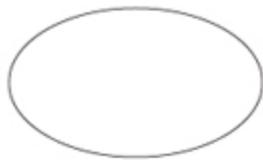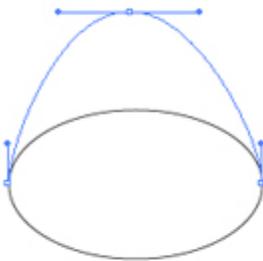# Create a Hippo

Step 1
Create Head of Hippo!

Using oval tool draw a simple oval shape . Use select tool to modify the shape and then place a copy of the oval shape over the modified oval shape.
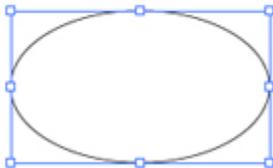
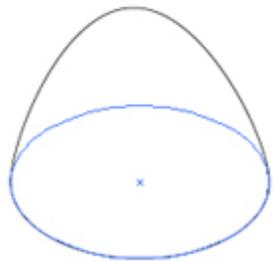Draw an Oval

Create a duplicate

- Edit -> Copy
- Edit -> paste

With the Direct selection tool, select top node and drag upward

Drag duplicate over original stretched oval

<- Color stretched oval Light Blue (Cyan)

<- Color duplicate oval a darker blue

Step 2

Create Ears for the Vector Character Hippo!

Start off by creating an oval , adjust the node to create a slightly elongated shape. Use offset path to create a copy inside the first shape.
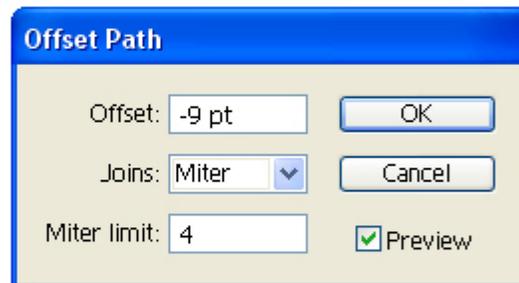
Draw an oval   <-Color oval Cyan

Stretch lower node
downward

Adjust the handles

Offset Path

Offset: -9 pt   OK

Joins: Miter   Cancel

Miter limit: 4   ☑ Preview

object>path>offset path

Move the inner oval   <-Color inner oval
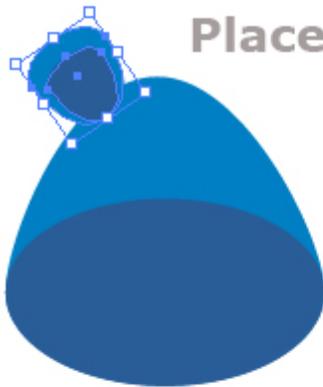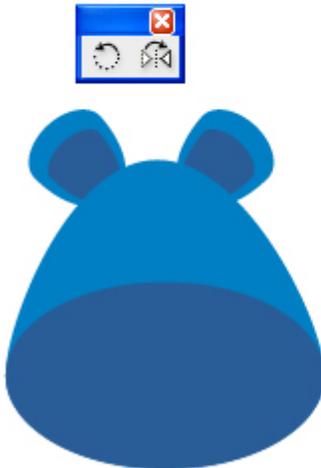downwards   a darker blue

Select both ovals
Go to Object menu -> group

Step 3

Fill with color the Hippo Head created in Step 1 , and arrange the Hippo Ears over the Head. here is how

Place Use the Free transform tool and rotate the ear slightly

Make 2nd ear

- Edit -> copy
- Edit -> paste
- Object -> Transform -> Reflect

Move ears behind head

- Select both ears
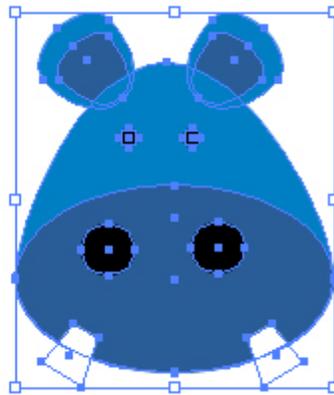- Object -> arrange -> send to back

Step 4

draw small
black circles
for eyes

Draw circles
for nose

Step 5

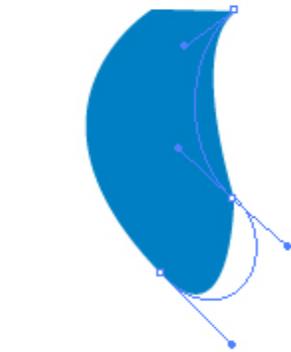Create a rectangular shape to create a tooth and reflect the tooth to create a copy.

Use the free
transform tool to
rotate tooth

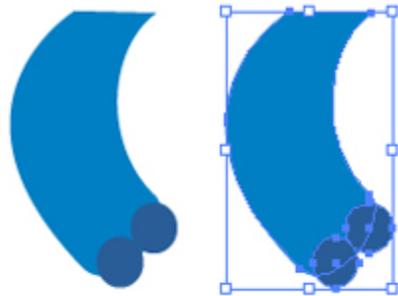Copy and paste
tooth

Object -> transform -
> reflect 2nd tooth

Step 6

Making Arms of Hippo Character
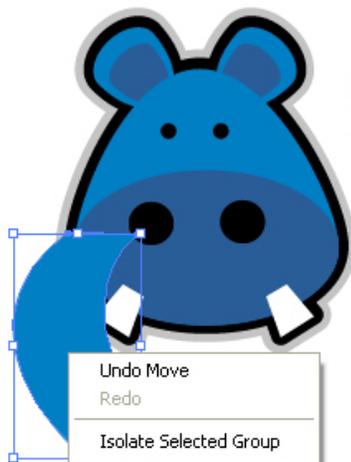
Make the arm with the pen tool.

Color the arm Cyan

Make the toes with the circle tool and make them a darker blue

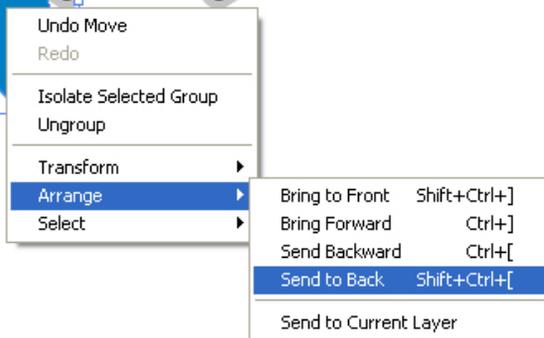Select the arm and the toes
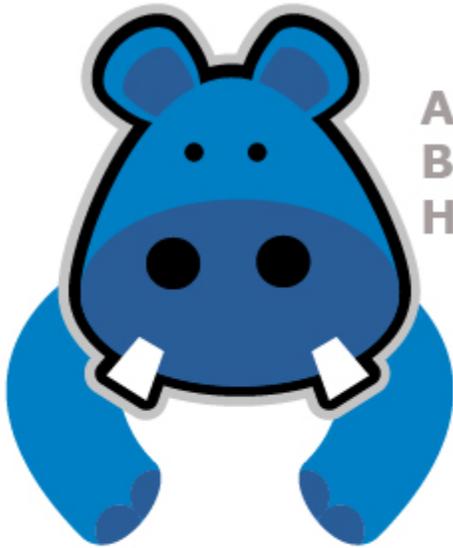
Object -> Group

Step 7

Assembling the Character

Arrange the arm
Behind the Hippo
Head

<- Object menu

Undo Move
Redo

Isolate Selected Group
Ungroup

Transform   ▶
Arrange   ▶   Bring to Front   Shift+Ctrl+]
Select   ▶   Bring Forward   Ctrl+]
                           Send Backward   Ctrl+[
                           Send to Back   Shift+Ctrl+[

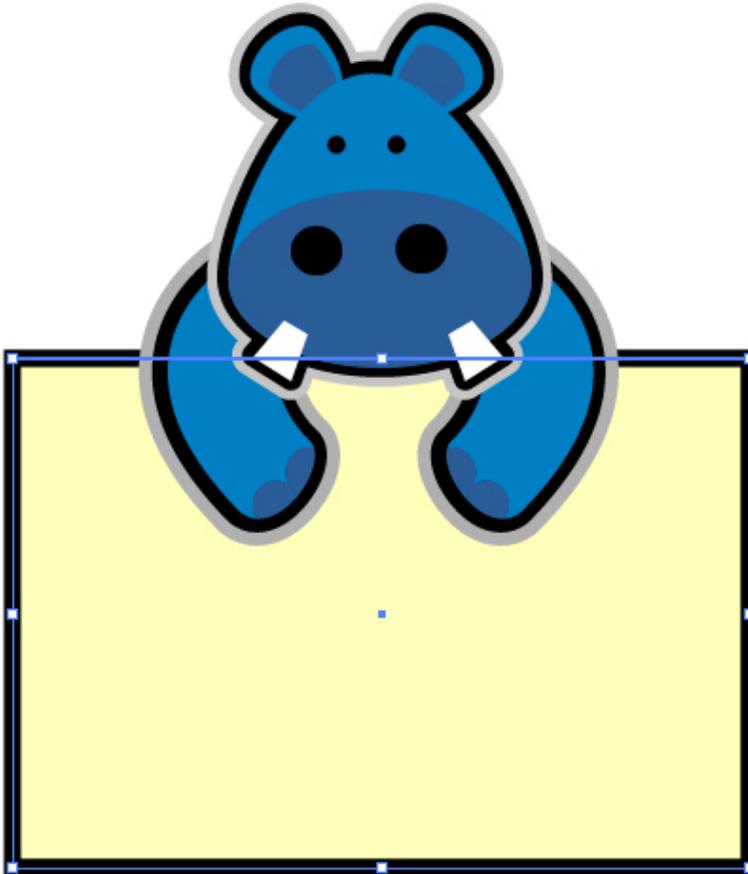   Send to Current Layer

Step 8

Copy and paste arm

Object -> transform -> reflect

Object -> arrange -> send to back

Step 9

A rectangular shape was added behind the illustration of the character.

Create a sign with the rectangle tool

Object -> arrange -> send to back

Step 10

Use some fun font to write the text Hippo!

Use the text tool to type Hippo. Make it a big font.