

# Create an Adorable Hedgehog with Basic Tools in Inkscape



This guide has been recreated from a tutorial that can be found on the internet at <https://design.tutsplus.com/tutorials/create-an-adorable-hedgehog-with-basic-tools-in-inkscape--vector-16046>

## Original Creator: Aaron Nieze

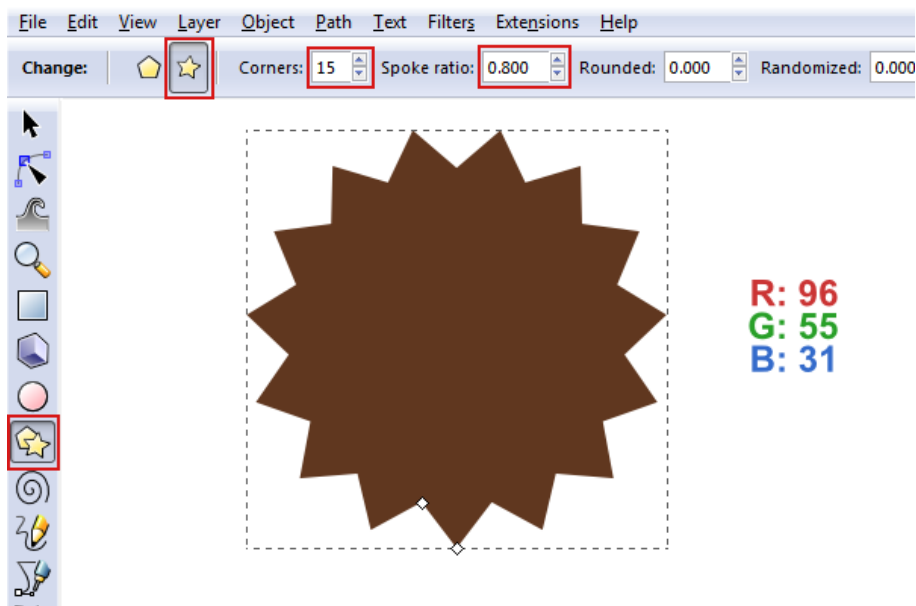
In this tutorial, we'll be using **basic shapes** in Inkscape to create a hedgehog character. We'll also go over some neat concepts such as **custom tapered lines**, **random object scattering**, and **shape manipulation**.

# 1. Draw the Body

## Step 1

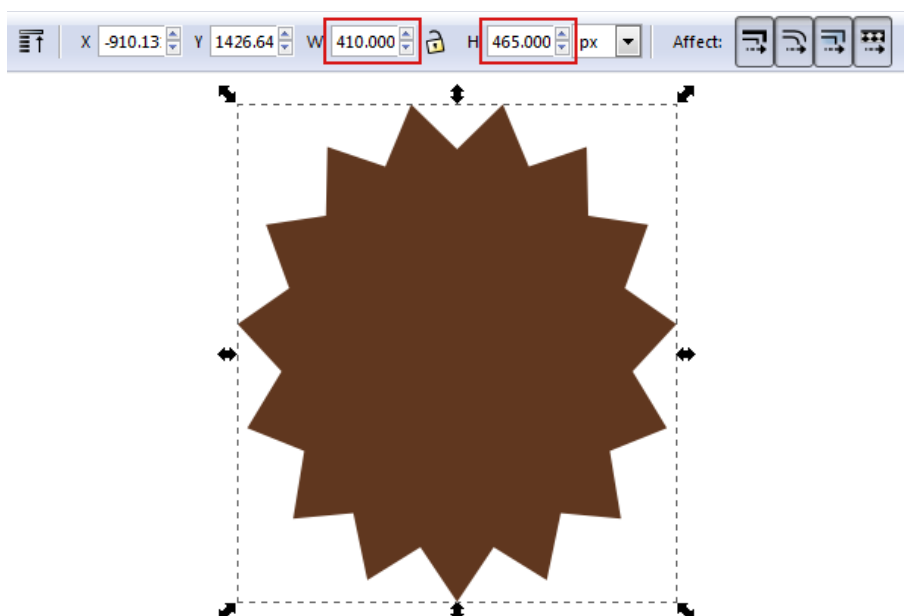
We're going to start with drawing some spikes.

Grab the **Polygon tool** and select the **Star polygon mode**, then set **Corners: 15** and **Spoke ratio: 0.8**. Then, just draw a polygon (size doesn't matter just yet) with a brown fill.



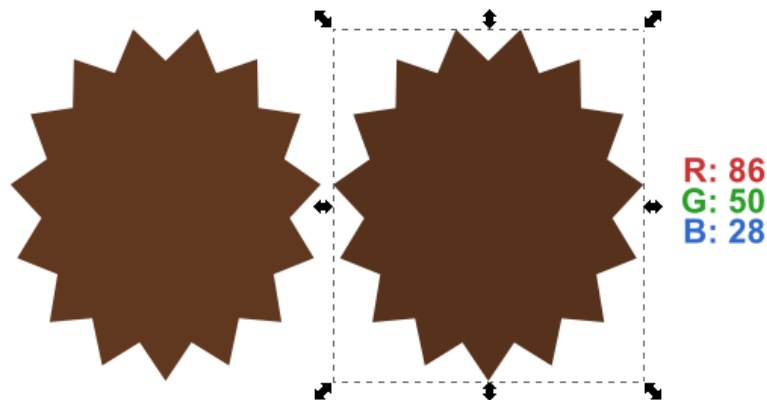
## Step 2

Let's resize this polygon to **W: 410px** and **H: 465px**.



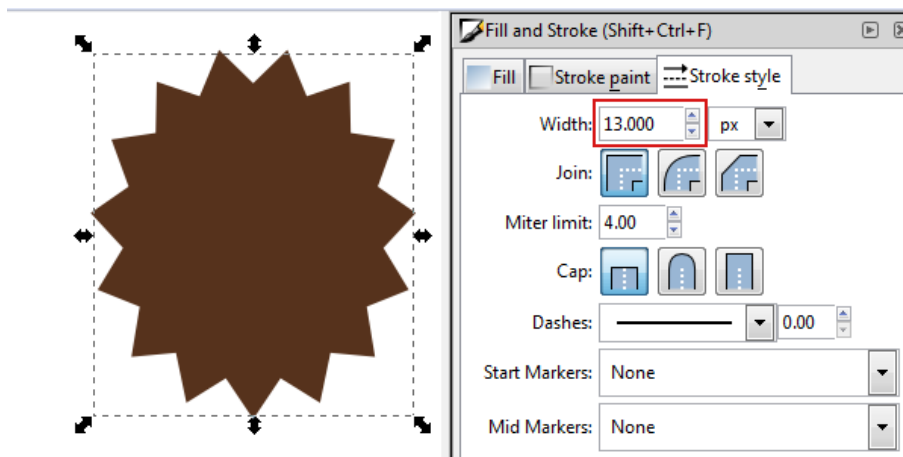
### Step 3

For some added depth, let's duplicate the polygon and give the new one a fill slightly darker than the original. We'll be putting these shapes on top of each other later.



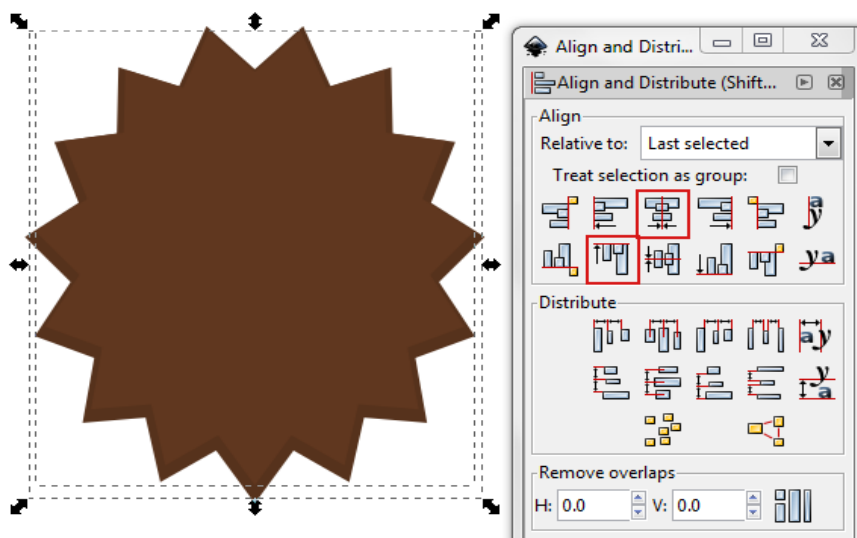
### Step 4

Since we'll be overlapping these two shapes, let's give our new polygon a **Stroke Width: 13px** (same colour as fill) so it stands out more.



### Step 5

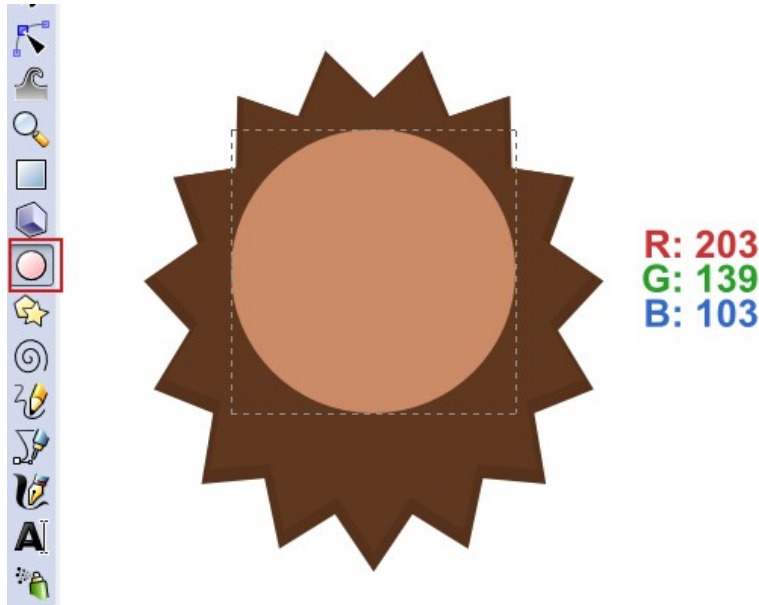
With both of the polygons selected, pull up **Object > Align** and **Distribute** so we can get these situated. Click **Center on vertical axis** along with **Align top edges**. They should align as shown below.



## Step 6

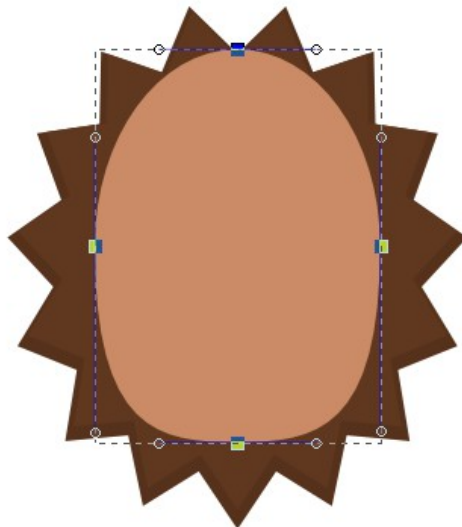
Now we have to draw the inner-hedgehog body.

Just grab the **Ellipse tool** and draw a perfect circle by holding **Control-dragging**. With this circle selected, head up to **Path > Object to Path** so we can manipulate this shape later. Also, give the fill a nice tan colour.



## Step 7

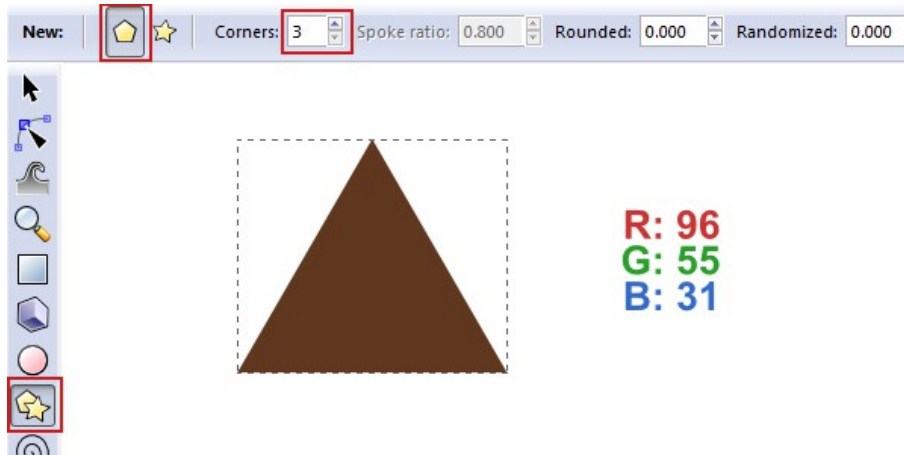
We can now use the **Nodes tool** to transform this circle into a hedgehog shape as shown below. I ended up with a **Height: 366px** and **Width: 266px**.



## 2. Draw the Eyes

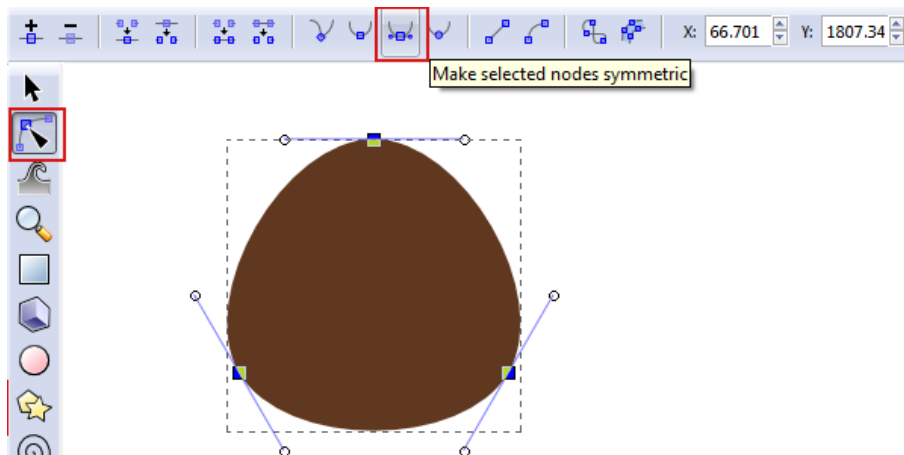
### Step 1

With the **Polygon tool**, draw a normal polygon with **Corners: 3** so we get a perfect triangle. **Hold Control** to keep it straight. With the triangle selected, go to **Path > Object to Path** again.



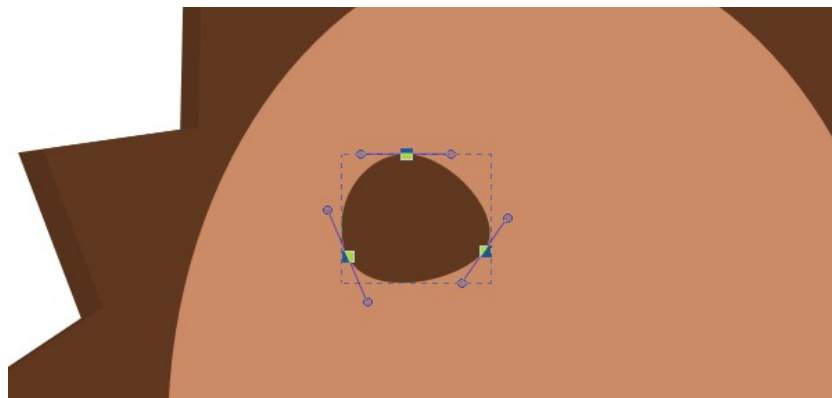
### Step 2

Use the **Nodes tool** to select all of the nodes and then click **Make selected nodes symmetric**.



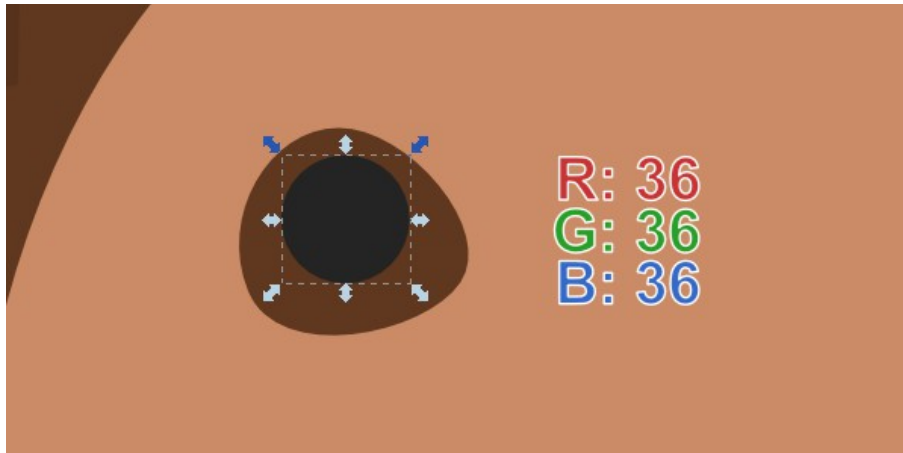
### Step 3

This will be the dark spot under the actual eye balls, so use those **nodes** and **handles** to get a shape similar to below. You'll notice that I moved the eye spot onto the body at this point so I could get a better feel of what would look best.



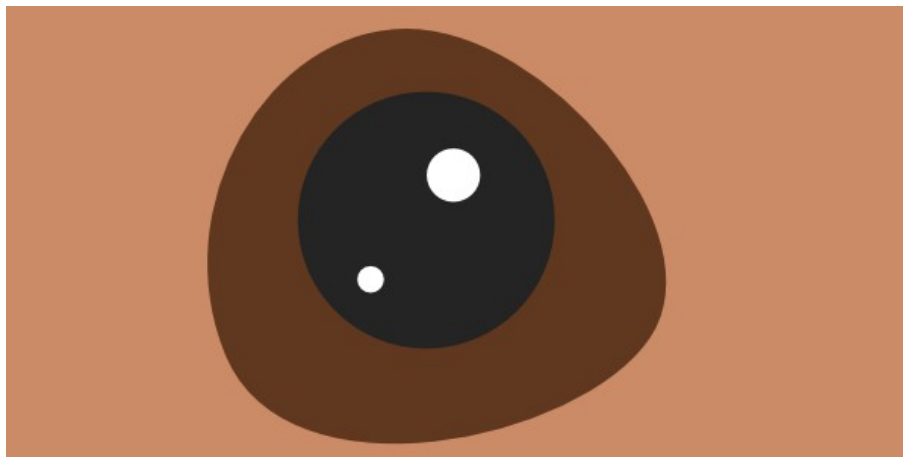
### Step 4

For the actual eye ball, grab the **Ellipse tool** and hold **Control-drag** to create a perfect circle to fit in this eye spot. Give it a dark gray color.



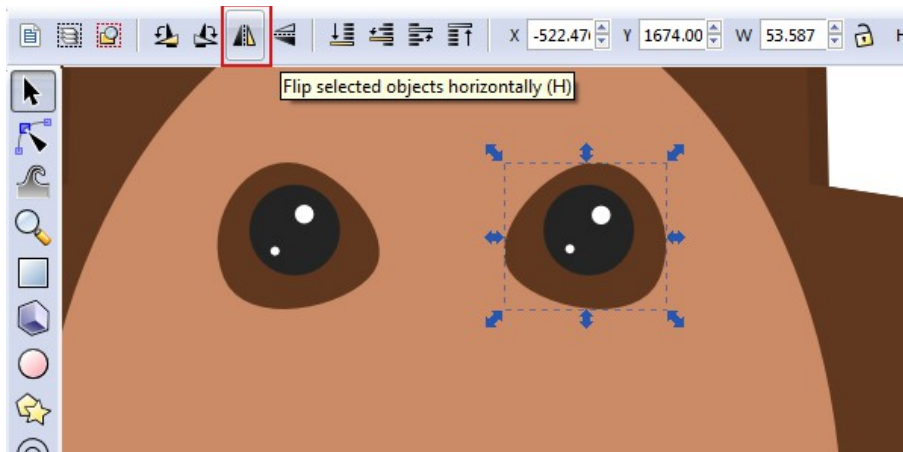
### Step 5

Now do the same thing with even smaller circles to make some glare spots. You can just make these white.



### Step 6

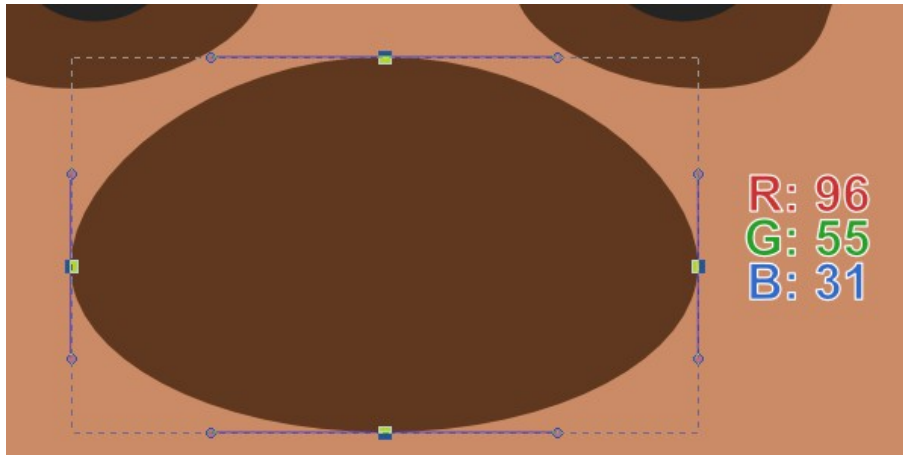
When you're finished with one eye, you can **duplicate** it along with **flipping it horizontally**. Don't forget to skip flipping those glare spots!



### 3. Draw the Snout

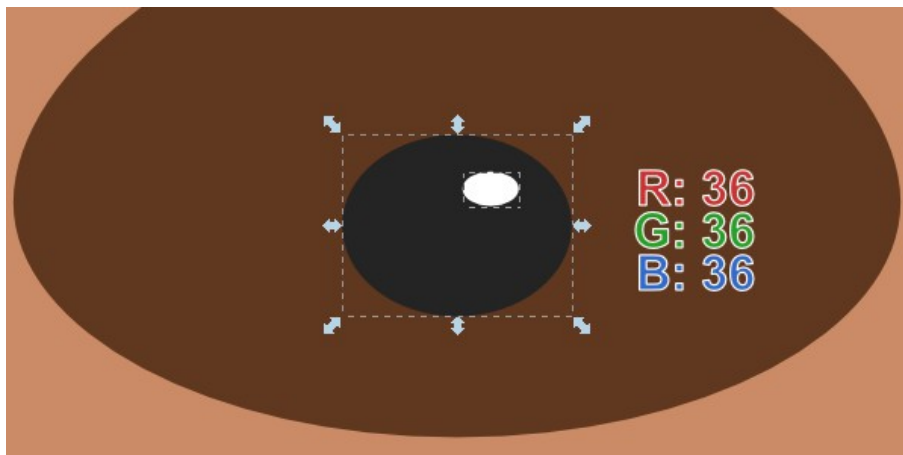
#### Step 1

As we've been doing, use the **Ellipse tool** to draw an Ellipse, select **Path > Object to Path** in the menu, and manipulate the nodes to create a snout shape.



#### Step 2

Then we'll go ahead with a dark gray, oval shaped nose using the **Ellipse tool**. Also, we can just **duplicate** the nose and **shrink** it down for the glare spot (colour of white, of course).



We should now have something that looks like this. You can always play with things such as eye spacing, nose spacing, etc. to ensure maximum cuteness.

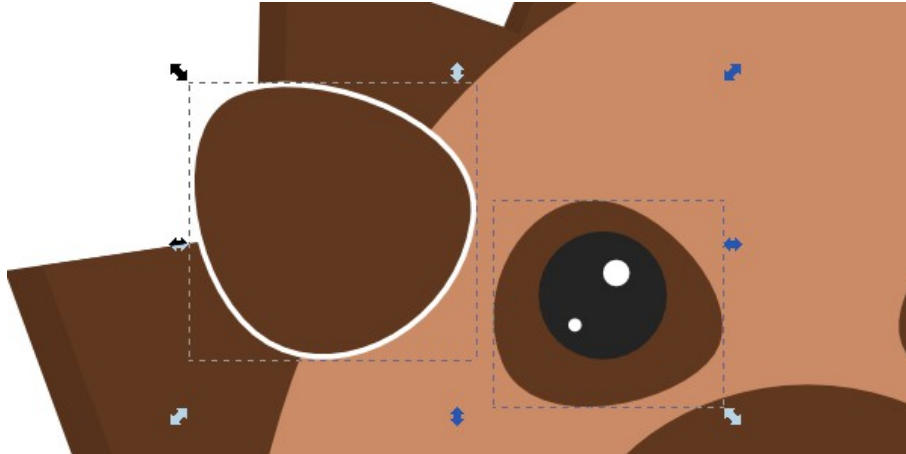




## 4. Draw the Ears

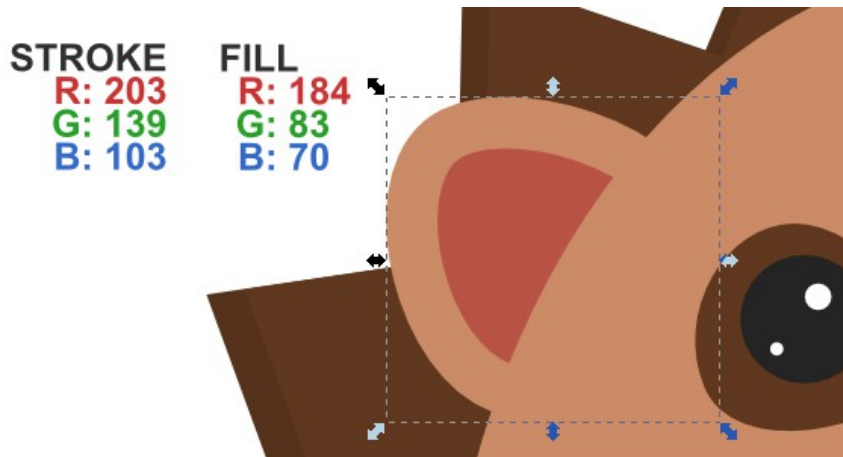
### Step 1

To keep things simple, that brown eye spot we created can be duplicated for the ears - how convenient! I just rotated mine a bit to get the pointiest edge pointing outwards along with stretching it to a proper ear size.



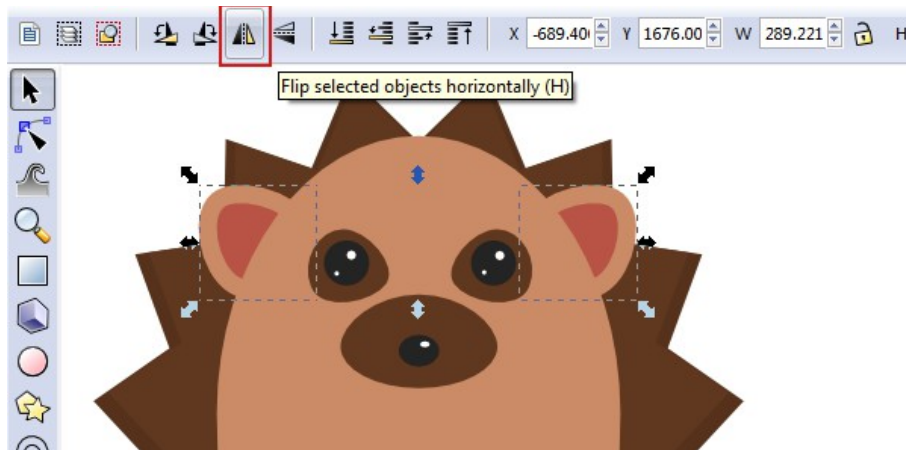
### Step 2

Give this ear a thick **Stroke width: 12px**. Give the fill a pink/salmon colour and make the **stroke** the same skin colour. Also, send the ear **behind** the inner-body, but **above** the spikes. With the ear selected, you can use **Page Up** and **Page Down** to adjust this (or go to **Object > Raise/Lower**).



### Step 3

And of course, **duplicate** and **flip** that ear for the other side. You can position these to your liking.

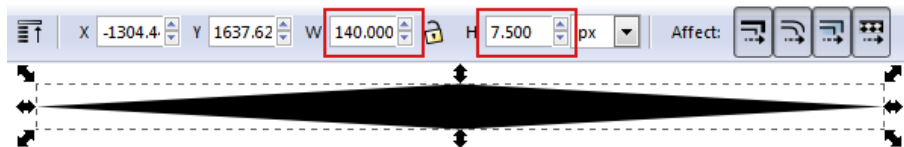




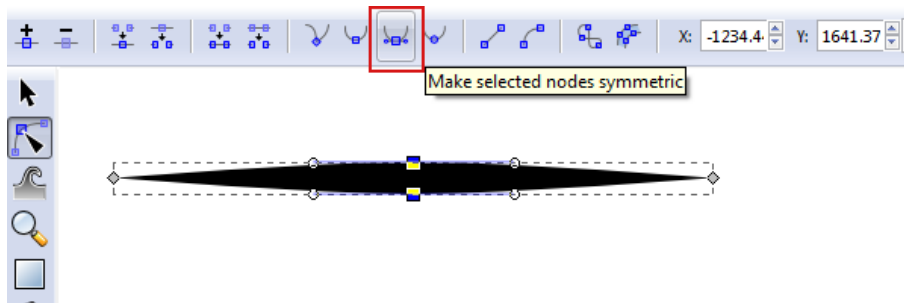
# 5. Use Tapered Lines for Hands and Feet

## Step 1

The concept of doing custom strokes in Inkscape is to draw the shape you want for a path. For tapered lines in this case, I created a square, rotated it 45 degrees, and flattened it out as shown below. This way, our stroke will gradually come in and then gradually come out - tapered line.

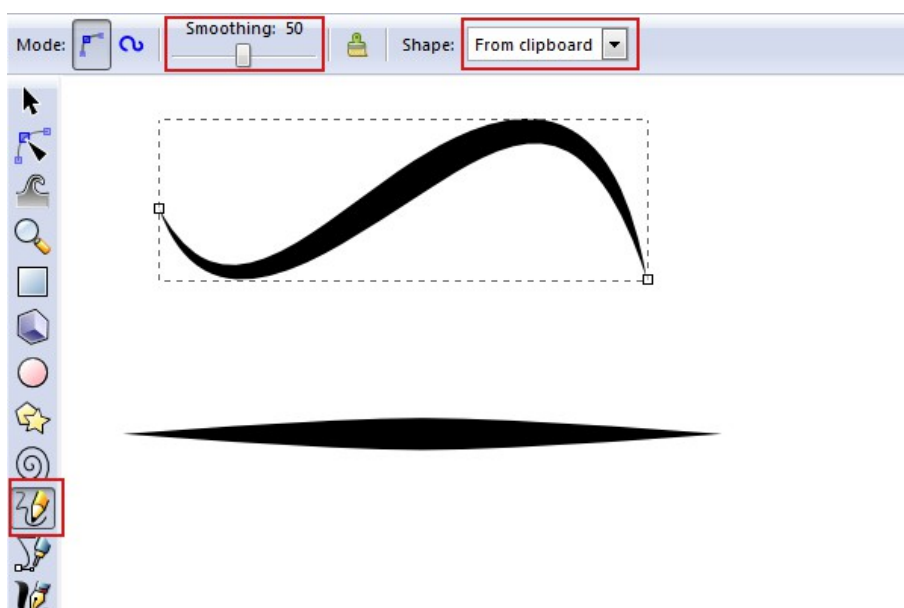


I've also smoothed the top and bottom nodes for extra slick strokes.



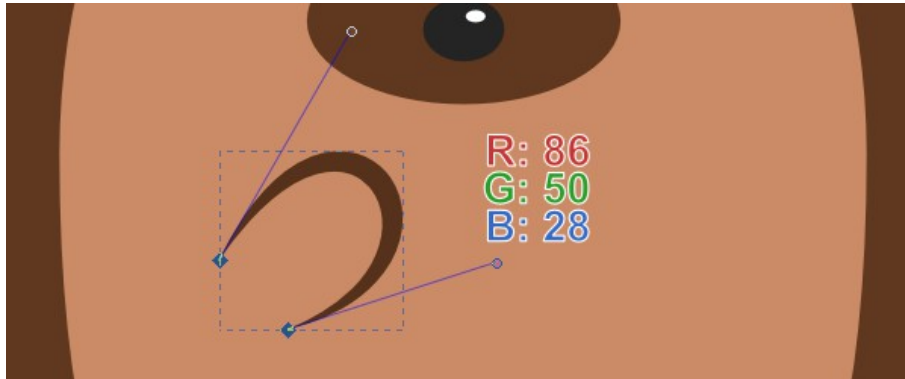
## Step 2

For our tapered lines, we'll be using the **Pencil tool**. Set the **Smoothing: 50** and **Shape: From clipboard**. From clipboard means whatever you've previously copied will be assigned as your stroke. So, **select** that tapered shape we made and **copy** it (**Control + C**). Then, go ahead and give it a test! I just drew a line to demonstrate below.



### Step 3

With the **Pencil tool** still selected, go ahead and draw yourself a little hand-shaped thing. You can adjust the **nodes** and **handles** afterwards to polish it up a bit. Now, when you go ahead and set the colour to this, you'll notice it's actually a **fill** now instead of a **stroke**. I'll explain this issue later on.



### Step 4

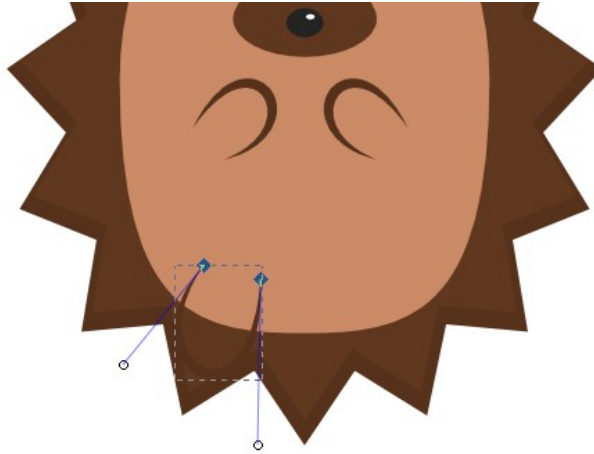
Of course, **duplicate** and **horizontal flip** the hand for the other side. Again, you can position/space these as you please.



## 6. Draw the Feet

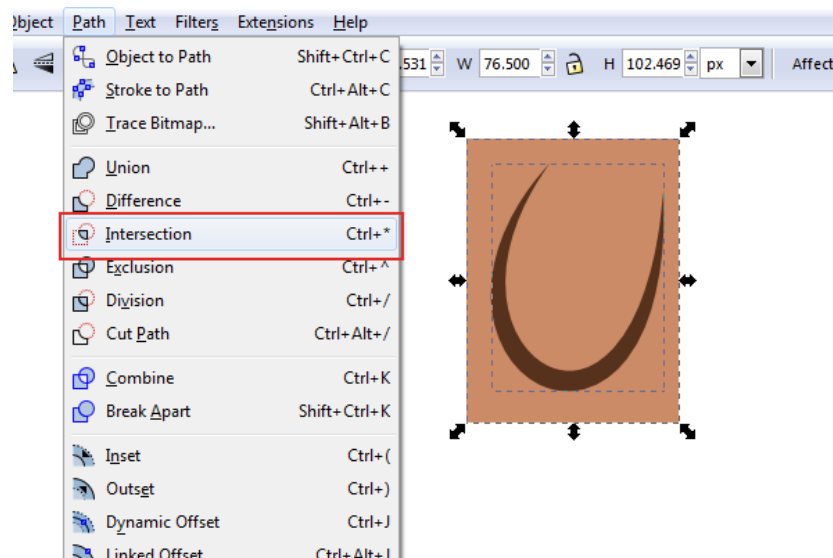
### Step 1

We'll draw the feet the same as the hands (you can even just **copy and paste** for an added convenience). Go ahead and position it, but this is when you'll notice **the fill issue** with tapered lines. Let's solve this!

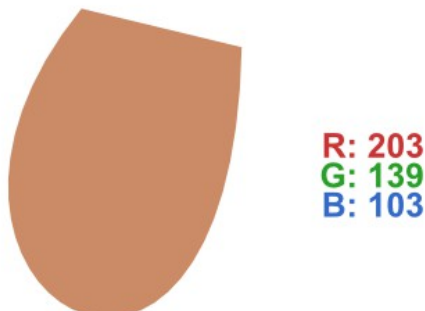


### Step 2

**Duplicate** our foot and let's put it over a square (**Path > Object to Path** that square). We're going to create a cut-out for the fill using some path operations. So with the foot and square **selected**, head up to **Path > Intersection**.



You should end up with something like this.



### Step 3

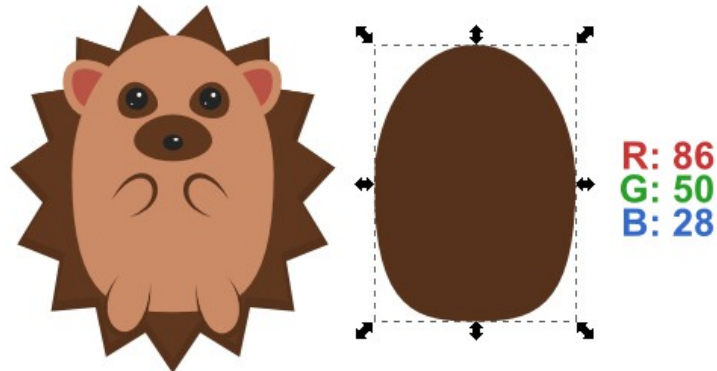
You can now grab that foot fill and place it in the tapered line foot. **Lower** the fill behind the foot (using **Object > Lower**) so that it is framed by it. You can line the foot and its fill up perfectly by using **Object > Align and Distribute**, selecting both foot and fill, and **center aligning** them both horizontally and vertically. When you've finished that, it's time to **duplicate** and **flip**.



## 7. Add Shading

### Step 1

To add a little more depth, let's **duplicate** the inner-body shape and give it that dark brown colour.



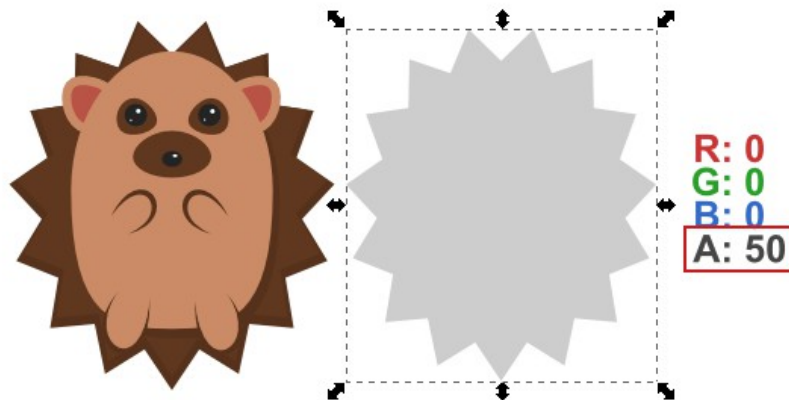
### Step 2

We're going to place this shape under the main inner-body shape (using **Object > Lower** or the **Page Down key**). Let's move it about **10px to the right** and **10px to the bottom**. You'll see that this makes the hedgehog's body pop out a bit



### Step 3

For the hedgehog's whole shadow, **duplicate** the main spikes shape. We're going to make this shape black with an **Alpha: 50**.



### Step 4

Position accordingly (**Object > Lower** to the Bottom or the **End key**). When you're done, you can **select everything** and **group** the hedgehog for easier access later.



### Step 5

Let's add that nice, green background now (I have a 600 x 600px canvas, so that's also my background size).

