



## A Copyright and Legalese

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*If you suspect you have an illegal copy of this guide, please let us know where you got it from. We'll shower you with hugs and kisses and let you keep this copy as a reward.*

We reserve the right to send ninja assassins to "disappear" those who plagiarize from our artists.

Blah, blah, blah, blah, blah, blah...





## B Credits and Acknowledgements

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Our amazing community at [theOtaku.com](http://theOtaku.com), [myOtaku.com](http://myOtaku.com), and [OtakuBoards.com](http://OtakuBoards.com)

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Dear Friend:

First and foremost, I would like to congratulate you on purchasing Art of Otaku. Whether you aspire to be the next Miyazaki or simply want to learn the basics of drawing anime, I strongly believe this guide will be one of the best investment decisions you've ever made.

...So congratulations!

Art of Otaku is one half art project, one half epic guide. It is, to my knowledge, the most exhaustive resource to drawing anime ever created, featuring the tutorials and works of eight of theOtaku.com's top fan artists. It is also 500% longer than the average anime art book.

While we tried to keep the structure of this guide constant, each artist exudes her own style and approaches her tutorials in a different way. This guarantees that even if you have trouble following one artist, there are seven more for you to choose from. Even better, it gives you exposure to a wealth of styles, helping you to ultimately create your own.

To really take advantage of Art of Otaku, I strongly recommend reading the next two sections. Don't think that all because this guide is in digital format that it's inferior in any way to print books. It's quite the opposite, as you'll find out.

And now let me take a second to thank our artists and contributors, who made this guide possible. When I conceived this project, I had no idea it would be received so well. I was blown away by the devotion and intensity with which our community embraced its creation.

You all made me very proud.

Friend, enjoy Art of Otaku. It is an animal of reciprocity, the more you give it, the more it will give you back. Keep practicing, keep drawing. Always.

A handwritten signature in black ink that reads "Adam Ghahramani". The signature is stylized and cursive, followed by a horizontal line.

Adam Ghahramani

PS: It's a pure coincidence that all eight of our artists are female. Honest!

We decided to package Art of Otaku in a digital PDF form for a number of reasons. However, all these reasons become moot if you decide not to take advantage of them.

Before you read anything else, we beg you to download the latest version of Adobe Reader (it's free). Trust us, it makes a **huge** difference. Pictures will appear clearer, navigation will be easier, and Art of Otaku will load faster. [Click here](#) to download it.

At the time of writing, the latest version of Adobe Reader is 7.0. All the instructions below are based off this version.

## Top Eight Reasons to Use PDF (And How to Use Them Too):

### 1. Printing

---

PDF files are the most printer-friendly available. While the sheer length of this guide probably precludes you from printing the entire thing in one go, you're still encouraged to print out individual tutorials.

In text-based guides, if you really have trouble drawing something, your only option is tracing. This is inefficient and often difficult though. With Art of Otaku, you can print out individual steps and draw directly on them. Even better, for the steps that involve coloring, you can print out the line art pages and treat them like you would a coloring book!

And if you mess up, just keep printing. So be sure to stack up on printer paper.

To print in Adobe Acrobat, simply go to File > Print. You can specify what pages you'd like to print. (Please, don't accidentally print everything!)

### 2. Thumbnails

---

For ultra-fast navigation, PDF files let you view thumbnails of all the pages in an optional left menu. Clicking each thumbnail quickly brings up the appropriate page. To activate this feature, first click the "Pages" tab in the left part of the screen. It should be vertically arranged. Then click the vertical window pane it lies on and drag that out.

One thing that's very cool is your PDF reader will actually recognize where in each thumbnail you click. For example, if you click at the top of the thumbnail, you'll go to the top of that page. If you click on the bottom, you'll go to the bottom.

### 3. Zoom, Zoom, Zoom

---

This is one of the most important features of the PDF format. You can zoom in and out of the document. While for normal digital text, this feature is of questionable value, for Art of Otaku it's absolutely brilliant.

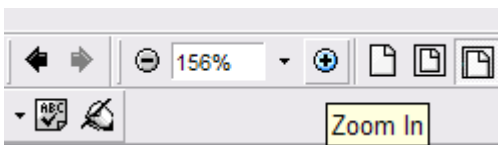
Why? Because you can magnify the images in each tutorial! Think a step looks too difficult? Magnify it!

There are a few different ways to zoom in and out. Choose the one that works best for you!

First, you can hold CTRL and press the '+' key to zoom in and the '-' key to zoom out.

Second, you can go to "View" at the top and select your magnification preference (check out the "Full Screen" option here, it's pretty neat).

Third, you can click the + and - buttons on the main PDF toolbar to toggle the zoom level.



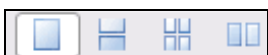
### 4. Scrolling Views

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Adobe's PDF Reader gives you three different ways to scroll through Art of Otaku: "Single Page," "Continuous," "Continuous Facing," and "Facing."

- *Single Page*: This option emphasizes that each page in the document is its own separate entity. This means that you can't view two pages at once (kind of like a real book).
- *Continuous*: This option lets you scroll through the entire guide as if it was written on one very long page. This means you can see multiple pages at once (for example, the end of one page and the beginning of the next on the same screen). Also, there's no "break" between them as you scroll down.
- *Continuous Facing*: This option is the same as the previous, except you'll see two pages side-by-side as you browse down. This view is good if you want a more macro view of each chapter.
- *Facing*: This option is the same as the first, except you see two pages side-by-side instead of one.

To toggle between these three options (experimentation recommended!), use the icons at the bottom right-hand side of the screen:



## 5. Outline View

---

The best way to describe this is a table of contents that moves with you.

To view this feature, first make sure the “Bookmarks” tab is enabled. To do this, go to:

View > Navigation Tabs > Bookmarks

It should appear on the left side of the screen. Click the tab and drag out the window pane. Voila! You should see a linked outline view of the guide.

## 6. Moving Between Pages

---

Flipping through pages is so...1,000 years ago. Adobe’s PDF Reader gives you a bevy of options for moving to the next page.

First, you can right click and hit either “Next Page” or “Previous Page.”

Second, you can click the arrows at the bottom of your screen.

Piece of cake.

## 7. Search

---

This is a feature that every print book should have. You can search the document for specific words and phrases. To activate search, simply hit “CTRL + F” or go to Edit > Find.

## 8. Links (Vital!)

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In addition to the outline view (see item #5), Art of Otaku is chock-full of links to help you quickly navigate.

First, we have a table of contents that links you to every section of the guide. Just click an item and boom! You’re there.

Second, when you click on any of the guide’s main headings, they’ll quickly take you back to the table of contents. This lets you quickly find the tutorials you’re most interested in. You can also skip tutorials and instantly go to the next one.

Third, be on the lookout for [blue](#) and underlined web links. They’ll transport you to the world wide web (just make sure you’re connected!).

We want you to have the absolute best experience with Art of Otaku. That's why we've went out of our way to make it as user-friendly as possible.

Here are some general guidelines and suggestions for getting the most out of this guide.

### 1. CG Software

---

We are one of the only guides available on the market with information on how to create or shade anime drawings with commercial graphics software. This is important because much of the 'professional' anime artwork you'll find online is colored or drawn in this way.



Most of our artists prefer Adobe PhotoShop. The standard retail price of PhotoShop is \$599. However, if you're a student or faculty member, you can pick up an academic edition for around \$300.

Please, please don't think that you need PhotoShop though for 99% of the effects you'll use.

The truth is, with enough practice, you can even use Microsoft Paint to achieve some stunning artistic effects. And most CG programs on the market cost far less than PhotoShop and have comparable features.

For example, you can pick up Corel's Paint Shop Pro for \$129 or download the impressive VicMan Photo Editor for free. Also, if you have a scanner, chances are it came bundled with some type of graphic design software.

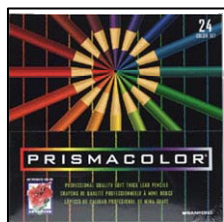
And hey, what's cooler than a samurai who can defeat more extravagant opponents with only a wooden sword?

### 2. Tools Of The Trade

---

Just like CG software, our artists will often recommend certain brands in their tutorials. Don't think that you're limited to these brands though. Just like with PhotoShop, there's always a cheaper or easier solution available.

The three most common recommended brands though are Prisma Color Pencils, Sakura Micron pens, and Bristol paper.



*Prisma Color Pencils:* These retail for around \$10 and can be found in your local art or supply store.





*Sakura Micron Pens:* This brand seems to be the preferred pen to ink anime drawings. They come available in different sizes and colors.



*Bristol Paper:* This type of paper is recommended for watercolors, since it's thicker and prevents the paint from bleeding through.

### 3. Structure

---

Art of Otaku has a consistent and predictable structure.

- *Artist Introduction.* Each chapter starts with an introduction of the artist. Since Art of Otaku is all about the artist, we thought it should be fitting for you to learn *about* them before you begin learning *from* them.
- *Introductory Tutorials.* After the artist profile, there are a series of what we call "introductory" tutorials. These tutorials are designed to help you create short-term wins. They focus on small things, like individual features and individual artist trademarks.
- *Male Tutorials.* Once you've mastered the introductory tutorials for an artist, the focus shifts to drawing a full-bodied male character. You'll be given an opportunity to draw the male character from two different angles.
- *Female Tutorials.* Same as the male tutorials, but featuring the fairer sex.
- *Complex Tutorial.* Each artist finishes their chapter with a complex tutorial, which includes a background. This tutorial should, in theory, be the culmination of all the tutorials prior.

**"Art is much less important than life, but what a poor life without it."**

Jasper Jones

**"Art is never finished, only abandoned."**

Leonardo da Vinci

**"Good art is not what it looks like, but what it does to us."**

Roy Adzak

**"Art must be an expression of love or it is nothing."**

Marc Chagall

**"Talent! What they call talent is nothing but the capacity for doing continuous work in the right way."**

Winslow Homer

**"Let each person exercise the art they know."**

Aristophanes

**"I dream my painting and then paint my dream."**

Vincent van Gogh

**"Painting is just another way of keeping a diary."**

Pablo Picasso

**"Those who do not want to imitate anything, produce nothing."**

Salvador Dali

01

SNOW FOX

**Snow Fox**

**Full Name:** Jennifer Lynn Kennedy**Gender:** Female**Nickname:** Jenn or snow fox**Personal Site:** [http://www.myOtaku.com/snow\\_fox](http://www.myOtaku.com/snow_fox)**Favorite Anime:** Spirited Away, Ranma ½**Favorite Manga:** Maison Ikkoku, Hana-Kimi, Yotsuba!

I've been drawing ever since I could hold a crayon. Early on, my favorite subjects were Warner Brother's characters, Disney characters, and animals. Even at an early age, drawing was my preferred medium of expression. Naturally, whenever I had free time, I would draw the colorful characters that captured my attention, as well as a few of my own imaginary creations. Animated characters and cartoons always appealed to me, but I did not begin to recognize anime until I was about ten years old.

I distinctly remember the two shows that sparked my interest in anime: DragonBall Z and Pokemon. After those shows introduced me to the world of Japanese animation, I began seeking more series out and drawing the characters. My first few sketches of Goku were rough and didn't really resemble him, but I was hooked and determined to develop my skills. I kept at it, and eventually I could capture the way the characters looked fairly well. I even began seeking out manga, so I could have a quick and easy reference, something to look at while I tried to hone my drawing ability.

---

**"One of the best things we can do as artists is to actively seek out the works of others"**

---

Whenever I need inspiration, I look to the works of other artists. Whether it's at a fine arts museum or in an online gallery of anime-style work, viewing artwork tends to inspire me and keep me determined to improve. One of the best things we can do as artists is to actively seek out the works of others.

## 2.1 Introductory Tutorials: Facial Structures & Eyes

One of the most important steps in learning how to draw anime or manga-style figures is learning how to draw the facial structures.

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**“Keep experimenting until you find your own style”**

---

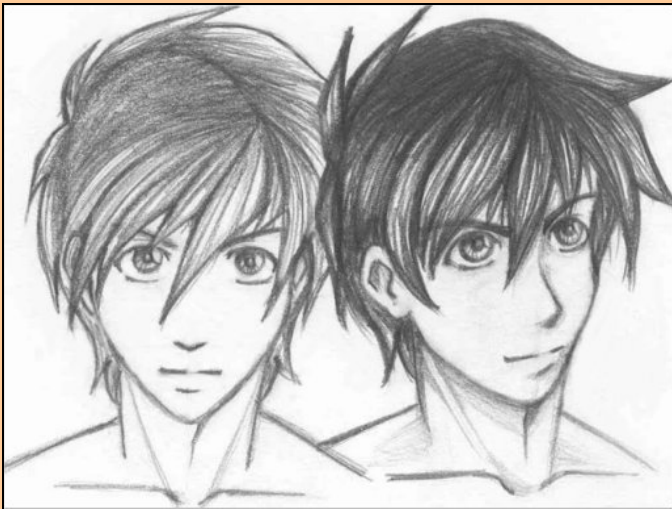
Artists draw faces very differently; one might prefer sharp chins and oval eyes, while another might prefer a round face with wide eyes. Keep experimenting until you find your own style.

This tutorial will guide you through the basic proportions of the face and facial features. When beginning, it is suggested that you use pencil, so guidelines or mistakes can be easily erased.

### Call to Arms:

- ☒ Large, white eraser
- ☒ Pencil

### Finished Product:



Number of Steps

20

Skip Tutorial

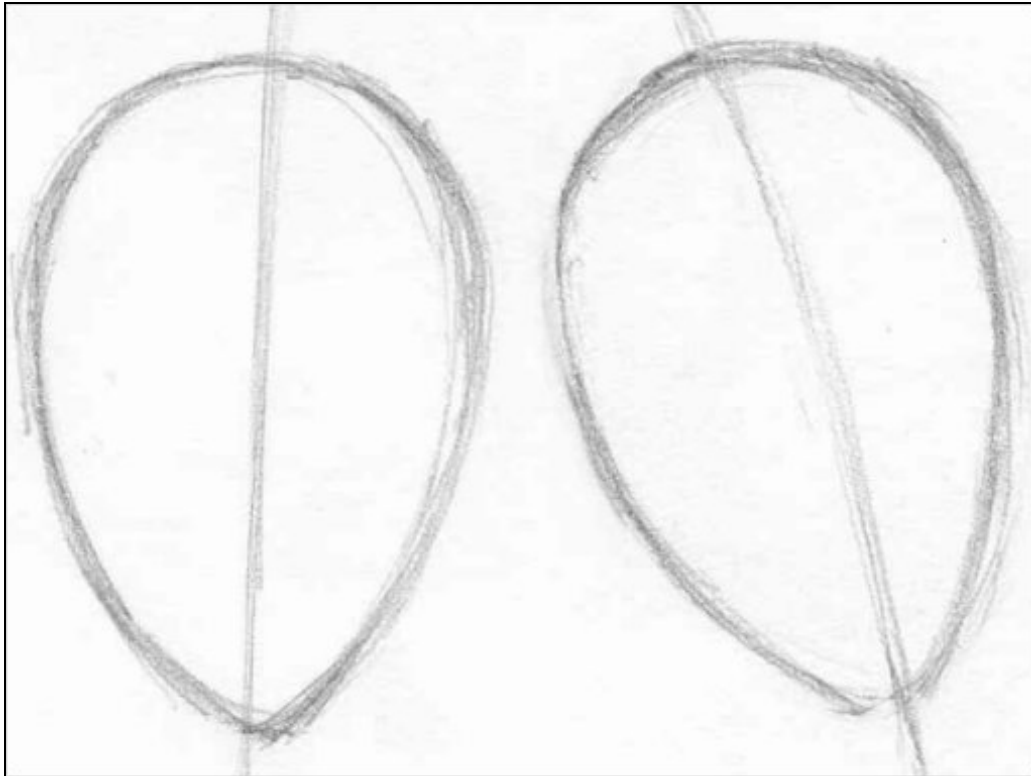
## Facial Structure & Eyes - Step 1:

---

The first step is to draw the basic outline of the head, which is shaped like a slightly pointed oval. This image shows two different ovals, which will soon become two individual faces.

Each oval has a vertical or tilted line through it to show the center of the face; this will help us judge where to place the features. The tilted oval on the right will become a tilted, slightly turned face.

Although this step is very basic, it can determine the pose of the figure and the placement of the features. It may also impact the expression of the face.



## Facial Structure & Eyes - Step 2:

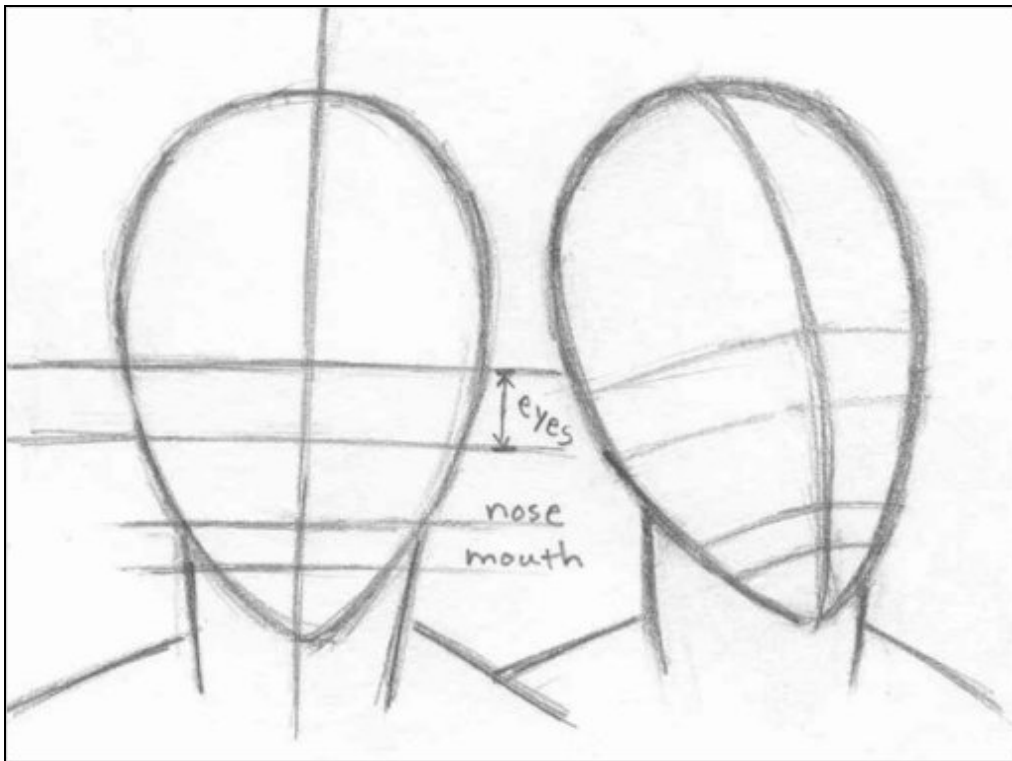
---

Draw in guidelines as shown in the image. These lines show the proportions of the features and their placement on the face. The guidelines on the face to the right are curved simply because a face is three-dimensional.

It often helps to imagine figures or faces as spheres or other three-dimensional forms rather than circles or other flat shapes; this will help us make the face more convincing.

After I draw the guidelines, I can easily draw in the neck and shoulders; the line for the neck touches the jaw where the guideline for the nose and the line for the jaw intersect.

When drawing the shoulders, it helps to keep in mind that the shoulders are not exactly perpendicular to the neck; that is, they slope and are not parallel to the ground.

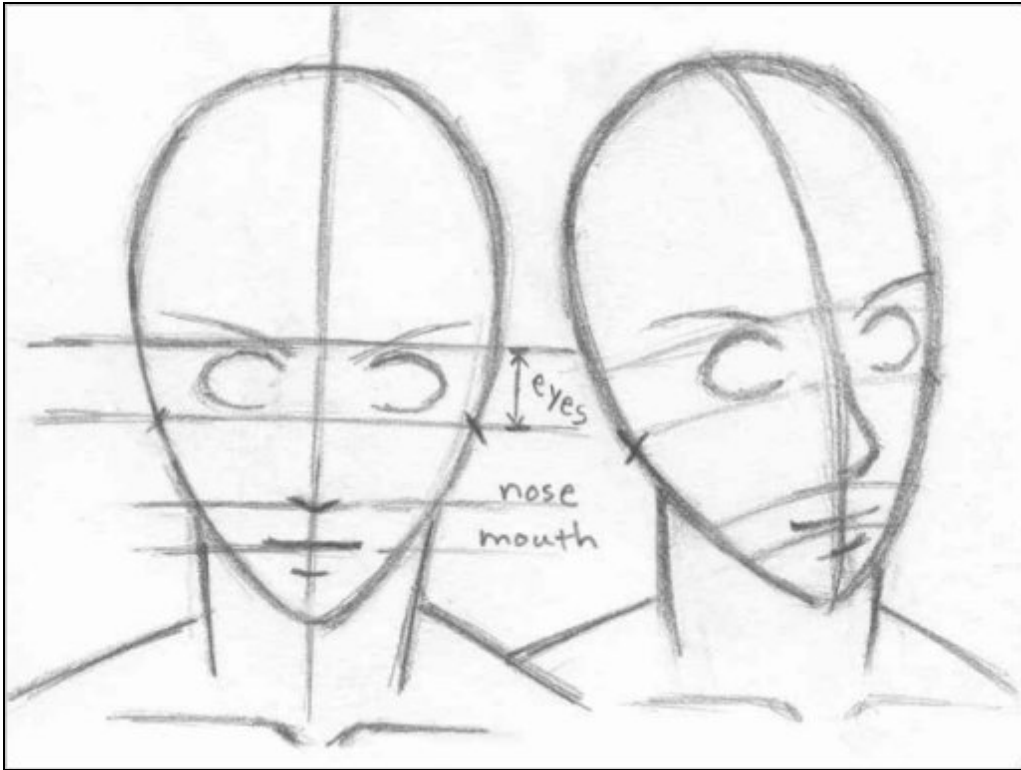


## Facial Structure & Eyes - Step 3:

---

When I begin drawing the features on the face, I usually start with the eyes and eyebrows. I draw lines that indicate the placement of the features first.

For example, I don't draw the eyes completely. Instead, I draw "C"-shaped lines that indicate where the eyes will go. You can also draw in the lines of the collar bones and the line under the mouth that shows the form of the lower lip.



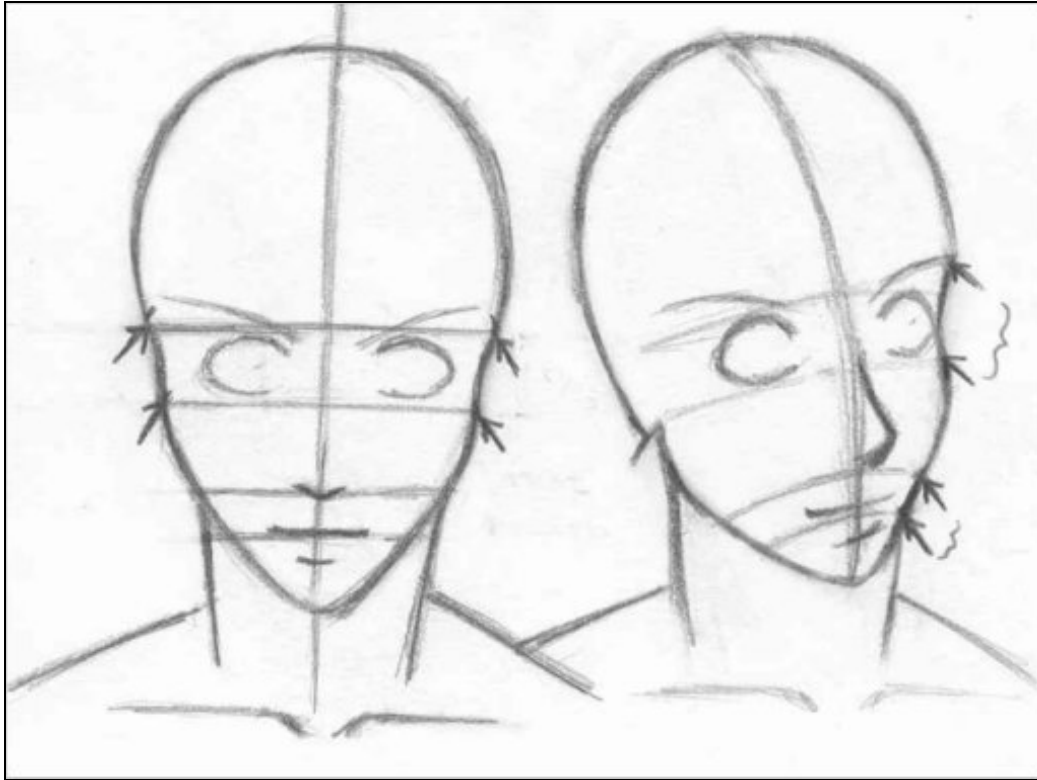


## Facial Structure & Eyes - Step 4:

---

Now it's time to give the faces a little more form! It's easier to do this when the guidelines are present.

Look at the arrows on the image. Between each set of arrows I rounded the line in toward the face, rather than out as it was before. Now you may erase the guidelines.



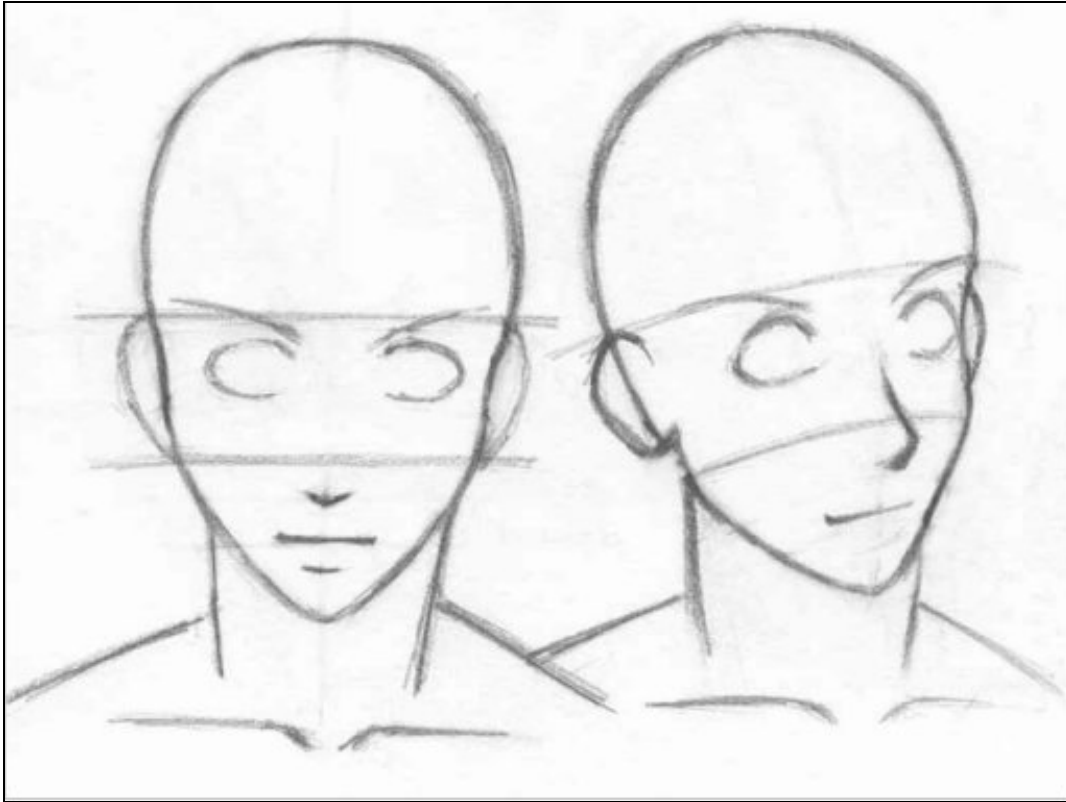
*I HATE  
guidelines.  
When can  
we erase  
them?*

## Facial Structure & Eyes - Step 5:

---

In this image, I drew in new guidelines that indicate where the ears should be placed. One guideline is just above the eyes, through the eyebrows, and the other is just above the nose. This is about the size of the ears.

After drawing in the basic shape of the ears, you may erase the guidelines.



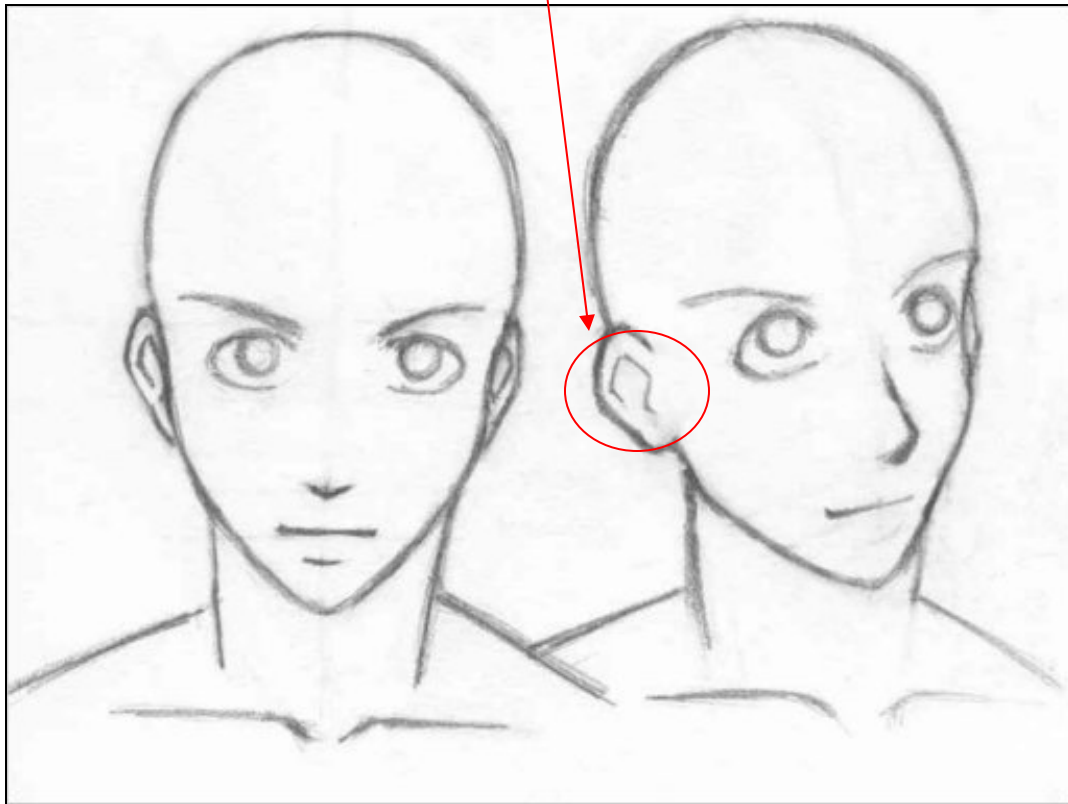
WHEN YOU START WITH  
BASIC SHAPES AND  
GUIDELINES, YOU'LL HAVE  
A GOOD END PRODUCT!

## Facial Structure & Eyes - Step 6:

---

Now, draw in the irises, the smaller circles within the eyes. Depending on where you want the figure to look, you should draw the eyes so that the smaller circle touches the top part of the "C"-shaped line.

Also, you can finish the ears by shaping them, making them a little more angular, and adding an inner line that looks rather like a question mark (?) without the dot.



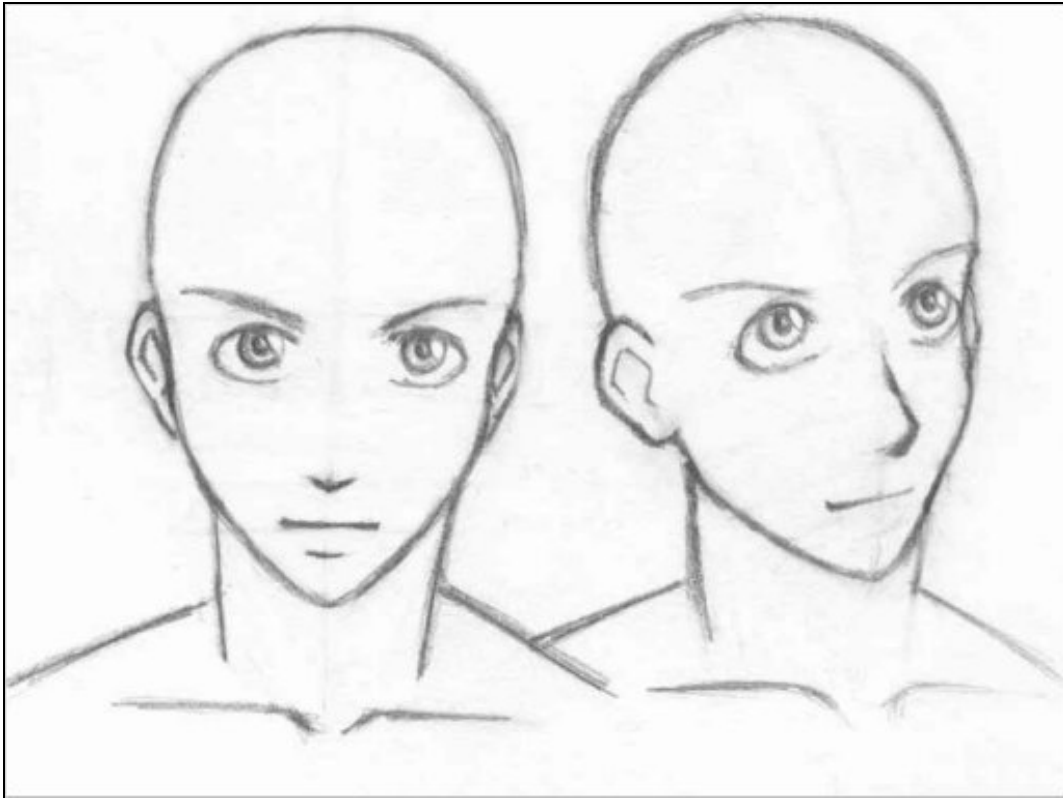
*No more  
guidelines.*

## Facial Structure & Eyes - Step 7:

---

Now, add some more detail to the eyes. Depending on where the light is coming from (in this image the light would be coming from the right), you should identify a highlight in the eyes. I shape my highlights like little ovals on the upper right area of the iris.

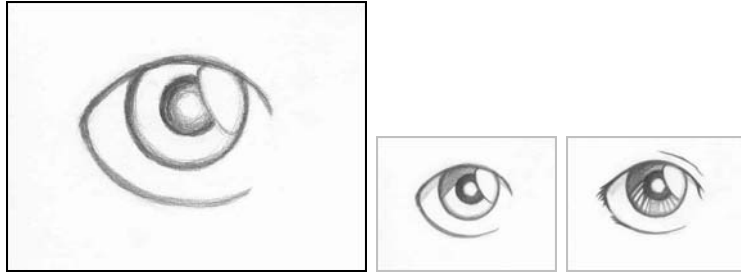
You can also add the pupils in now; generally, you shouldn't color them completely black. I like to leave a little bit of white in the pupil to give the eyes more depth. Now, let's focus on the eyes a little more...



## Facial Structure & Eyes - Step 8:

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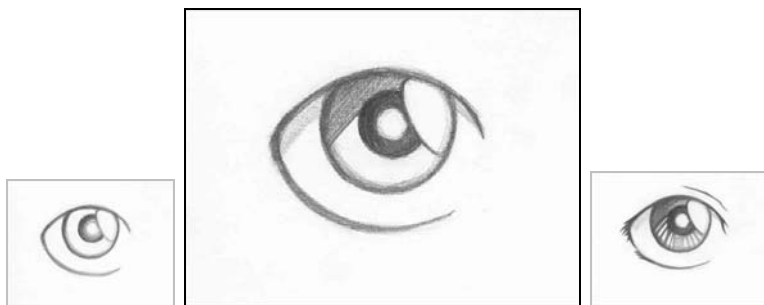
This is what the eye looks like so far, with the highlight and pupil.



## Facial Structure & Eyes - Step 9:

---

Let's add some shadow to the eyes, to make them look more three-dimensional. One shadow should go on the white part of the eye, and a larger, darker one should go on the iris itself. You can also make the pupil darker.

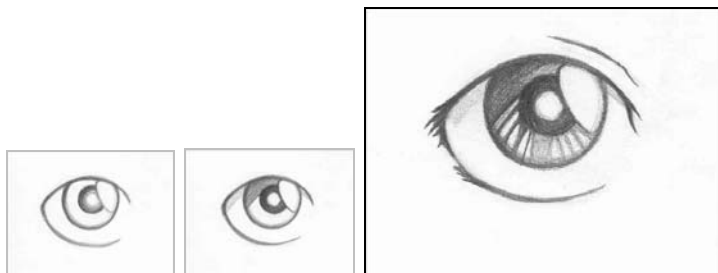


## Facial Structure & Eyes - Step 10:

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Now, to finish the eye we should start with the iris and draw in lines from the edge of the pupil to the edge of the iris. Additionally, we can shape the eyelashes. You'll want to put more or fewer eyelashes if the eyes belong to a female or a male, respectively.

To finish it, you can add a line above the eye, indicating the eyelid. This can be left out if you prefer that. Keep in mind that you can add more highlights or elongate the eye and iris, depending on the style you prefer.

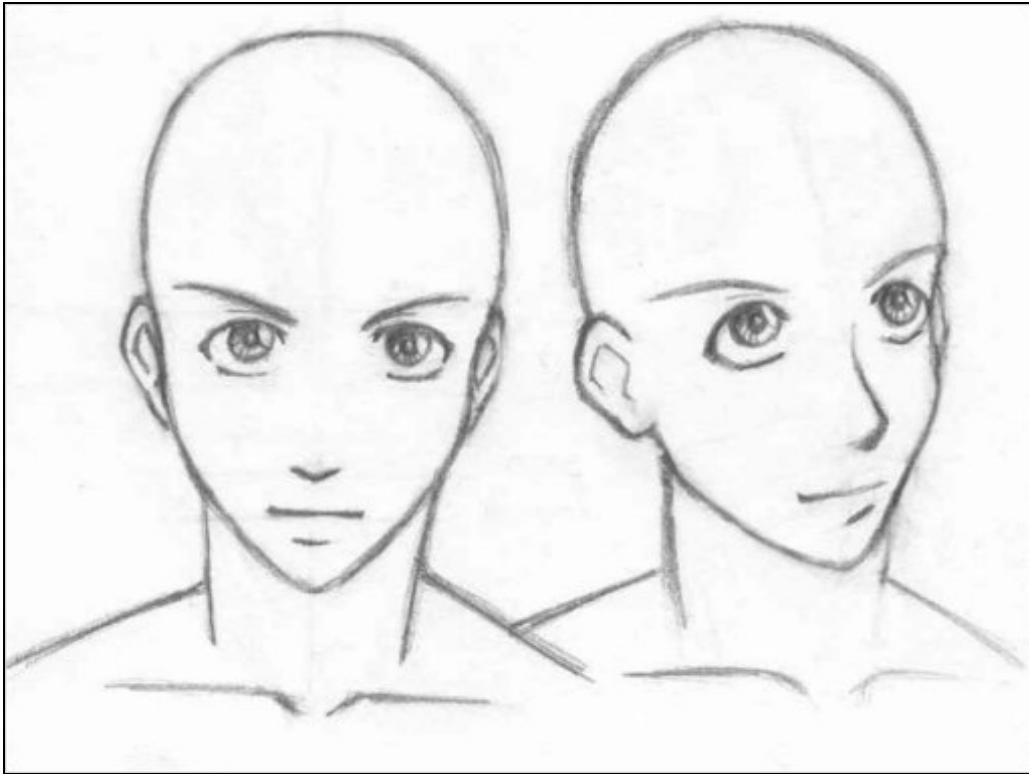


## Facial Structure & Eyes - Step 11:

---

Now you can apply those details to the faces, drawing in more lines in the irises, and darkening the pupils.

Then we can move on to the more structural features...



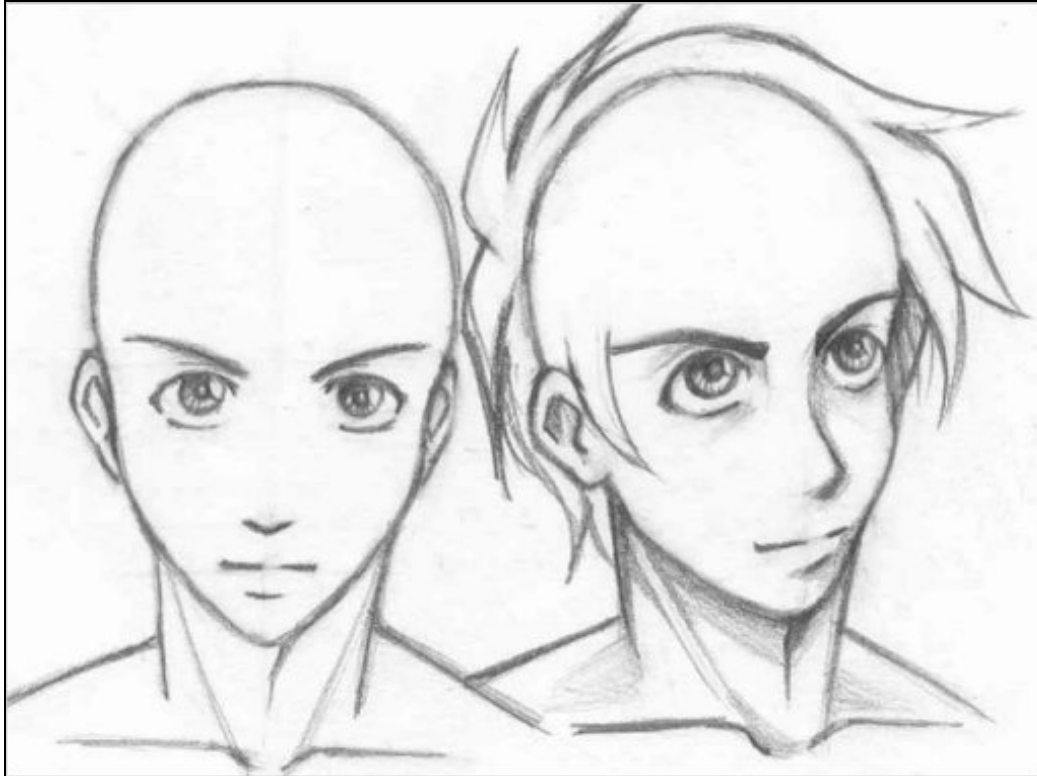
*Why can't  
my eyes be  
so pretty?*

## Facial Structure & Eyes - Step 12:

---

First, focus on the face on the left. I added lines along the neck and emphasized the Adam's apple. The face on the right includes these details and shows how you might shade the neck and face; be sure to shade a small region below the chin and eyebrows; these shadows help give the face a more three-dimensional look.

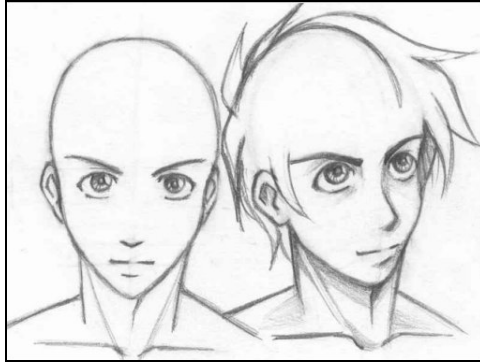
The face on the right also shows how I would start drawing the hair in relation to the head. I start with a relatively simple outline of the hair. Now you may also erase the line that indicates the top of the head.



## Facial Structure & Eyes - Step 13:

---

Draw in a new line from the back of the head to the front, demonstrating where the hair parts.



## Facial Structure & Eyes - Step 14:

---

Draw in the bangs and connect the outlines of the hair to the line that indicates the hair part.



## Facial Structure & Eyes - Step 15:

---

Now, draw in more lines from the part to the spiky tips of the hair.





## Facial Structure & Eyes - Step 16:

---

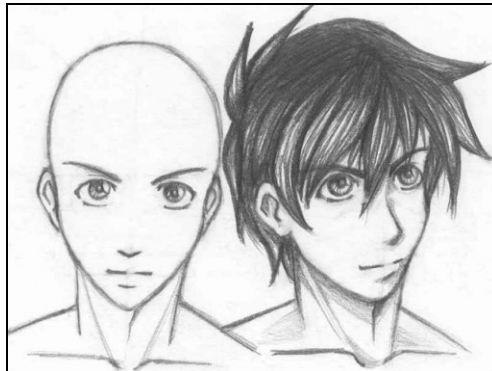
Now darken the original outlines of the hair.



## Facial Structure & Eyes - Step 17:

---

Next, darken the area where the hair parts and the spiky tips of the hair. Making some parts of the hair darker and leaving some parts lighter will give the hair depth.

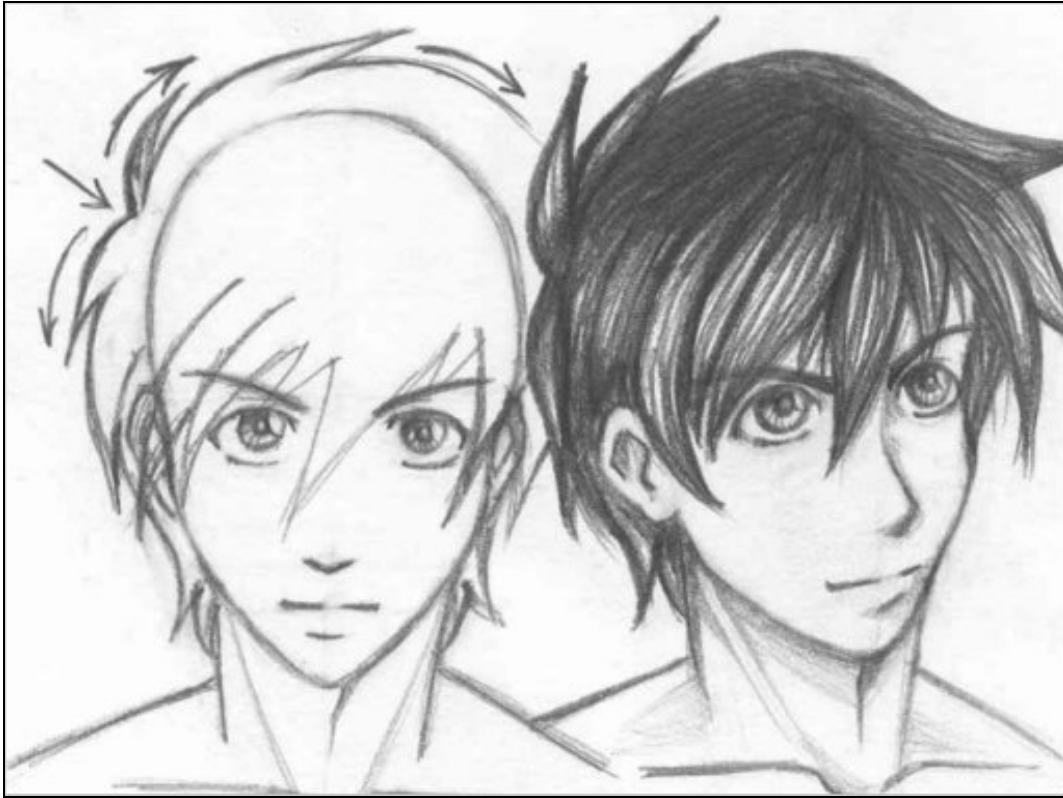


## Facial Structure & Eyes - Step 18:

---

Now let's focus on the face on the left again. We'll give him hair, too. I usually pick a spot on the head (indicated here by the arrow pointing directly at the head) where I'll start drawing the hair.

From this point, draw in the directions of the other arrows to add hair. After drawing in an outline of the hair, you can erase the line that indicated the top of the head.



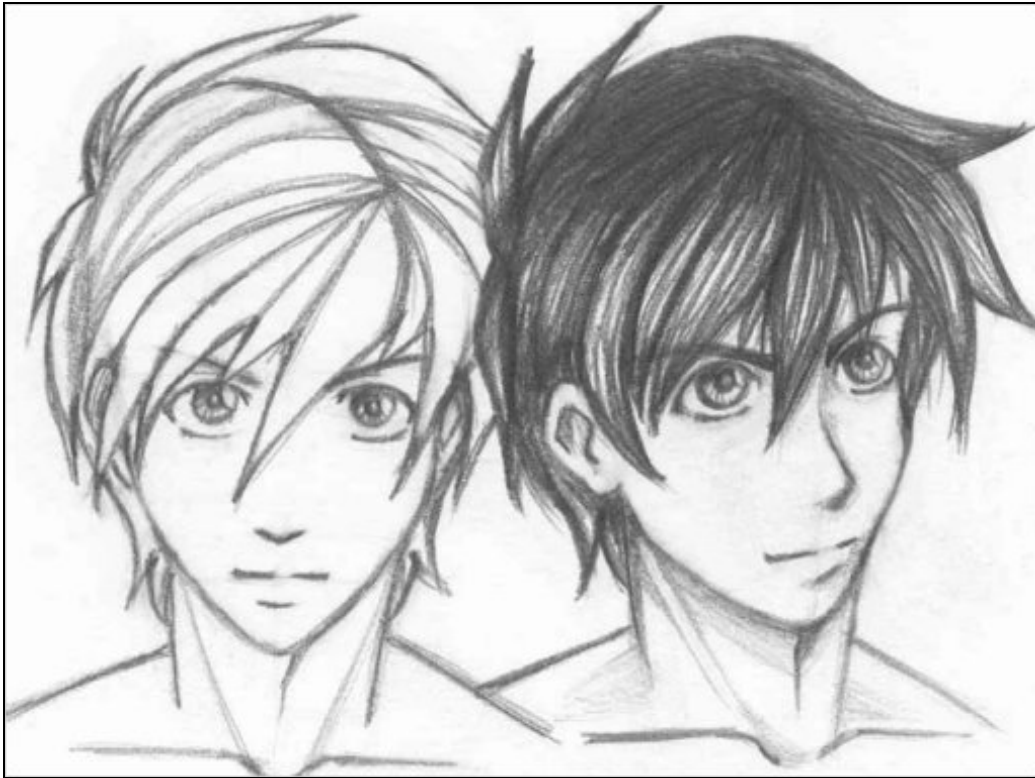
## Facial Structure & Eyes - Step 19:

---

As we did above, draw in a line for the part in the hair, and draw lines from the part to the outlines of the hair.

We'll give this figure lighter hair. To do this, we need only use lighter lines and shading.

Don't give up yet, there's only one more step to go!

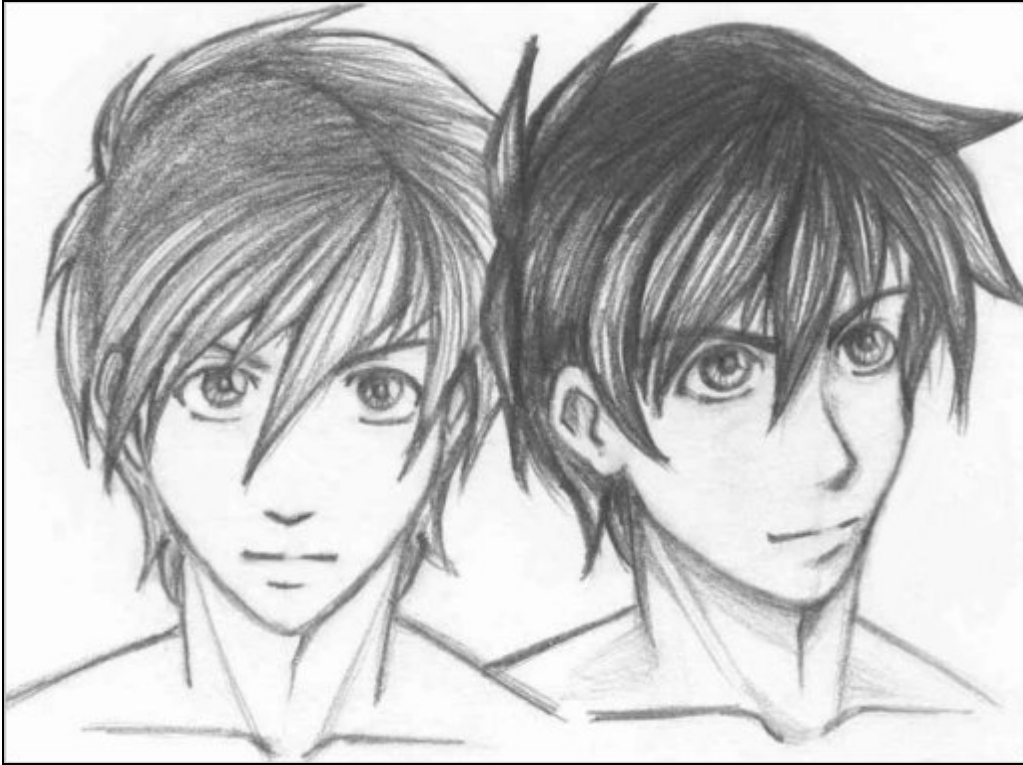


## Facial Structure & Eyes - Step 20:

---

Finish the hair as we did before, but this time do not shade it as darkly. And, that's about it!

You can add more shading to the figure on the left, especially below the chin, but other than that, this drawing is complete.



*All done!*

## 2.2 Introductory Tutorials: **Gender Differences in the Face**

Now that we have the basic structure of the face down, let's learn to emphasize certain features and differentiate between the genders.

### Call to Arms:

- ☒ Large, white eraser
- ☒ Pencil

Number of Steps

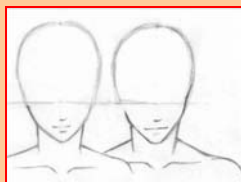
5

Skip Tutorial

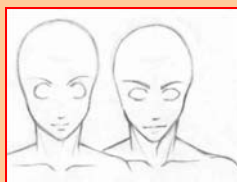
### Finished Product:



Step 1



Step 2



Step 3



Step 4



Done

*Don't worry,  
unlike some  
guides, we'll  
break things out  
for you.*

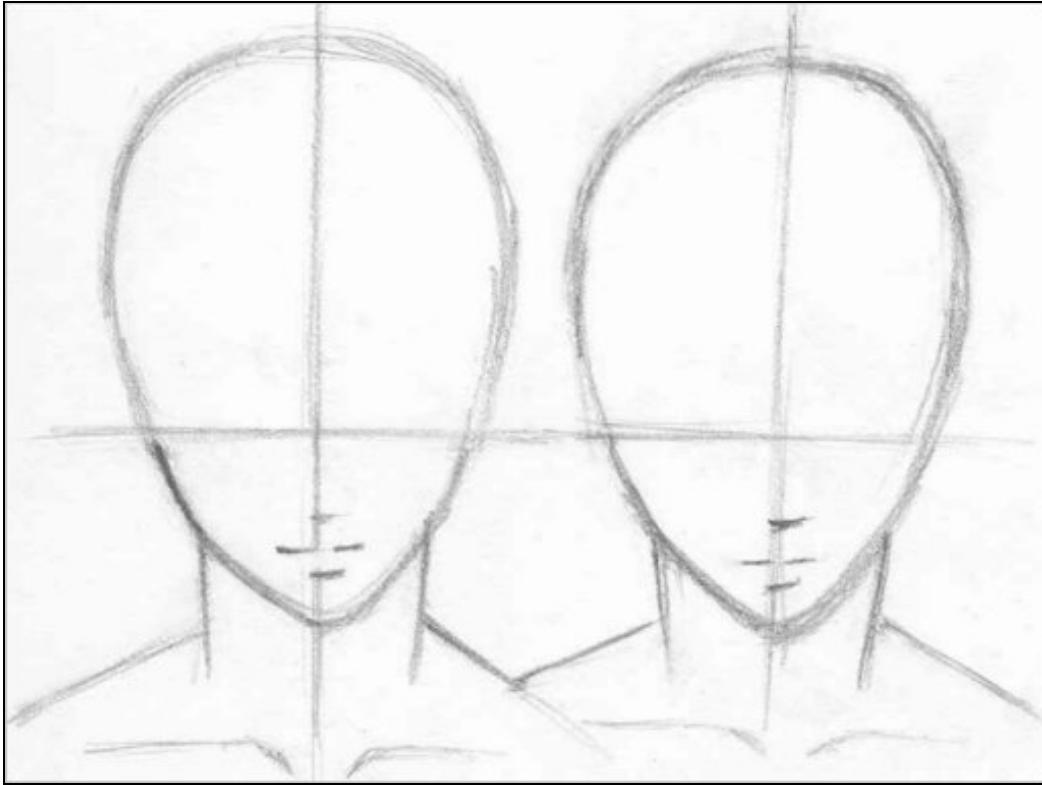


## Gender Differences - Step 1:

---

Let's start with basic models for the heads and shoulders. Draw in the oval/egg shape for the head, and add lines for the neck and shoulders.

They look about the same, right? Let's emphasize certain features and make the one on the left female and the one on the right male. We'll do this by changing the shoulders and the chin.

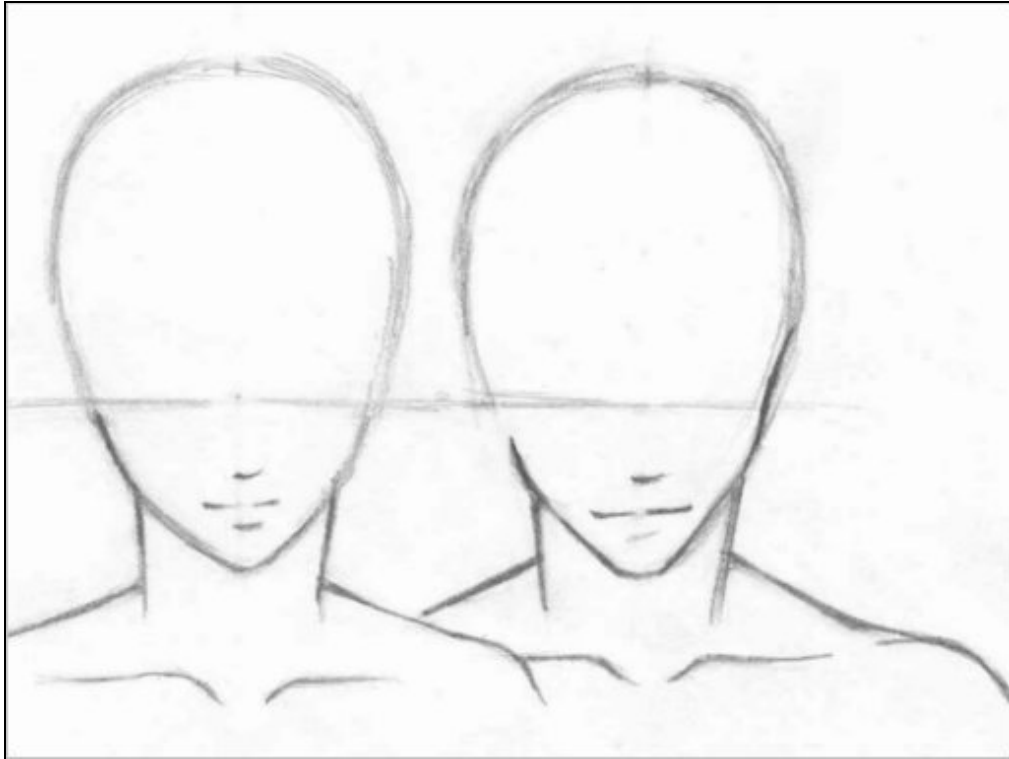


## Gender Differences - Step 2:

---

Notice the difference between the shoulders of the two figures. I tend to draw male and female shoulders differently. This is to emphasize the smaller female frame and the more powerful male frame. The figure on the left (female) has shoulders that are sloped less steeply than the male's, and her shoulders are not as broad.

Additionally, the male's chin is broader and flatter at the point. He also has a more angular jaw line, while the female has a softer jaw line. Also, I tend to give the males a broader smile...that's just a simple detail that reflects my own style. You should experiment to see what you prefer.



## Gender Differences - Step 3:

---

Now it's time to draw in the eyebrows and the "C"-shaped lines for the eyes. Notice that the male (right) has shorter "C"-shaped lines for eyes; I tend to give the females larger, elongated eyes.

Also, you can draw the lines from the neck to the collar bone, and emphasize the Adam's apple for the male. Notice that the male's eyebrows are thicker than the female's. This is another indication of a particular artist's style. Shape the eyebrows how you feel they should be shaped.



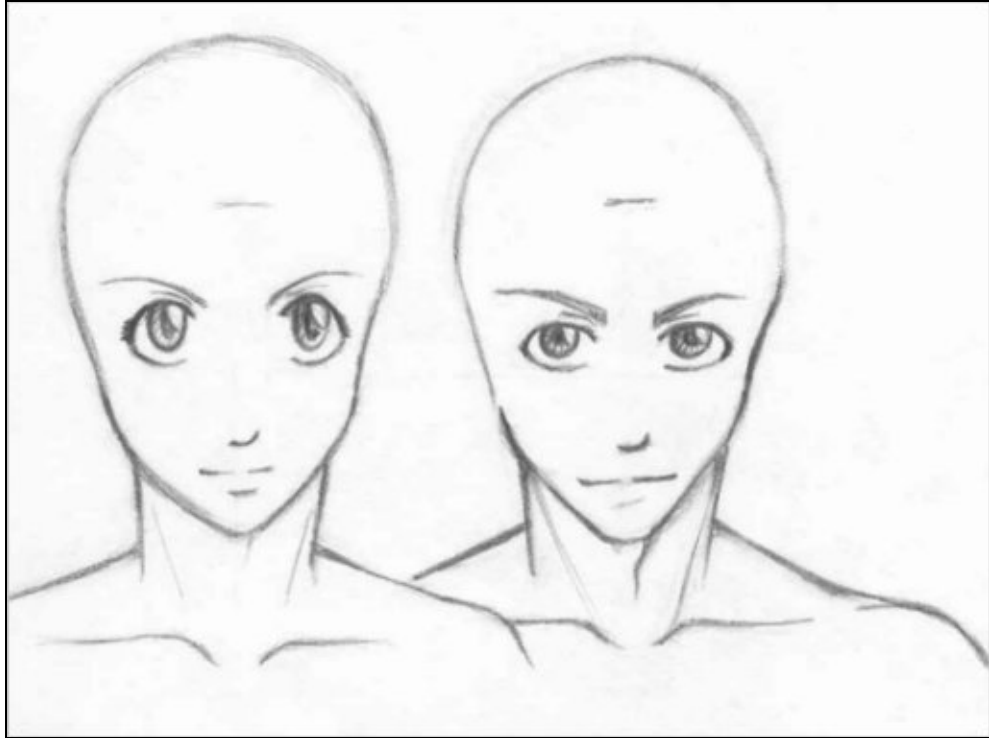


## Gender Differences - Step 4:

---

Add some more detail to the eyes by adding highlights, pupils, lines for the eyelids, and shadows.

Notice that the female's irises are elongated, to match the shape of her eyes, and the male's are circular. The line on their forehead marks my approximation of their hairline. Once this is finished, you'll only have one step left to completion!

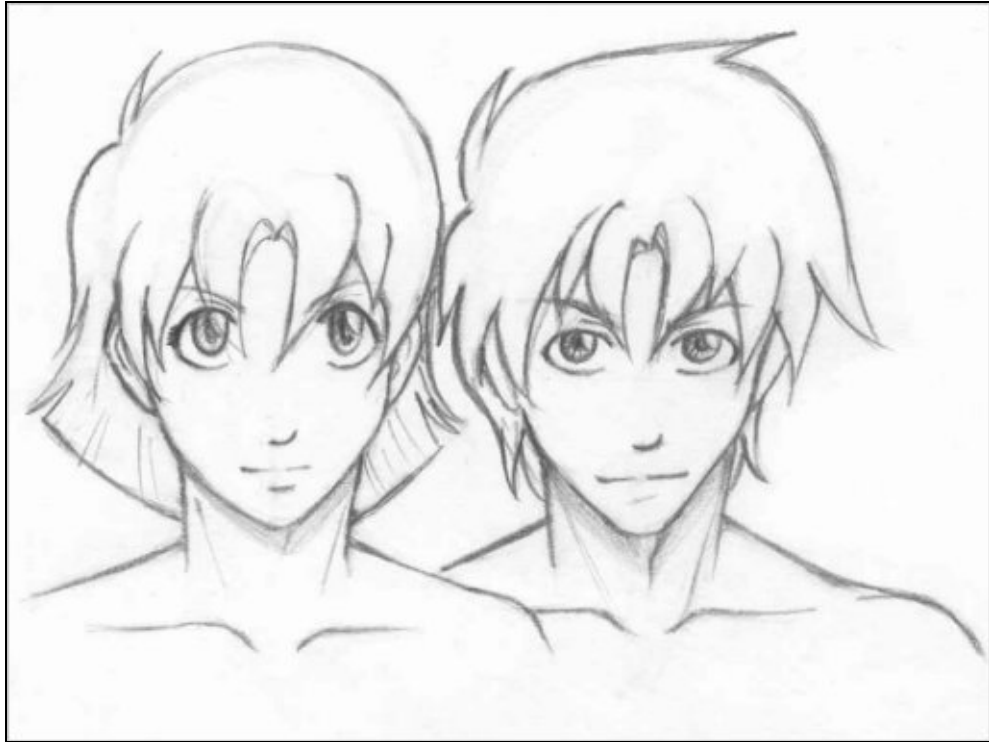


## Gender Differences - Step 5:

---

Let's finish this tutorial by giving both characters a similar hairstyle. To do this, first draw the outlines of the hair, and then shade and detail it.

You should also add some shadows beneath the characters' chins and on the neck. This gives the faces some depth.



That's it! Drawing and tutorial completed.



## 2.3 Introductory Tutorials: **Shading with Sakura Micron Pens**

Recently, I've developed a system for shading my pictures with Sakura Micron pens. This tutorial will show you how it's done. Just be warned that this method is by no means the only way to shade a picture—it's just how I do it.

I encourage you to experiment with both pen and pencil shading. Find out what style you gravitate toward.

### Call to Arms:

- ☑ Large, white eraser
- ☑ Pencil
- ☑ Sakura Micron pens (sizes 01 and 08)
- ☑ Sakura graphic marker (size 1)

Number of Steps

7

Skip Tutorial

### Finished Product:



Step 1



Step 2



Step 3



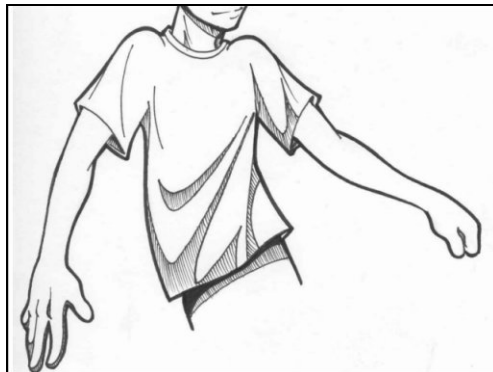
Step 4



Step 5



Step 6



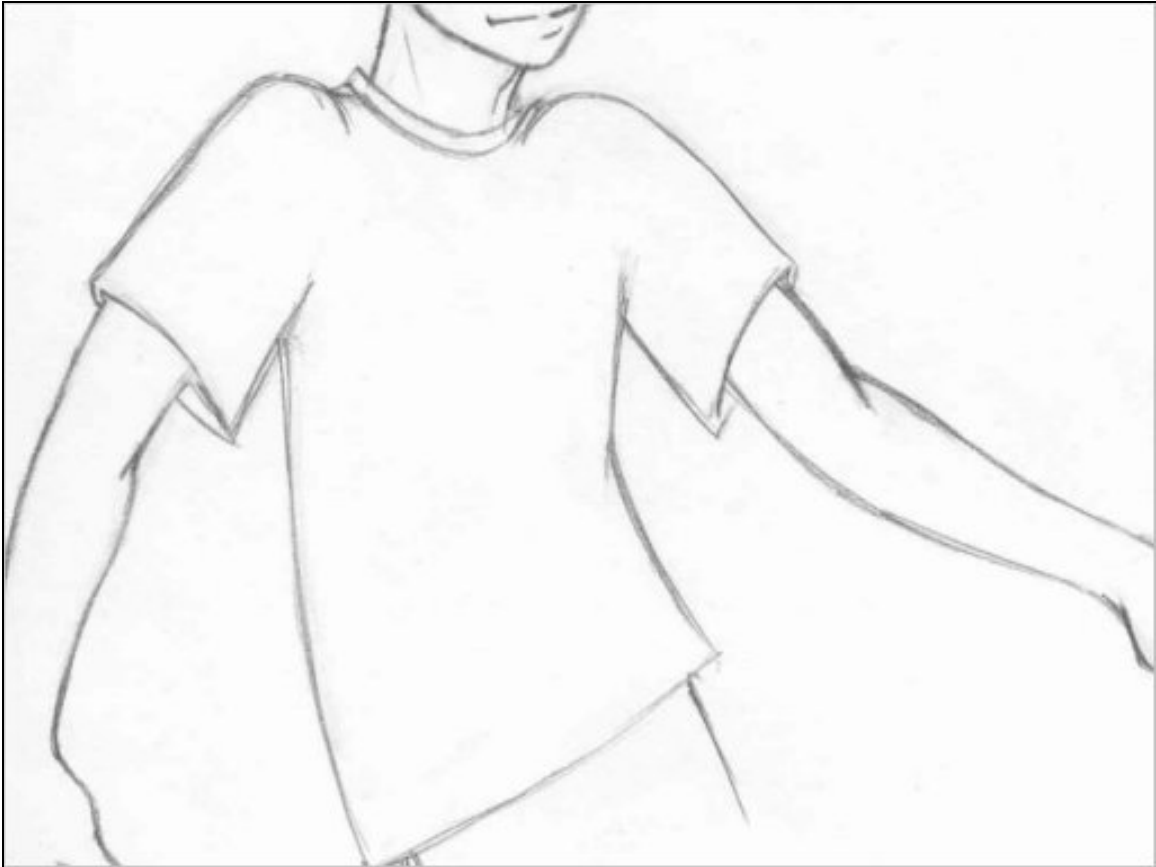
Done!

## Shading - Step 1:

---

It's important to start with a simple pencil drawing, like the image included here. Using pencil first will ensure that you plan out your picture; later you can go over the pencil with pen and erase the pencil markings.

Now, for this image, I want to make things a little more interesting by adding some folds to the shirt.



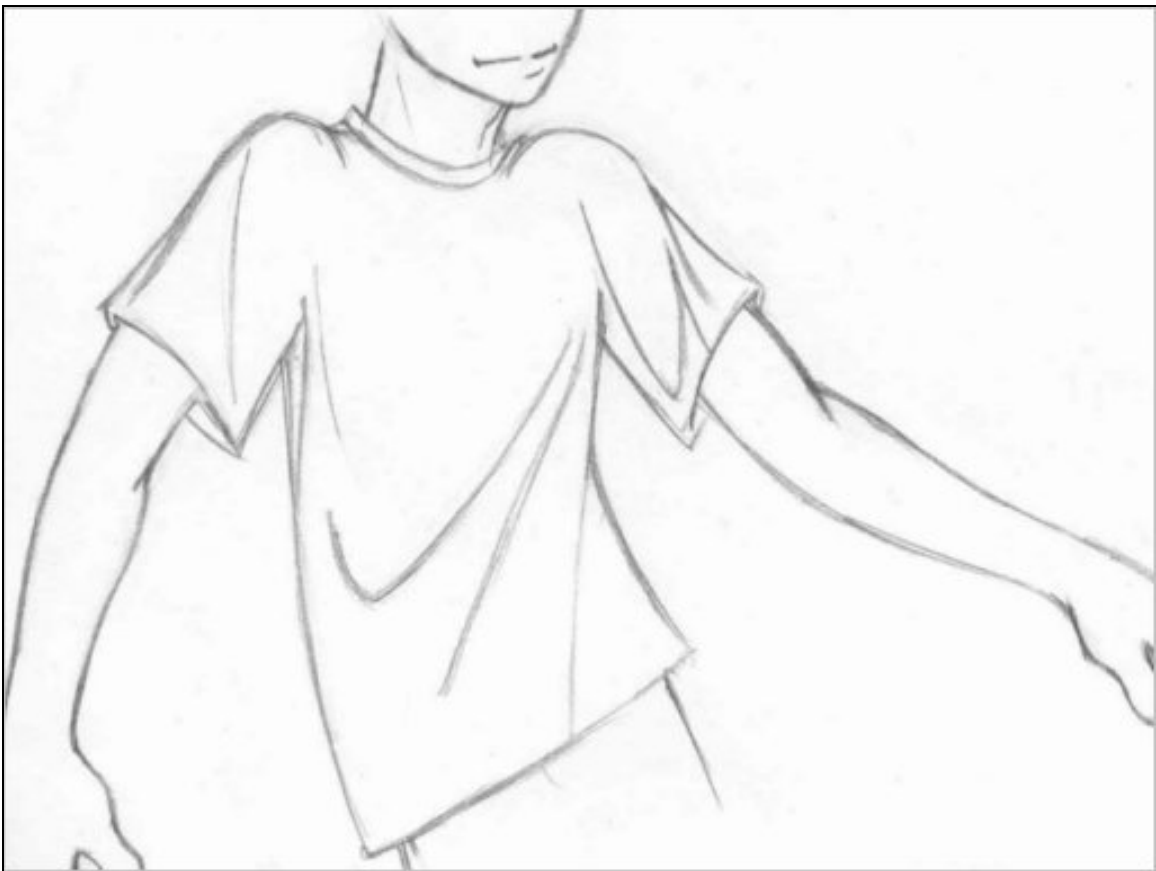
## Shading - Step 2:

---

Let's add some lines and folds. It helps if you analyze manga to see how various artists draw them in. You can also put on some slightly baggy clothing and look in the mirror to see how they fold around your form.

I can draw these lines instinctively because I've been doing it for so long, but even when you're beginning, it helps to visualize where the clothes would fall on an actual person.

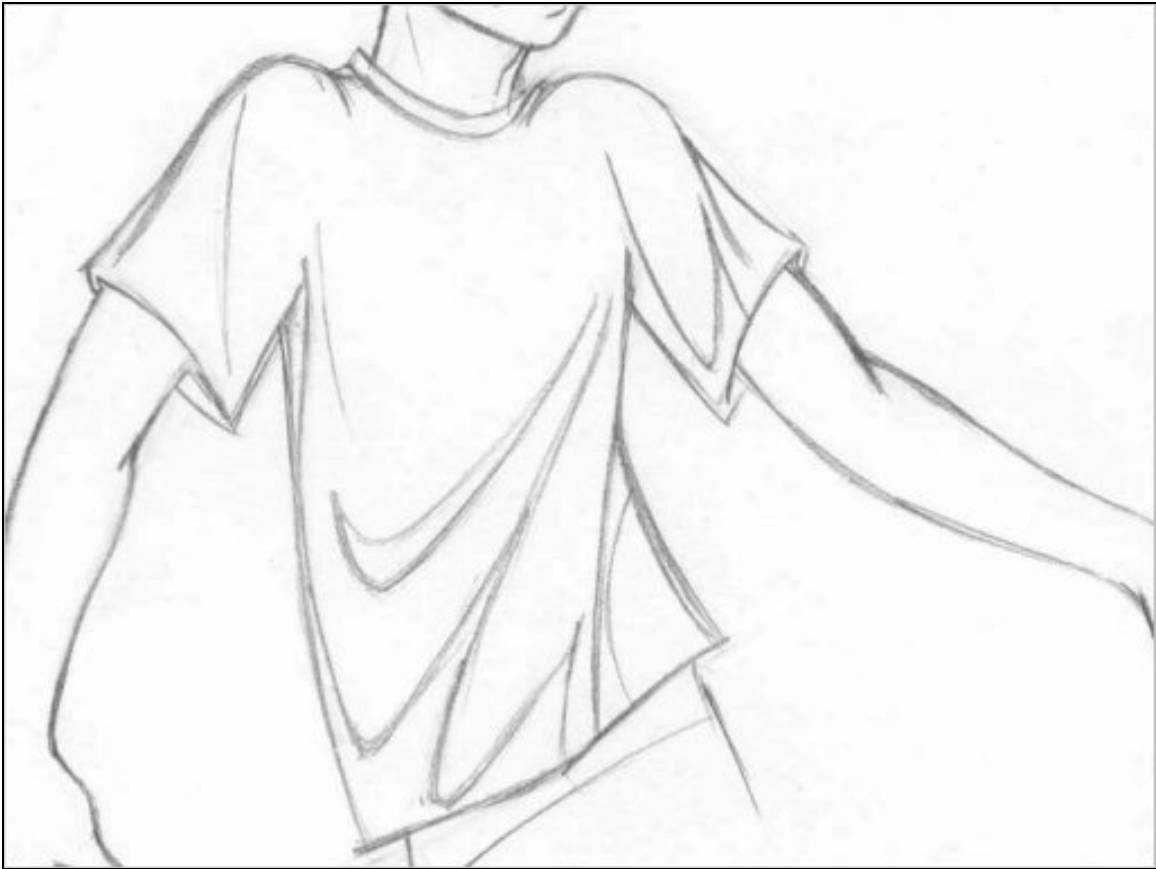
Because this person's left arm is raised, I imagined that the cloth would be pulled up a little toward that arm. Generally, I draw a line or fold from the shoulder to the opposite hip; in other words, diagonally across the torso. Also, I tend to draw the lines in pairs in order to make it seem like a wrinkle or bump in the cloth.



## Shading - Step 3:

---

Let's add a few more lines, but this time form some shapes and enclose select areas, don't just add more parallel lines.



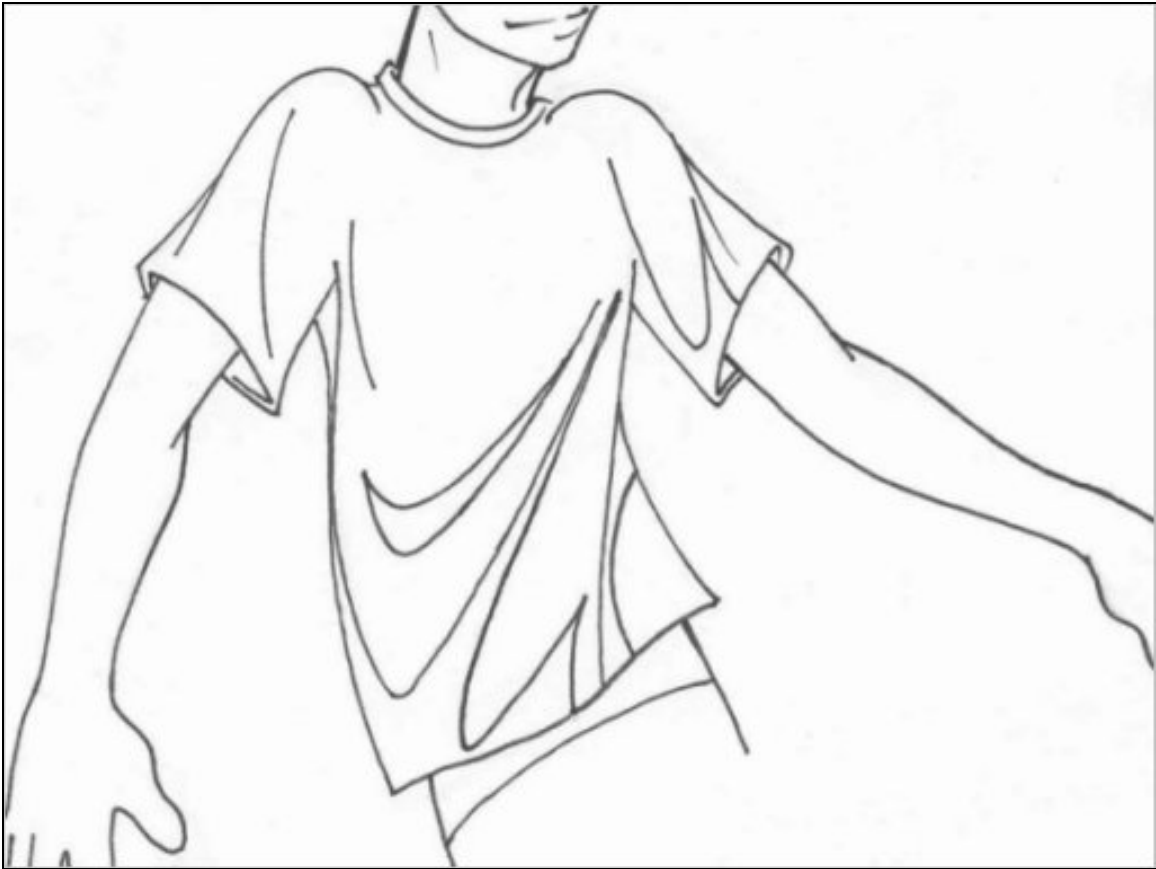
*See if you can  
find the Nike  
"SWOOOSH"  
in there.*



## Shading - Step 4:

---

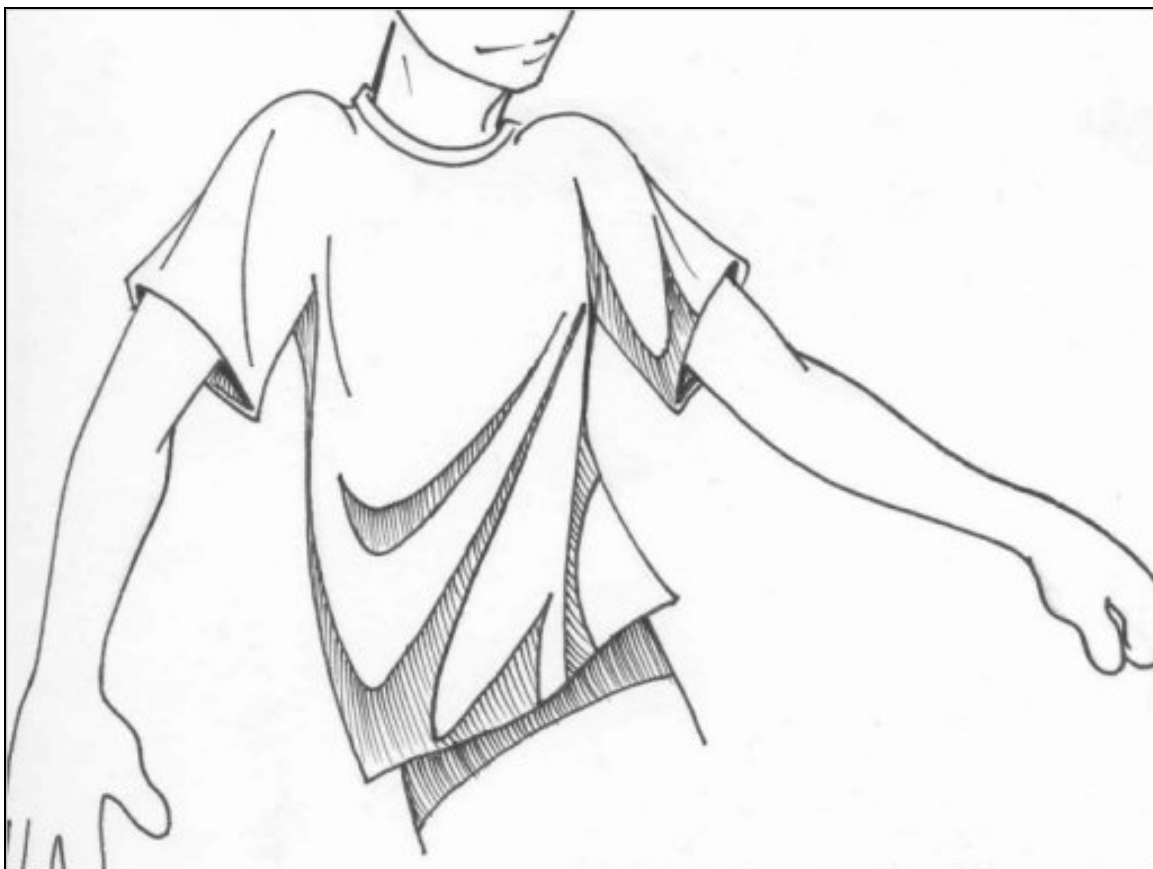
Now, ink the picture. Go over the pencil lines with a Sakura Micron pen size 01, or smaller, depending on the thickness of line that you prefer. Then erase the pencil lines.



## Shading - Step 5:

---

Now you can “shade” the regions that you trapped. I generally accomplish this by drawing thin, roughly parallel lines.

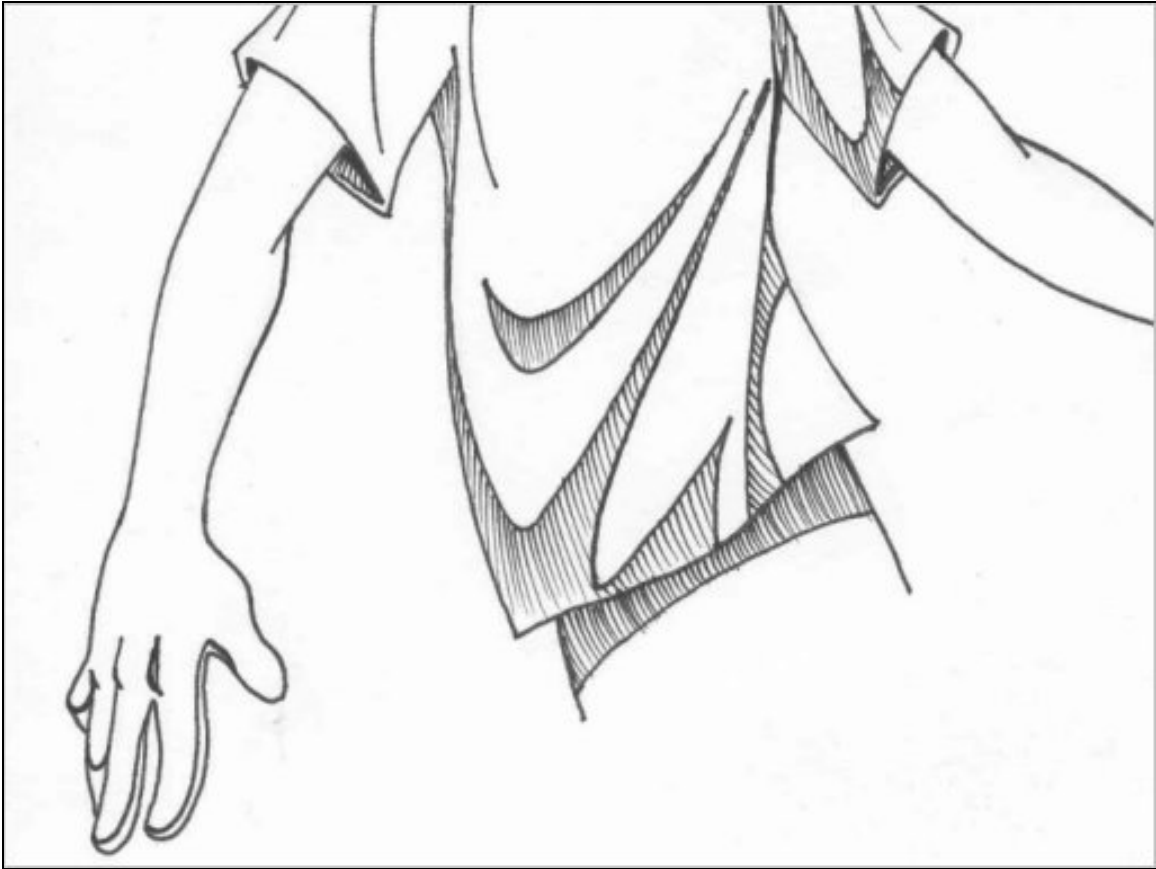




## Shading - Step 6:

---

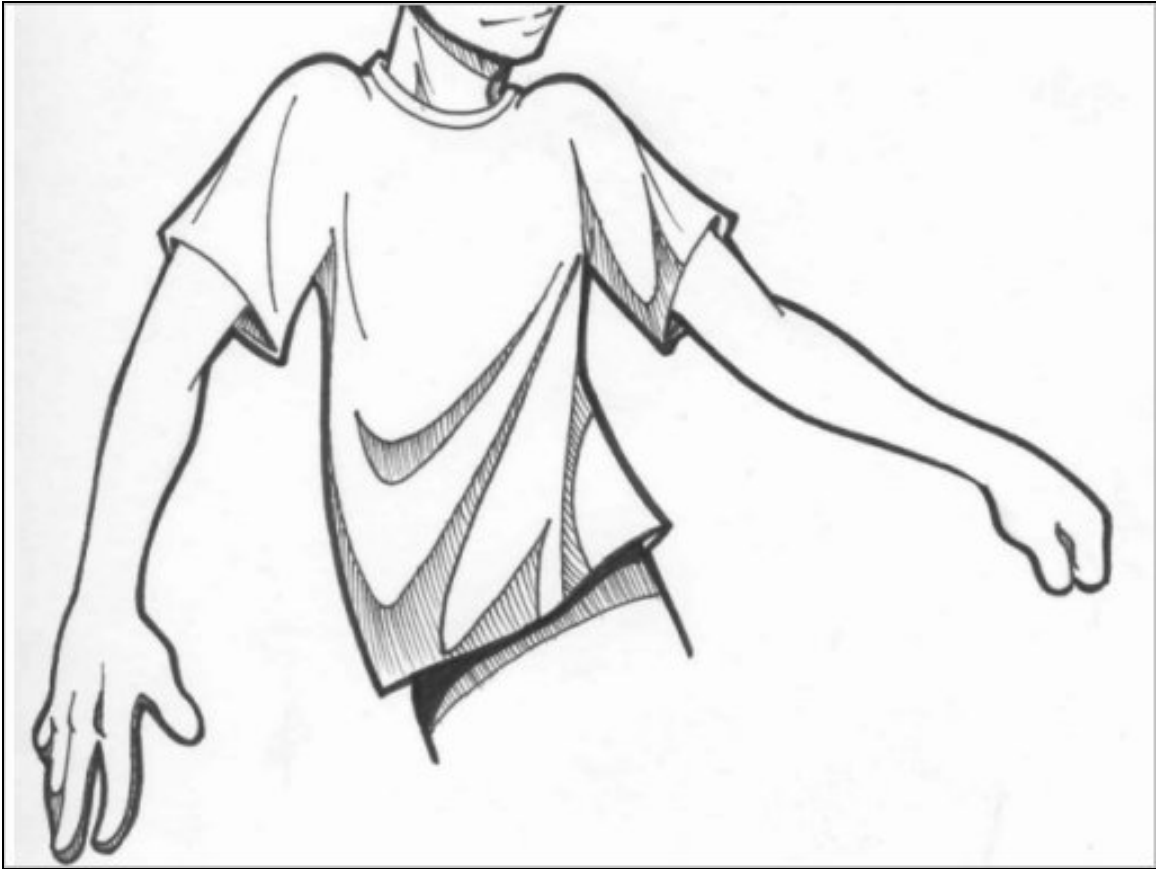
The same technique that you used to shade the cloth can be applied to skin. For instance, let's pick out some area of the hand to shade. I usually emphasize the knuckles and different finger segments. You can also shade the area under his chin with this technique.



## Shading -Step 7:

---

After we finish shading, we aren't quite done yet. We want the picture to have more varied line quality and thickness. I usually use a size 08 Sakura Micron pen or a size 1 Sakura graphic marker to outline the figure and add darker areas. Then we're done!



## 2.4 Introductory Tutorials: **Defining Age**

You can manipulate a face's shape to suggest different ages. Younger people tend to have rounder faces, less defined jaw lines, and larger eyes. Older people tend to have smaller eyes, longer faces, and more sharply defined jaw lines.

Playing with these features will allow you to manipulate the ages of your characters.

### Call to Arms:

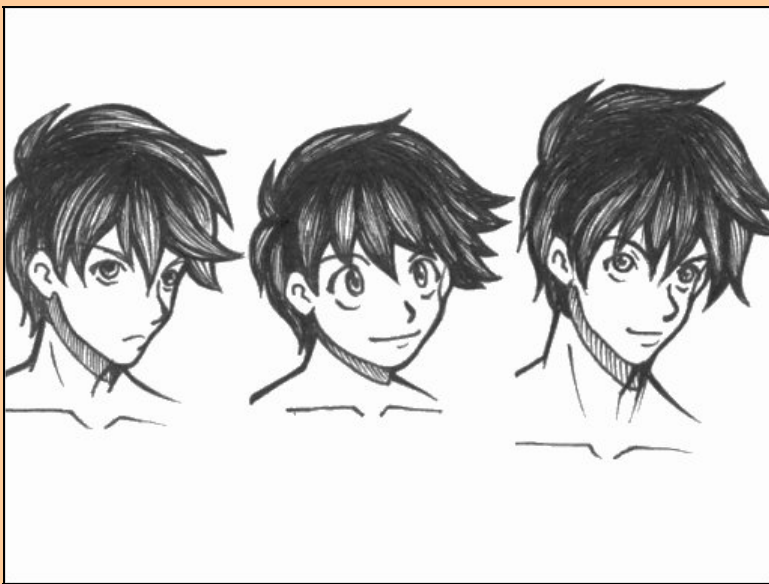
- ☒ Pencil
- ☒ Sakura Micron pens (size 01)
- ☒ Large, white eraser

Number of Steps

8

### Finished Product:

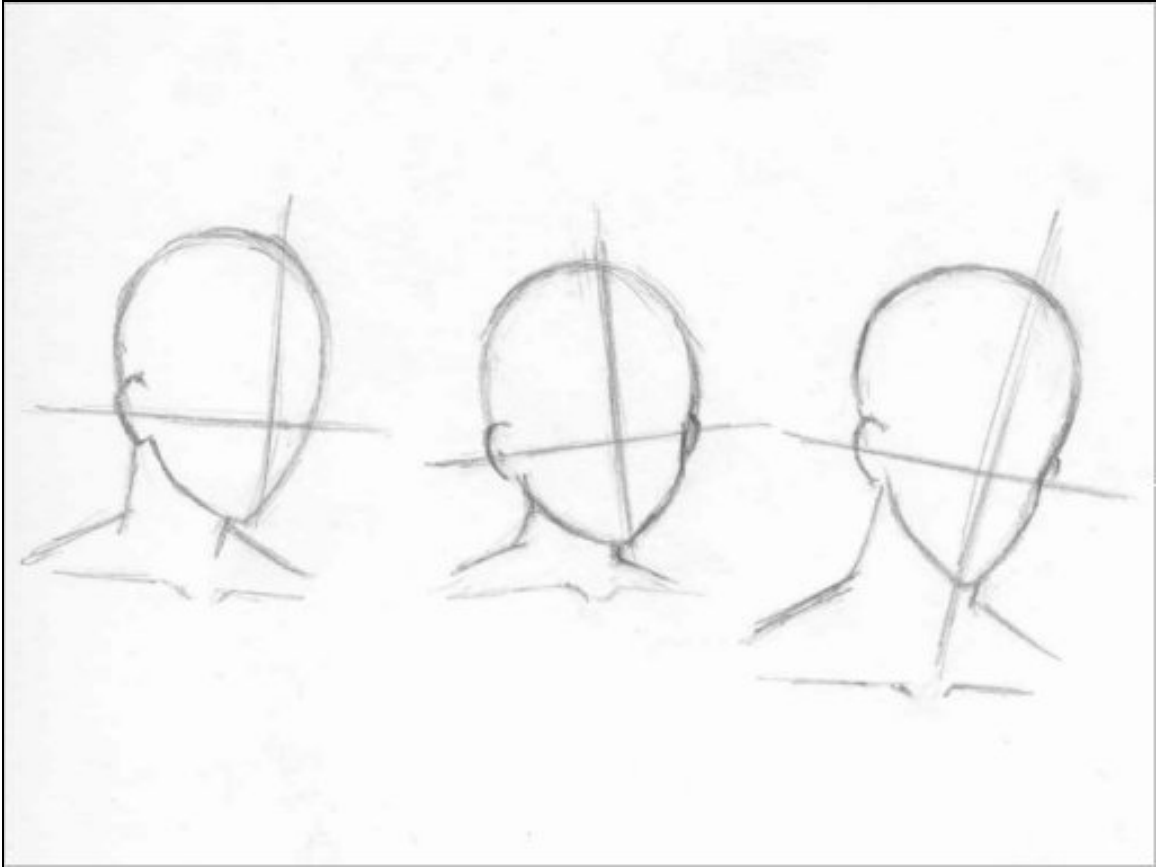
Skip Tutorial



## Defining Age - Step 1

---

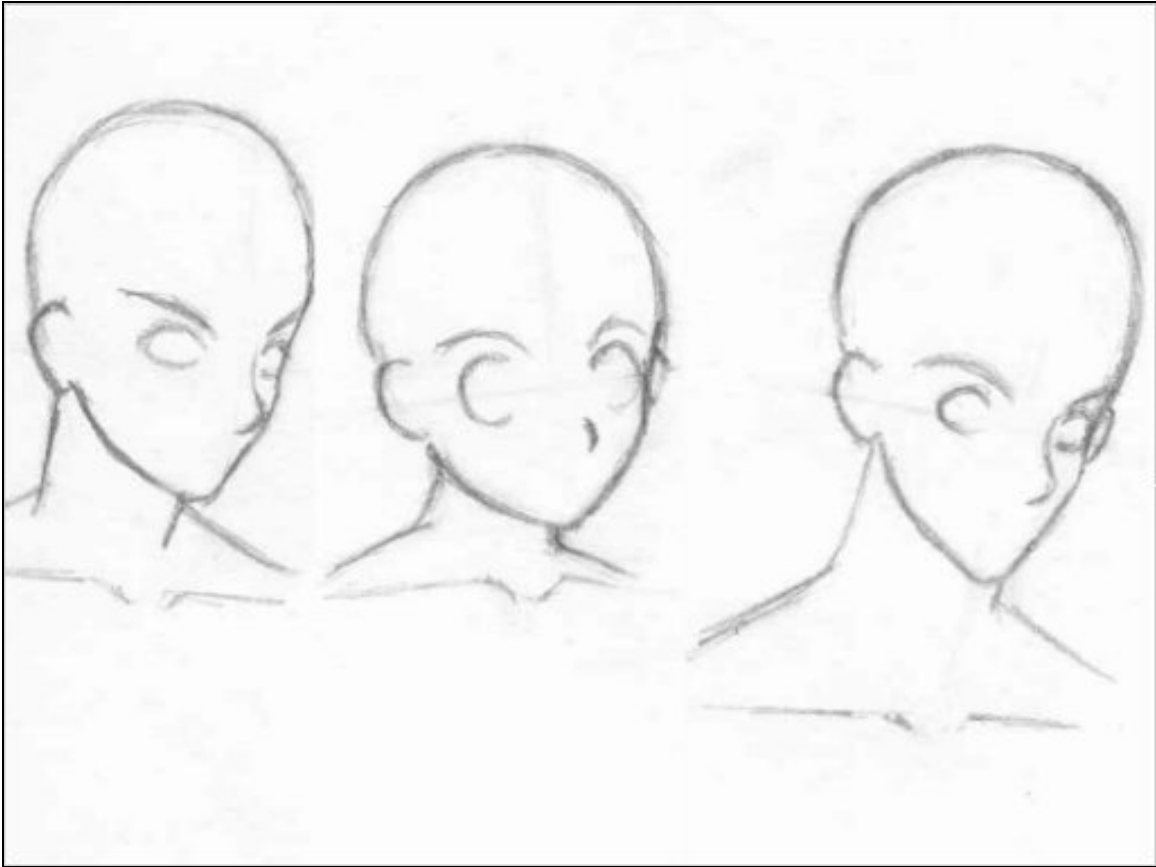
Begin by drawing ovals for the different faces, making some rounder and some longer. Then draw in the necks, collar bones, and ears. Use guidelines if you wish. As you become more experienced, you won't need the guidelines to know where to put the features, but if you're beginning, they might help keep your faces proportional.



## Defining Age - Step 2

---

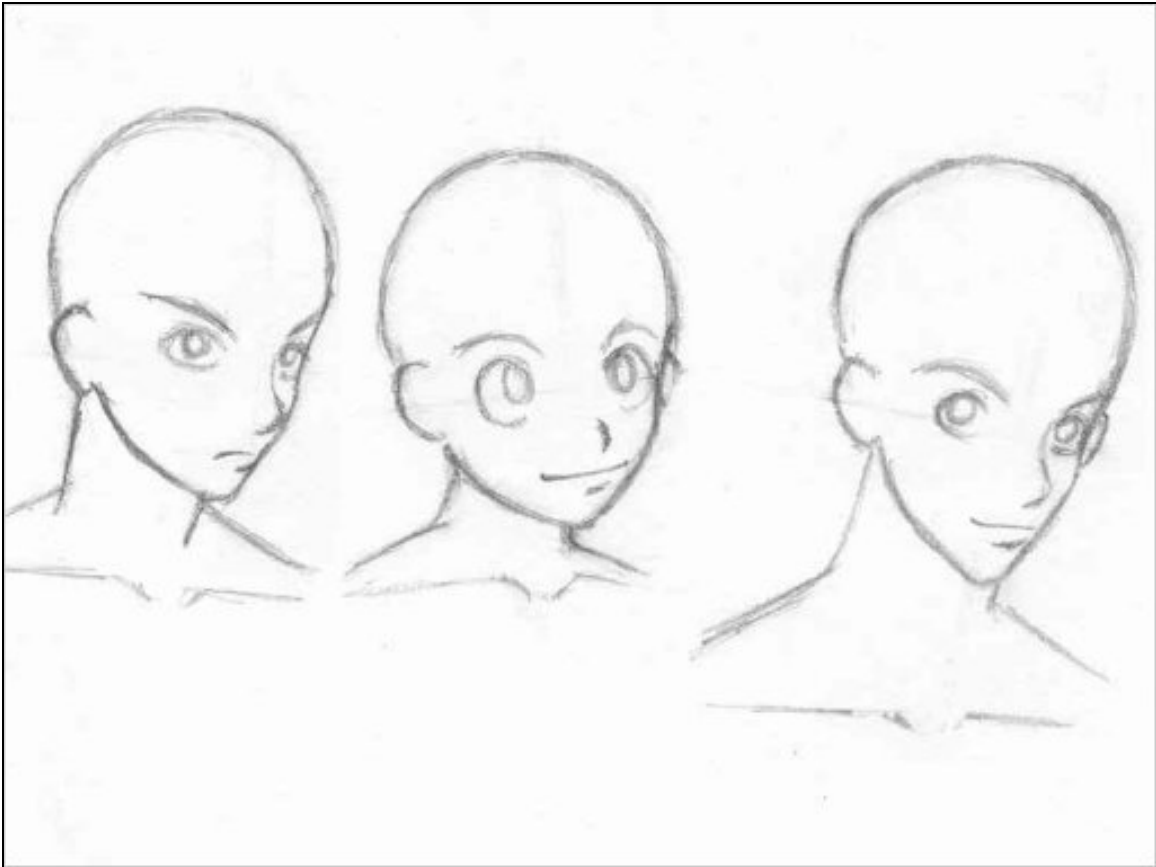
Draw in the "C"-shapes for the eyes and the eyebrows. Notice that the figure in the middle (which will become the youngest face of the three) has larger eyes. You can stretch the "C"-shapes so they are ovals, as in the face on the far left; or you can make them rounder, as in the face on the far right. That is up to your personal preference. Also, add in the noses. Again, the face in the middle has the smallest nose, indicating youth.



## Defining Age - Step 3

---

Draw irises, mouths, and lines indicating the lower lip or shadow under the mouth. As you can see, this is an essential step in determining the expression of the face.



## Defining Age - Step 4

---

Now, outline the shape of the hair and draw in a line that indicates where the hair parts. Additionally, draw in details on the neck.



## Defining Age - Step 5

---

Add pupils to their eyes as well as highlights. Also, draw lines from the part in the hair outwards, toward the outline of the hair. Now you must decide if you want this to stay a pencil drawing, or if you want to ink it. The rest of the tutorial will cover inking it.

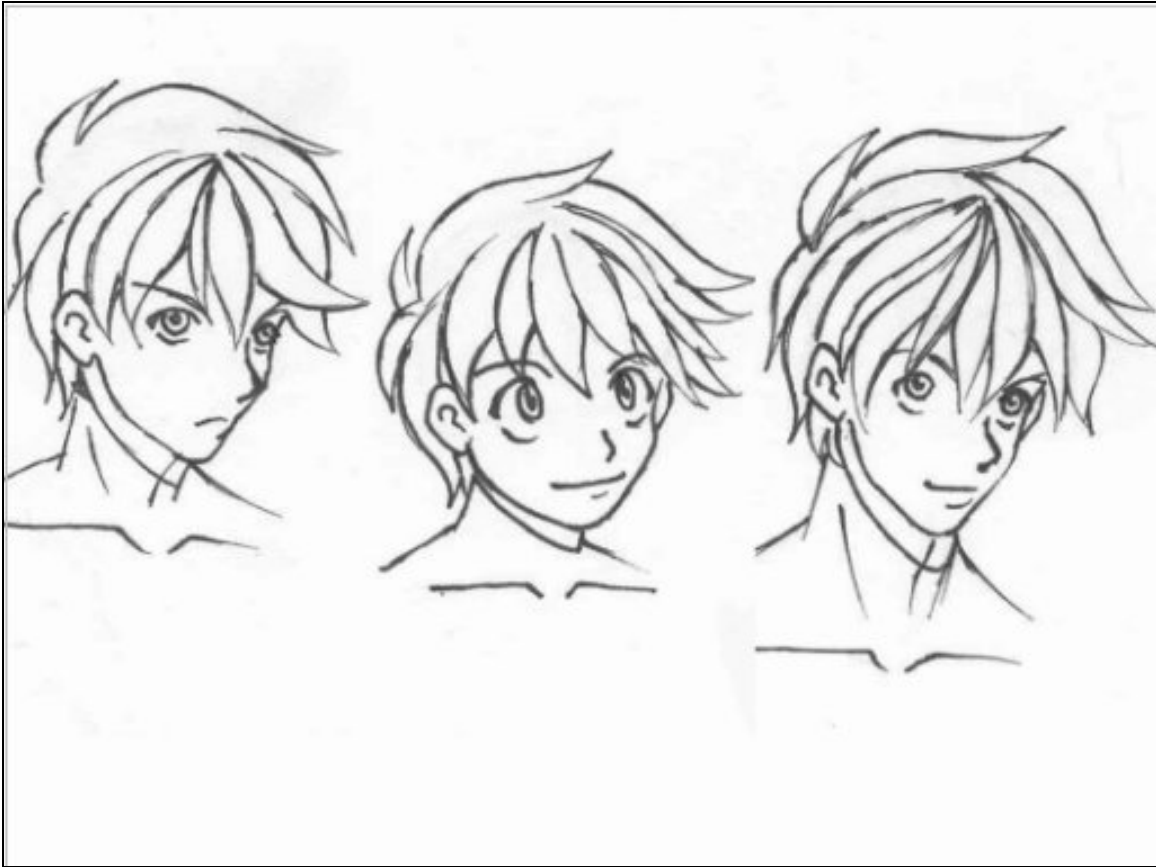




## Defining Age - Step 6

---

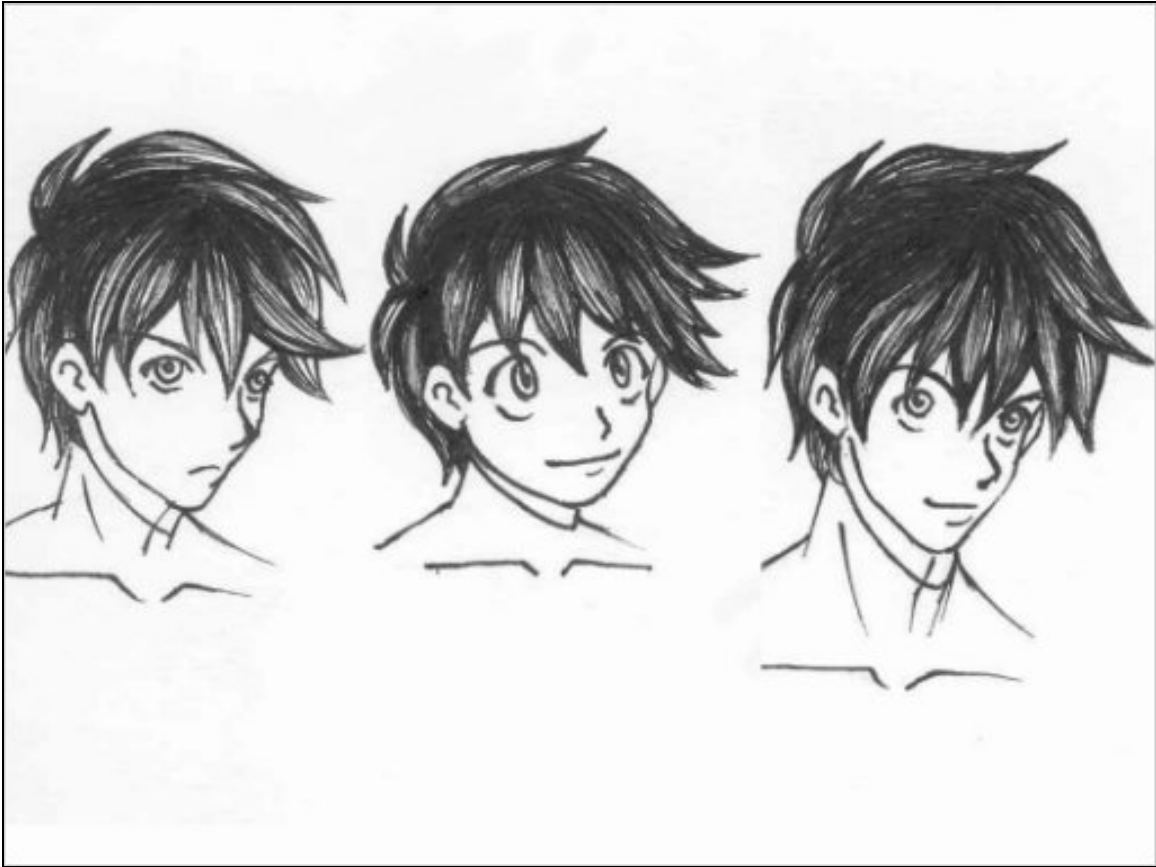
Go over the pencil marks using a Sakura pen. Don't worry if some of the lines are rough or shaky, we'll be darkening them and smoothing them out later. Add a line for the shadowy area under the chin.



## Defining Age - Step 7

---

Now it's time to add more detail to the hair by darkening it. Begin by drawing lines from the area where the hair parts toward the spiky tips of the hair. Keep drawing lines until it's as dark as you desire it to be. Then darken the area around the part in the hair.



### **TRIVIA BREAK!!**



**LANGUAGE LESSON:**

**MANGA - JAPANESE**

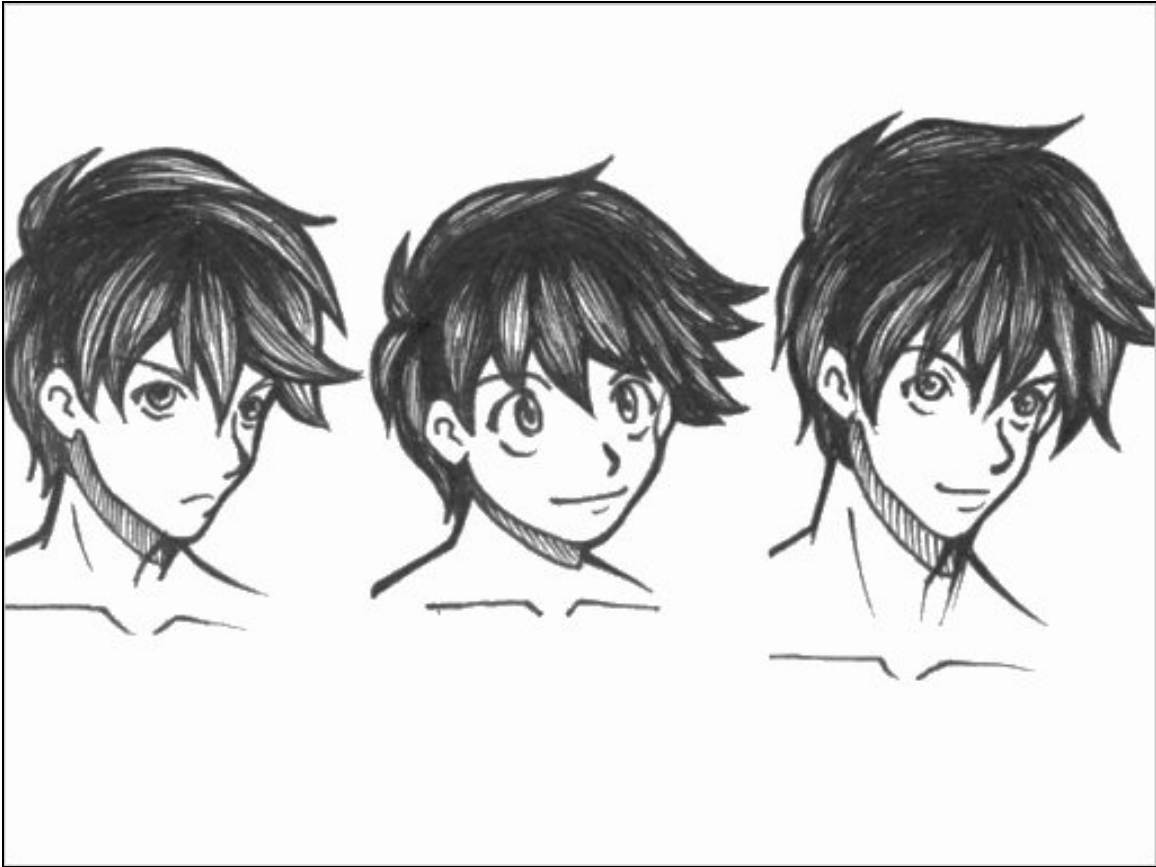
**MANHUA - CHINESE**

**MANHWA - KOREAN**

## Defining Age -Step 8

---

Now you should smooth out the lines by going over them again with the pen. I tend to thicken the outline of the figure, making the line bolder and increasing the line variety. Also, you should shade in the area under their chins by drawing thin parallel lines within those regions. Then you're done!



### 3.1 Male Tutorials: **Front View Sitting**

Now that you've mastered some of the basics, let's combine everything and draw a full-bodied male character. This tutorial will guide you in drawing him from the front. The character will also be sitting down with his legs crossed.

This guide will present you with some basic watercolor techniques. Feel free to experiment with watercolors and various other coloring materials! Anything to make your art stand out.

#### Call to Arms:

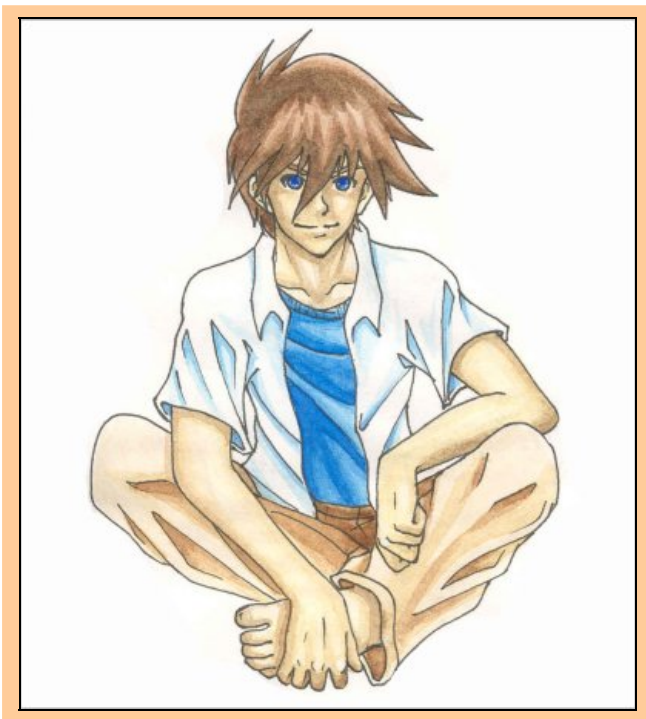
- ☑ Pencil
- ☑ Large, white eraser
- ☑ Blue and black Sakura Micron pens (size 01)
- ☑ Small paintbrush
- ☑ Cups and water
- ☑ Watercolor paint set
- ☑ Paint wells

Number of Steps

20

Skip Tutorial

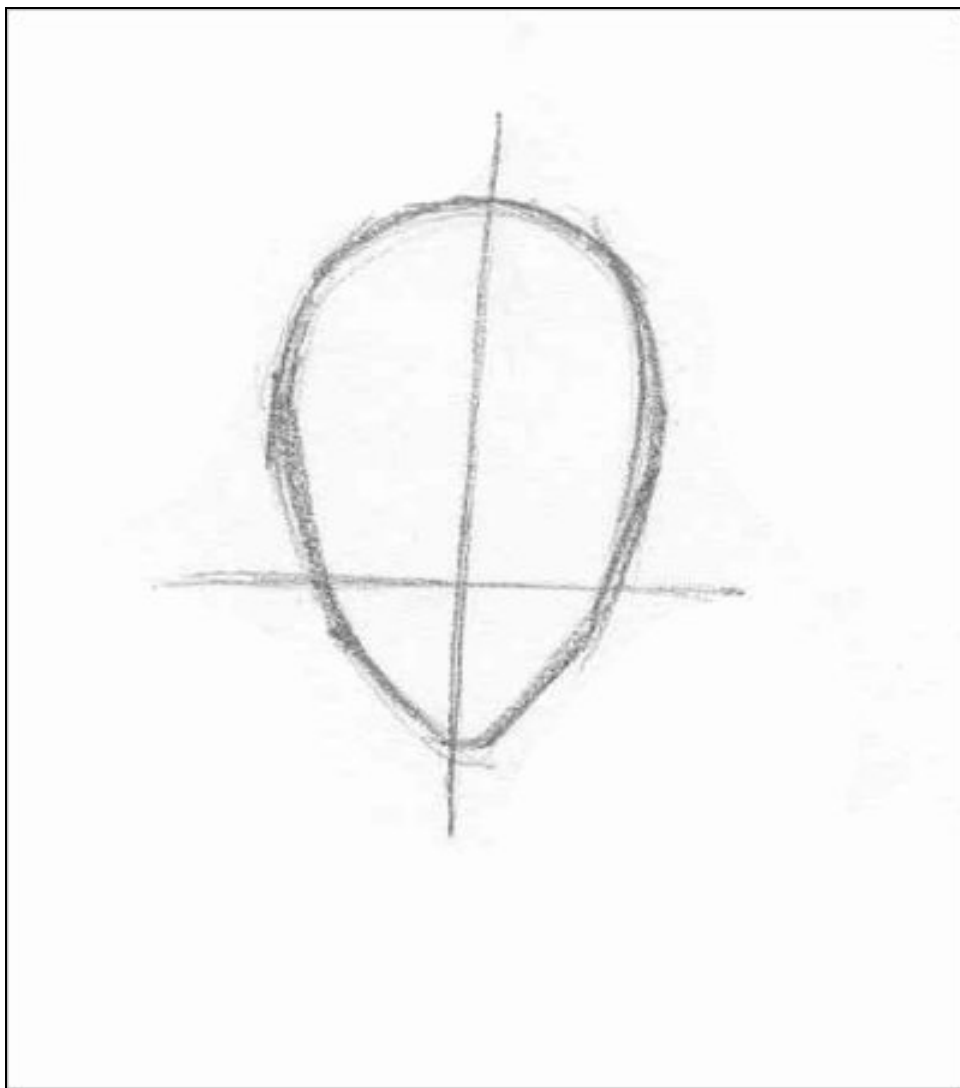
#### Finished Product:



## Male Front View - Step 1:

---

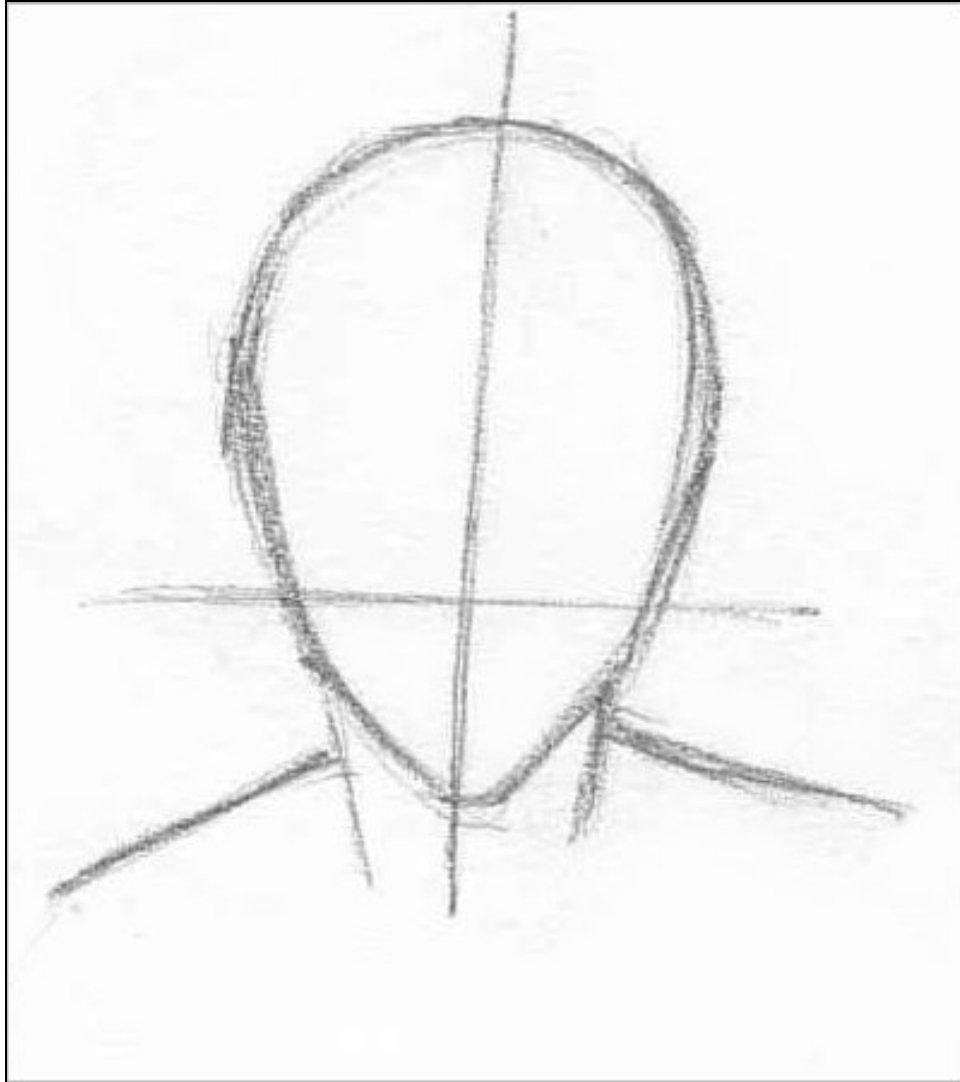
Begin by roughly sketching the outline of the character's head with a pencil, drawing guidelines that depict the relative level of the eyes and the middle of the face.



## Male Front View - Step 2:

---

Next, we'll begin developing the pose of the figure. Draw in lines for the character's neck and shoulders. The length of the lines that you draw for the shoulders can help you manipulate the character's physical build as well as age; narrower shoulders for a younger character, and broader shoulders for a stronger, older character.

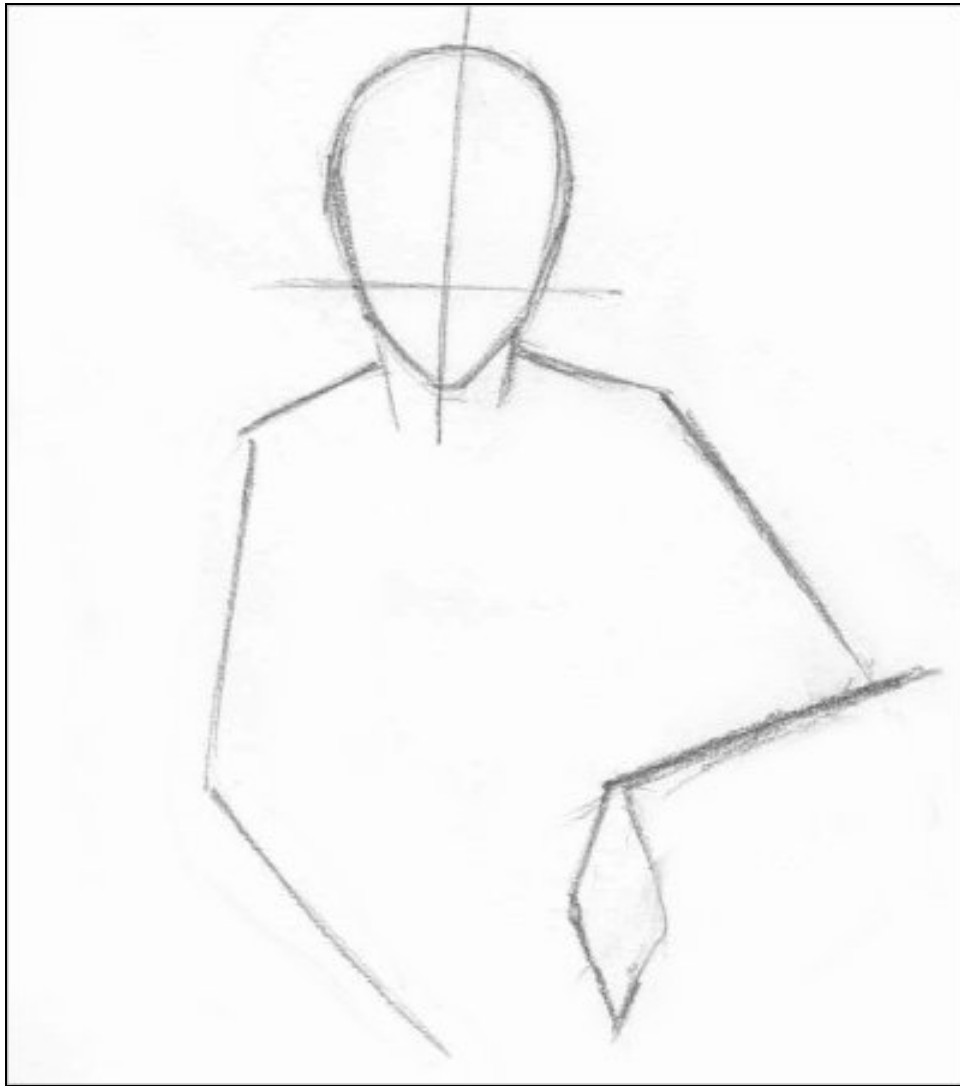


## Male Front View - Step 3:

---

Continue developing the pose of the figure. I usually start with lines that represent the character's arms and use simple shapes for the hands. One arm is positioned so that it appears to be leaning on something, such as a ledge or his leg if he's sitting down. Let this part of the sketch suggest to you what the rest of the pose should be, and develop it accordingly.

Don't feel tempted to go back to the face and work on that yet; as a general rule, it helps to develop the overall picture and pose before working on the details.



## Male Front View - Step 4:

---

Continue developing the pose of the figure, this time adding legs and starting to develop the muscle structure of the character. At this point, the general figure is there, and the drawing is still a simple and rough sketch.

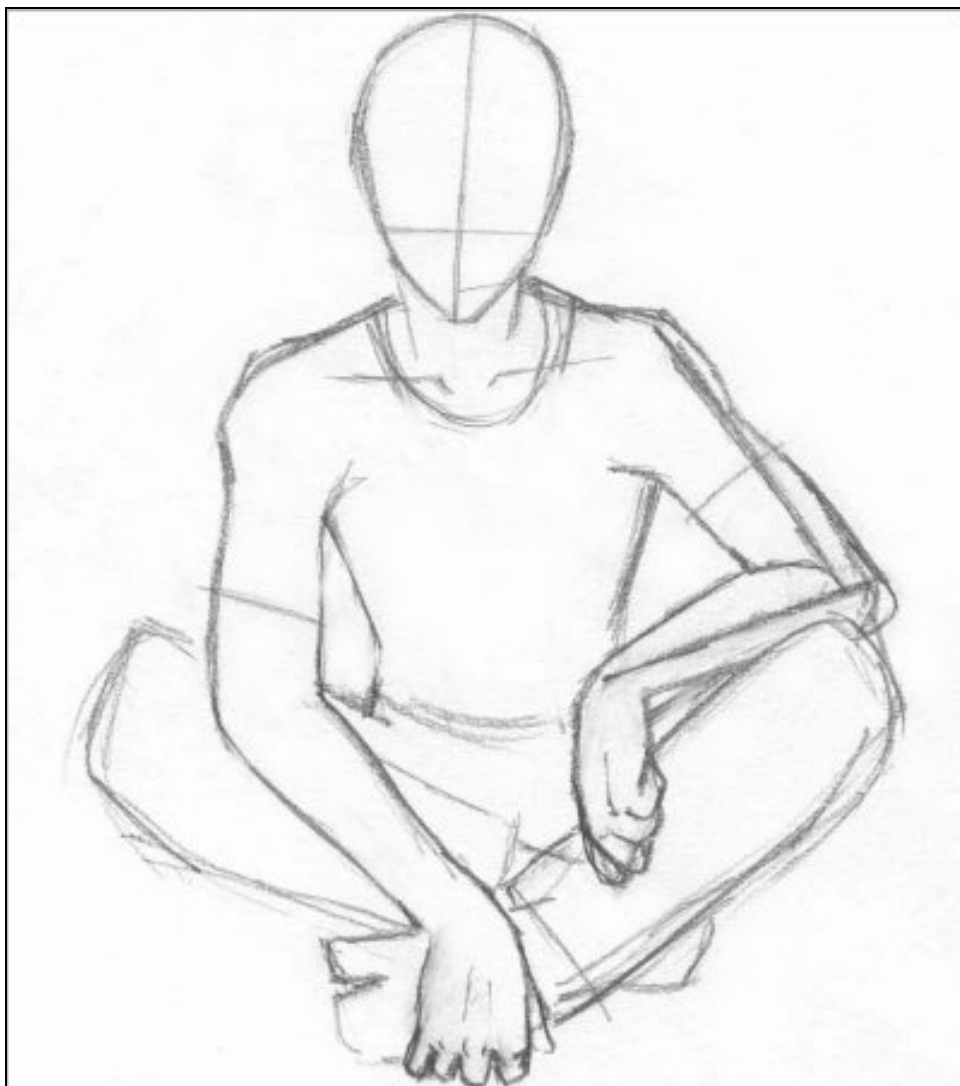




## Male Front View - Step 5:

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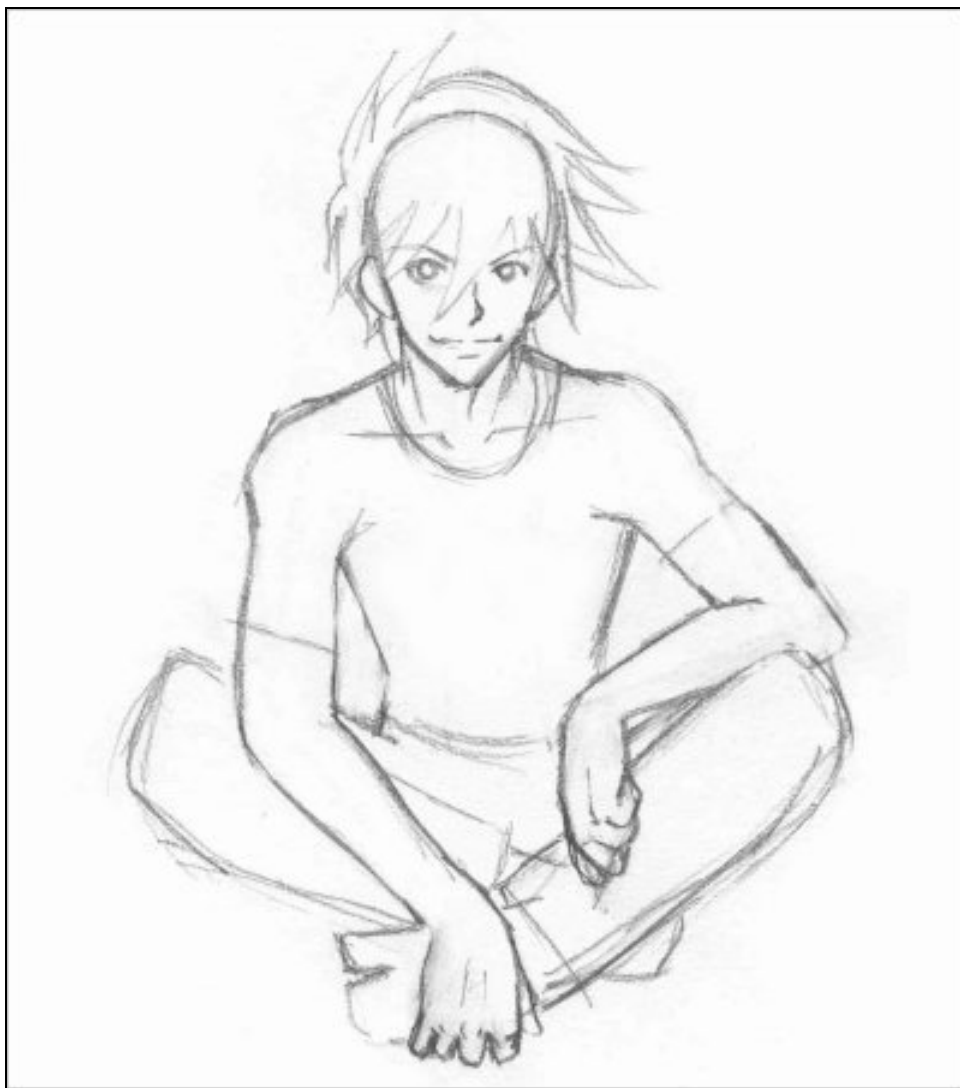
Continue to develop the figure, paying attention to more details, like the general outfit, fingers, and the collar bone. You may want to begin erasing the guidelines.



## Male Front View - Step 6:

---

Let's revisit the face. I usually draw in the eyes and facial features before drawing the hair. Remember to draw lightly, as we will erase the pencil later on.



## Male Front View - Step 7:

---

Focus on the clothes, adding folds to help give the drawing some depth. Notice that you may want to use curves and organic lines as opposed to straight lines when drawing the clothes; this will help give the figure dimension. Don't worry about erasing lines yet; just focus on drawing the folds in either the pants or the shirt.



## Male Front View - Step 8:

---

Continue to add folds and any other desired details to the clothes. When drawing the folds on the shirt, imagine that you're drawing diagonal lines from one shoulder toward the opposing hip. Finally, be creative; the clothes you choose to draw will help to create the look of your character.



## Male Front View - Step 9:

---

Now it's time to clean up the image and prepare it for inking. Erase any smudge marks or unwanted pencil lines, and add any other desired details. Now it's ready to ink!

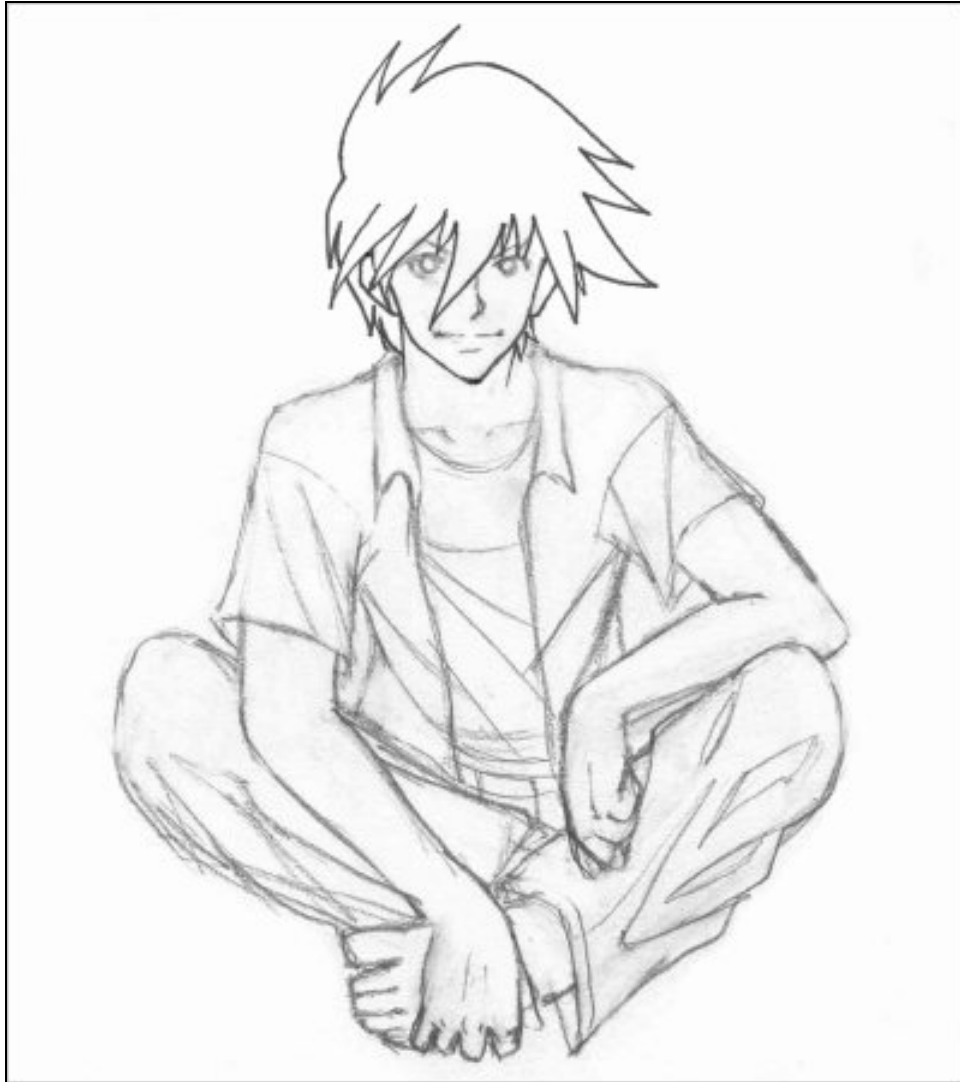


## Male Front View - Step 10:

---

Begin the process of inking the figure, using a black Micron pen. Usually, I start by inking the outer lines, such as the outline of the head and neck. I don't ink the eyes or facial features until later.

Note: I'm erasing the pencil after I ink each region of the drawing; however, this is only to make it easier for you to see the drawing more clearly. It's best to wait and erase the pencil after you are completely finished with inking, so that you don't risk erasing a part of the drawing that you haven't inked yet. Also note that you don't have to go over the pencil lines exactly as they were; you can add more details during these steps.



## Male Front View - Step 11:

---

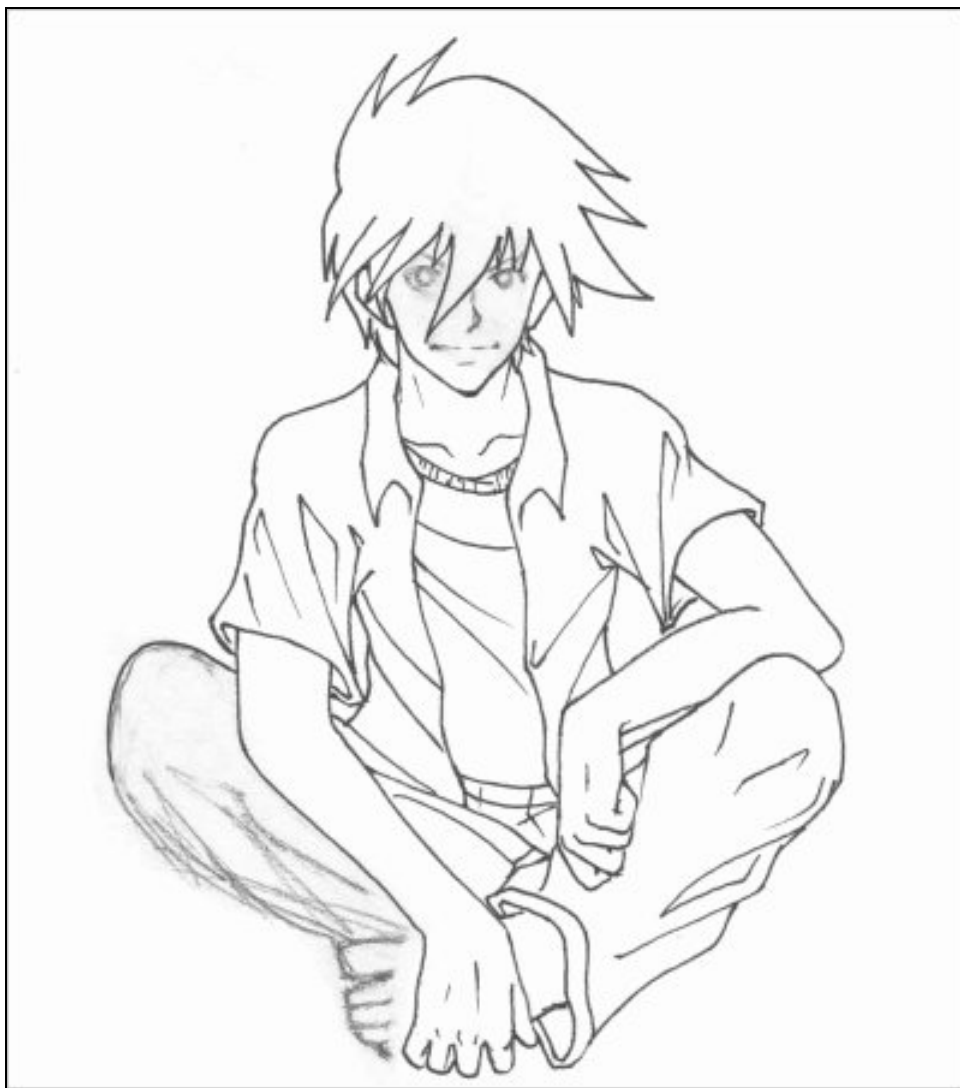
Continue inking the figure, moving from the top of the drawing toward the bottom. Generally, you should ink one whole region at a time; for instance, ink the shirt, then the arm, then the pants, etc.



## Male Front View - Step 12:

---

Continue inking the figure. Pay particular attention to the hands, emphasizing their bone structure and knuckles.

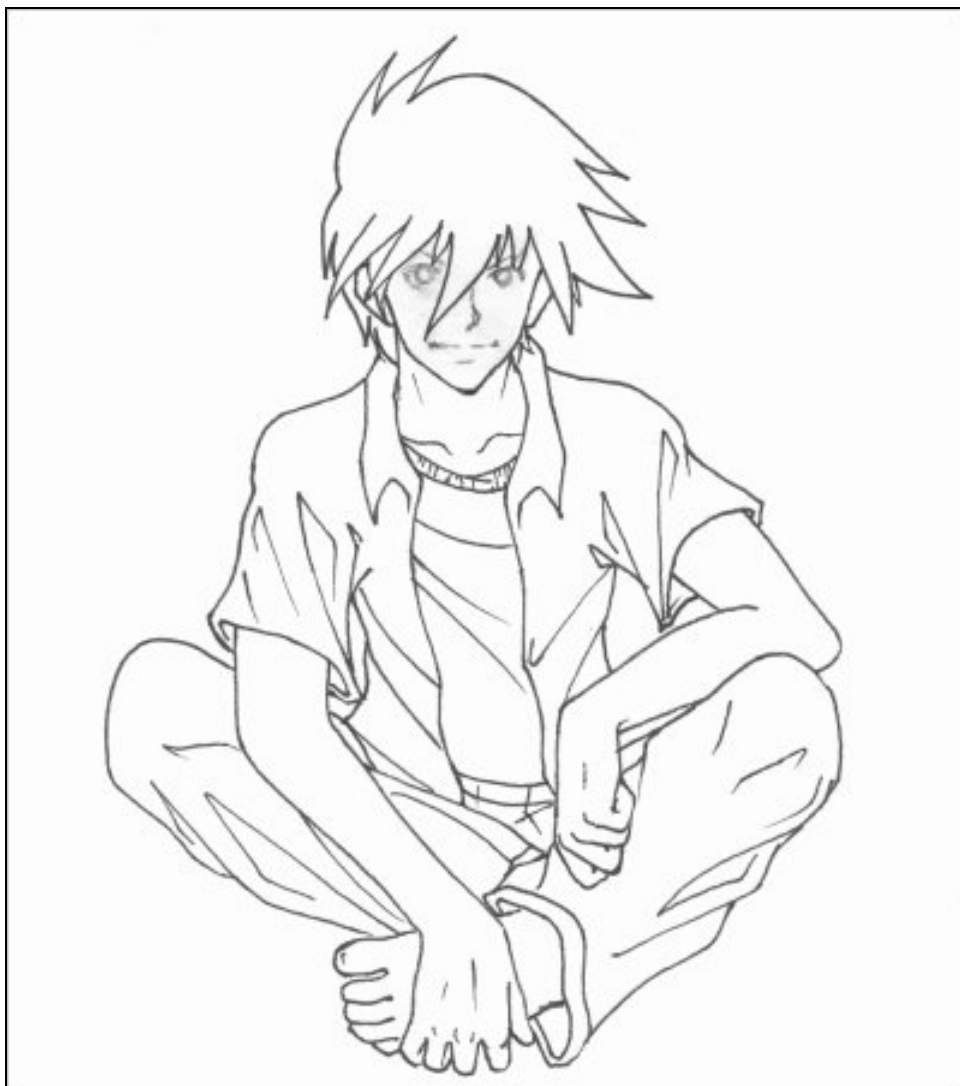




## Male Front View - Step 13:

---

Finish inking the body, adding any other desired folds and details. We'll focus on the face next.



## Male Front View - Step 14:

---

Finish inking the drawing by inking the eyes and facial features. Don't feel tempted to draw in pupils yet; we'll add those when we color the drawing. Finally, erase the pencil marks if you haven't done so already.



## Male Front View - Step 15:

---

Prepare to begin coloring the drawing with watercolors. Don't worry—the watercolors won't cause the ink from the Micron pens to bleed. Gather watercolors, water, and two differently sized brushes. I use a very small brush for detail work, and a larger brush to mix the watercolors.

When coloring, keep in mind that the basic drawing uses three different values of colors—highlight, medium (neutral) tone, and shadow. Using these three values will make the figure appear more rounded or three-dimensional.

Begin by coloring the hair and skin using a very light tone. Don't worry about attempting to shade yet; just apply an even-toned color at first as the base coat. This is just the first of many, many layers. Be sure to let each layer dry before adding another layer, otherwise the colors may bleed.



## Male Front View - Step 16:

---

Begin shading the hair and skin by adding another layer. However, don't simply give the drawing another coat of paint; leave the areas you want highlighted untouched. Generally, I work from the outside, or outlines, in toward the center, making the "edges" the darkest. This helps give the figure depth.



## Male Front View - Step 17:

---

Continue adding shadows and darker tones to the hair and skin. I used the brown from the hair color to create the darkest shadows on the skin.

Pay particular attention to shadows on the skin, such as the shadows under the chin and along the neck. Also, you can use shadows to emphasize the facial structure

Note: The highlights on the face are on the cheeks and nose, and there are shadows under the eyebrows and lower lip. If you have trouble imagining where the shadows are, find a mirror and study your own face.

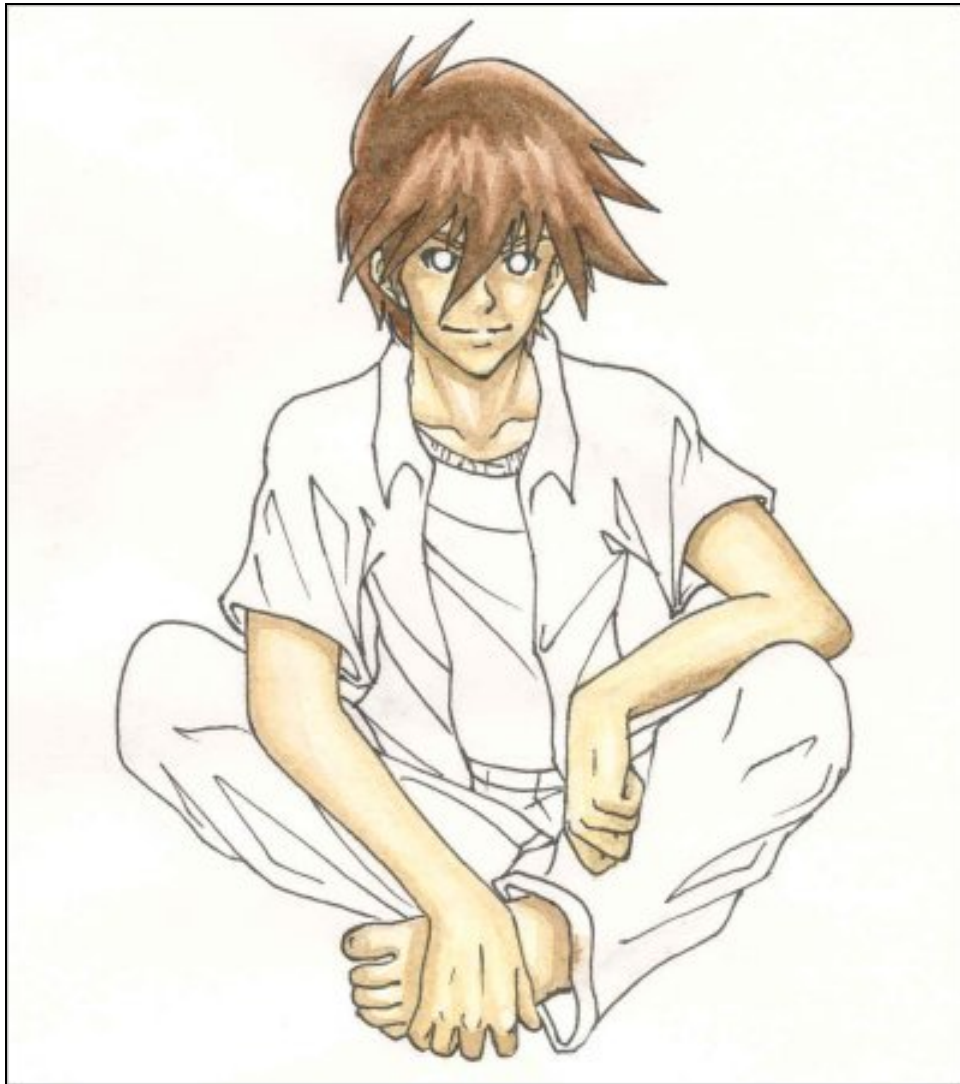


## Male Front View - Step 18:

---

Let's create an even darker brown for the darkest parts of the hair. You can do this by mixing a small amount of dark blue with the brown color you already have.

Usually, I prefer to use blue instead of black when mixing darker tones. While mixing black would suppress and dull the color, adding blue will darken it as well as add color. Use this darker brown to add more shadow and depth to the hair.





## Male Front View - Step 19:

---

Now let's begin coloring his shirt! The undershirt will be blue, and the open shirt will be white. Begin by applying a flat wash of blue to the undershirt.

You can also start to add shadows to the white shirt with a very light blue. I prefer to use blue instead of gray when creating shadows on white cloth, although gray will also work. You can also color in the irises of his eyes, using blue or whatever color you wish. Start out with a light color.



## Male Front View - Step 20:

---

After the other layers are dry, you can begin shading the shirt. Use a darker blue when adding the shadows to his shirt. You can also use the darker blue (or other color, if you prefer) to add depth to his eyes.



*Those eyes.  
So intense.*



## Male Front View - Step 21:

---

Now begin coloring his pants. I'll use a khaki or tan color. Don't worry about shading yet, just apply a base coat that will serve as the color of the highlights.



## Male Front View - Step 22:

---

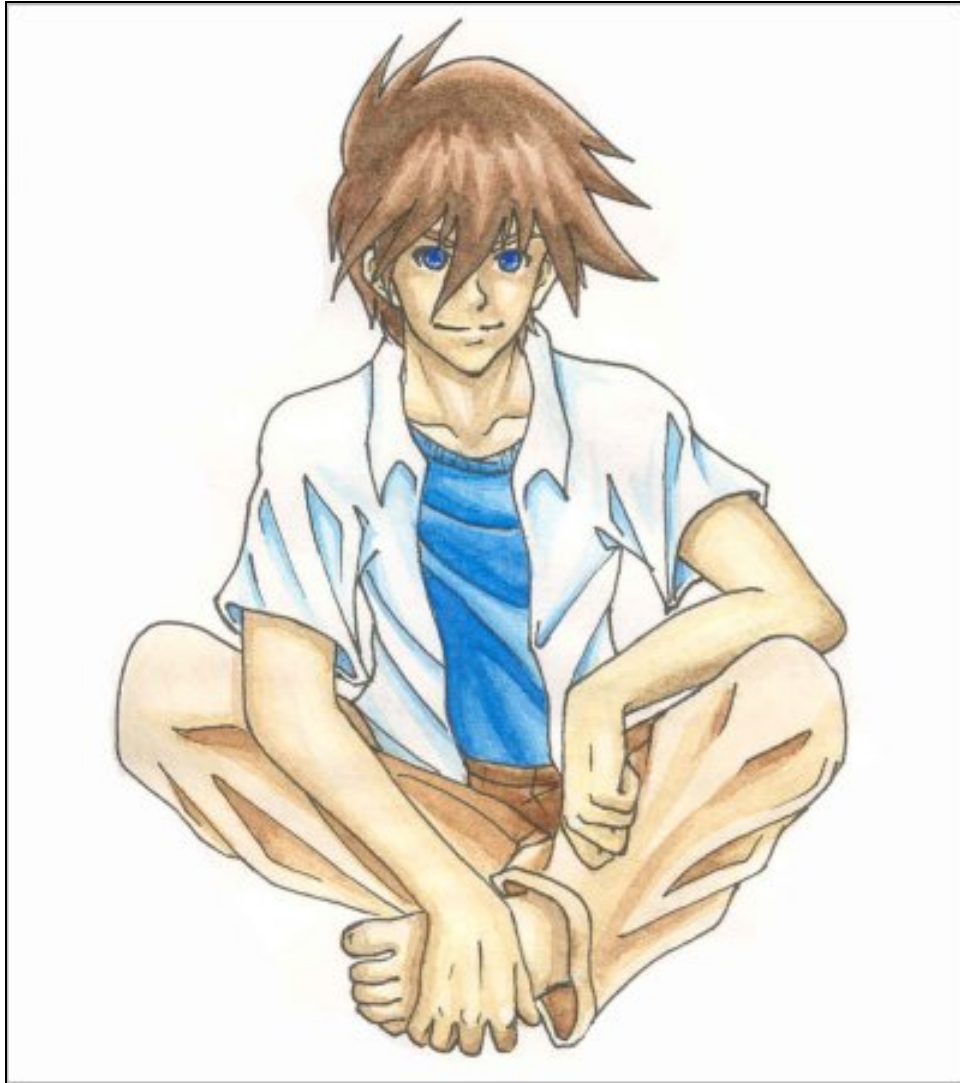
Begin adding shadows to the pants by using a slightly darker tan color. Simply add more brown pigment to the tan color you already have. This tan color will be the medium tone for his pants.



## Male Front View - Step 23:

---

Finish the drawing by adding more layers of shadows to the pants. You can use a darker brown to create these shadows. Also, you can use a blue Micron pen to draw in the pupils of his eyes. Then it's finished!



## 3.2 Male Tutorials: 3/4<sup>th</sup> View Sitting

This tutorial is very similar to the last one, except it will have you drawing a character from a 3/4<sup>th</sup> angle. Like the previous tutorial, you will also be using watercolor techniques here.

### Call to Arms:

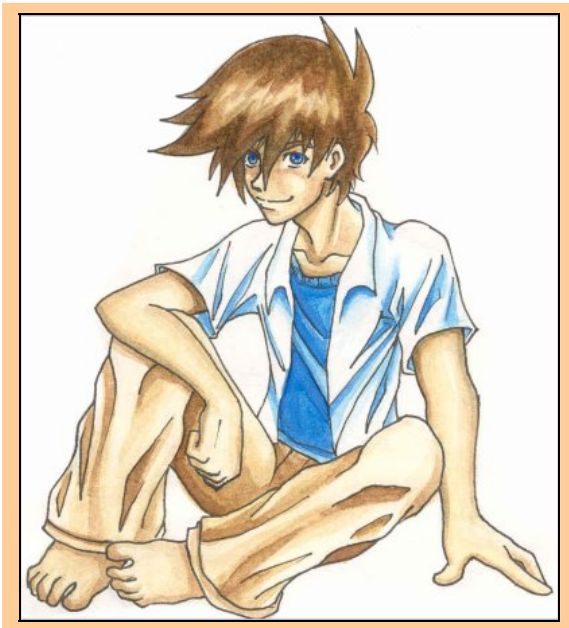
- ☑ Pencil
- ☑ Large, white eraser
- ☑ Blue and black Sakura Micron pens (size 01)
- ☑ Small paintbrush
- ☑ Cups and water
- ☑ Watercolor paint set
- ☑ Paint wells

Number of Steps

21

Skip Tutorial

### Finished Product:

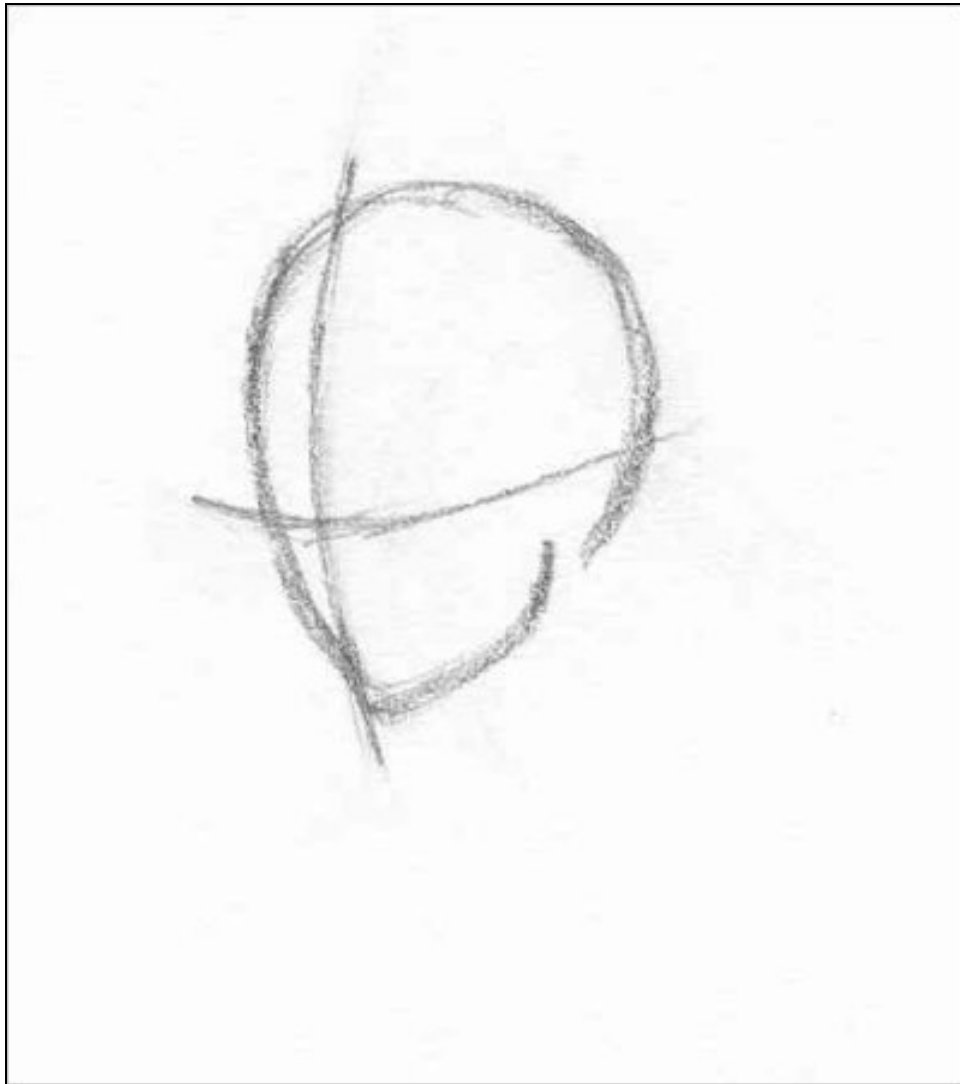


## Male 3/4<sup>th</sup> View - Step 1:

---

Begin by roughly sketching the outline of the character's head with a pencil, drawing guidelines depicting the relative level of the eyes and the middle of the face. When I draw the head at an angle like this, I tend to draw the jaw line; this helps me visualize the figure and gauge the placement of the facial features.

Remember to draw lightly! We'll be erasing later.

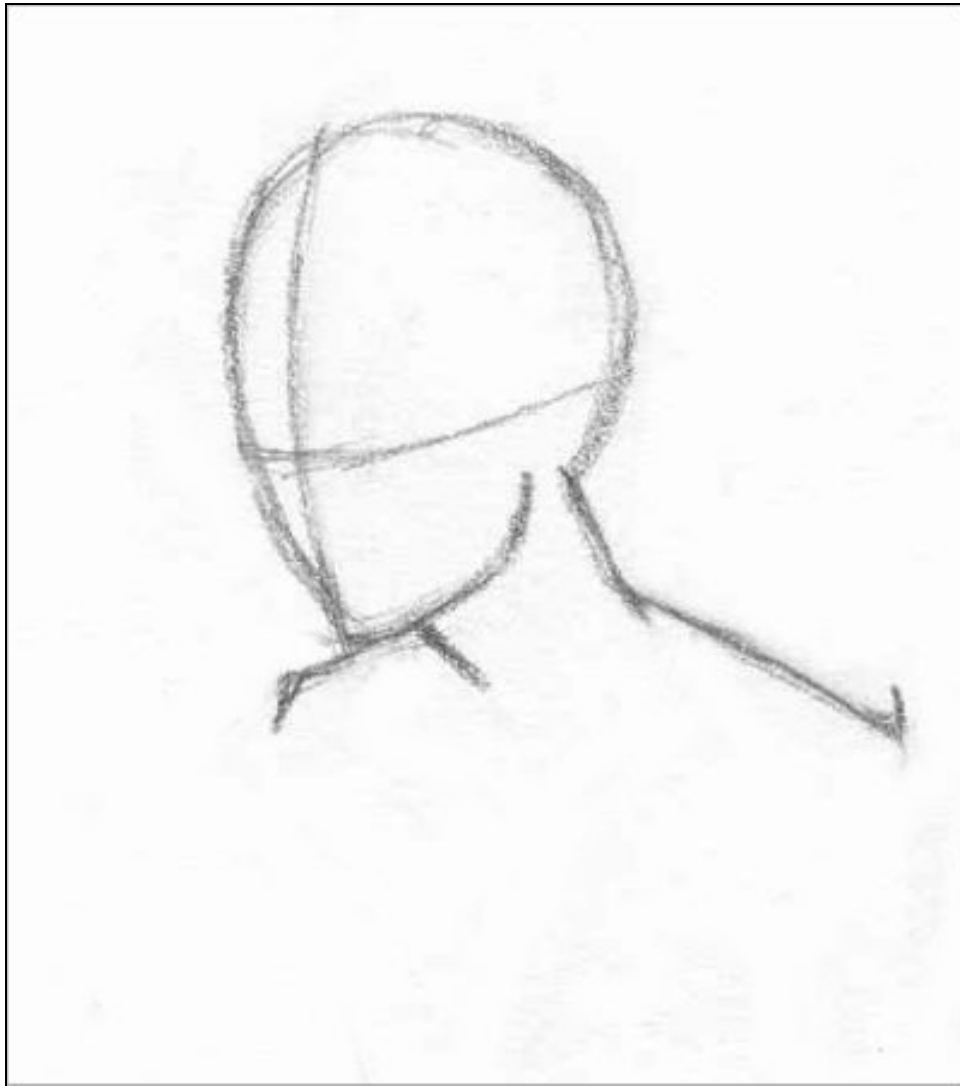


## Male 3/4<sup>th</sup> View - Step 2:

---

Next we'll begin developing the pose of the figure. Draw in lines for the character's neck and shoulders. The length of the lines that you draw for the shoulders can help you manipulate the character's physical build as well as age; narrower shoulders for a younger character and broader shoulders for a stronger, older character.

Note: When the body is turned, the line for the shoulder closer to the viewer is longer. This is a small use of perspective that helps give the drawing depth, making sure it doesn't appear too flat.

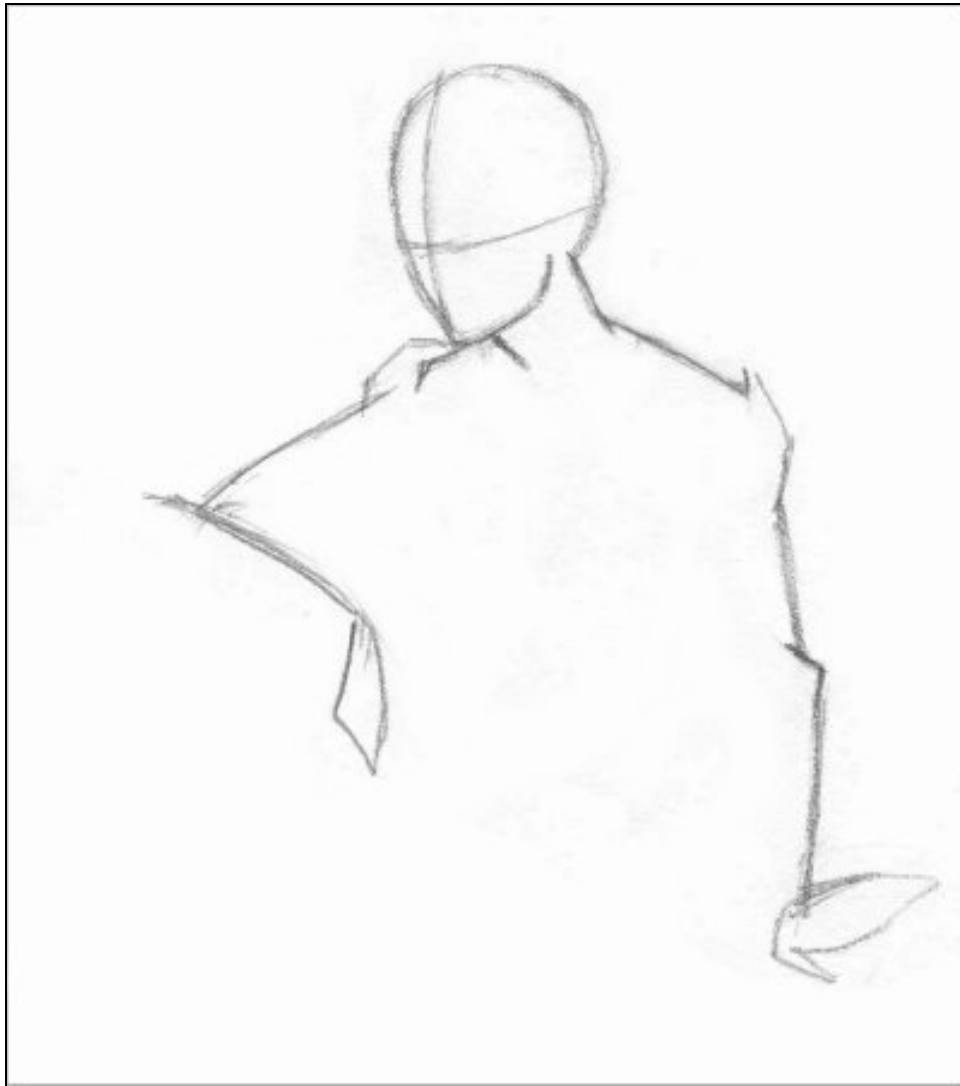


## Male 3/4<sup>th</sup> View - Step 3:

---

Continue developing the pose of the figure. I usually start with lines that represent the character's arms. I also use simple shapes for the hands. One arm is positioned so that it appears to be leaning on something, such as a ledge or his leg if he's sitting down.

Let this part of the sketch suggest the rest of the pose, and develop it accordingly. Don't feel tempted to go back to the face and work on that yet; as a general rule, it helps to develop the overall picture and pose before working on the details.



## Male 3/4<sup>th</sup> View - Step 4:

---

Continue developing the pose of the figure, this time adding legs, the torso, and starting to develop the muscle structure of the character. The line on his chest is just a guideline marking the middle of his torso. At this point, the general figure is there, and the drawing is still a simple rough sketch.

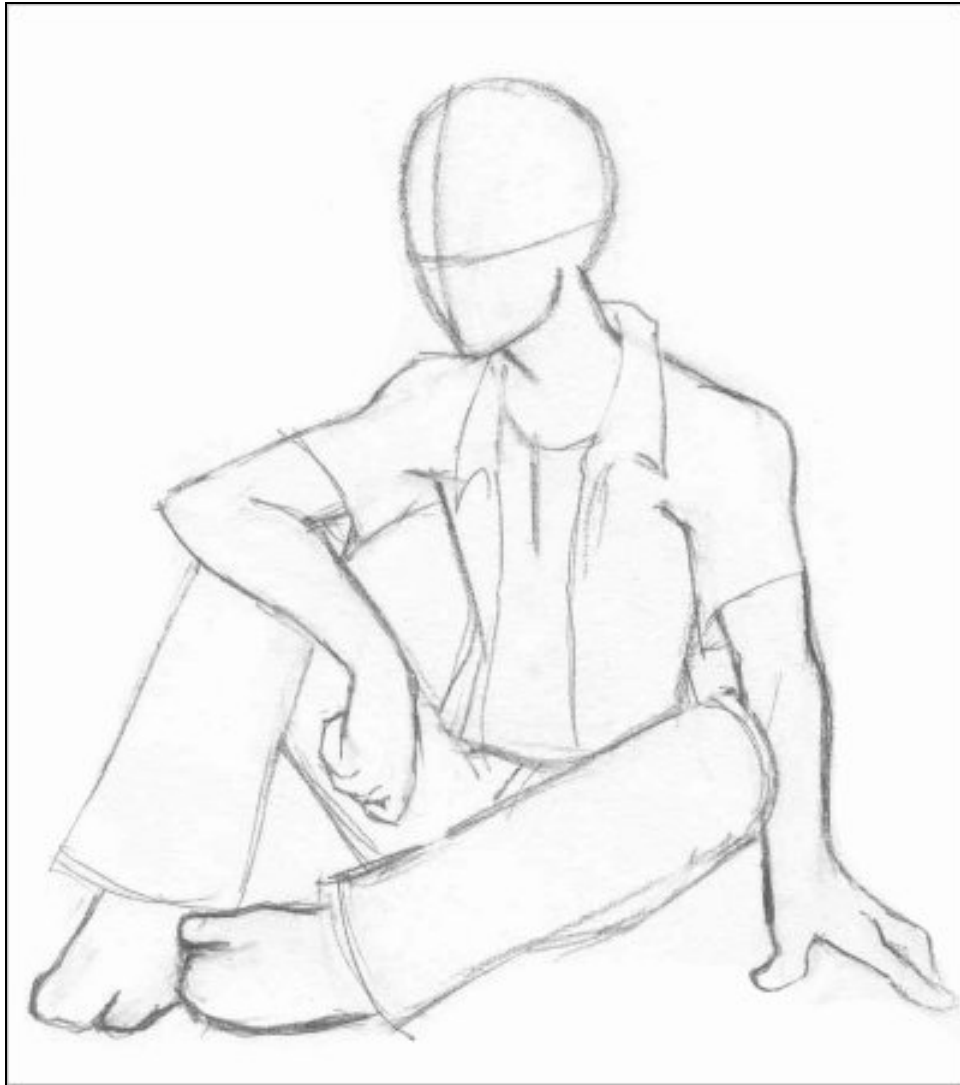




## Male 3/4<sup>th</sup> View - Step 5:

---

Continue to develop the figure, paying attention to more details, like the general outfit, fingers and the collar bone. You may want to begin erasing the guidelines.

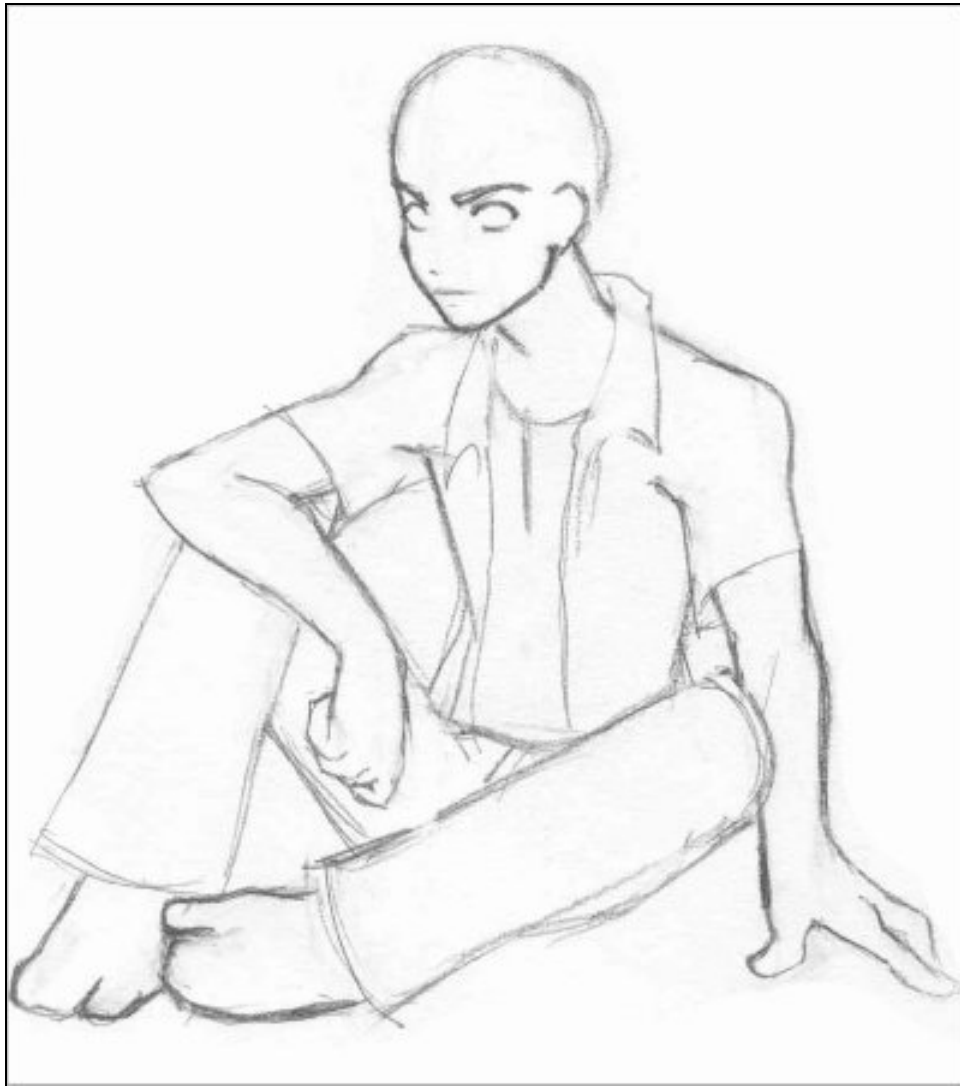


## Male 3/4<sup>th</sup> View - Step 6:

---

It's time to revisit the face. I usually draw the eyes and facial features before drawing the hair. First, just draw in little "C-shapes" marking the general area of the eyes. Also draw simple lines to judge the placement of other facial features.

Notice that the character's right eye appears smaller than the left eye; this helps create a sense that the head is turned or at an angle. Don't forget the ears! Remember to draw lightly; we will erase the pencil later after inking the drawing.



## Male 3/4<sup>th</sup> View - Step 7:

---

Continue to develop the face, drawing in irises, the nose, and the mouth.



Even bald, this guy  
looks suave. Crazy  
hair isn't always  
required.



## Male 3/4<sup>th</sup> View - Step 8:

---

It's time to draw the outline of the character's hair. Additionally, you can develop the figure by adding other details and paying particular attention to the character's hands and feet.



## Male 3/4<sup>th</sup> View - Step 9:

---

Now it's time to add folds and any other desired details on the clothes. When drawing the folds on the shirt, imagine that you're drawing diagonal lines from one shoulder toward the opposing hip. Finally, be creative; the clothes you choose to draw will help to create the look of your character.

At this point, you should clean up the image and prepare it for inking. Erase any smudge marks or unwanted pencil lines, and add any other desired details. Now it's ready to ink!



## Male 3/4<sup>th</sup> View - Step 10:

---

Begin the process of inking the figure, using a black Micron pen. Usually, I start by inking the outer lines, such as the outline of the head and neck. Often, I don't ink the eyes or facial features until later, but you may do so whenever, although it's generally better to ink the outline of the head first.

Note: I'm erasing the pencil after I ink each region of the drawing; however, this is only to make it easier for you to see the drawing more clearly. It's best to wait and erase the pencil after you are completely finished with inking so that you don't risk erasing a part of the drawing that you haven't inked yet. Also note that you don't have to go over the pencil lines exactly as they were; you can add more details during these steps.



## Male 3/4<sup>th</sup> View - Step 11:

---

Continue inking the figure, moving from the top of the drawing toward the bottom. Generally, you should ink one whole region at a time; for instance, ink the shirt, then the arm, then the pants, etc. Otherwise you may miss a line, or forget to ink a section.



## Male 3/4<sup>th</sup> View - Step 12:

---

Finish inking the body, adding any other desired folds and details.





## Male 3/4<sup>th</sup> View - Step 13:

---

Prepare to begin coloring the drawing with watercolors. Don't worry—the watercolors won't cause the ink from the Micron pens to bleed. Gather watercolors, water, and two differently sized brushes. I use a very small brush for detail work, and a larger brush to mix the watercolors.

When coloring, keep in mind that the basic drawing uses three different values of colors—highlight, medium (neutral) tone, and shadow. Using these three values will make the figure appear more rounded, or three-dimensional. Begin by coloring the hair and skin using a very light tone.

Don't worry about attempting to shade yet; just apply an even-toned color at first as the base coat. This is just the first of many, many layers. Be sure to let each layer dry before adding another layer, otherwise the colors may bleed.



## Male 3/4<sup>th</sup> View - Step 14:

---

Begin shading the hair and skin by adding another layer. However, don't simply give the drawing another coat of paint; leave some area the lighter color where you imagine the highlights would be.

Generally, I work from the outside, or outlines, in toward the center, making the "edges" the darkest. This helps give the figure depth.



## Male 3/4<sup>th</sup> View - Step 15:

---

Continue adding shadows and darker tones to the hair and skin. I even used the brown from the hair color to create the darkest shadows on the skin. Pay particular attention to shadows on the skin, such as the shadows under the chin and along the neck. Also, you can use shadows to emphasize the facial structure.

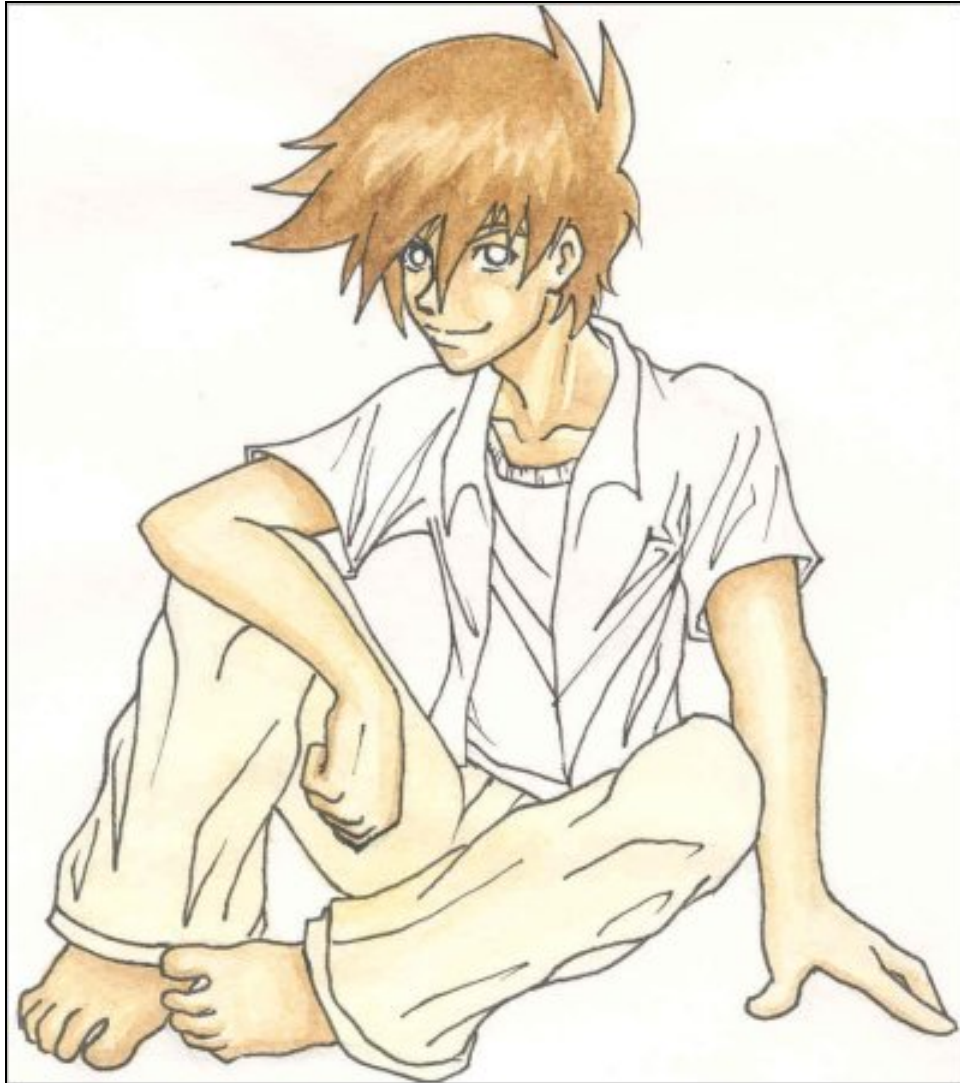
Note: That the highlights on the face are on the cheeks and nose, and there are shadows under the eyebrows and lower lip. If you have trouble imagining where the shadows are, find a mirror and study your own face.



## Male 3/4<sup>th</sup> View - Step 16:

---

Begin coloring his pants. I'll use a khaki or tan color. You can get this by simply mixing a light brown color. Don't worry about shading yet, just apply a base coat that will serve as the color of the highlights.





## Male 3/4<sup>th</sup> View - Step 17:

---

Begin adding shadows to the pants by using a slightly darker tan color. Simply add more brown pigment to the tan color you already have. This tan color will be the medium tone for his pants. Continue darkening the hair and adding shadows where desired.



## Male 3/4<sup>th</sup> View - Step 18:

---

Add the darkest shadows to the pants. You can use a darker brown to create these shadows. Additionally, you can use a dark brown for the darkest shadows on the skin.



## Male 3/4<sup>th</sup> View - Step 19:

---

Let's begin coloring his shirt! The undershirt will be blue, and the open shirt will be white. Begin by applying a flat wash of blue to the undershirt. Also, you can start adding shadows to the white shirt with a very light blue. I prefer to use blue instead of gray when creating shadows on white cloth, although gray would also work. You can color in the irises of his eyes, using blue or whatever color you wish. Start out with a light color.



## Male 3/4<sup>th</sup> View - Step 20:

---

After the other layers are dry, you can begin shading the shirt. Use a darker blue when adding the shadows to his shirt. You can also use the darker blue (or other color, if you prefer) to add depth to his eyes.

Let's also create an even darker brown for the darkest parts of his hair. You can do this by mixing a small amount of dark blue with the brown color you already have. I prefer to use blue over black when mixing darker tones. While mixing black would suppress and dull the color, adding blue darkens it and adds a bit of color. Use this darker brown to add more shadow and depth to the hair.





## Male 3/4<sup>th</sup> View -Step 21:

---

Continue to add darker layers of blue to the shirt. Also, you can use a blue Micron pen to draw in the pupils of the character's eyes. Then it's finished!



Anyone else  
ever seen  
Gundam Wing?

## 4.1 Female Tutorials: **Front View Action**

Now that you've mastered some of the basics, let's combine everything and draw a full-bodied female character. This tutorial will teach you how to draw a female from the front. Additionally, this guide will present you with some basic watercolor techniques.

### Call to Arms:

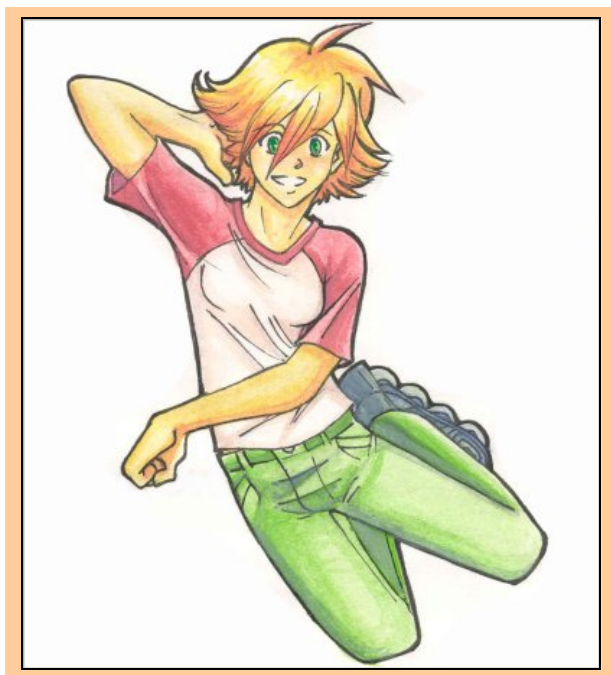
- ☑ Cups and water
- ☑ Green and black Sakura Micron pens (size 01)
- ☑ Large, white eraser
- ☑ Paint wells
- ☑ Pencil
- ☑ Small paintbrush
- ☑ Watercolor paint set

Number of Steps

19

Skip Tutorial

### Finished Product:

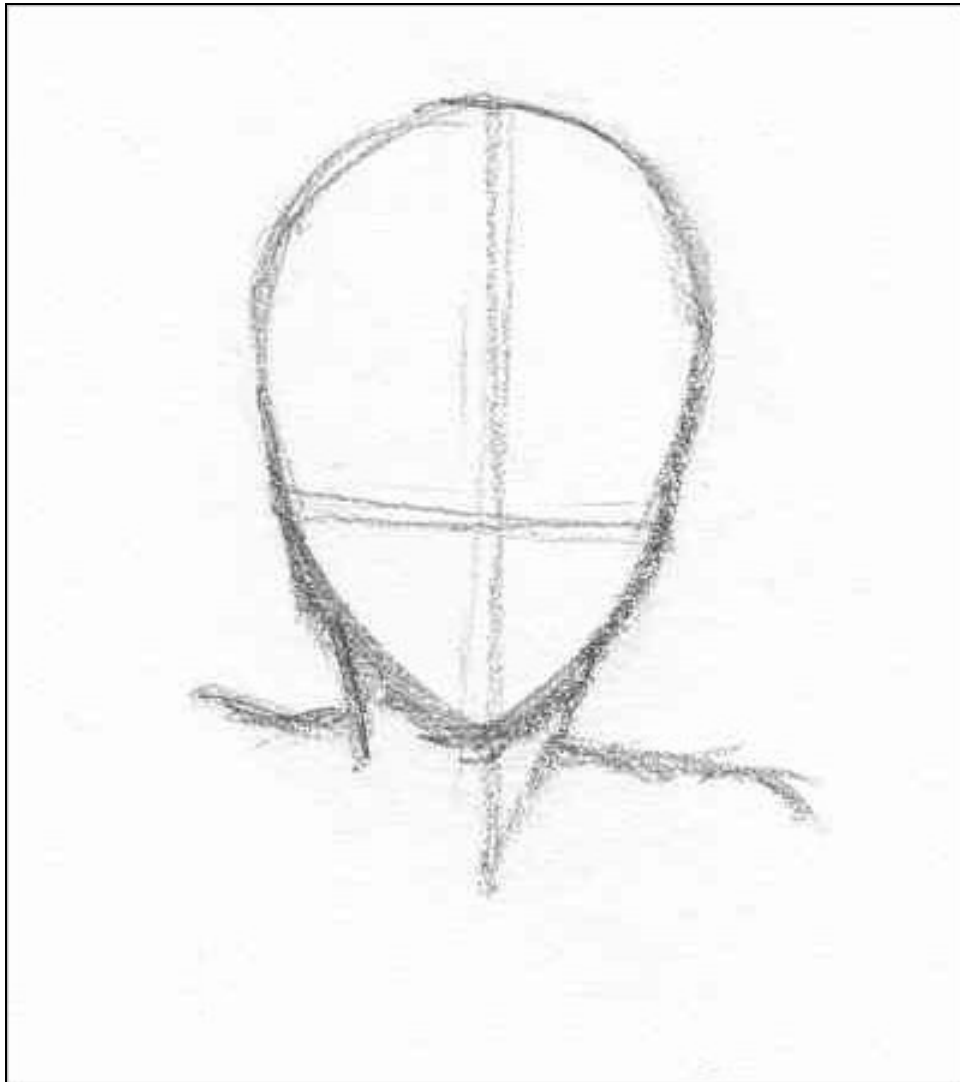


## Female Front View - Step 1:

---

Begin by roughly sketching the outline of the character's head with a pencil, drawing guidelines to depict the relative level of the eyes and the middle of the face. Further develop the drawing by adding lines for the neck and shoulders.

Note: Since you'll have to do some erasing later on, draw lightly in the beginning. Also be careful not to drag your hand across the page; this causes smudging.



## Female Front View - Step 2:

---

Continue developing the pose of the figure. I usually start with lines that represent the character's arms and use simple shapes for the hands. Let this part of the sketch suggest the rest of the pose and develop it accordingly. Don't feel tempted to go back to the face and work on that yet; as a general rule, it helps to develop the overall picture and pose before working on the details.



## Female Front View - Step 3:

---

Continue developing the pose of the figure, this time adding legs and starting to develop the muscle structure of the character. At this point, the general figure is there, and the drawing is still a simple, rough sketch. Continue developing the drawing, paying attention to important details such as the hands.



## Female Front View - Step 4:

---

Now it's time to revisit the face. I usually draw the eyes and facial features before drawing the hair. Remember to draw lightly!



## Female Front View - Step 5:

---

Next, focus on the clothes, adding folds to help give the drawing some depth. Notice that you may want to use curves and organic lines as opposed to straight lines; this will help give the figure dimension. Erase any smudge marks or unwanted pencil lines, and add any other desired details. Now it's ready to ink!



## Female Front View - Step 6:

---

Begin the process of inking the figure, using a black Micron pen. Usually, I start by inking the outer lines, such as the outline of the head and neck. I don't ink the eyes or facial features until later.

Note: I'm erasing the pencil marks after I ink each region of the drawing, but this is only to make it easier for you to see the drawing more clearly. It's best to wait and erase the pencil after you are completely finished with inking, so that you don't risk erasing a part of the drawing that you haven't inked yet. Also note that you don't have to go over the pencil lines exactly as they were; you can add more details during these steps.





## Female Front View - Step 7:

---

Now you can ink the facial features and eyes. Don't feel tempted to draw in pupils just yet, we'll do that when we color the image.



## Female Front View - Step 8:

---

Continue inking the figure, moving from the top of the drawing toward the bottom. Generally, you should ink one whole region at a time. For example, ink the shirt, then the arm, then the pants, etc.



## Female Front View - Step 9:

---

Continue inking the figure. Pay particular attention to the hands, emphasizing their bone structure and knuckles.



## Female Front View - Step 10:

---

Finish inking the pants, and finish adding any other desired folds or details.



## Female Front View - Step 11:

---

Let's add another design element by varying the line thicknesses. We'll make the outer line bold. Simply retrace the outline, making it thicker. If you wish, you can skip this step. Remember to erase all the pencil markings if you haven't already done so.



## Female Front View - Step 12:

---

Prepare to begin coloring the drawing with watercolors. Don't worry—the watercolors won't cause the ink from the Micron pens to bleed. Gather watercolors, water, and two differently sized brushes. I use a very small brush for detail work, and a larger brush to mix the watercolors.

When coloring, keep in mind that the basic drawing uses three different color values: highlight, medium (neutral) tone, and shadow. Using these three values will make the figure appear more three-dimensional.

Begin by coloring the hair and skin using a very light tone. Don't worry about shading yet; just apply an even-toned color at first as the base coat. This is just the first of many, many layers. Be sure to let each layer dry before adding the next, otherwise the colors may bleed.



## Female Front View - Step 13:

---

Begin shading the hair and skin by adding another layer. However, don't simply give the drawing another coat of paint; leave the areas you want highlighted empty. Generally, I work from the outside-in, making the "edges" the darkest. This helps give the figure depth.





## Female Front View - Step 14:

---

Now, let's begin coloring her clothes. Paint the sleeves and the pants with a light color; this will act as the base color. You can also color the irises of her eyes.





## Female Front View - Step 15:

---

Begin shading her clothes by adding more layers of color to the areas where you imagine the shadows would be.



## Female Front View - Step 16:

---

Continue making the shadows more intense. Also, you can increase the depth of her hair by adding layers of orange and red. I used the same red from her shirt to give her hair red highlights.



## Female Front View - Step 17:

---

Now you can add more color to her shirt. I mixed a small amount of red with a tan color to create a very light color to use for the rest of her shirt. Experiment with watercolors and create a color scheme that you like.



## Female Front View - Step 18:

---

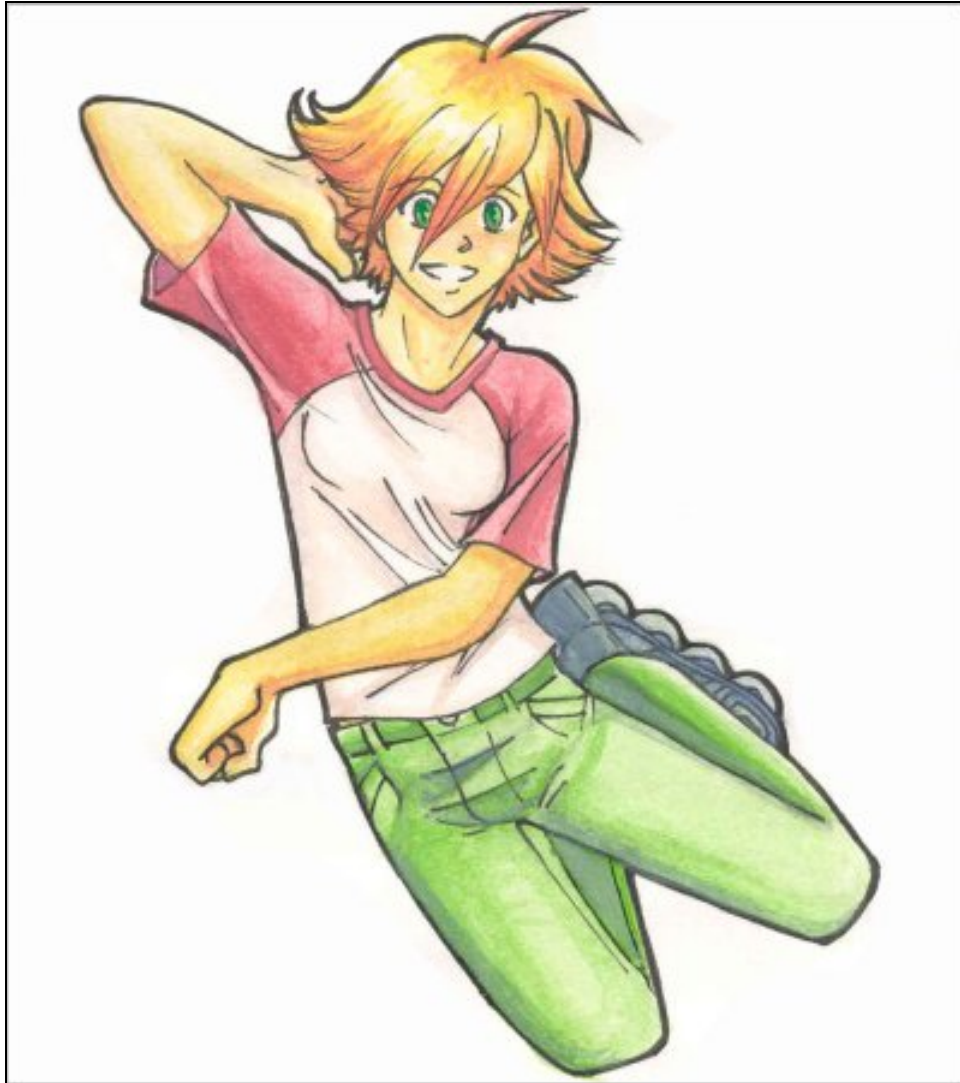
Now it's time to color her roller blades. Mix any color you like. I simply used a dark blue. You can also use that blue for shadows on her pants and shirt sleeves.



## Female Front View -Step 19:

---

Finally, add any finishing details, such as pupils. You can use a green Micron pen to draw in the pupils. Also, you can make the roller blades darker by adding a coat of green paint. After adding any other desired details, the image is complete!



*I wonder if  
she'd go out  
with me?*

## 4.2 Female Tutorials: 3/4<sup>th</sup> View Sitting

We've now mastered drawing the character from a frontal angle. Let's now try to draw her from a 3/4<sup>th</sup> perspective.

### Call to Arms:

- ✓ Cups and water
- ✓ Green and black Sakura Micron pens (size 01)
- ✓ Large, white eraser
- ✓ Paint wells
- ✓ Pencil
- ✓ Small paintbrush
- ✓ Watercolor paint set

Number of Steps

16

Skip Tutorial

### Finished Product:



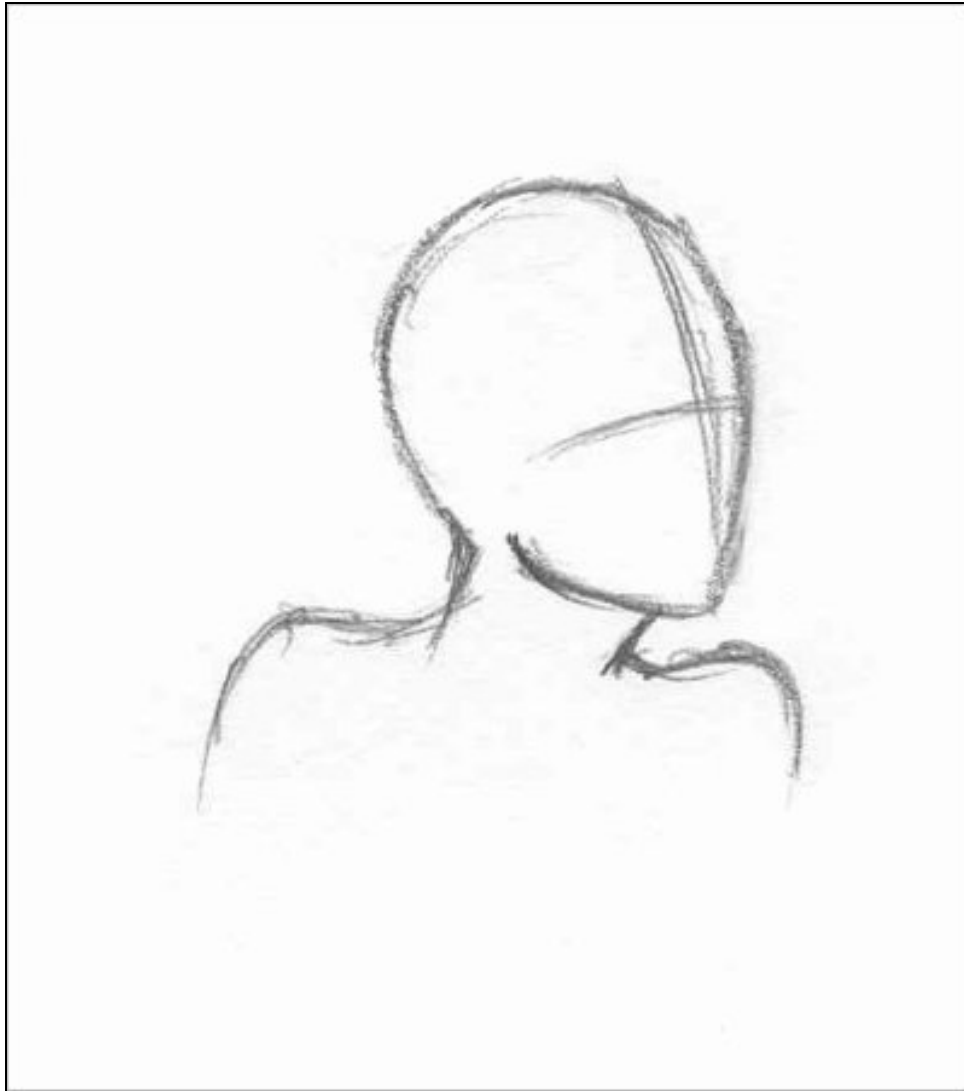


## Female 3/4th View - Step 1:

---

Begin by roughly sketching the outline of the character's head with a pencil, drawing guidelines that depict the relative level of the eyes and the middle of the face.

Remember to draw lightly for now and not drag your hand across the page.



## Female 3/4th View - Step 2:

---

Continue developing the pose of the figure.





## Female 3/4th View - Step 3:

---

Now it's time to revisit the face. I usually draw in the eyes and facial features before drawing the hair. Notice that the character's left eye appear smaller than the right eye; this helps create a sense that the head is turned or at an angle. Don't forget the ears! Remember to draw lightly, as we will erase the pencil later after inking the drawing.



## Female 3/4th View - Step 4:

---

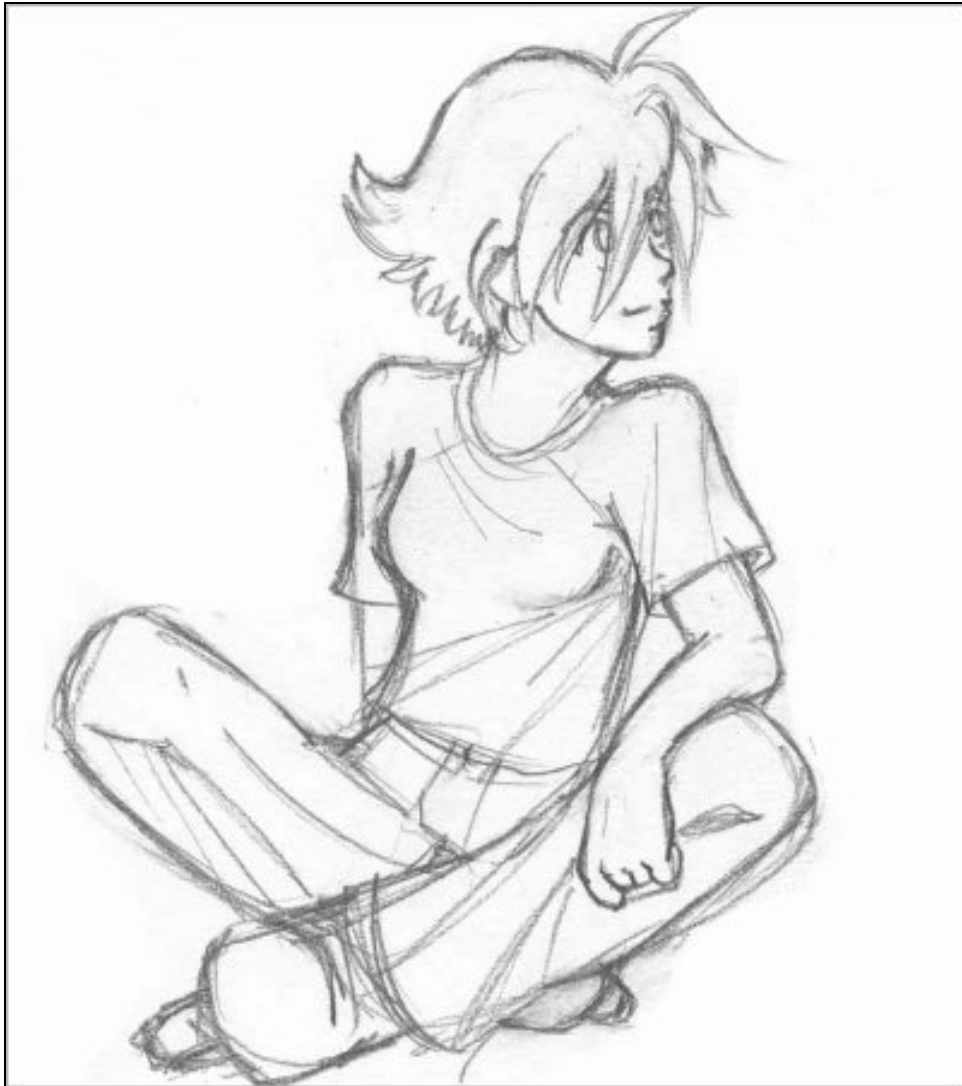
Now it's time to draw the outline of the character's hair. Additionally, you can develop the figure by adding other details and paying particular attention to the hands and feet (in this case, the character is wearing roller blades).



## Female 3/4th View - Step 5:

---

It's time to add folds and any other desired details on the clothes.



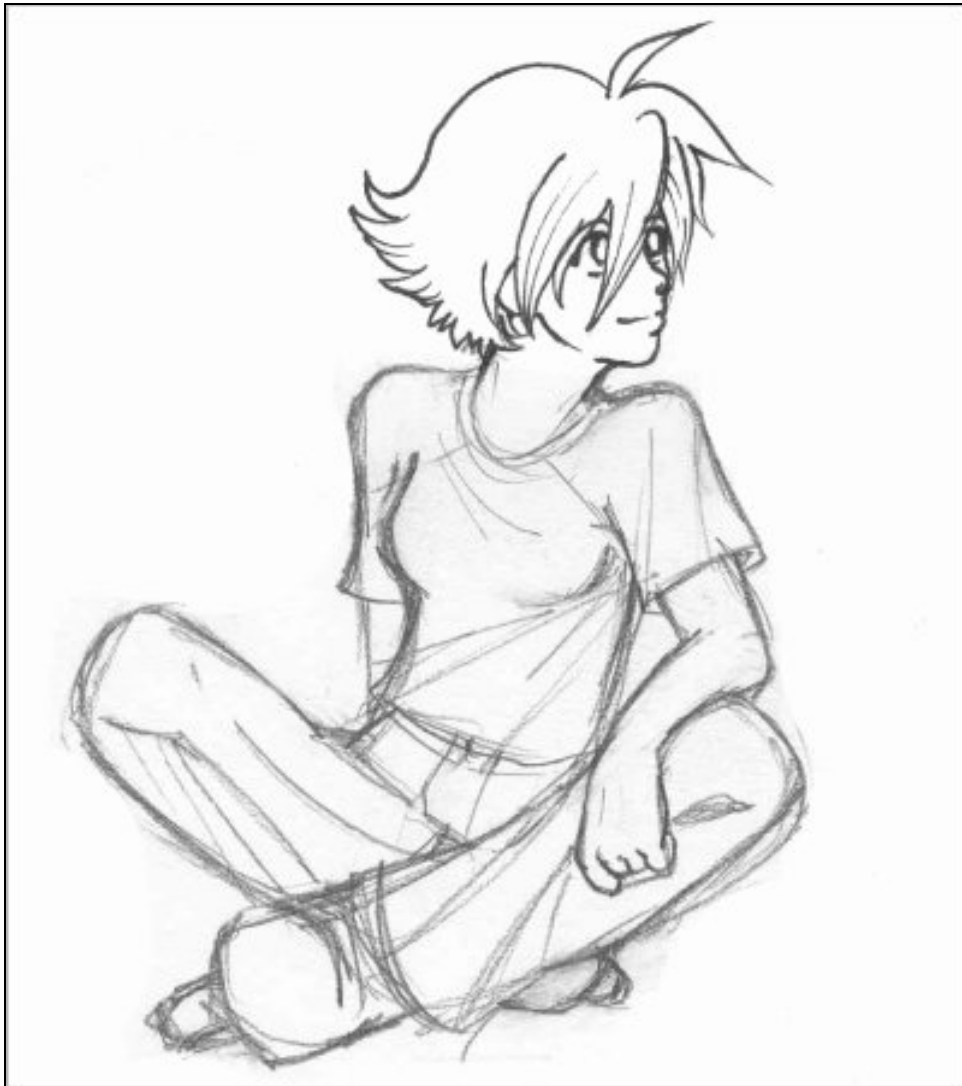
## Female 3/4th View - Step 6:

---

Begin the process of inking the figure, using a black Micron pen. Usually, I start by inking the outer lines, such as the outline of the head and neck. I usually don't ink the eyes or facial features until later.

Note: While I'm erasing the pencil after I ink each region of the drawing, this is only to help you see the drawing more clearly. It's best to wait and erase the pencil after you are completely finished inking, so that you don't risk erasing a part of the drawing that you haven't inked yet.

Also note that you don't have to go over the pencil lines exactly as they were; you can add more details during these steps.



## Female 3/4th View - Step 7:

---

Continue inking the figure, moving from the top of the drawing toward the bottom. Generally, you should ink one whole region at a time; for instance, ink the shirt, then the arm, then the pants, etc. Otherwise, you may miss a line, or forget to ink a section.



## Female 3/4th View - Step 8:

---

Finish inking the body, adding any other desired folds and details.



## Female 3/4th View - Step 9:

---

Let's add another design element by varying the line thicknesses. We'll make the outer line bold. Simply retrace the outline, making it thicker. If you wish, you can skip this step. Remember to erase all the pencil markings if you haven't already done so.





## Female 3/4th View - Step 10:

---

Prepare to begin coloring the drawing with watercolors. Don't worry—the watercolors won't cause the ink from the Micron pens to bleed. Gather watercolors, water, and two differently sized brushes. I use a very small brush for detail work, and a larger brush to mix the watercolors.

When coloring, keep in mind that the basic drawing uses three different values of colors—highlight, medium (neutral) tone, and shadow. Using these three values will make the figure appear more rounded, or three-dimensional.

Begin by coloring the hair and skin using a very light tone. Don't worry about attempting to shade yet; just apply an even-toned color at first as the base coat. This is just the first of many, many layers. Be sure to let each layer dry before adding another layer, otherwise the colors may bleed.



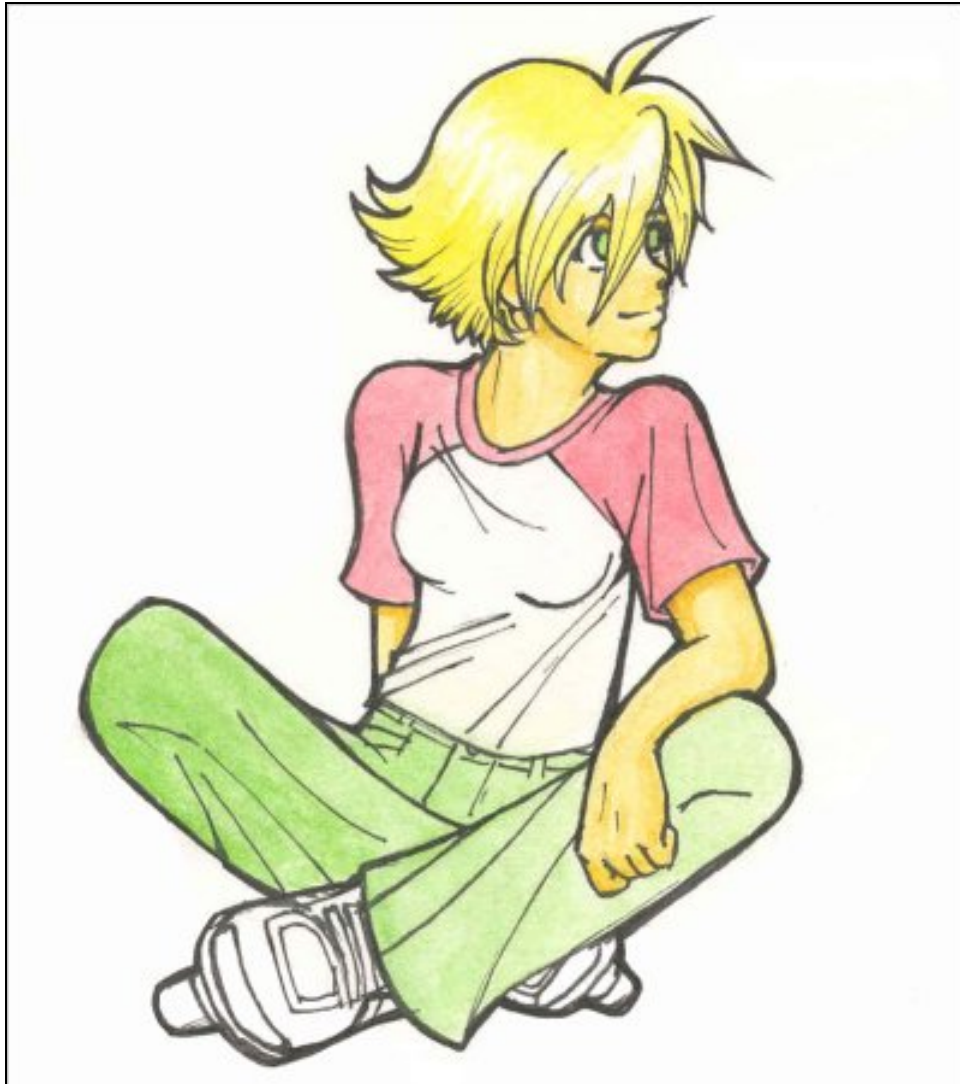


## Female 3/4th View - Step 11:

---

Begin shading the hair and skin by adding another layer. Remember not to apply a coat of paint to everything, leave the areas you want highlighted untouched. Also remember to work from the outside-in.

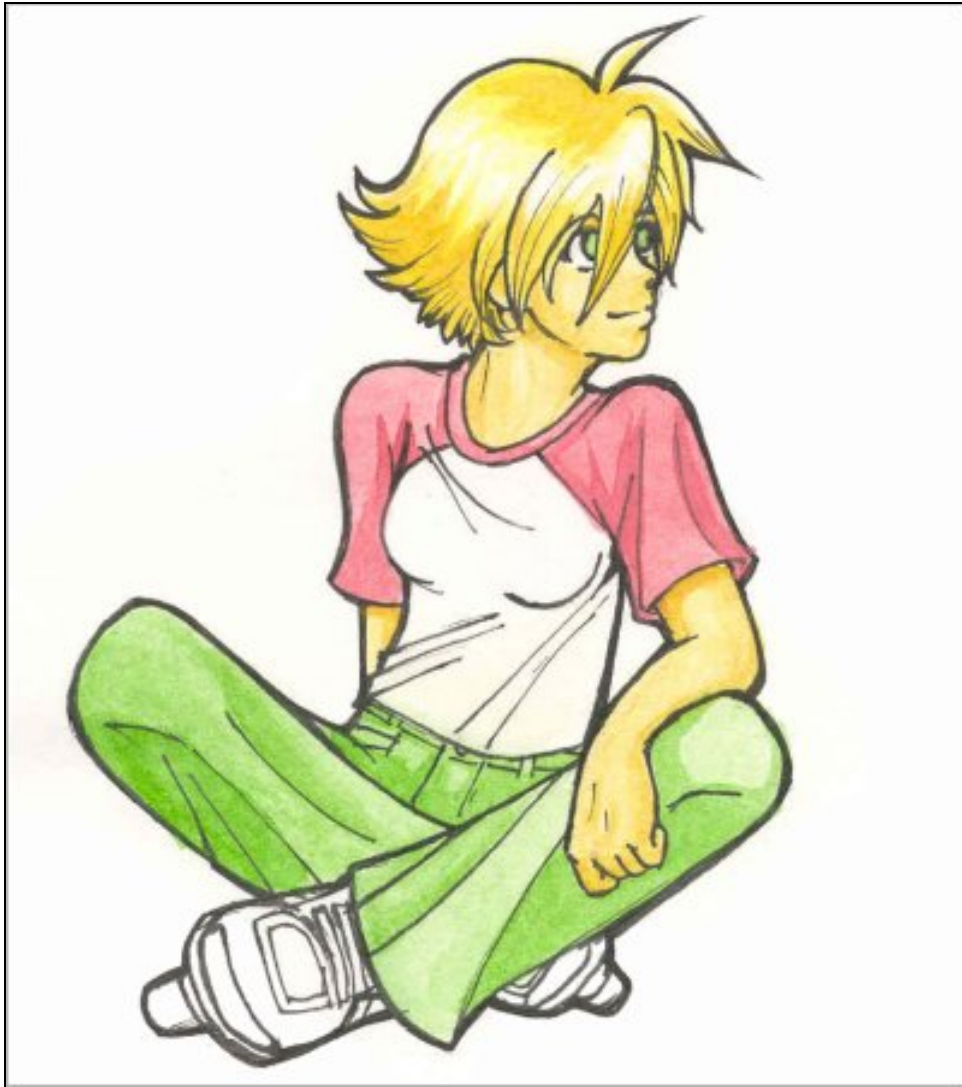
At this point you can begin coloring her clothes. Paint the sleeves and the pants with a light color; this will act as the base. You can also color the irises of her eyes.



## Female 3/4th View - Step 12:

---

Begin shading her clothes by adding more layers of color. You can also add more layers of color to her hair, even using the same color that you used for her skin.



## Female 3/4th View - Step 13:

---

Now you can add more color to her shirt. I mixed a small amount of red with a tan color to create a very light color to use for the rest of her shirt. Experiment with watercolors and create a color scheme that you like.



## Female 3/4th View - Step 14:

---

Now it's time to color her roller blades. Mix any color you like. I simply used a dark blue. Continue adding more layers of color to her hair.



## Female 3/4th View - Step 15:

---

Continue making the shadows more intense. I used the same red from her shirt to give her hair red highlights. You can also use that blue from her roller blades for shadows on her pants and shirt sleeves.

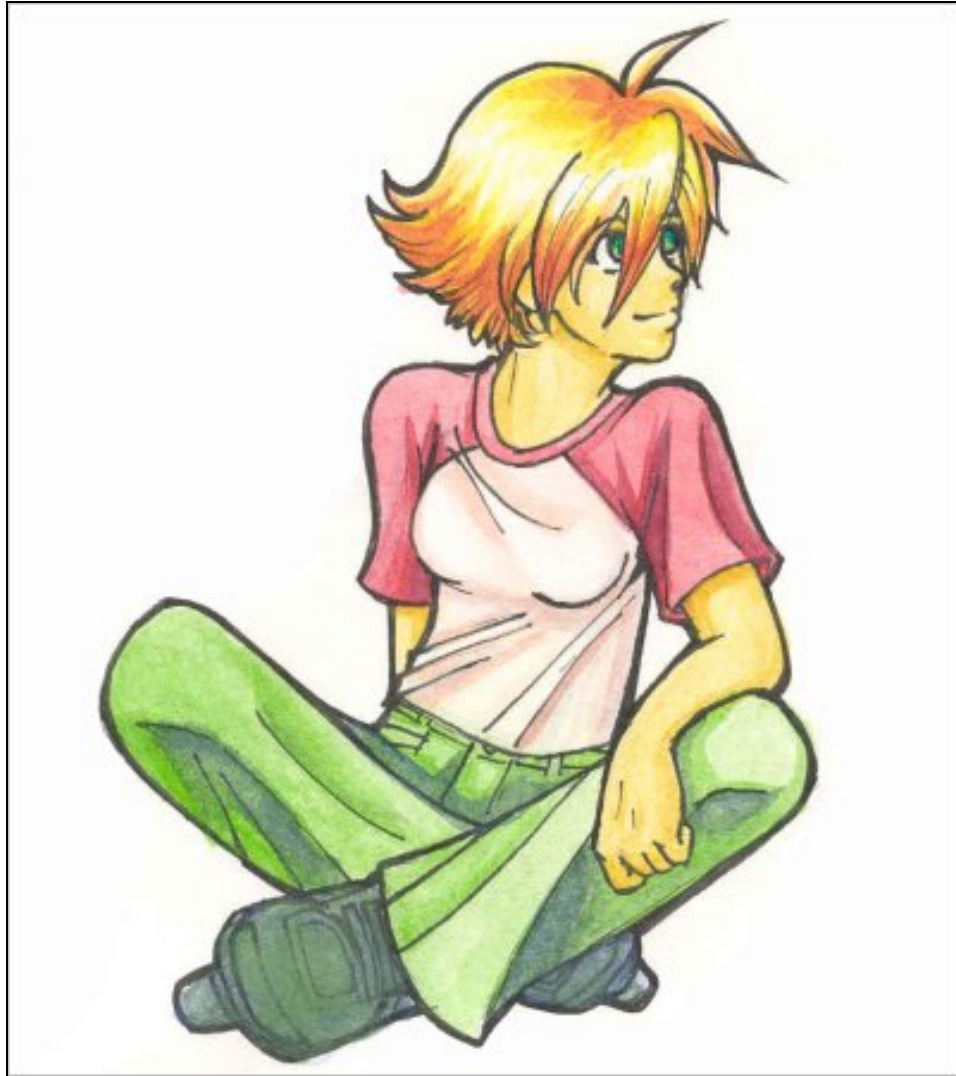




## Female 3/4th View - Step 16:

---

Finally, add any finishing details, such as pupils. You can use a green Micron pen to draw in the pupils. Also, you can make the roller blades darker by adding a coat of green paint. After adding any other desired details, the image is complete!



## 5 Complex Tutorial

Now it's time to combine all your skills and craft a more complex drawing, complete with a physical environment. This is both a difficult and rewarding task.

One of the most important things you can do as an artist is to study the world around you for scenery and objects that could potentially be depicted in your drawings.

Studying and drawing from real life will often help you make your scenes more realistic and authentic, even if you're creating a different world or fantasy setting.

### Call to Arms:

- ☑ Blue and black Sakura Micron pens (size 01)
- ☑ Cups and water
- ☑ Large, white eraser
- ☑ Paint wells
- ☑ Pencil
- ☑ Small paintbrush
- ☑ Watercolor paint set

Number of Steps

38

Skip Tutorial

### Finished Product:

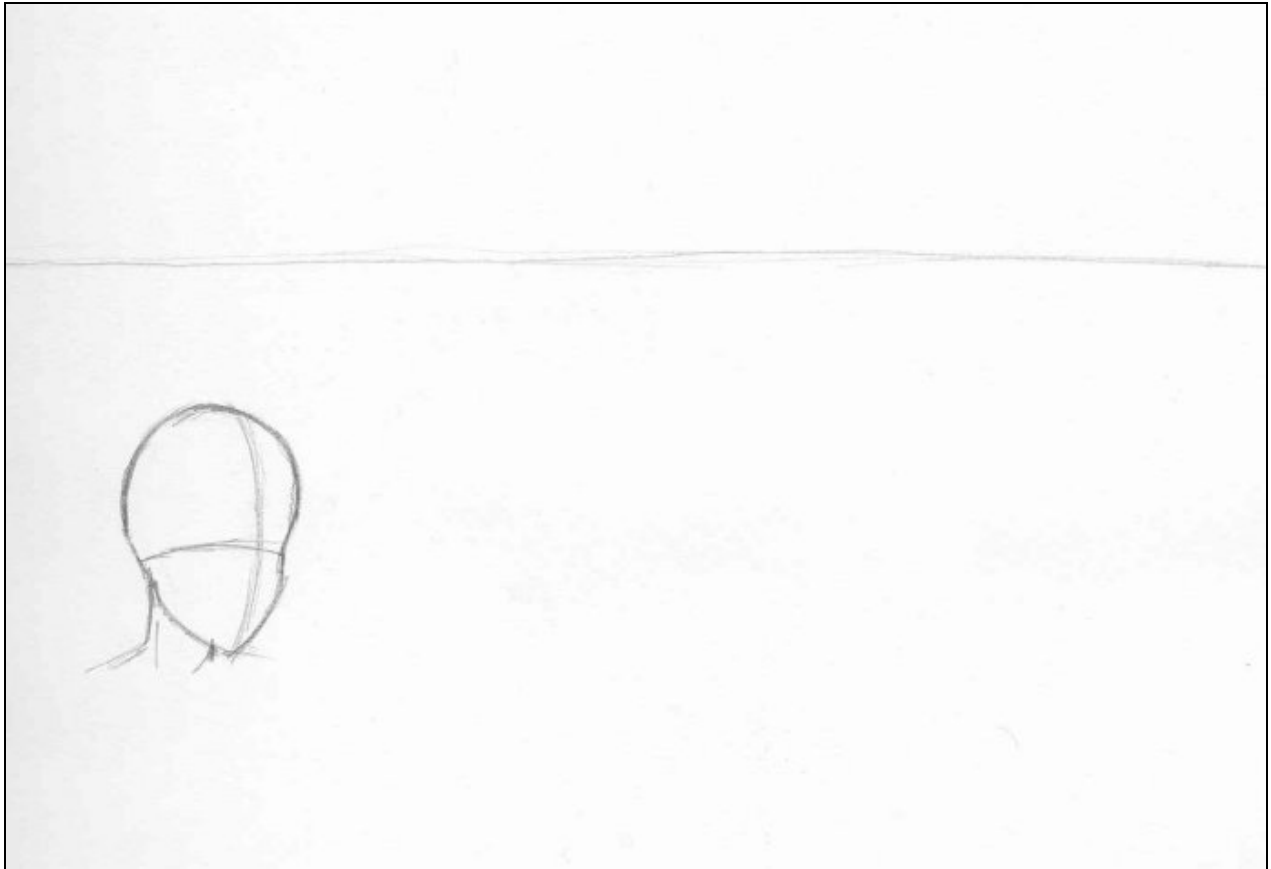


## Complex Tutorial - Step 1:

---

Before you begin, decide on the composition and placement of characters within the frame of your drawing. After deciding, begin by roughly sketching the outline of a character's head with a pencil.

It also helps to quickly draw the horizon line in order to begin determining the relation between the characters and the ground. When creating a more complex picture, you should try to strike a balance between developing the characters and developing the background.

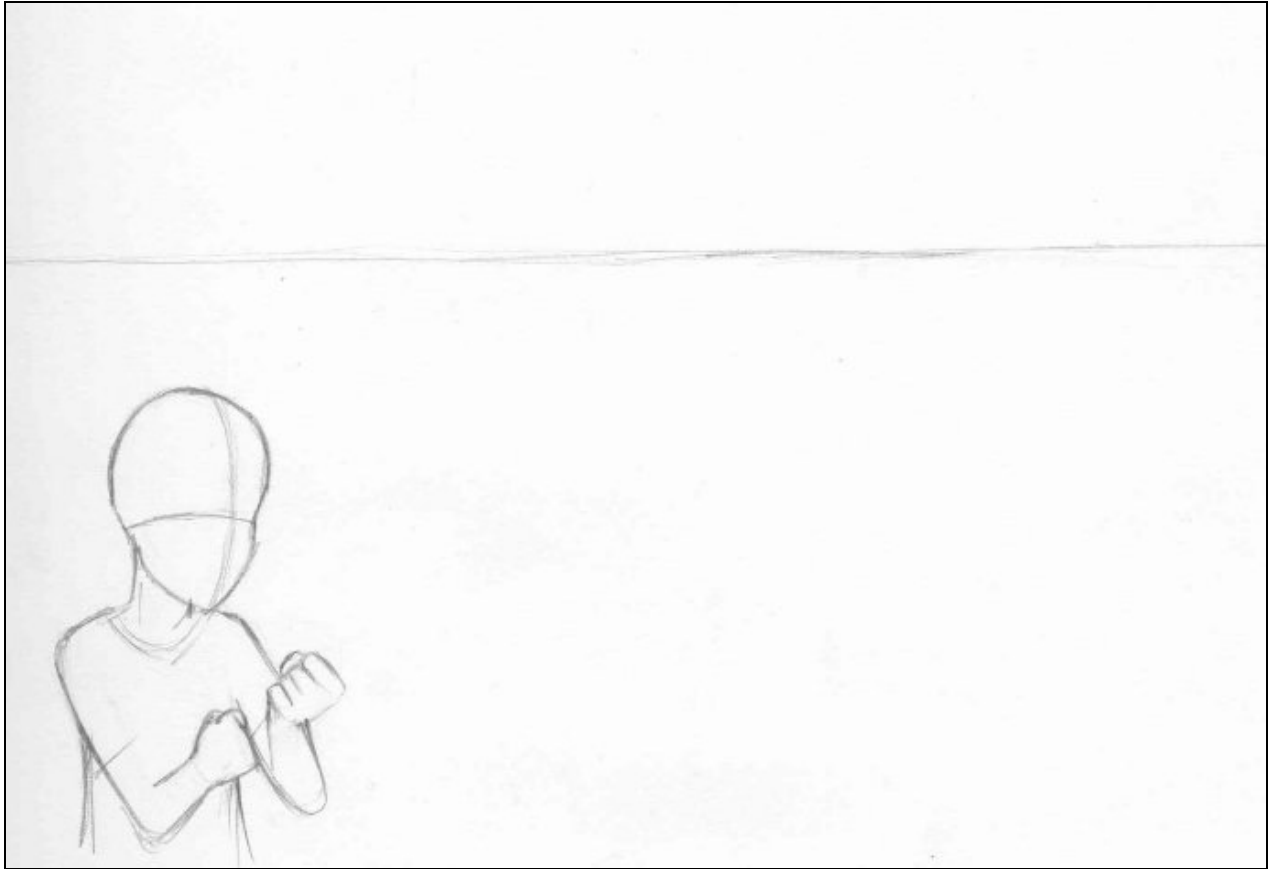




## Complex Tutorial - Step 2:

---

Focus on the character now, developing the position by drawing in lines for the arms and working on the hands. Don't worry about drawing a face yet, it's best to focus on the more general details at first and then move on to the specifics.



## Complex Tutorial - Step 3:

---

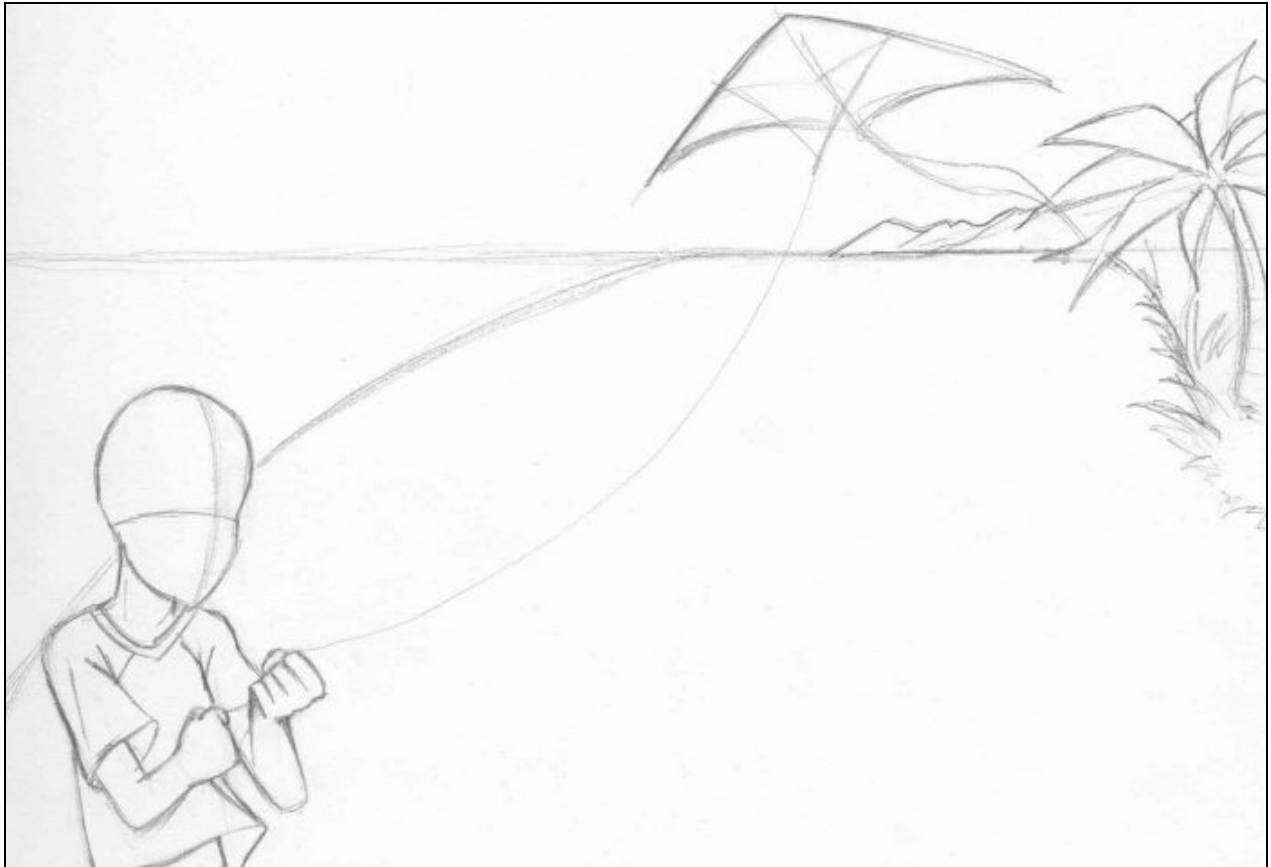
Here you can begin adding some details to the character's shirt, sketching in lines for folds and perhaps creating a wind-swept look by manipulating the way the clothes fall on the figure. Also, we can start adding details that identify the environment. This picture will eventually become a field or a beach where the character can fly a kite.



## Complex Tutorial - Step 4:

---

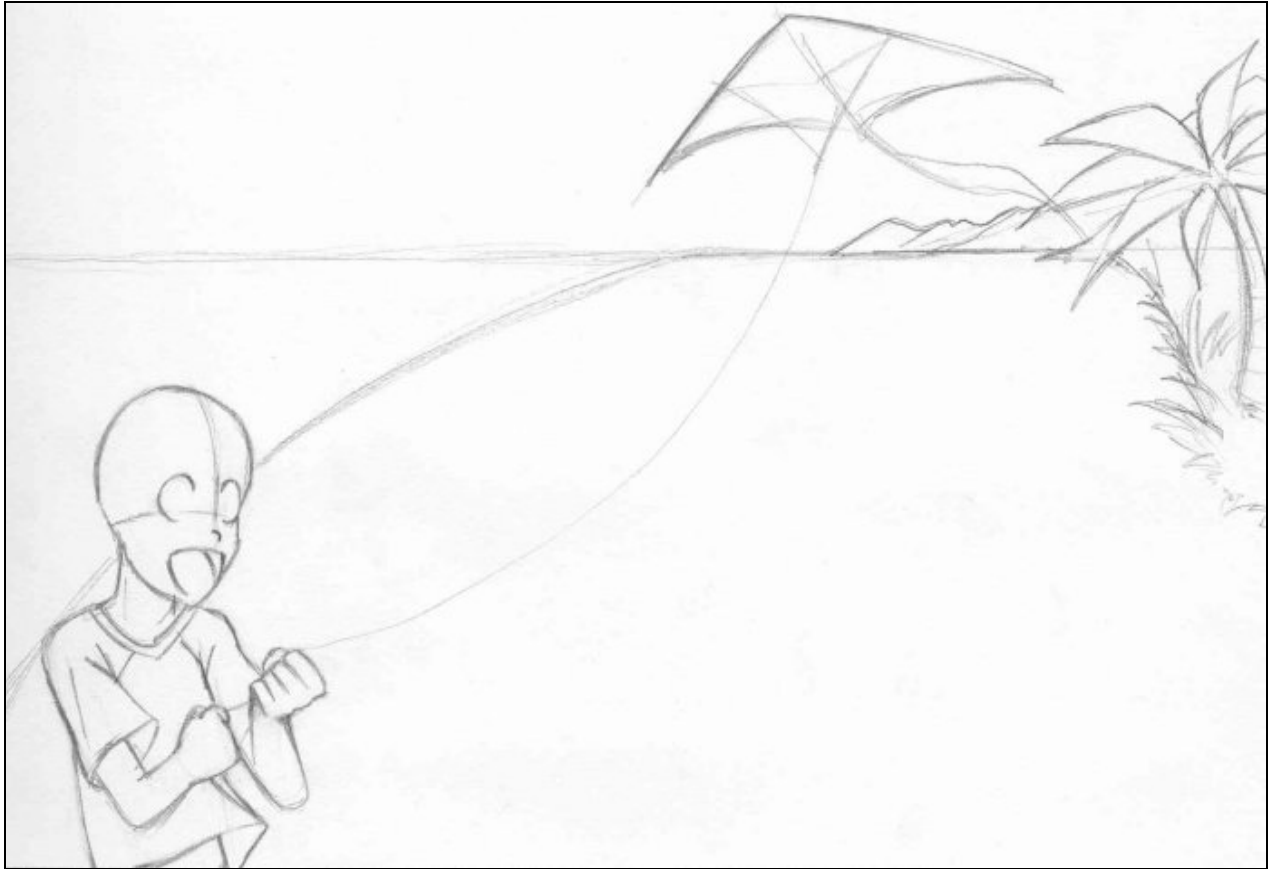
Focus on the background now. We'll create a beach by quickly sketching in a palm tree, some mountains in the distance, and a line where the ocean meets the shore. It's best if you can observe some of these features in person in order to portray them more accurately, but a photograph also works well as a reference.



## Complex Tutorial - Step 5:

---

Let's focus on the character again, this time developing his face. Map out the general features of his face at first, then move on to the details. Erase the guidelines on his face if you have not already done so.



## Complex Tutorial - Step 6:

---

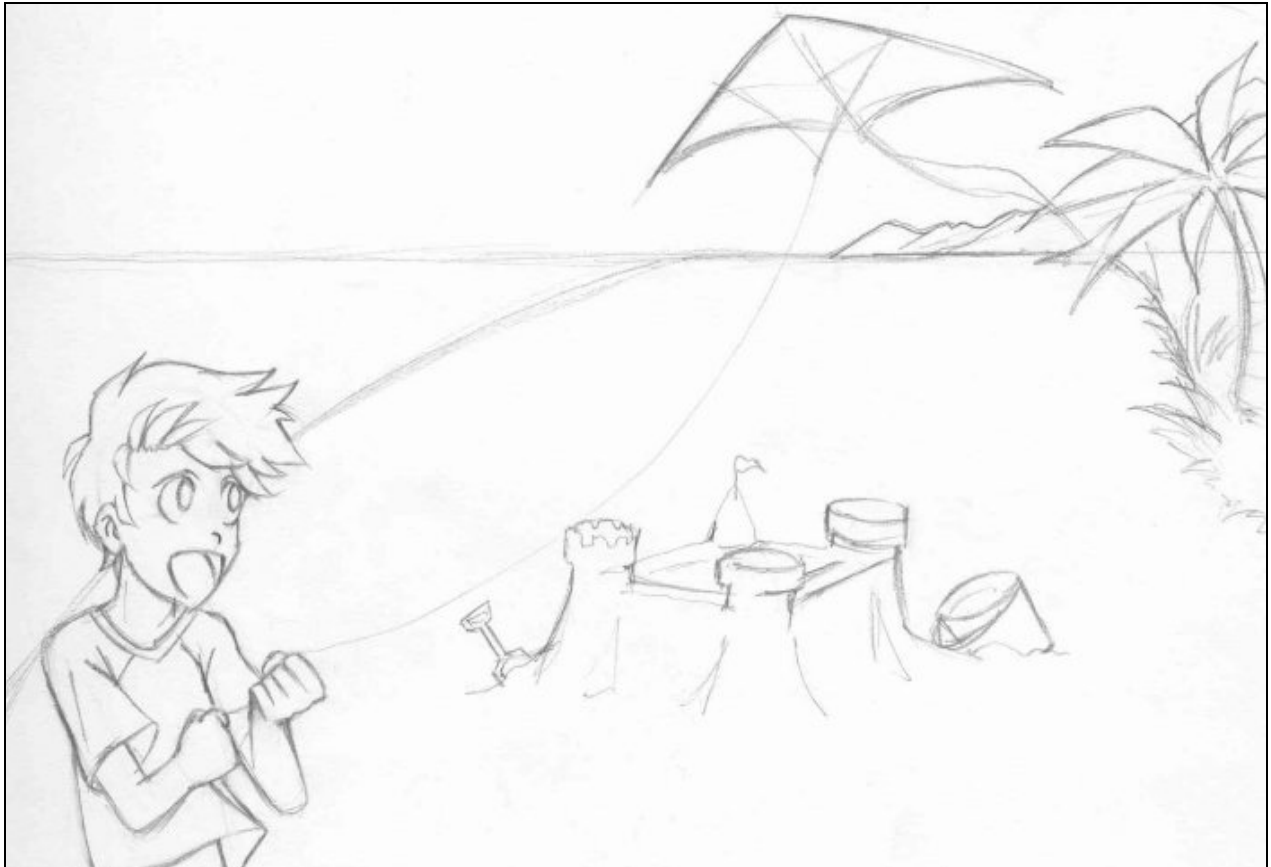
Now you can finish the face and head by adding irises to the eyes and sketching his hair. Manipulate his hair so that you get the same wind-swept feeling that the clothes suggest.



## Complex Tutorial - Step 7:

---

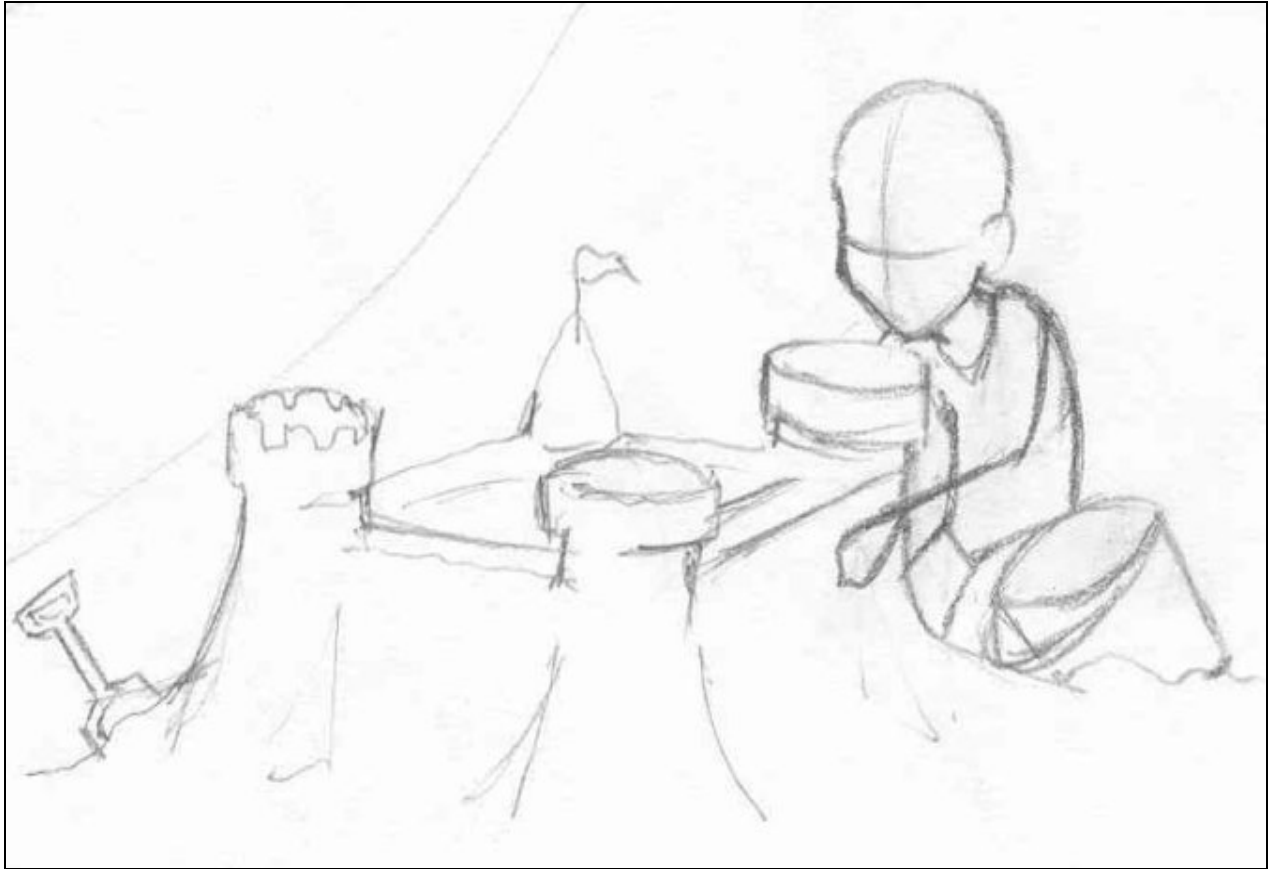
Focus on supplying more details about the environment. Another common sight at the beach is a sand castle, so we'll add one to this picture. This detail will allow us to work in another character. Whenever you create a picture with a background, it's best to show the characters interacting with the environment. This is to create the sense that the characters belong there.



## Complex Tutorial - Step 8:

---

Begin creating another character, utilizing the same process we completed before. Start by roughly sketching the outline of the head, then drawing lines depicting the pose of the figure crouching next to the sandcastle.



## Complex Tutorial - Step 9:

---

Further develop the figure, focusing on the hands and face.

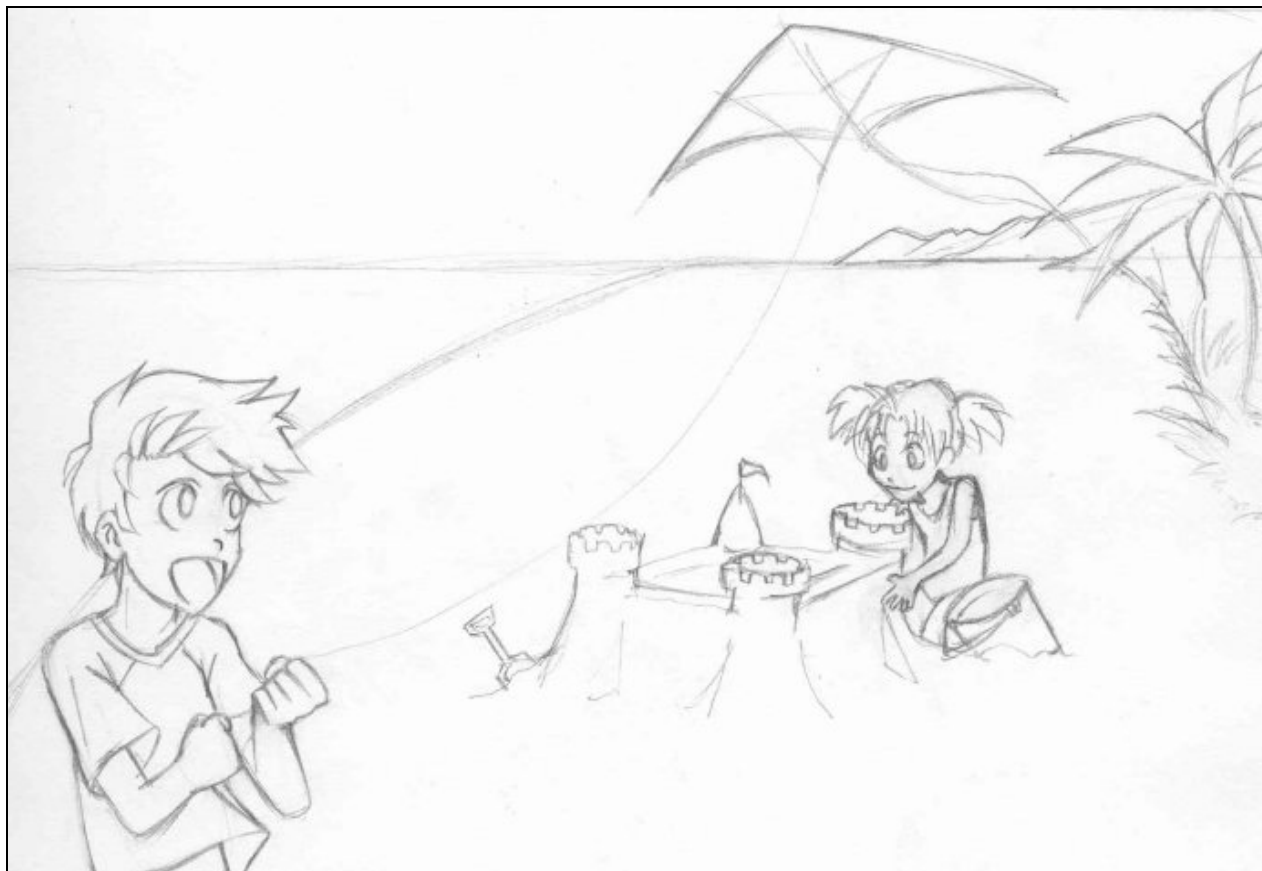




## Complex Tutorial - Step 10:

---

Complete the second figure by drawing eyes and hair.



## Complex Tutorial - Step 11:

---

Look over the entire drawing and decide if you want to add any other details to the background, or if you'd like to include any additional figures. If the scene is outdoors, you could add animals.

For this drawing, let's add a pair of seagulls. Notice that they are shown at different angles, each emphasized by the size and position of their wings and heads.



## Complex Tutorial - Step 12:

---

Begin the process of inking the figure, using a black Micron pen. Let's start with the first character. Usually, I start by inking the outer lines, such as the outline of the head and neck. I don't usually ink the eyes or facial features until later.

Note: I'm erasing the pencil after I ink each region of the drawing; however, this is only to make it easier for you to see the drawing. It's best to wait and erase the pencil after you've completely finished with inking so that you don't risk erasing a part of the drawing that you haven't inked yet. Also note that you don't have to go over the pencil lines exactly as they were; you can add more details during these steps.



## Complex Tutorial - Step 13:

---

Continue inking the figure. Now you can begin inking details that are part of the background.



## Complex Tutorial - Step 14:

---

Let's add another design element by varying the line thicknesses. We'll make the outer line bold. Simply retrace the outline, making it thicker. If you so wish, you can skip this step.



## Complex Tutorial - Step 15:

---

Continue to ink the drawing, focusing on either the kite or another feature of the background. Generally, it's easier to ink a picture if you ink objects and characters in the foreground first, so you don't have problems with the background and foreground overlapping later on.



## Complex Tutorial - Step 16:

---

Begin inking the second figure. Start with the general form and then move on to specific features, such as the face.





## Complex Tutorial - Step 17:

---

Finish inking the figure and move on to other objects that are close to the figure, such as the bucket and the sand beneath her. You can choose whether or not to make the outline of this figure bold (as we did with the other figure).





## Complex Tutorial - Step 18:

---

Focus on inking the sandcastle next. Don't make the lines too straight; try to give them a rougher and grainier feel. You can also draw dots to suggest the sand. I draw the most dots around where the shadows would normally lie.



## Complex Tutorial - Step 19:

---

You can begin inking other features of the background, such as the seagulls. Be sure to emphasize the arched shape of their wings, and draw a few lines to suggest the individual feathers that make up their wings.



## Complex Tutorial - Step 20:

---

Focus on the palm tree in the distance. These steps detail the method by which I ink palm trees and give them a distinctive style. My palm trees are heavily inked, and I encourage you to experiment with your own style and discover your own preferences. I begin by drawing the line down the middle of the palm fronds, and then I add the outline of the fronds.



## Complex Tutorial - Step 21:

---

Next, draw in the details of the palm fronds by adding parallel lines that extend from the middle of the fronds outwards.



## Complex Tutorial - Step 22:

---

Retrace the outline of the palm fronds and make the part where the fronds meet the trunk darker than the surrounding areas.



## Complex Tutorial - Step 23:

---

Draw in some grass that obscures the base of the trunk. It's easier to draw the grass first and then work on the trunk itself.





## Complex Tutorial - Step 24:

---

Begin drawing the trunk by inking the different (almost trapezoid-shaped) segments, starting from the base and moving toward the top of the tree.



## Complex Tutorial - Step 25:

---

Retrace the outline of the trunk, making it bold. Add lines that extend from the base of each trapezoid segment toward the top, showing the grain of the wood. Now the palm tree is complete.





## Complex Tutorial - Step 26:

---

You can begin inking the objects in the far distance. When inking the mountain range, ink the outline first and then proceed to ink various triangular shapes for shadows. Again, this is a matter of preference; you can experiment with different techniques for drawing the shadows. You may prefer to draw the shadows when coloring, for example.



## Complex Tutorial - Step 27:

Ink the horizon line and the ocean next, thus completing the inking process. Be sure to erase all pencil marks and any smudges, and add any final details to the drawing before beginning the process of coloring it.



Yeah, it's  
great. But  
where's  
the color?

## Complex Tutorial - Step 28:

---

Prepare to begin coloring the drawing with watercolors. Don't worry—the watercolors won't cause the ink from the Micron pens to bleed. Gather watercolors, water, and two differently sized brushes. I use a very small brush for detail work, and a larger brush to mix the watercolors. When coloring, keep in mind that the basic drawing uses three different values of colors—highlight, medium (neutral) tone, and shadow. Using these three values will make the figures and environment appear more rounded, or three-dimensional.

While we inked the drawing, we worked from the foreground to the background; this time we'll move from the background to the foreground and finish coloring the figures last.

When painting, it's best to color the larger areas first, and then work on the details. Begin coloring the sky; start by applying one very light blue wash to the entire area. After that dries, mix a deeper blue and use that at the top of the drawing.

As objects recede in the distance, they often appear lighter and seem to fade away, so the area where the ocean meets the sky should remain a lighter blue. You can also shade the underside of the seagulls' wings with a light blue.



## Complex Tutorial - Step 29:

---

Mix a green and apply that to the mountains and the palm fronds, as well as the grass below the tree. Again, the mountains closest to the horizon should be lighter in color.





## Complex Tutorial - Step 30:

---

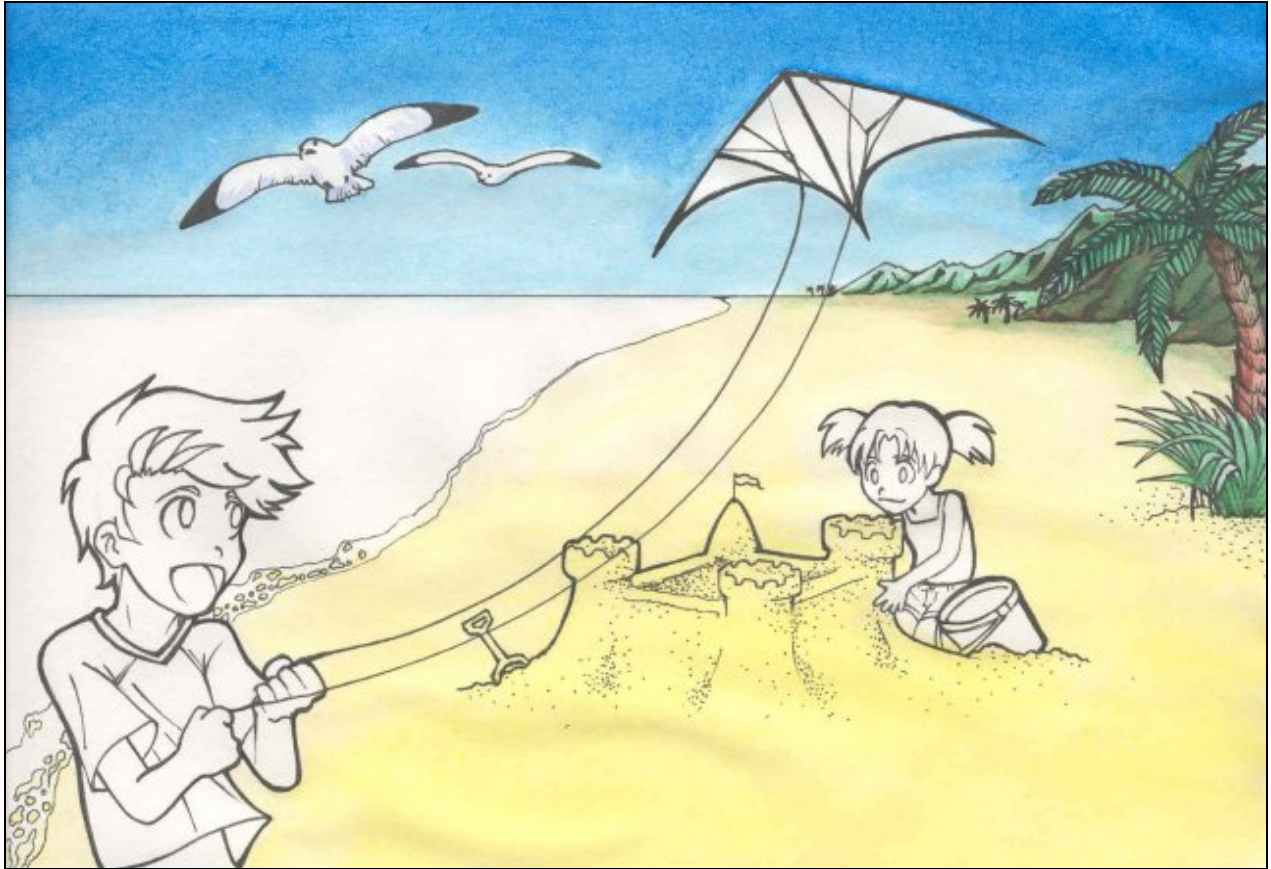
Mix a brown to apply to the tree trunk and the mountains closest to the foreground. This will help give a little contrast between the palm tree and the mountains so they don't blend together, obscuring the tree.



## Complex Tutorial - Step 31:

---

Begin coloring the beach itself. Mix a light yellow and paint the sand; in order to create a sense of depth, you can make the yellow more intense the closer it gets to the bottom of the page, and lighter the closer it gets to the horizon.



## Complex Tutorial - Step 32:

---

Now focus on the ocean. Begin by applying a very light blue or blue-violet to the area, being sure to leave some white for the crests of waves and foam. Then, add layer after layer of a darker blue. The further out to sea, the deeper the blue. Additionally, you can add green to the water to give it more depth.





## Complex Tutorial - Step 33:

---

Now begin to color the characters and objects in the foreground. Mix a red (or any other color if you prefer something else) and color the bucket, the characters' clothes, and the little shovel.





## Complex Tutorial - Step 34:

---

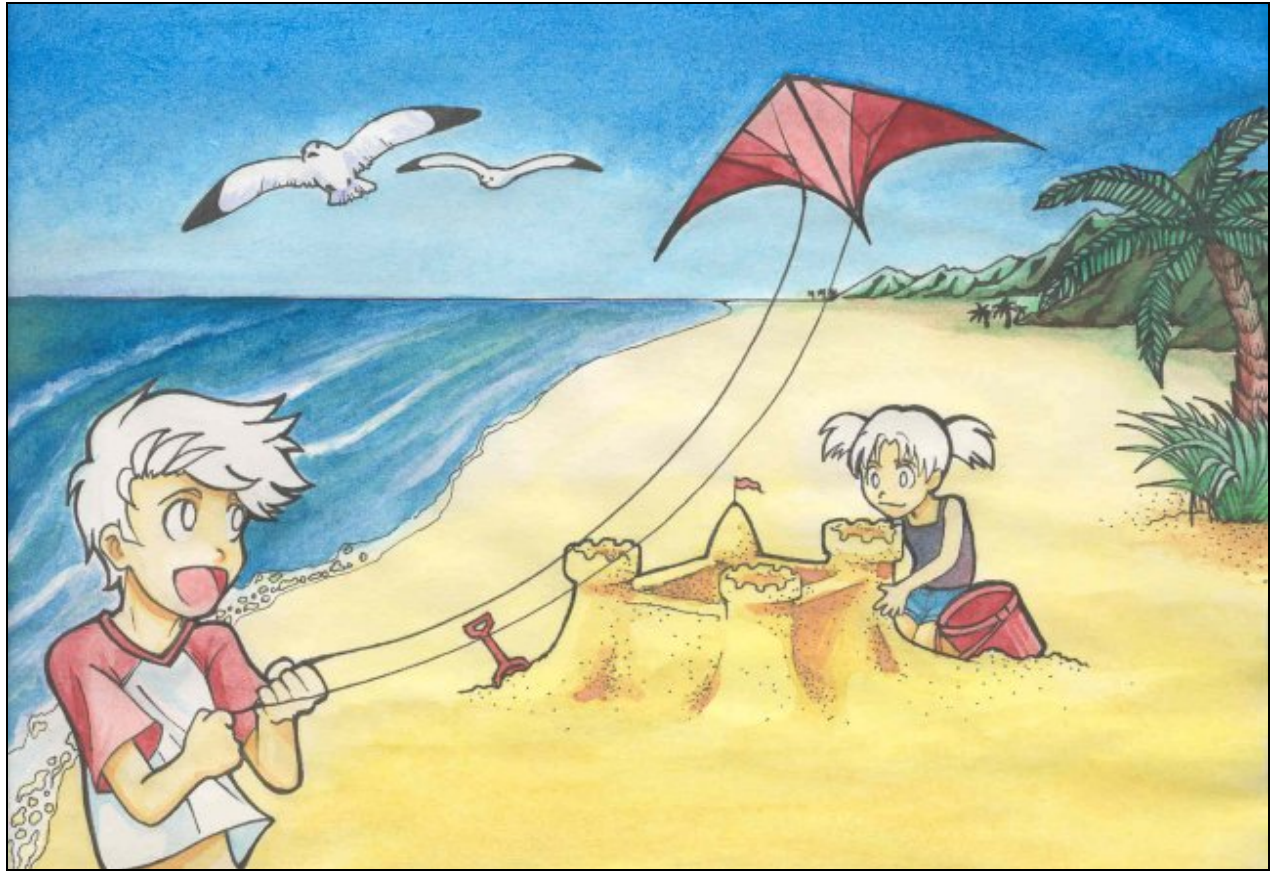
Start adding shadows to the clothes and the sandcastle. On the boy's sleeves, simply add more layers of the same red you used. If the clothes are white, I'd recommend using blue to shade them. To shade the sandcastle, mix a light orange and apply that to the areas where you imagine the shadows would be.



## Complex Tutorial - Step 35:

---

Continue adding darker regions to the clothes and the sandcastle.



## Complex Tutorial - Step 36:

---

Begin coloring the hair. First, simply apply a light wash of the color of your choice to the entire area.





## Complex Tutorial - Step 37:

Begin shading the hair. Add additional layers and use a slightly darker color to create shadows.



## Complex Tutorial - Step 38:

---

Finally, color the eyes. You can leave a small area white as a highlight, and use green or blue Micron pens to draw in the pupils. Now, add any final details, and the drawing is complete!



02!

RODBERE

Rodbere



**Full Name:** Rodrica Cogle  
**Gender:** Female  
**Nickname:** Silicon, Lei  
**Personal Site:** <http://www.Ink-Waltz.com>  
**Favorite Anime:** Ronin Warriors



I was born in Kingston, Jamaica on April 3rd, 1991. My family has a long history of artists (with styles ranging from calligraphy to modern art!) but I did not become interested in any type of art until I was nearly ten years old. At that point, following family tradition, I enrolled in various art schools and programs.

I got my first glance at Japanese animation in 1997, in the form of the shows *Speed Racer* and *Transformers*. I began to mimic that artistic style, and one of my friends shared some of the tricks he'd learned in his high school art classes. After that, almost two years passed before anything interesting happened. Although I had continued to study drawing and painting, I no longer had a passion for art. Fortunately, in the year 2000 I stumbled across the portfolio of an artist called Peppermint. His anime and manga style drawings totally blew my mind, and my love of the style returned in full force.

---

**"I merged Japanese art styles with my own techniques"**

---

Although I had to relearn everything I had forgotten, I was back to drawing—I merged Japanese art styles with my own techniques. Now my interest in art has changed: I focus mainly on fairy tale and game illustration (although I still draw anime and manga in my spare time). I hope to one day publish a short manga of mine.

Random Facts: I can see most shades of blue, and I have a strong dislike of pencils. I work as a commission artist in fairy tale illustration and logo design. My pen name is Zoma.



## 2.1 Introductory Tutorials: **Basic Portrait**

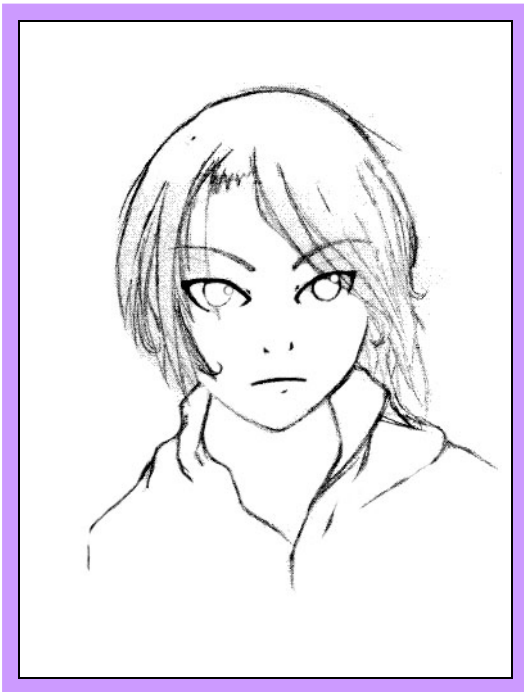
When creating characters it is very important to get their facial features just right. These features should align perfectly with the personality you're trying to convey. When you see a character with dark, spiked hair and narrowed eyes, what do you think of them? Now compare that character to one with large eyes and long, blonde hair.

In this tutorial, you'll learn how to do a basic portrait. Being able to draw a character's portrait is a vital skill when creating original characters.

### Bento Box:

- ☒ Black pen
- ☒ Lead pencil
- ☒ Rubber eraser

### Finished Product:



Number of Steps

5

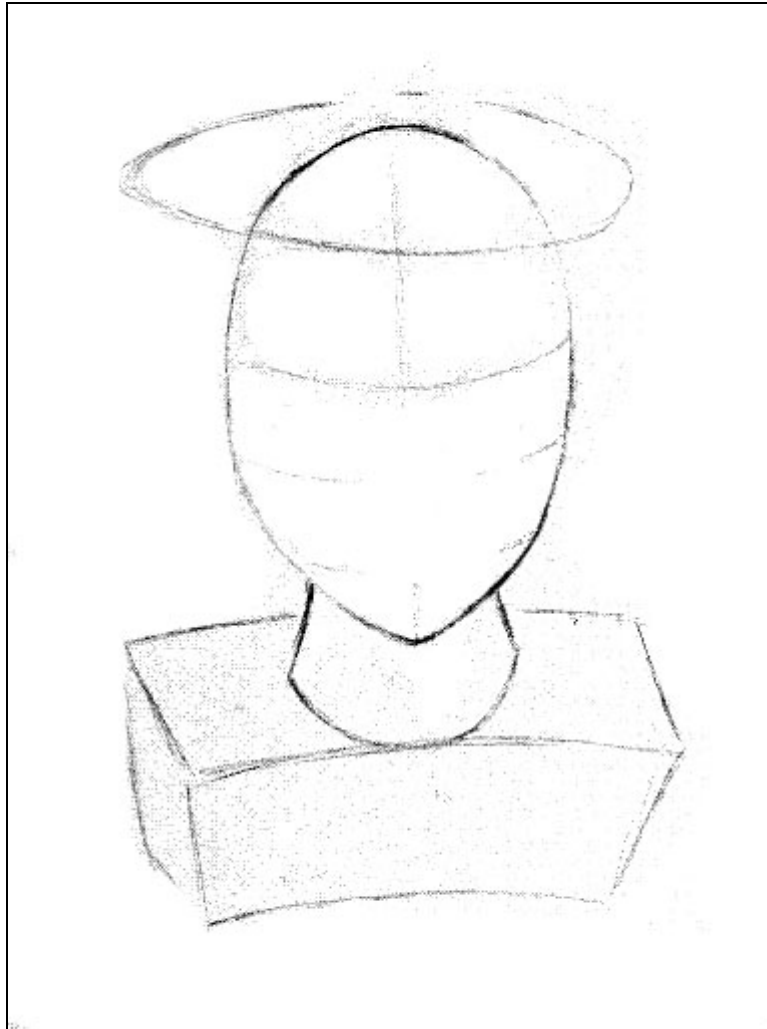
Skip Tutorial

## Basic Profile - Step 1:

---

Start by drawing an oval—it should get smaller near the bottom. Add a vertical line down the center, and add three lines across horizontally. These mark where the face will be drawn in later. Create a 'Halo' around the upper half: this will be used later as well.

Draw a small cylinder underneath your oval. This will be the neck. Underneath this add a slightly curved rectangle. It should look like a rectangular box.



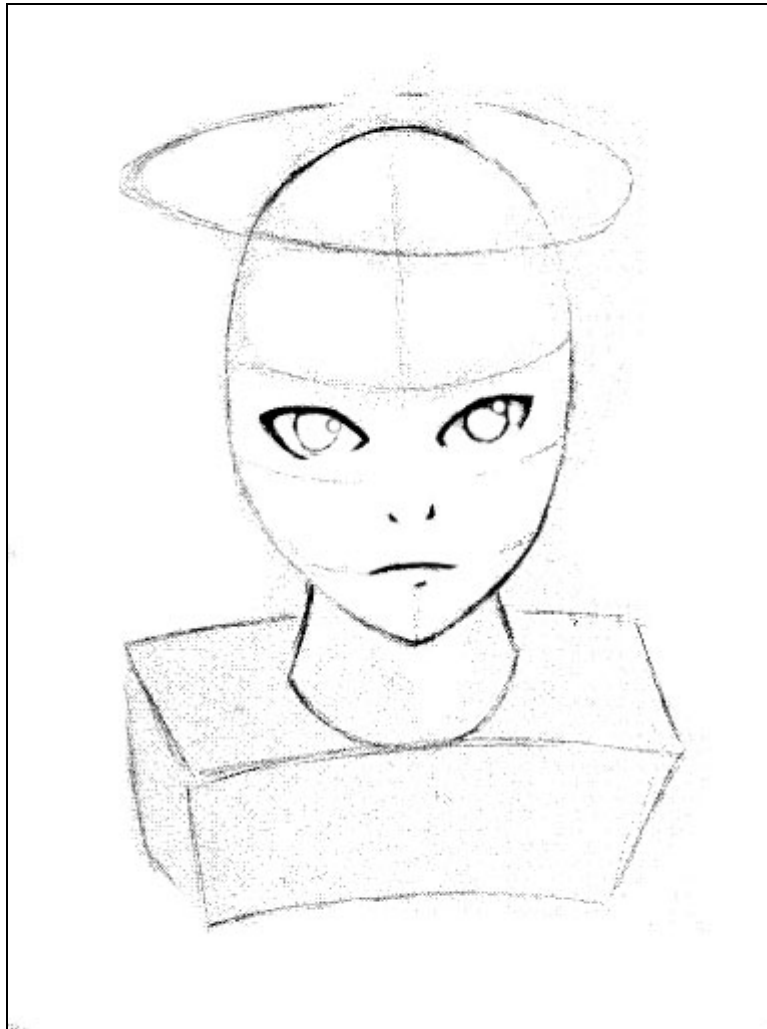
## Basic Profile - Step 2:

---

Use the vertical and horizontal lines to carefully position the face. Draw the nose at the intersection of the horizontal "center" line and the middle horizontal line. Draw the mouth directly below.

When drawing the eyes, remember: They should be spaced equally on either side of the nose, and slightly higher up.

**Sidebar.** Space the eyes carefully! If they are too close to the nose, the face will look "squished." If they are too far apart, it will seem "stretched." Look at your favorite characters and practice drawing their features.



## Basic Profile - Step 3:

---

Begin to transform the curving rectangle/box into your character's shoulders. Note how the collar curves around the character's neck. There are also wrinkles where the shoulders meet the collar of the shirt.

You can now add your character's eyebrows.



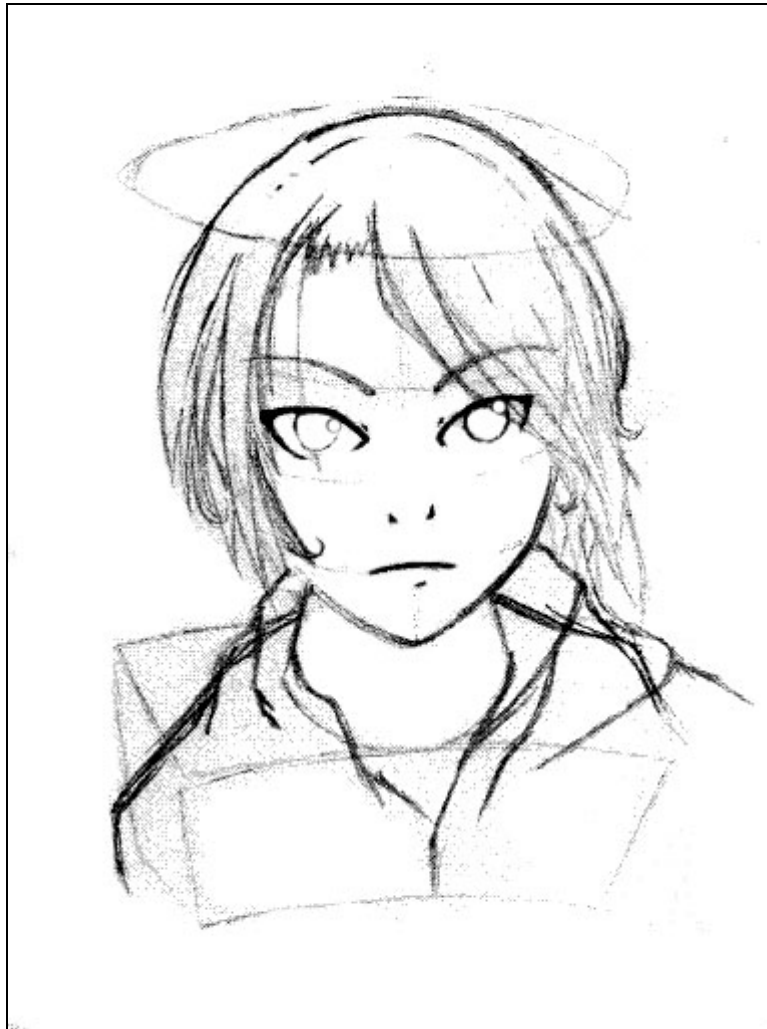
## Basic Profile - Step 4:

---

Now add the hair one strand at a time. The “halo” from Step #1 is useful now! It gives you an idea of how “big” your character’s hair should be.

Remember, hair is always thickest on top and thinnest at the bottom. And it should always move in the same direction!

**Sidebar.** This is easier than it sounds! Using your pencil, make light, “sweeping” lines around your character’s face. Relax! If you concentrate too hard, the hair will look funny and forced. Have extra paper handy, and don’t worry about mistakes: It may take some time to get right, but it will look great when it’s done.



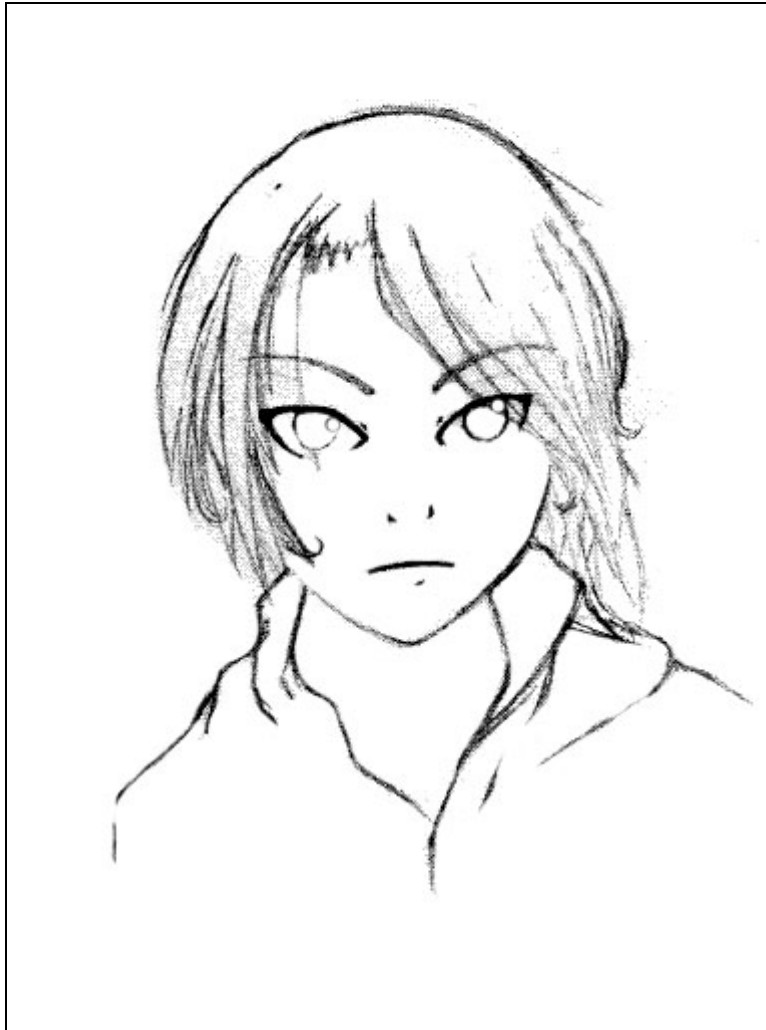
## Basic Profile - Step 5:

---

Erase all of the guide lines (and anything else you don't like). Feel free to continue to add more detail. When you're done, you can use a black pen to carefully ink your image.

**Sidebar.** Inking an image can be a scary process! If you mess up, you've ruined a picture that you've spent a long time on. If you have a scanner, it's a good idea to make a copy of your drawing. You can even ink the copy instead! That way, even if you mess up, you'll still have a perfect original to show off to your friends and family.

Congratulations, you have now finished your first portrait line art!



## 2.2 Introductory Tutorials: **Leaves and Petals**

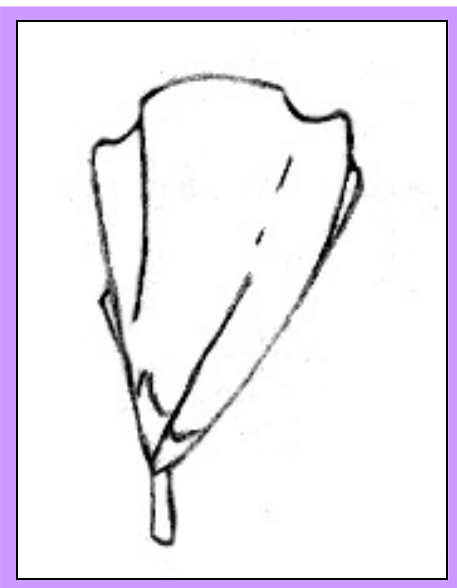
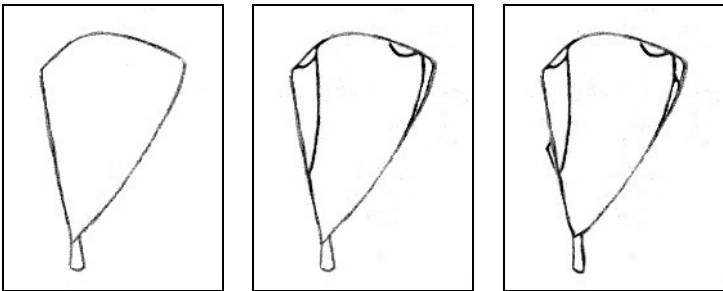
In almost every anime or manga, you're bound to see a scene with blowing leaves and flower petals everywhere. Petals and leaves help people recognize a romance at first glance. They can also add atmospheres to many images you create.

In this tutorial you will learn how to properly create a "sakura" (or cherry) petal. This example can easily be repeated and changed for various effects: clothing patterns, flowers, blowing objects, etc.

### Bento Box:

- ☒ Lead pencil
- ☒ Rubber eraser

### Finished Product:



### Number of Steps

4

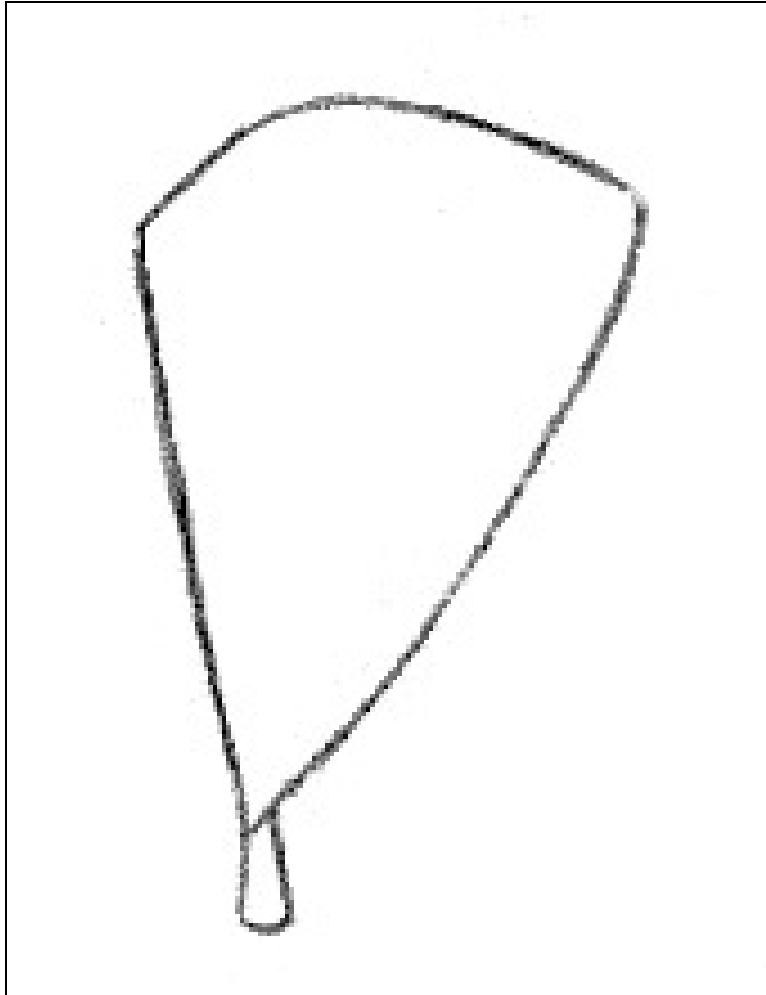
Skip Tutorial



## Leaves & Petals - Step 1:

---

Start by drawing an upside down triangle, if you are able to make sure that the end is curved. Create a very small triangle, right side up, that's tip is over lapped by the larger one. As see in the first image below.

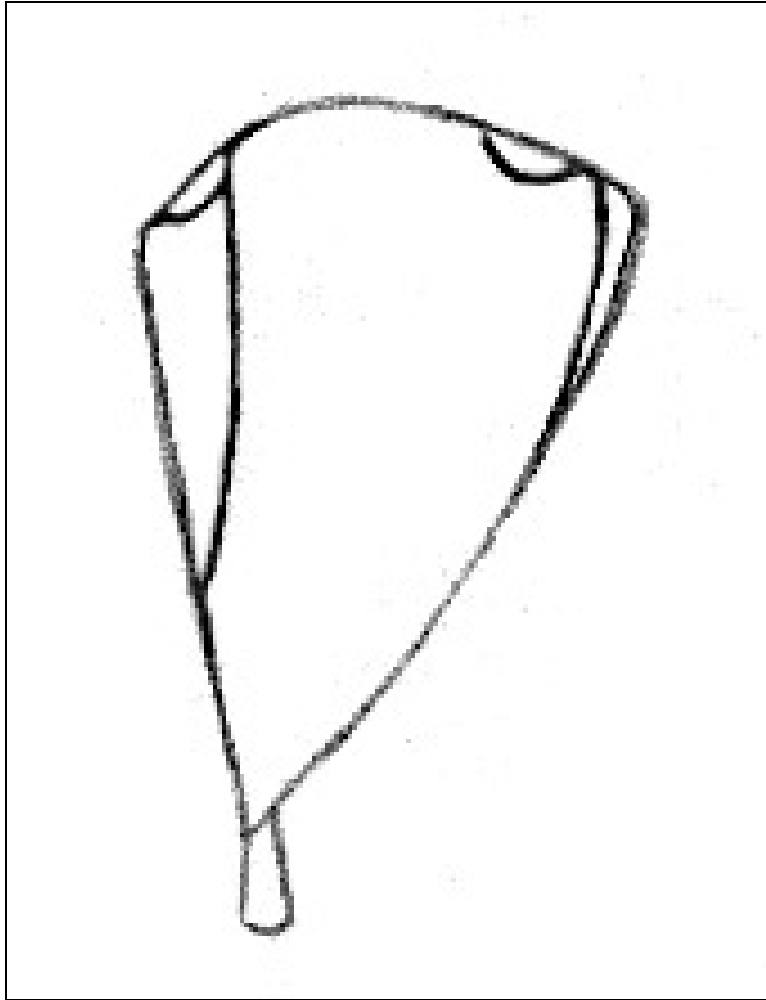


## Leaves & Petals - Step 2:

---

Draw a wavy line underneath the curved upper portion of the first "triangle." This will help show the folds of the petal.

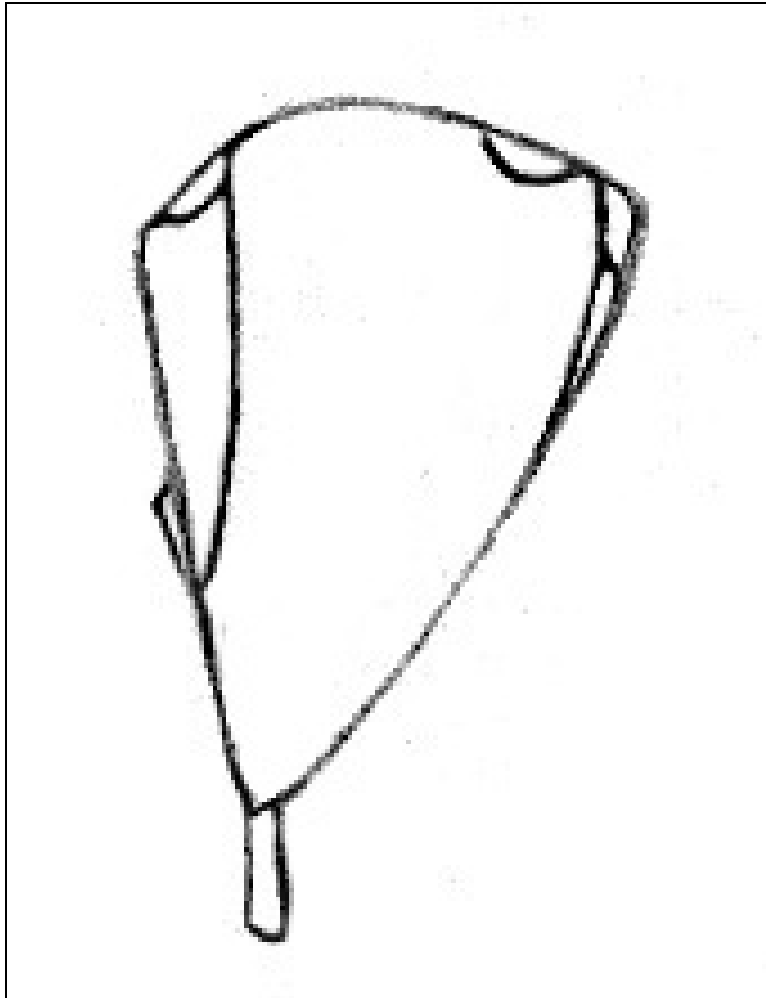
Divide your petal into three sections: one very large and the other two very small. (The largest piece should be in the center.)



## Leaves & Petals - Step 3:

---

Lower the top of your' smallest selection, and add a small "fold" to the opposite side. You should now begin to see the image like a forming petal.



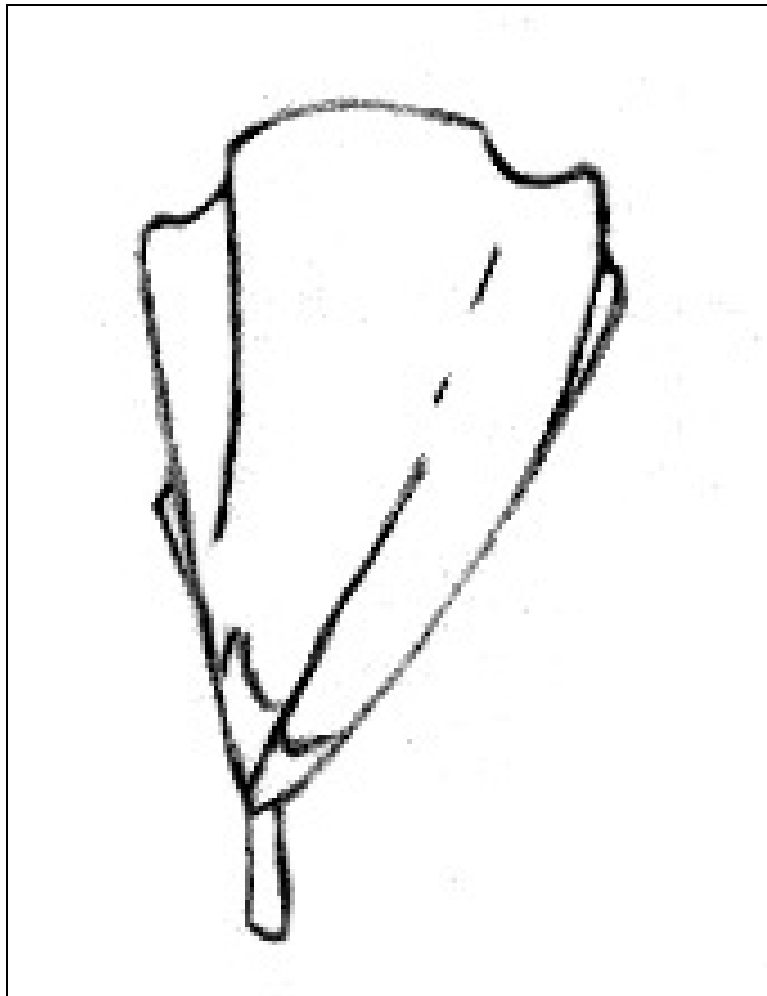
## Leaves & Petals - Step 4:

---

Erase any pieces (stray pencil marks or guide lines) that you don't want on your final image.

Add as much detail as you would like.

**Sidebar.** Practice drawing petals in different positions. They won't all take as long as the first one! Once you get the hang of it, drawing them is very simple, and they come in very handy for adding ambience to a picture.



## 2.3 Introductory Tutorials: **Cell Shading**

For the third tutorial of this chapter, you will learn how cell shade in four easy steps. This technique is commonly used in anime and manga. There are only two requirements that are needed to do this tutorial.

### Bento Box:

- ☒ Black and white line art
- ☒ Imaging software

### Finished Product:



Number of Steps

4

Skip Tutorial

## Cell Shading - Step 1:

---

After opening your image, create a new layer. Color it simply, as seen in the image below. This first step will contain all of your base colors. (Make sure you choose colors that aren't too bright or too dark.)

Coloring line art on the computer is very similar to coloring in a coloring book. Fill large areas at once, and stay within the lines. Don't worry about shading yet; that will be covered in the next step.



## Cell Shading - Step 2:

---

Decide where your light source is. Create a new layer and name it "Shadow." Using a color slightly darker than your base, begin to fill in where you think your shadow would be.

(Note how nearly one full half of the character's face isn't shaded.)





## Cell Shading - Step 3:

---

Carefully continue to apply step #2 to the rest of your image.

Make sure all of your shadows are coming from the same light source! An image with inconsistent shadows looks unprofessional. Take into account wrinkles in clothing, as well.



## Cell Shading - Step 4:

---

Almost done! If you want your picture to have a little extra “zing,” now is the time for highlights. Choose a color slightly *lighter* than your base, and use it accent the places where the light is shining the brightest.

If you are unsure where to put your highlights add them to the top rim of your shadows.



### 3.1 Male Tutorials: **Front View**

In this tutorial, you'll learn how to draw a teenage male. Guys are usually easier to draw than girls, which is lucky: They play a larger role in many manga and anime (largely due to the history and trends of Asia.)

The character you'll be drawing in these two selections is a younger male—a teen or preteen. He's about five "heads" tall, and drawn in a more comical style. You'd see a character like this in a less serious anime or manga.

#### Bento Box:

- ☒ Paper
- ☒ Pencil (size .5)
- ☒ CG program

#### Finished Product:



Number of Steps

7

Skip Tutorial

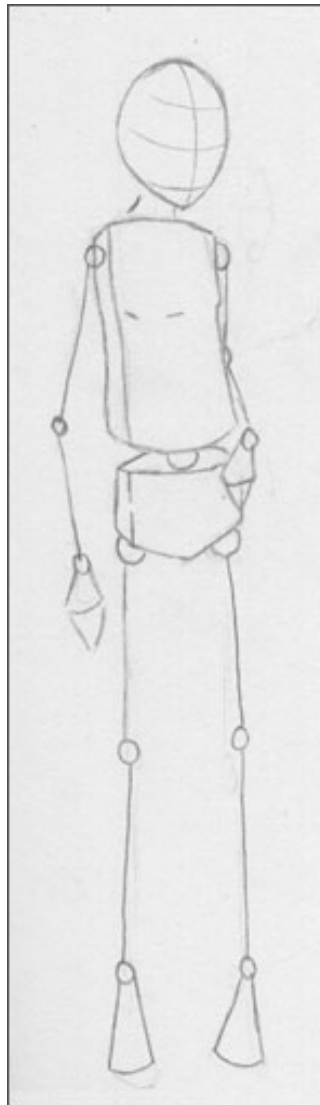
## Male Front - Step 1:

---

This isn't as hard as it looks! What you're doing in this step is drawing a stick figure. (It's not very different from the people you drew when you were very young.) Draw a head, a rectangular torso, and a smaller shape for the lower torso. Add arms and legs, drawing rough approximations (triangles work well) for hands and feet.

At every joint, draw a circle. This may seem like a silly idea, but it helps you get a feel for how the character's body is positioned. It will also keep you from giving your character "spaghetti arms."

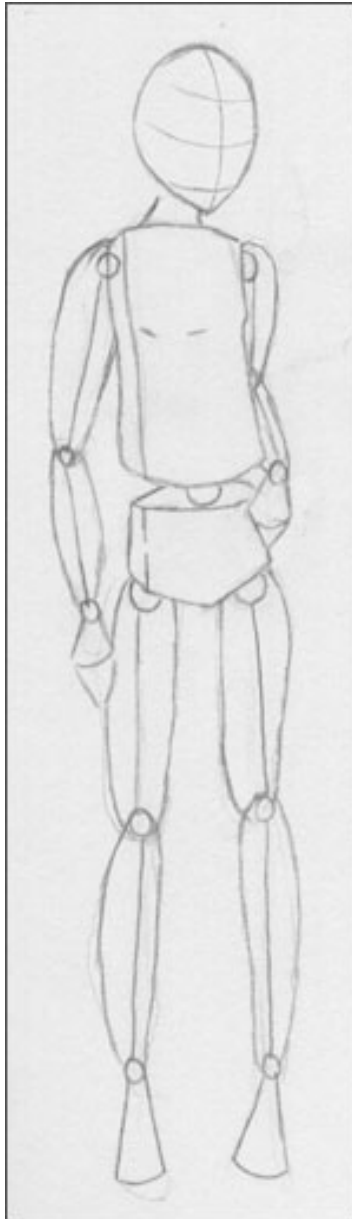
**Sidebar.** Spaghetti arms are a common mistake among beginning artists! Many people draw their characters' arms and legs in strange, unnatural shapes (making them look like pieces of limp spaghetti). Think about it: *your* arms only move in a few places (shoulder, elbow, and wrist). Your bones keep your arms straight! Unless you're drawing Luffy from One Piece, make sure your character's limbs only bend at the joints.



## Male Front - Step 2:

---

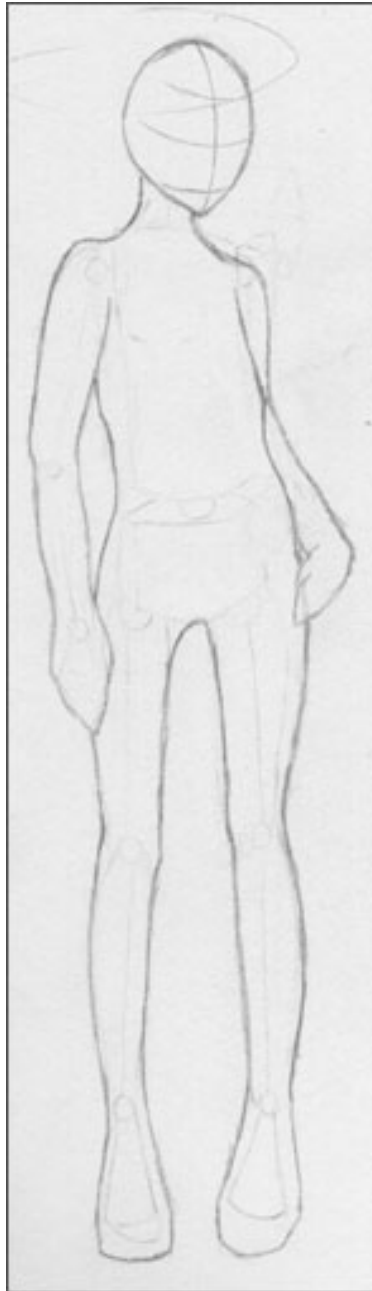
This step may look odd, but your character is on his way to completion! Flesh out his arms and legs using ovals. Each one should start and end at a joint.



## Male Front - Step 3:

---

Now outline your character's figure and erase your guide lines. You should have an image that looks like a silhouette. Now that you can see how your character is shaping up, now is also a good time to fix any flaws in the drawing. (If one leg is longer than the other, it's better to fix it now than after the next step!)



## Male Front - Step 4:

---

Draw in clothing, a face, and some hair. When drawing clothes, remember: most clothes aren't skintight! Think about how jeans and shirts hang off of people's bodies. Adding wrinkles (not too many!) will help make your character look realistic.





## Male Front - Step 5:

---

If you are going to CG your image, now is the time to scan it!



Open your image editing program, and create a new layer. Name the layer "Base Color," and carefully color your image. Don't worry about shading yet! We'll tackle that in the next step.

Right now, make sure you choose your colors carefully. What kind of clothing would your character wear? Light? Dark? Bright colors, or pastel? The clothing should match the character's personality.

For this example, I've chosen dark, neutral, colors.

**Sidebar.** When working in a computer image program, always SAVE as you go along! You never know what might happen, and it's very frustrating if something goes wrong and your image isn't saved.

## Male Front - Step 6:

---



Open a new layer, and name it Shadow. Begin shading your character. (The shadow color should always be slightly darker than the base!) Remember where your light source is, and keep your shadows consistent.

**Sidebar.** If you're an advanced user of Photoshop, this is an easy way to make shadows: instead of choosing a different shadow color for each base color, just use grey.

When you're done, lower the opacity of your shadow layer until it is almost transparent. Your base colors will still be visible, but now they'll be shaded. You can also experiment with different shadow "colors" to find the ones that look best for your image.

## Male Front - Step 7:

---

Now bring your character to life! Using a color slightly lighter than the base, begin to add highlights. (Remember that wrinkles are a good place for both shadows and highlights.)

You're done!



## 3.2 Male Tutorials: **Side View**

This tutorial will cover the same character as the last one. This time, however, we'll be drawing him from the side.

### Bento Box:

- ☒ Paper
- ☒ Pencil (size .5)
- ☒ CG Program

### Finished Product:



Number of Steps

7

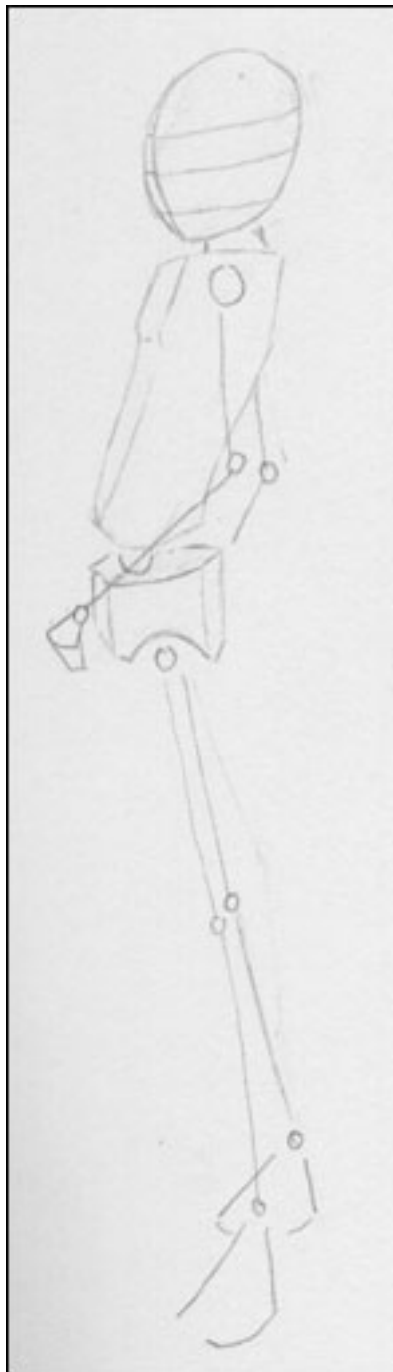
Skip Tutorial

## Male Side - Step 1:

---

Draw a stick figure as seen here. This time we can only see one side of his frame. However, because of the way he's standing, we can see both his elbows and feet. It may look odd right now, but remember: If you leave something out, it will look even stranger when you are done.

**Sidebar.** It may be hard to draw complex stick figures now, but with practice it will become very easy. It's worth it in the end. Keep trying!



## Male Side - Step 2:

---

Use ovals to connect the joints. Note that they seem a little lopsided: That's normal, and will help make your character look realistic. (After all, your arm is narrower at the wrist than at the elbow!)



## Male Side - Step 3:

---

Almost there! Outline the figure and erase your guide lines. If you want to make any other changes to your picture, now is the time.





## Male Side - Step 4:

---

Add in your character's clothing, face, and hair. Again, keep in mind how clothing hangs off the body. (If you are drawing the same character, make sure his clothes and hair look the same!)



## Male Side - Step 5:

---

Scan your image, and color your "Base Color" layer. If you're drawing the same character, use the same colors as last time!



## Male Side - Step 6:

---

Shade your character, keeping in mind your light source. When characters are standing at this angle, light is usually coming from one of four main directions: Above, underneath, from the front, or from the back. (Drawing light that's coming from the mid-upper-left of the picture is too complicated. It's okay to stick with the basics.)



## Male Side - Step 7:

---

Add in highlights. Remember to keep the lighting in mind, adding highlights to ruffles or folds.



## 4.1 Female Tutorials: **Front View**

This section will teach you how to draw the female body. Because their bodies are curvier, females can be slightly harder to draw than males. Because of this, it can be harder to keep your lines and perspectives consistent. Don't worry, though—all it takes is practice!

Females often play roles such as supporters, mystics, comic relief, idols, and mysterious characters.

The character you will be drawing in these two sections is a younger teenage female. Like the teen male, she is about five heads tall.

### Bento Box:

- ☒ Bio pen
- ☒ CG program
- ☒ Paper
- ☒ Pencil (size .5)

Number of Steps

7

Skip Tutorial

### Finished Product:

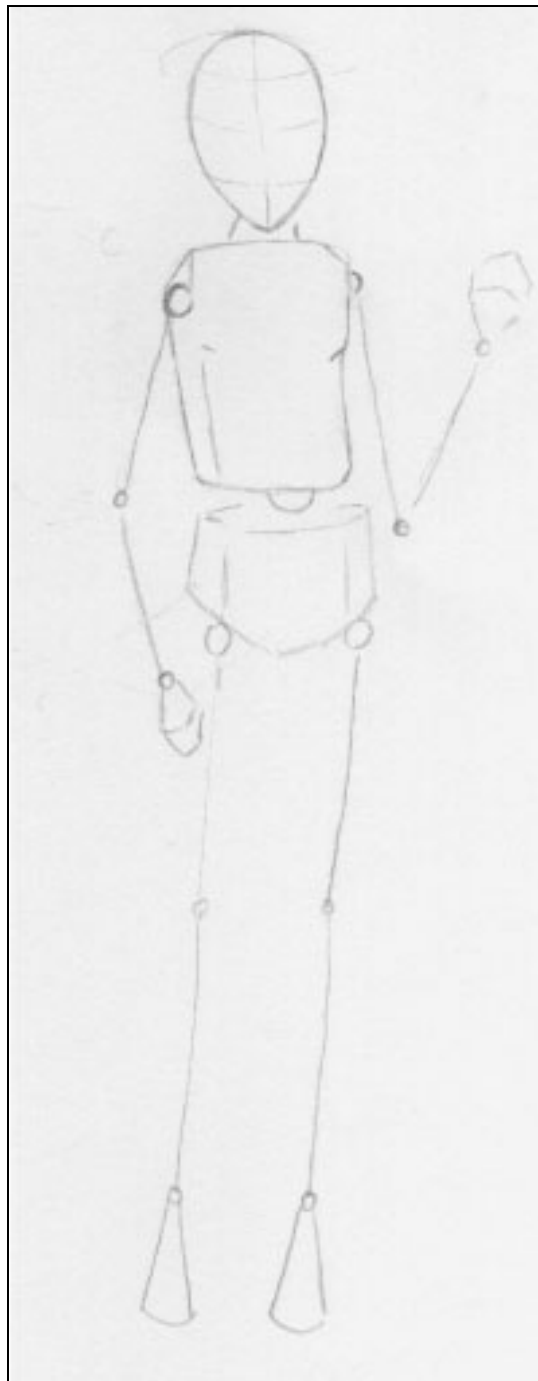


## Female Front - Step 1:

---

Begin by drawing a stick like figure as seen in the image. Females are slimmer than their male counterparts, and usually stand in a more feminine pose.

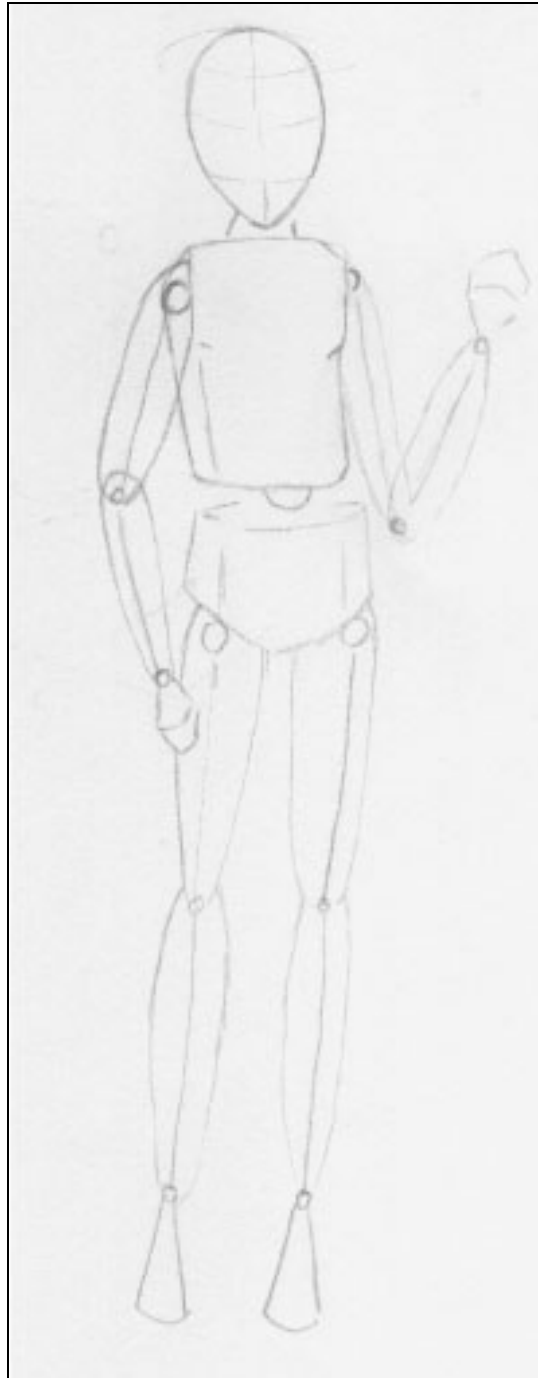
**Sidebar.** Page through your favorite shoujo manga to find good “girly” poses. A boy’s stance should radiate coolness and confidence, but a typical girl’s pose will capture her bubbly personality.



## Female Front - Step 2:

---

Using ovals and circles, round out your character's limbs. Keep in mind that females have more curves (and less apparent muscle) than males.

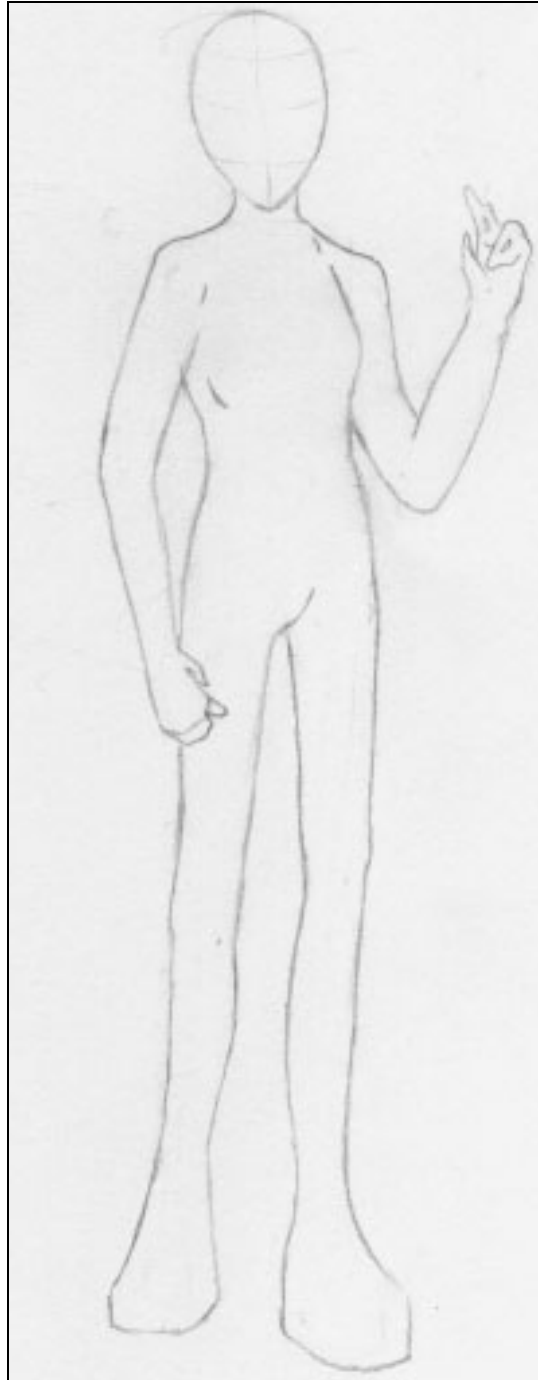




## Female Front - Step 3:

---

Outline the actual figure, and erase any lines you don't need. Remember that in females, the chest area should be brought slightly outward. An easy way to do this is to make sure that the upper chest aligns with the hips (while the stomach is pulled slightly back).



## Female Front - Step 4:

---

Add in clothing, face, and some hair. If you aren't used to drawing female figures, you might want to choose more feminine clothing, like a dress or a skirt. However, if you are familiar with how clothes should hang on a female body, feel free to choose any clothing you'd like.

Make sure that the directions of your lines and curves are consistent.



## Female Front - Step 5:

---

Ink your drawing! You can do this before you scan your picture (with a black pen) or after you scan your picture (using your image program). You're free to add more detail: for example, it's a good idea to always make the most of arm movements. (I've added in a long piece of fabric for the girl to hold.) You can add in anything. Weapons (such as a staff or sword) or scrolls are both common.

Once your image is scanned and inked, add your base colors. Once again, I've chosen mostly neutral colors. In contrast, I used a bright red for her eyes.



## Female Front - Step 6:

---

Begin to shade your character. Remember to keep in mind the direction from which the light is hitting your character. Also take into consideration shadows caused by overlapping objects.



How cool is she?  
3D and fiery, red  
eyes to boot.



## Female Front - Step 7:

---

Add highlights in the appropriate places. Note on how the fabric the light is “dashed” as it hits the ribbon.



## 4.2 Female Tutorials: **Sitting/Rear View**

This tutorial deals with a drawing a sitting female from behind. This position is good practice for drawing at angles, as well as an example of advanced shading.

A character drawing from behind is typically waiting for someone or contemplating something important. Characters in this position tend to be placed in a slightly sadder atmosphere, as the pose lends to reflection more than it does excitement.

### Bento Box:

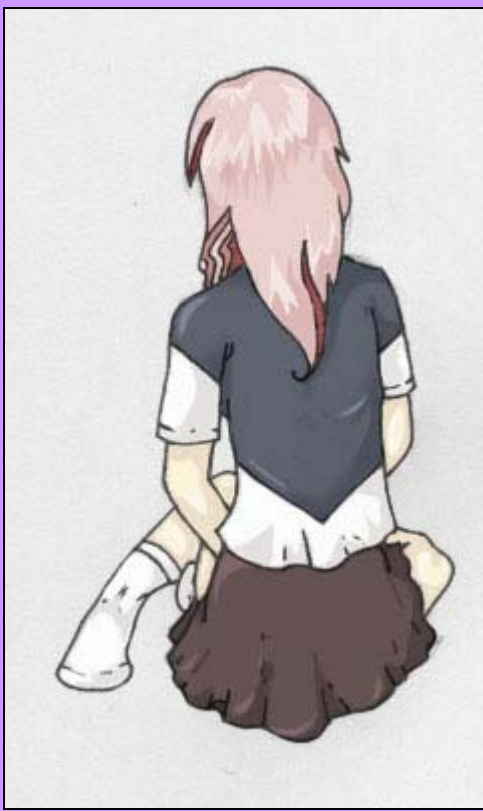
- ☒ Bio pen
- ☒ CG program
- ☒ Paper
- ☒ Pencil (size .5)

Number of Steps

7

### Finished Product:

Skip Tutorial



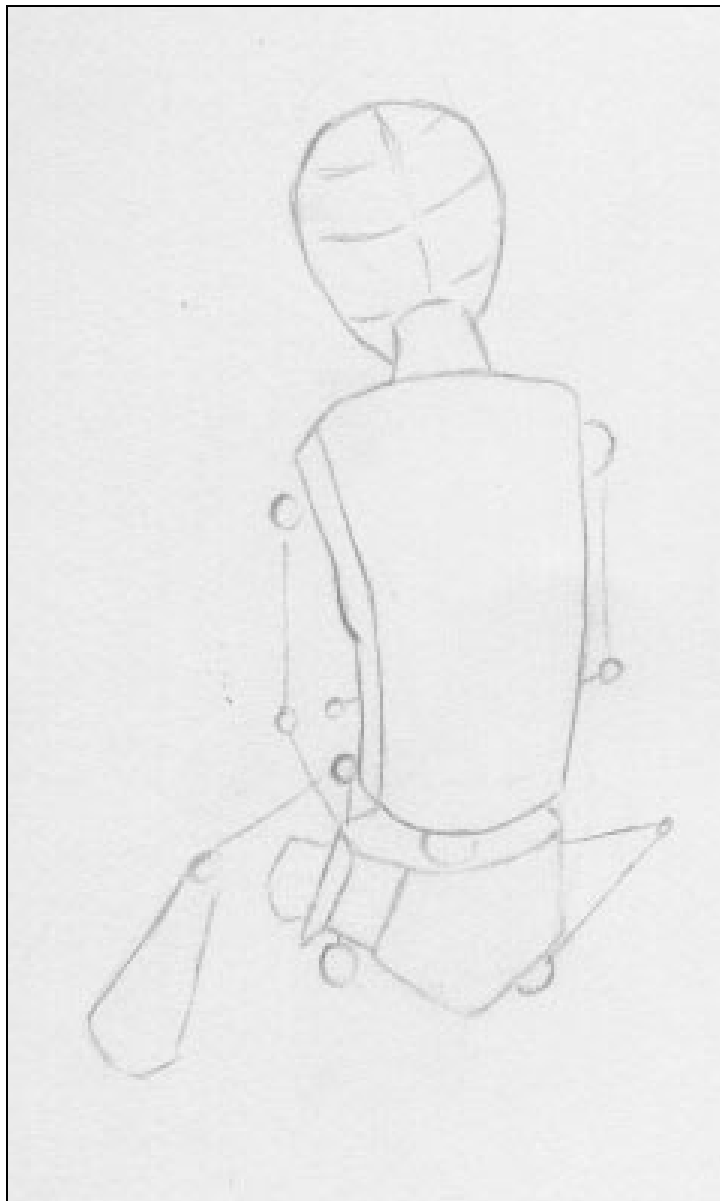
## Female Front - Step 1:

---

Draw your stick figure. Note that most of the limbs will overlap or be hidden by the character's body.

**Sidebar.** This is a position where drawing a stick figure first really helps. If you simply jump to drawing the shape of the finished body, it will probably look awkward and misshapen. Drawing the stick "skeleton" first will help your character to look realistic. This is a difficult perspective to get right, so keep trying!

If you have access to a scanner, this is a good time to use it! Once you get your stick figure to look the way you want it to, scan your image and make several print outs! This will allow you to start over if you mess up in later steps.

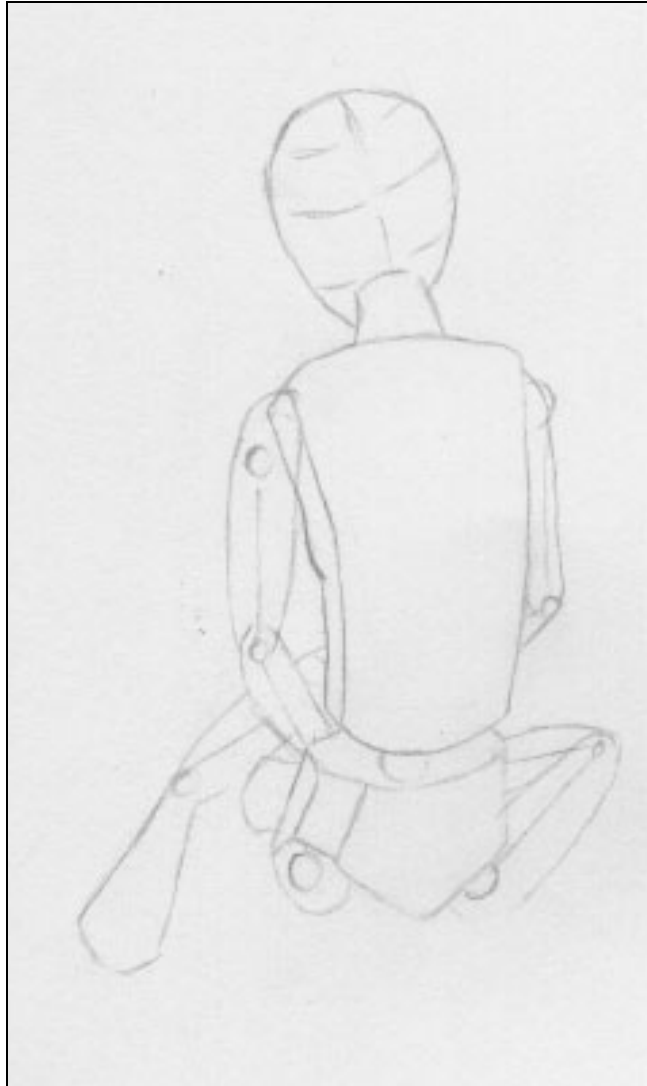


## Female Front - Step 2:

---

Use overlapping ovals to form the meat of the character's limbs. The pieces that go "forward" (away from the viewer) should not be seen as much, and limbs should look thinner as they move further away.

Again, this is a tricky perspective, so don't get discouraged.



*I'm VERY  
accustomed to  
seeing this  
pose...*



## Female Front - Step 3:

---

Outline your finished figure, and erase the lines you don't need.

In this image, the character's right leg (it's on your right, too) goes underneath her left leg. You can't see that well, because it's happening in front of the character. However, you can see the edge of her right foot as her left leg moves up and over it. This is one of the details that makes your image look realistic.

**Sidebar.** If you have a large mirror in your house, sit down in front of it and try to position yourself like the character you are drawing. Knowing what the front of a pose looks like will help you draw the back accurately.

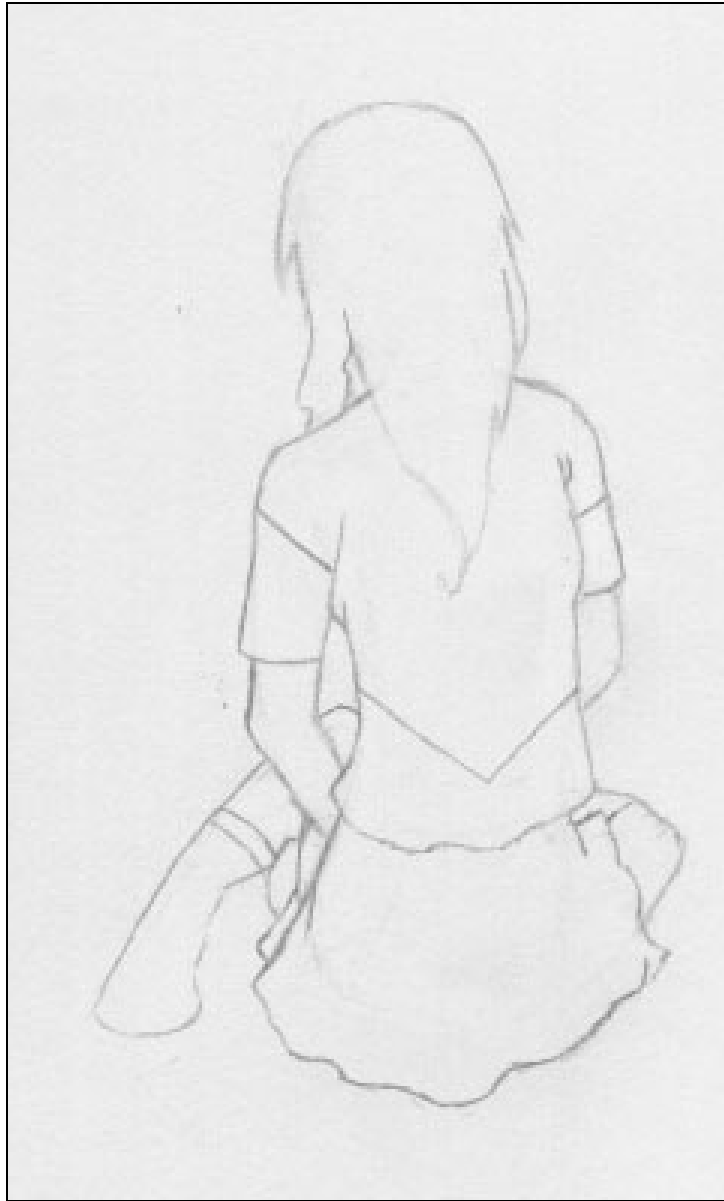


## Female Front - Step 4:

---

Add clothing and the character's hair. Because this is a back view, you can't see any of the character's face. Also, girls' clothes fit more tightly across the back than across the front. Keep this in mind as you are drawing.

**Sidebar.** When you draw a picture, it's your job to make sure it will keep the viewer interested. In most pictures, the most interesting part of a character is the face! When you draw the back of a character, think of other ways to keep the picture visually exciting. (These can involve colors, details on clothing, hairstyles, or even a poem elsewhere on the page.)



## Female Front - Step 5:

---

Add in further details, such as folds or creases in the skin or clothing. You can also add special detail to your character's hair. Once you are satisfied with your line art, scan in your drawing and add the base colors. Pay attention to the colors you choose.

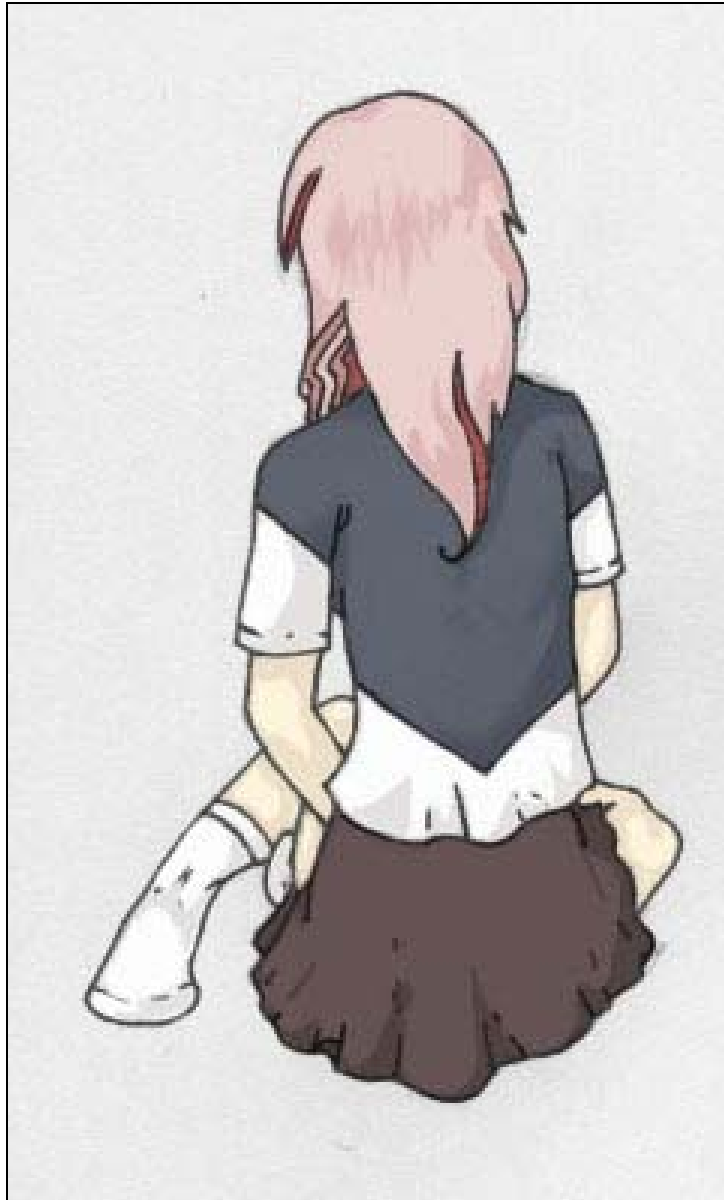
Remember, anime hair can NEVER be too crazy.



## Female Front - Step 6:

---

Shade your character. Due to the angle (and depending on your light source), it is possible that most of your character will be shaded.



## Female Front - Step 7:

---

Finally, add any highlights that would be seen. I've added most of my highlights on the clothing and hair, and very few on the character's visible skin.



## 5 Complex Tutorial

In this final tutorial, you will draw an image with both a character and a background. This tutorial will also help you to experiment with angles and basic man-made structures.

### Bento Box:

- ☒ CG program
- ☒ Paper
- ☒ Pencil (size .5)
- ☒ Ruler

Number of Steps

10

### Finished Product:

Skip Tutorial



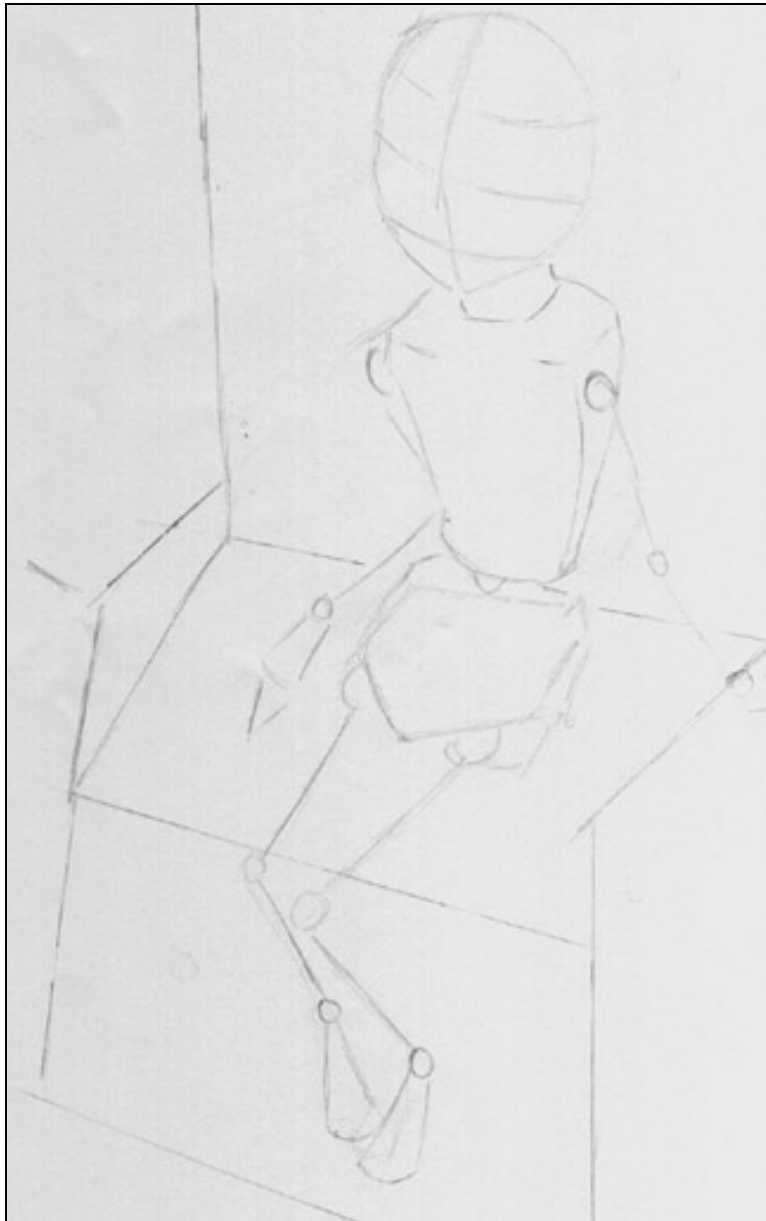
## Complex - Step 1:

---

Draw your basic figure. Also, add a general outline of whatever structure or background you want to have them interacting with.

**Sidebar.** Characters with backgrounds can be very frustrating to draw, because they require the most time and effort. Often, they don't seem worth it. However, if you take your time, the end result will look great. Don't get discouraged.

If you aren't sure what kind of background to use, look around your house for something interesting. That way, not only will you have found a background, but you'll be able to look at it as you draw.

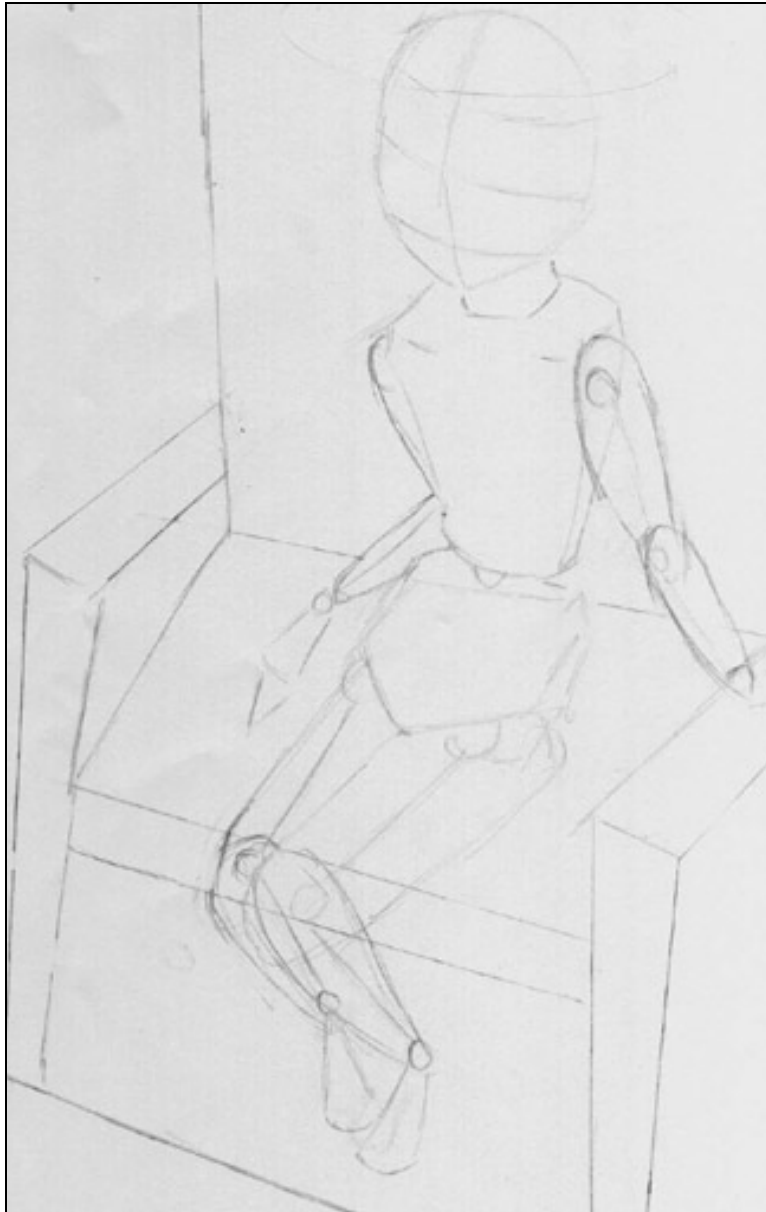


## Complex - Step 2:

---

Add ovals to finish your character's arms and legs. Notice how the legs become smaller and bulkier as they bend back underneath the chair. This is a trick of perspective called foreshortening.

Continue drawing the background. One of the hardest things about drawing backgrounds is getting perspective right. It's very easy to say, "That doesn't look right!" It's much harder to draw something so that it *does* look right. Don't get discouraged: even if your perspective is never quite on, you can continue with your picture. If you put time into it, people will still enjoy it!





## Complex - Step 3:

---

Outline your actual figure, and add in a face.

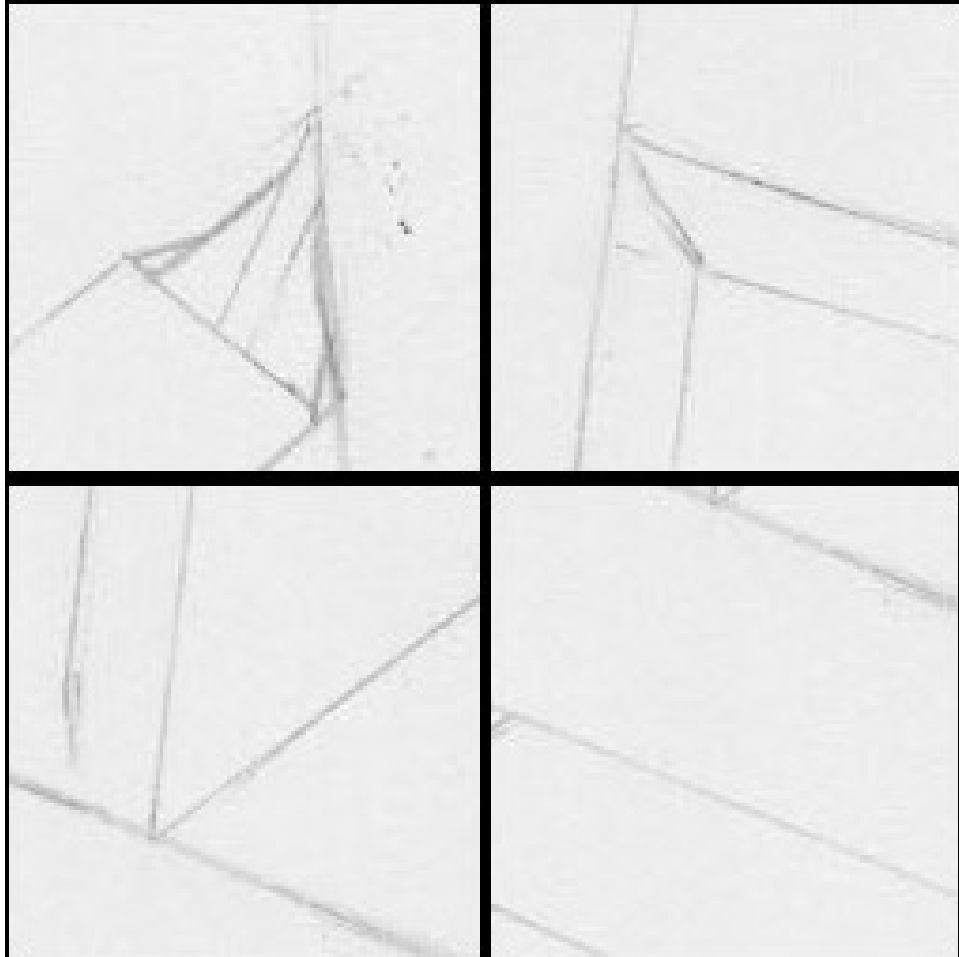


Help me out! Is  
that a wink?  
Yes? Yes...?

## Complex - Step 4:

---

Rather than working further on the character it's time to take a break and work on the man made item. Using your ruler carefully draw out item. Note how the item has it's own focus point or origin, getting smaller as the points move further from you. Or large as they're close to you or in your direction.



## Complex - Step 5:

---

Dress up your character. In this picture, I am adding wind to give the image more movement. Her hair is blowing, and eventually I will add petals as well.

**Sidebar.** Windblown hair is a lot of fun to draw! On another sheet of paper, draw several heads, and have fun trying different “windy” hairstyles.



## Complex - Step 6:

---

Add detail to the rest of your image. I've added small things such as grass, petals, and a small spider web.

Note that not all of the petals are moving. I've decided that the wind in this picture is further off the ground, so only objects higher up are affected by it.



## Complex - Step 7:

---

Scan and add base colors to your image. Normally, I would clean up smudges before coloring, but this time I've left them in. I will be using them to add texture to this piece.

**Sidebar.** Not everything has to be perfect! You can use your mistakes to make things look even better later on.



## Complex - Step 8:

---

Shade your image. Pay careful attention to how shadows are cast on the background. Also notice that because of the direction of my light source (from above), almost everything in the bottom third of this picture is shaded. There are hardly any base colors left down there.



## Complex - Step 9:

---

Add highlights in the appropriate places. Remember to keep your light source consistent.





## Complex - Step 10:

---

Now that everything is colored, you can have fun and add in special color shading, or play with variations in color. Most image programs have a number of filters and effects that you can use on your picture.

Remember to save your image first! I hope you've enjoyed this tutorial.





03!

MILKY CAT

**Milky Cat**

**Full Name:** Tracy Elaine Sanders**Gender:** Fully Female**Nickname:** Milkycat, though everyone calls me "Milky." I've had that online name for over eight years now, don't mess with the original!**Personal Site:** <http://www.myOtaku.com/milkycat>**Location:** Phoenix, AZ**Favorite Anime:** Anything by CLAMP, Escaflowne, Record of Lodoss War, Naruto, both Ghost in the Shell movies

I really got into anime when I was about 17—and it was really odd how it happened. Before I was drawing anime, I was doing my own thing. I would draw people, and since I love designing clothing and lingerie, I drew quite a bit of that.

One day I sat down and began drawing a series of girls—each girl had the name of one of the planets. I really had no clue what *Sailor Moon* was at this point...but a few days later, my sister came to my room, telling me there was some show on TV that stole my idea. Bewildered, I went to the living room and there was *Sailor Moon*, on TV. All the girls had the names of the planets. For a moment, I was dumbstruck!

No hard feelings though, it was clear that these girls beat my girls out of the water.

---

" I've had my art in the magazine, Shonen Jump three times now and I'm going for a fourth. "

---

Well, after that, I started watching it religiously. I was hooked on Sailor Moon, but I still had no idea that it was *anime*. I'd never heard of that word, not until I walked into the comic book store and saw many more items and books that were all done in the same style as SM. After that, well, there was no turning back. I went to my first Anime Fest, met some new friends, and became interested in new series. I was officially an anime fan.

I didn't really start drawing anime (in the sense that I *knew* what I was drawing) until after that first anime fest. By then I was really into CLAMP, so they had the first big influence on my style. From there it's progressed and I've finally developed my own distinct style.

I get many comments from people who have actually followed me around online from site to site, telling me they've been searching for me forever. It's really a good feeling, and it always puts a smile on my lips when people have nice things to say about my art.

---

*"Adam is an awesome person..."*

---

I have sold and done many commissions in the past, so it's paid off for me as well. I even got a freelance job doing signs for a gaming store here in my area. That was an amazing experience. (I got paid in merchandise, and that was great!) I've also had my art in the magazine *Shonen Jump* three times now (and I'm going for a fourth). That may not seem like such a significant accomplishment, but I've had people tell me they saw my art in there and have been looking for me online ever since. That's very flattering. I appreciate all the comments.

Currently? I'm very happy to have been a part of this project. Adam is an awesome person and hosts an awesome site here at theOtaku.com. I've been a member for just over a year now and it's had its ups and downs, but in the end it has been great.

I'm still drawing anime. My goal is to go to art school here in my city and get a degree in computer animation. I'd love to design video game characters.

For now though, I'm getting settled down with my fiancé. There will be a wedding sometime in the near future! It's wonderful to have someone in your life who is so supportive of what you do. (It doesn't hurt when they are really into anime as well. Bonus!)

To everyone who is going to try this tutorial, I just want to say good luck, never give up on what you want to do, and practice makes perfect!

Tracy S.



*Milky's awesome!  
Adam, on the  
other hand...don't  
think we didn't  
notice that!!*

## 2.1 Introductory Tutorials: **Basic Torso**

I have prepared a simple outline process for the torso that I use in many of my pictures. It's fairly easy, and once you get the lines right, adding detail is the key to bringing it to life.

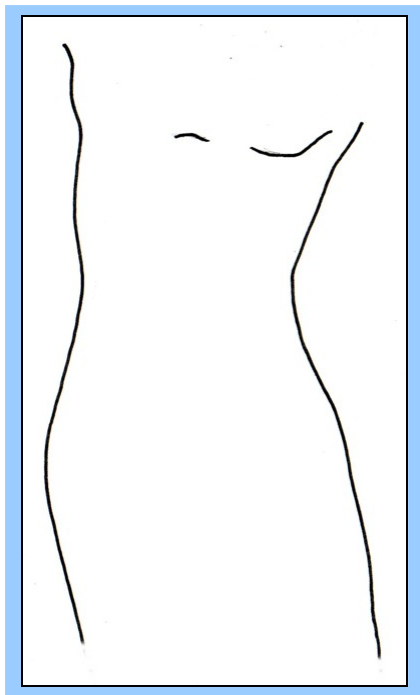
I've always used the same steps when creating an image. I draw everything entirely in pencil, trace the lines I want with an ink pen, and then erase stray pencil marks.

**Sidebar.** In case you haven't noticed, not all male anime characters are full of muscle, or entirely masculine. I draw all my males slender and delicate, so this is for those of you who would like to try this style.

### Bag of Tricks:

- ☒ Pencil
- ☒ Pen
- ☒ Eraser

### Finished Product:



Number of Steps

4

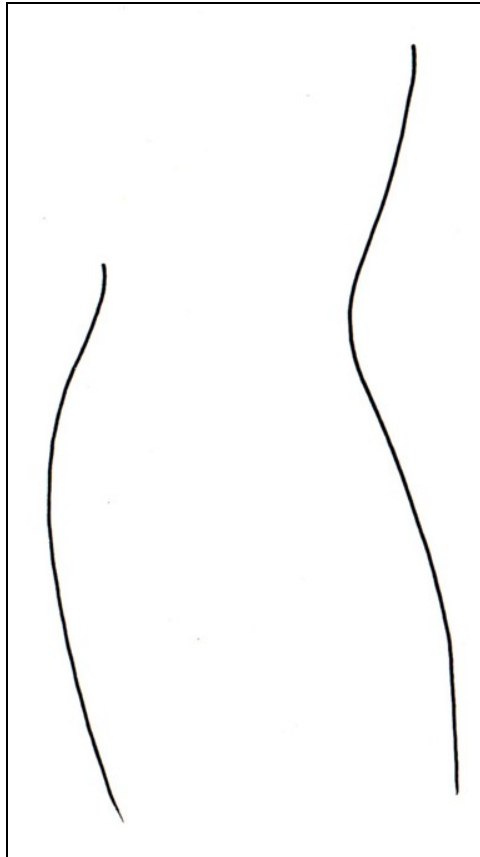
Skip Tutorial

## Torso - Step 1:

---

This torso is based on the simple action of a character that is standing and slightly thrusting the hip to the left. (This is going to work for a male or female torso.)

I begin by drawing the line on the right side, a slight curve for the hip area, and then down for the structure of the thigh. I then place my second line on the left side (how far apart I place the lines depends on how wide I want the torso) and draw the *left* hip curving *out* just below where the *right* hip curves *in*. That is the key to drawing this stance.



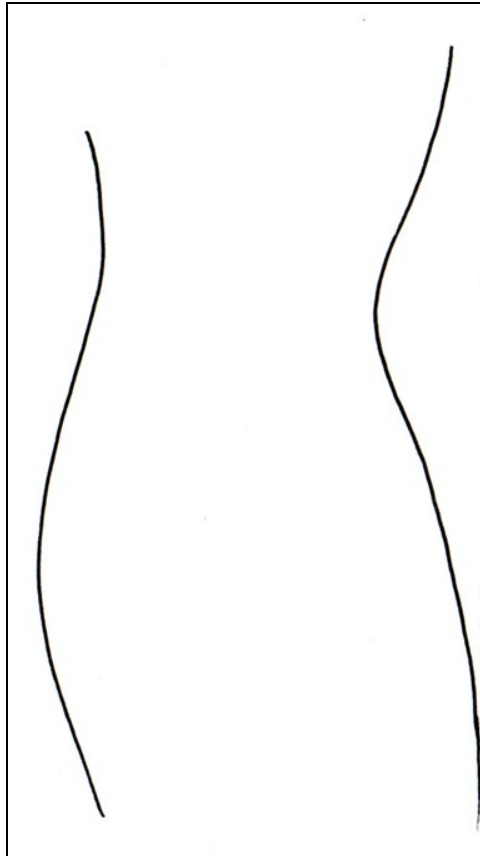
## Torso - Step 2:

---

This step is easy. I bring the left line up farther to complete the mid/upper torso. This is the point where I need to decide whether I will be drawing a male or a female. (The next steps will explain specifics.)

In other words, all I really did was bring up the line on the left side just a little.

Magazines are a great place to find inspiration for outfits as well! If your family gets fliers in the mail, it's a good idea to go through and cut out your favorite outfits or pictures. You can use them for reference later.

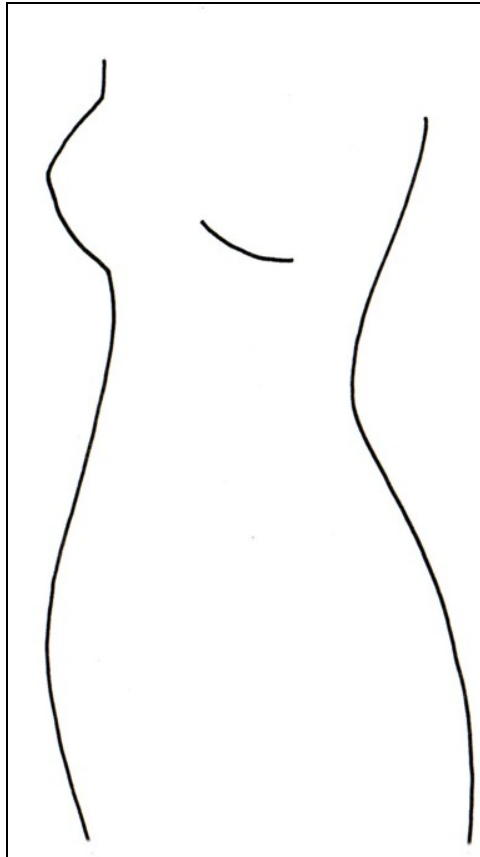


## Torso - Step 3:

---

If you're going to draw a female, this is the point where you begin to draw the breasts. I draw a curved line in an upward position (about 30 degrees or so) and stop. The line then curves back until it is in line with the rest of the body again.

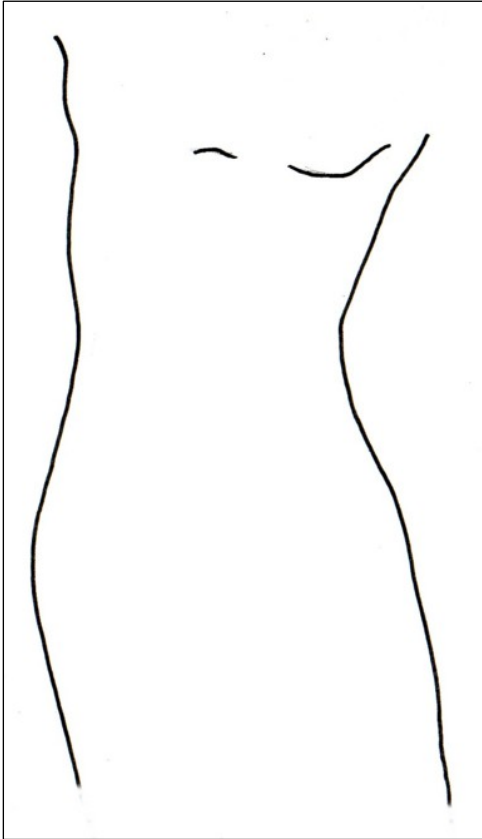
To make the other breast seem as if it's there, draw a short line curving at about the same angle as the other breast. It should start in the center of the torso and curve back down toward the right side.



## Torso - Step 4:

---

If you're going to draw a male, things are slightly different. At the point where you left off, you need to square things out a little. Guys aren't as curvy as girls, and your lines should reflect that.



Other differences: The male's ribs are lower than the female's, and of course, the male doesn't have breasts in the same sense as a female. (They are still there, but squared out, and much flatter.)

You're still going to make that little line up, at the end, and the reason we do this is to set the marker for where the shoulders would be.

Now to add a touch of detail to the chest, you will make a small curved line, almost like a flattened out 'N' in then middle. Then, just a small space away, you'll make another line, almost like an over extended, backwards 'L', that will go where the other side of the chest is.

From this point, it's up to you—whether you decided upon a male, or female body—to complete the picture with arms, legs, and a head! I really hope this helps you, have fun, and remember, practice makes perfect!



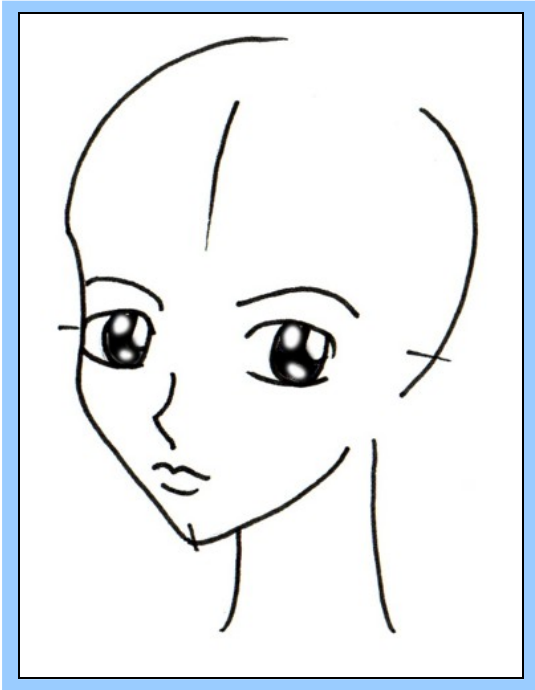
## 2.2 Introductory Tutorials: **Simple Face**

Here are the basic steps I use when drawing a simple face.

### Bag of Tricks:

- ☒ Fine, black ink pen (e.g. Faber-Castell PITT artist pen)
- ☒ Mechanical pencil (.5 mm)

### Finished Product:



Number of Steps

6

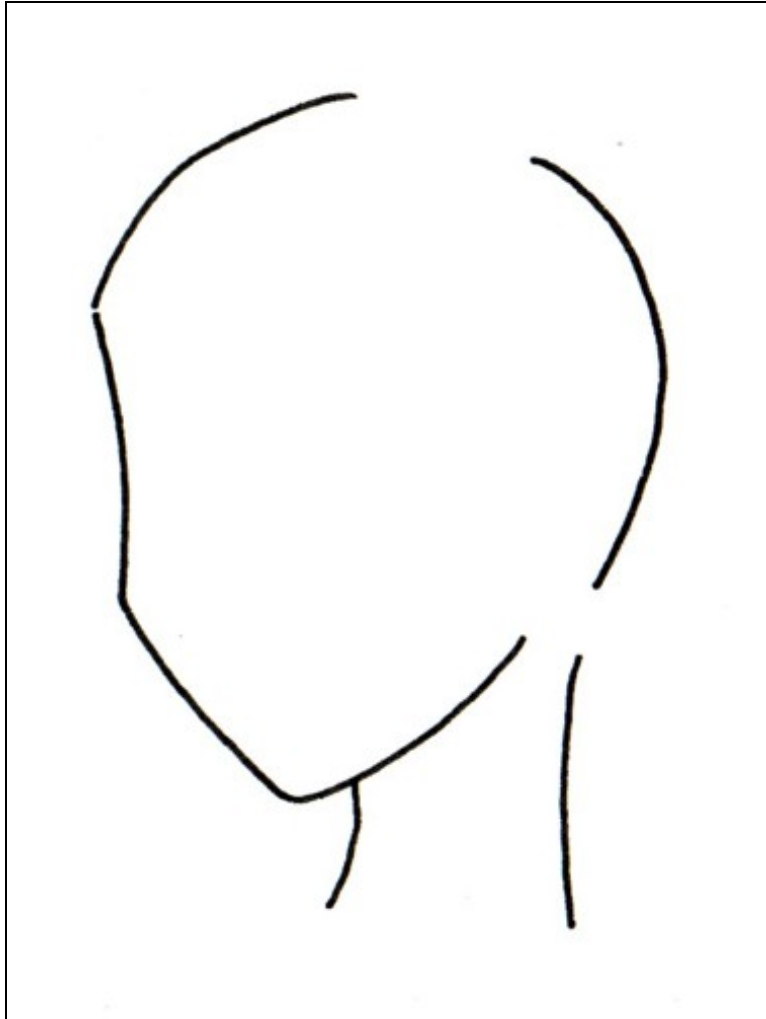
Skip Tutorial

## Basic Face - Step 1:

---

I don't really sit and think about what position I'm going to draw a face in, it comes naturally when I put my pencil to paper. (Well, most of the time.)

For this example, I began with a simple outline, including part of the top of the head and the beginning of the neck.

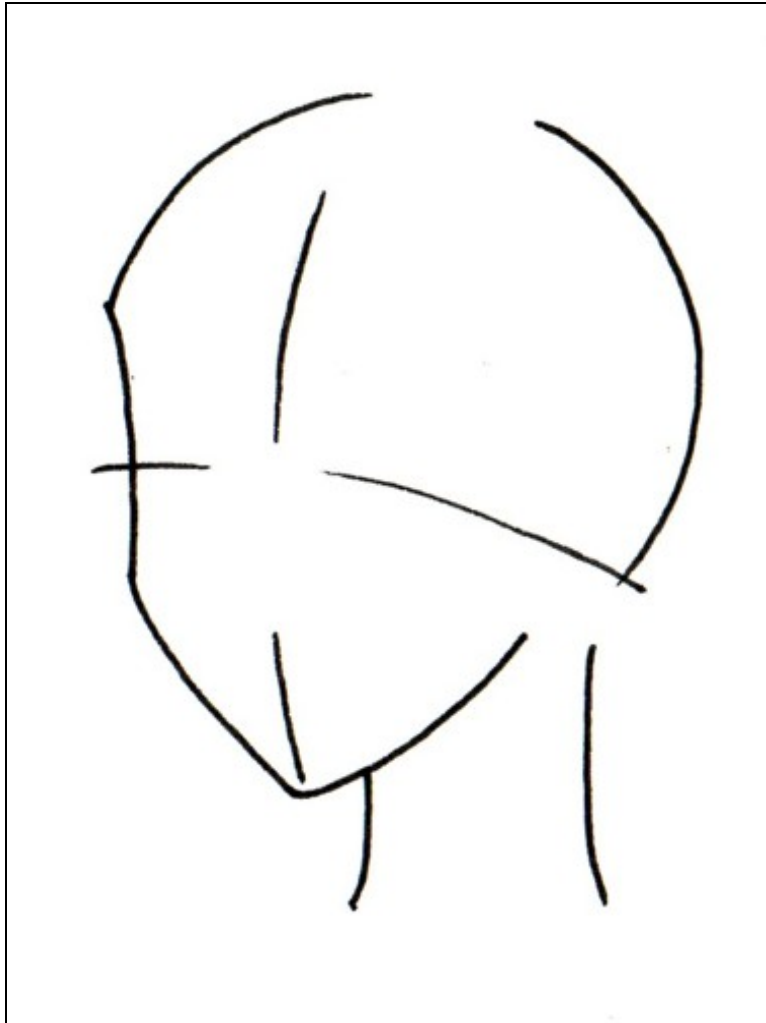


## Basic Face - Step 2:

---

Once I have the outline, I place markers (or a cross-line) approximately where I want the eyes to rest. It's important to make it as centered as possible.

This can vary, depending on what type of character you are attempting to create. For example, if I were going to draw a demon, or some other type of half-human, the proportions may be off slightly to create a different effect.

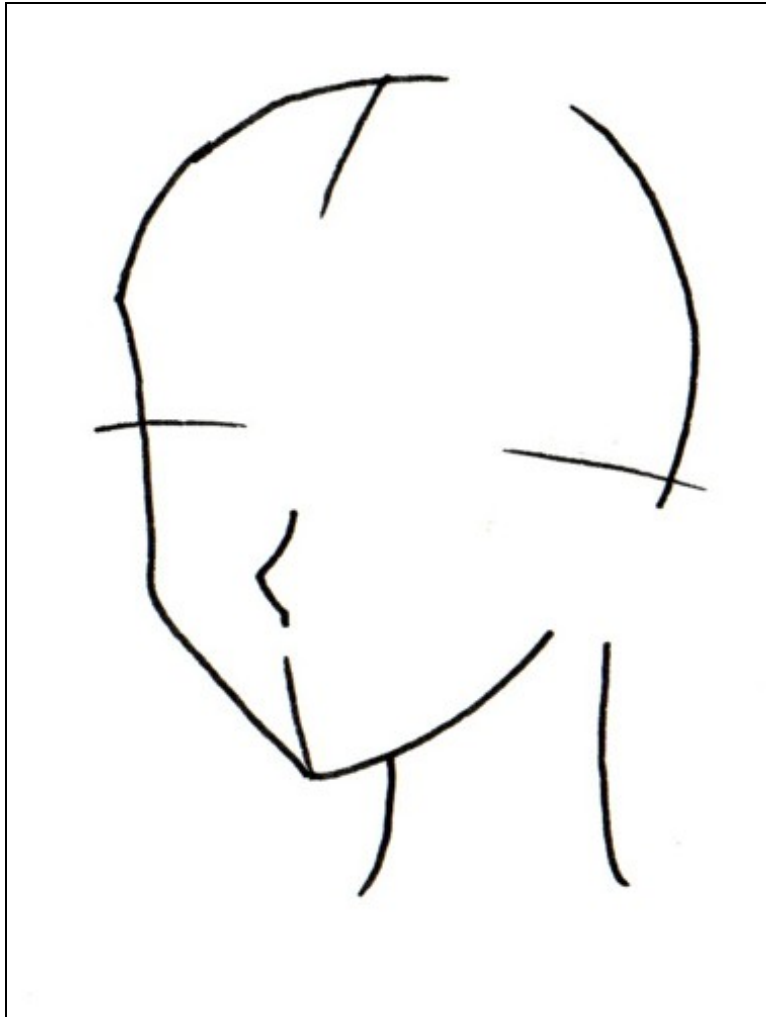


## Basic Face - Step 3:

---

Once my markers are placed, I can begin adding simple details. For instance, here I placed the first feature of the face, the nose.

The nose should be in the middle, with the point of the nose just about where the side of the face angles down toward the chin. From the nose I draw a small line extending down toward the chin. This helps to place the mouth correctly.



## Basic Face - Step 4:

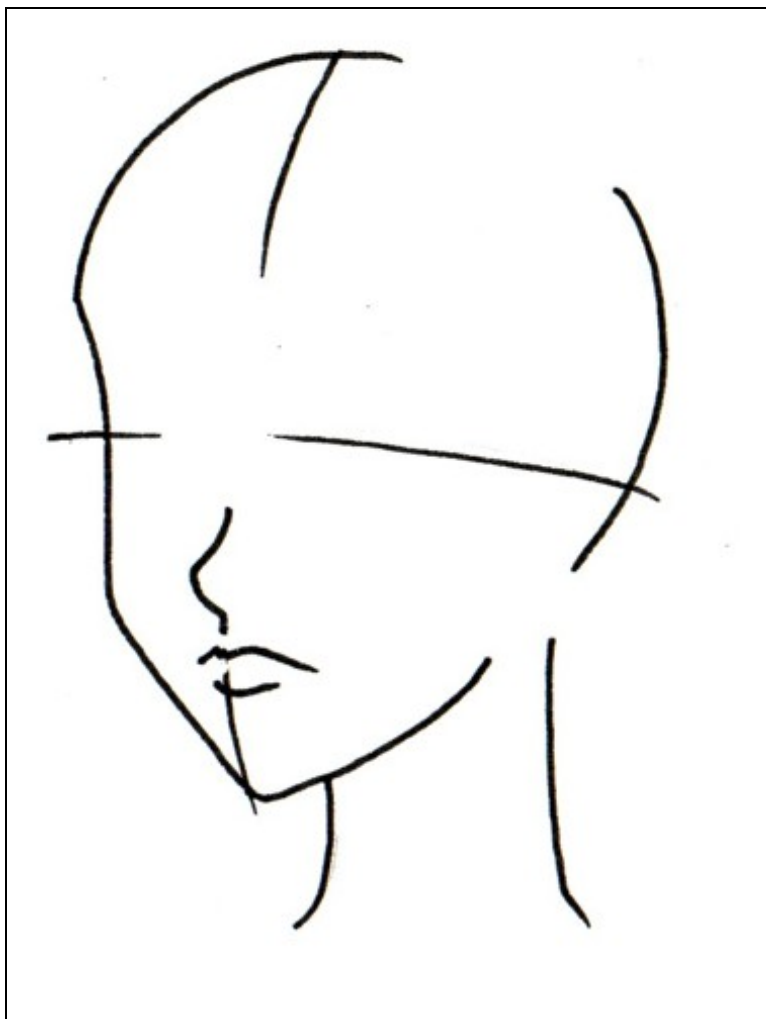
---

After drawing the nose, I draw the mouth. It's composed of two lines: top and bottom.

The top line has a small dip in it, almost like a heart. Remember the line we extended down from the nose? The dip should match up with that. (Also note: the sides on either side of the dip are not the same length! Due to perspective, any feature on the right side of the face will have larger features than its partner on the left side of the face.)

Once the upper lip is in place, we can add the bottom lip. Again, it is just one line, which is shaped like a very shallow 'U.'

Notice in my images I still have part of my guidelines showing. This keeps me on track.



## Basic Face - Step 5:

---

Now that I have drawn the nose and the lips, I can begin placing the eyes. (These are really basic eyes, and this tutorial will work for just about any eye design you choose to do.)

I draw the top curve of the eye just above the guidelines I placed earlier. The bottom lines of the eyes should be placed slightly below.

Note that the left eye reaches all the way across the left side of the character's face. To keep proportions correct, the right eye should be at the same level, but slightly larger.



## Basic Face - Step 6:

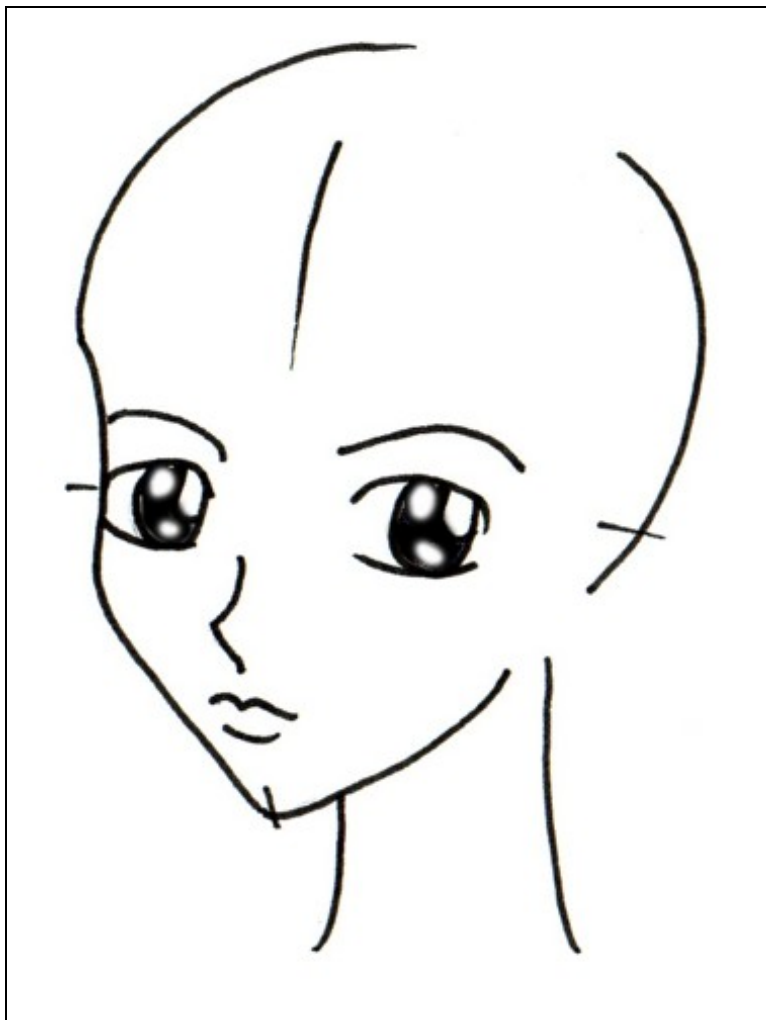
---

Once the nose, lips, and eyes are in place, you can begin adding simple details. I start with the eyebrows.

I add the right eyebrow in a steady arc over the right eye. When drawing the left eyebrow, remember: because of the angle of the face, you can't see all of it. Keep this in mind.

Now you can begin filling in the eye. Choose any eye design you like. (In this example, I simply filled the eye in and added basic "shine" so that it looks finished.)

That's it! Be sure to practice. After a few times, you'll not only get the hang of it, but you'll have a style of your own.



## 2.3 Introductory Tutorials: **Hair**

This is a basic outline for drawing a character with long hair. I've also included images for short hair, which follows the same steps. If short hair is your thing, take a look.

This is a pretty standard method for drawing most of the anime characters out there. I've explained it in four easy steps: all you need is patience and practice. Good luck!

### Bag of Tricks:

- ☑ Fine, black ink pen (e.g. Faber-Castell PITT artist pen)
- ☑ Mechanical pencil (.5 mm)

### Finished Product:



Number of Steps

4

Skip Tutorial



*Milky's actually  
my mother. Pay  
attention! This is  
how she drew MY  
hair.*



## Hair - Step 1:

---

Imagine the shadow of a person. What do you see? The outline (or silhouette) of the object the shadow belongs to. Drawing this outline is the first step to creating a character.

In my image, I drew both the outline of the hair, and the lines that form the face. This should give you an idea of how the hair sits on your character's head. A good way to picture this: imagine a hairdresser's dummy wearing a wig. That's really what it looks like.

I like hair that flows and is a bit wavy, so that's the kind I drew here. You can draw almost any hairstyle and still follow this tutorial.



## Hair - Step 2:

---

Next, add the bangs. This will give you a definite image of what the finished piece is going to look like.

I keep the beginning of the bangs (on the left) in line with the original shape of the face. Remember to draw in pencil first! When you're done, you can ink what you want to keep. Until then, it's good to be able to change things.

The bangs I drew look very similar to the "bottom" of the hair (or wig!) that I drew in the last step. When I reach the right side of the face, I simply connect the new line with the already-drawn hairstyle.

Now you're ready to add in detail.



## Hair - Step 3:

---

It took me a long time to figure out how to add shine on the hair. After many tries (and failed attempts), I came upon this technique. It works for me.

Across the top of the head, draw a slightly curving line. Draw a matching line just beneath it—it should look a bit like a halo. When you color the hair later, this will stay white.

Now do the same thing about halfway down the hair. Instead of being a smooth curve, however, this highlight should be sharp and jagged. This will also stay white.

All you need to do now is pick a color for the hair, and fill it in.



## Hair - Step 4:

---

This is my finished piece. (I chose black for the hair color.) You can see that the white highlights really stand out.

Remember, this technique will work for straight, curly, or spiky hair. I suggest practicing this for a while. When you feel you've got the hang of it, try using it on a finished project and see how you like it! Remember, practice makes perfect. Good luck, and have fun!



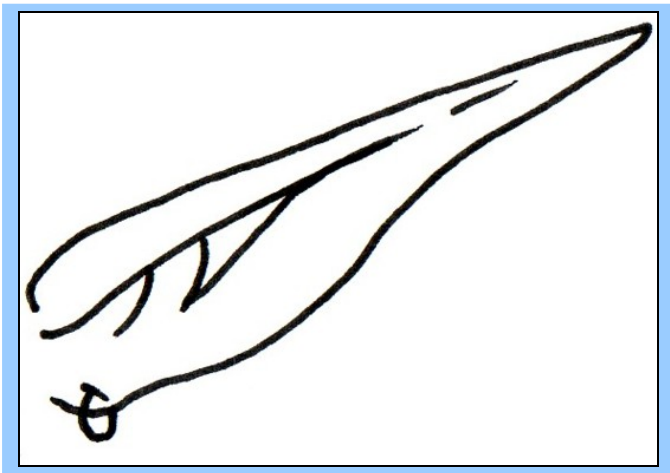
## 2.4 Introductory Tutorials: **Elf Ears**

I draw a lot of fantasy pictures, so I've decided in this section to teach you about a staple in the fantasy world. Namely, the almighty elf ear. You gotta love it.

### Bag of Tricks:

- ☑ Fine, black ink pen (e.g. Faber-Castell PITT artist pen)
- ☑ Mechanical pencil (.5 mm)

### Finished Product:



### Number of Steps

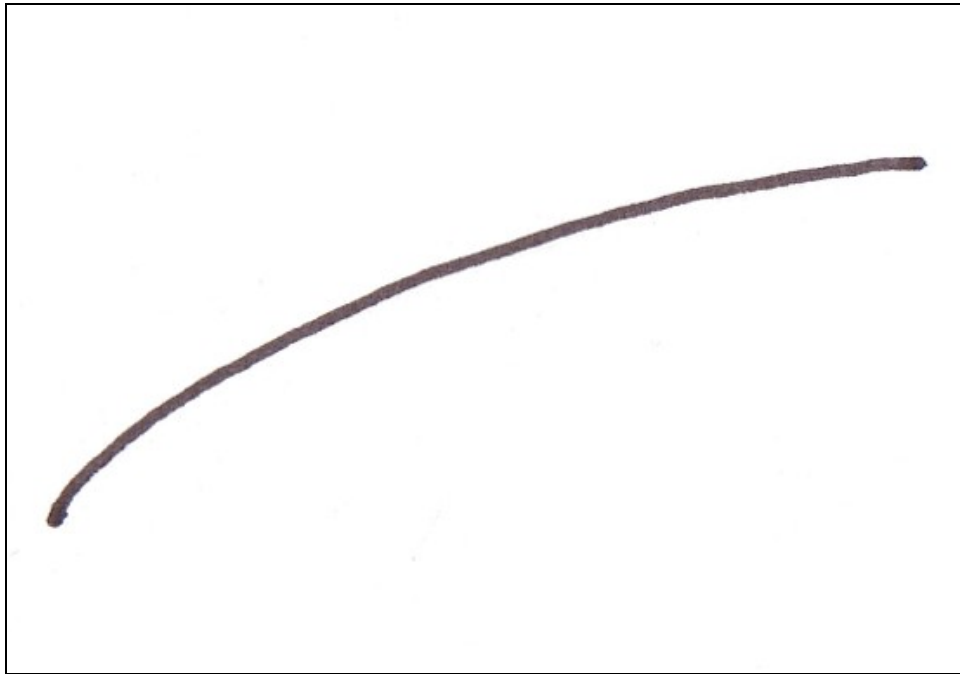
4

Skip Tutorial

## Elf Ears - Step 1:

---

This is probably the simplest step you'll ever have. I start with a line, drawn from the bottom going upward and arching. Any length should work.

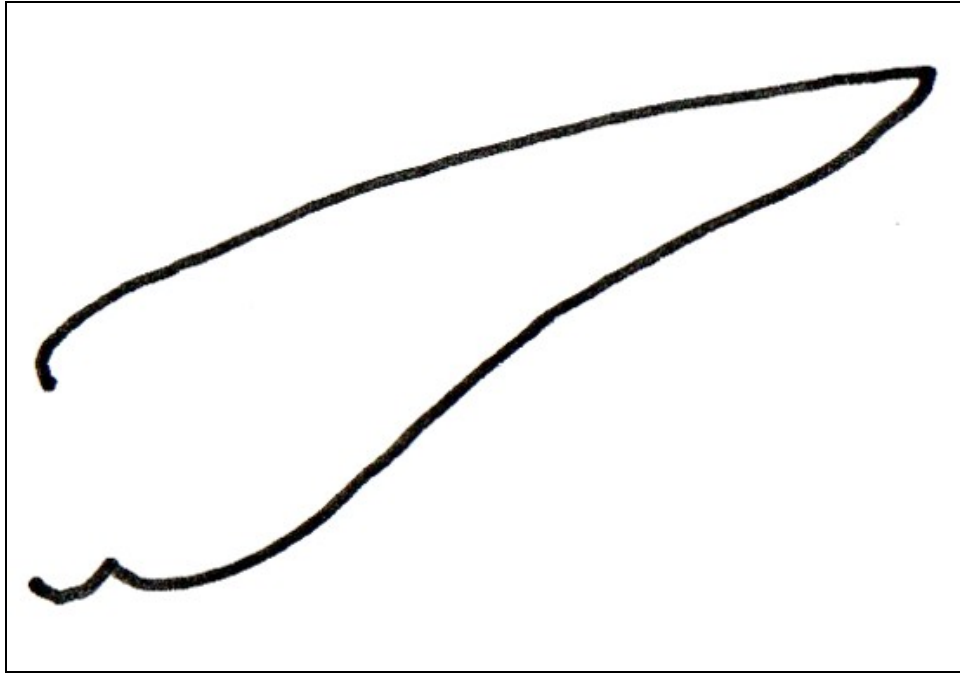


*Don't strain  
yourself too much  
here...*

## Elf Ears - Step 2:

---

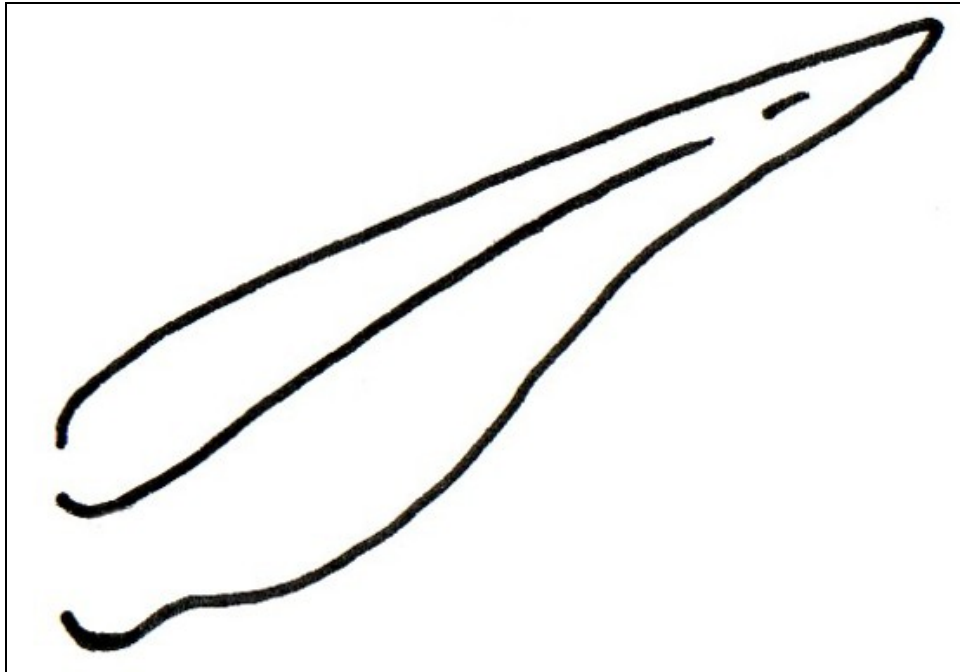
Try to keep a slender point when coming back down for the bottom line of the ear, then curve out just a little, while still coming down. Just before you pick your pencil up from the paper, do a little round line, like a wide 'U'. That's the bottom of the ear.



## Elf Ears - Step 3:

---

Near the middle, by the beginning of the ear, you're going to start a line close to the top, coming up through the middle of the ear. Stop, skip a small space and add another small line.



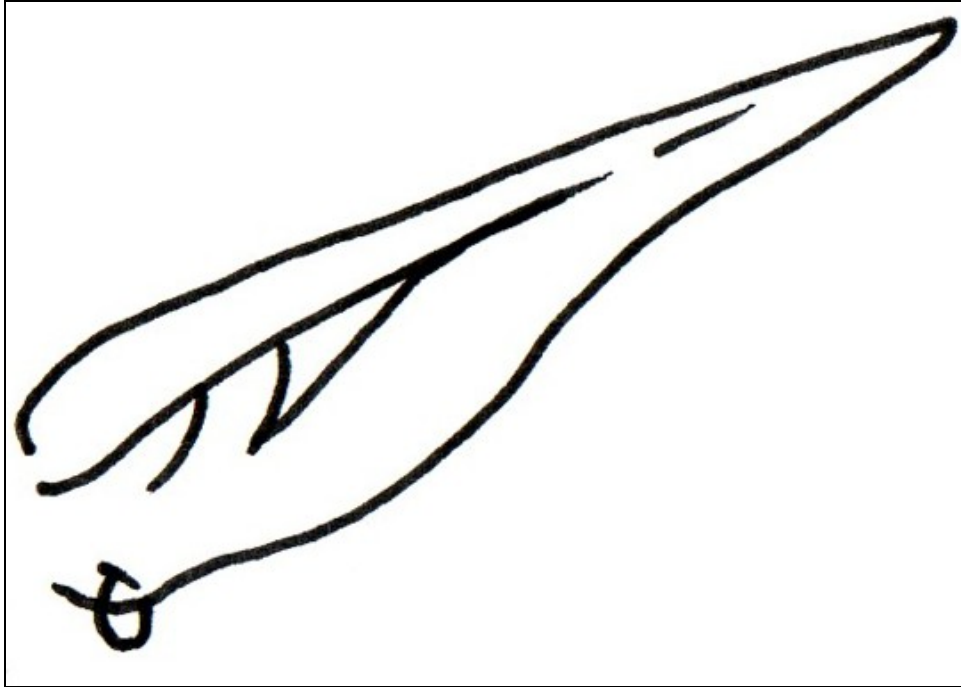


## Elf Ears - Step 4:

---

Now for the finishing touches. On the longer line in the middle of the ear, draw an upside-down fin. Make sure points inward. Then, right in front of that, add another small line curving in the same way as the fin. That's all the detail you need, unless you want to shade the drawing.

Feel free to have fun with it. As you can see below, I've also given the character a nice earring.



## 2.5 Introductory Tutorials: **Poses**

This section isn't a tutorial per se. Instead, it includes drawings of four different poses for you to play with. Each drawing has arrows to represent my pencil strokes.

Think of this as a quick and dirty reference section. Enjoy!

Skip Tutorial

### ***TRIVIA BREAK!!***



***LANGUAGE LESSON:***

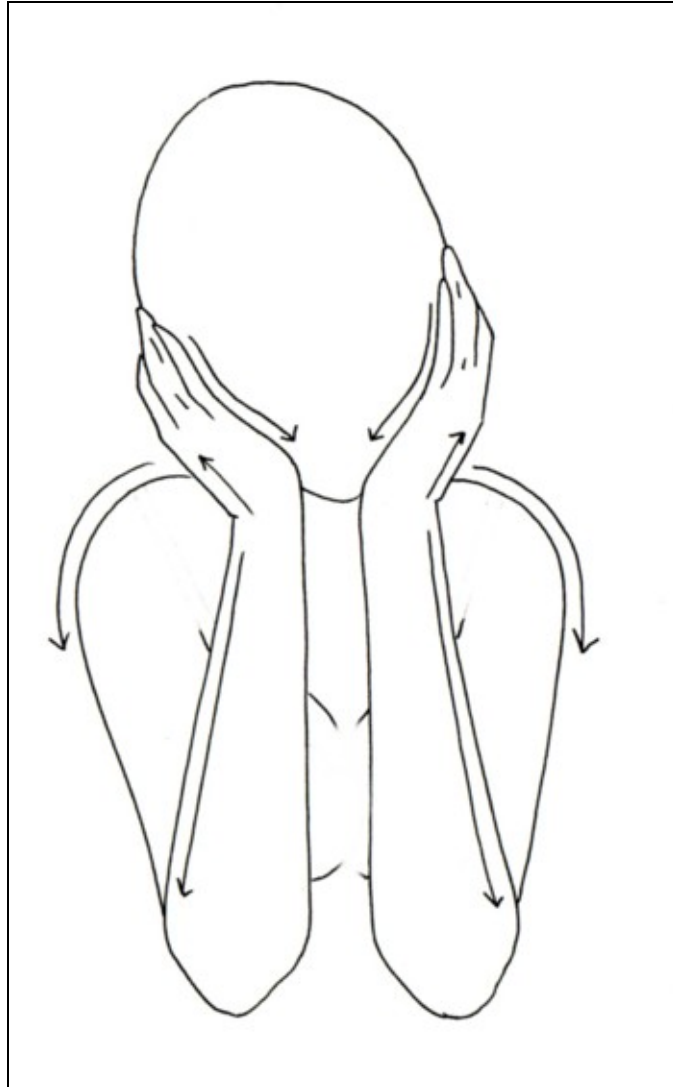
***OMAKE - EXTRA***

***THESE ARE LITTLE ADDED  
COMICS UNRELATED TO  
THE MANGA STORY.***

## Poses - Pose 1:

---

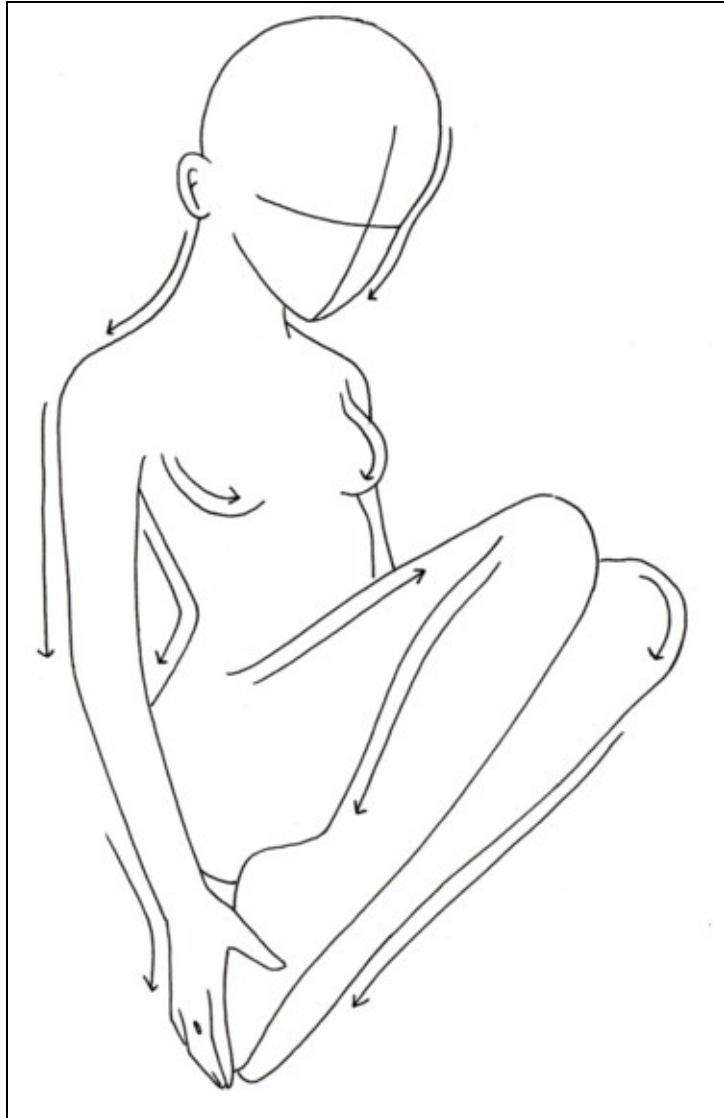
This pose can be used for a number of different scenarios, depending on what facial expression you give the character. He or she could be bored, lost in thought, or even gazing wistfully at a cute guy or girl.



## Poses - Pose 2:

---

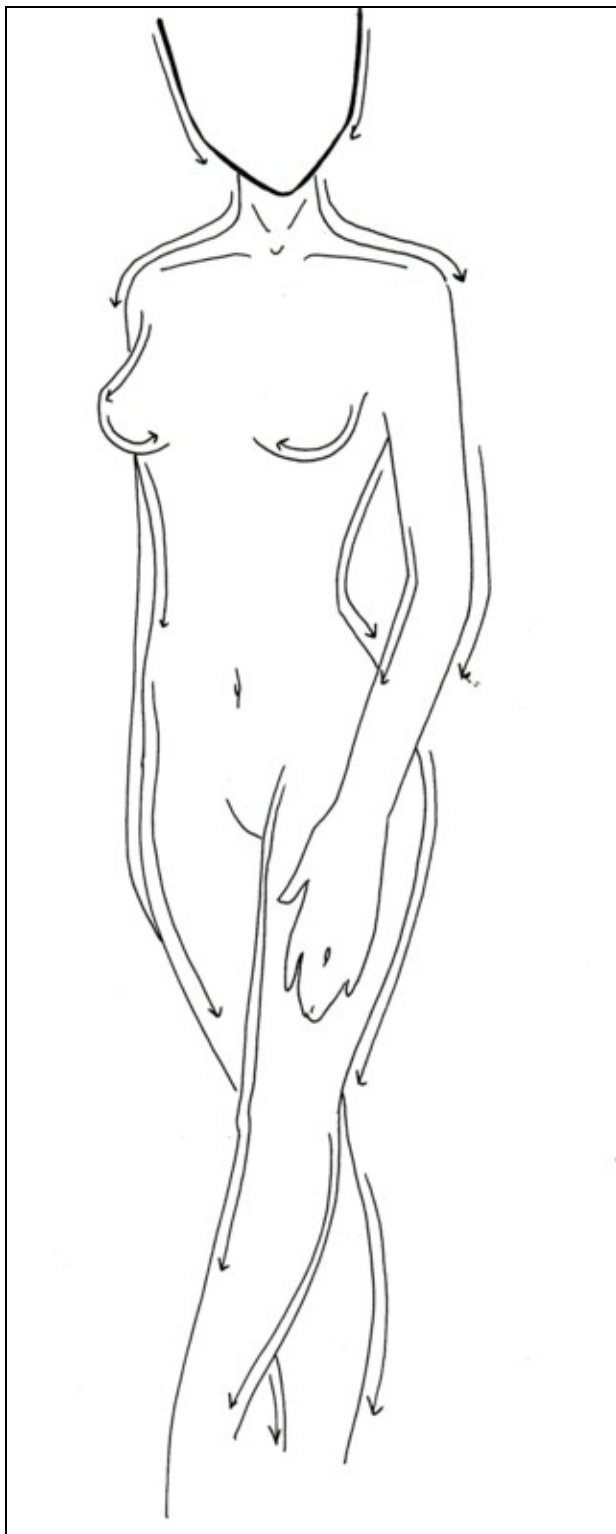
Let your imagination run wild with this pose. It could represent a character stuck in some sort of chamber (if you're into sci-fi anime). Or it could simply be a character fast asleep--just add blankets and a pillow.



## Poses - Pose 3:

---

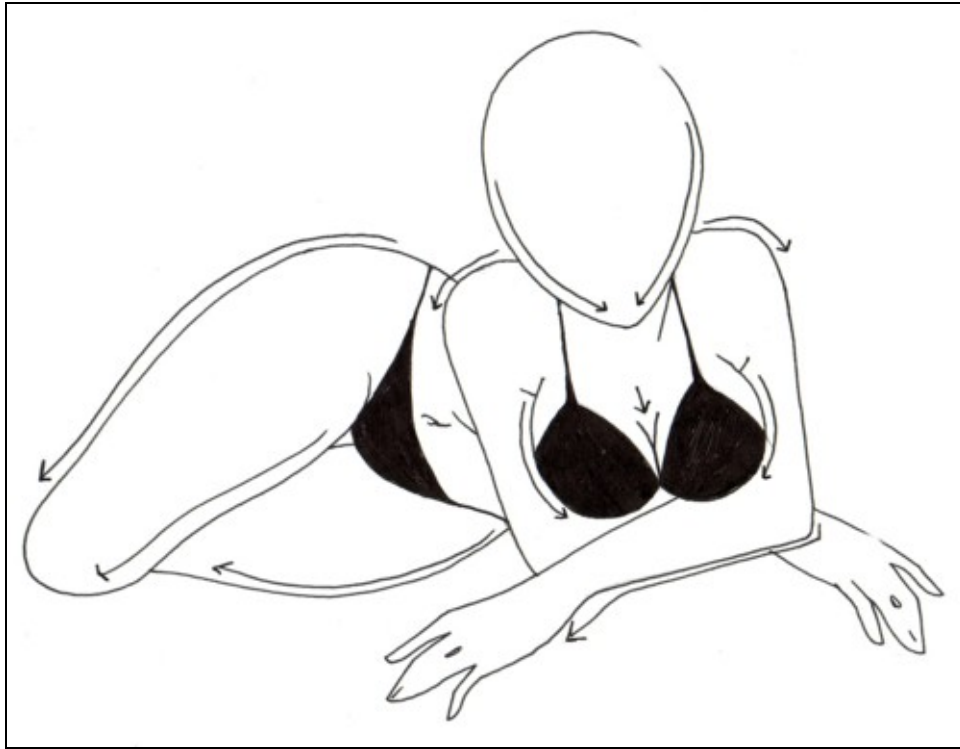
Confidence. Curiosity. There are just two words that could describe this pose.



## Poses - Pose 4:

---

While the first thing that comes to mind is someone lying on the beach, this pose can also be adapted to someone lying on a bed.



### 3.1 Male Tutorial: **Part 1 (Drawing the Form)**

This is a tutorial that will teach you how to draw a full-bodied male. It's very long, so I've broken it up into three stages: Drawing the form, adding detail and clothing, and computer coloring.

**Side Bar.** Before you begin, a note about my male characters: I tend to draw all my males as slender and delicate. If you watch anime, you realize that not all males are strong and muscle bound. If you prefer large, muscular males (i.e. DragonBall characters), this probably isn't the tutorial for you.

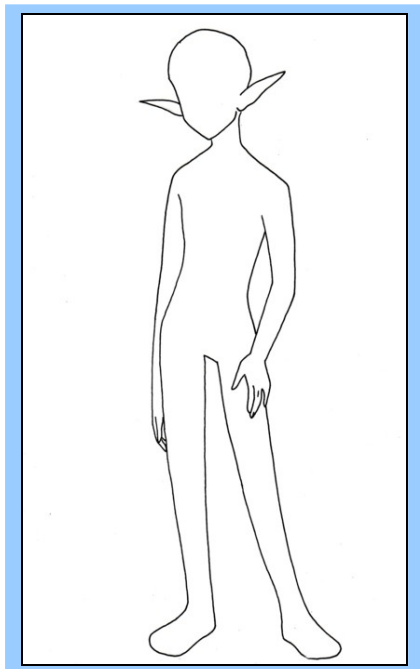
Again, I draw everything in pencil first. When I'm done, I ink the lines I want to keep. This method means that it's okay to draw things (for reference) that you don't want in the final image. If there's anything you don't like, simply don't ink it when you're finished!

On a final note, I've included a full inked outline of the male body with arrows indicating the direction my pencil was going at the time. You might find it useful, so if you get stuck on a step, just refer back to that image.

#### Bag of Tricks:

- ☒ Inking pen
- ☒ Mechanical pencil

#### Finished Product:



Number of Steps

6

Skip Tutorial

## Male Part One - Step 1:

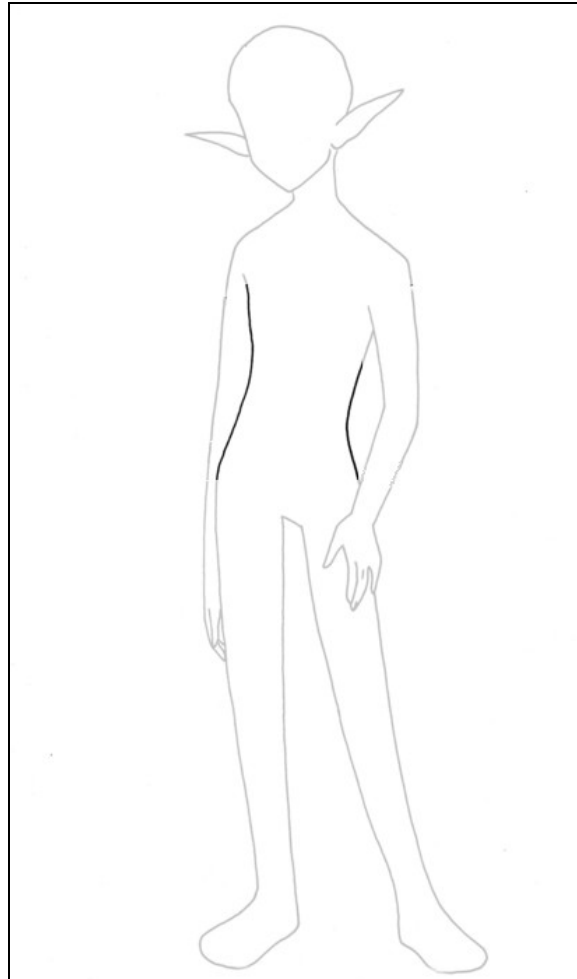
---

You can see I've started with my torso. I always start with this part of the body for any character that I draw standing. It's easier for me, and it helps me to get proportions right.

**Side Bar.** I've gotten a lot of people who tell me they can't get proportions right no matter how many times they try. Here's my suggestion: If you always start in the same place with each of your pieces (e.g., the head or eyes) try starting with something different. It was a long time before I settled on starting with the torso.

Before, during the early years of my drawing, I used to start with the head—and almost always my proportions were off in the finished piece. Another hint: Try not to draw at an angle. Your paper should be right in front of you or propped up on something, like an easel. I have a huge clipboard that I use, and I find it extremely helpful.

If you want direction on drawing the torso of your character, the first tutorial in my chapter is devoted to that subject.





## Male Part One - Step 2:

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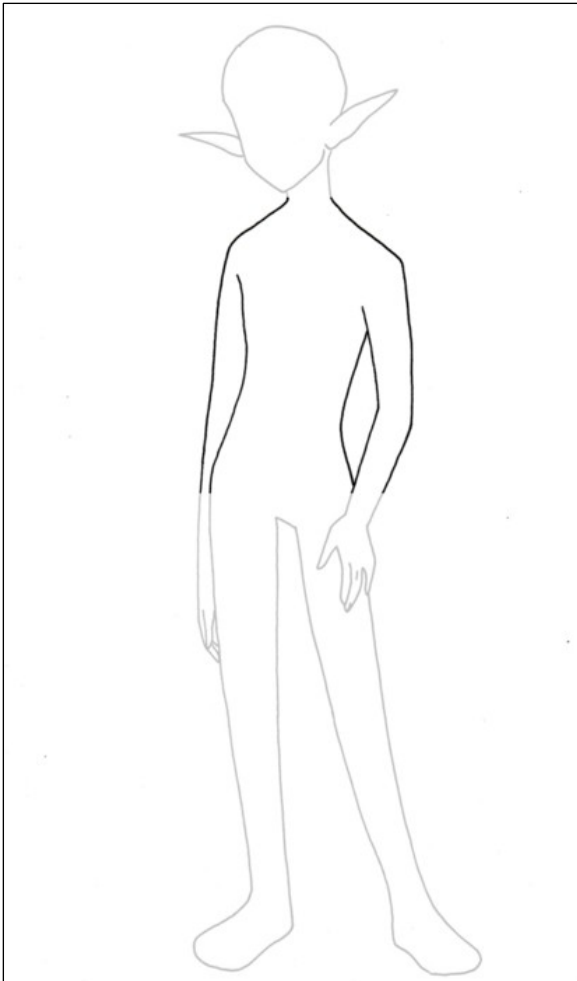
Now I'm going to add the arms and part of the neck.

We'll start with the right inner arm...

On the right side of the torso, at the top, I start bringing my line down to about where the torso starts curving in.

**Side Bar.** When you are trying to gauge where to place your character's elbows, bend your own arms and note where it falls on your torso. A good rule of thumb: The elbows generally bend right at the waist (or maybe a fraction above it).

Once I know where the elbow bend is, I change the direction of my character's arm and bring it in toward the torso. I draw it so that my character's hand is resting on his hip—right where his pocket would be if he were wearing clothes at this point.



Now I want to add the outside of that arm. Moving back to the top, I place my line where I think my neck should start—but I am going to draw the right shoulder. On a male, the shoulders are slightly round and angle down lightly.

Extend the line for the top part of the shoulder until you pass the line you made earlier (for the inside of the arm). At that point, the line should run roughly parallel to your first line. Since you're drawing your character's arms, the two lines should only be as far apart as the arm is wide. If you get stuck, refer to the image with the arrows.

Now draw the other shoulder. Begin drawing your line at the base of the neck, come out and angle slightly down, then round it (this is the curve of the shoulder) and extend it down until it meets the torso. (This arm is hanging loosely at the character's side, so you won't see all of it.)

## Male Part One - Step 3:

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We're going to add the neck and head now. If you studied my tutorial on the basic shape of the face, then this shouldn't be a problem for you.

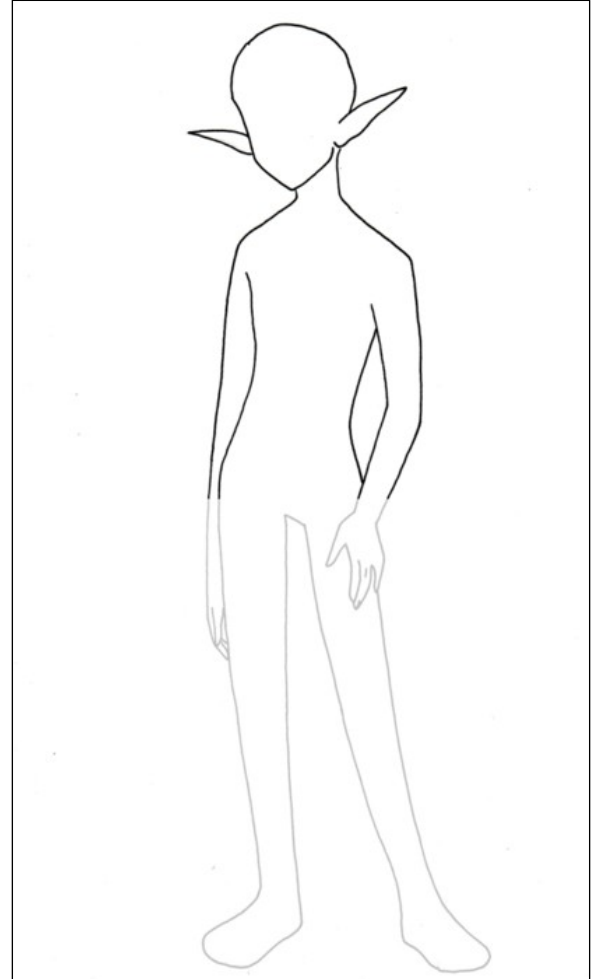
The neck should be slender, but try not to make it too long. If you so desire, you can draw the neck longer and later draw your character's head so that it overlaps the neck at the correct length.

Remember, it's okay to overlap! Once you've inked your final correct lines, you will erase everything else.

When you add the face, keep the angle of the head in mind. My example shows the chin placed slightly to the left of the neck.

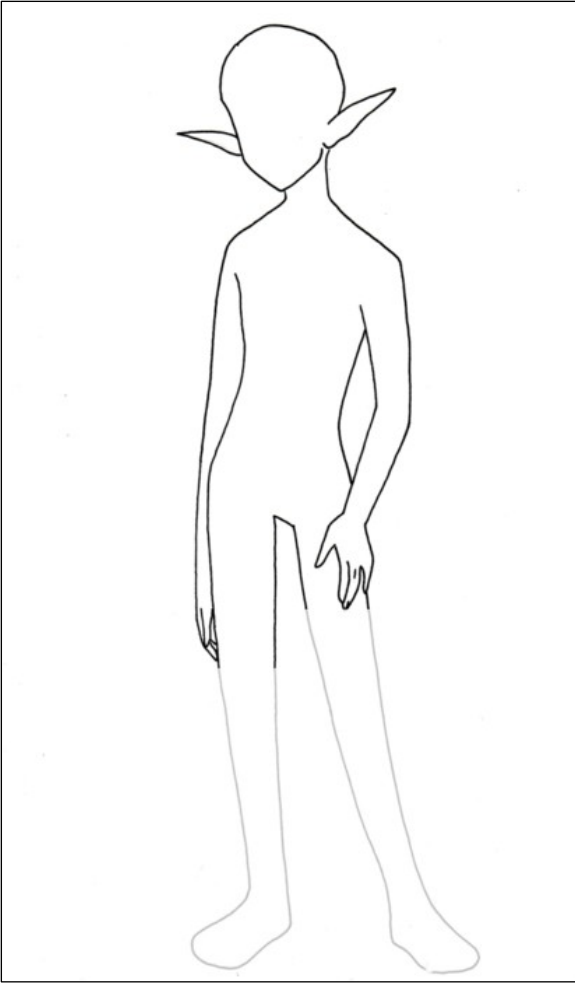
Once the basic shape of your character's face is drawn, you need to add the ears. This character is an elf, so his ears are long and pointed. The ears should be on the same level as the eyes. Look in a mirror, or feel your own face with your hands. This will give you an idea of how to place things properly.

Because of the angle of the head (the character is facing slightly to our left), we only see part of his right (our left) ear.



## Male Part One - Step 4:

---



Next, add the hands, and begin drawing the legs. We'll start by looking at the right hand. Notice that it's just resting on his thigh.

**Side Bar.** This looks simple enough, but hands are something that took me years to learn how to do. Honestly, I'm still not satisfied with them. The best advice I can give you for hands is to look at your own hand and draw what you see. (If it's at an angle that you can't do yourself, ask a brother or sister to model for you.) It really helps.

So for this instance, rest your own hand on your thigh and draw what you see. A tip that might help you is that your hand is, or should be, just about the same size as your face. Keep the same in mind for the character you are drawing.

And again, refer to the image with arrows if you get stuck.

For the left side, it's pretty simple—there really isn't going to be much hand showing at all. Notice that the thumb is the most outward facing of the digits on that hand.

Here are specific guidelines for drawing the hand in that picture: Draw the first finger (it should be kind of bent). This should be placed right against the thigh. In the remaining space (just below the wrist), draw a stretched out "u" shape—it should extend to almost the line where you "bent" the first finger.

Before drawing the thighs, we need to establish the pelvic area. The line you draw for the inside of the thighs needs to begin with a slanted horizontal line that corresponds with the angle of the hips.

In order to do this, you're going to bring your line down a fair amount (use your judgment here) and make a short horizontal line in the same direction the hips are slanted. Don't make this line too small, or your thighs will be overly large, but don't make it too small, or your thighs will be really thin.

From there, you will draw a line on each side, coming down. Now you can see where the shape of the thighs is really starting to show.

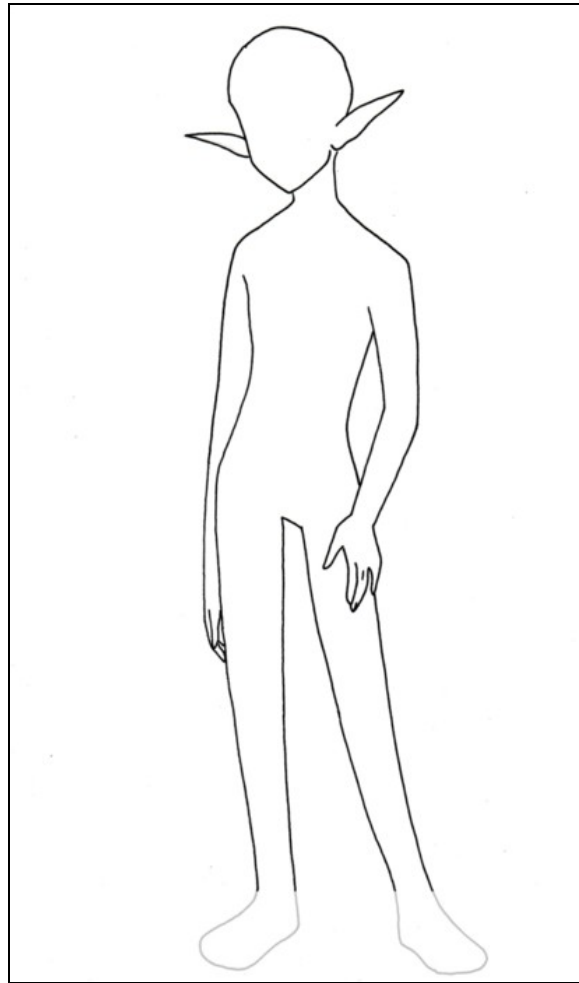
## Male Part One - Step 5:

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We're going to complete the legs now. This step is probably the easiest. Because this character will have clothing added later, the shape of the leg doesn't have to be dead on. But to get the basic idea, you generally know that the thighs are larger than the calves.

Now, you're going to go ahead and just draw the lines that make up the legs all the way down to the ankle. Decide how long the thigh is, where the knee should be placed, and the length of the calf.

When you have your arms hanging at your side, remember that your hand will reach the middle of your thigh. Use that to judge the length.



## Male Part One - Step 6:

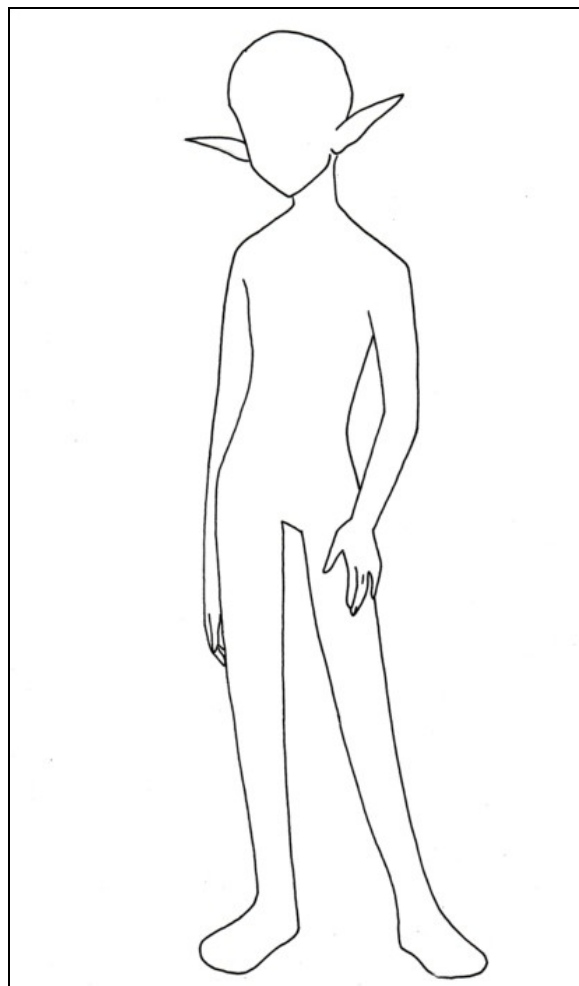
---

Now it's time to draw the feet. Because of the type of clothing/shoes I'll be adding in the next part, I do not need to add detail (like the toes), I just need the basic shape of the feet.

Note the angles. The left foot is facing out to the left, whereas the right foot is facing right. To be honest, they look a bit like they belong on a Barbie doll at the moment.

Begin with a small round shape (the heel) that extends to a larger oval shape (the top part of the foot). Do the same for the other foot. It might take you a few tries, but it's perfectly acceptable to erase and start over. You don't become Picasso in one shot!

Go ahead and practice a few times before moving on to the next stage of this tutorial. Good luck!



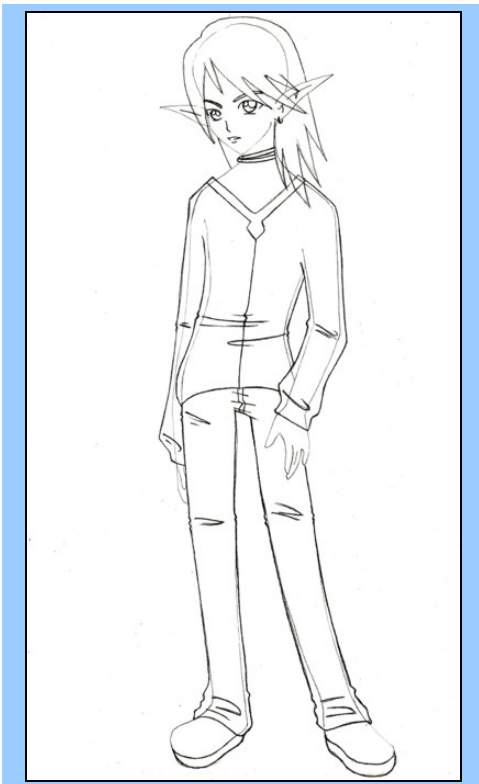
## 3.2 Male Tutorial: **Part 2 (Adding Detail and Clothing)**

In this section I'm going to show you the easiest way to get clothing on your character, including the hair and any accessories you might want to add.

### Bag of Tricks:

- ☒ Inking pen
- ☒ Pencil

### Finished Product:



Number of Steps

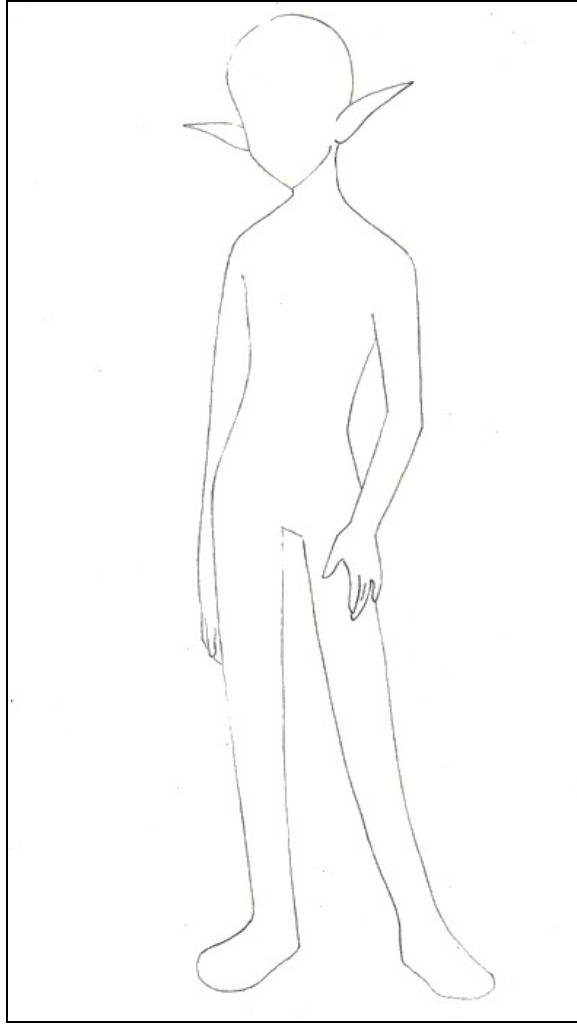
7

Skip Tutorial

## Male Part Two - Step 1:

---

Take your finished, inked outline from the first stage of this tutorial, and find yourself a fresh sheet of paper. Take your line art and trace it onto the fresh sheet of paper. (Yes, I said trace it.) This way, you have a nice, clean pencil outline to work with. You're going to be adding detail on your new outline, and when you're done, you'll ink this one, too.



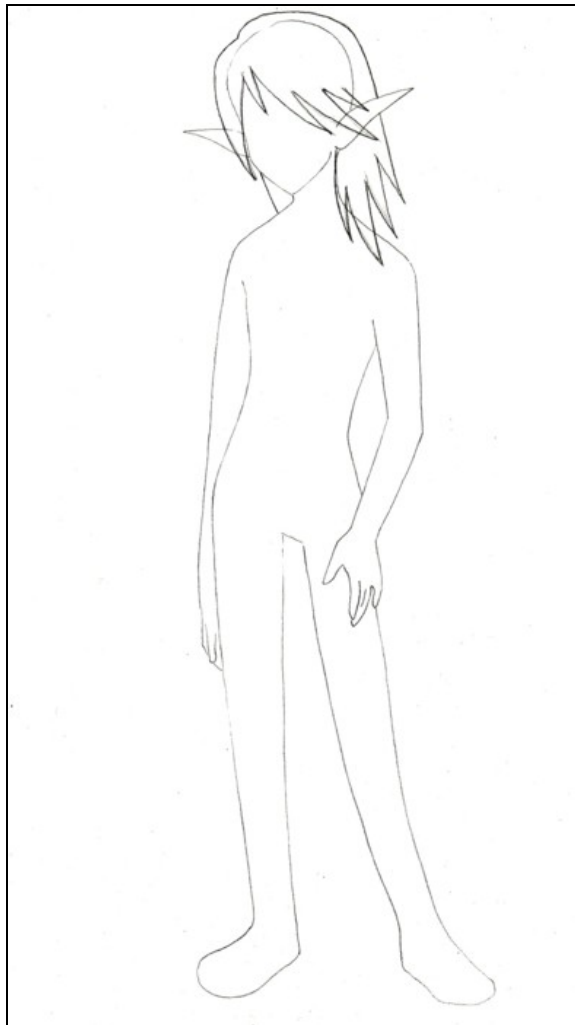
## Male Part Two - Step 2:

---

You can see that I've started at the top with the hair. The hairstyle can be anything you want, or you can follow along with mine.

You can see I've started the line for the hair just above where the head is, then simply added in the rest of the detail lines. It's a pretty simple design, and if you get stuck on the hair, you can refer back to my hair tutorial.

I want you to notice how I've drawn through certain areas (like the ears and part of the neck, where the hair appears to be resting on the shoulder). Already, you can see what kind of things you'll be inking and what you're going to be erasing at the end.





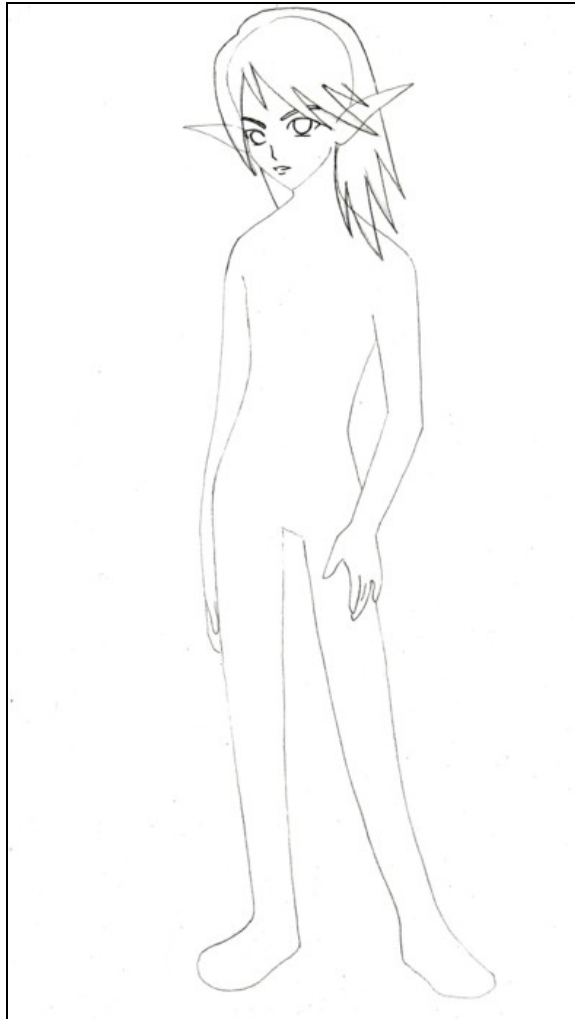
## Male Part Two - Step 3:

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Now I've added my facial features.

Remember the little cross line from my first tutorial on the face? You can use that here too if you want. I pretty much knew where I wanted my eyes and other features, so I did not use one.

Remember that the eyes and ears should be at about the same level.



## Male Part Two - Step 4:

---

Next, I added his shirt. It's really just an outline of a shirt, placed over his body. The clothing you draw should be a little bigger than the character himself, unless you want him to wear something skintight.

Also, at the point where his arms bend, you'll need to add a little "wiggle" to your line. Do the same around his mid-section. Once you've added the right amount of detail, this will give the appearance of wrinkles.

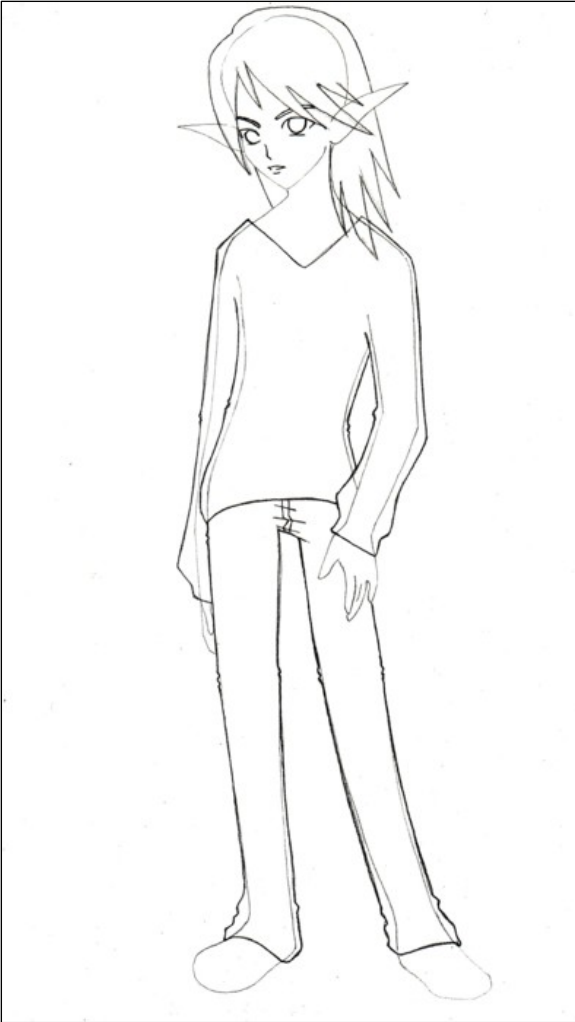
I've chosen to do a somewhat baggy sweater of sorts. You can of course, choose your own style of clothing and design as you see fit.



## Male Part Two - Step 5:

---

Next, I added the pants. I wanted them to look kind of tight and then loosen at the feet. So I've pretty much followed the outline of the hips, then on down until at his feet, you can see I've flared out, to give the appearance of the legs being loose fitting.



At the hip, where you would bend when sitting, I've added a small little wiggle of the line, with a matching wiggle at his knees, and again at his ankles. Later on, I will be adding more detail to these places to make them look wrinkled and worn.

Another point...

At the zipper area. What you want to do is start from the bottom of the sweater and draw a line down with some wiggle in it, then add another right next to it, matching the wiggle. Then, where the wiggles meet, draw a line through them, so that the line extends out from either side of the wiggle lines. That's how you get your bunched up look around the zipper area.

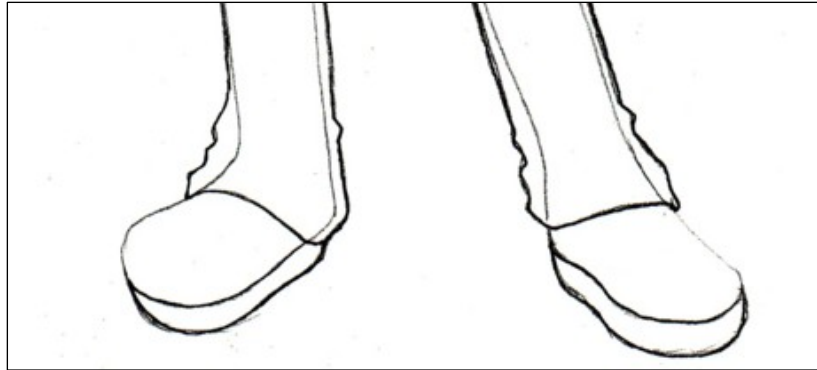
## Male Part Two - Step 6:

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As for the shoes, we're going to go with the chunky boot look. This is just to give you the basic idea of how to get it started. You can add details at your own leisure.

At the bottom of the outlined feet, I've added another line. I've just extended it down, making the sole of the shoe look big and chunky. It's fairly simple, but it can take some time to get the angle just right.

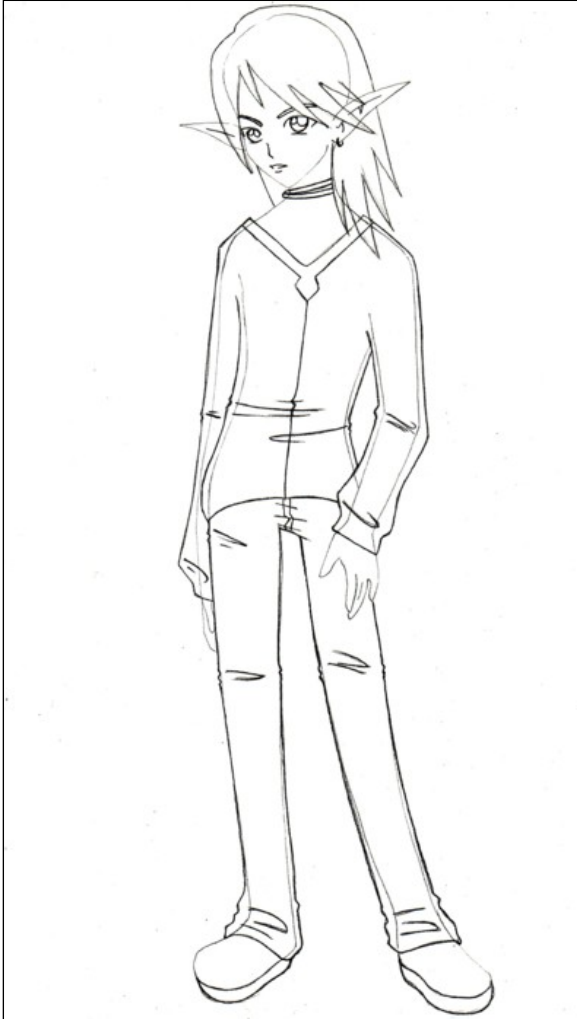
I suggest making a practice sheet of just feet and shoes...it's quite helpful for future reference!



## Male Part Two - Step 7:

---

Now we're almost done. It's time to start adding the details.



We'll start back at the top. I gave my elf an earring and a choker necklace. The earring is pretty easy, it's just a hoop.

For the necklace, all I've done is draw strap-like lines that conform to the shape of his neck. Here I've drawn two. You can do more or less; it's up to you.

We'll move to the shirt. I've chosen a little design for the collar and down the front. It pretty much looks like a tunic.

Now, at the point where you inserted your 'wiggles' you're going to draw lines across the shirt. They can be randomly placed, but should fall between the 'wiggle' lines on either side of the shirt. The same applies for the sleeves.

The pants are the same as the sleeves of the shirt. Add your wrinkle lines according to where you placed your 'wiggle' lines.

And voila! You have a detailed male, ready for inking once again.

Remember: Only ink what you're keeping! You should ink this one slowly and one part at a time. I can't even begin to count how many times I've been inking the sleeve of a

shirt, and inked his arm on the inside as well! (I had to start all over because of that.) So take your time, and get the ink done correctly.

Give it a few minutes for the ink to dry, then erase your pencil, and you should have a nice piece of line art, just begging to be colored.

### 3.3 Male Tutorial: **Part 3 (Coloring)**

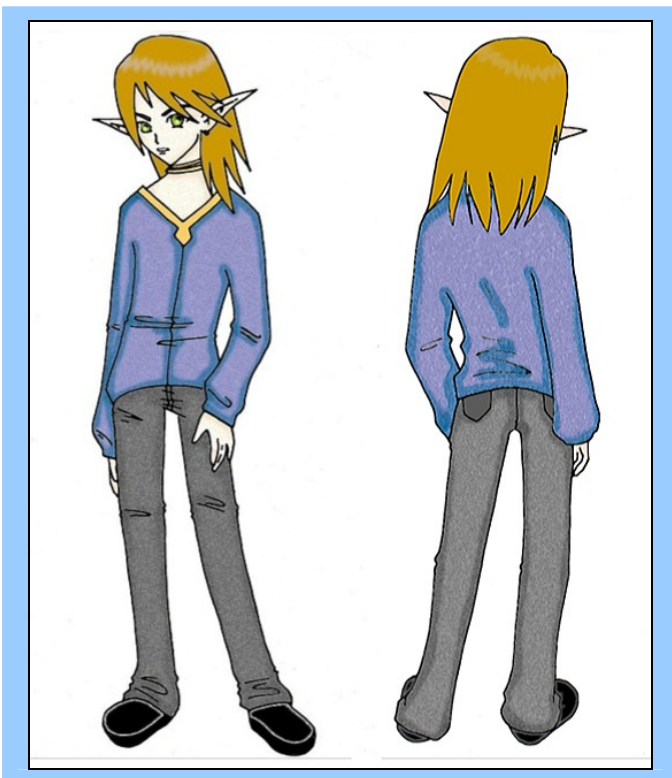
Well, here we are at the third and final part. I'm going to color my line art now. For this chapter I've elected to go digital. I will be honest with you here: I am no whiz when it comes to using the mouse for coloring. I do like the way most of my images come out though, and with practice and better tools, I'm sure I'll progress. But this way of coloring does take time to learn.

I don't own anything fancy use a simple program that came with my scanner called PhotoStudio5. It doesn't do half the things that PhotoShop does, but I try my best. I've listed a few things in this section that I use to help me with my skin tone and the like. I hope you find it useful.

#### Bag of Tricks:

☒ CG program

#### Finished Product:



Number of Steps

7

Skip Tutorial

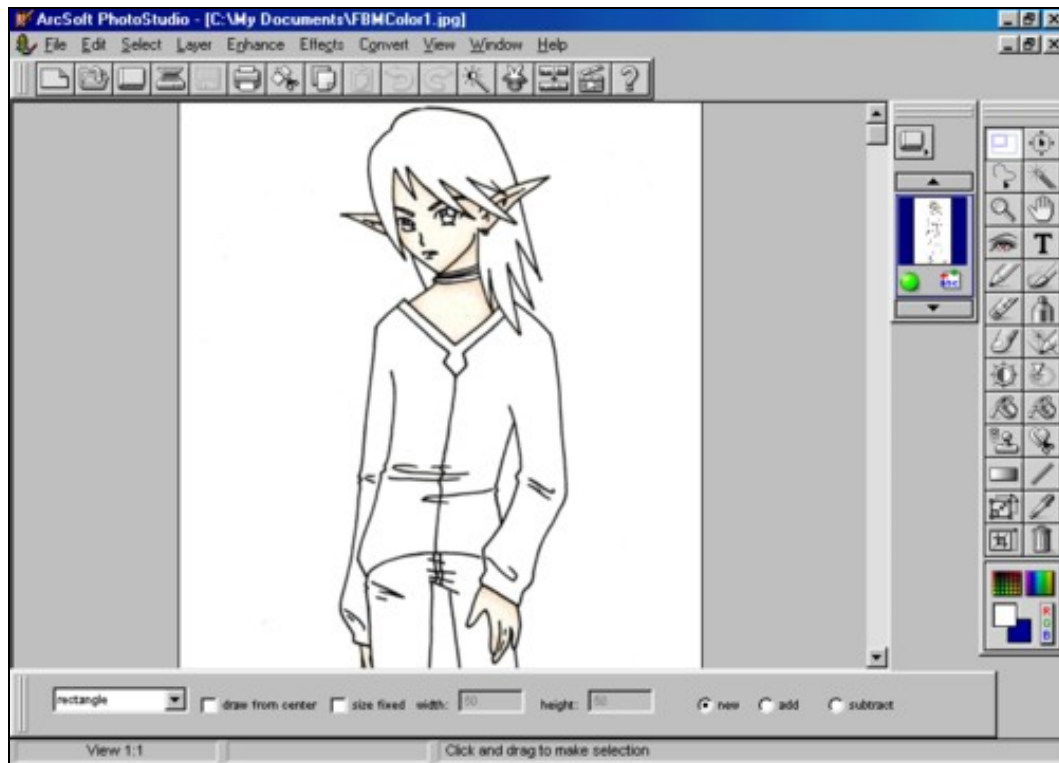
## Male Part Three - Step 1:

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I've started out by showing you a screen capture of what the image looks like in PhotoStudio.

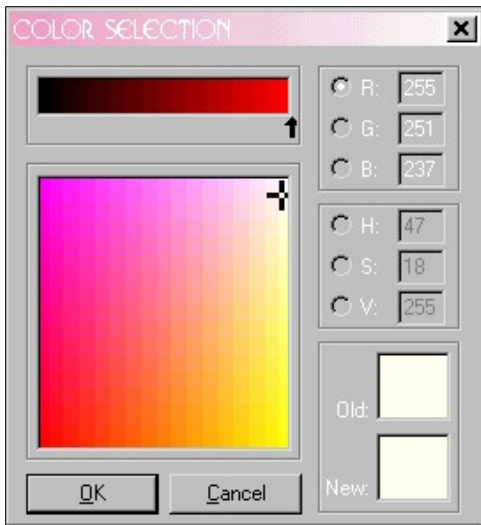
**Sidebar.** I always have my images at a very large size when coloring with the mouse. (They're usually at a size of something like 1200x1850.) I do that because after I'm done coloring and editing out scratches or blemishes on the image, I can shrink it to about 500x600 or so and it still looks nice and sharp.

This image is to give you an idea of what you might be working with were you to color on the computer with the mouse.



## Male Part Three - Step 2:

I've begun by doing my skin tone first. This is what I always start with when coloring with the mouse.

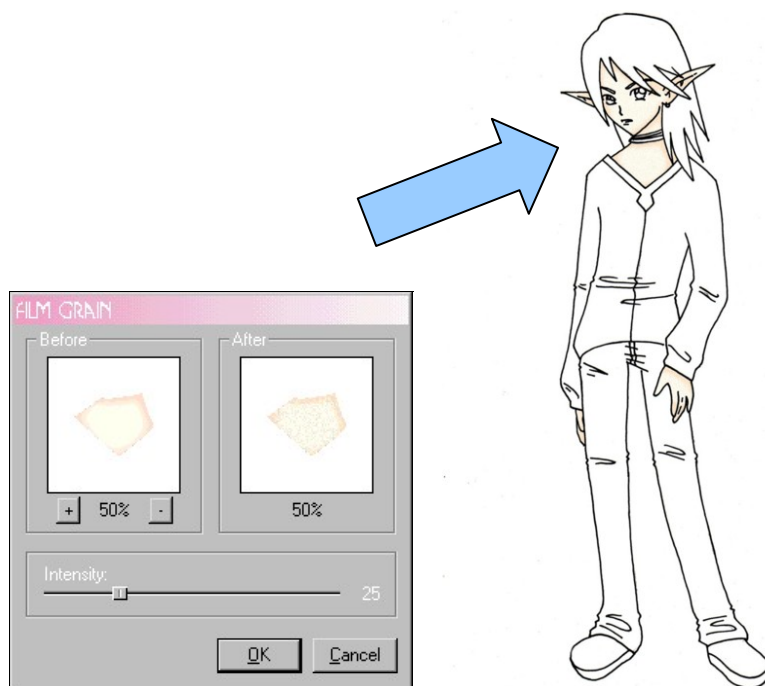


I have a few techniques that I use when coloring skin. First, I choose the skin color. After I have my color, I use a tool called the 'magic wand'. What this tool does is select only an area that you choose. For example, I only want to color the face and ears. My 'magic wand' tool allows me to outline just that section, so that when I use the 'paintbrush' tool, my color will not spill over to any other section. It's very handy.

Once my base skin color is in, I choose a darker version of the same color to add shadow. I have to place this manually. So I have to be careful with the mouse and work slowly at times. My 'wand' tool is still working at this point, so if I mess up and go out of the line, it won't really matter.

Once my shadows are in place, I use one more tool on the skin. It's called 'film grain.' With the area that is already selected by the wand, I'll go to the 'effects' menu and choose 'film grain'. It looks like the screen below.

What 'film grain' does is take the skin color and give it some texture. It also blends the color together somewhat. I do this for the remaining skin on the character.





## Male Part Three - Step 3:

---

Now that the skin is finished, I've moved on to the hair.

It's not uncommon to see an anime character with wild hair color, such as blue or pink, but I've just gone with a regular brown for this character. You, of course, are free to pick and choose colors to your liking.

I do the same thing I did with the skin, which is use the 'wand' tool and select my hair. I use the 'bucket' tool to basically 'dump' the color in all at once.

Then, switching to the paintbrush tool, I choose white, and a medium size tip. I set the transparency to about 50%, and add my shine at the top of the head.

**Side Bar.** If you don't understand what transparency is, it's a tool that you use to make the color 'see through'.

After setting the shine on the top of the head, I used one more tool for the hair. I picked the 'blur' tool and ran it over the shine I just placed, giving it the effect I desired.



## Male Part Three - Step 4:

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Here I've moved on to coloring the shirt. I chose blue—in fact, I chose two different shades of blue. One is for the base color of the shirt and the second shade, a darker one, is for the outline.

Again I've used the 'wand' tool and selected the shirt, and dumped my base color in using the 'bucket' tool. Then I've selected my paintbrush tool and gone around the edges of the shirt, outlining it with the darker color.

The last thing I'll use on the shirt is the 'film grain' option from the effects menu. This time I leave the intensity of it set at 50% and give the shirt some texture.



## Male Part Three - Step 5:

---

Moving on to the pants! It's pretty simple to figure out that I'm pretty much just repeating the process over and over again with each section of the image.

So what tool did I choose first? That's right, the 'wand' tool. I selected the pants with the 'wand' tool and used the 'bucket' tool to fill in the desired color. Then I chose a color darker for the shadow, or outline of the area I'm coloring.

Lastly, I gave it some texture with the 'film grain' option from the effects menu.

**Side Bar.** I'd like to stop for a moment and point out that if I had something fancy like Photoshop, I probably wouldn't be boring you with such mundane techniques for coloring. I'd have a lot more options to choose from for detailing my clothing and the like, as well. If you've made it this far in my tutorial, I thank you.

Ahem. Moving on to the shoes and small detail...



## Male Part Three - Step 6:

---

This is the step where I filled in and colored all the small details of the image.



And now, to color the eyes! I wish I could say that I know how to do eyes just perfectly, but I don't. I am still learning like the rest of you. But for my eyes, this is how I do it...

I select the eye with the 'wand' tool and fill it in with the appropriate color (I chose green here). Next, while the eye still has the wand in place, I use my paintbrush and set it to a large tip. I maneuver that inside, angled toward where my character is looking.

Now, I switch over to a smaller tipped brush and choose white. I then draw the white shine, or reflection, that you normally see in the eyes.

That's all! It's pretty simple, and it works.

As for the shoes, I've first selected the top of my shoe with the 'wand' and filled it in with black.

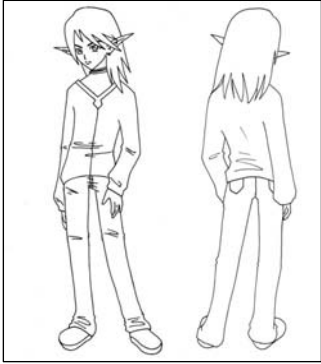
See the nice white outline? I got that by choosing the 'Layer' menu at the top of my program. I then selected "soft edge" and set it for "3". That effect gives me the white outline you see there.

The bottom of the shoes I simply filled in black.

## Male Part Three - Step 7:

---

Here I've got the full finished piece in color. I'm pretty happy with the way he came out.



For your reference, I've included a drawing of my character's back. I'll give you a basic run down of how I drew it.

If you will, for just a moment, refer back to your original inked piece, the one you created at the beginning of this tutorial, you'll notice that when flipped over, you'll see the image reversed.

I used this to create my character's outline for the back pose, adding in the detail you didn't see when the character is facing forward.

It's a neat way to use your line art more than once for multiple projects. Here, I've even included that same image colored for you to take a look at.



All in all I hope this really helped those of you who were genuinely interested in trying your hand at my style for drawing a male anime character. Good luck practicing!

## 4.1 Female Tutorial: **Part 1 (Drawing the Form)**

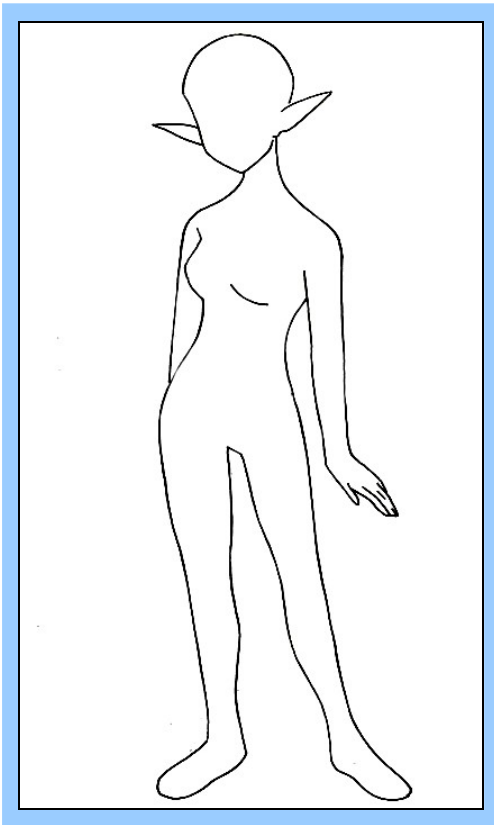
There are a million ways to draw the female form. To make life a bit easier for you, I've decided to make the following tutorial a mirror-image of my male one. That way, you are learning one pose but for two genders.

You'll notice my female is a fairy as well as an elf. I guess she's a fairy with elf ears then. Her clothing isn't very fitting for the type of character she is, but I wanted her to look modern. Remember, clothing choice is really up to you. Have fun and good luck!

### Bag of Tricks:

- ☒ Inking pen
- ☒ Pencil

### Finished Product:



Number of Steps

5

Skip Tutorial

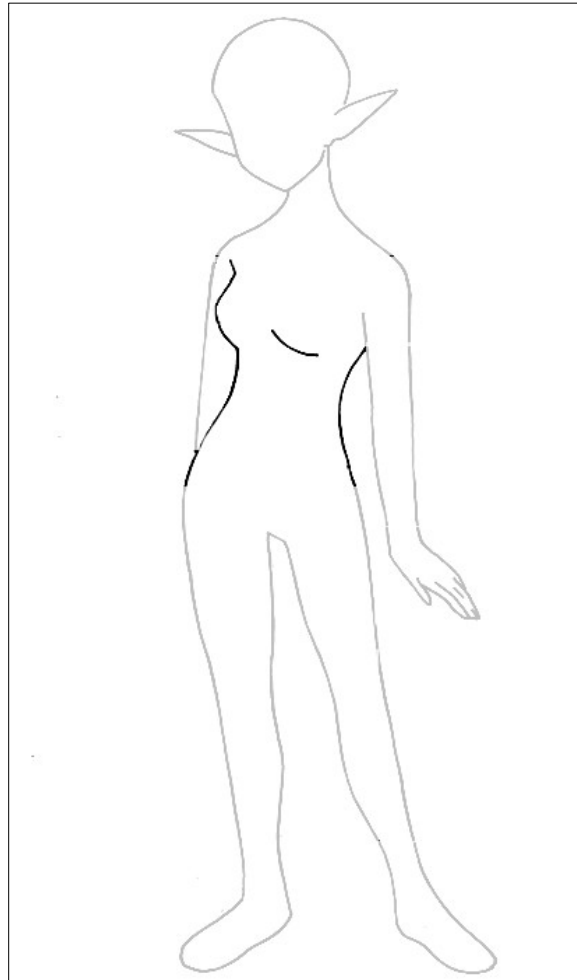
## Female Part One - Step 1:

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As you can tell, I've done the same thing here that I did with my male character.

I've started with the torso again. It's almost the same as the male, but it's curvier. Yes, females are full of curves.

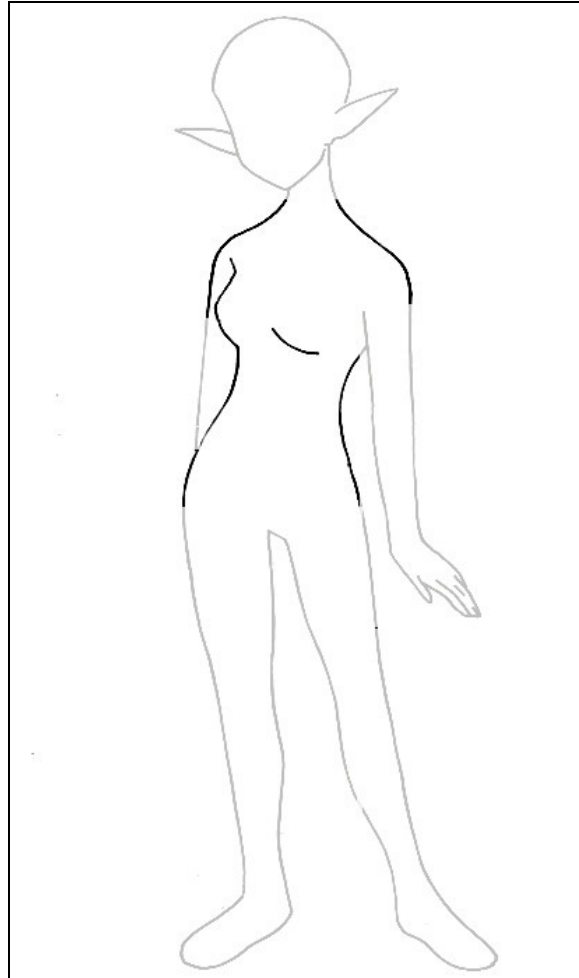
You can refer back to my "torso" tutorial for more information, or you can refer to the image with the arrows that I've included. That should show you what direction my pencil was going at the time I drew certain areas.



## Female Part One - Step 2:

---

Here I've set the lines for where I want my shoulders to rest. For the female you are going to make the shoulders rounder and thinner than you would for a male. Remember that the lines for the neck need to be drawn so that they line up with the middle of the torso.





## Female Part One - Step 3:

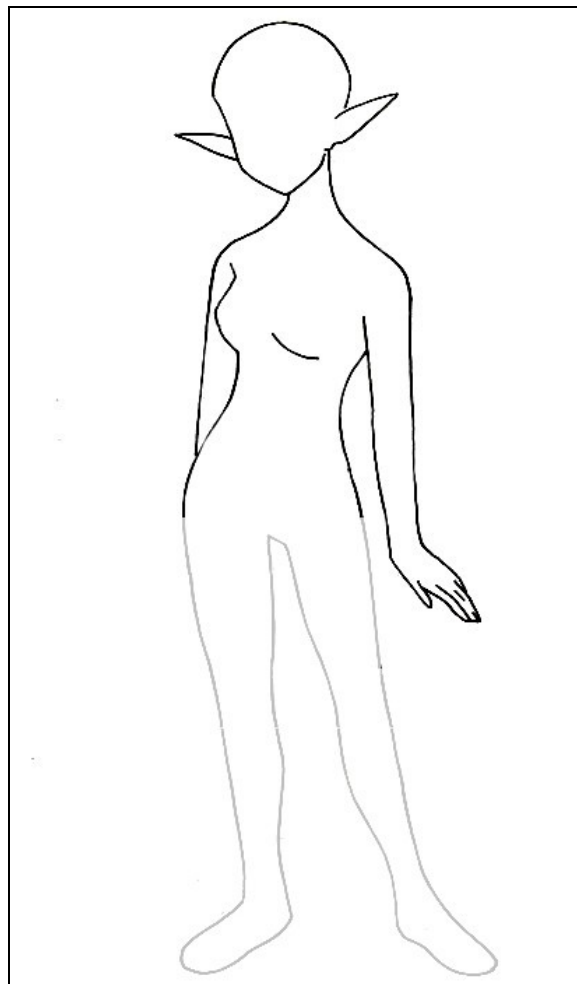
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Now I've added the arms and the head. Notice that her hand is facing out on the right side, instead of placed on the hip like the male character. I do this because it's more feminine.

For drawing her fingers, start with the thumb first, then add the first finger, draw the line for the pinky, and finish with the two middle fingers.

You'll notice the left side of her body is exactly the same as the male, though because her hip is rounder, it's going to hide her entire left hand.

**Side Bar.** Remember, it helps to hold you own hand in the same position and draw what you see. I can't express enough how this has aided me through the years.



## Female Part One - Step 4:

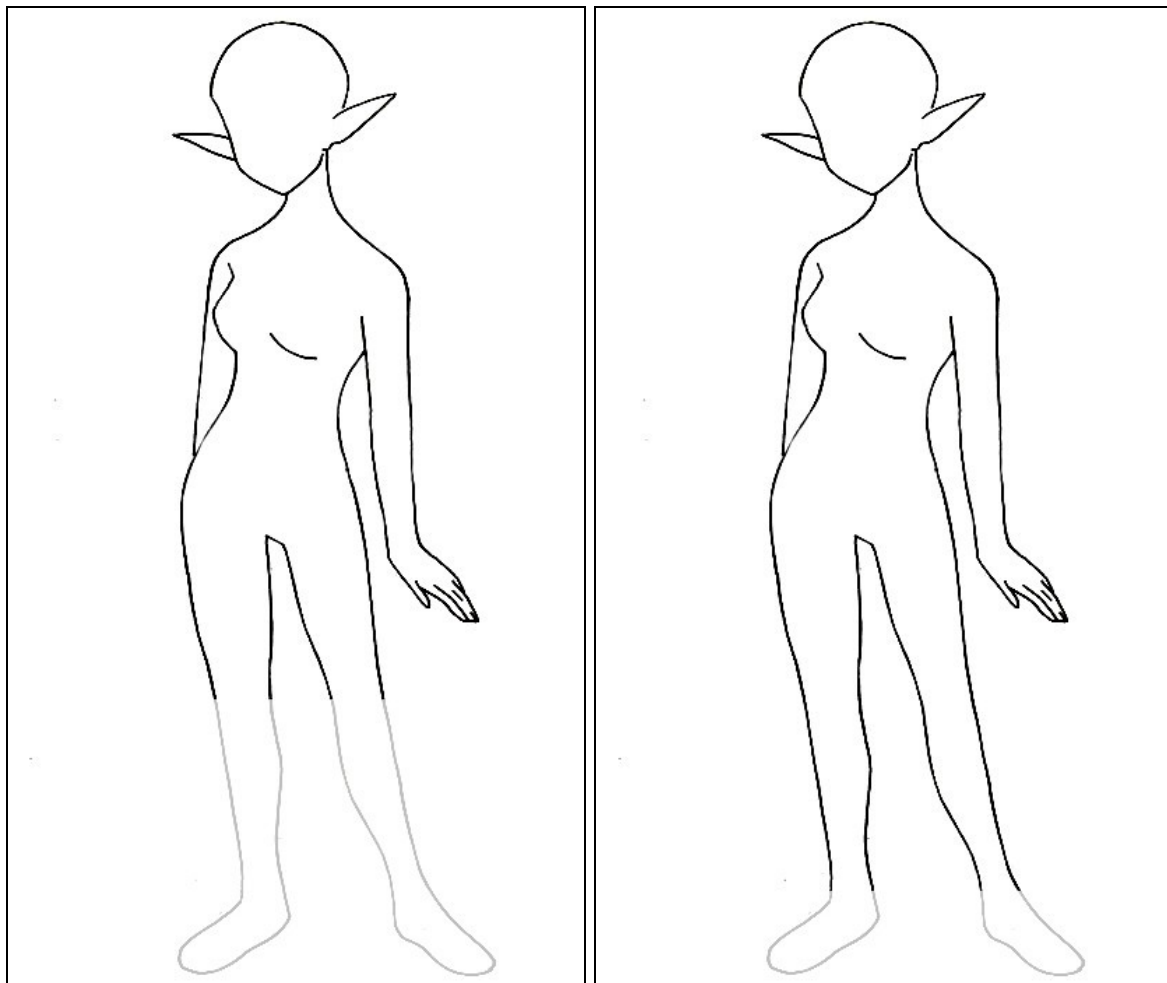
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Here I've brought my lines down to form the legs.

Set your pelvic line at an angle so it matches the direction of the hips and then attach your legs and bring em' on down!

Keep in mind that a female's legs are curvier than a male's legs, and for this drawing, you'll want to keep the shape as best you can. The thighs are plumper, and the knees are delicate and the calves are sexy.

**Side Bar.** Do yourself a favor and look in a model magazine. It really helps. In fact, it's just as important as looking at yourself in a mirror.



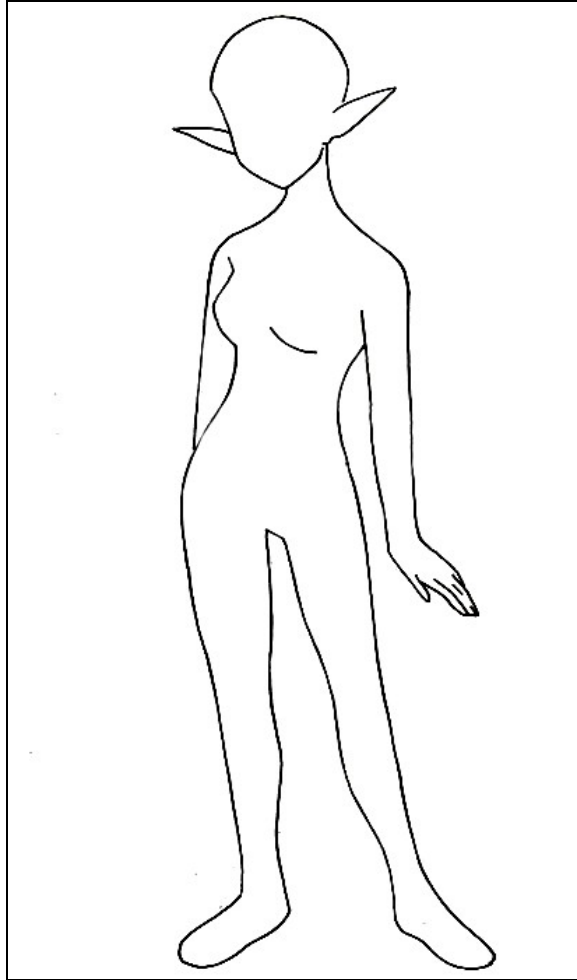
## Female Part One - Step 5:

---

Finally, draw the feet. They are simple: just like the male's feet, but more slender and petite.

You should also notice her stance. One foot is pointed slightly forward, almost as though she's showing off a new pair of shoes. It's a good pose for female characters.

Now for the easiest part of all: Ink what you've drawn and erase the stray pencil marks. You're now ready for the second stage of this tutorial.



## 4.2 Female Tutorial: Part 2 (Adding Detail and Clothing)

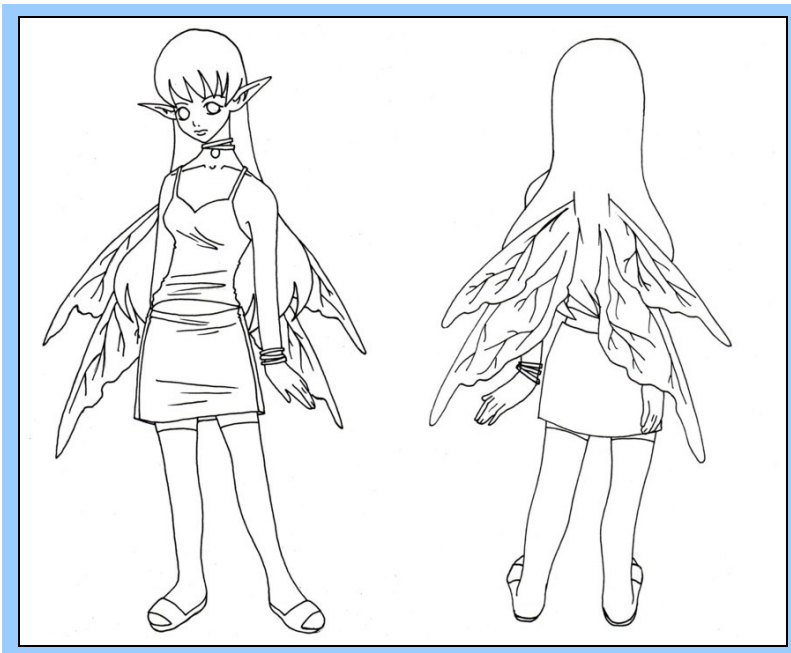
We now find ourselves at the second stage of this tutorial. You can already tell, I'm sure, that her layout is almost exactly like the male I did in the tutorial before this. Again, the reason is to keep everything similar for you, so that you can get practice with one pose and then move on to tougher positions.

Thanks for keeping up, and good luck!

### Bag of Tricks:

- ☒ Inking pen
- ☒ Pencil

### Finished Product:



Number of Steps

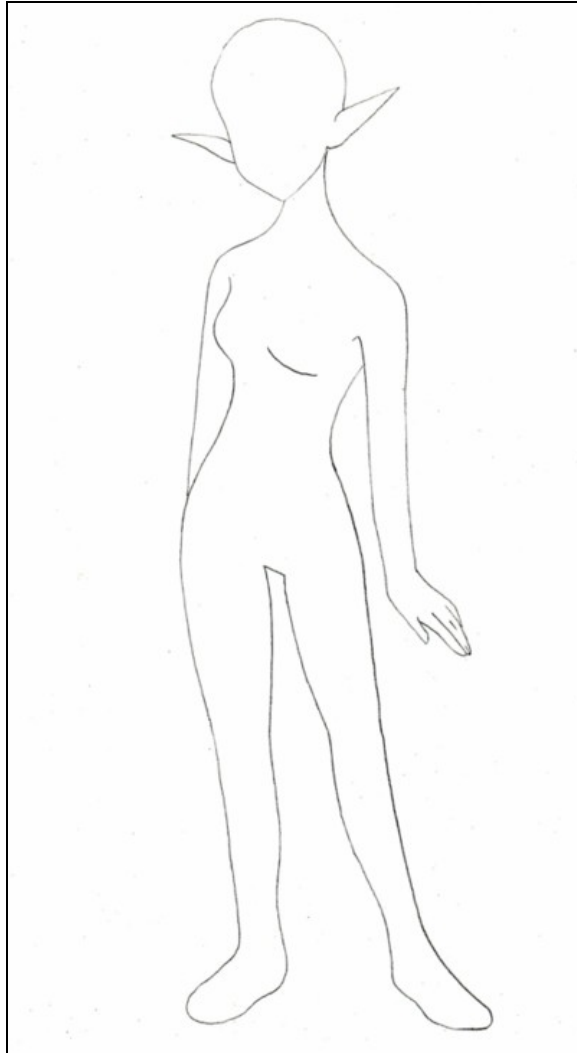
10

Skip Tutorial

## Female Part Two - Step 1:

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Take your inked picture from tutorial one, and trace it onto a fresh sheet of paper. Now you should have a fresh pencil outline to work with (as shown here).

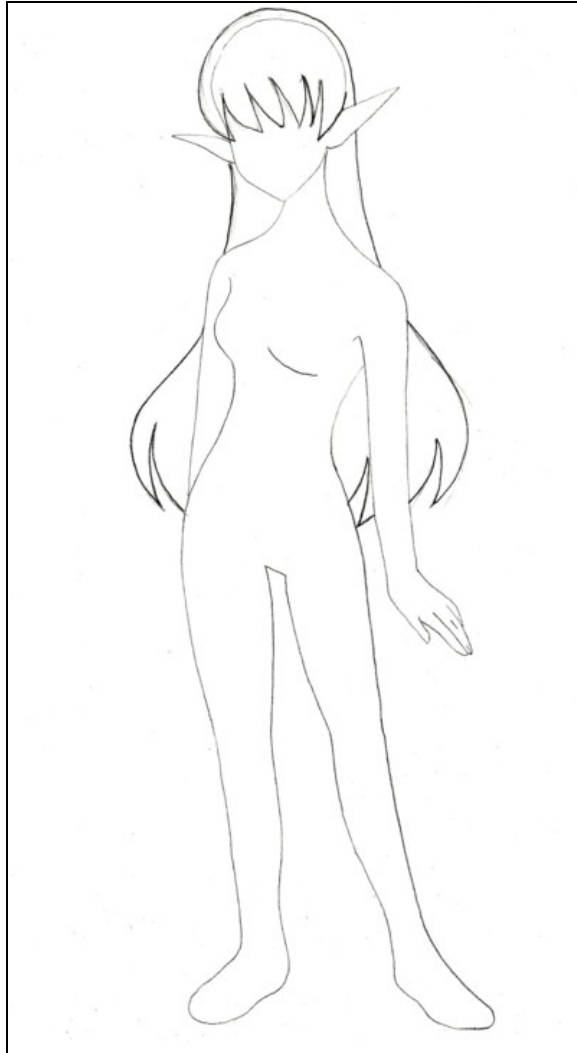


## Female Part Two - Step 2:

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In contrast to her male counterpart, I've given her long hair.

It comes straight down from her head and gets fuller about midway down her back. I did an introductory tutorial on hair earlier, which you can refer to if you get stuck.



## Female Part Two - Step 3:

---

Now it's time to add facial features. Again, you can use the guidelines if it will help you place the eyes and mouth. Just remember that the eyes and the ears should line up. The nose should be midway down the face, and the mouth should be just beneath the nose.

Facial expressions are strictly up to you: have fun with your character!



## Female Part Two - Step 4:

---

This is the step where I've begun to add clothing.

I wanted to put her in some "punky" clothes. Once you have an idea of how to get clothing onto your character, you can dress them in anything you want.

I also wanted to give her a tank top with thin straps. I started by drawing the lines over her breasts first, then adding the straps over her shoulders. Once that's in place, I'll have it come down under her arm on the right side. This will be a shorter tank top, so I'll draw the hem a little high.

Remember to make your 'wiggle' lines around her waist; so that when we add detail later you'll know where to place those lines.





## Female Part Two - Step 5:

---

My character will be wearing a skirt. This is easy to draw.

First, draw a line for the waist of the skirt and extend it slightly on either side of her body. Bring your lines down to just about her knees, then connect them by drawing a simple line across (at the hem of her skirt.)

If you can do it, draw the small lines that make the skirt look as though they are really wrapping around her body. (Just draw a little line behind her thighs and connect it to the skirt lines.) It's not a must, but it makes things look more professional.

And, you can also tell, that I've drawn right over her legs. After you've done this part, it's ok to go ahead and erase the leg lines that are overlapped by the skirt. I've done it, because I like to see how the rest of the outfit is progressing and extra lines showing through her clothing tend to distract me. It's up to you.



## Female Part Two - Step 6:

---

This step is easy. The only thing I've done to this image is add lines on her thighs to give the appearance of tights or stockings.



## Female Part Two - Step 7:

---

In this image you see more detail, as well as my character's shoes. Everything in this step is pretty simple. We'll start with the shoes.

I've decided on slip-on sandals, which are easy to draw. First, add the wide strap that goes across the top of the foot. Easy, right? Now add a small line around the bottom of the foot. This forms the sole of the sandal. That's it! Instant shoes.

The only other details I've added in this image are some pieces of jewelry: a bracelet and a necklace. The choker necklace is just like the one my male is wearing in the last tutorial. (Although this necklace has a small charm on it.) The bracelet is just like the necklace, only smaller.



## Female Part Two - Step 8:

---

In this step you see some detail that won't appear on my finished piece. What is it? The stripes on her tights! Once I drew them, I decided I didn't like the way they looked. It isn't a problem, though, because when I ink the picture, I will simply ignore the stripes. When I erase my pencil lines after inking, it will be as though I never drew them in the first place. (In other words, just ignore the stripes!)



What I do want you to pay attention to is the detail on her clothing. I've added lines to the shirt, which give it the appearance of wrinkles.

When you add yours just remember they should be in between where you added the 'wiggle' lines on either side of the shirt. You should also add a couple under the right breast.

For the skirt, I've added 'seams' down the sides, then added wrinkles in between the 'wiggle' line at the waist. I've added some more in the middle of the skirt, near the bottom.

## Female Part Two - Step 9:

This is the point where we begin to transform our character from girl to fairy.

I begin by drawing the bottom pair of wings. (It's okay if you need to draw over her body to position the wings correctly. Remember, you'll be erasing this later.)

I want the wings to start in the middle of her back, and extend an inch or so on either side of her. Bring the wingtips down to just below her skirt (and remember to make the wingtips long and pointy—it's a nice detail.)

Once those wings are in place, you can add the top wings. I wanted mine to begin at the top of her back (from about where her shoulder blades would be). They, too extend about an inch away from her body (although they do not reach as far as the bottom wings) before ending in points. The top wings should overlap the bottom wings, if only slightly.

The detail on the wings is simply lines extending in the direction of the tip of the wing. If you are familiar with how insects' wings look, you will have a good idea of how to draw these lines. (If you want more help, go outside and find some leaves. The veins on leaves are also very similar to the detail on this fairy's wings.)

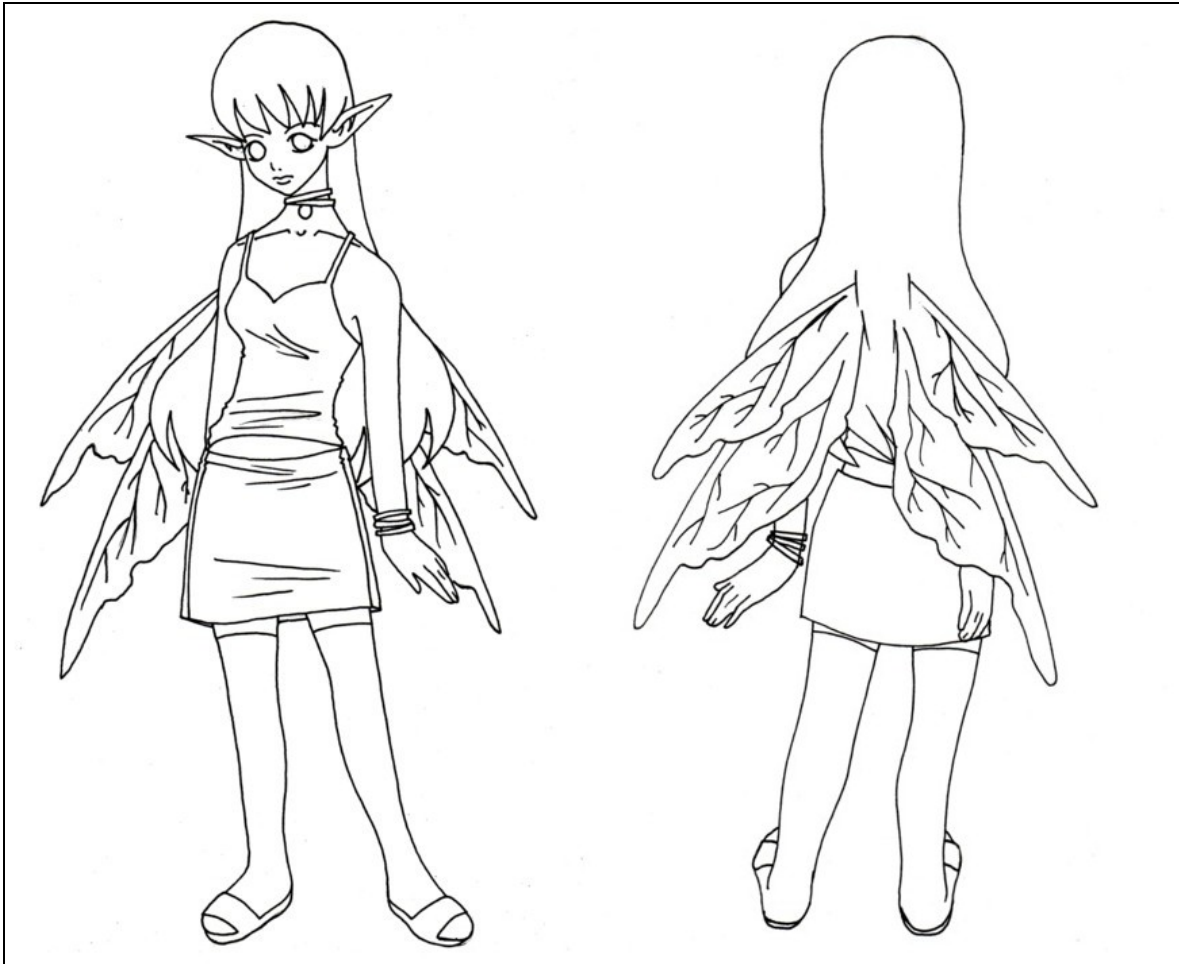


## Female Part Two - Step 10:

---

Ink! Ink! Ink!

Ink your finished piece, let the ink dry, and erase your pencil marks. Now you have a lovely piece of line art at your disposal. Are you ready? Let's color her!



*That is just first  
rate. Milky really  
shines when  
drawing women.*



## 4.3 Female Tutorial: Part 3 (Coloring)

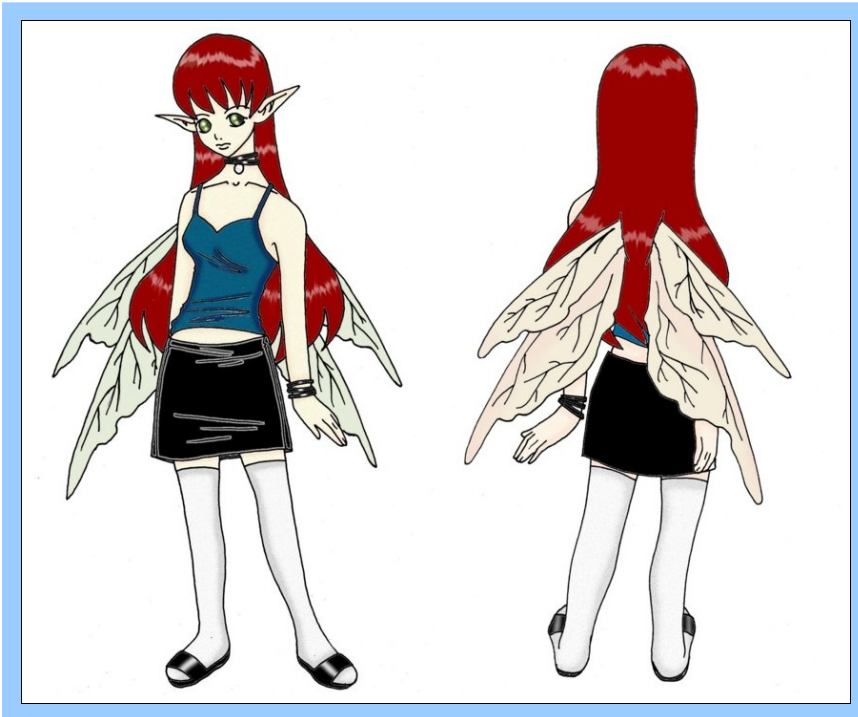
It's coloring time! I've colored my female in the same manner as my male, so if you followed along for that, this should be easy to keep up with. I'll be doing this on the computer, with the mouse in a program called PhotoStudio 5.

I used to think that coloring on the computer was cheating, and that if you were a *real* artist, you'd only color and paint by hand. After trying it, though, I see how hard it can be. It's really an art all its own.

### Bag of Tricks:

☒ CG program

### Finished Product:



Number of Steps

8

Skip Tutorial

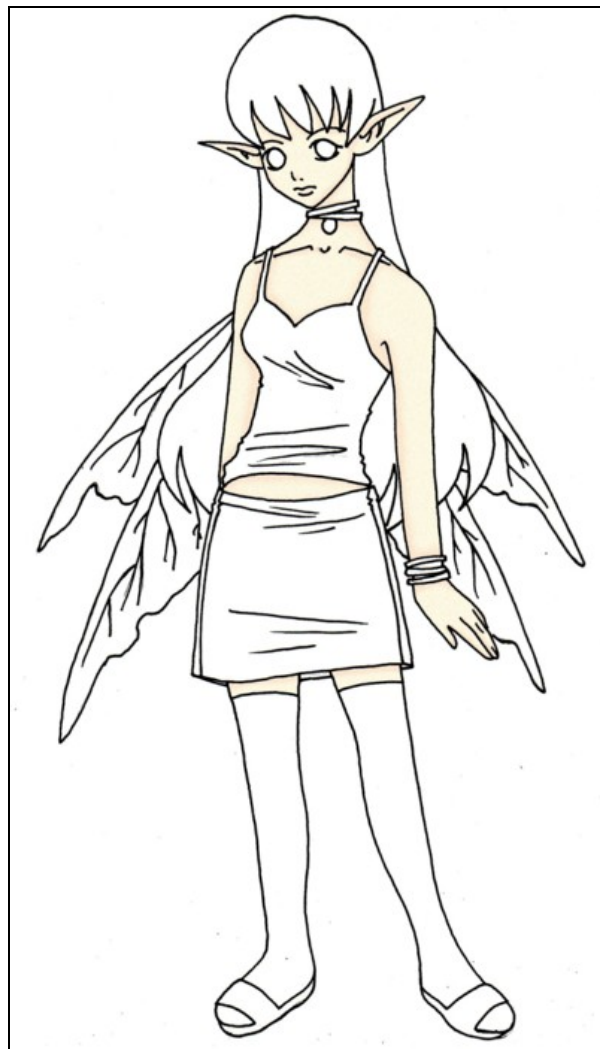
## Female Part Three - Step 1:

---

I always start by selecting my skin tones. I choose two of them, one darker than the other. I use the darker one for shading and outlining.

I'll start by selecting the 'magic wand' tool, placing it over the area I want colored, and clicking once. What this does is create a 'barrier' of sorts around the area I want to color in, so that when I use my paintbrush tool, all the color stays within the selected area. It's a very handy tool, and one you should learn to use well.

Once I have my skin selected, I apply the lighter of the two skin tones I've chosen. I then use the darker one to add some shadow. The last thing I do here is use the 'film grain' option from the effects list and add some texture.





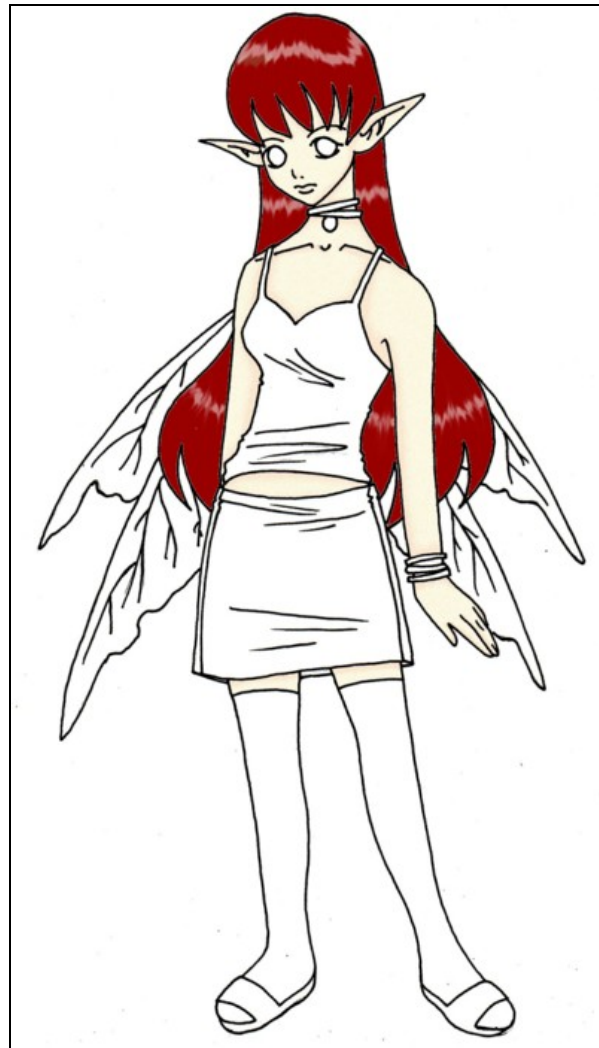
## Female Part Three - Step 2:

---

I've moved on to her hair. Again, I selected it with the 'magic wand' tool and dumped my base color in. I've kept her hair reddish-brown to match her male counterpart. Once the base color is in, I then used the paintbrush tool and chose the color white to do highlights.

I set my 'transparency' around 50% and add my shine lines to the hair. I've put them at the top, middle, and near the bottom of her hair. Once those are in place, I choose the 'blur' tool and run it over the shine lines, giving it the desired effect.

**Sidebar.** Transparency is an option that most image-editing programs have. You might have to look around to find it, but it's very useful.



## Female Part Three - Step 3:

---

In this step, I colored the smaller details of my character. Those include her eyes, bracelet, necklace, and shoes.

I've colored the shoes black. I also added a white stripe down the side, making them shine.



I've done the same thing for the choker necklace, simply filling it in black and giving it a small white stripe for shine. The medallion is colored light grey, with one large white line, and one small line through it running at an angle.



And of course the bracelet is done in the same manner as the necklace and shoes.



The eyes are a little different. I've chosen green as the color and used the 'wand' tool to select the eye. After I've filled it with green, I then chose a large tip for the paintbrush and the color black, for her pupil. I place that in the direction she is looking.



Choosing white next, I set my paintbrush at a smaller tip and add the white light, or reflection on the black. I think it gives a simple glossy look, and when it's scaled down the proper viewing size it looks just right.

## Female Part Three - Step 4:

---

I've moved onto the tank top. Again, she's wearing blue in order to match her male counterpart. They make such a cute couple, no? I've chosen two shades of blue, and used the darker one for the outline.



## Female Part Three - Step 5:

---

Here there are really only two steps. Once I've selected the skirt with my 'wand' I use black as my base color and then use a new option called 'soft edge' under the layer menu. When I use that, it gives all the lines in my skirt a sort of glow. It almost looks like leather, but I'm not going to push it (maybe vinyl is a better match). Anyway, it makes her skirt look shiny.

If you don't have this effect in your program, don't worry. Play around, experiment, and find what works for you.



That leather is  
so stylish.  
Where's my  
outfit?!

## Female Part Three - Step 6:

---

I want her leggings to be white, but they still need to be shaded. As usual, I've used my 'wand' tool to select them. This time, the base color (white) is already there, so I use a light grey for shading. My shadows run down along the inside of her leg and a little near her shoes.



## Female Part Three - Step 7:

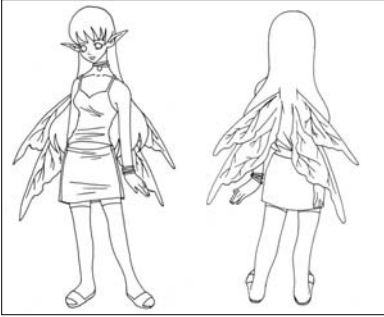
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Here I've colored the wings. I tried going for a shimmering look (or color), but I don't think it came out quite right. The end color, at least, is reminiscent of an insect's wings, and that was one of the things I was aiming for here.

To get the color right, I went over the wings a few times with two different colors. After selecting the area with my wand, I chose a green color, set the transparency to 70%, and colored. I went over them once again with pink.



## Female Part Three - Step 8:



Now that the wings are done, the piece as a whole is finished. As I did for the male, I've also included the line art for the back.

If you'd like to learn how to do this, I explained my method in my male tutorial. It involves tracing the reverse side of your original image, and filling in the outline with details you'd only see from the back of your character.

I hope you had a good time going through my tutorial, and I really hope it helped give you a better understanding of the male and female body. Good luck in the future and keep practicing!





## 5 Complex Tutorial

Wow, here we are at the end. This is my final piece for the book, and I'm really glad you've read this far. I hope you've gotten lots of practice from the previous tutorials. Now, since I've kept my theme in the fantasy area, my final piece is going to be more of the same. Unlike my previous tutorials though, this one will include a background.

I have to admit, I don't usually draw backgrounds. They are time consuming and don't always come out the way I want. But I'm giving it a shot for this tutorial. I've chosen something that I feel should be easy, but not without some trial and error. We're going to be doing a fairy who's suspended on the face of a clock. Her arms will be positioned to tell us the time.

So with out further ado, let's get started.

### Bag of Tricks:

- ☒ Colored pencils
- ☒ Gel pens
- ☒ Sketch paper (e.g. Canson)
- ☒ Ultra fine point permanent marker (e.g. Sharpie)

Number of Steps

21

### Finished Product:

Skip Tutorial

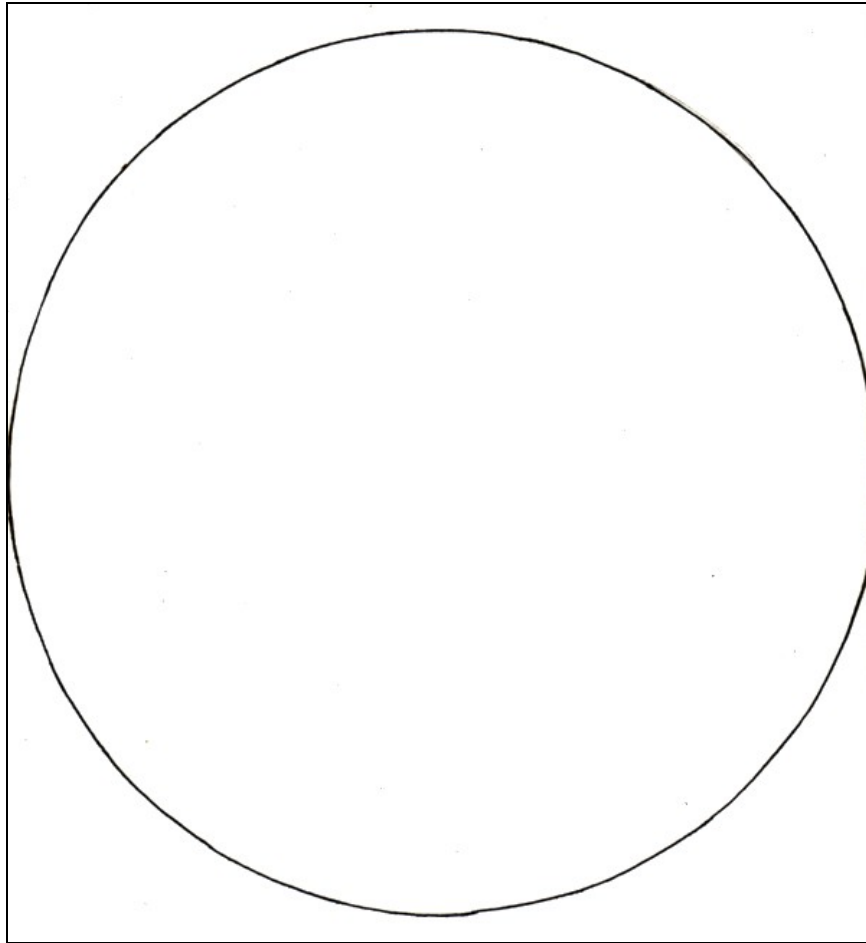




## Complex Tutorial - Step 1:

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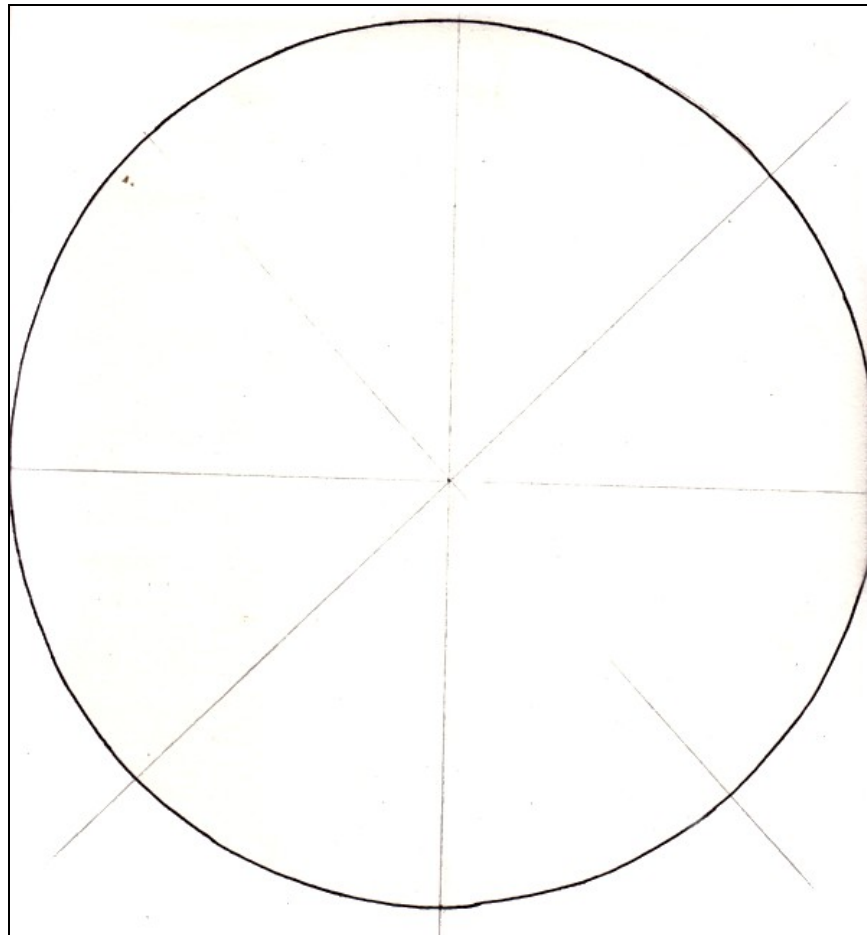
Draw a large circle. Depending on the size of your paper, you could trace around anything from a coffee can to an ice cream bucket. My paper is kind of big, so you're missing a fraction of my circle, but that's okay.



## Complex Tutorial - Step 2:

---

I've placed lines with the help of a ruler. These will help me place the numbers on the clock.

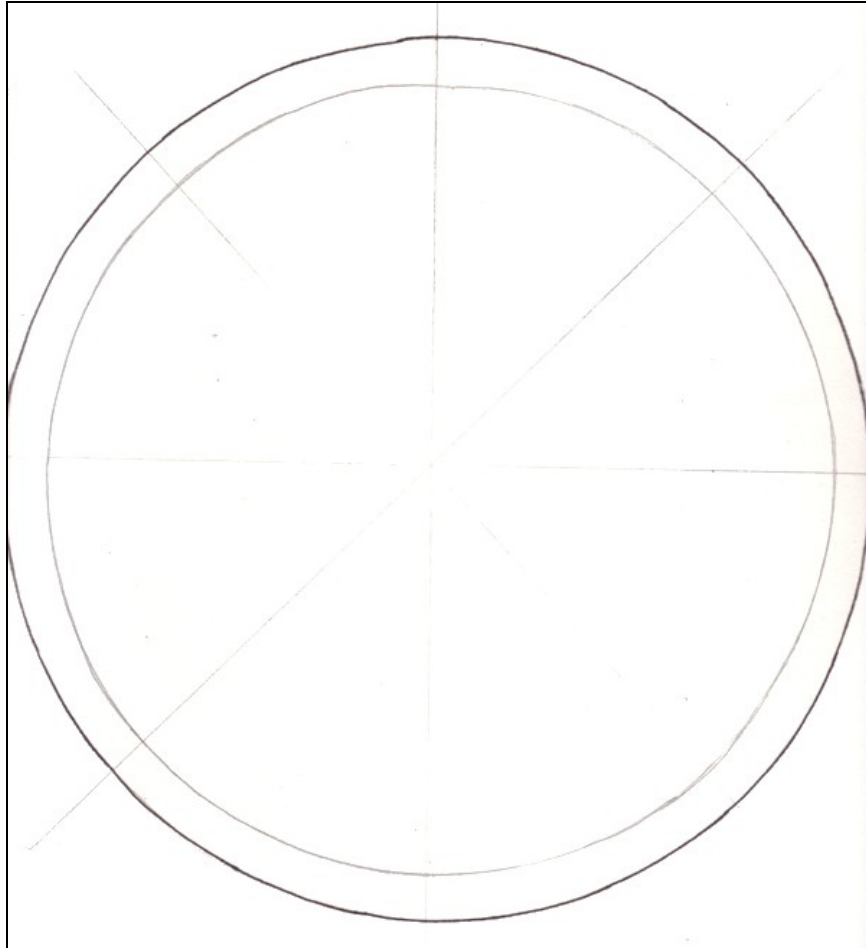


Stare long enough  
and you'll be  
hypnotized in no  
time.

## Complex Tutorial - Step 3:

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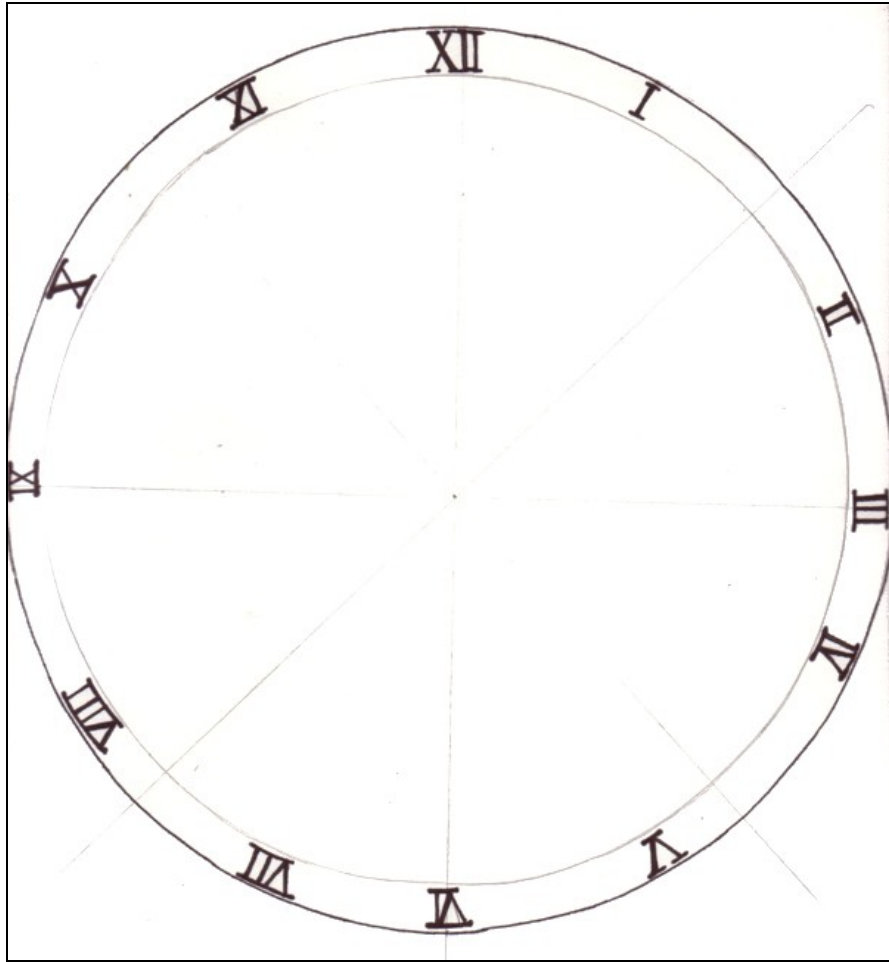
Draw a slightly smaller circle to make space for the clock's numbers. For my circles, I traced two different sized lids from plastic containers.



## Complex Tutorial - Step 4:

---

I know, I know! My numbers are not exactly lining up. But then again, I was never one to draw a straight line either. But you get the idea. Also, this is my first time drawing a clock face. Good luck on getting everything perfectly aligned. I have inked the numbers here as well.

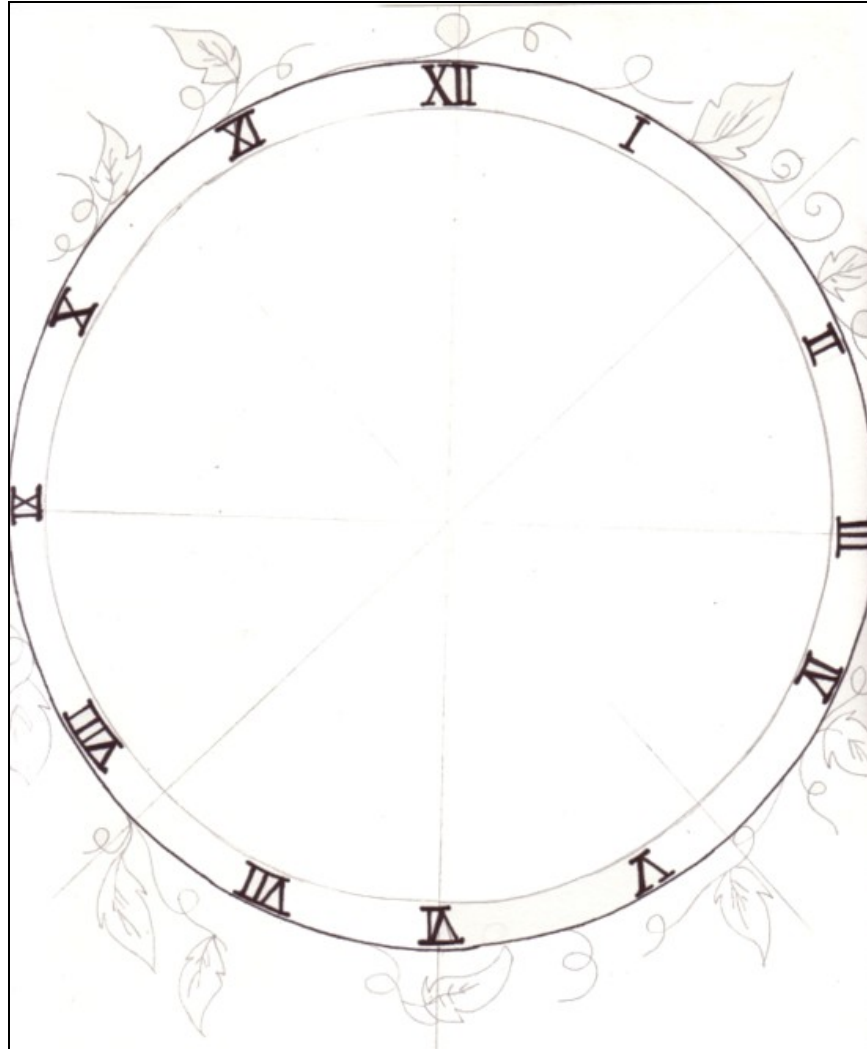


## Complex Tutorial - Step 5:

---

Now I've added some detail to the outside of the clock face. I love ivy, with its curling tendrils and vines. And it's simple to do too! You just draw curlicues out and about, attach a leaf here and there, and you've got ivy!

The leaves are shaped like upside down teardrops. Once you've got that basic shape, you then draw a line down the middle from the base and then add more lines on either side of that one, giving it "veins." My leaves have jagged edges.



## Complex Tutorial - Step 6:

---

We've already gone over basic bodies for males and females. In this step I've done a completely different pose. This is like a fetal position, with the knees drawn up and her back curved over.

Just some pointers on this position: When you are drawing someone bent over, it's always a good idea to have a reference image. Even after drawing positions for so many years, I still find it useful to refer to fashion magazines. They are extremely helpful.

Remember, you are free to try your own pose. I'm only giving you the steps I took to create this one. If you find a simpler pose will work, go for it!



## Complex Tutorial - Step 7:

---

After I've gotten the body and the hands positioned where I want them, I've begun to add detail (like clothing and hair). I wanted her to have long, flowing hair, so that I could add lots of shine. I also decided to make it straight, so that it basically flows from her head, and goes back over her shoulder. You can refer back to my hair tutorial on this portion if you wish, or you can be daring and try out your own style.

For the beginning of her clothes, I decided to put her in a corset top. I started by having a line come down from under her arm, and another that goes up over her hip. I placed a line down the middle, indicating the seam.



## Complex Tutorial - Step 8:

---

Now I've begun to add more detail to the face and clothing.

Her skirt is really just a bunch of lines. I have drawn a wrinkly line that comes over her legs, down around her bottom, and up behind her. Then I've drawn in what we call "darts" in the sewing world. They are what cause the material to gather and look puffy, and they look like little upside down V's. And then there are just some extra lines thrown in for good measure.





## Complex Tutorial - Step 9:

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Here you can see that I've fixed her eyes. They are now bigger and rounder. She also looks happier (she looked rather sad in the last step, don't you think?)

I've added her wings, and if you remember the wings from the female tutorial, I'm sure you'll be a pro at them by now. I drew the wings over the skirt, and I'll be erasing that little piece of skirt later. Right now, I just need to see where everything fits and is placed together.

Along her back, you'll notice I've added the laces for her corset. That was really easy to do. Draw a line down her back along the inside. Next, add the laces by doing connecting, sideways V's. Finally add small dots or circles down her back where the points are.



## Complex Tutorial - Step 10:

---

Here I've added her shoes and arm warmers. For her arm warmers you just add a line at the top of her arm and then a wide 'V' shape at the bottom by her hand, and then just add stripes. (You don't have to include the stripes, of course, but I like them.)

Her shoes might be a little tricky. Extend her toes so that they are pointed. I added a little ball as a cute afterthought. For the "collar" of her shoes, start with a line around the middle of the top of her foot and bring it back behind the ankle slightly. Then add a line on top of that from coming from behind her ankle, extend it out to a point and come sharply back in, almost connecting with the first line.

You'll also notice that I've given her more hair. I think it looks better now.



## Complex Tutorial - Step 11:

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Ink the drawing and erase all stray pencil marks.



## Complex Tutorial - Step 12:

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Now we are going to do the fun part: Coloring!

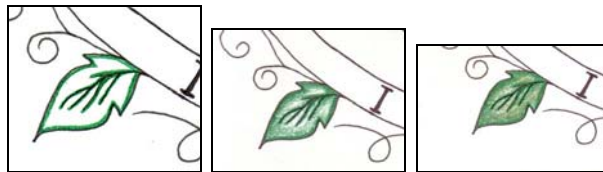
We're going to start on the outer portion first, and that means the leaves. I will warn you (and I'm sure you know this if you own your own scanner and have scanned images at a large scale), but when you blow up colored pencil coloring, it looks horrible. Keep this in mind as you look at my examples.

When I color with pencil, I outline my shapes first, darkly. Then, using the same color, I shade the shape in, leaving some areas white.

Some of you might ask "How do you shade?" Well, the only thing I can say is, when I'm holding the pencil, I usually use small, circular strokes, and work my way to the center. I suggest getting a scrap piece of paper and practicing a few times.

Next, I'll add a second color (it should be lighter than the first) and add to the coloring (but still leaving a small white area).

And the final image shows all the leaves, colored.



## Complex Tutorial - Step 13:

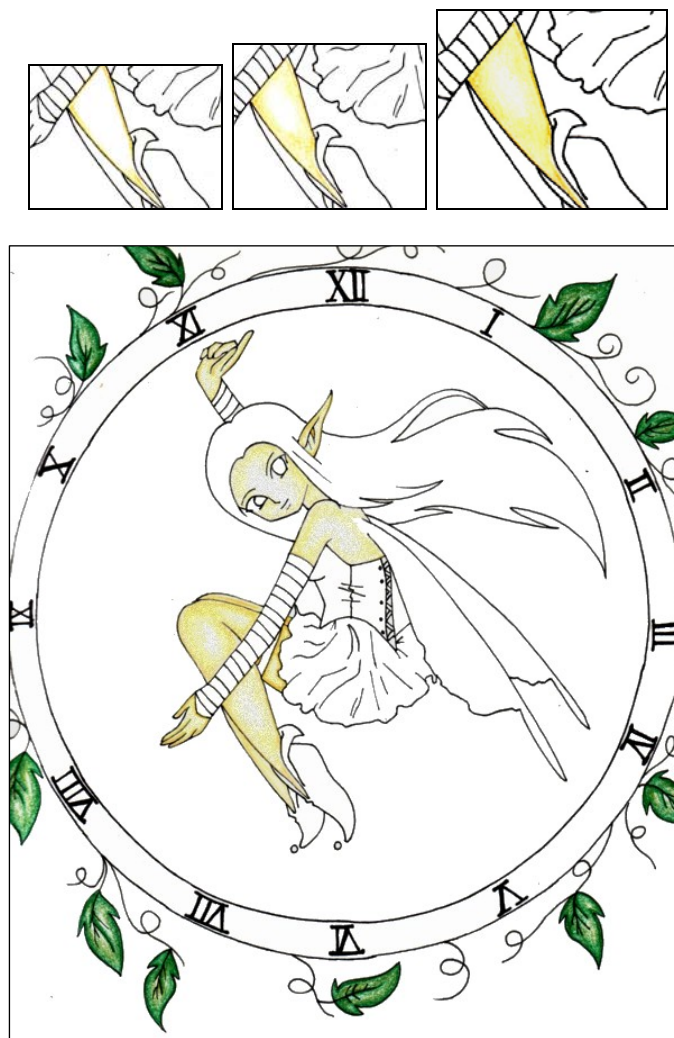
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Next will be the skin.

What I've done is taken my dark flesh tone and outlined the skin. Next, I took that same pencil and began to shade, using the small, circular strokes I mentioned before. Finally, I used the lightest skin tone and continued to shade, leaving a small white area in the middle. (This is the "shine" on the skin.)

If you're wondering what I use for the skin colors, they are: Light peach, sand, and creme. (The darker area of the skin is a combination of light peach and creme.)

And the last image is the skin, fully colored.





## Complex Tutorial - Step 14:

---

I've moved onto the hair, and as you can tell from the set of images here, I've followed the same pattern: Outlining, filling in and then adding a lighter color.

Here I've done something a little different. To get the shine, I've colored to a certain point, and stopped. I then added the lighter brown color, but left some areas white. Later on, I'll be using something called a 'blender' to help the colors look softer and easier on the eye.

And of course the last image is with the hair fully colored in.



## Complex Tutorial - Step 15:

---

Her shoes, of course are done in the same fashion. Outline, fill, and add a lighter color. Now, you will want to color darker where there is naturally going to be more shadow. For example, under the cuff or collar of her shoe.

This is an image with the shoes fully colored.



## Complex Tutorial - Step 16:

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This series of images shows the same method being used for the corset.





## Complex Tutorial - Step 17:

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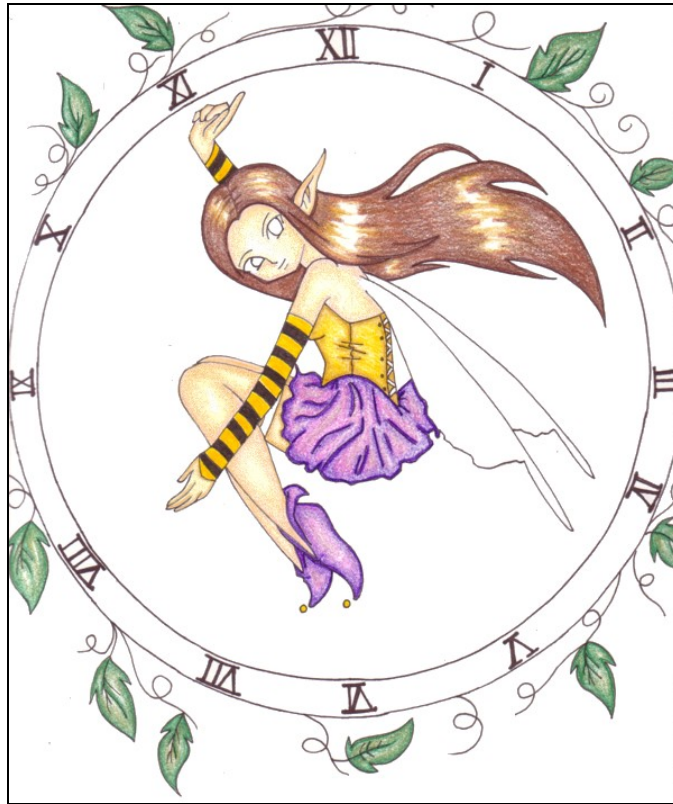
Her skirt is done in the same fashion. When filling in on this part, I've filled in just around the lines, or creases. Then I've taken my lighter color and filled in the rest, while still leaving an area white, or really light.



## Complex Tutorial - Step 18:

---

Here I've gathered all the small details, which includes the arm warmers. The arm warmers are alternatively colored in yellow and black.



I then colored her laces in black and did the eyes in blue. I think blue really stands out among the other colors used here. With the eyes, you'll notice I colored the pupils with black and left a tiny spot white.



## Complex Tutorial - Step 19:

---

Now I'm going to concentrate on the face of the clock.

Here I've used gel pens. The one for the face of the clock is a gold color.

I try to mark off areas and color one at a time. I try as hard as I can to keep going in the same direction. When you get to this part, it's actually easier if you outline your character with the gel pen first.

Of course, the last image is with the face fully inked with the pen.





## Complex Tutorial - Step 20:

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I've chosen a darker bronze color for the edge of the clock. This part was tricky, because I had to color around my numbers.

Be careful when you are trying this as well. It's hard to mark over gel ink if you mess up.



## Complex Tutorial - Step 21:

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Here is an almost-finished piece, fully colored with the use of my "blender".

A blender is a colorless pencil. You use it to go over your other coloring and it smooths it out, and makes it less grainy. You can see the example I've used, by comparing the hair. The first one is before the blender was used. The second shows the difference.

You can see that it looks softer and smoother. I've used this "blender" on all the places that I've colored with pencil. It's made by Prisma, and you can buy it separately in the art store, at the Prisma display.



Done! I've added some soft colors in the very far background.

You may be surprised at what I used to color the background...eye shadow! I use a regular eye shadow brush, and generously apply it around the edges and use circular motions and spread it out. It blends great. And you can usually use any number of colors together. I just grabbed these colors out of my makeup bag. I love the effect, and it's really simple.

I'm really glad for those of you who made it this far. Thank you all so, so much for trying out my tutorial, and thank you, Adam, for this awesome opportunity.

04!

KAREN LYON

**Karen Lyon**

**Full Name:** Karen Lyon**Gender:** Female**Nickname:** Living Doll**Personal Site:** [http://www.myOtaku.com/living\\_doll](http://www.myOtaku.com/living_doll)**Favorite Anime:** Outlaw Star

I've been drawing ever since I can remember. I got into cartooning around the age of nine, when I fancied the idea of becoming bigger than Disney. My best-friend-cousin and I used to spend hours upon hours concocting different characters and storylines for our original movie ideas.

Pokemon swept the nation in 1997 and took me along for the ride. It wasn't until three years later that I started getting interested in other anime, such as Tenchi Muyo and Outlaw Star, which aired on Cartoon Network's Toonami.

---

" I got into cartooning around the age of nine, when I fancied the idea of becoming bigger than Disney. "

---

I haven't had any formal training in art, but I will when I start college this fall. I'll be studying Art Education and hope to one day become an art teacher, preferably as a civilian in the Department of Defense overseas, since I want to travel the world (and was an Air Force brat myself). Aside from drawing and being a dork in general, I also enjoy cosplay, the act of designing costumes and dressing up as my favorite anime characters.



## 2.1 Introductory Tutorials: Eyes

Eyes, they're the proverbial windows to the soul. Likewise, you should always design your characters' eyes to reflect their personalities and, yes, their souls.

Everyone wants eyes that say just what the character doesn't have to, whether it be "I'm so angst-ridden I could cry a river," or "Sugoi! I'm as chipper as a chipper chip!" And let's face it, without eyes, your character would just be another eye-less buffoon doomed to run into random people, unforgiving brick walls, and let's not forget, the wrong locker room in the town bath house.

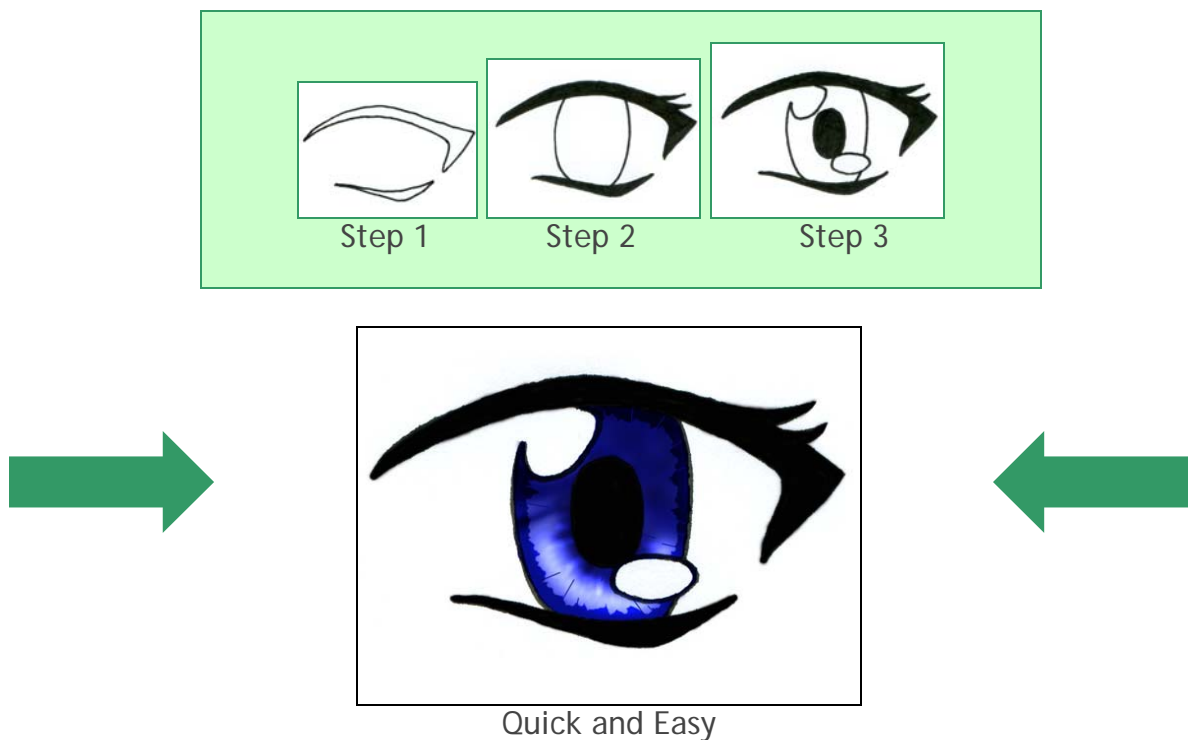
Wouldn't want that to happen, now would we?

Desert Island Necessities:

Skip Tutorial

- ☑ G-2 ink pen
- ☑ CG program
- ☑ A mirror (seriously, mirrors used to reflect sunlight can help rescuers find you)

Finished Product:

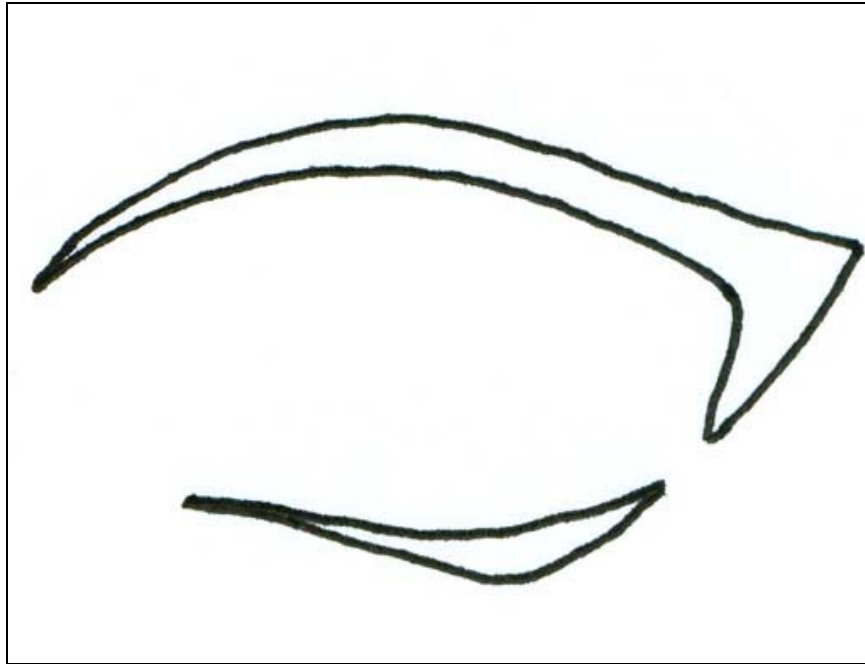




## Eyes - Step 1:

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Draw your lashes. The lashes are the structure of the eye. The top lash should be more shapely and prominent while the bottom lash usually just hangs around to support the iris.



*Probably half of  
you bought this  
guide to learn to  
draw eyes. This is  
for you!*

## Eyes - Step 2:

---

Now it's time to add some mascara to those lashes; I filled mine in with ink and added some extra lashes on the top for a more dramatic and feminine touch.

After you fill in your lashes, it's time to draw in the most important part of the eye, the little gem that is the iris. It should be ovular and graze the top and bottom lashes (unless you want your character looking up or down).

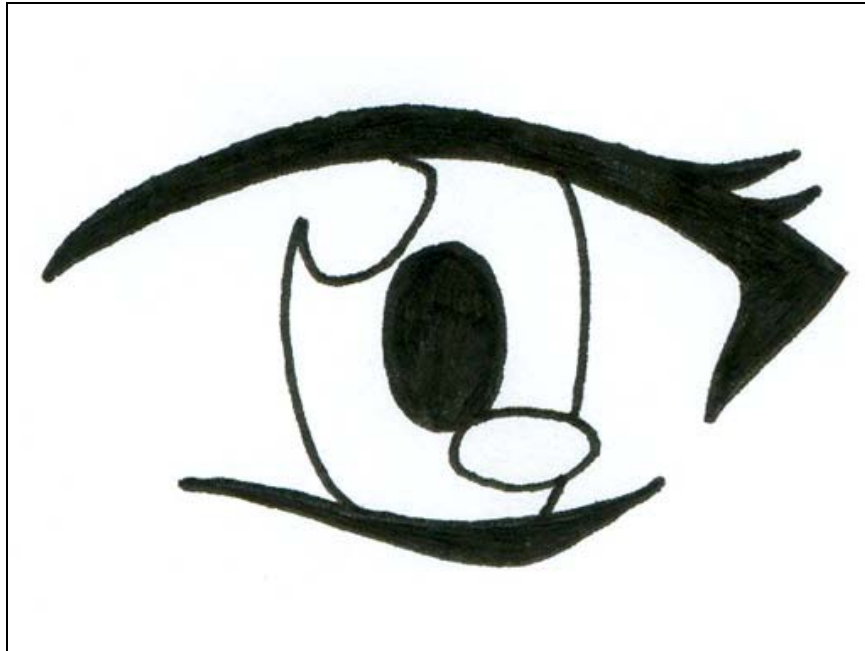


## Eyes - Step 3:

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Jazz up your eye with a pupil and some specks of shine. Usually, I include two shine bubbles, the larger one above the pupil, and the smaller one grazing the pupil and overlapping the iris toward the bottom. I also like to coordinate the shiny areas with the lighting of the entire picture.

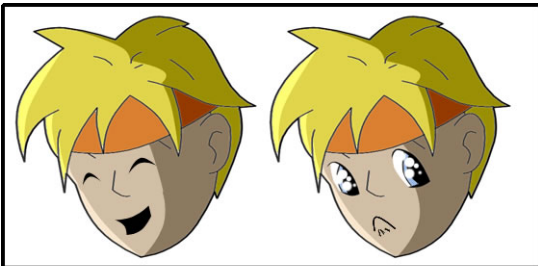
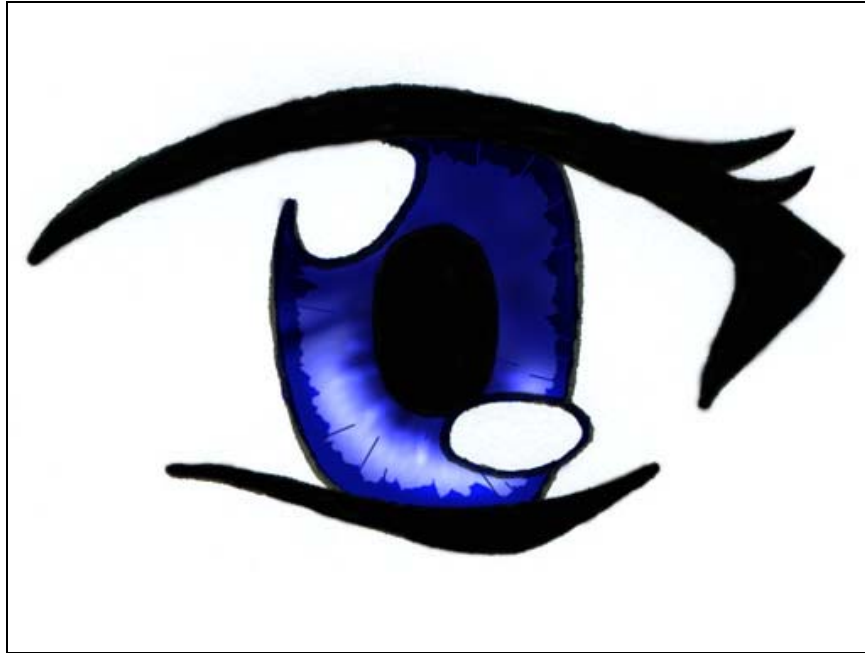
Getting the pupil to look natural is tricky at first. Unless your character suffers some supernatural malady, make the pupil the same shape as the iris.



## Eyes - Step 4:

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Now, this is the fun part. Let's give this beautiful orb some color! I like to color eyes with a gradient technique. I used Adobe Photoshop to color in this eye, but gradients can be easily achieved with colored pencils, chalk pastels, and paints as well.



**THE EYES AND MOUTH ARE THE MOST  
EXPRESSIVE PARTS OF THE FACE.  
USE THEM TO CHANGE MOOD.**

## 2.2 Introductory Tutorials: **Face**

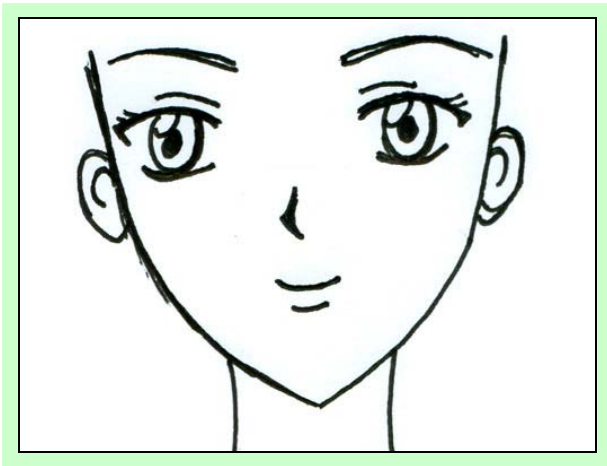
Let's practice drawing anime faces. Drawing the face, in my opinion, is the easiest part of constructing a character. The hardest part is simply keeping the facial structure and features symmetrical.

For this segment, I used a Pilot G-2 ink pen, which can be purchased in just about any discount or drug store. You could also use India ink, but the G-2 is my tool of the trade since the ink runs smoothly with no muss or fuss.

### Desert Island Necessities:

- ☒ G-2 ink pen
- ☒ Water (desert islands can be mighty hot)

### Finished Product:



Number of Steps

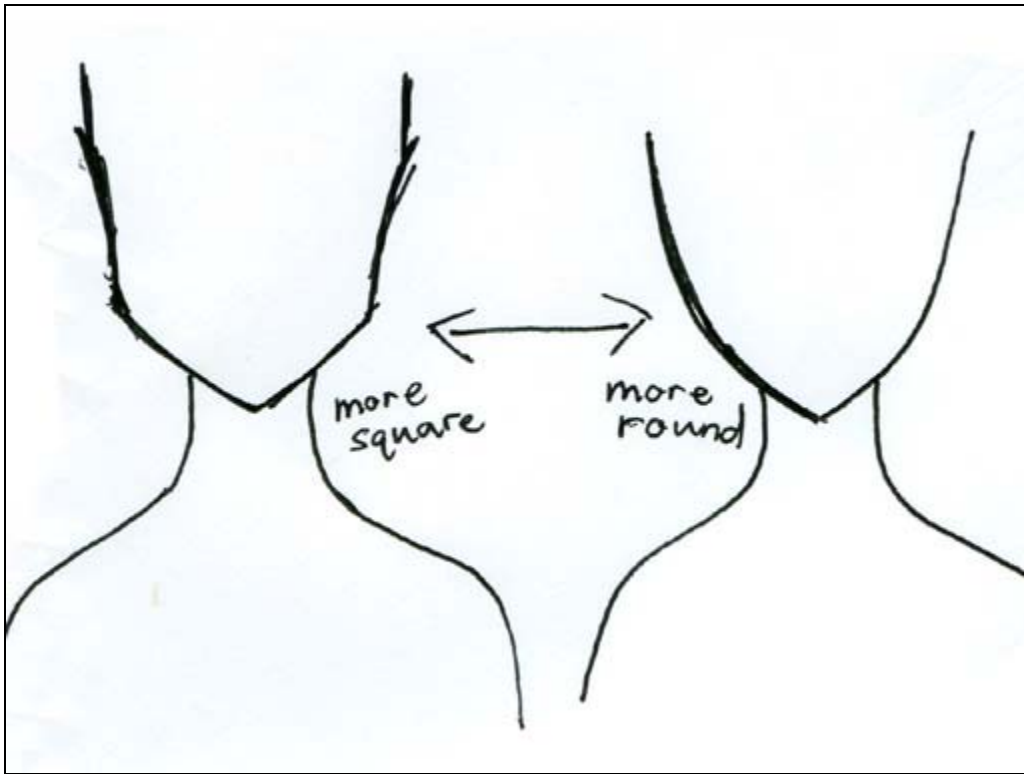
5

Skip Tutorial

## Face - Step 1:

---

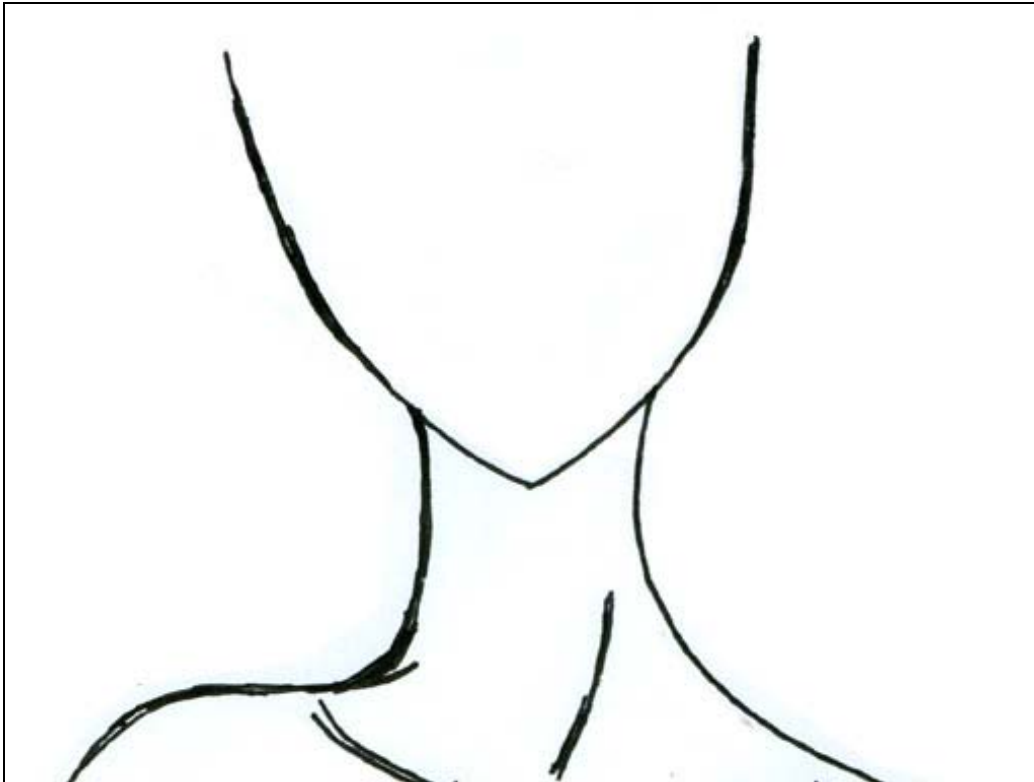
First of all, there are two main anime facial structures: squared and rounded. I usually prefer to draw the latter as I think it looks more elegant (it's also simpler to draw), but the squared facial structure is a good choice if you're drawing a more masculine character. In this segment, I will demonstrate how to draw the more rounded face.



## Face - Step 2:

---

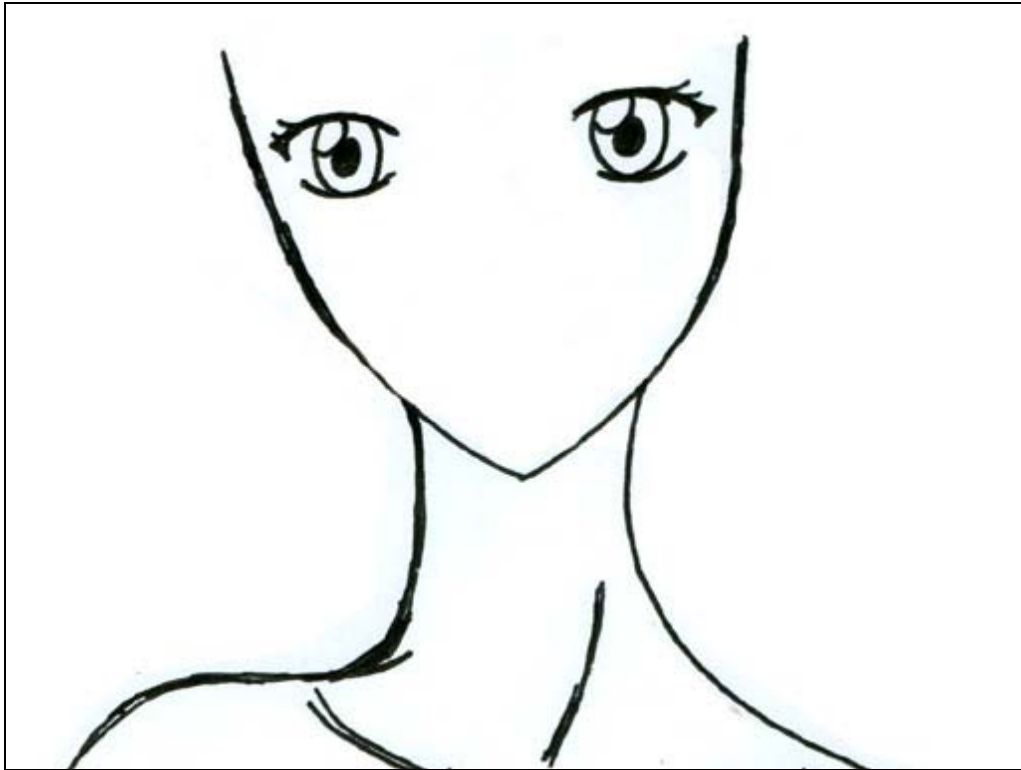
When I draw the face, I start my line downward from the top left. Then, when I reach the bottom, where I want my little chin-point to be, I start drawing back upward again, forming the other side of the face. Think of it as drawing a pointed "U." I like to leave the top of the head open until I add the hair.



## Face - Step 3:

---

Next, I add the eyes. I place them about two-thirds of the way up, near the sides of the face, leaving plenty of room in between.



**TRIVIA BREAK!!**

THE NAME FOR THE MANGA  
ARTIST/AUTHOR IS  
MANGAKA.

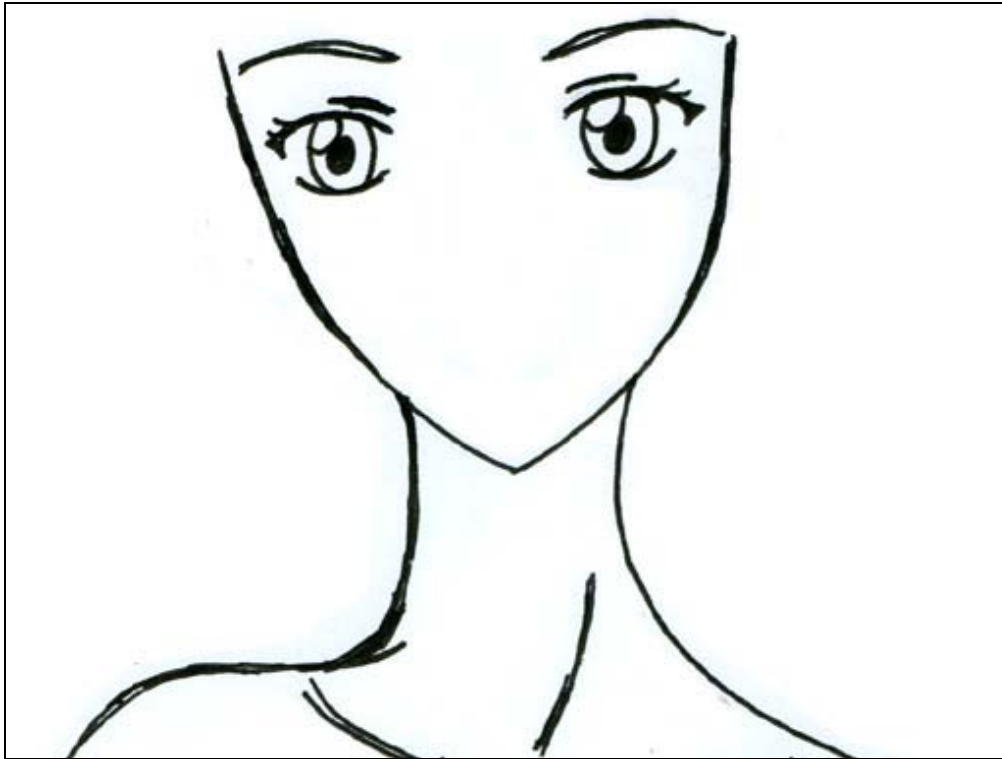




## Face - Step 4:

---

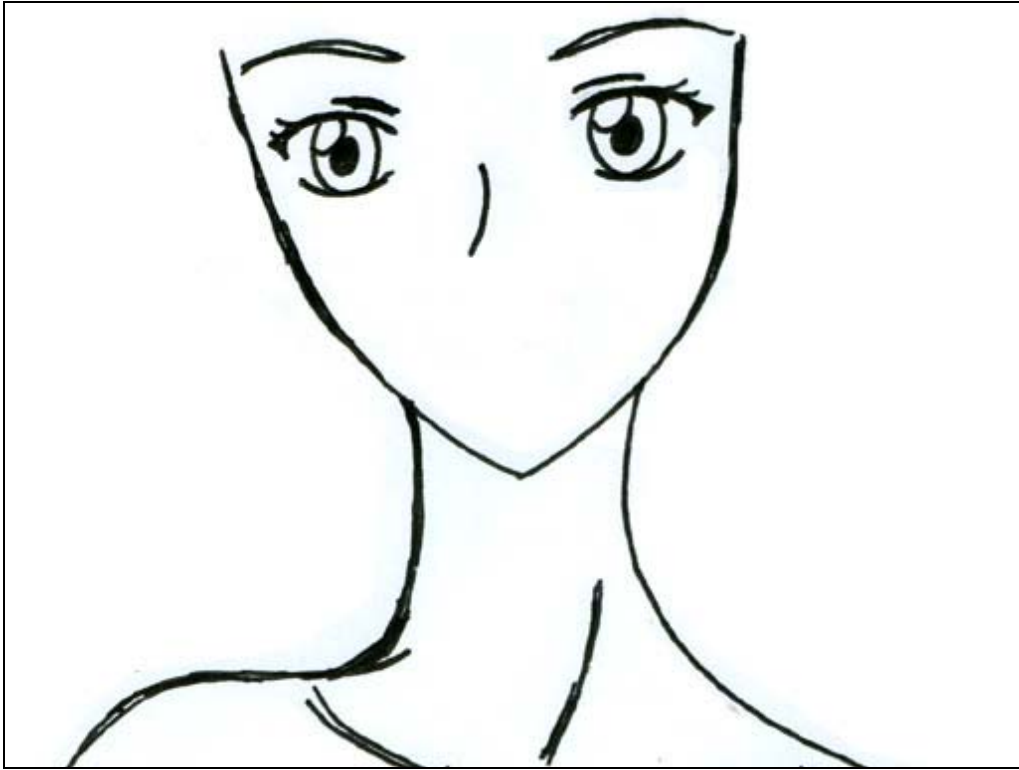
After drawing the eyes, I draw the eyebrows near the top of the face. I also draw tiny eyelid lines between the eyebrows and the eyes.



## Face - Step 5:

---

Now it's time to draw the nose. I like to keep my noses simple, so I just usually draw a sweeping little curve between and a little under the space between the eyes. Like eyes, there are numerous ways to draw noses. I'll get into some more nose techniques later.

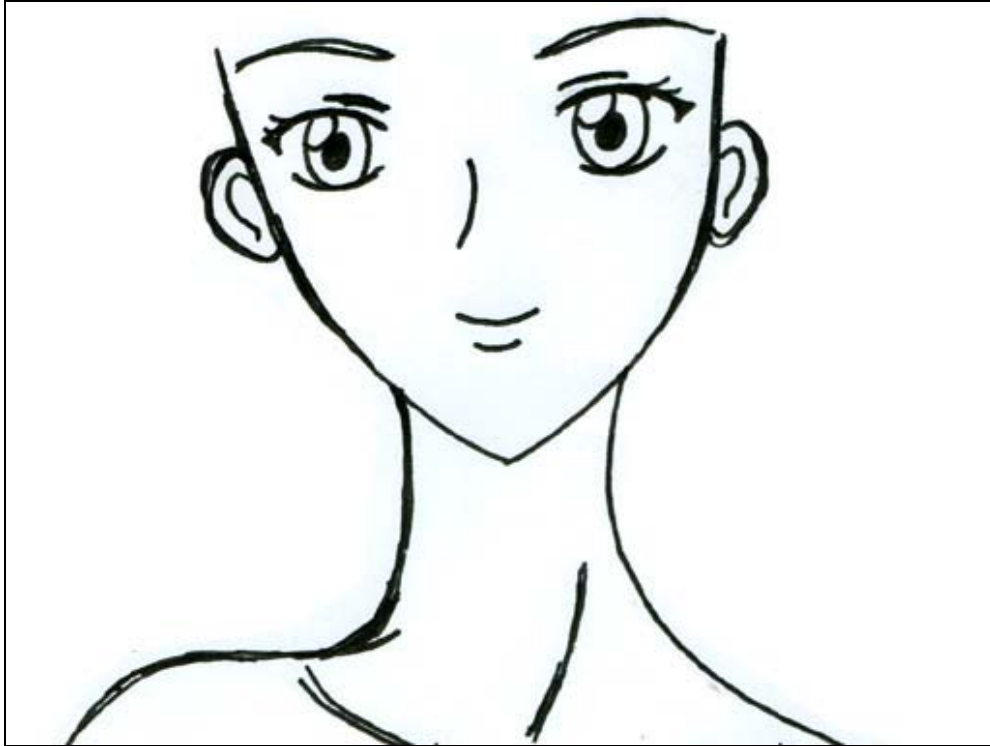


## Face - Step 6:

---

Almost done! Now we add the mouth and the ears, which I like to save for last since placing these things usually depends on the positions of the other features. Drawing the mouth is actually harder than it looks.

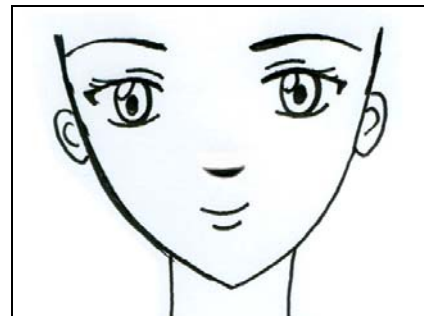
For a serene, placid little smile, I keep the mouth reasonably small, with the ends curving upward ever so slightly. Then, after my mouth is drawn to my liking, I like to include a little lower lip/chin crease. This just seems to give the character more life and detail, especially since the mouth is such a stark area. I like to draw the ears even with (or even a bit lower than) the eyes.



Technically, that's it! But here are some of those other noses I mentioned earlier. The first one is the traditional anime nose, small and daintily pointed. The second one is just a small curve indicating where the bottom of the nose rests. I like to use all three of the noses I mentioned, depending on the character's overall look.



Plastic Surgery #1



Plastic Surgery #2

## 2.3 Introductory Tutorials: **Shading**

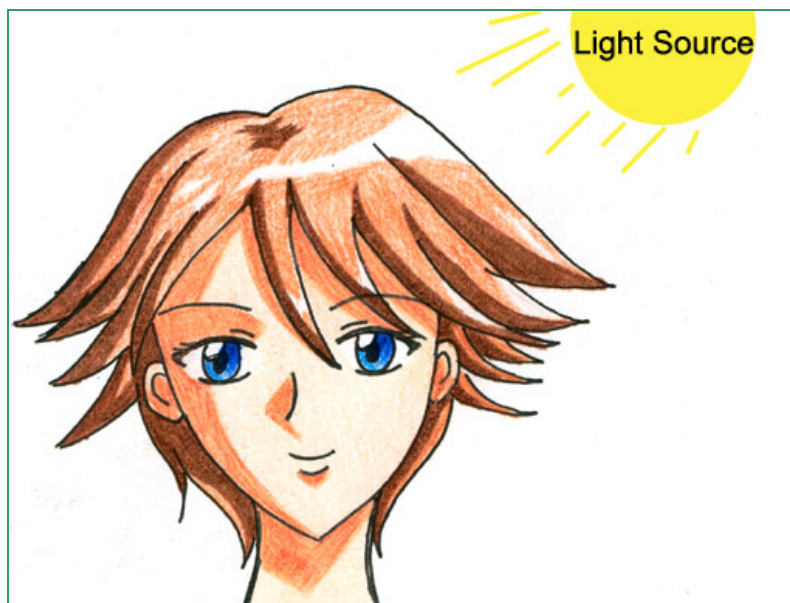
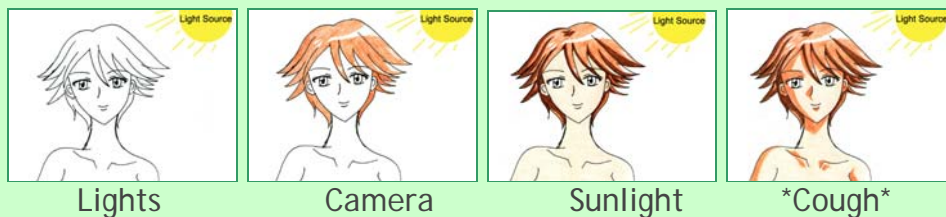
Shading can make or break your drawing. In this segment, I will demonstrate common cell shading techniques. With the right shading, your character will “pop” into life. I used plain colored pencils for this segment.

Desert Island Necessities:

Skip Tutorial

- ☒ Colored pencils
- ☒ Your cell phone?

Finished Product:

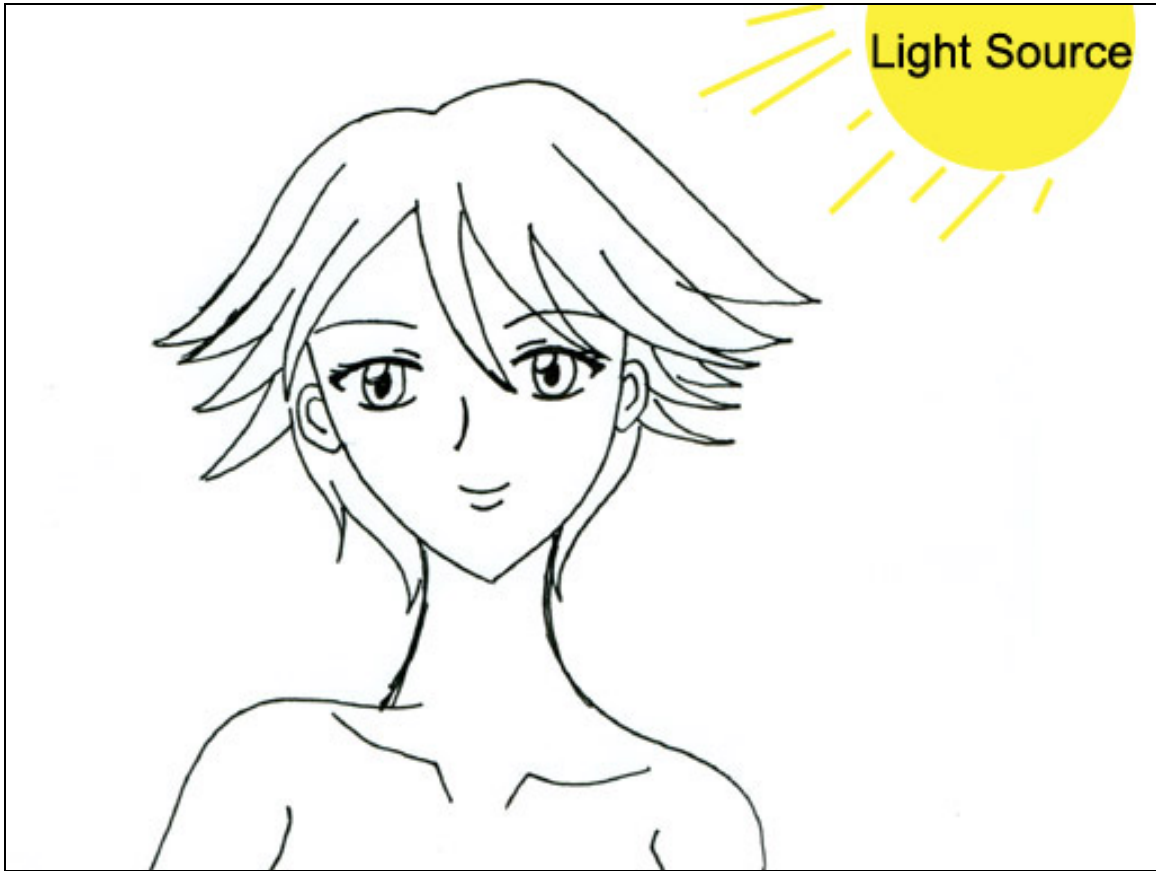


Action!

## Shading - Step 1:

---

So, you've got that super cool character concept all worked out. Now let's really bring your character to life with some color! The first step to effective shading is to consider your light source and its position relative to your character. In this case, the light source is in the top right corner.

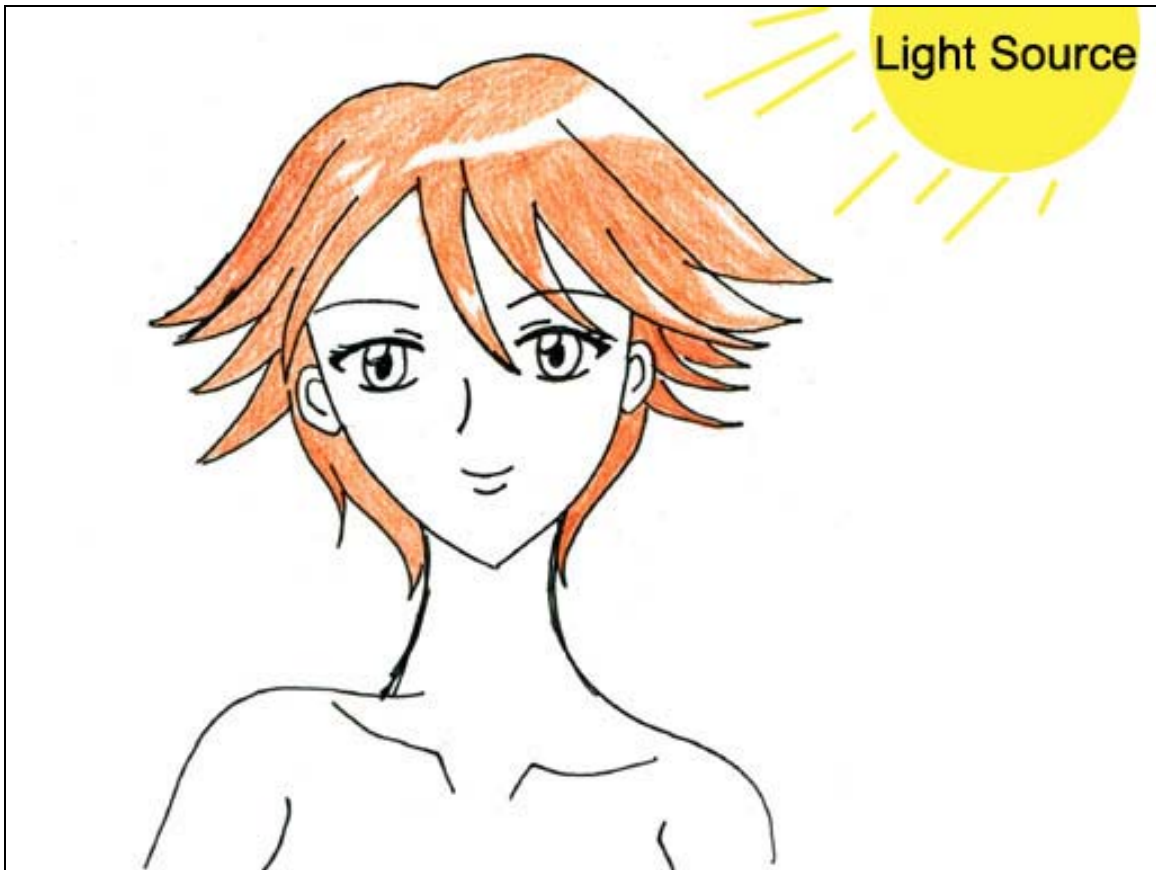


## Shading - Step 2:

---

Let's start by getting our base color down for this dame's hair. Leave some spaces white for shine, these are our highlights and they will naturally lean toward the light source.

Shine is extremely customizable; some people prefer more chunky highlights, while some like them to be more sleek and streamlined. With hair, you should include at least three shades: highlights, base color, and shadows.



## Shading - Step 3:

---

Now that you have the base color and highlights down, let's add some shadows to the hair. While adding the shadows, remember your light source and the character's hair texture. Keep the shadows consistent; shadows gravitate opposite the light source, so logically put them where there would be the least light.

I like to shade around the chunks and textures in the hair. I also put down my base peach color for the skin, blending a light ivory and peach pencil together for the desired shade.





## Shading - Step 4:

---

Now, using the same concept we used for shading hair, let's shade the skin. Usually, two tones will do the trick (your base color and shadow), unless you want to give some shine to a darker complexion.

For the shadow layer, I first went over the shadowy areas heavily with peach, and then added a light layer of mahogany to intensify the shadow.



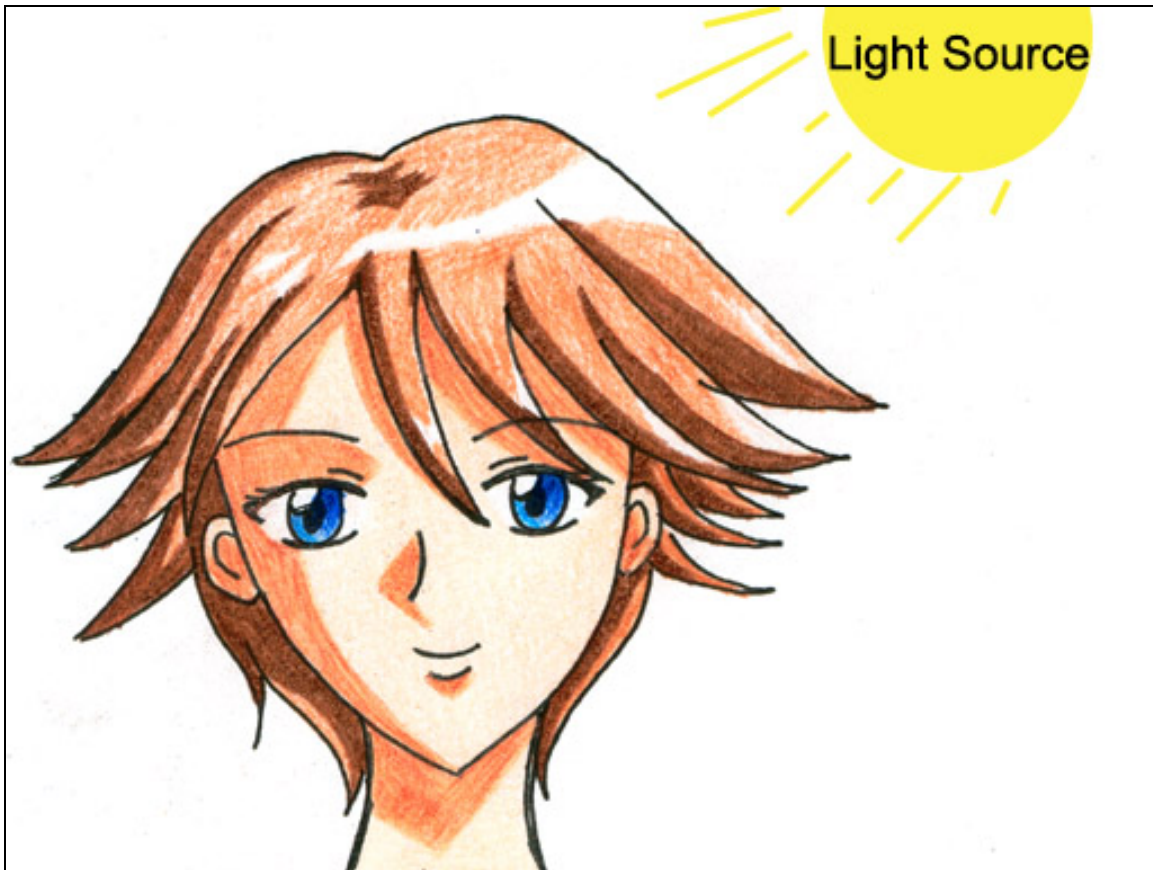
SEEING THE BODY AS  
INDIVIDUAL COMPONENTS  
WILL HELP IN THE  
SHADING PROCESS.



## Shading - Step 5:

We can't forget about those eyes! Eyes are the exception to the previous shading concept. In fact, while shading eyes, I like to have the shadows gravitate in the direction of the light source.

Thus, I highlight the bottom of the eyes, opposite the light source for a jewel-like effect. I used my basic blue pencil for the shadows and gradually eased up on the pressure as I got to the bottom, giving it a nice gradient. For the highlight of the eye, I used a lighter sky blue.



Increase the shadows and decrease the light. Perfect for evil characters or dark locations.



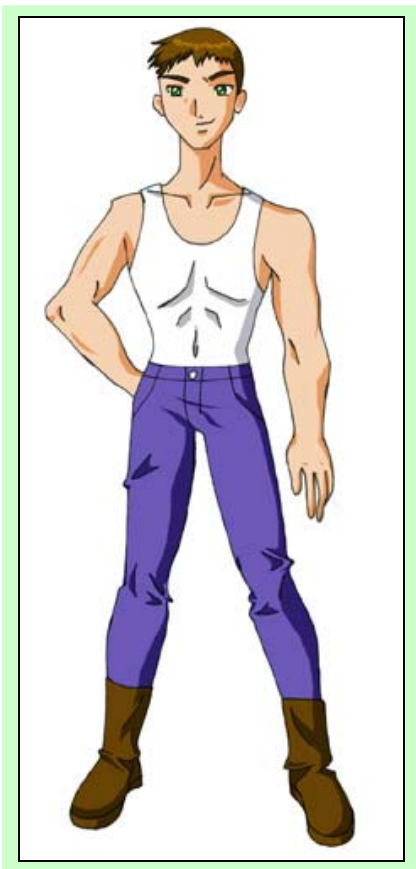
## 3.1 Male Tutorials: **Front View**

Let's practice drawing the male physique. In this segment, I will demonstrate my tricks of the trade for drawing a muscle-laden, manly-man from a simple frontal stance. The initial line art was hand drawn with the G-2 ink pen. The coloring was done in an imaging program.

### Desert Island Necessities:

- ☒ G-2 pen
- ☒ CG program
- ☒ A giant Totoro stuffed animal

### Finished Product:



Number of Steps

7

Skip Tutorial

## Male Front - Step 1:

---

First of all, draw the head. I like to start drawing characters from the head down, except for the hair, which I add last. For our manly-man, let's make his face less curvy and somewhat squared, with a more chiseled chin.

While drawing from the straight frontal point of view, you'll want your face (and body, for that matter) to be as symmetric as possible.

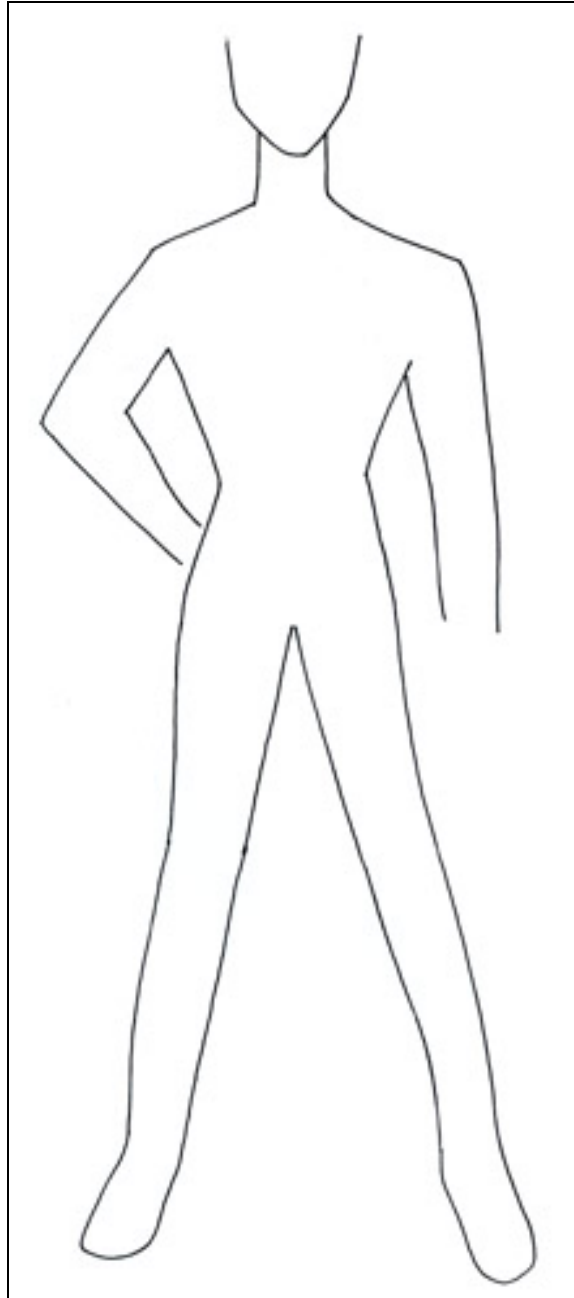


*Look at that  
jaw line!*

## Male Front - Step 2:

---

Next, I like to draw the preliminary silhouette. We'll refine this in the steps to come, so it doesn't have to look perfect just yet. Just as long as you have the typical alpha-male shape going on, you're good to go.

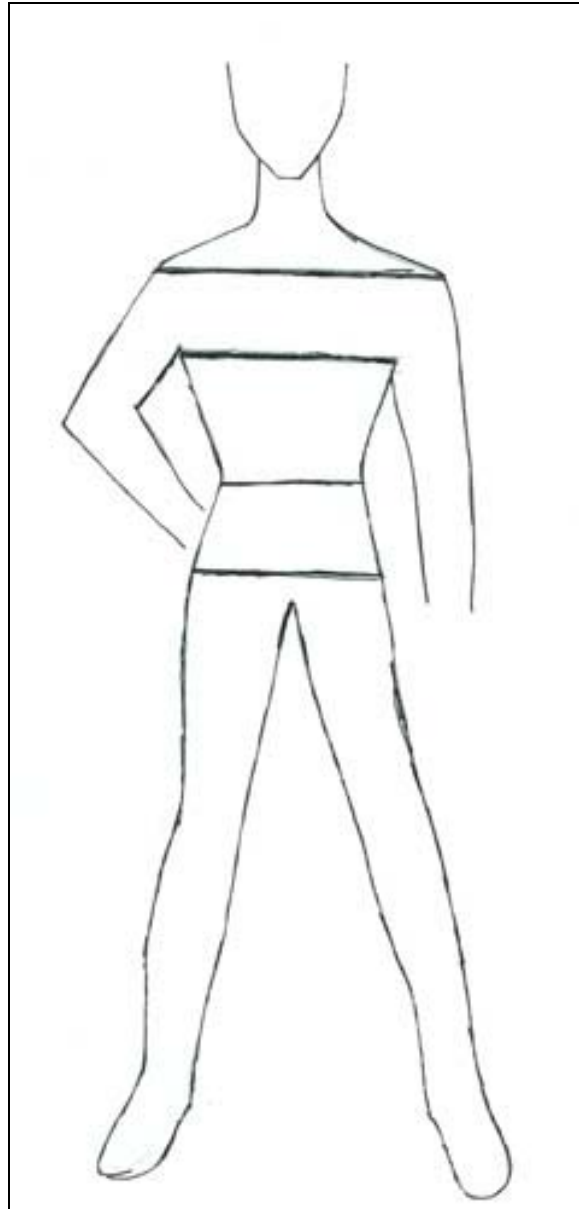


## Male Front - Step 3:

---

So how do I go about drawing the typical alpha-male shape, you might ask. Well, I don't really have a strict process, but if you find yourself having difficulty keeping things in proportion, use what I call the "line method."

Draw lines across your rough silhouette—across the shoulders, chest, waist, and hips. Naturally when drawing males, the shoulders and chest should be the widest parts of his physique (and this is especially important when drawing buff guys). Next comes the waist, which should be slightly narrow, and then the hips, which should be ever so slightly wider than the waist. Be sure to keep the hips narrower than the chest, or else your guy will end up looking too feminine.

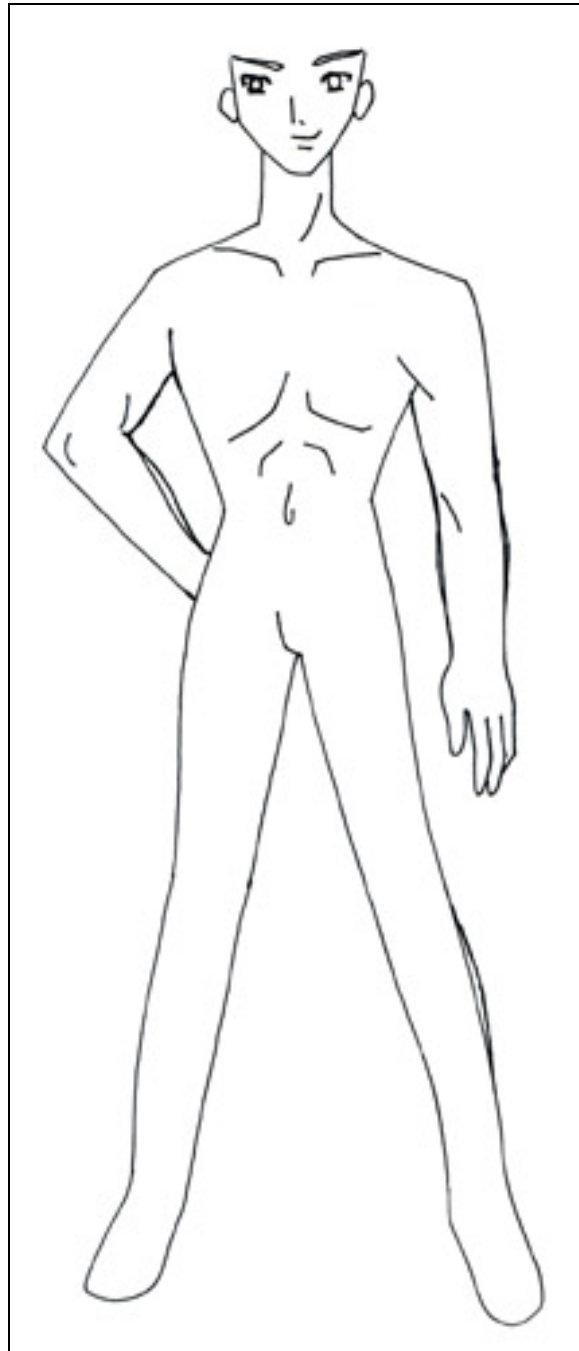


## Male Front - Step 4:

---

Now let's flesh out this silhouette and add some meat to his ribs (a.k.a. beefcake). Curve out the legs and arms, add lines for defining muscle, and add the facial features.

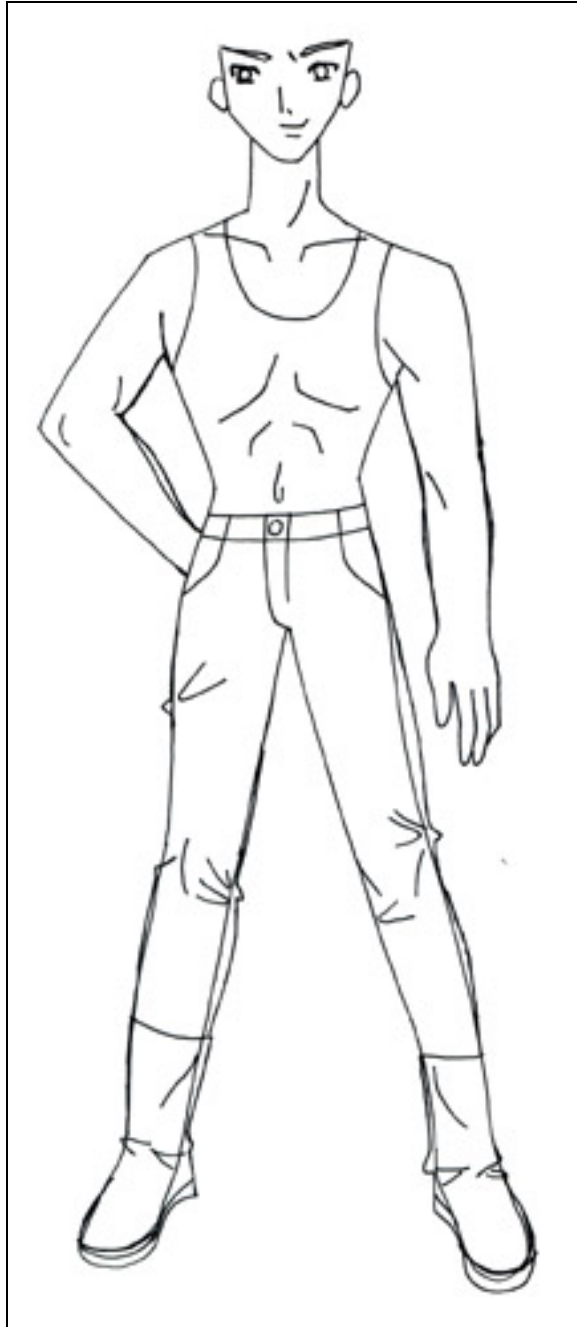
If you want him to be more muscular, simply add more lines for definition. To determine placement of 'muscle lines,' I like to study characters from different anime, and even real people.



## Male Front - Step 5:

---

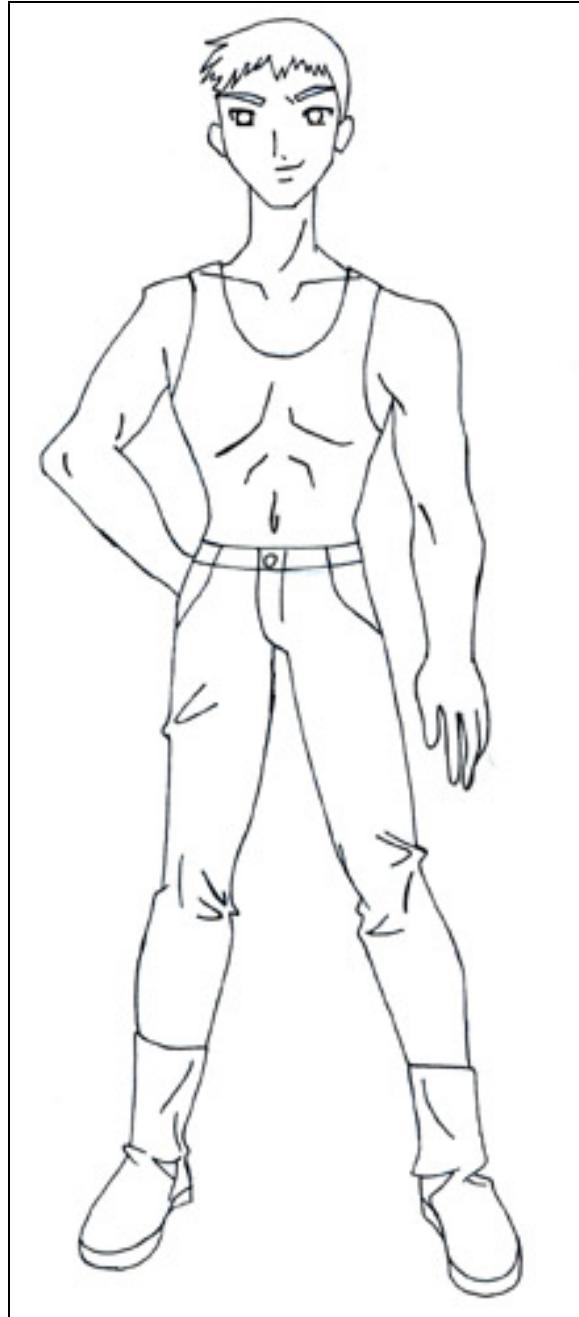
After you have the physique down, it's time to give this guy some clothing. I just gave him some jeans, a tank top, and some boots, which were all relatively form-fitting. For baggier garments, you'd just make the clothing larger and more billowy and add some wrinkle lines.



## Male Front - Step 6:

---

This character shouldn't have to worry about baldness for at least another good twenty years, so let's give him a nice head of hair. There are tons of different ways to draw hair, but I decided to give our manly-man a simple do' for the sheer fact that he probably is the 'get up and go' type.

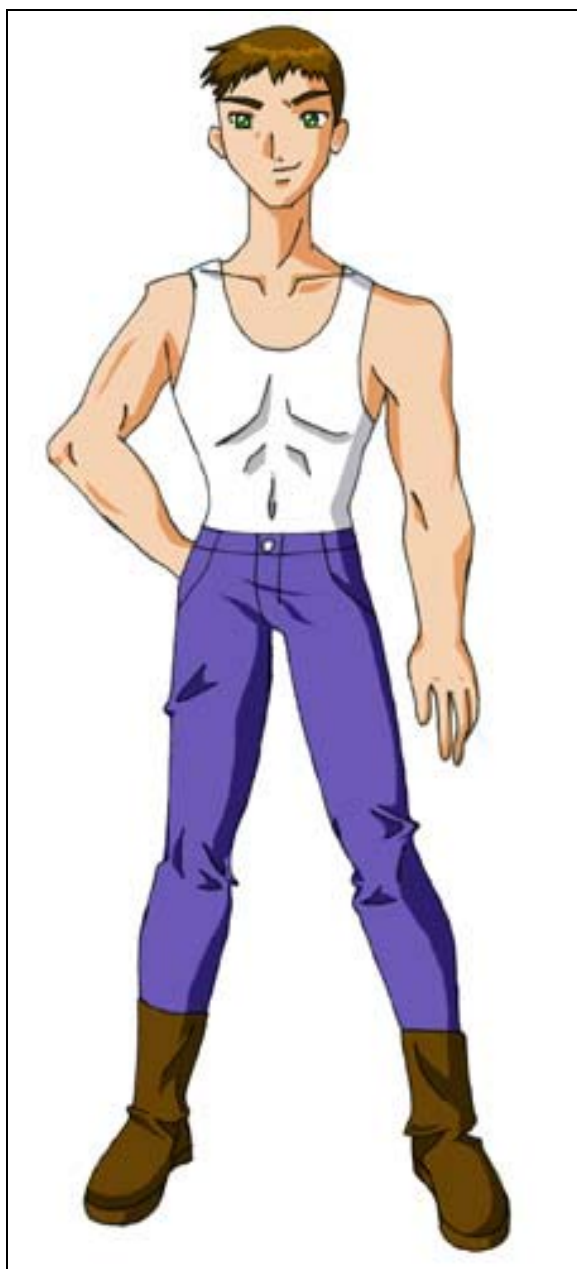




## Male Front - Step 7:

---

And now we color. I go into much more detail about coloring in my female tutorials. So don't be discouraged if the jump here seems to be too wide.



## 3.2 Male Tutorials: 3/4<sup>th</sup> View

Now I will demonstrate the 3/4<sup>th</sup> stance. This stance can be a little tricky at first, but luckily, we'll have our model bishounen (pretty boy) to help us out. Since we just practiced drawing a muscle-laden manly-man, let's try a different male body type.

In contrast to the manly-man, the bishounen usually sports a more slender build. Initial sketches were drawn by hand with the G-2 ink pen and subsequently colored using Adobe Photoshop.

### Desert Island Necessities:

- ☒ G-2 pen
- ☒ CG program
- ☒ A pretty kite

### Finished Product:



Number of Steps

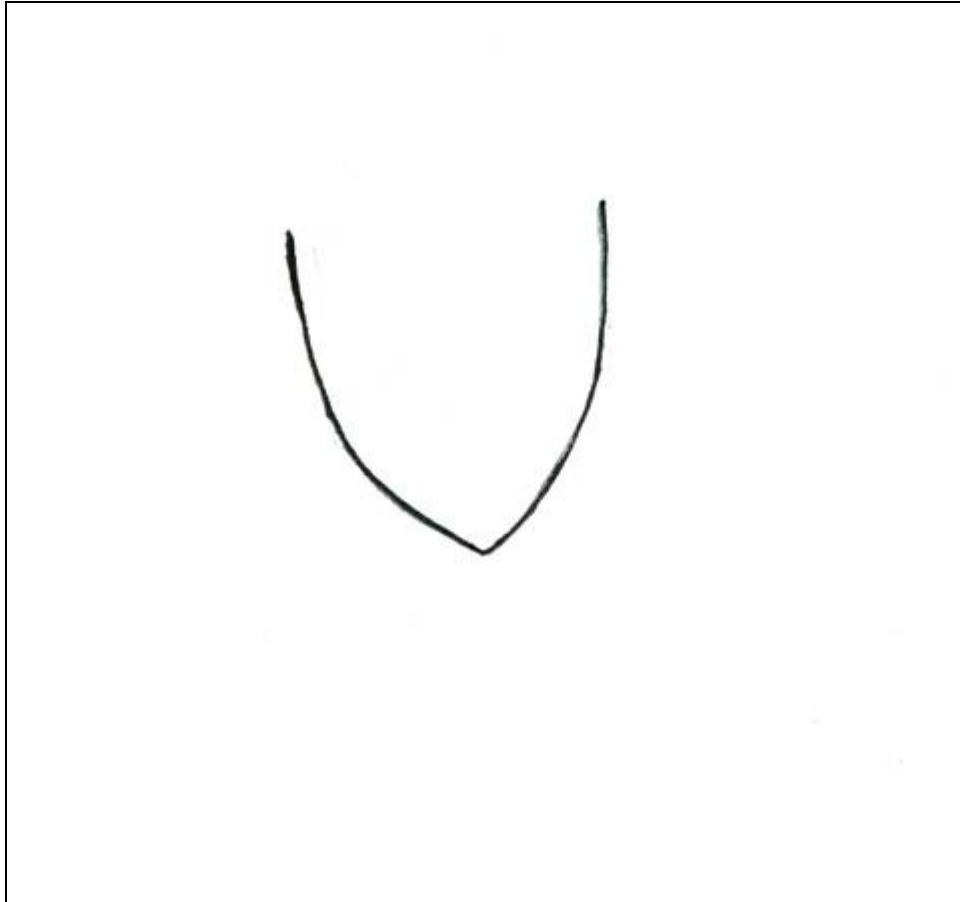
7

Skip Tutorial

## Male 3/4th - Step 1:

---

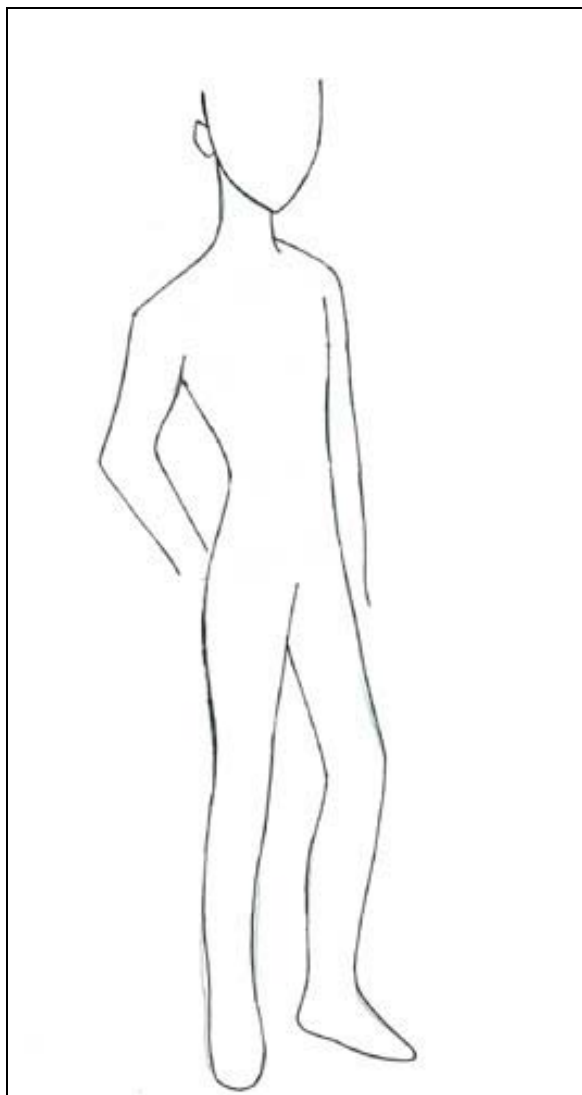
With any stance, I always like to start drawing at the top and work my way down. For the 3/4th head, make one side of the face a little darker and more defined than the other (or just make it lean toward one side).



## Male 3/4th - Step 2:

---

Next, draw a rough outline of your figure. It doesn't have to be perfect just yet, we'll fine-tune it later.

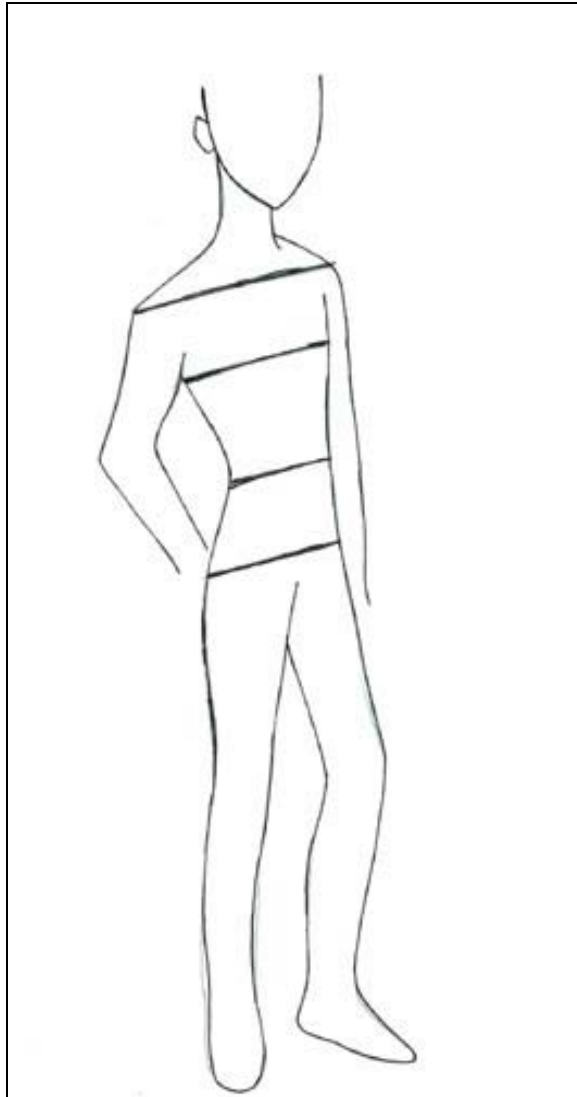


## Male 3/4th - Step 3:

---

I personally don't use a certain method when it comes to figure drawing. I just fly by the seat of my pants and start drawing the actual silhouette. However, sometimes I'll draw lines across certain regions of the figure to help keep everything lined up and proportioned correctly.

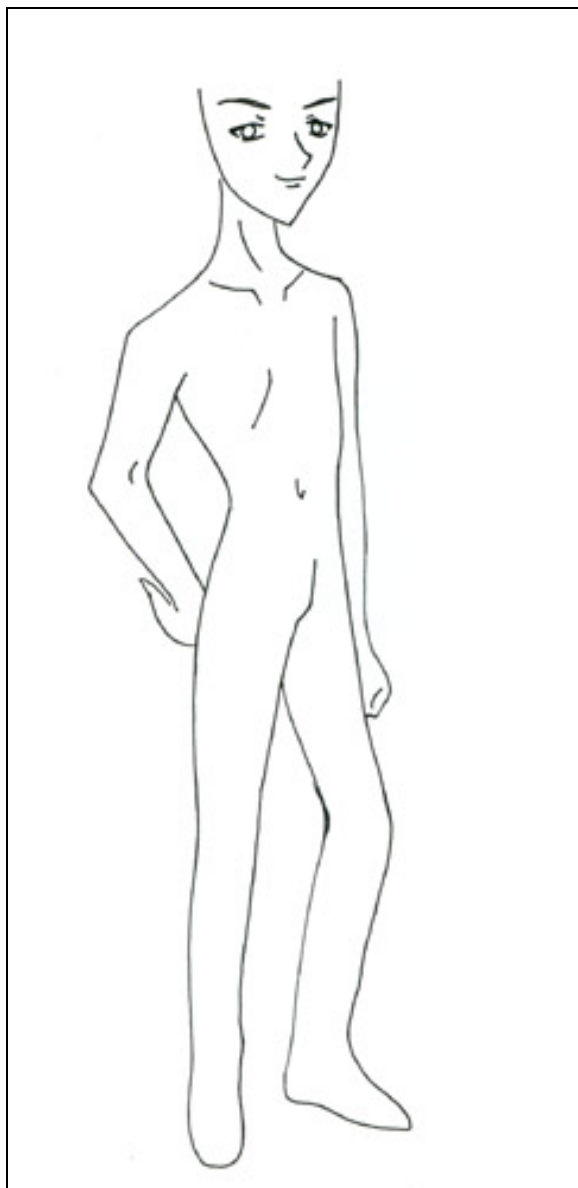
The widest part of the male figure should be the shoulders and chest area. The waist should be slightly narrowed, though don't make it too drastically thin. The hips should just be a smidgen wider than the waist, but far narrower than the upper body. While the bishounen isn't quite as angular as the manly-man, he must still retain the general male shape. And since this is the 3/4<sup>th</sup> stance, the figure should face to one side and your shoulder, chest, waist, and hip lines should slant upward just slightly. These lines help the pose.



## Male 3/4th - Step 4:

---

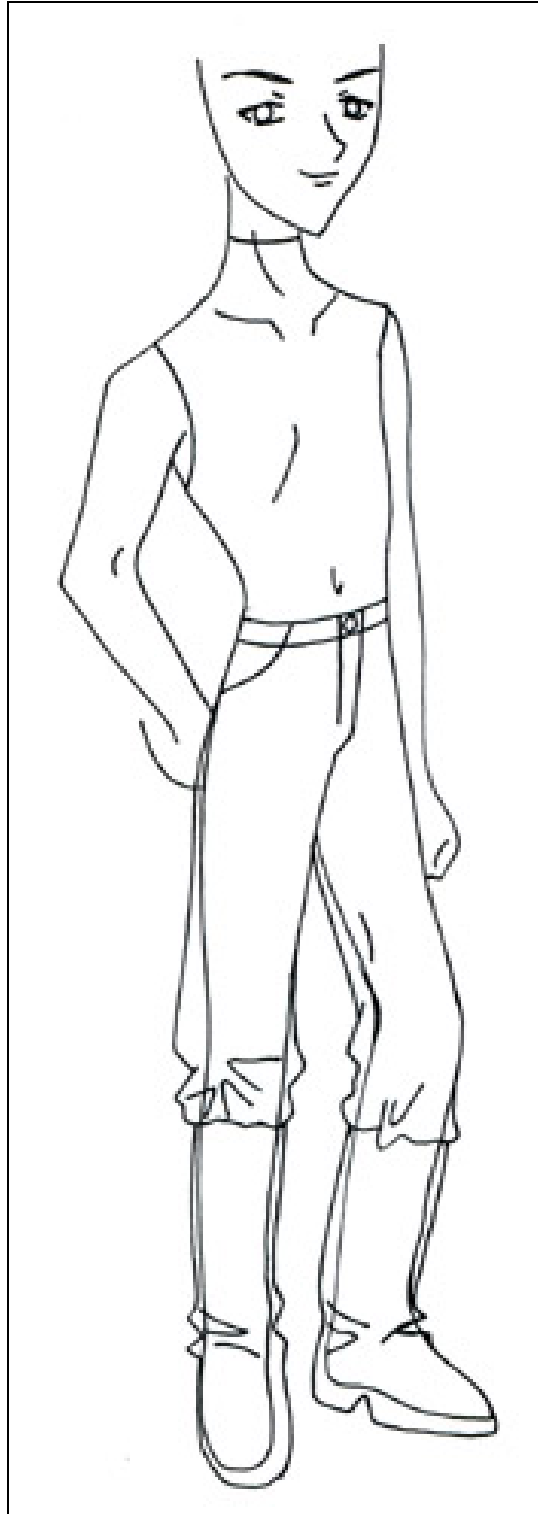
Now that you have the pose down, it's time to flesh your guy out. Add facial features, muscles, creases, and curves around your blunt outline. Also, I usually add the hands at this point.



## Male 3/4th - Step 5:

---

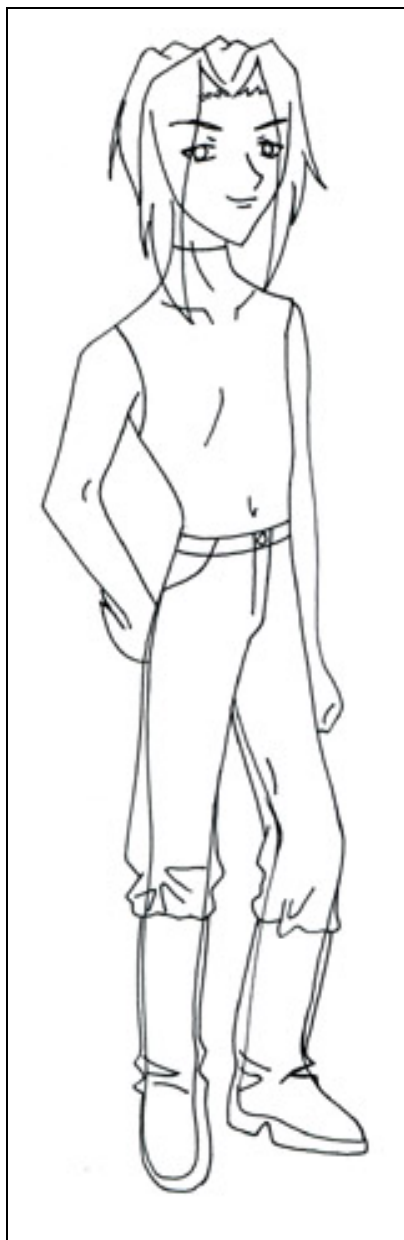
Now that the figure is defined, I'll be kind and give this poor guy some clothes (wouldn't want him to catch a cold, now). I like to add the clothing after drawing the figure so I know where to put the creases and folds in the fabric. It also lets me drape the garments over his body.



## Male 3/4th - Step 6:

---

Finally, I add the hair. Hair can get in the way while drawing the face, figure, and clothing, so I usually save it for last.





## Male 3/4th - Step 7:

---

And here he is, colored...



This guy would  
make a really  
slick lady's man  
hero...

## 4.1 Female Tutorials: **Front View**

The anime female is one of my all-time favorite subjects to draw. Whether she's other-worldly and demure or wickedly sultry, anime females (more specifically *bishoujo*) are in a league all their own. Like their male equivalents (bishounen), bishoujo are created oh so lovingly and with the utmost care.

Once again, I used my supermarket-o-riffic G-2 ink pen for sketching, and Adobe Photoshop for coloring. So, without further ado, let's draw our pretty girl in the generic frontal stance.

### Desert Island Necessities:

- ☒ CG program
- ☒ G-2 pen
- ☒ A pretty kite

### Finished Product:



Number of Steps

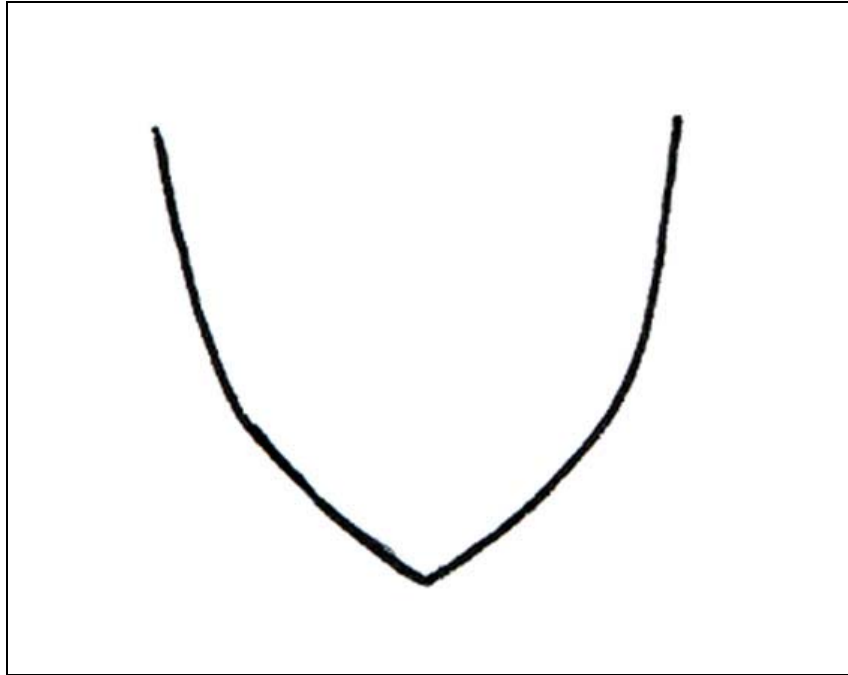
9

Skip Tutorial

## Female Front - Step 1:

---

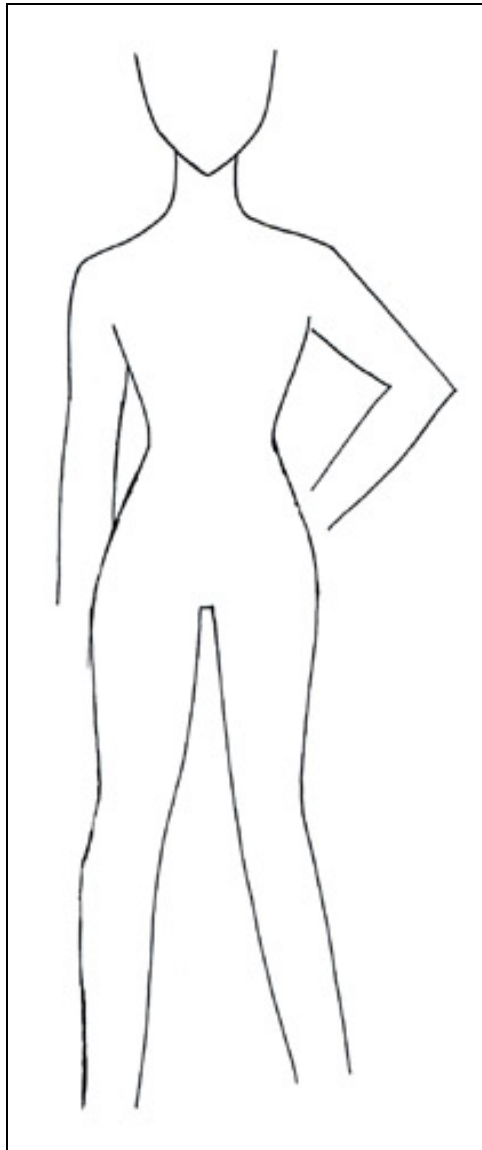
Start with the face. You'll notice it's much more curved than the more masculine male we drew earlier (and similar to the effeminate male in the previous step).



## Female Front - Step 2:

---

Sketch your rough silhouette. We'll refine this in the steps to come, so just get your basic figure down.

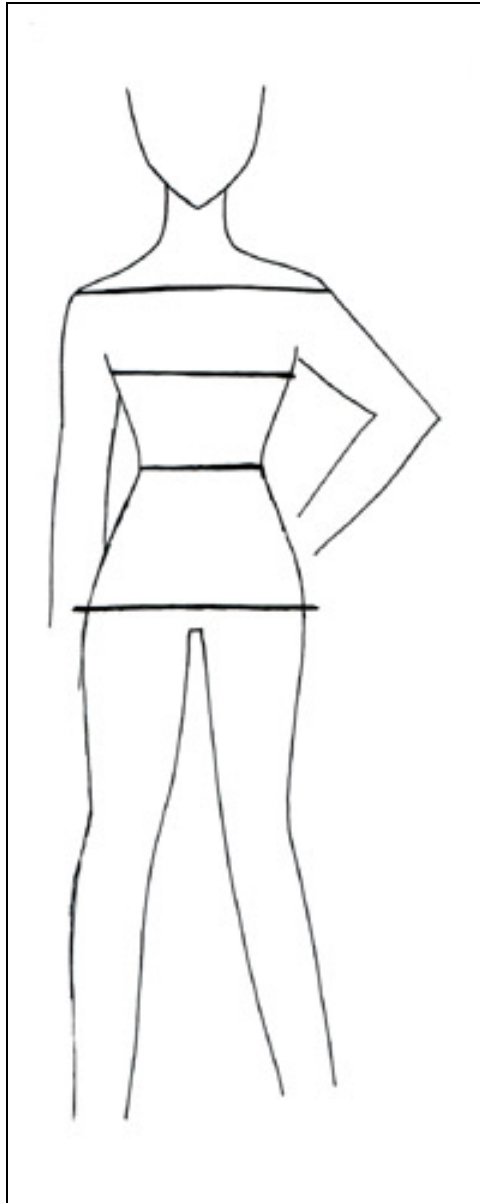


## Female Front - Step 3:

---

To help drawing the female figure, I make good use of the line method. Draw lines across your rough sketch—across the shoulders, bust, waist, and hips.

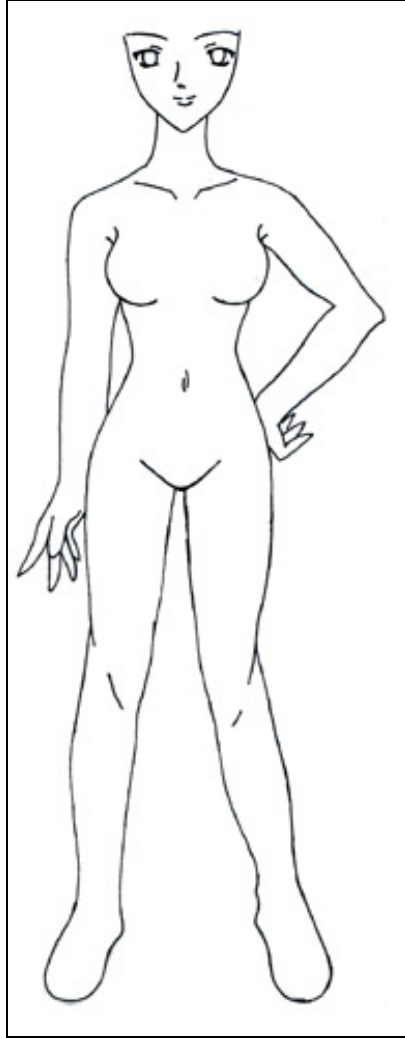
Remember that women have curves; if you make her well-endowed up in the bust, make sure to compensate and give her a nice set of hips as well. Likewise, I usually make the hips wider than I intend, because as one draws downward, one naturally tends to angle narrower and narrower. We're drawing a fairly voluptuous gal here, so I made the hips about as wide as the shoulders. However, if you're drawing a more waif-like female, then the curves won't be so drastic.



## Female Front - Step 4:

---

Now it's time to flesh out the initial figure. After getting everything proportioned, I added the breasts and added more curviness to the waist, hips, arms, and legs. Also, this is the step in which I add the hands, feet, and facial features.

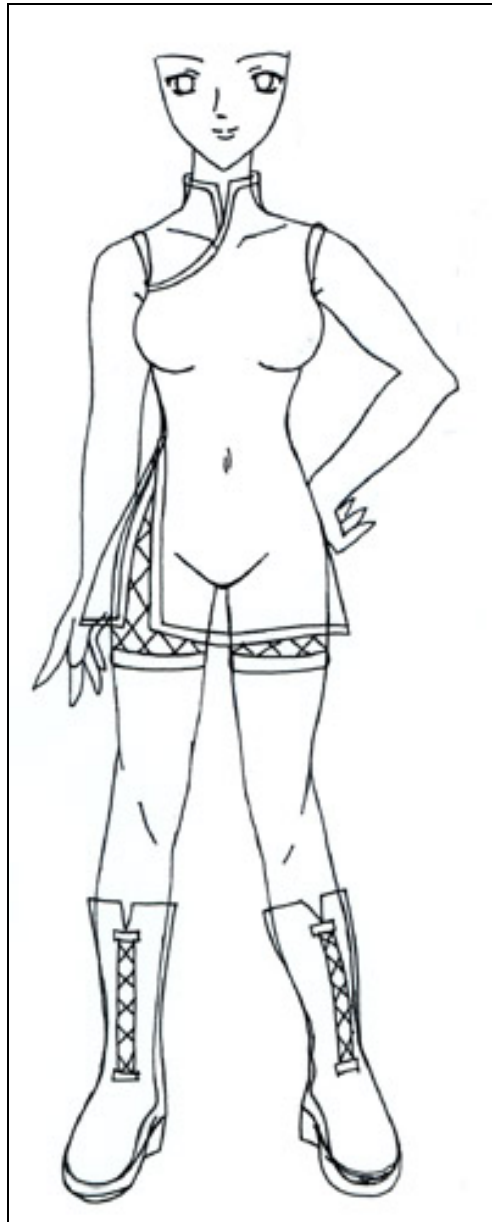


*I pray we don't  
get any parental  
complaints  
because of this  
step...*

## Female Front - Step 5:

---

Next, we add the clothing. Using the figure as a guide to drape the clothing is a great idea. It will help you decide where the fabric should crease, and also, how the clothing can realistically sit on the character's body. Be creative with designing the outfit—don't be afraid to get a little funky and experiment with different textures (this is anime, after all).

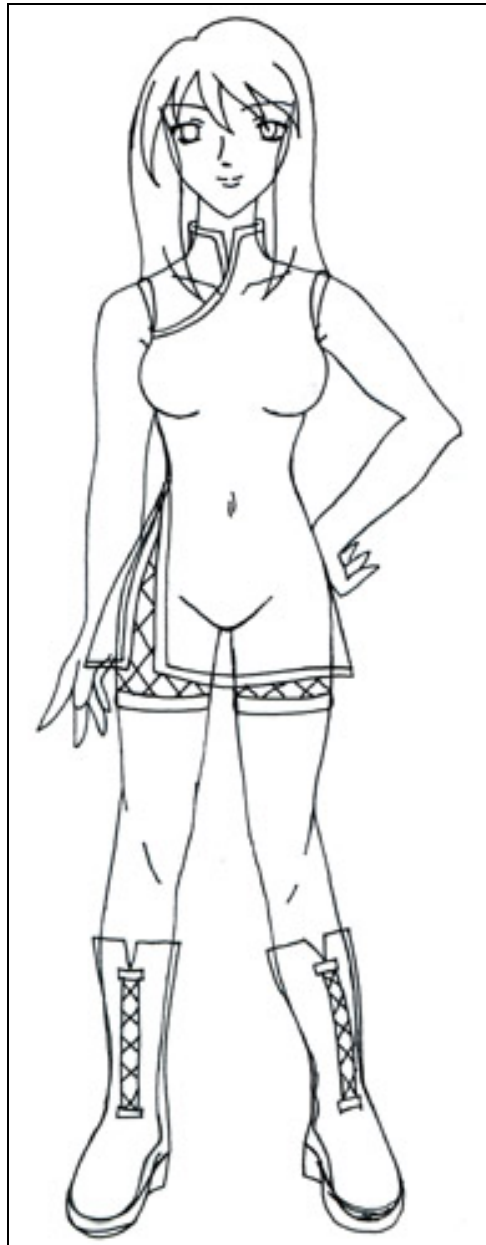


## Female Front - Step 6:

---

Finally, we top off that pretty 'lil head with a nice head of hair. I like to draw the hair after I've finished drawing everything else. This way, I can frame the face and figure and see what looks good. After that, it's just a matter of erasing the lines that don't need to show under the clothing and making everything look nice and neat.

Voila—instant eye candy.





## Female Front - Step 7:

---

Let's put our base colors down. If you aren't coloring with Photoshop, skip to Step 8.

When using Photoshop: Select all of the uncolored line art and go to "cut." After cutting the line art, you'll have a blank image. Paste the cut line art back on the image. Now, the line art will be a separate layer. On the "layers" tab, there will be a drag down box at the top of the layer view box. Scroll down and select "Multiply." This function will make your line art transparent to the background, so you can color in your character without having to worry about messing up your lines.



## Female Front - Step 8:

---

Now that the base colors are down, let's add some shadow. Remember to consider the light source and its direction in relation to your character. In this case, the light source is beaming down on our character from the top right corner.



*Does she not  
exude confidence  
and strength? You  
should too by  
now!*

## Female Front - Step 9:

---

Highlights, while not always necessary, add dimension and pizzazz if placed appropriately. Once again, as with shadowing, consider the light source. Also, consider the texture you'll be highlighting. As a given, I like to add highlights to hair, unless the character's hair is white or incredibly light.

Since my character is wearing an oriental Cheongsam-type dress, I want to add highlights since in reality that kind of dress would probably be comprised of satin or silk, or some other shiny, silky material. Likewise, I added highlights to her boots, to give it the look of just shined leather or vinyl.



## 4.2 Female Tutorials: 3/4<sup>th</sup> Backward Stance

Now that we can draw a bishoujo in forward stance, let's try drawing her in a 3/4<sup>th</sup> backward stance. As the name describes, she will mostly have her back to us, yet the profile of her face will still be visible. This is a very dramatic and effective pose. Once again, I used the G-2 ink pen for sketching, and Adobe Photoshop for coloring.

### Desert Island Necessities:

- ☒ CG program
- ☒ G-2 pen
- ☒ Your inner fire...or a good chocolate bar

### Finished Product:



Number of Steps

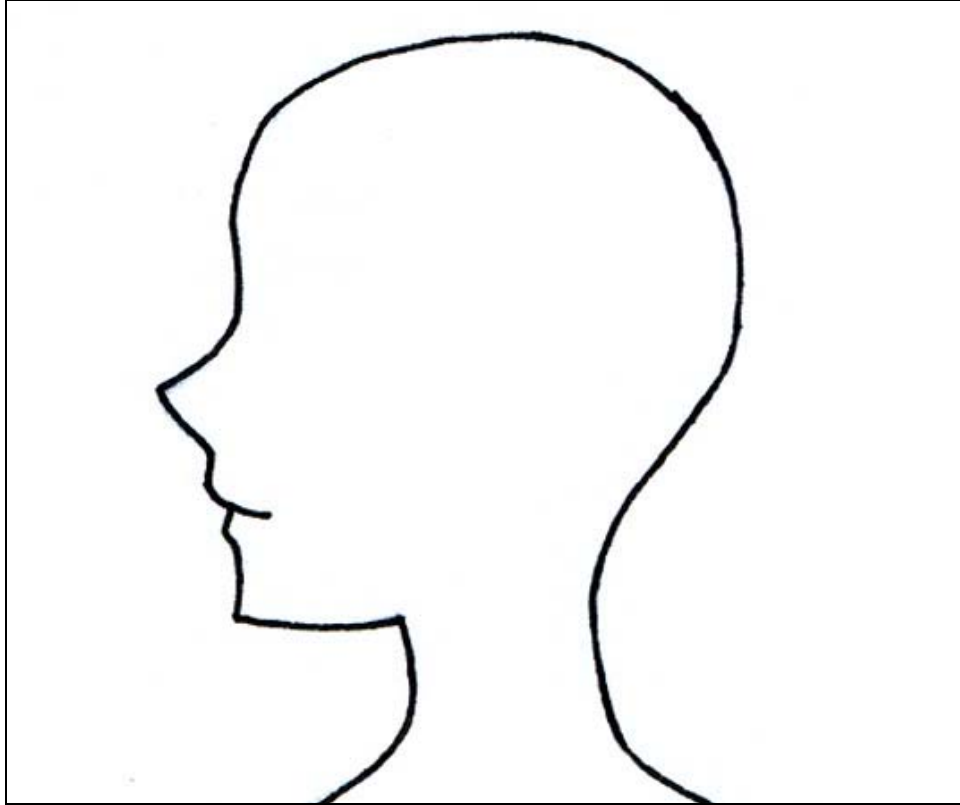
7

Skip Tutorial

## Female 3/4<sup>th</sup> Backward - Step 1:

---

Just like last time, I started with the head and worked my way down. Drawing profiles can take a little getting used to, but as a tip, the nose should protrude the farthest compared to all the other features. With the lips, you'll want the upper lip to protrude more than the bottom lip.

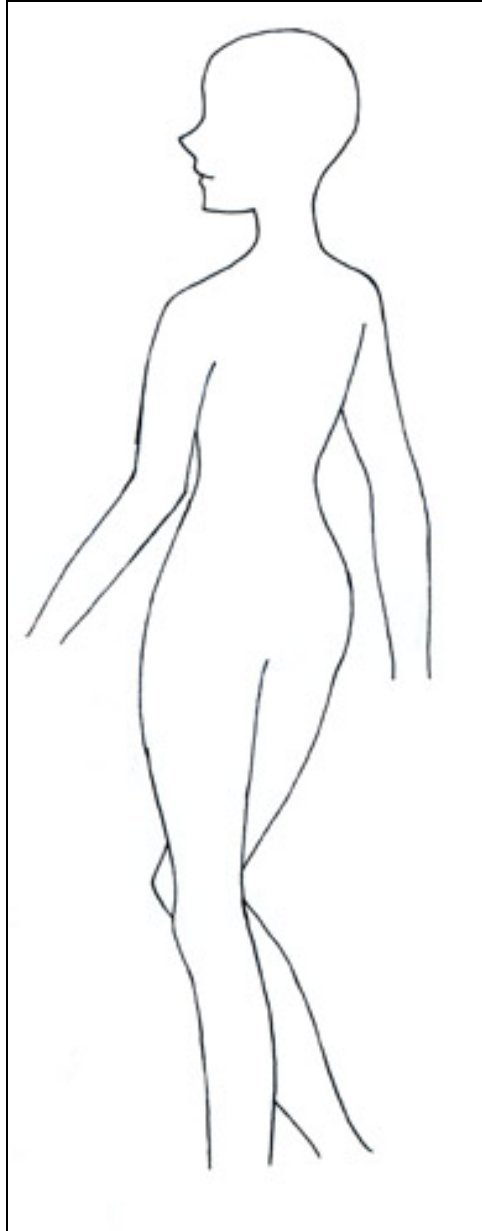


## Female 3/4<sup>th</sup> Backward - Step 2:

---

Once you have the head lined-up, continue drawing the body. For this stance, one shoulder (the one facing us) is generally more prominent, while the other shoulder (the one not facing us) should be smaller and almost completely hidden.

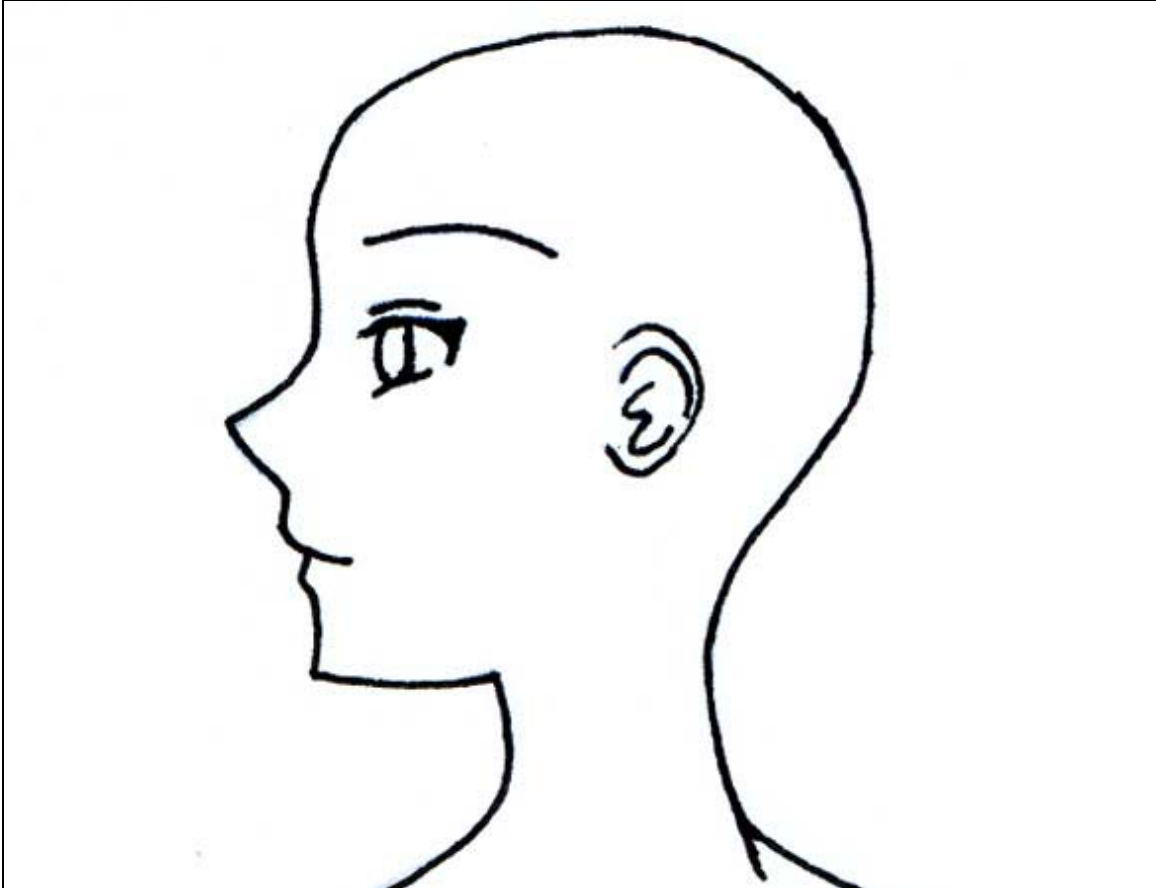
Remember to make the waist distinctively narrow and the hips and rear somewhat full. While the curves and contours won't be quite as striking as they were in the front view, they should still be noticeable.



## Female 3/4<sup>th</sup> Backward - Step 3:

---

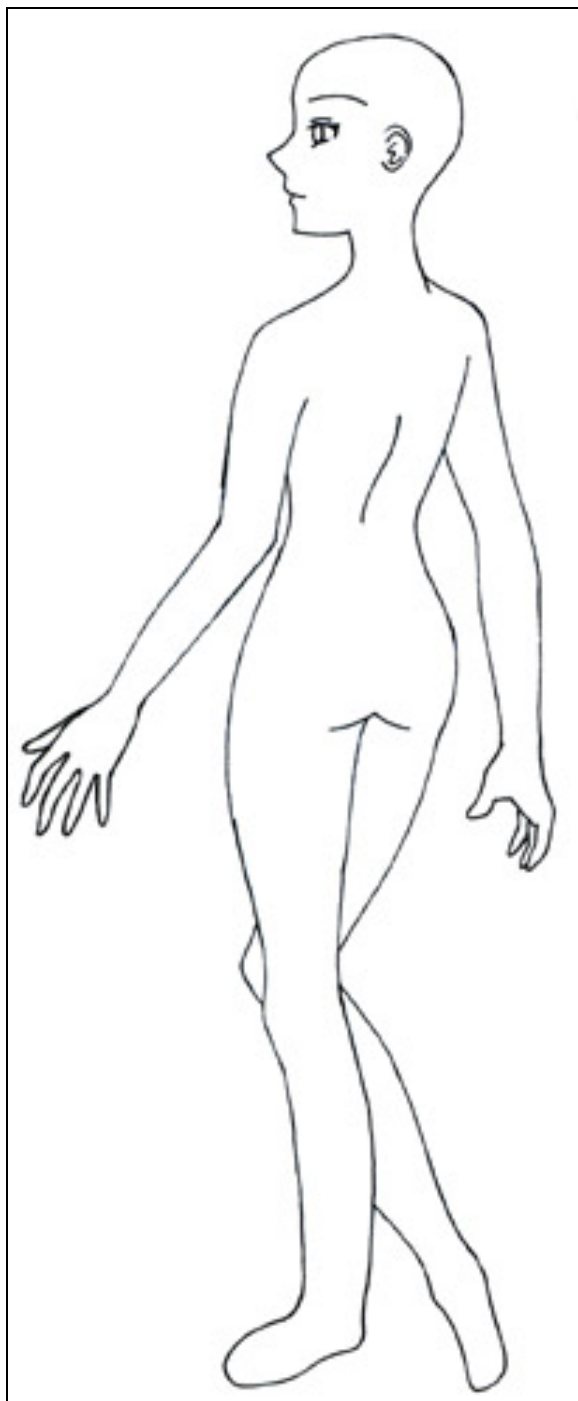
Let's zoom in on the head for a moment and add the facial features. The eye should rest at the top of the nose (right where the bridge and the forehead meet).



## Female 3/4<sup>th</sup> Backward - Step 4:

---

Now we'll flesh out our barebones silhouette. Add the hands and feet, and make additional curves and creases where necessary.





## Female 3/4<sup>th</sup> Backward - Step 5:

---

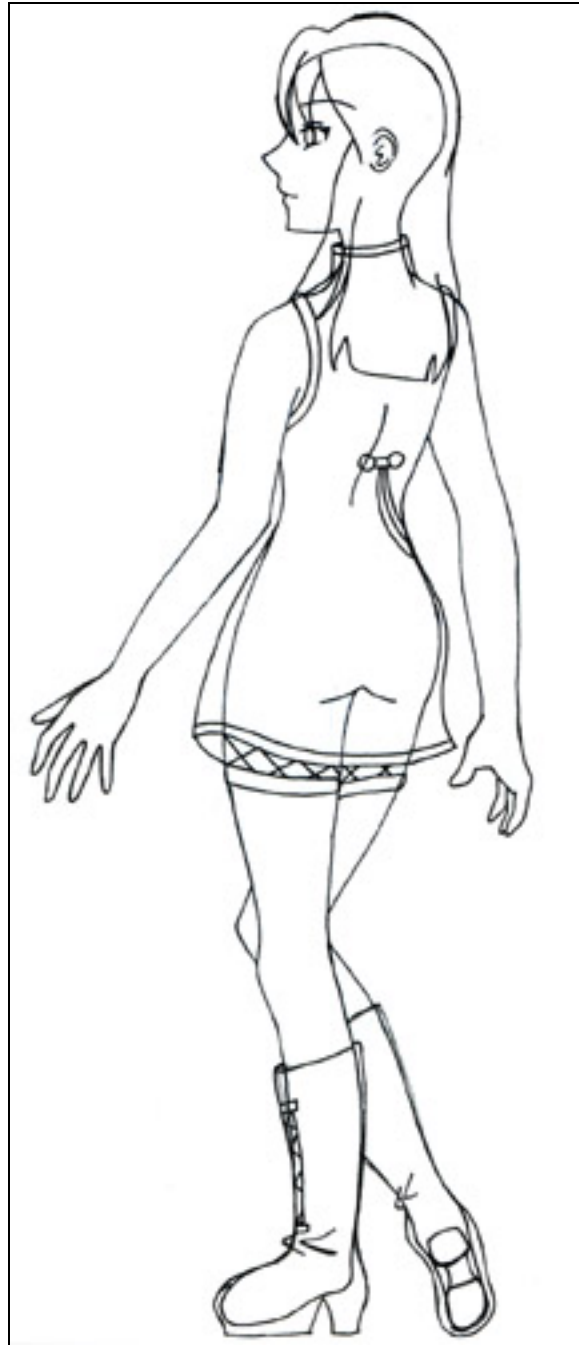
Now we'll drape the clothes over the body, just like in the last female segment.



## Female 3/4<sup>th</sup> Backward - Step 6:

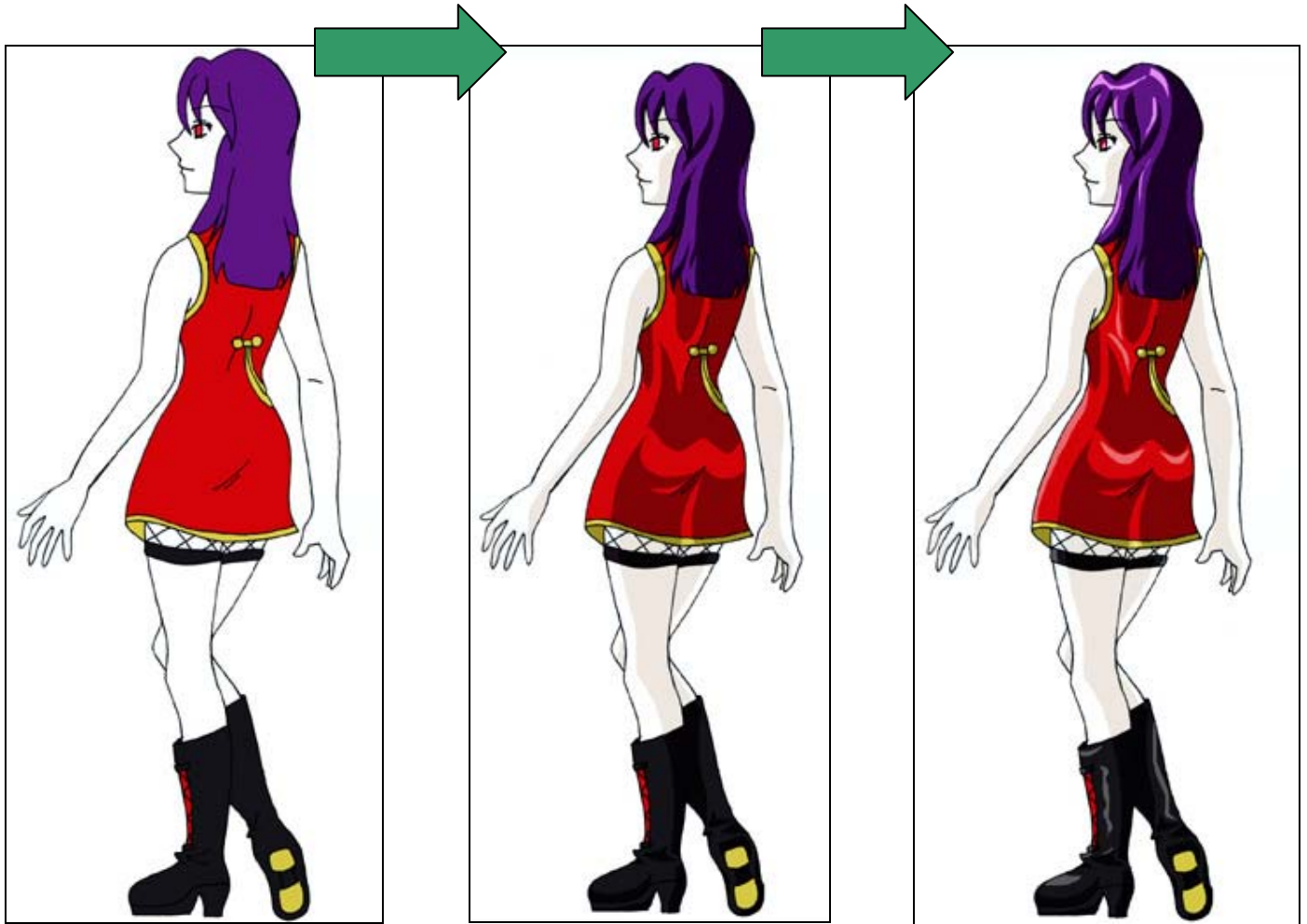
---

And finally, we'll give that big bald head some much deserved hair.



## Female 3/4<sup>th</sup> Backward - Step 7:

Coloring remains the same as in the previous female tutorial.



## 5 Complex Tutorial

Now I will show you how to create a more complex image, complete with a background. This picture will include three separate background layers: the sky portion, the vista portion (which includes buildings and such), and the innermost part of the background (the balcony which the character will be leaning on).

Then we'll move onto the character. I drew everything by hand with my G-2 ink pen and colored it using Adobe Photoshop. Each layer of the picture is independent of each other until the final step.

### Desert Island Necessities:

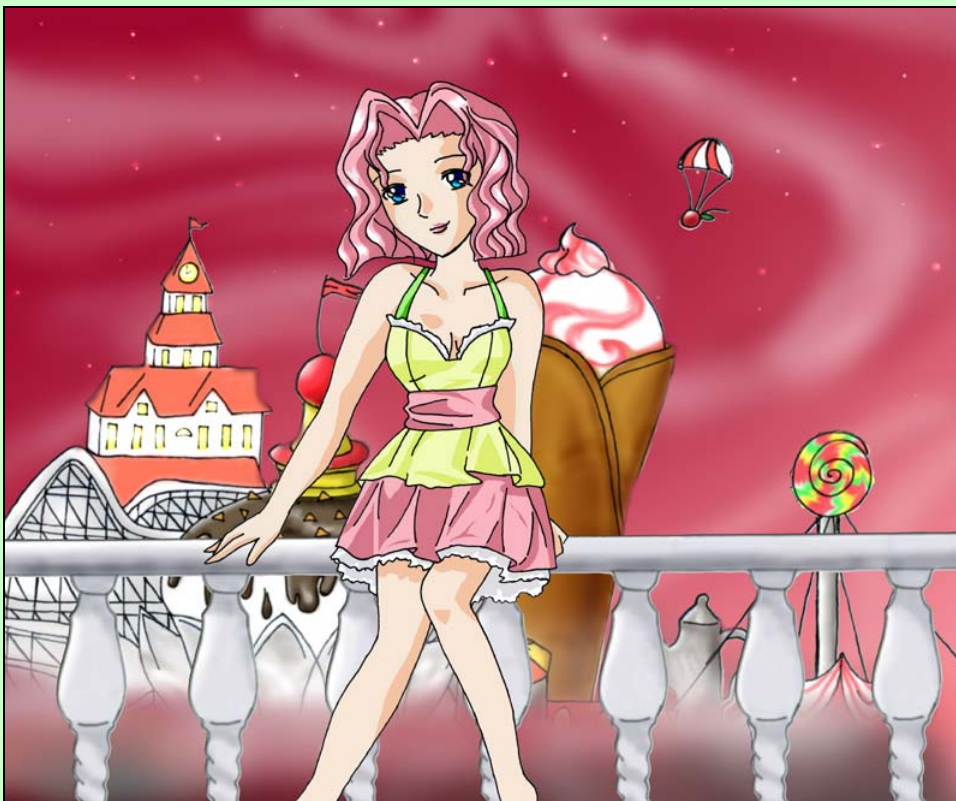
- ☒ CG program
- ☒ G-2 pen
- ☒ These jokes are getting lame, let's stop here  
...so you can bring your sanity to the island ^\_ ^

### Finished Product:

Number of Steps

N/A

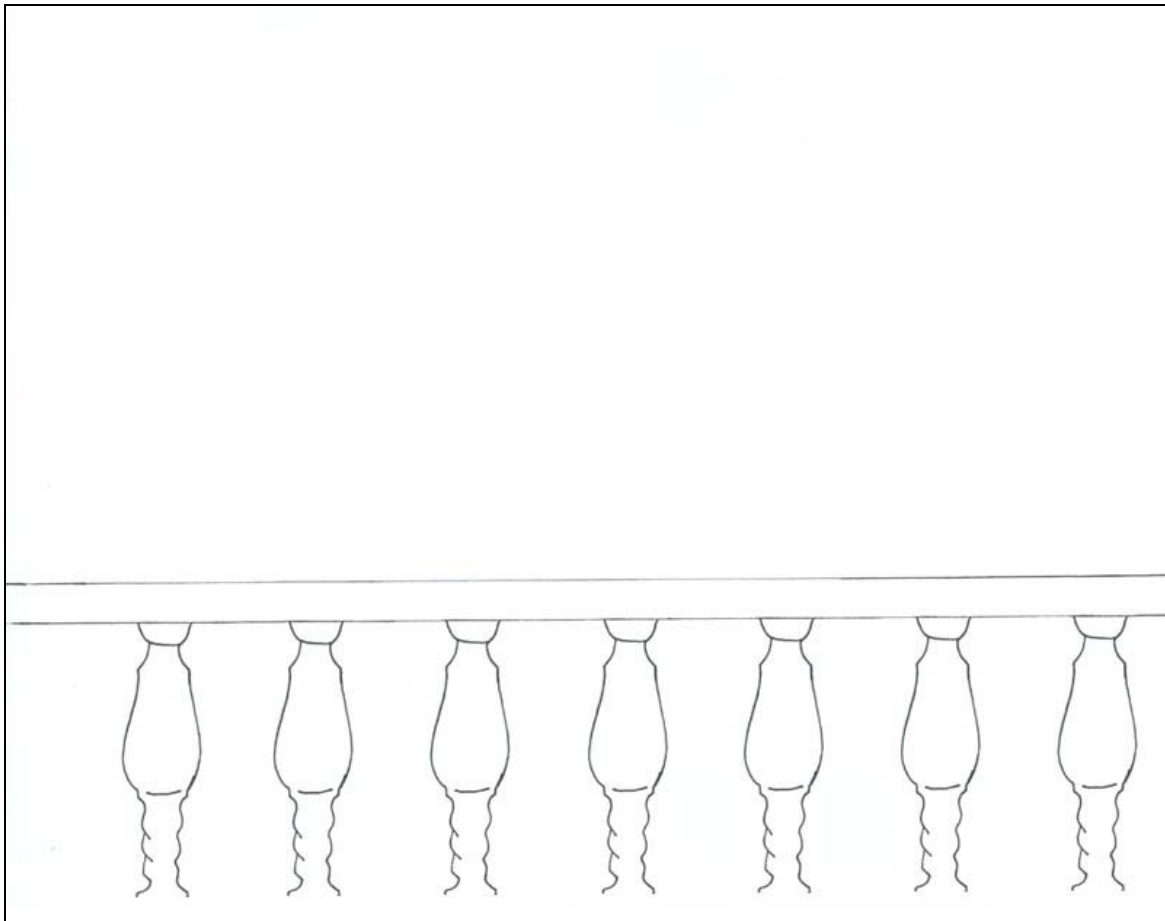
Skip Tutorial



## Complex Tutorial - The Balcony (Part One):

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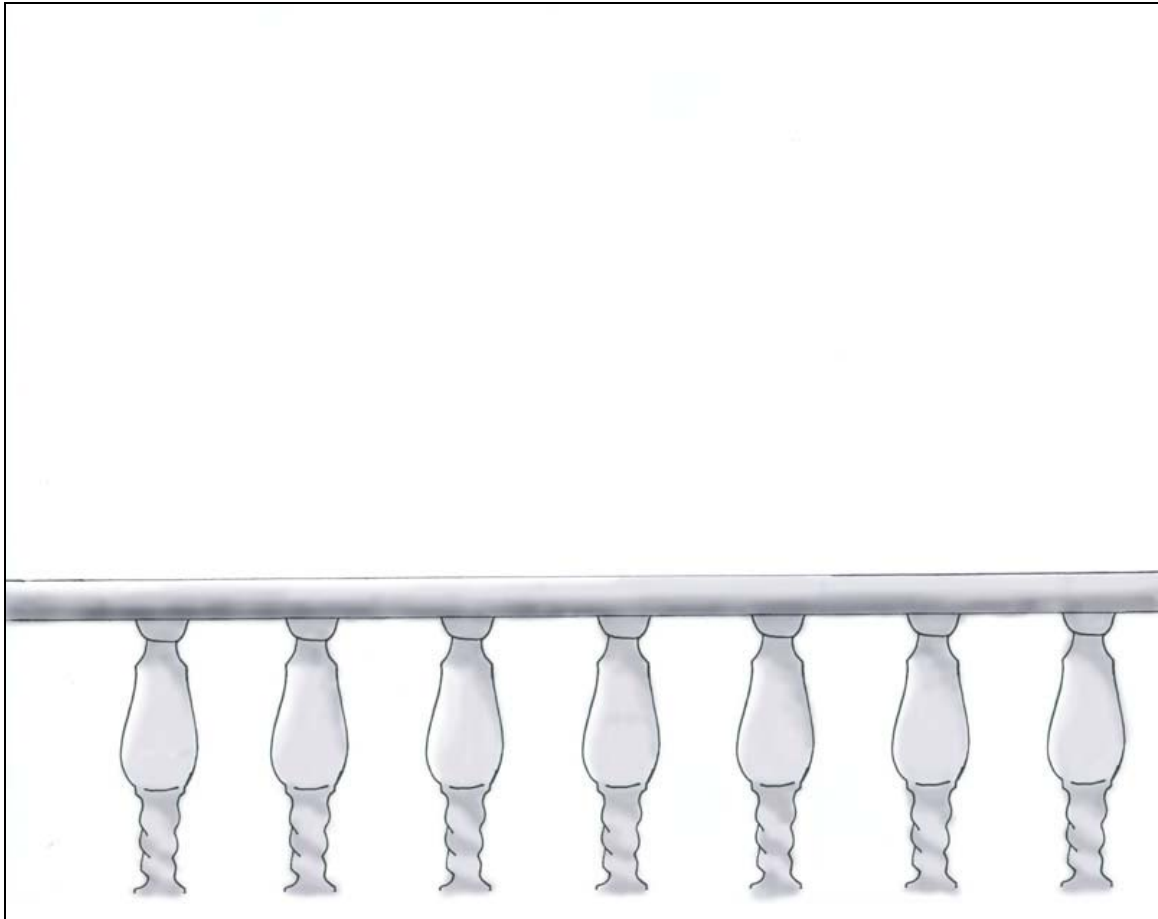
I start by drawing the balcony, since that part is pretty straightforward.



## Complex Tutorial - The Balcony (Part Two):

---

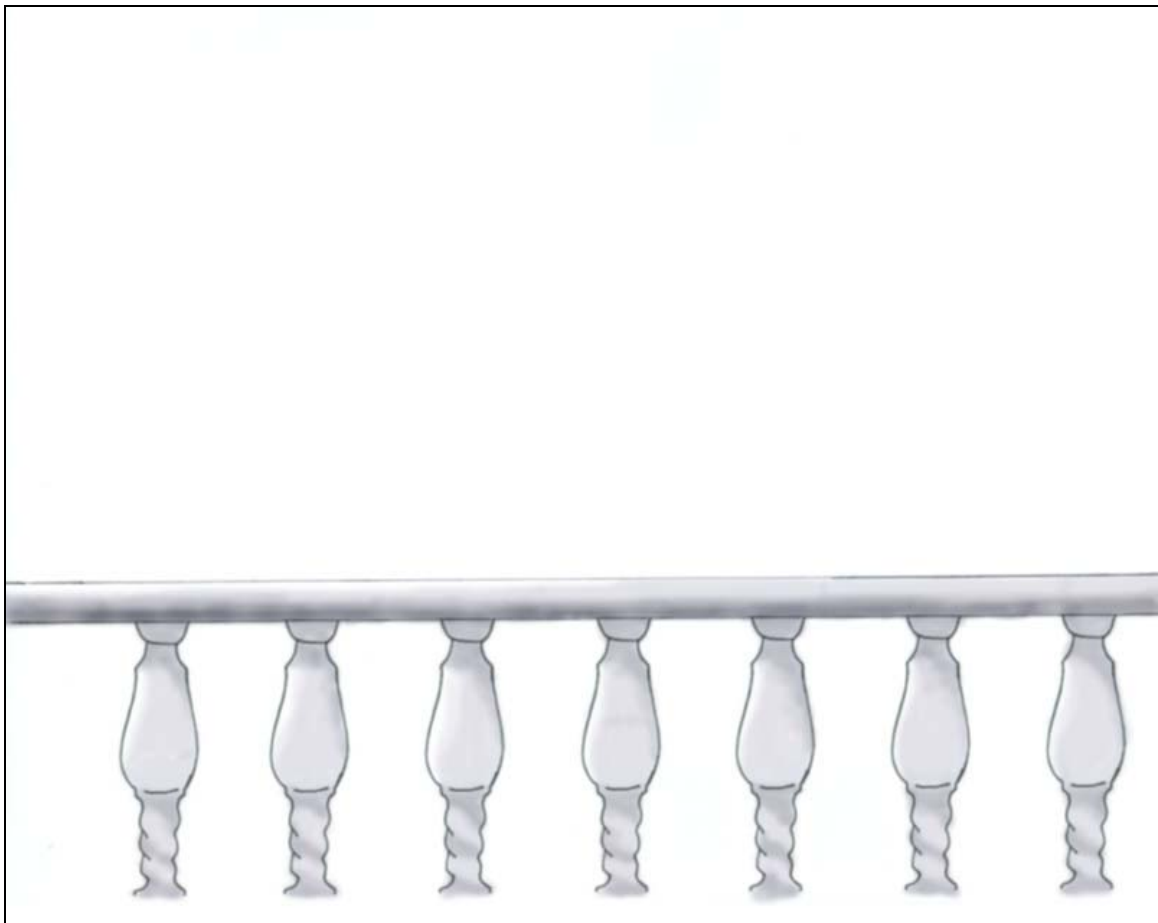
I shade the balcony by putting down a base color, followed by shadows, and finally, highlights.



## Complex Tutorial - The Balcony (Part Three):

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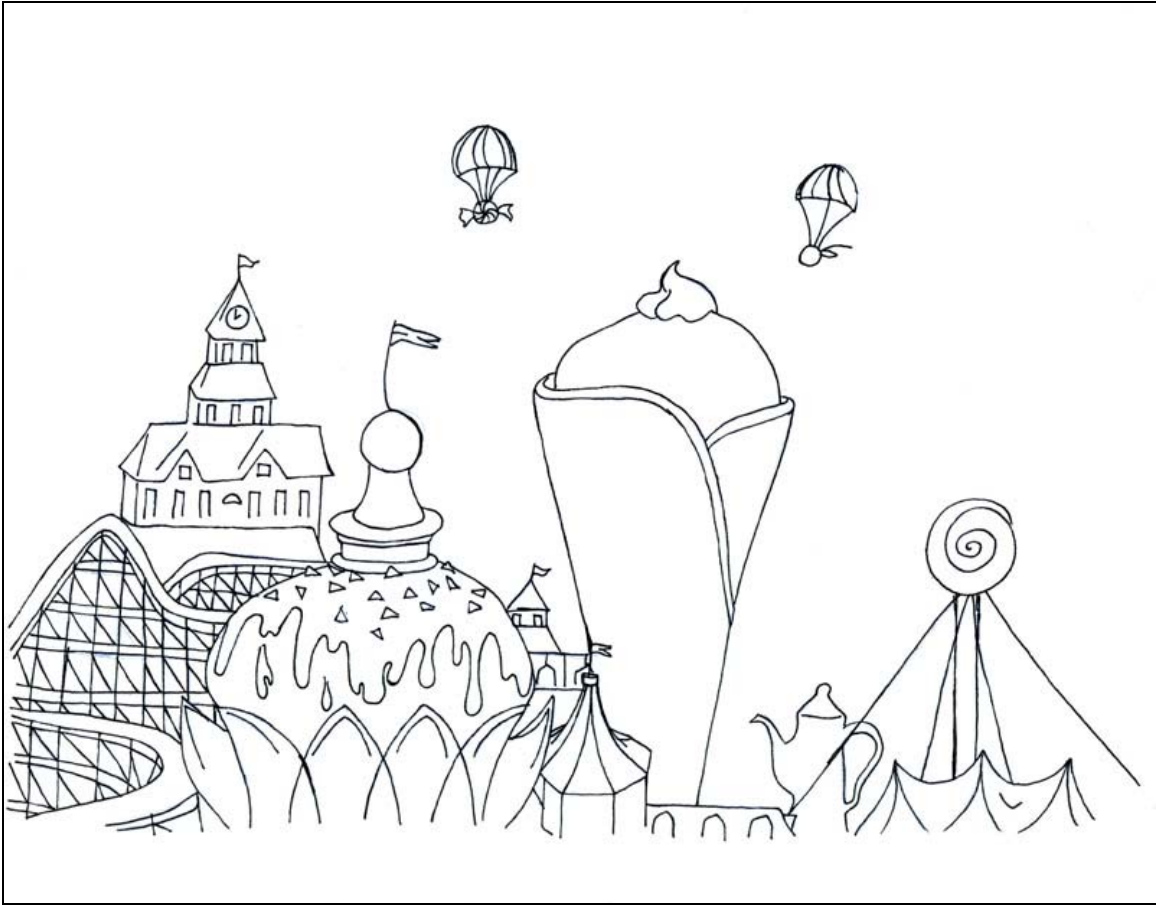
After everything is shaded, I blend by going over the shadow line with the base color on low fill and opacity around 30-40%



## Complex - The Vista:

---

Once again, pretty straightforward. I was going for a "Candy Land" theme and drew inspiration from, of all things, a carton of ice cream that featured a whimsical fair on its label. After getting the lines down, I colored and shaded in the same manner as the balcony layer (i.e. first the base color, then shadows, then the highlights, and finally blending everything together).







## Complex - The Sky:

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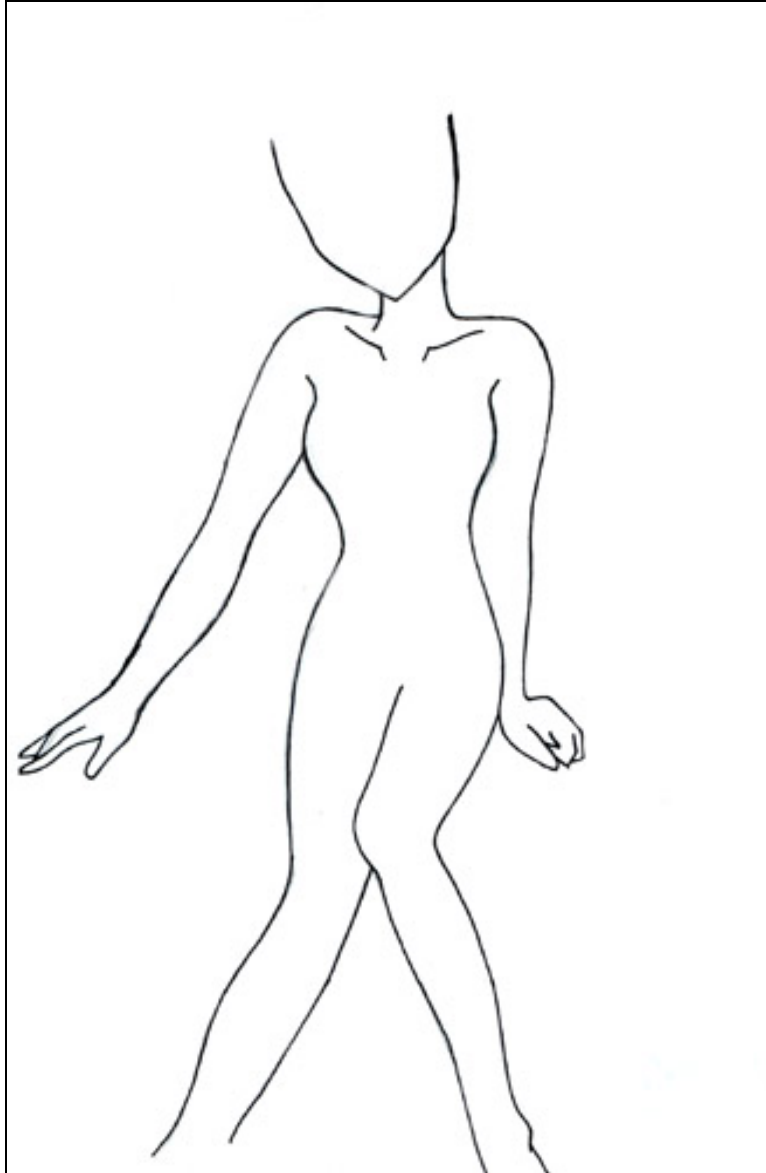
This is without a doubt, the easiest part of the picture. I used the gradient tool, picked a dark magenta and a light pink to work with, and filled in the sky with white streaks (clouds). Then I swirled the clouds with the smudge tool.



## Complex - The Character:

---

I drew the character in the same manner as the other tutorials: silhouette, clothes, and hair. I drew the character in a quasi sitting/leaning position since she is supposed to be resting against the balcony. I then colored her using the same method as the other segments.









## Complex - Putting It Together:

---

Put everything together! Now it's time to put everything together. I cut and pasted the balcony onto the vista, and the vista onto the sky. Then I selected the character and pasted her onto the balcony, fitting and scaling her so that she would look natural and not off-balance.









05!

SARAH MAEDER

**Sarah Maeder**

**Full Name:** Sarah Maeder**Gender:** Female**Nickname:** Sizzarah Mizzaeder! or Sailor Moon**Personal Site:** <http://www.freewebs.com/autumnanarchy>**Favorite Anime:** Fullmetal Alchemist (#1), Trigun, One Piece, Scryed, Samurai Champloo, Spirited Away, Princess Mononoke, Nausicaa, Inuyasha

Hey! I'm Sizzarah Mizzaeder, also known as Sailor Moon (for the last time Jason, she is NOT using me to take over the world!) Anyways, I'm just a young girl dreaming of being anywhere but where I am. I've been drawing for as long as I can remember, but I never really got into anime until around the end of 2003 and the beginning of 2004. I remember how I bought about four drawing books and I read every page over and over & I practiced drawing them.

Soon after I finally found out that [adult swim] actually played anime, and I started watching everything, even if it sucked. I just devoured everything I could get my hands on: anime shows, manga books, drawing books, stuff online, anything. I've never actually drawn any fan art for any show; I draw original art. This is because I have a wild imagination. Seriously, reality gets in the way of my imagination. Anyways, due to my constant daydreams, I'm always thinking of new characters to draw and whole stories behind them.

---

*“ Seriously, reality gets in the way of my imagination. ”*

---

I have so many stories and characters crammed inside my brain that I sometimes feel it's going to explode. My dream is to make an anime; I would give my left arm to make an anime. I'm also working on a manga, but I don't know how that'll turn out; I can only hope and keep improving.

I want to tell whoever's reading this that I hope you keep on drawing. But don't do it if you don't want to; I hate it when I'm told to draw. I also hope my chapter was helpful and that you get better at drawing anime!



## 2.1 Introductory Tutorials: Eyes

Drawing eyes is my absolute favorite part of drawing anime. The eyes in anime vary in so many ways and really convey a character's personality and mood.

One of the key things to remember about the eyes is that they reflect what kind of person you're drawing. If you want to draw a small child or a happy, bubbly person, use large eyes. If you want to draw a more serious or evil character, use slanting, small eyes. For this tutorial, I'm going to show you a VERY detailed picture of some average, slightly large eyes (these eyes are for a girl).

### Robot Parts:

- ☒ Colored pencils
- ☒ Inking pen
- ☒ Pencil
- ☒ White eraser

### Finished Product:



Number of Steps

5

Skip Tutorial

## Eyes - Step 1:

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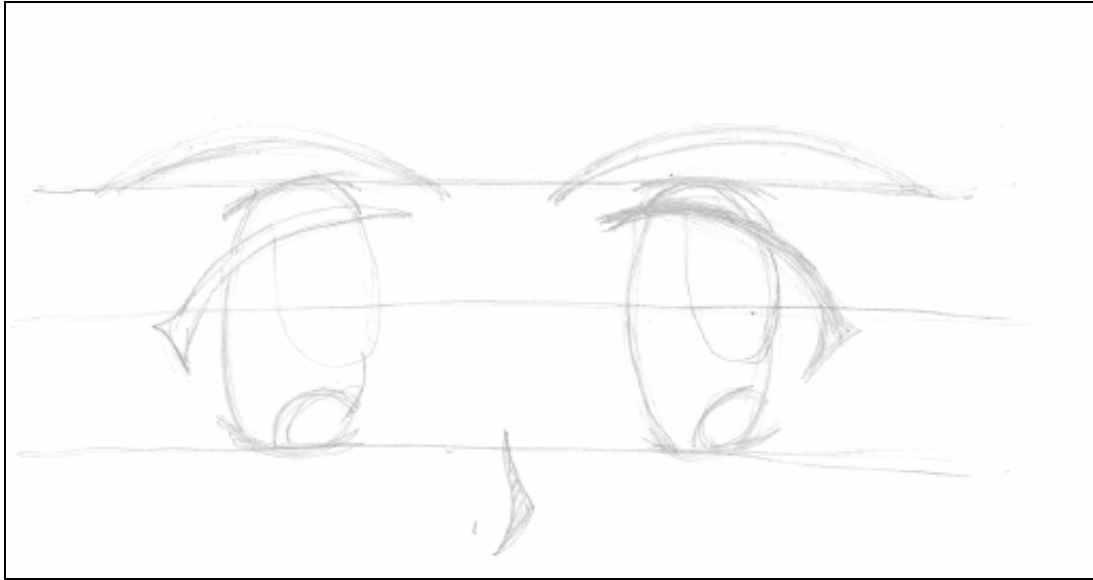
First, draw some guidelines for your personal reference. These guidelines help immensely, trust me. You can also start on the nose.



## Eyes - Step 2:

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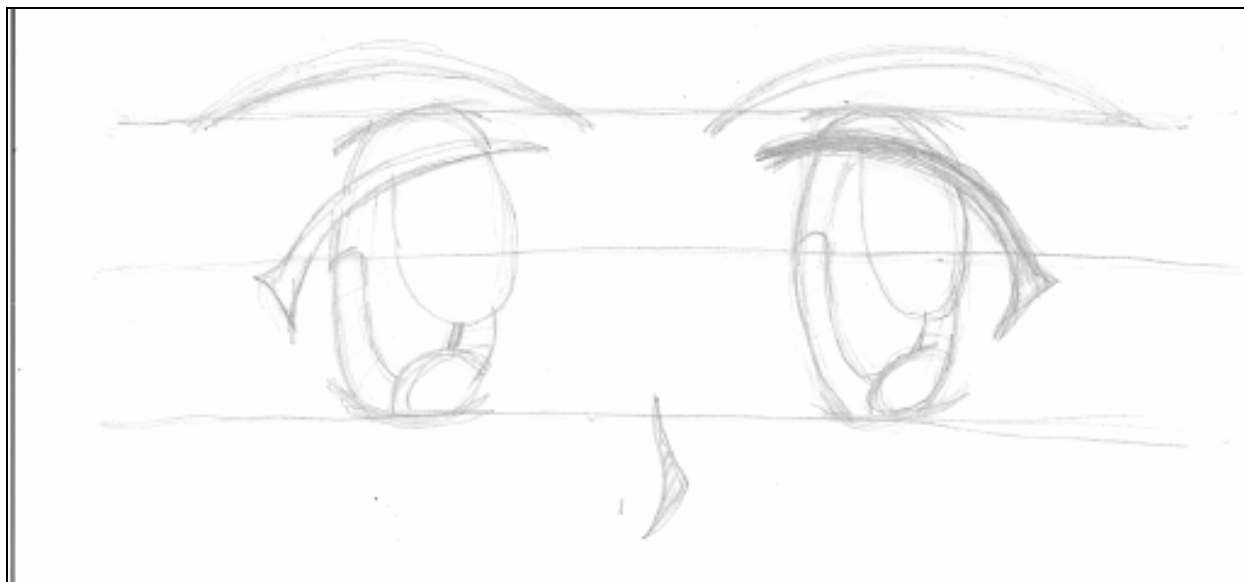
Draw the eyes themselves, add the lids and lashes (girls have more lashes), and sketch out where the pupil and shine(s) will appear. Also, draw in your eyebrows.



## Eyes - Step 3:

---

Start to define your eyes further. Remember, don't go too dark when you're drawing with your pencil.



## Eyes - Step 4:

---

Ink and erase you eyes, eyebrows, and nose. Use a larger pen to fill in the large areas of lashes.



## Eyes - Step 5:

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Coloring the eyes is where you can go all out. Now, since this is a pretty sizable picture, I'm able to add a lot of detail which I can't do in a standard picture of a whole character. And when coloring, remember where the light source is coming from.

So here is a pair of eyes. Remember, you can have loads of fun with the eyes. Pull ideas from anywhere and everywhere. You'll eventually find a way that you like to draw eyes.





## 2.2 Introductory Tutorials: 3/4<sup>th</sup> Head

Here is the first thing that I will teach you. Now, some key things to remember are:

1. Draw LIGHTLY
2. Use your imagination
3. Always have an eraser on hand
4. Have Fun!!

Also note that this is how I draw, I encourage you to try and develop your own style. Look through magazines, watch TV, go online, do anything, just as long as you find your style. And, while you may think that you're not that good right now, you must (and I know this sounds so corny) practice, practice, PRACTICE!! You will get better, trust me!

### Robot Parts:

- ☒ Pencil
- ☒ Eraser
- ☒ Inking pen
- ☒ Colored pencils

### Number of Steps

6

### Finished Product:

Skip Tutorial

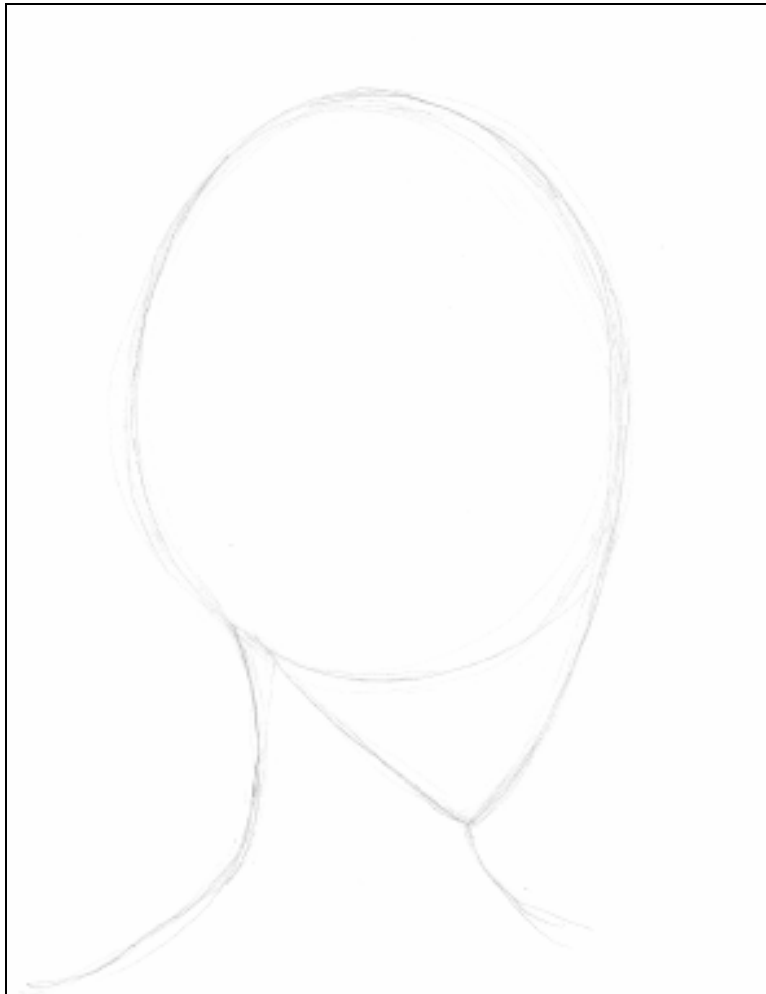


## 3/4<sup>th</sup> Head - Step 1:

---

To draw a head, you need to be able to draw this basic shape: an egg. Actually, make that an upside down egg. Ahhh, this is going to be hard, isn't it? Now, if you can't draw an egg, you can always draw a circle and then just give it a point at the bottom.

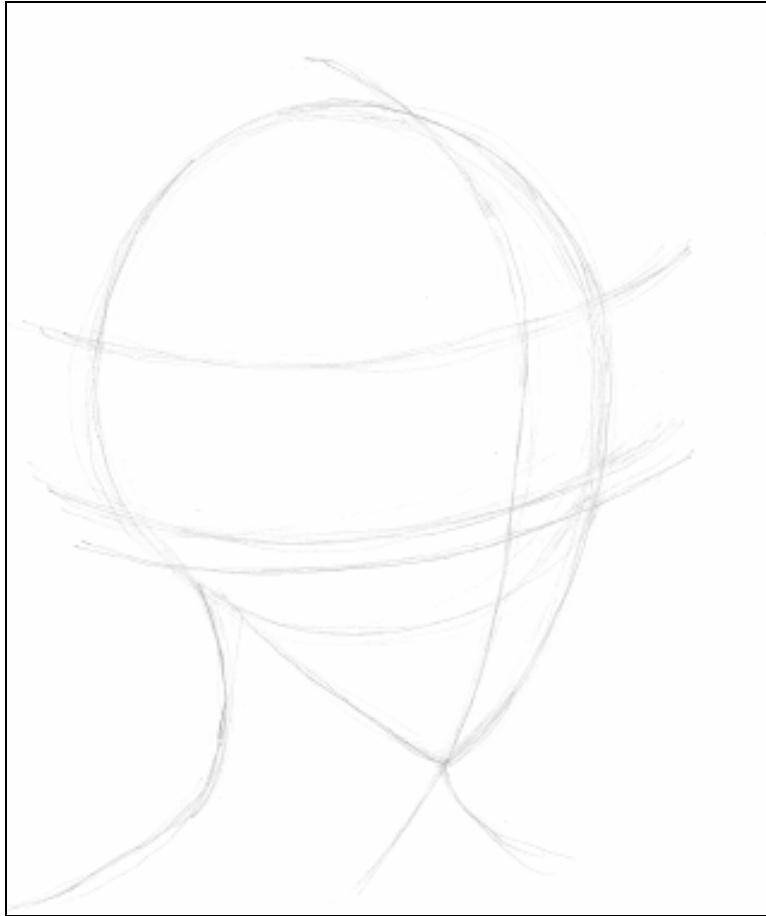
Also, in this picture I'm going to have a neck. If you want your character to have a defined chin (which men have), just make the bottom of your egg, urm, head flat-ish.



## 3/4<sup>th</sup> Head - Step 2:

---

Give your character some guidelines. The lines on the below should represent what direction your character is facing. They should also help you position the top and bottom of the eyes.



## 3/4<sup>th</sup> Head - Step 3:

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Sketch a basic outline of your eyes, do the nose, figure out the position of your mouth, and do a basic outline of the hair. Since I'm doing a 3/4<sup>th</sup> view, note how I drew a slight curve to represent the edge of the face.

The eye on my character's right side is smaller than the eye on their left side. Remember that girls have different noses than guys. A girl's nose is smaller and daintier, while a guy's will be slightly larger and/or more defined.



## 3/4<sup>th</sup> Head - Step 4:

---

Add detail to your eyes and highlights to your hair.



## 3/4<sup>th</sup> Head - Step 5:

---

Ink your face. To ink your face, you're going to need an inking pen (NOT a marker or ballpoint pen; a real, professional inking pen, like Sakura). When you're inking, fill in really, really dark shadows, like those under the chin and parts of the hair.

You must remember where these shadows are; the shadows represent the light source in your picture and this will affect the coloring process. After inking, erase all your pencil (this is why you draw lightly; if you draw dark, you'll have pencil lines that are permanently etched into the paper and no eraser will get them out). If you missed any spot, ink over it, and if you wish for your line to be thicker, you can ink over it again.



## 3/4<sup>th</sup> Head - Step 6:

---

Here's one of the most fun (and annoying) steps: coloring! Now, before you grab any old colored pencil and get to it, you need to first think over what you'll be using for coloring. Some options include watercolors, markers, colored pencils, and computer coloring (I barely ever do this).

I personally prefer colored pencils. Now, if you're coloring with pencils I suggest Prismacolor soft lead pencils, but those are sort of expensive, though they do an awesome job when it comes to coloring. My next bet would be either any other professional art company or, if all else fails, Crayola. Now, if you use a soft pencil (highly recommended), you first need to lay one color down thick, and then use a shade slightly darker to do shading. Keep in mind where the light is coming from in your picture.



## 2.3 Introductory Tutorials: Facial Expressions

Here is where the real fun begins: the expressions. The expressions are what make anime what it is. The bulging eyes, the drops of sweat, the huge mouth, it's all so funny!! When drawing anime expressions, remember these three rules...

Exaggerate, exaggerate, exaggerate. It not only gets the point across but adds some comic relief as well.

Robot Parts:

☒ Pencil

Expressions Demonstrated:

(Part 1) Happy, Overjoyed, Enthralled, Sad

(Part 2) Tearful, Sobbing, Depressed, Annoyed, Angry, Enraged

(Part 3) Tired, Embarrassed, Depressed, In Love

Expressions

14

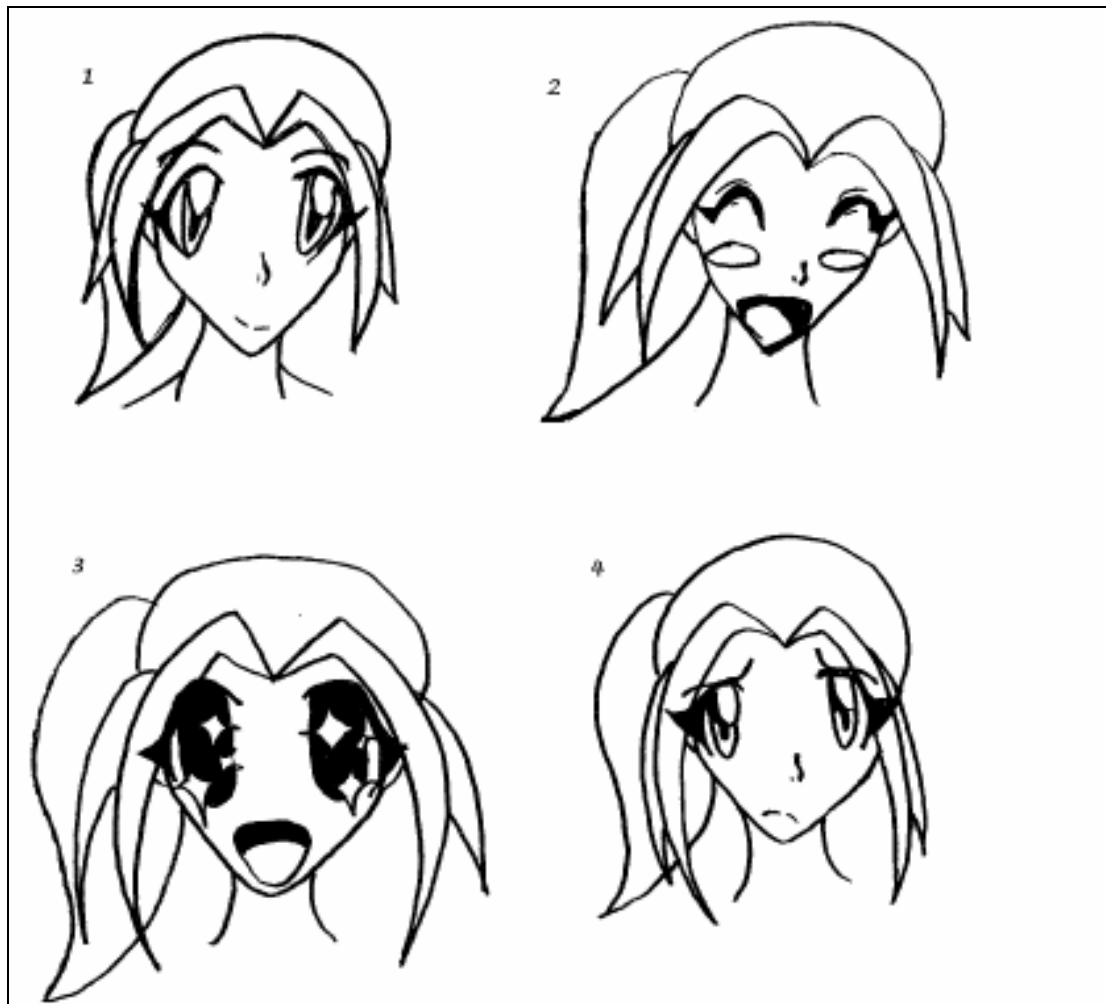
Skip Tutorial



## Expressions - Step 1:

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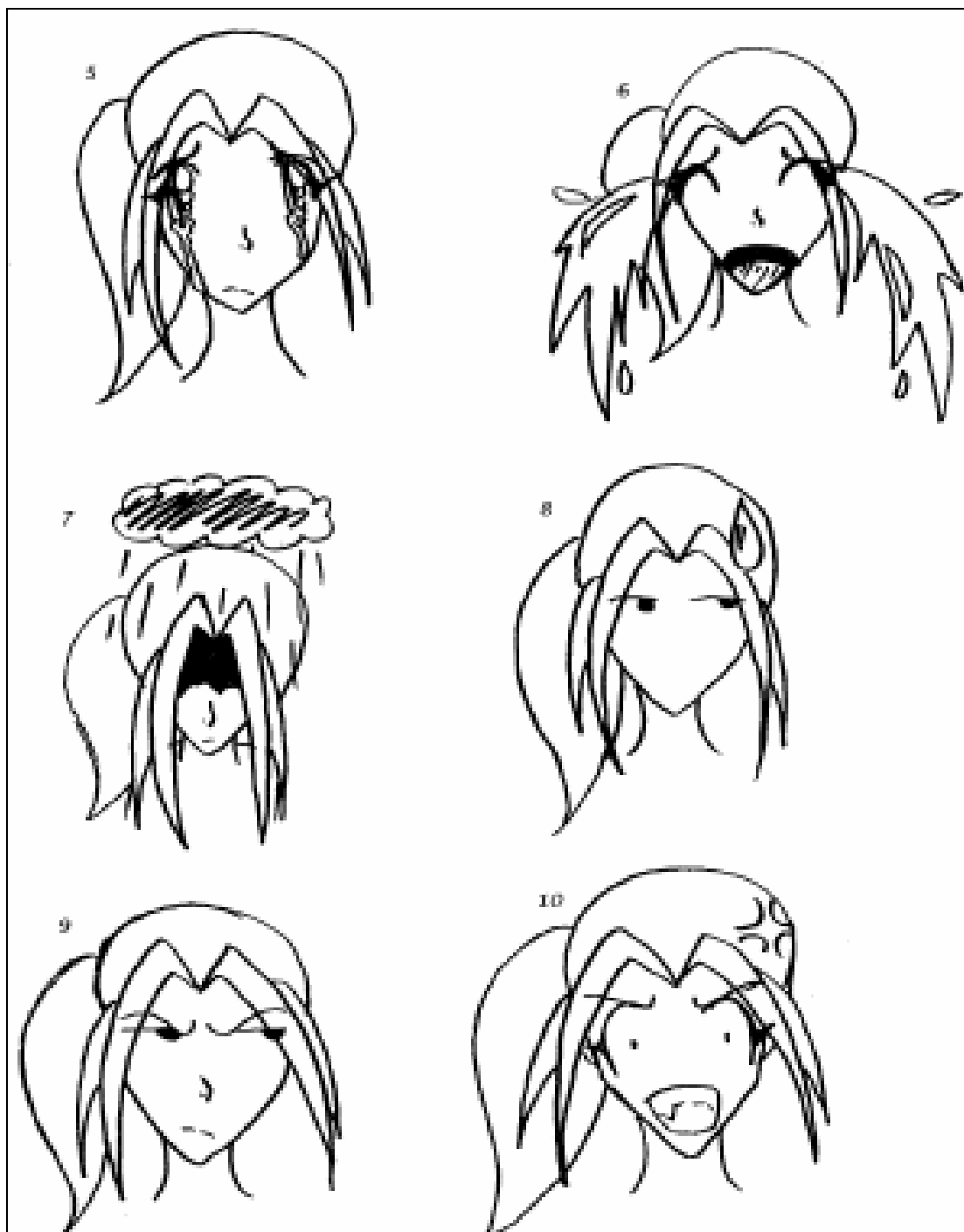
1. Happy
2. Overjoyed
3. Enthralled
4. Sad



## Expressions - Step 2:

---

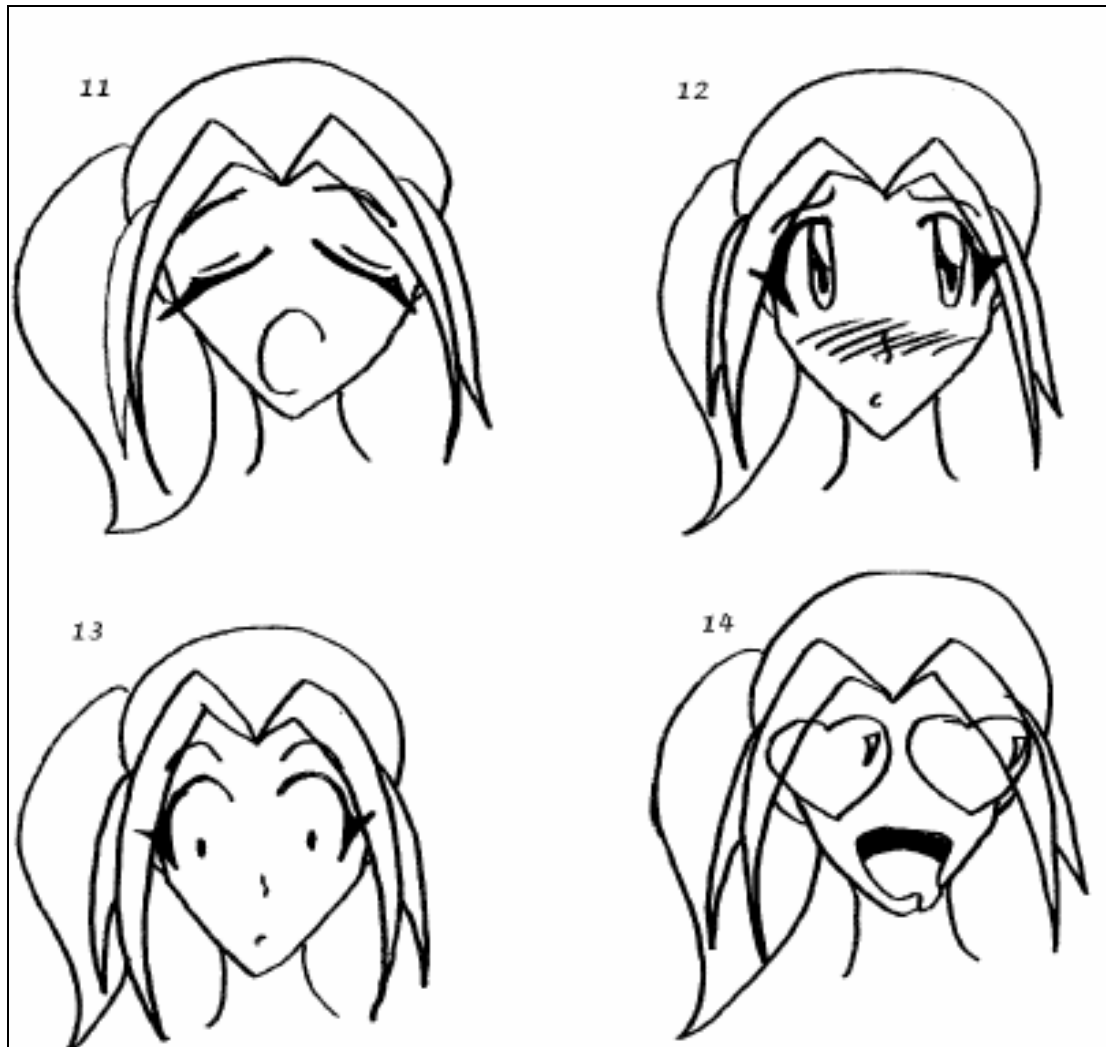
- 5. Tearful
- 6. Sobbing
- 7. Depressed
- 8. Annoyed
- 9. Angry
- 10. Enraged



## Expressions - Step 3:

---

- 11. Tired / Sleeping
- 12. Embarrassed
- 13. Depressed
- 14. In love!



## 2.4 Introductory Tutorials: Chibi Characters

This is the part where you learn how to draw oh-so-cute chibi people. Now, when drawing chibi people (or animals), there are just four words you need to remember: big head, small body.

Now, please realize that different artists have different ways of drawing chibi people, and this is just one of them. My chibis have huge heads, bulging eyes, and big feet. Well, make that big shoes. Also, my chibis have no noses and often don't even have any mouths—it depends on their expression. Finally, my chibis are relatively simple, I never go into much detail.

### Robot Parts:

- ☒ Pencil
- ☒ Eraser
- ☒ Inking pen
- ☒ Colored pencils

Number of Steps

5

### Finished Product:

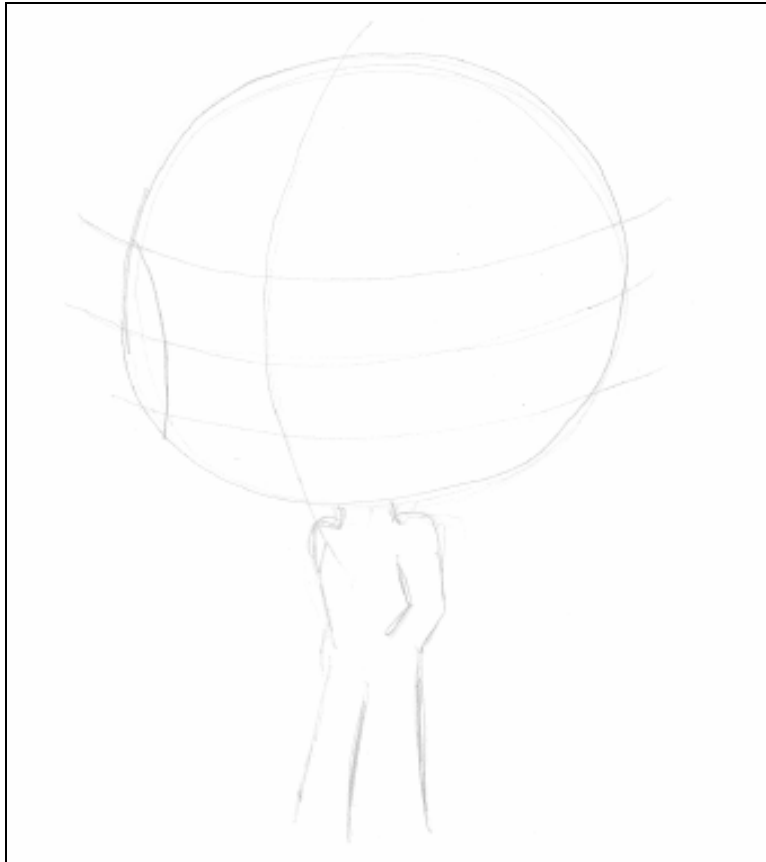
Skip Tutorial



## Chibi Characters - Step 1:

---

The head is basically a giant circle on a small figure. I tend not to do stick figures with chibis, but if it helps you, then go ahead. Also, draw out the lines for your face.



## Chibi Characters - Step 2:

---

With the face, the eyes pretty much take up all of the space. Chibi eyes are meant to be huge with lots of shine. Start sketching out your clothes. Remember, keep it simple!



## Chibi Characters - Step 3:

---

Start to define everything, from the eyes to the clothes.



## Chibi Characters - Step 4:

---

Ink the drawing and erase your pencil marks as you go.





## Chibi Characters - Step 5:

---

Color it in! And now we have a cute lil' chibi person. Isn't he adorable?



## 2.5 Introductory Tutorials: **Kitty**

Sadly, I am not the best at drawing animals. But I just manage to get by with chibi animals and little imaginary creatures. With chibi animals, it's basically the same as drawing a human chibi: big heads with big eyes and lots of shine. But chibi animals normally don't have big feet. So, here I'll show you how to draw a cute little kitty.

### Robot Parts:

- ☒ Color pencils
- ☒ Eraser
- ☒ Inking pen
- ☒ Pencil

Number of Steps

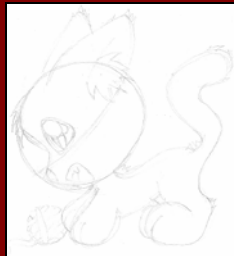
4

### Finished Product:

Skip Tutorial



Step 1



Step 2



Step 3

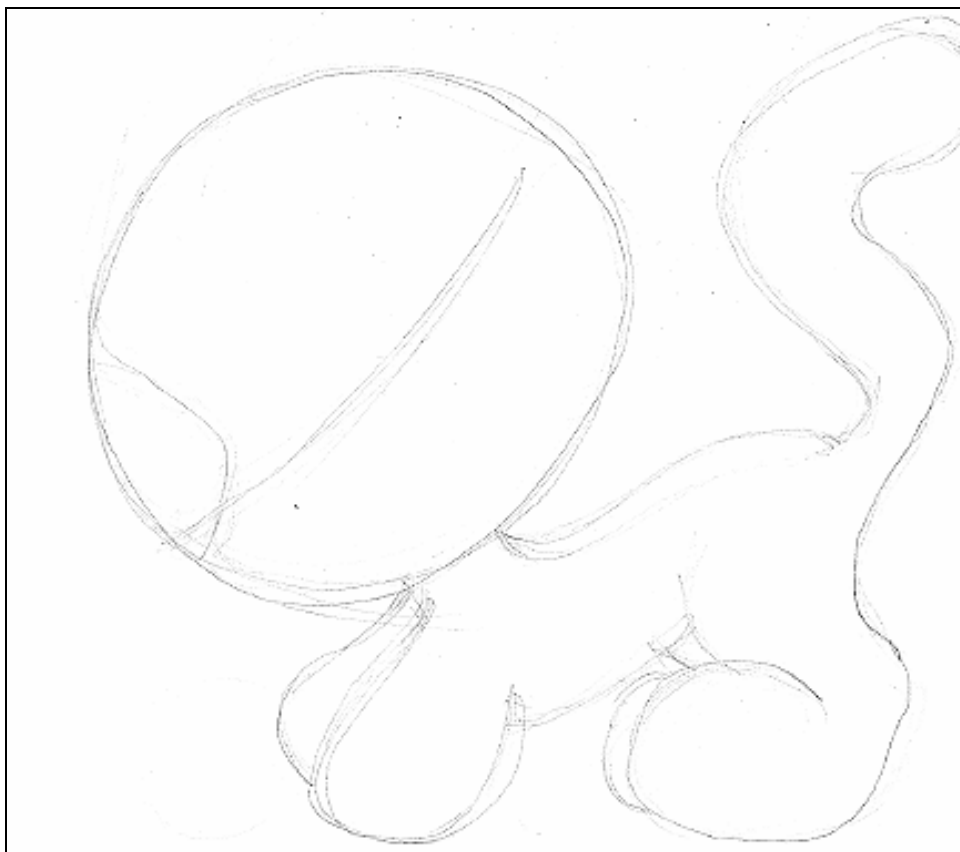


MEOWW!!!

## Kitty - Step 1:

---

Sketch an outlines for your kitty's head and body. Remember that the head is big. If you wish, you can make the feet big too, but this is optional.



## Kitty - Step 2:

---

Detail your simple sketch more. Figure out the position of the ears, how big the eyes are, if your animal has anything special about it (for example: collars, jewelry, clothes, markings, wings, spikes, and so on). Also, if your animal is furry, go ahead and add some fur.



## Kitty - Step 3:

---

Finish the face and detail some more. When you're ready, ink your picture, erase, and ink it over if you missed a spot.



*Nice kitty...keep  
playing with the  
yarn now...pay no  
attention to me...*

## Kitty - Step 4:

---

Color your creature. Your animal doesn't have to be the normal colors of a creature; you can get creative. Also, when you're coloring, try texturing it. What I mean by that is try to make your animal look like it has fur or scales or whatever.

And you're done! Isn't it cute? I could hug it!



## 2.6 Introductory Tutorials: Poses, Body Language, and Angles

This is a three-part tutorial that will teach you about character poses, body language, and viewing angles. Since this tutorial is reference-based, there's nothing else to write about here.

So go on, enjoy! You'll come away from this experience stronger than ever before.

Skip Tutorial

**TRIVIA BREAK!!**



**THE NAME FOR THE MANGA  
ARTIST/AUTHOR IS  
MANGAKA.**

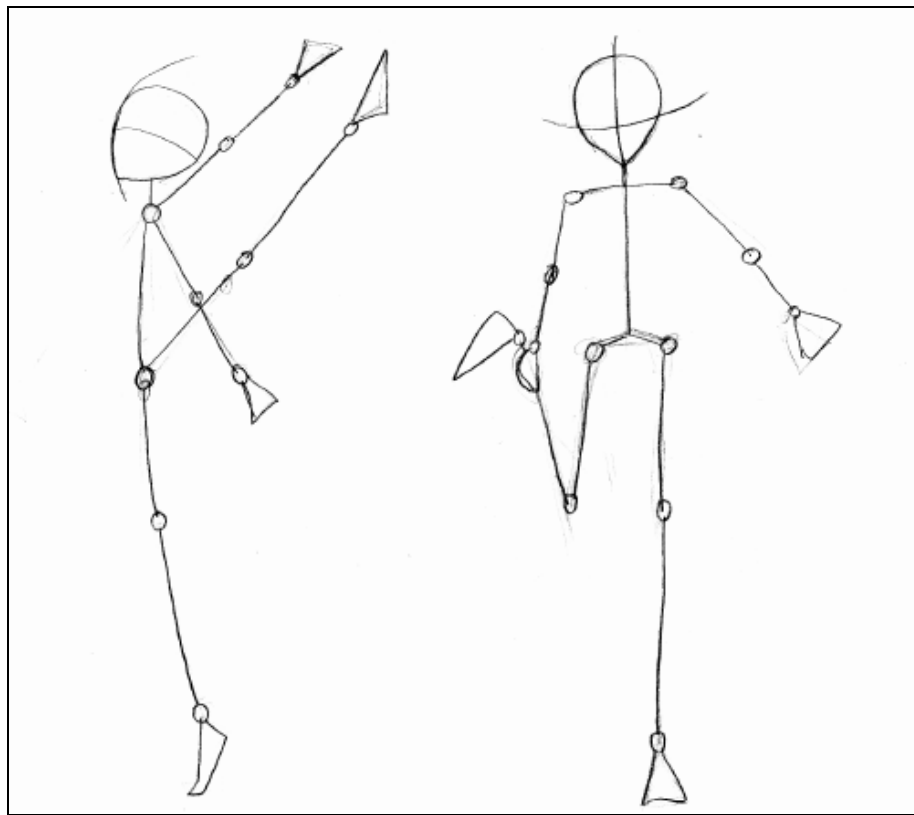
## Poses, Body Language, and Angles - Part 1:

---

Two of the main things that set anime apart from Western animation are poses and the anatomy. Western cartoons are known for the crazy things that the characters do, mainly stretching their limbs to outrageous lengths.

Anime is different in the fact that while it is animation, and while they do exaggerate some things (as in chibi & super-deformed characters), anime follows the basic human anatomy. The arms go down to the same length as they would on a human, the abdomen is shorter than the legs (even though that can vary in real humans), the feet and hands are smaller than the head, and so on. And, since anime follows the human anatomy, poses are limited and realistic also.

When drawing any human anime character (or animal), you need to use realistic poses. One thing to consider is, "Could I do that?" Always think about whether or not a real human could strike that pose, without having hyper-extended joints. Below are two examples of poses using stick figures. Now, take your time and look them over and choose which one seems more realistic.



You chose the second one, right? (If you didn't, well then, I suggest you take a closer look) Now, ponder this: why'd you choose the figure? Because a real person could do that. Always take into consideration the human anatomy and the extent that we can stretch, bend, etc.

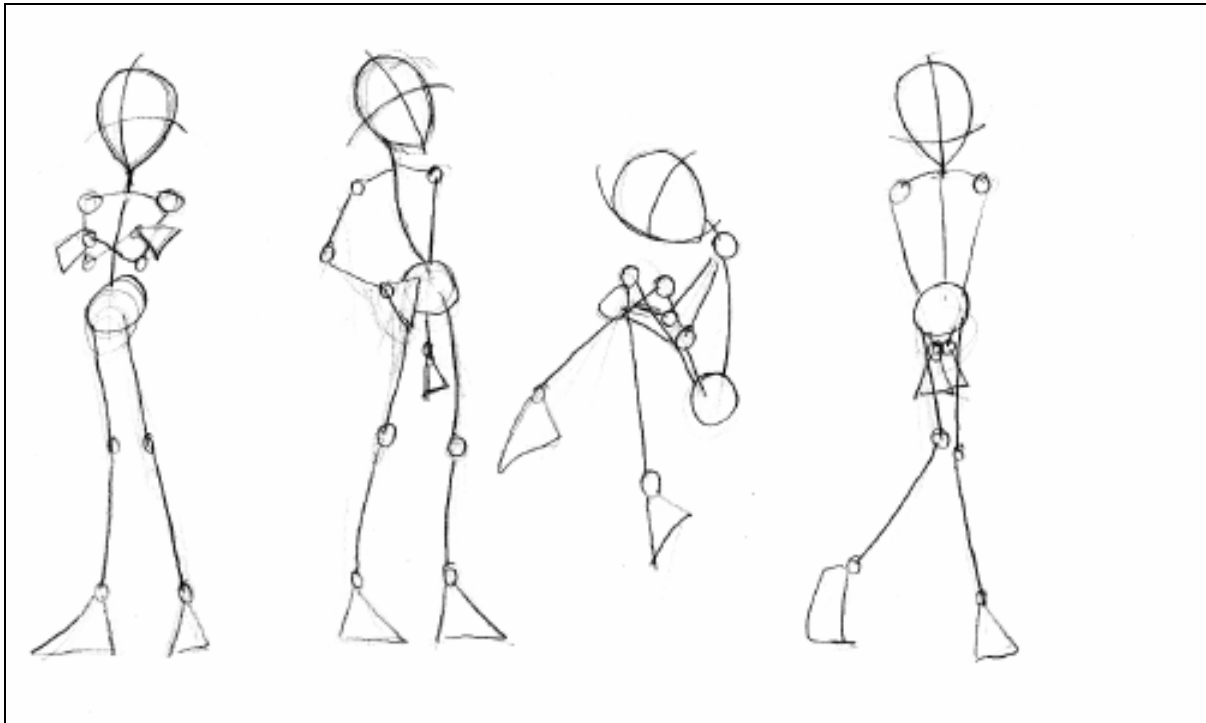


## Poses, Body Language, and Angles - Step 2:

---

Body language says a lot about a person; if someone has their arms crossed, they're protective and don't trust easily. Body language says a lot in drawing, too. When you're drawing a picture, you need to choose a pose that shows what kind of person your character is. If your character is a happy person, they shouldn't be curled up in a ball, clutching their legs; they should be skipping, jumping, hugging someone, etc. Since you can't really put words into a drawing, you need to let your character speak through their actions.

I've drawn a couple of fairly simple stick figures. You can use these as guides for what your character should look like.



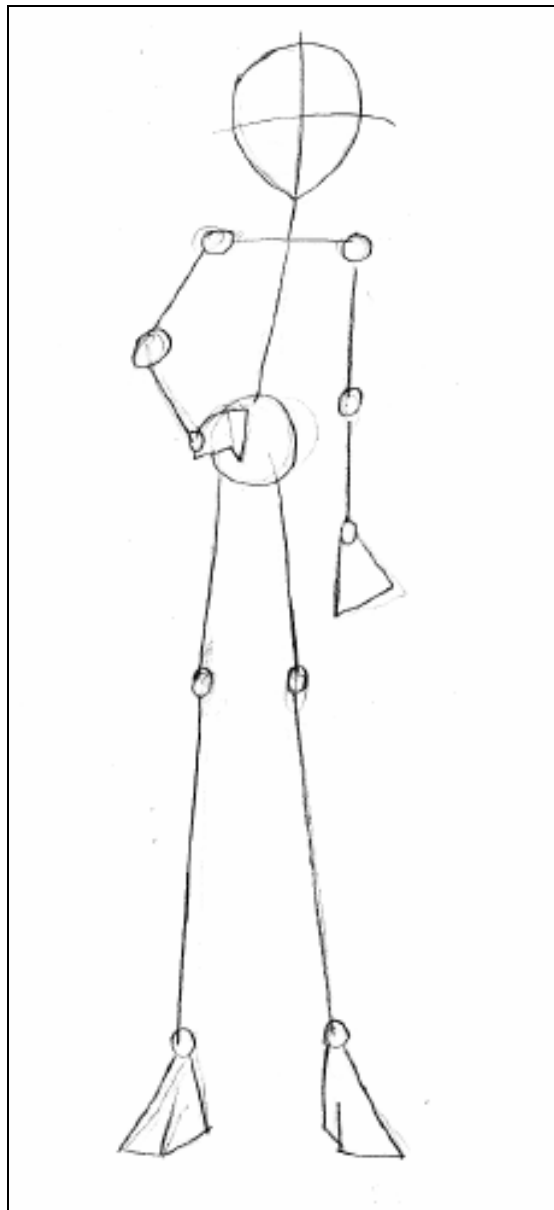
## Poses, Body Language, and Angles - Step 3:

---

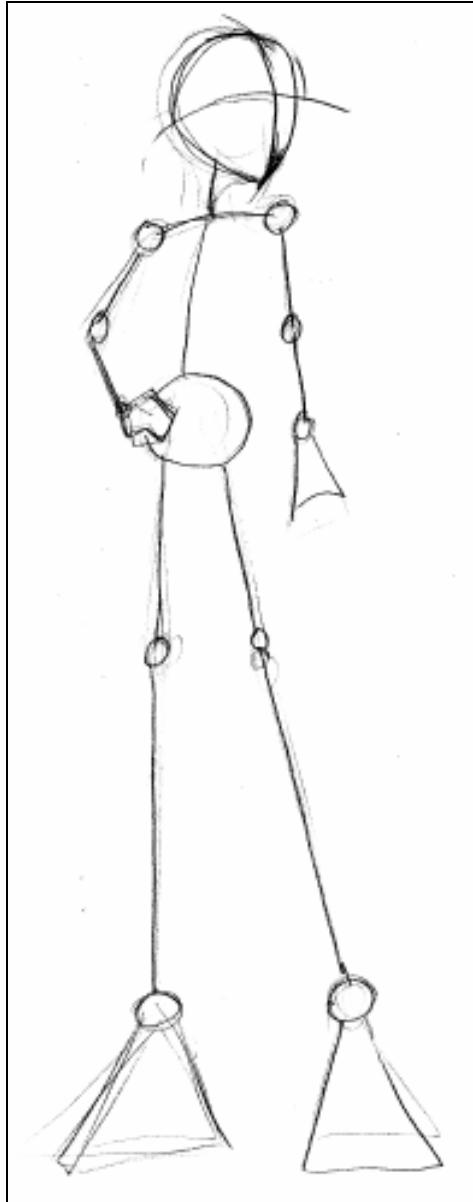
Think of your favorite TV show (it doesn't have to be anime). Think about where the camera is at certain times. Is the camera always directly towards the person that's talking? No, the camera angle varies to create a more dramatic effect.

Drawing a picture is exactly like that. You can't just draw a full-frontal view of a character all the time; you need to do a view from above, below, the side, at a  $\frac{3}{4}$  angle, and any other way you can think of. When you do this, you make your character seem more 3D and more realistic.

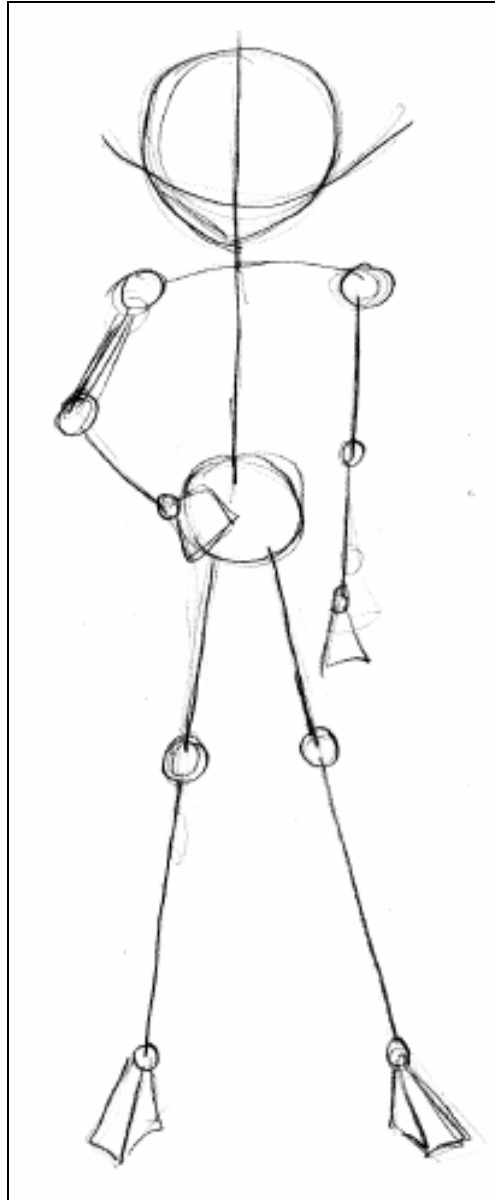
Here's a basic pose at a front view.



Now here's that same pose from below.



And now here's one from above.



See how much more dynamic the two poses from above and below are?

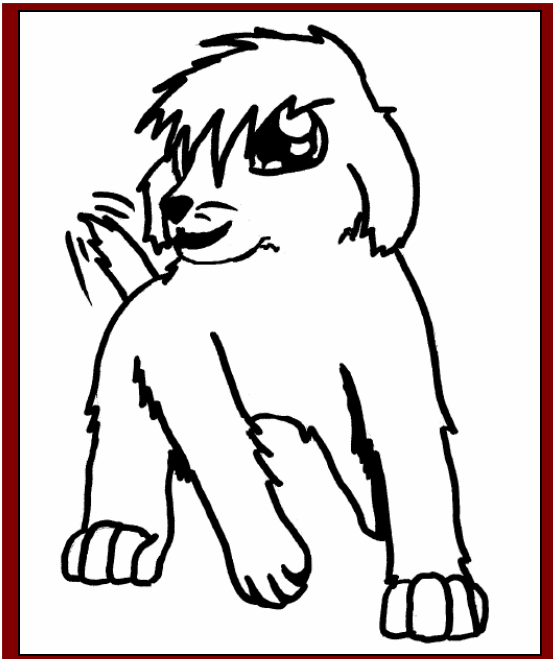
## 2.7 Introductory Tutorials: **Animals**

Now, I'm not going to say that drawing animals is very easy, since my skill with drawing them isn't the best. But, while my finished drawings may not be as refined, getting the basic anatomy of an animal is fairly simple. To show you how to draw a basic animal, I've printed out a picture of a real puppy (cute, ain't it?).

### Robot Parts:

- ☒ A photograph of an animal
- ☒ Pencil
- ☒ Inking pen

### Finished Product:



Number of Steps

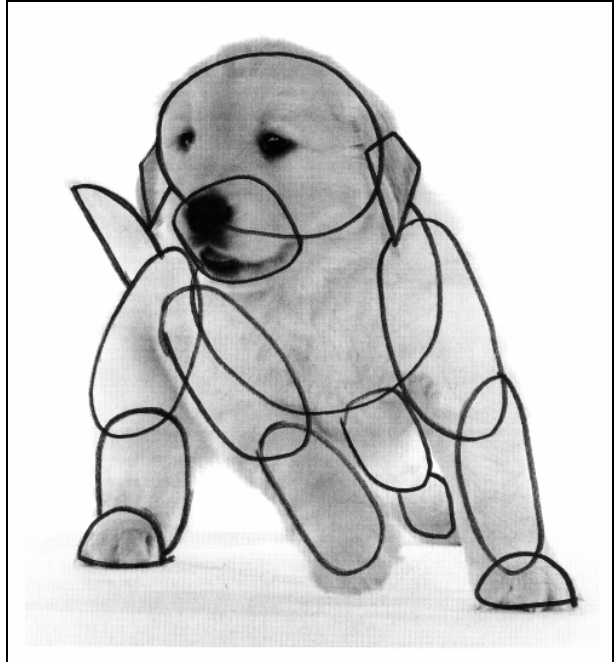
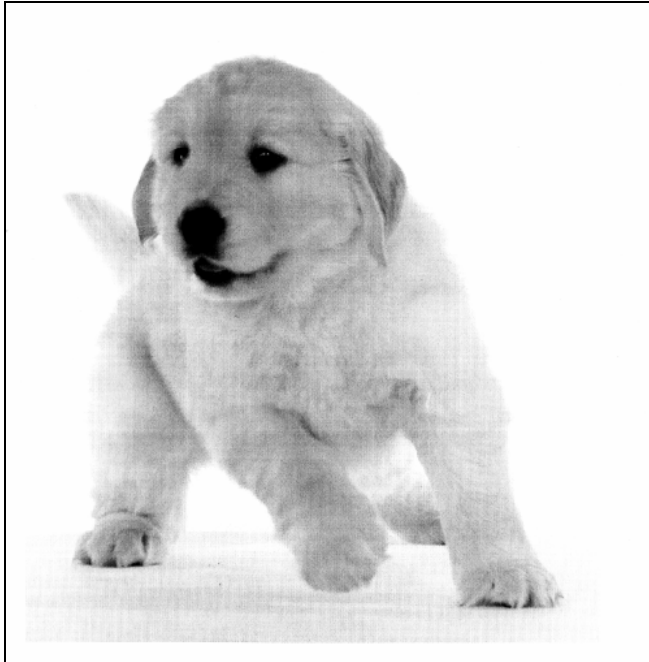
5

Skip Tutorial

## Animals - Step 1:

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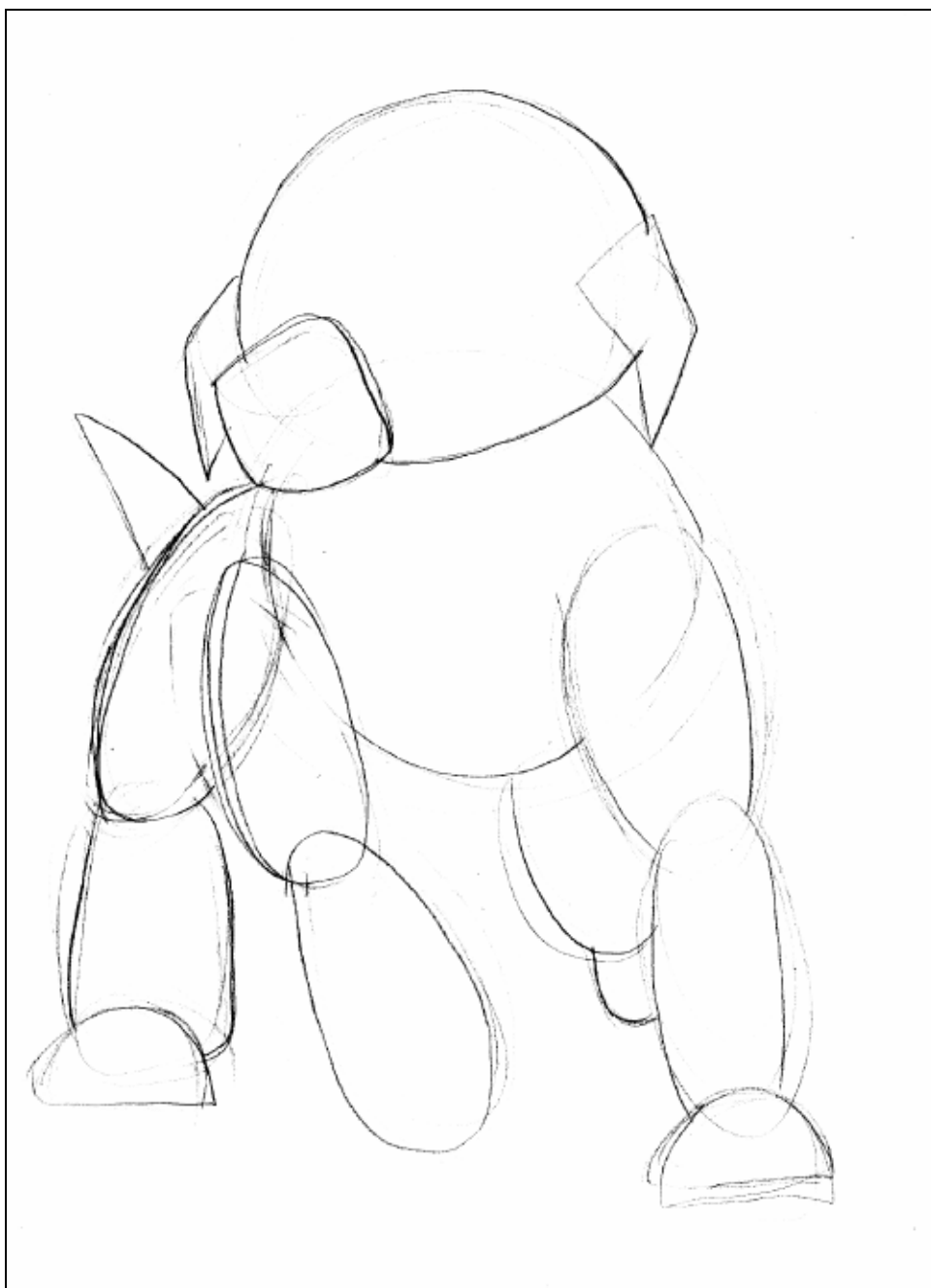
The first step (besides getting a picture) is going to be finding the basic geometrical shapes within the picture. Take a black marker and sketch out all the circles, squares, triangles, and anything else that make up the animal's anatomy.



## Animals - Step 2:

---

Now, draw (or trace, if you don't feel comfortable drawing freehand) the basic shapes you just drew on the image.



## Animals - Step 3:

---

Start to connect the shapes together to form the outline of the puppy. If you're unsure about one part, look back at the original image for help.





## Animals - Step 4:

---

When drawing the outline, don't make it as realistic as the original picture. Just add a few tufts of hair near the joints, give it bigger eyes with more shine, make the paws bigger, etc. While anime is realistic, it's still animation.



## Animals - Step 5:

---

Ink your picture and voila! An anime puppy.



## 3.1 Male Tutorials: **Front View**

The next thing that I'm going to teach you about is drawing bodies. Now, I know that this may sound strange, but if you want to draw like the TV shows you see, the most important skill is the ability to draw stick figures.

Now, you're probably staring blankly at what I just wrote. "Why do I need to know how to draw a stick figure? How is that going to help me draw? Is this person insane?"

Well, trust me, I'm not (well, actually, I'm still awaiting my evaluation). So anyway, I'm going to show you how to draw different body types. In anime, everyone is always in motion. So when drawing a character, don't just draw them staring at you—they need to be moving!

### Robot Parts:

- ☒ Pencil
- ☒ Art eraser
- ☒ Color pencils
- ☒ Sakura Micron pens
- ☒ Markers

Number of Steps

7

Skip Tutorial

### Finished Product:

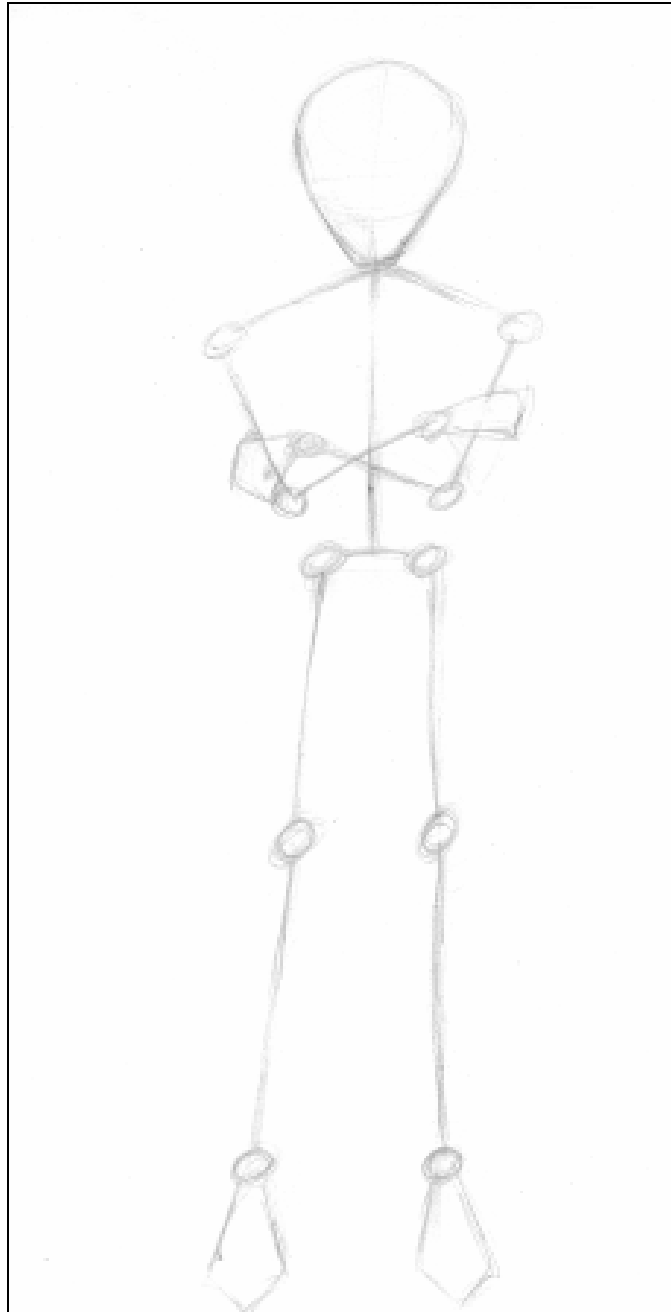


## Male Front - Step 1:

---

Begin by drawing a stick figure. Just notice that this isn't your everyday, super-boring stick figure. This one has a realistic pose and circles at the joints. You should always have a pose in mind before you start (just don't be too realistic, this is anime).

When drawing a character concept, you shouldn't necessarily draw your character in a very complex pose, but you shouldn't have them just standing stock still either. Remember, body language says a lot about a person in real life, and this rule also applies to anime. This character is crossing his arms, a sign of rebellion.



## Male Front - Step 2:

---

Start to flesh out your character. I suggest beginning with the joints and moving on from there. Now, you should have already decided whether your person's going to be tall and thin or shorter and stocky. If you want to make your person tall and willow-like, make your stick figure taller and draw the body thinner. Do the opposite for someone who's shorter and larger.



Now, with guys in anime (and normally in real life), the shoulders are broader than the hips. The waist doesn't have to be tiny, but it normally is smaller.

If you want to draw a guy with muscles, do not draw him like Superman, where he looks like he should be in bodybuilding competitions. The muscles should be subtle

That is unless, of course, you are drawing a bodybuilder.

## Male Front - Step 3:

---

Now you need to start adding detail. First do a rough sketch of the clothes, hair, and accessories. For clothes, be inspired by everything and anything. Your character's outfit should match the genre of anime/manga that they star in. You can also do some guidelines on the face if you wish (hey, you have to do them at some point).



## Male Front - Step 4:

---

Here is where you start getting into the details. Define the clothes and the body, but don't draw them too darkly. Always keep everything light, since you'll have a lot of erasing to do later. Also, define your character's hair and highlights.



## Male Front - Step 5:

---

To the face we go! I know that this example is smaller than the head I drew before, and I'm sorry about that, but this will have to do. If you haven't done it yet, draw your guidelines and do the eyes, nose, mouth, and anything else on your person's head. Some examples of head accessories include: crowns, tiaras, flowers, and tattoos.





## Male Front - Step 6:

---

Let's do some inking! First, you'll have to choose what size pen to use. I normally go with a .3 Micron pen by Sakura, but that's just my personal preference. (I actually used a 1.0 Micron pen on my earlier pictures).

Here, I colored in the darkest shadows with a pen. Not only is this realistic, but it is a good way to remind you about where your light source is coming from.

Once you've done that, begin erasing the pencil marks. It's crucial to be very careful on this step, so make sure you're in a quiet area, away from car alarms, dog barks, traffic, and neighborhood kids.



## Male Front - Step 7:

---

Now do the coloring, using the techniques I taught you in my introductory tutorials. Remember that your guy's hair and eyes don't need to be colored normally—go nuts with it. My male has dark red hair and bright green eyes.

And there it is! Your first male from a front view!



## 3.2 Male Tutorials: **Profile**

Imagine reading a manga where all the characters are facing forward...yuck! That's why I'm going to show you how to draw another stance: your character from a profile view. Let's get started!

### Robot Tools:

- ☒ Pencil
- ☒ Eraser
- ☒ Inking pen
- ☒ Colored pencils

### Finished Product:



Number of Steps

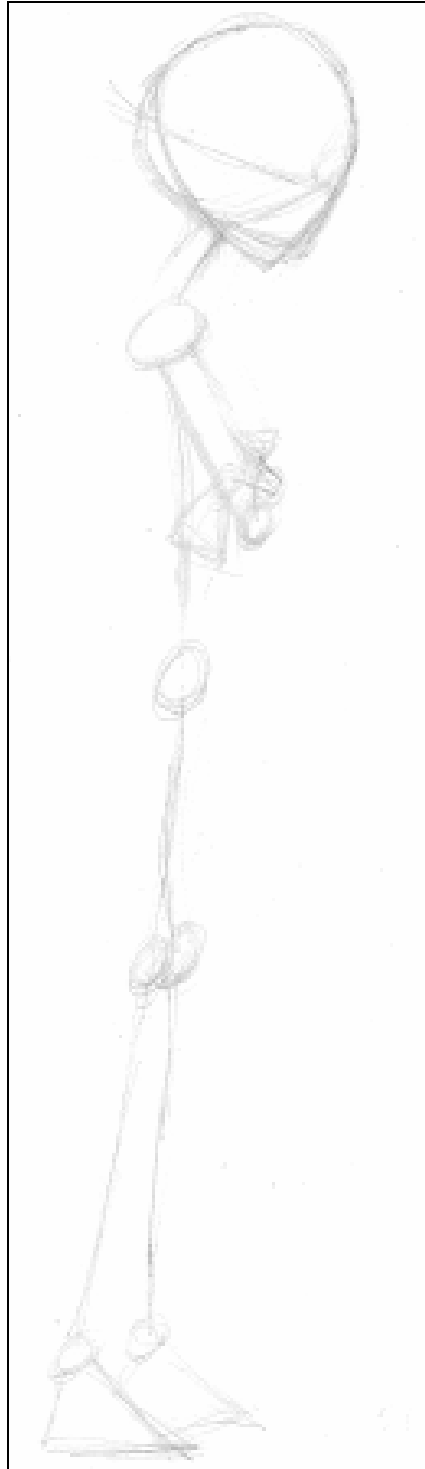
7

Skip Tutorial

## Male Profile - Step 1:

---

Now, to do the side view, we again start off with a lovely stick figure. Amazing, isn't it? Now, with profiles, you don't have to draw two legs and arms unless your person is standing at an angle.



## Male Profile - Step 2:

---

Start to flesh him out. Remember, when you're doing this part, it's all just basic shapes.



## Male Profile - Step 3:

---

Now start to draw the hair and clothes. One thing that you should remember is what side you're drawing your profile from and the characteristics of your person's clothing on that side.



## Male Profile - Step 4:

---

Start detailing the clothes, hair, and so on.



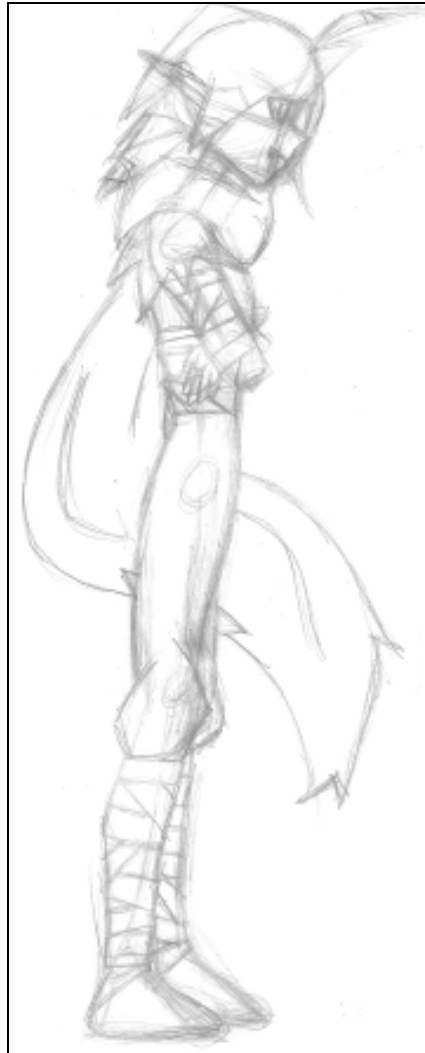
## Male Profile - Step 5:

---

Now let's do the face. There are a number of ways to draw a profile of someone's face, and this is how I do mine. Remember what I said about finding your own style.

I draw side views of the face more detailed when doing a closer shot, but from far away it's pretty simple. One of my trademarks with the profile is that I tend to have the nose go far out.

Beside the nose, I just hint at the lips, draw the neck (with an Adam's apple), and do the forehead. You should also do the hair, eye, and mouth.





## Male Profile - Step 6:

---

Ink away! Now, I know that I probably sound like I'm nagging, but you need to remember where the light is coming from! It's crucial!



## Male Profile - Step 7:

---

Color in your picture, and you're done!

And there are your first two drawings of your anime guy! Now, if you're going to do a manga or something like that, you should probably name your guy. I'm going to name mine Raian! ^-^



## 4.1 Female Tutorials: **Profile**

Now, let's move onto drawing a full-bodied female. To show you a variety of characters, this female figure will look more human than the male drawings I did earlier.

### Robot Parts:

- ☒ Colored pencils
- ☒ Eraser
- ☒ Inking pen
- ☒ Pencil
- ☒ Markers

Number of Steps

7

Skip Tutorial

### Finished Product:

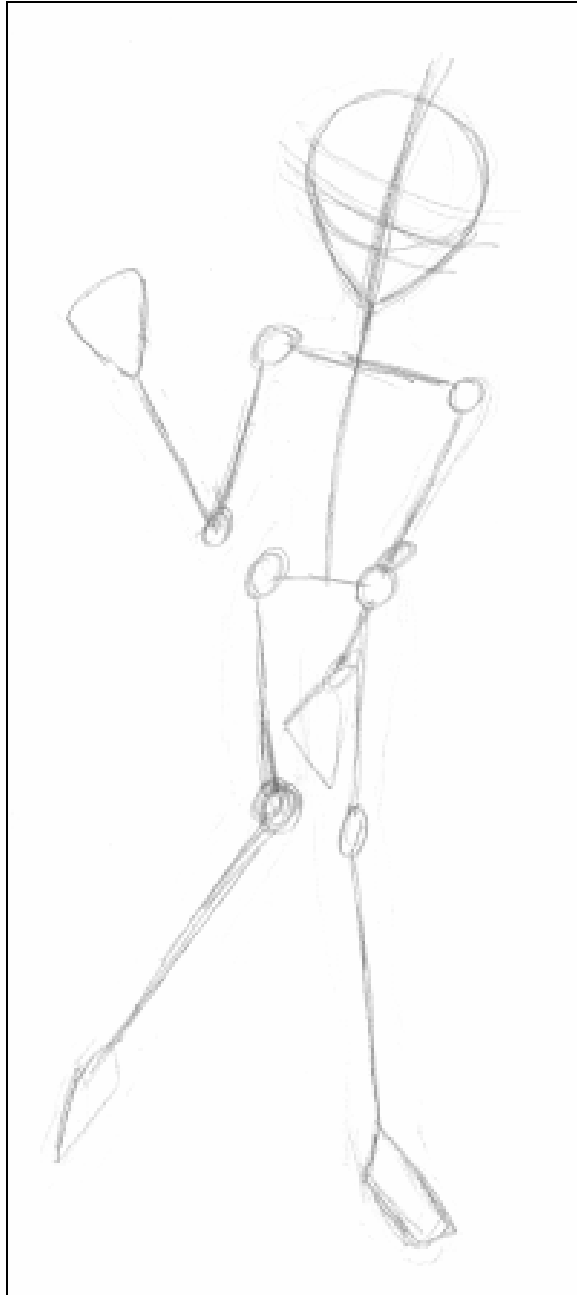


## Female Profile - Step 1:

---

Look! It's the wonderful stick figure again! Woo-hoo, give it up! Ahem, sorry about that. Anyway, remember that your character's body language should reflect who they are. With this girl, she has a bubbly personality, so her pose shows that she can barely contain herself (notice the raised leg).

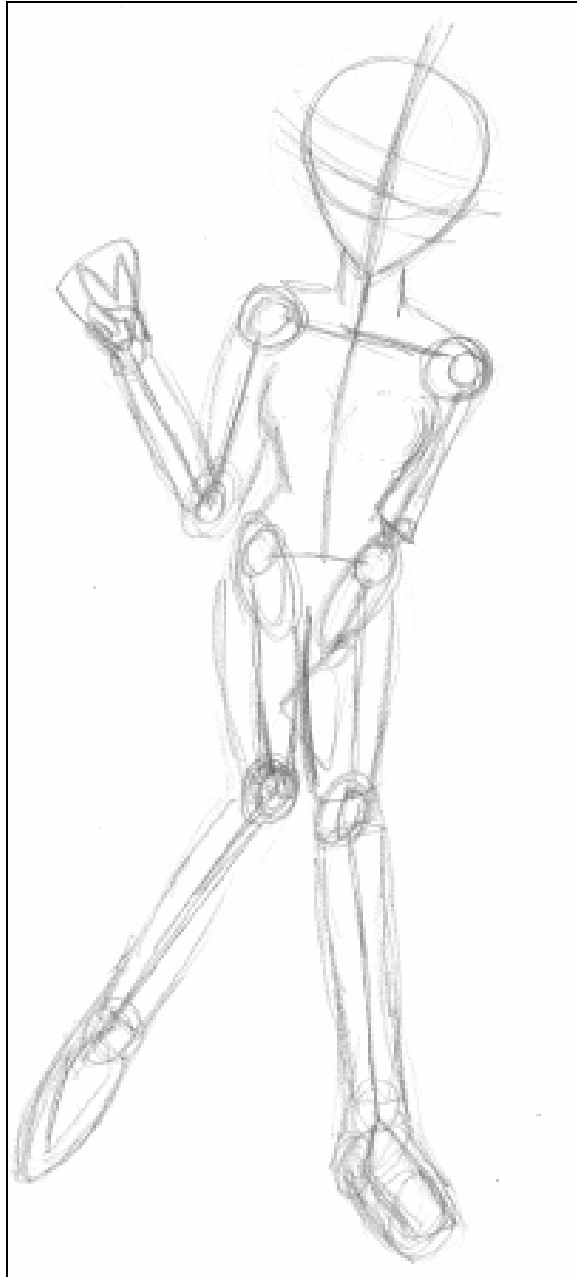
Another thing to keep in mind is that in anime, female shoulders are roughly equal to their hips. Also, their waists go inward. If all of that seems too confusing, just remember that females have curves.



## Female Profile - Step 2:

---

Flesh out your girl. Again, I suggest starting at the joints and working out from there. Now, when drawing a female, her neck is normally slimmer. She has hips and a bust (a.k.a. curves), and if they do have muscles, don't over define them. We don't want them to look like female bodybuilders (\*shudder, twitch twitch\*).



## Female Profile - Step 3:

---

Start to define her clothes, hair, body—all the good stuff. When drawing the clothes, you need to decide if they should be long and flowing, tight and form fitting, or baggy. Clothes, like body language, can say a lot about a person. Go to the mall to get inspired about different outfits.



## Female Profile - Step 4:

---

Get even more detailed with your female, like the clothes, hair, and anything else they have on them.



## Female Profile - Step 5:

---

Now we do the face. Female eyes are normally larger and shinier than their male counterparts. Also, women in anime have smaller, more petite noses and small mouths. If you want, you can have your female wear makeup. Also, now is the time to sketch out tattoos, flowers on the head, etc.

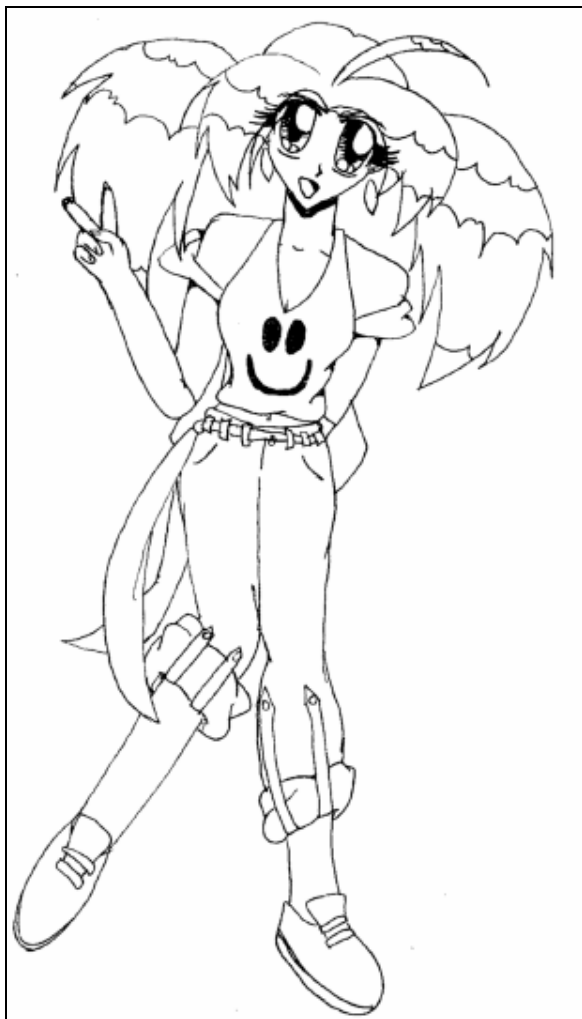




## Female Profile - Step 6:

---

Do the inking now. Remember where the light comes from so you can do the shadows correctly!



## Female Profile - Step 7:

---

Color in your female. The colors should match their personality. If your character is happy and bubbly (like mine), you don't want to have them wearing dark or bland colors; you'd most likely want to go with bright, happy colors. With my female, I'm giving her normal hair and eye colors.

So, there's your first female! Yay! Now we'll be doing a 3/4th view.



## 4.2 Female Tutorials: 3/4<sup>th</sup> View

During this tutorial, we'll be drawing the character from the previous tutorial, but from a 3/4th perspective. This perspective will make your character appear slanted, which means one side of her will be farther away from you than the other. Don't worry, it's really not that difficult. Trust me!

### Robot Parts:

- ☒ Colored marker
- ☒ Coloring pencils
- ☒ Eraser
- ☒ Inking pen
- ☒ Pencil

Number of Steps

7

Skip Tutorial

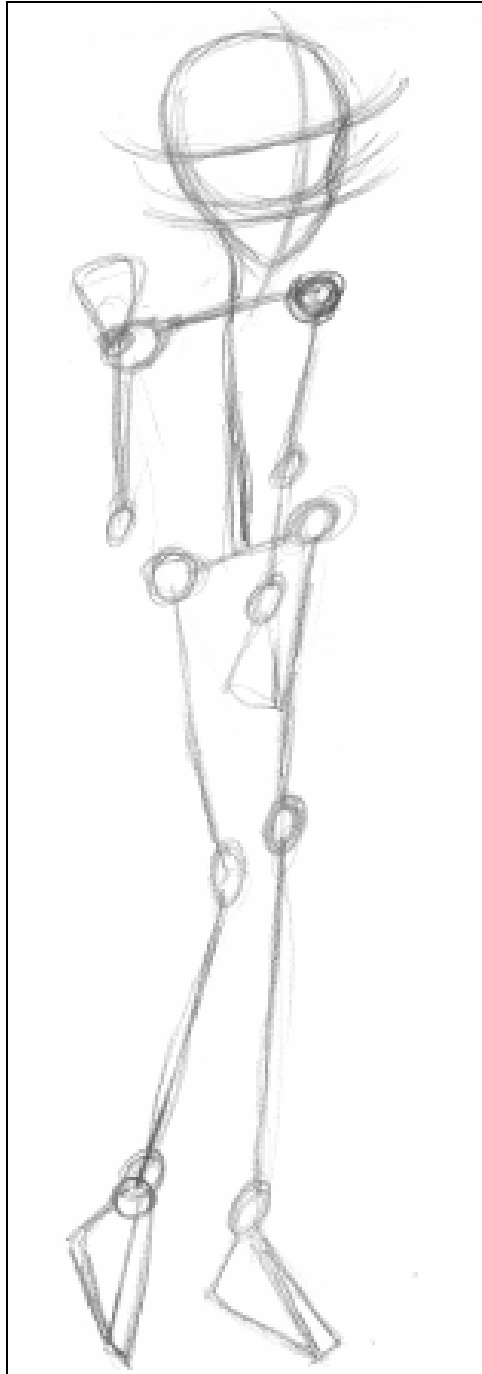
### Finished Product:



## Female 3/4<sup>th</sup> View - Step 1:

---

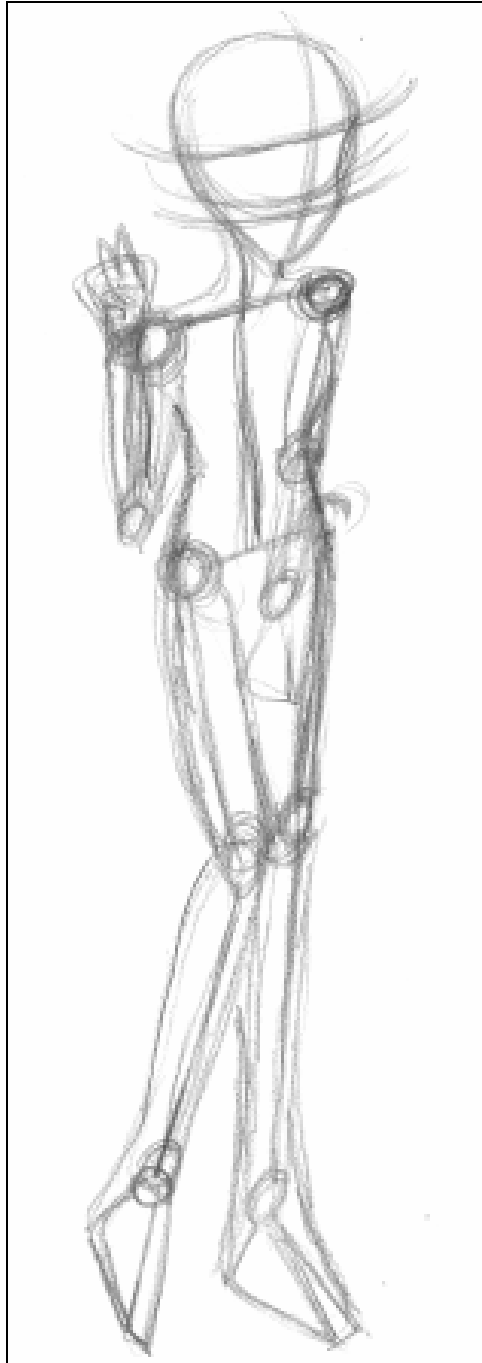
It's the amazing stick figure again! Don't we love it? Yay stick figures! Anyway, as you can see, one side of the figure is farther away from you than the other side. Not too hard, right?



## Female 3/4<sup>th</sup> View - Step 2:

---

Again, start to flesh out your character. Not only is one side of your person farther away, but when drawing the joint, the side that's farther away from you will also be smaller.



## Female 3/4<sup>th</sup> View - Step 3:

---

Start defining the clothes and hair.



## Female 3/4<sup>th</sup> View - Step 4:

---

Define your character's clothes and hair further.



## Female 3/4<sup>th</sup> View - Step 5:

---

Here's where you draw the face. If you're not sure how to do this part, refer back to the face that you drew before—it's a great reminder and guide.





## Female 3/4<sup>th</sup> View - Step 6:

---

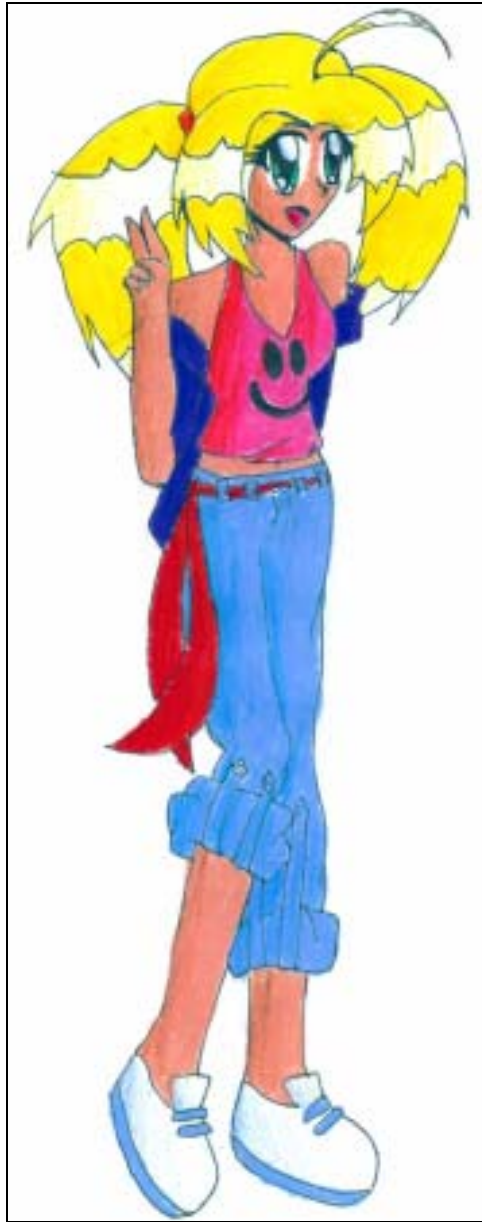
Here's where you do the inking. \*cough cough\* SHADOWS \*cough cough\*



## Female 3/4<sup>th</sup> View - Step 7:

---

Now you do the coloring. Remember to layer, highlight, and shade them.



And here's your female! Yay! Just because I did it last time, I'll name this girl! Let's call her...Bravana! ^-^

(Yes, I have issues.)

So, now you've completed both a male and a female figure! Yeah for you! Learning how to draw males and females is the most important thing you need to know. And putting it together is the second most important thing!

## 5 Complex Tutorial

Well, now you've learned how to do faces, expressions, and characters. Now it's time to put it all together in the final picture! Yay!

When drawing a final picture, you might first want to draw out a couple of rough ideas of what you want your picture to look like. Once you find which basic outline you like, follow the next basic steps to draw your own picture.

### Robot Parts:

- ☒ Colored pencils
- ☒ Eraser
- ☒ Inking pens (.03 and .05)
- ☒ Pencil
- ☒ Sketch paper

Number of Steps

8

Skip Tutorial

### Finished Product:

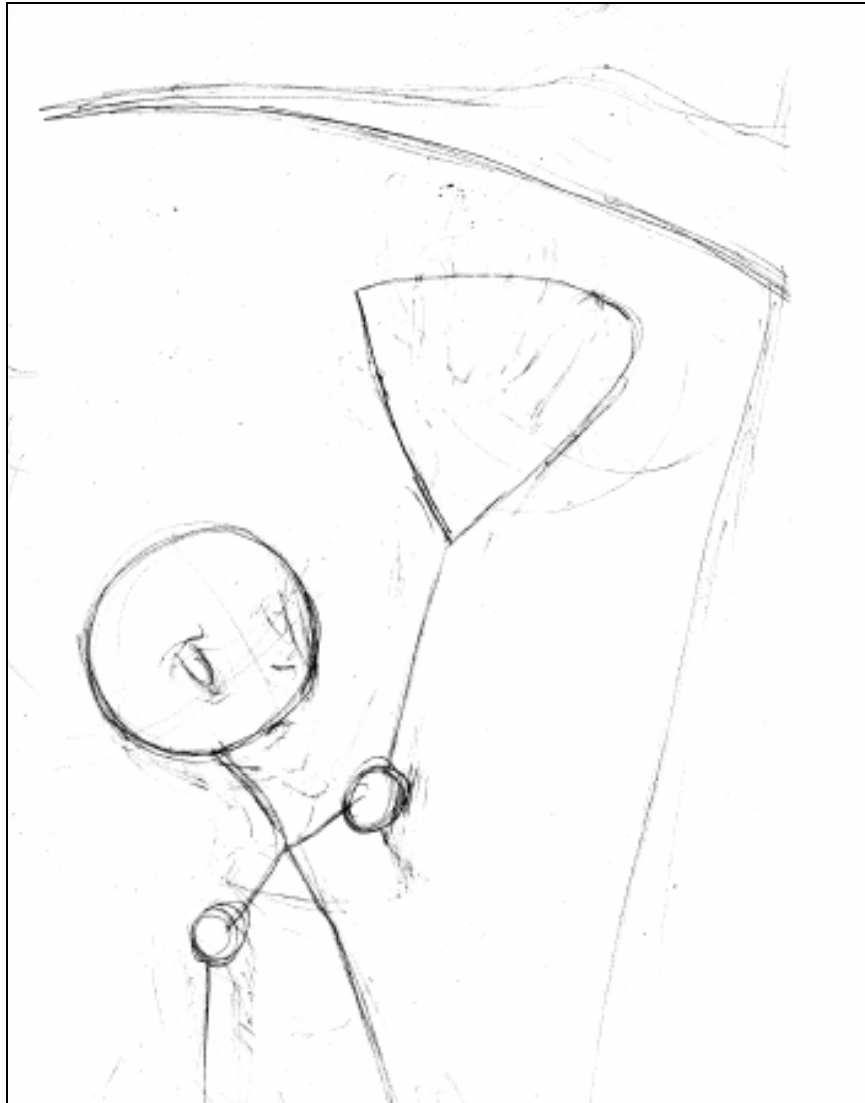


## Complex - Step 1:

---

As always, start out with the revered stick figure. What differentiates this drawing from the previous ones though is the existence of a physical environment. As such, you should also roughly outline those objects (like the tree in this picture).

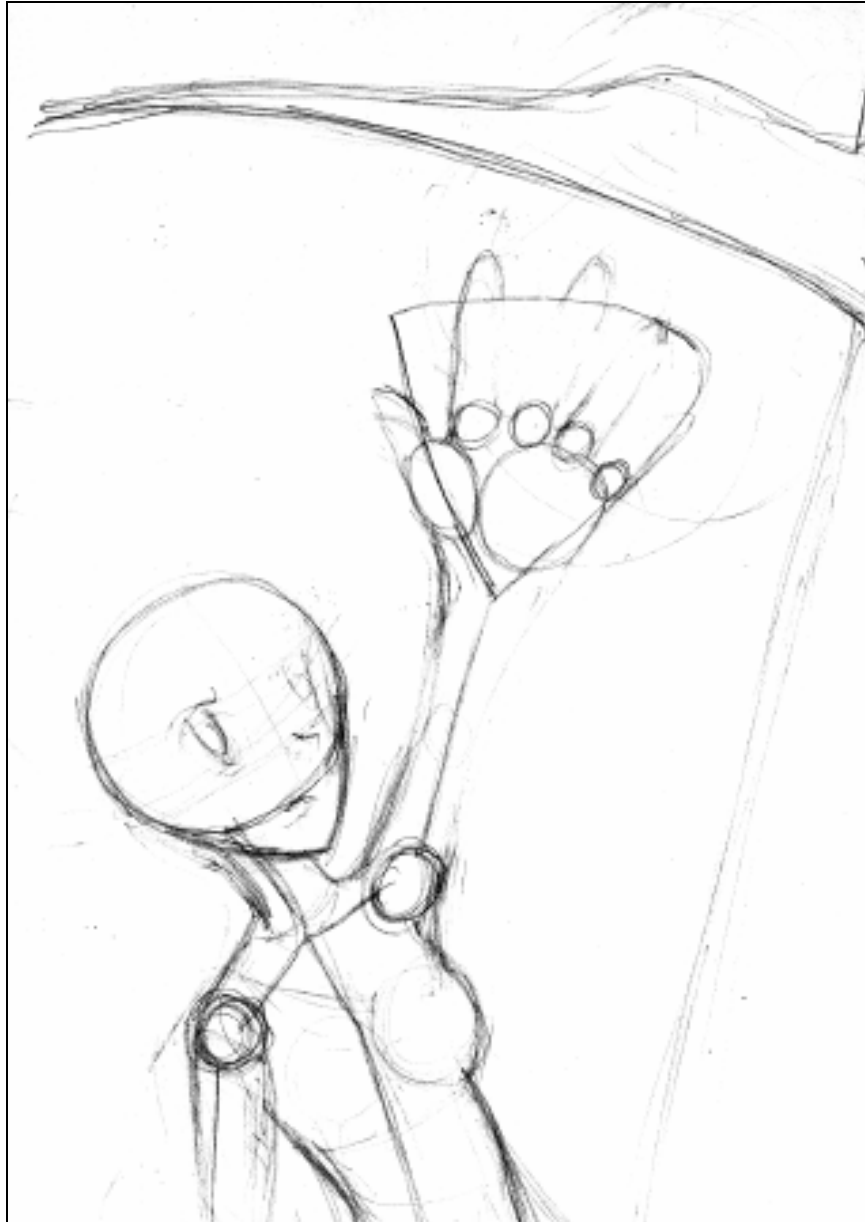
I like to tackle unique angles in my more complex drawings. It really makes a difference.



## Complex - Step 2:

---

Start to flesh out your character and any objects in the background or foreground. You can also draw the lines for the face and even outline the eyes if it helps you.



## Complex - Step 3:

---

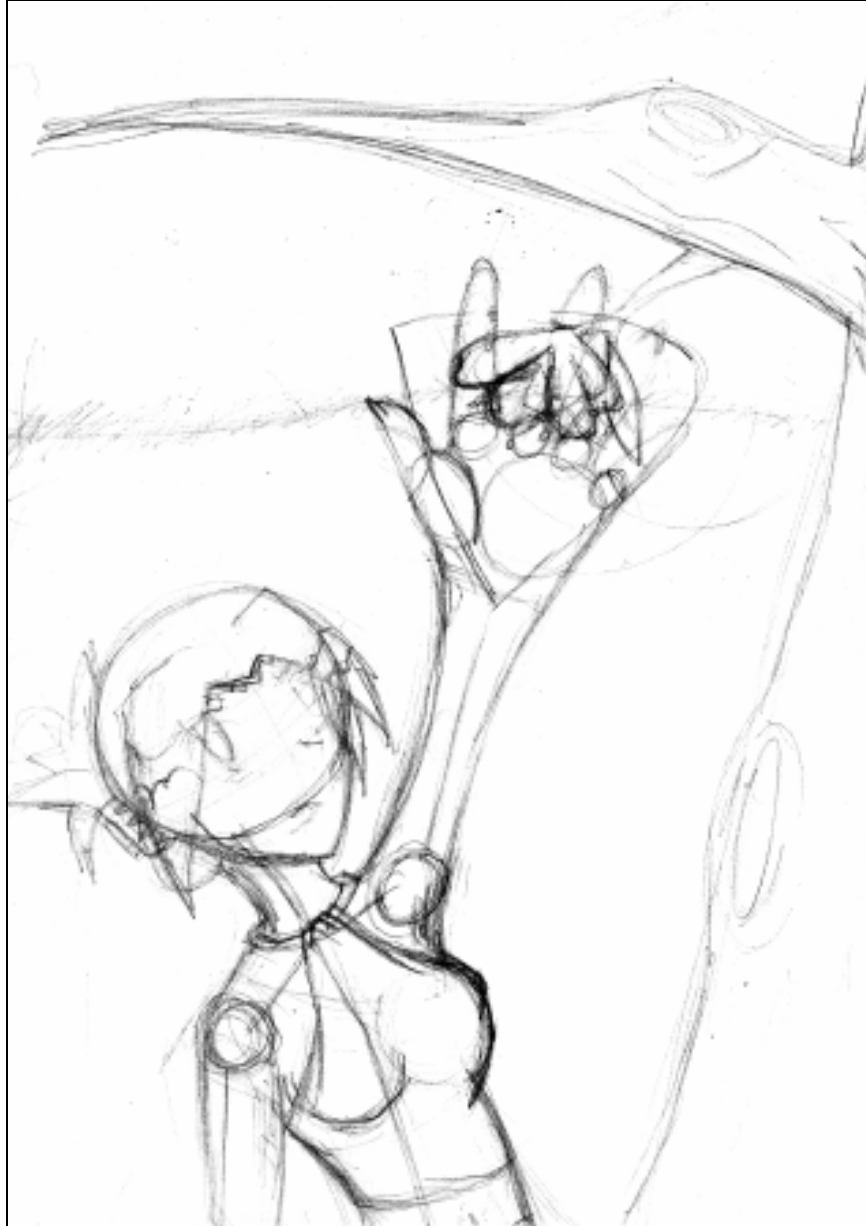
Get into more detail with the character(s). Do a rough sketch of the clothes, and try to think of how the clothes would hang off of you if you were in the position as your characters. Visualizing yourself as a character is a great way to help you draw a picture.



## Complex - Step 4:

---

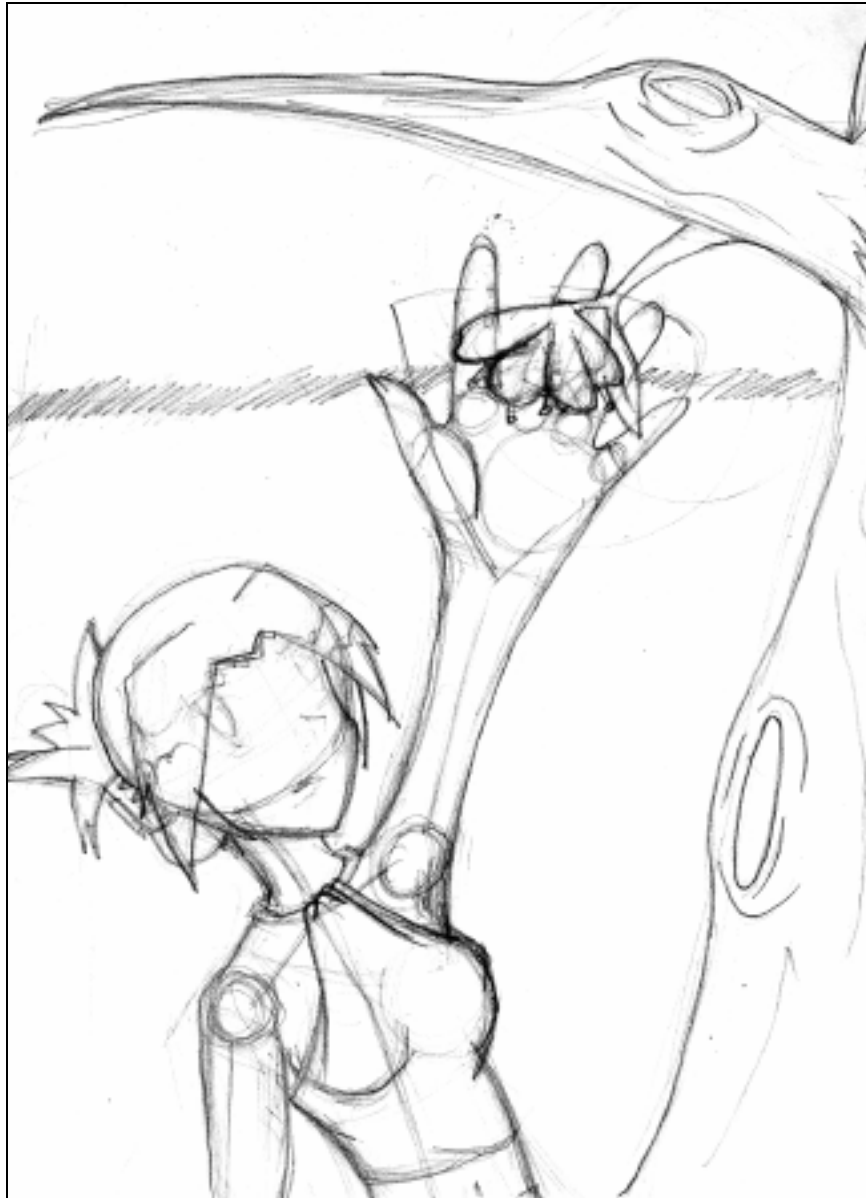
Add more detail to your character. Do a rough sketch of the clothes, and try to think of how the clothes would hang off of you if you were in the same position. Visualizing yourself as the character is a great way to help you draw a picture.



## Complex - Step 5:

---

Outline anything and everything that's directly in front. Now work your way to the back of the picture, outlining everything except for your character's face. When doing this part, you don't have to start at the front, but there's less erasing if you do.

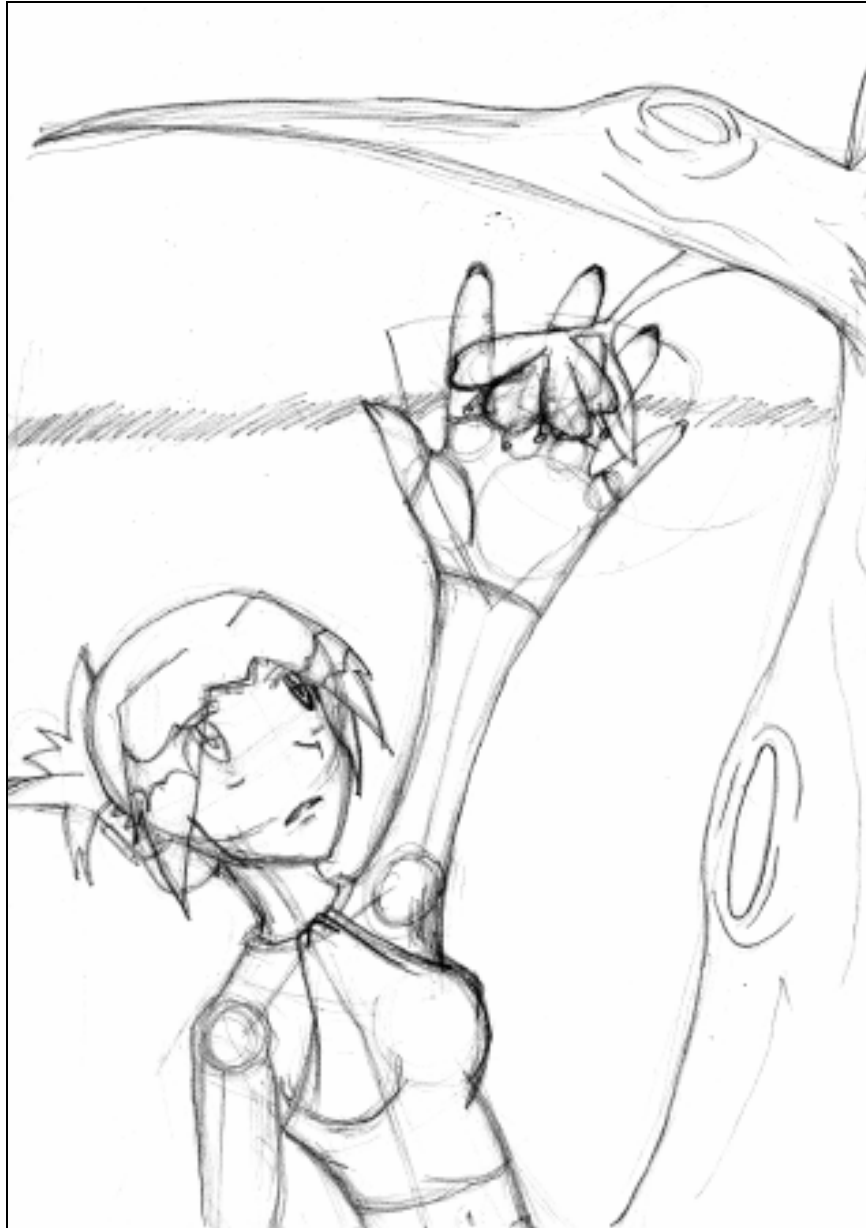




## Complex - Step 6:

---

Draw you character's face. Some considerations for drawing the face include: the light source, the angle of the pose, and the emotion the character is feeling. Remember, expression says a lot.



## Complex - Step 7:

---

Ink your picture, and remember to fill in dark shadow, the pupils, and anything that's really dark. If you wish, you can use two different sized pens to do your characters and the background. I used a .03 for the girl and .05 for everything else. When you're done inking, erase all pencil lines, and ink over the picture again.



## Complex - Step 8:

---

Color in your picture. Remember to layer, shade, and highlight. Take as long as you want when doing this part; you never want to rush a drawing.

And there it is! Your very first anime picture! Awesome job! Now that you've learned the basics, there is no limitation to what you can draw. Hope you keep at it!



06!

RANEFEA

**Ranefea**



**Full Name:** Charity Wysong**Gender:** Female**Age:** 19 (October 1985)**Location:** Indiana, USA**Personal Site:** <http://ranefea.deviantart.com>**Favorite Anime:** Fushigi Yuugi <(^\_^)> (also Ayashi no Ceres (and well generally any of Yuu Watase's work), Naruto, D.N.Angel, Gravitation, Tsubasai Chronicle.....I better stop listing now...^^; )

Where to start...well first of all, I've been an anime fan pretty much my entire life, or at least for as long as I can remember. I've also been drawing my whole life. In grade school, I would draw characters from Ninja Turtles, Sonic the Hedgehog, Sailor Moon, Speed Racer, Looney Tunes, and so on but I never really thought about drawing strictly anime. When I was in middle school, I can't quite remember what anime I was watching, but during the show, I thought to myself, "I should start learning how to draw anime style."

From that point onward I would closely study the anime character forms and begin to teach myself. Now...I will admit, I sucked. Greatly. But it was a start. During my freshman year in high school, I FINALLY got a computer at

home, so I would download pictures and practice by copying them. Through the next couple of years I used that as my practice method.

Slowly, as I went along, I did more original drawings. I also went from doing all pencil work to using colored pencils. And then at the beginning of this year, I began to fully color my pictures in Adobe Photoshop 7.0, instead of using it to just touch them up.

The past few years I've become deeply influenced by the works of Yuu Watase (Fushigi Yuugi, Ayashi no Ceres, Zettai Kareshi, Imadoki, Alice 19th, etc...). Honestly, the quality of my drawings was sub par until I began learning from her.

Currently, I am practicing different techniques in Photoshop, and attending Purdue University Calumet with a concentration in Computer Graphics Technology.

## 2.1 Introductory Tutorials: **Hair**

This is a tutorial on how to draw hair. It's relatively simple and only has a few steps. Once you get this down though, you'll be able to draw hair of any kind.

### Illusionary Techniques

☒ Pencils

### Finished Product:

Number of Steps

3

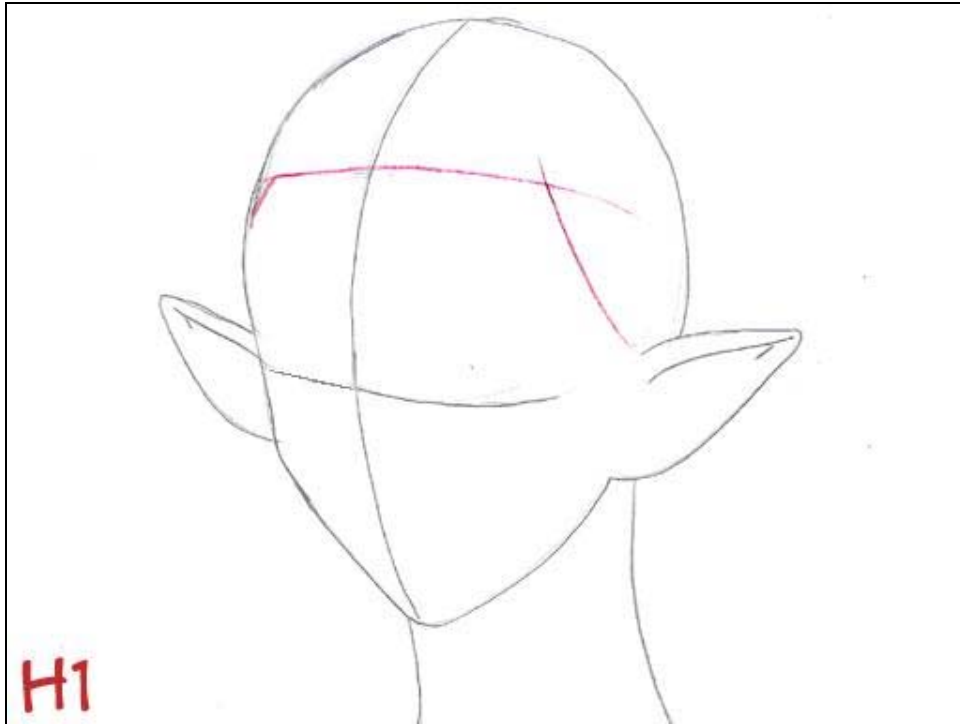
Skip Tutorial



## Hair - Step 1:

---

Start with the frame of your character's head. The red signifies the hairline. Remember that I only use color in these pictures to serve as a guide for you. No need to break out the color pencils just yet.



## Hair - Step 2:

---

Draw a few light lines in the direction you want your character's hair to flow. You can erase the lines after or as you go along.

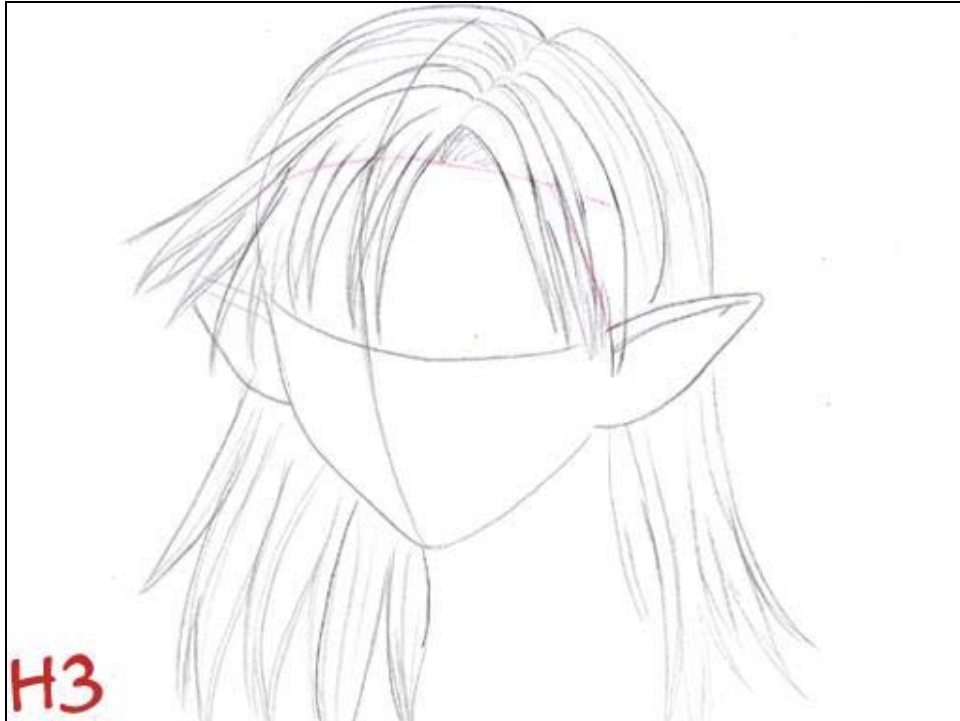




## Hair - Step 3:

---

Using the guidelines you just made, draw the hair. Be sure not to make it too close against the scalp, but mold it against the shape of the head. Also, using long strokes usually produces the best results, and using more strands gives it a realistic feel



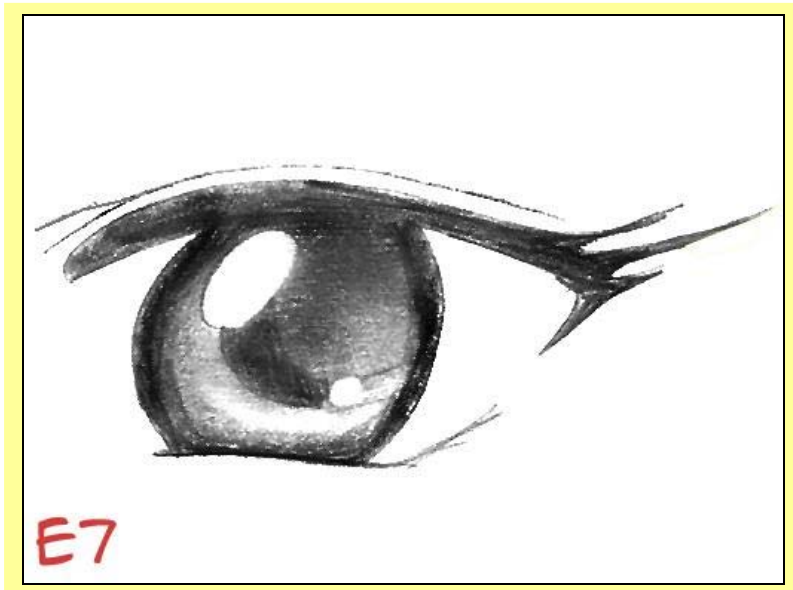
## 2.2 Introductory Tutorials: **Eye Shading**

This tutorial will show you how to shade eyes using pencil. I used a mechanical pencil for the entire thing, but I suggest using something with a thicker tip to shade.

### Illusionary Techniques

☒ Mechanical pencil

### Finished Product:



Number of Steps

7

Skip Tutorial

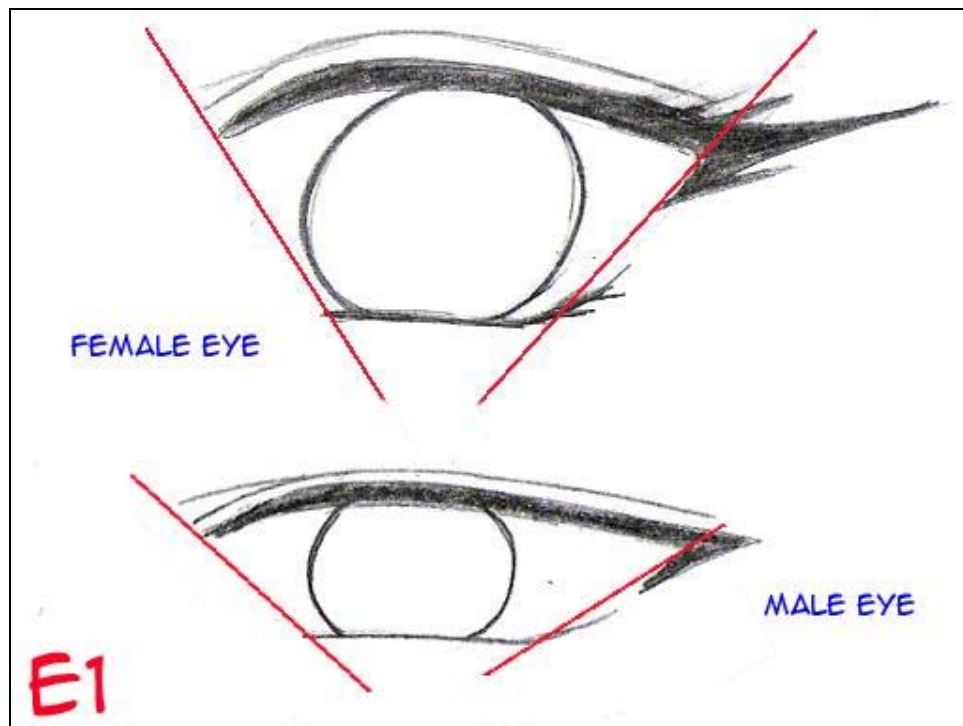
## Eye Shading - Step 1:

---

Here is an example of a female eye and a male eye. When drawing the top and bottom lashes, the top should be longer than the bottom. Notice on the female eye that the lashes are drawn longer and there are several shown. (It is not necessary to draw many lashes, but it depends on the artist's preference.)

Generally speaking, the male eye doesn't have to be longer than the female eye, but it should be narrower. It is up to the artist on how wide they want the eyes to be drawn though, depending on the character's personality and age.

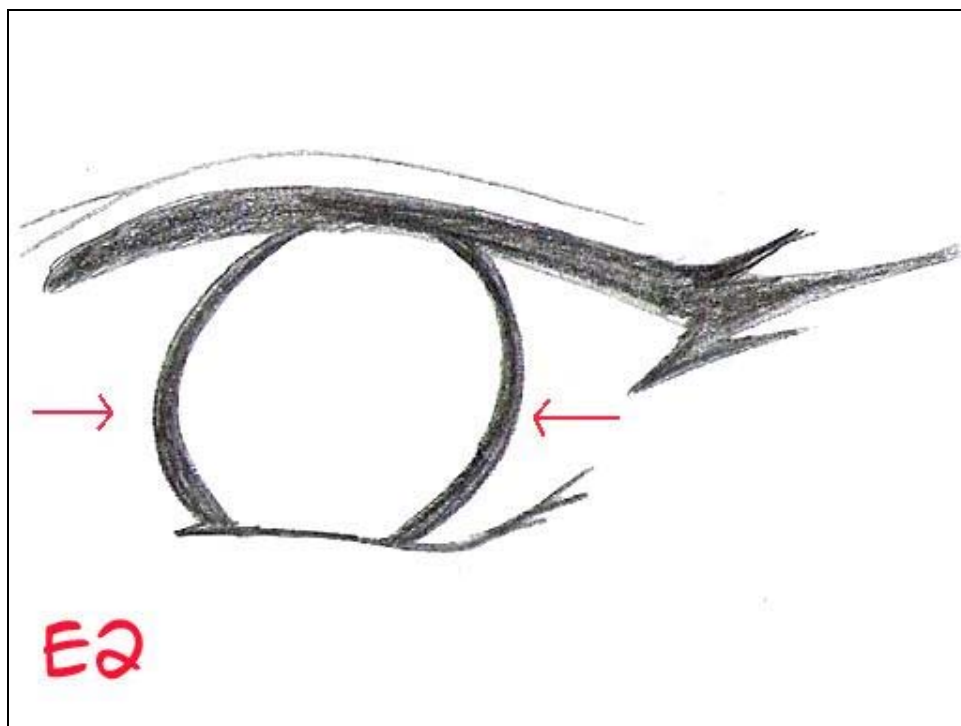
An older character may have long, narrow eyes, while a younger sibling may have short, wide eyes, but the reverse can also be true. Now also draw the outer edges of the iris, which should form a circle.



## Eye Shading - Step 2:

---

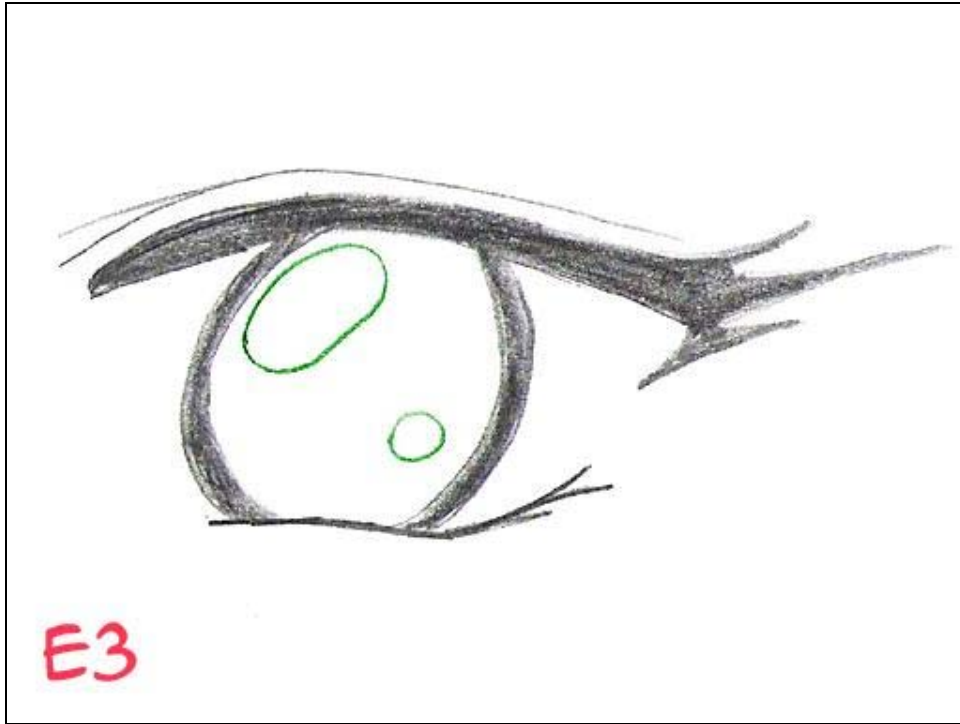
Thicken the outer edges of the iris.



## Eye Shading - Step 3:

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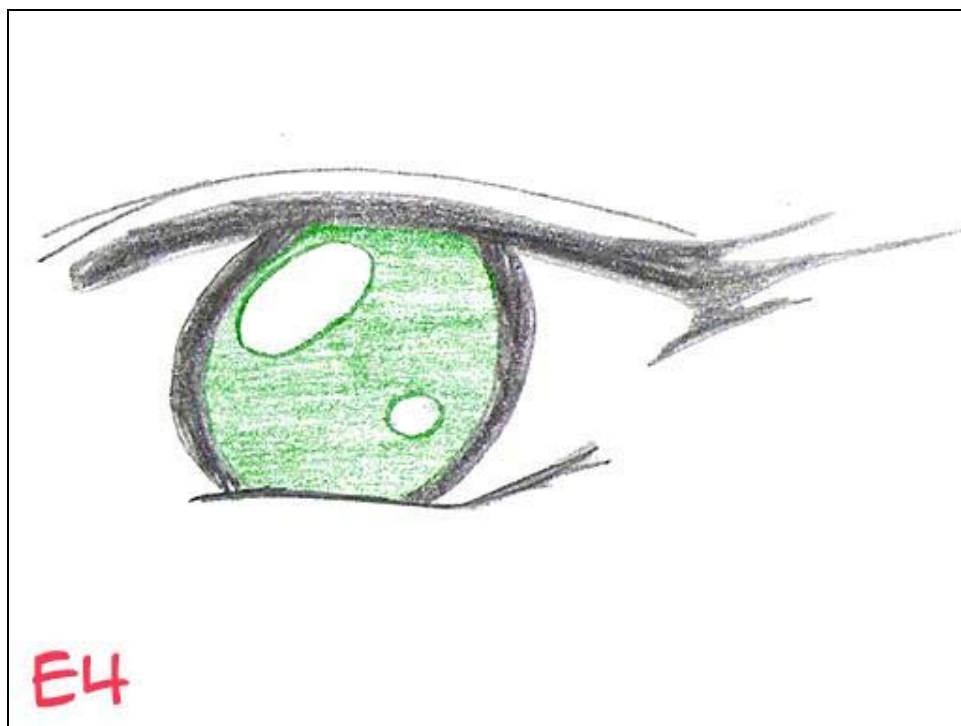
Draw the gleams of the eye. The bigger one should be on the upper left-hand side, while the smaller one should be directly across.



## Eye Shading - Step 4:

---

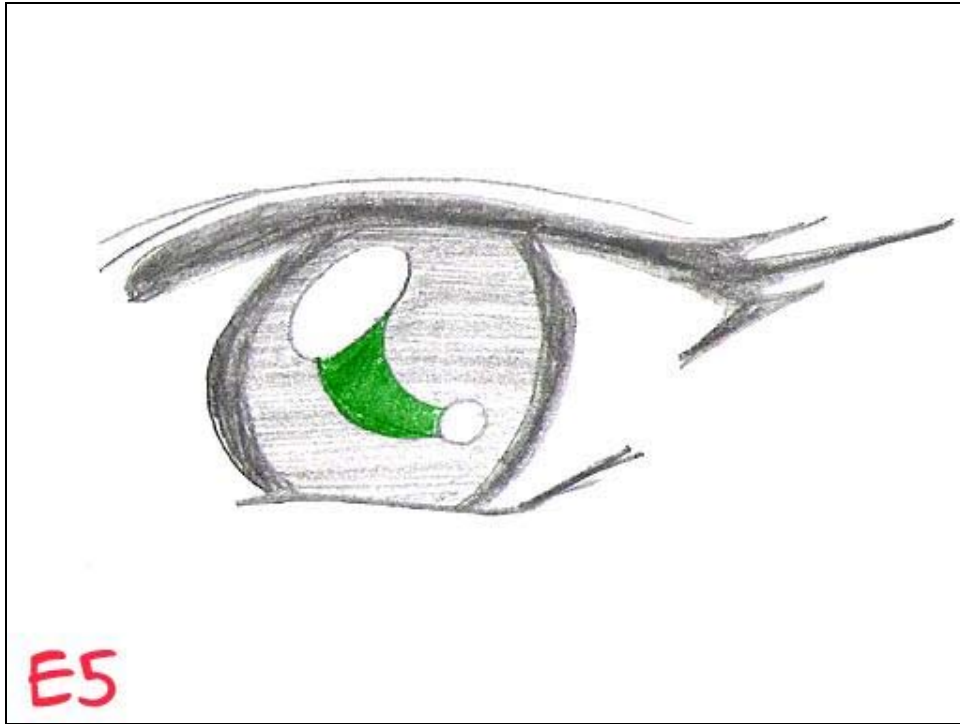
Shade the iris, making sure you don't fill in the white gleam.



## Eye Shading - Step 5:

---

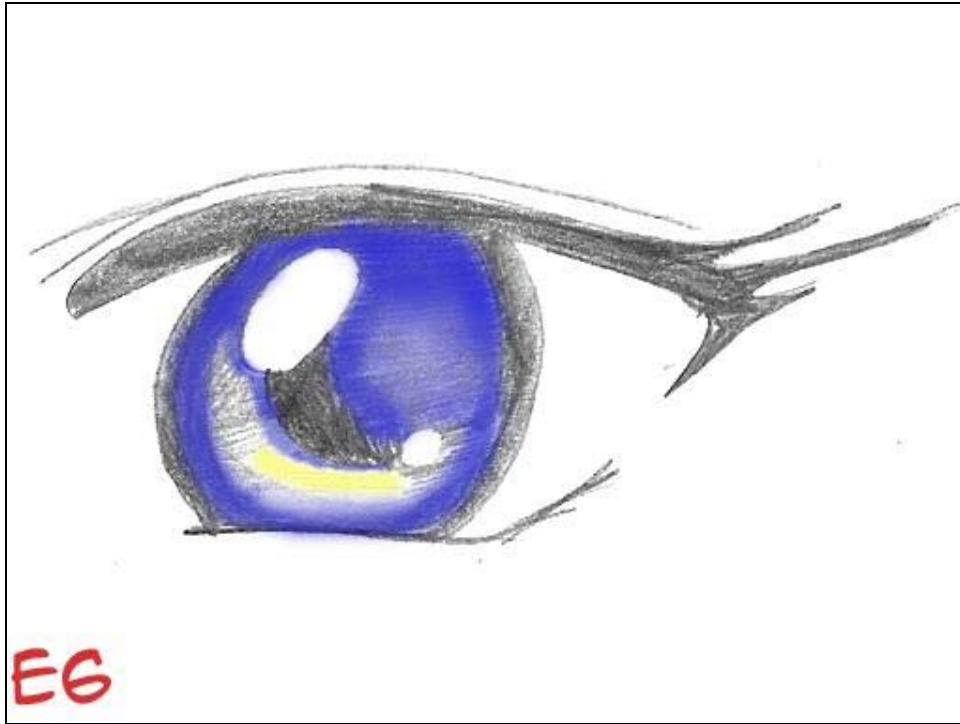
Draw a kind of oblong, crescent shape from the large gleam to the small one, and fill that in darkly. That is the pupil.



## Eye Shading - Step 6:

---

On the shaded iris (shown in blue), darken the outer edges and the top 1/3. Also, take your eraser and lightly go over the space shown in yellow.

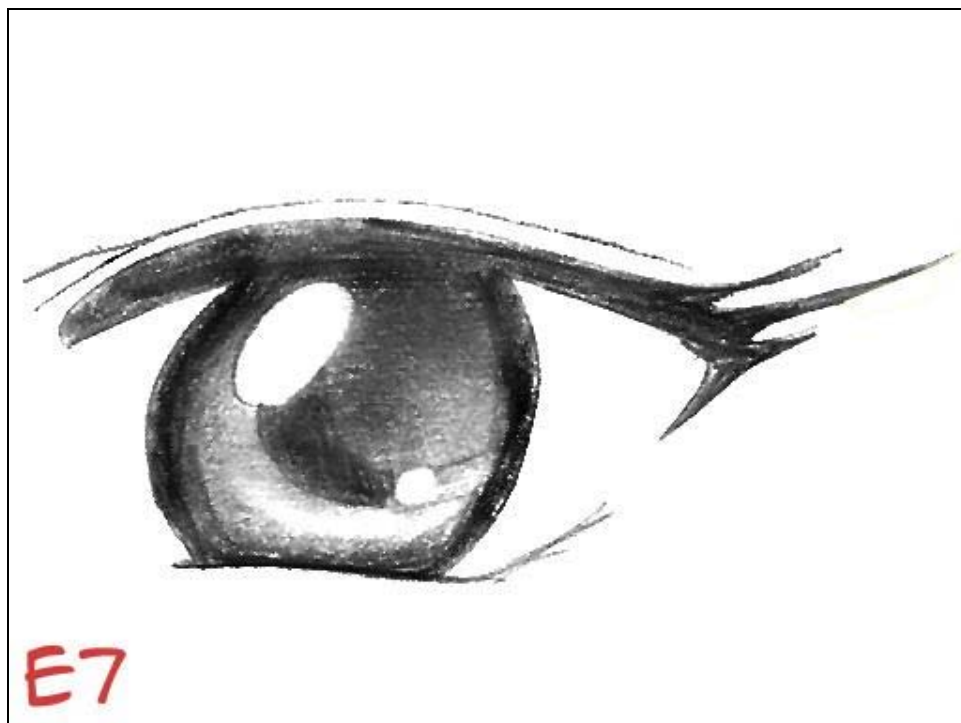




## Eye Shading - Step 7:

---

Your finished eye should look somewhat like this.



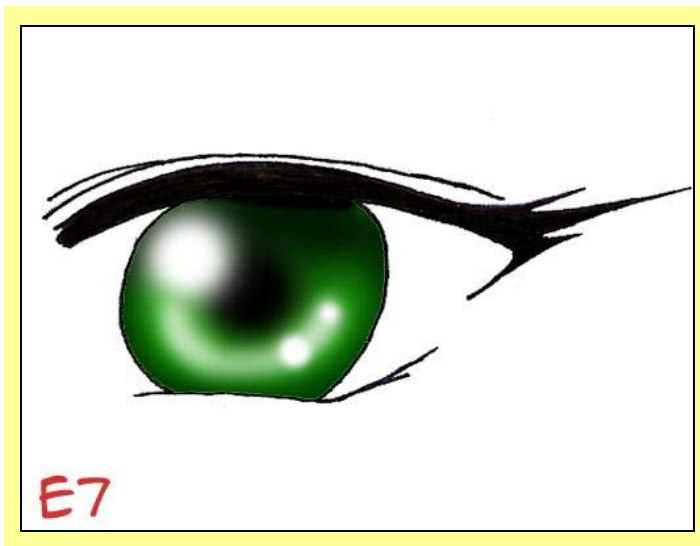
## 2.3 Introductory Tutorials: **CG Eye**

This is a tutorial on how to color eyes with CG software. Using just a few of the basic tools, you can create beautiful eyes for your character. The examples I'm using were drawn in mechanical pencil, then inked and scanned, and colored in Photoshop 7.0 (though any graphics program should work).

### Illusionary Techniques:

- ☒ CG program
- ☒ Mechanical pencil

### Finished Product:



Number of Steps

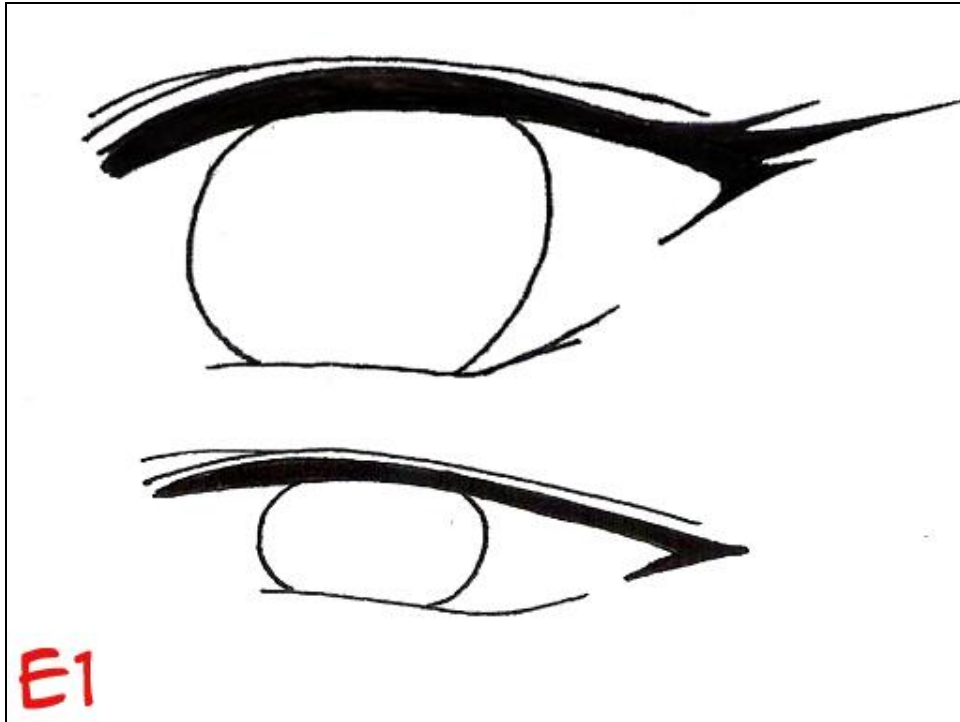
7

Skip Tutorial

## CG Eye - Step 1:

---

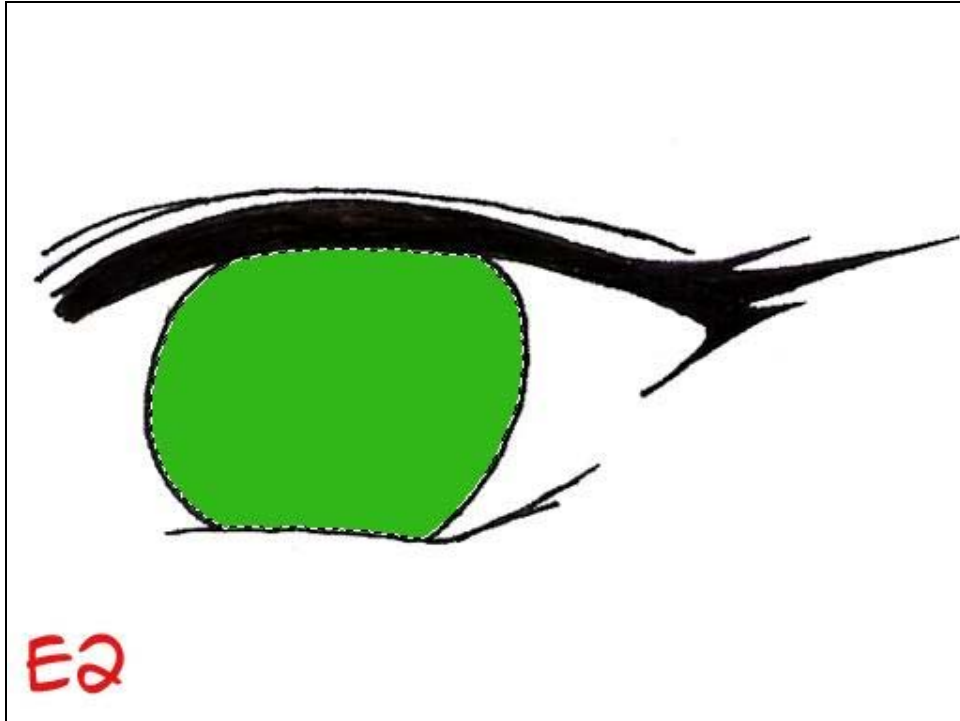
Here is an example of a female (top) and a male eye. Start out with a blank iris and no pupil. You don't need to thicken the outer lines of the iris. I will use the female eye as the example from here on.



## CG Eye - Step 2:

---

Using the 'wand' tool, select the inside of the eye. Then on your menu bar, go to Layer > New Layer. Name the layer whatever you want, though generally new layers should be descriptive. Now, select the base color of your eye and, using the paint bucket tool, fill inside the selected area.

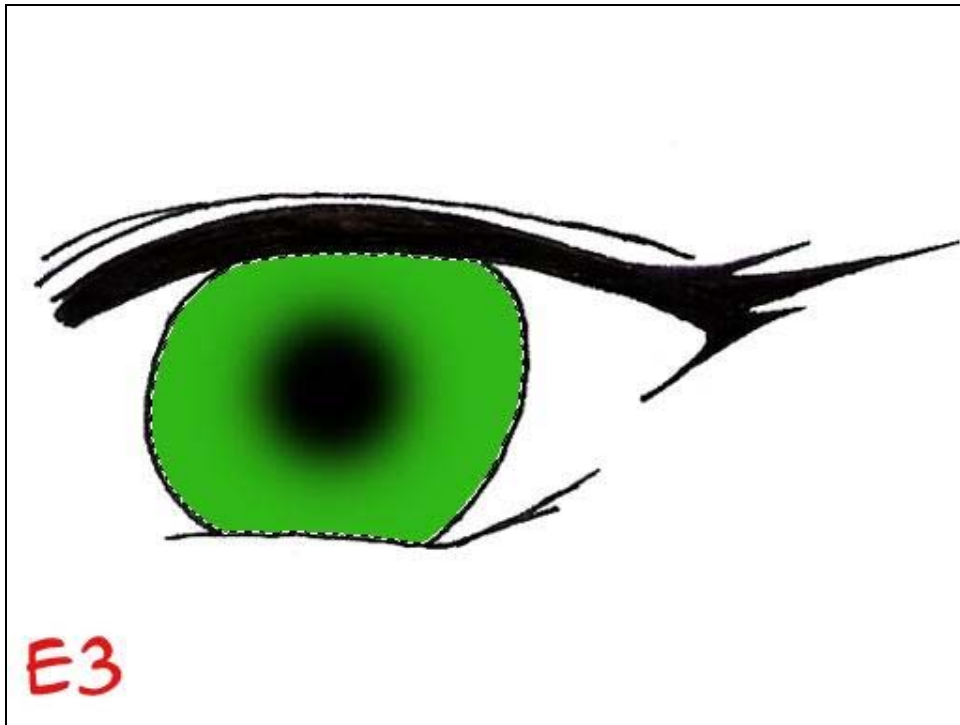


## CG Eye - Step 3:

---

Now change the color to black and select the paintbrush tool. Go to your brush menu and select the "Wet Media Brushes" brush set. It's a default set, so even if haven't installed a new brush set, you should still have it.

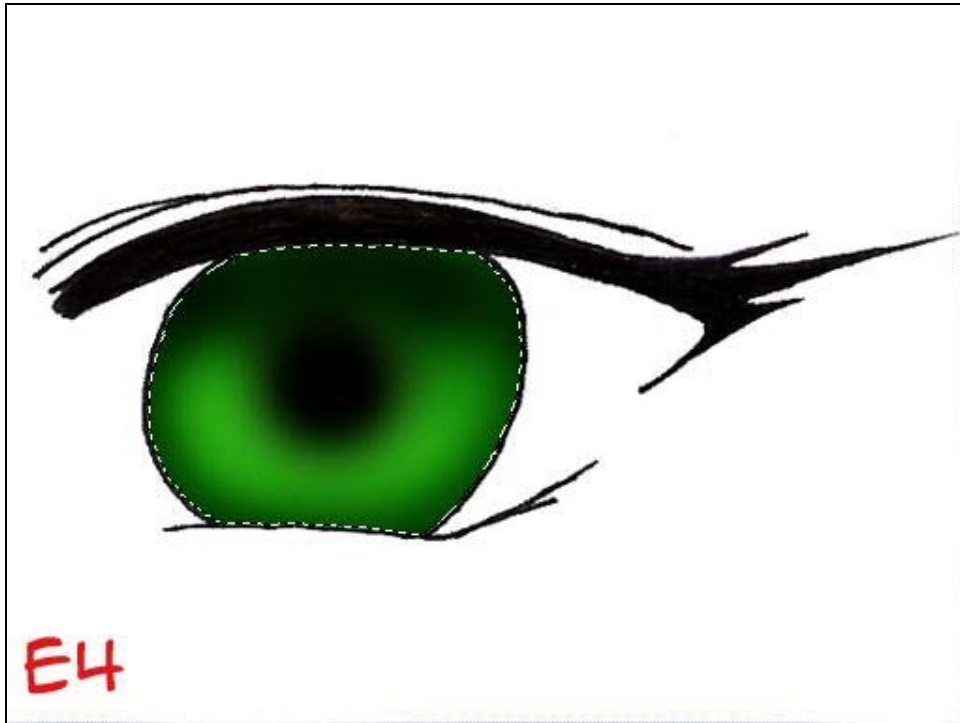
Scroll down the selection of brushes and choose one of the watercolor brushes near the bottom. Make sure that you uncheck all the check boxes next to the brushes. Now size the brush to the size you want the pupil to be and click once in the center of the selected area.



## CG Eye - Step 4:

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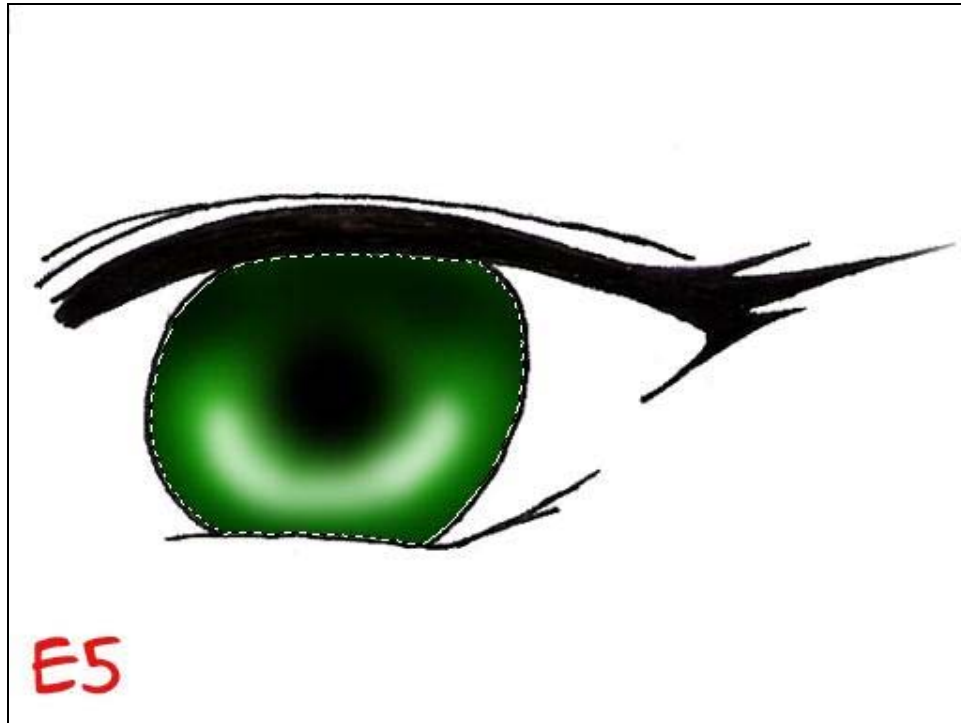
Now choose the 'burn' tool (It looks like a hand with the finger and thumb touching, and is located three steps below the paintbrush tool (you may have to right click that menu to find it). You can select a brush for this and I suggest using the same one as used for the pupil. Now 'burn' the outer edge and top 1/3 of the iris.



## CG Eye - Step 5:

---

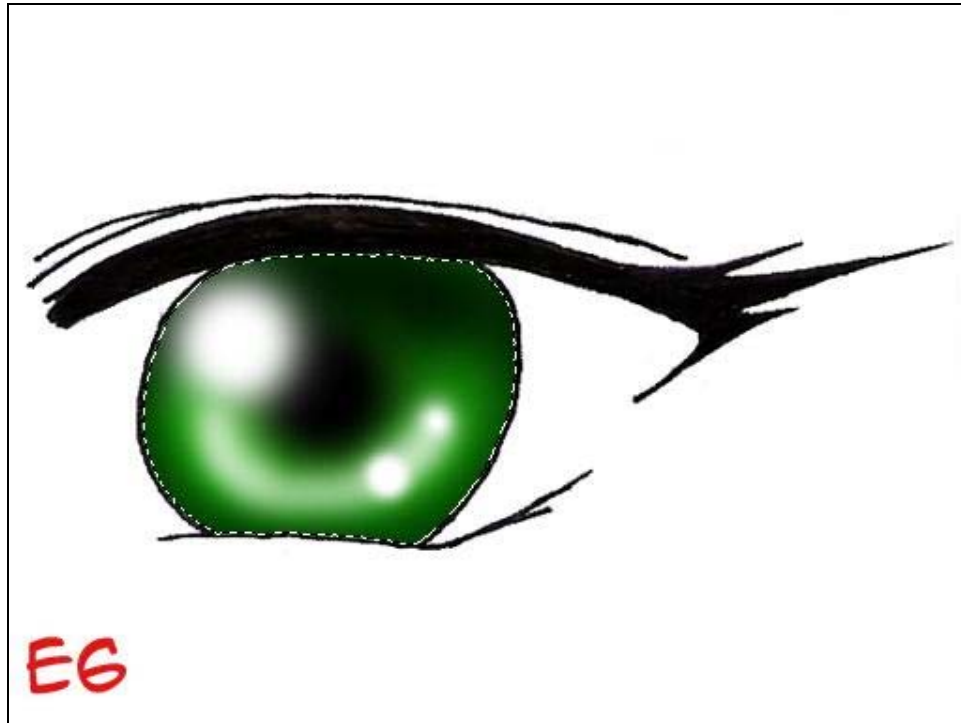
Now choose the 'dodge' tool. It's located in the same menu as the 'burn' tool. Use the same brush as you did earlier. Just make sure that the brush is smaller than the color left between the edge of the iris and the pupil, and then use it to lighten that area. If you choose, go once over the ends of the lightened area.



## CG Eye - Step 6:

---

Choose the brush tool, and change the color to white. Still using the same brush, resize it to how big you want the gleam of the eye to be, and place the gleam in the upper left (or right) side. Make the brush smaller and place a gleam near the bottom. If you want, make the brush smaller yet and add another above that.

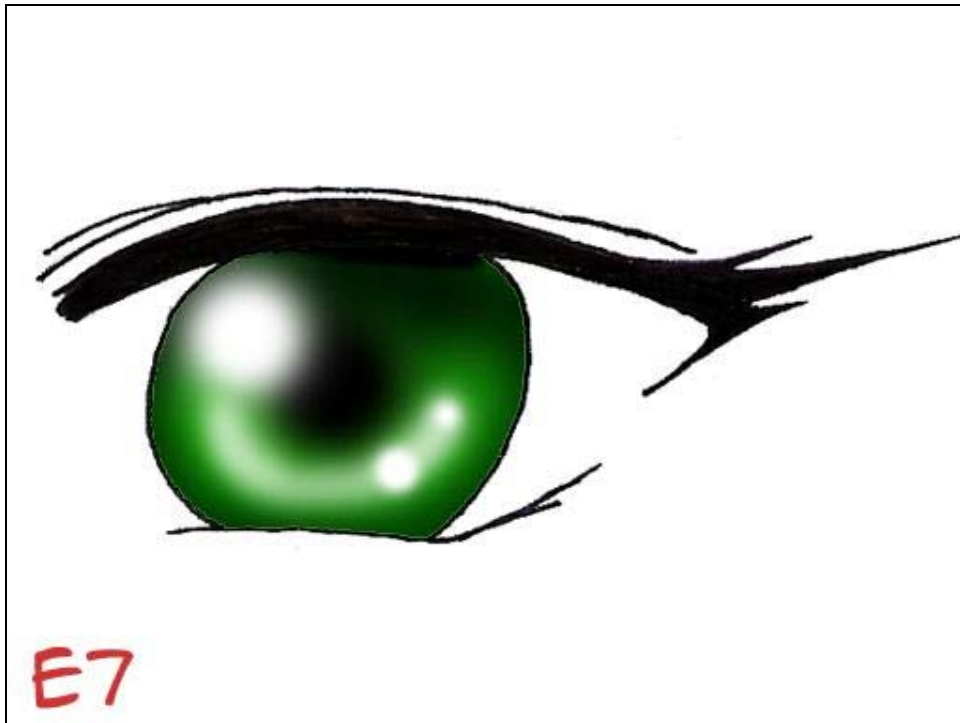




## CG Eye - Step 7:

---

Well it's not really a step. Deselect the area and you're finished coloring the eye!



## 2.4 Introductory Tutorials: **Proportions**

While anime and manga bodies are proportioned differently from real human bodies, they do follow the same basic rules. This tutorial will try to teach you how to properly draw your figures, so that the arms and legs are “just right” in length.

This tutorial will be more reference-oriented than the others. I’ll show you one drawing and break it down into parts for you. Enjoy!

[Skip Tutorial](#)

## Proportions - Reference Sheet:

The torso from the shoulders to the hip should be shorter than the distance of the legs from the hips to the angle.

1. **Red and Blue (Vertical):** The torso from the shoulders to the hip should be shorter than the distance of the legs from the hip to the ankles.

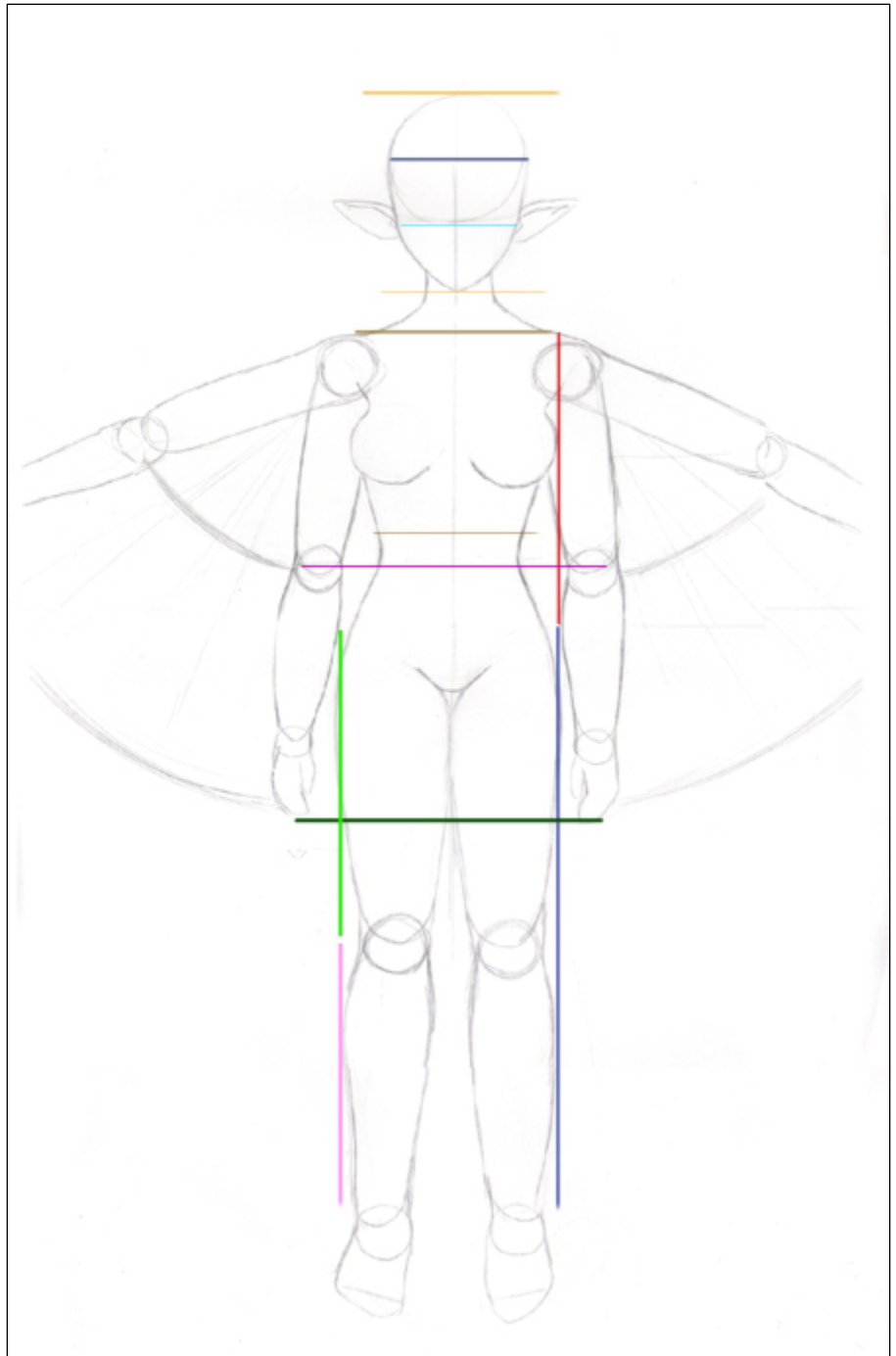
2. **Light Green and Pink (Vertical):** The length of the shin should be somewhat shorter than the thigh.

3. **Double Orange and Brown (Horizontal):** The head should not be as big as the torso. It should be about as big as where the brown lines indicate.

4. **Purple and Dark Green (Horizontal):** The elbows should be about the same level as the waist. The hands should end around mid-thigh, maybe slightly longer.

5. **Light Blue and Dark Blue (Horizontal):** The bottom of the eyes should be about halfway from the bottom of the chin and the hairline. The top depends on how you draw the eyes. The hairline should be only about  $\frac{1}{4}$ <sup>th</sup> of the way from the top of the head.

6. **Arms:** Remember that the arms of a person move in an arc. Please refer to Leonardo da Vinci's famous "Vitruvian Man" painting.



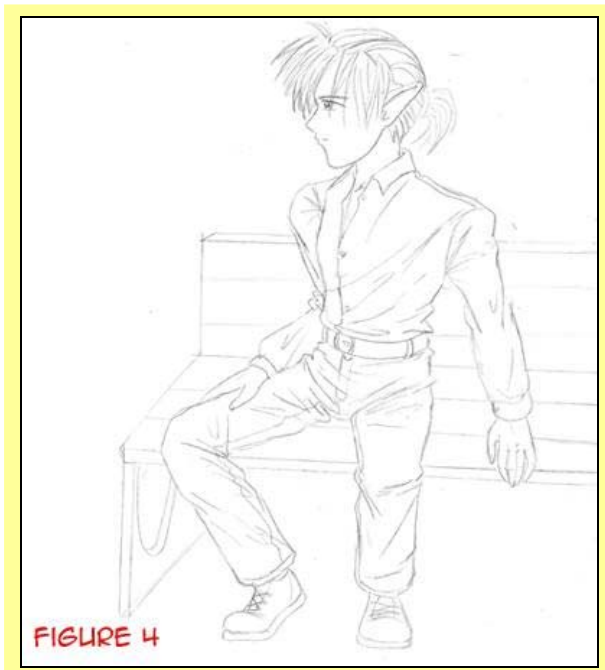
## 3.1 Male Tutorials: 3/4<sup>th</sup> View

This tutorial will show you how to draw a male figure in the mid angle. By mid angle I mean at eye level, not looking down at him from a higher angle, or up from a low angle. This drawing is in a 3/4th view.

### Illusionary Techniques:

- ☒ CG program
- ☒ Mechanical pencil

### Finished Product:



Number of Steps

4

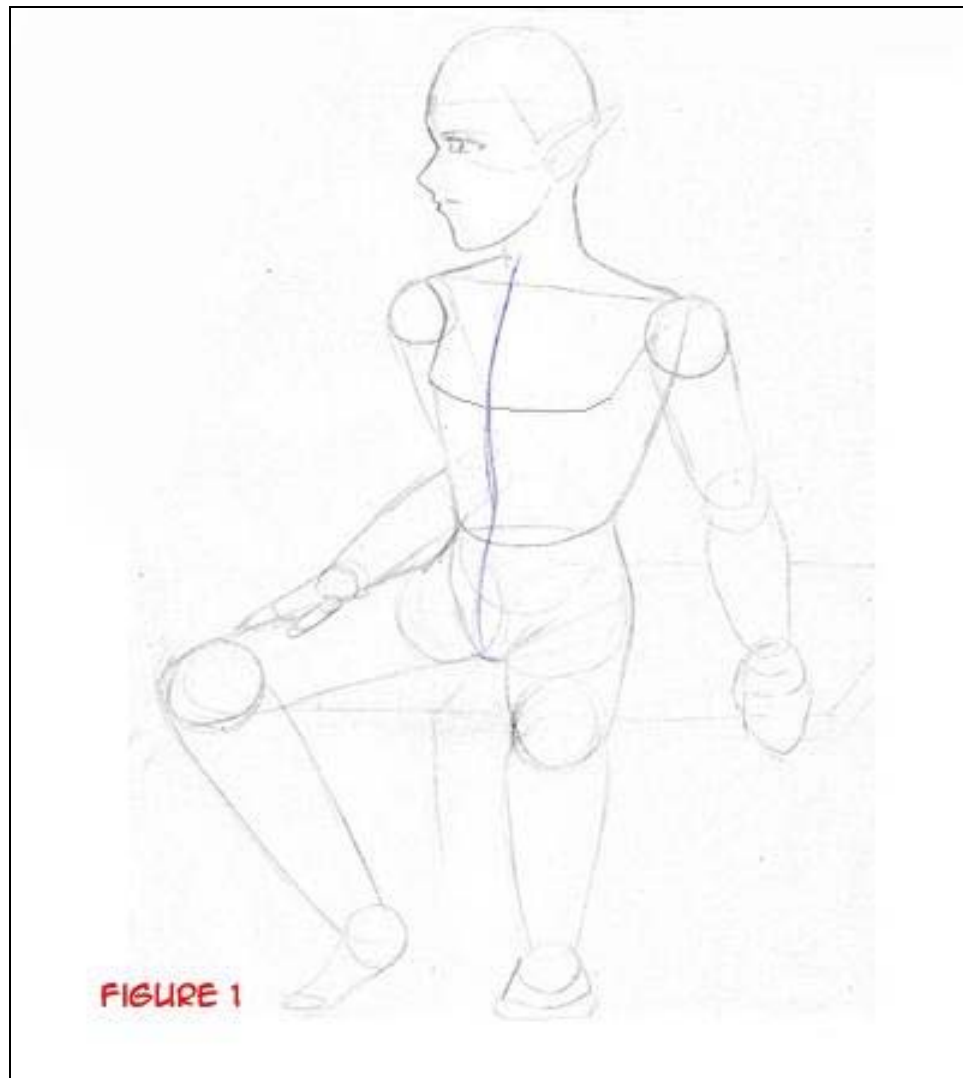
Skip Tutorial

## Male 3/4<sup>th</sup> View - Step 1:

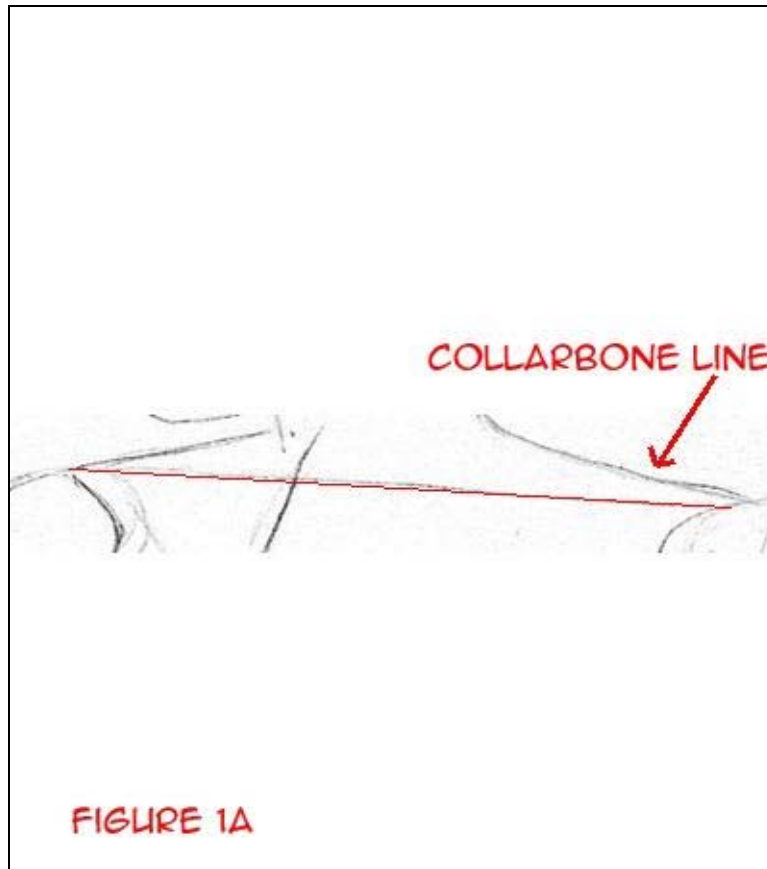
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Start out by drawing your frame. Notice the vertical blue line. That line is the center of his body. I will point out different aspects of the pose. Also you should draw the basic lines of what he is sitting on, so he is not drawn crooked.

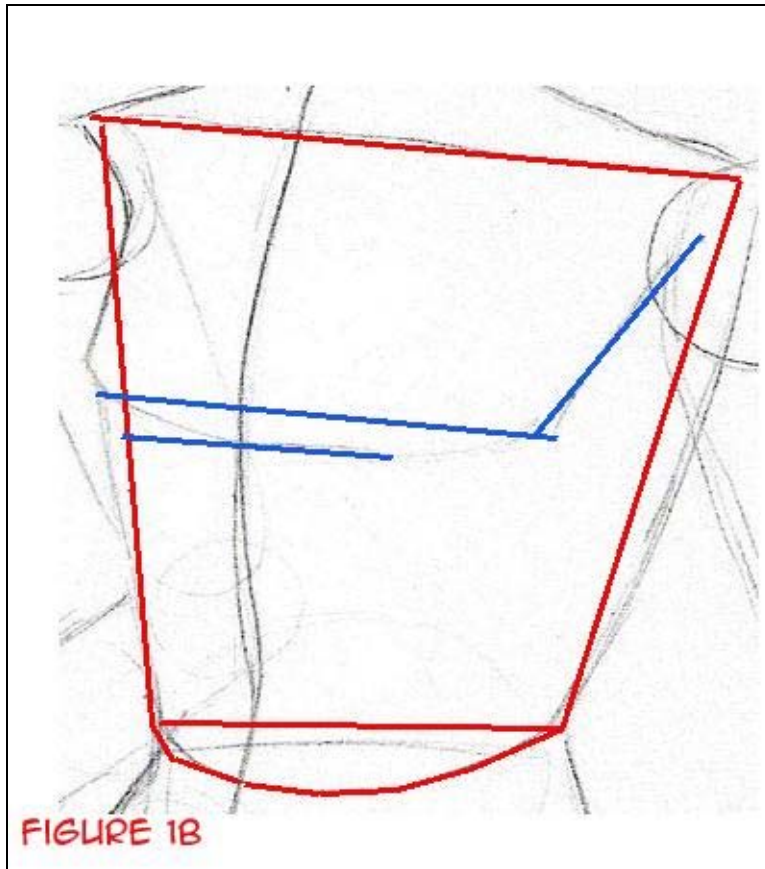
(Scroll down for an expanded view of this step.)



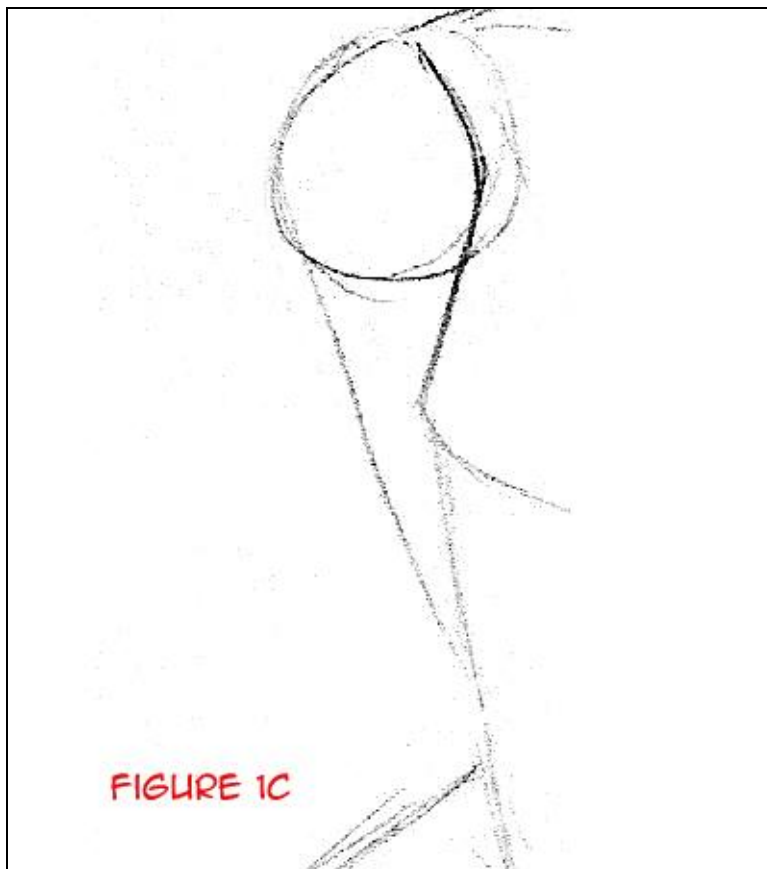
**Step 1A.** The red line shows where the collarbone is placed. Notice that the shoulders slope down from the neck above the red line, until it meets the line. Also note that the shoulder on the far side is drawn slightly shorter.



**Step 1B.** The torso starts wide at the center and slightly narrows going down. Also just like the shoulder, the pec on the same side is shorter in width.

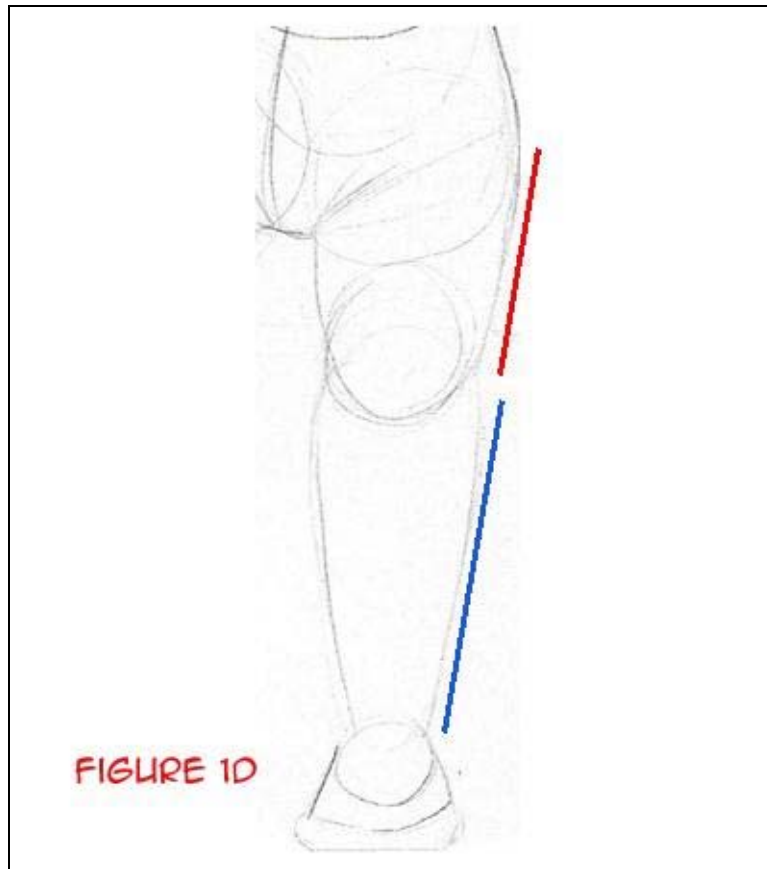


**Step 1C.** Notice the arm on the far side is partly hidden.





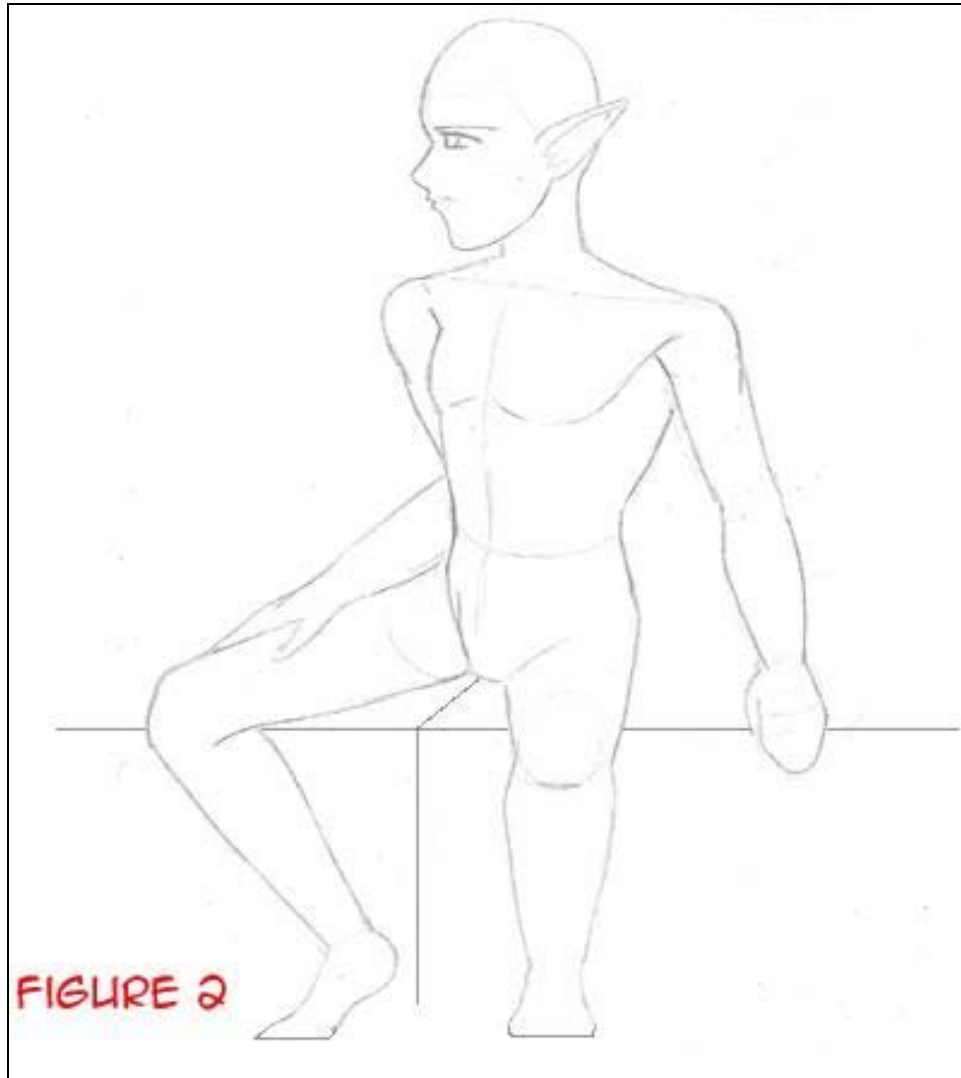
**Step 1D.** The leg on the close side appears to be quite short. At this angle you would not see his entire thigh, therefore making it appear shorter than his lower leg, and the whole legs much shorter by comparison to the other leg.



## Male 3/4<sup>th</sup> View - Step 2:

---

Now that you have your frame drawn, you can begin to draw the actual figure. Pay attention to the shape of the body. While the male form does not have curves like the female form, it's still not entirely flat.



## Male 3/4<sup>th</sup> View - Step 3:

---

Now you can add clothing and hair (and eyes and such if you haven't already). For simplicity's sake, I'm drawing him in modern clothing, even though he is an elf. Normally I wouldn't, but it makes this easier for both of us ;P.

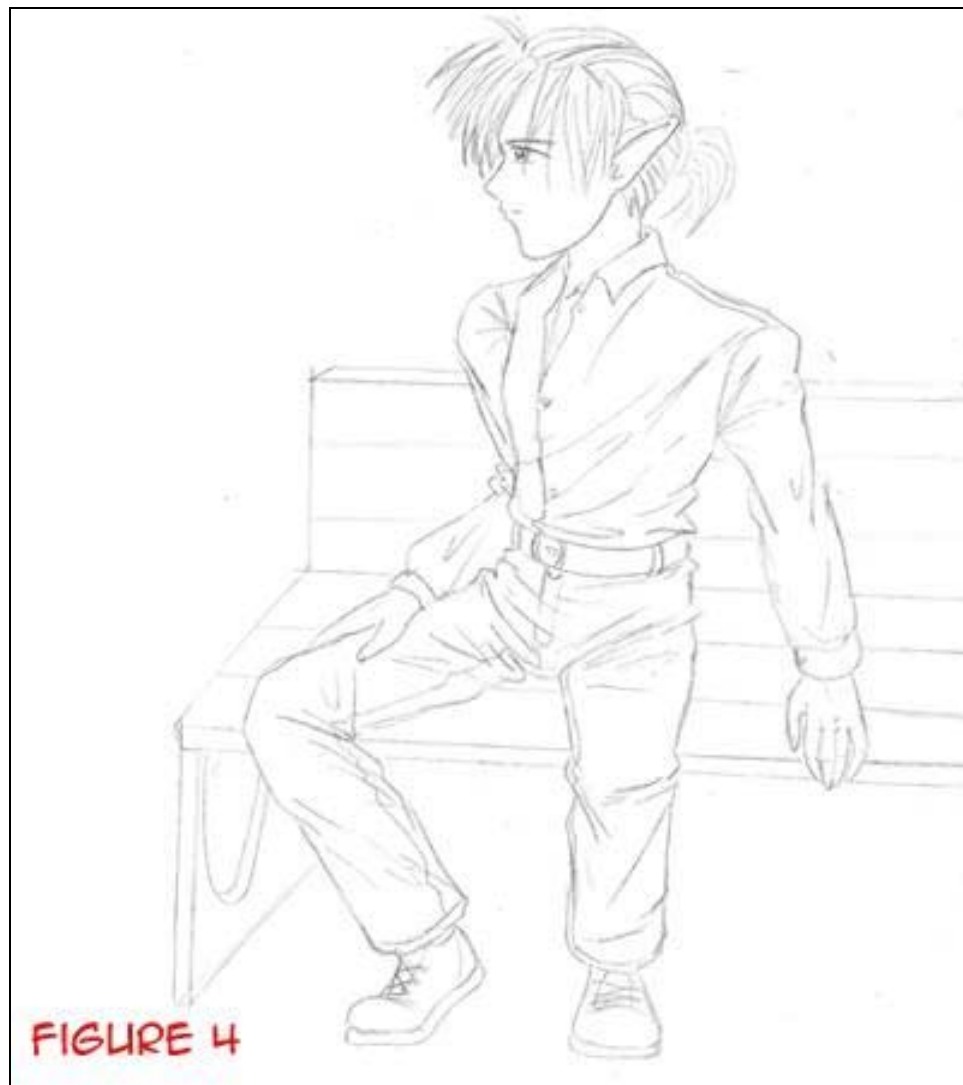
Make sure you detail how the clothing sits on his body, where the folds are, and how it hangs.



## Male 3/4<sup>th</sup> View - Step 4:

---

Clean up your line art, erasing any remaining guidelines. Now you can color it however you choose. I want to color it in PhotoShop, so I will eventually be inking the picture.



## 3.2 Male Tutorials: **Rear View**

This tutorial will show you how to draw a male figure from the back. He'll also be shooting an arrow.

### Secret Weapons:

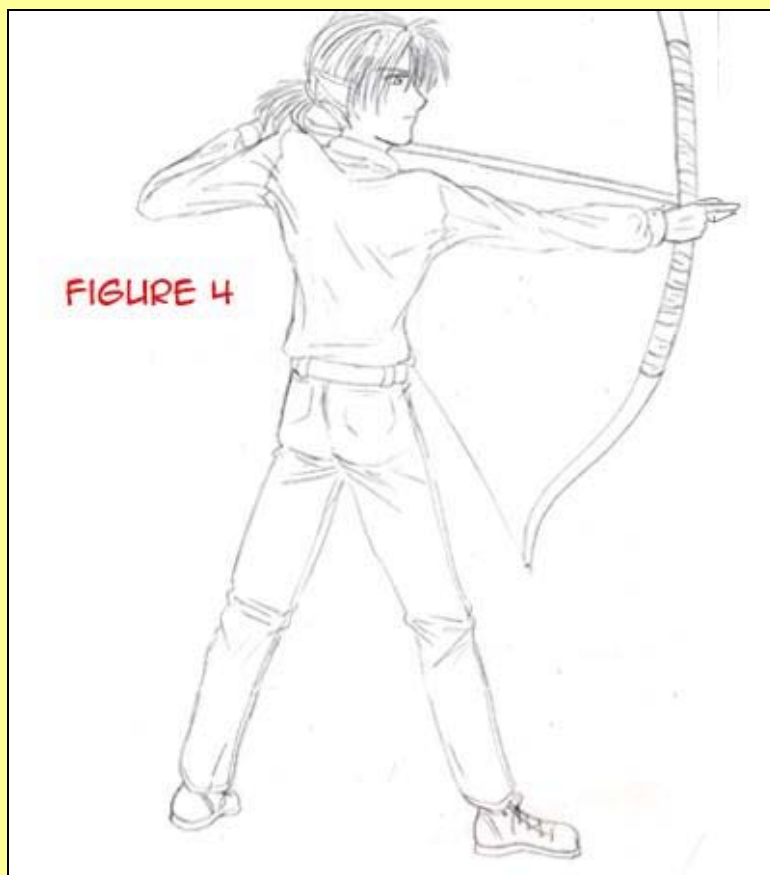
- ☒ CG program
- ☒ Mechanical pencil

### Finished Product:

Number of Steps

4

Skip Tutorial

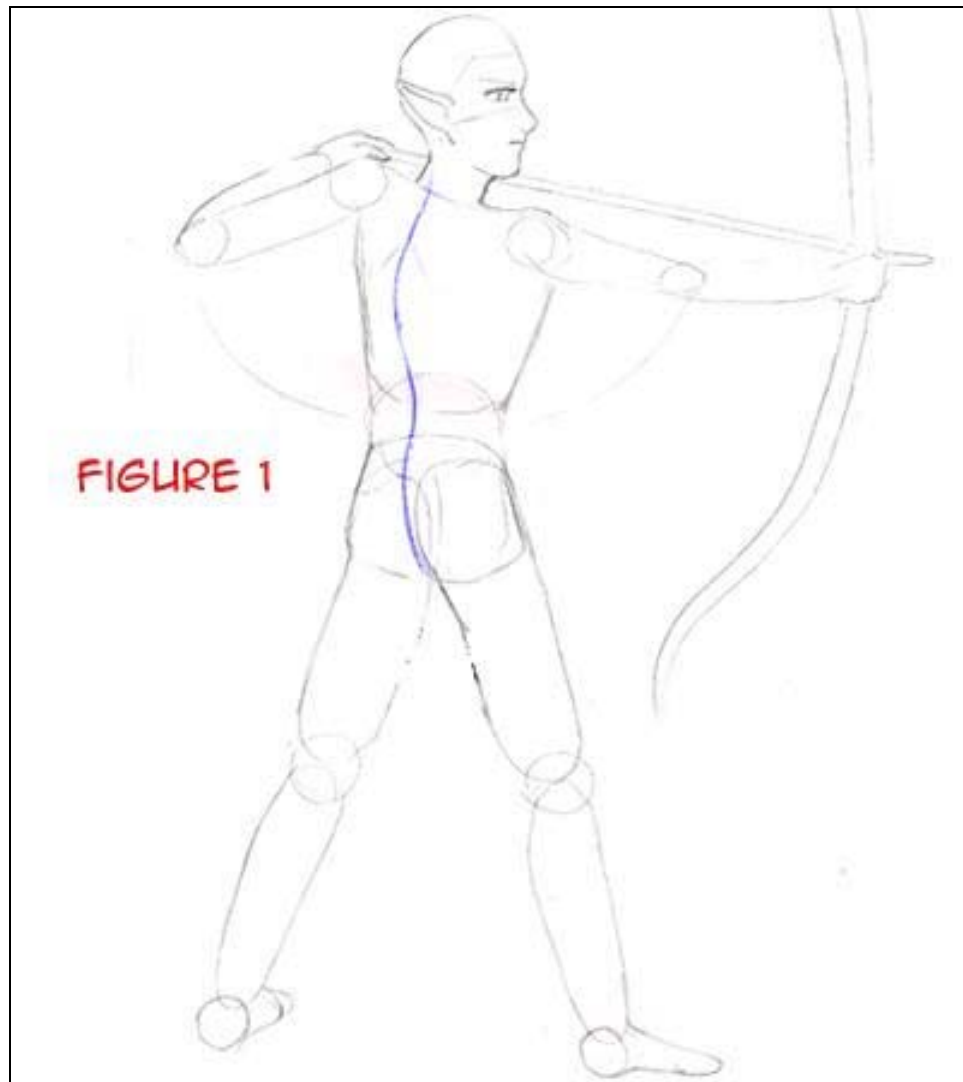


## Male Rear View - Step 1:

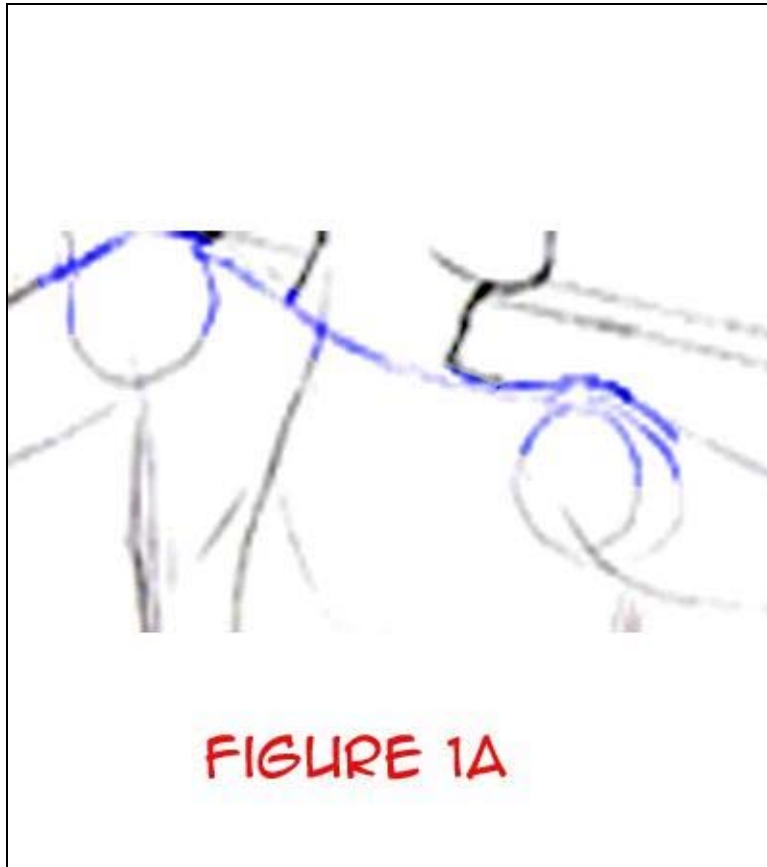
---

Start by drawing your frame. Notice the vertical blue line. That line is the center of his body. I will point out different aspects of the pose.

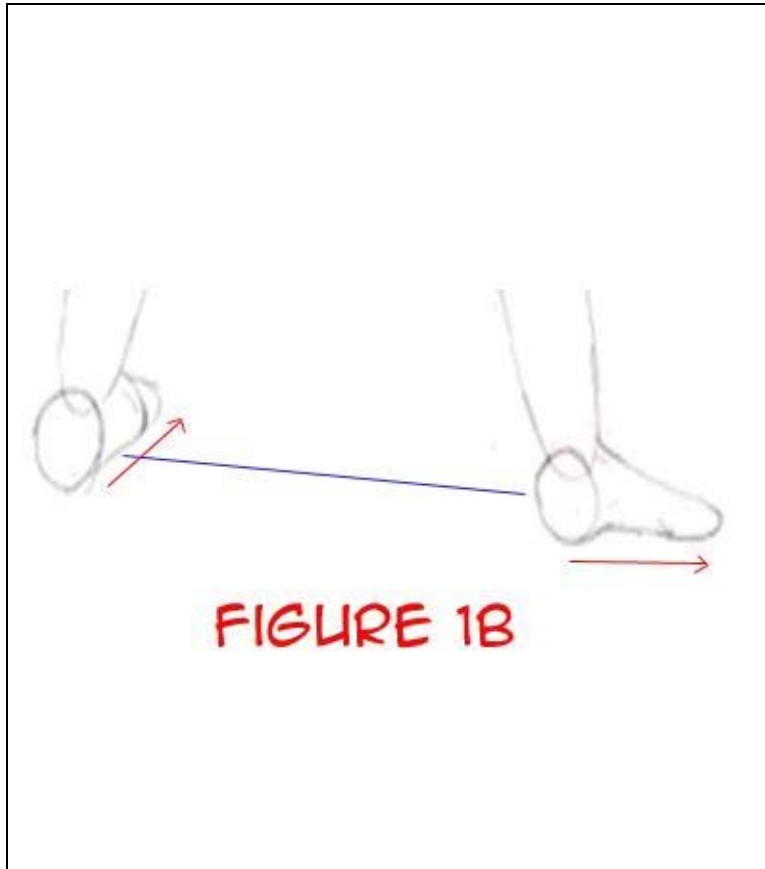
(Scroll down for expanded view.)



**Step 1A.** Notice how the shoulders come up instead of slightly sloping down/mostly flat.

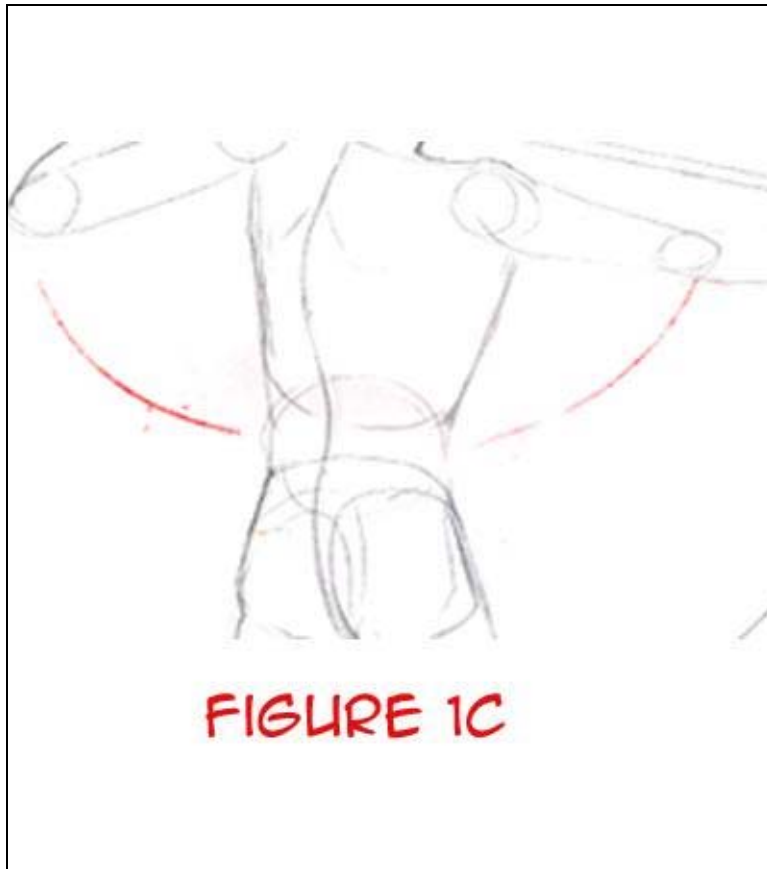


**Step 1B.** Look at how far separated the feet are, and how each foot is pointing in a separate direction. The left foot points more toward the direction of the body whereas the right foot is turned to the side.





**Step 1C.** If you have trouble with the length of the arm, draw an arc going up from the waist. This is where the elbow will be.

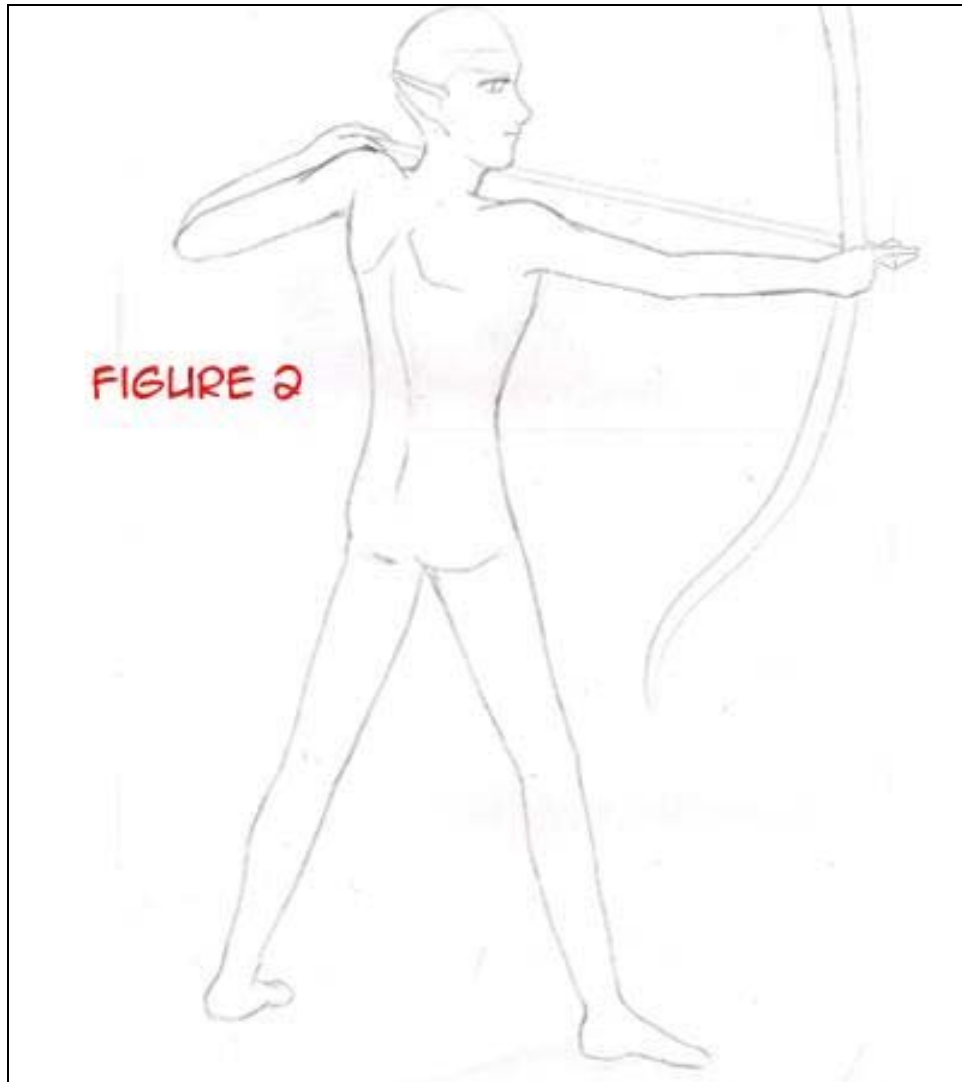


## Male Rear View - Step 2:

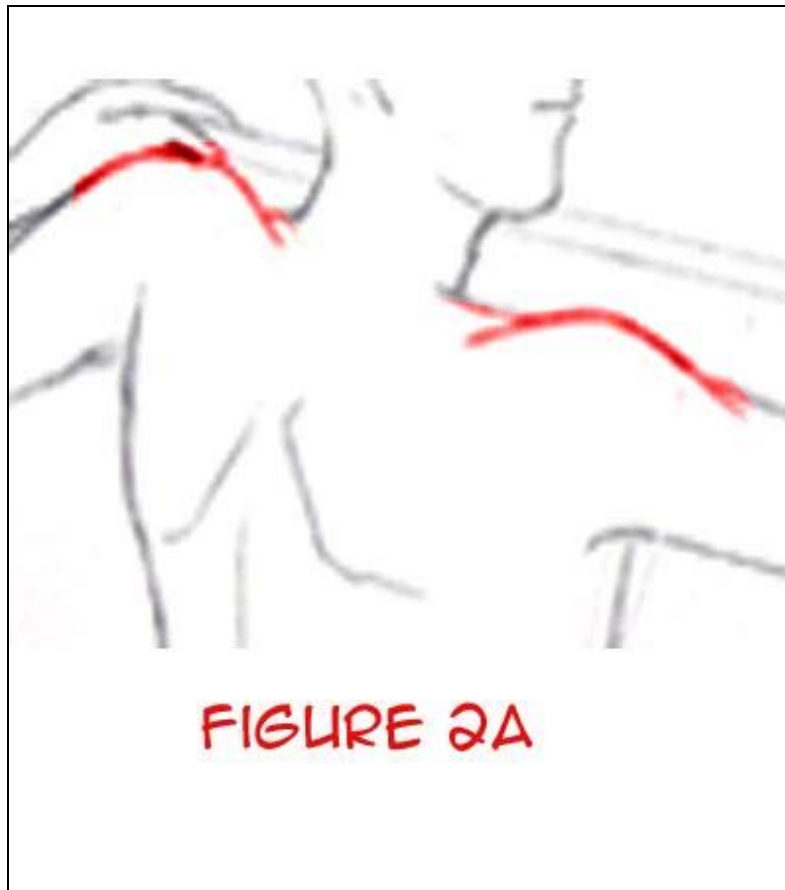
---

Now that you have your frame drawn, you can begin to draw the actual figure. Pay attention to the shape of the body. The male form isn't as curvy like the female form.

(Scroll down for expanded view.)



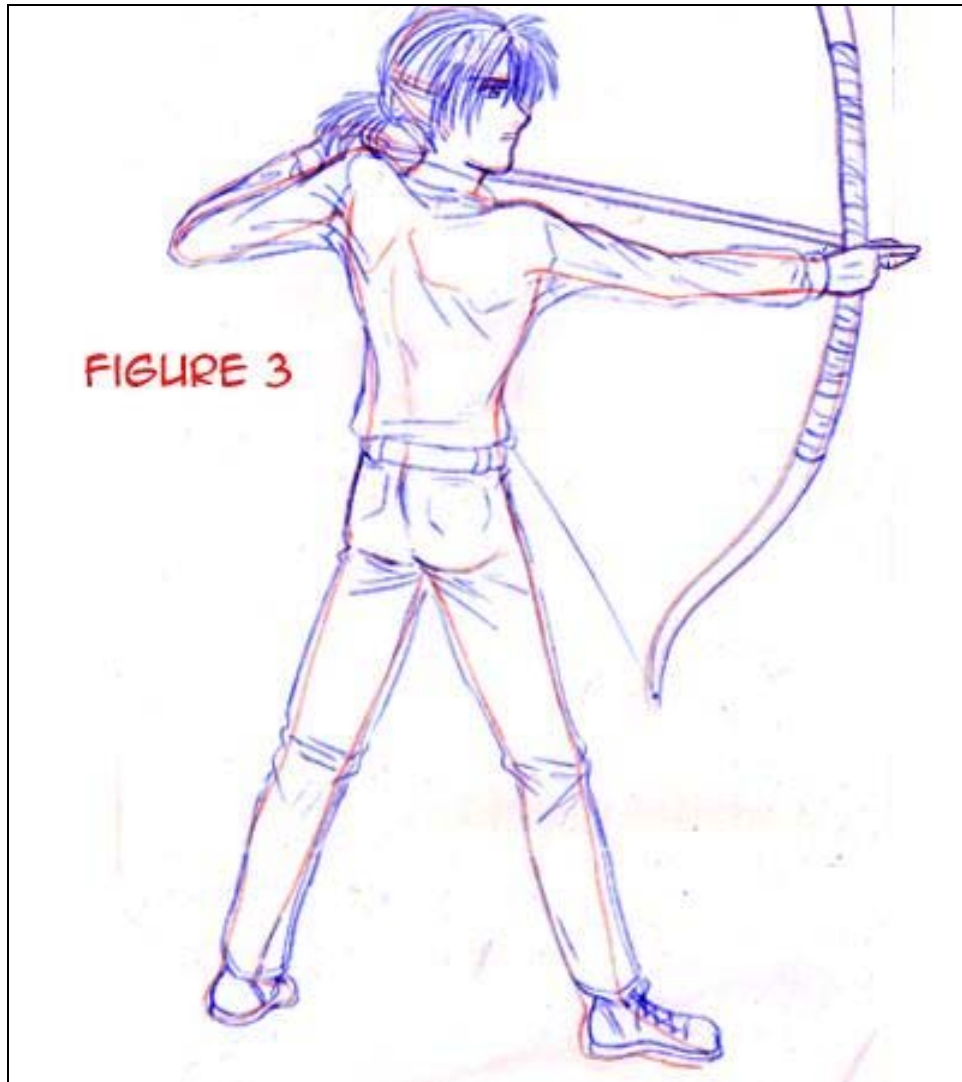
**Step 2A.** Coming back to the shoulders, it should now be more visible on how they are brought up.



## Male Rear View - Step 3:

---

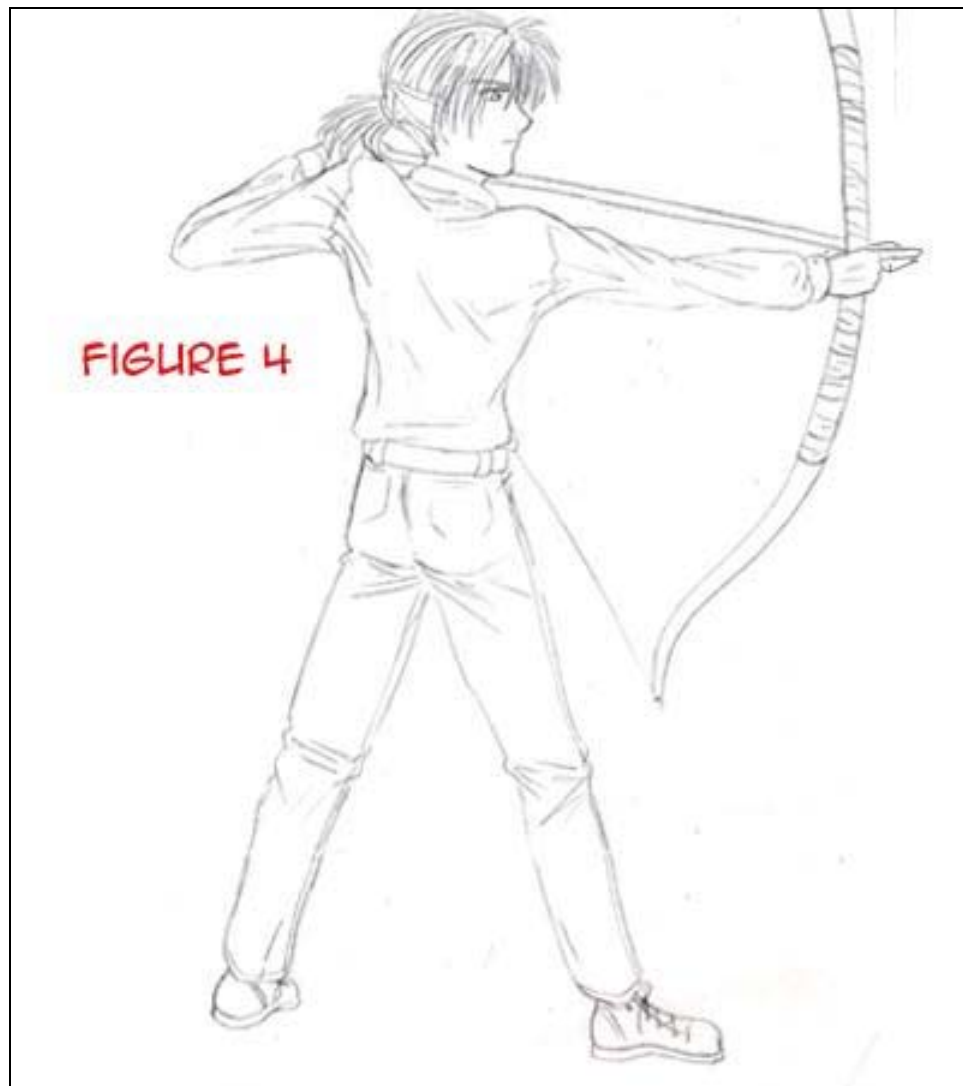
Now you can add clothing and hair (and eyes and such if you haven't already). For simplicity's sake, and to better show the form, I'm drawing him in modern clothing, even though he is an elf. Normally I wouldn't, but it makes this easier for both of us. Make sure you detail how the clothing sits on his body, where the folds are, and how it hangs.



## Male Rear View - Step 4:

---

Clean up your line art, erasing any remaining guidelines. Now you can color it however you choose. I want to color it in PhotoShop, so I will eventually be inking the picture.



## 4.1 Female Tutorials: **Kneeling 3/4<sup>th</sup> View**

This tutorial will show you how to draw a female figure kneeling in a 3/4th view, from a high angle.

### Illusionary Techniques:

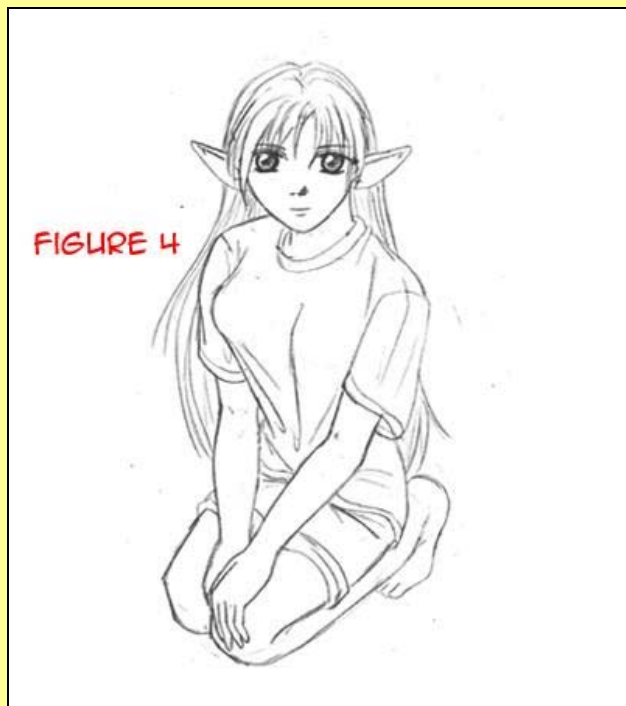
- ☒ CG software
- ☒ Mechanical pencil

### Finished Product:

Number of Steps

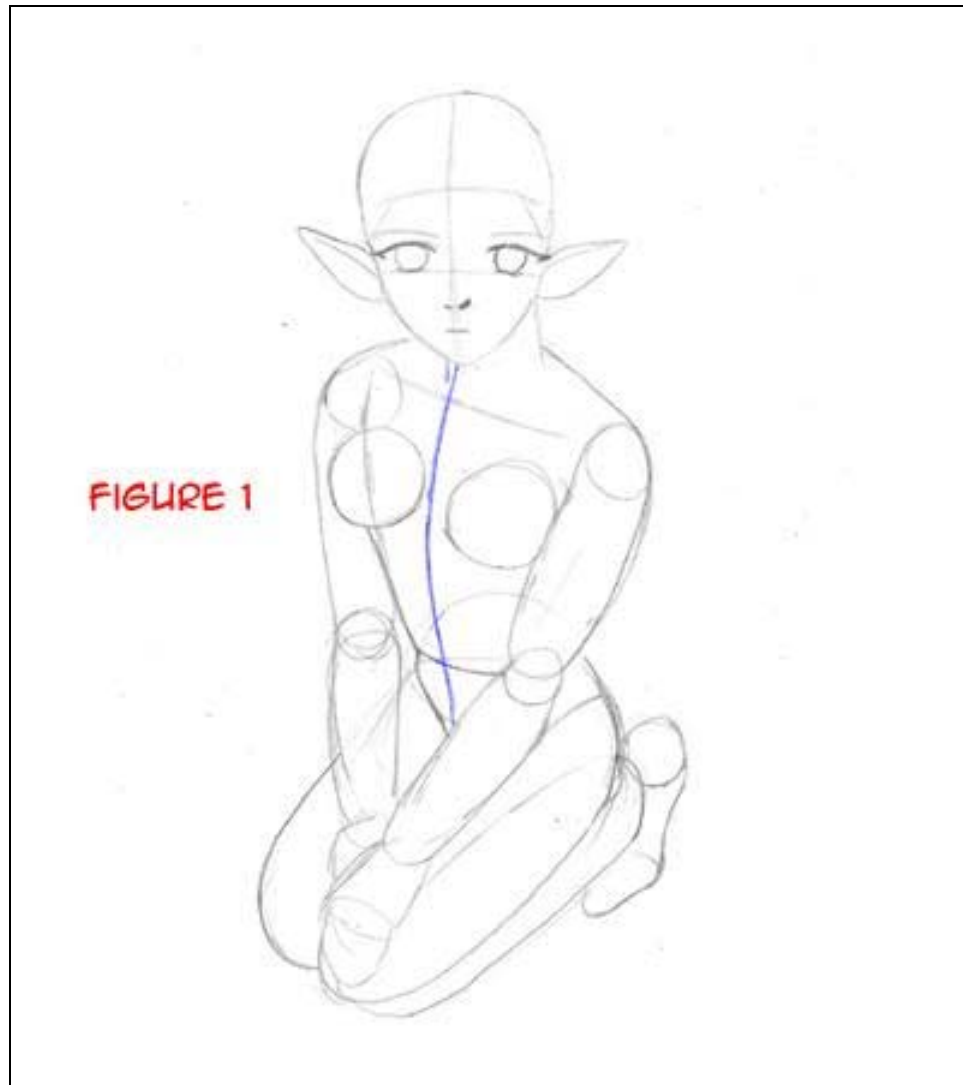
4

Skip Tutorial



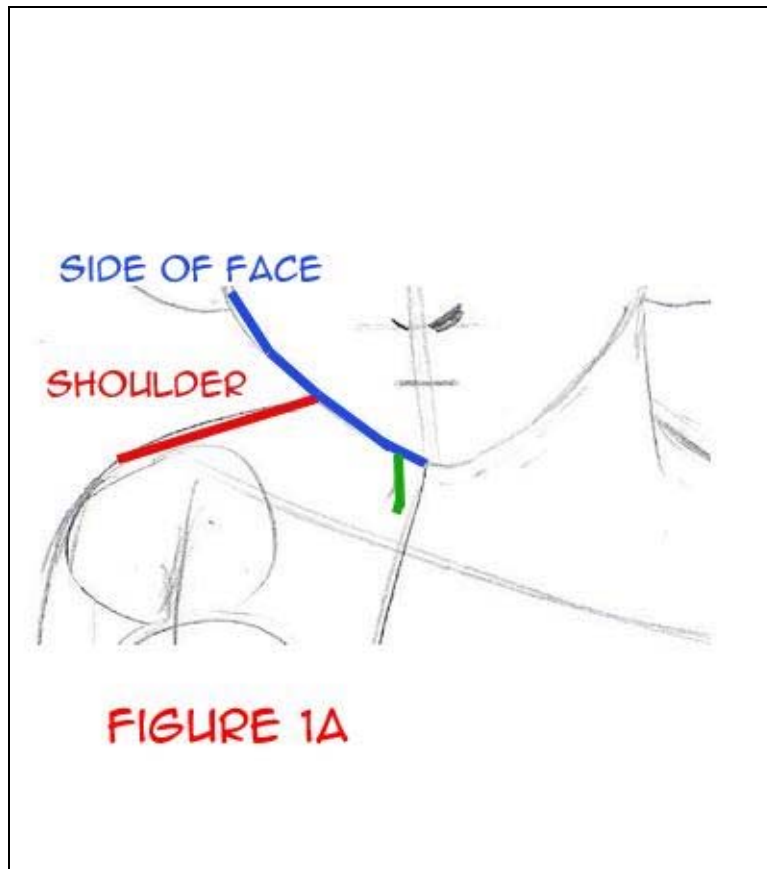
## Female Kneeling 3/4<sup>th</sup> View - Step 1:

Start by drawing your frame. Notice the vertical blue line. That line is the center of her body. I will point out different aspects that make this pose.



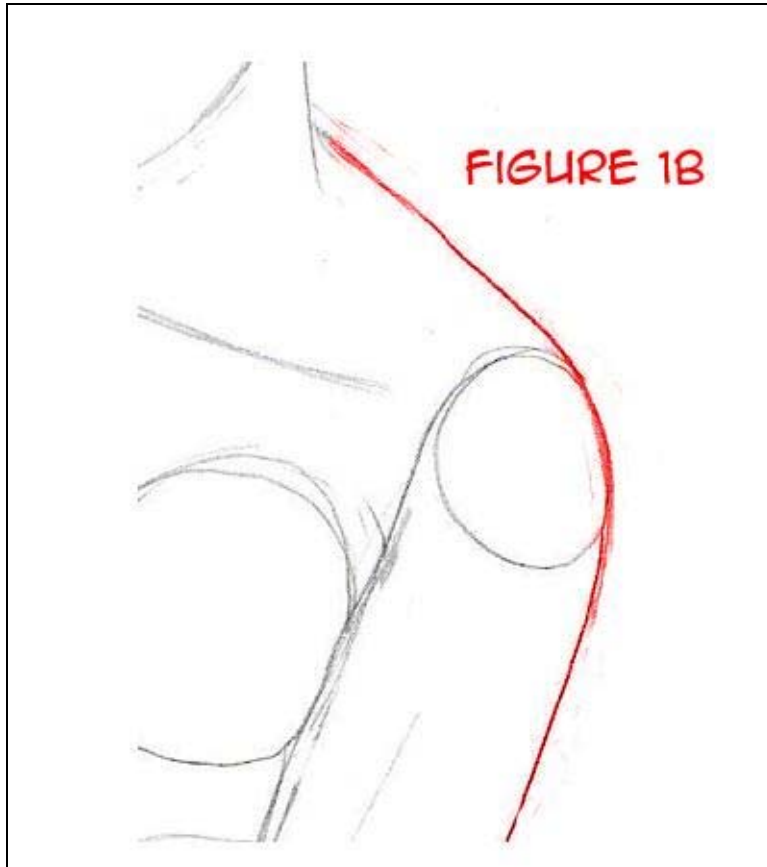
*She looks sad...*

**Step 1A.** The shoulder on the far side is not drawn coming from the end of her neck as if it were a mid angle view. It begins from the side of her face, sloping downward.

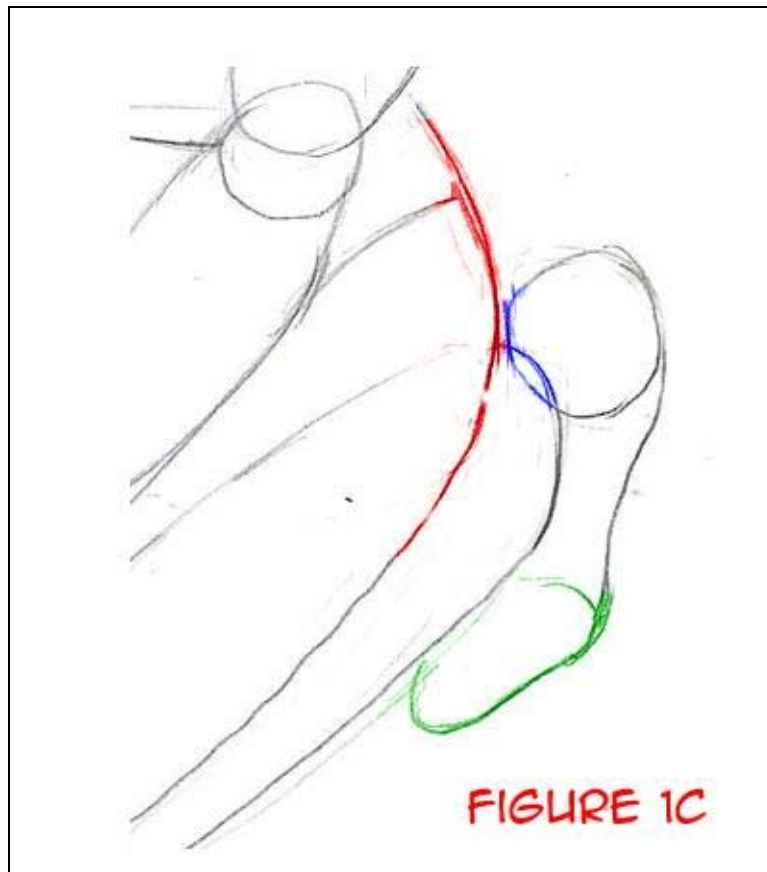




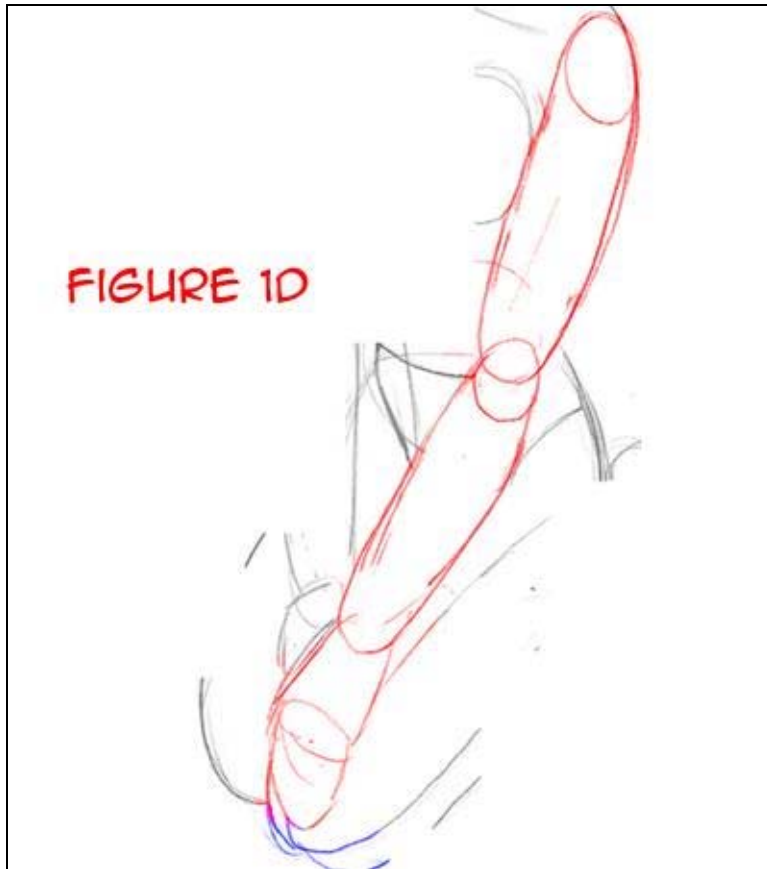
**Step 1B.** Notice how the shoulder rounds. It rounds a little more than when hanging to the side.



**Step 1C.** Her toes are the only part of the foot on the ground, taking all the weight. Because of this she is not sitting directly on her heels, but slightly further up. If you were to draw her with her feet straight out (with the top of her feet fully on the ground, toes pointing out) then she would be sitting on her heels.



**Step 1D.** Her arm is almost fully extended, which would then reach out to almost the ends of her knees.



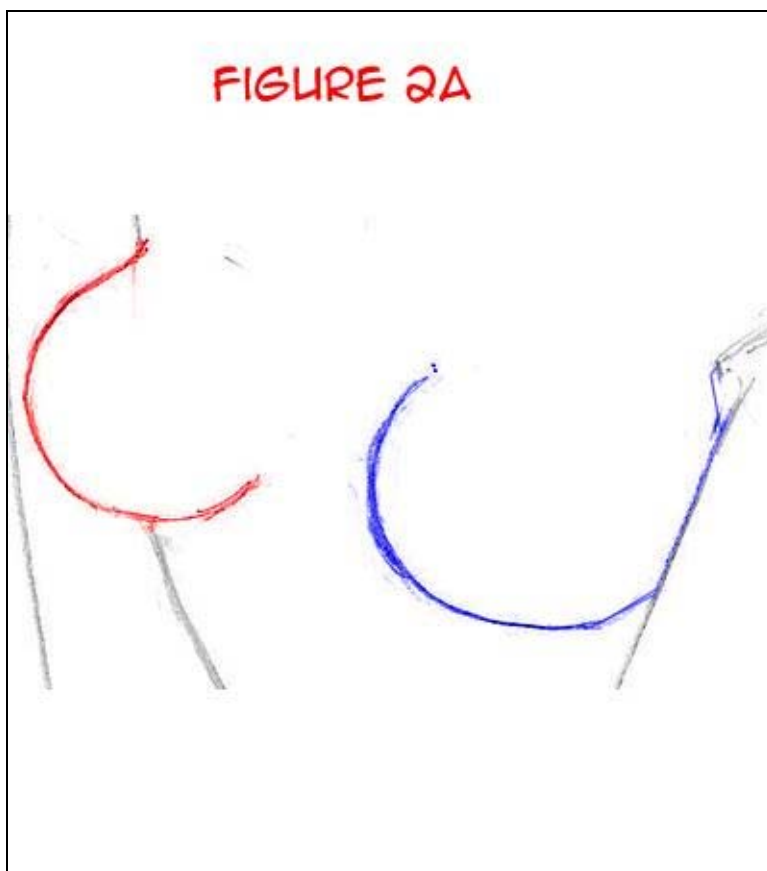
## Female Kneeling 3/4<sup>th</sup> View - Step 2:

---

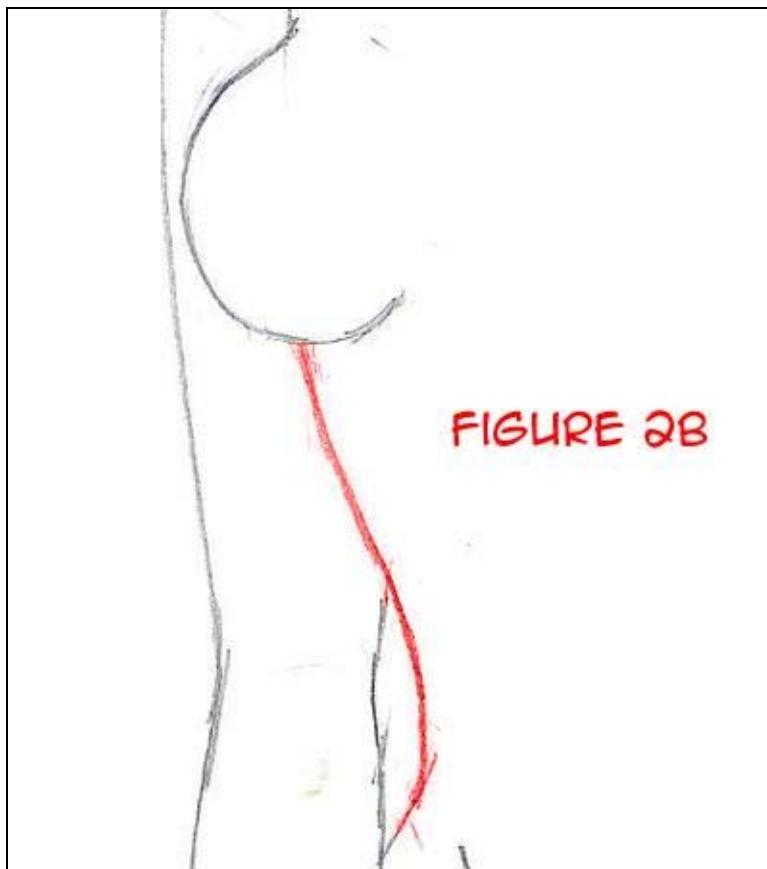
Now that you have her frame drawn, you can begin to draw her actual figure. Pay attention to the shape of the body. The female form has many curves.



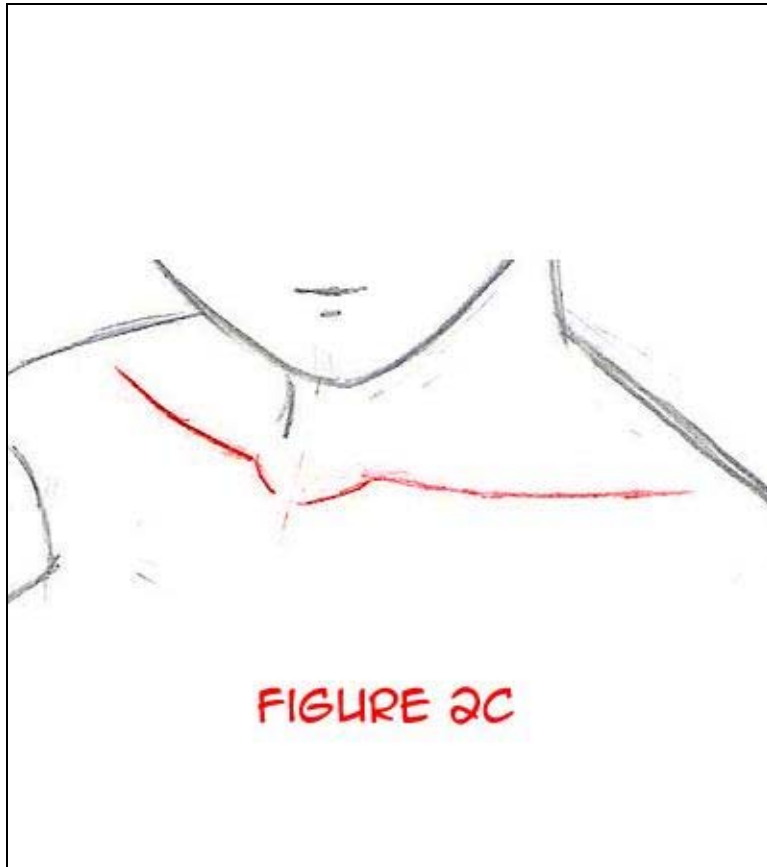
**Step 1A.** Notice that the breast on the far side is drawn as a half circle, whereas the one closer is more of a full circle (although in this picture her arm hides a bit of the one side).



**Step 1B.** Her torso is not flat. It curves from the ribs down.



**Step 1C.** Her collar bone is not drawn flat either. In this pose it curves up in either direction.



## Female Kneeling 3/4<sup>th</sup> View - Step 3:

---

Now you can add clothing and hair (and eyes and such if you haven't already). To keep things simple, I'm going to put a t-shirt and shorts on her. Notice where the clothing folds the most or stretches out. Don't forget to add some detail, to make the clothing more realistic...like the seams on the shirt and jeans.





## Female Kneeling 3/4<sup>th</sup> View - Step 4:

---

Clean up your line art, erasing any remaining guidelines. Now you can color it however you choose.



## 4.2 Female Tutorials: **Running Front View**

This tutorial will show you how to draw a female figure running, at a front view, mid angle.

### Illusionary Techniques:

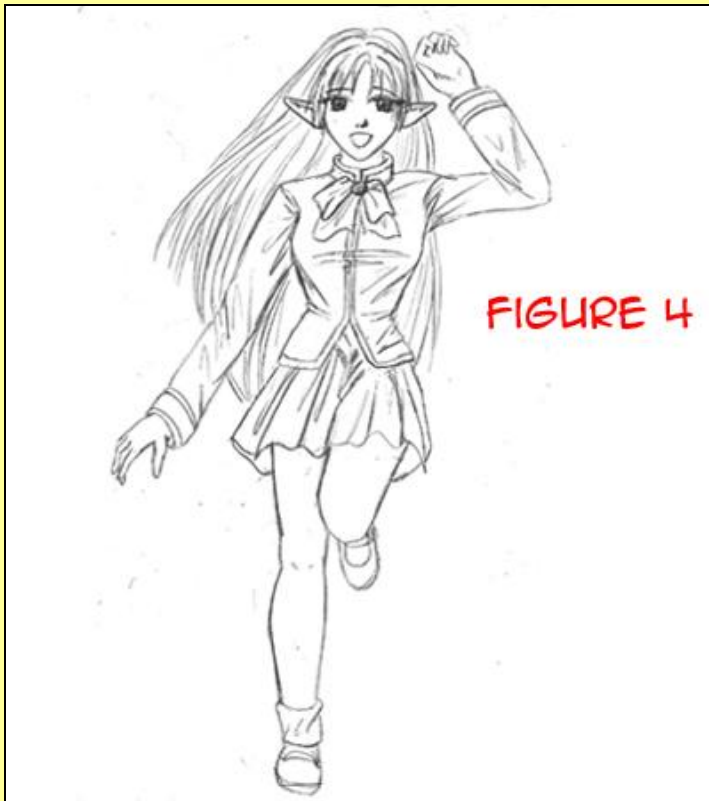
- ☒ Mechanical pencil
- ☒ CG software

### Finished Product:

Number of Steps

4

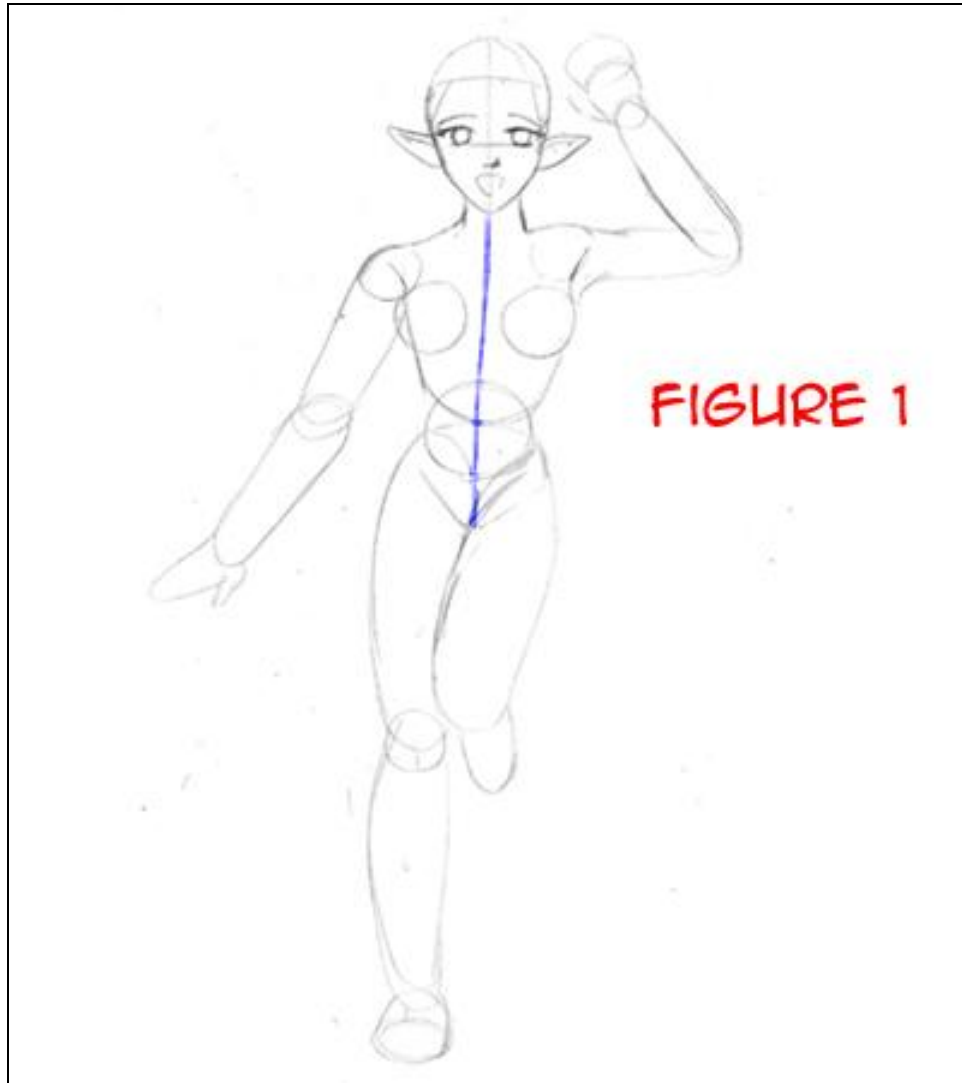
Skip Tutorial



## Female Running Front View - Step 1:

---

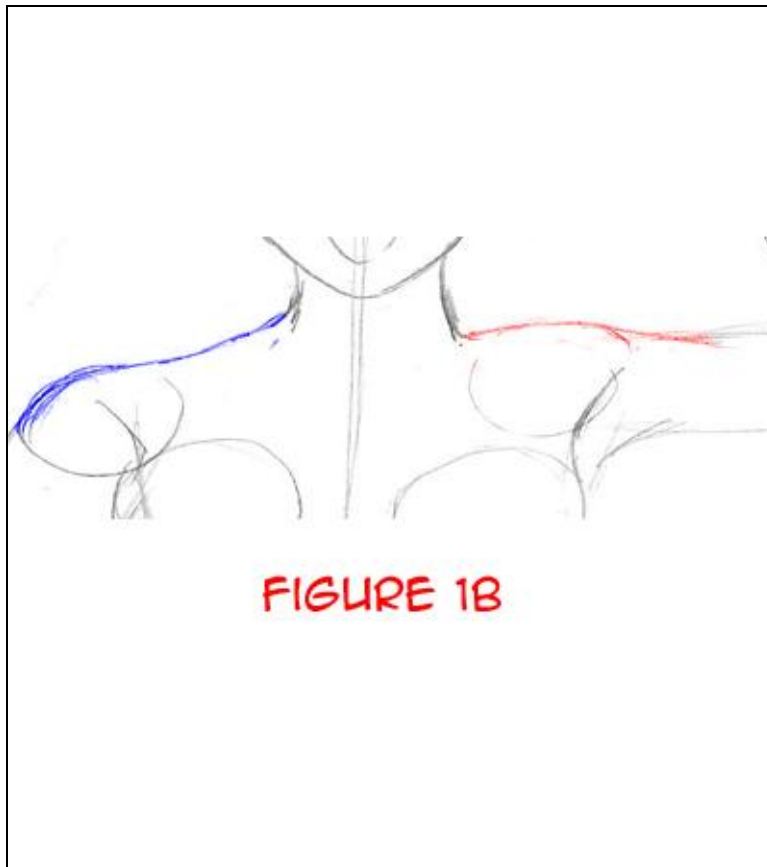
Start out drawing your frame. Notice the vertical blue line. That line is the center of her body. I will point out different aspects that make this pose.



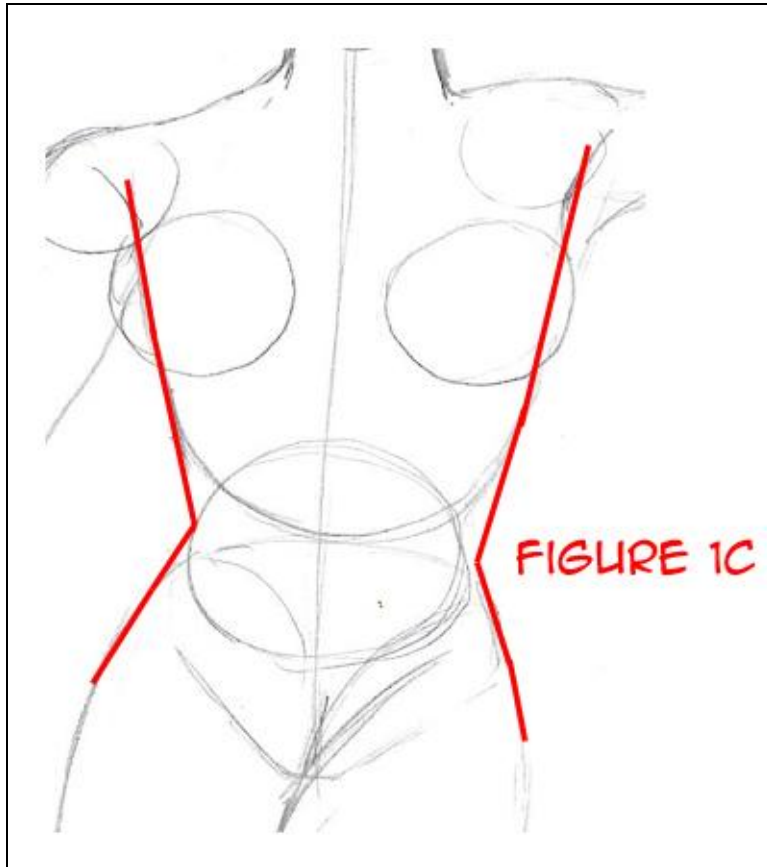
**Step 1A.** The leg that is up should be drawn slightly on a slant, coming in front of the other leg.



**Step 1B.** The shoulder of the arm that is raised curves instead of being straight.



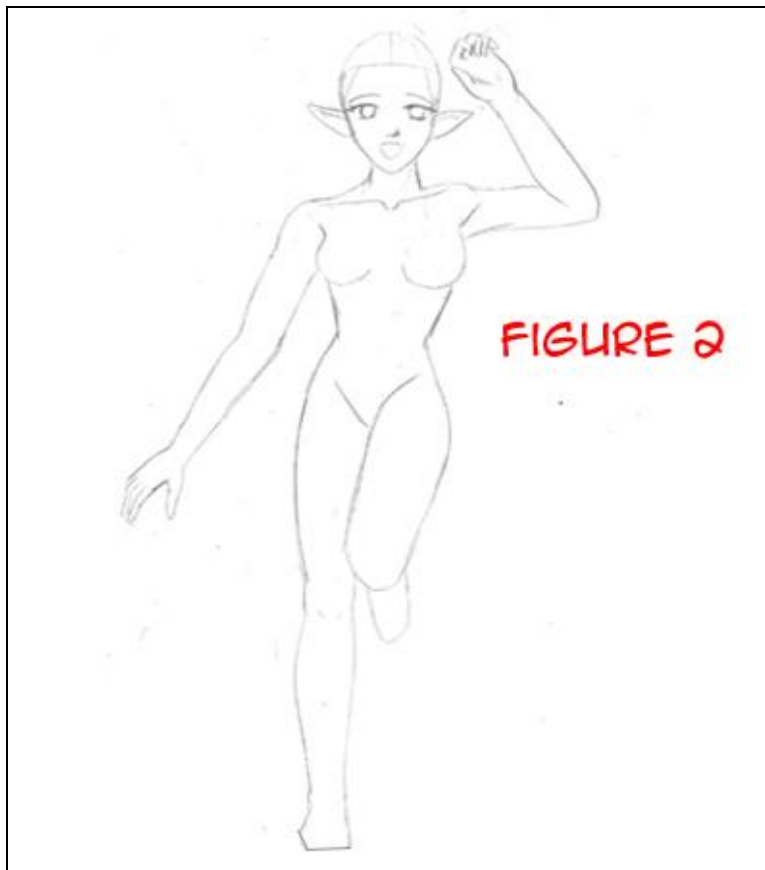
**Step 1C.** Observe how the female torso narrows until you reach the waist, then it widens.



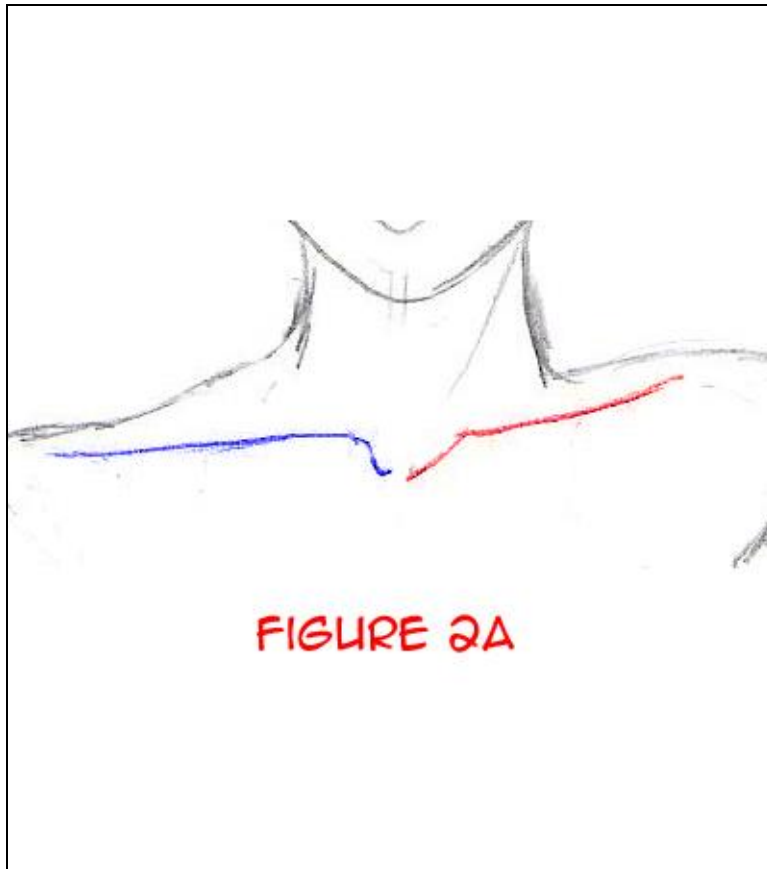
## Female Running Front View - Step 2:

---

Now that you have her frame drawn, you can begin to draw her actual figure. Pay attention to the shape of the body. The female form has many curves.



**Step 2A.** Her collar bone is mostly straight on one side then curves up with the raised arm. depending what clothes you will dress her in, you may not need to worry about this.





## Female Running Front View - Step 3:

---

Now you can add clothing and hair (and eyes and such if you haven't already). For this picture I decided on a school uniform. Notice where the clothing folds the most, or stretches out? Don't forget to add some detail.

Something else I should mention is her hair. Since she is running, her hair is moving somewhat to one side. Motion is always something to keep in mind.



## Female Running Front View - Step 4:

---

Clean up your line art, erasing any remaining guidelines. Now you can color it however you choose.



## 5 Complex Tutorial

Well here we are. The tutorial for a "complex drawing" meaning this not only has a character, but also includes a physical environment.

I'm going to start out with a warning that full backgrounds are not a strong point of mine...I'm better at abstract backgrounds. BUT I will do the best I can.

A note before I start: For this tutorial I chose a very simple pose, and I will not be explaining the parts as in-depth as normal. The main focus will be on the setting.

### Illusionary Techniques:

- ☒ Mechanical pencil
- ☒ CG program

### Finished Product:

Number of Steps

6

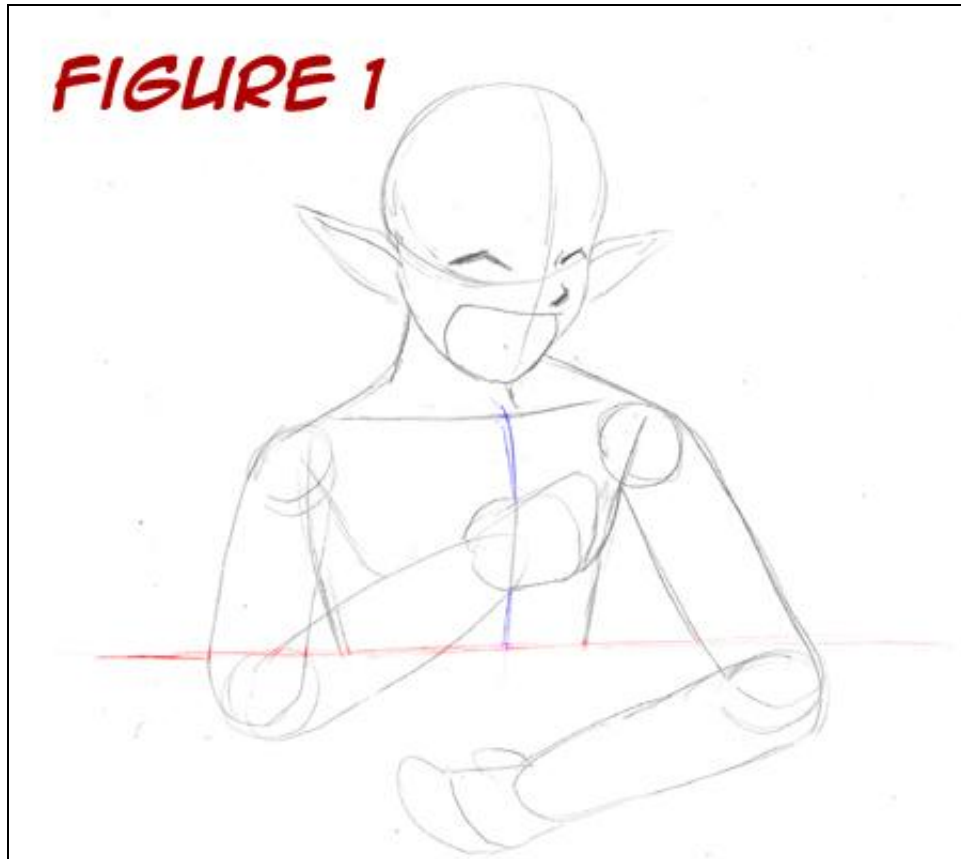
Skip Tutorial



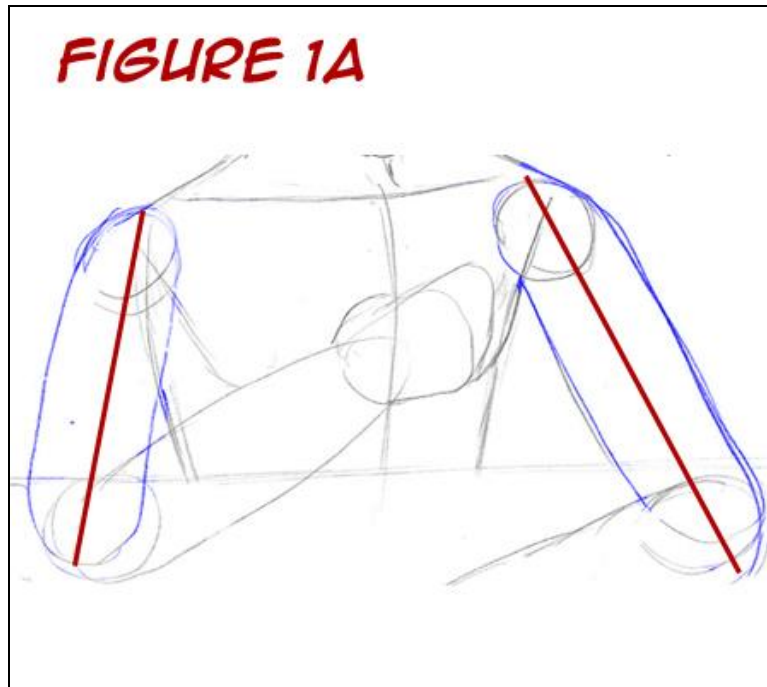
## Complex Tutorial - Step 1:

---

Start off with just the main character of the picture. In this case he is sitting behind a table, so the table line is drawn (in red), revealing only his upper half. You won't have to worry about drawing anything other than. As usual that blue line is the center of his body.



**Step 1A.** This is possibly the only thing I will draw attention to for the character himself. Notice that the slightly raised arm's upper part is slightly shorter than the other arm. This is because of the angle we are seeing it from.



## Complex Tutorial - Step 2:

---

Now that you have your frame drawn, you can begin to draw the actual figure. I also added the cup and his bread roll during this.



## Complex Tutorial - Step 3:

Now you can add clothing and hair (and any other feature you haven't added already.) Note where the clothing folds the most, or stretches out. Don't forget to add some detail to make the clothing more real...like the seams on his jacket and such.



*Two for the price of one!*



## Complex Tutorial - Step 4:

---

Now you can start on the details of his surroundings. Remember that the further something is, the smaller it should be drawn to show distance. He's in the woods (having a nice little picnic apparently ;) so we will have trees (in red) and some lines to indicate grass (in green). Also I added a plate of rolls on the table (in red).





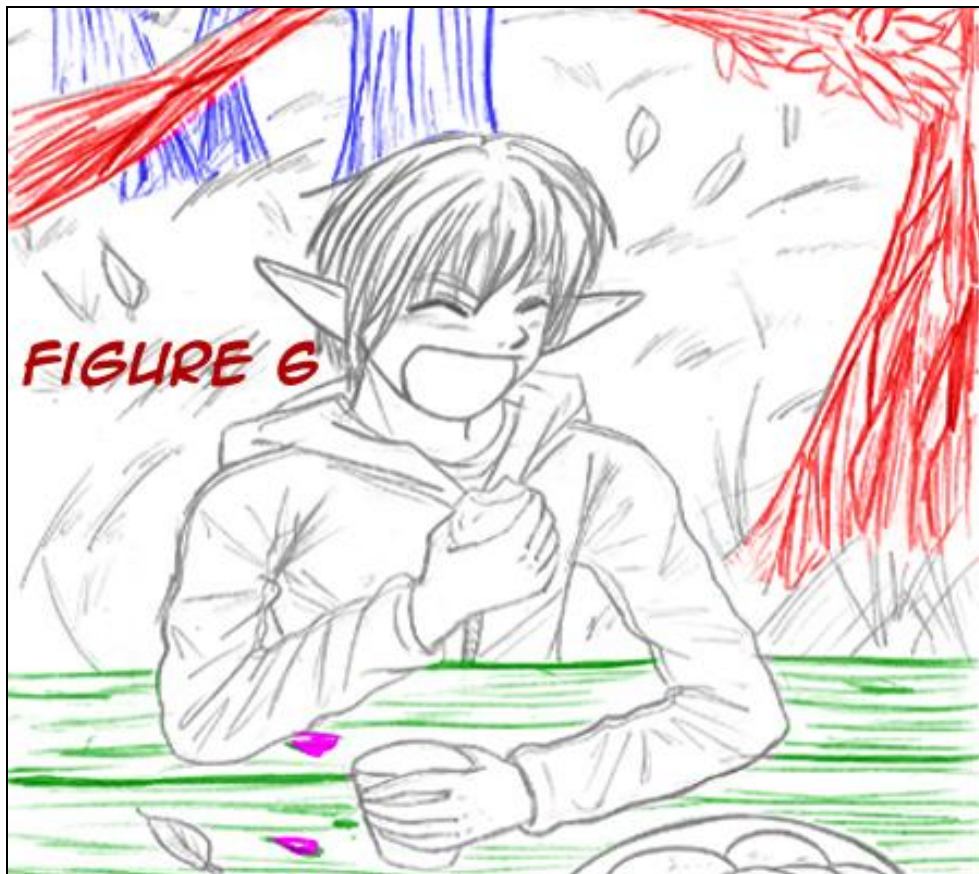
## Complex Tutorial - Step 5:

---

Alright! We're almost finished! All we have to do is detail it up a notch!

Well first off, to put it simply, the further away something is, the less you have to really worry about details. Just a few lines on the faraway trees (in blue) should suffice. NOW for the closer up trees (in red), you'll need a lot of detail. Many more lines, and not all in the same direction should work for the bark. You should draw individual leaves as well. Don't worry too much about drawing the veins on all of them either.

Now for the table (in green), It is made of wood, so a few lines can make it look like it. Also remember to add a knothole or two (in purple) to make it look more realistic.



## Complex Tutorial - Step 6:

---

Now you can do whatever you wish with it. Pencil shade it, ink it, whatever. Here's what the end product should look like.



07!

CHIBI JAZINE

**Chibi Jazine**

**Full Name:** S.N. Slaughter  
**Gender:** Female  
**Nickname:** Ja-zine  
**Location:** Maryland, US  
**Favorite Anime:** Kare-Kano

I believe art is a necessity. You need it in the same way you need food and water. My love of art started in elementary school, when I had a teacher who taught us how to create comics. Comics led to my love of anime.

"I believe art is a necessity"

Anime is very stylized. That's why I love it—you never know what to expect next. There hasn't been any one anime that has given me inspiration; I've been touched by them all.

The best advice I can give is you is that practice makes perfect. I know it may sound cliché, but if you're patient, your artwork will eventually satisfy you.

## 2.1 Introductory Tutorials: **Round Eyes**

Eyes are the most noticeable feature on a character's face. That's why I'm gonna give you two tutorials for drawing them. This first one deals with rounder eyes.

### Secret Weapons:

- ☒ Colored pencils
- ☒ Inking pen
- ☒ Pencil

### Finished Product:



Number of Steps

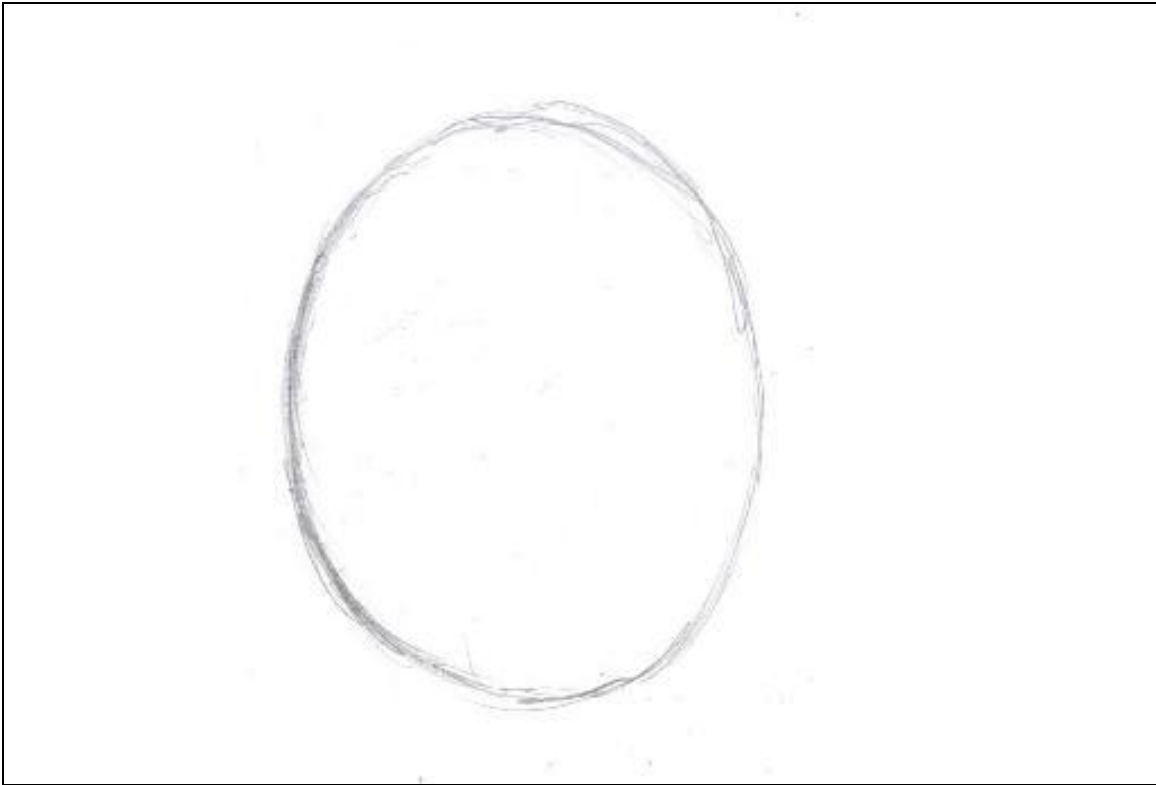
6

Skip Tutorial

## Round Eyes - Step 1:

---

Start by sketching an oval.



## Round Eyes - Step 2:

---

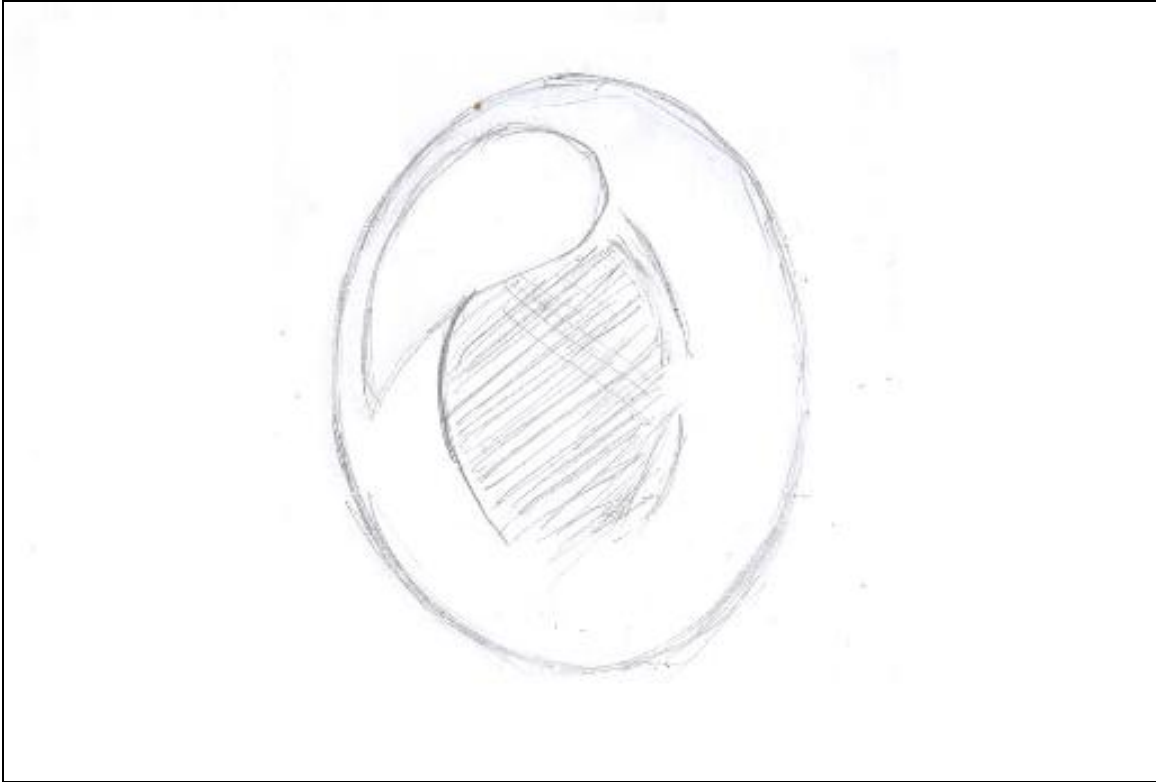
Draw the primary glare in the eye. The glare can be as simple as a circle or as long and irregular as a teardrop. Even though there may be other glares reflected in the eye, the biggest will face the direction of the character's line of sight.



## Round Eyes - Step 3:

---

Now draw an oval, which will be connected to the glare, and shade it black. This will become the pupil of the eye.

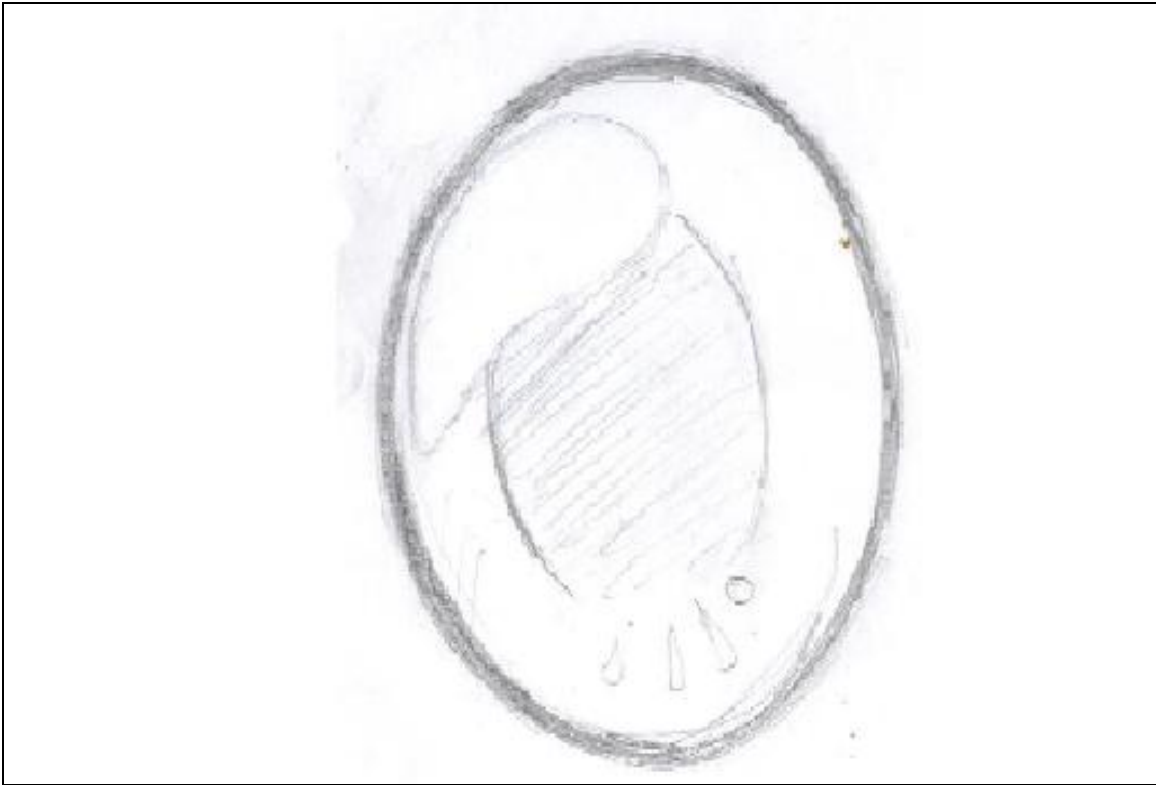




## Round Eyes - Step 4:

---

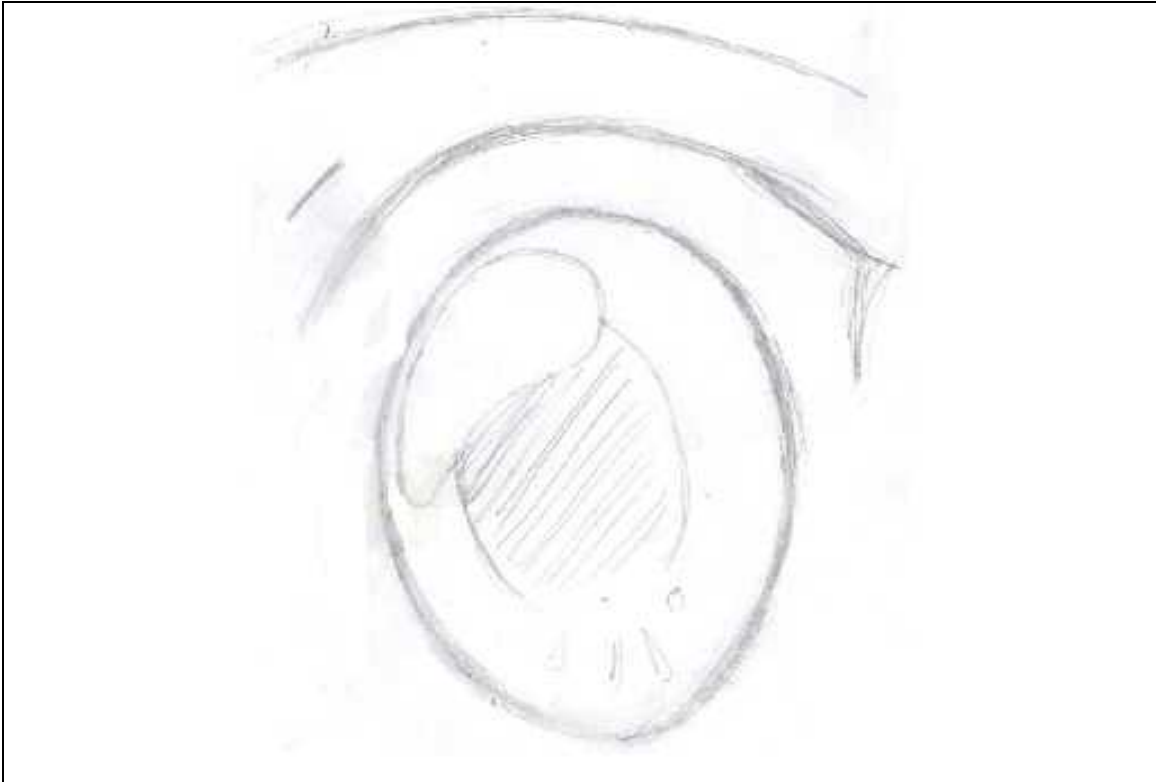
Darken the outer rim of the eye. You can also include the other highlights of the eye.



## Round Eyes - Step 5:

---

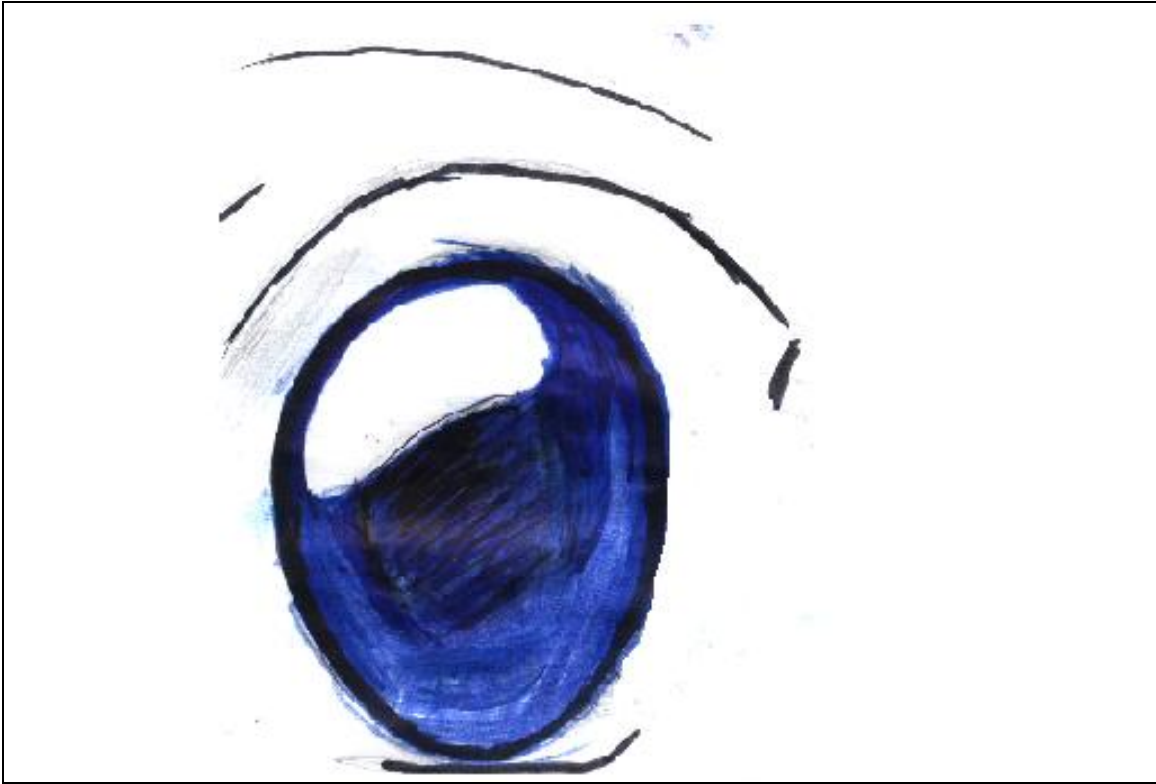
The upper eyelashes should follow the shape of the eye. Sometimes the eyelashes are attached to the eye, but in this example they aren't. Put a curved line over the eyelashes. This is in the indent of the eye. When you draw the longer curve over this line, it will represent the eyebrows.



## Round Eyes - Step 6:

---

When coloring the eye, try using as many different shades of your primary color as possible. For example, I used a lot of different blues here. Remember that the darker colors are toward the rim and get lighter as they move in toward the pupil.



*Notice how tall and  
ovular this eye is?  
This contrasts  
nicely to our other  
ones.*

## 2.2 Introductory Tutorials: Rectangular Eyes

When coloring the eye, try to use as many different shades of your primary color as possible. For example, I used a lot of different greens here. Remember that the darker colors are toward the rim and get lighter as they move in toward the pupil.

### Secret Weapons:

- ☒ Pencil
- ☒ Colored pencils
- ☒ Inking pen

### Finished Product:



Number of Steps

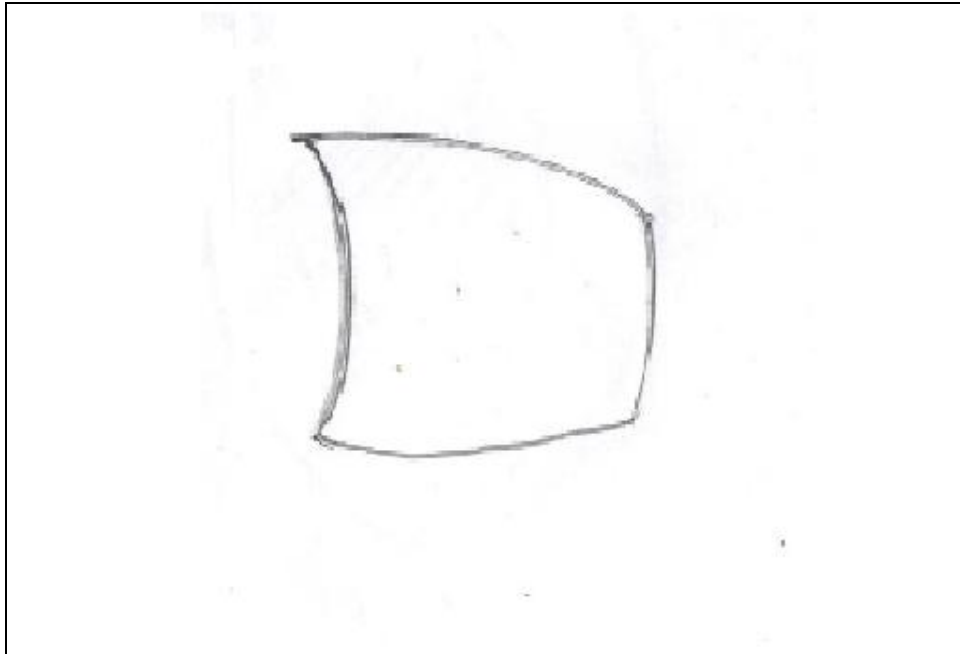
4

Skip Tutorial

## Rectangular Eyes - Step 1:

---

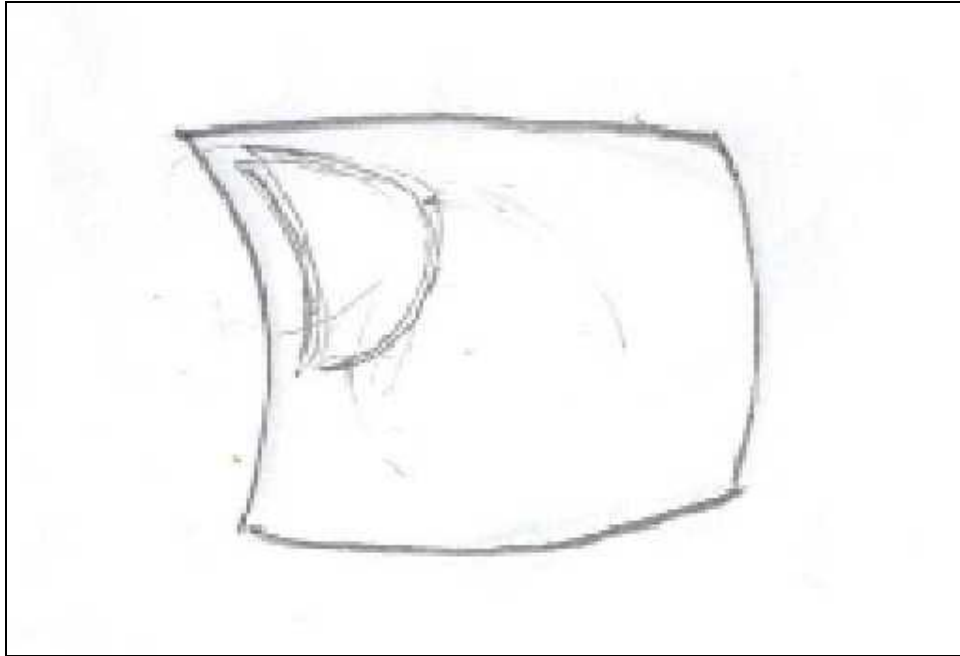
First, create a rectangle and curve one of the sides inward.



## Rectangular Eyes - Step 2:

---

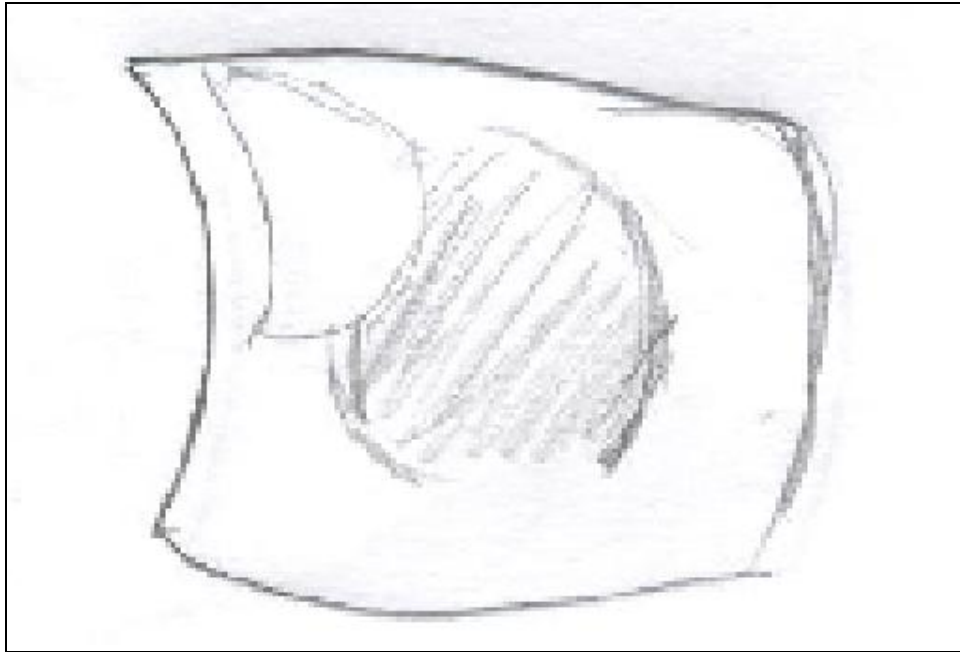
Next, just like before, create a glare in the eye. Here, I gave the glare the same rectangular shape as the eye itself.



## Rectangular Eyes - Step 3:

---

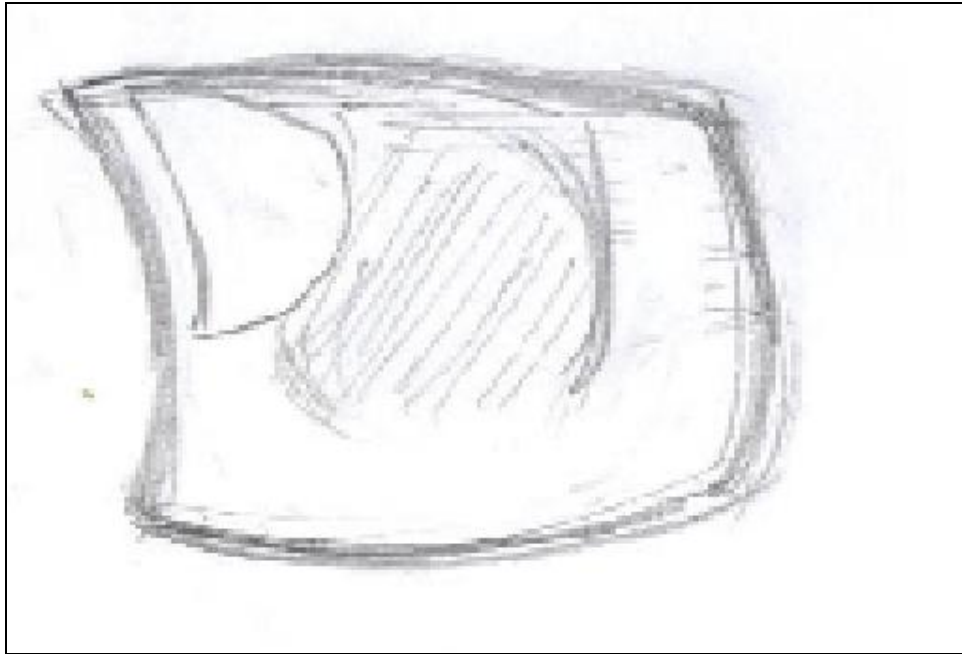
Now let's create the pupil, which will be a dark spot near the main highlight.



## Rectangular Eyes - Step 4:

---

Darken the rim.

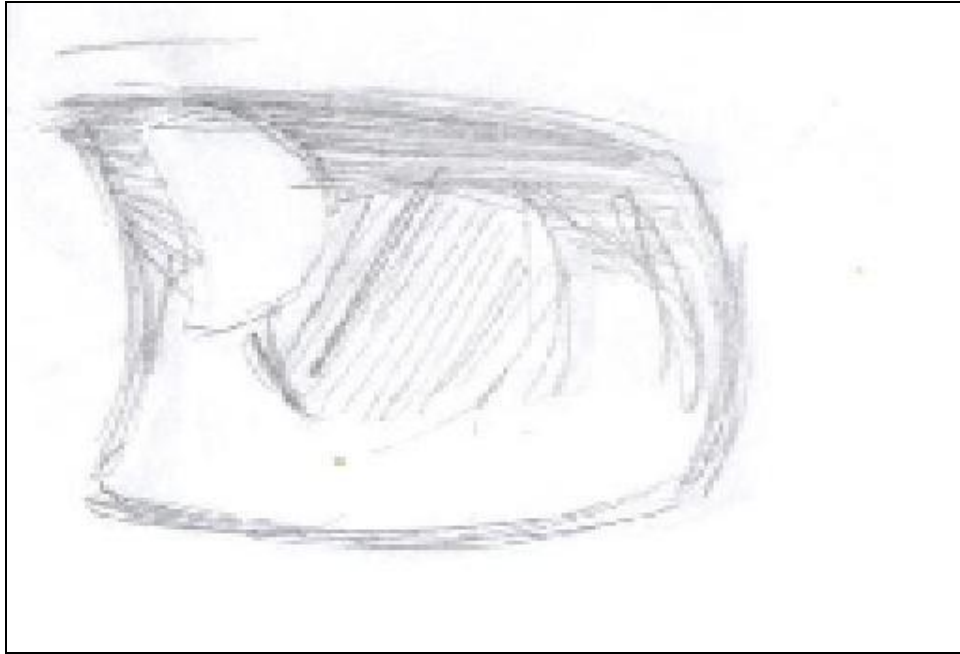




## Rectangular Eyes - Step 5:

---

Gradually shade the eye. The top will be the darkest and the bottom will be the lightest. Avoid shading any highlights placed on the eye and also avoid the pupil.



## Rectangular Eyes - Step 6:

---

While coloring, do the same thing as before. Make the top area the darkest and the bottom the lightest.



## 2.3 Introductory Tutorials: **Face**

So now you know how to draw not one, but two different types of eyes. But what about the rest of your character's face? Don't worry, I've got you covered. Read on...

### Secret Weapons:

- ☒ Colored pencils
- ☒ Inking pen
- ☒ Pencil

### Finished Product:



Number of Steps

4

Skip Tutorial

## Face - Step 1:

---

Divide the face vertically and horizontally in half by a light pencil line. Most female anime characters have eyes that are placed in the middle of their faces. Don't place the eyes too close or too far apart from one another.

Male eyes will be slightly farther from the middle and smaller. Both female and male eyes are usually oval shaped. Create a space in the oval which can be a triangle or a small circle as the highlight of the eye. This, in anime, also determines the character's line of sight. Afterward, make a dark spot for the pupil.



## Face - Step 2:

---

The nose should be placed slightly lower than the eyes, but between the eyes. The top of the ear should line up with the top of the eye; the bottom ear, to the bottom part of eye. Lips should be below the nose but not too far from it.



## Face - Step 3:

---

Start the hair from the middle. Hair has movement so make sure you show it! For curly hair use curly or wavy lines. For straight hair, use only somewhat curly lines. When it comes to hair you can make it as realistic or simplistic as you want. Just experiment!



## Face - Step 4:

---

Trace the picture over with ink. Now, before you begin coloring, make sure you use three different shades for each color. The light one should be for the highlights, the middle one for the main color, and the dark one for shading.

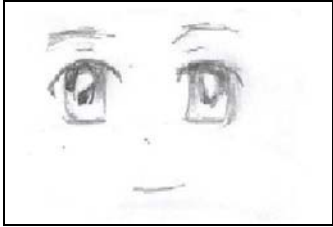
For this picture I drew the light colors using colored pencils first then layered them with medium color. Finally, I put markers over the medium colors and while the markers were still wet, put medium color pencils over the marker. Try to match the color pencils and markers to the closest hue (color) you can get them.

When you need help shading observe the shadows on your face. What happens when the light hits you in a certain direction? Now sketch it! The more you draw the better you will get at figuring out where the shadows lay.



## 2.4 Introductory Tutorials: **Anime Expressions**

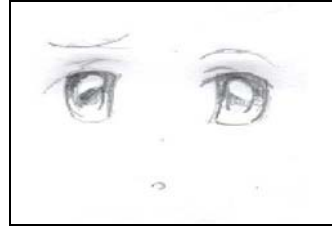
The face of an anime character can go through a wide range of emotions in seconds. The way you place an anime character's eyebrows or how you form the shape of his/her mouth can show a wide range of emotions.



Happy



Sad



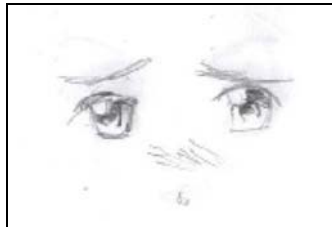
Concerned



Embarrassed



Arrogant



Very sad



## 2.5 Introductory Tutorials: **Coloring**

In this tutorial, I will teach you a few of my coloring techniques. I will use one picture I sketched earlier and color it once in markers and color pencils. Then I will color it in watercolors.

### Secret Weapons:

- ☒ Color pencils
- ☒ Inking pen
- ☒ Markers
- ☒ Painter's tape
- ☒ Paper towels
- ☒ Saran wrap
- ☒ Tissue
- ☒ Watercolor paint

Number of Steps

N/A

Skip Tutorial

## Coloring - Uncolored Picture:

---

Here's a copy of my uncolored picture. To practice coloring, you can print this out and color directly on it.



## Coloring - Markers and Colored Pencils:

---

Before we begin, there are a couple of things to always remember.

First, always have your color pencils sharpened. Do this with a handheld pencil sharpener, not a mechanical one. Why? The former is faster and won't devour your pencils quickly.

Second, don't use markers that are drying out. They are less saturated and you won't get the colors you want.

Third, make sure you're setting your scanner to the most ideal lightness and contrast settings. Every scanner is different and experimentation is a must!

**Step 1.** Use light color pencils or just sketch lightly for the softest colors.



**Step 2.** Color in harder or use darker color pencils for the middle tones.



**Step 3.** Finally, use markers for the darkest part. Coloring over the marker with a color pencil while still wet adds a glossy effect.



## Coloring - Watercolors:

---

Here are some quick tips for using watercolors.

First, use thick paper so that the watercolor doesn't leak. I recommend Bristol, watercolor paper or Lenox.

Second, use a variety of brushes and experiment with each one, to see what kind of strokes they make—you'll be surprised!

Third, make sure you know what the lightest areas of your picture will be! You have to leave those white. Most importantly, be creative!

**Step 1.** Now that that's finished, paint the lightest colors first. Then lay the paper flat to dry.



**Step 2.** Now paint the darker shades.



Step 3. Ink the picture.



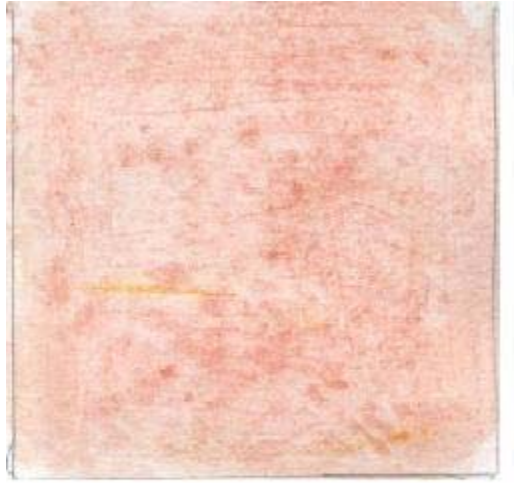


## Coloring - Other Watercolor Techniques:

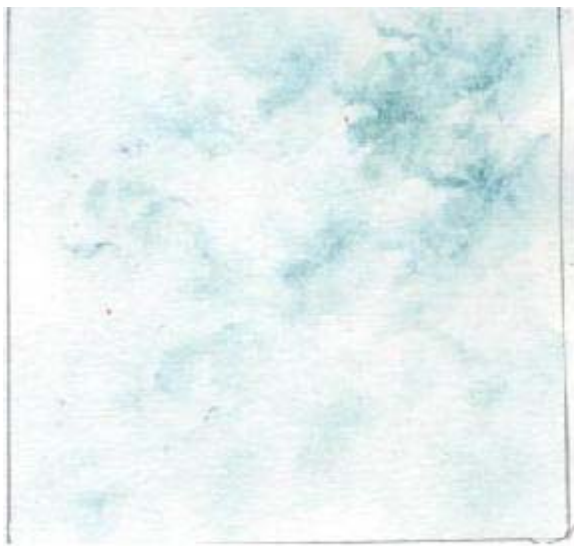
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For watercolors, you can do some pretty cool things even without a brush. Here are some sample techniques.

**Saran Wrap.** Placing saran wrap over wet paint will produce this effect...



**Towel Pats.** Putting watercolor paint on a paper towel than blotting it on paper will make something similar to this...



**Wet Color Paper.** Other techniques include just mixing two different colors with a lot of water straight on the paper. Remember not to use too much water or it will warp the page.



**Painter's Tape.** Other techniques include just mixing two different color paints with a lot of water straight on the paper. Remember not to use too much water or it will warp the page.





**Tissue Painting.** My favorite trick is to place white tissue on top of the Bristol paper and mix the paint directly on that tissue. When you pull the tissue off, the color that seeps through, will appear as so:



## 2.6 Introductory Tutorials: **Perspective**

The use of perspective lets you breath life into your artwork. This tutorial will show you some quick tips for making the most of this important technique.

Since this is a reference-based tutorial, there will be no steps! So get going now!

Next page...

Skip Tutorial

## Perspective - Three Examples:

---

Here are three quick examples that demonstrate the importance of perspective. Behold, the same picture from three different perspectives:

First, let's look at our friendly neighborhood anime girl from a normal, direct perspective.



Now, let's take flight and gaze down upon her from a higher perspective.



What goes up must come down. And so we have our third (and final) perspective.





## Perspective - Tips and Tricks:

---

Here are some tips and tricks for using perspective...

I'll be bringing these up in the next couple sections with practical examples.

### Bullet Points:

- Objects fade or get smaller as they move farther away from the viewer.
- Objects farther away are more out of focus than objects in the foreground. Color also becomes grayer.
- The line of sight is where the eyes focus on first. It's the line is where the focal point exist.
- We can see the top of an object when it lies under the line of sight. Conversely, we can see the bottom of an object when it lies above the line of sight.

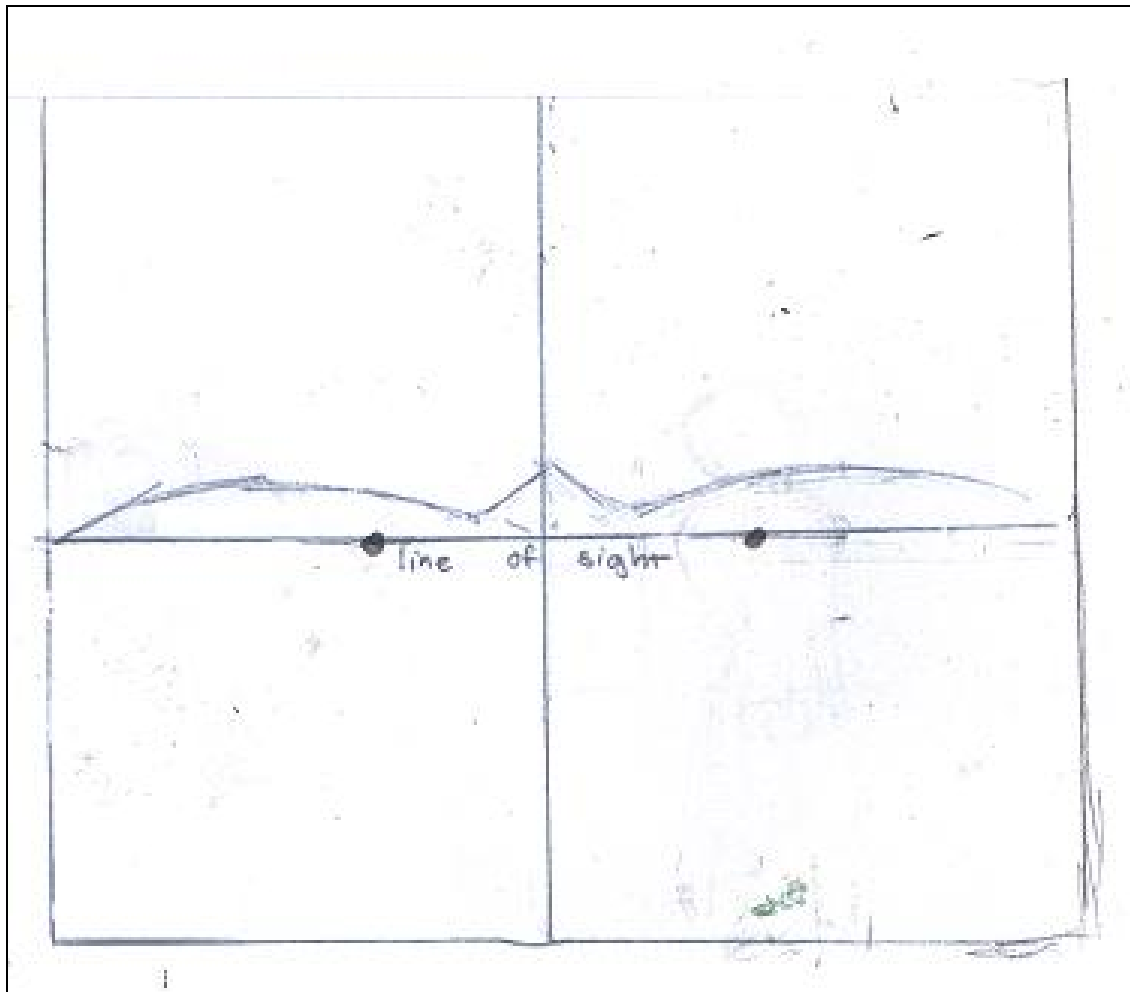
## Perspective - Linear Perspective:

---

There are two types of perspective: linear and aerial.

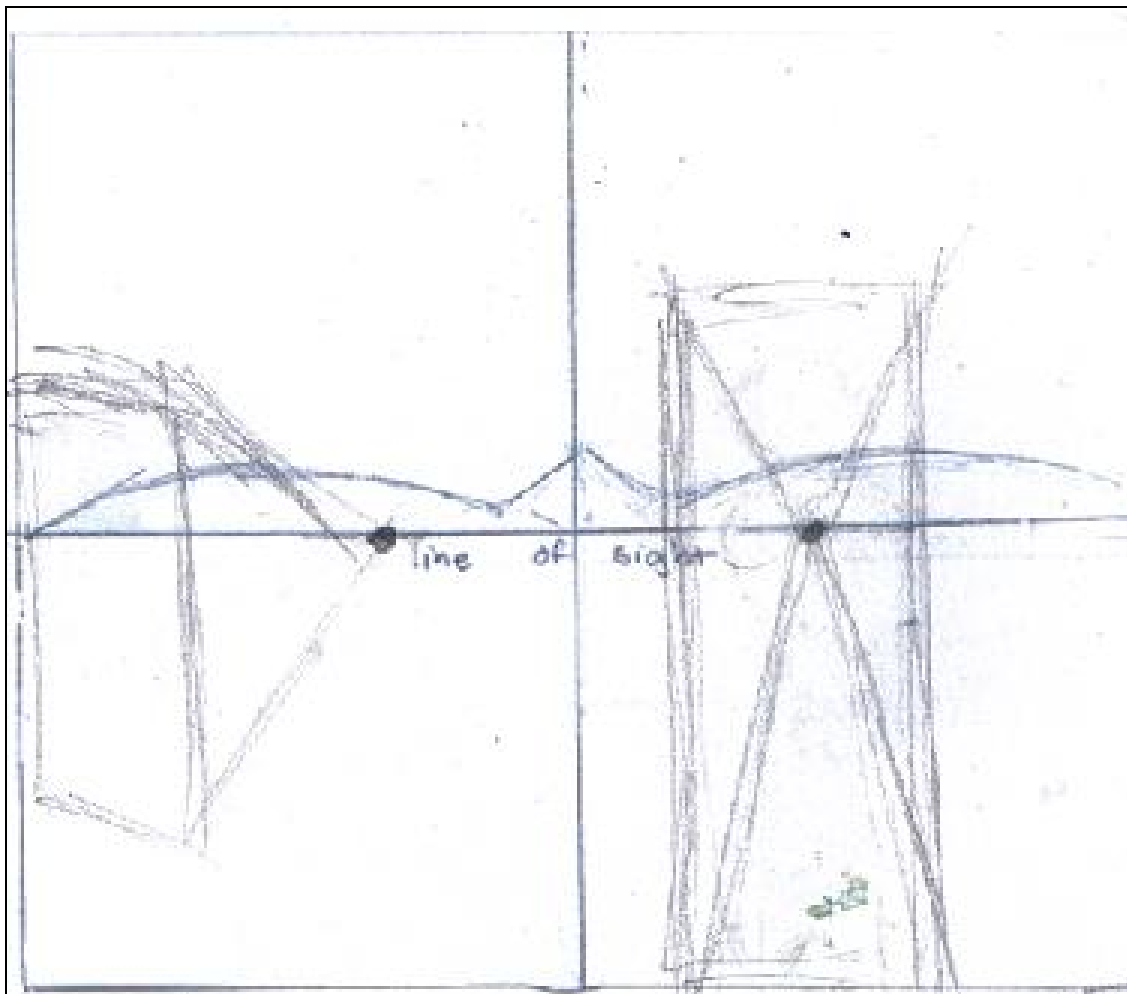
Linear perspective uses lines to show the distance from the background to the foreground.

Draw a horizontal line to represent your line of sight. Place dot(s) at the focal point(s).



Now, create a rectangle where you want your character(s) to stand. Remember: Things that are farther away appear smaller than things that are closer.

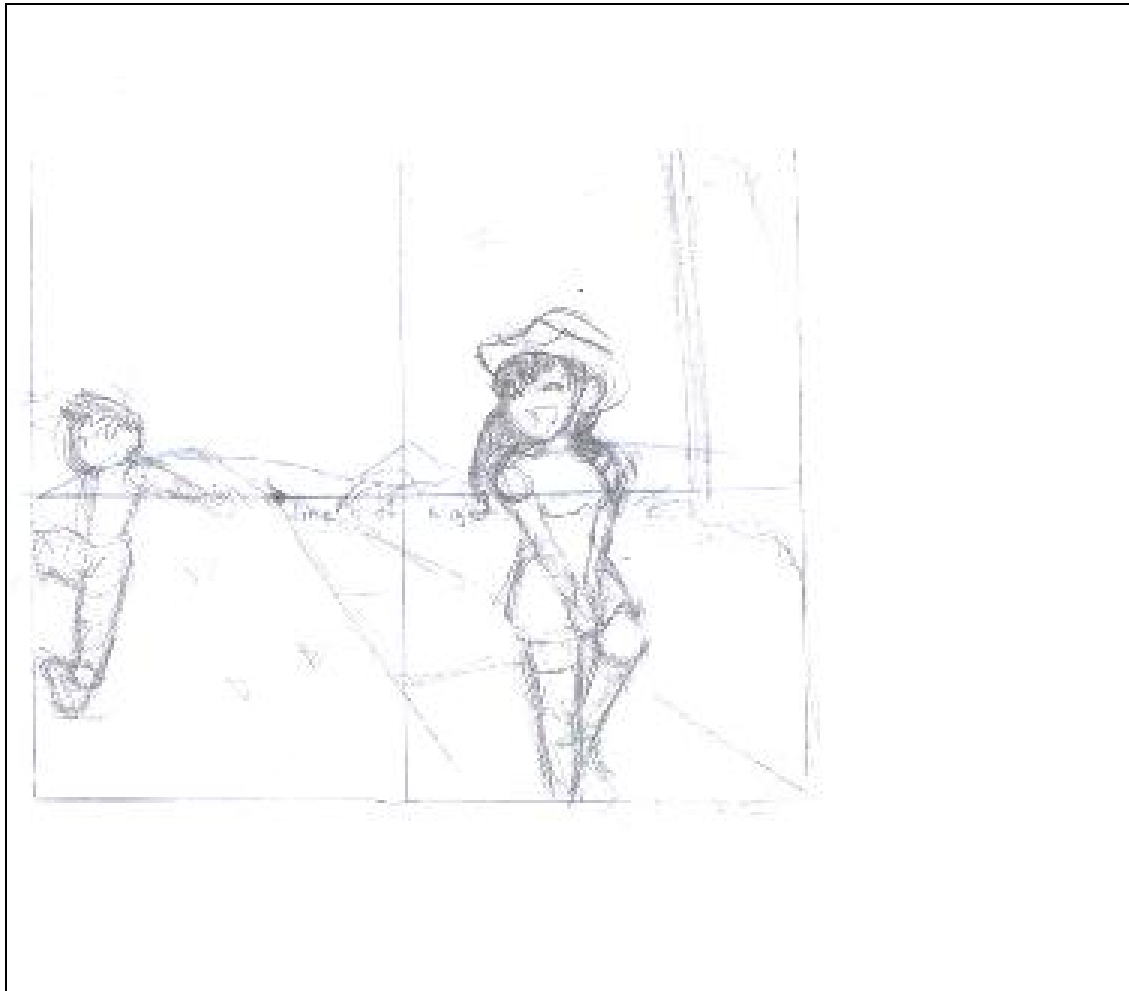
Then draw lines that will connect the focal points with each corner of each rectangle.



Now, draw the characters inside the rectangles.

If you want to draw a background, make the background objects smaller as they approach the line of sight. Notice how the sidewalk disappears when it reaches the line of sight?

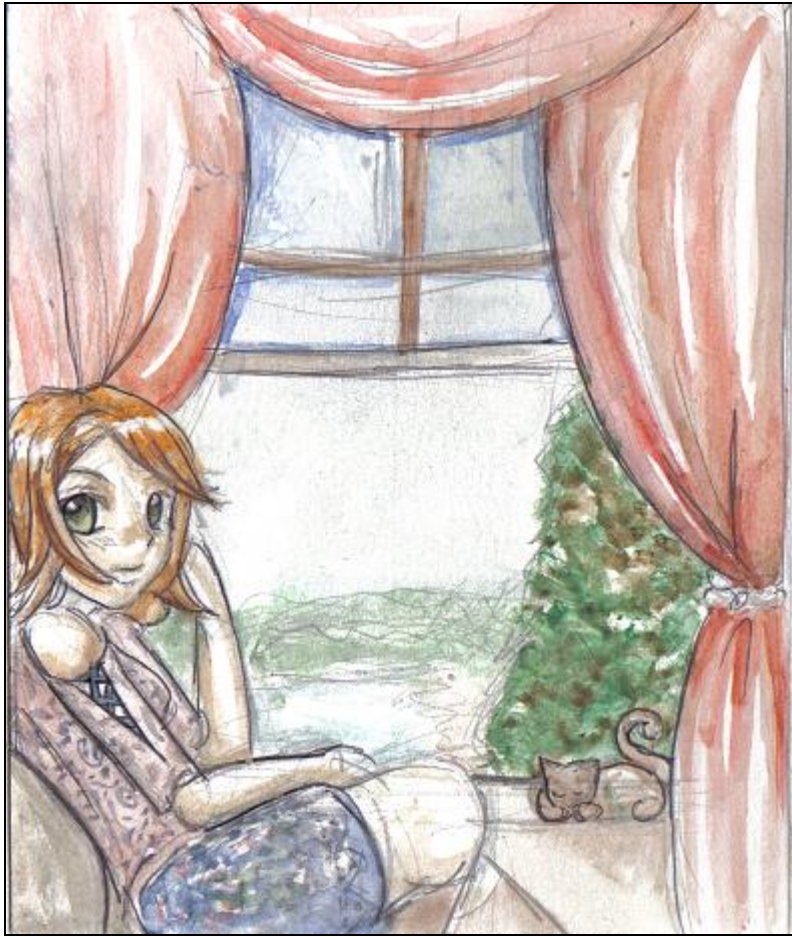
Draw the finer details and you're done!



## Perspective - Aerial Perspective:

---

To explain aerial perspective, I just need one picture and a bit of text. Here we go...



Notice how the tree right next to the window is clearer and more vivid than the trees in the background? This is because objects farther away are more out of focus and grayer than objects in the foreground.

Look out your window. Exactly the same. Apply this concept liberally to your pictures.

### 3.1 Male Tutorials: **Front View Twisted**

Remembering the acronym TDOC (Thinking, Drawing, Observing, and Coloring) will help you improve how you draw anime character. With any art, you have to put your mind to it to do it well. By following these steps you will be able to master the style of drawing anime.

And even better, you can apply many of these techniques to other styles of art as well!

#### Secret Weapons:

- ☒ Copy paper
- ☒ Color pencils
- ☒ Inking pen
- ☒ Markers
- ☒ Pencil

Number of Steps

7

Skip Tutorial

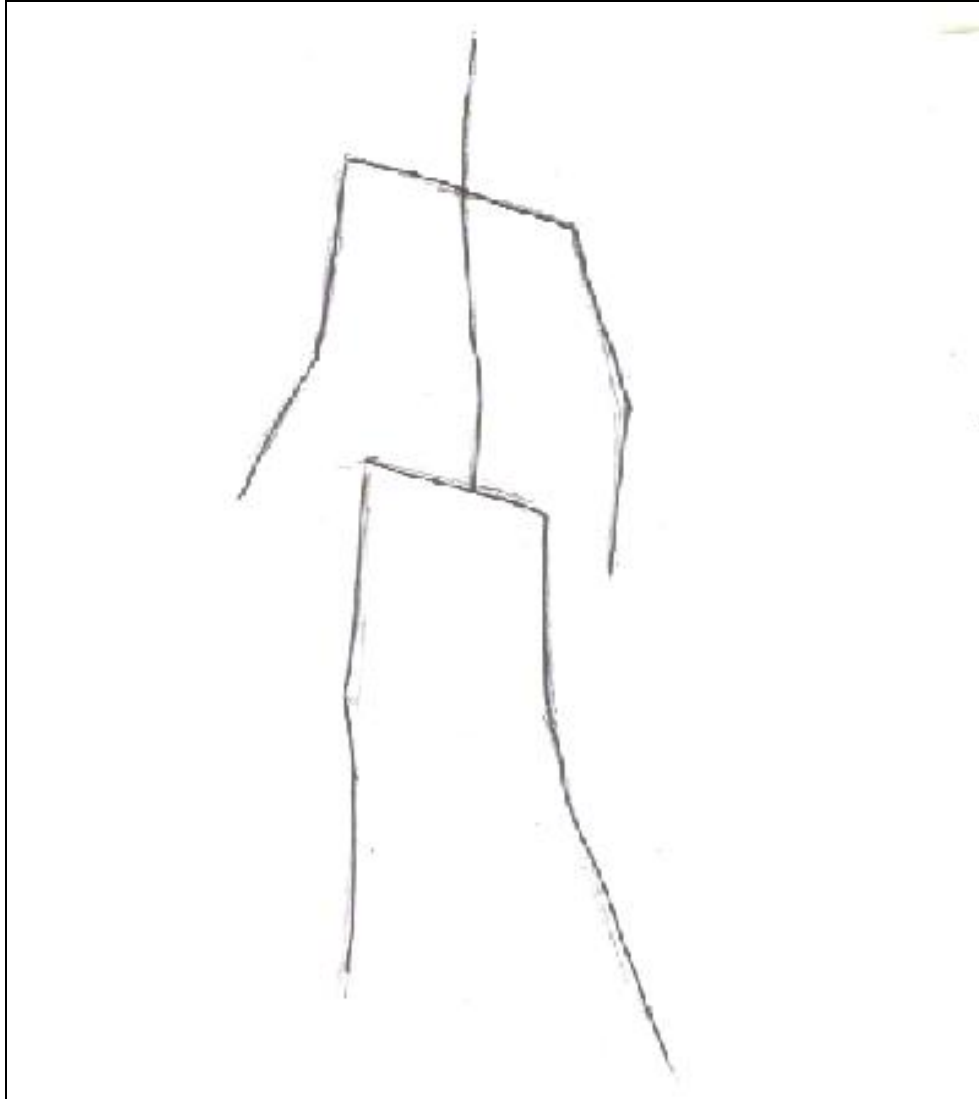
#### Finished Product:



## Front View Twisted - Step 1:

---

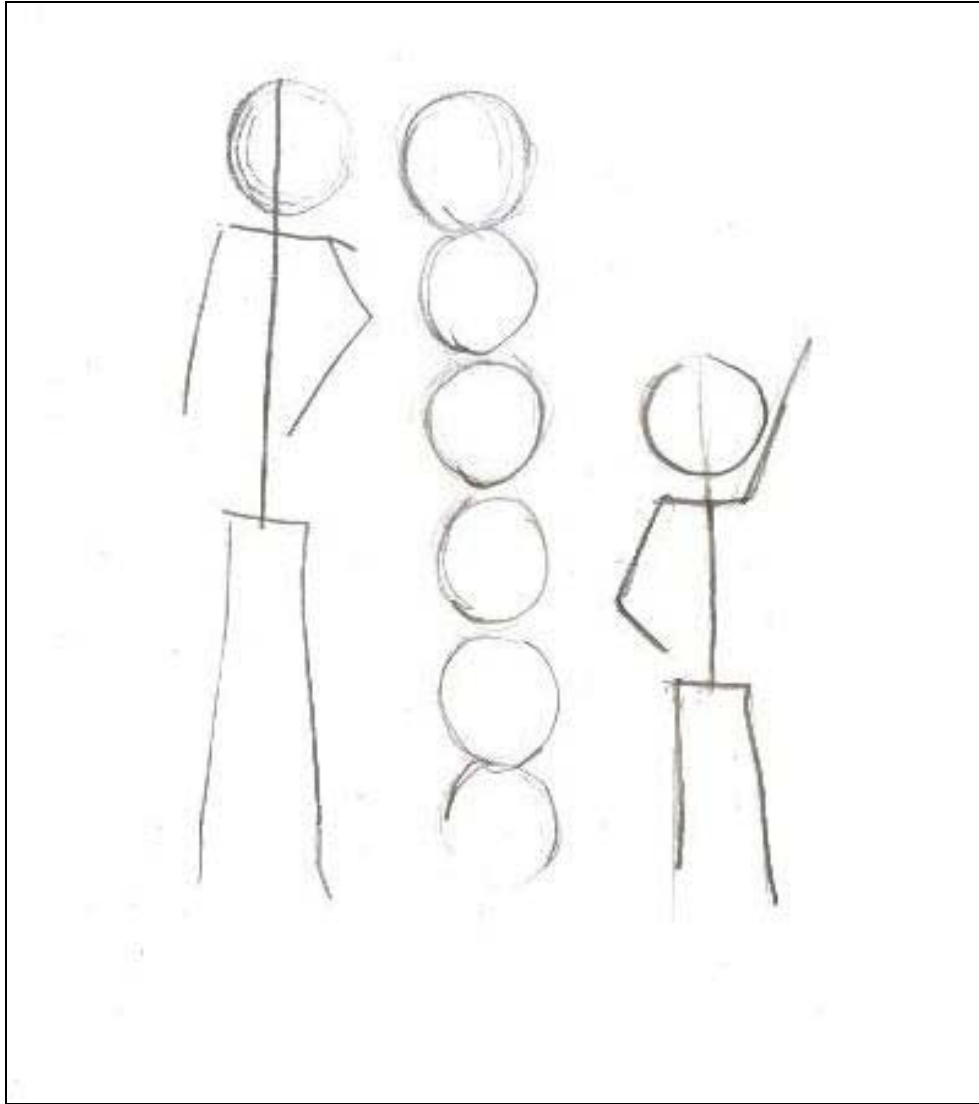
The first step is to create a stick figure. If possible, try the pose in front of a mirror to see the structure of the muscles and how the body bends. Remember, since this is a male character the stick figure will have broad shoulders.



## Front View Twisted - Step 2:

---

The height of the stick figure can be determined by head lengths. Most adult characters are about six or seven heads tall while children are usually three or four.

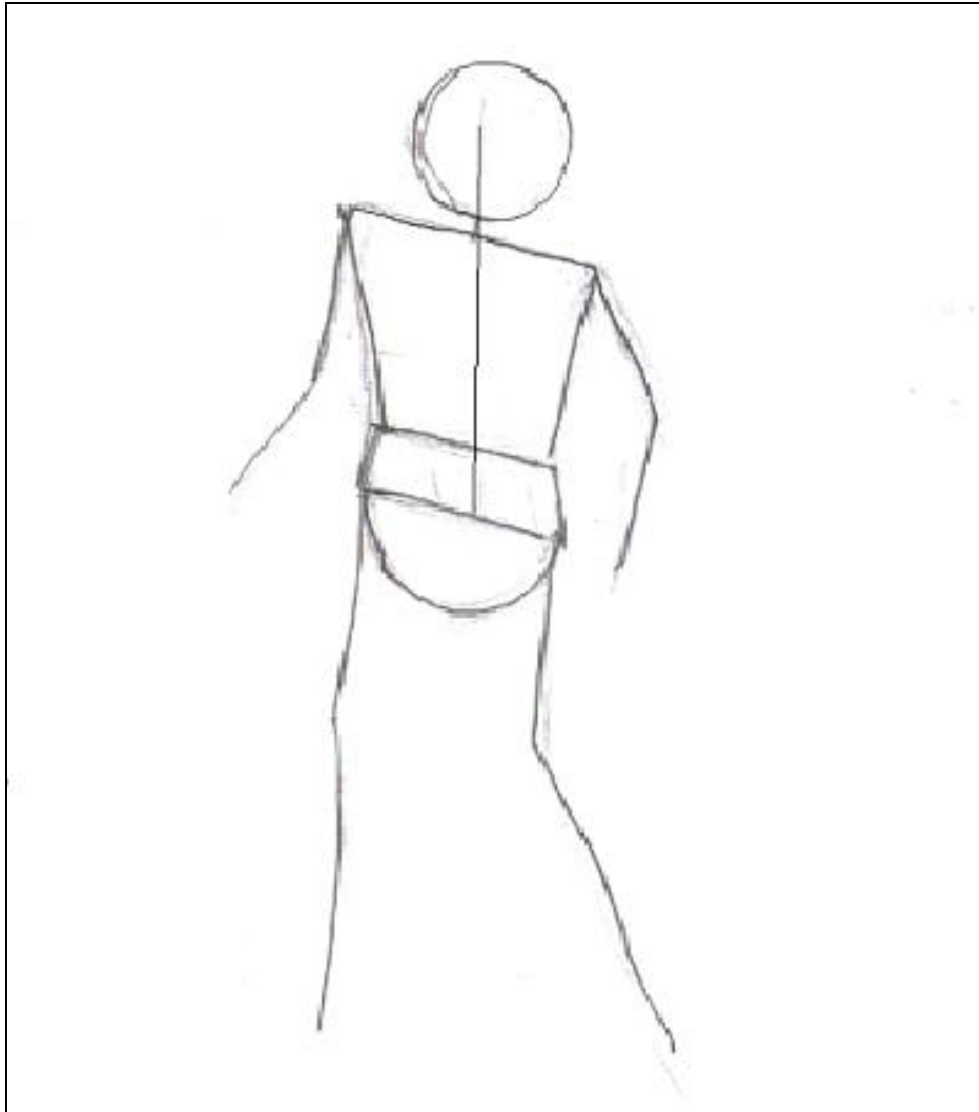




## Front View Twisted - Step 3:

---

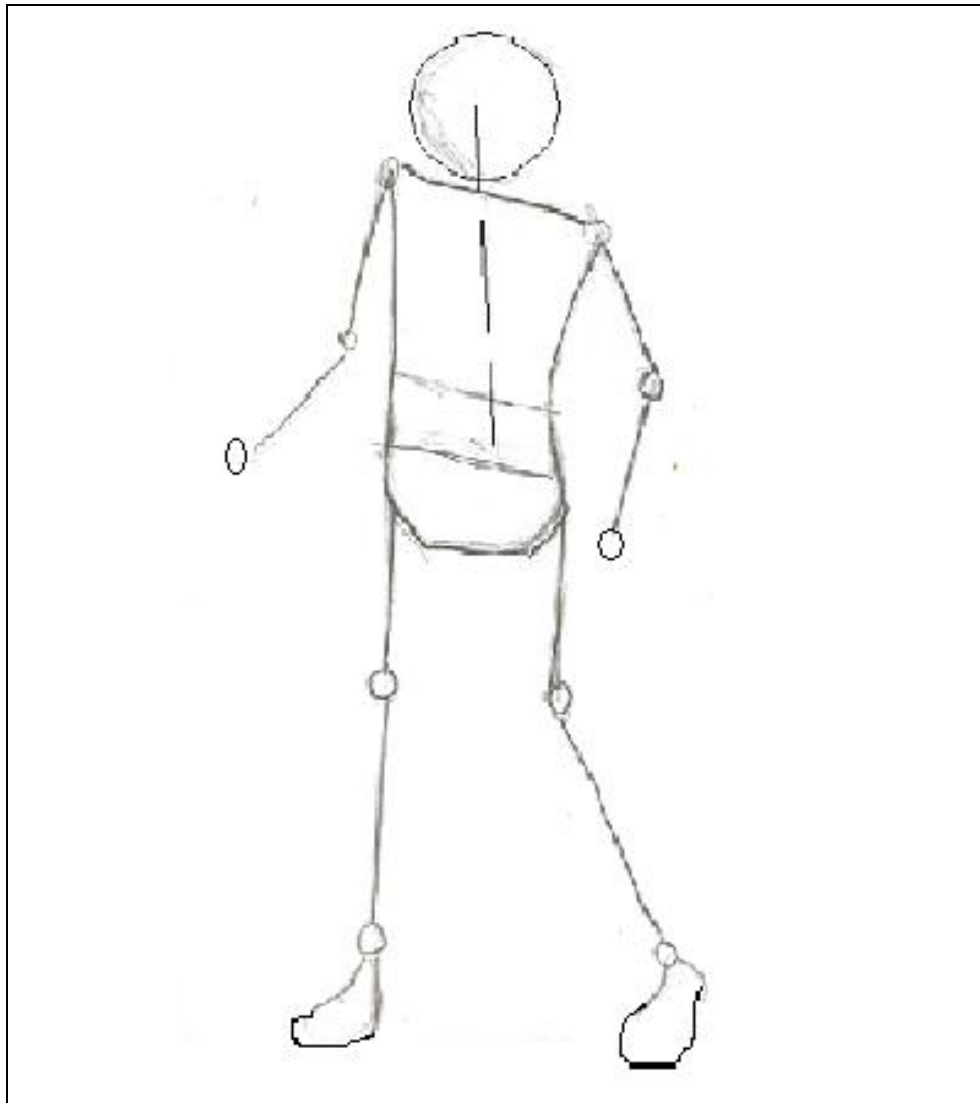
After you have drawn the stick figure, put a circle where the head should be. Leave a space for the neck. Now, create two trapezoids similar to the picture below. The larger trapezoid will become the chest and the upper stomach. The smaller trapezoid will become the lower stomach.



## Front View Twisted - Step 4:

---

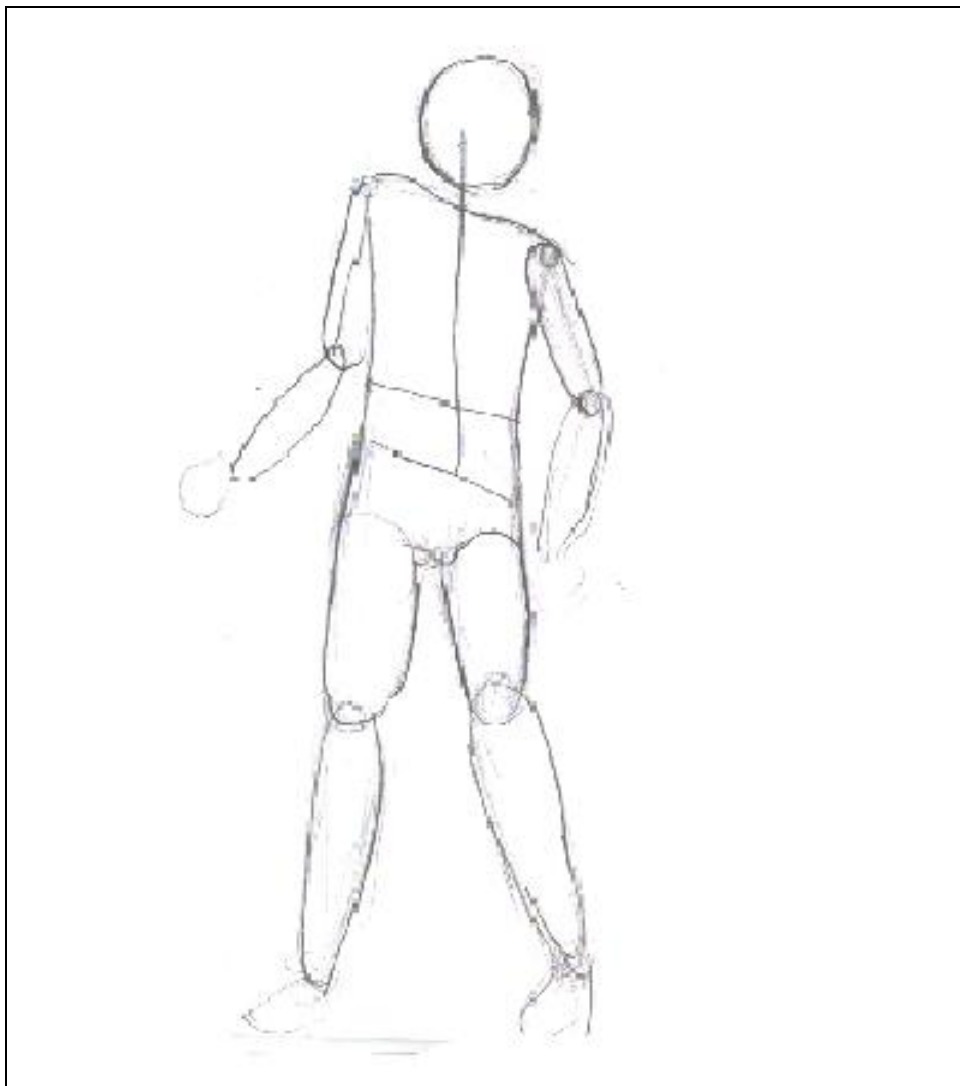
Place small circles at the joints of the drawing.



## Front View Twisted - Step 5:

---

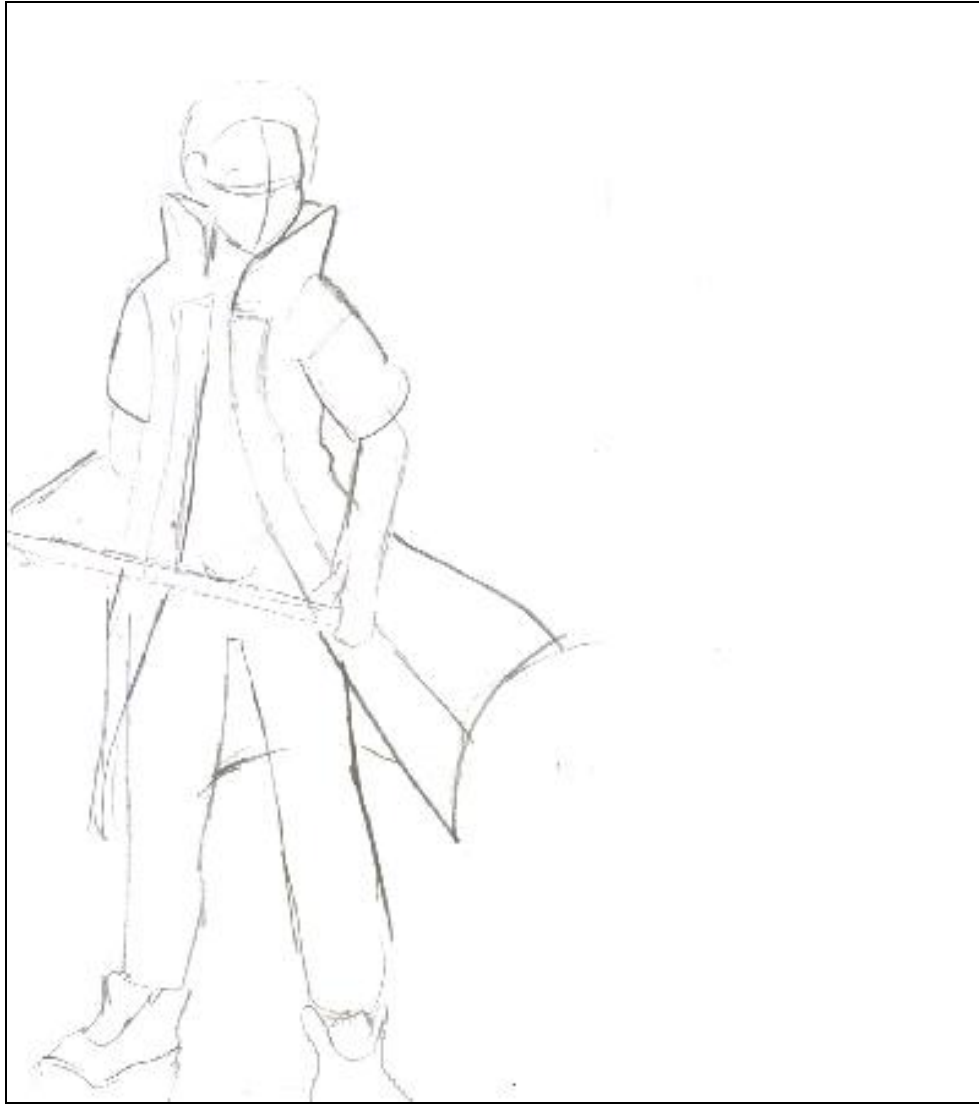
Connect the smaller circles with ovals. These ovals will make the limbs of the body.



## Front View Twisted - Step 6:

---

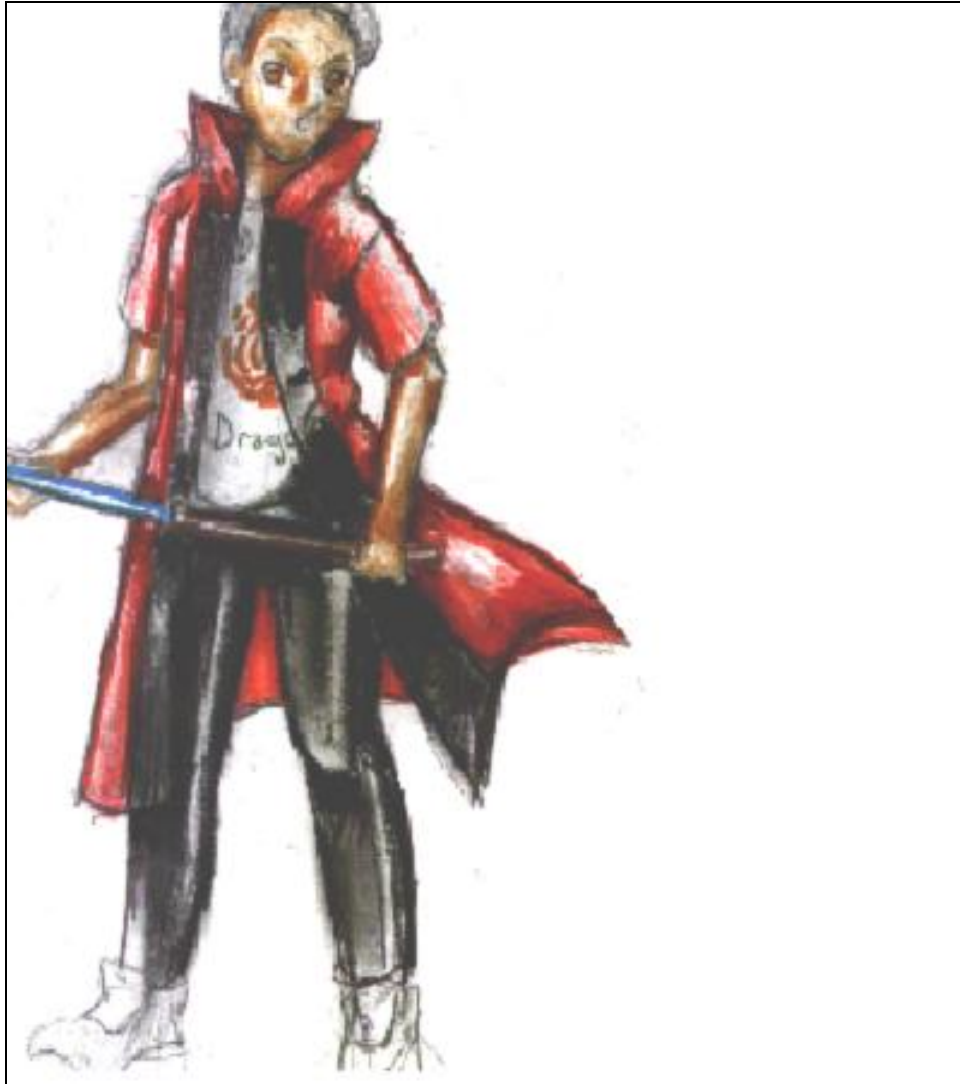
Dress the character with the clothes you like. Take what you have learned from the first lesson and apply it to the face of this character.



## Front View Twisted - Step 7:

---

Ink the picture first. Remember to use three colors that vary with brightness for each color used in the picture. The light color will be done with a color pencil. The medium color will be done with a darker shade of the light color. A marker of a similar color should be placed on the medium color then mixed with the medium color pencil again while still wet. By doing this you will create a glossy effect.



## 3.2 Male Tutorials: Front View Normal

### Secret Weapons:

- ☒ Watercolor paints
- ☒ Brushes
- ☒ A black pen
- ☒ A #2 pencil
- ☒ Bristol paper

### Finished Product:

Number of Steps

7

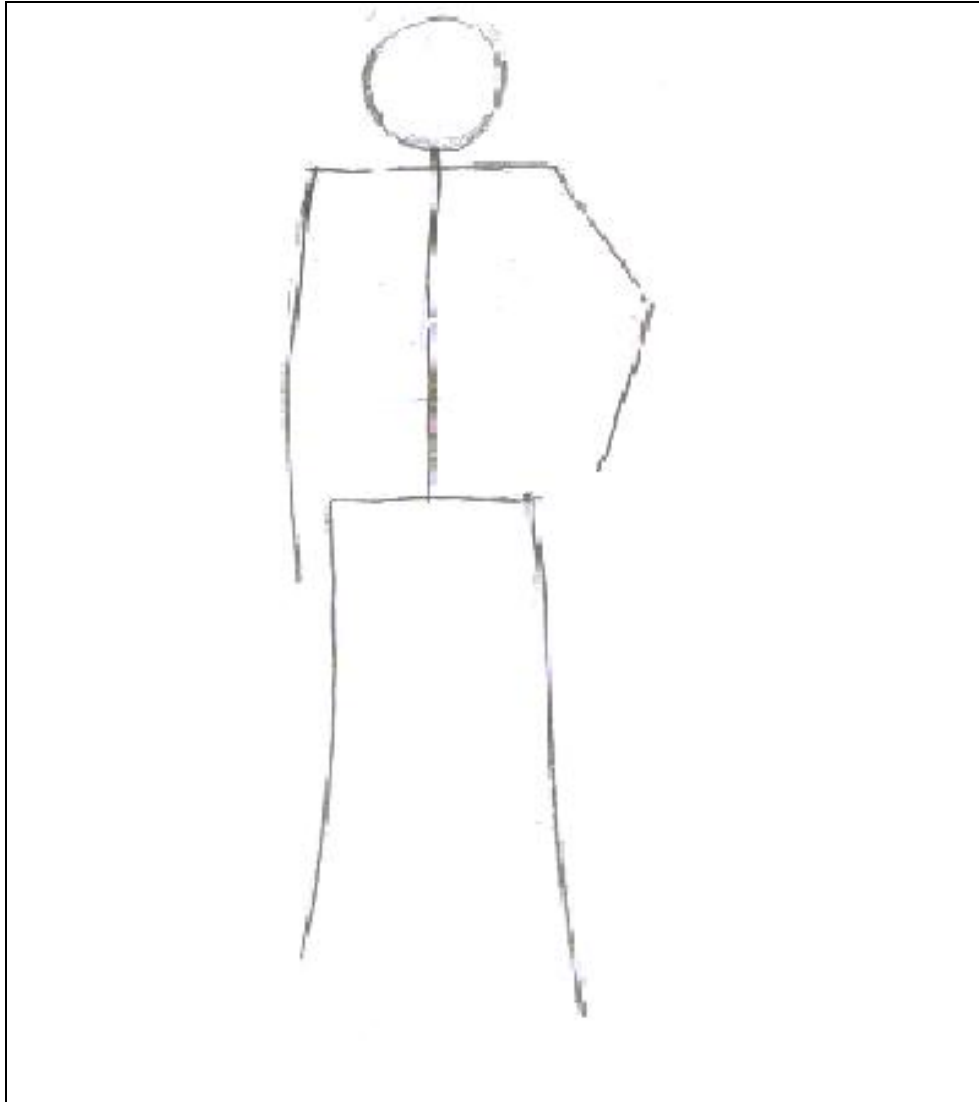
Skip Tutorial



## Male Front View - Step 1:

---

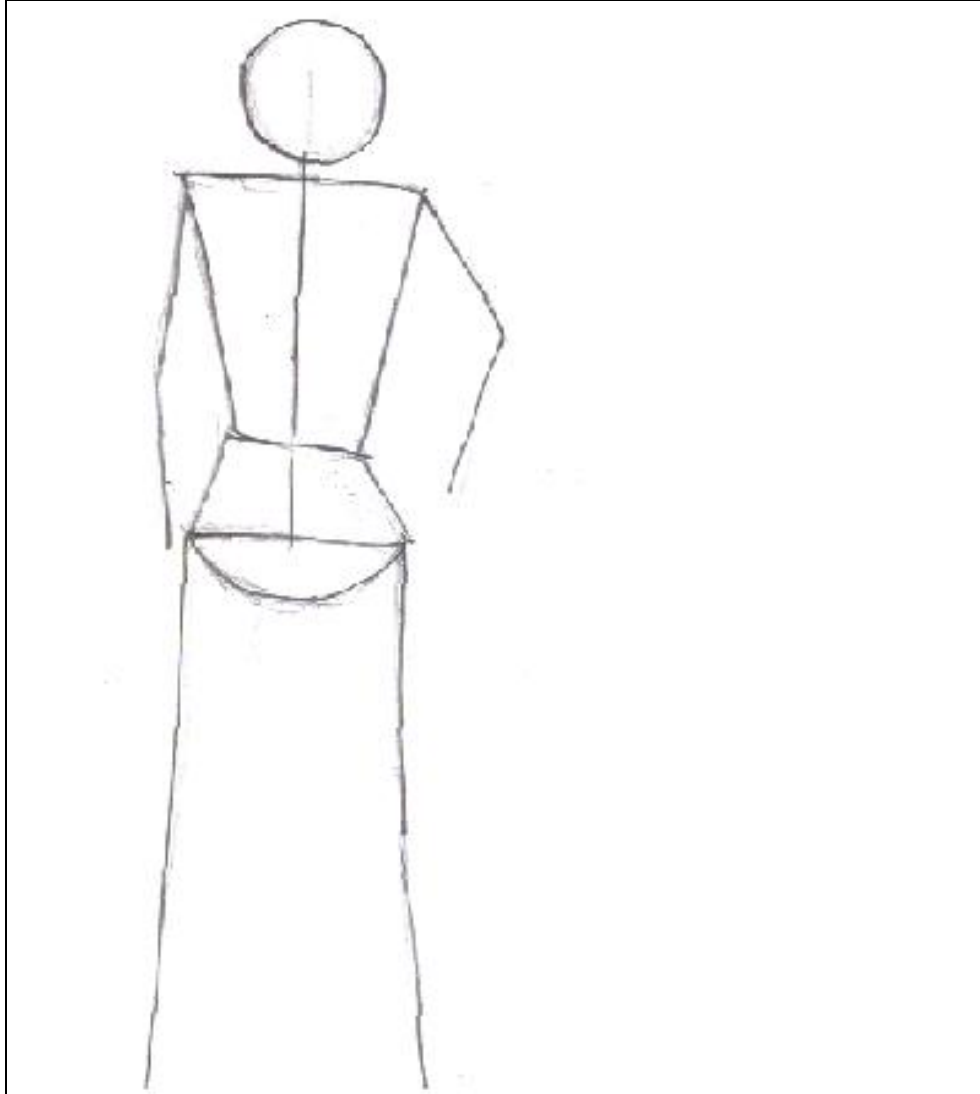
Draw the stick figure in an angle that shows part of the body but not as a side view or a full view. This will be your guide to drawing the character.



## Male Front View - Step 2:

---

Put a circle where the head should sit. Make sure to leave a gap for the neck. Use two trapezoids, one big and the other small, for the upper body. See picture below for a visual representation. On the same line where the base of the smaller trapezoid is attached, create a half circle.

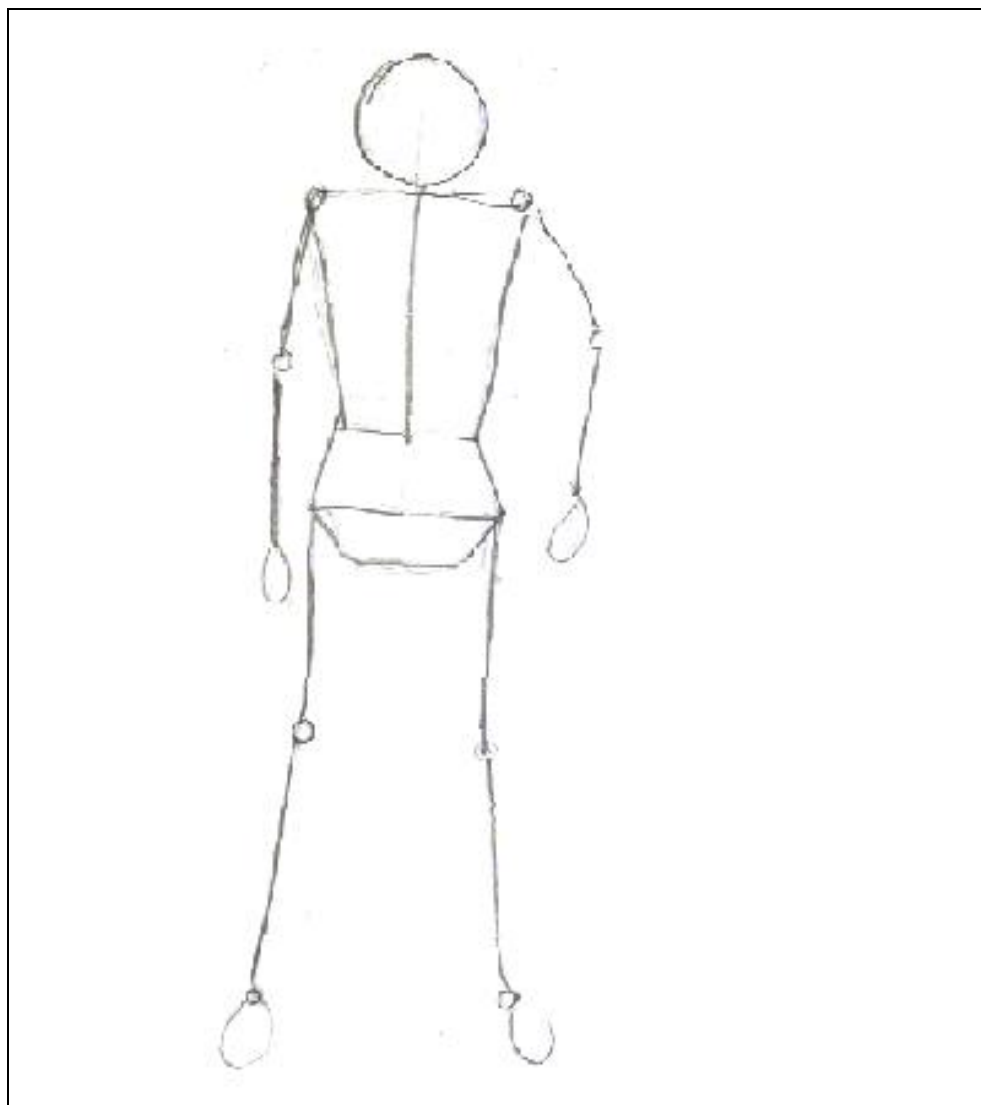




## Male Front View - Step 3:

---

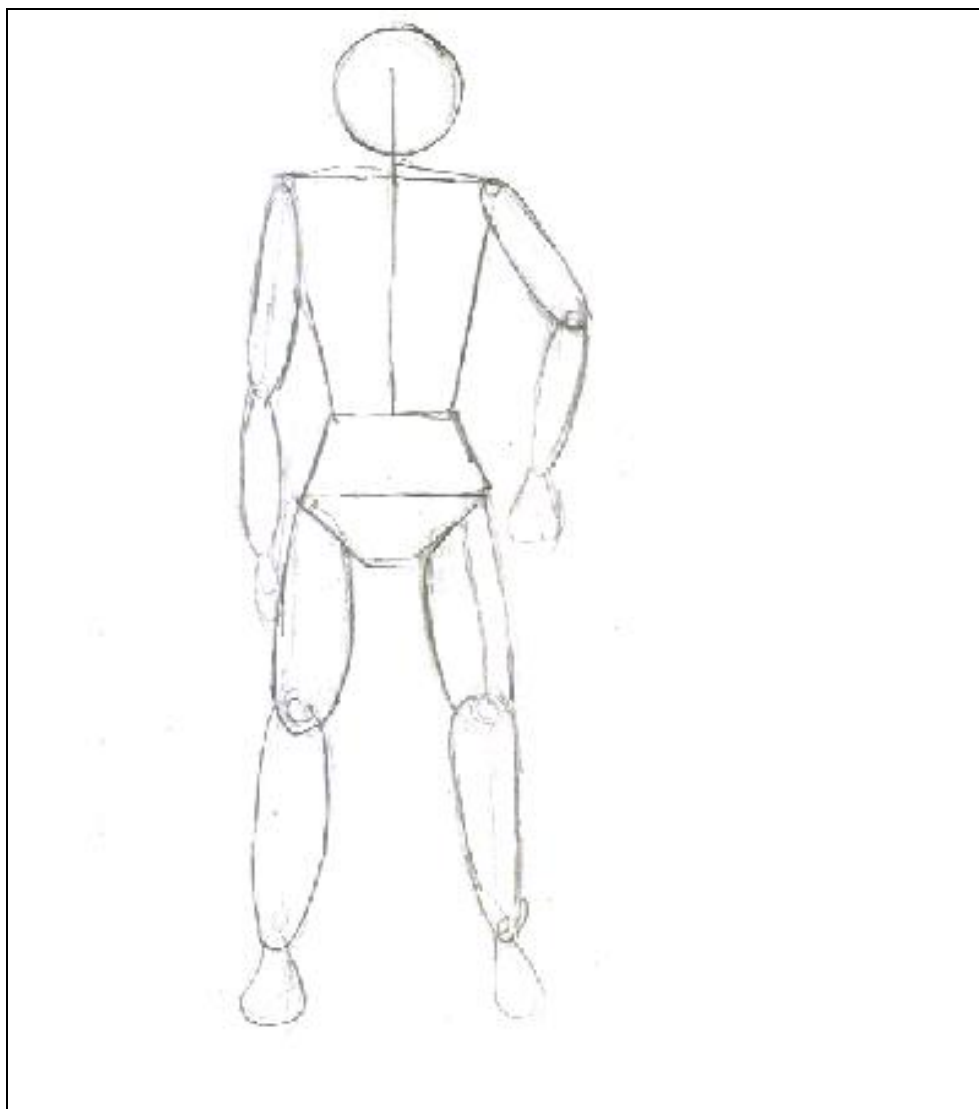
Place small circles at the joints.



## Male Front View - Step 4:

---

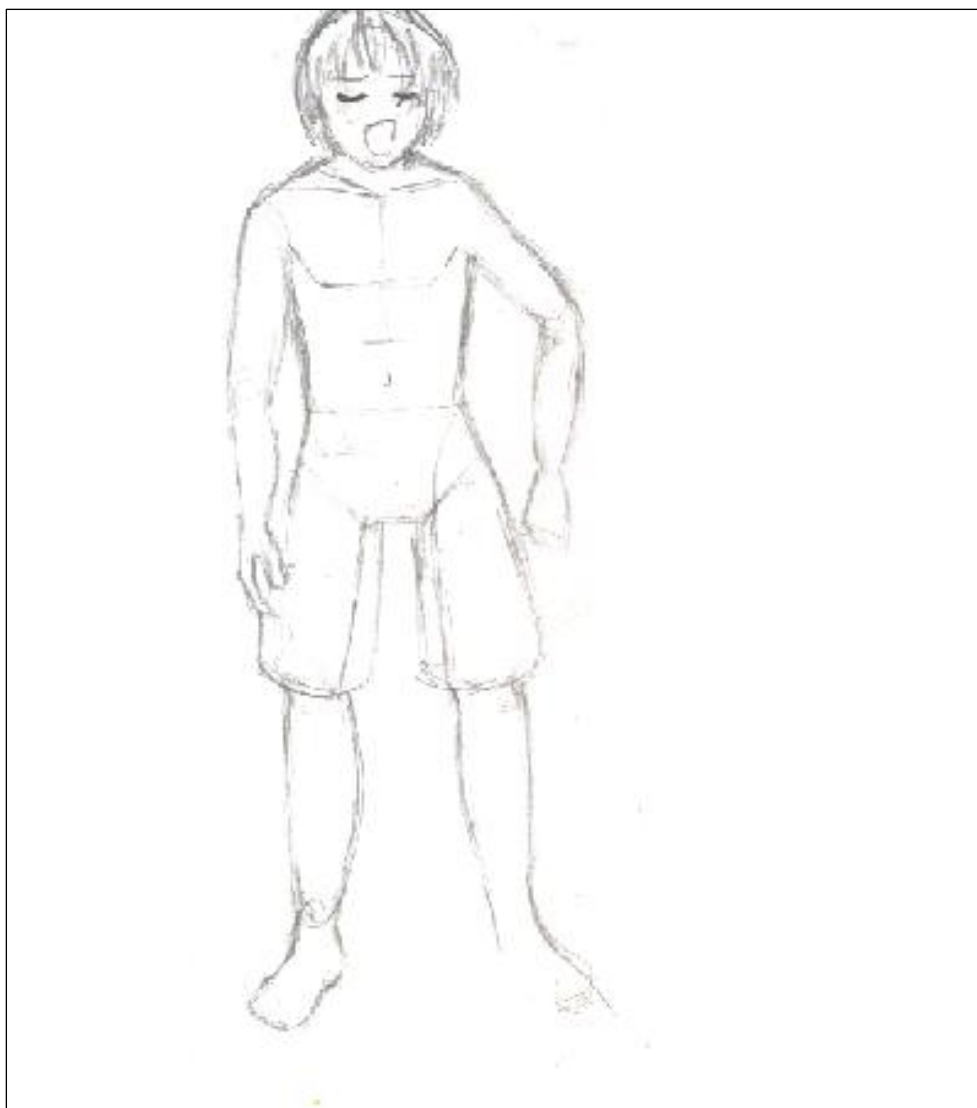
Connect the circles with ovals to form the limbs. Examine your legs and arms to make sure everything is properly drawn. Observation is a big part of drawing well.



## Male Front View - Step 5:

---

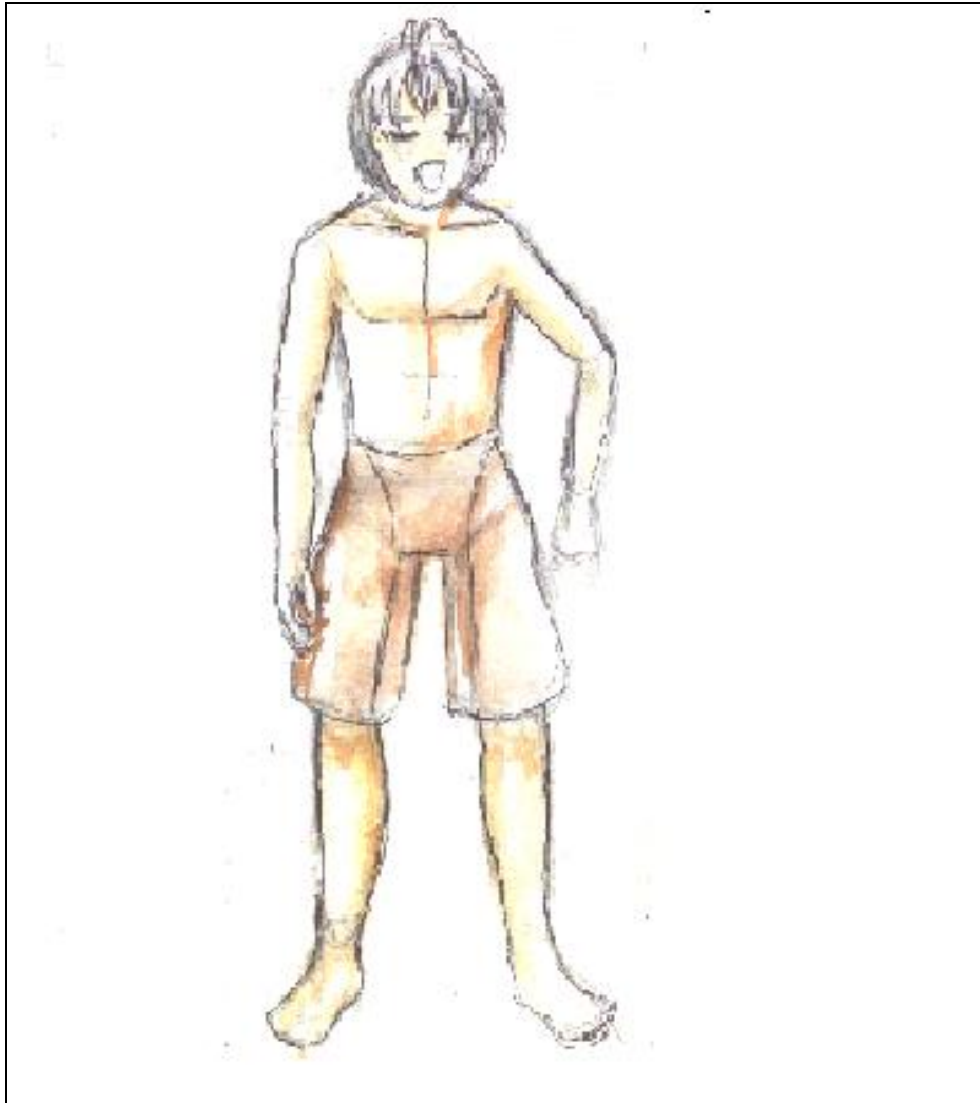
Erase the unnecessary lines and keep the outline of the body. Dress the character with anything you want.



## Male Front View - Step 6:

---

With watercolor you must draw your picture on a type of paper that is heavy enough not to tear or leak. I prefer Bristol. Ink the picture first and then add a light layer of watercolor. To do this, add a lot of water to the pigment. Avoid putting too much water on the paper. Leave the paper blank for the lightest spots.



## Male Front View - Step 7:

---

To add the darker color leave more paint on the brush or just use a darker hue.



## 4.1 Female Tutorials: **Front View**

The anatomy of a female character is noticeably different from the anatomy of a male. Therefore the steps to drawing the body will be slightly different. The acronym TDOC (thinking, drawing, observing and coloring) will help you to begin and complete your picture.

### Secret Weapons:

- ☒ Pen
- ☒ Markers
- ☒ Pencil
- ☒ Copy paper

Number of Steps

8

### Finished Product:

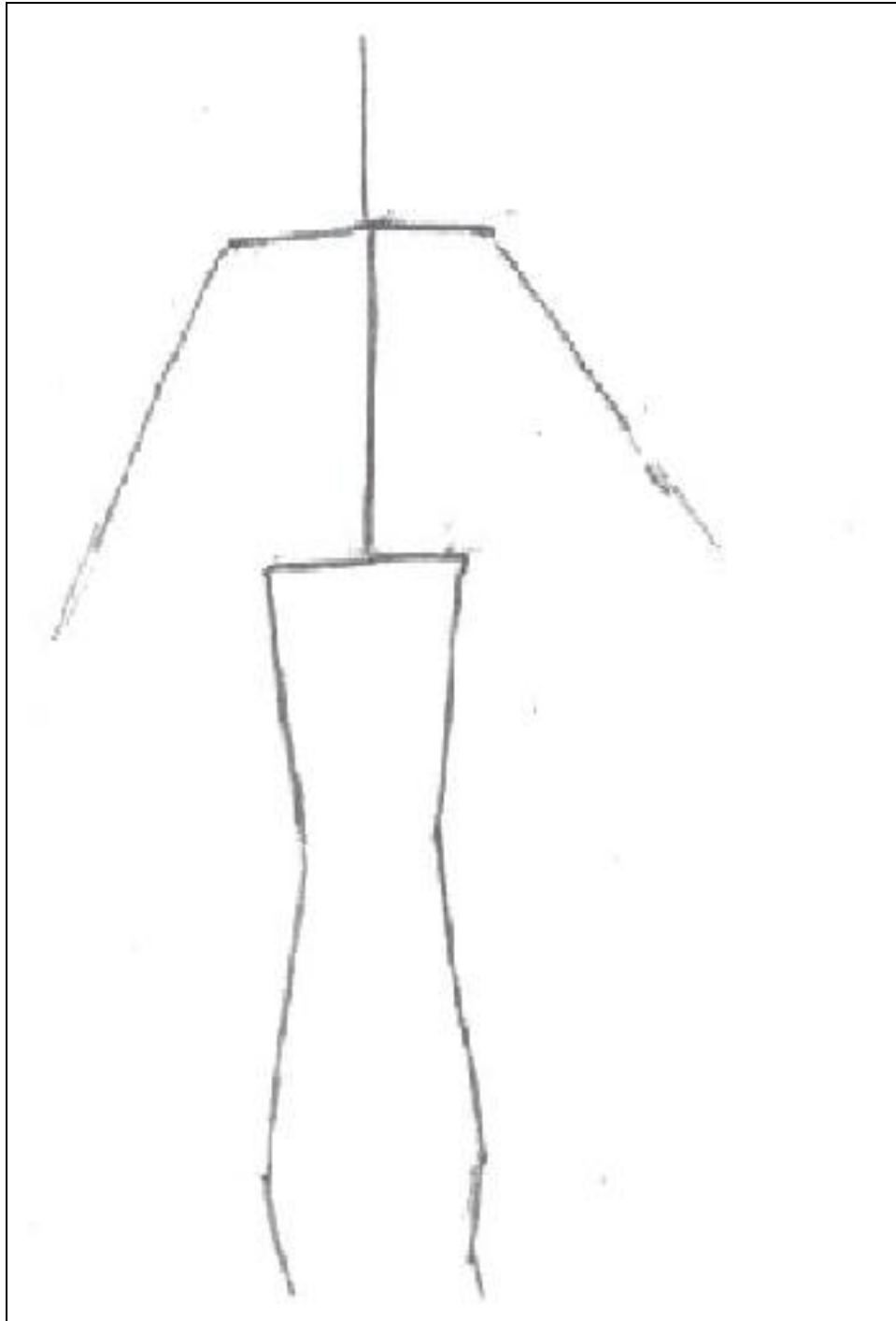
Skip Tutorial



## Female Front View - Step 1:

---

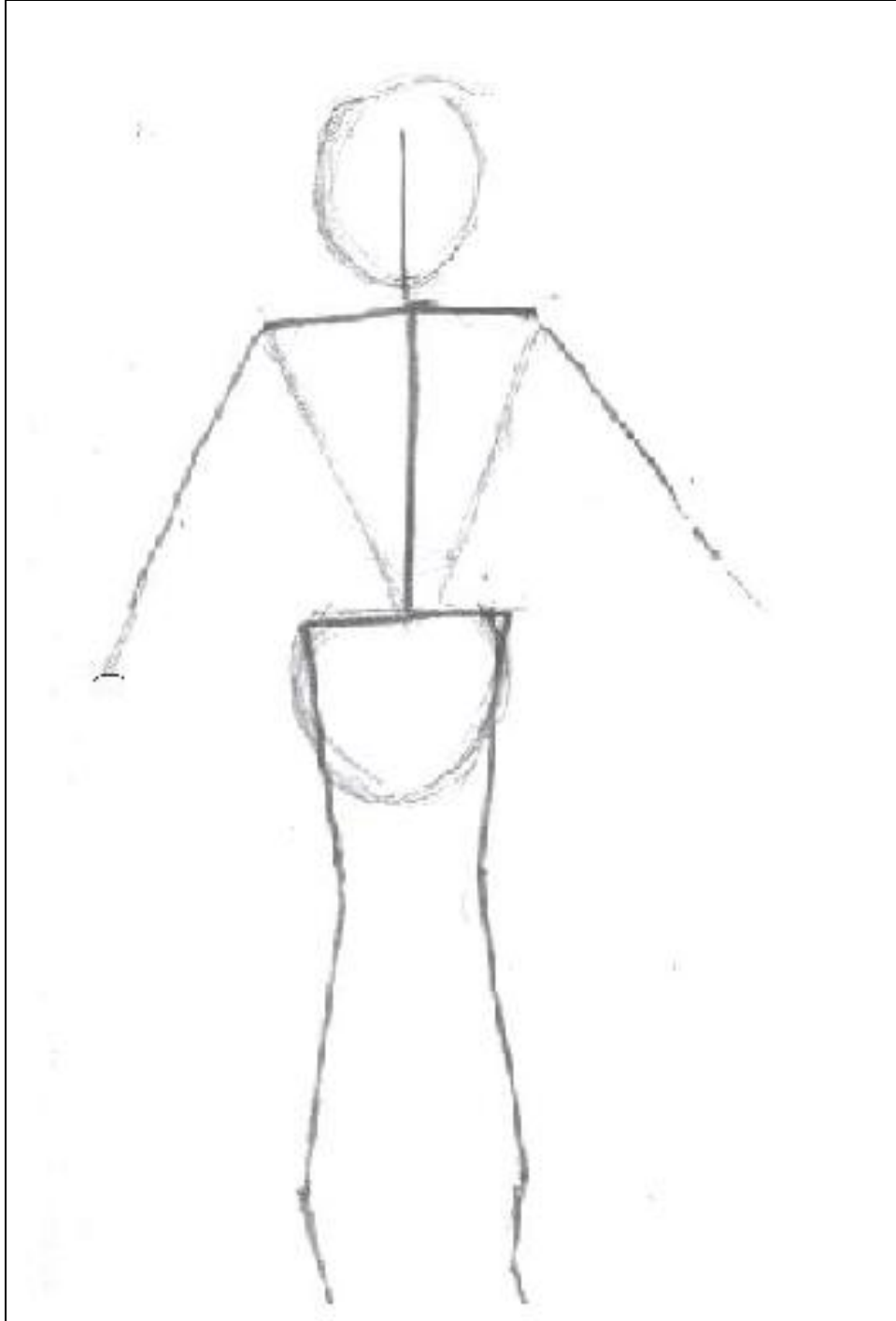
First draw the stick figure in the pose desired.



## Female Front View - Step 2:

---

Draw a circle where the head will be. Leave a space for the neck. Make a triangle that has the base connected to the girl's shoulders and the tip ending at the middle of the waist as seen below. At the bottom of that same line draw a semicircle.

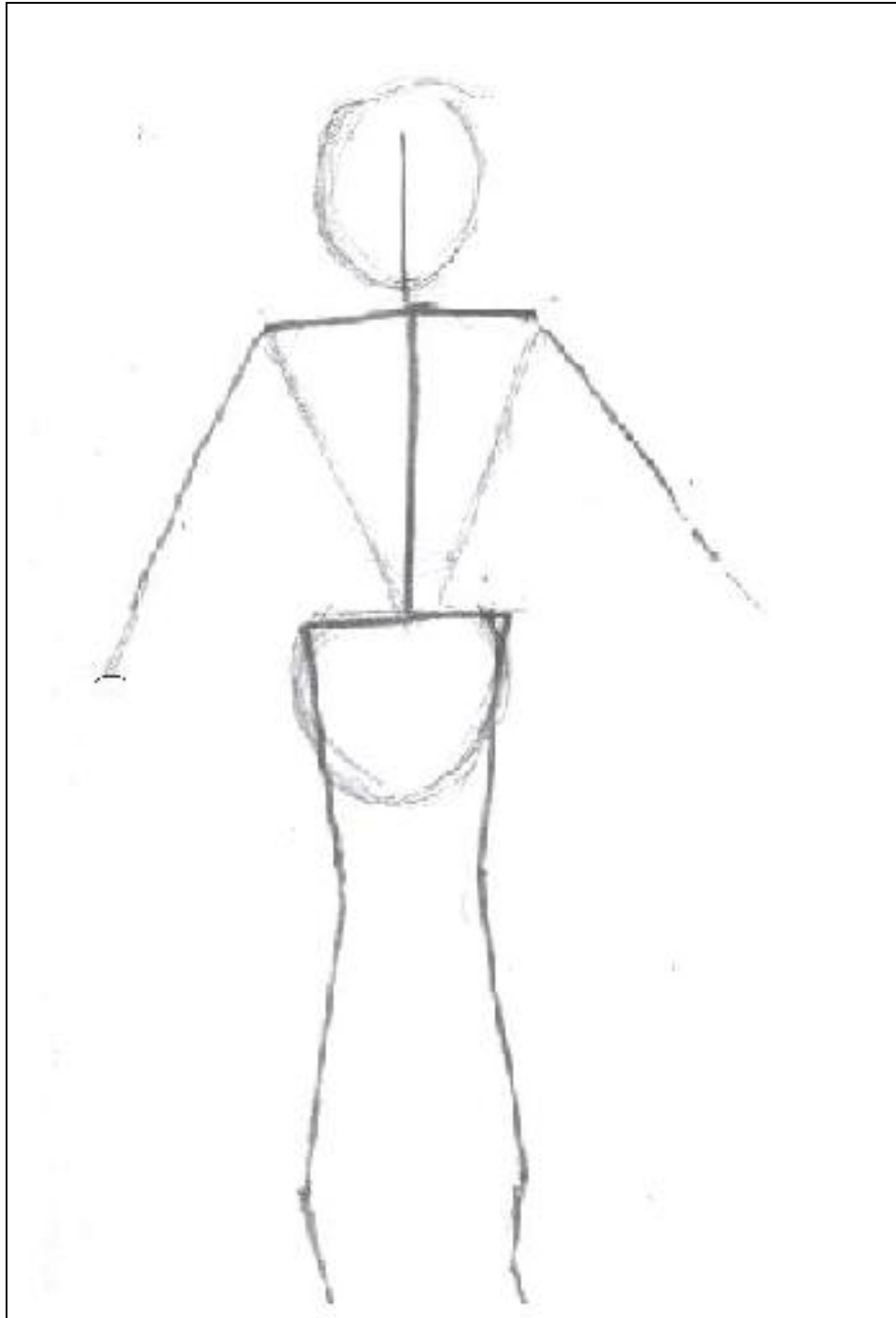




## Female Front View - Step 3:

---

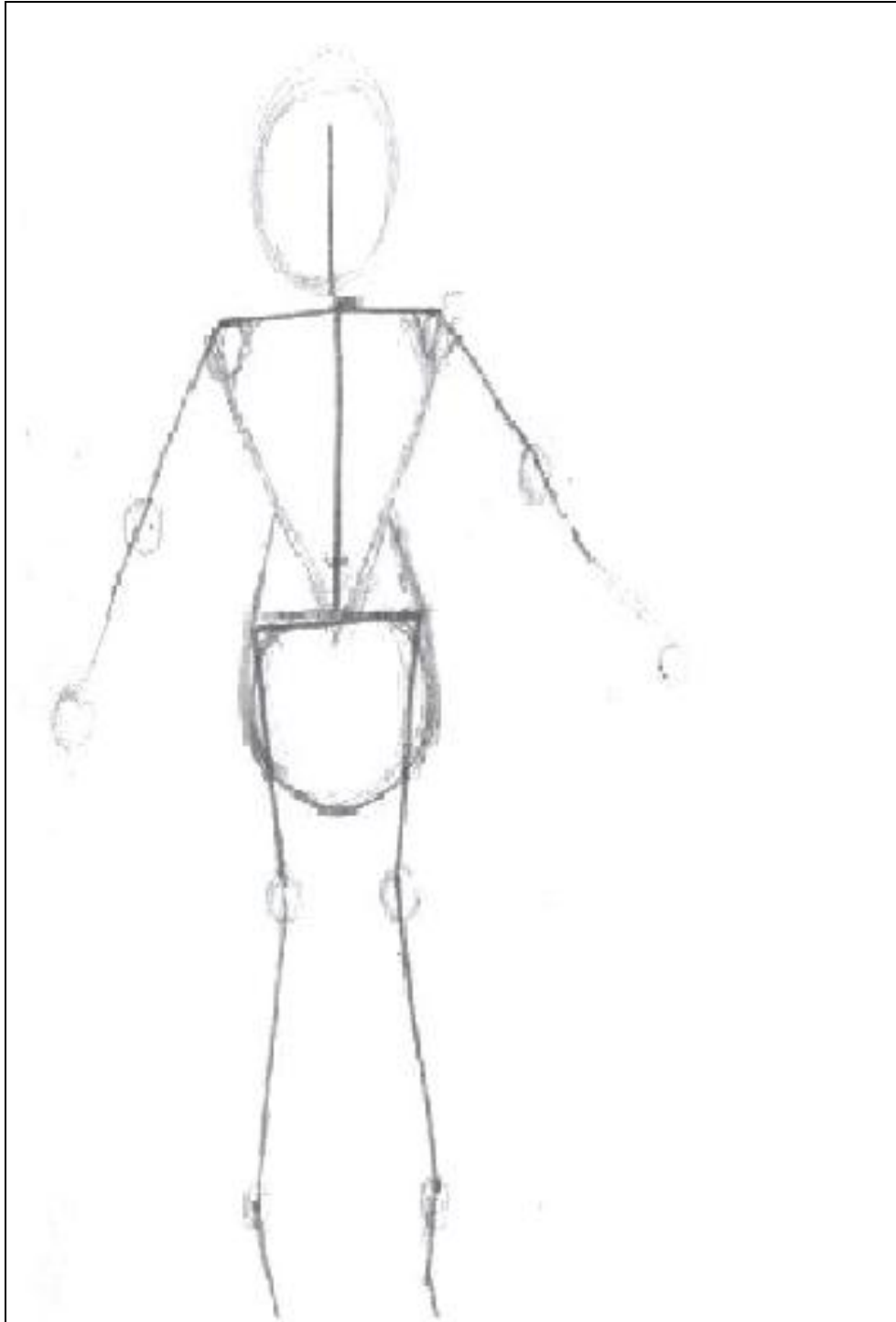
Now place circles where the joints will be.



## Female Front View - Step 4:

---

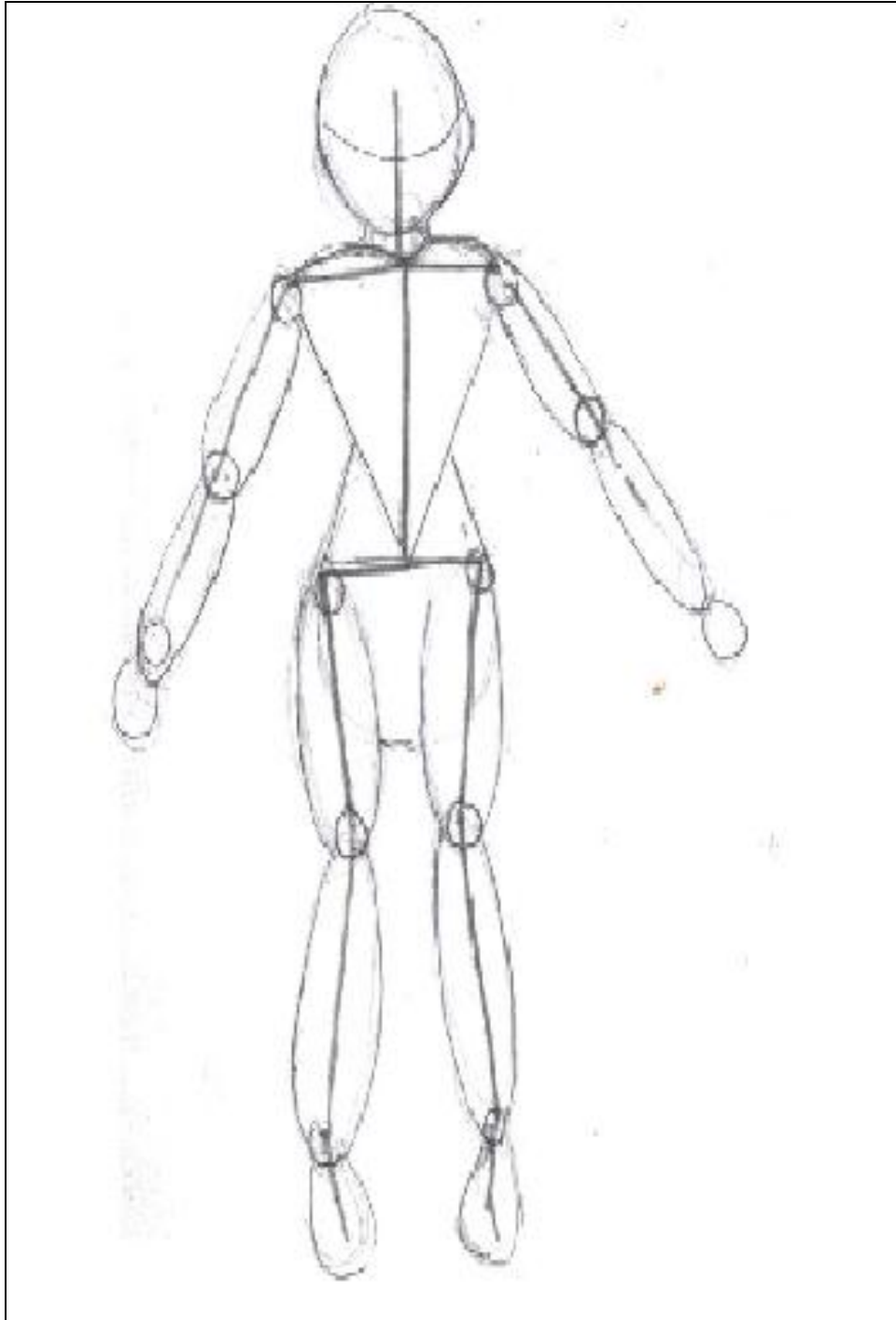
At the tip of the large triangle, surround it by two smaller triangles. Later this will form into the hips.



## Female Front View - Step 5:

---

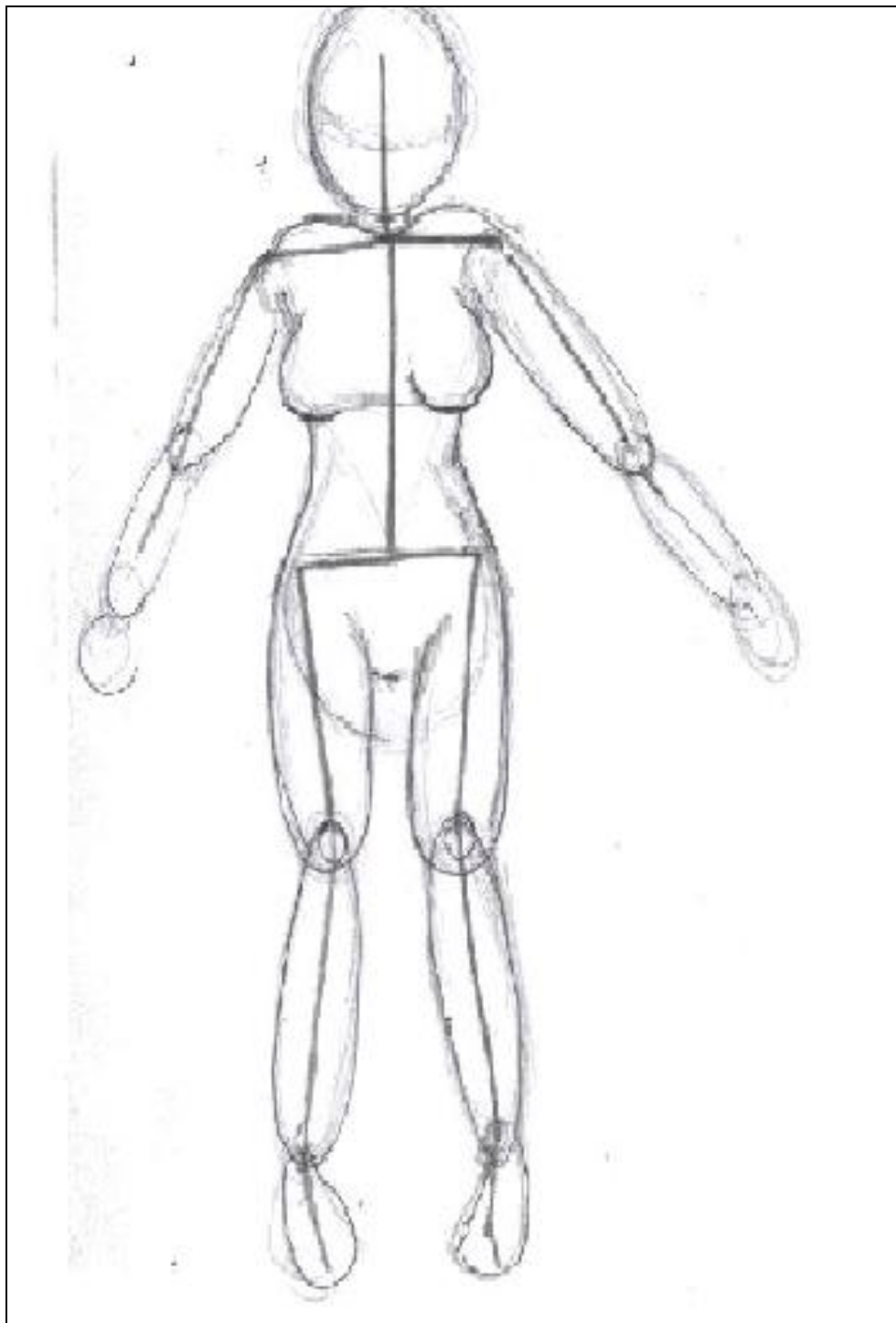
Connect the joint circles with ovals. Eventually, these will become the limbs of the body. To perfect the shape, observe your own arms and legs.



## Female Front View - Step 6:

---

Start outlining the shape of the body



## Female Front View - Step 7:

---

Draw the clothes.



## Female Front View - Step 8:

---

Ink the picture first. For each color, make the first layer light, then use a medium-colored pencil for the next shade. Remember to keep the colors the same—only change the shades.

Finish with a marker for the last layer. Mix the medium color with marker while wet to get a glossy effect. Leave some spaces white to add highlights.



## 4.2 Female Tutorials: 3/4th View

### Secret Weapons:

- ☒ Pen
- ☒ Markers
- ☒ Pencil
- ☒ Copy paper

### Finished Product:

Number of Steps

7

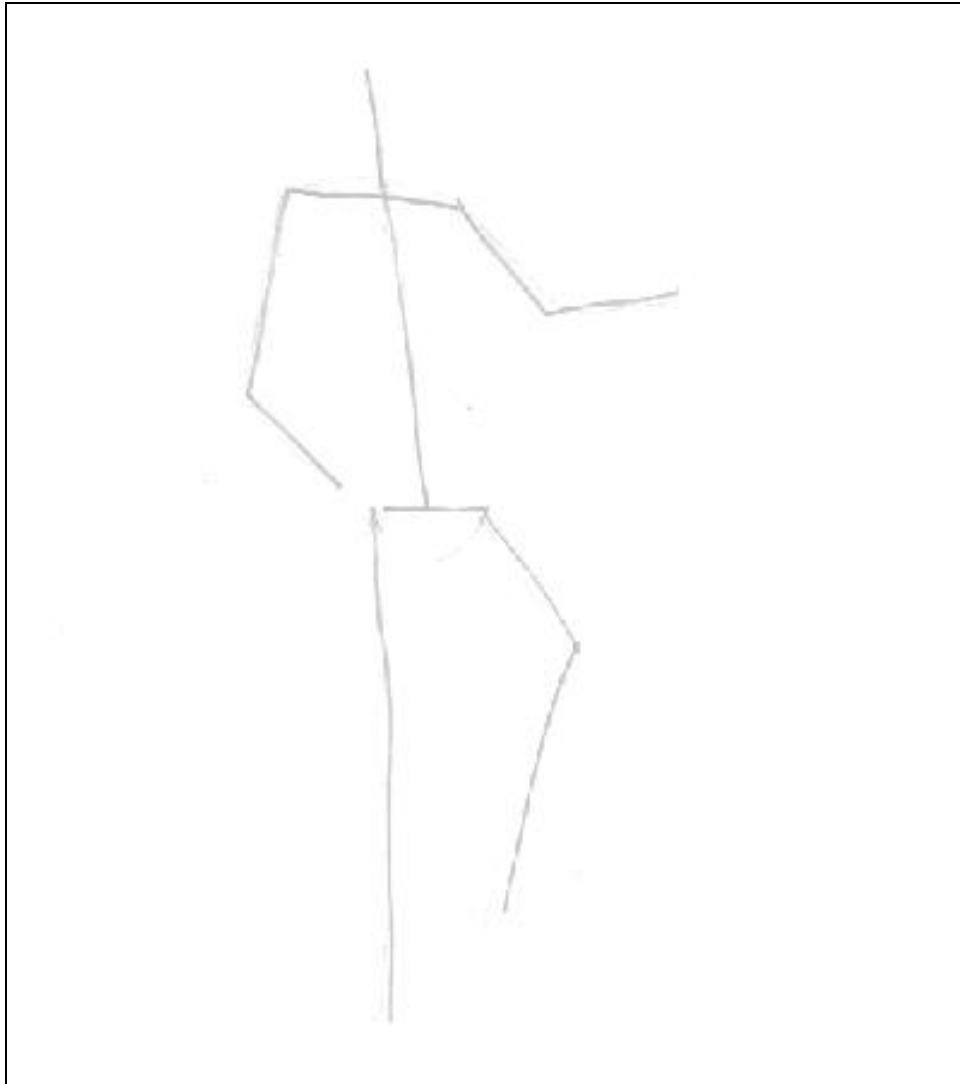
Skip Tutorial



## Female 3/4<sup>th</sup> View - Step 1:

---

Start with a stick figure.





## Female 3/4<sup>th</sup> View - Step 2:

---

Next, add a circle for her head. Leave a bit of space for the neck. For the body, create a triangle. The base will be at the shoulder and the tip will be at the center of the line that represents the abdomen. Then draw a half circle connected on the other side of that same line.



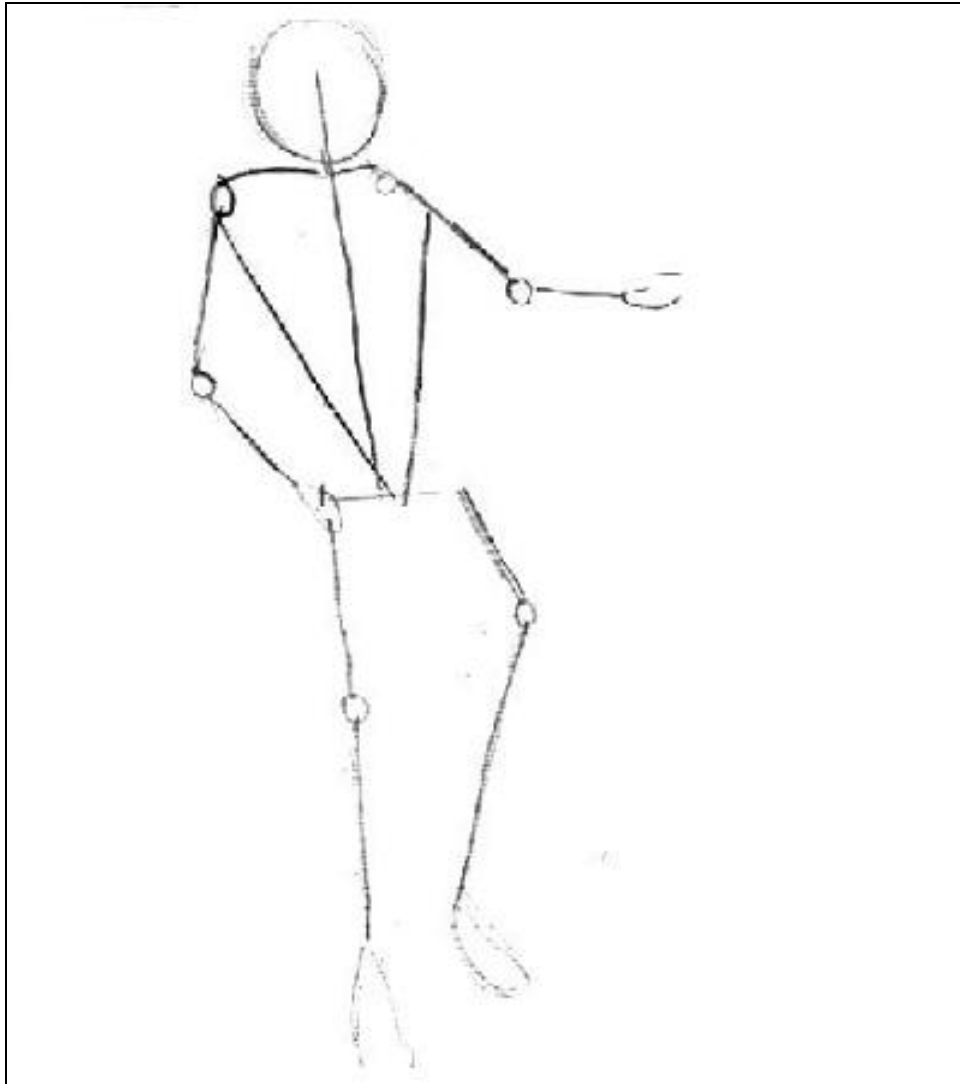
*My drawings used  
to look like this  
when they were  
finished!*



## Female 3/4<sup>th</sup> View - Step 3:

---

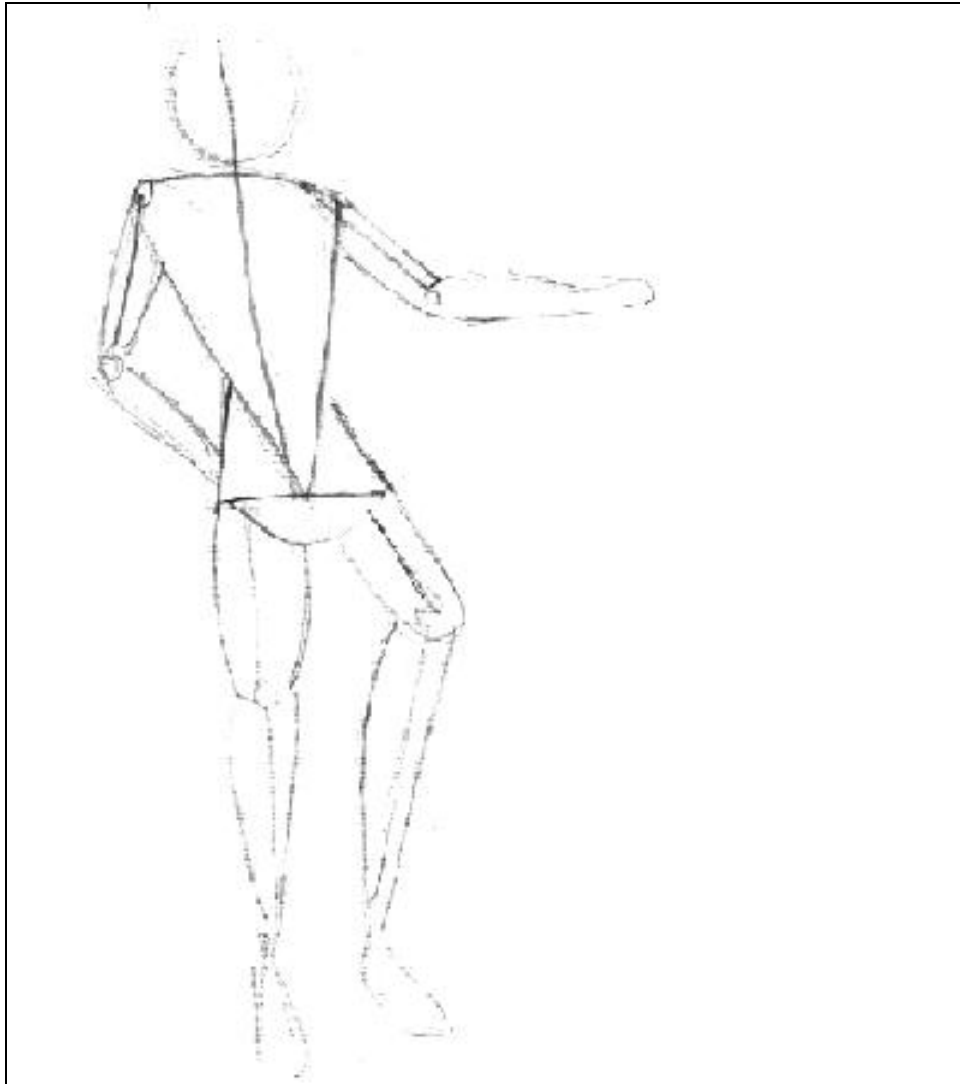
Place small circles at each of her joints.



## Female 3/4<sup>th</sup> View - Step 4:

---

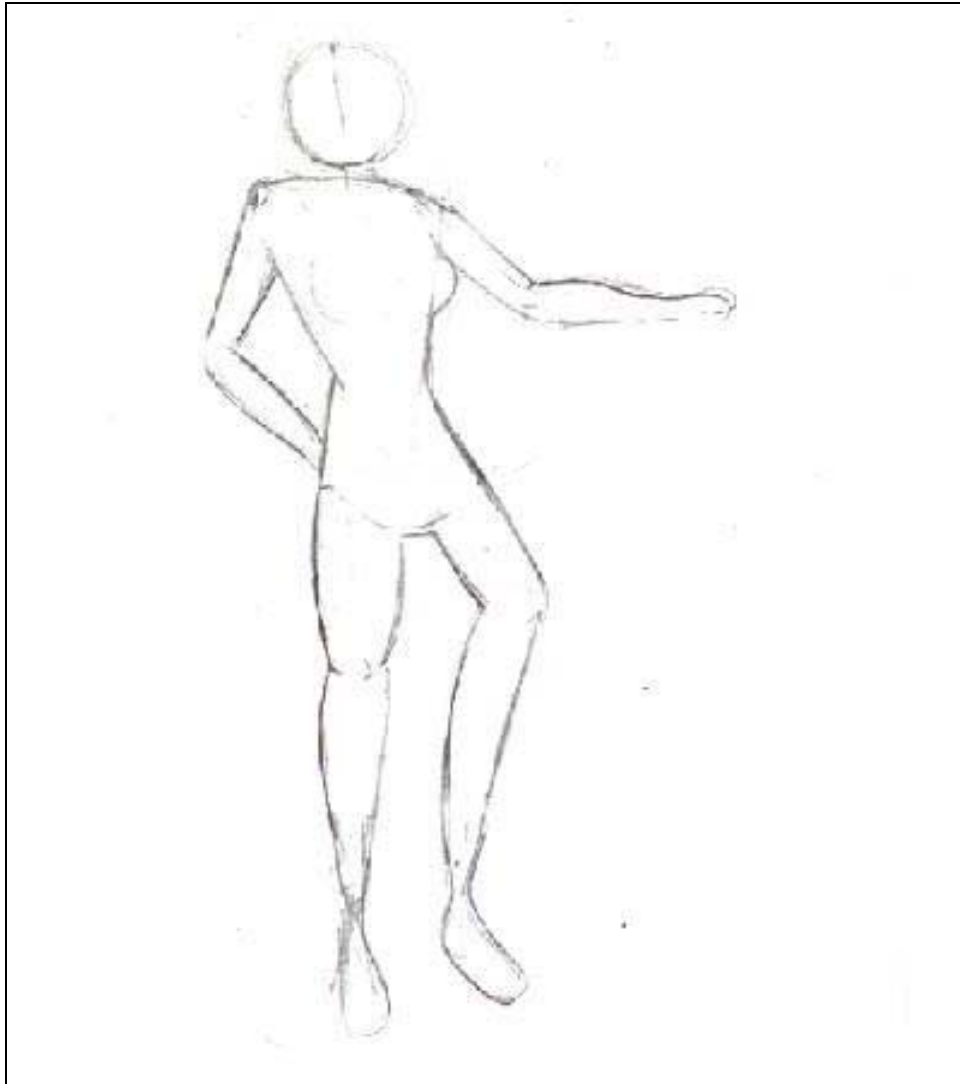
Connect each of the joints with ovals to draw her limbs.



## Female 3/4<sup>th</sup> View - Step 5:

---

Outline the shape of her body.



## Female 3/4<sup>th</sup> View - Step 6:

---

Draw her clothes.



## Female 3/4<sup>th</sup> View - Step 7:

---

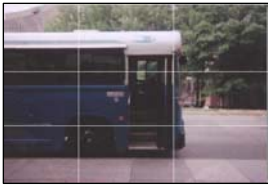
With watercolor you need to first ink the picture. Then layer the light colors over it. Once that dries, stroke some darker colors on top. Keep layering the paint until you think it's finished. For pure white highlights, leave some areas uncolored.

Remember to use watercolor paper, like Bristol, as it can withstand the paint.



## 5.1 Complex Tutorial

Backgrounds are very important to the overall feeling of the picture. When you become better at your artwork you will be able to make scenes from your imagination but until then, use pictures as your guide.

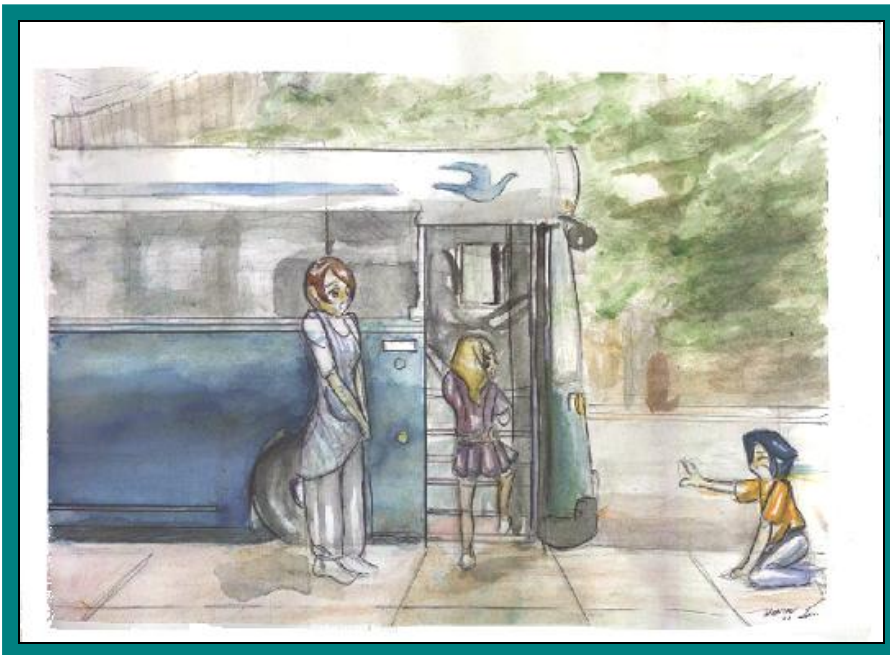


Take pictures of building or pastures. Anything around you that you think will make a good background for a picture you are about to draw. Try to avoid using pictures from magazines that are already copyrighted. For this exercise I used a picture of a bus I took a long time ago.

### Secret Weapons:

- ☒ Pencil
- ☒ Watercolor pen or sharpie
- ☒ Bristol paper
- ☒ Watercolor paint

### Finished Product:



Number of Steps

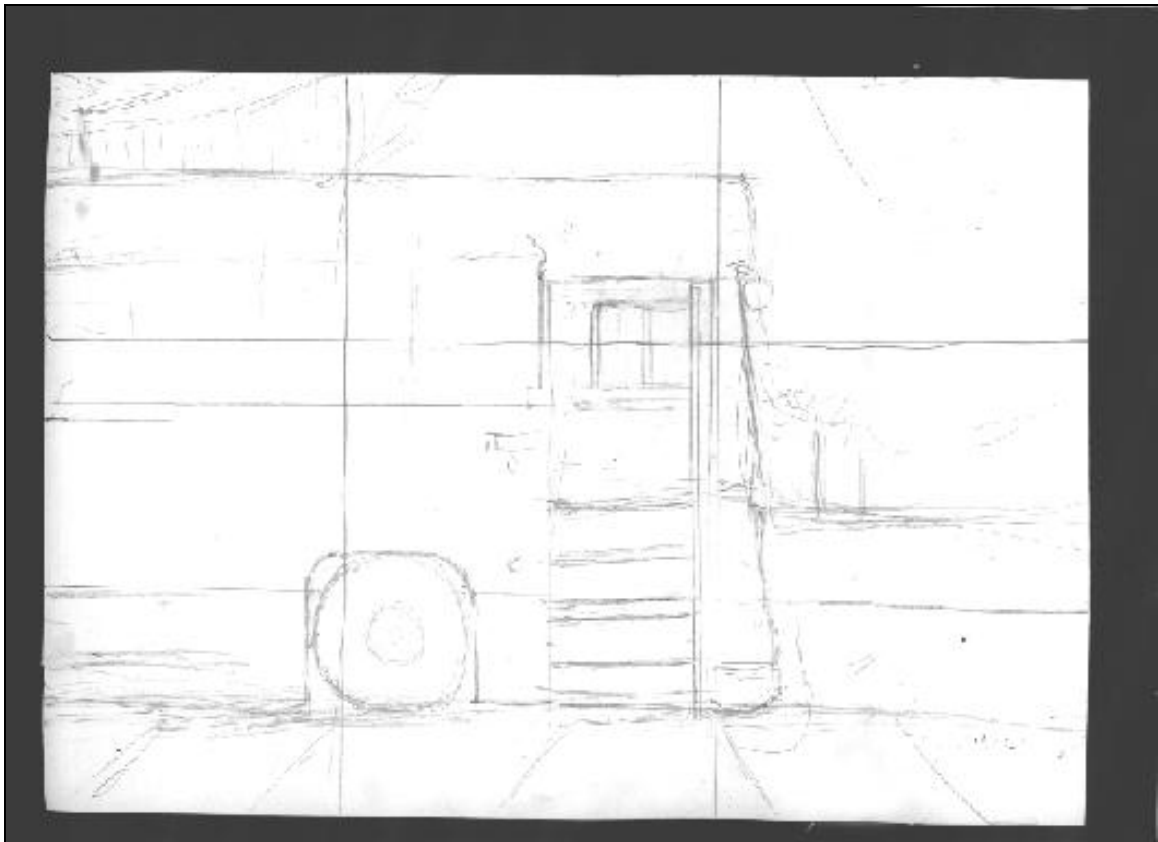
7

Skip Tutorial

## Complex Tutorial - Step 1:

---

Sketch the picture lightly.

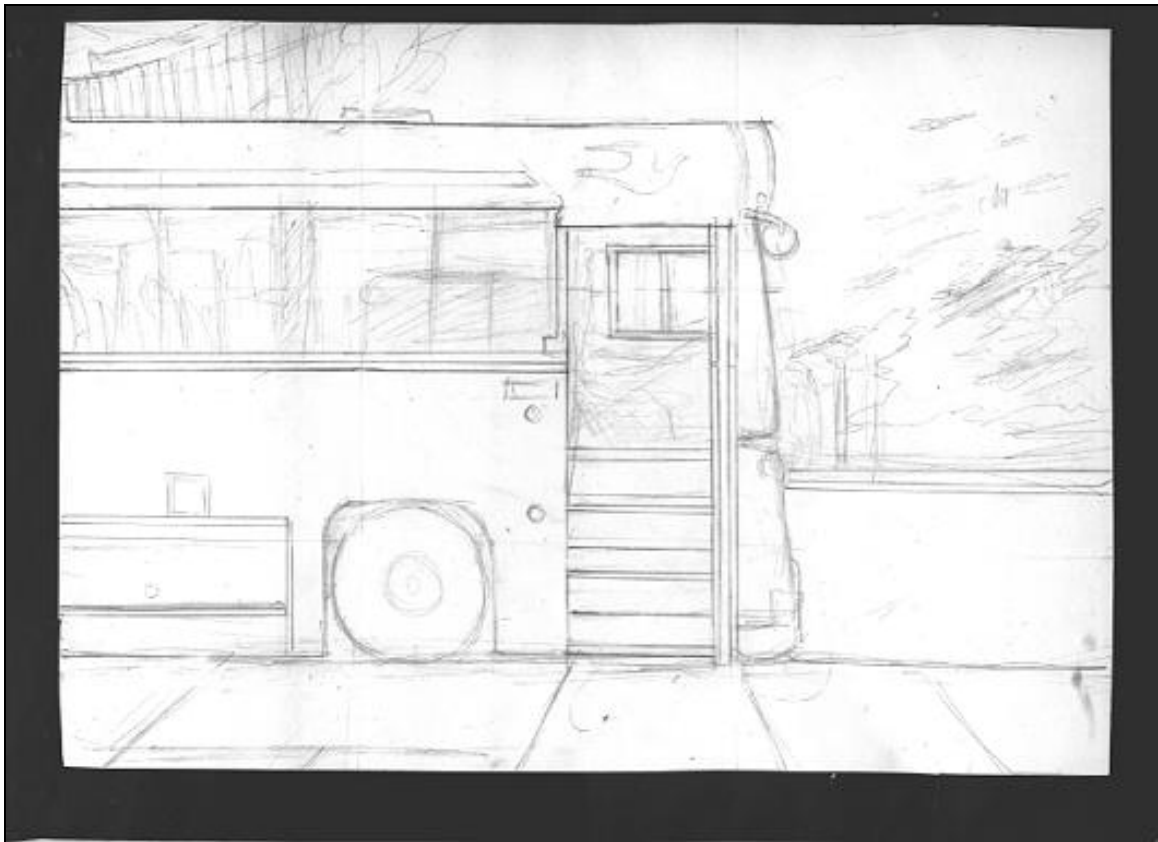




## Complex Tutorial - Step 2:

---

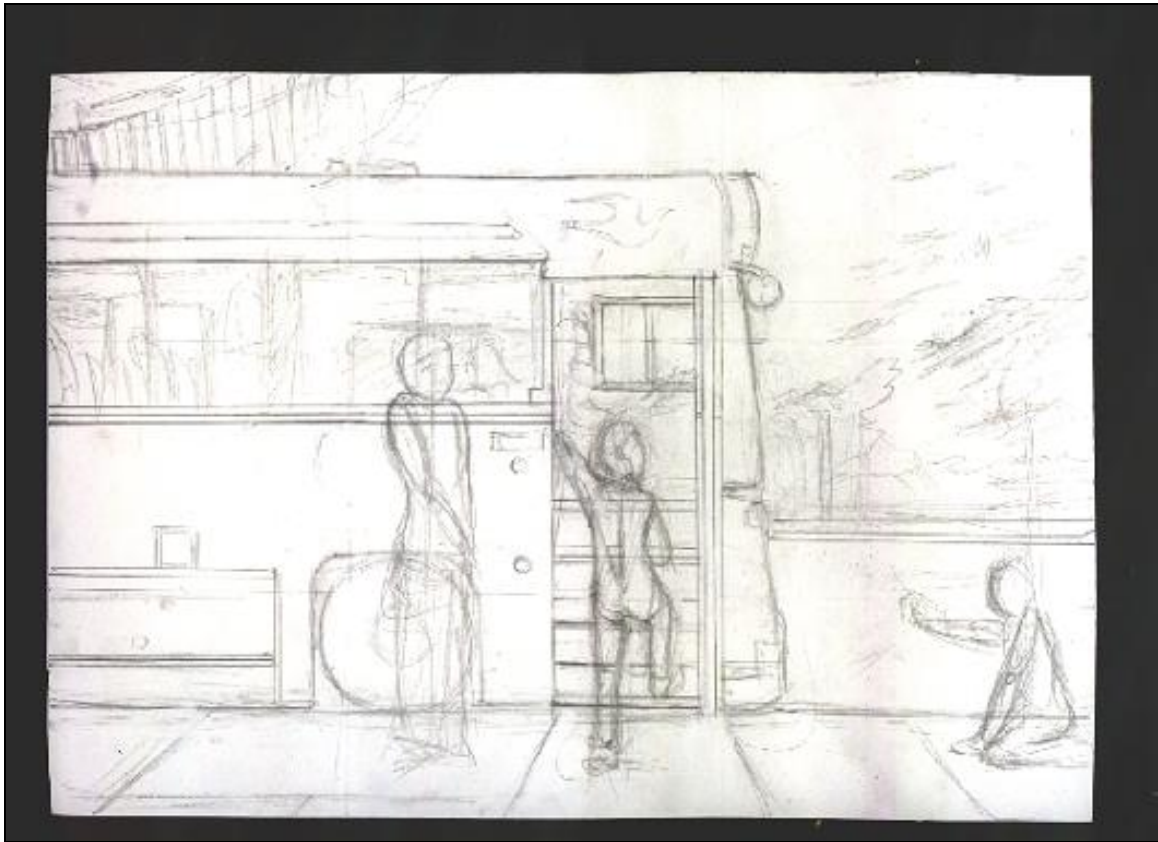
Draw in the fine details.



## Complex Tutorial - Step 3:

---

Use the process outlined in the tutorials earlier to insert your characters. Make sure they fit properly in the background.



## Complex Tutorial - Step 4:

---

Finish drawing the characters.



## Complex Tutorial - Step 5:

Now it's time to start painting. For watercolor put the light colors first. The best type of watercolors are the ones that come in the tubes. Watercolor pencils will help with finer details. To get light colors, make sure you include enough water with the paint to make it translucent but not to warp the paper.

Use this guide to help you mix color:

- Red + Blue = Purple
- Red + Yellow = Orange
- Red + Green = Brown
- Blue + Yellow = Green
- Blue + Orange = Brown
- Yellow + Purple = Brown

Let the paint dry.



## Complex Tutorial - Step 6:

---

Now you can use darker colors on the picture. Avoid using black paint to shade. Use a dark orange or dark blue instead. Or use the opposite color mixed with the color originally put down. Opposite colors paired together make brown.





## Complex Tutorial - Step 7:

Put the final layers of color on the picture. Afterward, use a pen for shading. In addition to making the drawing look more detailed, it will also give it a three-dimensional feel.



08!

**GTK**

**Full Name:** Elizabeth Douglas**Gender:** Female**Nickname:** Liz, GTK**Location:** Indiana, USA**Personal Site:** <http://www.redvoid.com>**Favorite Anime:** Slam Dunk, Bokusatsu Tenshi Dokuro-chan, Bleach

**D**uring a trip to Thailand (I was ten at the time), I randomly stumbled upon some Sailor Moon merchandise. I spent an hour attempting to talk my mom into buying me a poster, but she said there was no way to get it home properly. I've been into anime ever since (though I don't think I figured out it was "anime" until several years later). I've also been attending anime conventions regularly since 1997.

I've been drawing for as long as I can remember. I fell into the anime/manga style because of my obsession with drawing effeminate males. I took art classes all through high school and was berated time and time again by my art teachers for drawing anime-inspired work. Now I'm going to college to study art and my teachers still berate me for my anime works.

---

**" I tell this to everyone: study real human anatomy! It helps! "**

---

Taking classes really helped me out, especially my more realistic drawing classes. It's a lot easier to draw an anime-style person when you know how to draw a real person. I tell this to everyone: Study real human anatomy! It helps!

I get inspiration by collecting LOTS of magazines, manga, and art books. I've got piles of fashion magazines that I use as references. I like Japanese magazines such as Kera and the Gothic and Lolita Bibles because I draw that sort of fashion most often. My favorite three manga artists are Sho-u Tajima (MPD Psycho), Shirow Miwa (Dogs), and Satoshi Shiki (Riot of the World).

I'm presently a student at the Herron School of Art and am hoping to become an illustration major. I'm really easy to find because I'm the only one on campus with a horribly furry suitcase (that people often mistake for a horrible furry dog).

*Liz Douglas  
GTK*



## 2.1 Introductory Tutorial: **Fantasy Ears**

Drawing fantasy ears are pretty much the same as drawing normal, human ears. In the examples below I'll be drawing cat and elf ears, but the same concepts can be applied to other animals and fantasy creatures as well. Experiment!

This is a three-part tutorial. First I'll show you how to draw elf ears. Then I'll show you two different ways of drawing cat ears. Enjoy!

### Ninja Toolbox:

☒ Mechanical pencil

### Finished Products:



Elf Ears



Cat Ears (1)



Cat Ears (2)

### Number of Steps

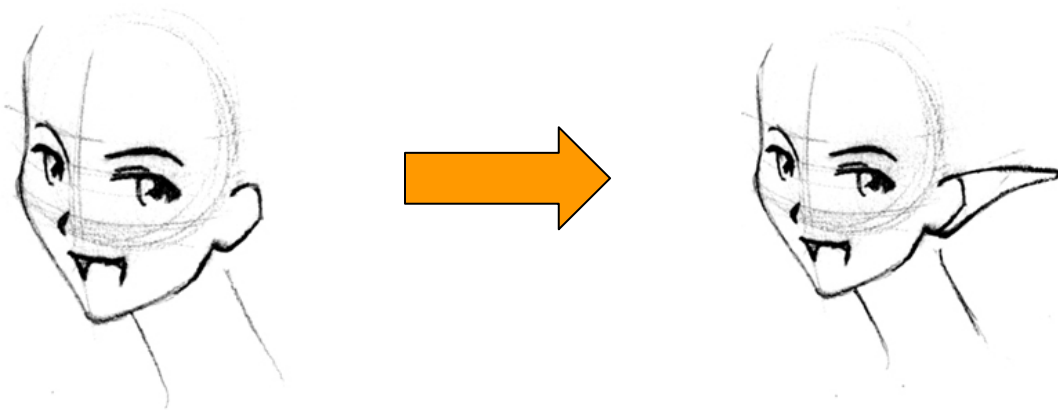
11

(over three parts)

Skip Tutorial

## Fantasy Ears - Elf Ears:

---



### Step 1 - Going...

I've already drawn in the head and face, so that you can just focus on the ears. First, I draw a normal human ear to use as a guide. Then I draw an elf ear over it.

Normal human ears are, roughly, between the edge of your eye and the tip of your nose.

### Step 2 - Going...

Now, go ahead and erase the normal ear that was used as a guide and begin to add a little detail.

I detail the image exactly like I would a normal ear, but I follow the shape of the elf ear instead.



...Gone!

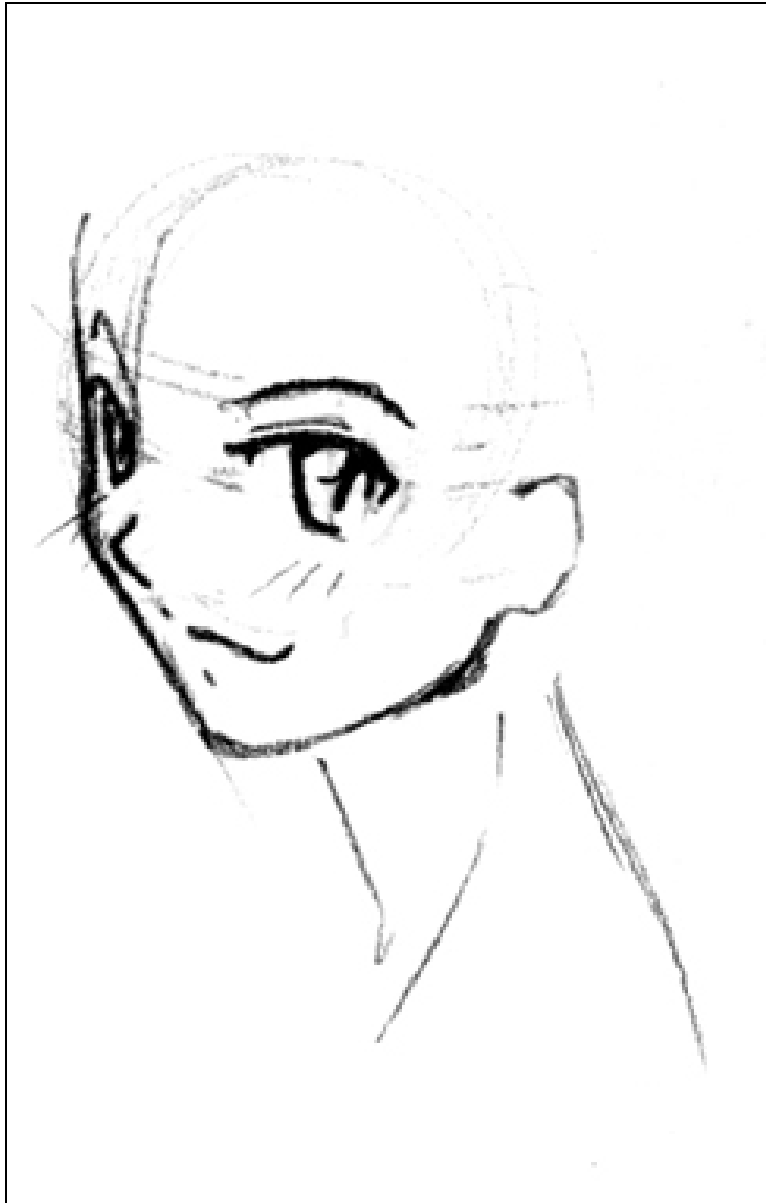
You can now draw the image normally. I always draw hair last, so let's do that. If you want the character to have earrings, you can draw them now.

## Fantasy Ears - Low Cat Ears:

---

There is a couple of different ways to draw cat ears. You can either draw them where a human ear sits or a little higher up on the head. I'll give you an example of each, starting with a low-hanging ear.

**Step 1.** As with the elf ears, I've already drawn the head and face. I've also drawn in the normal human ears as a guide. Finally, just for flair, I've given my character feline eyes.



**Step 2.** I draw the cat ear over the human ear now. The shape can vary, depending on the look you want to create. The ear can also point upwards.



**Step 3.** I draw the hair now and add in a few details.



**Step 4:** This is optional, but to make the ears look more like a cat's, I went ahead and added some hair to the insides. Finished!



## Fantasy Ears - High Cat Ears:

---

So what do you do if you want to draw cat ears that appear higher on your character's head? Glad you asked...

**Step 1.** Just like before, the head and face are already drawn. I've also drawn the normal ear.



**Step 2.** Because the ears will be part of the hair, I go ahead and draw the hair first. Since the character's ears will sit high on the head, I draw his hair so that it hides where normal ears would have been placed.





**Step 3.** Next, I draw in the ears. You sort of have to play with the positioning to get it right, but they are usually not much higher than the real ears would have been. The hair is altered to accommodate the ears.



**Step 4.** Now that the ears are drawn, I add a bit of detail to them. I also change the hair so that it blends more with the ears. And now we're finished!



## 2.2 Introductory Tutorial: **Simple Profile**

Drawing someone from the side (or their profile) is the most difficult angle for me. Drawing it in the way I'm going to describe will make life a little easier. In this example, I'm going to draw a boy. The same techniques should work for drawing girls as well.

### Ninja Toolbox:

- ☒ Mechanical pencil

### Finished Product:



Number of Steps

8

Skip Tutorial

## Simple Profile - Step 1:

---

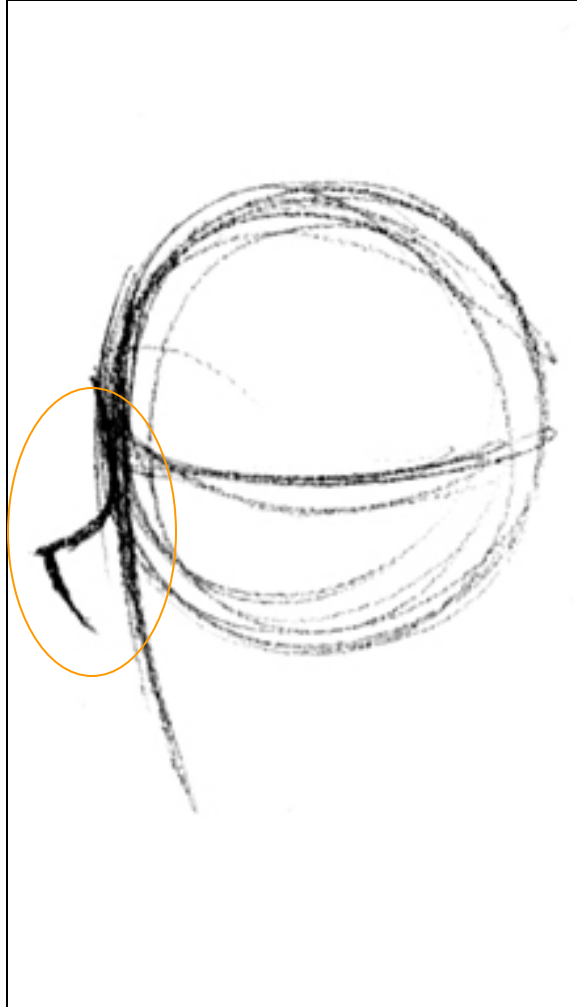
Draw a circle. The side of the circle represents the side of the face, so draw a curved line down the side you want the nose to be on. This line will be a guide for how long the face is going to be. After that, draw a line horizontally through the center of the circle. This line is a guide for where the center of the eyes will be.



## Simple Profile - Step 2:

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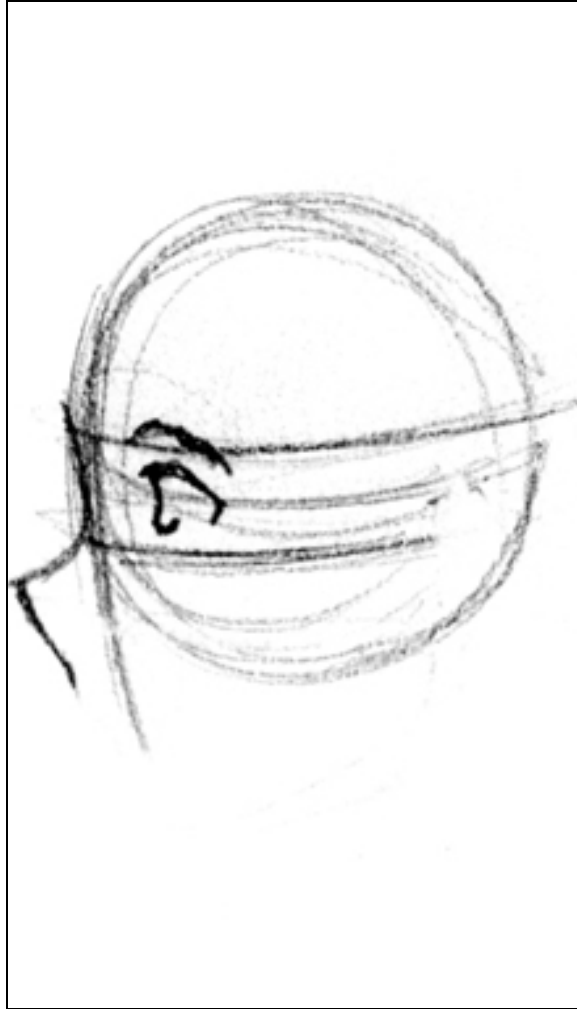
Draw a line just above the line you drew through the center of the circle. This line should follow the circle pretty closely up until just below the line you drew through the center of the circle. Come out a bit, and then go back in at a less drastic curve. This is for the nose.



## Simple Profile - Step 3:

---

Now, draw a line just above and just below the line you drew through the center of the face. The eye, roughly, goes into this space. The eyebrow is slightly above the top most line. The eye should also be about the length of the eye away from the front of the face. Be careful that you don't draw the eye too close to the front of the face (also, be careful not to draw it too far as well).



## Simple Profile - Step 4:

---

The ear needs to be in the space between the edge of the eye and the tip of the nose. So, now I draw that in.

Using the back of the circle as a guide for the back of the head, draw the eye a bit to the front of it. This is tricky because it's difficult to measure the appropriate distance and there's a lot of room for error.

Note: I draw the ear before finishing the face because it helps with drawing the jaw.



## Simple Profile - Step 5:

---

Now that we've finished drawing the ear, draw where you want the back of the jaw to sit. Once you are satisfied with that, go back and draw the front of the face. If you don't want to draw the lips, draw a small bump instead. This represents where the lips would be, though you aren't actually drawing them. We can go back and make it more detailed later.

You don't have to connect the lines for the face/chin to the back of the jaw. It's implied that these connect, even if they don't touch one another. In this example, I didn't connect them. At this point, I've also drawn in the neck.





## Simple Profile - Step 6:

---

Next, I draw in the mouth and the hair. The mouth goes just behind that little bump drawn earlier. The hair is drawn a bit puffier than the circle I originally drew. This is so the head doesn't appear too flat. I also added detail to the ear during this step.

Finished?



If you'd rather draw lips or a more detailed mouth on your character, here are some bonus steps...

## Simple Profile - Bonus Step! Step 7:

---

I'm using the side of the face/bump for a mouth I drew earlier as a guide. You draw a little point (for lack of a better comparison) to represent the upper lip. Make sure you don't draw it out too far though.



## Simple Profile - Bonus Step! Step 8:

---

Now I draw in a line for the mouth. This can be modified depending on the expression you want.

I also draw the lower lip. It comes out, but not as far out as the upper lip.

Finished!



## 2.3 Introductory Tutorial: 3/4<sup>th</sup> View Head

This is a relatively basic, but important tutorial. I'm going to use a boy's head for this tutorial, but the same principles can easily be adapted for a girl's head.

### Ninja Toolbox:

- ✓ Fine-tip pens (sizes 01 and 02)
- ✓ Mechanical pencil
- ✓ Non-photo blue pencil

### Finished Product:



Number of Steps

7

Skip Tutorial

## 3/4<sup>th</sup> View Head - Step 1:

---

I start with a circle. I then draw two lines that follow the curve of the circle. Both mark the center of the face (vertically and horizontally). The vertical line helps mark the length of the face. The horizontal line will help with drawing the eyes later.



## 3/4<sup>th</sup> View Head - Step 2:

---

I draw the basic shape of the face around the circle and the lines I've already drawn. I also draw two more lines. One marks the top of the eyebrows, the other marks the distance from the side of the face to the back of the jaw line (the location of the nose).

Note: These are all guidelines to help me as I draw. They may change as I work on the image.



### 3/4<sup>th</sup> View Head - Step 3:

---

Eyebrows and the ear go in next. The ear is drawn mostly as a guide and may or may not be changed later (if I draw the nose in and it seems off, I either adjust the nose or the ear. The same applies if I draw the eyes and the ear seems off, since the size of the ear is based on the eyes and nose. You can try this on yourself, but your ears start roughly in the space between the edge of your eye and the top of your nose.)

The neck is also drawn in. The circle I drew earlier is sort of a guide to where the back of the head is. I use it to estimate where the back of the neck should be. The line down the next is for the tendon in the neck (I think it's a "tendon" at least). This can be left out, depending on your style or how you want your image to look. I've also drawn the Adam's apple, since the character I'm drawing is male. This is optional.

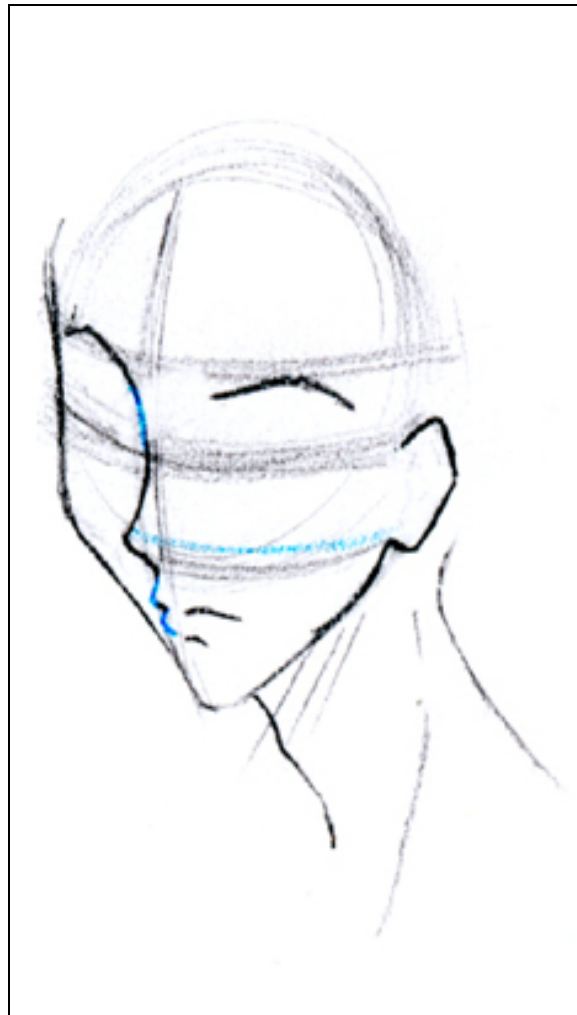


### 3/4<sup>th</sup> View Head - Step 4:

---

Now I draw the nose and the mouth. The nose follows the curve of the eyebrow on the left (I drew the line it follows in blue). The end of the nose curves out slightly and then goes back in. This is where the mouth starts. Some people draw this line between the nose and lip (for example, I think Adam Warren sometimes does this). It all depends on your style. I often leave it out, but I drew it in blue so you could see. The lower lip doesn't have to be drawn either (again, it's all up to you).

It is, however, good to draw the line under the lip. Though the lip isn't drawn, this line helps define it and give it some depth. You can see all these "optional" guide lines in blue. At this point, I also decided to draw the ear just a tiny bit smaller than the nose. It was adjusted slightly.





## 3/4<sup>th</sup> View Head - Step 5:

---

And now I'm drawing in the eyes. They go between where I've drawn the eyebrows and the center line. The character I've drawn has big eyes, so the eye goes all the way to the bottom of this line. If you want someone with smaller eyes, you can adjust it accordingly. When making the eyes narrower, it's easier to do this by increasing the space between the eye and eyebrow, rather than the line drawn through the center of the face. Otherwise, the proportions of the face may seem a bit off.



It's important to know, when drawing eyes, that the space between the eyes is roughly equal to the length of one eye. In anime and manga, since the eyes are normally pretty large, this doesn't always apply. Still, the measurements will be pretty close. This information still helps out so you don't make a character's eyes too far apart or too close. It's also important to note when drawing a face at this angle that the eyes will NOT be the same size.

The eye on the far side of the face will appear slightly smaller. The line we drew through the center of the face followed the curve of the circle, so it helps determine where the eye should be. This is optional, but I draw lines over the top of the characters eyes for "eyelids." I also draw "highlights" on the eye.

Also, at this stage I've decided that the character's ear looks all right, so I won't be fixing it anymore.

## 3/4<sup>th</sup> View Head - Step 6:

I draw the hair last. I draw it a little bigger than the circle I drew for the head. Drawing it too close to the circle can make the character's head look too small. In anime and manga, hair is always really wild and puffy! So it's important that the hair isn't flat.

The line I drew vertically down the face also helps place the top/back of the head. I place the "part" in the character's hair here. At this point, I also added "blush" marks to the character's face. This was to make him look young (and cute). The lines follow the curve of his face. These are optional as well. Just be careful when using them so you don't over do it or use them at the wrong time. If I were drawing an older character, I would leave these marks out.



*Reminds me of  
Outlaw Star...*

## 3/4<sup>th</sup> View Head - Step 7:

---

I inked the image with a fine point pen. It's important you use nice pens when you ink your drawings! Using poor pens can ruin an image. I use fine point pens in sizes 005 or 01 most often, but for this image I used sizes 01 and 02.

It's also good if you do NOT ink your original drawing. Make a copy, or use a light table to trace an inked copy. That way, if you mess up it's easy to start all over again. It's also good to take a break before you ink your image. It's nice to go maybe fifteen or more minutes without looking at your image. That way, you can come back to it and can spot mistakes easier.

When I ink an image, I leave out certain parts of the face I had drawn in my sketch. These are areas that are covered by hair that don't need to be seen. You can still draw them in if you want to.



## 2.4 Introductory Tutorial: **Comictone / Screentone Tools**

So, you want your art to look like real manga but don't have the cash to buy a lot of fancy tools? Fear not, because there are ways you can get all the items you need cheaply (without having to order everything from Japan).

### Ninja Toolbox:

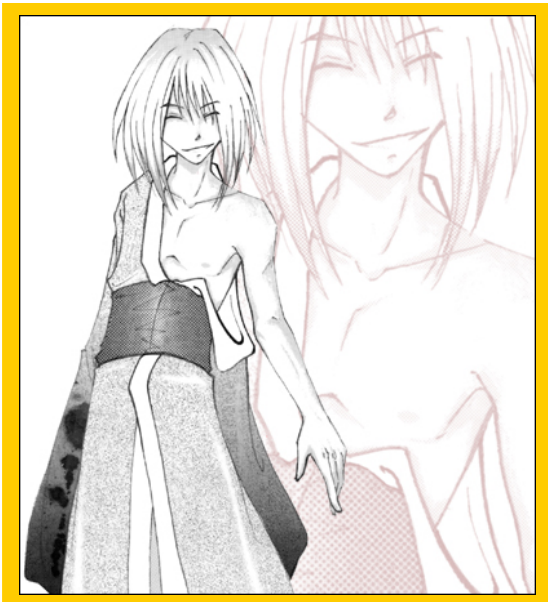
- ☑ Comictone
- ☑ Craft knives
- ☑ Light table
- ☑ Sand eraser
- ☑ Tone scrubber/bone folder
- ☑ Fine tip pens (sizes 005 and 03)
- ☑ Brush (large, soft bristle)

Number of Steps

14

Skip Tutorial

### Finished Product:



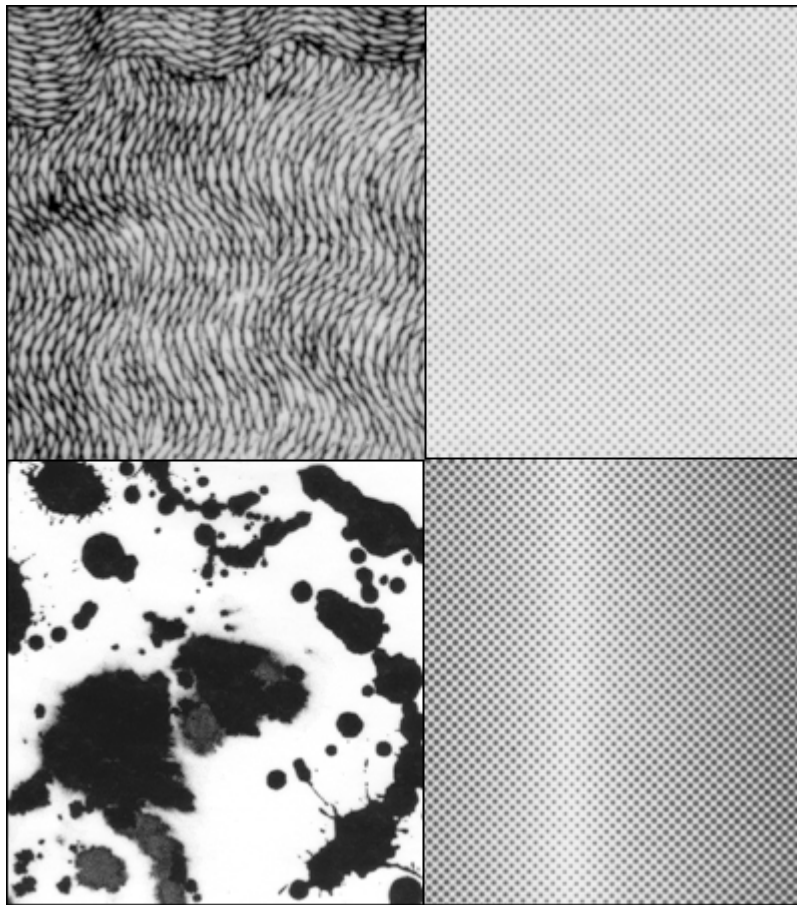
## Comictone / Screentone Tools - Step 1:

---

First off, you need tone. Unfortunately, aside from ordering it from specialty sites, it's a bit hard to get. One of the cheapest ways of picking it up is by buying it at anime conventions. This way, you don't have to pay for shipping and handling. However, you have to pay to get into the con (usually), plus there's the temptation to buy lots of other items!

At cons, tone can range in price from \$3-5 per sheet. On websites, it's usually around this range as well (though I've also seen it as high as \$8). You also usually have to pay shipping and handling when ordering it online.

Tone comes in either basic values of gray (either solid or gradient) or in patterns (of various types). You can layer the patterns on top of each other to get different effects. Essentially, tone is like a bit sticker. The pattern is on a big sheet that you cut as needed.



## Comictone / Screentone Tools - Step 2:

---

To begin using tone, the first thing you need is a drawing. Because of the nature of the tone, your drawing surface needs to be clean (otherwise the tone doesn't stick very well). Your drawing should be clean and inked and ready to go before you apply any tone.





## Comictone / Screentone Tools - Step 3:

---

Next, you need something to cut with. Ideally, you should have a range of knives and other such cutting utensils. Craft knives and various blades help you get different effects. However, you can get away with using only an x-acto knife for everything (everything I've done was done with the same knife, which was an x-acto knife and the standard blade it comes with).

The only thing to keep in mind is that your blade needs to be sharp! This is really important! More on why later on...

## Comictone / Screentone Tools - Step 4:

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Tone is pretty see through. Generally, you can just lay it over the top of your drawing and you should be able to see through clearly. For darker patterns, you might want to use a light table to help you out.



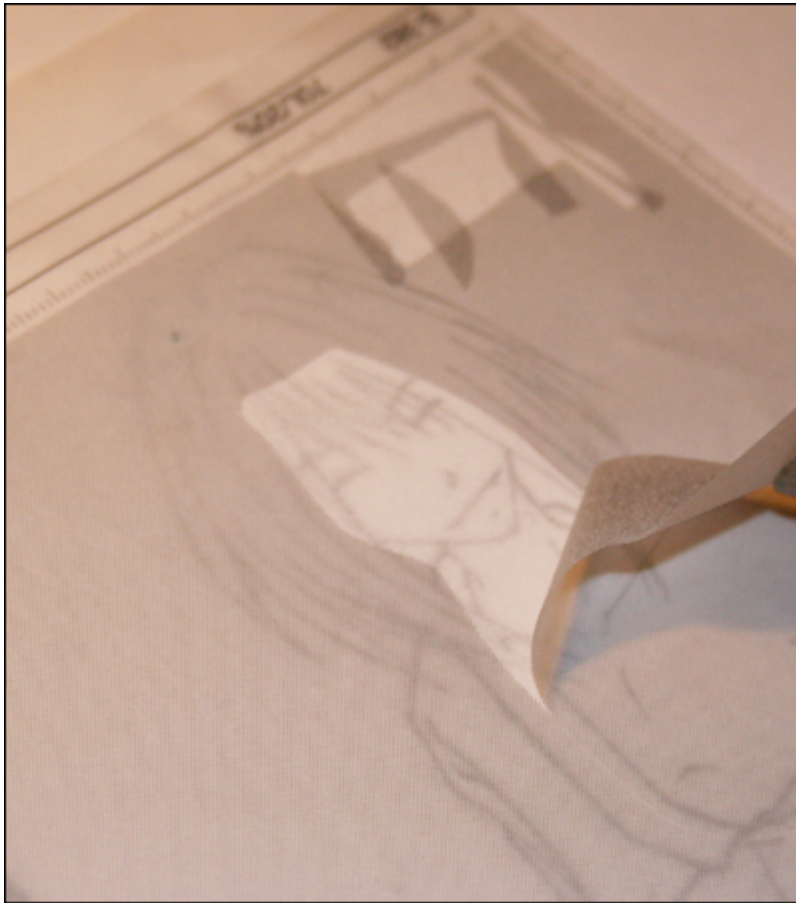
## Comictone / Screentone Tools - Step 5:

---

Once you've laid your sheet of tone on your drawing, you need to carefully cut around the area where you want the tone to be. Don't worry about being really exact, you need to cut bigger than the area you'll actually be using.

Now, this is where a sharp blade is really important! Tone is pretty thin. It's also on a thin sheet of some sort of paper. You don't want to cut through both the tone and the backing (because you don't want to cut through and damage your drawing!). The blade needs to be really sharp so, using only minimal pressure, you can cut through only the tone (and not the backing or your drawing).

Once you've cut the area you want, you can peel it right off.





## Comictone / Screentone Tools - Step 6:

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Next you just lay the tone over the top of your drawing. The tone should be bigger than the area you actually need it in.

To secure the tone (since the back is sticky, but not really sticky), you rub it lighter with a tool called a tone scrubber. If you don't have one, or don't know where to get one, a bone folder works as well. You can find a bone folder at most places that sell paper making or book making supplies (some art supply stores carry them as well).

They can range in price to pretty cheap (I think mine was \$5) to a bit pricey (as the name implies, sometimes they are made out of animal bone! This kind is pretty expensive). They are pretty similar to each other. Both have a small end and a large end (only the bone folder is more rounded while the tone scrubber has rounded corners).

Both tools are used the same way; you lightly apply pressure and sort of rub the tone (lightly! You don't want to damage the tone itself!). You can always go back and rub it a little more later. Rub only the areas inside where the tone will be (not the outside areas that stick out, because you need to peel those off later).



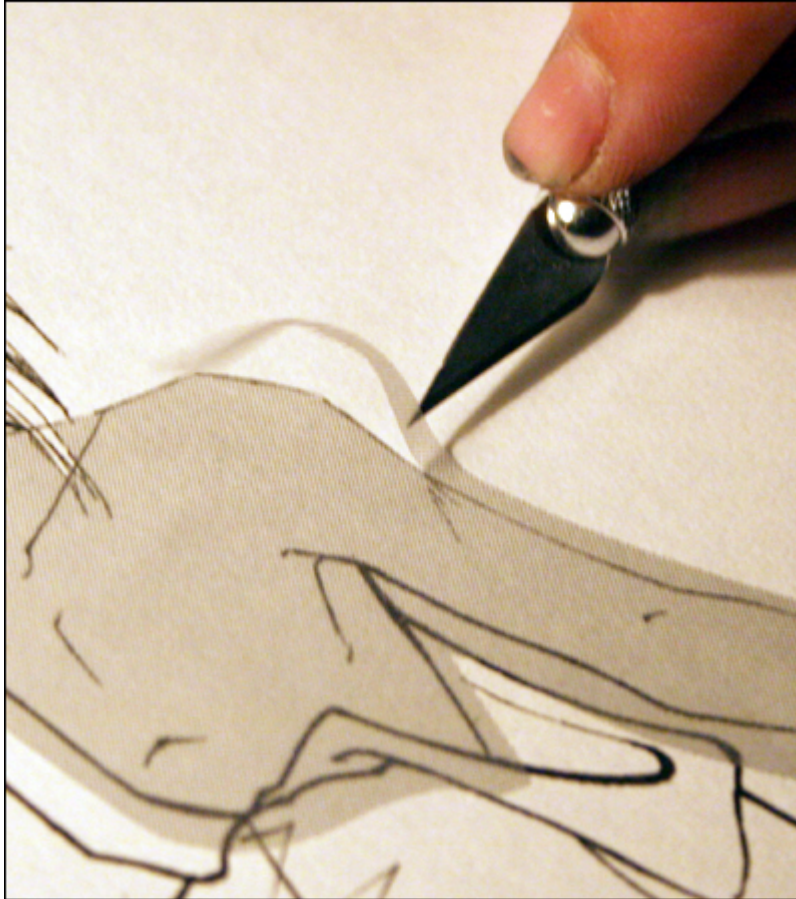


## Comictone / Screentone Tools - Step 7:

---

Now that you've got the tone in place, you carefully cut around the areas you don't want. Make sure your blade is sharp! You want to cut only the tone, not your paper. You shouldn't have to apply a lot of pressure to the knife.

Work very lightly. You can now peel away any unwanted areas (just work carefully so that you don't end up ripping the areas you actually do want by accident).



## Comictone / Screentone Tools - Step 8:

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When you cut away the pieces of the tone that you aren't going to use, it's nice to save them (just incase). You can put them back in the area where you cut the tone away.

You should avoid putting the tone back on top of other tone. If left too long, this will leave a residue and you won't be able to use the tone that's underneath.



## Comictone / Screentone Tools - Step 9:

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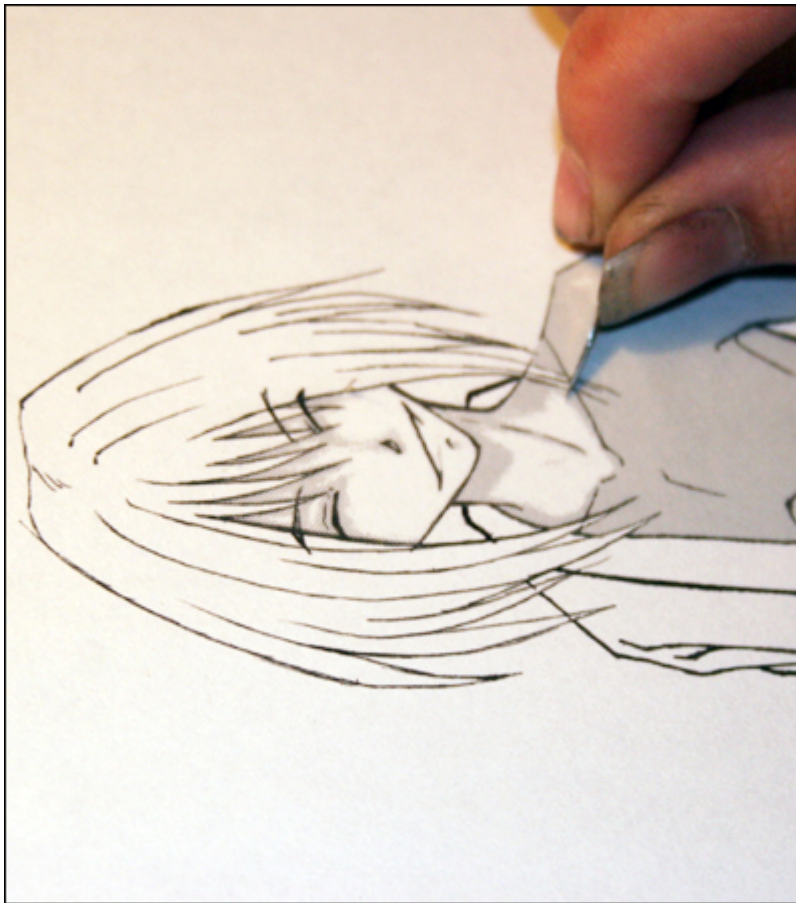
After everything is cut away, use the tone scrubber or bone folder to secure the tone.

## Comictone / Screentone Tools - Step 10:

---

You can use the knife to lightly scrape away areas of the tone you want to show through. You can use different blades for different effects. Similarly, instead of scrapping, if you don't want big areas of tone you can cut and peel them away. Regardless, you need to make sure your blade is sharp!

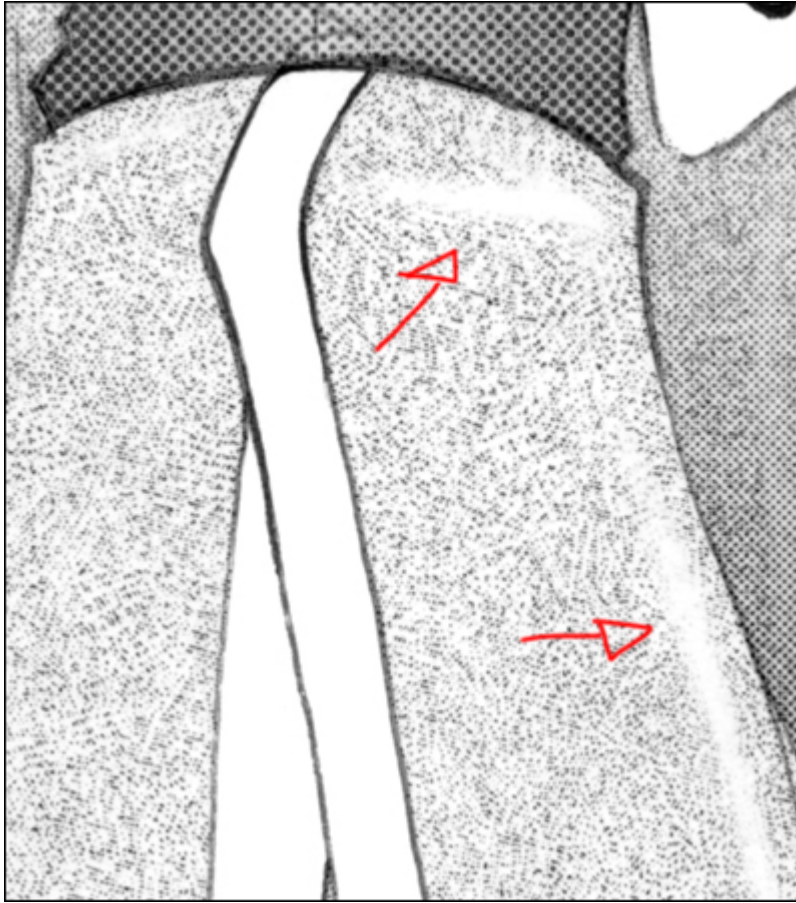
If you are scratching the tone away, use the side and not the tip. Work lightly; you don't want to gouge holes in the tone! You just want to scrape off the top. This creates dust, so you can use a brush with soft bristles to lightly wipe away the dirt.



## Comictone / Screentone Tools - Step 11:

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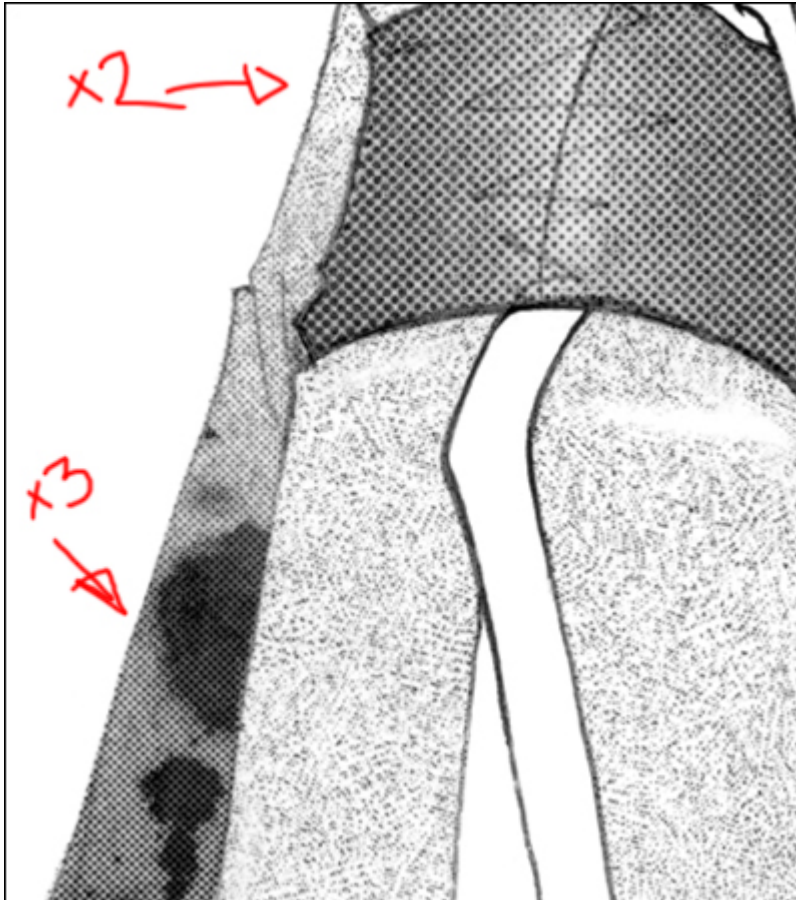
You can also use an eraser (the sand kind that is gray. I think you use them for erasing ink pens?). This has a softer edge and leaves a different sort of mark.



## Comictone / Screentone Tools - Step 12:

---

The process is pretty much repeated throughout. To make things look nicer, you can layer different tone on top of each other (I've included two examples... on the top, two different sheets are used. One for pattern and then a dot pattern that goes from dark to light to dark again. On the lower half, three different sheets are used. A pattern was used, then another sheet for the "blood", and then one more sheet that fades from dark to light (that was also scraped with a blade so that the transition seems more seamless).



## Comictone / Screentone Tools - Step 13:

---

While tone is fun to work with, it is also expensive. As an alternative, you can also scan the tone and add it to your image using Photoshop. It's a bit cheaper this way and you can get some of the same effects. There are also a few programs that are based on using screen tone, which is another alternative.

## Comictone / Screentone Tools - Step 14:

---

Your finished image could look something like this.



## 3.1 Male Tutorials: **Young Boy Front View**

For this tutorial, I'll be drawing a young boy from a frontal angle. I'll also introduce a tool that's become a staple for many online fan artists: Adobe PhotoShop!

### Ninja Toolbox:

- ☑ CG program
- ☑ Fine-tip pens (sizes 005 and 01)
- ☑ Light table
- ☑ Pencil

### Finished Product:

Number of Steps

33

Skip Tutorial



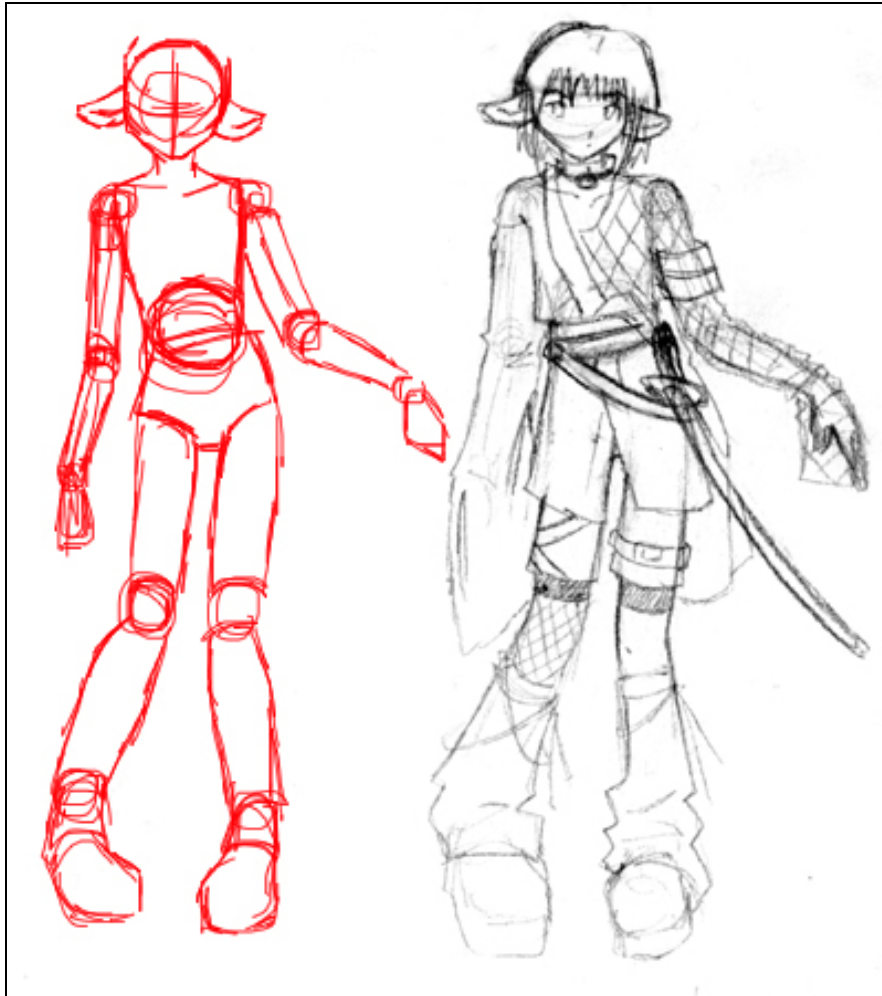


## Young Boy Front View - Step 1:

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Here you can see the "skeleton" of my image. I always draw the head first and base the proportions of the body off of it. The rest of the body is composed of really basic shapes.

I use circles at the places where the body bends (such as the elbows, waist, knees, and so on). Because this image was done to use as a guide for an image I was going to do later, the pose is fairly simple and the view is from the front (more on how it was all drawn later).



## Young Boy Front View - Step 2:

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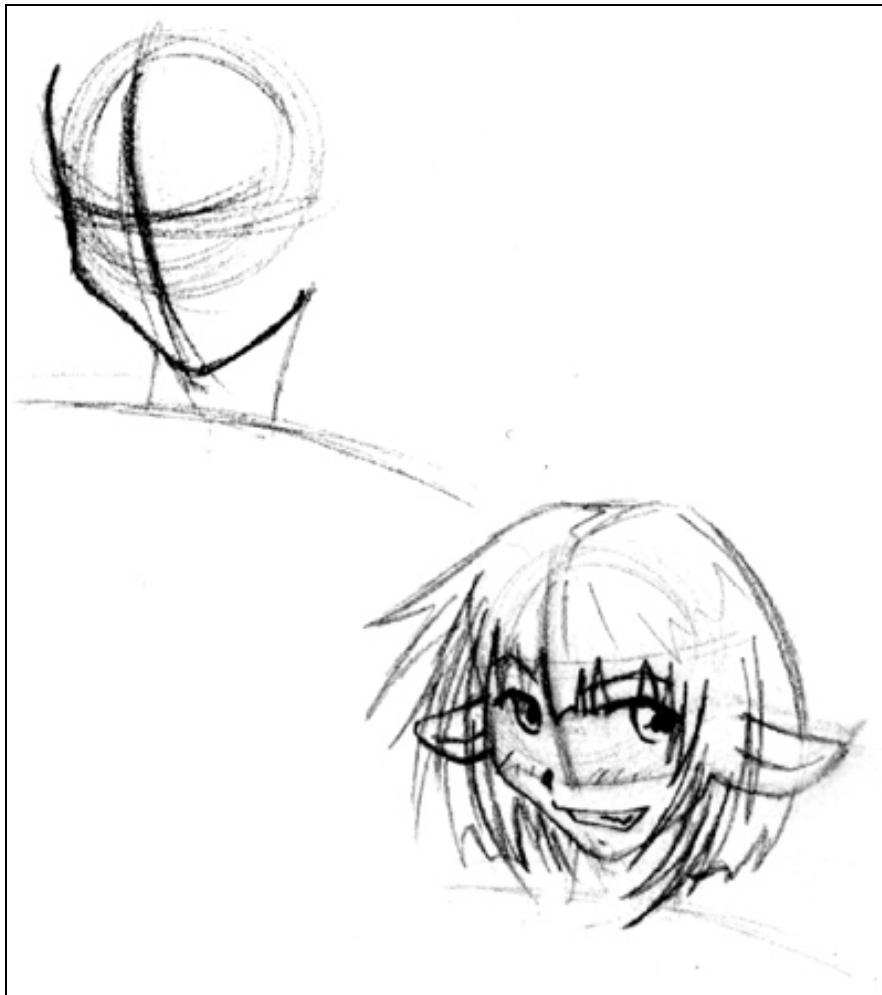
Now that I have an idea of what I want to draw, I can start my image.

I start with the head, neck, and draw a line to represent the placement of the shoulders. I don't draw the rest of the body yet. Instead, I finish the head before moving on. Adding hair and things can make the head look bigger. If I drew the body now, and then finished the head, the body may end up looking a bit small.

Because the character's ears are so large, you can see them on both sides of the head. However, keep perspective in mind. Because of how his head is turned, one of the ears will appear smaller (similar to how one of the eyes appears smaller in a  $\frac{3}{4}$  view)

Here, I've drawn the character's head at a  $\frac{3}{4}$  view angle even though I plan on drawing the character's body from a frontal view. This is just to make things more interesting.

Please note, when you plan on drawing a full body image of someone, keep the pose and size you are drawing in mind. Make sure you don't draw too low on the paper or you'll run out of room (I'm really bad at doing this)! If you do run out of room, you can always tape another paper to the bottom of your drawing.



## Young Boy Front View - Step 3:

---

Next I draw in the torso. This is represented by a square/rectangle that is curved inward at the bottom. This curve represents the bottom of the ribcage. Shoulders are represented by drawing little circles at the ends of said square.



## Young Boy Front View - Step 4:

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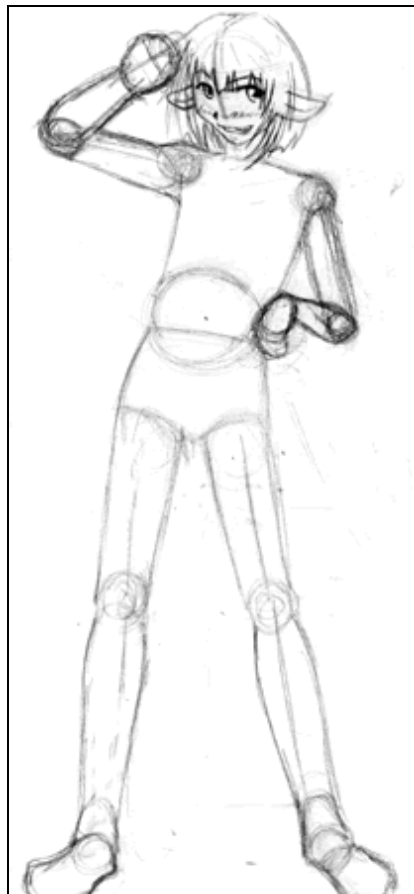
I draw the arms next. First, they are drawn with lines and circles. The circles represent the elbows and hands (there was one drawn for the shoulder earlier as well). After that, cylinders (for lack of a better word) are drawn to represent the arms. The hand is represented by a sort of rounded off triangle.

Also keep in mind that the elbows typically rest at the top of the hips, the fingertips are about mid-thigh (though, with anime and manga, this changes depending on a person's style).

The legs are drawn in the same manner (the foot is represented by a rounded off triangle, a circle, and a sort of oval).

Details won't be added to the hands and feet until after some or all of the clothing is drawn.

Note: keep perspective in mind while drawing! It may make certain limbs or parts of the body appear shorter than they actually are (in this example, the most obvious case would be the arm of the character).



## Young Boy Front View - Step 5:

---

Now that the basic body is drawn, I can start adding clothes and other details to the character. This is where the character sheet I did earlier will come in handy, since I won't have to waste time deciding on what the character should wear.

The character sheet is also helpful because it means I won't erase as much. If, for example, I imagined the costume now and then decided I didn't like it I would have to erase it. This would also erase some of my guidelines, which might cause problems later.

When drawing clothes, the most important rule to remember is that fabric has volume. It should be drawn bigger than the outline of the character.

Because of my character's costume, I draw the belt first, then draw the hand that is resting on the sword connected to the belt.



## Young Boy Front View - Step 6:

---

Now that I have one hand, two belts, and a sword drawn I can draw the character's top.

At this time, I'm only drawing the top half of the kimono. Since I've drawn his other sleeve, I can go and add more detail to his other arm (the one not holding the sword). The kimono is hanging off the other side of him, so I add more detail to his body (arm and chest) on that side.



## Young Boy Front View - Step 7:

---

Now I need to finish the bottom half of the kimono. Before I do that, I need to draw the shorts. This is because the kimono is draped over them (and needs to be puffier than they are). I also draw the legwarmers and shoes.

At this point, I also added more detail to the knees and legs.



## Young Boy Front View - Step 8:

---

I finish the bottom of the kimono now. Remember that it goes all the way around the body. There's a section in the front of the kimono that is open, so the back of it will be seen through the legs/opening in the front of the kimono.

The kimono is also "puffed out", and won't be straight back. Think of it like an ellipse if that helps (which is sort of what I did in this image, you can see it my sketch).





## Young Boy Front View - Step 9:

---

Now that most of the clothing is drawn, I go and erase most of the guidelines underneath those areas. I darkened a few lines that had rubbed off a bit while I was working as well (and erased some of the pencil lead that had smeared on the page).

I also added more detail in a few areas, such as the belt and the leg warmers.



## Young Boy Front View - Step 10:

---

Now I need to finish up the hair and the remaining hand.

I draw the hand first, since it covers some of the hair. After that, I draw the knives the hand is holding and finish the hair. I erase more guidelines and darken some other lines.



## Young Boy Front View - Step 11:

---

Take a break!

Now that the sketch looks mostly finished, it's good to take a break.

By taking a break, it makes catching mistakes easier. Since I've been looking at the image for so long, mistakes may get overlooked simply because I'm used to looking at them.

Something like 15 minutes or more is probably good enough for a break.

### ***TRIVIA BREAK!!***



**OSAMU TEZUKA, CREATOR  
OF "ASTRO BOY"  
IS OFTEN CALLED THE  
FATHER OF MANGA.**

## Young Boy Front View - Step 12:

---

Okay, now my break is over! I'm still satisfied with my sketch so I'll stop messing with it for now.

Before I color my image, I need to ink it so that the lines come out much cleaner. This is done on a separate sheet of paper. Why? Well...



First, it would be horrible if I messed up while inking and ruined my sketch!

Second, the paper I drew my sketch on is quite dirty from being worked on already and this may show up when I try to scan it.

You can use tracing paper or a light table and another sheet of white paper. I prefer a light table, because sometimes the ink on tracing paper won't dry quickly and will smear. A light table is pretty easy to find and is really useful (I use the cheapest one on the market).

When inking, you can sometimes leave certain things out that are in your sketch. Parts of the body covered by the character's hair can sometimes be left out (like the side of the face, ears or eyebrows). Certain details you intend to add in color can also be left out (like the details of the eyes or the blush marks on the face).

Whew, now onto coloring and scanning your image...

## Young Boy Front View - Step 13:

Scan your image!

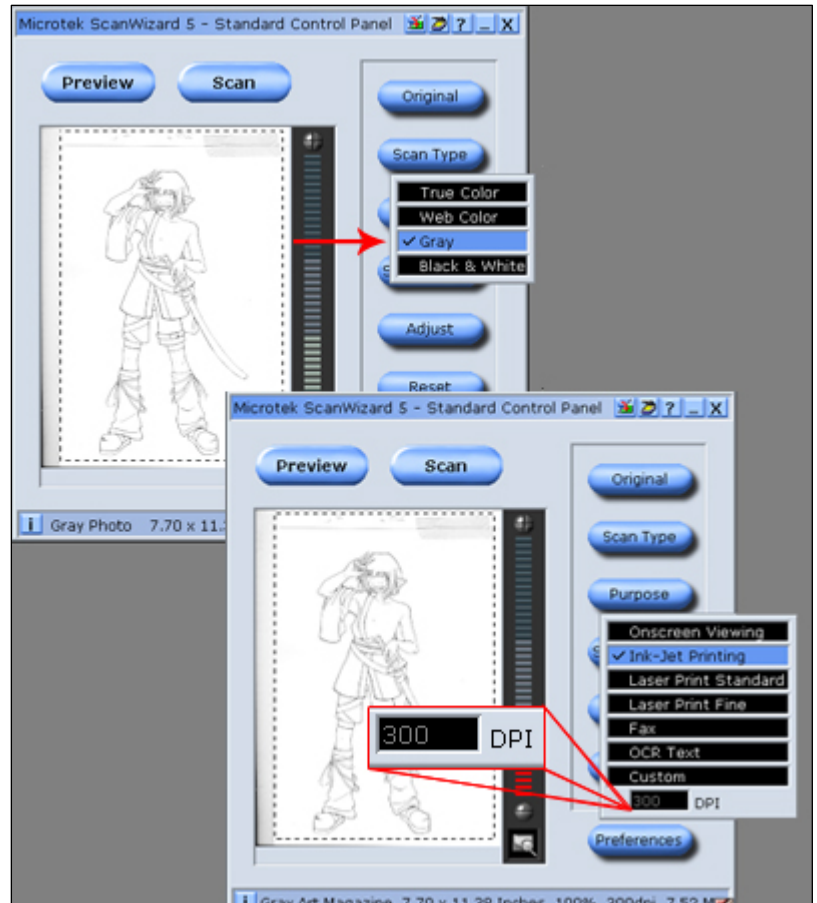
Make sure the scanner bed is clean first (you don't want dirt and such showing up on your image).

I scan all my images in gray at 300 DPI. I think on some scanners, scanning it in as black and white is the same thing. Scanning at 300 DPI makes sure that the image is pretty crisp and high quality (it is also what you'd need to scan your image at if you printed it later, for the nicest quality print).

I scanned my image directly into PhotoShop since that is where I'll be coloring it.

Please note: Your scanner setting will probably be different than mine. The important thing is to scan the image in black and white or gray (not color). Sometimes there is a black and white setting and a gray setting, in which case you need to scan it in as a gray image. You may also need to alter the "type" of image (photo, text, artwork, magazine and so on).

I scanned my image in as an artwork magazine since it was the only setting that seemed close to what I needed (on my settings, this is found under where it says original. You can see it in the screenshot, though you can't see what I've selected.) You may need to check out all your scanner options and such to see what you need to do. (You may not have to change anything either! My old scanner only had settings for color, black and white, and gray, so I didn't have to worry about anything else.)



## Young Boy Front View - Step 14:

---

Now that I've scanned my image and it's in PhotoShop, I need to change what mode the image is in. Since I scanned it in as a gray image, it's that way in PhotoShop so I can't add color. You can change this up where all the options are near the tool bar (where it says "File"). Under the option "Image" it says "Mode." There you have choices like "Bitmap", "Grayscale", and so on. Currently my image is grayscale. Since "grayscale" looks a bit yellow or green in Photoshop, I first select "Indexed color." This makes the image look bluer rather than yellow (does that make sense?).

Now that I've done that, I change the image to RGB Mode. On computers, it sees things in Red, Green, and Blue. I use this mode since this image is going to be viewed on the computer. If I were going to print this image, I would select CMYK mode (because those are the colors used in printing. It stands for cyan, magenta, yellow, and black). You can also color in RGB mode and then change it to CMYK mode when you are finished, but the colors may change slightly.

## Young Boy Front View - Step 15:

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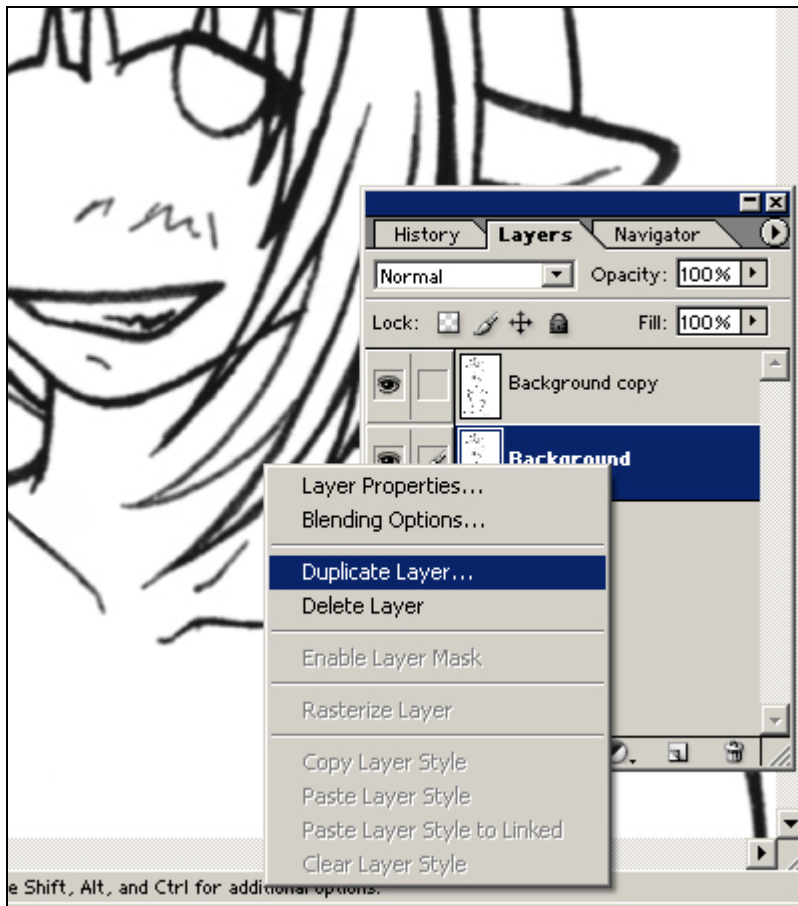
Now that everything is changed, I need to clean up my image before coloring. First, I mess with the "levels." This is under "Image," and then "Adjustments." I adjust this to get rid of some of the dirt and other unwanted things on my image. I don't adjust it too much though, because I don't want to affect my line art.

I can get rid of any remaining dirt and fix lines if I messed up while I was inking with the brush tool (using the color white). Sometimes I also use the polygonal lasso tool to select areas so I can only use the brush in those areas and not have to worry about accidentally going over other areas with the brush.

## Young Boy Front View - Step 16:

After my image is all cleaned up, I make a copy of it (right click the layer in the layers window and select "Duplicate Layer." If you don't have it open, you can open it by going to the window option on the tool bar and then selecting "Layers."

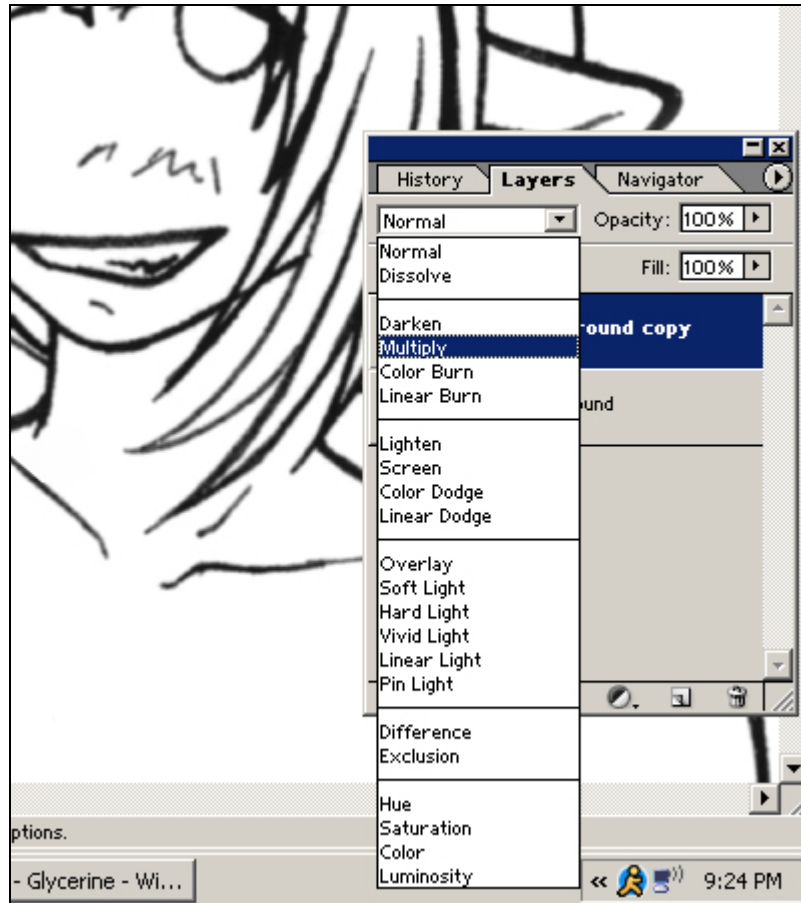
Now that I have that copied, I make the previous layer all white (ALT + Delete is the quick code to make the whole layer white if you have the white color in the first color slot...CTRL + Delete is the white color is in the second color slot).



## Young Boy Front View - Step 17:

Now I select the copy layer I made earlier. There's a little tab on the layers menu that should say "Normal." I select it and change it to "Multiply" mode. Now that the layer is in multiply mode, any layer I create underneath it will go through anything that is white on that layer. (You make a copy because you can't make the "Background" layer into "Multiply" mode. When an image first scans in, it is automatically made the background layer. That is why I make a copy instead).

Please note: All other layers will stay in "Normal" mode. The layer with the line work on it is the only one that needs to be in "Multiply" mode.



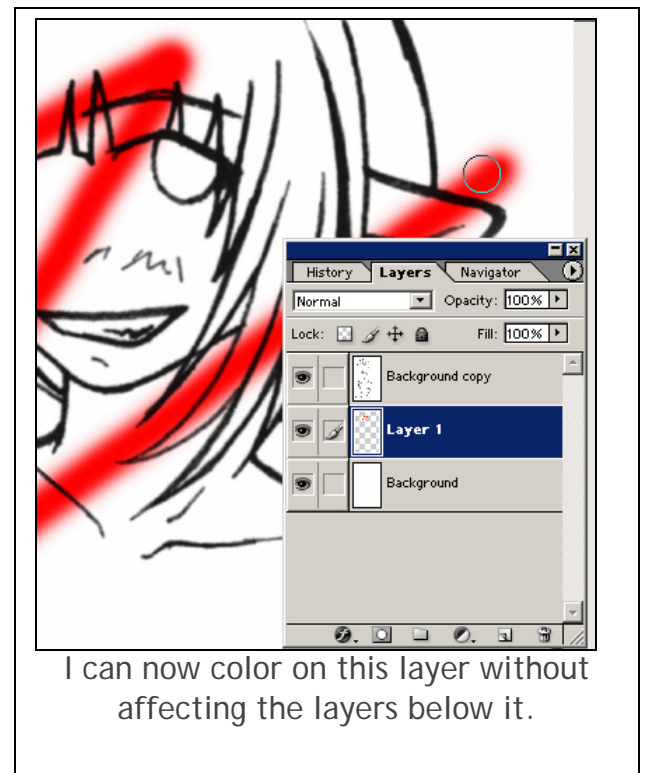
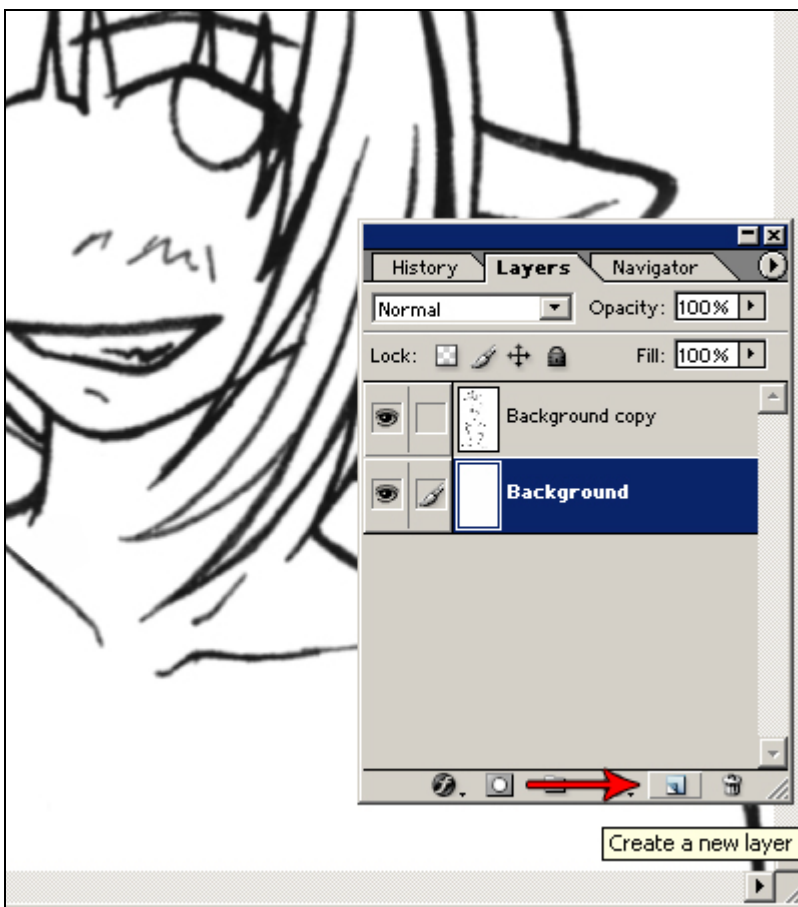


## Young Boy Front View - Step 18:

Now I save my image. You should save often, especially when coloring (I normally work at whatever size it scanned at and resize at the end, so my image is huge! Currently, the size is 1867x3102 pixels. Working at such huge sizes sometimes makes your computer a bit wonky, so save often incase your computer freezes.) Make sure you save in PDF format (so it preserves the layers you are working on).

I usually save after I finish coloring each section I'm working on.

Now that I've done that, I can start coloring. With the white layer selected (in my case, it is the background layer) I hit the new layer button on the layers window. This creates a new blank layer under the layer with my line art on it.



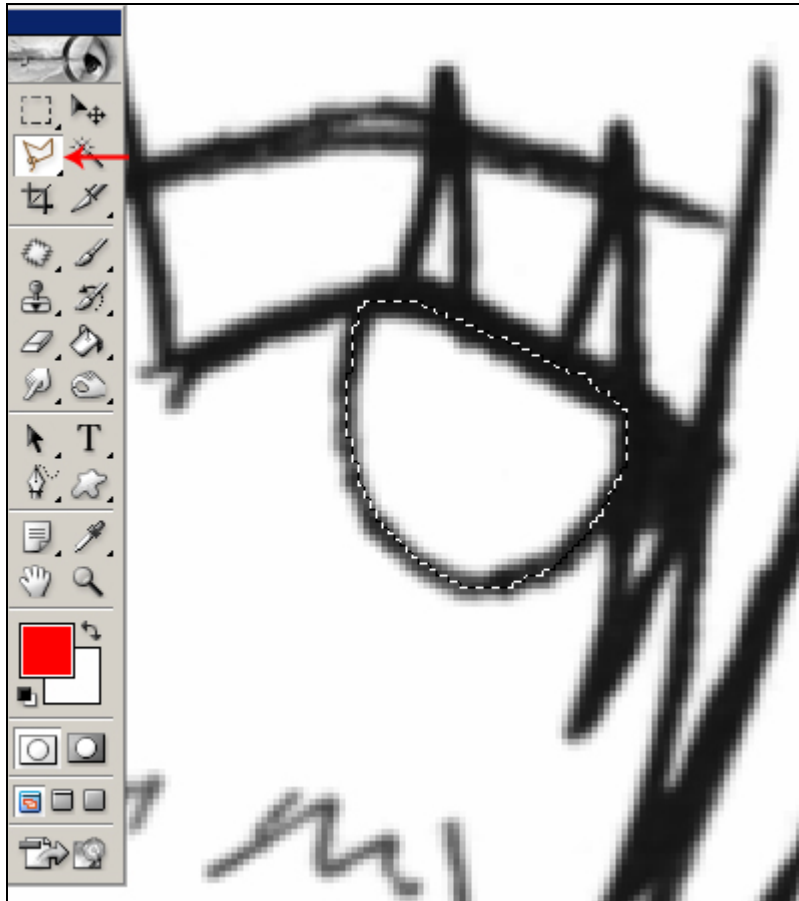
I can now color on this layer without affecting the layers below it.

## Young Boy Front View - Step 19:

---

Now, select whatever area you want to color \*on the blank layer\* using the polygonal lasso tool.

I am going to start with something small, the eyes, but you can start wherever you want.

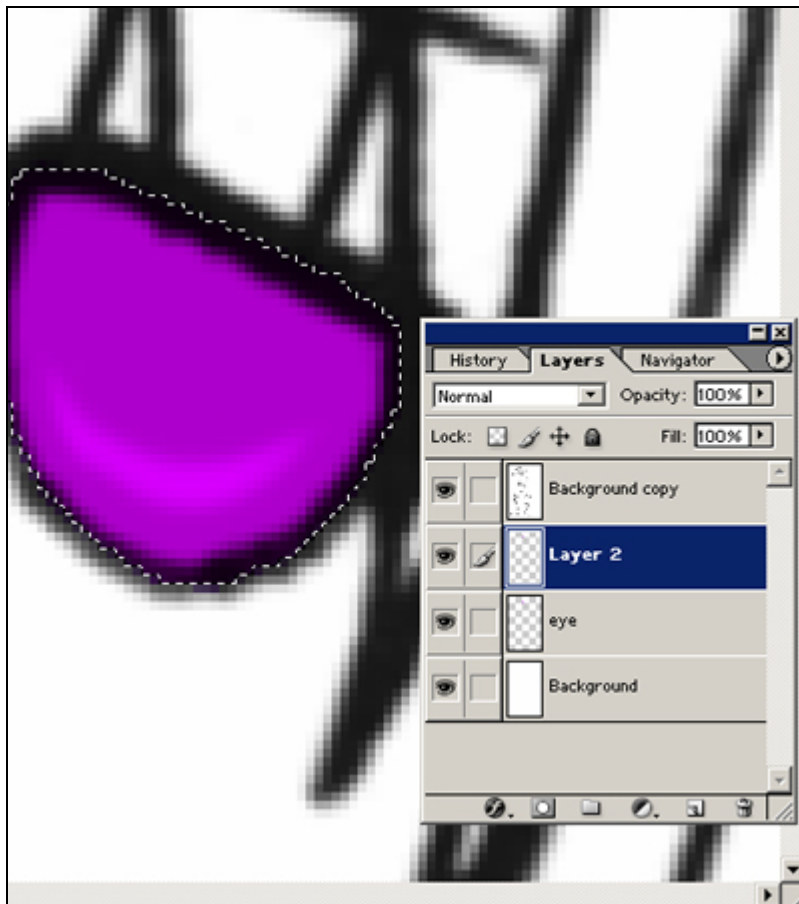


I zoom in really close so I can see the area clearly (in this case, I zoomed in to 300%).

## Young Boy Front View - Step 20:

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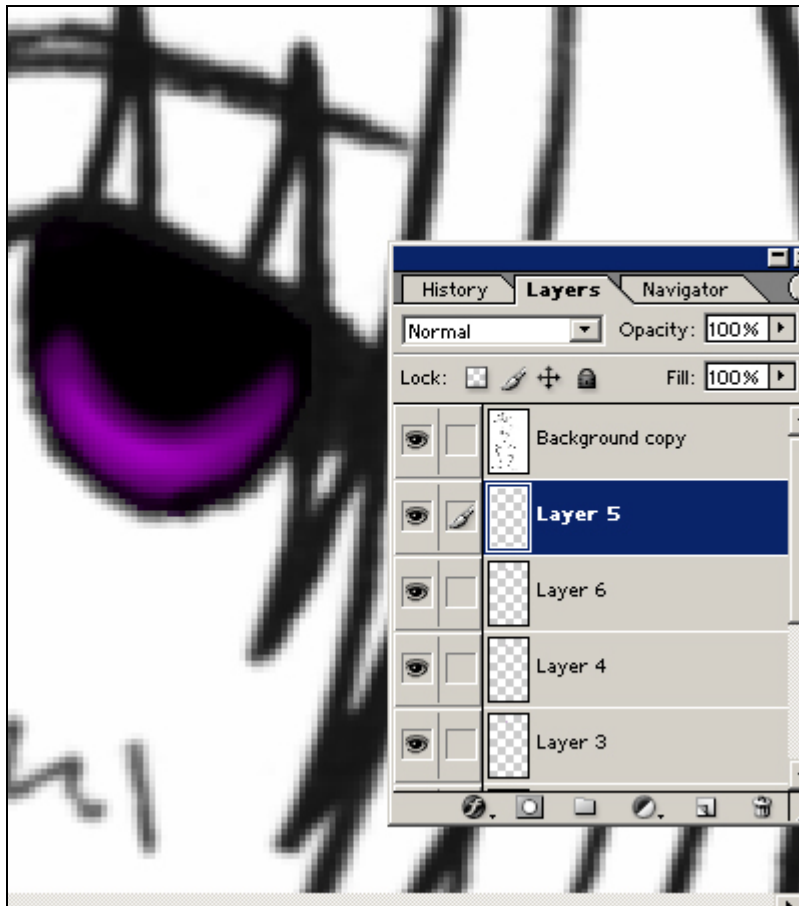
On this new layer (with the eye area still selected) I go with a darker color.



## Young Boy Front View - Step 21:

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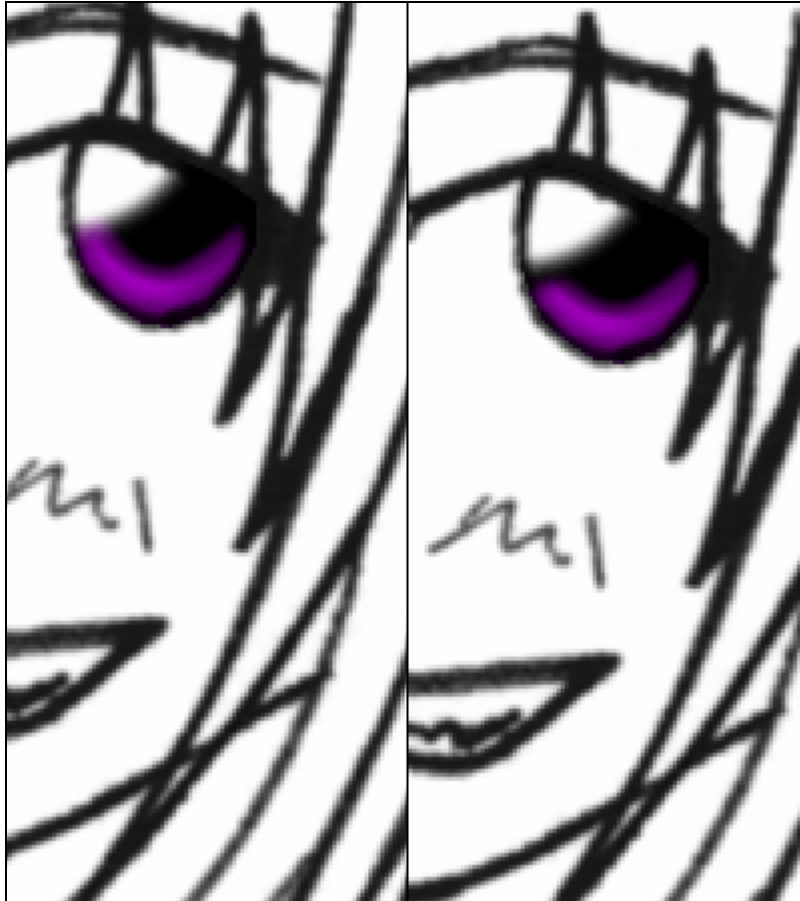
This process of creating new layers and going over them with a darker color repeats I get the eye as dark as I want it. You can use as many layers as you need (in this case, I ended up using five).



## Young Boy Front View - Step 22:

---

Now I can add highlights. On a new layer (above the ones I did for the eye) I add the white highlight. This new layer should be under the highlight layer. I then create a new layer and darken around the highlight.



## Young Boy Front View - Step 23:

---

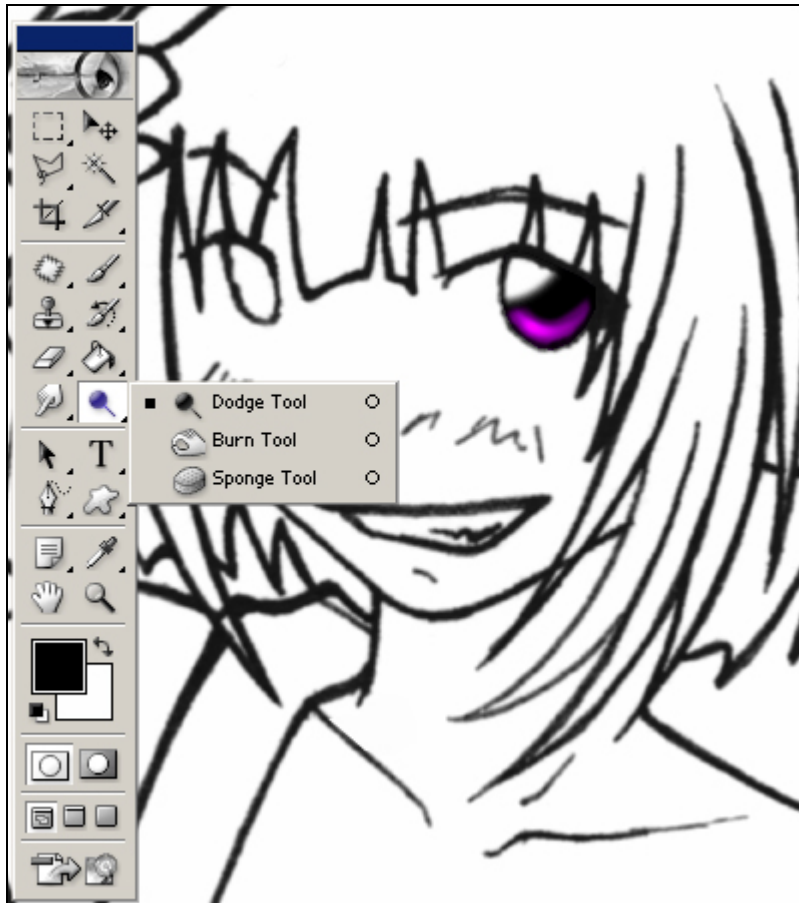
I merge only the layers with the eye color on it together (you can do this by hitting CTRL + E or go to the tool bar and click "Layer > Merge Down.")

Just make sure you only merge the eye layer.

## Young Boy Front View - Step 24:

---

Now select the dodge tool. With this tool, I'm going to add more highlights to the colored part of the eye. Make sure the size (it's like using the paintbrush tool) is set to something fairly small so it's easy to control. Here, I set it to size 8.

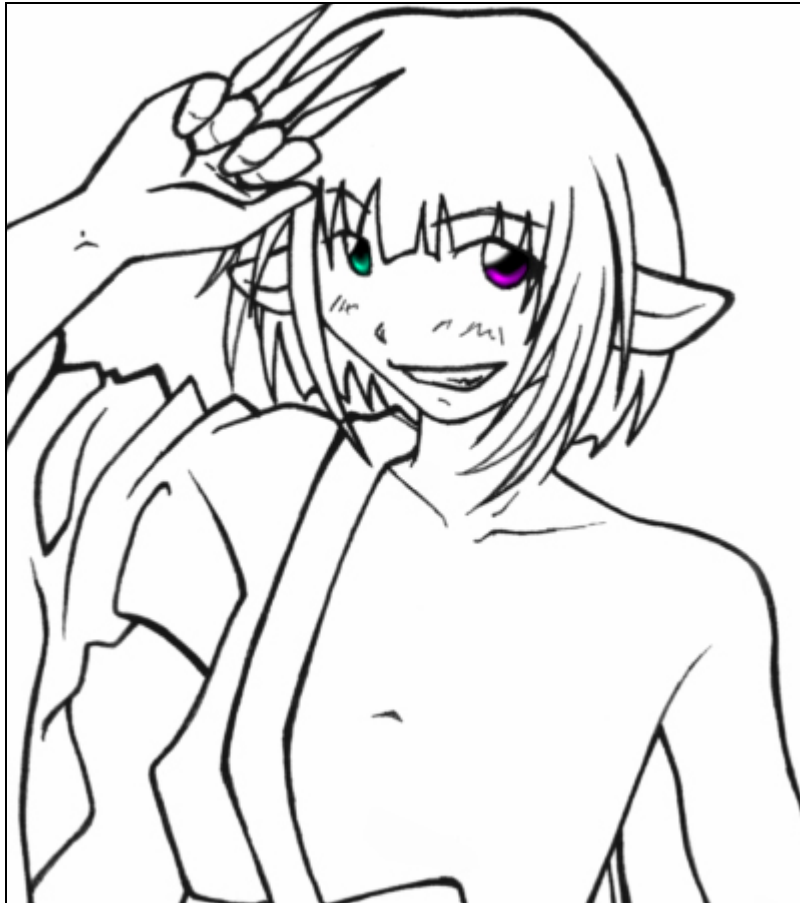


## Young Boy Front View - Step 25:

---

Repeat the whole process for the other eye.

The process of selecting areas, filling them in, and adding color over the top of them pretty much repeats for much of the rest of the image.



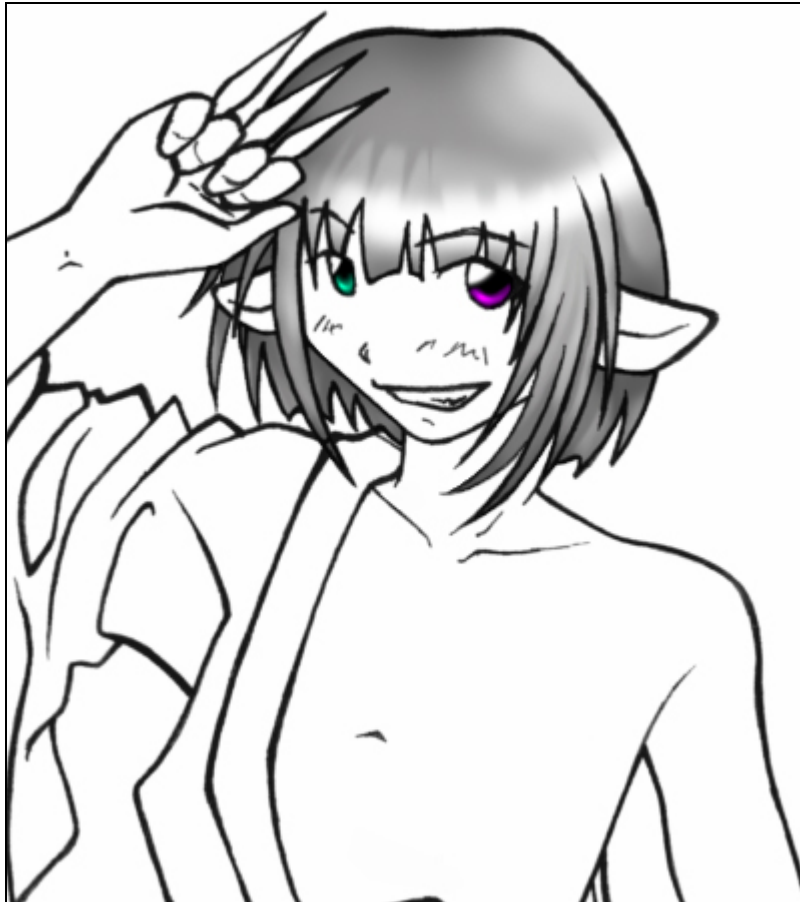


## Young Boy Front View - Step 26:

---

I colored the hair with the brush and smudge tools. Because it was colored pretty much like the eyes were, I won't go into too much detail. I will, however, go over how I did the highlights.

First, after the hair is as dark as I want it, I draw a line in white across the area where I want the highlight to be. His hand covers part of his hair, so the line stops just before that point (as his hand casts a bit of a shadow).



After the white line is drawn in, I adjust the opacity of the layer. It can be adjusted to whatever you want it to be, but in this case I adjusted it to 50 percent.

I do the same thing in a few other areas of the hair, also adjusting the opacity to 50 percent.

## Young Boy Front View - Step 27:

Now I color the knives the character is holding. Because his hair is gray, I make the knives a sort of gold color (instead of the normal silver). This is to create a contrast. After I make them a solid color, I use the polygonal lasso tool to select part of the knife to represent the other side of it (so it has dimension). On a separate layer, I fill this in with a darker color.

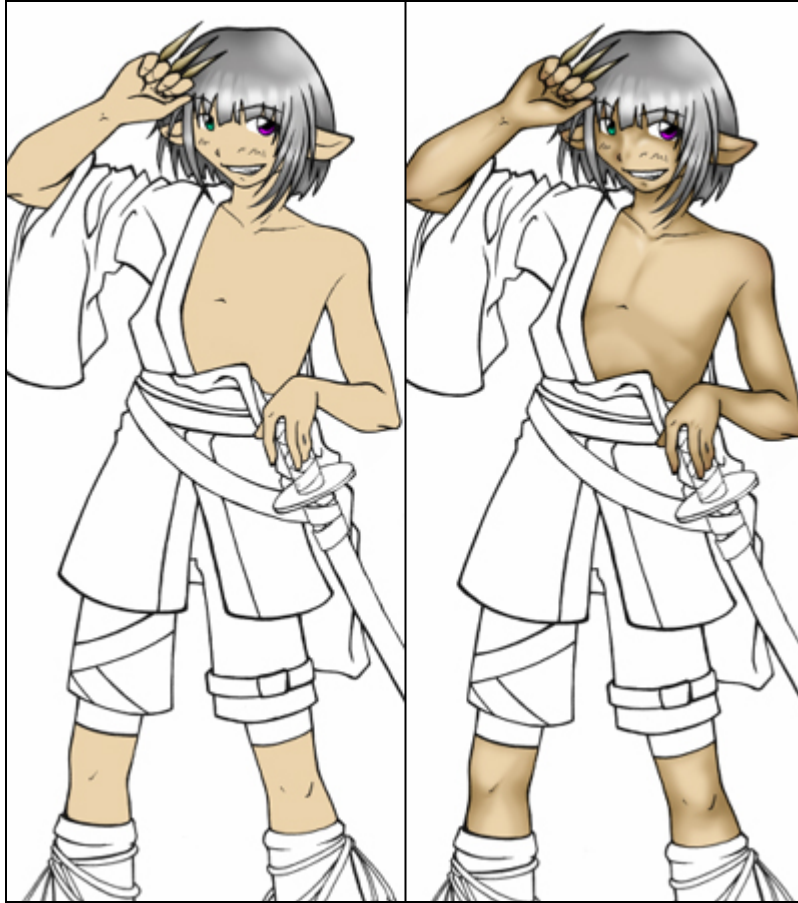
With these two areas now set, I can select them individually and color things the way I did before (light to dark, creating new layers for darker colors). Highlights are added using the brush tool on a separate later over the top of the darker layers. After all the color is added, the layers are merged together.



## Young Boy Front View - Step 28:

---

Skin is colored the same way. Keep in mind the extremities are pinker/redder than the rest of the body (tip of the nose, ears, cheeks, elbows, tips of fingers, knees, and so on). With anime and manga, this doesn't always apply (especially for younger or ultra-cute characters), but it's still good to know.



## Young Boy Front View - Step 29:

---

Clothes are colored the same way as everything else, so I won't go over it in too much detail. Each color of the outfit is on a separate layer (pink, green, odd lighter green, gray, and so on).

For the most part, colors flow from lighter to darker shades. Once everything is as dark as I want it, I add a few highlights.



## Young Boy Front View - Step 30:



After the colors on the outfit are done, I add a pattern to the end of the sleeves using a brush in Photoshop.

Brush sets can be downloaded from various places on the internet for free and can be used as long as you credit the person you got them from. In this case, I used the set by Blue Rose Designs ([click here](#)). It's under "Creative Designs" and is called "Swirly Stars."

So I create a new layer over the top of the layers for the shirt sleeves. The brush pattern goes in this layer. To keep it from looking too "flat," I select the area that's on the part of the sleeve where it goes back. I copy this section and then "paste into" (rather than the paste function) a new layer. Once that section is pasted into a new layer, I go back and delete just that section out of the previous layer.

Then, on the layer where the design is pasted, I move that section over and down a bit. It looks a bit more realistic that way. And, since I used the "Paste into" function, it stays in the area I want it to be (I don't have to erase any extra things, like I would have if I had simply pasted it there... since the "Paste into" function creates an area where the image shows through. The rest of the areas are "blocked off", as it were).

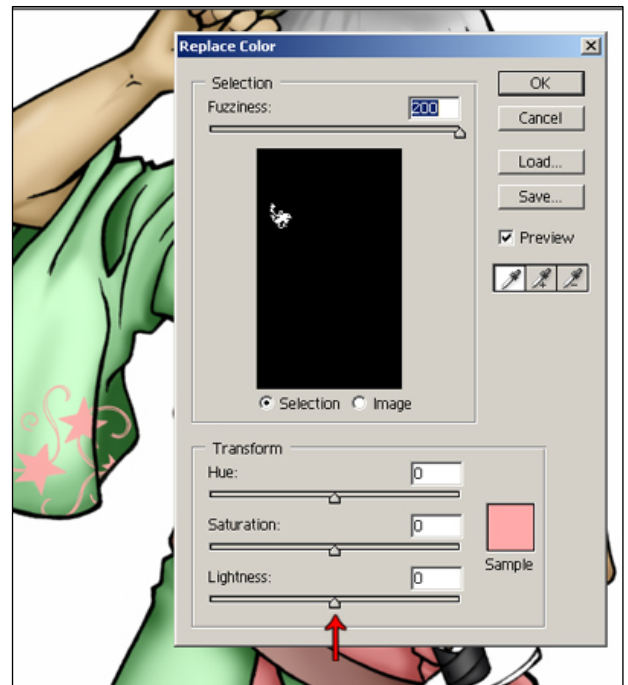
These two layers can now be merged together (using the merge down function).

Now, I make a copy of this layer (right click it in the layer window and select duplicate layer). On the file bar, under "Images > Adjustments" there is an option called "Replace Color." Click it.

Once the window is open, select the color you want changed (in this case, the pink). Alter the "lightness" so the color is darker and then hit okay.

Now, you can erase places on the dark layer so the light layer under it shows through.

This is then repeated as many times as necessary.





## Young Boy Front View - Step 31:



Now I'm going to do the belt buckle and parts of the sword (in other words, I'm going to talk about how to make things look all shiny and metallic).

Over the solid gray color, I draw a series of darker gray lines at a diagonal angle. On a new layer above the first set, another set of gray lines (darker) is drawn just a little short of the gray lines drawn earlier.

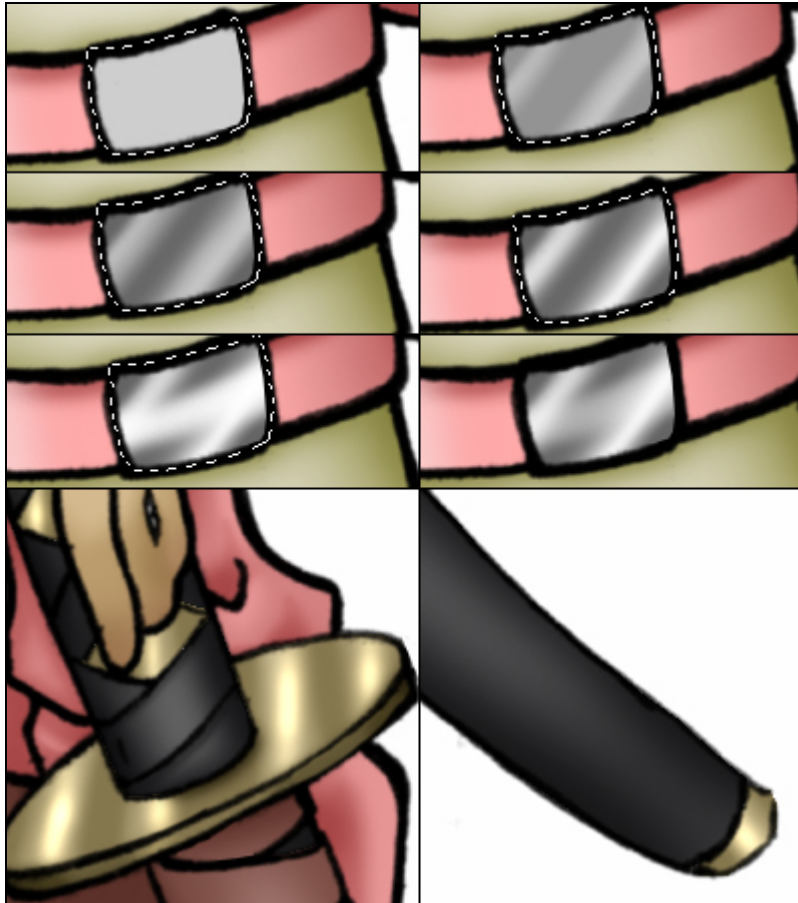
These are then merged (using the "Merge Down" function) with the solid gray color. Using the dodge tool (like with the highlights done in the eyes), a "white" (or really light gray) line is drawn between these lines. After that, (on a layer above them) a solid white line is drawn going vertically across using the brush tool.

I then change the opacity of the layer to 55%.

## Young Boy Front View - Step 32:

---

The same thing is done to the sword (only in a different color and minus the layer with the line going across it. Since the object was round, I left it out since I felt it would be awkward).



## Young Boy Front View - Step 33:

---

Now the image is pretty much done ^\_^

On the file bar, under "Layers," select "Merge All" to merge everything together (Do not use "Flatten All!" It will flatten out the image and it won't look as nice).

Done!





## 3.2 Male Tutorials: **Profile**

Drawing someone from the side (or their profile) is the most difficult angle for me. Drawing it in the way I'm going to describe will make life a bit easier. In this example, I'm going to draw a boy. Again, though, the same techniques will work fine for a girl.

### Ninja Toolbox:

- ☑ Colorless blender (optional)
- ☑ Color pencils
- ☑ Fine-tip pens (sizes 005 and 01)
- ☑ Mechanical pencil

Number of Steps

19

### Finished Product:

Skip Tutorial



## Male Profile - Step 1:

---

I start by drawing the head. Since the rest of the body's size depends on the size of the head, I'll also draw the neck and a line to represent where the torso will begin. Since I'll be drawing my character from the side, the torso line will be smaller than normal.



## Male Profile - Step 2:

---

Next, I draw a shape to represent the torso (the curve at the bottom of this represents the rib cage). I also draw a circle to represent the waist. A little over halfway down the circle, I draw a shape to represent the hips.

When drawing this, keep the shape of the body and where the arms and legs need to go in mind (even though they aren't drawn yet).



## Male Profile - Step 3:

---

Next, I draw the arms and shoulders. Circles represent the shoulder and where the elbow should be placed. Shapes sort of like stretched out ovals are drawn to represent the arms. The hand is represented by a shape that resembles a rounded-off triangle.

Because of the angle of the body, you can't really see the other arm (depending on how you want the character posed anyway). Since I won't be drawing the other arm, I just draw a circle to represent the shoulder. The shoulder won't really be seen either, but it will help when drawing the character's costume later.

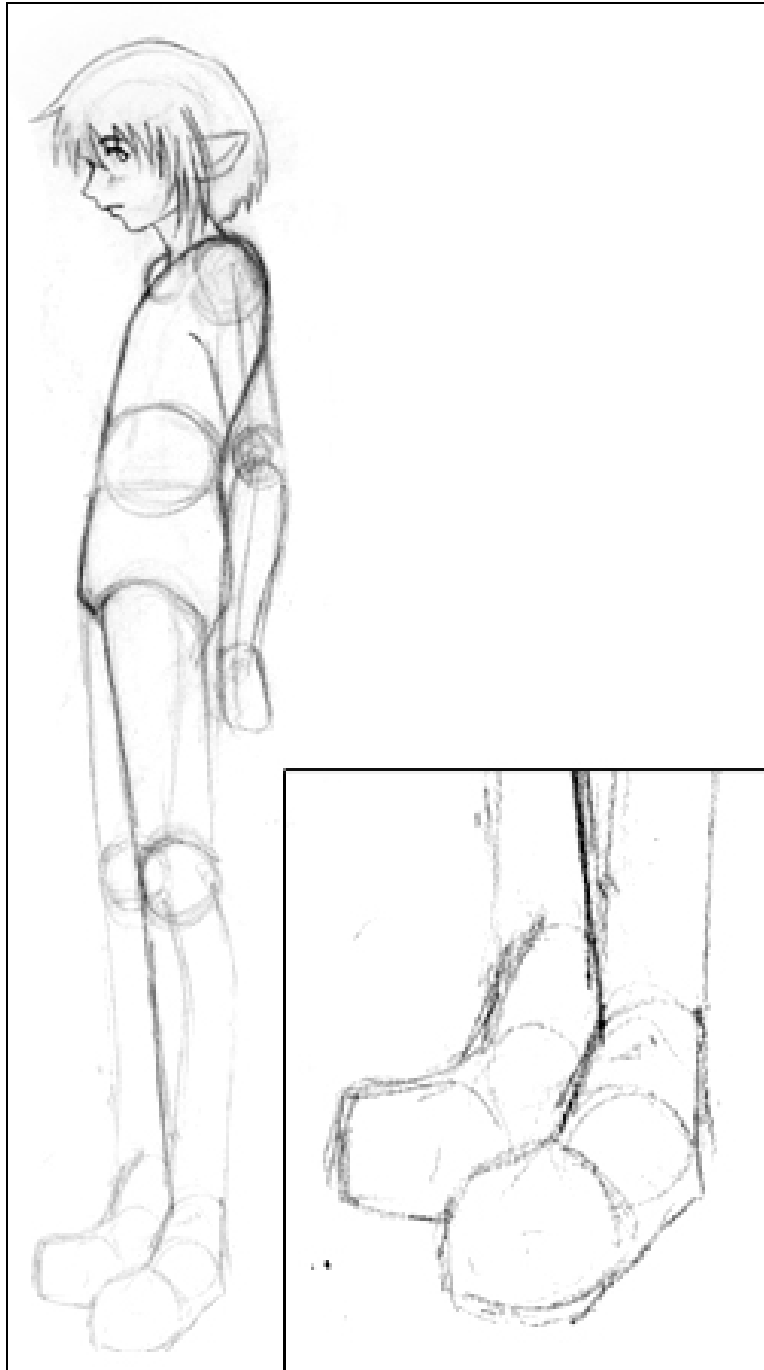


## Male Profile - Step 4:

---

I draw the legs almost the same way as I did the arms (a circle represents the knees, etc.) Even though only half of the back leg can be seen, the whole leg is drawn anyway. This will help when drawing the character's clothing.

Feet are a bit hard for me to explain, but are composed of three shapes.

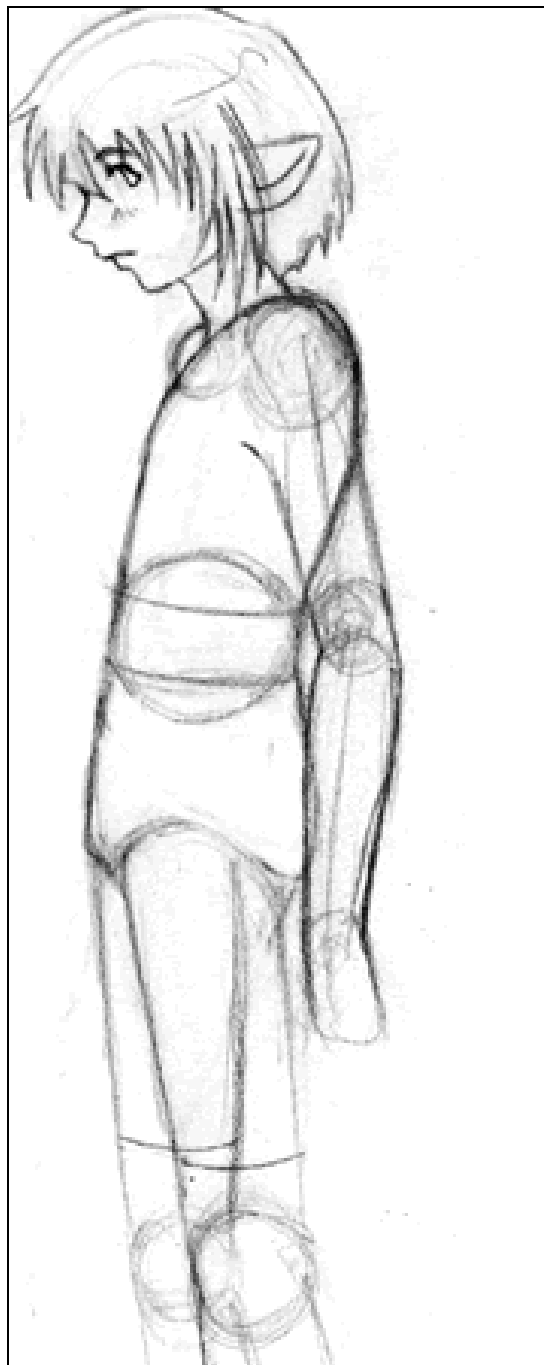


## Male Profile - Step 5:

---

Now that the character's entire body is drawn, clothes can be added.

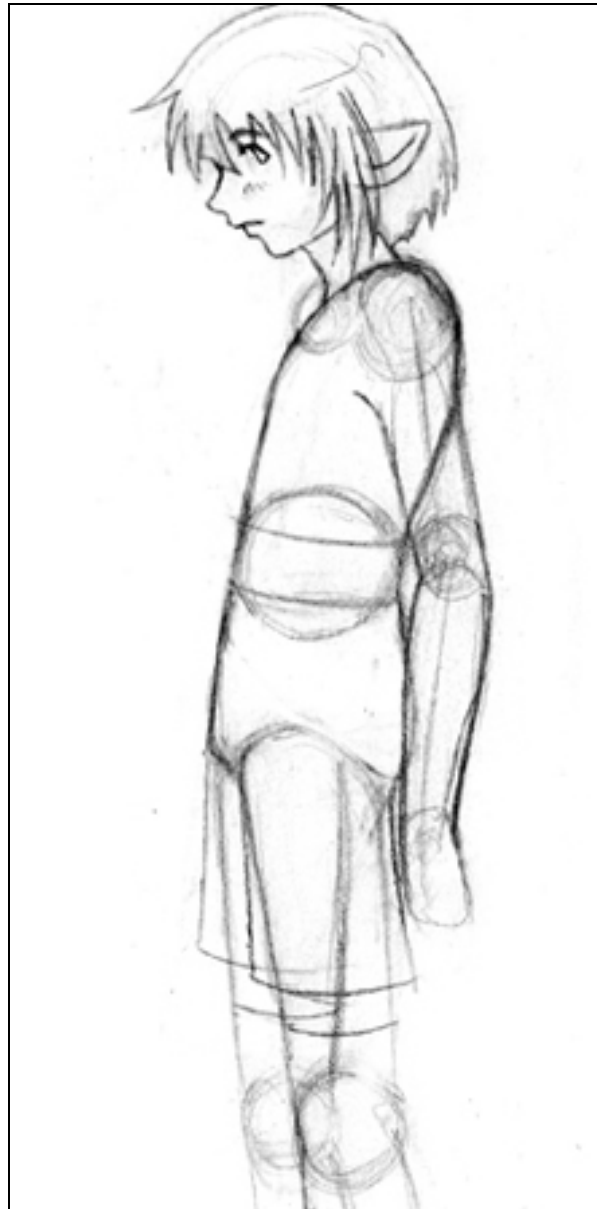
I start with the belt (since it will be closest to his body). I also draw in a line for his shorts.



## Male Profile - Step 6:

---

I then draw the larger, baggy shorts. I don't detail the top of the shorts, since the character's shirt will eventually cover it.



## Male Profile - Step 7:

---

I draw the shirt now, since it's going to rest on top of everything else.





## Male Profile - Step 8:

---

I draw other clothing details, such as leg warmers and shoes.



## Male Profile - Step 9:

---

Now, I draw in the character's hands. I also erase the guidelines and begin to detail the clothes.



## Male Profile - Step 10:

---

Now that the sketch is done, I'm going to take a break and come back to it before I start inking. That way it becomes easier for me to catch any mistakes.

**TRIVIA BREAK!!**



**LANGUAGE LESSON:**  
**DOUJINSHI - FAN COMIC**  
**THESE ARE UNLICENSED**  
**FAN MANGAS.**

## Male Profile - Step 11:

---

We're ready to start inking! You should always ink your image on a separate sheet of paper (by using a light table or a window to trace it onto a different paper).



At this point, we start the coloring process. Before starting, let me state that I use Prisma color pencils, because I think they are really nice and high quality. I also think they are "waxier" than most other brands (I don't use anything else, so I might be wrong) and they go on the paper smoothly. Since that's the brand I use, color names might be different if you try and look them up and compare with other brands.

Just to be more organized, I get out all the colors I think I'm going to use. In most cases, I get out a lot more colors than I actually use. But it's nice to be prepared anyway ^\_^.

Also, make sure you color in a well-lit room (preferably during the day. It's easier to see what the colors look like that way). In my case, my room was poorly lit! But opening the blinds let in plenty of light so I could color without having to worry about anything.

## Male Profile - Step 12:

---

It's easier to work colors light to dark. So I'm going to start with what I think is the lightest part of the character, which is often the skin color.

I lightly color the skin a peach tone. Remember not to push down very hard. This way, there won't be "lines" on the paper that will affect coloring later. Coloring lightly also helps blend things a bit.



## Male Profile - Step 12:

---

After that is done, I go over the skin with another color so that the “base” color is closer to whatever color I want the skin to be (you might want to experiment on a test paper you have one nearby). In this case, I used burnt ochre.



## Male Profile - Step 13:

---

I then went over the skin with the peach color again to blend and darken the tone.



## Male Profile - Step 14:

---

Now that I have a “base” color, I can start shading.



The colors I used as the base colors as well as other darker colors are used to shade. (In this case, I used six different colors. That includes the two that I used for my base colors at the very beginning. These colors were peach, burnt ochre, cream, terra cotta, Tuscan red, and salmon pink. Most colors were used for the shadows, but the salmon pink was used in places like the cheeks, elbow, and knees since those parts of the body tend to be a bit redder. Cream was used to make certain areas a bit lighter.)

Any areas that are supposed to be lighter in color are pretty much left the base color.

Note: When coloring skin, imagine where the shadows on real people fall. It doesn't have to be super accurate, because it's anime, but it's still good to keep these things in mind.



## Male Profile - Step 15:

---

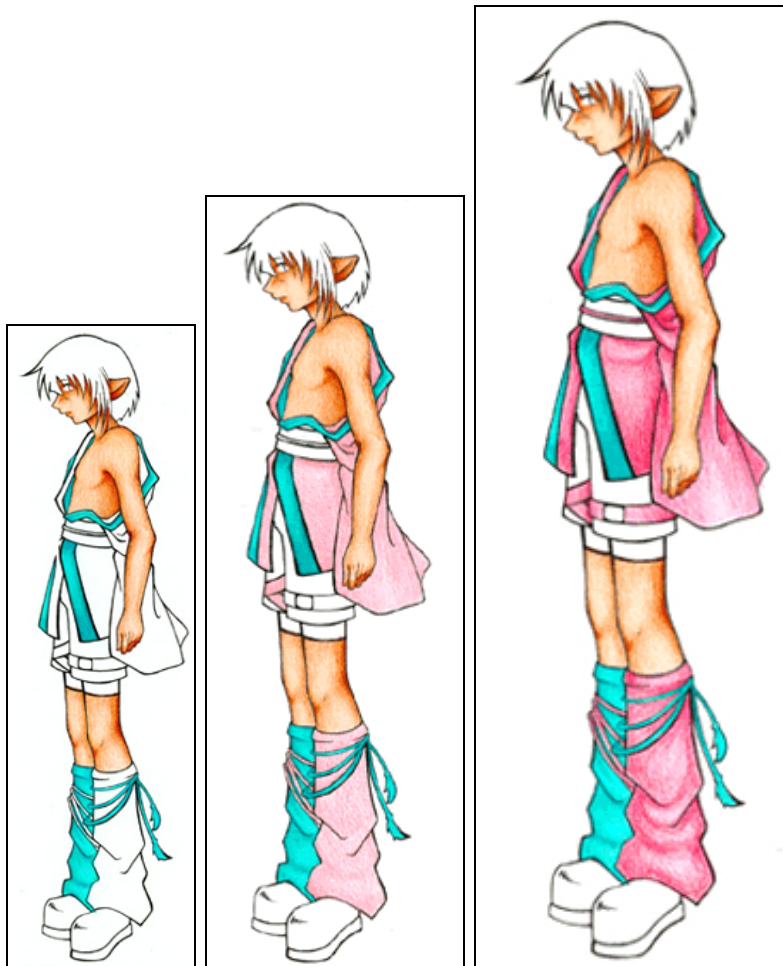
The same method is basically repeated for the other areas.

I started his clothes next (green and pink).

I pick a color (or a few) as a base. For the green, it was a combination of deco and light aqua. Four other colors were used for shading (true green, aquamarine, parrot and peacock green.)

For the pink areas, the base color was three colors (deco pink, pink, and carmine red...the red was used VERY lightly over everything though).

I also used carmine red to shade a bit in places. For darker areas, I use a combination of carmine, mahogany, and process red.



When shading clothing, just try and keep the shape of the material and where wrinkles are in mind. It's usually darker where the fabric folds in on itself and lighter on top of wrinkles or where the clothes doesn't fall back so much.

## Male Profile - Step 16:

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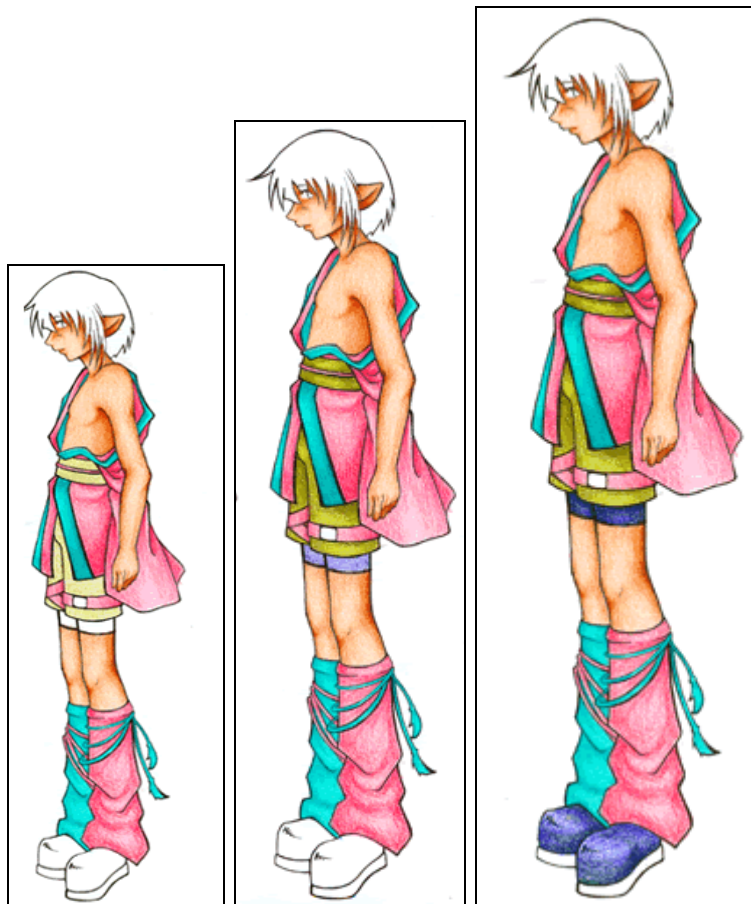
The process repeats for the rest of the clothing.

Bronze and chartreuse were used as base colors on the belt and shorts and shading was done with a combination of those two colors (only going on a bit darker) as well as marine green and dark umber.

I colored the bike shorts in blues instead of blacks. This is because black tends to flatten objects.

I colored the shorts with an imperial violet and ultramarine. I shaded using ultramarine (though I pressed on the pencil harder to make the shading darker), violet blue, indigo blue, and dark green (which was used in place of black).

The shoes are colored the same way as the shorts, though I won't include the step-by-step images.



## Male Profile - Step 17:

---

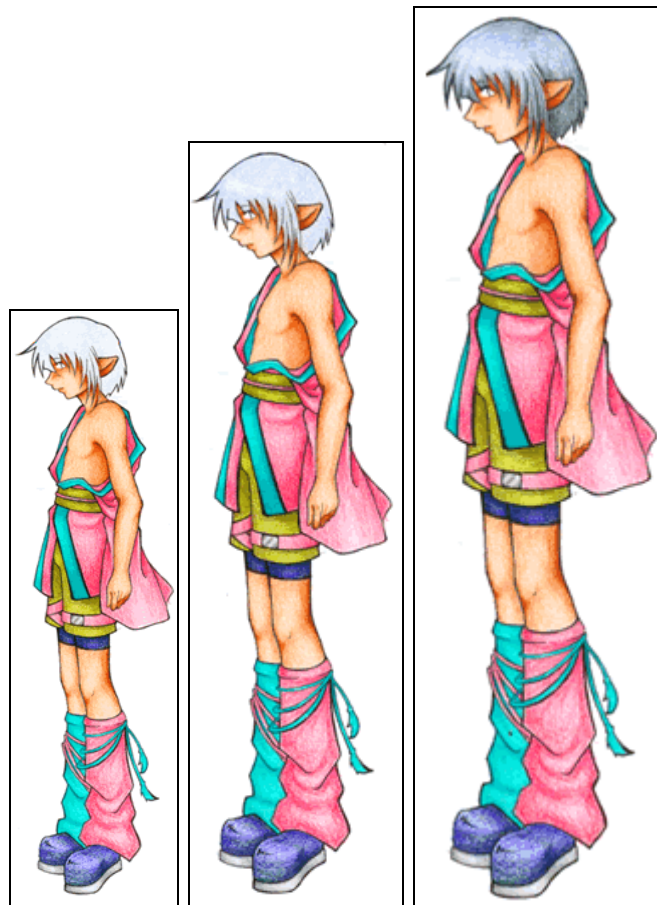
I colored the bottom of the shoes and the belt buckle using the same color. The hair is nearly the same color, so I went ahead and colored it as well. I'll do it in detail later though.

I used cool gray 10% and warm gray 20% as base colors. I only used cool gray 10% on the hair.

I'll finish the hair now. (As already stated, the base color added already was cool gray 10%). I go over it with blue slate.

I decide where the highlights in the hair are going to be and make the areas around them a bit darker (using the same base colors).

I shade the hair using a combination of blue slate, slate gray, cool gray 10%, cool gray 70%, and cool gray 90%.



## Male Profile - Step 18:

---

The eye is the only thing left!

I used process red as my base color for it. I then shaded the eye with violet, violet blue, and indigo blue (which is used for the pupil in place of black.)



Done!

...Or is it?

## Male Profile - Optional Step 19:

---

There's a pencil called a colorless blender. Like its name implies, it blends the colors together! It's really up to the artist on whether or not to use it. Be careful you don't streak colors that you don't want in other areas though.

To use the colorless blender, you just carefully go over everything you've colored section-by-section. It doesn't change the image a whole lot; it just blends and smoothens the colors a bit.

...and we're done!



## 4.1 Female Tutorials: **Front View**

Enough with the boys now, let me show you how to draw a character of the opposite sex. This first tutorial will teach you how to create a PhotoShop-enhanced, front view female.

Please note that many of the steps will parallel the male tutorial.

### Ninja Toolbox:

- ☒ CG program
- ☒ Color pencils
- ☒ Fine-tip pens (sizes 005 and 01)
- ☒ Mechanical pencil
- ☒ Mouse or tablet pen

Number of Steps

39

Skip Tutorial

### Finished Product:



## Female Front View - Step 1:

---

I draw the head first. I start with the basic circle shape and then add the details later. I also draw the neck and a line for the top of the torso.



## Female Front View - Step 3:

---

Next, I draw a shape to represent the torso. The rule of thumb to remember for drawing girls is to never make the torso/shoulders too broad!





## Female Front View - Step 3:

---

After drawing the torso, I draw a circle is drawn to represent the waist. I also use a trapezoidal shape to represent the hips.



## Female Front View - Step 4:

---



I draw a circle for each shoulder and use simple lines and circles to represent the arms (line for the main bits and circles for the elbows). For the hands, I draw either a circle, oval, or rounded-off triangle, depending on the posture.

Next, I draw the arms and a shape for the thighs (using the arms as a reference).

Note: Elbows typically rest right above the hips. Fingertips are about mid thigh. With anime though, things of this sort don't always have to apply perfectly.

## Female Front View - Step 5:

---



Once you are satisfied with the arms/thighs, you can go ahead and draw the legs.

Note: I believe the top and bottom portions of the legs are roughly the same length. It's an easy (and common) mistake to make the legs too long, so be mindful of this. (Though there are anime characters with extraordinarily long legs...)

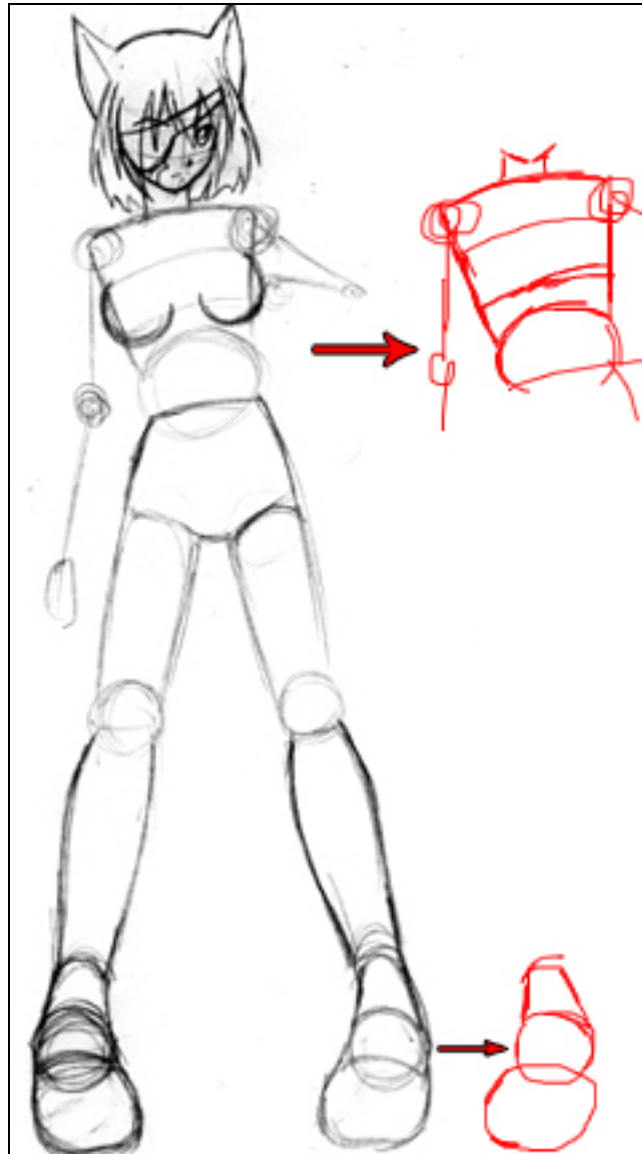
I know feet are usually considered difficult to draw. I almost always draw my characters wearing huge, clunky shoes. So, when I draw feet, they are represented using three shapes.

First, the ankle area is represented using a sort of cone shape. Then, the middle section of the foot is represented with a circle. Finally, the end of the foot is represented with a shape that is sort of like a weird, rounded square.

## Female Front View - Step 6:

---

Since we are drawing a girl, an area in roughly the middle of the torso is sectioned off. This section will sort of be a guide to where the breasts are drawn. They are represented using circles.



## Female Front View - Step 7:

---

Now that the main part of the body is drawn, I finish the arms. The length/poses can be adjusted now (in my case, the length of one was adjusted and the pose of the other was changed).



## Female Front View - Step 8:

---

Now that the body is drawn, let's have some fun with the clothes!

I usually start with whatever bit of clothing is closest to the body. In this case, that's the belt.

When drawing clothes, remember that it has volume. If you draw the clothing too close to the body, the character looks disproportional.



## Female Front View - Step 9:

---

After the belt is drawn, I draw the character's top.



## Female Front View - Step 10:

---

Next, I detail the legs with stockings and other accessories.





## Female Front View - Step 11:

---

Even though most of the arm that is bent won't be seen, I finish up the arm anyway because it will help in drawing the sleeve. I also finish drawing the hand that isn't covered by the sleeve.



## Female Front View - Step 12:

---

I now draw the other sleeve.



## Female Front View - Step 13:

---

I finish the sketch by drawing in final details, such as the character's scarf and the bottom of her shoes.



## Female Front View - Step 14:

---

Now that the sketch is finished, take a break! It's easier to spot mistakes this way. Fifteen minutes should be good enough (go watch TV or something, preferably anime). When your break is finished, check the drawing for mistakes before doing an inked copy (it's frustrating to spend time inking a drawing only to discover you made a mistake in the sketch!)



## Female Front View - Step 15:

---

If I find a mistake in my drawing, I fix it before inking. But, if everything looks all right, I'll ink it now. This is done on a new sheet of paper.

If you look very, very closely, you might be able to see some subtle changes I added. Don't worry too much if you can't though.

Now, to color and scan...



## Female Front View - Step 16:

Scan your image!

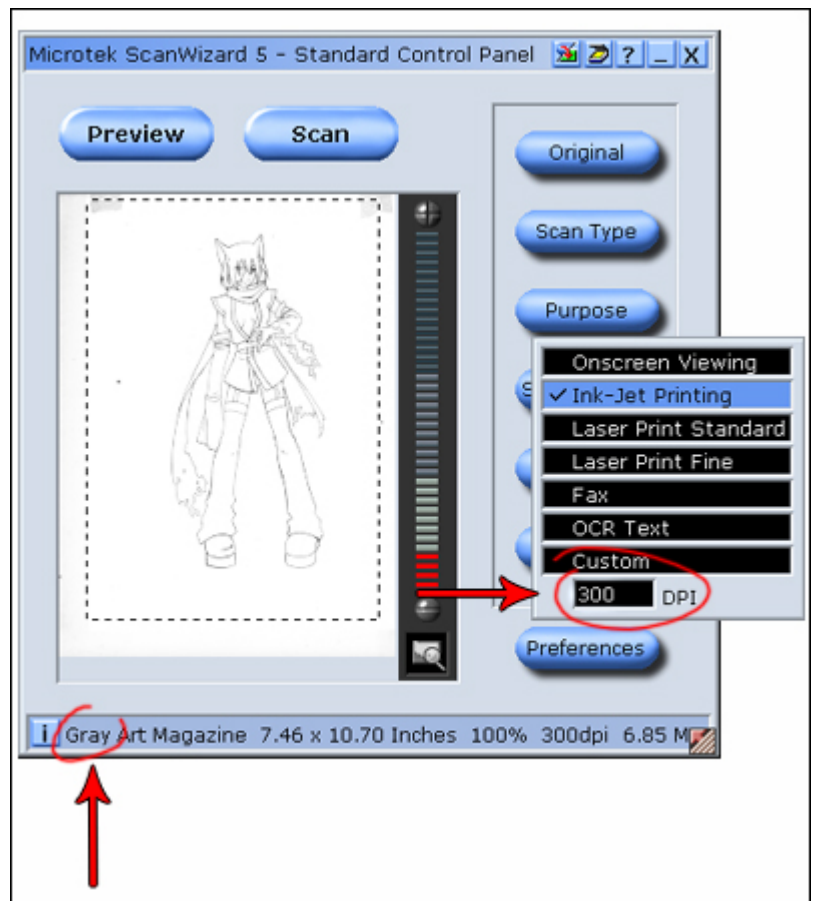
Make sure the scanner bed is clean first (you don't want dirt and such showing up on your image).

I scan all my images in gray at 300 DPI. I think on some scanners, scanning it in as black and white is the same thing. Scanning at 300 DPI makes sure that the image is pretty crisp and high quality (it is also what you'd need to scan your image at if you printed it later, for the nicest quality print).

I scanned my image directly into PhotoShop since that is where I'll be coloring it.

Please note: Your scanner setting will probably be different than mine. The important thing is to scan the image in black and white or gray (not color). Sometimes there is a black and white setting and a gray setting, in which case you need to scan it in as a gray image. You may also need to alter the "type" of image (photo, text, artwork, magazine and so on).

I scanned my image in as an artwork magazine since it was the only setting that seemed close to what I needed (on my settings, this is found under where it says original. You can see it in the screenshot, though you can't see what I've selected.) You may need to check out all your scanner options and such to see what you need to do. (You may not have to change anything either! My old scanner only had settings for color, black and white, and gray, so I didn't have to worry about anything else.)



## Female Front View - Step 17:

---

Now that I've scanned my image and it's in PhotoShop, I need to change what mode the image is in. Since I scanned it in as a gray image, it's that way in PhotoShop so I can't add color. You can change this up where all the options are near the tool bar (where it says "File"). Under the option "Image" it says "Mode." There you have choices like "Bitmap", "Grayscale", and so on. Currently my image is grayscale. Since "grayscale" looks a bit yellow or green in Photoshop, I first select "Indexed color." This makes the image look bluer rather than yellow (does that make sense?).

Now that I've done that, I change the image to RGB Mode. On computers, it sees things in Red, Green, and Blue. I use this mode since this image is going to be viewed on the computer. If I were going to print this image, I would select CMYK mode (because those are the colors used in printing. It stands for cyan, magenta, yellow, and black). You can also color in RGB mode and then change it to CMYK mode when you are finished, but the colors may change slightly.

## Female Front View - Step 18:

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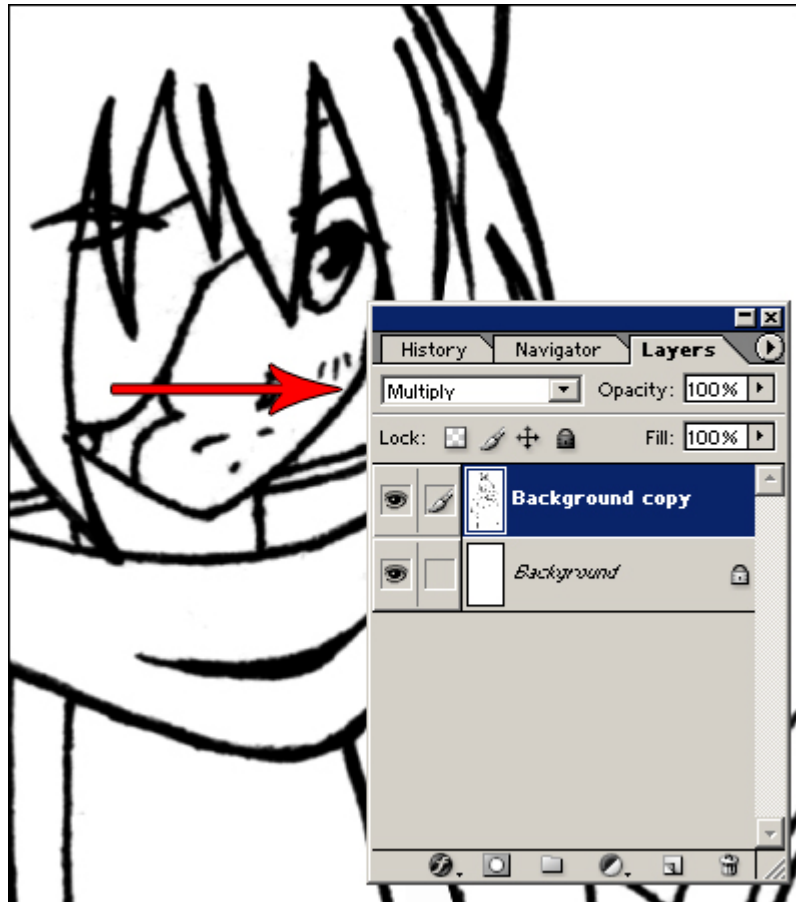
Now that everything is changed, I need to clean up my image before coloring. First, I mess with the "levels." This is under "Image," and then "Adjustments." I adjust this to get rid of some of the dirt and other unwanted things on my image. I don't adjust it too much though, because I don't want to affect my line art.

I can get rid of any remaining dirt and fix lines if I messed up while I was inking with the brush tool (using the color white). Sometimes I also use the polygonal lasso tool to select areas so I can only use the brush in those areas and not have to worry about accidentally going over other areas with the brush.

## Female Front View - Step 19:

After my image is all cleaned up, I make a copy of it (right click the layer in the layers window and select "Duplicate Layer." If you don't have it open, you can open it by going to the window option on the tool bar and then selecting "Layers."

Now that I have that copied, I make the previous layer all white (ALT + Delete is the quick code to make the whole layer white if you have the white color in the first color slot...CTRL + Delete is the white color is in the second color slot).





## Female Front View - Step 20:

---

Now I save my image. You should save often, especially when coloring (I normally work at whatever size it scanned at and resize at the end, so my image is huge! Currently, the size is 1867x3102 pixels. Working at such huge sizes sometimes makes your computer a bit wonky, so save often incase your computer freezes.) Make sure you save in PDF format (so it preserves the layers you are working on).

I usually save after I finish coloring each section I'm working on.

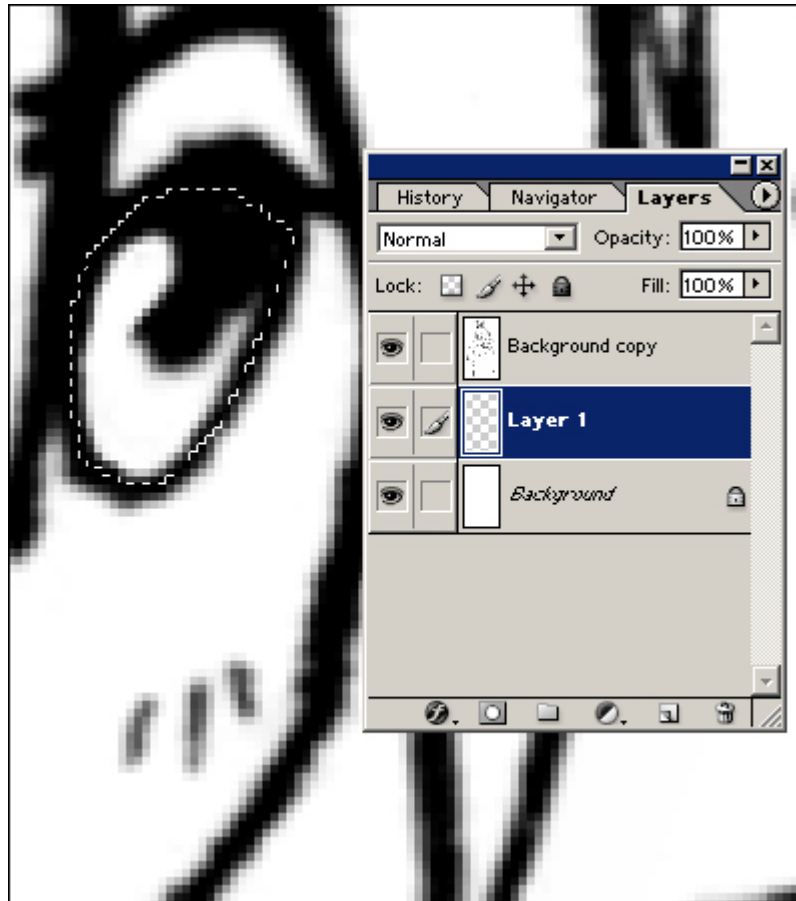
Now that I've done that, I can start coloring. With the white layer selected (in my case, it is the background layer) I hit the new layer button on the layers window. This creates a new blank layer under the layer with my line art on it.

## Female Front View - Step 21:

---

Now, select whatever area you want to color \*on the blank layer\* using the polygonal lasso tool.

I am going to start with something small, the eyes, but you can start wherever you want. Here, I zoom in very close (400%).



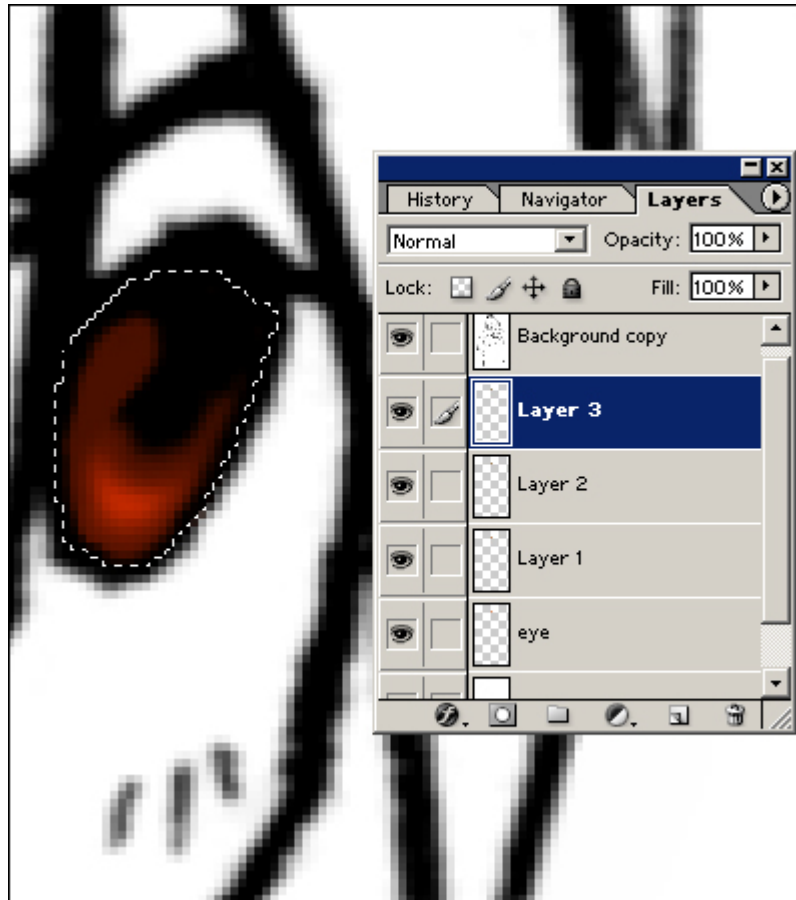
## Female Front View - Step 22:

After the area is selected, I fill it with whatever color I want to use (using ALT + DEL when the color I want to use is in the first color slot). So I don't get confused on which is the "base color" layer later on, I double click the layer name (in this case, the layer was called "Layer one" and I rename it "Eye." Now I create a new layer by clicking the "New Layer" button.

On this new layer (with the eye area still selected) I go in with a darker color.

Color and Scanning Note: Remember to keep the area you are working on selected at all times! If you accidentally deselect it, you can click the colored area on your "base color" layer (here, name eye) and it will select it again.

Also note: All darker colors are done on separate layers. This way, if I make a mistake, it's easy for me to go back and fix it.



## Female Front View - Step 23:

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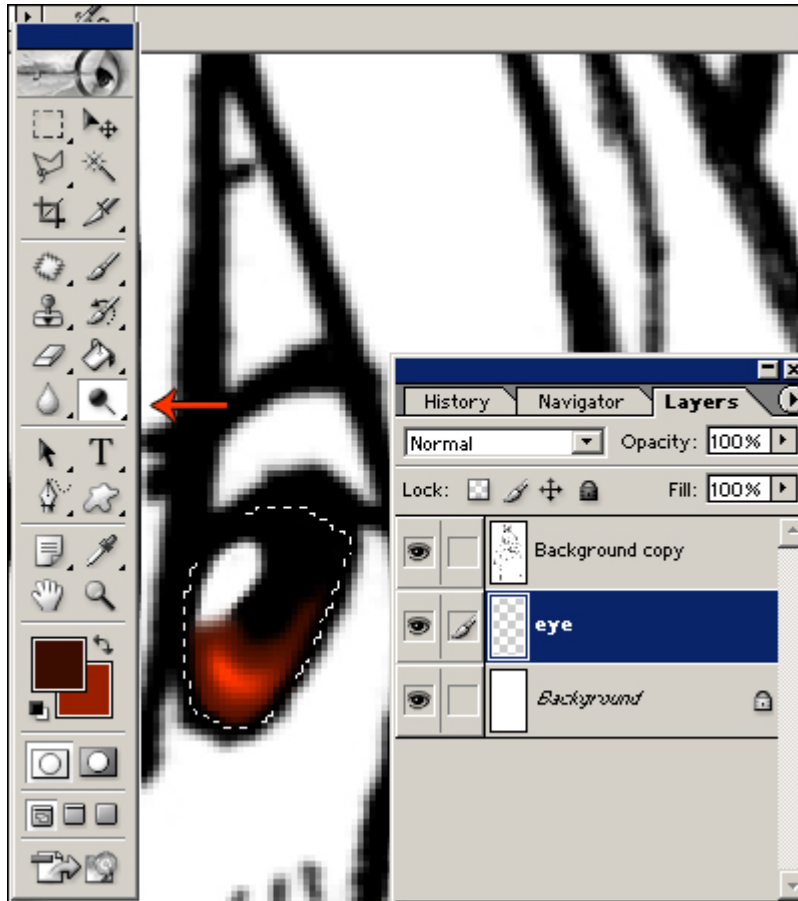
Now that everything is how I want it, I merge all the eye color layers together (you can do this by hitting CTRL + E to merge onto the layer that is under the one you are currently working on. You can also go to the tool bar and visit "Layer > Merge Down."

Make sure you only merge the eye layer.

## Female Front View - Step 24:

---

Now select the dodge tool. With this tool, I'm going to add more highlights to the colored part of the eye. Make sure the size (it's like using the paintbrush tool) is set to something fairly small so it's easy to control. Here, I set it to size 8.



## Female Front View - Step 25:

---

Repeat the whole process (steps six through eleven) for the other eye if there is one in your image. (The girl in my image only has one eye! So I'm done already!).

## Female Front View - Step 26:

---

The process of selecting areas, filling them in, and adding color over the top of them pretty much repeats for much of the rest of the image.

I only use the dodge tool on areas I want to be "shiny", like the eyes and maybe certain materials and accessories. Most everything else is shaded using the brush tool and lighter colors.

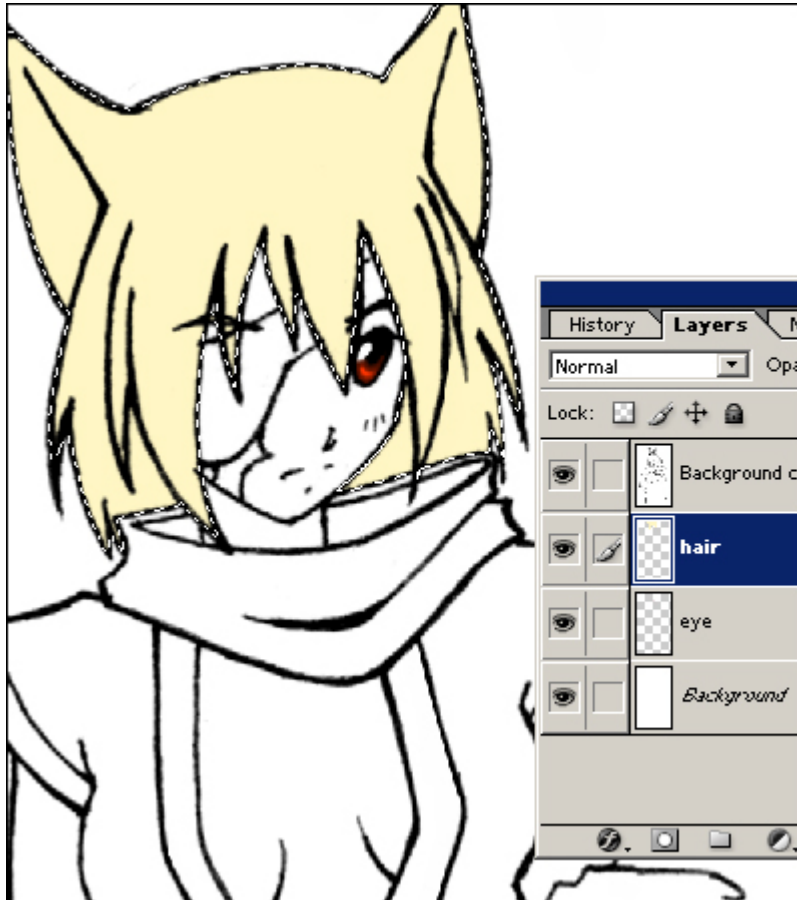
You should experiment to find out what works best for you.

## Female Front View - Step 27:

---

Next, I work on the girl's hair. Like with the eye, I first create a new layer, and then select the entire area I want to color.

Note: Don't forget the eyebrows! You should color them at the same time you color the character's hair.

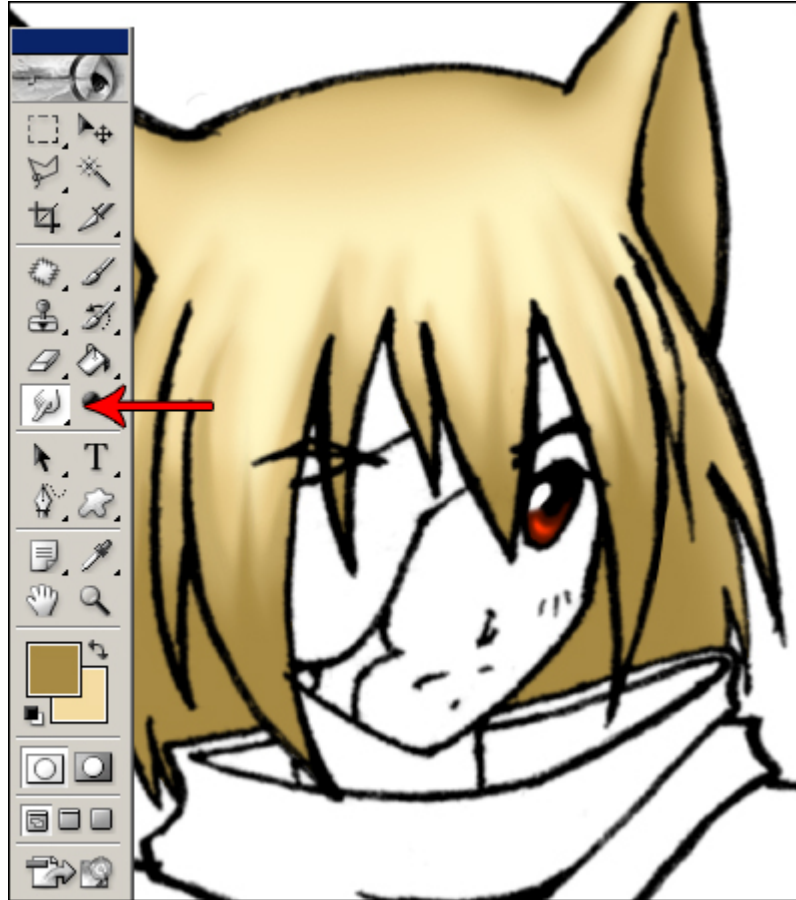


## Female Front View - Step 28:

---

I shade the hair the same way I shaded the eye.

Instead of just using the brush tool though, I also use the smudge tool. This is harder to do with just the brush tool (see image to see where the smudge tool is on the tool bar and an example of what I used it for). The eraser tool can also be used to shape the smudged areas somewhat.





## Female Front View - Step 29:

---

Now that the hair is as dark as I want it, I'm going to add other details.

I add dark tips to the ends of the ears. This is done over the top of the hair. I do a base color layer, using the eraser tool to make the darker tips sort of "fade" to the hair as well as shape the area. This is repeated on areas that are darker on the tips and shaded areas.



## Female Front View - Step 31:

---

Now I can add highlights to the hair.

Using the brush, I draw a series of white, squiggly line across where I want the highlights to shine. I use the smudge tool to change the shape of these (and the eraser to modify them a bit).

Once I have everything right, I merge the shaded layers of the hair with the base color layer (but not the white line I just drew). Then, on that layer, I use the dodge tool. I go over the areas where I drew the white line. Then, I go across that area of the hair starting from one side and then going to the other (so now there's a sort of halo of light on the hair).

Once I'm satisfied with that, I merge the hair, the tips of the ears, and the layer with the white line on it all together.



## Female Front View - Step 32:

---

Next I work on the skin.

Just like everything else, it is selected and a base color is set. Shaded areas are done in separate layers set above the base layer. Because it gets a bit repetitive, I won't go over it in too much detail.



Once the skin is colored normally, the scar can be done. Scar tissue is usually darker than your normal skin. However, since this character's skin is already quite dark in places, I made the scar a lot pinker/lighter than the rest of her skin. It is shaded to match how her face is already shaded.

Since the base color I used for this character's skin was very light to begin with, I will not add any highlights.

Note: The extremities tend to be redder/pinker than the rest of the body (nose, cheeks, tips of the fingers, elbows, knees, and so on). While this doesn't always apply to anime/manga, it's still something you might want to keep in mind.

## Female Front View - Step 35:

At this point, I have decided I like the color of the character's skin, but I do not like how dark it is. So, I merge all the layers used for the skin together (except for the layer used to do her scar). Once they are merged together, I adjust the opacity of the layer so the skin looks lighter. (In this case, I adjusted it from 100% to 70% instead)

Because I did this, I go and add another layer of shadows on a new layer.

I also add more little details, like adding a bit of pink to her cheeks and adding red around her eye.

Note: Since I left the layer with her scar on it alone, it is now a bit darker than the rest of her skin. It looks fine, so I leave it as is.



## Female Front View - Step 36:

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Clothes come next.

So the entire outfit matches color-wise, I go through and assign a base color to everything. I use the lasso tool for this, the same way I did everything else.



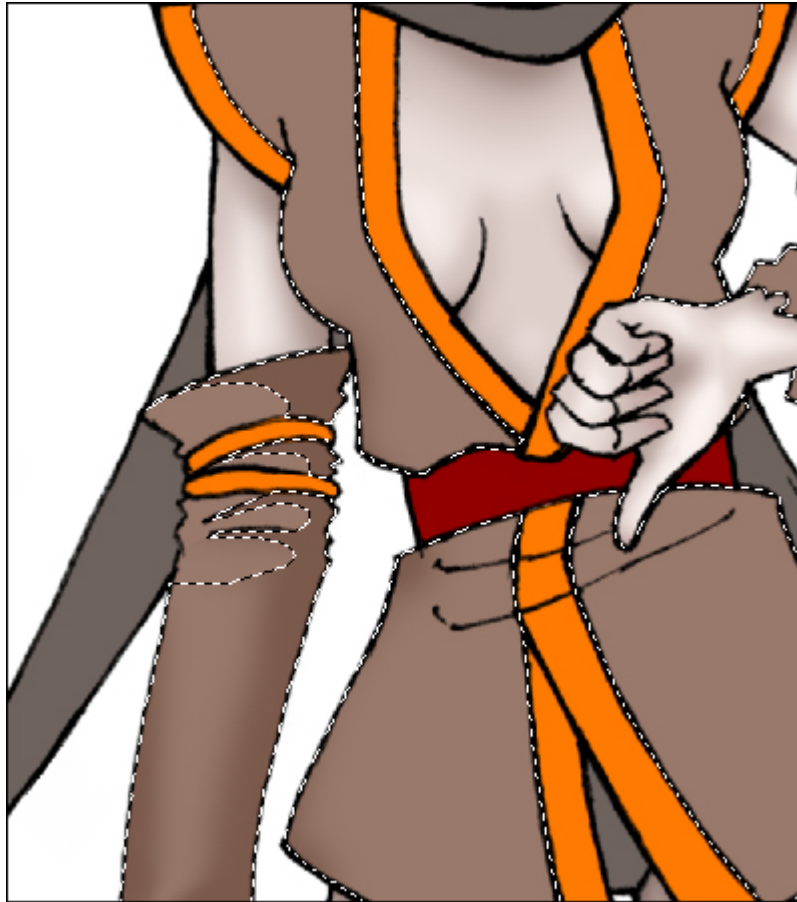
## Female Front View - Step 37:

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Once I've decided what colors should go where, I can start shading.

I start with the shirt and anything that is the same color. (Like everything else, darker colors are added until I am satisfied).

If you want certain areas to have a "straight" edge, try using the "subtract selection" option on the polygonal lasso tool. These areas can also be further shaped with the eraser and brush tools.





## Female Front View - Step 38:

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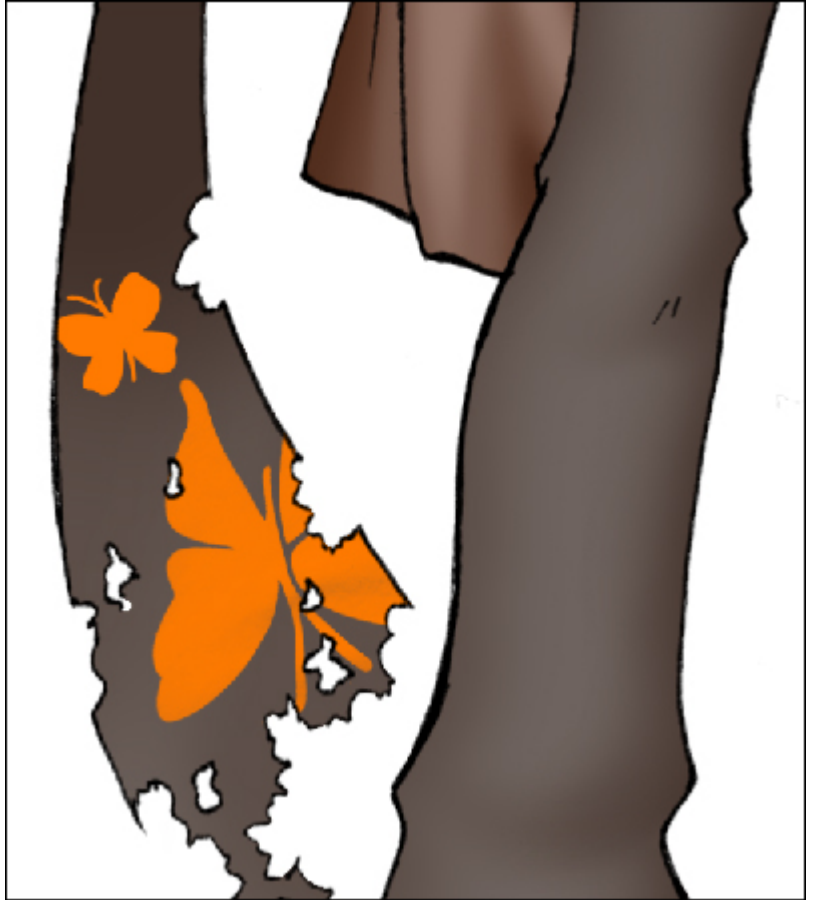
After I shade the clothes normally, I add a pattern to the scarf using a brush. Using the “subtract from selection” setting on the polygonal lasso tool, I remove the like colored items from the selection (in this case, the scarf and leg warmers were the same color, so I removed the leg warmers so only the scarf was selected).

Because the ends of the scarf aren’t really shaded, they appear to relatively flat (not a lot of folds). To remedy this, I simply use the brush and put the pattern on the ends where I want it. Had there been folds, I would have altered the design a bit so it looked more realistic. Since there aren’t any folds here, I simply leave it as a flat color.

Note on the brushes: You can make your own brushes from scanned items.

For the butterflies used here, I actually scanned the pattern off of a kimono that I own. (If you look closely, you can see where there was a wrinkle in the butterfly and that there is a pattern on them from the fabric)

To make brushes, you select the item you want to be the brush (in my case, I used the rectangular marquee tool and just made a box around the area). Once this is selected, under edit there is an option called “Define brush.” Click this and you can make a brush of the item you selected.



## Female Front View - Step 39:

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And we're done!





## 4.2 Female Tutorials: **Kneeling 3/4<sup>th</sup> View**

### Ninja Toolbox:

- ☑ Brushes of various sizes
- ☑ CG program
- ☑ Fine tip pens (005 and 01)
- ☑ Mechanical pencil
- ☑ Paper towel
- ☑ Tablet pen
- ☑ Watercolor (pencils and tubes)
- ☑ Watercolor paper (or a thicker type of paper, like Bristol)
- ☑ Water

Number of Steps

12

Skip Tutorial

### Finished Product:



## Female Kneeling 3/4<sup>th</sup> - Step 1:

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I draw the head first, since this will anchor the rest of my picture. I also draw the neck and a line to represent the top of the shoulders and torso.

I finish the head before starting on anything else. Once that's done, I draw a circle to represent the waist and add another shape to mark the hip area.



## Female Kneeling 3/4<sup>th</sup> - Step 2:

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I draw circles to represent the shoulders. I then use “wire frames” to represent the pose of the arms, using lines for the main bits and circles for the hands and elbows (see the red below). Over the top of this, I draw a cylinder to represent the shape of the arm, which I drew in blue.

I repeat the same thing for the legs. Please note that even though parts of the leg are not seen, I still draw them in. This will help down the road when I draw her socks and leg warmers.

Since my character will hold a scarf, I also draw a line to represent its placement.

I draw her breasts last, after the rest of the body. I use simple circles for this.



## Female Kneeling 3/4<sup>th</sup> - Step 3:

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On to the clothes! Like my previous tutorials, I draw the items that appear closest to her body, like the socks and the belt. Next, I draw the “puffier” items. Keep in mind that clothing has volume!



## Female Kneeling 3/4<sup>th</sup> - Step 4:

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Now I draw in the character's hands. While drawing them, I noticed I made a small miscalculation with the placement of her arms (the scarf covers too much of it!) As you can see here, I re-drew the arm so that it's more out in the open.



Since most of her hands are covered by the scarf, I don't draw the fingers that aren't showing.

Note: If it helps you, go and get something to use as a prop and hold it. This helps you see how the hands would look or how the fabric would fall.

## Female Kneeling 3/4<sup>th</sup> - Step 5:

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Take a break! That way, you can come back to your drawing and catch mistakes much easier. After staring at an image for so long, it's a bit harder to take a break because everything seems to look fine. Go watch anime or eat lunch of something.

If everything looks okay after your break is done, you can clean up all your guidelines.

Sketch done! Now it's time to add some color.

## Female Kneeling 3/4<sup>th</sup> - Step 6:

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I will be coloring this image with watercolors. I use a combination of paint in tubes and watercolor pencils (when I use the pencils, I take a wet brush and take the color off the pencil).

Coloring Notes: Color out of tubes will be brighter than color from pencils (though pencils are a lot more convenient, especially if you don't have a large area to work with).

Always have clean water around (when I start work on a new area of the image, I usually change my water).

You can't really just use one brush on an entire image. You should have lots of different brushes (like one for big areas of color, small brushes for detail, and so on. I would list the size number of the brushes I use, but sadly the numbers have worn off of mine).

You should still be able to blend the colors when they are still wet. After they dry, it's a bit harder to work with them. Try not to let a color dry too much while you are working on an area if you are still blending it, or you might end up with hard edges in areas instead of smooth blending. If you get color in an area where you didn't want it, you can also use water to erase it.

Practice! It takes a while to get the hang of it. Try blending colors on a scrap paper if you don't feel confident.

Watercolor is also a bit difficult to scan, since the color is usually a bit light.

## Female Kneeling 3/4<sup>th</sup> - Step 8:

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First, secure your original drawing to the back of the paper you intend to color on. Since I am using watercolor paper, this is really important! Watercolor paper is a lot thicker than normal paper, so even with the use of a light table, it's a bit hard to see through it.

I use tape to secure my image on the back of my good paper (but I put it on my clothes first, so the tape isn't too sticky. You don't want the tape to rip your paper! Depending on the tape, you might want to stick it on your clothes twice.)

I tape the drawing down on one side, so if I have to go back to the sketch to darken something I can easily do so. Since the paper is thicker, make sure your sketch has all the important lines darkened. This will help you see them.

I will transfer the drawing in pencil first (since if I just started with ink, it is possible that I could make a mistake). It's

important to draw lightly. Drawing too dark will leave marks on the paper even after you erase it. This will make the image look dirty after you color it. Also, drawing lightly makes it much easier to erase. If the lines are too dark and you have to put a bit of effort into erasing them, sometimes those erased areas will take the color differently than the other areas.



## Female Kneeling 3/4<sup>th</sup> - Step 9:

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After I have transferred the drawing to pencil, I carefully go over it with ink. When using watercolor, it is very important to make sure the ink is waterproof. It will bleed a bit (or sometimes a lot) otherwise.

If your ink isn't waterproof, you can still manage—just be very careful—and expect that things won't turn out 100%. My advice: Just find waterproof ink (I use Sakura Micron pens).



## Female Kneeling 3/4<sup>th</sup> - Step 10:

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Once you are done inking the picture, take a small break and wait for the ink to dry.

Now, let's start coloring!

If you are doing a background, start with that first, since they're harder to do. Also, if you mess up on a background, it's easier to start over again.

Since this image won't have a background, I can jump straight to coloring the character. I color the skin first, using one or two colors as the base. The first "base coat" of color will be very light. Once that's dry, I'll slowly work on more colors to darken it.



## Female Kneeling 3/4<sup>th</sup> - Step 11:

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If you are using color out of a tube, you can just mix it in a little container and color with your brush. If you are using pencils (like I am) there are a few different ways to use them. You can color an area lightly (emphasis on lightly! Otherwise you can make lines in the paper and they won't blend properly) with the pencil and then go over it with a wet brush, or you can take a wet brush to the pencil and get the color off of it.



**Sidebar.** If you want to speed up the drying process, a hair dryer works well. I usually set mine on a low setting and try not to hold it too close to the paper (to prevent it from blowing water with pigment in it into other areas). Before adding more color to an area, I always make sure that area is dry first (the color blends differently if the area is still wet). To test this, just put your hand over the area. If it feels cold, it's still wet. Just make sure your hands are clean!

## Female Kneeling 3/4<sup>th</sup> - Step 12:

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After I've gotten the "base color" as dark as I want it to be, I will start shading (unfortunately, the color is still pretty light. I'm afraid it doesn't scan very well).

Shading takes a bit of practice. I use a combination of painting over a dry area, and painting / blending while the paint is still wet.

This is done until I'm satisfied and then I move on to a new area.



## Female Kneeling 3/4<sup>th</sup> - Step 13:

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The last step is repeated until all the other areas are finished.



## 5 Complex Tutorial

And now everything comes together! I hope you've been paying attention in the previous tutorials, because now's your final exam (or something like that).

### Ninja Toolbox:

- ☒ CG program
- ☒ Fine tip pens (various sizes, 005, 01, and 03)
- ☒ Mechanical pencil
- ☒ Scanner
- ☒ Tablet pen or mouse
- ☒ Ruler

Number of Steps

55

Skip Tutorial

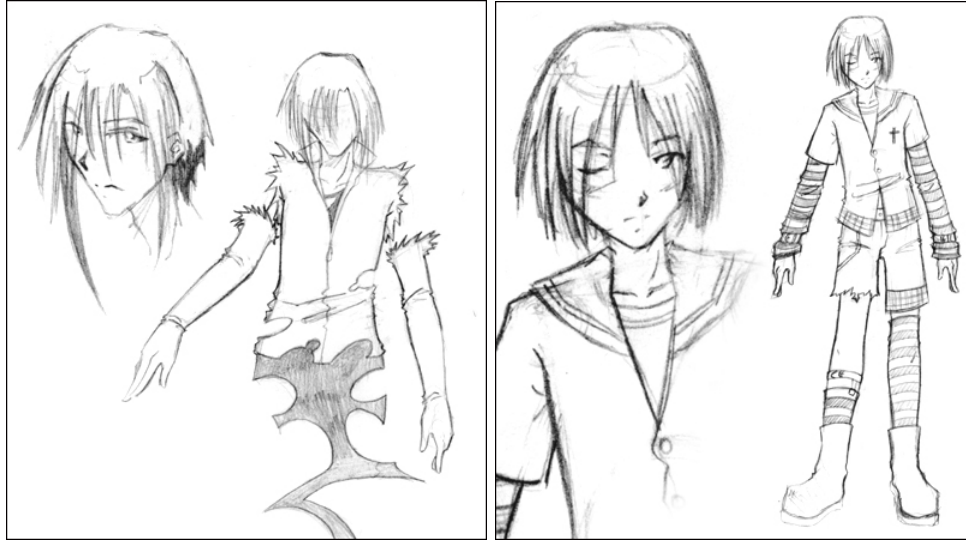
### Finished Product:



## Complex Tutorial - Step 1:

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We need a basic idea first, since this will be an image with a lot of detail. After going through several sketches, I first decide on subject matter and setting. I will be drawing two characters: a boy and a ghost.



As a reference for the figures, I first do a series of character design sheets. This way I know exactly what I'm drawing. You may go through a few different sketches before deciding on something you like.

In this case, I actually did two designs for the ghost before choosing an outfit, but decided what I wanted his face to look after only one sketch. The boy went through about three or four iterations before I decided on a final face and outfit.



## Complex Tutorial - Step 2:

I do a rough sketch of what I think I want my image to look like. You don't have to put a whole lot of detail into it; this is just to get an idea of what you want to do. My sketch is really messy with notes written on it so I know what everything is (rather than having to put in tons of detail). You can always make changes to this when you do your final drawing, but it's nice to have as a guide anyway. It doesn't have to be the same size as your drawing either, but it's more helpful if the dimensions are similar (like, as an example, your rough sketch could be two times smaller than the final drawing).

In this case, once I decided on something I was happy about, there really wasn't a whole lot of room for the ghost in the image (it seems messy). I have yet to decide if the ghost will be included in the final drawing. (The ghost is the messy thing on the left. If I included it, I intend for it to be transparent, so I didn't erase anything behind it).

Looking at this quick drawing, I decide to make the image longer, so I can create the ghost without the image being too cluttered.



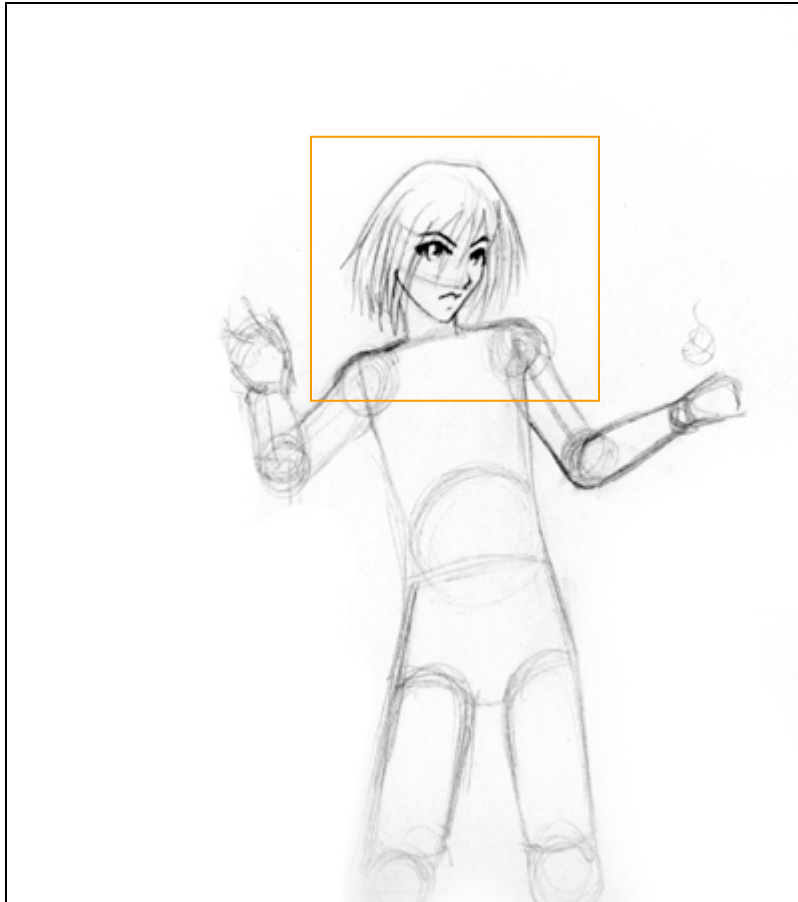


## Complex Tutorial - Step 3:

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Since the boy will be the main figure and he's standing in the foreground of the image (the pillar, I decided, would be in front of him rather than behind him like in my sketch), I start with him first. I'll fill in details later.

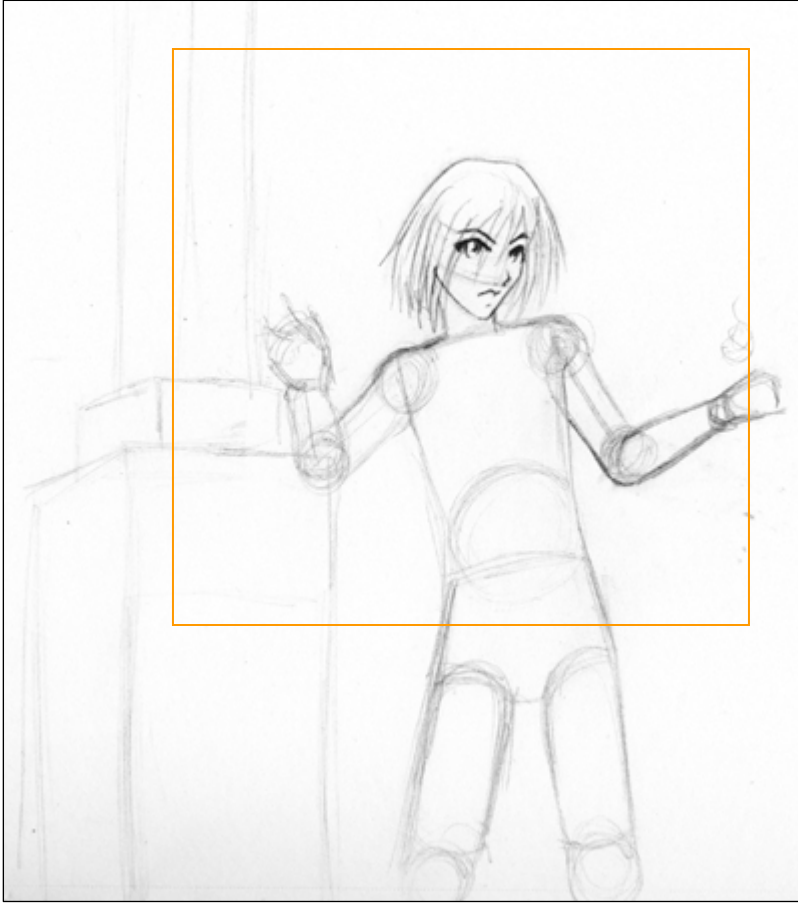
I start with the head, drawing the basic outline and then filling it in with facial features. Next, I draw the neck and the top of the shoulders.



## Complex Tutorial - Step 4:

---

The main section of the character's body is drawn now.



I start with a shape to represent the top of the shoulders/torso (the bottom of this shape represents the rib cage). I also draw a line to represent the curve of the back. I finish by drawing the shoulders with circles.

Next, I draw a circle to represent my character's waist. After that, I use another shape to represent the hips.

I draw the arms and legs next. I first sketch the arms with lines and circles, so I know what position I want them to be in. For the legs, since the character is standing in water, I don't draw all of him. I do draw a bit more of him than will be seen though (it will be used as a guide later if I decide to show some of the character through the water).

I also lightly sketch the column behind him. I'm going to go over it with a ruler, so this will just be a placeholder of sorts.

## Complex Tutorial - Step 5:

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I now draw the character's clothes. Remember that the clothes are puffier than the person's skin, so they shouldn't exactly follow the guidelines you drew for the body.



## Complex Tutorial - Step 6:

---

Now, let's draw the ghost!

Since I wanted the ghost to be transparent, I draw him on a separate sheet of paper (though still keeping in mind how big I want it in comparison to the character I drew earlier). Like before, I draw the basic shapes of the character first (in order: head/head detail, torso, mid section, hips, arms, legs).

Since the ghost sort of fades out past the hips, I go ahead and draw this part of him. For this section, I draw a part of the legs so I know where they would go. The swirls and such are drawn based on where his hips and legs would have been (and then just sort of do their own thing).

Note: I ran out of room for all of the swirls and such on the ghost, but that's fine. These can be added digitally once the ghost has been put into the image.

The ghost will be scanned separately from the rest of the drawing and added in with Photoshop later.



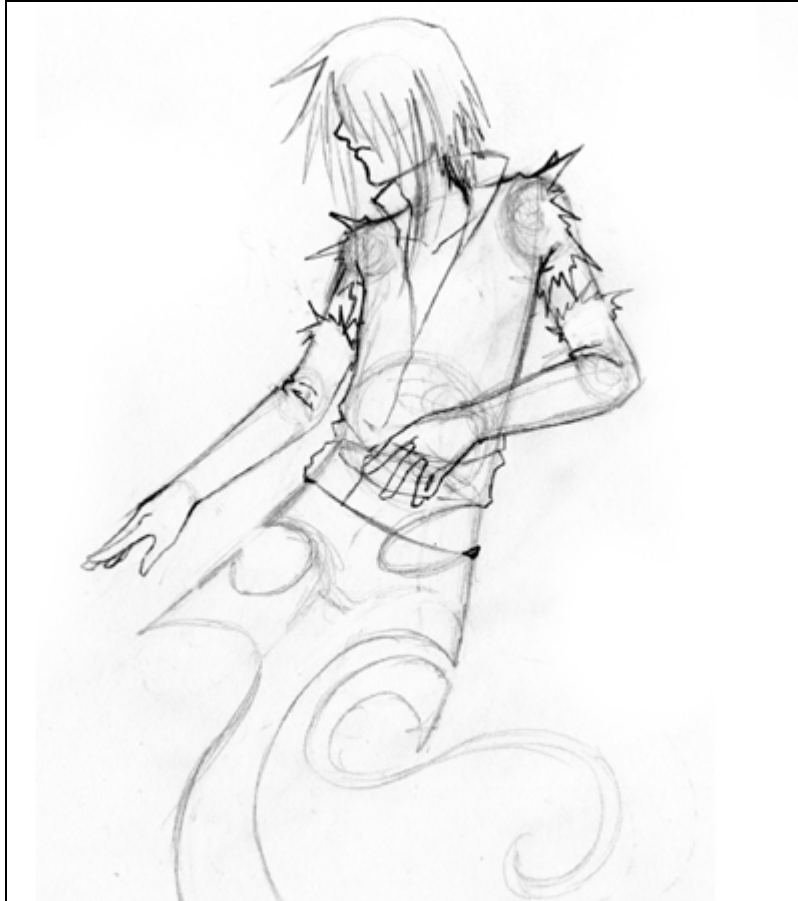
## Complex Tutorial - Step 7:

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I now give the ghost some sharp clothes.

Remember, even on ghosts, clothing has volume and shouldn't just cling to the character's skin (unless, of course, the outfit is supposed to be skin tight).

In this case, the ghost's shirt has more volume to it than the gloves (which, other than the torn tops, pretty much follow the lines drawn for the body earlier. A few wrinkles and such are added so that it appears to be material and not skin).



## Complex Tutorial - Step 8:

---

I sketch the rest of the background.



## Complex Tutorial - Step 9:

---

I draw over the pillar and use a ruler to straighten the lines. All sections of the boy that are covered by the pillar are erased (as well as all guidelines on him).

Any parts of the background that need to be straight are also fixed with the ruler at this point.

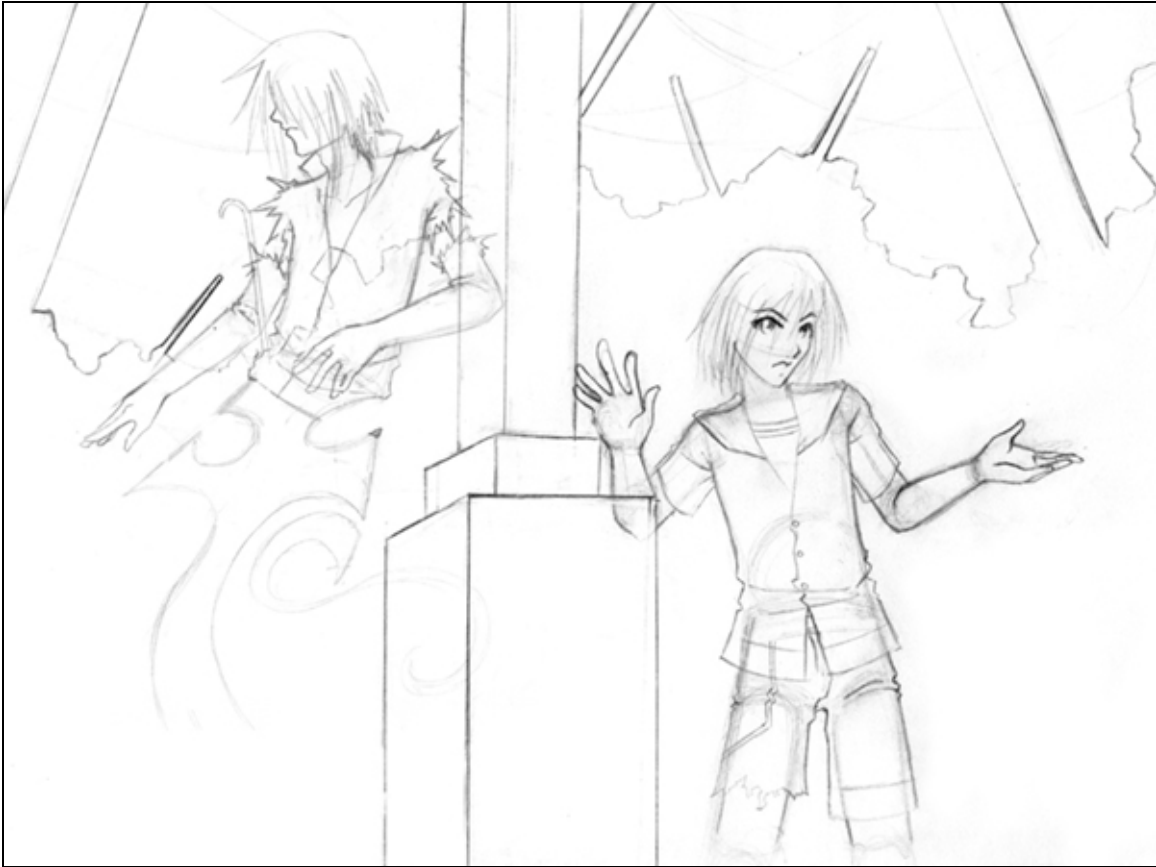


## Complex Tutorial - Step 10:

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I scan both images and add the ghost to the image just to test the placement. (By setting the layer with the ghost on it to "multiply" mode, the layer becomes transparent and you can see the background through it.)

I move the ghost around until I'm satisfied. This'll definitely work.





## Complex Tutorial - Step 11:

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I erase parts of the ghost to make it seem like he's coming out of the pillar.



## Complex Tutorial - Step 12:

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Sketch done! I take a break before inking the image, so I can catch mistakes more easily.

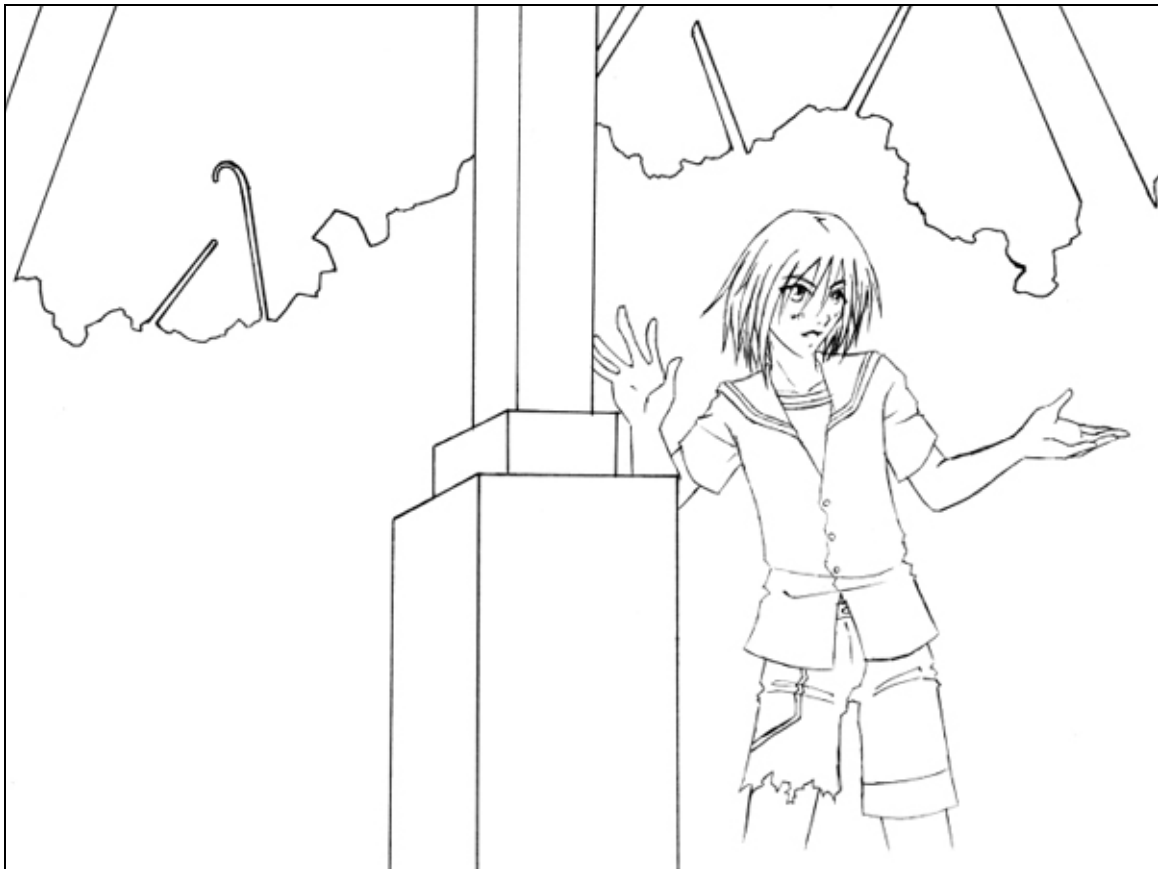
## Complex Tutorial - Step 13:

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Time to ink the image!

I carefully secure my original sketch to the new paper I used for the inked copy. I used clear tape and stuck it to my clothes a few times so it wouldn't rip the paper when removed.

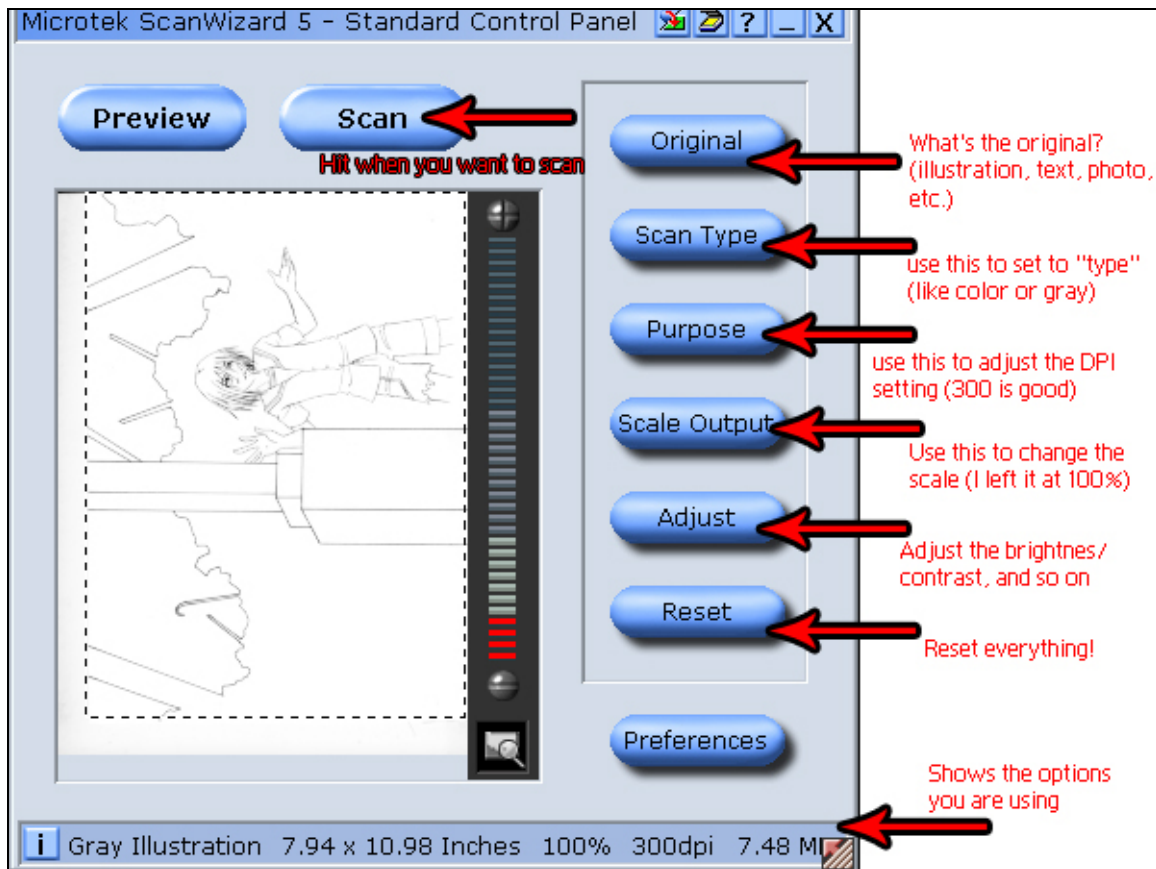
I used a light table so I could see through the paper and transfer my image, but a window or lamp would work if you don't have one (just tape it to the window if you have to use it)



## Complex Tutorial - Step 14:

I scan the image in as grey at 300 dpi.

Your scanner options may look different than mine, but you can see the basic stuff at the bottom of the window. The important thing is that it's scanned in as a gray (some scanners, I believe use "black and white" for this option, just make sure your scanner doesn't make the image look pixilated. It's easier for me to adjust a gray image) and set at 300 DPI (any lower, like 200 DPI, and the image looks a bit pixilated and dirty).



## Complex Tutorial - Step 15:

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Now that the image is in Photoshop, I change the settings. It's currently set as a grayscale image (because I scanned it in as gray), so I adjust it to indexed color. Currently, the image looks a bit green or yellow. Setting it to indexed color makes it more blue (for lack of a better way of describing), which makes the image look more gray/black and white and less dirty. (You can find these options under "Image > Mode.")

Next, set it to RGB color (if you plan on printing the image, set it to CMYK color instead. You can color it in RGB mode and set it to CMYK later, but the color will change slightly). If you leave it at Indexed color, you won't be able to color it and when you try to adjust (or resize) the image it will end up looking dirty or pixilated.

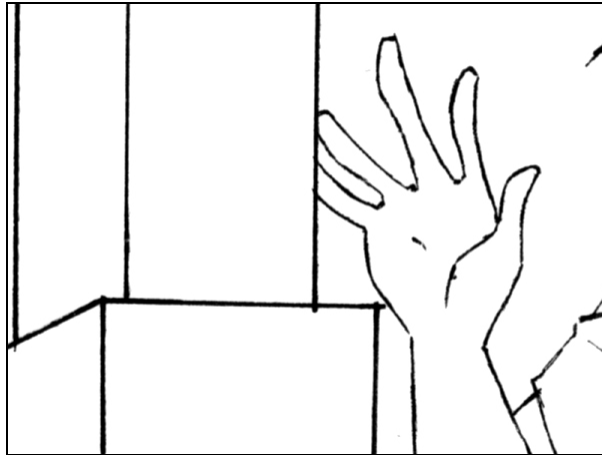
Now I'll adjust the levels (under Image, Adjustments, Levels) and play with the levels of the image. This is done to eliminate most of the "junk" on the image (so you spend less time editing it).

## Complex Tutorial - Step 16:

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After you mess with the layers, use the paint brush and/or polygonal lasso tool to get rid of the rest of the junk (using the brush, just go over it with white. If you use the lasso, select all the junk areas and then use the ALT + DEL command to fill it in with white if the white color is in the first color slot. You can also just use the brush in the selected areas, if you'd like).

You can also get rid of all the areas where you may have accidentally gone over the lines and such.



## Complex Tutorial - Step 17:

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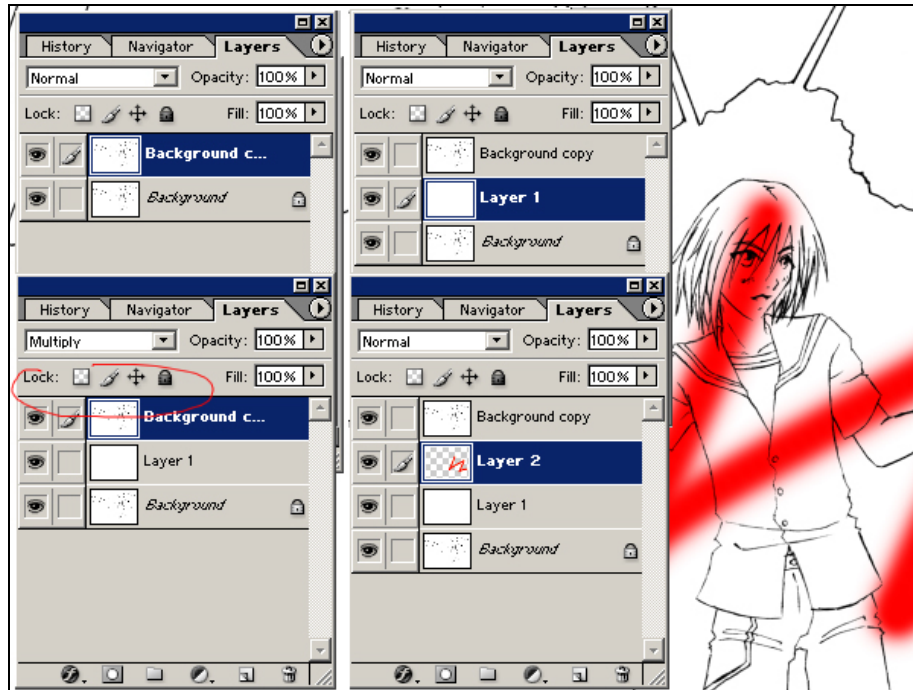
Save your image as a PDF file. I'm leaving it the size that it scanned at and I will resize it later, but sometimes this can cause your computer a bit of problems (since the image is most likely huge). Save often so that if the computer freezes you don't lose too much progress.

## Complex Tutorial - Step 18:

Before coloring, I make a copy of the layer with the lines on it (background layer). Next, I create a layer under it and fill it in so that the whole layer is white. Then I change the mode of the copied layer to "Multiply" mode. Now I can see through this layer and color behind it.

All the layers of color I do are done on separate new layers under the main layer with the lines on it.

Next, repeat this process for the ghost.



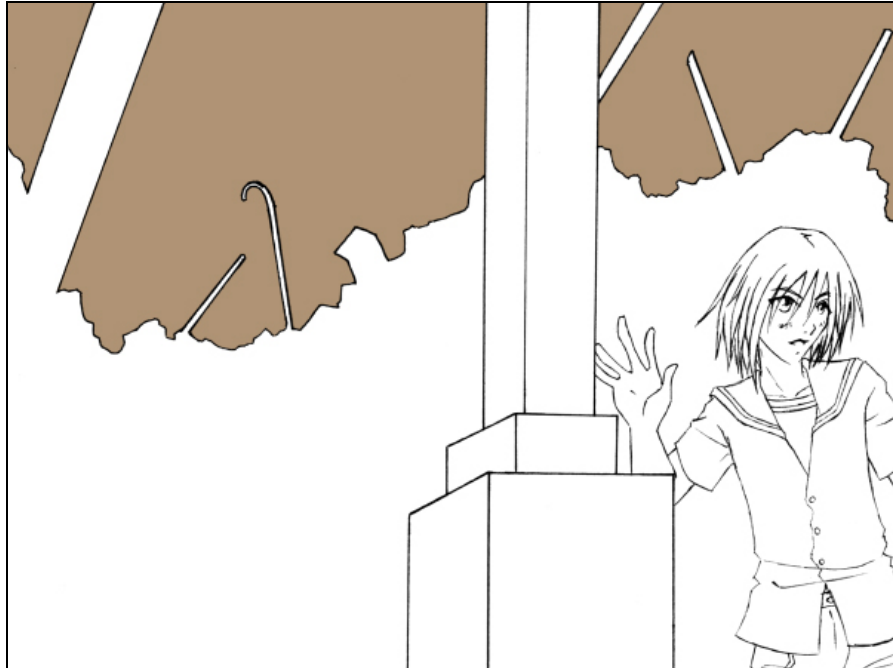


## Complex Tutorial - Step 19:

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And now I can color!

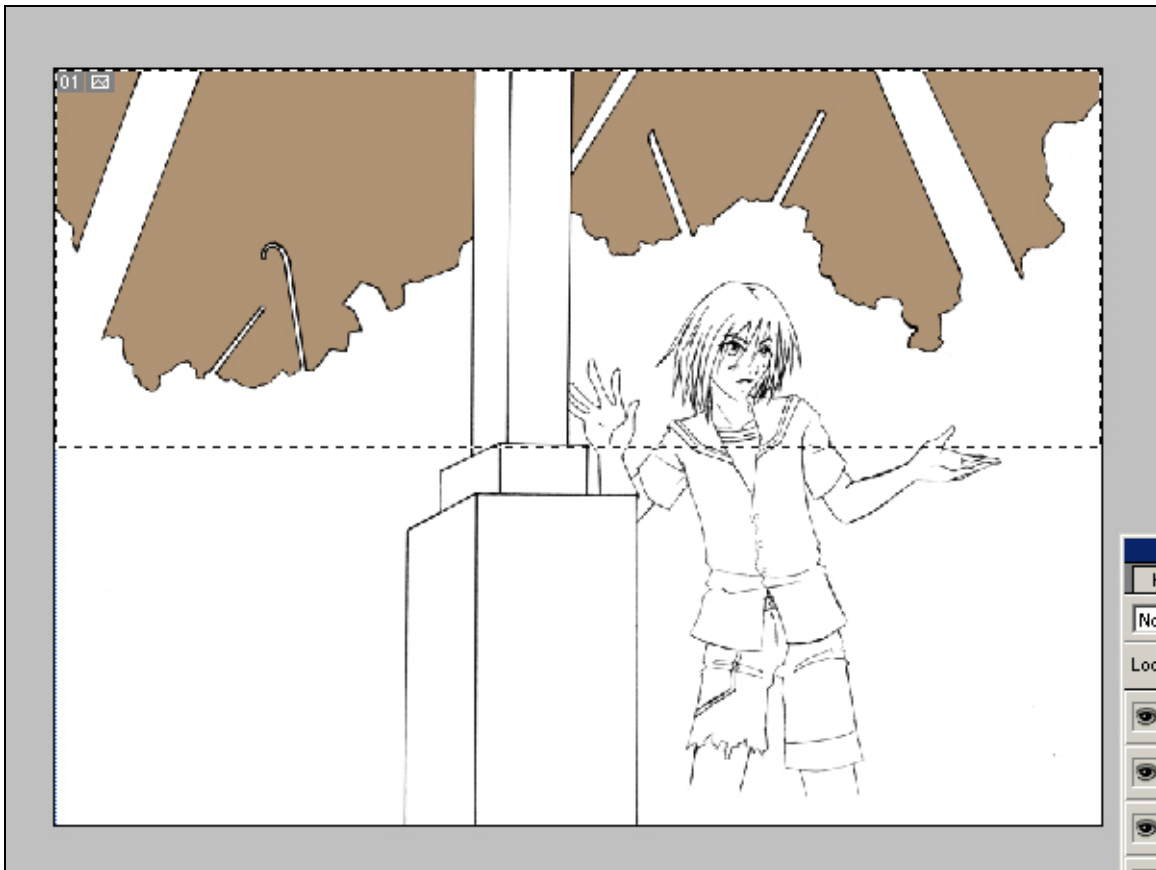
I use the polygonal lasso tool to select the areas I want to color. When you select the areas, since the lines are on top of everything, you don't really have to worry about following the very edge of them. Just you don't miss any white areas, try selecting the area down the middle of the line.



## Complex Tutorial - Step 20:

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I select an area larger than the area I intend to fill (so I have extra room to work with). I hit "copy."



Next, I create a new image, which should automatically be the size of the area I just copied.

I use the gradient tool and make a gradient of a dark color to a lighter color (here, I used dark to lighter red since I was sort of going for this post-apocalyptic thing).



## Complex Tutorial - Step 21:

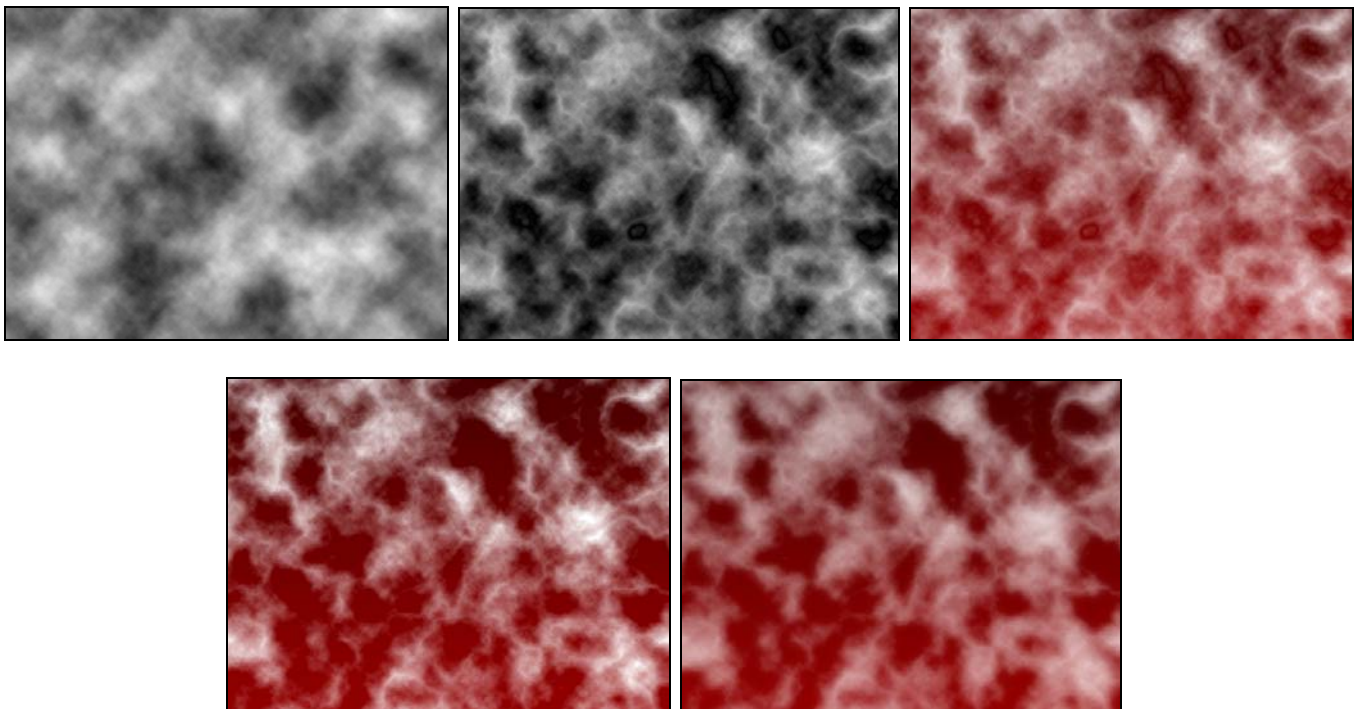
---

Create a new layer. Change your colors to black and white and use the clouds filter (under "Filter > Layer > Clouds"). Next, use the "difference" cloud filter twice. Now set that layer to "screen."

Now adjust the layers until you're happy with them. Make a copy of the cloud layer and use the "extrude" filter ("Filter > Stylize > Extrude"). Play around with the settings if you like (mine is set on 2 pixels, depth 15, and "level based." When you use it, you'll see what I mean... sadly, I could not take screenshot it to show you).

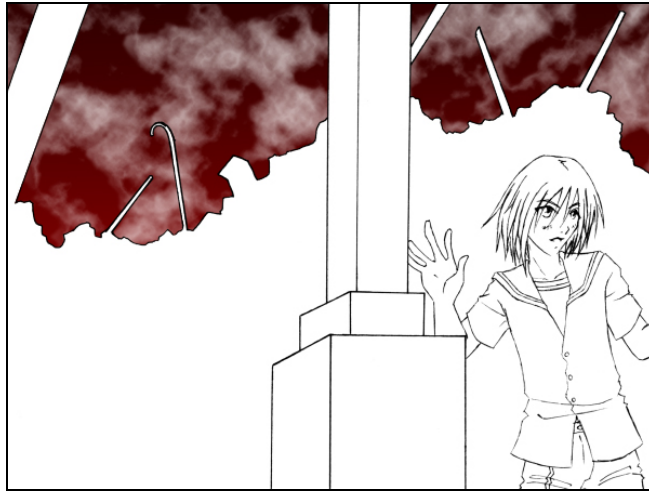
Now use the Gaussian blur filter ("Filter > Blur > Gaussian Blur") on just the extrude cloud layer. I just used the setting from the last time I used this filter (which was 5.0), but you might want to play around with it to see what you like.

Merge these layers together now. ("Layer > Merge Visible".) Now select the whole thing and copy it.

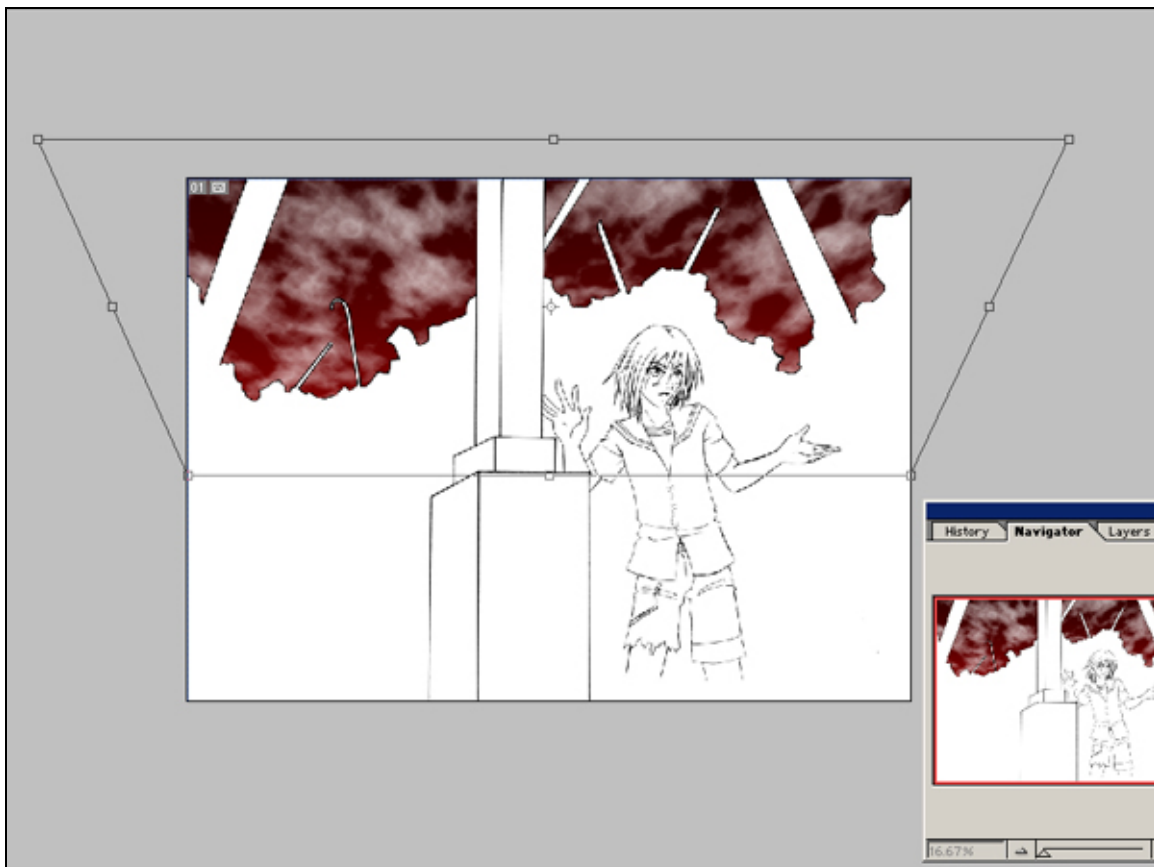


## Complex Tutorial - Step 22:

I select the color bits I filled in the background layer. I use the "Paste into" option so I can just paste it into that area.



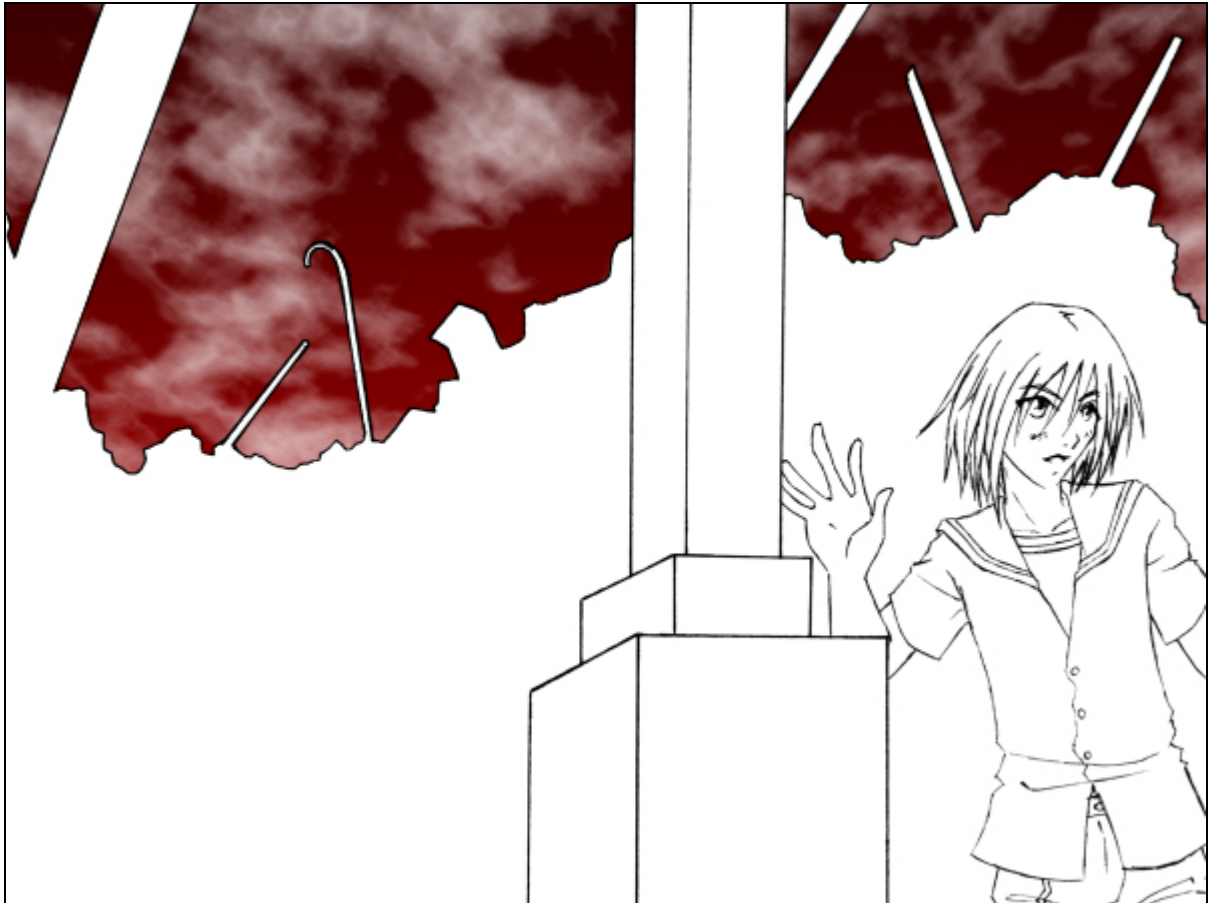
Next, I go to "Edit > Transform > Skew." I skew the image so that the top section is bigger than the bottom section. This gives the background depth.



## Complex Tutorial - Step 23:

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I feel like the clouds shouldn't be as white, so I select the area again and create a new layer over the top of the clouds. I fill this layer using the gradient tool (again using dark red to lighter red).



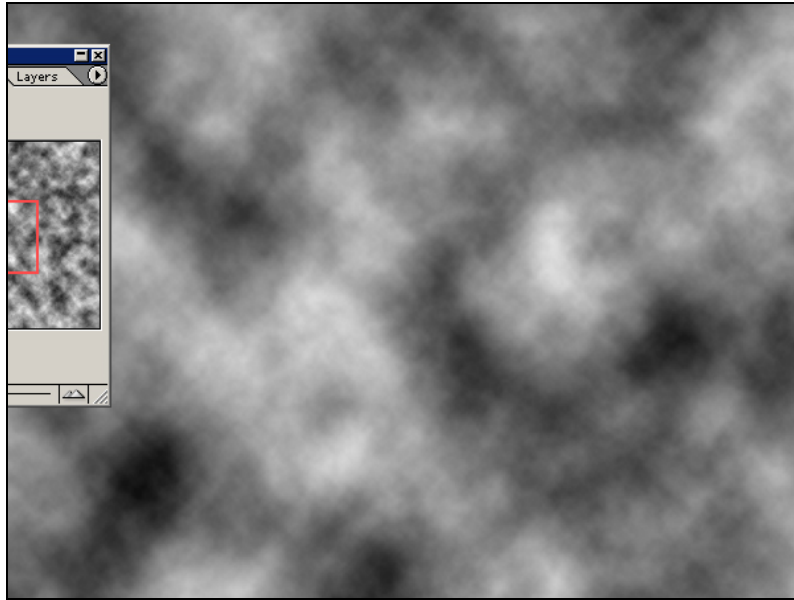
## Complex Tutorial - Step 24:

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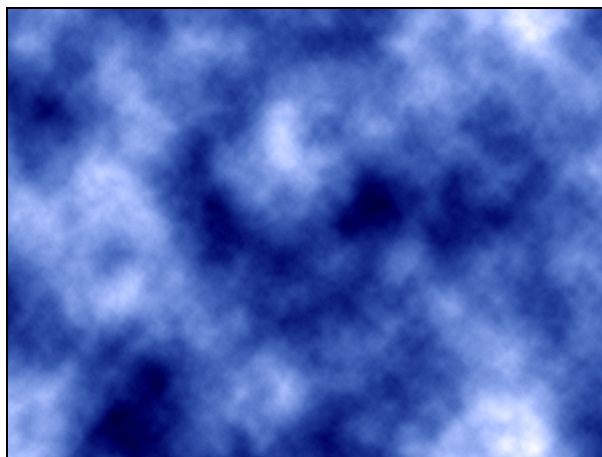
Next I'm doing the water.

Like before, I select the entire area I want to color. I fill that area with a color so I can keep it marked off.

Next, I create a new image. In this new image I use the cloud filter. Then I go to "Image > Adjustments > Color Balance."



Once the color balance window is open, I can adjust shadows, midtones, and highlights. I set blue on midtones to +50 and cyan to -50. On shadows and highlights, blue is set to +50.



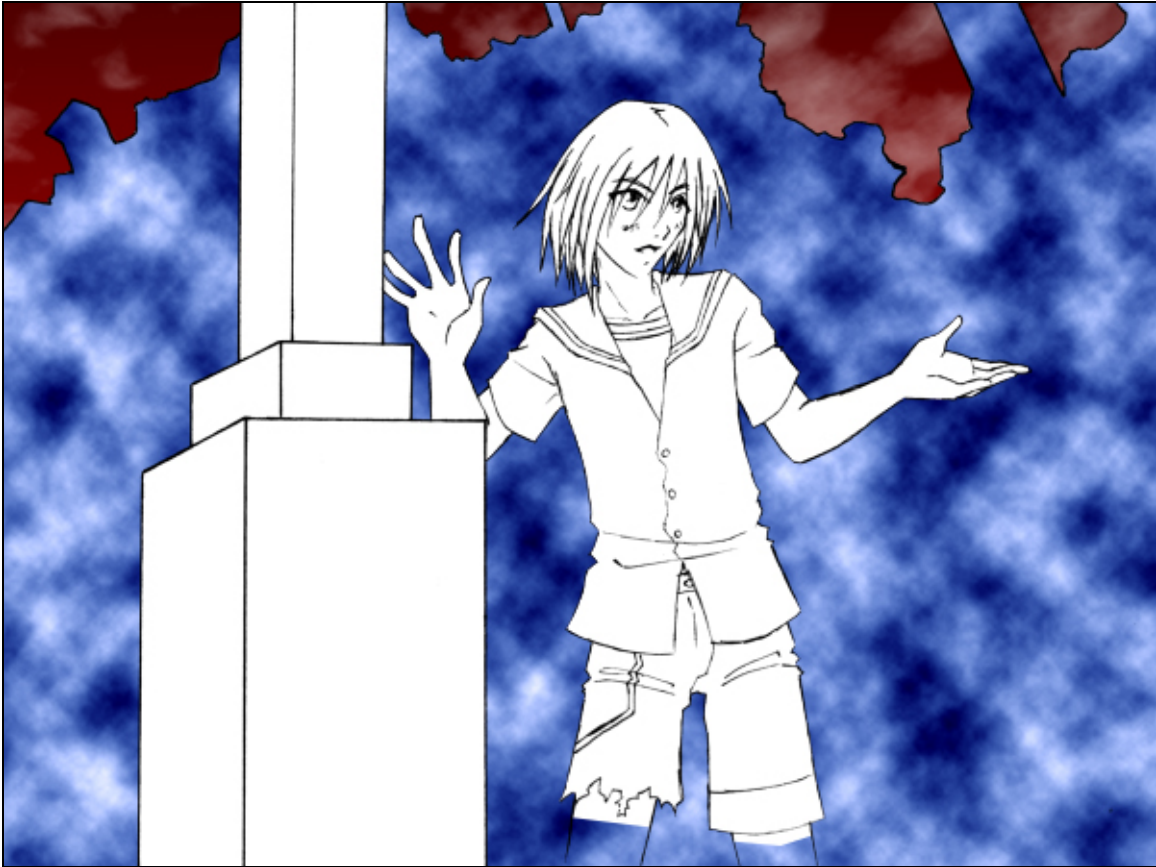
Note: So that the area looks more like water and less like clouds, you might want to try blurring it (I actually did that originally, lost my progress during a power outage, and had to do it over and forgot about that step! Remember what I said about saving often? Anyway, the point is that you should really play around with the filters to see what you like best.)



## Complex Tutorial - Step 25:

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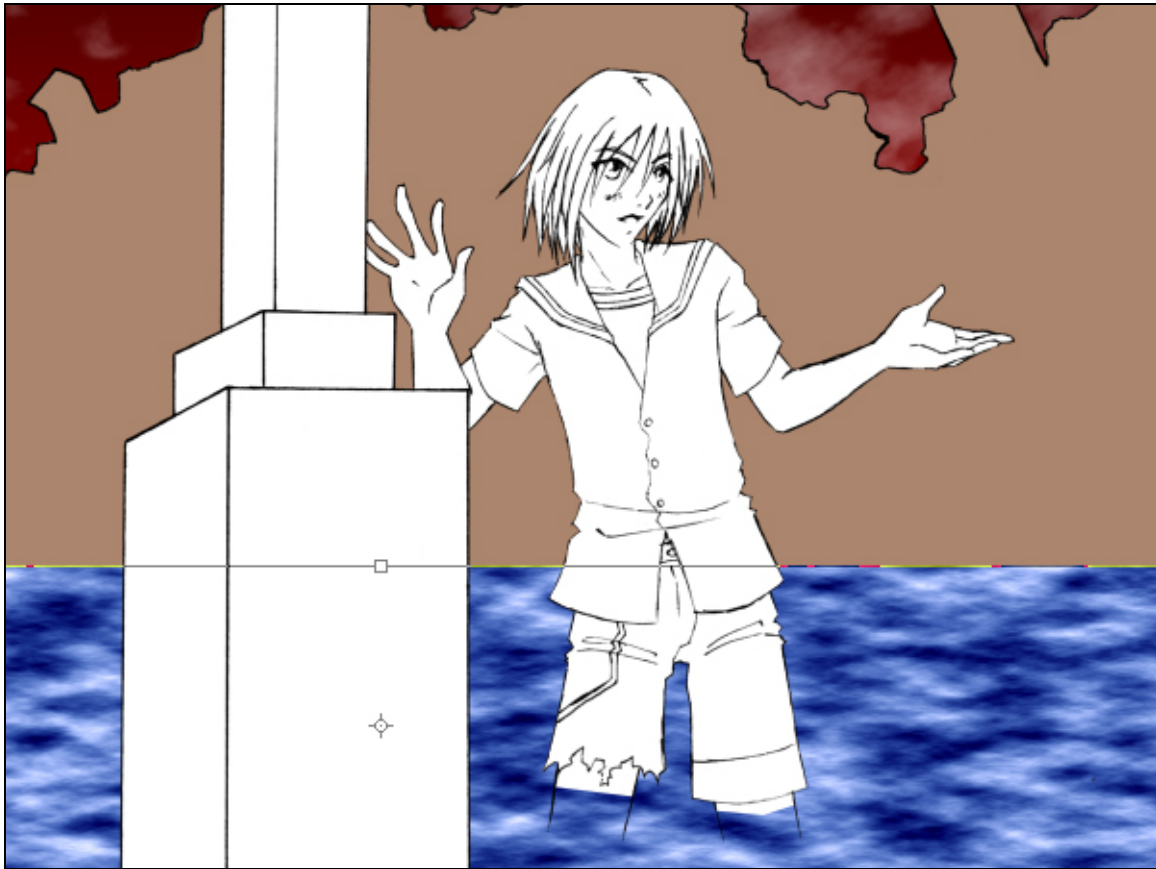
Next, I go to "Edit > Transform > Distort." I then "squash" the blue area down where I want water to be. Notice that the area I cut out around the legs is higher than I intended it to be and isn't really shaped perfectly. More on that later.



## Complex Tutorial - Step 26:

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Next I use the rectangular marquee tool to select the area around the legs (with the area where I want the water to stop in about the middle). I use the twirl filter ("Filter > Distort > Twirl") on it to get a sort of ripple. This is done to both legs.





## Complex Tutorial - Step 27:

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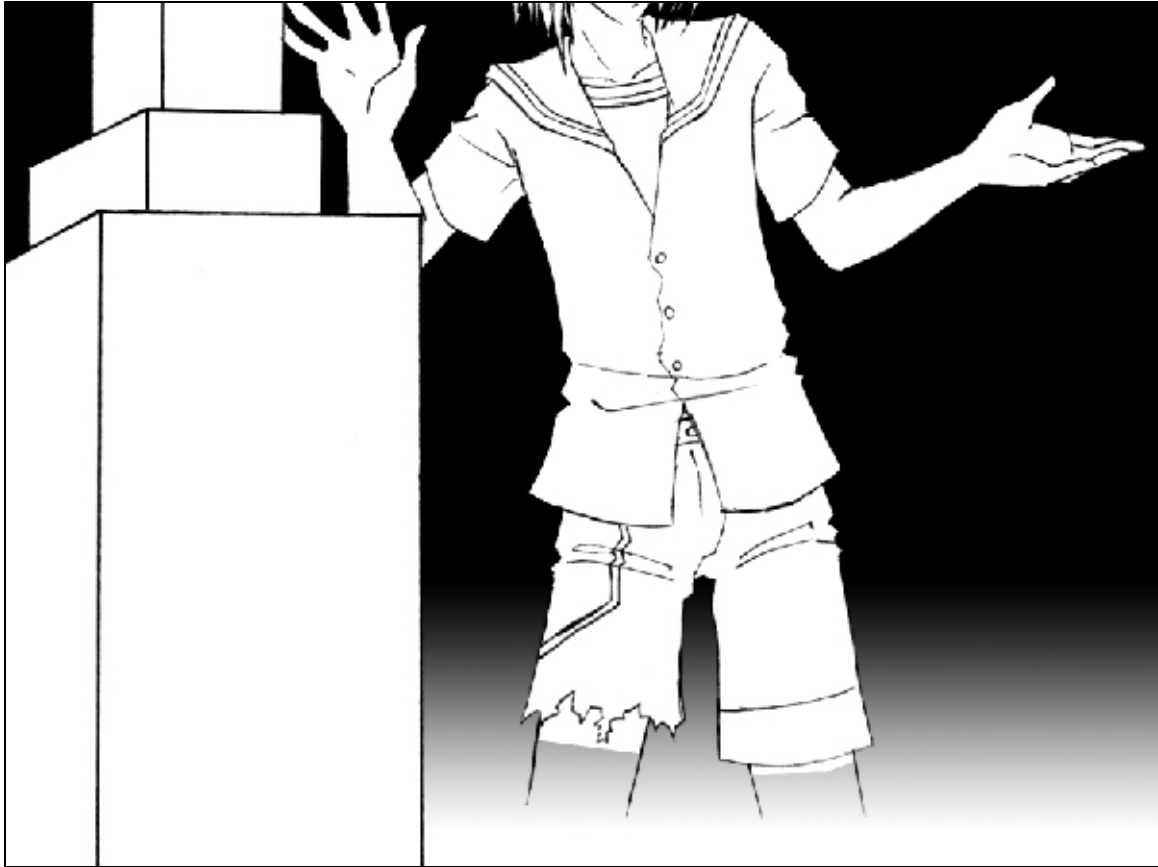
You might want to play around with it, since I don't think the ripples will look the same every time it is done.



## Complex Tutorial - Step 28:

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Now, with the whole area selected, open a new layer and use the gradient tool. Fill the new layer with black on top fading to white or light grey. Set this layer to linear burn. It will make it look like the water fades out.

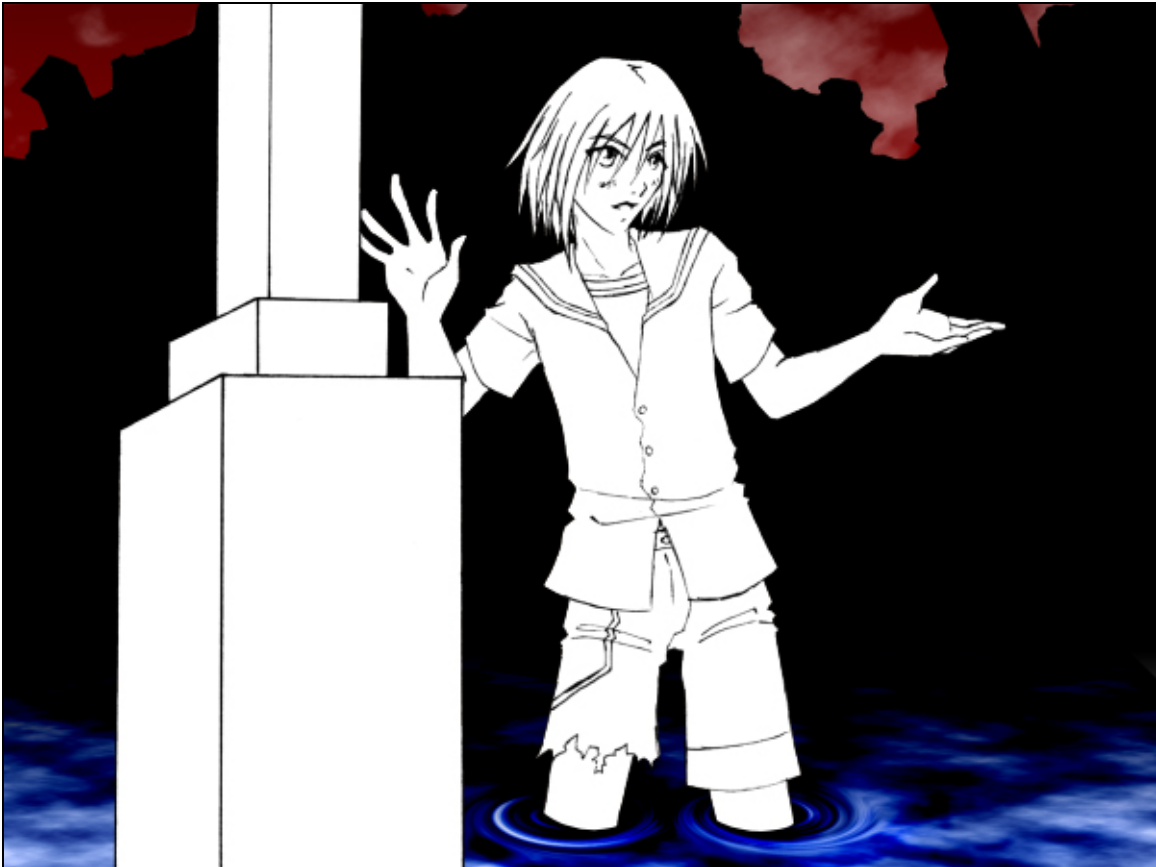


## Complex Tutorial - Step 29:

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Now you can edit the area around the legs so that it looks more like the character is standing in water. Use the burn tool to edit the area so the ripples become darker in areas if you feel they are too light.

If you are happy with these areas, you can merge them together to save space on your layers window (use the CTRL + E function, it will merge the layer you are on with the one that is below it. Just remember, don't merge anything with the layer your line art is on!)



## Complex Tutorial - Step 30:

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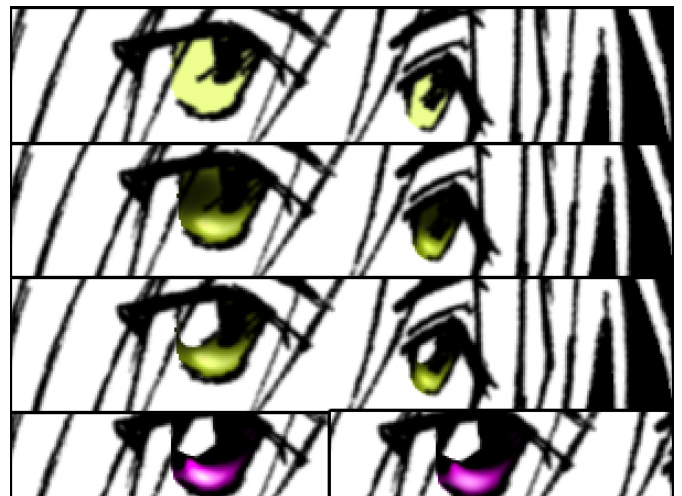
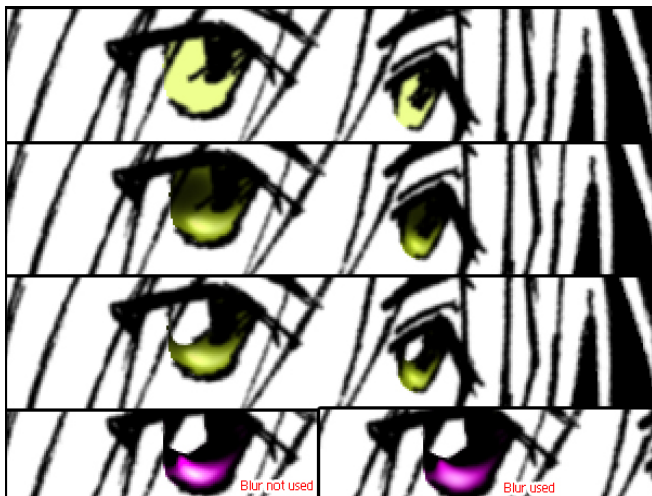
I do the eyes next.

First, I select the area I want to color using the polygonal lasso tool. I then fill it with whatever color I want to use.

Next, I go in with darker colors (on different layers created above the base layer) until I am satisfied. I merge all these layers together (CTRL + E) and then use the dodge tool to create a light spot on the eye. I then use the burn tool to darken around the edges and where the big highlight will be. The highlight in the eye is added on a new layer in white.

This method can be applied to whatever color you might want to use.

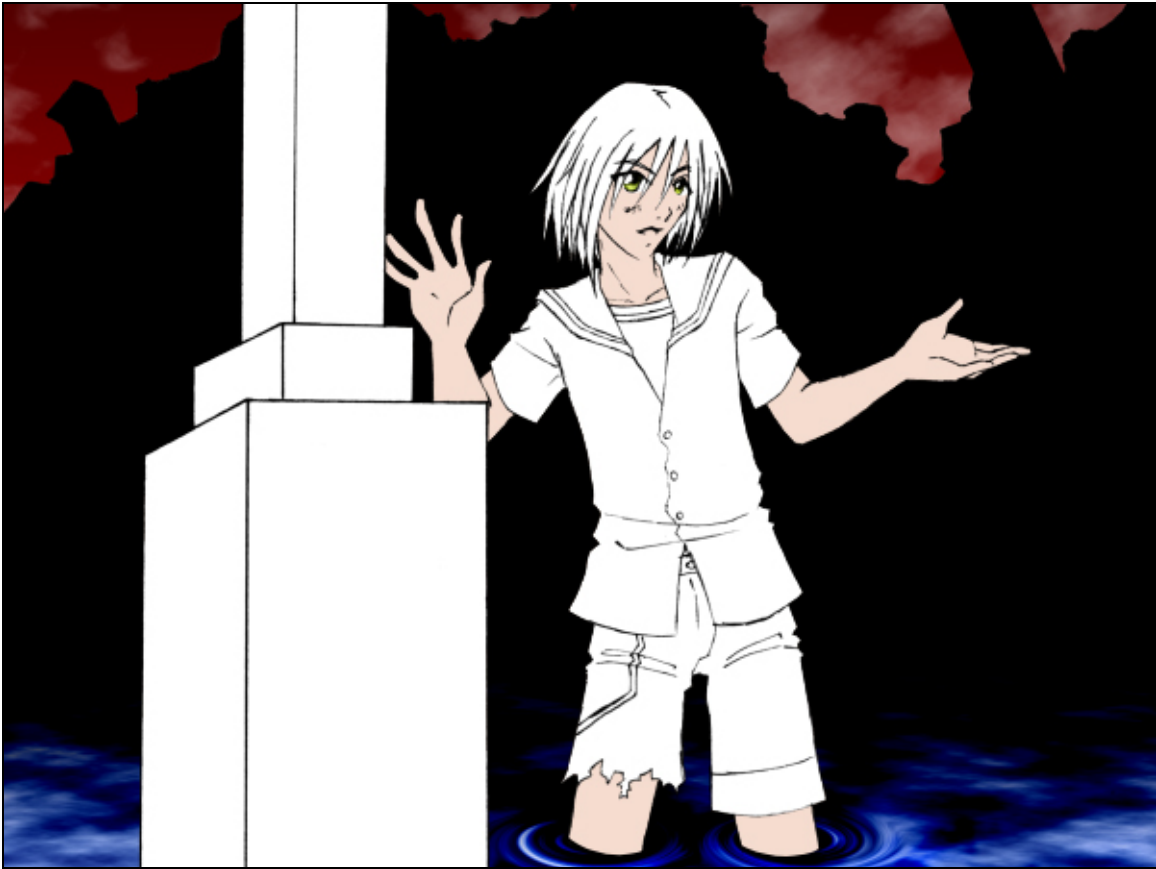
Note: You might also want to try using the blur tool after you've used the dodge and burn tools. This makes the color look a bit softer.



## Complex Tutorial - Step 31:

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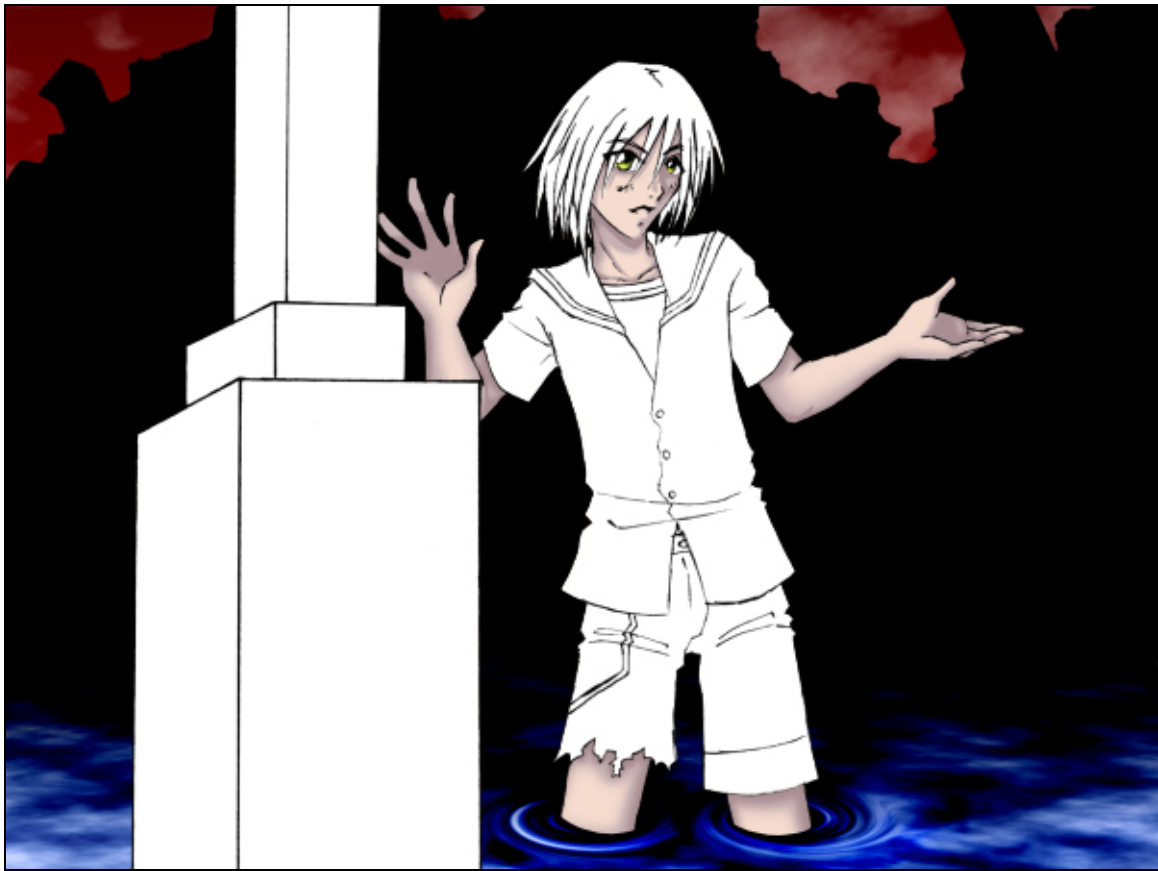
I color the skin next. Just like before, I use the polygonal lasso tool to select the area I want to color and fill it in.



## Complex Tutorial - Step 32:

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I repeat the previous step on the darker areas.



## Complex Tutorial - Step 33:

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I create the mouth by drawing in the area with the mouse (or tablet if you have one) and coloring it in. This is done on the layer above the skin color layer.



## Complex Tutorial - Step 34:

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Just like with most of the other steps, I select the area I want to color next and fill it in. Let's do hair now.





## Complex Tutorial - Step 35:

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With the area still selected, I use the paint brush tool set to a hard edged brush to draw in the shadowy areas. This is repeated until the color is as dark as I want it to be.

For the top of the head, I use a soft edge brush and add some color to the top (following the shape of the head).



## Complex Tutorial - Step 36:

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Next, using a color that is lighter than the base color used for the hair, I make a sort of halo. This is done on a new layer above all the layers used for the shadows and such.

Change the mode on this layer from normal to color dodge.

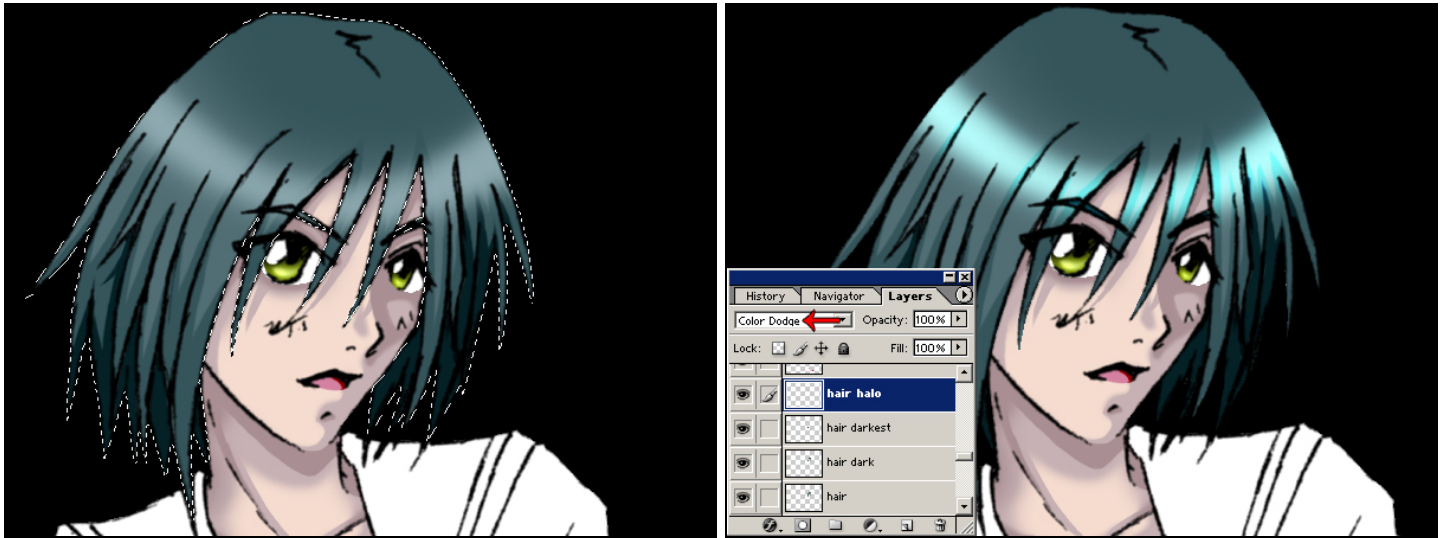


## Complex Tutorial - Step 37:

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I use the smudge tool to “smudge” the halo around. This is done until I’m happy with it.

Note: You can try changing the size and strength of the smudge tool.



## Complex Tutorial - Step 38:

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Clothes are next. I start with the collar and add miscellaneous details. Like before, I select it and fill it in with a color.



## Complex Tutorial - Step 39:

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I shade this area with both soft and hard edged brushes. Like before, I do this until I'm satisfied.



## Complex Tutorial - Step 40:

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Now I'll add a pattern to the clothing.

In this case, I used some checkered screen tone that I scanned. I open it in a separate window and copy it. Once I select the area I want to use it in, I use the "paste into" option. This pastes the pattern into a new layer and makes it so you can move it freely and it will only show up in the area you had selected. I move the pattern around until it is where I want it.



## Complex Tutorial - Step 41:

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I set the mode of the layer to "overlay". The opacity of the layer is adjusted so that the checkers don't stand out so much (in this case, I set it to 21%).





## Complex Tutorial - Step 42:

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I continue the process of selecting an area and coloring it with the air brush and smudge tool for the rest of the clothing.





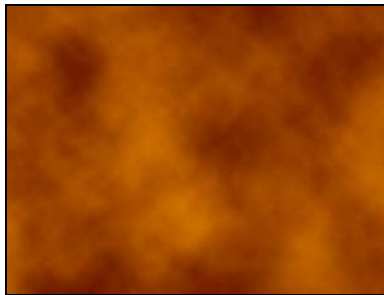
## Complex Tutorial - Step 43:

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Now I'm going to work on the column. I select some brown "rust" colors, one dark, one light, and open a new image. I use the clouds effect again ("Filter > Render > Clouds").



I adjust the brightness and contrast ("Image > Adjustments > Brightness..."). I play around with the setting until the image looks more red than brown.

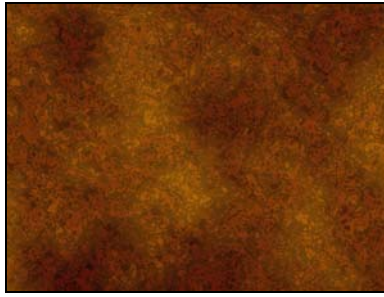


I use the "unsharp mask" filter ("Filter > Sharpen > Unsharp Mask"). Again, play around with the settings a bit. It should end up looking a bit swirly (for lack of a better word).

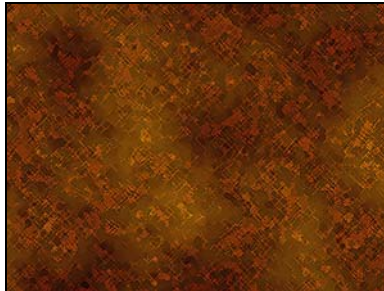


I then use the dry brush filter ("Filter > Artistic > Dry Brush"). Mess around with the settings, but the numbers shouldn't be too high.

The brightness/contrast is adjusted again so the image is darker and more brown than red again.



I add the cross hatch filter ("Filter > Brush Strokes > Cross Hatch").



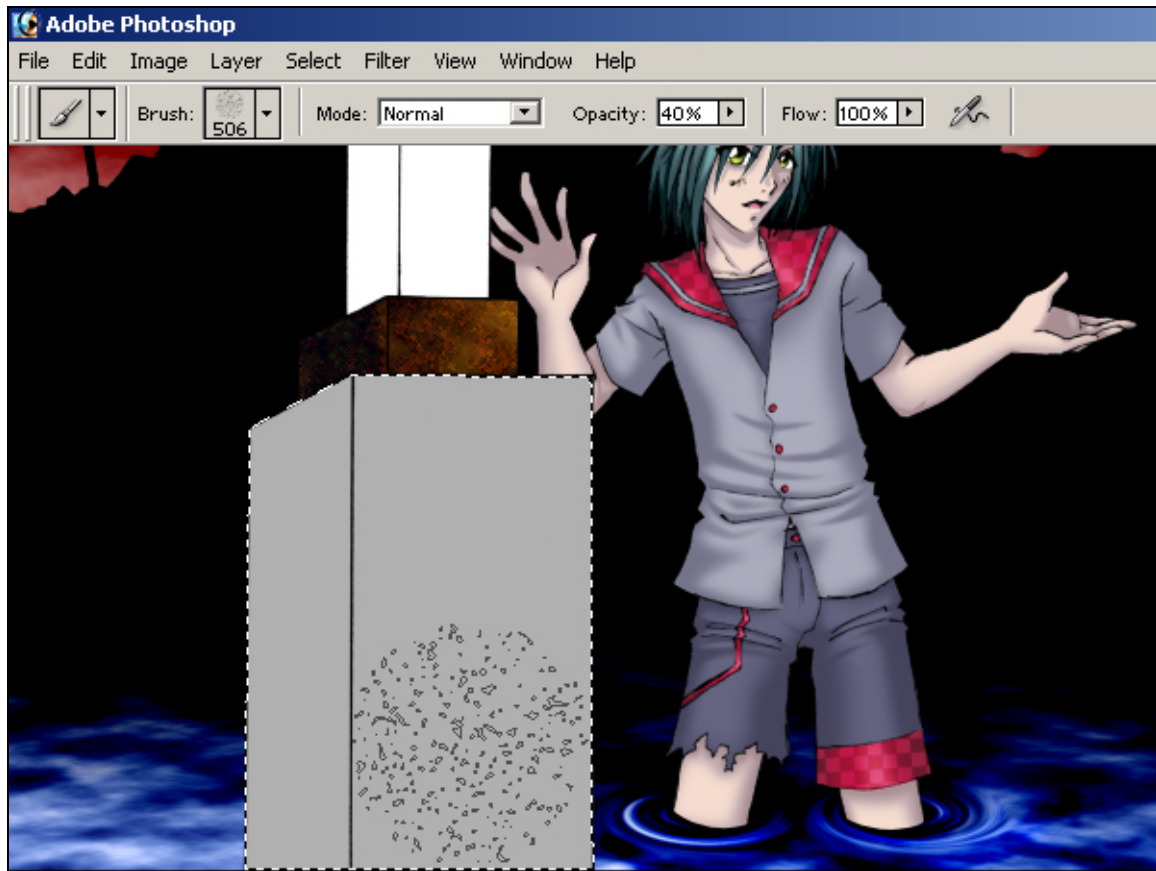
Now I select and paste the image into the area I want to use it in.



## Complex Tutorial - Step 44:

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Instead of using a pattern, I use a textured brush on the lower half of the column.

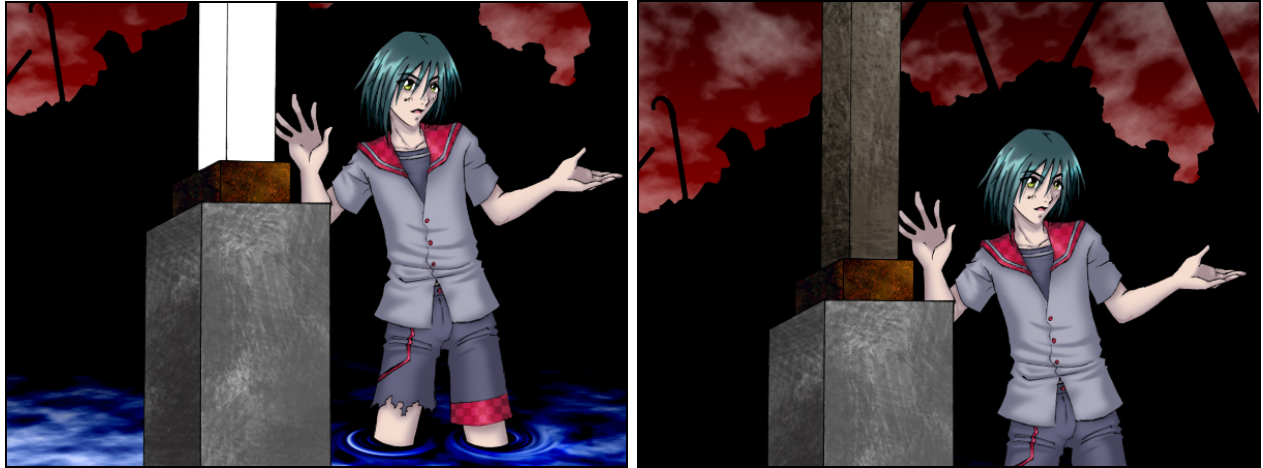


## Complex Tutorial - Step 45:

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I add the darker colors in new layers over the top of the base color. To get several different values using only a few colors, I change the opacity of the brush to 40%. I use the brush to make random patterns. This is done until I'm satisfied with it.

I do this on both the top and bottom sections (between the rusty section I did earlier).



## Complex Tutorial - Step 46:

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Now I can color the ghost.

Most of the ghost is colored the same way as the boy was, so I won't go over this in too much detail.

The "tail" and gloves are colored last, since I'm going to add patterns to them and some other effects. Also, I'm going to go ahead and color the entire ghost even though I'll be cutting some of his picture out. This way I won't miss anything and end up with blank areas by mistake.

The rest of the ghost is pretty much the same as the boy. Even though it isn't drawn, I color the area behind the ghost's arm (because the arms will be transparent).

I colored the skin with the air brush and normal/hard edged brush tools. I did the hair the same way, using the smudge brush on the highlighted area (again, the "halo" was set to color dodge mode). I did the clothing with the same tools.



## Complex Tutorial - Step 47:

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Let's do the gloves next. I color them normally using a solid dark red.





## Complex Tutorial - Step 48:

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Once colored, I select the entire area. I select my screen tone pattern, copy it, and then use the “paste into” option to insert it into my image.



## Complex Tutorial - Step 49:

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I set the layer mode to "vivid light" and the opacity to 29%. I then merge the base color for the gloves and the shadows before setting the layer to "screen."





## Complex Tutorial - Step 50:

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Now I carefully start merging parts of the ghost together (using CTRL + E). I merge everything together except the gloves and the tail.

Once everything is merged together, I set the layer mode to "screen."



## Complex Tutorial - Step 51:

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Next I'm going to put a glowing ball/bunch of sparkles between the ghost and the boy's hands.

I used a brush set I downloaded to do this (my brush set is from [biorust.com](http://biorust.com))

I create a new layer above all the layers for the boy (line art included), below the layer for the gloves on the ghost, and above the shirt and "tail." Once I'm happy with how all that looks, I copy the layer and paste it above the line art for the ghost. I then use the eraser and carefully erase around the lines for the hand of the ghost (so it looks like the hand is above the glowing stuff, but everything else is behind it).



## Complex Tutorial - Step 52:

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Next I make a copy of the glowing stuff that is under the hand. That makes three copies of the same thing now. I use the Gaussian blur filter on the layer behind the copy I just made (so the layer behind everything else).

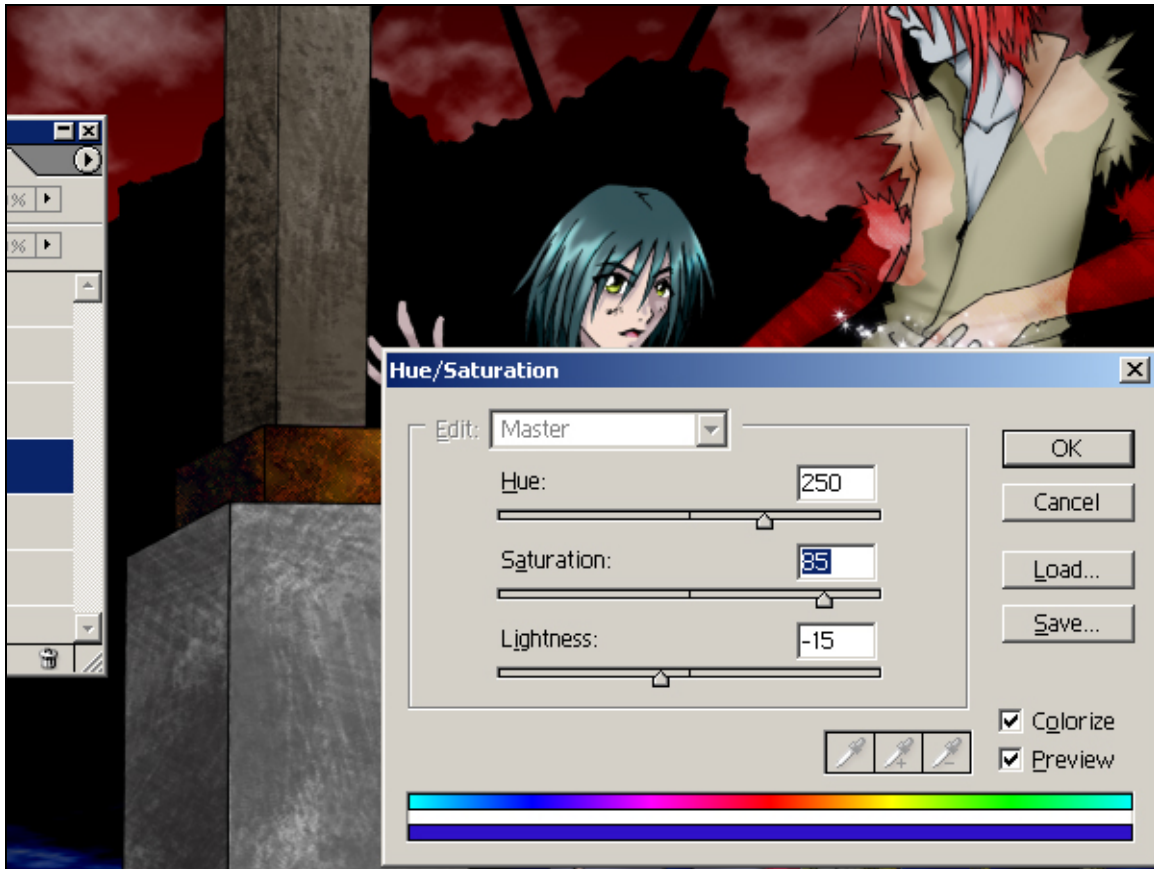
Next I hit CTRL + U to open up a little menu so that I can mess with the color of the blurred area. I change it from white to blue (but you could play around with it and make it any color you wanted).



## Complex Tutorial - Step 53:

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So now there's a blue glow behind the white glow.





## Complex Tutorial - Step 54:

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Now I use the eraser and erase parts of the tail (base layer and the pattern layer).

I also go to the ghost line art layer and use the airbrush and the color white to do the same thing.



## Complex Tutorial - Step 55:

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Now I merge everything together.

Once everything is one layer, I select the areas I want to darken around the tail and gloves and use the burn and/or airbrush tool (and the color black) to make them darker.



**Sidebar.** This usually takes a bit of practice to do (I'm still learning myself). The important thing is to keep at it. With filters, you may have to try a few times before you get the effect you want.

And we're done!



## Adam's Farewell

Dear Friend:

Thank you for purchasing and reading Art of Otaku. We hope you had as much fun experiencing it as we did creating and publishing it.

I always feel that when someone invests in one of my productions, they deserve a lifetime of thanks. In that vein, I'm going to do my best to make sure you get preferential treatment on everything I do in the future. It's the least I can do.

If you ever want to email me, feel free. My address is: [adam@velegant.com](mailto:adam@velegant.com).

Keep practicing, keep drawing. Always.

Adam Ghahramani



*Adam! Aren't  
you forgetting  
something? It's  
not time for  
"goodbye" yet.*



## ? Bonus Tutorial: Mascot

\*Sigh\*

Let's just say that our mascot is a very, very good negotiator. Without further adieu, here's a tutorial on how to draw your own fuzzy friend. (Thanks to Milky Cat, our mascot's "mother," for this little treat.)

### Surprises:

- ☒ Inking pen
- ☒ Pencil

### Finished Product:

By now, you've seen him approximately 2,328 times.

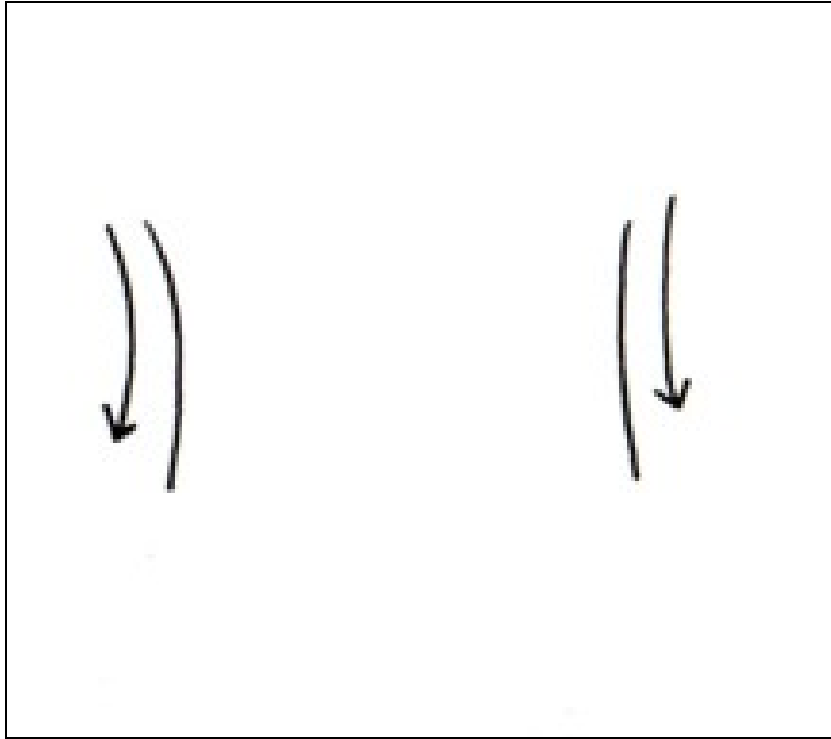
Number of Steps

7

## Bonus Tutorial - Step 1:

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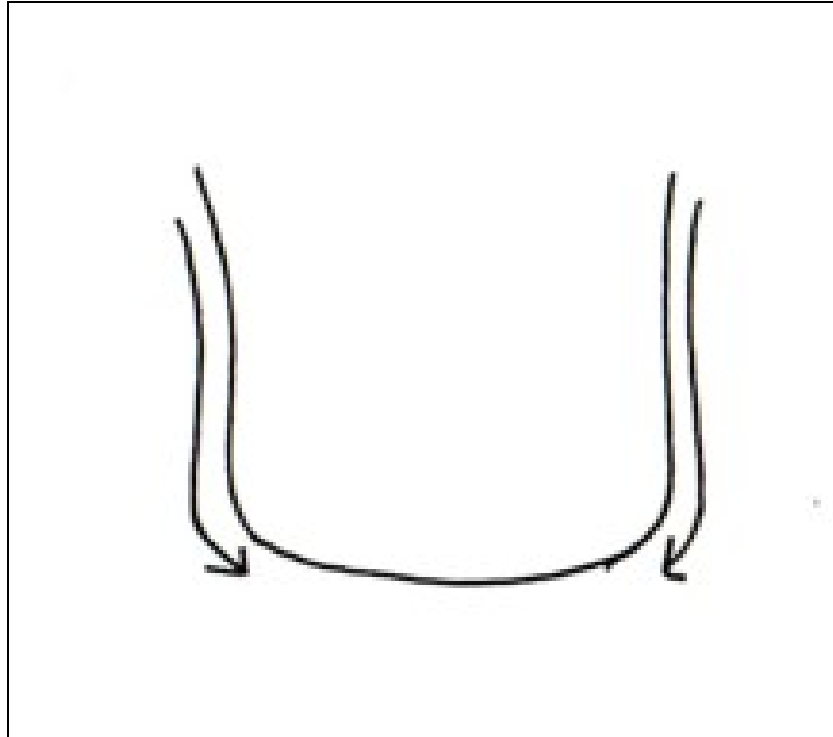
OK, you are going to start out by drawing two lines that curve slightly inward. Don't over curve it, otherwise when you add the bottom part it might look a little strange.



## Bonus Tutorial - Step 2:

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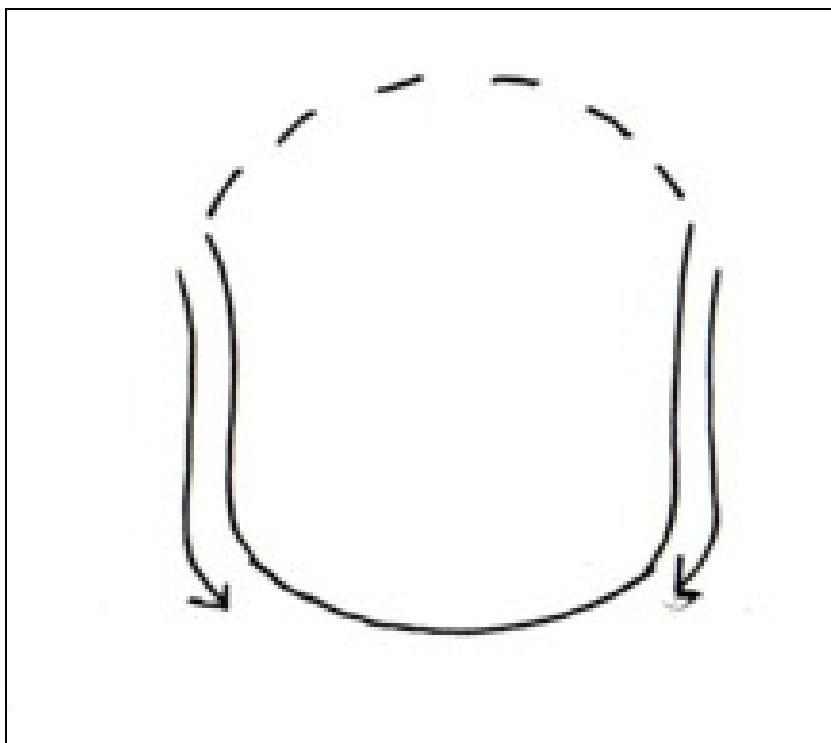
You are going to connect the two lines you just made with a rounded line at the bottom. Try and get it even. It sometimes takes me a couple tries to get an even line. But hey, that's why they made erasers, right?



## Bonus Tutorial - Step 3:

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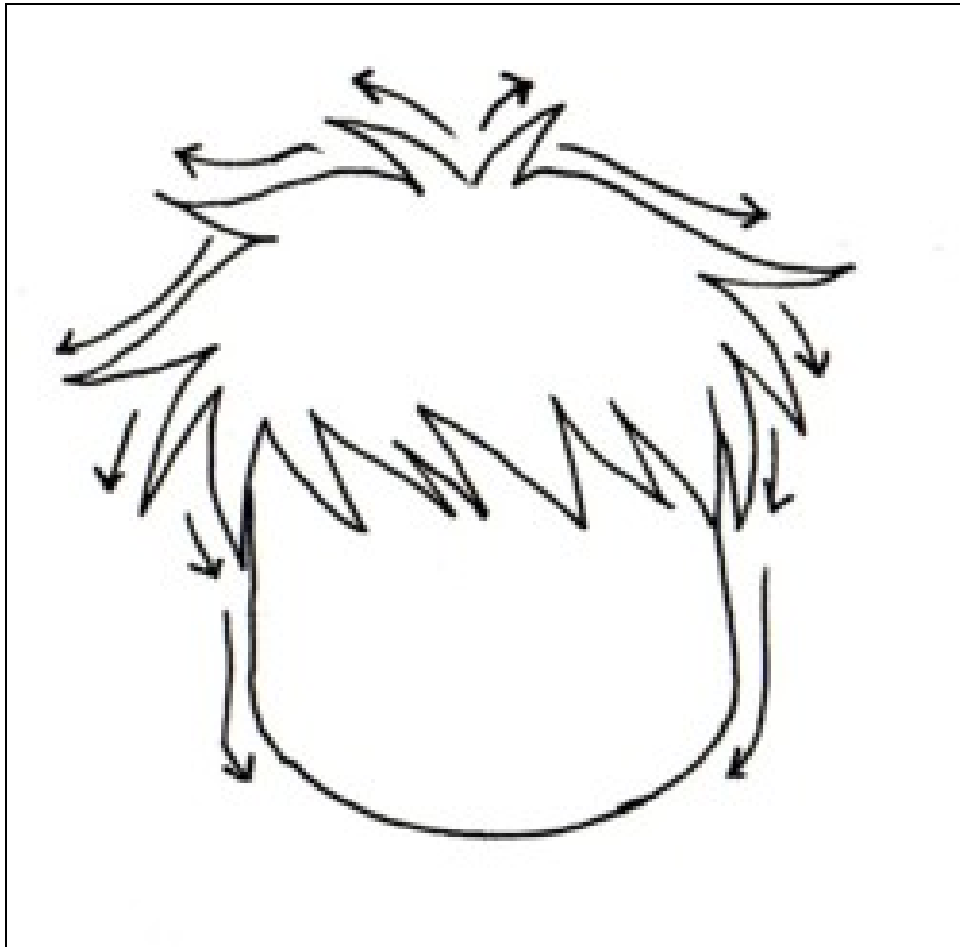
All I've really done here on Step 3 is add some guidelines for the top of the head. This is for when you add the hair.



## Bonus Tutorial - Step 4:

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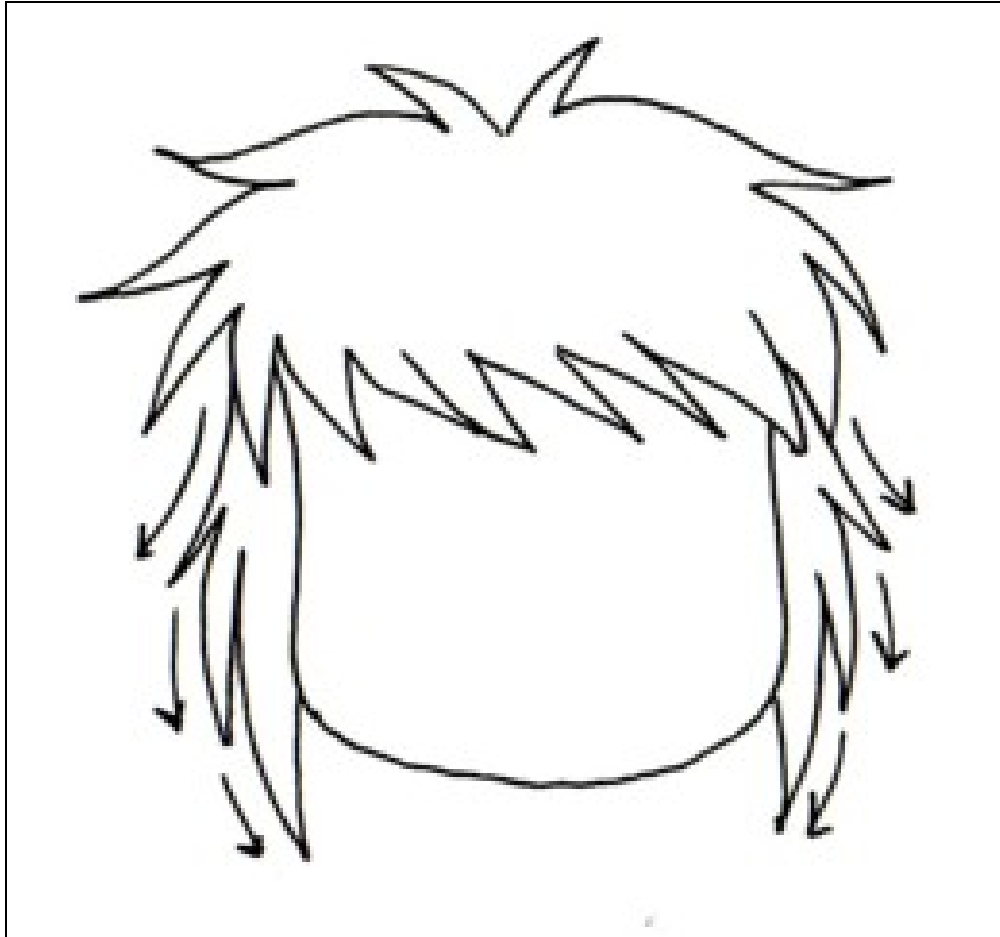
OK, it's a little tricky here, especially if you're not used to drawing hair. Here the hair is kind of bushy and pointy at the same time. I've added little arrows for you to follow, I hope it helps. I've let my pencil just flow nice and easy on the strokes. It almost looks like the top of a certain male anime character's head.



## Bonus Tutorial - Step 5:

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Draw some hair on the side of the chibi's face. Use simple pencil strokes and draw in a downward motion, arching them out a little. This should give his hair some depth.



## Bonus Tutorial - Step 6:

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Hurrah for ears! Here I've added some pointy ears. Are they cat ears? Or are they dog ears? I'll let you decide.

Anyway, it's as simple as drawing an upside down triangle on either side of his head. It's ok to draw through other lines if you need to, because as always, I do everything in pencil first. You can add a little line on the inside of the ears that kind of looks like a "J" but are drawn up and out with the hook of the "J" pointing down.



## Bonus Tutorial - Step 7:

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How do you feel today? Choose your emotion! I've added a list of 6 different emotions for you to add, or make up your own! They include: Confused, Determined, Frustrated, Sad, Dead, and Happy! Have fun!

