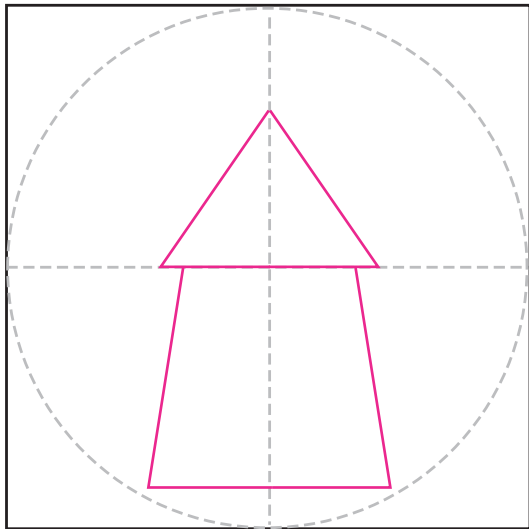
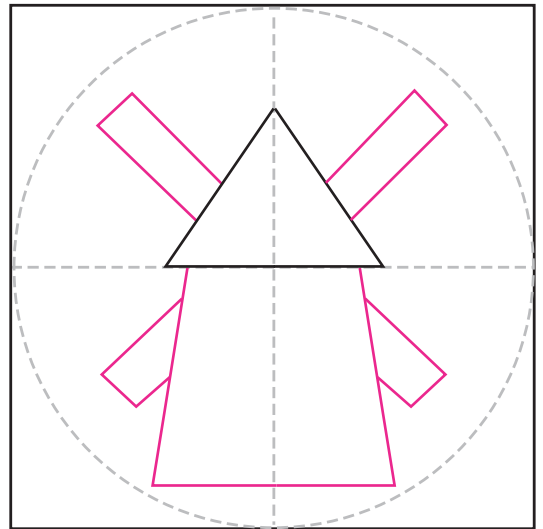


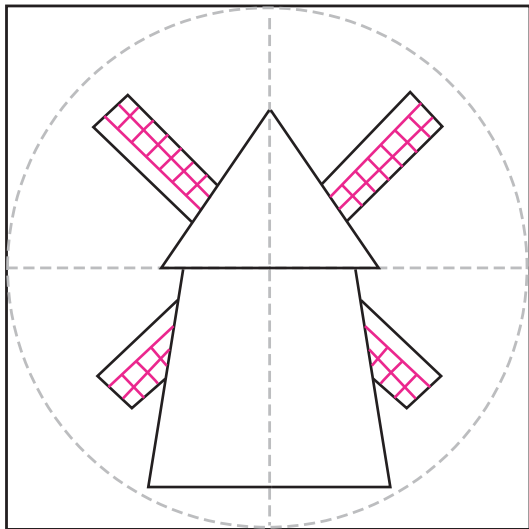
Draw a Windmill



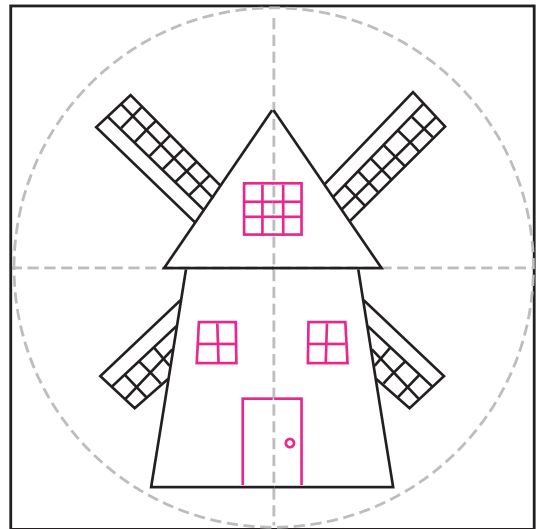
1. Make guide lines. Draw roof and building.



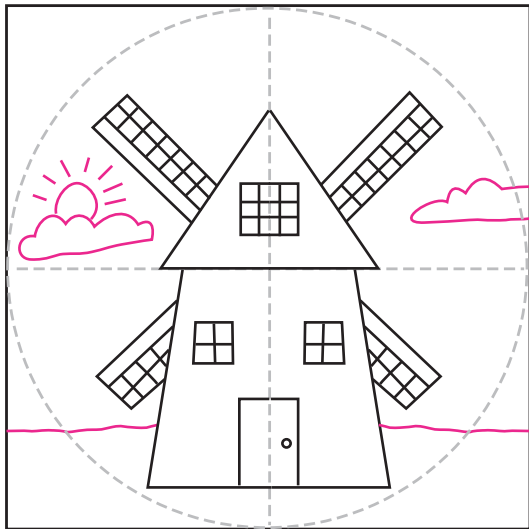
2. Draw the four windmill paddles.



3. Add lines inside to show the structure.



4. Add windows and door.



5. Finish with horizon line and clouds.



6. Trace with a black Sharpie. Paint with watercolor. Add stripes if using paper plate.