

DRAWING
WITH Christopher Hart



THE MASTER GUIDE TO DRAWING ANIME TIPS & TRICKS

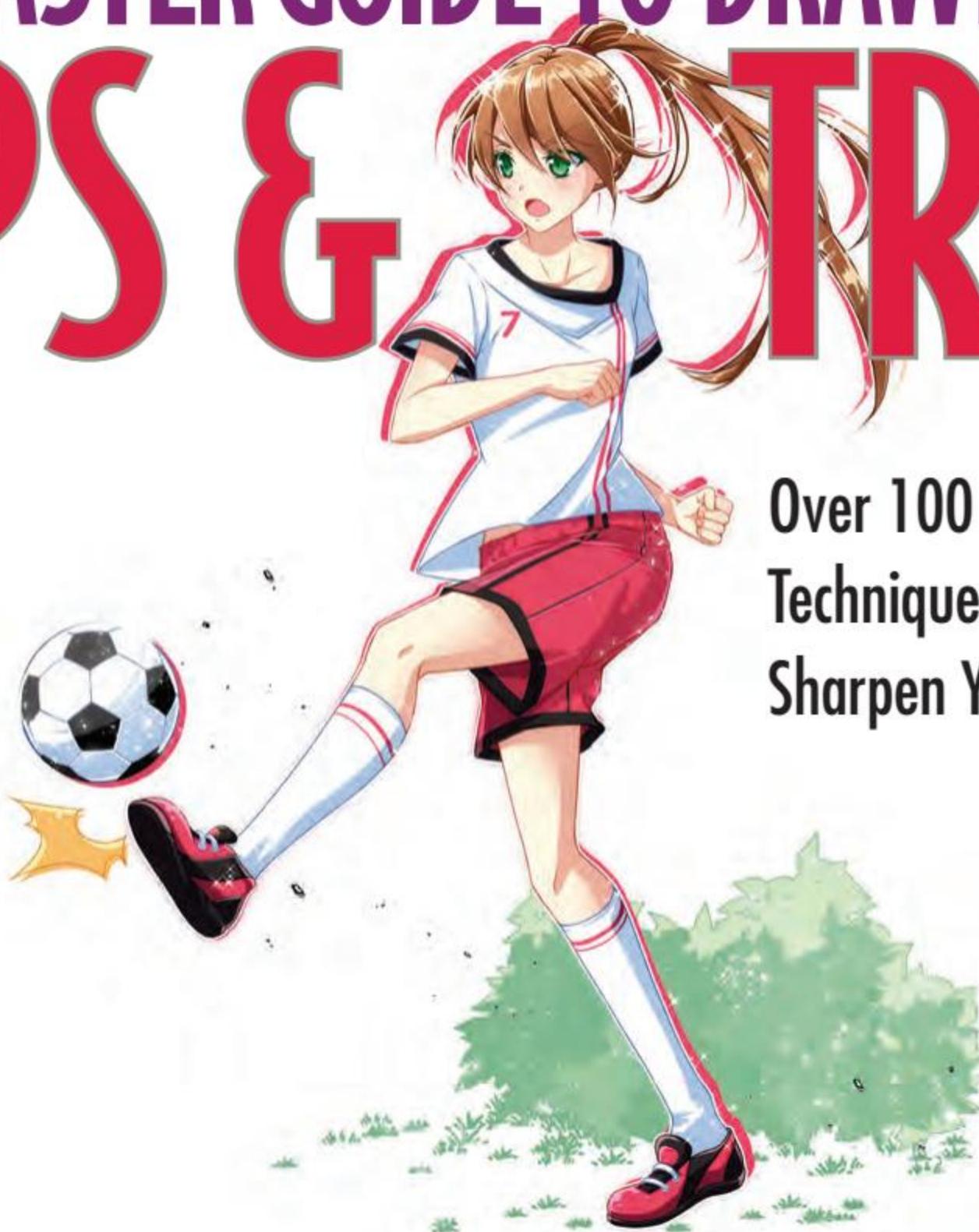


Over 100 Essential Techniques to Sharpen Your Skills



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THE MASTER GUIDE TO DRAWING ANIME **TIPS & TRICKS**



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Techniques to
Sharpen Your Skills



Get Creative 6

DRAWING
WITH

Christopher Hart

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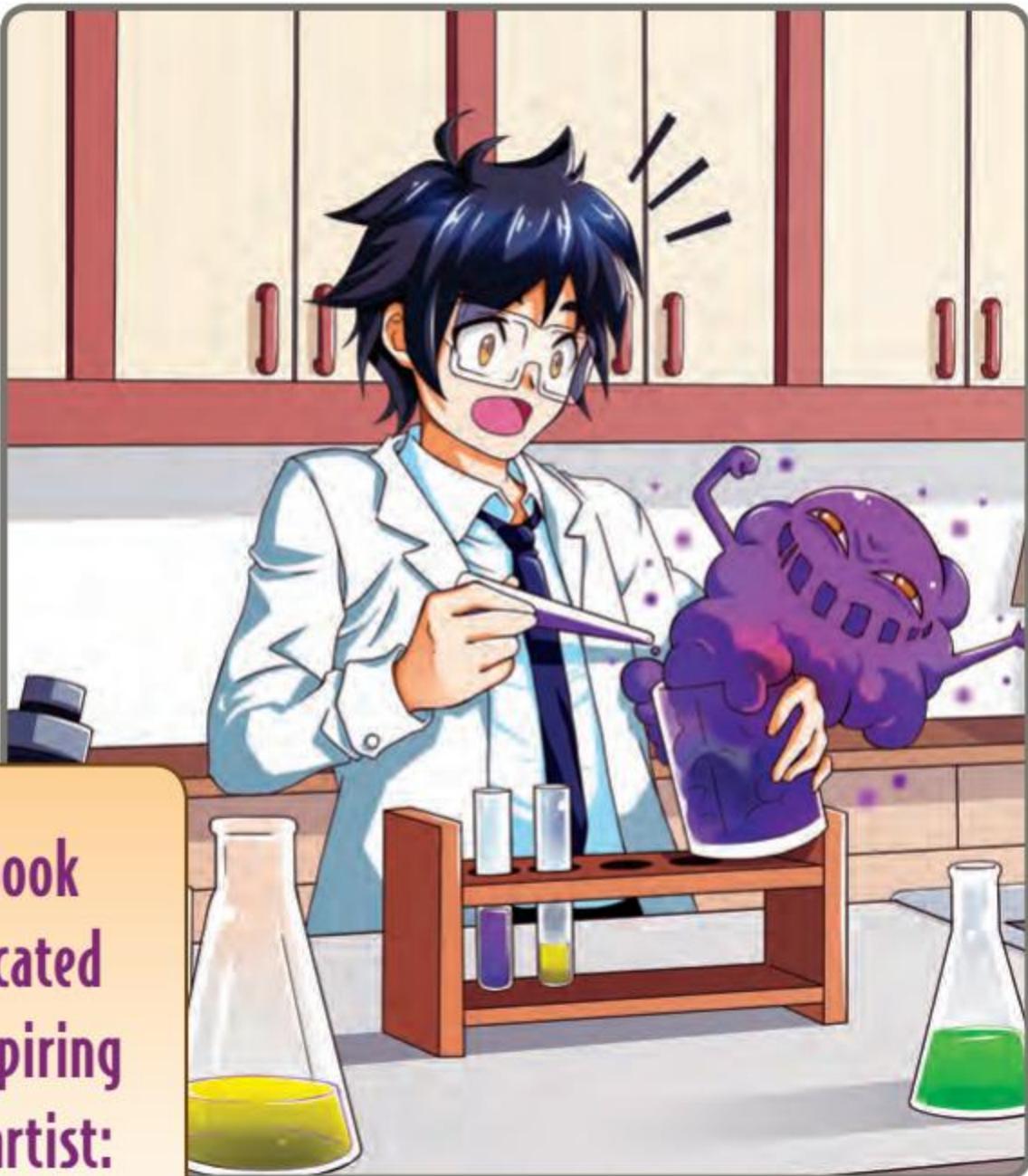
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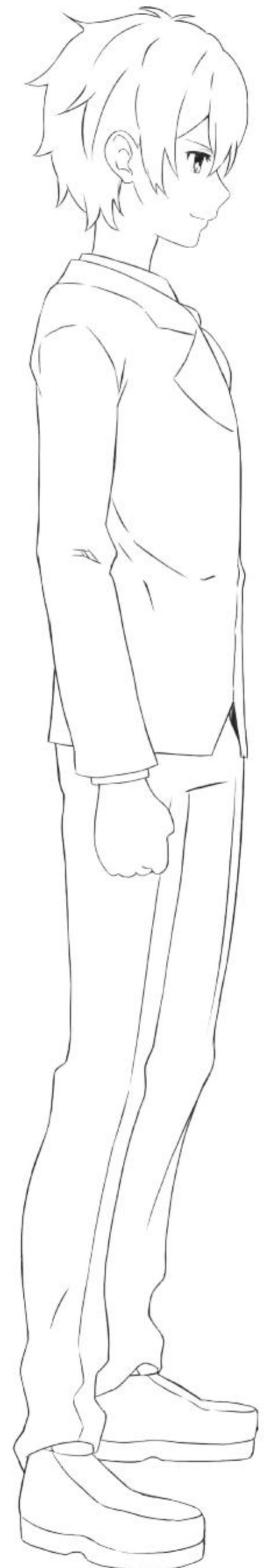
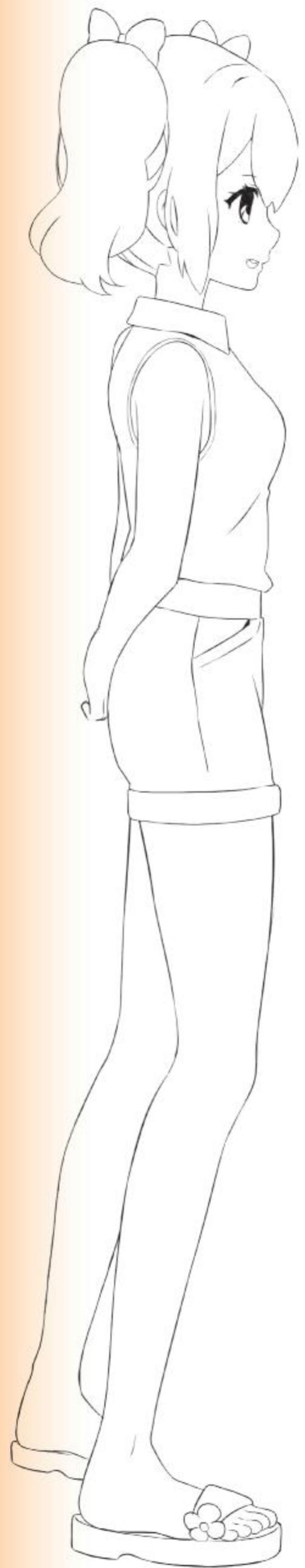




This book
is dedicated
to an aspiring
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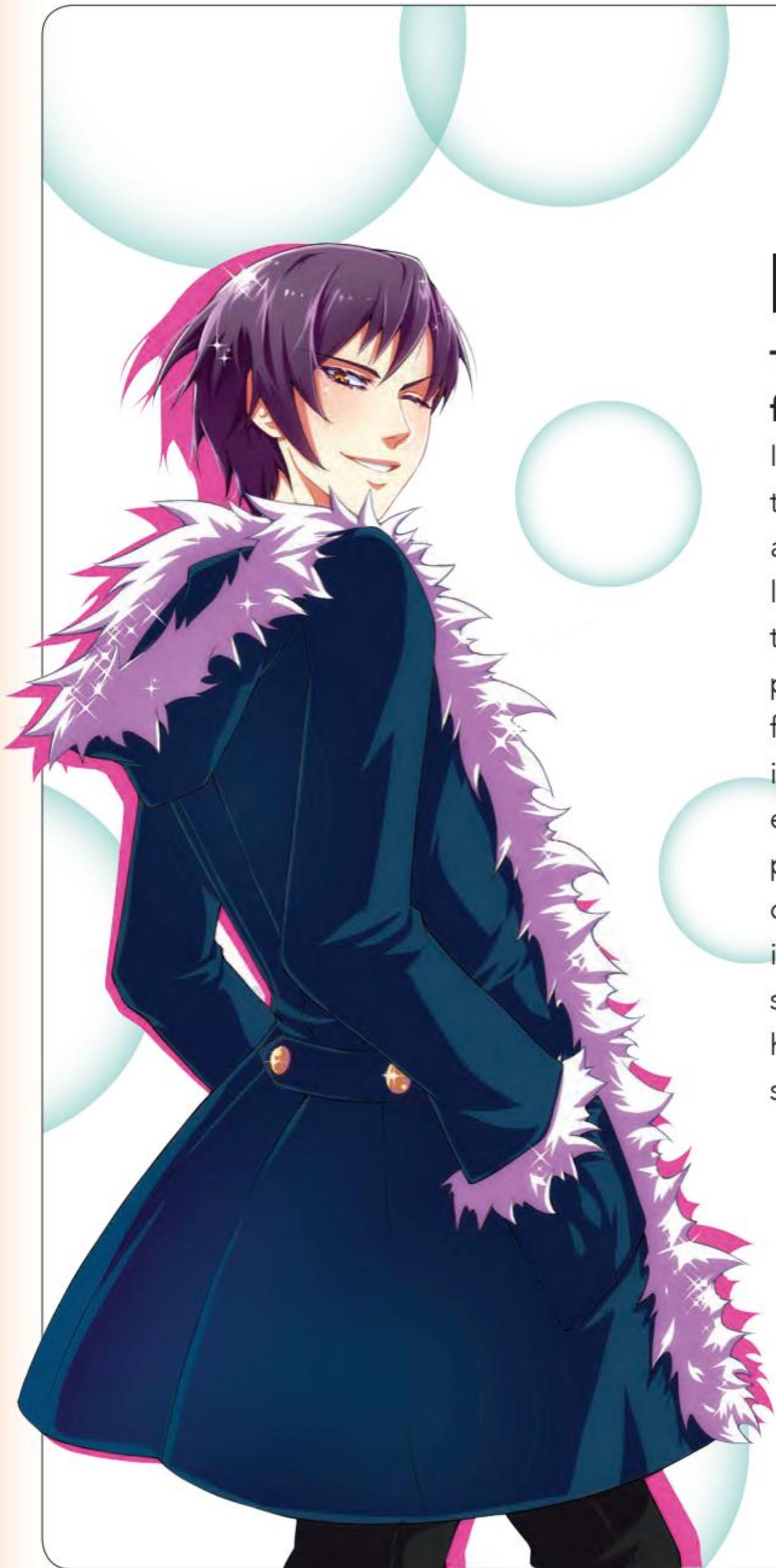




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Introduction

This book is the ultimate resource for the aspiring anime artist.

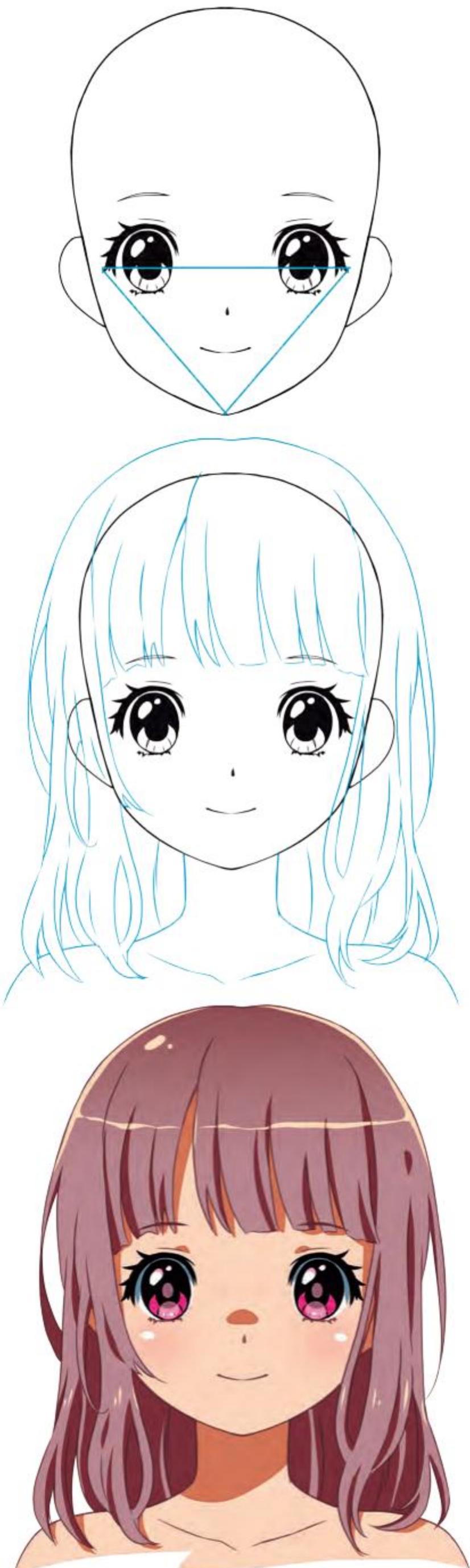
If you want to improve your drawing skills, this book will show you how. With an assortment of helpful tips and tricks, you'll learn how to draw all popular character types. All of us have encountered sticking points when we draw. Where do you go for answers? This book will give you the information you need to draw faces and expressions, bodies and poses, basic proportions, and even hands, feet, shading, color, and backgrounds. Each chapter introduces new techniques and popular subject matter. There are more than 100 hints that will make drawing anime clear, simple, and fun. ■





Everything You Need to Know About Drawing the Head

In this chapter, we'll cover all the basics of drawing the **male and female anime head**. We'll focus on the eyes, hair, and maintaining the look of the character at different angles (called *head turns*). You'll also get hints for adding finishing touches, which is always fun to do. Each lesson is clearly demonstrated with an abundance of steps, giving you the roadmap to get your drawings right from the start. So...let's get started! ■



Secrets to Drawing Shiny Eyes

You can't draw anime characters until you know the trick for drawing this luminous feature of the face. In this chapter, we're going to put our focus on one technique: How to make the eyes glow.

EYE—FRONT



Start with two basic shapes: a curved eyelid and an oval eye.



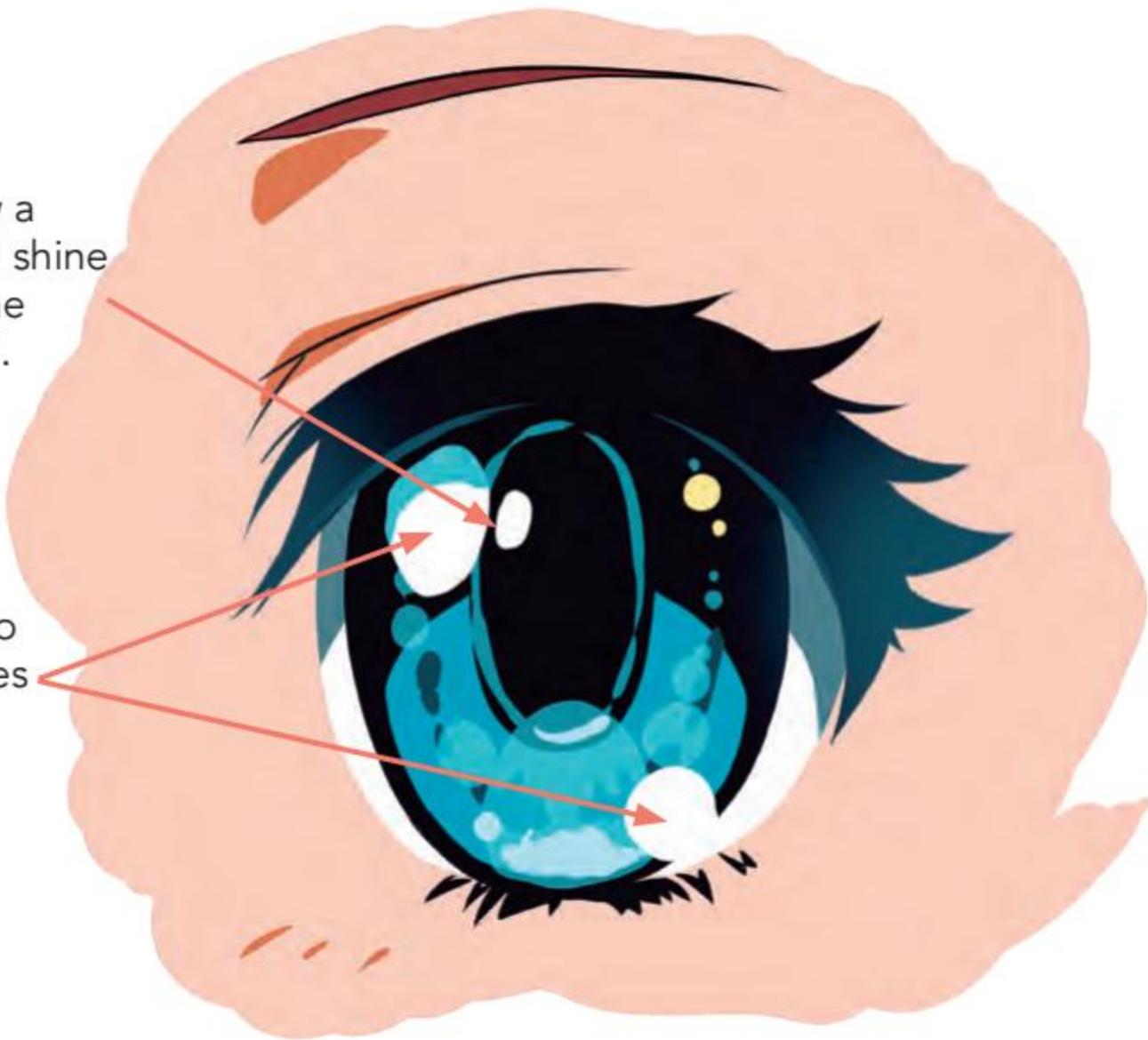
The eyelids are feathered.



Draw the pupil in the center of the eye, and draw a curved shadow over the top half of it.

Draw a small shine on the pupil.

Draw two big shines on the iris.



EYE—SIDE



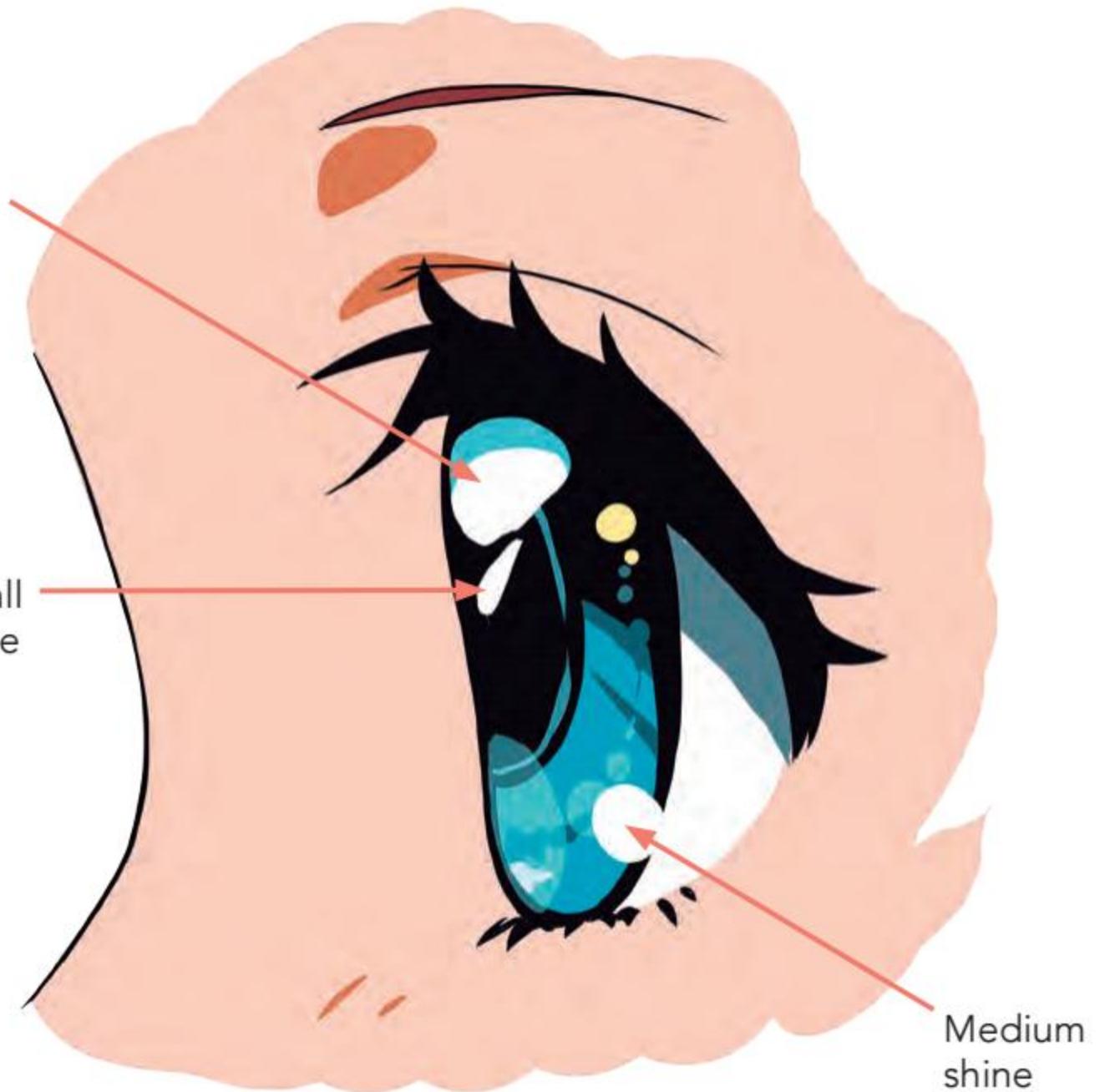
Eyelashes extend off the front.



Notice the crease line just above the upper eyelashes.



A shadow covers the top of the pupil, leaving the bottom ready for color.



TIP

The more shines you add, the more dramatic the eyes will be.





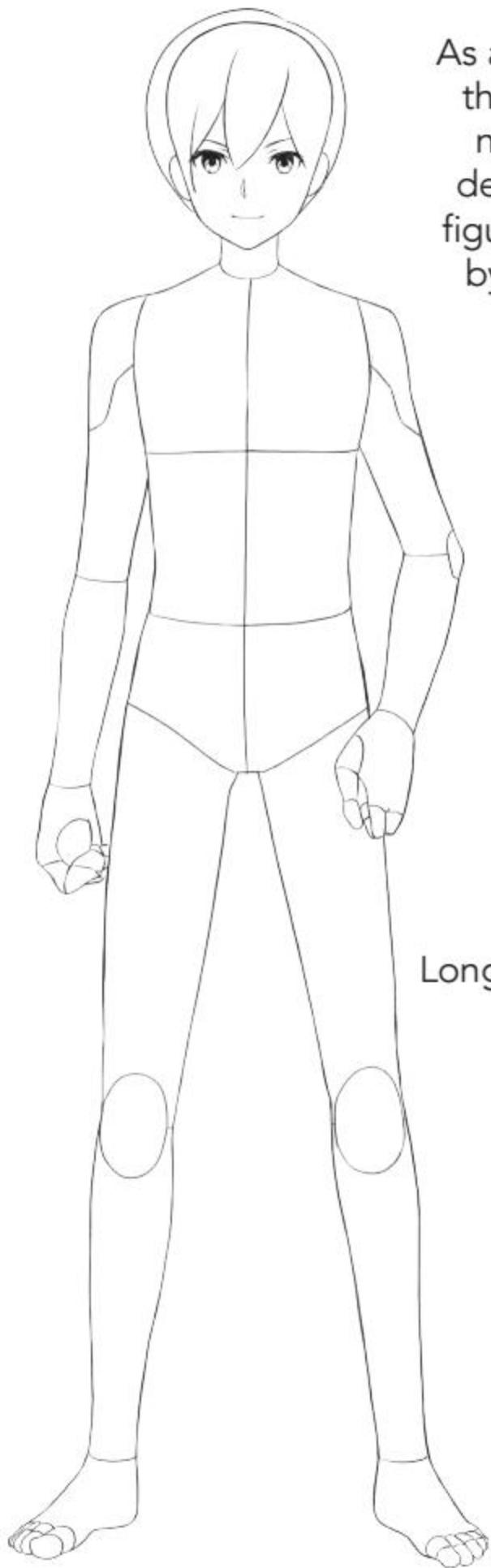
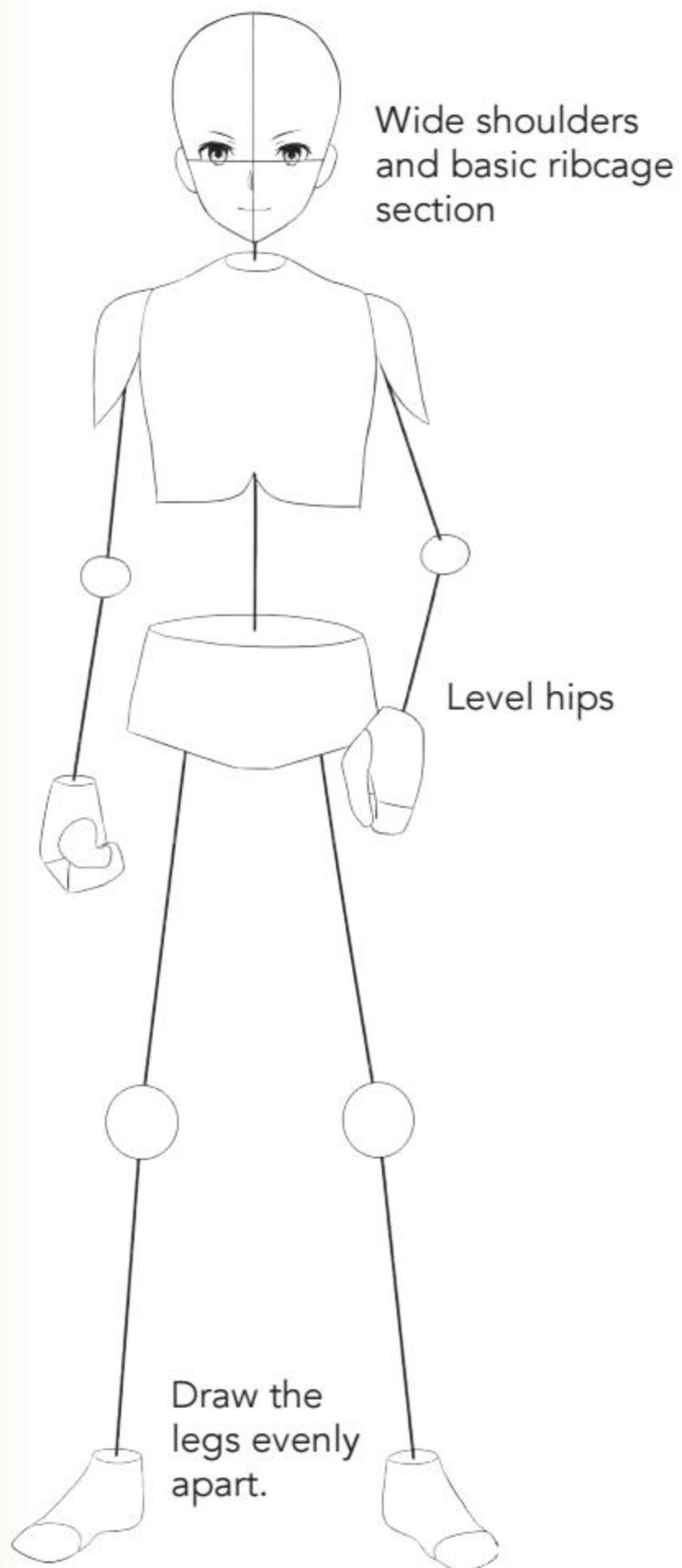
Basic Body Proportions

Using a few basic proportions, you can learn to draw bodies that look correct. Proportions simply means checking to make sure that things look like they're in the right place. Proportions are a great tool to use when a character you've drawn doesn't look quite right. A few adjustments to the proportions will fix it fast. This chapter will give you some useful tips to remember.

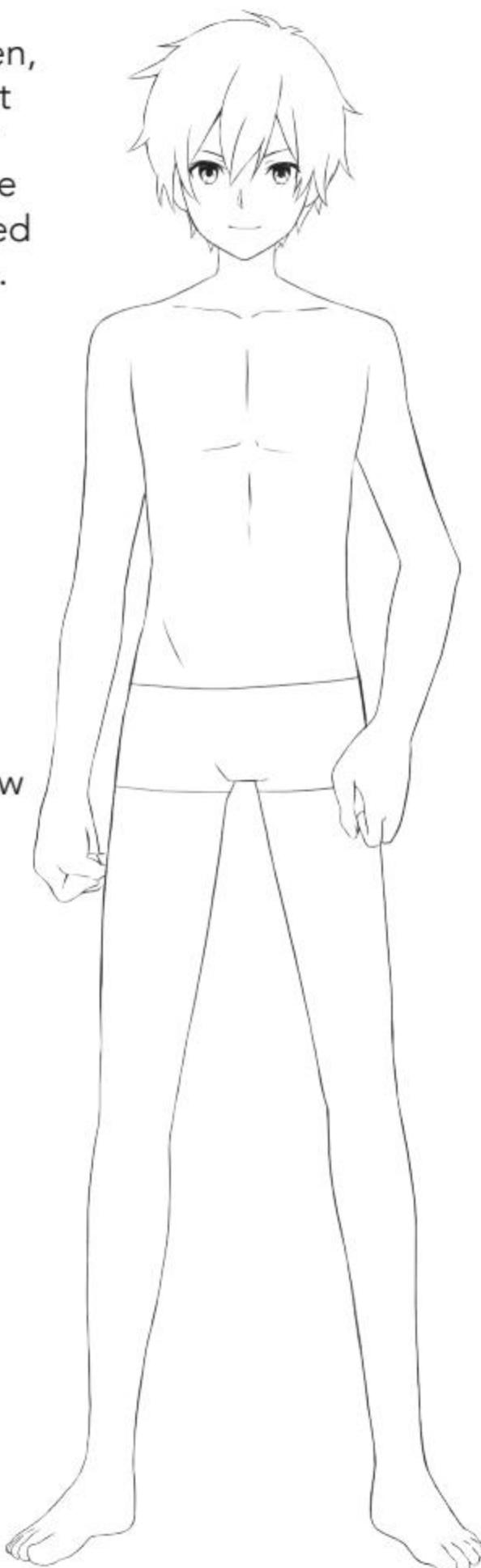
The Ultimate Proportions Tip

To maintain a consistent look to your character, maintain consistent proportions. Note the proportions as we draw the same character in a front, 3/4, and side pose.

FRONT VIEW



As a young teen, there's almost no muscular definition. The figure is defined by its outline.

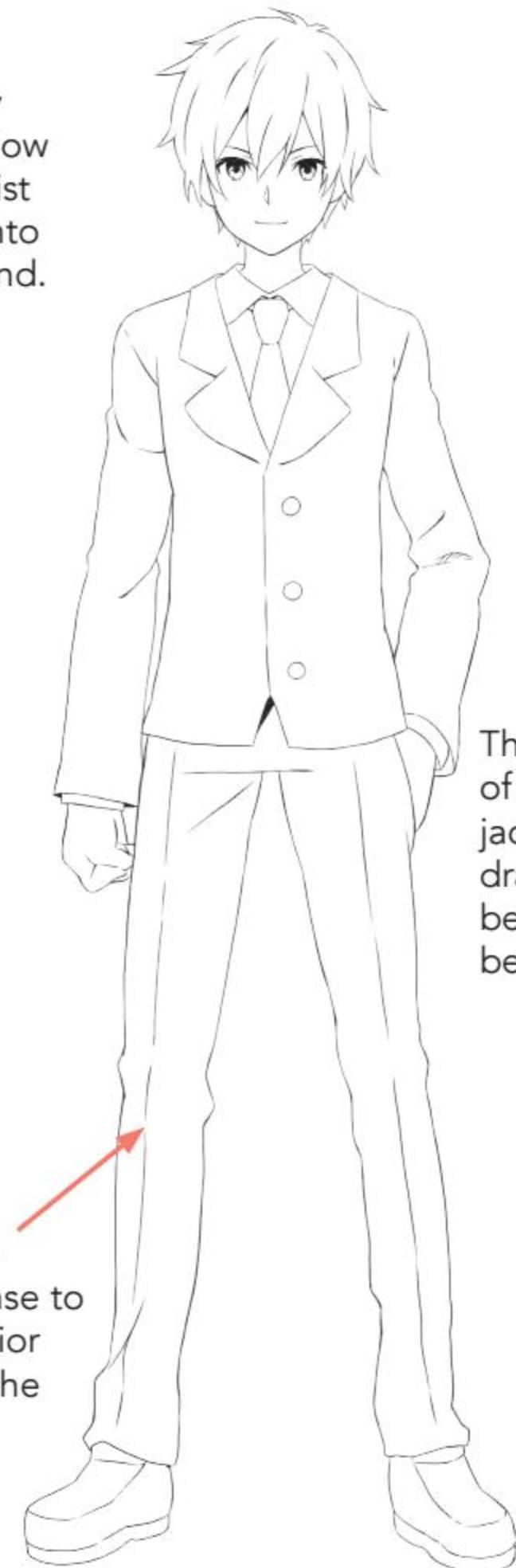
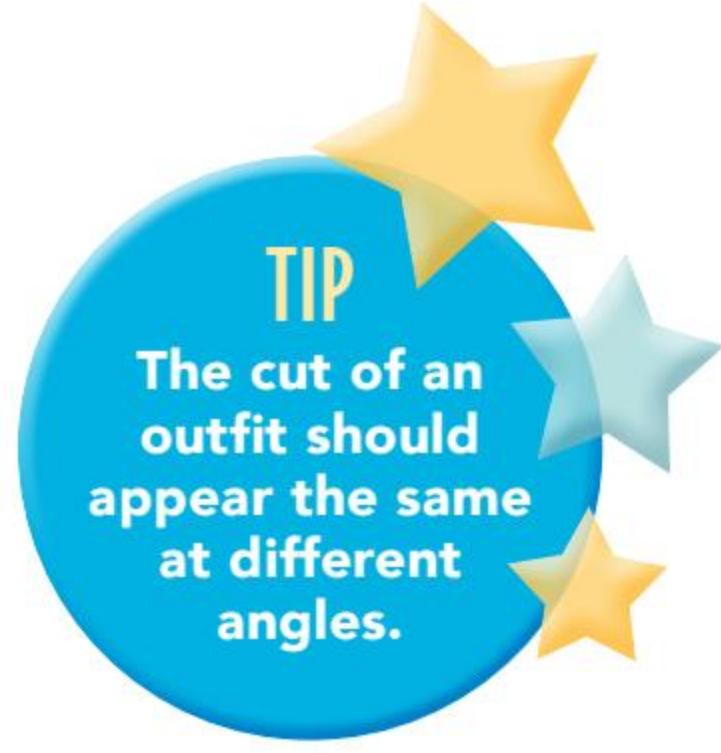


TRICK

To break the symmetry of the pose, draw one hand in the pocket.



Center the tie and lapels.

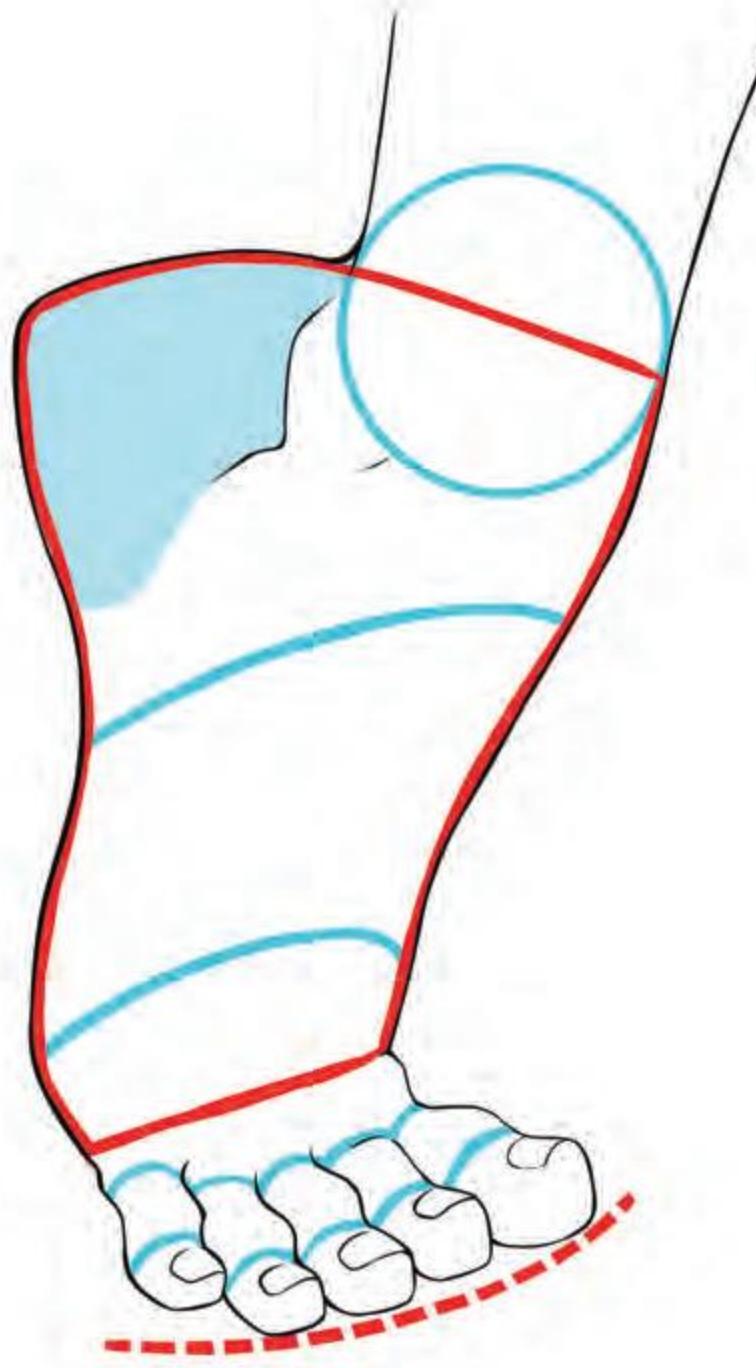
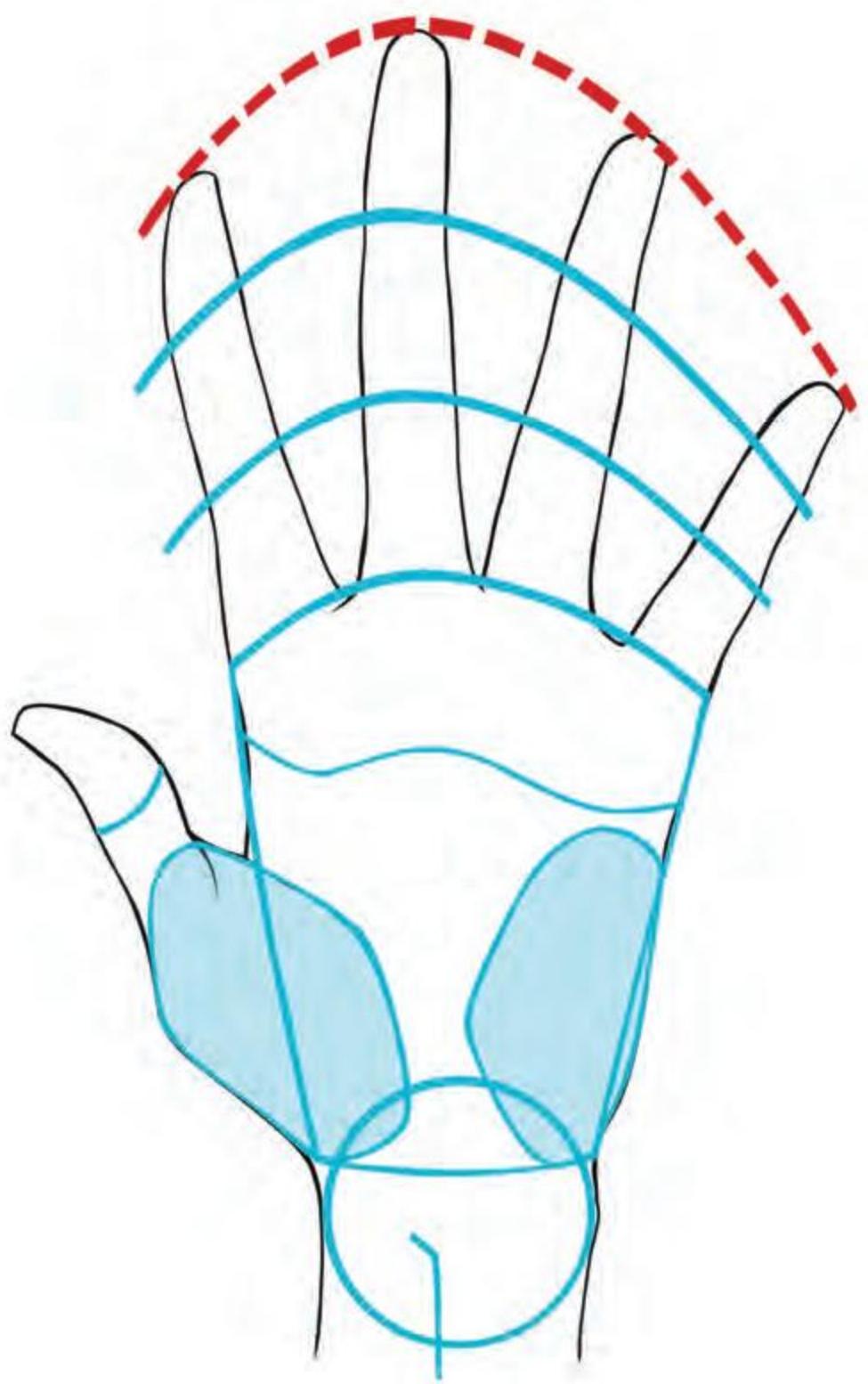


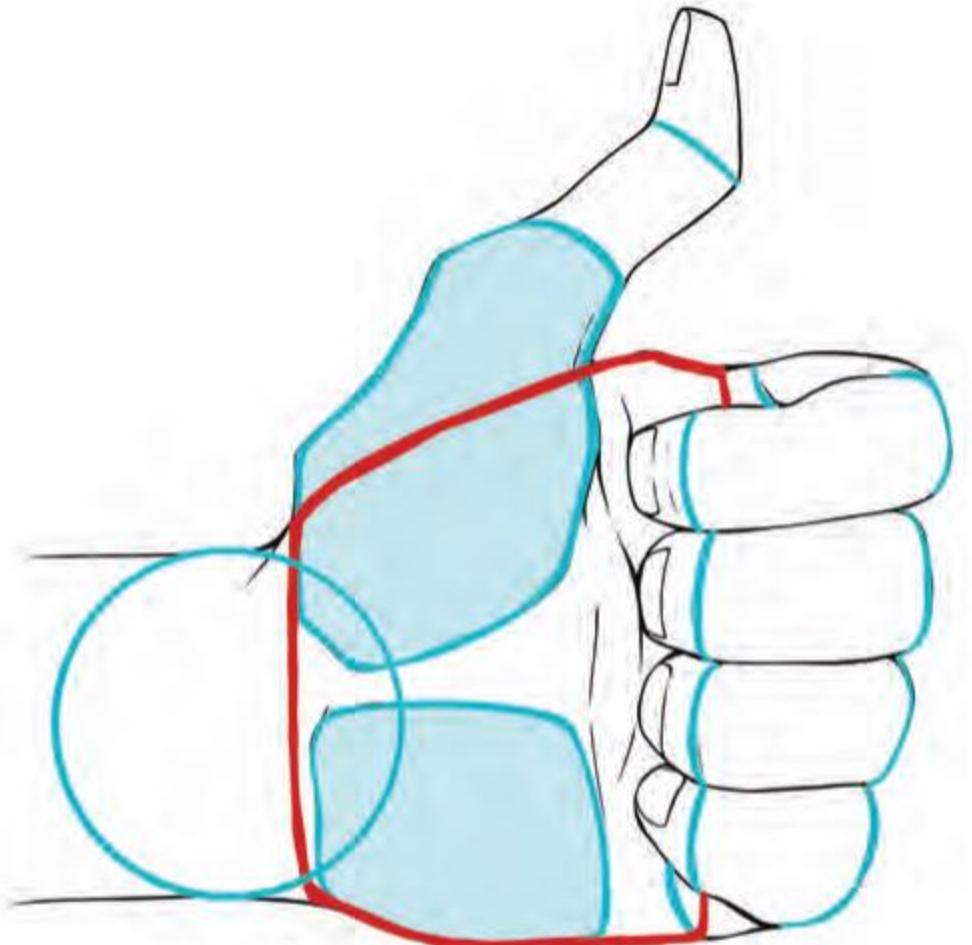
Draw a well-defined crease to add an interior element to the pants.

The turquoise colored hair and red tie offset the dark jacket and shoes.



The bottom of the jacket is drawn just below the beltline.





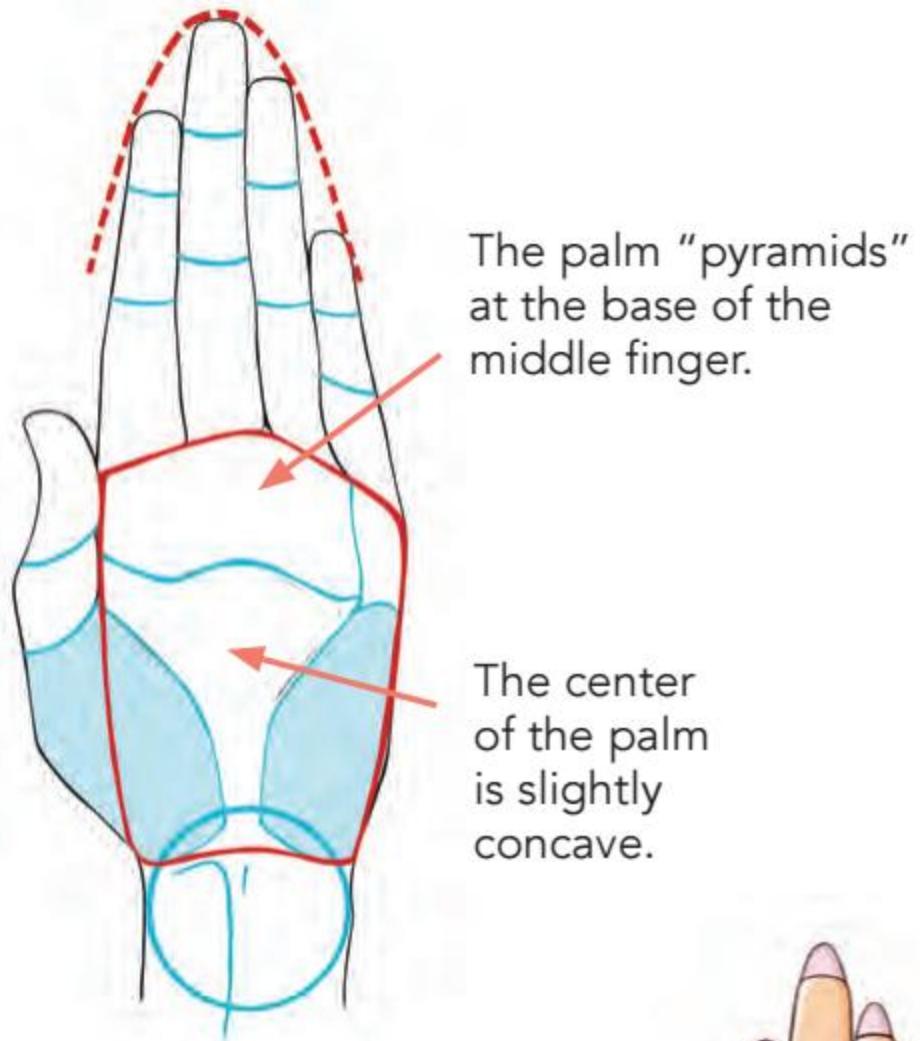
Drawing the Hands and Feet

Wouldn't it be wonderful if every character wore mittens? We'd never have to worry about drawing fingers or thumbs. Okay, back to earth. This chapter breaks down the essential elements of drawing hands and feet. The diagrams in this section are concept drawings: You don't need to draw them. Just by absorbing the basic concepts, you can improve your drawings.

Front of Hand

There are two considerations for drawing the palm side of the hand: its overall shape and the interior features. We'll look at both.

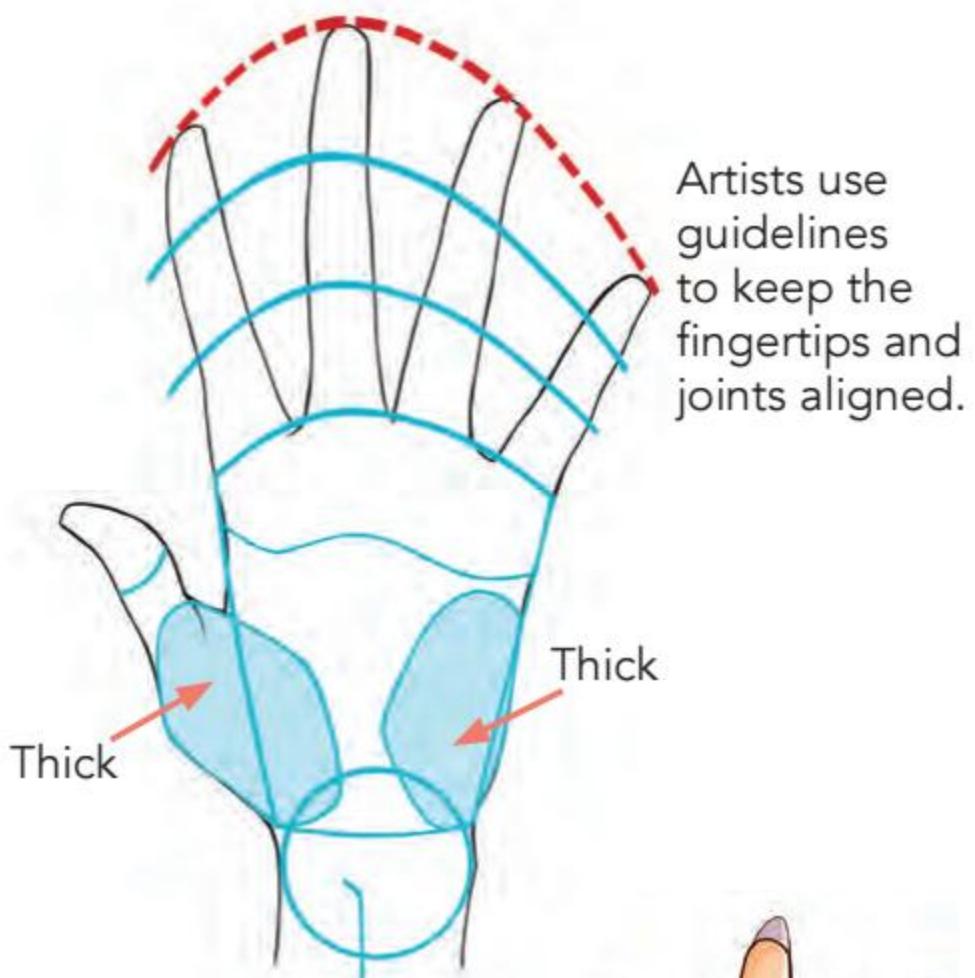
PALM—FINGERS TOGETHER



The palm "pyramids" at the base of the middle finger.

The center of the palm is slightly concave.

PALM—FINGERS APART



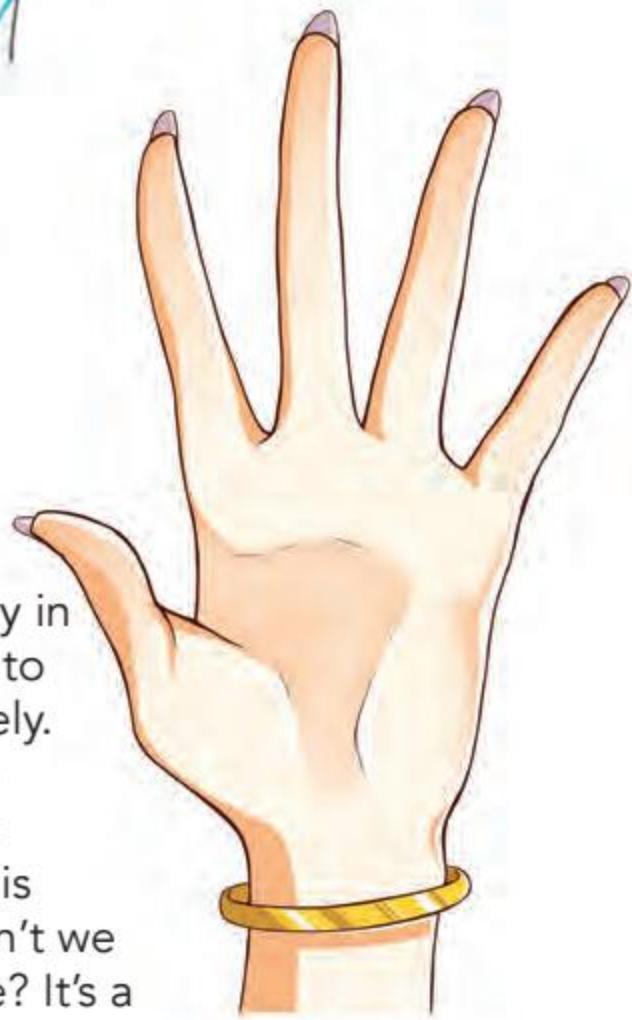
Artists use guidelines to keep the fingertips and joints aligned.

Darken the flat of the palm



TIP
Don't make a character's fingernails too long or she'll look like a vampire.

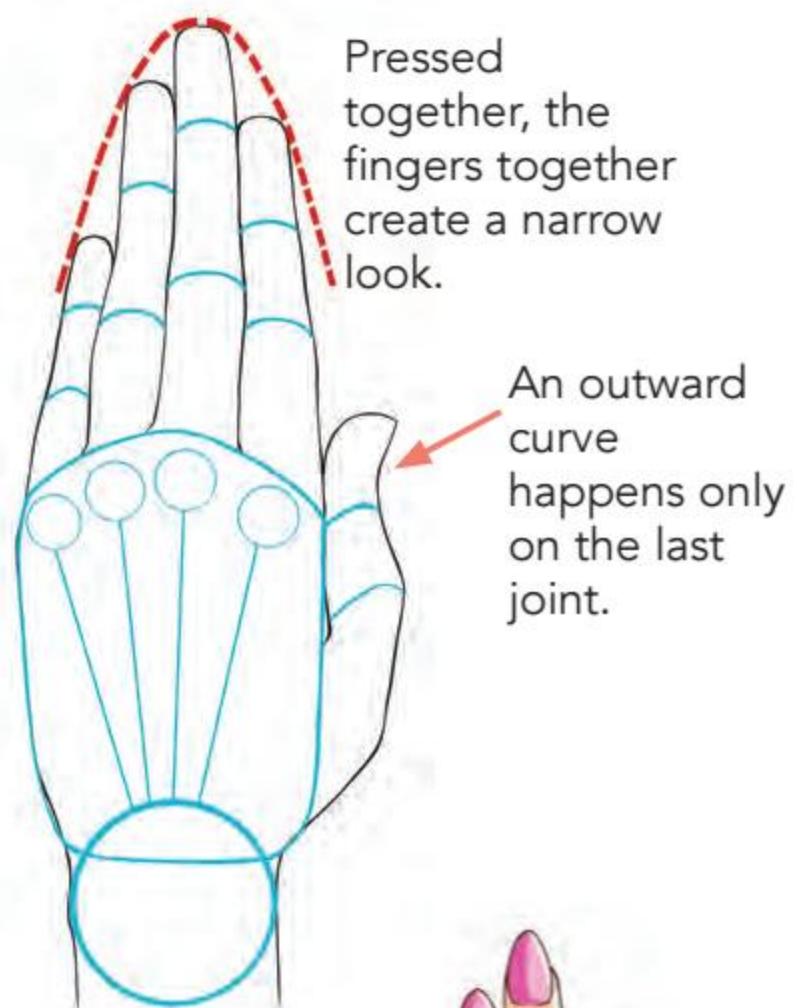
Thumbs vary in their ability to spread widely. Everyone is unique. But if everyone is unique, aren't we all the same? It's a paradox.



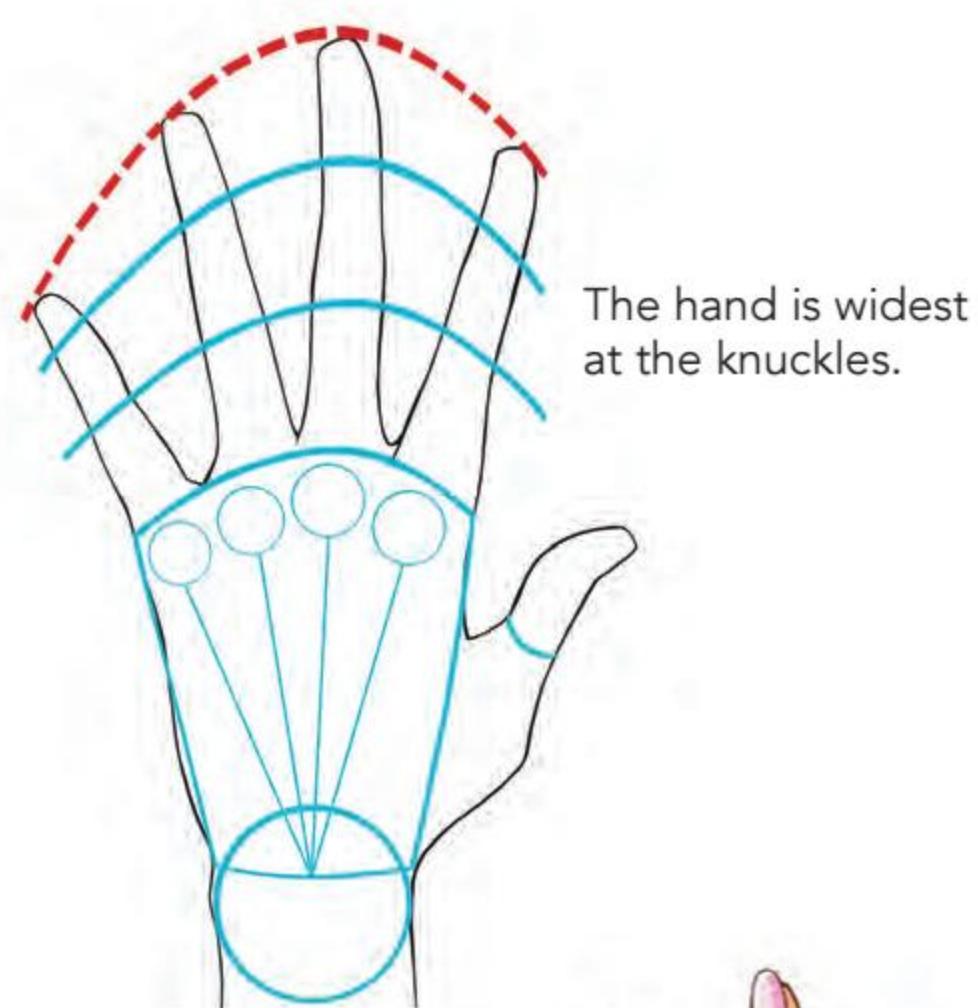
Back of the Hand

Accessories say a lot about a character. A teen wearing a skull ring has a different personality than one who wears a gold bracelet.

BACK OF HAND—FINGERS TOGETHER

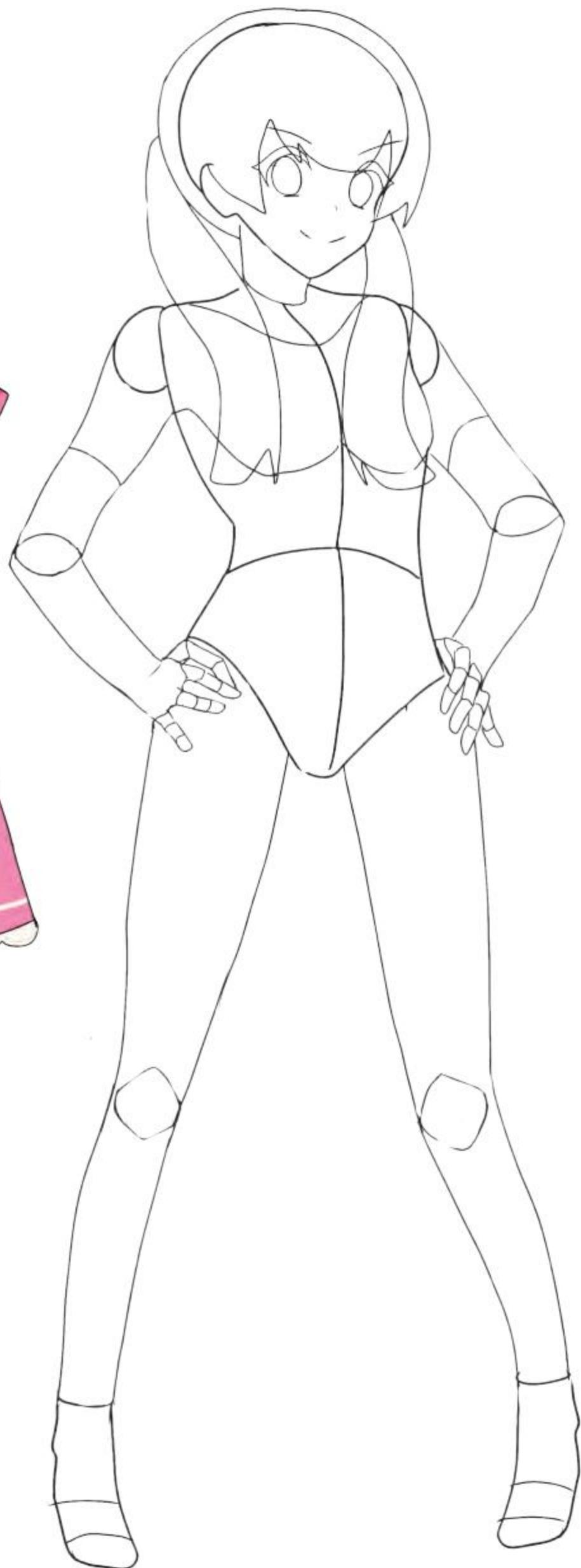


BACK OF HAND—FINGERS APART



TIP

The best poses
are simple, but
expressive. Let's
see how it
works.





Keys to Drawing Poses

Poses communicate a character's attitude.

As an anime artist, most of the characters you draw will assume standing poses. By adding a few simple touches, you can transform an ordinary standing pose into one that is energetic and engaging. A simple bend of the knee, a tilt of the head, and a new pose is formed. You'll want to use a variety of poses to convey different emotions and intentions. Once we conquer the standing pose, we'll move on to sitting and reclining poses.

Expressive Sitting and Reclining Poses

Now let's add some context to the poses. We begin by creating a body expression. Draw what you feel. A pose is more interesting if it's imbued with some feeling or attitude.

SAD GIRL (KNEES UP POSE)

Here we see how effective a pose can be in creating a bond between the character and the viewer. Pulling the knees up to the chest is a lonesome look. We start to care about the character. We almost want to comfort her.







STYLE TIP

To add style,
choose a popular
genre or character
type and add
splashy visuals.



Developing a Sense of Style

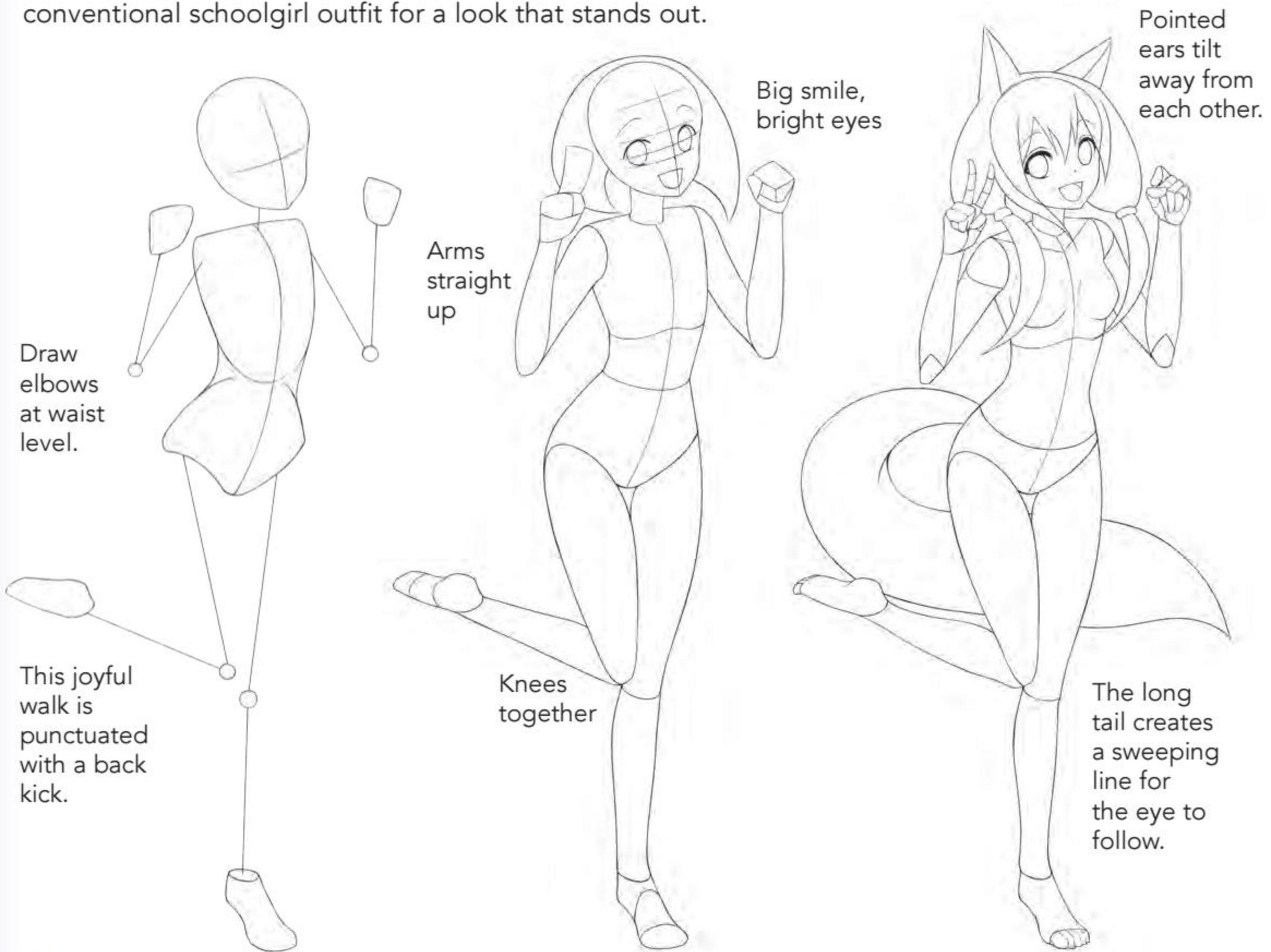
Developing a drawing style doesn't mean that your drawings have to look radically different from everyone else's. It simply means emphasizing a theme or concept in an eyecatching way. For example, if you want to draw a magical girl, you might emphasize princess-style hair and a mystical dress. All the characters in this chapter are based on a popular anime theme. Let's see how we draw them with style.

Character Design Tip

Each of the characters in this chapter has something extra that makes them stand out. Remember this tip: It's better to exaggerate one main aspect of a character than to tweak a lot of minor ones.

SCHOOLGIRL KEMONOMIMI (FOX EARS)

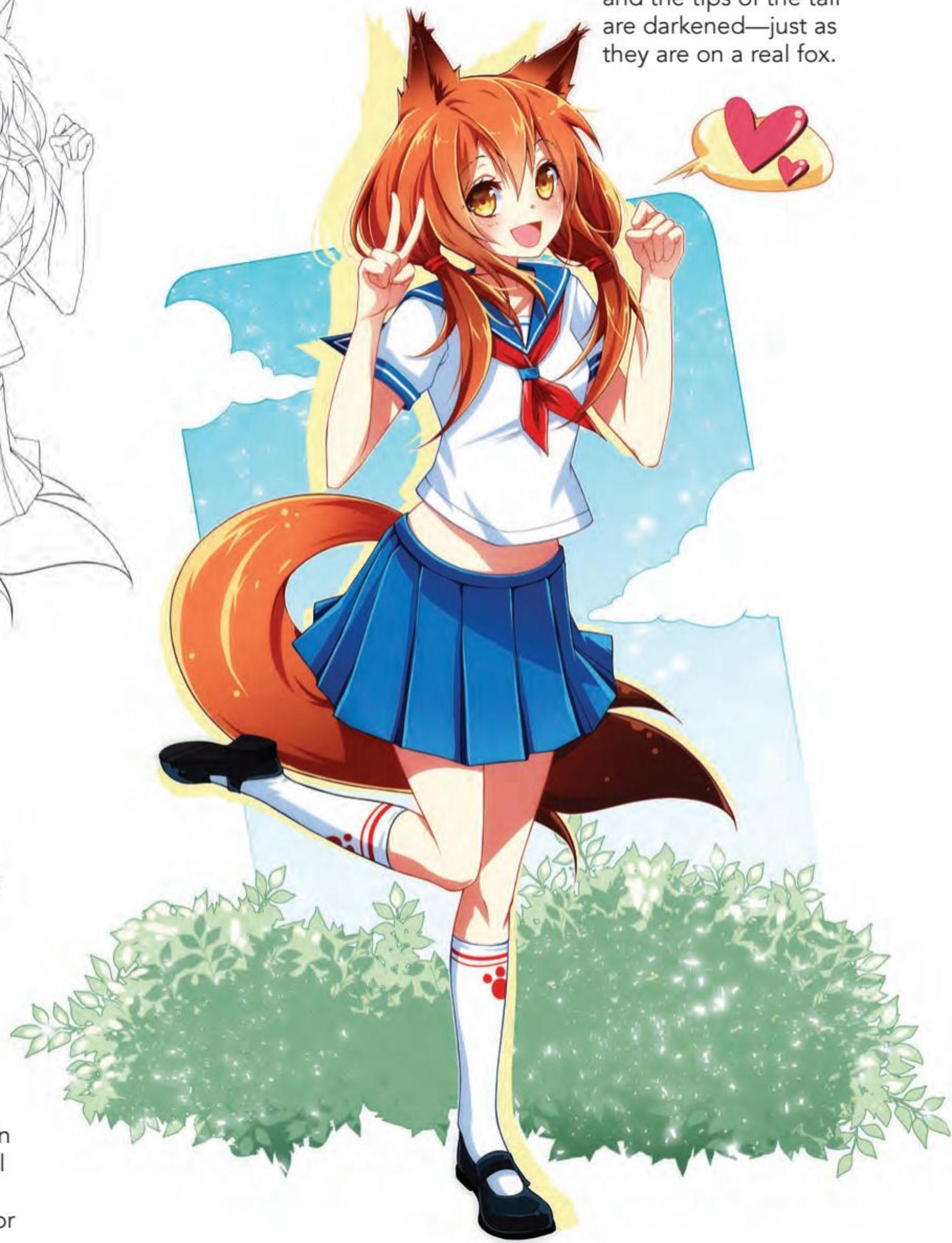
Kemonomimi is a Japanese term for any human anime character with animal ears. The most popular animal ears are feline, but they can also be fox, bear, bunny—mostly anything cute. *Kemonomimi* can be seen in all genres. This character contrasts unique fox features with a conventional schoolgirl outfit for a look that stands out.



Draw a line to suggest interior of ears.



The tips of the ears and the tips of the tail are darkened—just as they are on a real fox.



This unconventional character is dressed in a conventional school outfit, creating an interesting contrast for audiences.





Shading and Color

If you're looking for a way to make your characters and settings eye-catching, then learning to apply shading and colors is the way to go. The approach to shading and coloring demonstrated in this chapter works for all media, including pencils, markers, and digital coloring tools. Before we begin, bear in mind that a little shading goes a long way. Therefore, use restraint when you add color and shading. This, however, creates another paradox: if you use restraint all the time, are you really using it?

TIP
A little shading goes a long way. But don't overdo it!

Creating Atmospheric Images

Let's say you envision your character in a mystical, enchanted environment. In order for the image to be most effective, the character and the environment must work together. Some lighting effects should do the trick.



Plan your characters with colors in mind. For example, flowers will be a good accessory for a colorful highlight.



Flat colors are good, but need shading.



Notice how shadow is used to create details, especially in the hair and the folds of the dress.

TIP

Shading can be done in light, medium, or heavy tones.

The shafts of light from overhead give the scene a magical aura and indicate the light source.







Drawing Couples

Everyone wants to draw couples, but many anime fans don't know how to begin.

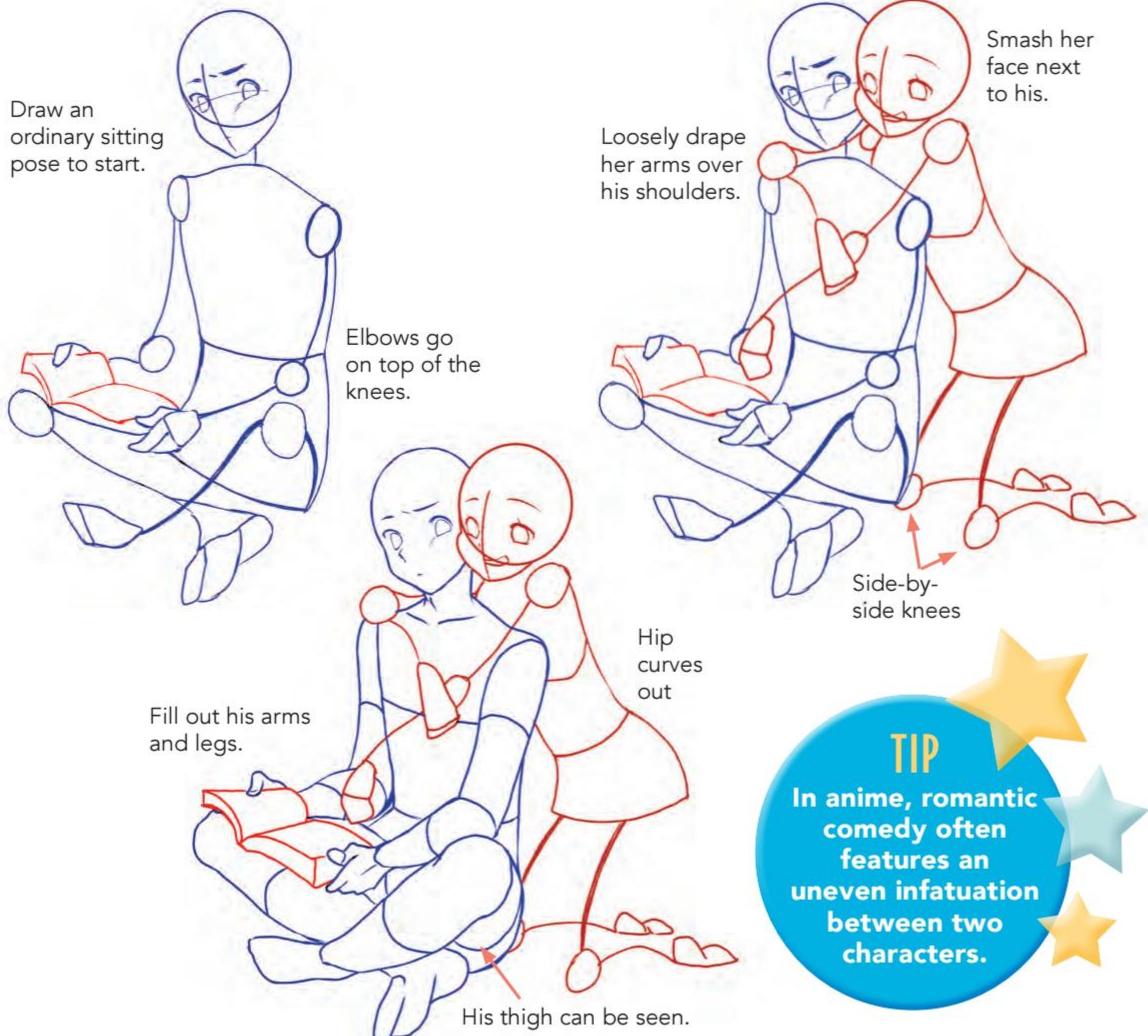
There's a trick to drawing couples. Start with rough drawings without detail, and use them to establish the position of the two characters. Don't even start on the details before you settle on the composition. You could draw the best looking characters in the world, but if the layout is poor, there won't be any chemistry between them. And remember this: Simple compositions work the best. We'll put this advice to work in this chapter.

TRICK

When drawing couples, sketch both characters loosely until you have the placement the way you want it.

The Playful Hug

Romantic comedy is a staple in anime. It usually features an uneven infatuation. In many such stories, the girl is persistent. Very persistent. Therefore, in this pose, only one character is doing the hugging.



TIP
In anime, romantic comedy often features an uneven infatuation between two characters.



Not even a mixed-martial-arts fighter could get out of this hold.





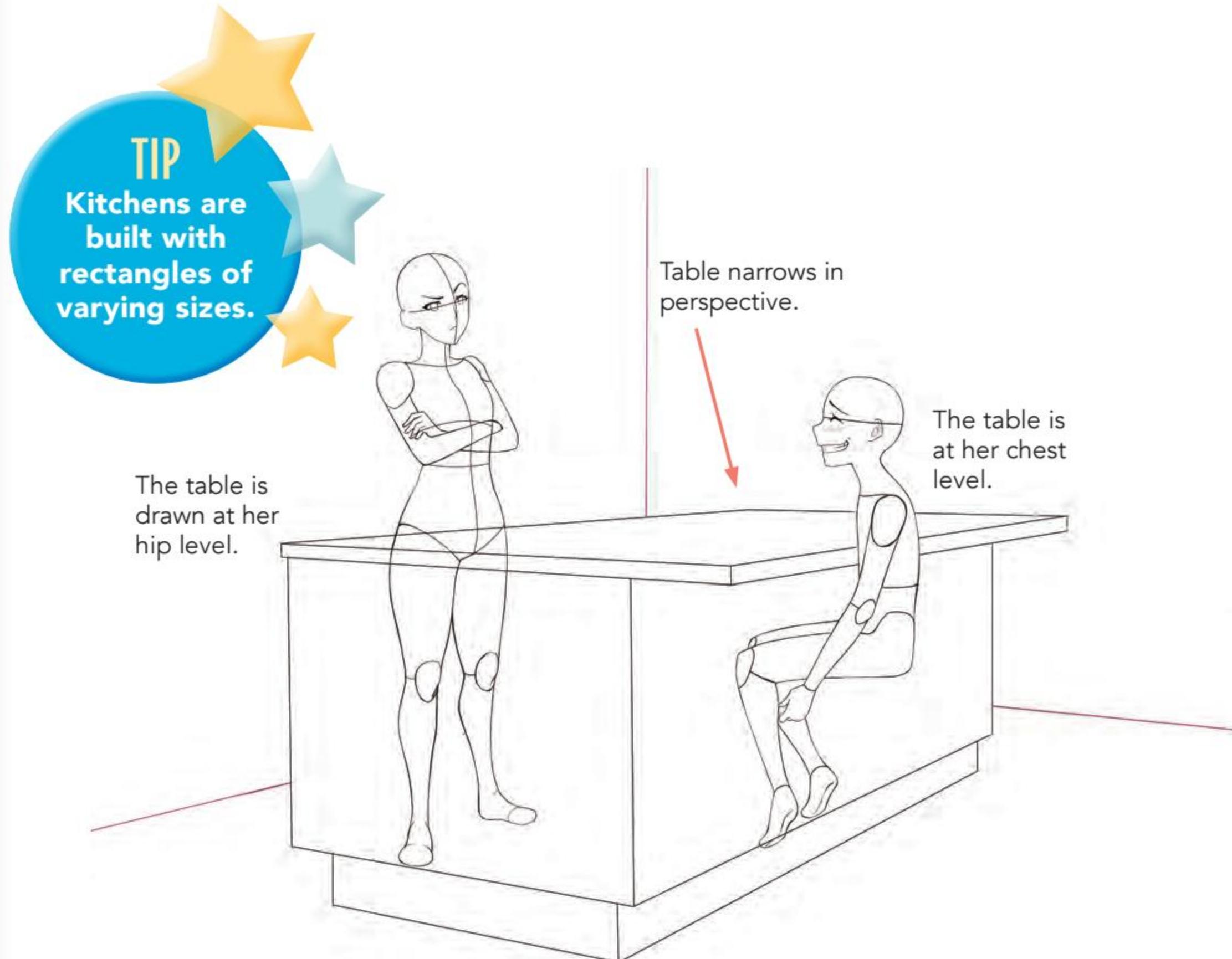
Drawing People in Backgrounds

Like a familiar outfit, audiences associate certain characters with certain settings. For example, if you have a character who always eats by himself in the school cafeteria, then that becomes identified with him. But the character must always remain prominent. This is done by paying attention to where you place the characters in a scene.



The Kitchen

This teenager would rather eat her breakfast at the school vending machine, which has, like, the best sea salt caramel chips ever. Unfortunately, her mom knows the feed-the-dog-under-the-table trick. It can get you in trouble, but depending on what's being served, it might be worth it.



Draw counters behind the mom. This suggests depth.

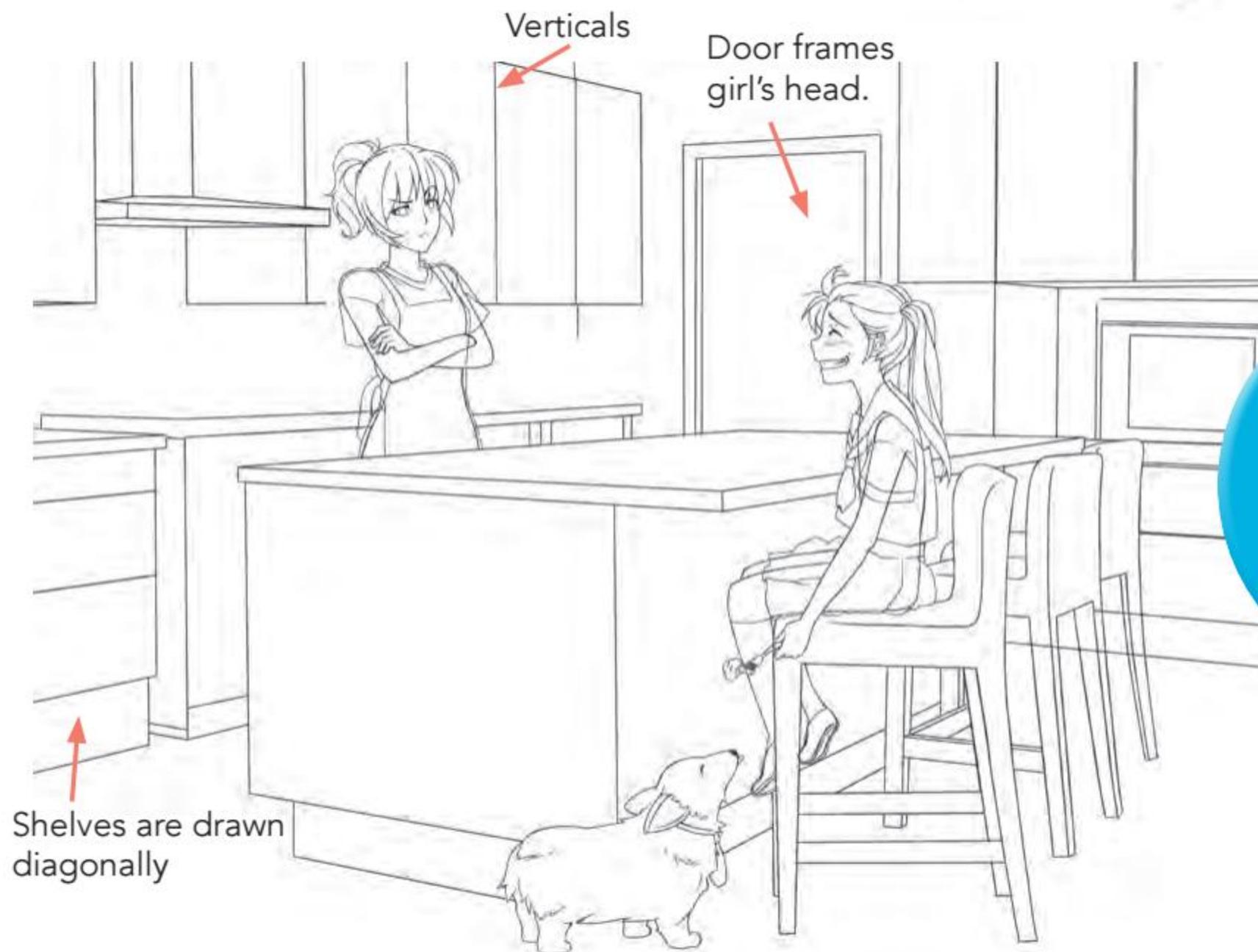
Mom is tall, which is a dominant pose.

You don't need this much detail for the island. You could just make it a simple block.

Daughter is lower, which is a weak pose.

Verticals

Door frames girl's head.



TIP
Adding a door prevents the room from appearing like a sealed box.

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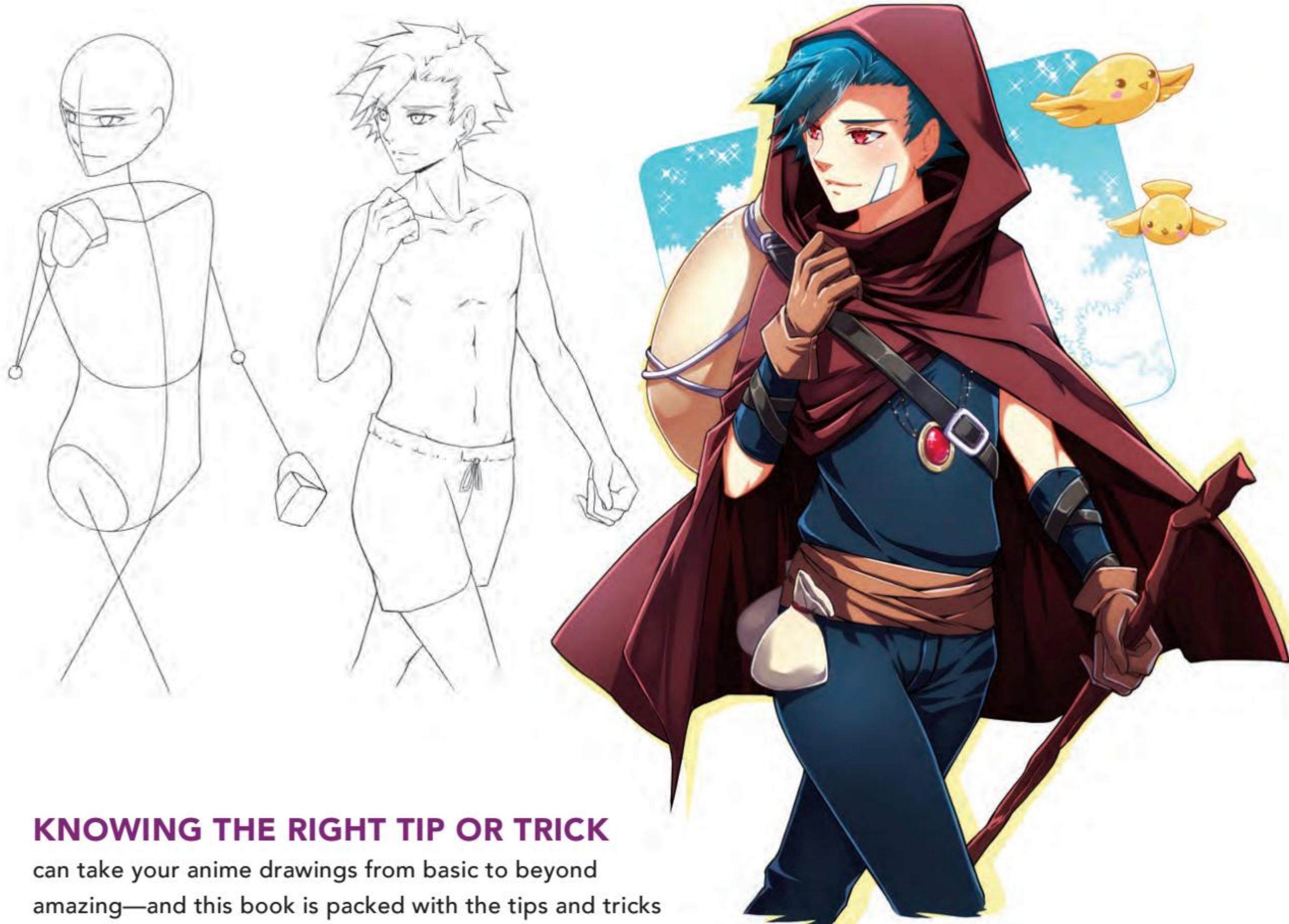
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KNOWING THE RIGHT TIP OR TRICK

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