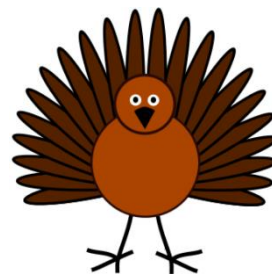



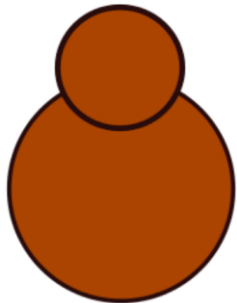
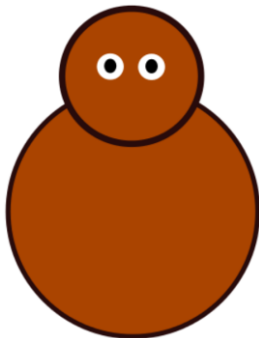

Inkscape: Turkey









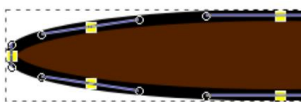

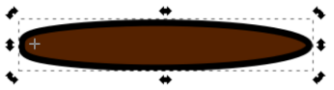


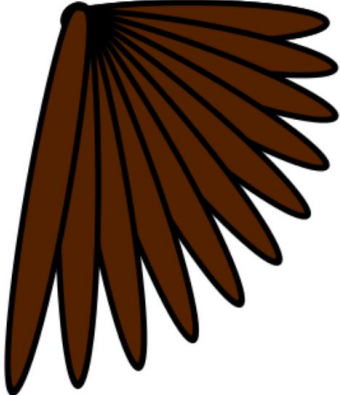

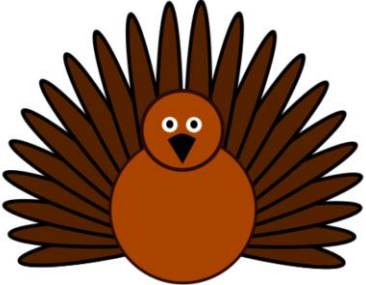


REMEMBER... press **Ctrl Z** if you need to **UNDO**.

ENLARGE the image when drawing small, detailed shapes.

Shift-Ctrl-F displays the colour properties panel.

Click the Circle tool (F5). Fill colour: Brown, Stroke colour: Black, Width: 6px. Whilst holding CTRL+ALT , click and drag to draw a perfect circle for the head.	
Whilst holding CTRL+ALT , click and drag to draw a perfect circle for the body. MENU: Object - Lower to send to the back.	
Fill colour: White and draw a circle for the eye. Fill colour: Black and draw a smaller circle inside for the pupil.	
Click the Select tool (F1) to draw round the eye and the pupil so that both circles are selected. MENU: Object - Group (Ctrl G)	
Duplicate and create another eye (Control D). Click the Select tool (F1), position the eyes.	
Fill colour: Black. Click the ' Create stars and polygons ' tool (*). Using the toolbar, make sure 'polygon' is selected and type in '3' into the 'corners' text box. Click and drag to draw the beak.	

<p>Select the beak.</p> <p>MENU: Path - Object to Path (CTRL+SHIFT+C)</p> <p>Click the Path node tool (F2)</p>	
<p>Using the Shift key, select the top 2 nodes.</p> <p>Click the Add nodes button  to create a new node</p>	
<p>Click on the new node and drag up</p>	
<p>Click the Makes nodes symmetric button  to curve the top of the beak.</p>	
<p>Fill colour: Dark Brown.</p> <p>Click the Ellipse tool (F5).</p> <p>Click and drag to draw a feather.</p>	
<p>Select the feather.</p> <p>MENU: Path - Object to Path (CTRL+SHIFT+C)</p> <p>Click the Path node tool (F2)</p>	
<p>Using the Shift key, select the top, left and bottom nodes.</p> <p>Click the Add nodes button to add 2 new nodes.</p>	 
<p>Drag the left node in to flatten the tip</p>	
<p>Select the feather.</p> <p>Move the point of rotation to the left side of the feather</p>	

<p>Select the feather.</p> <p>MENU: Edit - Clone - Create Tiled Clones</p> <p>Change these settings:</p> <p>Shift X per column to -100</p> <p>Scale X per column to 5%</p> <p>Rotation angle per column to 10 degrees</p> <p>Rows Columns to 1 and 11</p> <p>Click Create</p>	
<p>Select all the feathers.</p> <p>MENU: Object - Group</p> <p>Rotate to the correct angle and position</p> <p>MENU: Object - Lower to Bottom to send to the back.</p>	
<p>Duplicate the feathers(Control D)</p> <p>H to rotate</p> <p>Position</p>	
<p>Click the Pencil tool (F6) tool</p> <p>Draw a chicken foot</p>	
<p>Select all the lines</p> <p>MENU: Path - Combine</p> <p>Set the stroke to 10px</p>	
<p>Duplicate the foot (Control D)</p> <p>H to rotate</p> <p>Position</p>	