



Self-Guided Activity

Create Your Own Supercar! - Part 1

Learn, practice, and improve your sketching skills through professional car design

In this guide,

we'll walk you through the process of sketching a supercar, helping you develop essential skills such as **drawing basic shapes, understanding lighting, and working with different materials.**

Don't worry about perfection— focus on experimenting, learning, and having fun. Remember, every great design starts with a single sketch. Let your creativity drive you.



LEARNING OUTCOMES

- Develop foundational sketching skills
- Understand lighting and shading techniques
- Build creative confidence in sketching



MATERIALS NEEDED

- Pen or (color) pencil
- Three different markers (2 shades of grey and 1 darker color closer to black)
- Paper/sketchbook (We suggest using a dedicated sketchbook to document your creative journey)



WHILE WATCHING THE TUTORIAL

Ask yourself the questions below:

- Why is it important to start with basic shapes?
- What was the first part of the car the instructor drew?
- How does the instructor use light and shading to make the sketch realistic?
- With what materials?
- Does the “speed” of sketching matter when representing the movement of the car?

Instructions
→



INSTRUCTIONS

Step 1 - Sketching Basics

Use a pen or pencil to practice drawing basic lines and early shapes. Focus on creating smooth, confident strokes.

Advanced Practice: Experiment with sketching at different speeds. Notice how faster strokes can convey movement and energy, while slower strokes allow for more precision.

Step 2 - Explore the Usage of Markers

Apply the skills you practiced in Step 1 to start sketching with markers.

Tips! Work from the inside out, and use thick to thin strokes to add depth and dimension to your design.

Step 3 - Make your sketch come alive

Use your grey markers to practice lighting and shading, starting with lighter shades of grey. Based on your practice, you can choose to focus on one of the shapes or explore more complex shapes. Your goal is to create smooth gradations and blends to give your sketch a realistic, three-dimensional look.

Take Part 2,
where you can bring
your super car to life.