTS ARE FLEXIBLE.



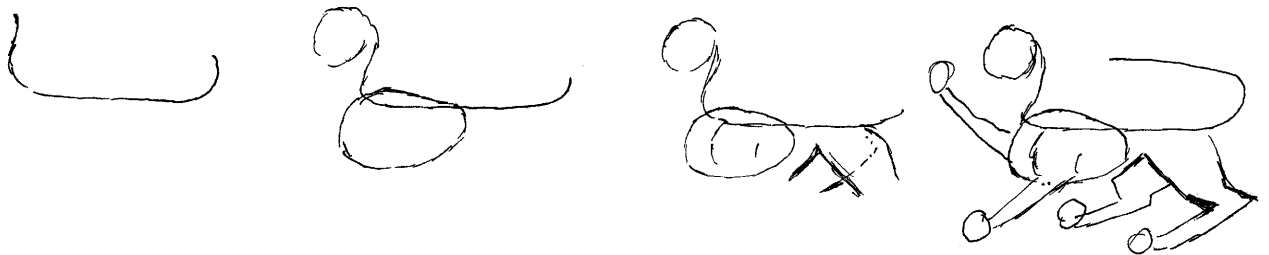
START BY DRAWING THE SPINE. IT CAN BE SLIGHTLY CURVY — THIS IS TO GET THE BODY IN PLACE.

A CIRCLE FOR THE HEAD AT THE TOP OF THE SPINE, AND AN EGG (POINT DOWN) FOR THE CHEST CAVITY.

TWO MARKS FORM THE UPPER SHOULDERS. TWO TRAPEZOIDS (OPEN) FORM THE THIGHS.

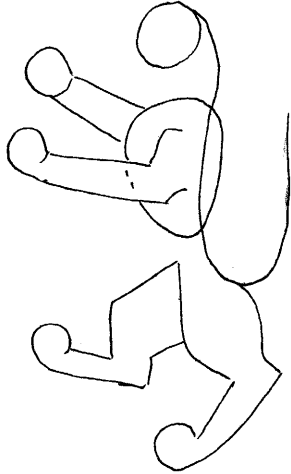
EXTEND THE TAIL. ADD FRONT LIMBS (STRAIGHT FOR A RAMPANT BEAST) AND ANGLED HIND LEGS. THE FEET GO A BIT ABOVE THE AXIS OF THE LEGS.

FOR A PASSANT OR STATANT BEAST, THE SPINE WILL BE MORE HORIZONTAL.



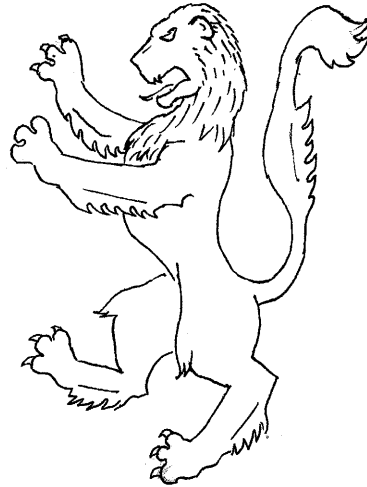
BUT THE SAME FOUR BASIC STEPS.

THESE BASIC STEPS CAN BE USED TO DRAW ALMOST ANY QUADRUPED. THE PROPORTIONS OF THE BODY PARTS — NECK, LEGS, CHEST CAVITY — AND FEATURES SUCH AS SNOUT/MUZZLE, FEET, etc., — DISTINGUISH ONE BEAST FROM ANOTHER.

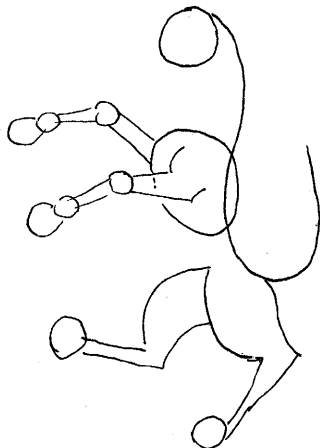


BARREL CHEST, LARGE LIMBS AND FEET (IN PROPORTION).....

ADD CLAWS, MOUTH, etc



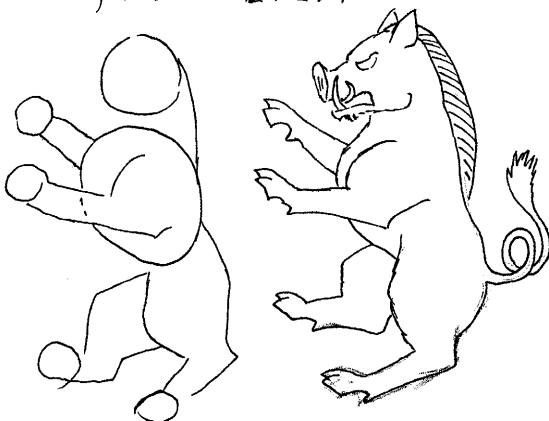
WE GET A CARNIVORE. LION, WOLF, FOX, etc.



LONGER, CURVIER NECK; SKINNIER LEGS (SHOW THE FRONT KNEES); MORE GRACEFUL LINES.....



A HORSE, DEER, RAM, etc.



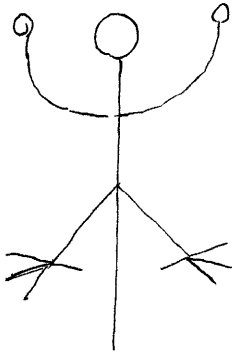
CHANGING THE PROPORTIONS OF NECK, CHEST AND LEGS GIVES US THE BASIS FOR EVERY KIND OF BEAST,

YES, EVERY.

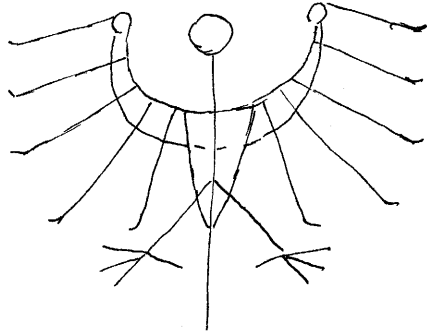


HERALDIC BIRDS, UNLIKE BEASTS, WILL BE DRAWN ACCORDING TO THEIR POSTURE. DISPLAYED BIRDS SHOW A SYMMETRY AND STYLIZATION NOT USUALLY FOUND IN CLOSE BIRDS.

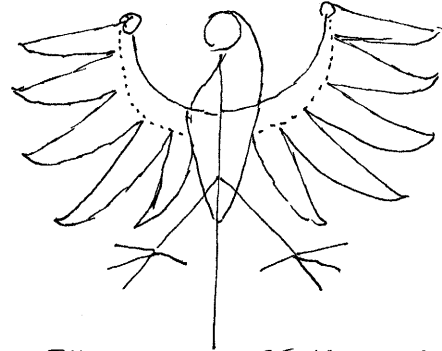
AS MANY HERALDIC MONSTERS ARE FORMED BY GRAFTING WINGS ELEVATED (ADDOSED OR DISPLAYED), LET'S DEAL WITH DISPLAYED BIRDS FIRST.



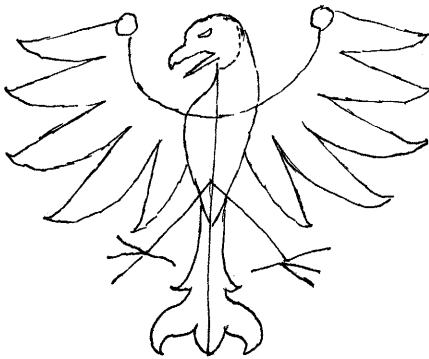
START WITH A VERTICAL SPINE, WITH A HEAD AT THE TOP. A SEMICIRCLE, CENTERED ON THE HEAD, DEFINES THE WINGS (USE CIRCLES FOR THE END POINTS). TWO STICKS FOR THE LEGS.



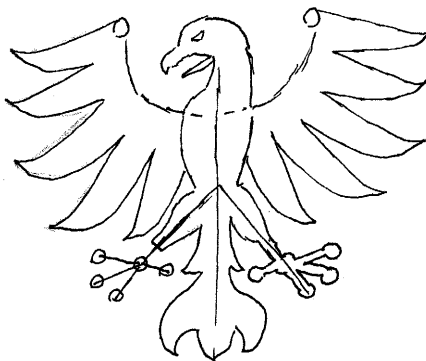
THE BODY STARTS AT THE TOP OF THE WINGS, AND IS EITHER (ROUGHLY) CYLINDRICAL, OR TAPERING AS SHOWN HERE. ADD A SECOND SEMI-CIRCLE, FOR THE WINGS' EDGE. DRAW EVENLY-SPACED "RAYS" OUT FROM THE TOPS OF THE WINGS. THEY SHOULD TEND TO SLANT AWAY FROM THE BODY, WITH A SLIGHT "HOOK" AT THE VERY ENDS.



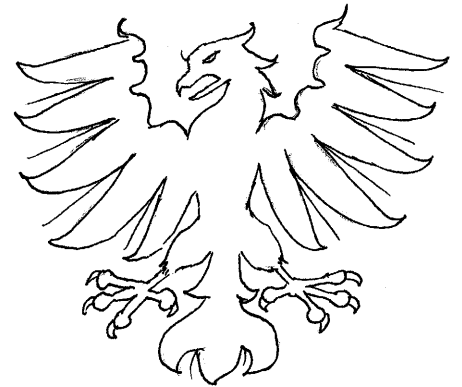
THE NECK WILL BE ASYMMETRICAL, CURVING FROM THE TOP OF THE BODY TO THE BACK OF THE HEAD. THE WING FEATHERS ARE DRAWN TO THE LOWER EDGE OF THE WING'S TOP EDGE. CURVE THE INNER SIDE OF EACH FEATHER SOMEWHAT.



THE HEAD SHOULD FLATTEN OUR ORIGINAL CIRCLE, AND THE BEAK SHOULD CUT DEEPLY IN. THE TAIL IS EITHER APPROPRIATE FOR THE BIRD, OR (FOR AN EAGLE) IS FLORIDLY ORNAMENTAL.

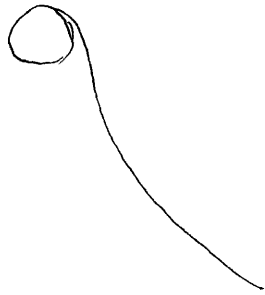


THE THIGHS ISSUE FROM THE BODY AND TAPER TO A CUTOFF ABOVE THE FEET. DRAW SMALL CIRCLES AT THE JOINTS OF THE FEET (AS AT LEFT) AND THEN DRAW AN OUT-LINE AROUND THEM (AS AT RIGHT).

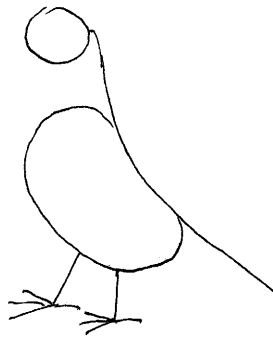


ADD CLAWS, RUFFLED AND DECORATIVE FEATHERS, AND "BUMPITY BITS" ON THE TOPS OF THE WINGS.

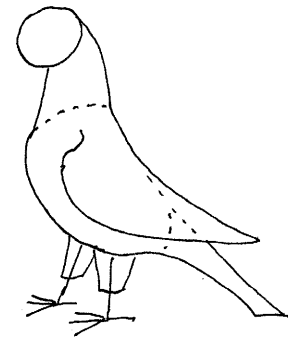
BIRDS CLOSE ARE, IN GENERAL, "BLOBS". THEY ARE THAT MUCH EASIER TO DRAW; ONLY PROPORTIONS AND MINOR DETAILS DISTINGUISH ONE CLOSE BIRD FROM ANOTHER.



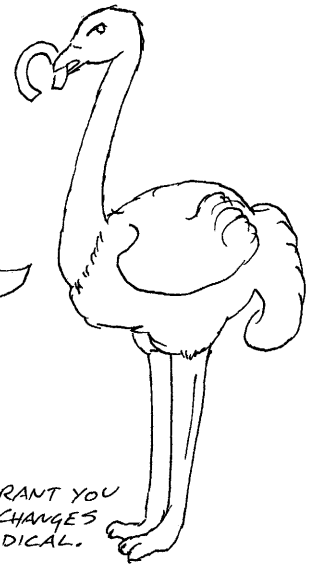
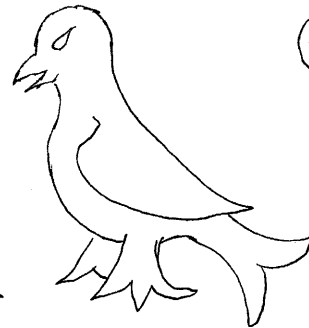
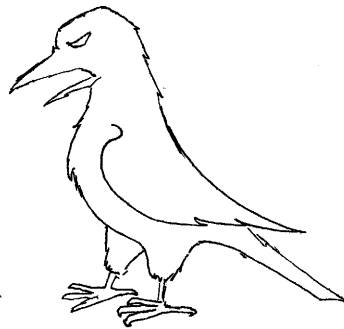
START WITH THE HEAD AND SPINE, TO DEFINE THE PLACEMENT OF THE BIRD.



ADD A LIMA-BEAN-ISH BODY AND STICKS FOR FEET.



LAY THE WINGS ALONG SIDE THE BODY, AND ADD SMOOTHING CONTOURS.



CHANGING THE NECK, HEAD AND BODY PROPORTIONS GIVES US A WIDE VARIETY OF BIRDS CLOSE,

ALTHOUGH I GRANT YOU THAT SOME CHANGES ARE PRETTY RADICAL.

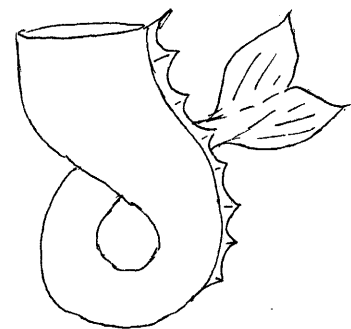
AS FOR FISH, AS FAR AS MONSTERS ARE CONCERNED, WE ONLY CARE ABOUT THE BOTTOM HALF -- AND THAT'S EASIEST OF ALL.



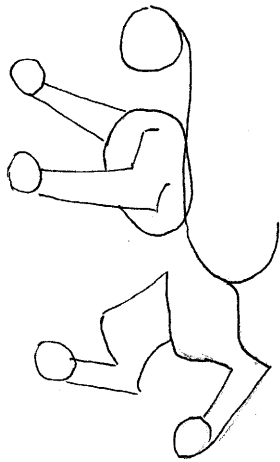
A SMOOTHLY TAPERING CONE, ENDING IN FLUKES.

FEEL FREE TO TWINE, CURVE, AND ADD A DORSAL RIDGE.

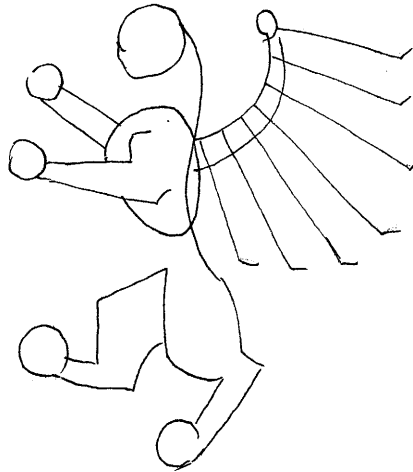
JUST KEEP THE LINES SMOOOOOTH.



ARMED WITH THESE BASICS, WE CAN ASSEMBLE ANY TYPE OF CHIMERICAL MONSTER WE CHOOSE, AND FIT IT TO THE SHIELD.



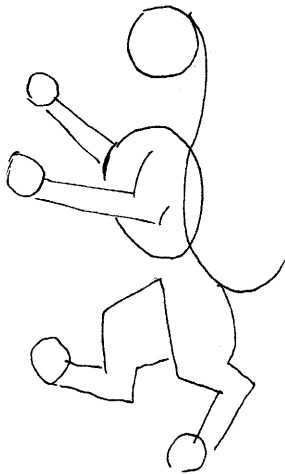
TAKE OUR BASIC QUADRUPED FORM....



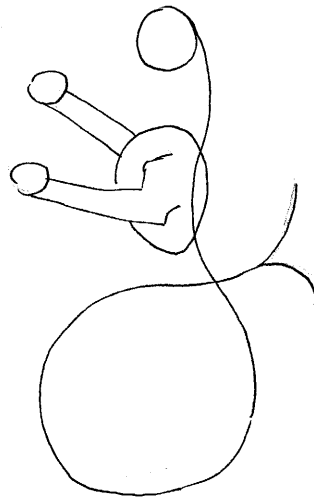
...ADD THE WING OF AN EAGLE DISPLAYED...



....HEY PRESTO, GRYPHON!



SAME BASIC QUADRUPED...



... REMOVE THE HIND LEGS AND GRAFT A FISH'S TAIL,.... (MAKING SURE IT BALANCES!..)



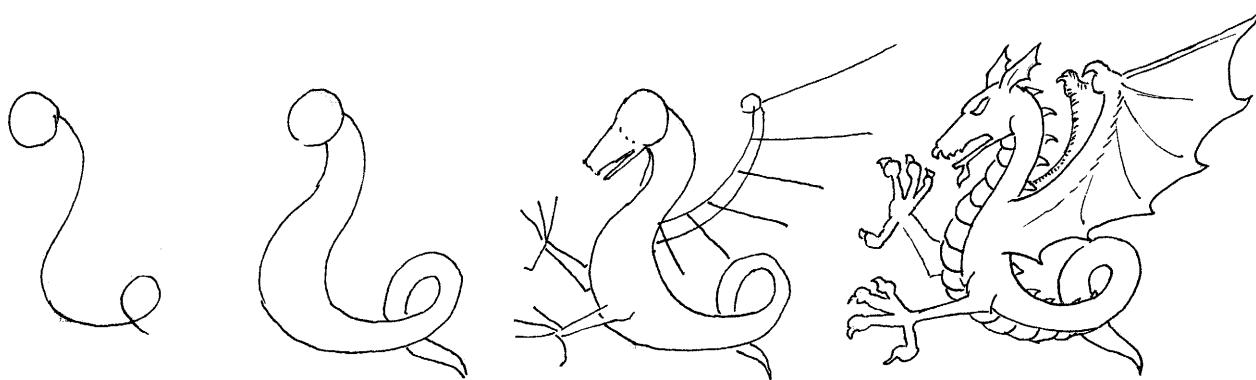
... WE GET A SEA-MONSTER. IN THIS CASE, A SEA-STAG.

AND OF COURSE, THERE'S NO REASON TO STOP AT COMBINING ONLY TWO CRITTERS.....



NOT ALL MONSTERS ARE CHIMERICAL - A FEW HAVE A DEFINED HERALDIC FORM, THE BEST KNOWN OF THESE ARE THE WYVERN AND THE DRAGON (AS THEY'RE TODAY CALLED).

THE WYVERN IS VERY LIKE A BIRD, AND IS ALMOST AN EXERCISE IN FREE FORM:



START WITH THE HEAD AND SPINE, BUT THIS TIME LET THE SPINE BE SNAKY.

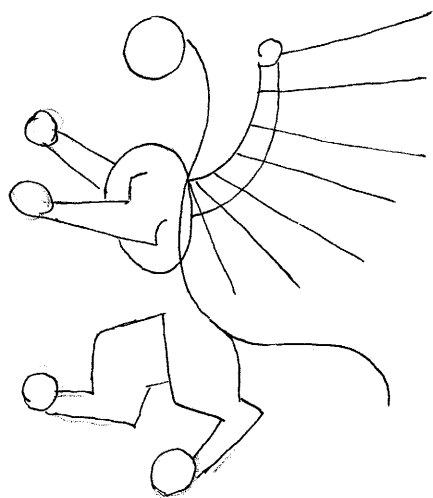
WE DON'T BOTHER WITH A CHEST CAVITY. JUST DRAW A BIT OF A BULGE IN FRONT.

GIVE IT A LONGISH SNOUT, BIRD FEET, AND THE OUTLINE OF WINGS.

BUT THE WINGS ARE USUALLY BAT-WINGS (THOUGH OFTEN FEATHERED IN EARLY ART).

BELLY RIDGES AND BACK SPIKES OPTIONAL

THE FOUR-FOOTED DRAGON DIDN'T COME INTO ITS OWN UNTIL THE RISE OF THE TUDORS. THOUGH REPTILIAN, IT WAS MUCH MORE "BEAST-LIKE" THAN THE WYVERN.



SO WE TAKE THE SAME WINGED QUADRUPED THAT WE USED FOR OUR GRYPHON...

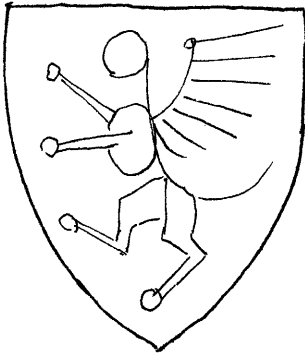
ELONGATING THE NECK AND EXTENDING THE TAIL...



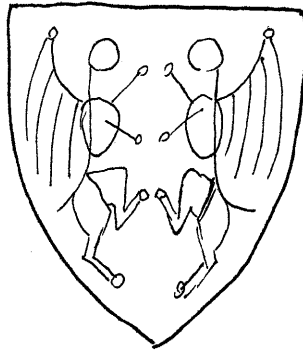
... USE BAT-WINGS, EAGLE'S FEET, BELLY RIDGES, AND SPIKES EVERYWHERE....

AND WE HAVE A TUDOR DRAGON.

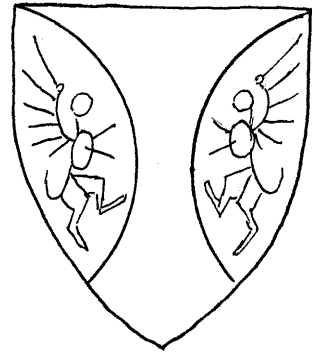
THE ADVANTAGE OF THE "STICK-FIGURE" TECHNIQUE IS THAT IT MAKES IT EASIER TO DRAW THE MONSTERS TO FILL THEIR AVAILABLE SPACE ON THE SHIELD.



WHETHER IT BE A SINGLE MONSTER ON THE FIELD...

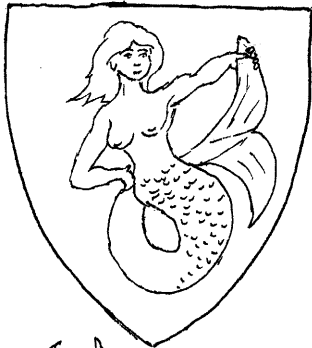


...OR MORE THAN ONE...



...OR EVEN IF THEY HAVE TO FIT INTO UNUSUAL SPACES...

YOU CAN START WITH THE STICKS, TWEAK THEM UNTIL THEY FIT, AND THEN FLESH THEM OUT WITH FUR, FEATHERS, AND FISH-TAILS.



TAILS AND WINGS



ARE ESPECIALLY GOOD AT FILLING UP SPACE

AND THE NICE THING ABOUT DRAWING MONSTERS IS THAT THERE ARE NO PHOTOS TO PROVE YOU'VE DONE IT WRONG.



ALSO, BEARING IN MIND THAT PERIOD STYLES CAN INFLUENCE HOW YOU FILL THE SHIELD. ALL THREE OF THESE PANTHERS ARE RAMPANT, BUT THE LATER PANTHER ON THE RIGHT IS MORE DECORATIVE - AND FILLS THE SHIELD OF THAT PERIOD.