



HOW TO DRAW MANGA

Complete Step-by-Step Guide With Illustrations on How
to to Draw Faces, Bodies, and Manga Accessories From
Scratch. For Children and Adults

TIM MASON

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Tim Mason

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Introduction: what are manga?

The term manga is a Japanese term which, literally translated, means mock image. In Japan, manga is the expression of all drawings that are made in the form of comic books.

The first person to insert the term manga, to talk about his own artistic production, was the famous artist Hokusai, who lived between 1760 and 1849.

It is since the 1950s that manga has become one of the key sectors for Japan's publishing economy.

In the manga comics currently on the market, you will find a diverse variety of genres and characters. Indeed, you will find adventure stories, stories based on historical events, romantic stories, comedies, science fiction stories, fantasy stories, detective stories, and horror stories.

Usually manga are drawn and then printed in black and white, but there is no shortage of color manga as well.

The manga industry is a constantly evolving field, and over time, a variety of techniques and styles have emerged in order to be able to make both stories and characters more enjoyable and interesting for readers.

In terms of style, manga style, compared to other types of comics, has definite characteristics. In fact, manga characters are recognizable by peculiar physical traits, such as overly large eyes or very fancy hair and hairstyles, or by the narrative style that is much more attentive to the expressiveness of the characters.

If you want to take this path, as in all art forms, to learn how to professionally draw manga, you should first learn the basics. Only after learning the basics, and getting lots and lots of practice, then you could become a real expert in manga-style illustrations.

In this guide, you will be shown all the methods, step by step, to learn how to draw a manga character, starting with the basics to later build the

complete character.

In addition, you will be given various examples of how to render facial expressions and how to draw a complete character, both male and female.

The materials you necessarily need to draw your own manga characters

To draw a manga character correctly, you will not need a lot of materials or special materials that are out of anyone's reach.

However, you must possess the tools that are indispensable both to take the first steps and to complete your work.

The following will list what these materials are that you absolutely cannot do without.

Paper: the first tool, which seems to be obvious is paper. Without a sheet of paper on which to draw, you will not be able to make any characters at all. However, the sheets of paper you will have to use are not the usual sheets you find in notebooks, which therefore may contain lines or squares. The paper you are going to use must be completely white.

You will need the blank sheets of paper for both the initial sketches and the final drawing.

The advice is to use white drawing paper, and avoid printer paper since this type of paper, as far as drawing is concerned, turns out to be of very poor quality.

If you intend to finish your drawing using color or ink, the advice is to buy a paper suitable for this type of art, carefully avoiding paper that is too thin and smooth or not very porous. This is because color and ink are not absorbed by this type of paper, and you will end up staining, and consequently ruining, your drawing.

Pencils. Another somewhat obvious tool is definitely the pencil. In general you will need two types of pencils. One you will need for sketching and drafting your drawing, the other for finishing your drawing. As for sketching, the advice is to use an H-type pencil, because this type of pencil has a harder lead and will therefore leave a lighter mark on the paper that will then be easy to erase.

For actual drawing, however, you should use type B pencils.

As for shading, hatching or shading, however, the advice is to use a B2-type pencil.

Eraser. Another obvious tool, but just as important as the pencil. The eraser is not only used to erase mistakes, but will be an indispensable tool especially when you are going to blur and shade your character.

For this reason, it is essential that you take great care of the erasers you use for manga drawing, keeping them clean at all times.

The pencil holder. Mines follow the same basic principles and thus the same classification as pencils. Usually the ones most commonly used for this type of art are type B mines.

The pencil holder is very useful especially for tracing the outlines of your characters or for making small drawings.

If you have to trace very thin strokes, the advice is to use a 0.3 mm diameter lead. For thicker and more marked strokes, on the other hand, it is advisable to use a 2 mm diameter lead.

A 0.5 mm diameter lead is usually used to draw the guidelines.

India ink. Ink is the characteristic tool of this type of art. There are a variety of types of ink and different brands on the market.

You can use ink to draw your own manga, either by using a brush or with the appropriate nib.

Nibs. The nibs that are used for drawing manga are very different from those you normally find in stationery stores. This is because, manga nibs have a tendency to change the stroke with light finger pressure.

The essential steps to be able to draw a manga character

Whether your goal is to start drawing manga, either for personal pleasure or because you want to reproduce it for a comic book, the first essential step is to design and plan who will be the protagonist of your story.

Even if you feel quite comfortable drawing and your drawing skills are high, properly designing a character that you will then go on to draw over and over again can be challenging. Below are some tips on the most important steps for creating your manga character.

Decide in advance on the design of your character

Designing a manga character is quite different than making a sketch that you then put away in your sketchbook. In a sketch made for pure enjoyment, you only have to worry about how your subject will look from that view and for that particular drawing. In a manga, it is likely that a character will have to be drawn many times from several different points of view and from various angles.

Regarding the design of your character, there are two basic aspects to take into account:

1. A manga character should have an essentially simple design. This is because it can become too time-consuming, especially in terms of time, to draw an overly complex character several times.
2. You should think about how your character will look from all views and angles. You will probably have to draw it from multiple views and for multiple times.

Choose your character's profile in advance

Decide in advance, that is, even before you start drawing, what your character will be and choose the smallest details you will need to properly convey your message to the viewer.

If you would like to design a human being or at least one with human features, you should note down some basic information about your character such as age, whether he is a student or a working character, personality, etc.

Also, it would be very helpful in terms of designing human-looking characters if you know at least the basics of human anatomy, to understand where to properly arrange the various anatomical parts in your character.

Once you have chosen the main characteristics of your character, your design can be based on these factors.

Make rough sketches of your characters

Draw some rough sketches of your ideas about your character.

Sketches can be sketched either from any point of view or in any pose, it is up to you to decide what you like to draw best.

The advice is to make at least one sketch of the whole body and a few sketches of faces close together. If your character needs to be portrayed particularly large or particularly small, you can sketch it using, as a yardstick, an average-sized person, and draw her next to this character to get a better idea of her size.

When you begin sketching your character use as little detail as possible. Do not complicate, especially in the beginning, your sketch. You can always add more details later if you feel your character is too simple.

Once you have finished making your sketches, choose the designs you like best and combine them to create your character.

Develop your character design

To further develop your character, draw him from the front, both sides and back views. You can also draw additional views if you feel it is necessary.

The reason for making these preliminary drawings is that you will have, later, a complete drawing of your character. You can then use these images as reference material when you draw the same character.

Choose whether to leave your character in black and white or whether it is better to use color

Generally, manga are comics with black and white characters, although, for example, color is often used in the covers.

Even if you are already clear in your mind about certain colors for your character, there is one very important aspect of coloring that you must necessarily be aware of: some colors look better together than others.

These are usually complementary colors or colors that are opposite each other on the color wheel. Also, the colors do not have to match exactly with those on the color wheel, you can also use the various variations of a given color.

You should also choose appropriate colors for the type of character you are trying to create. In fact, the colors you are going to use may represent certain moods. For example, blue is often considered a cold color while red is considered a warm color. So if you wanted to design a fantasy character who uses ice magic, you would probably avoid using the color red with all its shades, preferring cold colors to draw and color your character.

Draw the characters so that they are consistent with the story you are telling

Always draw the characters to match the story you are telling. Many manga have fairly generic-looking characters and would tend to fit any story.

The advice is to strike a balance between originality and what is consistent with your story.

Also, it is not very wise to copy other artists' stories and characters. And by this we mean copying most of the design or story, making insignificant changes. It is okay to draw inspiration from the work of others, but be sure to carry forward only your own ideas.

Having covered in general terms what the basic principles of manga drawing are, we will now go on to see in practical manners how to build your manga character.

How to draw the head of a manga character

Learning how to draw a manga character's head is no easy feat, but it is a crucial part of any artist's skills; therefore, it is worth taking the time to learn how to do it well.

The head is a very complex structure, so there are many tips and tricks to master that will make the process easier.

To make the task easier, the advice is to decompose the skull into various parts, which correspond to various geometric figures. Essentially, the head can be decomposed into two main shapes: a circle for the upper part and a triangle for the lower part.

Using these two basic shapes, you can set the basis for a drawing of a head from any angle or point of view.

You can then draw your head from different points of view. Front or straight view. A 3/4 view is when the head is only slightly turned to the side. Profile view is when the head is turned completely to the side. 1/4 view is when we are just getting a slight view of the face, maybe a little hint of the eyes and a little behind the ear. And then there is the view of the back of the head.

The head can also be tilted upward or downward. When looking a head down or if the person is looking down, the face will appear shorter. The eyebrows are arched and the eyes come a little closer together, and you will see the top of the nose resembling a small dot. The mouth will be represented with a thin line.

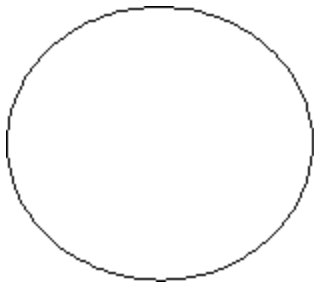
When sketching a head looking down, the bisection line across the face curves downward.

When you look up, you will see the lower part of both the chin and the nose. The eyes will appear to move closer to the eyebrows and again the mouth will not appear as open even though it is, appearing narrow because

of the way we are looking at it. The bisection line on this head will curve upward instead of downward.

Let us now turn to the practical part.

Then begin the drawing by drawing the basic shape, represented by a circle. Draw your circle right in the center of the paper, so that you have the space you need to insert, later, both the details of the face and the rest of the body.



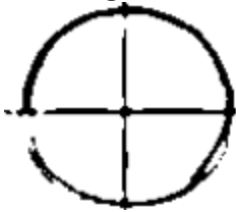
If you are a professional then you can already sketch your drawing with a pen or India ink, although the advice is, whether you are an expert or a beginner, to always draw with a pencil to erase any mistakes.

When drawing the circle representing the skull remember that it should be divided into quadrants and then to add a series of guide lines around its surface on each axis. These guidelines help describe the shape and also establish the position of the head itself, the perspective from which we are looking at it and the direction in which your character is looking.

At this point draw the first guideline, which is the one that divides the circle, centrally and horizontally into two parts. You will need this guideline to determine the correct position of your character's eyes.

Then draw another line dividing the circle in two, but this time vertically.

Draw a second horizontal line at the bottom of the circle, so that it will serve as a guideline when you go to insert the nose.



Draw a third horizontal line, a little shorter than the previous ones and placed a few inches away from the guideline you drew for the nose. This line will serve as your guideline for when you go to sketch the chin.

If you decide that your character will be a girl then place this mark a little higher, since female manga characters tend to have rounder faces than male characters.



Draw two side lines that meet in the center of the chin line you just drew. Start on the right side and widest point of the circle and continue, as we said until the end of the line you drew for the chin. Do the same on the other side as well.

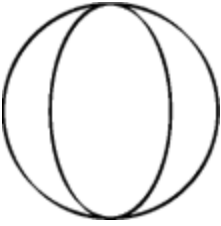




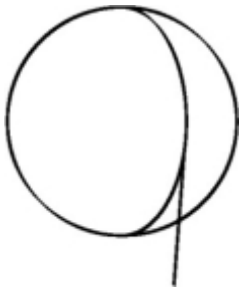
How to draw a head in the $\frac{3}{4}$ view

Also for the $\frac{3}{4}$ view, the first thing you need to do is draw a circle.

The difference between this view and the front view will be solely in choosing the position of the guide lines. The guide lines, in fact, will be inserted in the direction in which your character turns his gaze. Also, if you take into account that the shape of the head will be similar to a sphere, in this case the guide lines should be slightly curved.

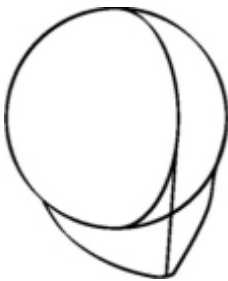


Now draw the chin line. Stretch the diagonal representing the tip of the chin, to the point where you decide it is most appropriate or to your liking, and always according to the character you intend to make.



Remember also that, the part representing the jaw and jawbone should be narrower on the side where the head rotates. Thus, if the gaze is to the left, the right side should be narrower.

You will then simply draw a slightly curved line to shape the cheek.



How to draw the head in profile view or side view

Having explained how to draw the front view and the $\frac{3}{4}$ view, we now move on to draw the side view.

This head view is a bit more complicated than the others; therefore, you should both pay more attention and practice more often before getting perfect results.

Start by drawing a circle as usual to represent the top of the head.



Now draw a line horizontally through the center of the circle. This will give you two halves of the circle. Cut the bottom half of the circle horizontally again. Also draw a horizontal line across the bottom half of the circle.

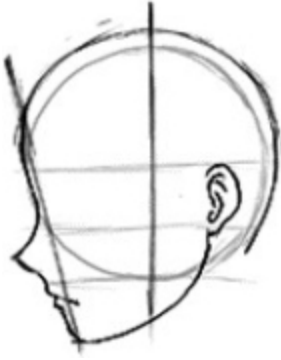


Now draw a line along the center of the circle vertically, both at the top and at the bottom. Also draw a diagonal line from the left side of the center horizontal line to the left side of the second horizontal line.



Insert the ear between one circle and the other. As is logical to guess, it will not be necessary to draw both ears.

Draw the jaw and jaw line. As for the jaw line, this should go all the way up to the ear and thus will be longer than the line you draw on the opposite side.



Insert the neck and then erase the guiding lines. Draw the front part of the neck slightly tilted toward the inside of the body. As for the back, start drawing it from the base of the skull, which is located just behind the ear, and then go down at an angle by drawing a slight curve right at the base of the neck.



How to draw the ears of a manga character

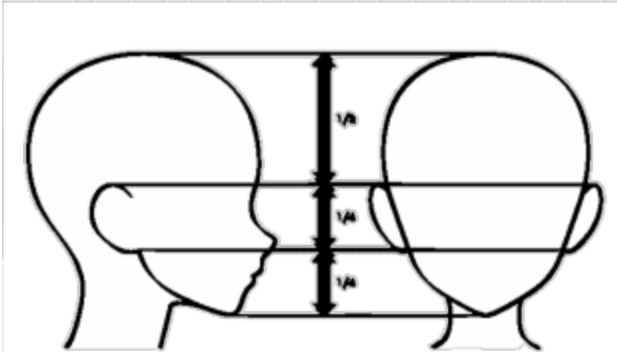
In this chapter, you will be shown, step by step, how to draw manga ears from the side, front, and back views, and it will be explained where to correctly position the ears in relation to the head.

Manga ears vary according to different styles, ranging from the most realistic to very simplified shapes, although, in reality, there is no definitive or unambiguous way to draw them.

It is also difficult to have clear guidelines for drawing ears in general because of their irregular shape. A good thing to do is to simply look at some examples or photos of ears, especially if you are looking for a more realistic style.

Also, it is worth noting that when drawing the ear from the side view, it may be helpful to think of it as an oval or an egg tilted to one side.

Let's start with correctly positioning the ear on the inside of the head. Manga ears tend to be drawn lower than real ears. One way to position the ears on the head is to first draw a horizontal line through the center of the head and then draw another horizontal line between that line and the chin. Then draw the ears between these two lines.

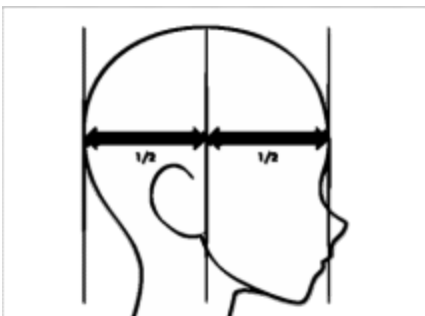


For vertical placement, draw a line in the center of the head and draw the ear to the side of that line.

If you want to draw smaller ears, you can move them slightly lower than the top line.

For horizontal placement, draw the top of the ears near the bottom of the forehead and the bottom of the ears near the bottom of the nose.

In general, in manga art as well as in realistic human art, the ears will be as long as the space of the eyes. The smaller the eyes, the shorter the ears will be. This varies, even depending on the structure of the face.



If you want to draw a more stylized manga character, you can draw the ears even lower than their normal position on the head.



Let us now turn to explaining how to draw a character's ear. When we talk about drawing the ear, we refer specifically to the outer ear. The outer ear consists of the auricle and the external auditory meatus.

So let's start by outlining the shape of the outer ear. You will need three simple lines to draw this part of the ear. First, outline the outer contour of the auricle. The shape closely resembles half of a heart with the addition of a curve at the end.



Insert the inner details of the ear. Add two lines to draw the trago, which is the protruding portion of the cartilage in the center in front of the external auditory opening. Opposite the trago is usually the antitragon.



At this point the drawing is already finished. If you want to add more detail, just look at examples of real ears, however for manga style these two short steps are enough to draw your ear.

How to draw the eyes of a manga character

The eyes of manga characters are one of the most distinctive features of this particular type of art. Depending on the type of character being portrayed there are countless variations in both shape and expressions.

In this part of the guide the focus will be on some of the most common types of manga eyes and some potential reasons why they are drawn as they are will be examined.

Most manga characters' eyes are drawn in a fairly simplified way, in which many details, therefore, are omitted.

This is because when drawing characters for an entire comic book, having to draw detailed and realistic eyes each time would take too much time.

In addition, the larger the eyes the easier they are to see in the small drawings that are then placed within a manga comic. This also makes it easier to convey the character's emotional state.

Manga eyes, therefore, tend to consist of minimal parts, such as the upper and lower eyelashes, iris, and pupil.

Instead of drawing single lashes, manga lashes are often drawn as a single shape or with only a hint of a few lashes, established always based on the drawing style or taste of the artist.

Below you will find all the instructions and various examples on how to draw the basic eye shape and variations to this basic shape.

How to draw the basic eye shape of a manga character.

Manga character eyes, in basic form, consist of only a few lines and curves put together and do not have much detail; therefore, they are actually quite simple to draw.

Start by drawing the basic shape of the eyes.

First you should draw what then, when the drawing is finished should be the upper and lower lashes.

As for the top, you will simply draw a curved line going downward.

As for the lower part, however, draw a line positioned in the middle relative to the first and with a slight upward curve at both ends.



Insert the iris inside the eyelashes. Draw an oval inside the two ciliary arches so that the two ends of the oval are completely attached to the eyelashes.



Add details to the inside of the eye. Draw circles inside the iris, a larger one placed at the top and a smaller one placed at the bottom. These two circles represent the reflected light hitting the inside of the eye.



Draw the lines representing the pupil.



Draw the main reflected light at the top of the eye.



Draw the secondary reflected light at the bottom of the eye.



Shade the eye. To shade the eye, shade the top white parts that are around the pupil.



At this point your basic manga character eye design is finished. If you want a more pronounced effect, simply color the pupil a darker or deeper black or, if you prefer you can add color to your character's eyes.

When you draw the eyes remember that in the frontal, non-angled view, they will usually be spaced far enough apart that you can fit, in practice, another eye in the middle.



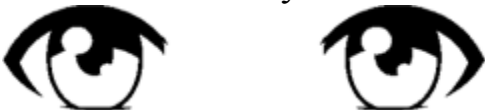
As for the angular view, draw everything as if it had been compressed vertically. The more the angle is compressed, the more angled the eyes turn out to be. The distance between the eyes drawn at an angle should be less than the width of the eye that is closest to the viewer.



Top-down view. When drawing the eyes from top to bottom, draw the upper portion of the eyes flatter than the lower portion. The reason for this is that the eyelids will be more visible from this angle and will appear to cover more portions of the eye.

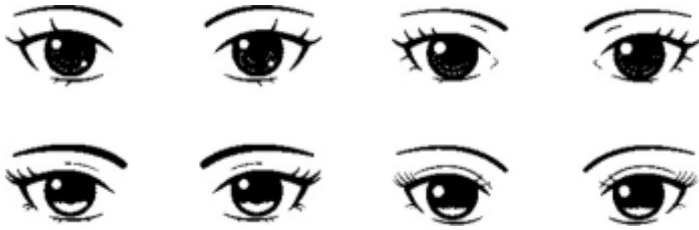


Bottom-up view. When drawing the eyes from the bottom-up view, draw the upper part of the eyes more curved. The reason for this is that when looking at the eyes from this angle, the eyelids will be more hidden behind the curvature of the eyelids.



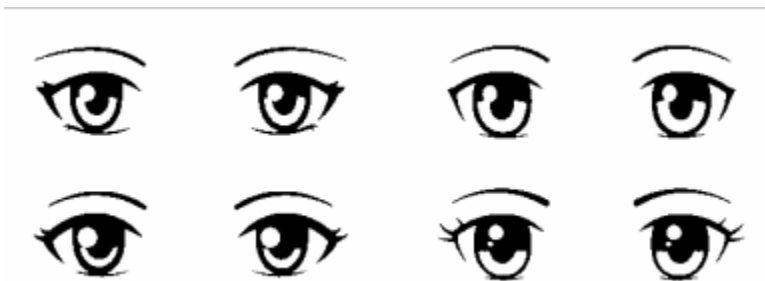
Example of drawing semirealistic eyes.

For this style you will simply draw the irises and pupils round and bring the eyes much closer than the position of the actual eyes.



Example of how to draw regular-shaped manga eyes.

This is the most commonly used style for drawing manga eyes. To achieve this style you will only need to draw the eyes significantly larger than the real eyes. As for the eyelashes you will only need to sketch hints.



Example of how to draw stylized or Chibi-style manga eyes.

Characters drawn in this style are often known as chibi. These characters have tiny bodies and huge heads, with giant eyes that can cover most of the head. Therefore, to represent this style, you will only need to draw huge eyes. Draw almost every part of the eyes elongated vertically. Most of the details of the eyes when drawing in this style can be omitted. You can also avoid drawing the lower eyelashes.



How to draw the eyes of a female character

The specifics of drawing female eyes in manga style will now be explained to you step by step, and detailed drawing examples will be provided for each step.

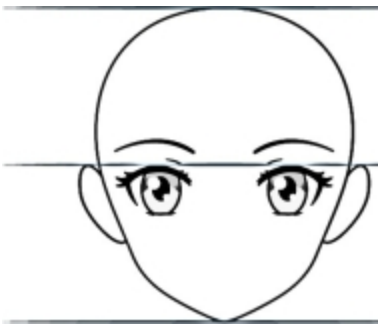
Manga eyes, as we have already specified, are almost always drawn larger and wider than real eyes. This is especially true for female characters who often have larger and wider eyes than their male counterparts.

A characteristic trait that really distinguishes female eyes from male eyes are more prominent eyelashes, thus longer, thicker, and more numerous. Although this is not always the norm, it tends to be so in most cases.

As for the basic eye shape of female characters, it is completely identical to the basic eye shape. the only difference is that eyelashes will also be added to your character at the end.

The first step is to position the eyes correctly inside the skull. To place the eyes on the head vertically, divide the head in two and draw them below the midpoint.

It should be noted that real eyes are usually placed directly on this line, but in manga the eyes tend to be drawn lower down. Especially for younger female characters.



Draw the outer part of the eye. Start your drawing with the outer shape of the eye. In this case, as we explained in the part about the general shape, with the eyelids and eyelashes.



Draw the shape of the iris. Draw the elongated iris vertically. Basically you should draw an oval with the top and bottom being hidden by the eyelids.



Draw the iris and inside the iris draw the pupil, tracing the same shape as the iris but smaller.



Draw a dark line at the top of the iris. Draw a line toward the upper half of the eye that will indicate the darker area partially created by the shadow of the eyelashes reflecting in the eyes.

You can then erase the line that overlaps the pupil in the next step. The reason to draw it all the way through is to make sure that both sides match.



Draw the reflection point of the eye. Erase the shadow line superimposed on the pupil and draw a small circle next to it, representing the area of light reflection.



Add the second dot light. Insert a smaller circle below the first circle but on the opposite side.



Shade the different areas of the eye. Finally, you can shade the different areas drawn in the previous step. Shade the eyelids, which are technically also part of the eyelashes, black. Also shade the pupil in black.

Finally, shade the iris gray or whatever color you want the eyes to have.



Add eyelashes in the upper eyelid. It should be noted that, as we mentioned above for eye design in general, you could stop at the previous step and have a perfectly normal manga eye. But, since the focus in this example is on the female eyes, some eyelashes will be added.

The first place you need to add eyelashes are the outer corners of the eye. Generally, real eyelashes fan out around the eyelids. Try to draw your character's eyelashes in a similar manner.

Then add some smaller lashes to the inner corner of the eye.

There is no need to add them in the middle since they usually tend to point forward and thus visually simply come together into a single shape.



Add lashes to the lower part of the eye. Finally, add tiny lashes in the lower outer and inner corners of the eye to have a finished design of a female manga eye.

You can leave the eye like this, or you can decide to shade and color it.



Draw the other eye as well. The last step is to draw the eye that goes on the other side of the face as well.

If you are planning to draw both eyes at the same time, draw each step for each eye before moving on to the next step.



How to draw manga eyes of male characters

This section will explain how to draw the eyes of male manga characters, step by step.

The eyes of older male characters tend to be narrower than those of younger characters. So to make this differentiation clear, and to make the characters look younger all you need to do is draw larger and wider eyes.

The eyes of younger male characters are often drawn very similarly or exactly the same as those of female characters, the only difference being the slightly more elongated shape and the absence of eyelashes.

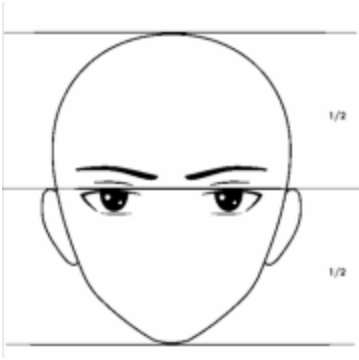
In this example you will be shown how to draw the eyes of an adult male character about 20-30 years old.

Start by properly positioning the eyes on the head. To place the eyes on the head, draw a horizontal line through the center of the head and draw the eyes below that line.

If you want to draw half-closed eyes, draw them a little lower than the line in the middle, since the top of the eyes will be covered by the eyelids.

These placement guidelines can also change depending on the style. If you are, for example, trying to give your character a very realistic look, you should place the eyes higher.

Optionally you can also give a hint of the top of the eyelids. The more realistic manga styles tend to show the eyelids while the more simplified ones do not.



Start by drawing the outer shape of the eye. As mentioned earlier, the eyes of male characters tend to be narrower than those of female characters.



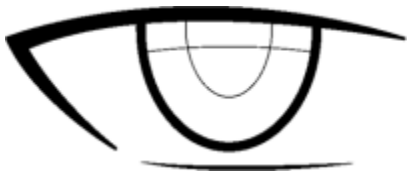
Add iris. The irises of manga characters are often drawn in a slightly oval shape, although sometimes they can be drawn round, just like real eyes. You may notice that for this particular example much of the pupil is covered by the eyelids.



Draw the pupil. Place the pupil close to the shape of the iris but smaller and narrower.



Add the line that will serve as a guide for shading. Usually there will always be a shadow at the top of the eyes or a reflection of the eyelashes that make the top darker. You can outline this area and then shade it later.



Combine the pupil and shadow line together. You can hatch the pupil and the upper shadow as one shape since they can be shaded with the same color.



Add the main reflection of the eye. Draw a circle at the top of the eye to represent the main light source.



Draw the secondary reflection. The secondary reflection in the eye usually comes from the light emitted by the reflection of the primary light source. You will then simply place in the corner opposite the bottom of the primary reflection, another circle, but much smaller than the first one.



Darken the part related to the pupil. Draw a darker line to indicate the pupil, since the rest are all guide lines that will disappear when you go to shade.



Now you just need to shade and, if you prefer, color the eye. As mentioned earlier, you can use the same color for the pupil and the shadow. Leave the highlights white unless the light source is a particular color.

How to draw manga eyes to show your character's mood and personality

Let's focus now, on how to draw manga eyes to give an idea of a character's mood or personality.

These examples are intended to give you some basic ideas on how to draw eyes to portray a character in a certain way and with a certain attitude.

Example of how to draw friendly eyes.

Large eyes generally are more expressive and also make the idea of being friendlier. To make the eyes even friendlier you can draw the lower eyelids slightly raised and curved downward. This will give the eyes a slight squint as if they are smiling and better make the idea of looking friendlier.



Example of how to draw innocent-looking eyes.

To achieve this effect you should add many reflections inside the eye. In this way you will be able to give a character an innocent, excited or even in love look.



Example of how to draw serious eyes.

For a serious-looking character you will simply narrow the eyes vertically with the upper eyelids and eyebrows drooping toward the center of the face.



Example of how to draw frightened or crazy eyes.

If you want your character to have crazy or frightened eyes, draw them wide open with smaller-than-normal irises and pupils. Leave a white space between the irises, eyelids and eyelashes.



Example of how to draw indifferent eyes.

To get the hollow, indifferent eyes effect, all you need to do is draw the eyes without pupils or reflections. This can make a character look indifferent or even unconscious.



Example of how to draw bad eyes.

To emphasize that your character's eyes look bad you can use a combination of two or all three serious, crazy and hollow anime eyes. The general shape of the eyes should be similar to that of serious eyes, that is, squinting eyes with lowered eyelids and eyebrows. The irises can be drawn smaller as in the crazy eyes, and many inner details can be left out.

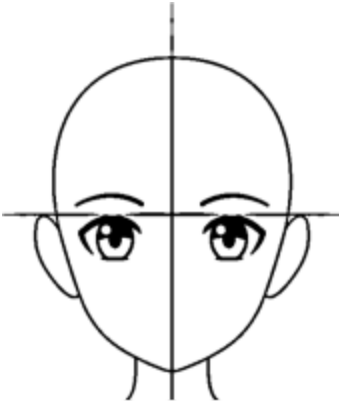


How to draw the eyes and expressions of crying manga characters

In the following examples, you will learn how to draw crying manga eyes in four different variations and how to place the eyes correctly on the head.

First of all, to draw crying eyes correctly, it is important to draw the whole head. A large part of the head, in fact, will be covered by the tears running down the face.

Begin the drawing with the correct placement of the eyes within the head and face of your character. The placement of manga characters' eyes on the head can vary depending on the style. A good way to place the eyes on the head, as we explained earlier, is to draw the general shape of the head and draw a horizontal line directly in the center of it. Draw the eyes directly below this line.



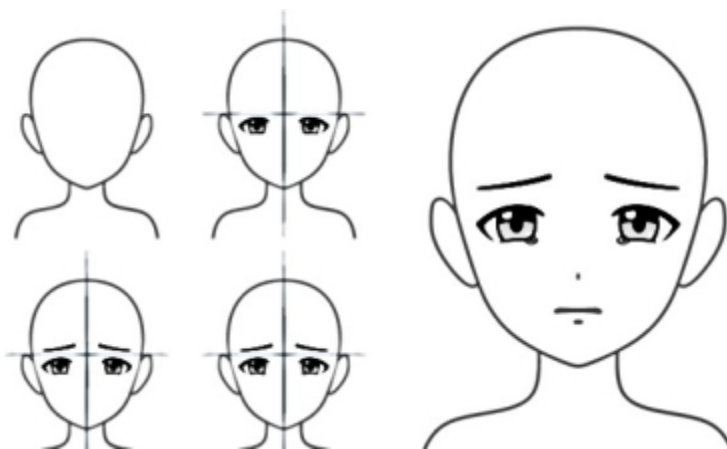
Example of how to draw a manga character who is starting to cry.

When drawing a character who is beginning to cry, you should first draw the eyes half-closed. Draw the eyelashes and lower eyelids curved inward and slightly lowered toward the outside of the eye.

Draw the eyelashes and upper eyelids less curved than normal and also slightly lowered toward the outside of the eye.

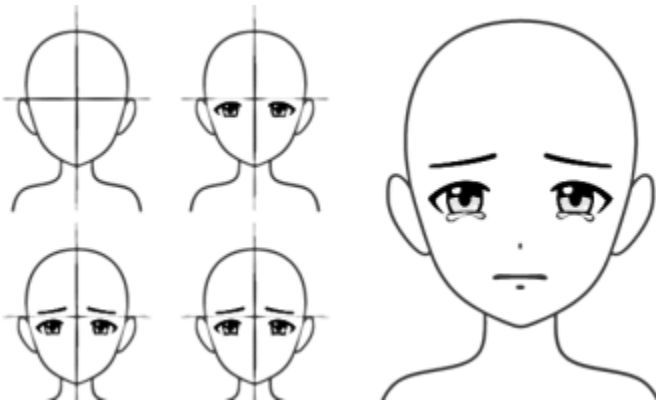
Draw the eyebrows in the shape of a subtle upside-down curve, with the inner part of the eyebrows raised and the outer part lowered.

Finally, draw two small round drops on the sides of the eyes, that is, on the tear ducts, to represent your character's tears.



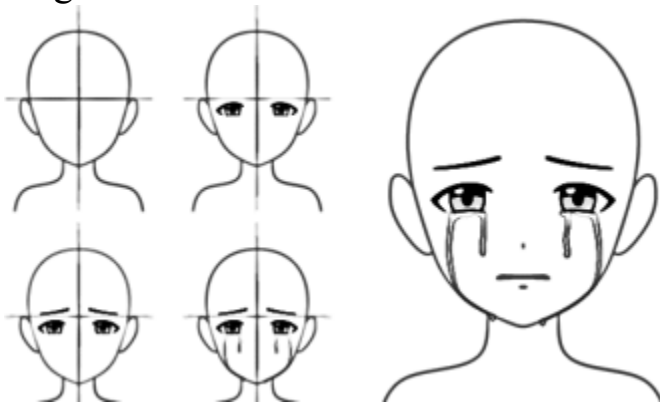
Example of how to draw a character with tears in the foreground.

Use the same directions as in the previous example but draw tears covering the entire lower part of each eye. Have their outline shapes hang down from the edges of the lower eyelids. As if they are about to spill over the edge of the eye.



Example of how to draw a character with tears streaming down the face. Again use the same directions as in the first example, but, in this case, you should draw the eyes slightly more half-closed and you should bring the eyebrows slightly closer together.

Draw the tears flowing out of the outside of the eyes and down the cheek. Be sure to draw the flow of tears with a slight curvature, as they will hug the shape of the face. Also draw some tears from the inner parts of the eye, but do not draw them all the way down like the outer part, so that the drawing looks more natural.

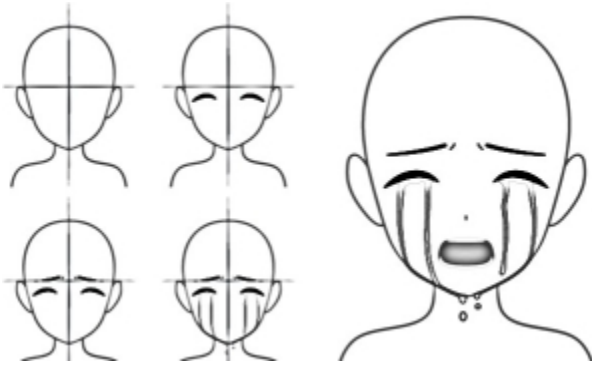


Example of how to draw a character crying his eyes out.

To emphasize the fact that your character is really upset, draw the eyes completely closed with an upside-down curve.

Draw the eyebrows lower and even closer together than in the previous examples. You can also draw some wrinkles to emphasize that the eyebrows are really squished together.

Draw tears in the same pattern as in the previous example but falling further down the face. You can also add a few tears falling near the chin. In this case the tears will roll down the face and gather downward.



How to draw a character's eyebrows

In this part of the guide we will cover how to draw different types of manga-style eyebrows in different positions.

The eyebrows of manga characters have many variations in both their shape and size, but they generally tend to fall into a few basic categories.

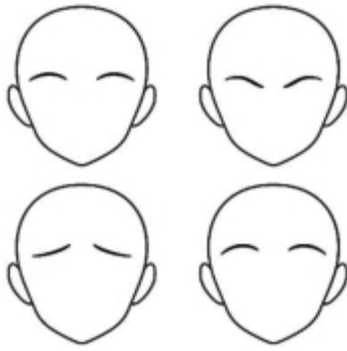
The following will explain how to draw eyebrows following these specific categories.

Example of how to draw thin manga eyebrows.

This is the type of eyebrows that is most often used to draw manga-style characters. You can draw both basic thin eyebrows, very simple and slightly thicker towards the center and thinner towards the ends.



Or you can draw variations of thin eyebrows. In the shape of a wave when they are down. When they are raised, however, you can draw them in upside-down curves or simply higher on the head with the inner ends raised.

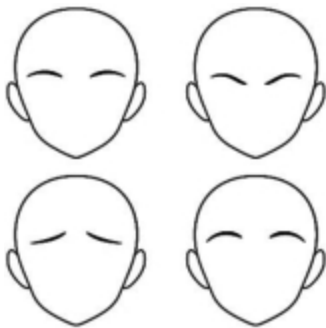


Example of how to draw eyebrows thicker on the inside and thinner on the outside.

Not much different from the previous example, these tend to be thicker toward the inner ends and thinner toward the outer ends.



As for variations you can do it exactly as in the example above. Simply respect the overall shape of the eyebrow and draw the inner ends slightly thicker.

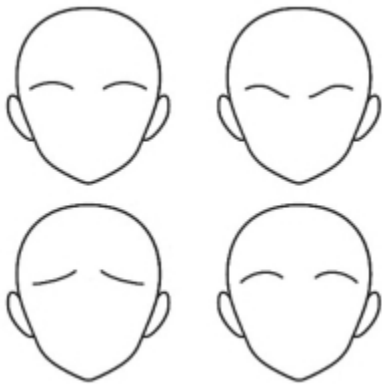


Example of how to draw thin single-line eyebrows.

They are definitely the simplest form of eyebrows, as you will only need to trace a slight, subtle curve.



Variants will also follow the same design method.

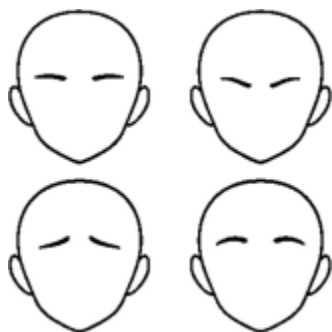


Example of how to draw short and thin eyebrows.

Some characters tend to have very short eyebrows. It is important to note that short eyebrows generally start at the same distance from the center of the face as long eyebrows. It is usually their outer ends that do not go as far to the sides of the face as long eyebrows do.



For the different emotions draw them almost as in the general example but with less curvature when lowered.



Example of how to draw short, thick eyebrows.

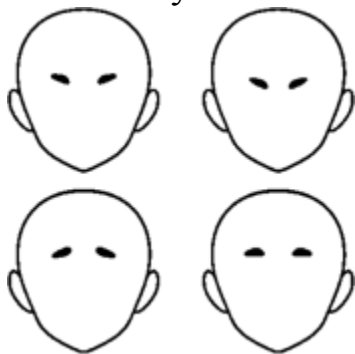
To draw these types of eyebrows, you can draw them in a shape similar to a triangle but with rounded corners.



When you draw these types of eyebrows in different positions, you can do so by giving them the same general shape and simply deform them slightly in order to properly match your character's facial expression.

For lowered eyebrows draw them pointing more inward toward the face and closer together. When the eyebrows are raised you will simply flip them over.

For raised eyebrows draw them higher on the head without tilting them.

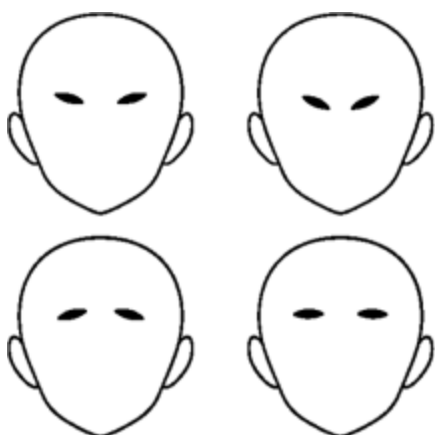


Example of how to draw short, thick and pointed eyebrows.

The shape is similar to the previous example, the only difference is not closing the triangle at the end of the eyebrow but giving it a slightly more elongated and pointed shape.



For the variants, too, you can pretty much follow the instructions in the example above. Generally you can keep or slightly change their general shape and rotate them by moving them according to your character's facial expression.



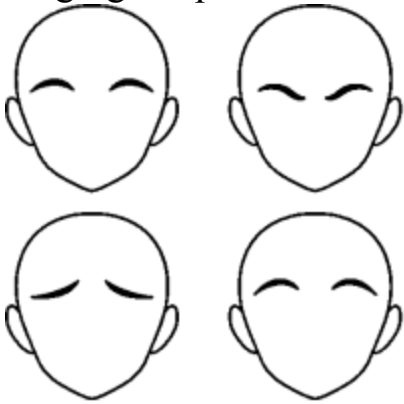
Example of how to draw very thick eyebrows.

Thick eyebrows are another fairly common type used to represent manga characters. They tend to be more common among male characters.

These are basically a thicker version of thin eyebrows. Draw the brows thicker toward the center and thinner toward the outer ends. Alternatively, you can draw them thicker towards the inner ends instead.



Variations will be drawn by following the general example and simply changing the position.



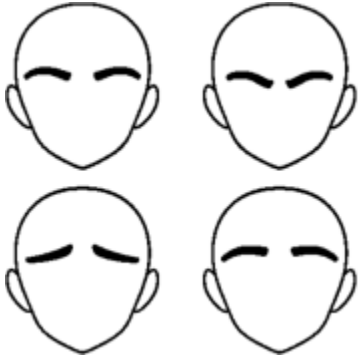
Example of how to draw very thick or bushy eyebrows.

This type of eyebrow is quite rare to find in a manga drawing. Usually it is the male characters who tend to have them although sometimes female characters are depicted with these eyebrows in a playful or ironic way.

To draw this type of eyebrow, you will simply draw two parallel curved lines and then join them at the sides.



Once again you can draw the different eyebrow positions based on the first example.



How to draw the eyelashes of manga characters

You will be shown in this chapter how to draw different types of eyelashes of manga characters ranging from very simple to semi-realistic styles.

Eyes are the most crucial part of manga style, and eyelashes are a very important part of it. You will be shown both tips and tricks on how to draw eyelashes and some examples of the most common eyelashes.

Example of how to draw eyelashes in a simple way.

The most basic type of manga eyelashes is basically a solid shape without any of the individual lashes. They usually consist of the top and bottom, but in some very simplified styles only the top lashes may be shown.

Drawing this type of eyelash is quite simple. Start with the outline of their overall shape.



Make the upper lashes much thicker than the lower lashes. Be careful not to make the lower lashes too thick or your character may look like he or she has bags under the eyes or a black eye. Fill in the lashes with black color once you have finished the design.



Example of how to draw standard manga eyelashes.

These are the most common eyelashes with some variations seen in most manga comics. Only some of the individual eyelashes are shown in this type of drawing.

As in the previous example, start by drawing the shape of the lash outline without any of the individual lashes.

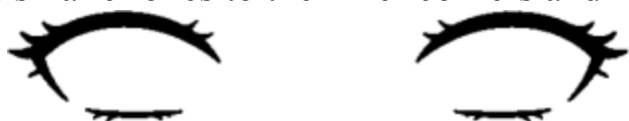


Fill in the lash outline again with black.



Lashes, in reality, fan out around the eye; therefore, keep this in mind when drawing them. Although it is not necessary to show the full transition, you should still keep the few lashes shown facing the right direction for that part of the eye.

Because the lashes are small and simple, you can shade and draw them at the same time. Add larger lashes to the upper outer corners of the eyes, and smaller ones to the inner corners and lower eyelids.



Example of how to draw semi-realistic manga character eyelashes.

Semi-realistic eyelashes are quite rare as they take longer to draw. For this reason, they are more likely to be seen on individual pieces or comic book covers.

As always, start by drawing the outer shape of the eyelashes, but this time draw the top and bottom as if they were one shape.



Also in this example, fill in the eyelash outlines with black color.



Add lashes. The lashes, in this example, are quite thick; therefore, you may need to make several passes for each one. Draw them thicker toward the base and thinner toward the ends.

Unlike the previous examples, these semi-realistic eyelashes are not symmetrical, so they turn out to be different for each eye.

In addition, to avoid the doll look, also try to draw them at slightly different intervals from each other and make some eyelashes overlap the others.

Also be sure to draw your lashes curved to keep them as natural as possible. A very common mistake, in fact, is to draw the lashes as if they were straight lines.



How to draw the mouth of manga characters

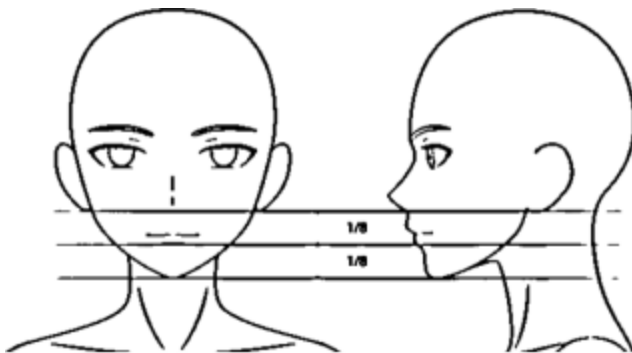
The mouths of manga characters are essentially simple to draw. In fact, given that characters are drawn very stylized, very often manga mouths and lips are simply sketched.

The following will explain the various manga-style mouth expressions from the frontal view.

If drawn correctly, mouths can really help convey a character's character and mood. Mouths and lips are also the facial features that can change the most due to a particular expression.

The mouth of a manga character should be placed halfway between the nose and the chin. In general, if you want to create a simple mouth, draw a slightly curved horizontal line to sketch a smile.

Then draw another slightly smaller line below the first to give the appearance of a lower lip.

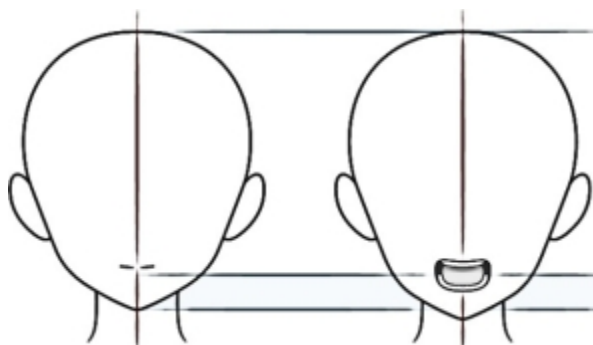


While on a general level manga-style mouths are therefore fairly easy to draw, they can also sometimes be a bit difficult to render since you have to maintain a balance between showing the right emotion and maintaining style.

Below you will find some of the most common manga mouth expressions.

Example of how to draw an open mouth.

To draw an open mouth, the jaw must be drawn down.



Example of how to draw a manga mouth with normal expression.

Draw this type of mouth with a slight curve and make it small enough relative to the head. You can also insert a small break in the middle, but this is an optional step.



Example of how to draw a smiling anime mouth.

To achieve this expression, draw the mouth wider than in the previous example and with the corners raised. Basically draw a curve that is larger and with the outer part raised upward.



Example of how to draw a serious anime mouth.

This type of mouth can also be used for angry characters. Draw the mouth more or less as if it were the flip of the normal expression, but with more of a curve than its general shape.



Example of how to draw an intrigued and amazed mouth.

This example can be used for a character who has a sudden interest in something or who is amazed and reacts suddenly to an unexpected piece of news or event. In this case the mouth will be drawn open with the top row of teeth slightly visible.

Because the mouth is open, you must lower the jaw. Draw the mouth in a shape somewhat similar to a rectangle with rounded corners but slightly narrower towards the top.

Shade the inside of the mouth so that it is dark enough and brings out the contrast with the white of the teeth.



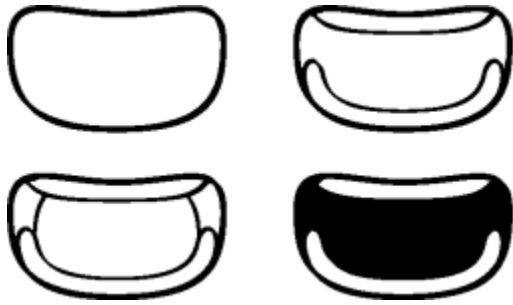
Example of how to draw a screaming mouth.

This example of an open, screaming mouth is slightly more complex than the other examples.

When the mouth is wide open, as in this example, you must bring the jaw even lower than in the expression where it is slightly open.

Draw the actual mouth by first outlining its general shape and then add the outlines of the teeth and tongue.

When you then shade or color the inside of the mouth should generally be darker with the tongue slightly lighter and the teeth completely white.



Example of how to draw a mouth with a puzzled expression.

This type of expression can be used for a character who is confused, thinking or trying to remember something.

Again, when the mouth is open, you will need to place the jaw lower during the drawing. Make the shape of the mouth itself similar to an O. You can also add a small curve under it to give a hint of the lower lip.

At the end of the drawing, shade the inside of the mouth to give more emphasis to the expression.



Example of how to draw a smiling mouth with teeth showing.

This is another very common variation of a manga-style smile in this case, a character smiling and showing his teeth.

This type of smile can be used for a character who is genuinely happy, but it can also often be used as a fake smile or an ironic smile.

Draw this mouth as if it were a flattened watermelon slice. You can also add a space between the two sides at both the top and bottom.

You can also give just a hint of teeth by adding a couple of curves on each side. Try drawing them in a way that if you were to extend them eventually they would meet in the middle forming a smooth curve.



Example of how to draw a crafty mouth.

In addition to showing a sly expression, this type of mouth is also sometimes used to give a character a more cat-like or animal-like appearance. Draw this type of mouth similar to a wave raised toward the corners and then back toward the center. Also try to keep this wave fairly symmetrical on both sides.



Example of how to draw a sneering mouth.

This expression can be used to show a character who has bad intentions or simply to give him a competitive appearance. Draw this expression similar to a smiling mouth but tilted at one end and with the upper lip raised higher.

To emphasize that this is a smile you can give a small hint of teeth on one side only. If you want to make the smile more mischievous, you can also draw a sharp tooth.



Example of how to draw an upset mouth.

This type of mouth can be used to represent an upset or very embarrassed expression. For this type of expression you will simply widen the mouth and draw it as if it were composed of a series of waves. Unlike the smart mouth, this one does not need to be symmetrical.

You can also draw a small upside-down curve to give a hint of the lower lip.



Example of how to draw an embarrassed anime mouth.

This type of Bacchus represents the expression of a character who is caught off guard doing something he does not want others to see or discover.

Draw this mouth slightly open, placing the jaw at the bottom, and quite wide. Make the lower part a little wider than the upper part.



Example of how to draw a creative mouth.

This is a creative expression that a character usually has when he or she is doing something like writing or drawing or when he or she has a brilliant idea.

Although the mouth will look closed, in reality it will have to be slightly open to let the tongue out. For this reason again draw the jaw slightly lower than normal.



How to draw the teeth of manga characters

Now you will be shown how to draw anime and manga teeth with examples of side and front view drawing. You will also be given tips on both how to place them inside the mouth and how to analyze their different styles.

Although simplified manga teeth may seem easy enough to draw, there are actually some critical features to consider.

You will find explained here how to: draw teeth in different views and angles; examples of manga-style teeth with different facial expressions; how manga teeth can be used to show a character's personality.

Generally, manga teeth are drawn without the full details of each tooth. In fact, they are usually shown as a single combined shape or only with hints of individual teeth.

There are rare occasions when each tooth is shown, but in that case they are usually drawn almost like real teeth.

Example of how to position the teeth with the mouth open in the side view. When the mouth opens like the screaming face drawn below, the upper row of teeth remains in the same position relative to the head. The bottom row moves along with the jaw, but their position relative to the jaw itself does not change either.



Example of how to draw open-mouth teeth in frontal view.

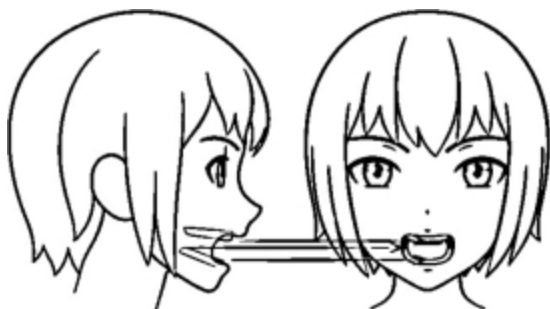
The example below is the frontal view of the face. In this perspective the teeth become much more difficult to draw. This is especially true for the bottom row since it is difficult to estimate how high the teeth should go along the lower jaw at this angle.



A good trick is to use an easier view to draw and then estimate the position of the same body part in a more complex view.

In this case you can use a drawing of the teeth in the side view and then project a series of lines that will give you the placement of the teeth in the front view.

Although this may seem like a large amount of work, it is not necessary to create a detailed side view drawing as we did in the example below. Just make a simple sketch to serve as an outline.



Example of how to draw smiling teeth.

Probably the most obvious emotion in which teeth are usually shown is a simple smile. To make this effect you can give a slight hint of the top and bottom row of teeth by drawing a couple of curved lines on each side.



Example of how to draw the teeth of a frightened character.

As with the smile, you can once again give just a hint of the line separating the upper and lower rows of teeth.



Example of how to draw a grin from the side view.

A side grin is another common facial expression in manga in which teeth are shown. This expression is often drawn with a hint of the canine, to emphasize the aggressive nature of the expression.



Example of how to draw teeth of an angry character in the side view.

Just as the teeth of the grin are often drawn with a sharp fang-like tooth.



Example of how to draw manga teeth in Yaeba style.

The tooth poking out is usually drawn to show an energetic and mischievous character. This is also known as Yaeba.

To show this style draw, the mouth open but draw it with only one sharp tooth, as if it were a fang, on only one side of the mouth.

Also, keep in mind that since this is a very particular way of drawing teeth, the actual correct placement of a tooth becomes less important, but you should still try to be at least somewhat accurate and precise.



Example of how to draw multiple sharp teeth or shark style.

Sharp shark-like teeth on manga characters often stand for a competitive personality. Some characters may have them as a permanent feature, while others may have them only in a certain expression.

For this type of teeth, you can practically draw them like a saw or like real shark teeth.



How to draw the hair of manga characters

After learning how to draw characters' heads and facial features, the next step is to understand and learn how to draw your characters' hair.

Manga hair can be of different styles, different shapes, sizes and colors.

Always remember that eyes and hair are the features that make manga-style characters unique; therefore, it will always be necessary to draw them correctly and accurately.

This is because, the hair, just like your character's eyes, will also express the character's character and personality.

Before you start drawing hair, it is a good idea to first understand the shape of your character's head and hairline, as you will be shown in the examples below.

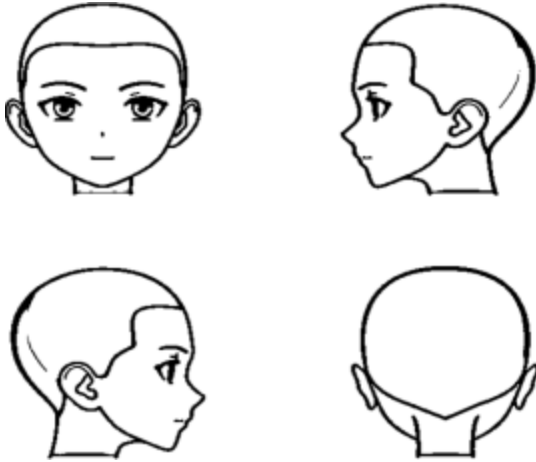
It can be very helpful to draw the head before you start drawing hair, especially if you are a beginner.

Usually the shape of the top of the head in manga is often quite close to the shape of a real head, but it may also vary depending on the style you intend to use.

From the side view the head can be drawn with a slight oval shape, which is usually less oval than a real head. From the front view, the top of the head is similar to a semicircle.

Manga hair is often based on real hairstyles, but it tends to be drawn in clumps rather than individual strands. A good reason for this is that if you are drawing multiple panels of a manga, it will simply be too time-consuming to draw something overly detailed.

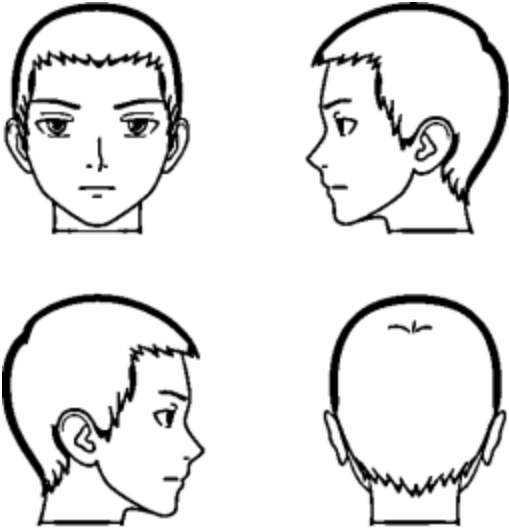
A good approach to drawing your characters' hair is to divide it into different parts such as the front, the sides and the back and top.



Example of how to draw short hair.

Manga hair is usually drawn as if it were several tufts, somewhat like how real hair appears when it is still wet.

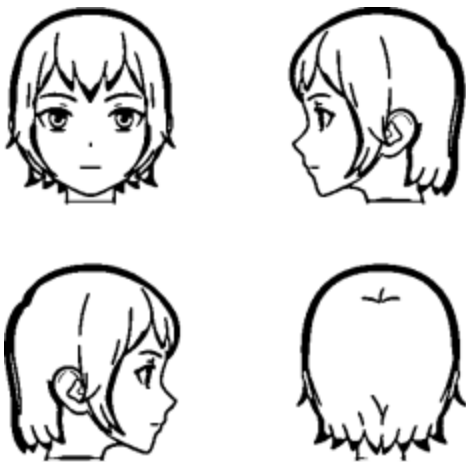
Draw the short hair (both male and female) in a shape similar to the hairline example below, with small tufts at the ends. Draw some wisps pointing slightly toward each other and others away from each other to give your character a more natural look.



Example of how to draw medium length hair.

Drawing medium length hair is similar to drawing short hair. The only difference is that in this case you can draw hair in much larger clumps.

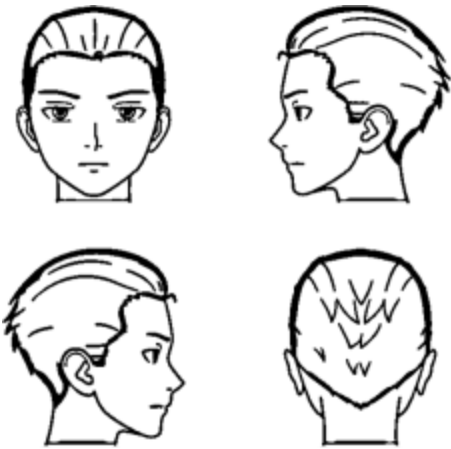
With slightly longer hair you can also draw the sideburns as separate sections in addition to the side, top and back hair.



Example of how to draw back-combed hair.

When the hair is pulled or combed back as in the example you see below, the hairline will be highlighted. So you can understand how important, in this case, it is to know the basic shape of the hairline.

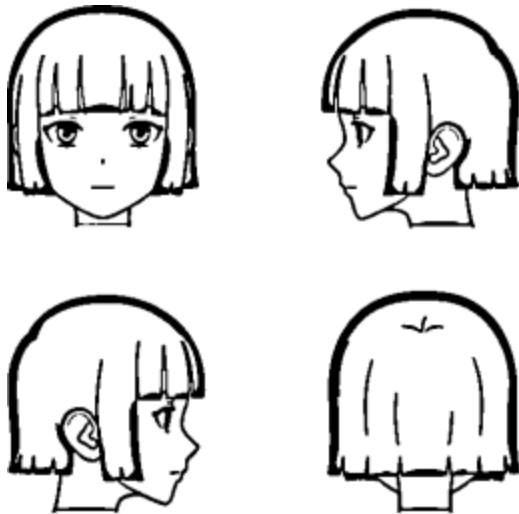
When drawing this type of hair, draw some jagged lines to give it a more natural look. In fact, even real hair is not all perfectly aligned.



Example of how to draw well-combed hair.

Well-combed hair, such as the popular hime haircut used so often in various manga, gives the viewer the impression that the character is wearing some sort of helmet on his head.

To make the hair look a little more natural, draw some splits in the hair that are wider at the bottom and narrow as they go up.



Example of how to draw pigtails.

For pigtails, draw some lines around the hairline to indicate that the surrounding hair is being pulled in the direction of the pigtail. If you draw multiple pigtails, you can also draw a dividing line between the hair and

where the hair that is being pulled in different directions meets, as you can see in the back view example.



How to draw hair from the $\frac{3}{4}$ view

Drawing hair from different angles instead of just from the front or side view can become a bit more complicated. By thinking of the hair as being divided into different sections, you can make the drawing process more manageable. In this section, we will explain how to do the different hairstyles from the $\frac{3}{4}$ view.

Again, the hair should be divided into sections: front section, side sections, back section and top section.

Example of how to draw natural short hair in the $\frac{3}{4}$ view.

This first example is of fairly short female hair drawn in large tufts as is typical of manga style.

Start by drawing the head. Before drawing the hair, it is a good idea to draw a basic outline of the head. Creating a drawing of the head will make it easier to determine the volume of the hair, thus avoiding mistakes when drawing your character's hair.



Then draw the hairline. After drawing the head, add the hairline. The hairline will help you determine where to place the front and side sections

of the hair. Draw the front section of the hair. For this hairstyle, start with the front section of hair. Draw the center tufts facing more downward and the side tufts facing their respective sides.



Draw the front section of hair. For this hairstyle start with the front section of hair. Draw the middle wisps facing more downward and the side wisps facing their respective sides.



Draw the side section of the hair. Add the side section with the one in the background partially hidden by the head. Delete the hairline after you are done with this step.



Draw the back and top sections of the hair. Finally, add the last section of hair with the top section somewhat following the shape of the head and ending with splits at the bottom.



Finish your drawing. Once you have finished drawing the hair, erase all the parts of the head that are covered by it so that you have a clean drawing. If you have made light lines you can go over them several times to make them darker. Finally, you can also apply light shading.



Example of how to draw natural short hair in the wind in the $\frac{3}{4}$ view.

Begin the drawing again by first drawing a basic outline of the head shape.



Draw the hairline. Add the hairline following the contours of the face.



Draw the front section of the hair. One important thing to note is that when drawing windswept hair, the base of each section should not move.

Draw the front section with the base of the tufts starting from about the same point as in the previous example, but draw the shapes of the tufts swinging in the direction of the wind.

In this case, the hair will wave forward and slightly to the left, that is, on the side placed far from the viewer's sight, relative to the head.



Draw the side section of the hair. Similar to the front section draw the sides of the hair starting from the same point as the static example, but swinging them in the direction of the wind.

After drawing the sides, you can erase the hairline.



Draw the back and top section of the hair. You can draw the last section of hair by tracing the same shape as the head.

However, the lower part of this section will be angled forward, which means that the part around the visible ear, will curve more toward the head. You can also add another small part of the lower and back section of hair sticking out on the opposite side of the head, below the side topknot.



Finally, finish your design by erasing the parts of the head that are covered by the hair. You can also apply a light shade to make the hair stand out a little more.



Example of how to draw ponytail hair in the $\frac{3}{4}$ view.

The ponytail is another fairly common hairstyle of manga characters, but the steps to draw it will be slightly different from the previous examples.

Start by drawing the basic outline of the head.



Draw the hairline.



Draw the back and top sections of the hair. Unlike the previous examples, you can start drawing the ponytail hairstyle with the back section of hair.

Since this part of the hair is pulled around the head, it will not have much volume, so bring it close enough to the hairline of the head.



Draw the front section of hair. Add the front section of hair in fairly large clumps with those in the center pointing downward. Draw those on the sides pointing to their respective sides. Erase the parts of the head and hairline covered by this section when finished.



Draw the ponytail. Add the ponytail in the shape of a question mark that splits into several tufts at the end. From this angle a good portion should be hidden behind the head, so draw it accordingly.



Finish the hair design. To finish the hair design you can add only one or two folds to the tail. You can also slightly shade the hair.



Example of how to draw ponytail hair in the wind in the $\frac{3}{4}$ view.

Start, like the other examples, by drawing the outline of the head.



Draw the hairline of the hair. Add the hairline as shown in the example below.



Draw the back and top section of the hair. Erase the part of the head covered by the hair.



Draw the front section of the hair. Also in this example, the hair will be moved forward and slightly to the side of the head that is facing away from the viewer's view.

Draw all the wisps raised but with some curved downward and others upward to make the hair look more natural.

Erase the parts of the head and hairline covered by this section of hair when finished.



Draw the ponytail. Draw the tail swinging in roughly the same direction as the hair gathers on the hair section and make the splits on its end point going in random directions.

You can also draw a few more tufts coming out from behind to make the hair look more messy.



Finish the design of the hair. To finish the design you can add by one or two folds in the tail and then lightly shade the hair.



Example of how to draw pigtails in the $\frac{3}{4}$ view. This hairstyle is similar to the ponytail hairstyle. Start as always by drawing the outline of the head.



Then draw the hairline.



Draw the back and top sections of the hair. As with the ponytail, start the drawing with the back section of hair. Since the hair will be pulled in two directions, draw it with two curves coming together near the top of the head.

Erase the part of the head covered by this hair when finished.



Draw the front section of the hair. You can draw the front section of hair exactly as for the ponytail example, in large clumps with those in the center

facing lower and those on each side facing more toward their respective sides.

Erase the parts of the head and hairline that will be covered by this hair.



Draw the pigtails. Draw them slightly wider toward the top and narrower toward the bottom. Erase the part of the head covered by the pigtails at the front when finished.



Finish the design. To finish the design, first add a parting line in the center of the hair where it is pulled in opposite directions. You can draw it practically as one if a zig-zag. Next, add some creases to the pigtails.

You can also add a light shade to complete the design.



Example of how to draw pigtails in the wind in the $\frac{3}{4}$ view.

Once again draw a basic outline of the head.



Draw the hairline.



Draw the back/ and top section of the hair. Draw the back/ and top section of hair as in the previous example, that is, in two curves that join near the top of the head.

Erase the part of the head covered by this lock once you have finished drawing it.



Draw the front section of the hair. Once again you can draw the front section of hair as described in the ponytail example.

Erase the parts of the head and hairline covered by this part of the hair.



Draw the pigtails. Draw both pigtails swinging in the direction of the wind, that is, forward and slightly to the opposite side of the head.

Erase the part of the head covered by the front pigtail.



Finish the hair design. Finish by adding the parting line at the top of the head to show that the hair is being pulled in different directions. You can also add some creases to each pigtail and some basic shades.



Example of how to draw long hair in the $\frac{3}{4}$ view.

Start by drawing a simple outline of the head.



Draw the hairline.



Draw the front section of the hair. Draw the front section of hair with the middle tufts of hair pointing downward and side tufts pointing to the sides.



Draw the side section of the hair. Draw the side sections dividing into small tufts toward their ends with the one on the opposite side of the head partially hidden.

You can delete the hairline after finishing this step.



Draw the back and top section of the hair. Draw this part with the hair following the shape of the head and then spreading out as you go down toward the neck.



Finish your drawing. To finish the drawing, first erase the parts of the head covered by the hair and then add a light shade.



Example of how to draw long hair in the wind in the $\frac{3}{4}$ view.

Draw the basic outline of the head.



Draw the hairline.



Draw the front section of the hair. The hair will be waved forward and slightly toward the opposite side of the head.

Again be sure to draw the base of the tufts of hair in about the same place as the static example, but draw the tufts themselves swinging in the direction of the wind.



Draw the side section of the hair. Draw the sides of the hair in the wind direction similar to the front section.

Erase the hairline after finishing this part of the design.



Draw the back and top section of the hair. Draw the top section of this hair strand following the shape of the head and the bottom section swaying in the direction of the wind. Add some fairly long tufts toward the end that curve in slightly different directions.

Finish the drawing of the hair. To finish the drawing, first erase the parts of the head that are covered by the hair. Next you can add some hair folds. Finally, you can also add a light shade that can help the hair stand out a little more from the rest of the head.



How to draw the highlights of manga hair

In this section we will show you the different common ways to draw manga hair highlights. Hair highlights are basically light reflecting off of them. The color of highlights can change depending on the color of the light source, but they generally tend to be white. Manga-style hair highlights are often very simplified and quite easy to draw.

Example of how to make manga hair highlights simple.

The simplest type of hair highlighting used in manga can be drawn simply as a simple shape placed at the top of the hair.

For this type of spotlight on hair, you simply draw two lines to indicate the top and bottom of the hair highlight and then leave the area white or color it with a bright color.



Example of how to render the blurred effect on hair in manga characters.

Shaded hair highlighting is similar to the previous example, but the edges are blurred and shaded to have a smooth transition between highlighting and hair color.

Drawing this type of highlighting can be slightly tricky. If you were drawing on paper you would still have to draw a couple of lines to indicate the edges of the highlighting and then fade inward from those lines.



Example of how to make realistic manga hair through highlights.

This type of highlighting is less stylized and closer to the highlights of natural hair.

To draw a more realistic highlight like this, you can create it while coloring the hair and leaving a random white area or you can lightly outline the highlight before coloring the hair.

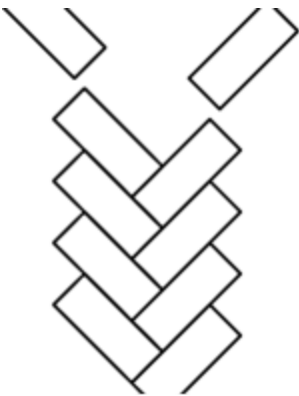


How to draw braids to manga characters

In this short example, you will be explained, step by step, how to draw manga-style hair braids.

The first thing you need to do, to understand how to draw the braid to your character, and analyze its shape. Although the shape of the braid may seem simple enough to reproduce, it can actually be a bit confusing.

An easy way to think of the shape of a braid is as a kind of stack of rectangles, as shown in the image below.



Example of how to draw a braid that goes straight down behind the back.

The first step is to draw the outline and basic shape of the braid.

For braids that go straight down you will simply draw a straight vertical line that will be in the center of the braid and then draw two lines around it that will indicate the outer shape of the braid. You can also draw a basic tail shape of the braid.



The second step is to draw the inside lines of the braid. From the first braid sketch, draw two more lines on the inside that approach the center line. At the end of the drawing the center line will be completely erased.



In the third step you must draw the construction lines. Project a series of short straight lines, angled downward, from each outer line of the braid to the inner line. You will need this step to give the basic shape of the braid.



In the fourth step you should begin to outline the basic design of the straight braid. Within the construction lines you can then draw the organic and natural curved shape of the braid.



The last step is to give your braid its final shape. For the final touches, you can add small hints to the curves of the hair inside the braid. In this step, you can erase all unnecessary guide lines and go over your design with a final, more pronounced stroke.

Example of how to draw a curved braid.

Start by drawing the outline of the basic curved braid. For a manga-style curved braid, you will simply draw a curved line that corresponds to the type of curve you want the braid to have. Around this line, draw lines representing the outer shape of the braid. Once again, you can add the basic shape of the braid's tail at the end.



The second step is to draw the inner lines of the braid. Draw another set of curved lines between the outer shape of the braid and its center line.



In the third step you should add the finished construction lines. From each outer line of the braid project a series of lines slightly curved from the inner line. You will need this step to give the basic shape of the curved braid. In this step you can delete the center guide line.



Now draw the basic curve of the braid. Based on the construction lines drawn earlier, you can draw the actual shape of the braid.



Finally, you can move on to the final design of your braid. As with the straight braid example, you can then add the final touches by lightly hinting at the hair inside the braid. Erase all unnecessary parts and go over your design with black.



How to draw the hair of the characters moved by the wind

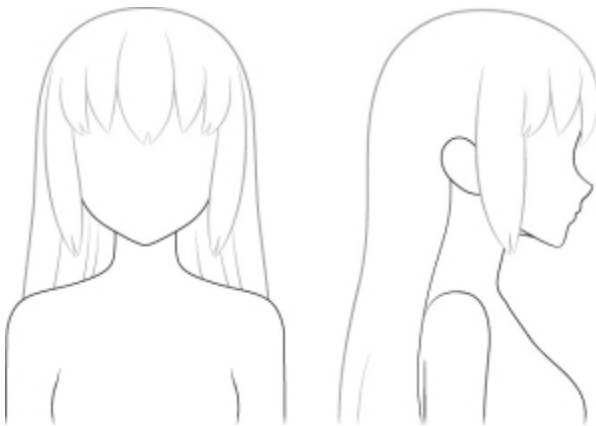
Now, you will be explained to visually render the effect of windblown hair in different directions from two different viewpoints and with different examples.

The movement of hair in different directions is often used in manga to emphasize dramatic effects, to show weather conditions, or to indicate the direction, and sometimes the speed, of a character's movements.

Being able to show hair movement in a believable way and keep the manga style at the same time can be a bit tricky. To simplify things, you will be shown examples of fairly simplified designs along with a breakdown of the hair into different parts.

Then start by dividing the hair into different parts. When drawing hair similar to the hair in this example, it is a good idea to think of it as being divided into the front, sides and back, and top.

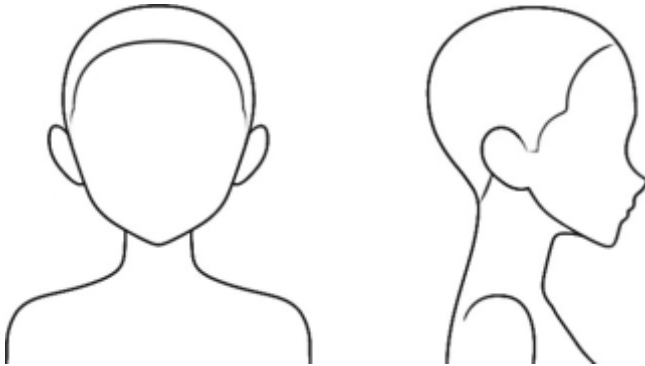
Visualizing hair as individual parts instead of as a single set of clumps can make it much easier for you to understand how they should move when blown in different directions.



That done, you should now draw the part that relates to the hairline. You need to know the location of the hairline because parts or even the whole hairline itself may become visible depending on the position of the hair.

The hairline will also help you get a rough estimate of where different parts of the hair are actually attached to the head.

This step, moreover, will help you evaluate how the hair should move when moved in different directions.



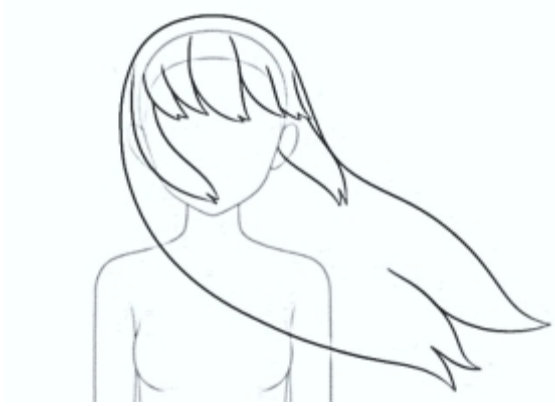
Example of hair moving sideways.

When drawing hair that is moved sideways, surely the quintessential view for understanding this type of movement is the frontal view. This view, in fact, will allow you to easily show the direction and waviness of the hair.

To begin the actual drawing, make a sketch, with a light pencil stroke, of the head and hairline, and all parts of the body that will come in contact with the hair.

Above this sketch, draw the main shapes of the hair.

Usually shorter hair curves in the direction of the wind while longer hair starts to form folds very much like waves. So you can draw the short hair in the front just curved in the direction of the wind, while the longer hair in the back can sketch it with a slightly more wavy shape. Draw the main shape of the back hair splitting into smaller tufts towards the end. Try to draw them in different directions and different sizes to make them look natural.



Now you can finish the drawing. Erase all the head and body lines that should be hidden and add a few more tufts of hair that will stick out from behind the main shape of the back hair. You can also add some lines to the hair folds.



Finally, go over the visible parts of the head and body with darker lines to complete the drawing.

Example of how to draw hair blowing back.

The side view of the head can be very useful to give the idea of hair fluttering backward because of the wind.

You can use the same mechanisms to draw this type of hair as in the previous example. Draw the shorter tufts of hair bent toward the back of the head followed by the main shape of the back hair.



Again alternately draw some smaller, thinner wisps in the back hair after you finish drawing the main shape. Erase any overlapping lines, shade and finish the drawing.



Example of how to draw hair blowing upward.

Both side and front views can be used to draw hair blowing upward. For this particular example we will use the front view, but the same principles will apply when drawing hair in the side view.

The hairline becomes very important when pulling the hair upward, as you will need it to determine the position of the lower parts of both the front and side tufts of hair.

You can draw the lower ends of the front hair tufts only slightly overlapping the hair. If, on the other hand, you want to show that there is a very strong wind blowing upward, you should draw the hairline completely on display. For the lower parts of the side hair, it is usually advisable to draw some curves, since the hair in those areas tends to grow downward and usually does not point upward even if there is wind blowing against it.

For the upper ends of the front and side hair, you can bring the tufts closer together and draw them as the upside-down version of the hair in its natural state.

Draw the back hair facing upward, like a sort of onion shape or candle flame splitting toward the ends.



Again, after you have finished drawing the main hair shapes, add a few more wisps to the background and erase all the transparent parts to complete your drawing.



Example of how to draw windblown hair sideways and forward.

When the hair is pushed forward by the wind, it is advisable to use the side and profile view to make the idea better.

You can use the suggestions in the first and second examples to draw the front and side tufts of hair.

Things can get a little more complicated when you go to draw the hair in the back. Unless you want the hair to hide the face, you will need to place most of the back hair on the opposite side of the face. You can draw this portion as the back hair in the first two examples in this tutorial.

To make the hair look more natural, also draw part of the hair blowing both back and in front of the head. You can draw this portion smaller and place it around the neck area to keep the face more free.



To complete the design, again, erase all the overlapping lines of the face and body and add some extra wisps and folds to both the background and foreground sections of the back hair.



How to draw the head and face of a female manga character

In this chapter we will explain how to draw the head and face of a female manga character from both the front and side views.

Before you start drawing, as we told you earlier, it would be a good idea to outline the distinctive characteristics of the style your character should take on.

Most female manga characters tend to have large eyes, small mouth, nose and chin, and a fairly round face. Lips are usually only lightly sketched or not drawn at all. Hair is usually gathered in clumps instead of single strands and often tends to have a slightly spiky appearance.

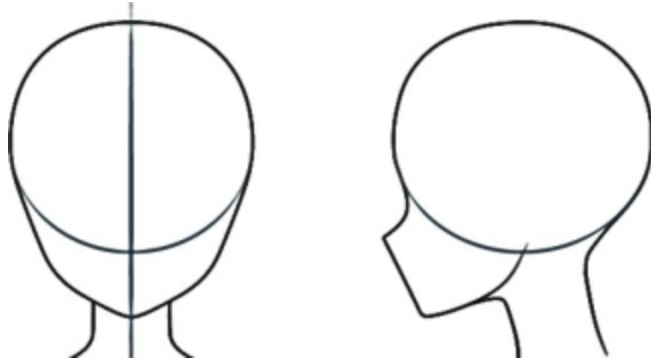
Begin your drawing by sketching the general outline of your character's head. If you want, you can draw a vertical line down the center of the head in the front view to make sure that both sides are even.

Create a circle or oval regarding the front view and a longer oval for the side view to help you perfectly draw the shape of the top of the head.

For the front view you can project two sets of lines coming down from the circle that curve to meet and then form what will be your character's chin.

For the side view you should sketch a kind of indentation to represent the nose and eye area. Draw the nose halfway between the bottom of the chin and the center of the head. You can draw a straight line from the tip of the nose to the chin. Again for the side view, you can draw a line that rises from the chin and then curves back to what will be the position of the ears to form the lower jaw.

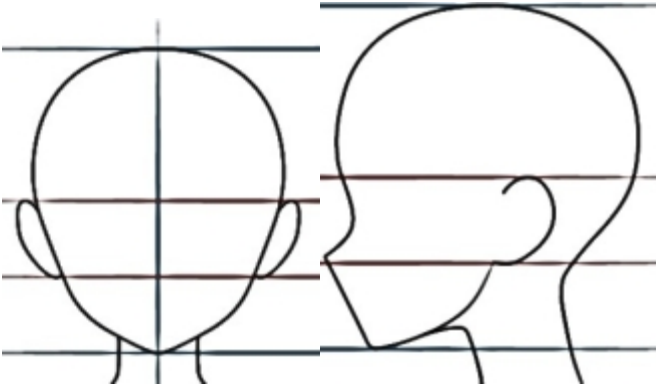
For both views draw the chin small and pointed, with a tiny curve pointing downward.



Add ears to your character's drawing. To position your character's ears correctly, first draw a horizontal line directly in the center of the head and then draw another line, again horizontally, between the first line and the chin line. Place, then, the ears between these two lines.

As for the placement in the side view of the ears, they will be placed slightly more toward the back of the head than the front.

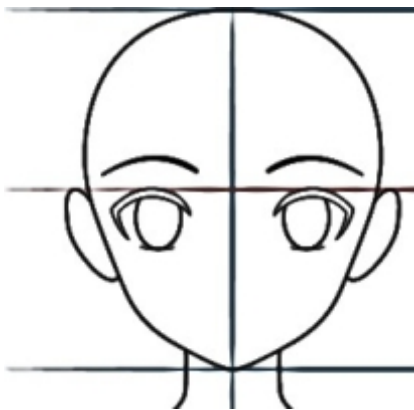
Since the ears will be covered by the hair in the next step, it will not be necessary to draw their inner details.

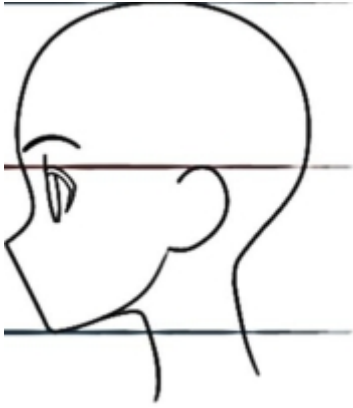


Draw the eyes. To place the eyes on the head you can use the same vertical line used to place the top of the ears. Draw the eyes directly below this line. The height of manga eyes can vary depending on the style and type of character; therefore, there is no one way to place the lower part.

If you draw both views at the same time, make sure that the placement of the undersides of the eyes in both views is relatively uniform. A common mistake that beginning artists tend to make when drawing the same face from different views are misaligned or differently sized facial features.

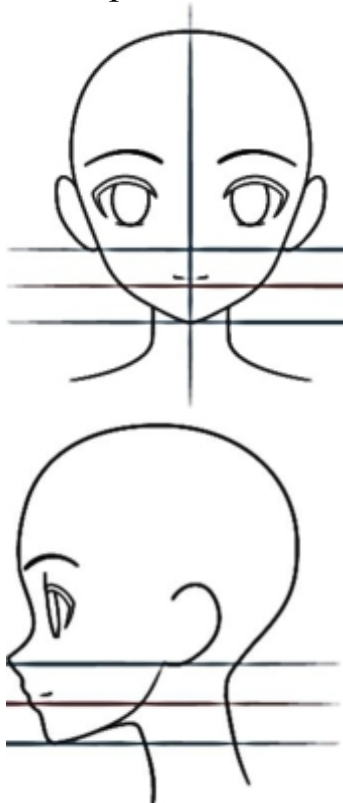
Also for this step, as for the ears, you can leave the eyes without entering the details.





As we have already mentioned you will need to place the nose between the horizontal half of the face and the bottom of the chin.

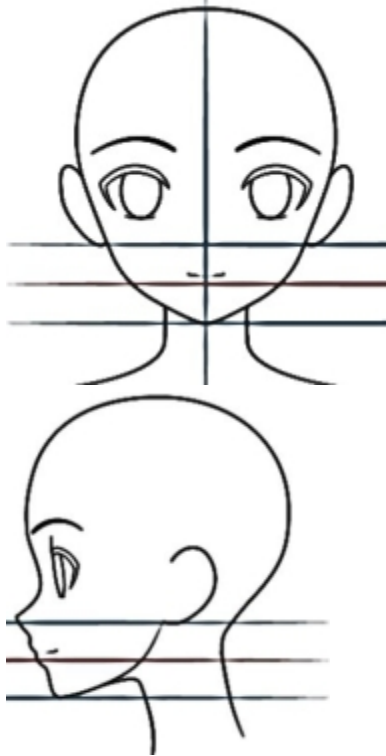
In the front view you can practically draw the nose since it will turn out to be just a dot; in the side view a manga nose is usually an almost triangle, small and pointed.



Draw the mouth. This is a bit more complicated to place because you will first have to determine what the position of the lower lip is. Also keep in mind that when it comes to manga, the lower lips themselves are often not represented in the front view of the characters.

The lower lip should be positioned between the nose and the bottom of the chin. Then draw the mouth slightly above this line of demarcation.

You can basically draw the mouth as one or two lines. As for the front view you usually draw just one line with a break in the middle. If you want to draw a happier or friendlier looking character you can draw the mouth as a slight curve.



Draw the hair. Keep in mind that the hair will overlap some of the other features of the character's face. But it is still a good idea to draw them especially since they may be visible if you choose to draw hair styles other than the standard ones.

You can then erase the parts that are covered by the hair once you have finished drawing everything.

At this stage of the design you can simply sketch only the main parts of the hair tufts without any of the inner details. Try varying the shape and direction of the tufts slightly to give the hair a more natural look.



Draw the details of the face and finish the drawing. At this point you can erase the parts of the face that are covered by the hair and add the smaller details of the eyes such as the eyelashes, pupils and lights inside the eye. You can also blur the eyelashes and add some more detail to the hair.

When drawing the eyes, you can lightly outline highlights, such as light reflections, with very light lines so that when you shade the eyes, these parts are not also shaded.



Once you are finished, you should have a complete drawing of a manga girl's head and face.

At this point you can decide whether to leave the design as is, or to add shading or color. If you want to add shading simply darken the hair and irises of the eyes, leaving the highlights white. Shade the pupils and the upper part of the iris more sharply and markedly.

How to draw a manga female face in the $\frac{3}{4}$ view

This section will explain how to draw a manga-style female face in a $\frac{3}{4}$ view step by step.

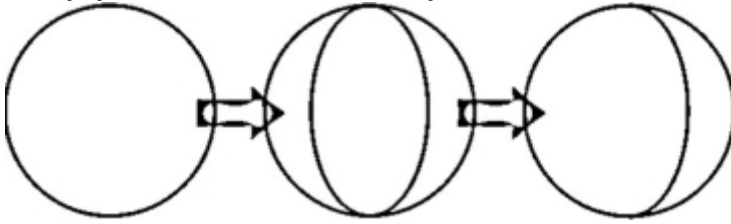
In this example we will use a slightly more realistic style with a more defined nose and lips.

Although this is a somewhat less common style in tracing a manga-style character, the purpose of this example and allow you to better see what is the correct placement of facial features.

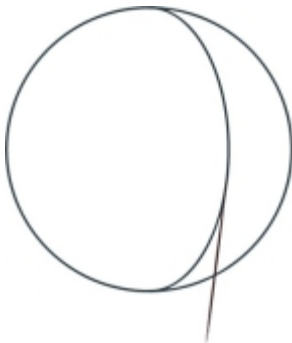
Begin by drawing the top of the head. Start by drawing a circle representing the top of the head.

Now think of the circle as if it were a sphere, and through this sphere, draw a line that will determine the center of the head. This line curves around the sphere, and you should place it at the same angle you want to draw the face.

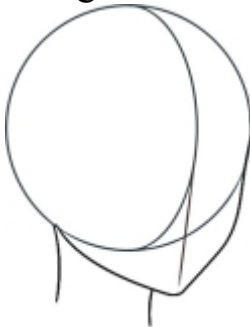
It may be helpful to draw the line all the way around first, basically drawing an oval as if the sphere were transparent and then erase all the hidden part. This way you will be less likely to make mistakes when drawing the curve.



Now draw the center line of the face. From the center line of the sphere project a straight line slightly slanting inward, that is, toward the center of the sphere. This line will be placed in the center of the lower part of the face.



Draw the lower part of the face. Draw the sides of the lower part of the face by adding lines from the sphere to the bottom of the center line.



Add the main features of the face.

Add the eyes below the horizontal half of the head. The nose halfway between the top of the eyes and the bottom of the chin. The mouth halfway between the chin and the lower part of the nose for the lower lip with the upper lip positioned slightly above. The ears between the top of the eyes and the bottom of the nose.

It is important to note that the above proportions are based on the center line of all facial features, excluding the ears. The reason for this note is for you to keep in mind that the parts of the face that are closest to the viewer should be slightly larger than the parts that are farther away.

Also keep in mind that the eye that is further away from the viewer's view, the eyebrow and the side of the lips should be drawn vertically shorter than their closer counterparts. The eye that is farther away, the eyebrow and the side of the lips will curve in relation to the viewer's view and should be drawn vertically and as if slightly compressed.

The more the face turns with respect to the observer, the more compressed you should draw the features that are on the opposite side.

Draw the ear about a quarter of the way up the face, and positioned between the top of the eyes and the bottom of the nose.



Erase all guide lines and go over your design with black.



Now add the hair. Divide the hair at the front, sides, and top and back. To design this particular hairstyle you can basically trace the top of the hair along the shape of the top of the head, but at a slight distance.

Draw the ends of the hair splitting into small clumps toward the back and curved in relation to the head.



Erase the guide lines of the hair and draw its final shape. At this point you can erase any construction lines from your drawing and delete the hidden parts from the hair.

You can leave the design in black and white, or shade it or add color.

As for shading simply shade areas that tend to have shadows under common lighting conditions with light coming from above.



How to draw head and face of male manga characters

In this chapter you will find explanations on how to draw a male head and face of a manga from both front and side views.

In particular, you will be taught how to draw what may be the face of a young or school-age male manga character.

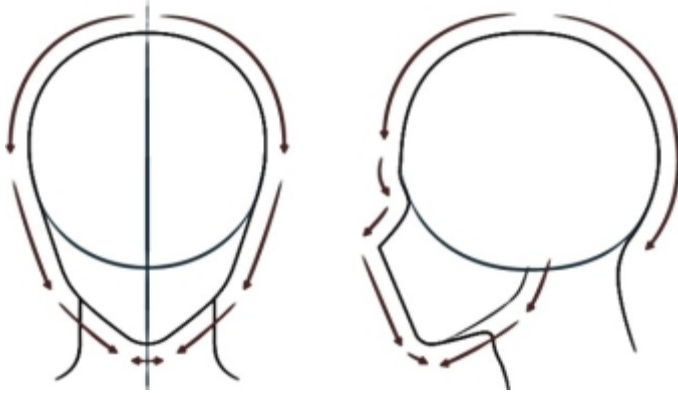
Male manga characters of this age tend to have larger chins and longer faces with smaller, narrower eyes than their female counterparts or children or teenagers. Although this principle may also vary by style.

If you draw the character with pencil and paper, be sure to draw clear lines until you are finished with the details of the face and hair placement. Later, you will need to erase parts of the drawing that you do not need.

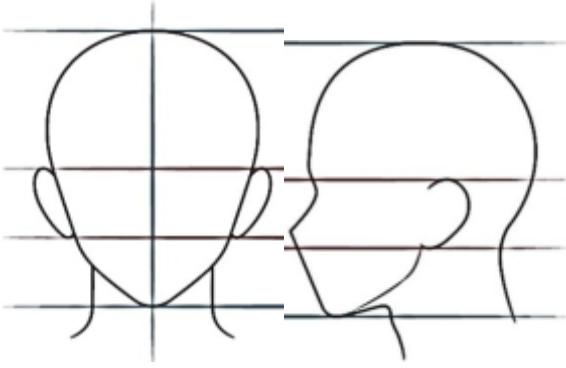
Start by drawing the head. Draw a vertical line for the center of the head to help you see if both sides are even. Bring the top of the head close to a circle and from there project two angled lines inward toward the center of the face followed by a series of curves and two more angled lines pointing further inward. Join the two sets of lines at the chin. Draw the chin itself with a small curve but do not make it too sharp or the character will look less masculine.

As for the side view, however, draw the top of the head much like an oval shape. Make a small protuberance around the eyebrow areas, followed by an indentation going through the nose area. Also from this view you can simply draw a straight line from the tip of the nose to the bottom of the chin.

Add the underside of the jaw by projecting a line slightly above the oval and then curving it into another line that essentially passes to the chin.



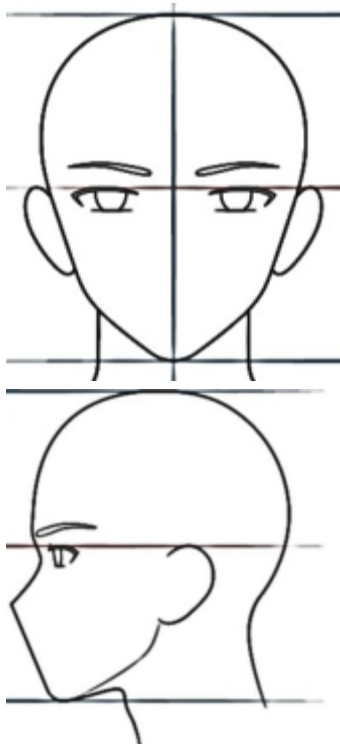
Insert the ears. To place the ears, draw a vertical line through the center of the head and another line between that and the chin. Draw the ears with the top and bottom between the two lines.



Now draw the eyes. In this case the character is a young adult so the eyes will be smaller than those of a boy. Draw the eyes with the top touching the horizontal point in the middle of the face, and leave enough space between them to fit another eye.

For now you can simply draw their basic outline. The details will be added in a later step.

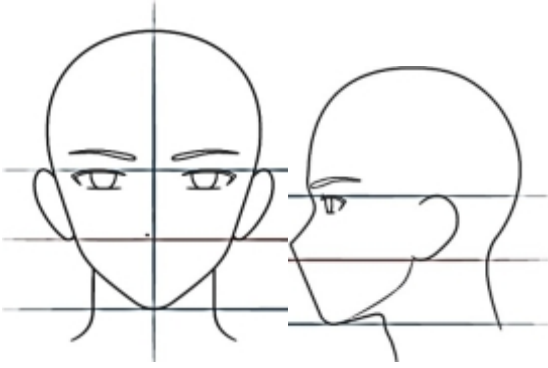
Draw the eyebrows slightly above the eyes. Male eyebrows in manga are often drawn thicker than female eyebrows, especially in older characters.



Draw the nose. Place the details of the nose so that its lower part is halfway between the top of the eyes and the bottom of the chin. Note that

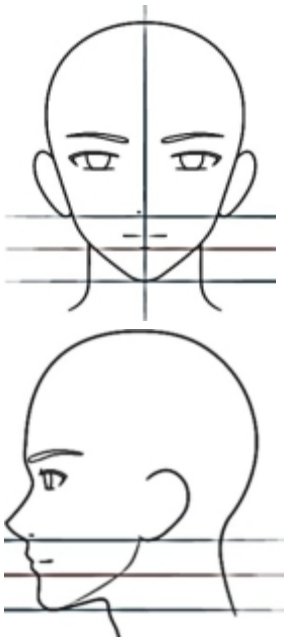
the lower part of the nose will not have to be drawn. Draw a small vertical line to draw the bridge and draw a slight hint to represent the nostrils.

If you are drawing the nose from the side view, draw the lower part of the nose and the mouth at the same time as they essentially move into each other.



Draw the mouth. Finally, position the mouth by drawing a line between the bottom of the nose and the bottom of the chin. This line will give you the position of the lower lip. Draw the upper lip just above the lower lip.

You can give a hint of the lower lip by drawing a short line. Draw the mouth itself with a slight curve and a small break in the middle. Also, keep in mind that generally male characters in manga, whether they are adult males or teenagers tend to have wider mouths than females.



Draw the hair. Place the hair on top of the head. To achieve the typical "manga hair" look, draw the hair into fairly large pointed tufts.



Draw the details and finish hatching the drawing. Erase the parts of the head that are hidden by the hair and add smaller details of the eyes such as, pupils and highlights. Next go over your drawing with darker lines and add black fill or pencil shading to parts of the eyes and eyebrows. After finishing this step, you should have a clean drawing of the face. You can leave it at this stage or go to the next step if you wish to add shading.

For very simple shading, add it in places where shadows are most likely to occur under general lighting conditions.

For some simple shading without shading you can add the following: small shadows from the hair on the forehead and sides of the face; small shadows around the eyelids and upper part of the whites of the eyes; inner parts of the ears; bottom of the nose.

Then also darken the hair and irises of the eyes but leave the highlights in both areas white.

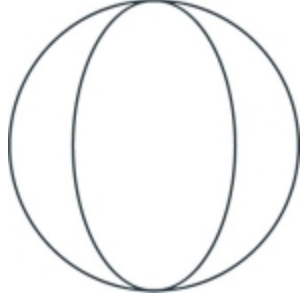


How to draw the face of a male manga character in the $\frac{3}{4}$ view

In this example, we will focus on how to draw a manga-style male face in the $\frac{3}{4}$ step-by-step view.

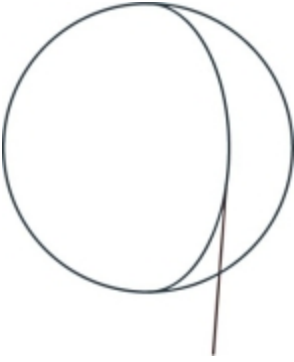
Begin by drawing the top of the head. Start by drawing a circle to establish the basic shape of the top of the head.

Now imagine that this circle is a 3-dimensional, transparent sphere. Inside it draw what should be similar to an apple slice at a slight angle. This will establish the center of the head and the direction in which the character's gaze is turned.



Draw the center line of the face. Erase the half of the oval that will be facing the back of the head, in this case the left side. From the side facing forward, project a straight line, which will represent the center of the face.

This line should slope slightly toward the back of the head. It should also reach at least to the point that will later represent the bottom of the chin.



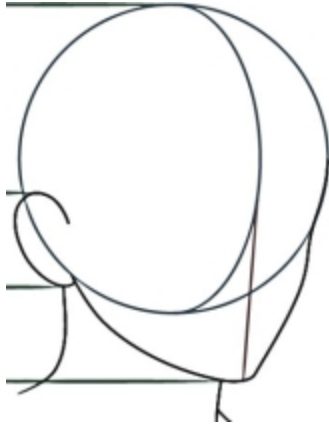
Draw the lower part of the face. Manga faces generally tend to have very small, if not pointed, chins. However, to make the face a little more masculine, in this case, the chin will be slightly flatter at the end.



Draw your character's neck. Add both the neck and a small hint of your character's shoulders. Generally, the neck tends to be angled forward. This angle becomes slightly less noticeable in the $\frac{3}{4}$ view; therefore, the advice is to draw the neck tilted slightly toward the front of the face.



Draw the ear. Add only one ear since the other will be hidden behind the head. draw it about $\frac{1}{4}$ of the way up the head with the top being in the horizontal half of the head.



Next, add the eyes. Draw the basic outline of the eyes as in the example below. Place it with the top aligned with the top of the ear.

Draw the eye facing the viewer's side significantly wider than the other. Also keep in mind that the eyes are slightly set into the head. To better show this effect, draw the eye in the front much farther from the center line of the face than the eye that is in the back.



Draw in the eyebrows. Add the eyebrows slightly higher than the eyes. Again, to make the character a little more masculine, draw the eyebrows thicker than you would see on a typical female character.

You can draw them in wavy shapes with the inner ends pointing slightly downward.

Similar to the eyes, draw the eyebrow closest to the viewer, that is, the one placed on the left, wider and further from the center line of the head.



Draw your character's nose. In this case the character will have a fairly defined nose with just a hint of a nostril.

The lower part of the nose should match the lower part of the ear.

The bridge of the nose should go through the area around the eyebrows. You can draw just a hint of this on the far side of the face.



Draw your character's mouth. Finally, add the mouth, with the lower lip positioned halfway between the bottom of the nose and the bottom of the chin.

You can define the lower lip with a small curve and place the mouth itself just above it. Since the mouth is curved and somewhat recessed inside the head, draw most of its shape so that it is on the front side of the face, that is, on the left side of the center line.

Since this is a male mouth, you can draw it much larger and wider than a female mouth. To make it look a little more natural, you can also add a small break in the definition curve.



Erase all guide lines and clean up your drawing. At this point clean up your drawing by erasing all guide lines. Once done, you should have a simple outline of a manga-style male head and face without the hair and without any of the smaller details of the eyes and ears.



Move on now to insert the hair. The hair will be divided into the front, side and back sections. The reason for this is to make the drawing process easier to manage.

Begin, then, by drawing the front of the hair as shown in the image below.

In this example, the character will have medium-length, fairly natural-looking hair.

To achieve this effect, draw the hair divided into fairly large clumps pointing in slightly different directions.



Draw the side section of hair. Add the side sections by drawing only a few wisps that go down to the bottom of the nose. Also keep in mind that the background part of the hair will be partially hidden by the head.



Move on to drawing the back section of hair. Finally, add the back section of hair by drawing larger, more scattered tufts upward and smaller, more clustered tufts at the bottom.



Finish your drawing by adding all the missing details. At this point delete the parts of the head hidden by the hair, erase all the guidelines you no longer need, and add the inner details of the eyes and ear.

Once you have finished this stage of the drawing, you can darken the lines using a black nib or marker.



At this point your drawing is virtually finished. Add shading in the areas where lights and shadows are to be created.

You can also leave the design in black and white, or decide whether to color it with the colors you like best.

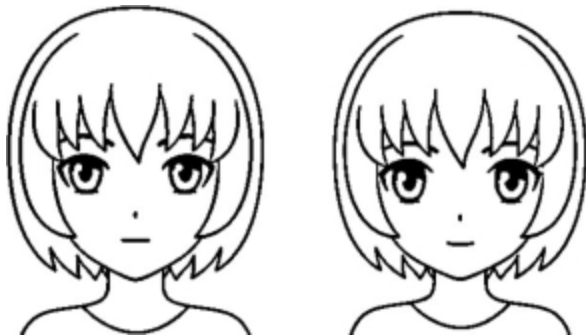
How to draw heads and faces of anime in different styles

Below you will find some basic examples of the same character drawn in different styles along with an explanation of what makes them different from each other.

Example of head and face of standard manga.

Standard styles are those most commonly used to represent manga characters. These usually have body proportions fairly close to those of real people.

Style is not the only thing that influences the shape and size of manga heads. As we have seen before, the age of the characters is also important. In fact, children tend to have rounder faces and larger heads than the rest of their bodies.



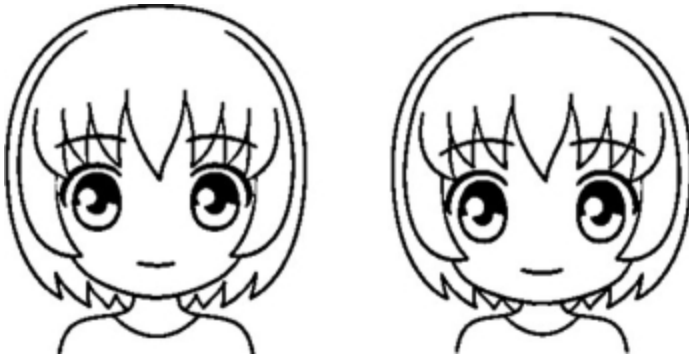
Example of how to draw faces and heads of stylized manga characters.

In the stylized manga style we find characters who tend to have larger eyes and more rounded chins. More stylized characters also tend to have larger heads relative to the rest of their bodies than real people.



Example of how to draw heads and faces of Chibi characters.

Chibi characters are very stylized. They tend to have very wide faces, rounded chins, and huge eyes while the nose is often not drawn. These types of characters also usually have giant heads when compared to the rest of the body.



How to draw freckles to a manga character

In this section of the guide we will deal with the details to be added to a character's face, such as, precisely, freckles.

Freckles can be used to give an anime character a slightly more distinctive and unique look.

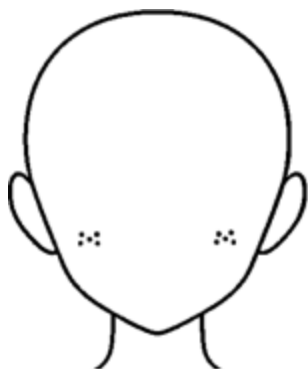
Generally, although this is not always the case, it is characters with slightly milder or shyer personalities who tend to be depicted with freckles.

Just like the characters, freckles are also depicted in a stylized way. The goal, in fact, is not so much to show realistic-looking freckles as to create a kind of illusion of them. Manga faces tend to be drawn with much larger and far fewer freckles than a real person. This will save you time and make them easier for the viewer to see.

Example of how to draw freckles on your character's cheeks.

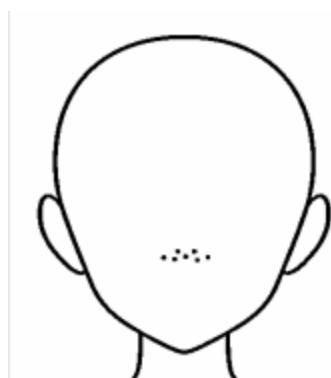
For this type of freckles you only need to draw one patch under each eye. The only real trick here is to make the freckles balanced so that one side does not have more freckles than the other.

If you want to give your character a more natural look, try not to make the freckles too symmetrical. You can also randomize their size slightly, that is, make some of them larger others smaller. For a more stylized character you can pretty much mirror them and make them all the same size.



Example of how to draw freckles on the nose.

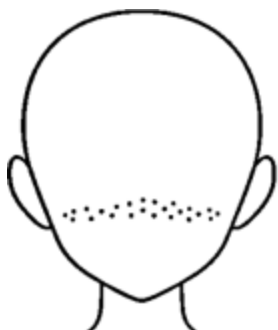
For this example, draw a patch of freckles around the bridge of the nose. Since that actual part of the nose is not drawn in most characters, try simply placing them a little above the tip of the nose. Again, give different shapes to your freckles.



Example of how to draw freckles in the center of the face.

This example is basically a combination of the previous two. Draw these freckles as a stripe across the face around the nose and cheek areas. Make them denser in the center and less numerous around the sides.

Again, try to give different shapes and sizes to freckles.



How to draw a character's facial expressions from the frontal view

In this chapter you will be shown and explained how to draw the various facial expressions of manga characters in the front view.

Example of how to draw a normal facial expression.

Remember that the first thing you need to do is to draw the basic guidelines for drawing the faces of manga characters.

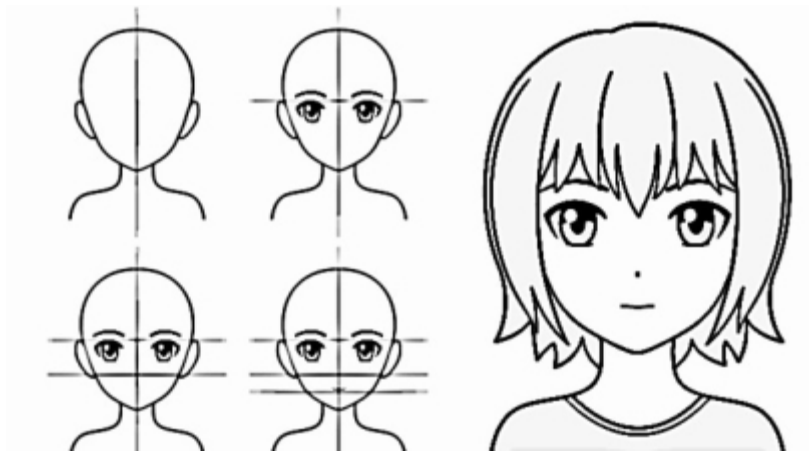
When drawing the head in the front view, you should first draw a vertical line representing the center of the head. This line will help you achieve uniform proportions on both sides of the head. Then draw the general shape of the head.

Facial features may shift slightly along these lines, thus leading to changes in facial expression as well.

Draw a horizontal line in the center of the head and draw the eyes below this line.

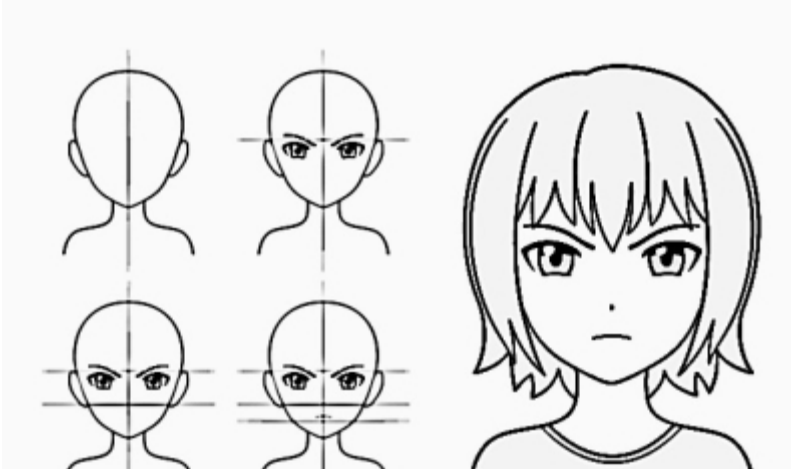
Draw a horizontal line, passing between the center horizontal line and the bottom of the face. On this line will be placed the nose.

Draw a line between the nose line and the lower part of the face. Draw the mouth slightly above this line.



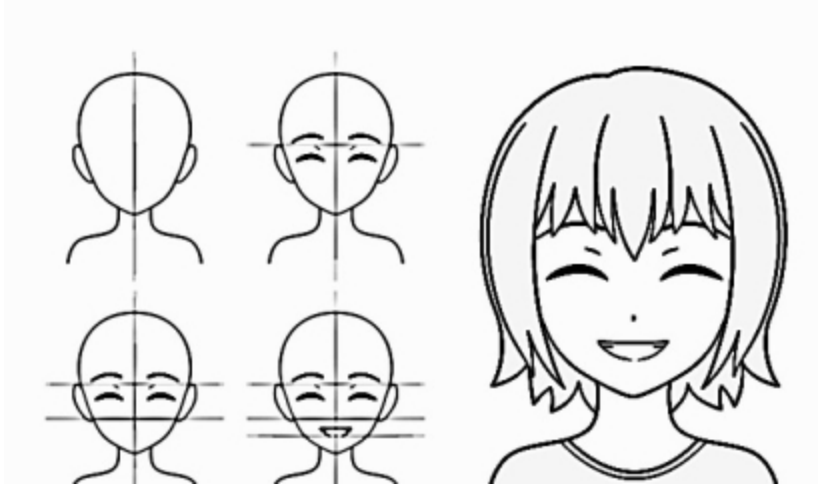
Example of how to draw an angry facial expression.

To give the impression of an angry face, draw the eyes half-closed, the eyebrows down and close together on the inside, and the mouth as if it were an upside-down bow.



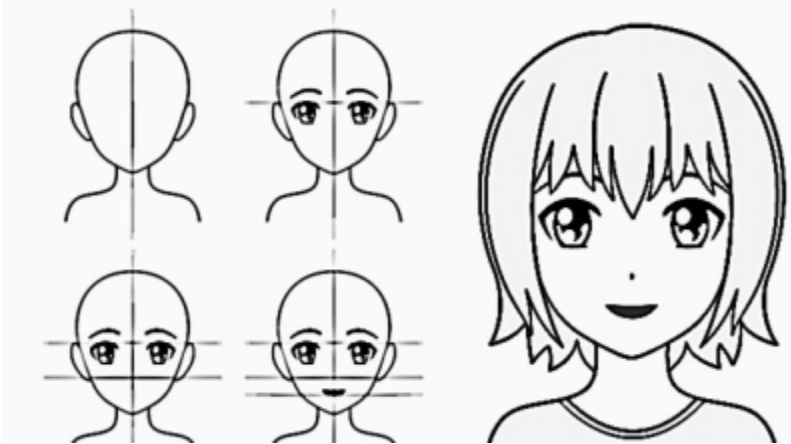
Example of how to draw happy facial expressions.

For a happy and contented face, you only need to draw the eyes completely closed. Basically draw only the eyelashes with a hint of the eyelids, and with an arch shape. For the mouth, simply draw a hint of the teeth.



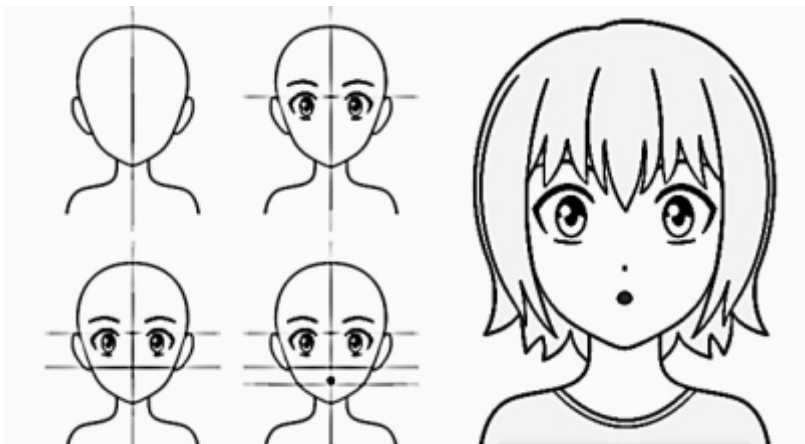
Example of how to draw the facial expression of a character in love.

To give the in love effect, the eyes are the most important detail. Draw the pupils larger than normal and add more reflections to the eyes.



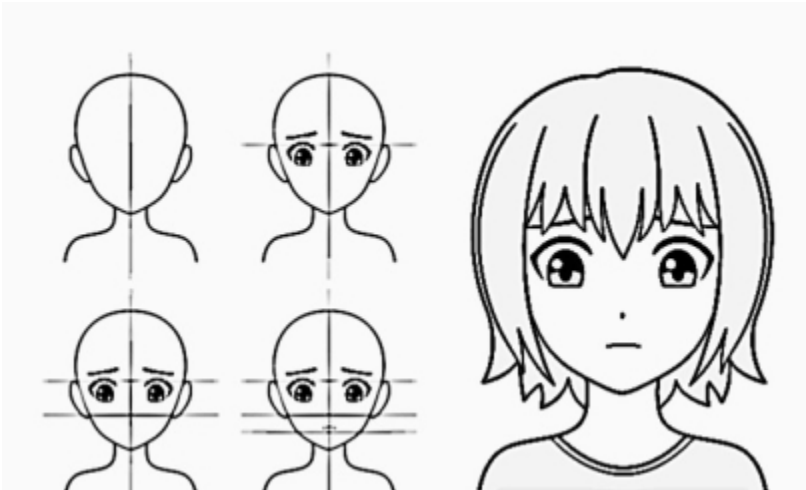
Example of how to draw surprised and confused facial expressions.

For a bemused facial expression, draw the mouth slightly open in the shape of an O. Also draw the eyes wide open, almost wide and with raised eyebrows. You may also need to draw the irises, and everything in them, smaller than normal. Finally, you can also draw the irises slightly closer than normal.



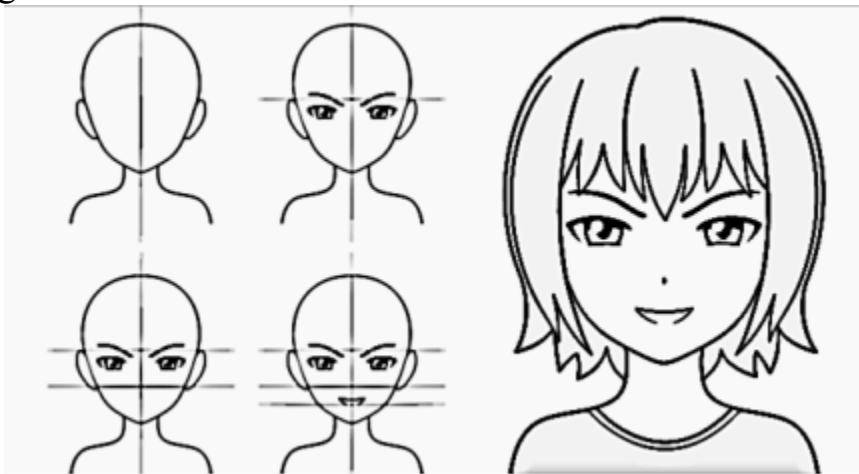
Example of how to draw upset facial expressions.

To make an upturned face draw the eyes looking slightly down and inward. Draw the mouth as a slightly upside-down bow. Draw the eyebrows downward at the side and raised toward the center of the face.

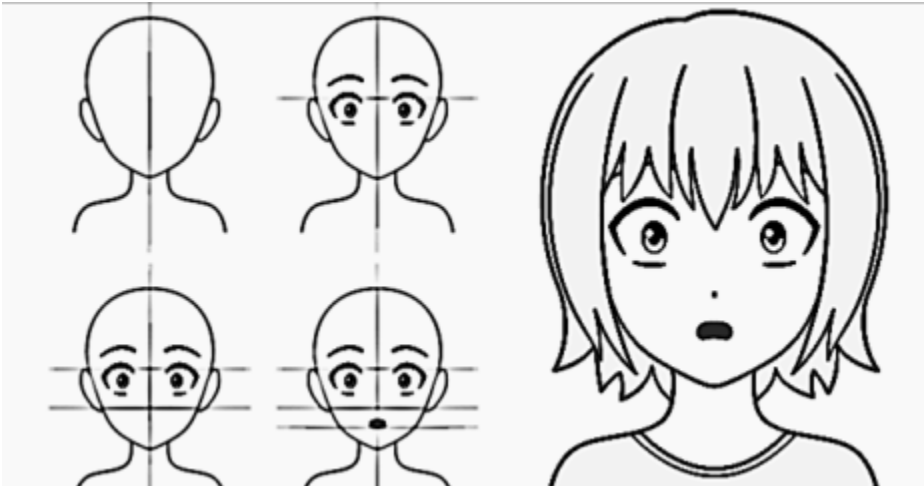


Example of how to draw a sneering face.

For a look as if the character you are drawing is up to something, you must draw the eyes half-closed and the eyebrows down. Draw the mouth with a slight smile.

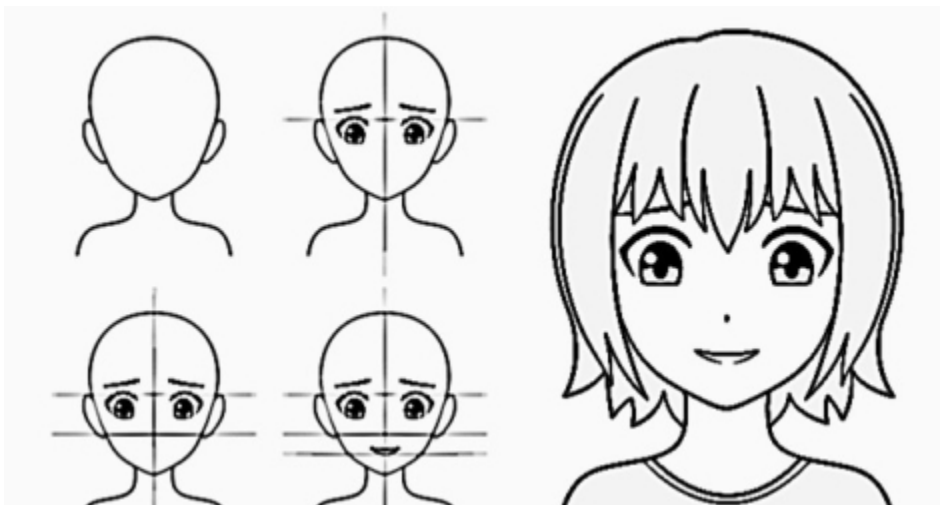


Example of how to draw of frightened facial expressions. For a frightened expression, draw the eyes wide open with raised eyebrows. Draw the mouth slightly open and draw the irises and pupils much smaller than normal. You can also draw the irises slightly closer together.



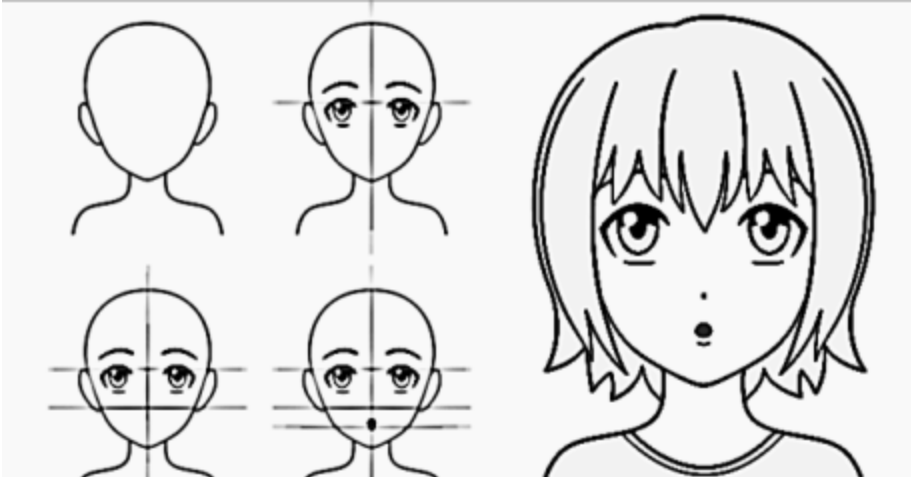
Example of how to draw embarrassed facial expressions.

For an embarrassed look, draw the eyebrows as if they were a slightly upside-down arch with the eyes looking down. Draw the mouth with a slight hint of a smile.



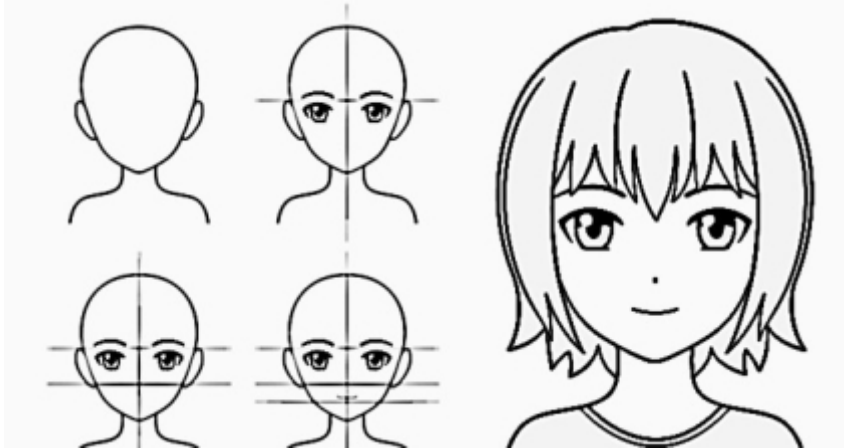
Example of how to draw puzzled facial expressions.

To give the effect of a puzzled expression, draw the eyebrows and eyes up.
Draw the mouth slightly open with an O shape.



Example of how to draw smiling facial expressions.

For a slight, barely-there smile, draw the mouth as if it were an arch and slightly wider than a normal mouth. Draw the eyes slightly half-closed.



How to draw the facial expressions of a manga character in the side view

This chapter will explain how to draw the face of a manga character from the side view in different states and with different expressions.

Start by drawing the side view with the head and face guidelines. Draw the eye below the vertical point in the middle of the head, draw the nose approximately between this point and the chin, draw the lower lip between the chin and the nose with the mouth positioned slightly above the chin. Draw the ears starting from the top of the eye to the bottom of the nose.



Example of how to draw a normal facial expression from the side view.

For a normal manga expression from the side view, you will simply place the facial features as you see in the drawing below.



Example of how to draw a slightly open side view mouth. To draw an open mouth, the main thing to do is to draw the jaw lower than normal proportions.

Also keep in mind that it is only the lower jaw that moves when the mouth is open. The upper jaw remains in the same initial position.



Example of how to draw a gaping mouth from the side view.

To give the impression of a wide-open mouth, prevent the jaw from not only falling directly downward when the mouth opens, but also swinging backward toward the neck. Therefore, draw the jaw lower and further back, going straight toward the neck.



Example of how to draw a screaming face from the side view.

To give the impression that a character is screaming, draw the jaw in the same place you have already seen in the 'wide-open mouth example, but draw the lips more pulled back so that the teeth can also be seen. Draw the eye slightly ajar.



Example of how to draw a frowning face in the side view.

To draw a frowning expression, you will simply draw the eyebrow with a wavy shape pointing downward, that is, toward the nose. Draw the mouth curved downward, that is, directed toward the neck.



Example of how to draw a surprised face from the side view.

For a surprised look, draw the eyebrow raised and more curved than normal. Draw the mouth wide open but with the lips pulled inward, i.e., the opposite of the screaming mouth example.



Example of how to draw a face from the smiling side view.

For a smiling expression, draw raised eyebrows and half-closed eyes with eyelids and eyebrows curved downward. To give the smiling effect, draw the mouth with the teeth well exposed.



Example of how to draw an angry face in the side view.

For an angry look, draw your eyebrows very low in the shape of a wave and with half-closed eyes.

Draw the lips pulled back while showing the teeth, and draw just a hint of the parting line of the teeth. Draw the fang to reinforce the angry look and to emphasize that the teeth are clenched.



Example of how to draw a frightened face from the side view.

For a frightened look, draw raised eyebrows and wide-open eyes with a smaller-than-normal iris and pupil. Although real eye irises do not change size, they are often drawn smaller in manga to give the character a truly frightened look. Since manga eyes tend to be wide enough already, drawing them even wider might make a character look too deformed, so the solution is to draw the irises smaller.

Finally, draw the mouth slightly open and draw the mouth opening curved downward.



Example of how to draw a sneering face from the side view.

For a look as if the character is up to something, draw the eyebrows lower, draw the eyes half-closed and the mouth smiling, with a slight hint of teeth.



Example of how to draw a puzzled face in the side view.

For a puzzled look, draw the eyebrows slightly raised with the eyes turned upward. Draw the jaw slightly lower with the mouth open in the shape of an O.



Example of how to draw of relaxed, closed eyes in side view.

To represent a relaxed face, you will simply draw the eyes closed. Draw the rest of the facial features as in the normal face example.

Keep in mind that when the eyes close in a relaxed state, it is the upper eyelids that go all the way down. The lower eyelids stay pretty much where they are even when the eyes are open.



Example of how to draw an embarrassed face in the side view.

For an embarrassed look, draw the eyebrows in an upside-down curve, with the eyes turned down and the smiling mouth also showing teeth.



Example of how to draw a tired and sad face from the side view.

For a tired or sad look, draw the front of the eyebrows, going toward the nose, slightly raised. Draw the eyes with the upper eyelids about halfway up, going down, and looking slightly downward.

Draw the mouth with a slight curve going downward.



Example of how to draw an upset face from the side view.

For an upset look, draw the eyebrows raised toward the nose with the eyes half-closed. Draw the mouth slightly longer than in the previous example with the corner of the mouth slightly lower.



How to draw a character's neck and shoulders

In this chapter you will be explained, quite quickly and easily, how to draw neck, shoulders and collarbones in manga style.

Start by drawing the neck and shoulders. The necks of manga characters are generally thinner than real necks, especially for female characters.

Generally, the more stylized the character, the thinner the neck becomes in relation to the head. There are some exceptions, especially with regard to very muscular manga characters. These can sometimes have much larger and thicker necks than in reality.

However, our description will focus on the most common type of manga neck and shoulders.

You can draw the neck slightly thinner at the top by widening it as it descends, although in most cases the necks of manga characters are simply drawn with the same width all over. Between the neck and shoulders are the trapezius muscles. Be sure to draw them with a slight downward slope. You can avoid drawing them only in the side view, just as you can see in the example drawing below.

Even in the side view, you must keep in mind that the neck is tilted forward although in more stylized characters this may not always be the case.

Draw the shoulders similar to a quarter circle in the front view and similar to a semicircle in the side view.



Draw now the clavicles. In manga, collarbones are sometimes not shown at all, but they are most likely to be shown when there are scenes of characters very close to the viewer's eye.

Draw the clavicles starting near where the shoulder ends and the trapezius muscles begin. Draw them descending toward the center of the chest and tilting them again as they approach the center of the body.

In the side view, an inclined line can be drawn that ends in slight relief to indicate a clavicle.



Draw now the muscles of the neck. The neck muscles that are sometimes shown in manga are the sternocleidomastoid muscles. These muscles run from the center of the clavicles to behind the ears.



When drawing the sternocleidomastoid muscles in manga style, it is not necessary to show them completely. You can simply give a hint of them by

drawing lines representing their outer edges and going all the way to the middle of the neck.



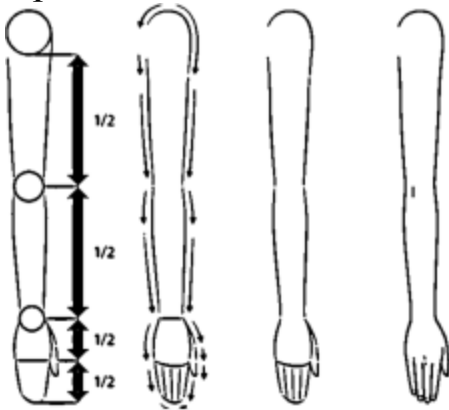
How to draw the arms of a manga character

This chapter will explain how to draw manga arms with a breakdown of proportions and examples of how to draw arms in different positions.

Arms can be a very difficult area of the body to draw because of their ability to do a variety of twisting and bending combinations. To avoid mistakes when drawing, always try to keep in mind the proportions and compare the size of one part of the arm with another.

Here we will focus on the most common and most realistic style of manga arms. The examples are of the arms of a young female character, but you can draw the arms of young male characters in much the same way, the only thing you should change, in this case is the shape of the body.

Before drawing the arms, it is a good idea to first analyze their basic proportions.



Although these may vary slightly from person to person (and style to style), you can generally use the design above as a guide and example.

The distance from below the shoulder to the elbow and from the elbow to the wrist is generally always the same. Fingers and palm are therefore the same length for the hand.

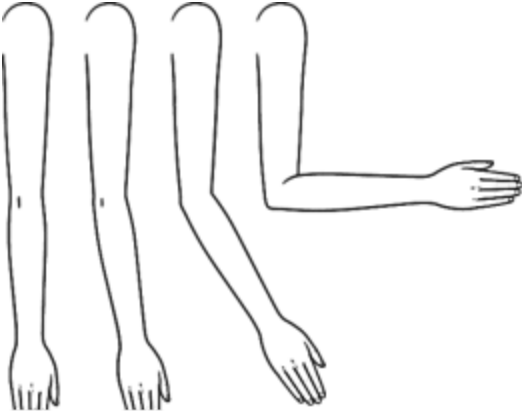
Always remember that when drawing anything, including arms, start with a light sketch and then run darker lines over it after you are sure you have the correct proportions.

Although it may seem a bit complicated, it is important that you always try to maintain these proportions when drawing the arms, especially in

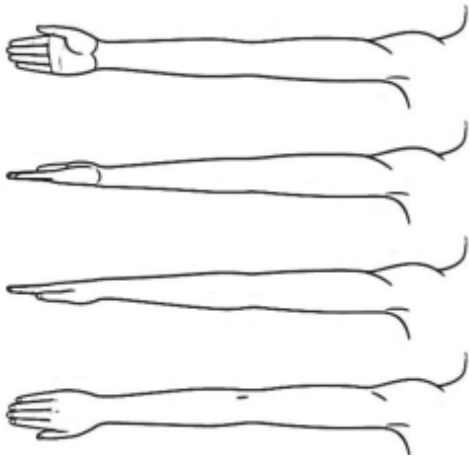
different positions.

Start practicing by drawing your arms curving into different positions.

When the arms bend, the main change that occurs is the elbow sticking out more and more. When the arm is extended, the elbow area actually tends to be slightly indented. When the arm is quite bent it will tend to be a kind of "crease" on the side opposite the elbow.



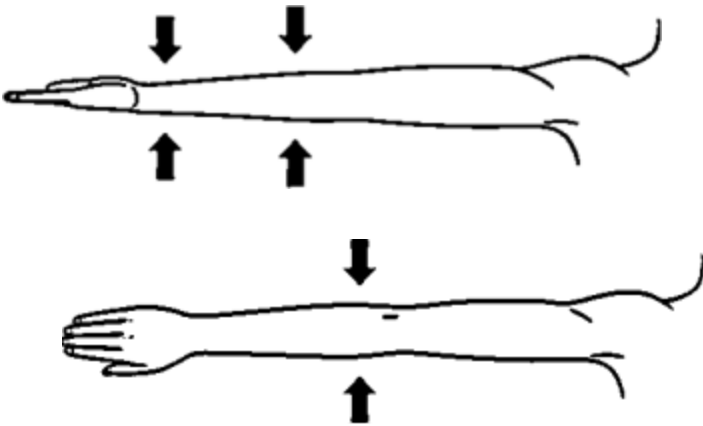
If you look at the arm from the same view but with different wrist twists, it will appear narrower or wider at different points.



Using an outstretched arm with the palm facing directly toward the viewer as a base, you can see the slight variations below as the arm twists. If you drew the arm with the palm facing outward from the viewer, the area that is below the elbow should be narrower. Whereas as for drawing the wrist, it will be the same as in the basic example.



When you pull your arm with the palm facing up, you should draw all the parts of the arm that are beyond the elbow tighter.

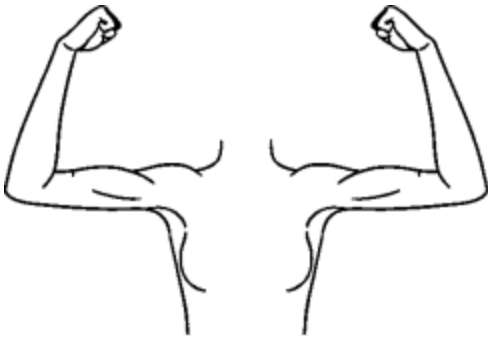


When drawing the arm with the palm facing down, you should draw the wrist thinner since the viewer's view is sideways to the character.

Example of flexible arms.

As you can see from the example, this particular set of flexed arms is not very muscular, therefore, the biceps lift slightly.

You can draw only the outer part of the biceps, or, if you want to add some more detail, you can also hint at the lower part of the biceps with a few curved lines.



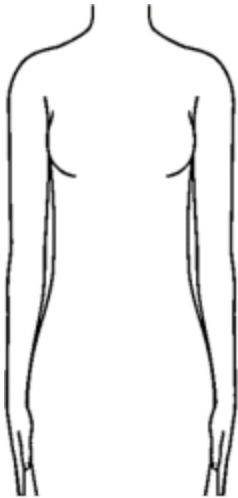
Example of raised arms.

For the raised arms you can basically draw them like the outstretched arms in the previous examples. The main difference will be the shoulder muscles, which should be drawn more elongated.



Example of arms extended to the sides of the body.

When drawing the arms at the sides of the body, somewhat as if the character were standing at attention, the arms should never be perfectly straight. Draw them slightly bent away from the body and past the elbows.



Example of how to draw manga arms with hidden arm parts.

If you decide to draw your character's arms in which parts of one or both arms are hidden, you can use the following technique to help you.



To draw the crossed arms, it is a good idea to think of the drawing as transparent. Being able to look at the arms as if you could see through the other arm lets you know if the visible parts of the arms are positioned correctly. For example, the fingers on the left arm.

You do not need to draw every hidden detail like the individual fingers in the example above. Instead draw like the example below to help you estimate their proper size and general location.



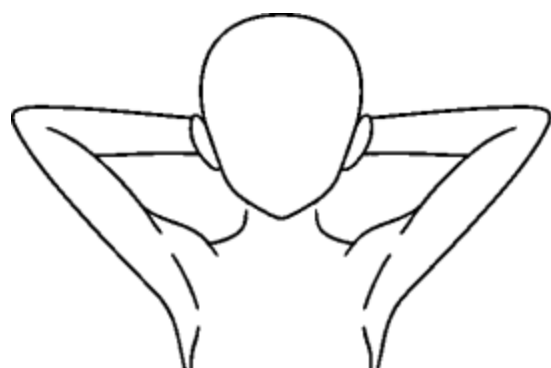
After checking that everything is drawn correctly, simply erase the parts that should be hidden, add the smaller details, and go over your sketch with darker, more pronounced lines.



Example of how to draw the arms behind the neck

To draw the arms behind the head you can follow the previous example, pretending that the drawing is transparent. Since this is an easier pose to draw, you can also just estimate where the hidden parts of the arms will be placed.

Simply make sure there is enough room for the hands to be hidden behind the head.

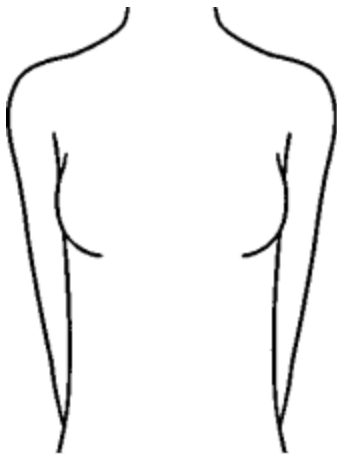


Example of arms positioned behind the back

To draw the arms that are hidden behind the back you can always make a draft and estimate where to place the hidden parts correctly.

In this case you just need to make sure that your arms are angled so that they have enough room to meet behind your back.

Also keep in mind that the arms will usually be slightly bent when in this position.



How to draw the hands of manga characters

This chapter will explain how to draw the hands of various characters, step by step and in different positions.

Although it is difficult to have a clear guideline on how to draw hands because they can bend in so many different ways, you will be given some basic tips and examples.

Drawing manga hands can be a little easier than drawing realistic hands, as many details are left out. But the overall structure and proportions are basically the same.

When drawing hands, it is not always necessary to make a detailed drawing. Sometimes a basic outline of the main feature of the hand is sufficient. For example, if you are drawing a character who is in the background, it is not necessary to draw nails on his hand.

In manga characters, female hands tend to be smaller and thinner, while male hands are somewhat larger.

Example of how to draw hands with open palm.

As for beginners, you should practice first by drawing your hand with your palm open and fingers extended to get a good idea of the proportions. You can also practice by taking examples from photographs or other drawings, or by using your own hands as reference.

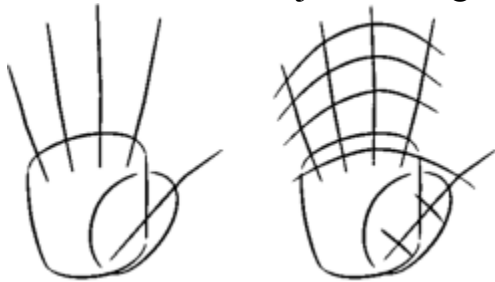
Begin the drawing by tracing the base of the palm and thumb. Draw a very rough shape of the palm and draw it as if it were a slightly rounded rectangle. Then draw the approximate shape of the base of the thumb to get the right proportions relative to the palm.



The second step is to analyze the proportions of the hand and fingers.

The fully extended fingers and palm should be approximately the same length. The tip of the thumb, if drawn at a 45° angle to the hand, should come just below the knuckle bone of the index finger.

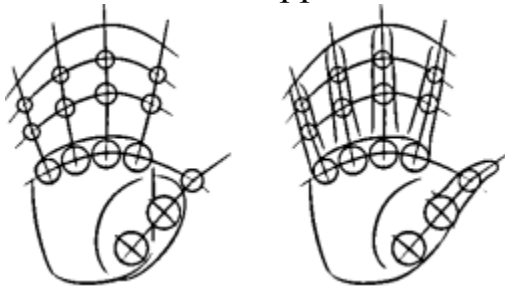
The fingers are composed of 3 parts with the distance from the fingertips to the upper joint being the shortest and the distance from the knuckles to the lower joint being the longest.



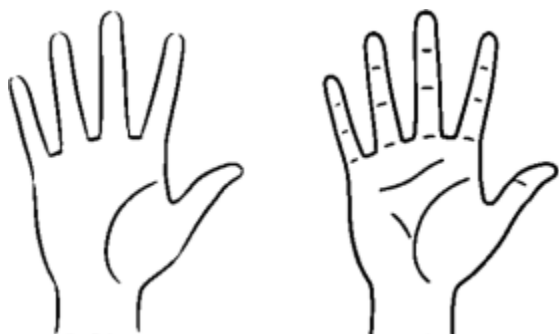
The third step is to draw the fingers. Draw the outer shapes of the fingers and thumb. Help yourself in the drawing by sketching many small circles that should represent the correct distance and width of each finger. Then use the circles as a reference for where to place each finger.

Draw the middle finger first since it is the longest; then, use that length as a reference to draw the rest of the fingers.

Make the thumb mostly straight on the outside and slightly curved on the inside so that it does not look too stiff. Then curve the upper edge of the thumb to mirror the appearance of the real thumb.



Finally, clean up and finalize the drawing. Outline the hand including thumb, fingers, and palm. Clean up the drawing and add details, such as lines and small wrinkles along the palm and fingers. These will generally be placed around the joints of the fingers and thumb. Draw a thicker line for the general shape of the hand and a thinner line for details.



Example of how to draw the hand in the side view.

This is a difficult visual to draw but it is a very common hand position.

Start by drawing the base of the palm and thumb from the side view. First draw the overall shape of the hand without the thumb or fingers. Then draw the shape of the base of the thumb.

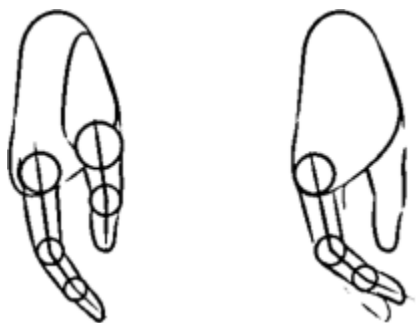


Draw the thumb and fingers. For the purposes of explanation I will show you the complete drawing of the entire finger structure, even the parts that will not be visible in the final drawing, so that you can use them as a reference.

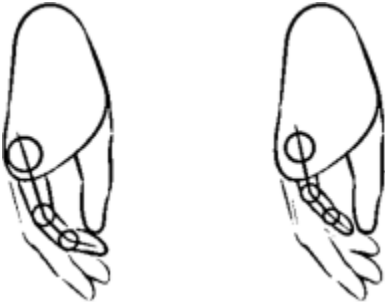
It is not necessary to do this every time you draw, especially if you are drawing on paper, but you should be aware of the placement of invisible finger parts to avoid mistakes when drawing the parts that will later be visible.

For example, if you can only see the tip of the little finger, but do not consider the length of the rest of the finger, you may end up pulling the tip

too high or too low in relation to the rest of the hand.



Draw the rest of the fingers. Follow the previous step to draw the remaining fingers of the hand.



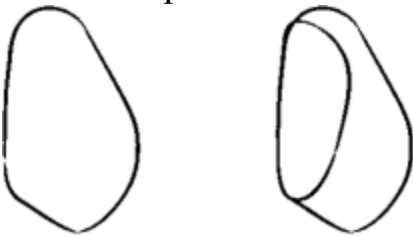
To finish, clean up and finalize the side view drawing. Clean up from the guide lines no longer needed in the drawing, and add details such as small wrinkles around the finger and thumb joints and nails.



Example of how to draw closed hands in the side view.

This hand position is used when clutching something in the hand, such as a shopping bag. It is similar to the hand position when clenching a fist but with some slight differences.

Begin, as in the other examples, by drawing the basic shape of the side view of the palm of the closed hand. Draw the overall shape of the entire hand in this position. Then draw the shape of the side view of the palm.



Draw the proportions of the fingers of the side view of the closed palm.
Draw the overall shape of the fingers and draw the proportions for the little finger.



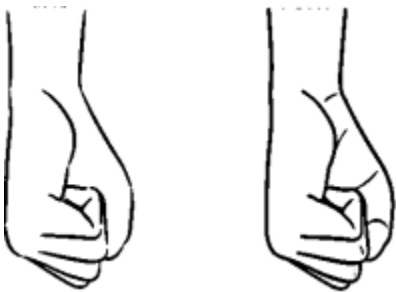
Draw the fingers in the side view of the palm closed. If you need a better understanding of how to draw the rest of the fingers in this view, you can use the same method as steps two and three in the side view example.



Draw the thumb. Draw the guiding lines and then draw the thumb.



Now trace the details of the hand. Clean up your drawing, erasing all guide lines, and add the final details.



Example of how to draw a closed fist hand.

Begin by drawing the basic shape of the hands. Draw a rough general shape of the fist and then draw the overall shape of the combined fingers.



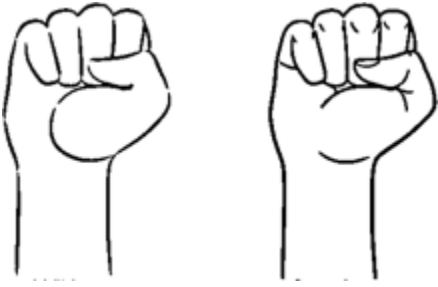
Draw the proportions of the thumb. Draw the shape of the base of the thumb first so that you get the correct proportions for the rest of the hand.



Draw the proportions of the other fingers of the hand. Draw the thumb first. Draw the fingers slightly thicker than normal, as if they were squashed, to show that the fist is closed. Also keep in mind that when the fist is closed, the fingers fan out slightly and go in a direction that moves further and further away from the base of the thumb.



Finally, add the missing details, clean the drawing from the guidelines, and remark the finished parts.



How to draw the various hand poses

This section will show you examples and explain how to draw the most common hand poses of manga characters.

Example of how to draw an approaching hand.

This type of hand pose can be used when the character you are drawing is reaching for something. Or when extending the hand to help someone or to hold on to a ledge while climbing.

When the hand is tilted forward, it will appear vertically narrower if you look at it as if the palm were facing directly toward you. Keep this detail in mind when drawing this particular pose.

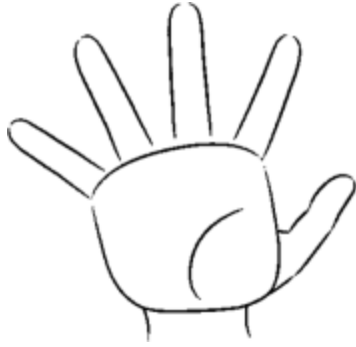
Begin the drawing by drawing the outline of the hand. Start by drawing a rough outline of the palm of the hand. You can also give a hint of the base of the thumb by drawing a single curve.

The palm, in this case, will generally be wider toward the thumb and narrower toward the little finger.



Now draw the thumb and other fingers. Add, on the palm, the outer shapes of the fingers and thumb. Draw the fingers practically straight and fanned out. You can trace the thumb as if it were slightly bent.

Do not worry about being too precise at this stage of the drawing since the goal is simply to establish the size and position of the fingers.



Enter smaller curves and details. Once you have finished the rough outline of the hand, you can add some of the smaller curves such as those at the base of each finger and at the bottom of the palm. Follow the example below for joint placement and make sure that the thumb folds and light folds of some fingers are placed correctly. This will be very helpful to you in estimating where the fingers bend and in positioning some of the smaller wrinkles on the hand.



Finally, finish the design by adding the various lines and wrinkles along the palm and fingers and go over the design with darker lines.

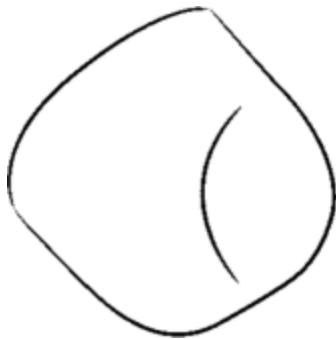
As we have already mentioned, the wrinkles will generally be around the finger joints. The two lines at the top of the palm are usually around the same knuckle area. One mistake that beginning artists tend to make is drawing the fingers bending directly from the top of the palm when they actually bend around these two lines.



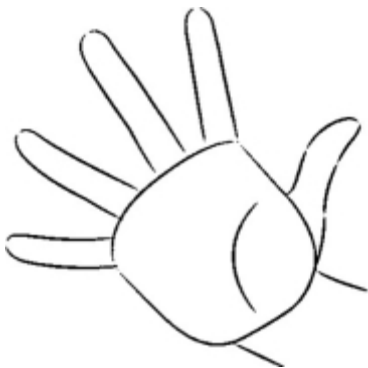
Example of how to draw a hand throwing something.

This pose is somewhat similar to the previous one and can be used, for example, to show that a character is casting a spell or indicating to someone to go ahead.

Begin as always by drawing the palm of the hand. Start with a rough outline of the palm. For this particular example, the palm will be tilted at a 45-degree angle and will move slightly toward the viewer. On the inside of the palm draw a hint of the underside of the thumb.



Draw the fingers and thumb. Draw the outer shapes of the fingers open fan-like, fairly evenly around the palm and with the thumb pulled back. Draw the little finger and ring finger slightly bent inward, that is, toward the palm starting from the knuckles. To create this effect draw them as if they were slightly cut off from the palm.



To position your fingers and thumb correctly, use the image below as an example for reference.



Now add the hand folds and smaller details. Add the smaller hand curves at the bottom of the palm and around the fingers. Keep in mind that when the thumb is pulled back, some of the wrinkles will automatically be smoothed out. To emphasize this you can also omit some of the wrinkles that would still be naturally visible.

Once you have finished adding all the smaller hand details, you can go over your design with darker, more solid lines.



Example of how to draw a hand making a victory sign.

The victory sign is probably one of the most common hand gestures. In manga, characters usually do it when taking pictures.

Begin your drawing, as always, by sketching the palm of the hand. Like the previous two examples, start by drawing the palm of the hand and the base of the thumb. In this hand position the palm will be squeezed by some fingers, so draw it narrower than normal.



Draw the fingers and thumb. Draw the outer shapes of the thumb and the two fingers sticking out. In this pose the thumb will be basically sketched as

if it were a flip of its natural position.

At this stage, you will simply draw the two bent fingers as if they were one shape.



The third step is to draw the bent fingers and the smaller folds of the hand. Add the individual shapes of the two bent fingers and the smaller folds of the hand. The curves will be placed along the bottom of the palm and between the other two fingers. Erase the extra lines from the previous step so that your design looks similar to the example below.



You can help you correctly position the joints for laying by looking at the example below. Overlapping joints from other parts of the hand are not shown to avoid confusion in the drawing.

Last, you can finish and finish your design. To finish the design add details such as finger nails and small lines and curves of the hand. The thumb nail should be narrower while since it is only seen from one angle. The only other fully visible fingernail will be on the little finger. You can draw only a hint of the nail placed on the ring finger.

In this view most of the lines on the palm will be hidden by the fingers but you can still draw small hints of them on each side of the hand. You can also add a fairly large curve in the center crease of the thumb. The rest of the curves will be around the finger joint areas.



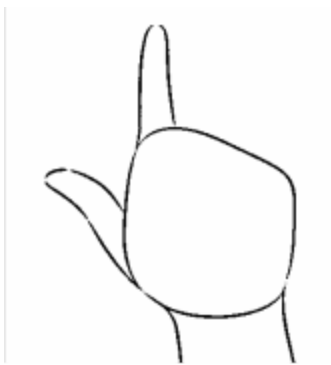
Example of how to draw a pointing hand. This hand pose is useful for emphasizing the act in which you are pointing at something. For example, an airplane in the sky or someone you know.

Since most of the fingers in this pose are hidden, it is also quite easy to draw.

Always start by drawing the palm of the hand. Since the hand is seen from the top of the palm, it is not necessary to show the thumb as in the other examples.



Draw the thumb and index finger. Since the hand is seen at an angle and the index finger points away from the viewer, it should be drawn both smaller and shorter. This will give the feeling that it is actually pointing away and indicating something.



Draw the knuckles of the fingers. Refine the shape of the hand by adding smaller curves. In this case it should be the knuckles and a hint of bone along the wrist.



Use the example below as a guideline for drawing the various parts of the hand correctly.



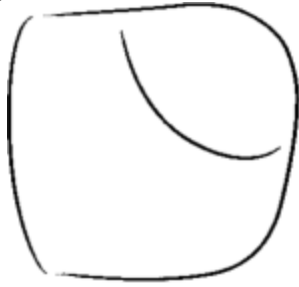
Finish the design. Add the nails and the small wrinkles along the finger and thumb joints. As in the previous pose, draw the thumb nail narrower since it is only seen from one angle.



Example of how to draw a hand with a claw-like grip.

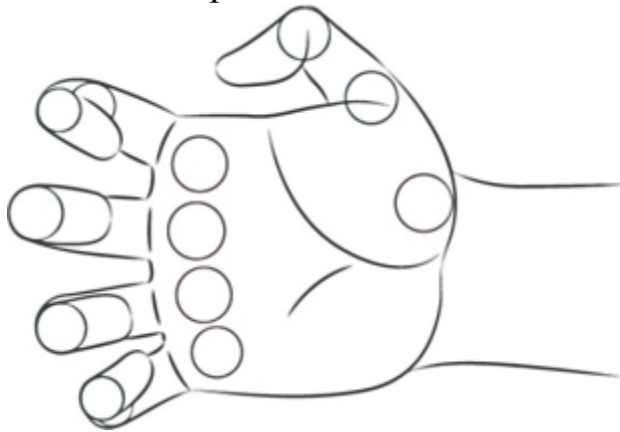
The grasping or clawing hand can be useful if you wish to draw a character who is trying to hold on to something.

Always start the drawing with the outline of the palm of the hand. Draw the outline of the palm of the hand with the base of the thumb. In this case they will both be drawn in a horizontal direction.



Move on now to drawing the fingers and thumb. Drawing the fingers for this pose is probably the most challenging and difficult part of all the examples we have seen. For this reason, it is much more useful to start with how to arrange the fingers correctly within the hand.

You can see what the correct position of the visible joints will be for this pose in the example below.

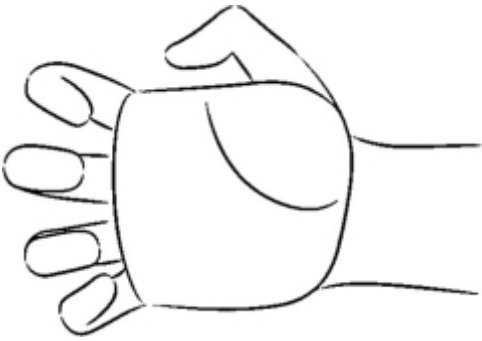


After seeing the correct arrangement of the joints, you can move on to drawing the fingers and thumb. The parts of the fingers from the knuckles to the first joint are fairly easy to draw. Draw these parts in a fan shape similar to the previous examples.

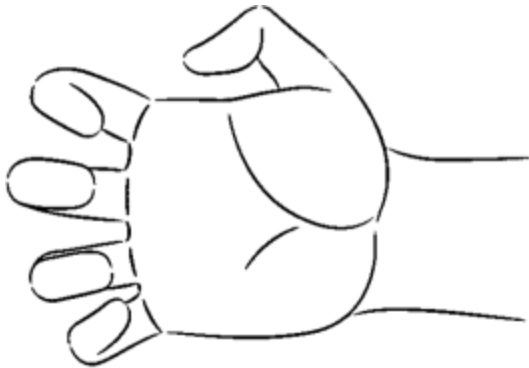
The next set of sections face the viewer; therefore, they will be placed at an acute angle that makes them appear very short or almost invisible. Keep

this step in mind if you want your character's pose to look believable.

Draw the tips of the thumb and index finger pointing slightly more inward, basically inward toward each other, than in the first set of sections.



Insert details and smaller curves inside the hand. Add curves such as the bottom of the palm of the hand, as well as curves and wrinkles at the bottom of the fingers.



The last step is to erase all the guide lines and finish the drawing. To finish the drawing draw the lines along the palm of the hand and the fingernail. Again like the other poses, the thumbnail will be seen at a greater angle than the others, and, therefore, should be drawn narrower.

To make the finger sections from the last joint to the tip slightly angled, move the nails a little further away from the finger tips. This will make the bottom of the fingers appear as if they are angled and pointing more and more toward the viewer.



Example of drawing a hand pointing a finger toward the viewer.

This is a kind of pose that points straight at the face, that is, it basically points at the viewer. In manga, Tsundere characters tend to be drawn often in this way.

Always start your drawing from the palm of your hand.

For this pose you can start by drawing the shape of the combined outline of the palm and base of the thumb. The palm in this view is drawn at a very acute angle and therefore will appear very narrow.



Now draw the thumb and index finger. Draw the index finger much larger than normal, especially toward the tip. This will give it that typical pointing finger-in-the-face look. Then draw the thumb and the combined shape of all the other fingers.



Draw the other fingers and smaller curves. Add the individual shapes of the other fingers, knuckles, folds, and smaller curves around the thumb.



To understand how to position properly you can use the example below with all the guidelines.



Now you can finish your design. To complete the design, add small curves around the index and thumb and just a crease for the middle finger. You can also add the nail design on the thumb, again tighter than normal because of the angle of view.

Once you have finished adding details, go over the design with darker lines to finish.



How to draw the nails of a character

This part of the guide will explain how to draw nails in different ways.

Let's start with the example of the nailless hand.

Before drawing any kind of nails you should first draw the hand. The pose in the example below is perfect for showing nails and will be used for all examples.

It is also important to note that in manga, hands can sometimes be simply drawn without nails and will somewhat resemble the example below. This is particularly the case when a hand is shown from a distance.



Example of how to draw short nails.

When drawing short, realistic nails you must completely outline each nail. Draw their inner ends more rounded and the tips a little flatter. You can also leave some space between the nail tips and the fingertips.



Example of how to draw simplified nails.

Quite often in manga, nails tend to be drawn as in the example below, where the nails are not fully outlined and a gap is left toward their inner ends. This is probably because there is not really a space between the fingers and the nails at that point.

Apart from this detail, you can basically draw these nails exactly as in the first example.



Example of how to draw long nails.

For the nails you will just follow the first example and obviously draw them longer. You can also choose to give them precise shapes.

However, it is generally a good idea to draw the hand completely first and then draw the nails over it.



Example of how to draw simplified long nails.

Similar to the example with short nails, longer nails can also be drawn in a manga style with a blank space in the inner ends.



At the end of all the drawings you can decide whether to leave the hands black and white or to color both hands and nails. For dyed nails, you should generally draw the long nails first and then simply fill them in with the appropriate color.

Also, if you want to add a bright spot, leave the sides of the nails blank.

How to draw the female legs of a manga character

In this chapter you will be taught how to draw manga legs of female characters with proportions, step by step and with shape decomposition from both front and side views.

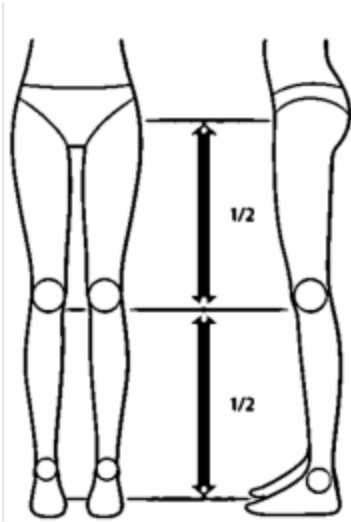
Usually the legs of manga characters are depicted quite similar to real legs. However, if you want to use more stylized characters then remember that the proportions are totally different and completely out of the norm.

Step one: draw the proportions of the legs.

As you see from the picture below, the area of the legs from slightly above the lower body to the bottom of the knees will be about as high as the area from below the knees to the bottom of the feet.

It should also be noted that the example above takes perspective into account, which means that the back leg in the side view example is smaller

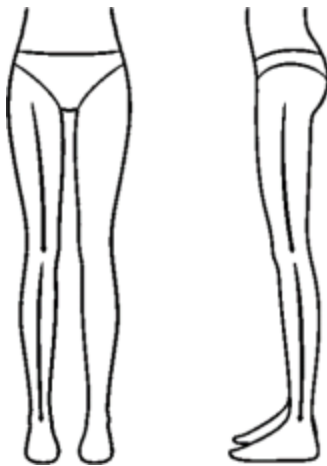
than the front leg, and the line indicating the lower legs is actually slightly above the toes in the front view.



Step two: draw the basic shape of the legs.

In the front view, the legs curve inward toward the center of the body and then curve outward and back inward past the knees.

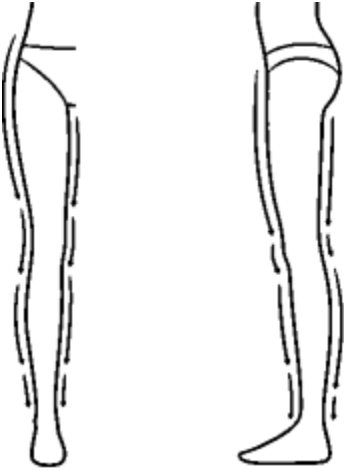
Instead, in the side view the legs curve backward and then forward from the knees down.



Third step: draw the curves to the legs.

When drawing the legs of a female manga character, usually the curves you are going to draw are quite smooth and free of additional lines.

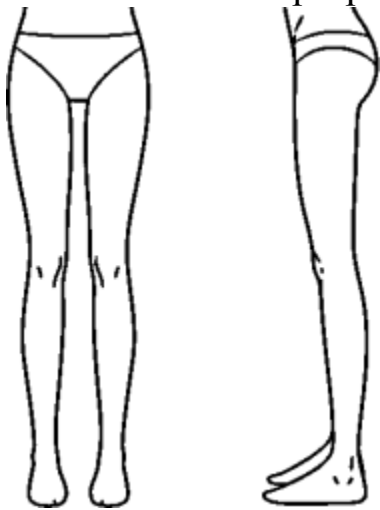
Although different manga characters may have different looking legs, such as thinner, thicker, or more muscular, you can use the illustration above as an example of how to draw some general leg curves.



Step four: draw the final shape and small details.

Now draw the outer shape of the legs and then add smaller details such as small curved lines placed on the knees and ankles. Remember, however, to always keep all proportions and curves in mind when drawing.

If you want to draw your character on paper, be sure to create light lines first and then go over the drawing with darker lines until you feel you have achieved the correct proportions.



**How to draw anime and manga feet in
different positions**

In this chapter you will find some tips on how to draw manga-style feet in different positions and from different points of view.

Always start by first drawing the overall shape and main forms of the foot. If you are not simply drawing a scene that focuses attention on the feet but on the entire character, you should begin by first drawing the overall proportions of the character.

When drawing feet there are two main parts to consider, the foot itself and the toes. Although the toes can move independently of each other, during most normal foot movements they usually remain together.

Although we focus on the feet in this tutorial, it is also very important to keep in mind the positions of the legs in relation to the feet as well. It is easy to forget the position of the legs and the rest of the body if you are only drawing the feet, but you should still keep them in mind. Being aware of everything can help you avoid making mistakes.

If you use the example of a character standing and on his toes, the position of the leg in relation to the foot will not change. In fact, the legs will remain straight.

Also, remember to maintain the same foot proportions in all the different positions.

It is also very important to maintain consistency between different views of the same character. For example, if the foot you are drawing has a certain angle when shown in one scene in a manga, you must keep it the same when you show the same foot from a different view in another scene. This is provided that the character you are drawing does not move.

How to draw the feet of anime and manga from different points of view

Feet are composed of many irregular shapes, making them one of the most difficult body parts to draw.

The feet of manga characters, just like many other body parts drawn in this style, are very simplified versions of real feet.

This section will provide you with some useful tips, along with examples, that can help you understand and learn how to draw feet in manga styles from different perspectives.

The feet of manga characters tend to be less stylized than other body parts.

The size and shape of feet can vary depending on many factors, but the same principles can be applied when drawing all feet. This example will explain how to draw the feet of a young adult.

For feet in any view, always start by drawing the overall shape of the foot. Leave the smaller details, such as toes and toenails, at the end of the drawing. What you are interested in for now is getting the overall proportions of the feet. This will help you not to make mistakes when you start to incorporate the various details into your drawing.

So, as we mentioned earlier, start by drawing the general outline of the foot.

The foot should be wider toward the toes and narrower toward the heel. However, the overall shape of the toes, when they are all together, narrows slightly going from the base to the toe.



Example of how to draw feet with bottom view

Drawing the feet of manga, with a bottom view is very similar to drawing them from the top view. One thing you should keep in mind when drawing the feet from the bottom view is that it very often means that the feet are not on a surface, unless that surface is transparent. This means that the toes may curve slightly more downward and appear a little shorter.



Example of how to draw feet from side view.

Always start by drawing the shape of the foot devoid of any detail. When drawing the foot from the side of the big toe, all other toes will be visible regardless of the angle of view.

In the side view draw the foot as if it were a slope rising higher toward the heel and lower toward the toes.



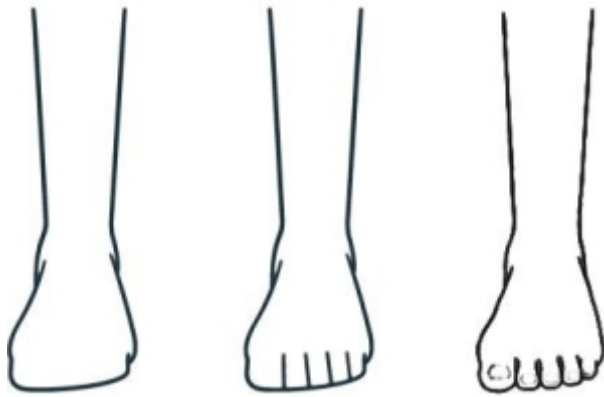
Example of how to draw feet from the inner side view

When drawing the foot from this side, be sure to draw an arch between the toes and the heel. Since the view of this foot starts from the side of the big toe, it is not necessary for you to draw the other toes, because these will not be visible to the observer.



Example of how to draw feet from the front view.

When drawing the foot in the front view, it is important to note that all the toes are not shown as wide as the actual foot. This is a common mistake that many people make when drawing a character's foot from this view.



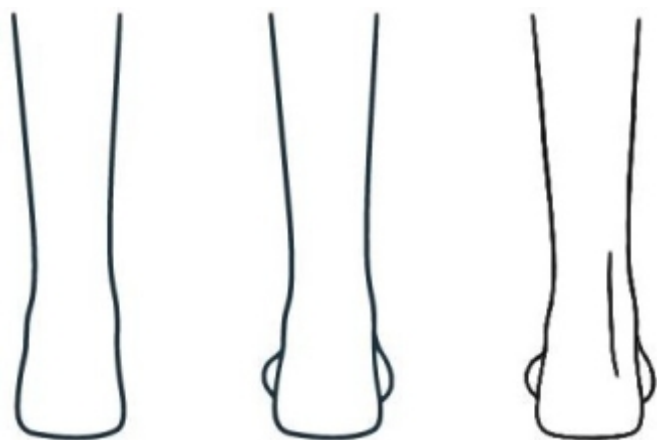
To help you get the proportions, you can draw lines to indicate the width of each finger. Do this step before drawing the details.

Example of how to draw feet from the rear view.

When viewed from behind, the heel portion of the foot will be wider toward the bottom and narrower toward the top. Draw the overall shape of the back of the foot with this detail in mind.

Draw a curved shape on each side of the back of the foot above the heel so as to highlight the bones. Be sure to draw the bottom of the heel with a slight curve. Then draw the front of the foot, which will be partially covered by the back of the foot. The toes will not be visible in this view since they are resting on the ground.

Finally, you can also draw a line above the heel to hint at the Achilles tendon.



How to draw the shoes of a manga character

In this part of the guide we will focus on how to draw different types of manga shoes with three different views for each type of shoe. Examples are of sneakers, high-heeled shoes, loafers, boots, slippers and flip-flops.

To draw any realistic style of shoes, it is a good start to have at least a basic knowledge of the general shape of the feet. It is not necessary to completely sketch the foot and every toe to draw shoes, but it is a good idea to at least draw their basic outline shapes. This is especially useful if you are a beginner artist who needs to practice.

The examples in this tutorial represent some of the varieties of shoes most commonly used to represent manga characters. In addition, some of the views and angles that are most frequently used when drawing shoes are shown.

As for the examples that will be given, the shoes are drawn in front, 3/4, and side views.

Example of how to draw sneakers from all views.

The first example in this tutorial is sneakers. They are fairly simple to design but often tend to have more detail than other types of shoes because of their more complex designs. The first key step is to position the feet correctly. In the case of sneakers, the feet will be more or less in their natural standing position, that is, flat along the ground. This way you will be able to better judge the size of the shoes and how they should lie on your foot.



It should be noted that it is not necessary to draw the feet completely with all the toes every time you want to draw the shoes. You can also make a quick sketch of their shape and outline as in the example below.

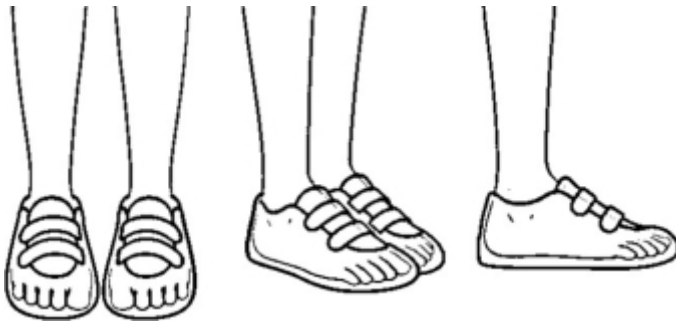
If you draw on paper be sure to draw the foot with very light lines that you can then easily erase after drawing the shoe.



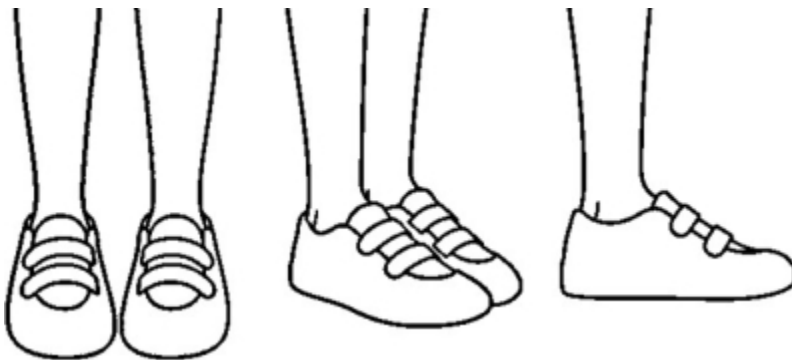
Move on now to draw the outline of the shoes.

Start drawing around and over the shape of the feet in shoe outlines and larger, more important details.

Sneakers often have soft cushioning and therefore tend to be a little thicker than other types of shoes. For this reason you should draw the shape of their outline at some distance from the foot.



Erase the part of the foot that is covered by the shoes so that you have a clean design like the one in the example below.



Now draw the rest of the shoe details. Add the smaller details and all the shoe design elements to the drawing so that you can give the final shape. Here the details will help both to make the shoe more interesting and detailed and to better define its shape.



Example of how to design shoes with heels.

High-heeled shoes are another very common example of footwear used to draw manga characters. They tend to have very little detail but can present some difficulties when drawing.

Begin as always by drawing the feet in the correct position. As in the previous example, start by drawing a clear and precise outline of the feet.

There are essentially two things that pose difficulties when determining the foot position for high-heeled shoes. One difficulty is that obviously the feet will be on the toes; another is that the toes will often be squeezed together by the narrow toes of the shoes.

Showing that the feet are on the toe, on the other hand, is not particularly difficult in side or 3/4 views. However, it can be a bit more confusing in the front view.

What you can do to show that the feet are on their toes is to make the part of the foot, which is between the toes and the bones that protrude on each side of the foot, longer than when the feet are resting on the ground.

The front view is also the one in which the toes will be most squashed and together. The big toe will point inward, toward what, in practice, should be the toe of the shoes. The same is true for the toes at the opposite end of the foot. The toes in the middle of the foot, on the other hand, will remain virtually unchanged.

Again, keep in mind that it is not necessary to draw the toes before drawing the shoe, but it is still a good idea to understand how the feet are positioned before drawing the shoes.



Draw the outline of the shoes now. High-heeled shoes usually tend to be quite thin, so apart from the sole, which has some volume, they can be drawn almost directly over the foot. So basically you will just draw the shoes over the outline of the feet.



Now draw the details of the shoes. Clean up the design by erasing the parts of the foot that are covered by the shoes and go over it with darker lines where needed. Since there are not too many details in this shoe design, there are fewer steps to draw them than in the sneaker example.



Example of how to design moccasins.

Moccasins are probably the most common type of shoe seen on the feet of manga characters revolving around school life. This type of shoe has some variety in its design.

As a first step, just as we have always repeated, you must position your feet correctly. Women's shoes like the ones in this example often have a slightly raised heel. This means that the feet will have to be drawn in such a way as to look slightly sloping.

In the example shown below, you can see the position of the foot inside this type of shoe. Similar to the high heel example, when you draw the foot in the front view, the area between the toes and the side bones is slightly longer. This will help you show that the heel is slightly raised. For the side and 3/4 views you can simply draw the heel slightly higher than normal.



Draw the outline of the shoes. Draw around and over the foot the outline and main parts of the shoes. Since they are usually made of fairly thin leather, you can draw them very close to the outline of the foot. Then erase the parts of the foot covered by the shoe once you have drawn its main shape.



Move on to drawing the details of the shoes. Draw details such as, for example, the division between the sole and the rest of the shoe, as well as lines to indicate where the different parts of the shoe are sewn together.



Example of how to draw boots.

Boots are another example of footwear commonly seen on the feet of manga-style characters. Unlike high-heeled shoes or loafers, they tend to have much more variety. However, in our example we will only show with fairly simple and generic looking boots.

As in all the other examples, the first thing you need to do is to position your feet correctly. Because these boots do not have a high heel, the foot inside them will be virtually flat along the ground.



Now draw the outline of the boots. After drawing the outline of the feet, draw the outer shape of the boots around them.

In this case, the part of the shoe around the leg will be quite close to the leg itself, as leather is not a very thick material. However, boots of this type, which do not have zippers or laces, are usually wider around the leg area to

help a person put their foot in. To highlight this aspect, you can move that part of the boots' design away from the leg.

Then erase the outline of the leg once you have drawn the outline of the boots.



Draw the details of the boots. Add some basic details, such as the sole and some folds in the leather of the boots.



Example of how to draw slippers.

Slippers, such as those found in the example below, are yet another example of very common shoes in manga. Female characters who are depicted in home settings often tend to wear them.

Start by drawing the feet. The foot inside the slippers will be in its natural position i.e. flat and along the ground line.



Draw the outline of the slippers. This type of slipper will basically consist of a fairly thin sole with a somewhat inflated front end. Draw the outline of the front end of the slipper at a good distance from the foot, particularly in the side and $\frac{3}{4}$ view.



Now erase unnecessary parts of the design, such as the toes, and your design is finished.



Example of how to draw flip-flops.

Flip-flops are quite common for manga characters and you can often find them on the feet of people who go to the beach or simply walk down the street during the summer.

Draw the feet first. This type of shoe will leave virtually the entire foot clearly visible, so you will need to draw them as correctly as possible. In this case the feet will once again be flat along the ground line.



Design flip-flops. Generally these types of footwear will simply consist of a sole and some bands that go between the toes and the rest of the toes. Draw the bands overlapping the design of the foot.



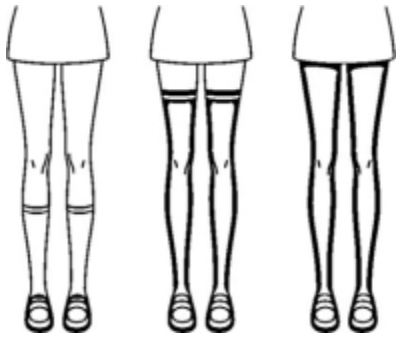
Erase the parts of the feet that will be covered by the sandals and go over your design with darker lines to finish.



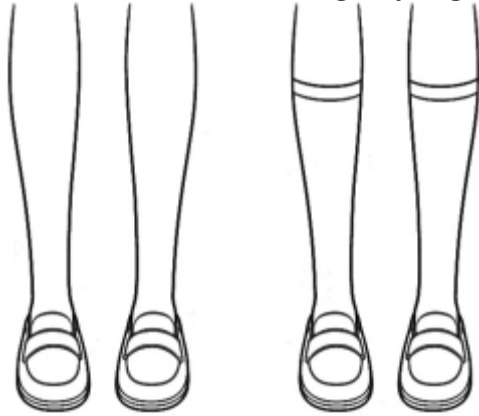
How to draw socks, stockings and tights

This part of the guide will explain how to draw socks, stockings and tights in perfect manga style. Socks, stockings and tights are all very common items in manga, especially since many of these characters frequent school environments, such as high school, where they are often worn with school uniforms.

Once they are worn these garments generally take on the same shape as the legs. This means that drawing these elements will be very similar to drawing the legs but with some additional steps.



Generally you can draw the socks on the legs with basically just a pair of curves placed slightly below the knees. You can also add a second curve below the first, with a slightly lighter line, to show the cuffs.

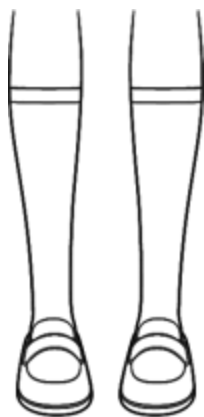


The reason why you would want to draw the curves is obviously due to following the natural curve of the legs.

For example, if there were someone placed in front of you wearing socks and you had to put your eyes directly at cuff level, these curves would appear virtually flat, as shown in the first example below.

If your eyes were under your socks (e.g., looking at someone standing on top of something above you), the curves would go in the opposite direction as shown in the second example.

Also in this example, the socks are simply white, as is common in many manga characters, but you can of course color them in different colors and to your liking.



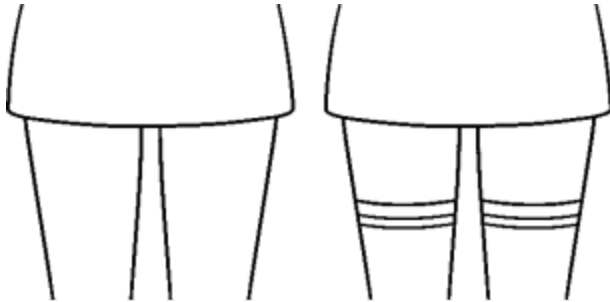
Example of how to draw socks in manga style.

Socks are very common in manga, probably much more commonly used than in real life. The process of drawing them is not very different from that of socks.

Again you can indicate how far the socks go up by drawing a pair of curves, but the rules of the beholder's eye level, explained in the socks example, still apply.

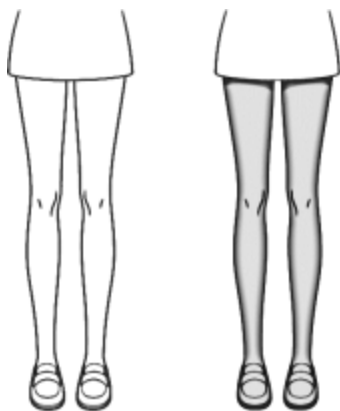
Because the socks go much higher than the legs, in this case they will be closer to the observer's eye level. This means that their curves can be drawn a little flatter than in the first example of the socks.

Very often the socks of manga characters also tend to have some sort of design element near the top, even if it is something as simple as a stripe. Of course, you can also try your hand at more complex designs.



Example of how to draw tights.

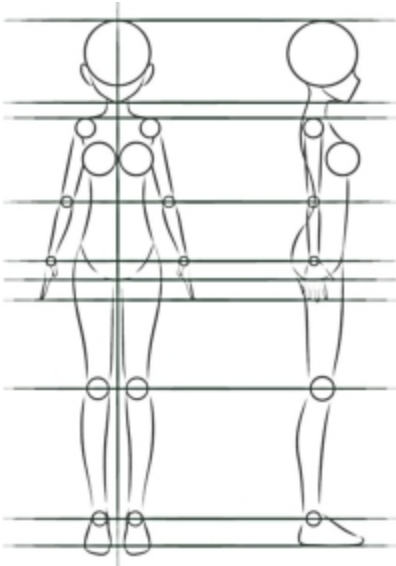
This last example is definitely the simplest of the three. Since the tights practically hug the legs and go all the way to the waist, you really don't need to draw lines to show them. Instead you can show that they are being worn by simply coloring the legs the color you want.



How to draw a complete female manga character

In this chapter you will find all the directions for drawing the body and face of a girl in manga style. Below you will find an explanation of how to draw a manga girl from both the front and side views.

Begin by drawing the overall shape of the girl's body from both views



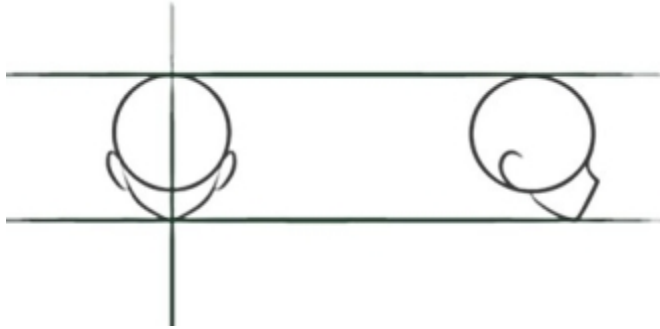
One of the most important things to always keep in mind when drawing the full figure is the proportions or relationship of one body part to the other. All elements must be the right size or your character will look odd.

As for the front view, you should start the drawing, drawing a vertical line.

This will help you make both sides of the figure more uniform. If you are drawing both the front and side views at the same time, you can add the horizontal lines to make sure that the different parts of the body match in both views.

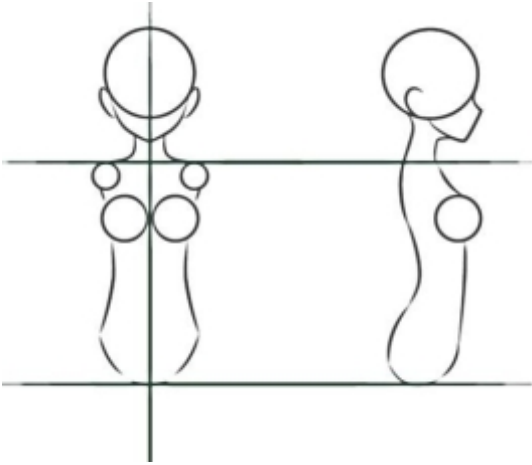
Drawing both views at the same time can be a very useful exercise. If you are good at drawing a particular body part in one view but not so much in another, this can exercise can really help you improve your style.

Always begin the drawing by starting with the head. It is not necessary for you to start entering all the details of the skull, you will only need the general lines that shape the head. As for the front view you can draw a circle, so as to help you get the shape of the top of the head. While, in the side view you should draw a slight oval.



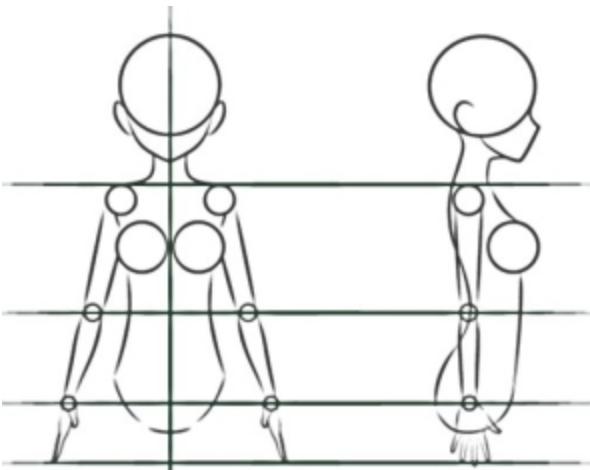
Now move on to drawing the body. Remember that you are drawing a manga and, therefore, the proportions must be very different from traditional drawings. For this reason you should draw the head slightly larger and disproportionate to the traditional body size.

In the front view, the shape of the body should be very similar to an hourglass. Also, I recommend drawing small circles at the level of the shoulders, to help you later draw the final lines.



Move on to drawing the arms. Draw 2 more smaller circles, which you will need to indicate the correct position of the joints, following the drawing guidelines from both sides as far as the front view is concerned, and only from one side, as far as the side view is concerned.

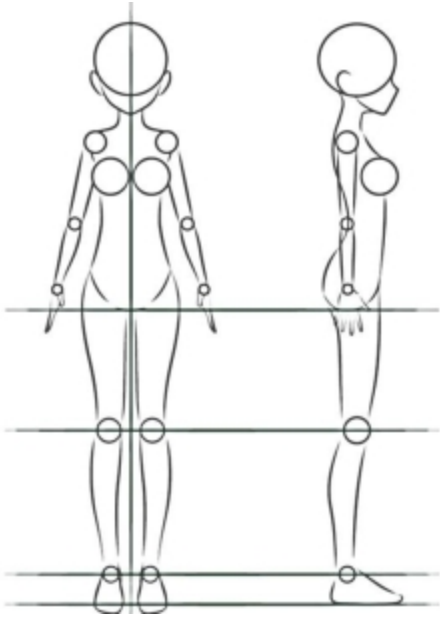
Then draw the lines, descending from the shoulders downward.



Now move on to drawing the legs. The length of the legs, in a manga character, should be about half the length of the whole body.

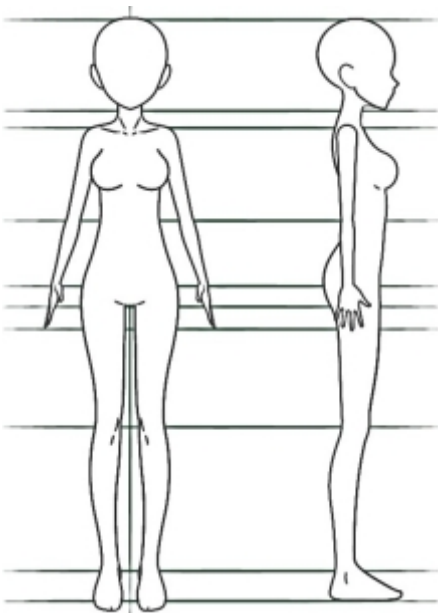
In the side view, the feet should be as long as the distance between the wrists and the elbow.

Also, as you see from the drawing, in the front view the feet go slightly beyond the lower vertical alignment line. This is because if we rotate the character, his feet should be closer to the viewer in the front view than in the side view.

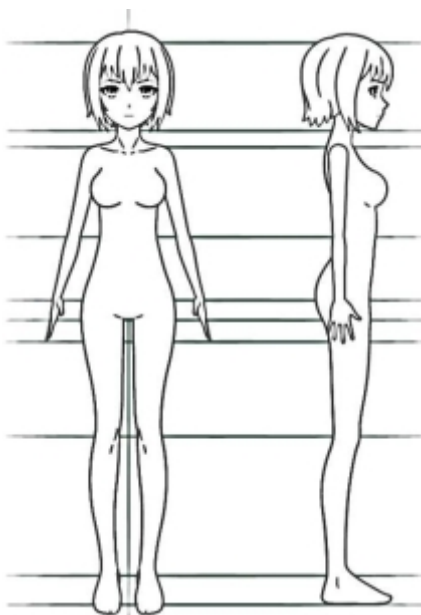


Now you should clean up the drawing. After drawing the basic shape of the body, you can erase all the circles you drew inside.

You can also add some of the smaller details such as and thin side lines for the knees in the front view.



Draw the details now. Add details to the face, such as the eyes, nose, mouth, and hair. For drawing details go to the specific sections where we talk about face and head details.



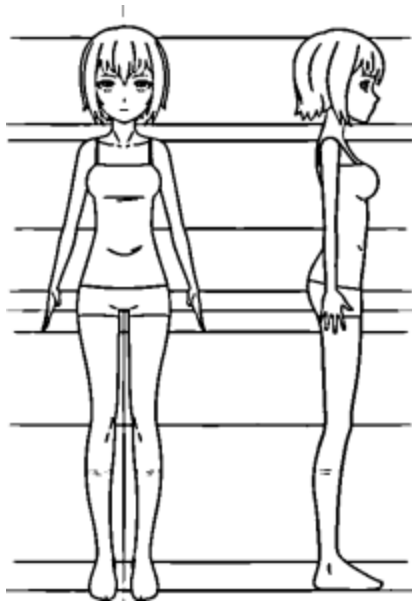
Design the clothes. If you are just starting out, the advice is to use basic items, such as a T-shirt, shorts and socks. This is because, this type of clothing is quite thin and tight, and as a result, it will follow the general contour and shape of the body.

Start by drawing some lines that represent each piece of clothing. Do not draw straight lines, but soft, curved lines so that they embrace every body shape.

Then as for the top of the socks, you should not draw straight lines but a curve, to make it look like the fabric of the socks wraps around the leg.

If you wanted a more natural and realistic effect, you could also add small creases.

Finally, add the colors you most prefer and basic shading and shading. The parts less exposed to light should always be darker than the lighted areas.



How to draw a male manga character

Now you will be taught, step by step, how to draw a manga boy with a detailed breakdown of body proportions and general tips for achieving a manga look.

The boy who will be used is between 10 and 15 years old.

Always keep in mind that the following proportions are only suggestions. These, in fact, may vary depending on the character and style of your character.

Start with the division and breakdown of your character's various body parts. To make a character look younger, the advice is usually to draw him slimmer than his older counterpart.

A good way to choose how to divide your character's various body parts is to take measurements at the head.

As we mentioned earlier, manga characters tend to have larger heads compared to their bodies and compared to real people. This aspect is more pronounced with younger characters.

For this example we used, the total height of the character will be that of the head multiplied by 6.5 cm.

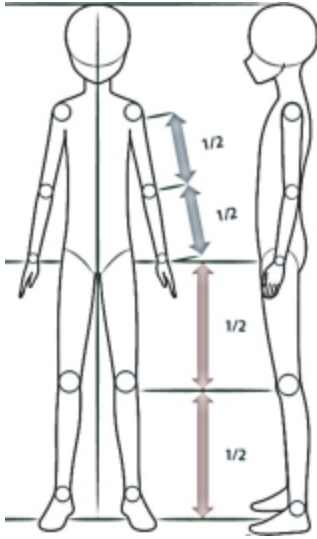
The height of the head and the whole area above the legs is half the height of the whole body.

The portion of the hand attached to the arm will descend approximately to the middle of the body, horizontally. The area from the joint from the hand to the elbow and from the elbow to the shoulder is about the same length.

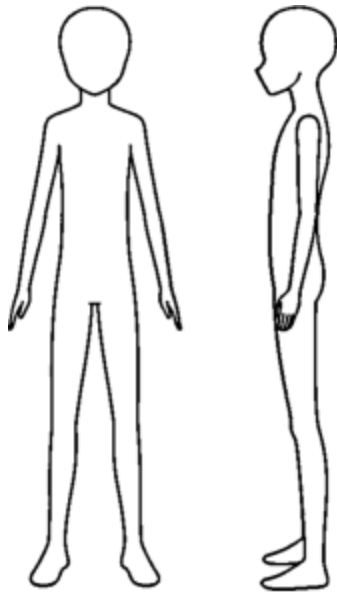
The legs, on the other hand, should be about half the length of the whole body.

The length of the legs from the bottom of the foot to below the knee is about the same as the length from the bottom of the knee to the horizontal half of the body.

Also, in the side view the leg placed in front is larger, due to perspective, than the rear leg.

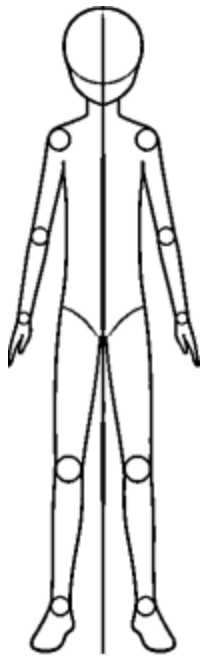


Draw the body of your character. Start drawing the character from the head and then continue downward. Start with a light line drawing of the entire body shape, without adding the smaller details yet.

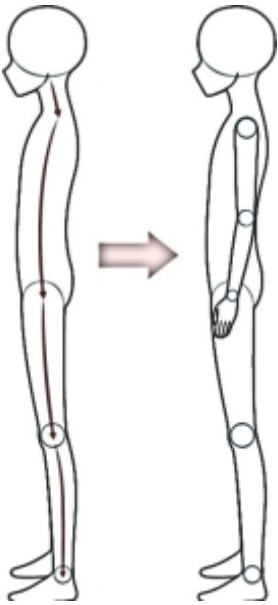


As for the front view, the main challenge of drawing the body from this view, in addition to getting the proportions right, is getting both sides symmetrically.

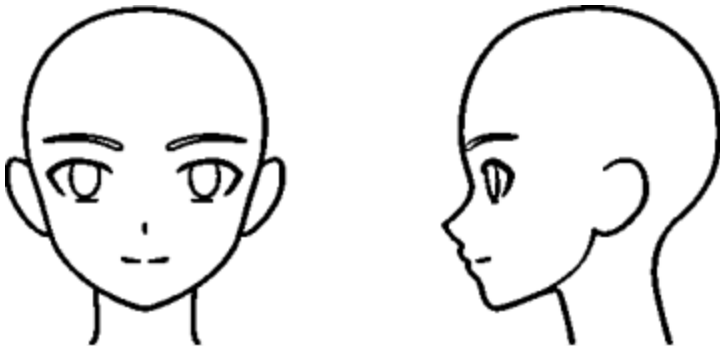
To help you with this task, you can begin your drawing by first drawing a vertical line through what will later be the center of the body. This will help you make sure that both halves of the body are symmetrical in width as well.



As for the side view, it can be more difficult to draw than the front view. This is because, in the side view the various parts of the body curve in slightly different directions.



Draw the head and face of your character. Draw the facial features and details before drawing the hair, including those parts that will later be covered by the hair.

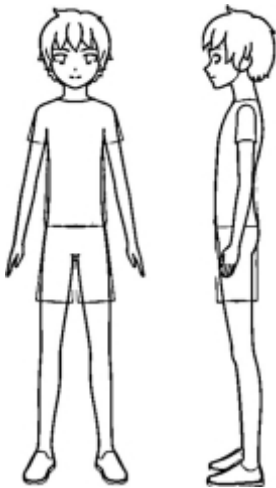


Finally, draw the hair. For this particular hairstyle draw the hair part following the shape of the top of the head, but at some distance since the hair has a lot of volume.

Draw the ends of the hair branching into various tufts and of various sizes, curving in slightly different directions.

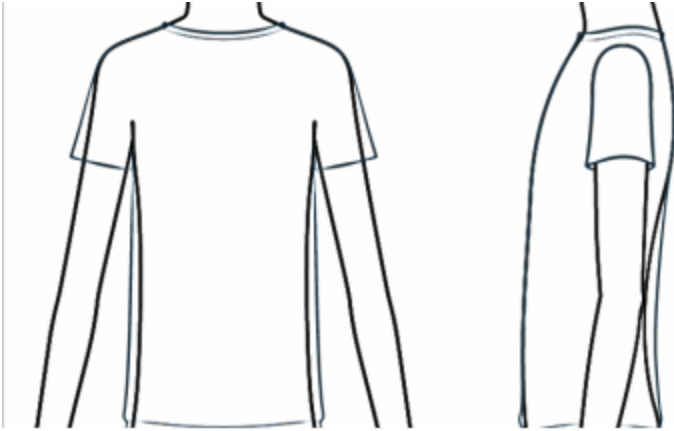


Now draw the clothes. In this case you will draw your character wearing a T-shirt, shorts and shoes.



Start by drawing the T-shirt. For the top of the t-shirt, draw it practically close to the shape of the shoulders. Make the sleeves of the T-shirt slightly wider toward the ends. Since the T-shirt is not very fitted, leave some space between the body and the T-shirt since it will hang from the wider chest area.

Draw the shirt a little wider toward the bottom since that area will have creases.



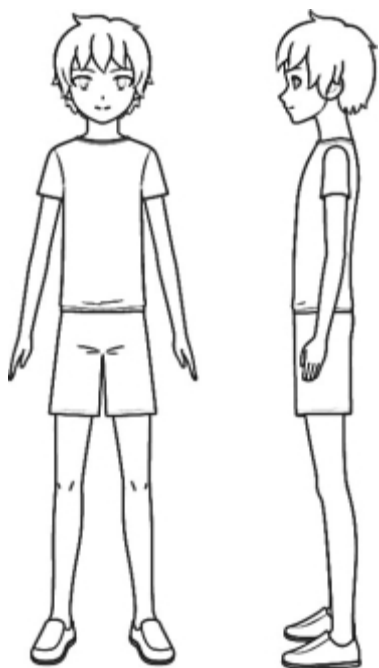
Add the shorts. Draw the shorts starting at the bottom of the shirt and then widening them slightly as they go down.



Draw the shoes. You can draw the shape of the shoes by roughly tracing the shape of the feet, but with some distance to account for the thickness of the material from which the shoes are made.

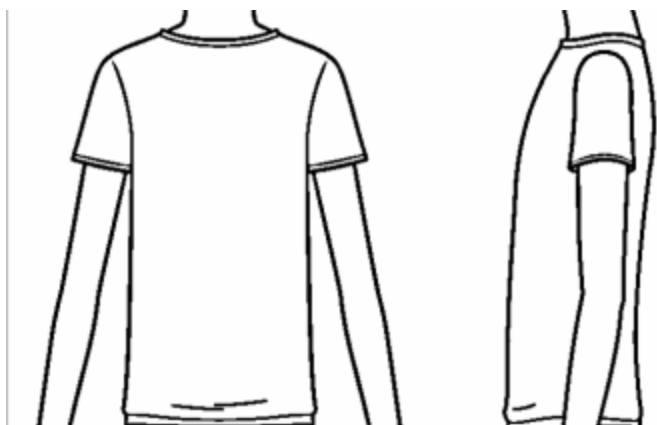


Now insert the various details. Draw the inner details of the eyes such as pupils and reflections. You can also draw a hint of the eyelids, slightly above the eyes.



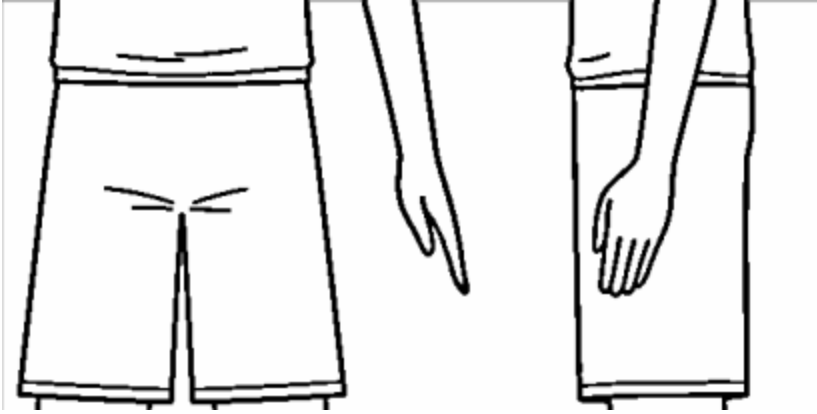
Add the details of the T-shirt. You can add some stripes at the bottom of the T-shirt to highlight the pleats.

You can also draw thinner lines toward the ends of the sleeves.



Draw details and pleats on the shorts. For the shorts you can add pleats in the center where there is usually tension created by the legs pulling the shorts in different directions.

You can also add a couple of lines at the bottom to put in a little more detail.



Finally, draw the details of the shoes. For shoes you can simply draw the outer details of their design.



At this point your character is just missing the shading. Shading should be placed in the hair, around the eyelids, at the top of the eyes, and on the sides of the nose.

Your design is then finished. You can leave it just fine as it is or decide to color it according to your taste.

How to draw manga poses step by step

This part of the guide will explain the basics of drawing different poses of manga characters. Drawing a manga character in a particular pose can be quite difficult and challenging. To make things easier, especially if you are a beginner, these practical examples will show you poses that are fairly easy to draw. You will also be shown how to use characters as if they were mannequins to get the pose without any detail.

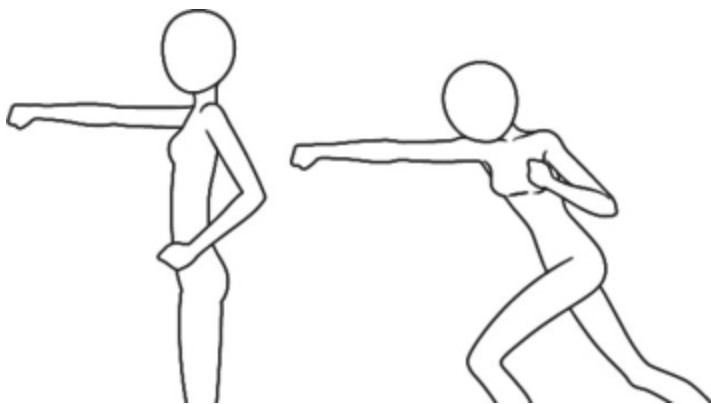
The 'dummy approach, allows you to quickly draw various poses making it easier to find the right one for the character you want to draw. It can also help you avoid having to make excessive erasures if you make mistakes.

For example, if you completely draw the details of the head and then move on to the body, you may find that you have not calculated the right angle. This means, then, having to erase all the facial features when you could have avoided the error much earlier if you had drawn a basic outline of the entire body.

First, then, it will be important that you position your character correctly.

Even if you are a well-established artist, an improperly drawn position can greatly detract from your design and the message you are trying to convey to the viewer.

To give you a practical example. You decide to draw a character who has to throw a punch.



In the first drawing, in the example above, it looks like a character is simply stretching his arm, while the second looks like he is actually punching.

It is therefore very important that you correctly convey the action or position you want to show. Without this a drawing, even if it is well done may appear incorrect.

For the more generic and common manga styles, bodies tend to be drawn similarly to those of real people. The only difference, as you saw when we explained the face part, will be the heads of the characters will be a little larger from the norm.

So to draw the various poses you must remember to draw:

- Egg-shaped head and slightly rounder than normal.
- Hands drawn with fingers joined into a single shape as if wearing gloves.
- Feet designed as one and compact, as when wearing socks.

Although it is quite common to start drawing a person from the head, the examples given in this chapter will begin with the torso. This is because, in more dynamic poses, where you have to bend or twist, drawing the torso first can make it much easier to place the rest of the body parts later.

Another important thing you should do is to draw clear lines that you can easily erase, especially if you draw on paper. This will make it easier to make corrections if you make a mistake, and it will also make it easier for you to erase parts of the character as you add all the details.

Example of how to draw a running manga character.

There are different types of poses of running characters. Much may depend on the type of character or the type of event you wish to portray. The pose we are going to analyze is the typical sports running pose. Start by drawing the torso. In this particular pose the torso will be drawn at an angle of about $\frac{3}{4}$. Since we are drawing a female character, draw her in an hourglass-like shape.

To highlight the fact that the character is running, position the torso slightly leaning forward. You can also draw a hint of the shoulders, collarbones to define the upper part. In this pose the shoulder closest to the viewer's eye will be slightly higher.



Draw the head of your character. Draw the head tilted slightly forward, at about the same angle as the torso.



Add legs to your character. Draw one bent leg in a kind of forward-facing arrow, so that you can emphasize movement, and the other straight at about the same angle as the body. The foot that is on the side of the bent leg can be drawn in a fairly natural, relaxed position. The foot of the outstretched leg will come off the ground and should be positioned as if it were on the tip of the toes.



Add the arms. Draw the arms swinging in the opposite direction of the corresponding legs. For example, if the right leg goes forward, the left arm should swing backward and vice versa. Each arm should be bent and with the hands clenched into fists. As already mentioned, you can simply draw the hands as if they had gloves, so without having to draw individual fingers.



Draw the neck. Draw the neck at about the same angle as the head and body and with the same thickness as the upper arms.



Draw the details of the chest. Since this is a female character, you can add some basic details, to sketch the breasts to complete the pose. Keep in mind that generally characters will wear clothing that flattens the chest area, making it flatter.



Example of ballet pose.

This pose is the characteristic pose of dancers, as it shows flexibility with the division of the legs and some artistic movement with the head pulled back.

Start by drawing the torso. Draw the torso slightly bent backward and make it slightly narrower in the center, curving the torso inward from the

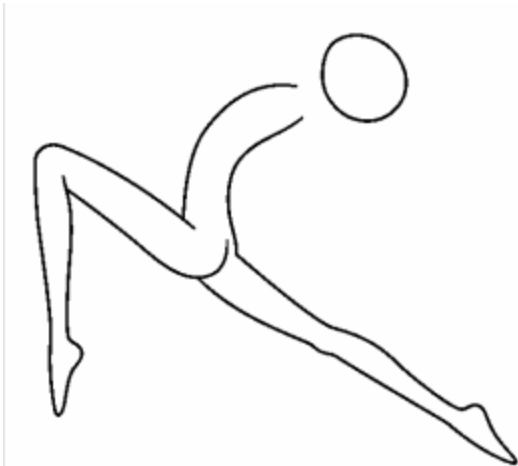
back, relative to the top and bottom.



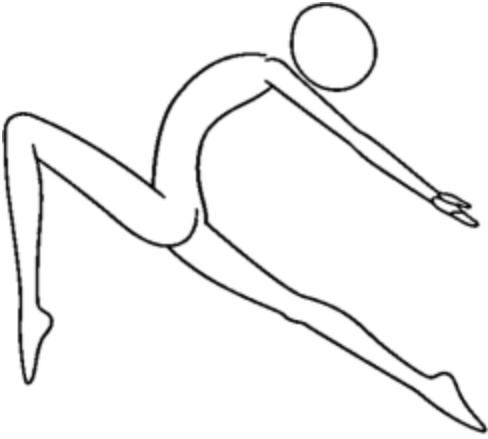
Draw the head. Draw the head tilted back, almost touching the shoulders, and with the chin pointing upward.



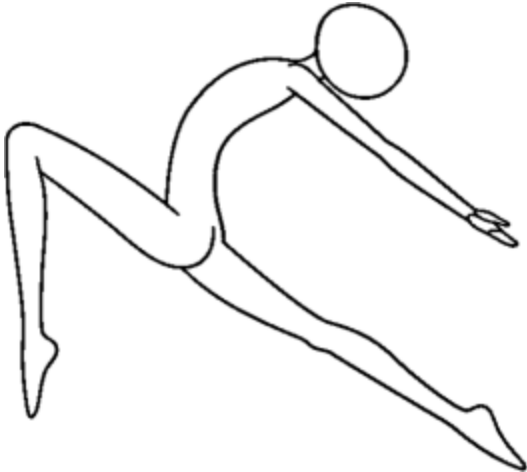
Add the legs. Draw the legs as if the character were doing a split, but with the front leg bent. Then draw the feet bent backward, as when the dancer is standing on his toes.



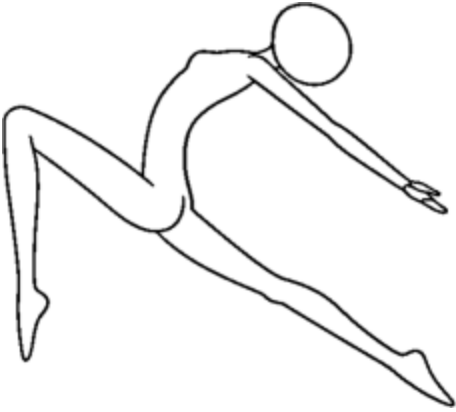
Draw the arms. In this case it is not necessary to draw both arms, only what remains visible to the viewer's eye is sufficient. Draw the arm stretched backward with the palm of the hand facing upward.



Draw the neck. Draw the neck at an angle more or less corresponding to that of the upper body. In this pose the neck will be somewhat covered by the shoulders.



Draw the details of the chest. The character's chest will be both distended and crushed by the clothes once you draw them; therefore, the advice is to draw it fairly flat.



Example of how to draw a box pose.

This pose is typical for representing a character throwing a punch. Especially the pose is very suitable if you want to draw a character hitting the punching bag during a training session.

Start by drawing the torso. In this case the bust will be shown at about 3/4 view. Draw it with a slight hourglass shape characteristic of female characters. You should also draw it as if it is leaning forward, to emphasize that the character is shifting her weight into her fist and not simply extending her arm.



Draw the head. Add the head slightly tilted forward and facing downward.



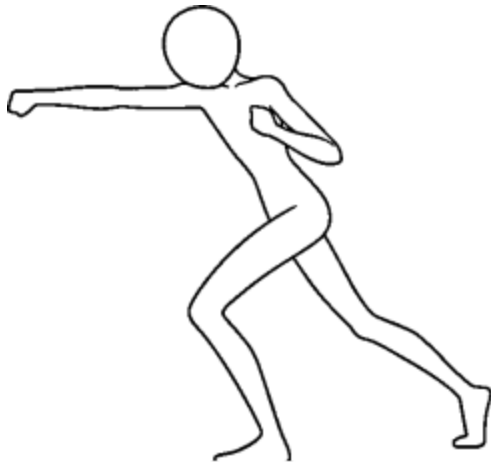
Add the legs. Draw both legs slightly bent, especially the front leg, and at a distance from each other. Have the leg pointing forward lie flat on the ground with the leg back and on the tip of the toes.



Draw the arms. Draw one arm leaning far forward, with the hand with a clenched fist. Draw the other arm pointing slightly backward and the hand practically clasped on one side of the chest.



Add the neck. Draw the neck slightly more inclined forward than the body with the front being hidden by the chin.



Finally, add details of the chest. You can draw the breast only on one side of the chest to show that it is only seen from one angle. Again, keep in mind that it will be flattened later when you add the clothes.

Example of how to draw a character lashing a kick

The example we are dealing with represents a character delivering a direct forward kick, as if he is trying to kick something.

Draw the torso first. Draw the torso angled and slightly bent backward. Sketch it narrower toward the middle area and in the back.



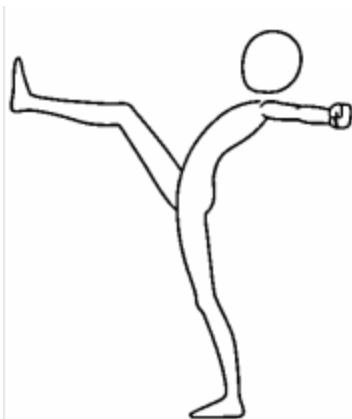
Draw the head. Draw the head tilted slightly backward, but not at the same level as the torso since the character is facing forward and toward the foot that is kicking.



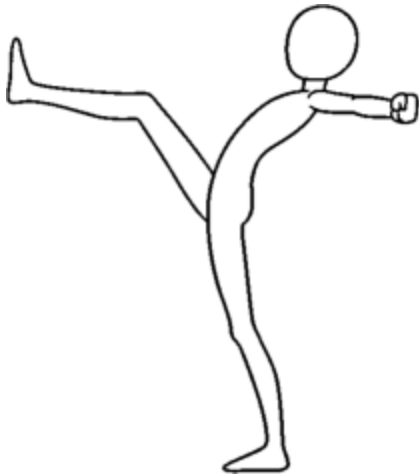
Move on to drawing the legs. Draw the kicking leg raised and slightly bent, with the other leg practically straight and slightly angled. You can draw the kicking foot slightly bent backward with the other foot flat and firmly on the floor.



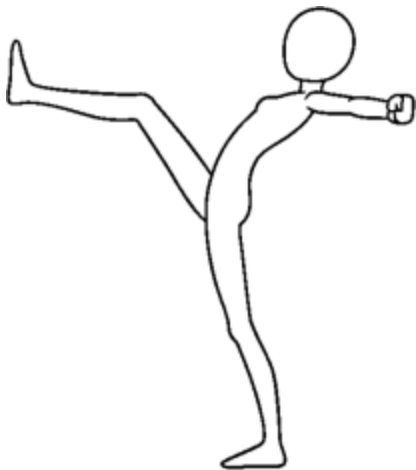
Draw the arms and hands. The arms or, as in this case, the arm, will be facing backward and slightly toward the viewer. The hand will be clenched into a fist.



Draw the neck. The neck should be tilted backward from the position of the torso.



Finish the drawing by inserting the details of the chest. Draw the chest fairly flat since it will be covered and then crushed by the clothes.



Example of how to draw a momentum pose.

This is a light and very cheerful and playful pose in which the character does not have any kind of aggressive attitude.

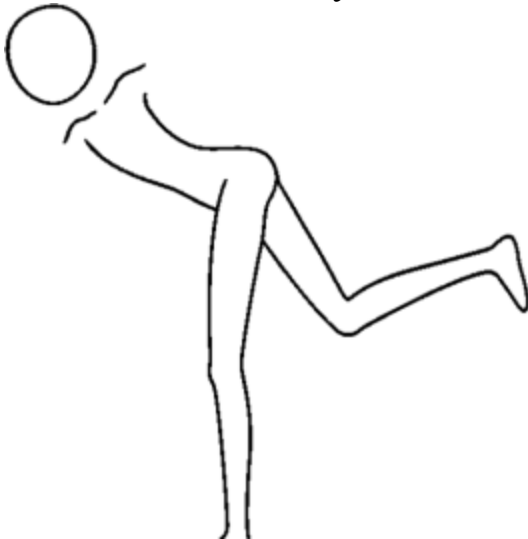
Begin, as always, by drawing the torso. Draw the torso almost horizontal to the ground with a slight curve backward. It will also have a small turn that you can show by making it wider at the top and narrower toward the middle, curving inward on both ends, but even more so on the back.



Insert the head. Draw the head tilted backward from the torso so that the character is looking forward.



Draw the legs. Draw the front leg slightly bent with the back leg bent and lifted off the ground. Have the foot of the front leg be completely on the ground or just on tiptoe. The foot of the back leg, on the other hand, can be drawn as if it were totally relaxed.



Draw the arms. Draw the arm that is in the momentum phase facing forward at an angle of about 45 degrees and the other arm facing backward, going, practically, in the opposite direction.

The fingers of the open arm should be pointing forward and the thumb downward. This will create the effect of having just thrown something. You can draw the fingers in a little more detail in this pose, since they are important to show the throwing effect.

Draw the other hand in a more relaxed state with fingers slightly bent.



Draw the neck. Draw the neck practically in line with the upper body or tilted slightly backward from it.



Finish the drawing by inserting details of the chest. Draw the breast slightly toward the arm used for momentum to show that the body is viewed at an angle.



Conclusion

After the poses of the various manga characters, we have come to the conclusion of this guide, hoping that we have been helpful to you in giving me both the basic knowledge of how to draw a character and providing you with explanatory examples of how best to develop your character.

As we said at the beginning of this guide, it is through knowledge and constant practice that perfection is achieved.

The purpose of this guide is to get you to use all the practice necessary to make you an experienced and trained mangaka.