

How to Draw an Engine by Pauline Hazelwood

Pauline Hazelwood is a figurative painter, who has exhibited with the Guild of Railway Artists and the Guild of Aviation. The latter was to promote women pilots with paintings of women and their aircraft.

She believes in encouraging children to paint and draw engines as it really does encourage them to notice details in the engines and this encourages an understanding and appreciation of design and mechanics.

As the books Pauline writes are about real engines telling their true history, they are produced with help and information from the railways that are featured in the books. You can see Pauline's books here - <http://www.saddletankbooks.com/home/4578433611>

There are about 160 heritage railway lines in Britain, and also many other smaller commercial ones in garden centres and entertainment places, and several privately-run ones too. For more information and see if you have a heritage railway near you check here - <https://www.hra.uk.com> Why not see if you can partner with your local railway for a drawing and painting event based around trains and travelling stories.

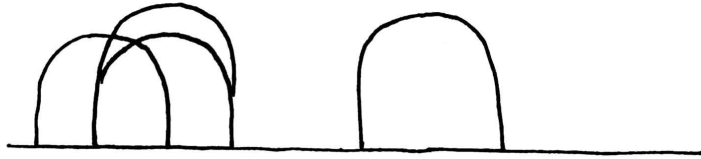
The books feature the following railways and places -
Groudle Glen, The Isle of Man
Amberley Heritage Museum, Sussex
The Isle of Wight,
Leighton Buzzard Railway
Hunslet Company, Leeds
Bagnals, Stafford
The Bala Lake Railway, Llanuchlyn.
Amberley Railway, Staffordshire
Kerr Stuart, Stoke on Trent.

Many other transport museums might be keen to partner with groups too – here are just a few suggestions - Shuttleworth, RAF Hendon, The Mosquito Museum, Duxford, Canal museums - <https://www.canalmuseum.org.uk/waterways-museums.htm>, Transport museums - <http://www.nartm.org.uk>, Car museums - <https://www.thecarexpert.co.uk/british-car-museums/>, Motor Cycle museums - <http://www.thebikerguide.co.uk/motorcyclemuseums.html>

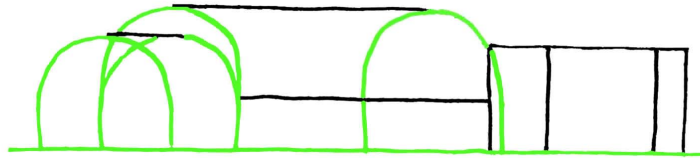
Enjoy exploring!

How to draw an engine

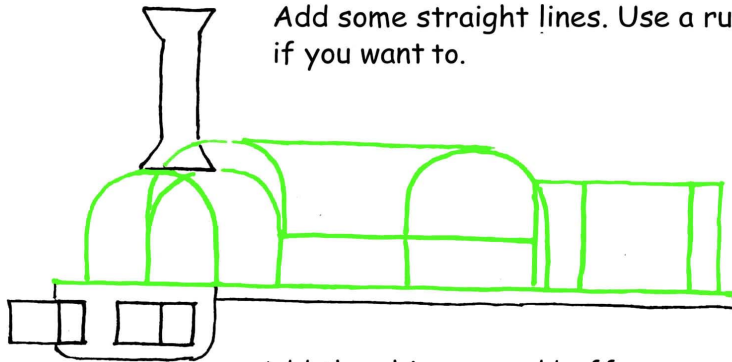
Learning how to draw an engine is easier than you think. Always look very carefully at what you want to draw. You can break down most things into simple shapes like circles, triangles and squares, and draw the details afterwards. Practise a lot. Here's an engine for you to draw. The black lines are the ones for each new step.



Draw a straight line with some bumps. Use a soft pencil and draw lightly, then it's easier to rub out.

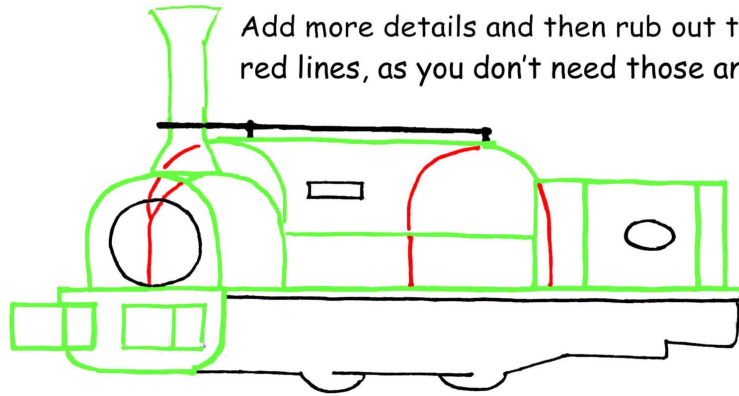


Add some straight lines. Use a ruler if you want to.

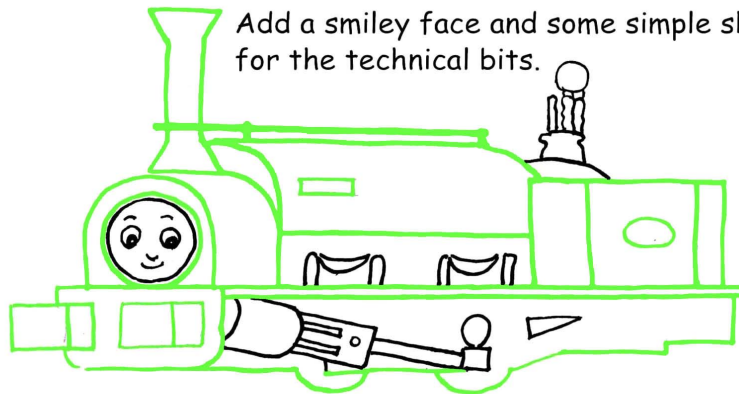


Add the chimney and buffers.

Add more details and then rub out the red lines, as you don't need those anymore.



Add a smiley face and some simple shapes for the technical bits.



Go over your pencil marks with a pen, rub the pencil out and then colour your engine in.

