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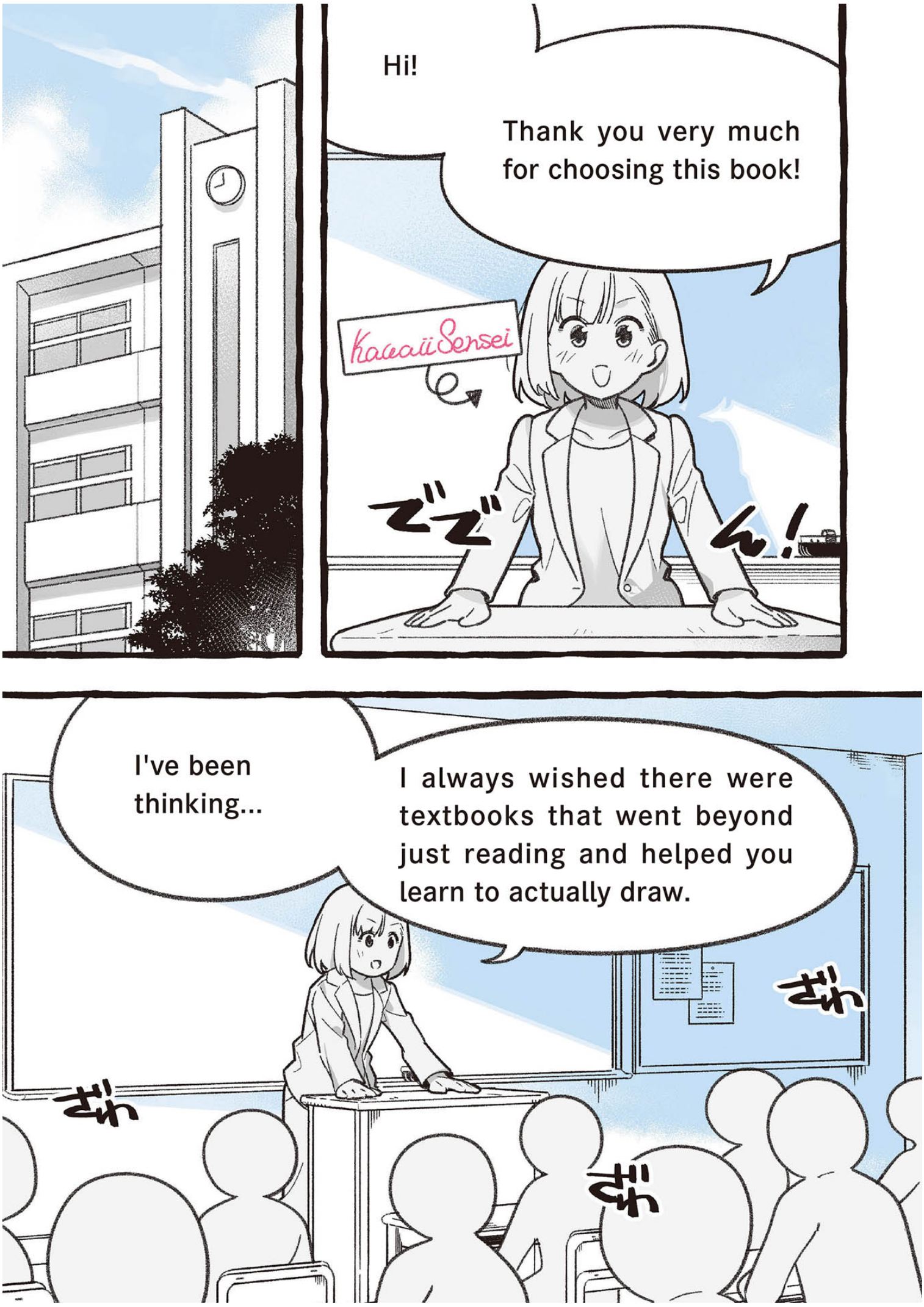

Hi!
Thank you very much for choosing this book!
KawaiiSensei
でーん!
I've been thinking...
I always wished there were textbooks that went beyond just reading and helped you learn to actually draw.
ざわ
ざわ
ざわ

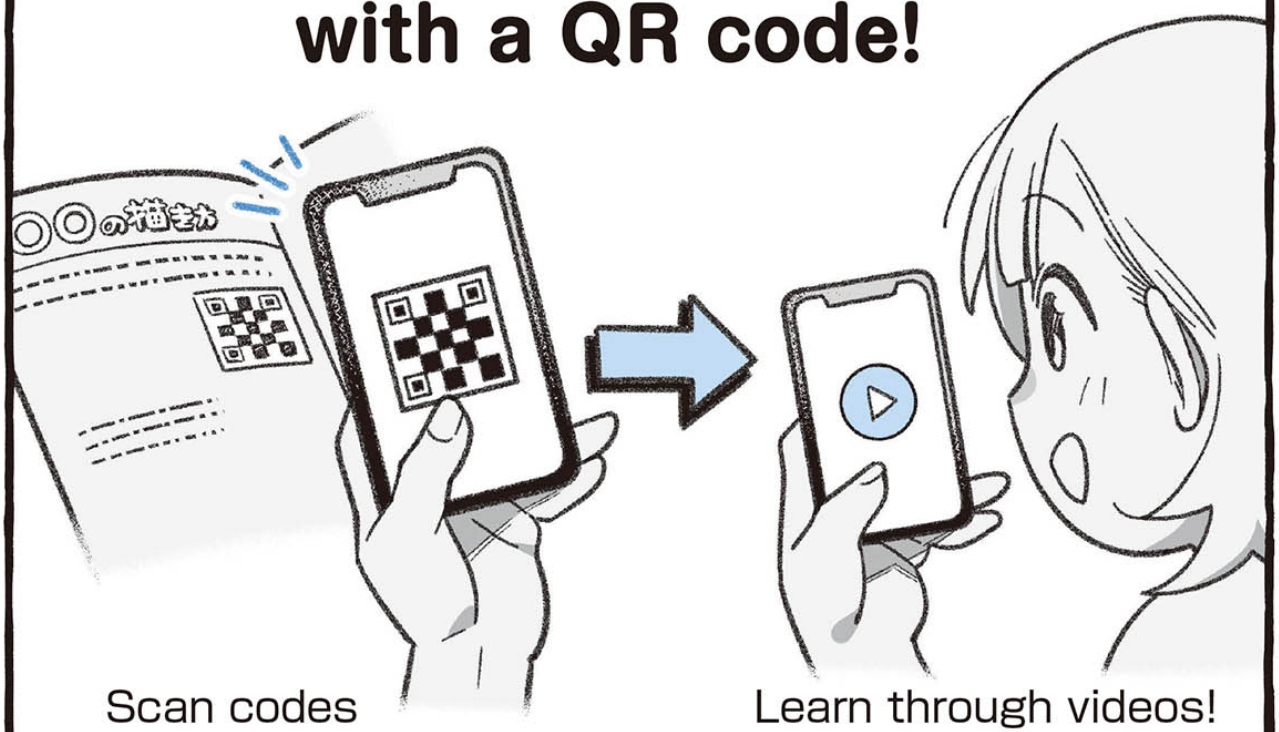
I made this book because of that wish!
KawaiiSensei
いいとこどり!
人物パーツの描き方
This book fully supports your desire to improve your drawing skills in three steps, using these tools!

STEP1
Read!
Mmm...
STEP2
Watch!
I see...
STEP3
Draw!
Wooo!!

Go to the next page for more information on how to use this helpful book!

Major features Part ①

You can watch videos with a QR code!



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If you're using a computer, we also have a list of videos available as a bonus with this book.

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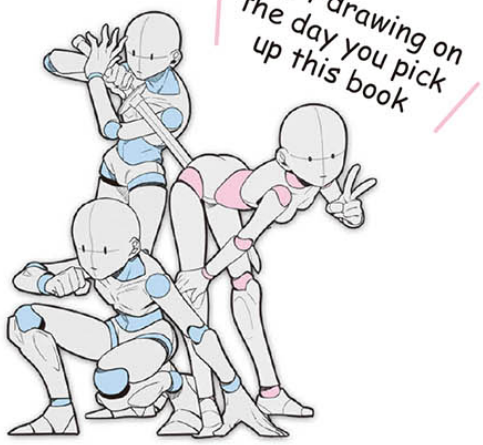
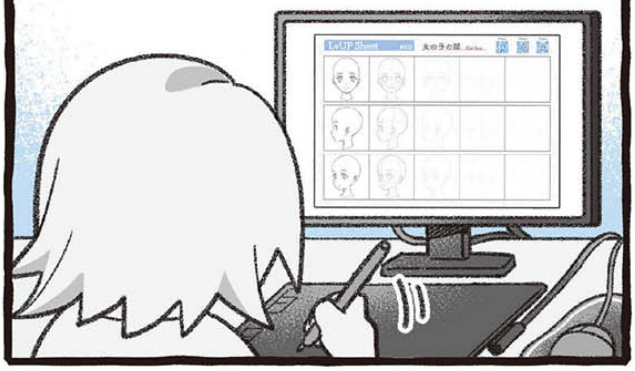
Major features Part ②

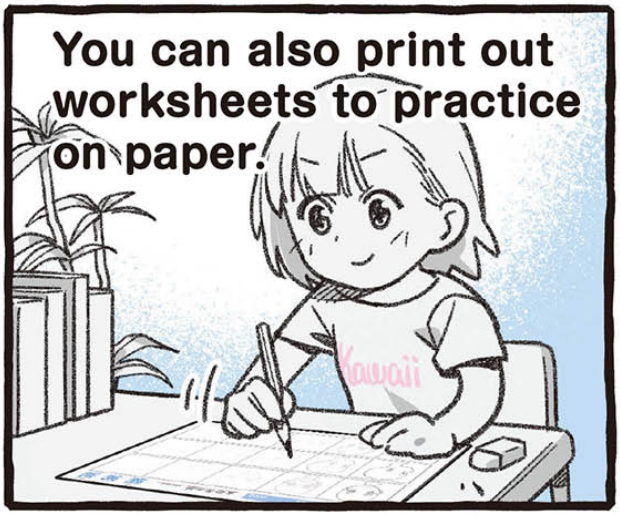
It comes with practice sheets and pose examples!



Download them and keep practicing.



You can also print out worksheets to practice on paper.



You can trace the drawings too!

Post your practice results on social media!

Refer to P142 for more information on downloading and using the purchase bonuses.

How to Use This Book

This book provides step-by-step tips and guidance for drawing characters. It's brimming with valuable tips to enhance your drawing skills with just a little extra attention!

1	Chapter 1 Draw a face	Draw the face from the front, side, and at an angle. Learn tips for tilting as well as upward and downward movements, which can be a bit more challenging.
2	Chapter 2 Draw Limbs	Next is the limbs. Learn from various reference poses and try to draw something similar for practice.
3	Chapter 3 Draw the Whole Body	After drawing the limbs, the next step is to draw the body! Learn tips for drawing the whole body.
4	Chapter 4 Draw a Pose	Once you're finished drawing the body, you'll want to pose it! This chapter has various poses for reference.
5	Chapter 5 Draw in Perspective	Let's take it further and acquire the perspective skills necessary to create appealing drawings.
6	Chapter 6 Draw Accessories	Finally, let's learn about clothing and accessories!

"Framing"

This book has different types of framing, such as balloons, points, and columns.

Point Points

We've compiled commentary and supplementary articles that go one step beyond the main text to enhance your understanding!

COLUMN

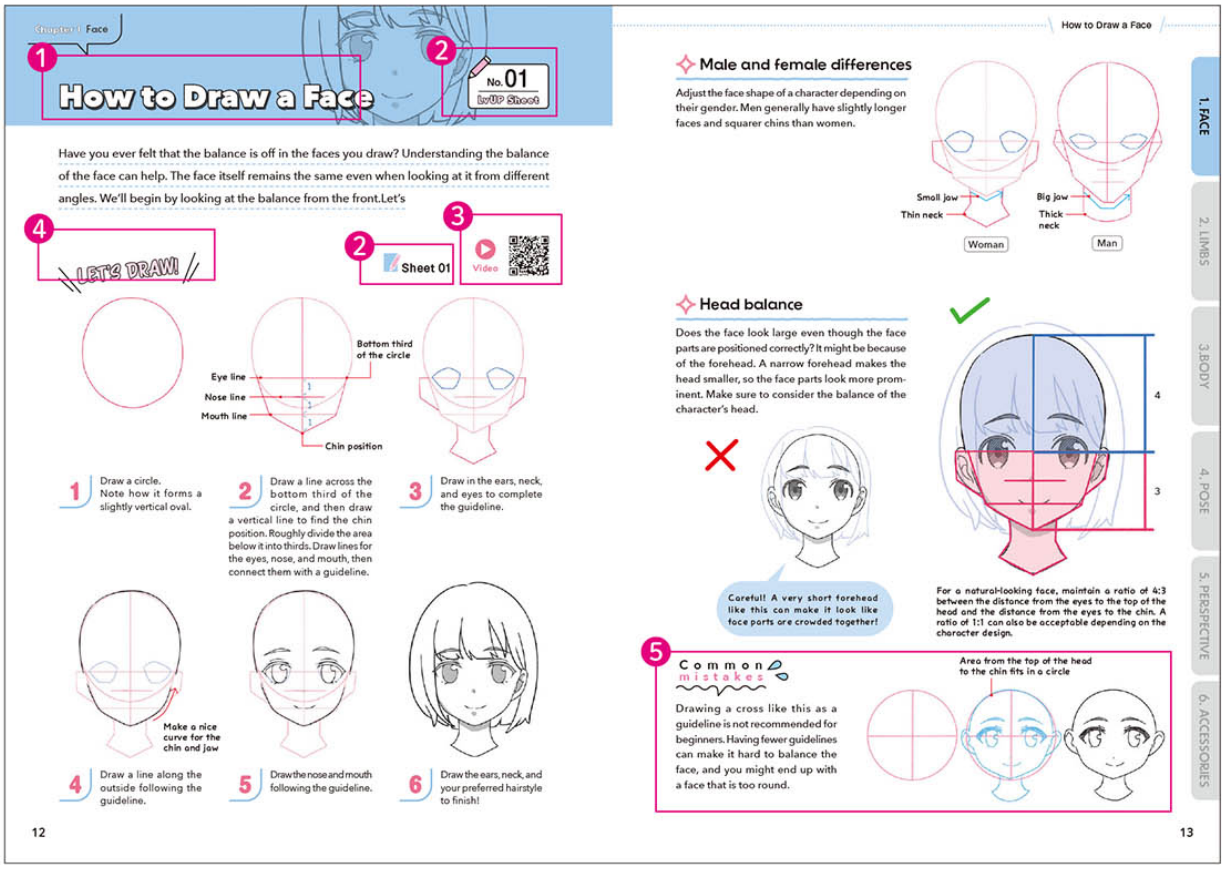
These introduce informative trivia! Elevate your knowledge with a little something extra.

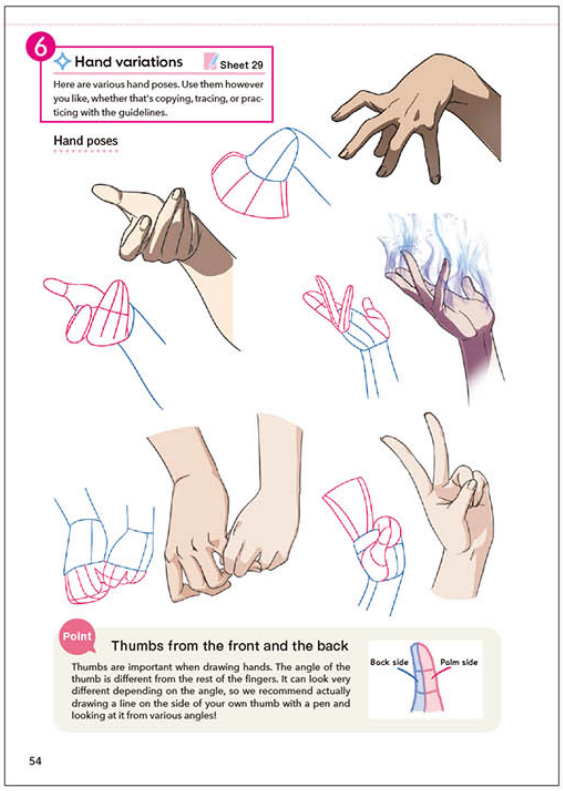
△ It's OK, but it looks a little unnatural.

✕ This is a bad example that you should avoid.

✓ This is an excellent example that redraws the OK and bad examples properly.

Page Structure





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1 Title

2 Practice sheet number
Number of the practice sheet used for this lesson.

3 Scannable code
Videos to watch and learn from. For readers using a computer, this book also has a list of videos available as a purchase bonus. Refer to P142 for information on downloading and using the bonuses.

4 Time to draw!
Step-by-step drawing instructions. Some steps are more detailed than in the videos.

5 Common mistakes
Examples of mistakes that are easy to make.

6 Variations
Introduces various poses.

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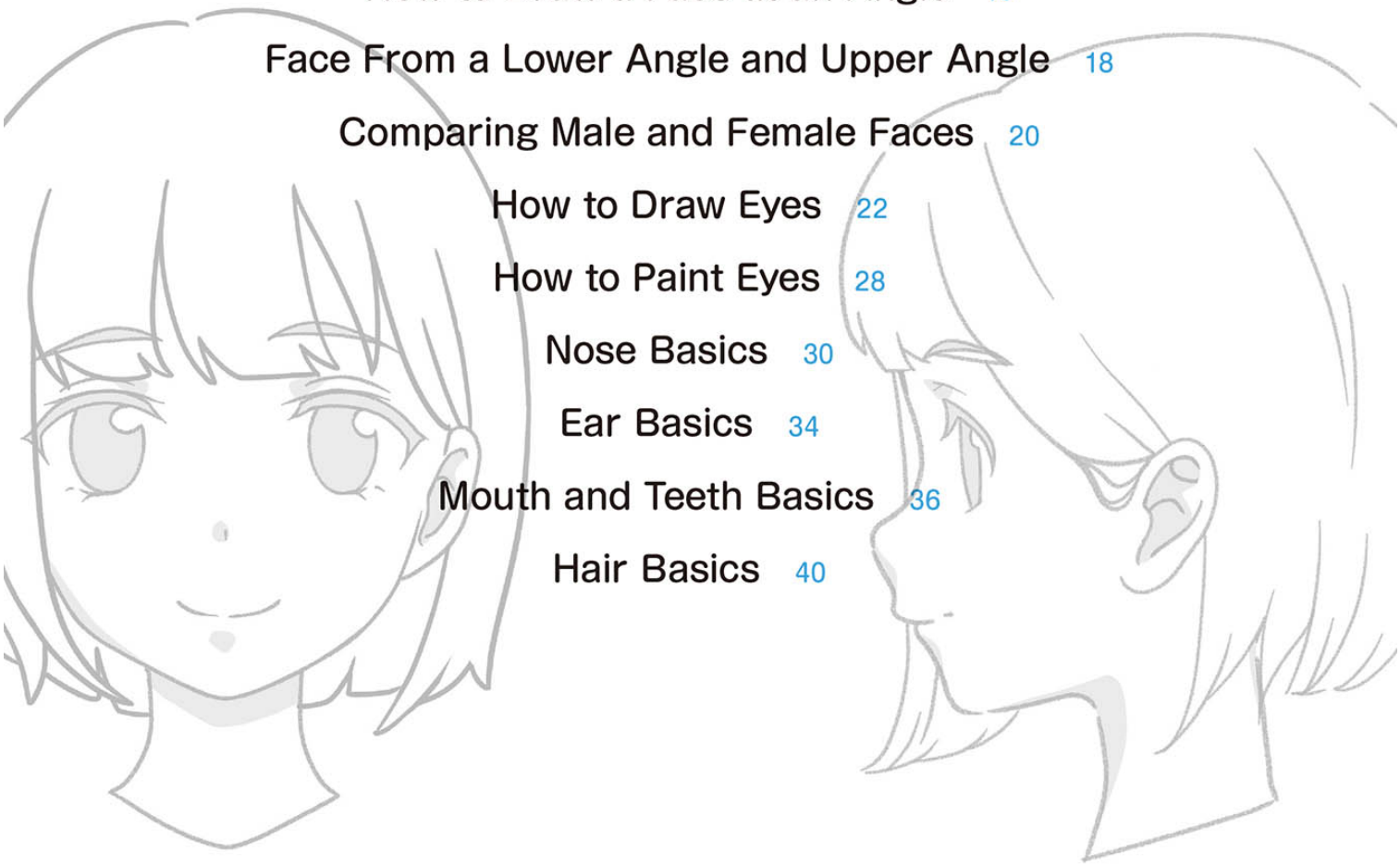

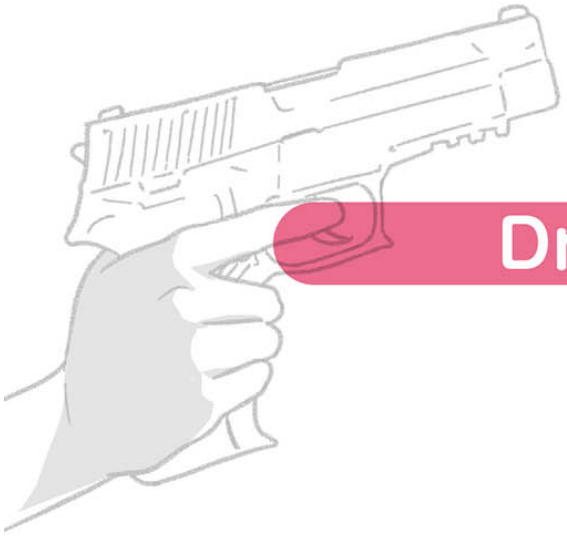

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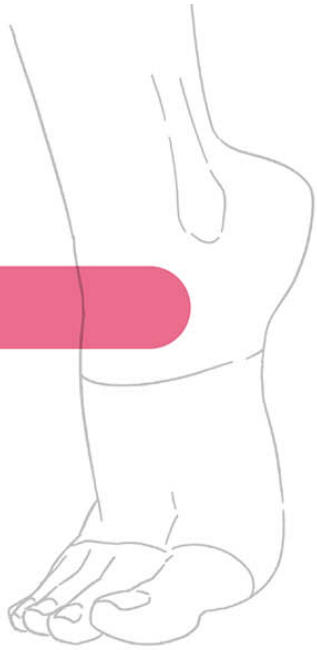

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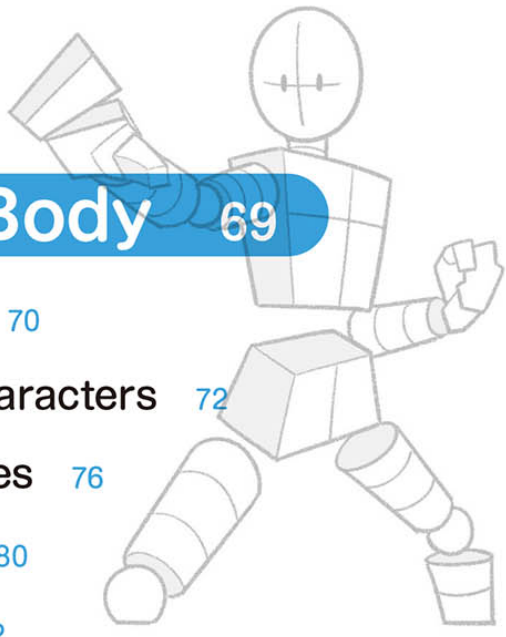

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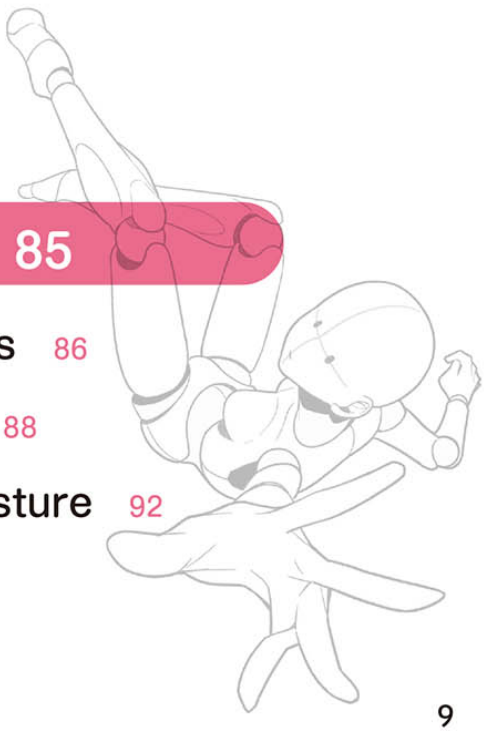

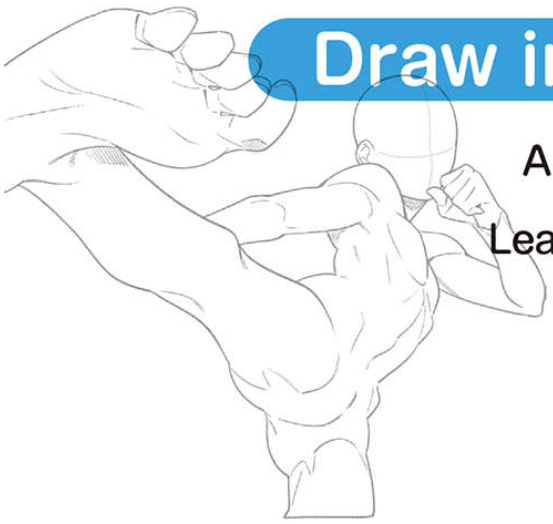

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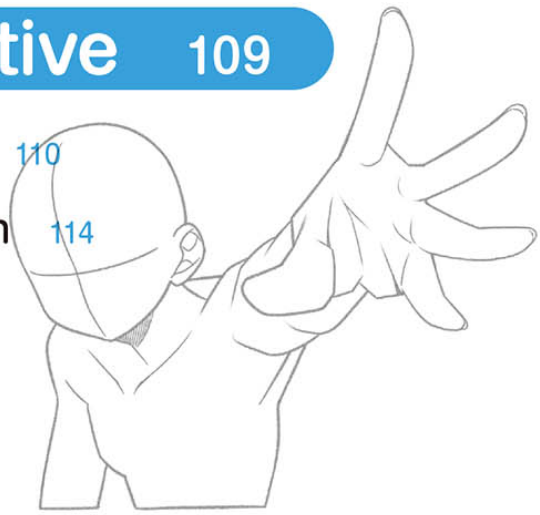

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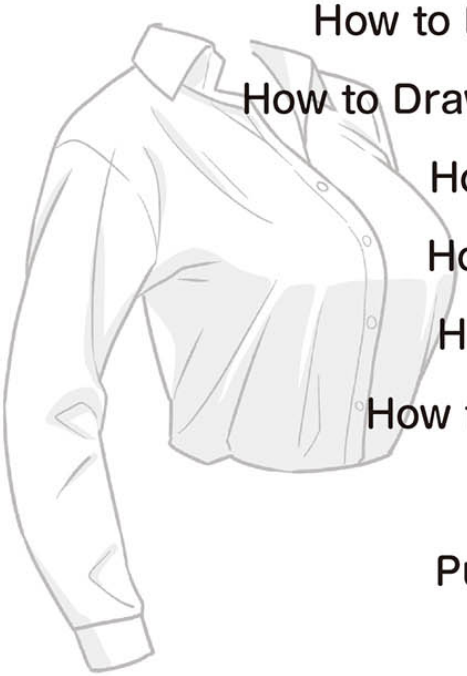


Chapter 1

Draw a Face

How to Draw a Face

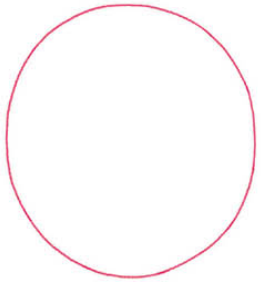
No. 01
LvUP Sheet

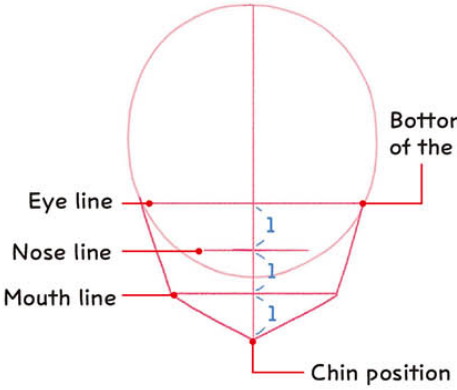
Have you ever felt that the balance is off in the faces you draw? Understanding the balance of the face can help. The face itself remains the same even when looking at it from different angles. We'll begin by looking at the balance from the front.

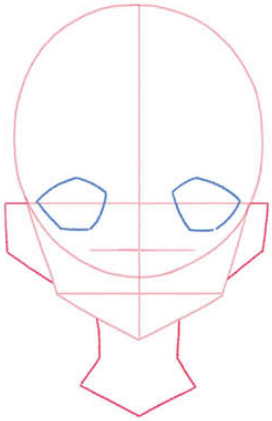
LET'S DRAW!

Sheet 01

Video



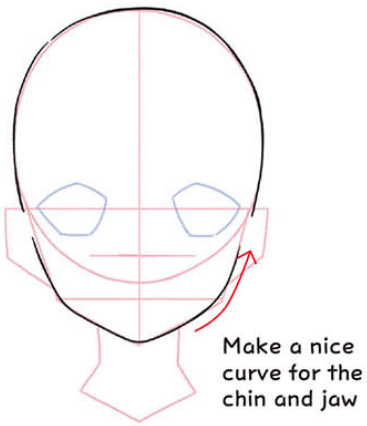


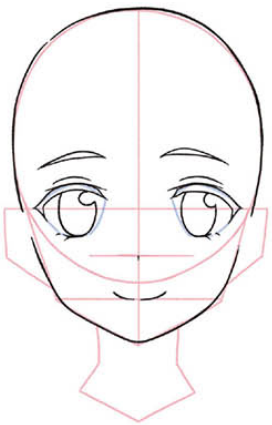


1 Draw a circle. Note how it forms a slightly vertical oval.

2 Draw a line across the bottom third of the circle, and then draw a vertical line to find the chin position. Roughly divide the area below it into thirds. Draw lines for the eyes, nose, and mouth, then connect them with a guideline.

3 Draw in the ears, neck, and eyes to complete the guideline.





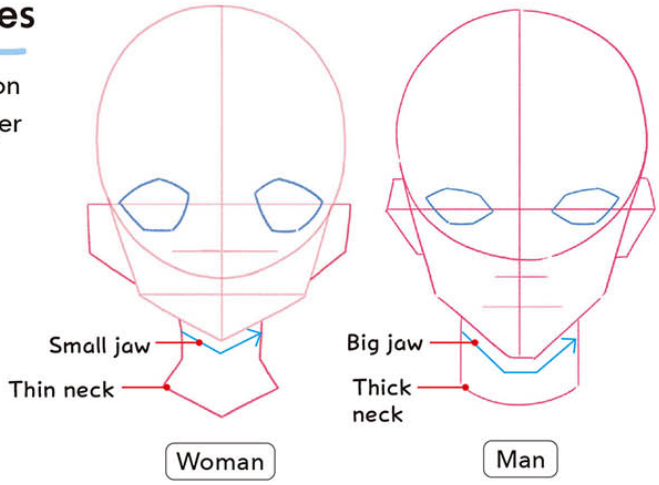
4 Draw a line along the outside following the guideline.

5 Draw the nose and mouth following the guideline.

6 Draw the ears, neck, and your preferred hairstyle to finish!

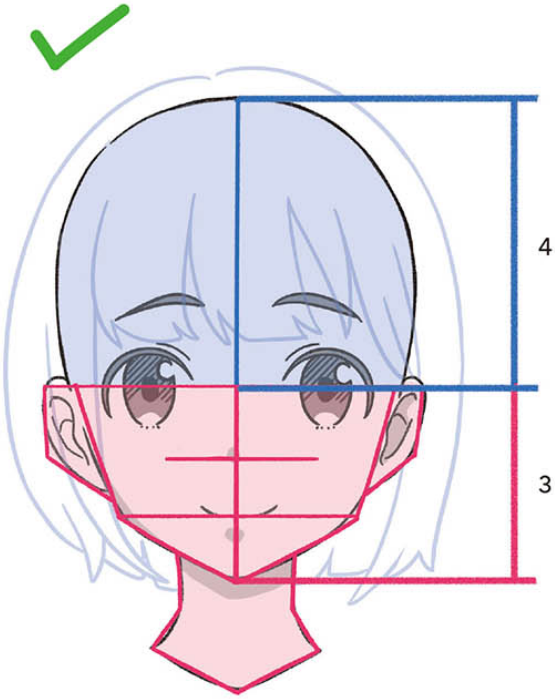
Male and female differences

Adjust the face shape of a character depending on their gender. Men generally have slightly longer faces and squarer chins than women.



Head balance

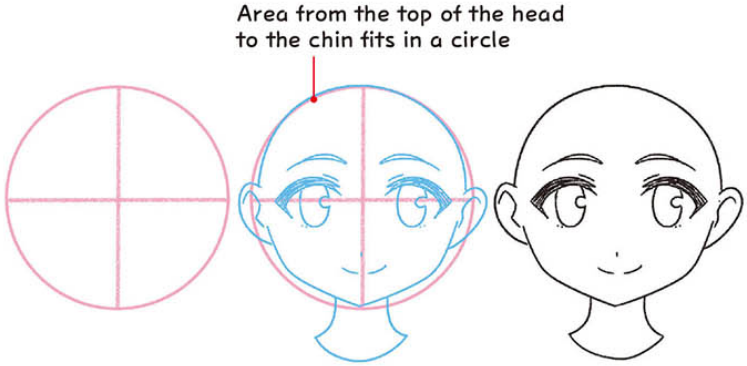
Does the face look large even though the face parts are positioned correctly? It might be because of the forehead. A narrow forehead makes the head smaller, so the face parts look more prominent. Make sure to consider the balance of the character's head.



For a natural-looking face, maintain a ratio of 4:3 between the distance from the eyes to the top of the head and the distance from the eyes to the chin. A ratio of 1:1 can also be acceptable depending on the character design.

Common mistakes

Drawing a cross like this as a guideline is not recommended for beginners. Having fewer guidelines can make it hard to balance the face, and you might end up with a face that is too round.



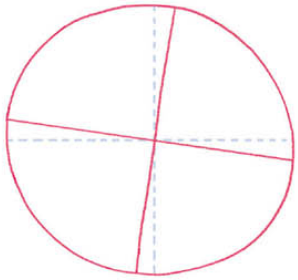
How to Draw a Profile

No. 01
LvUP Sheet

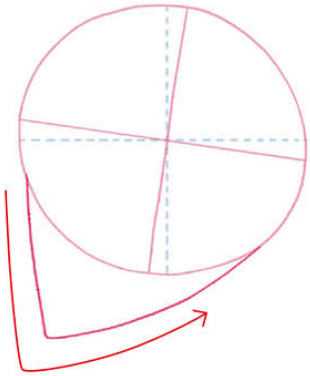
The balance in a profile view is the same as it is from the front, so the approach is similar. The contour from the nose to the chin defines the unique character of a profile. There are specific techniques for drawing features in a profile, so let's practice while sketching.

LET'S DRAW!

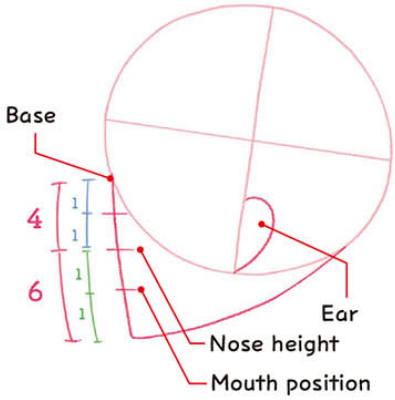
Sheet 01 Video



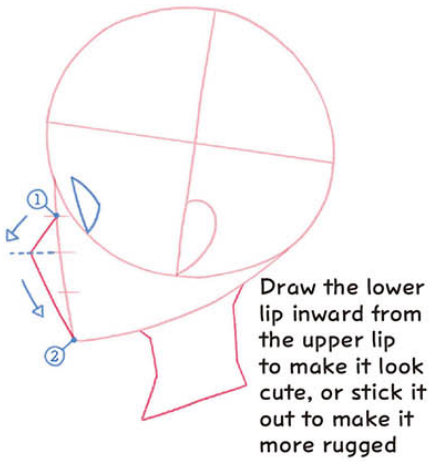
1 Draw a slightly horizontal oval, and then draw a cross at a 5- to 8-degree angle.



2 Draw a jawline.

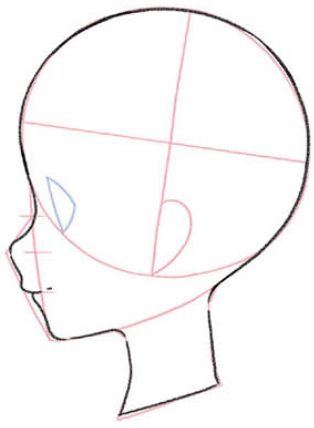


3 Draw a line at a 6:4 position from the base of the nose to the chin, and draw lines at the midpoint from the nose to the chin as well as the midpoint from the nose to the base, for a total of three lines.



Draw the lower lip inward from the upper lip to make it look cute, or stick it out to make it more rugged

4 Connect ① to ② with a line, placing the nose at the top. Draw the eye and mouth to finish the guideline.

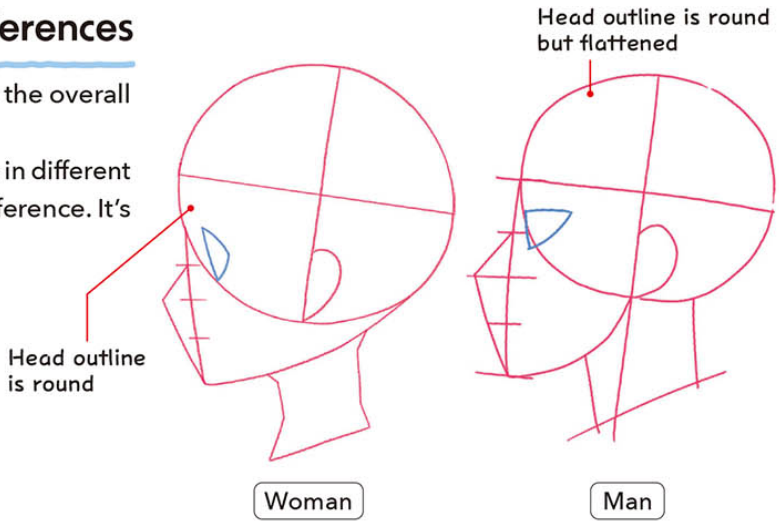


5 Draw a line along the outside following the guideline. Take extra care with curved lines, since they are crucial for drawing feminine characters.

6 Draw the ear, neck, and your preferred hairstyle to finish!

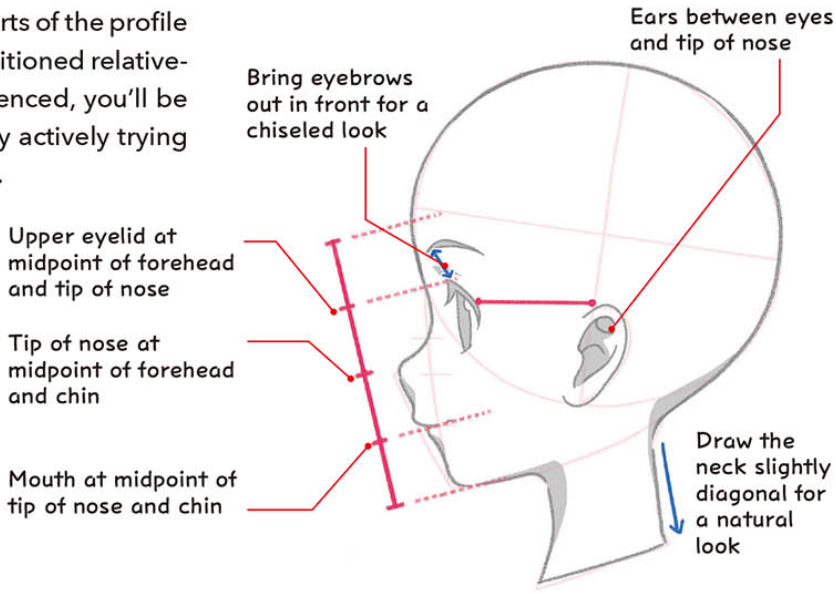
Male and female differences

The eye-to-chin ratio is the same, but the overall size is different.
The pictures on the right have the ears in different positions, but this is not a gender difference. It's just the artist's personal preference!



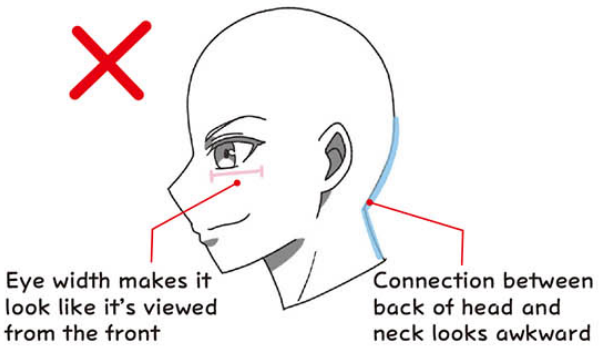
Tips for profiles

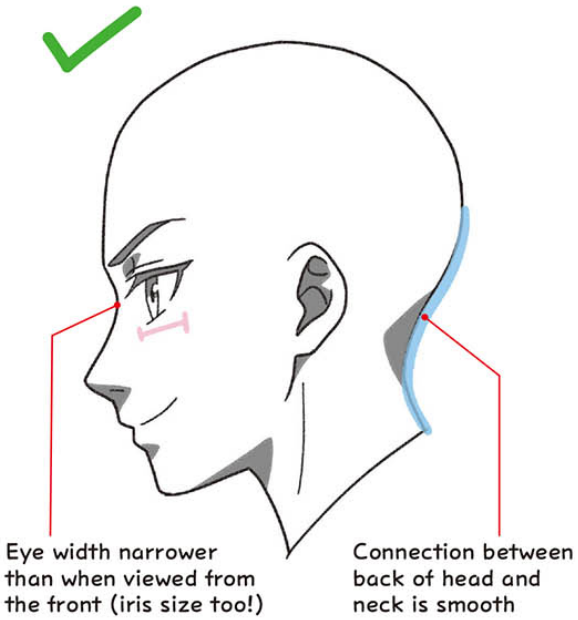
The key to understanding the parts of the profile is to grasp how the parts are positioned relatively. As you become more experienced, you'll be able to improve more rapidly by actively trying to create depth in your drawing.



Common mistakes

A common mistake beginners make when drawing profiles is forgetting the size of the back of the head. The back of the head is more significant than you might initially think, so be aware of the connection between the neck and the back of the head. Drawing the eye in the same way as you would from the front is another common mistake. You can make your profile drawings look more 3D by paying attention to these two aspects!





How to Draw a Face at an Angle

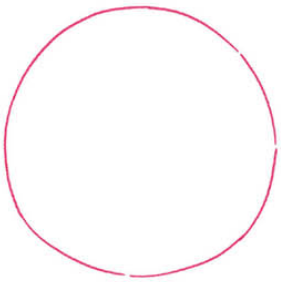
No. 01
LvUP Sheet

A face at an angle offers more depth compared to a front or profile view. This angle feels solid and looks 3D, making it popular in drawings. Achieving a 3D look requires that you pay attention to the balance between the front and back. Learn how to size and balance the eyes by drawing them.

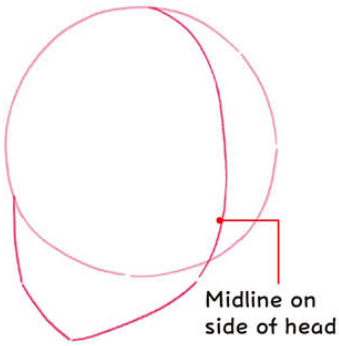
LET'S DRAW!

Sheet 01

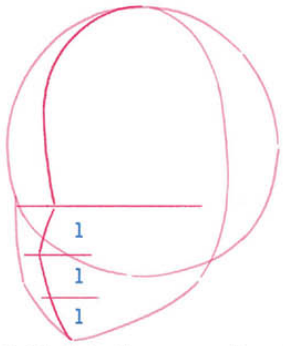
Video



1 Draw a circle.

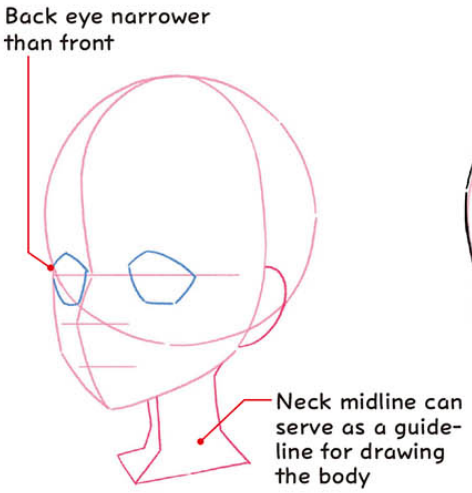


2 Draw a face line and a midline on the side of the head.

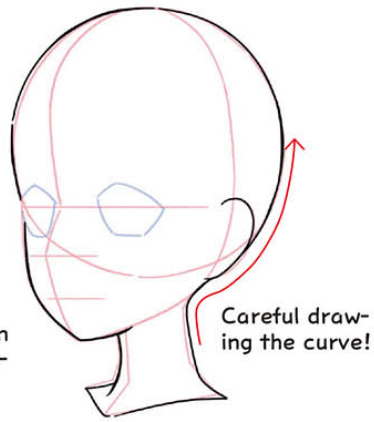


Divide into three equal parts, same as the front

3 Draw a midline on the face and then draw the eye, nose, and mouth lines.



4 Draw lines for the eyes, ear, and neck to complete the guideline!



5 Draw a line along the outside following the guideline.

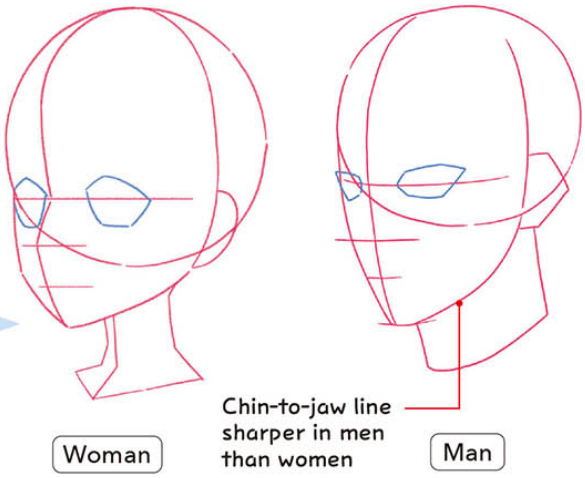
6 Draw the eyes, nose, and mouth to finish!

Refer to P40 for how to draw hairstyles.

Male and female differences

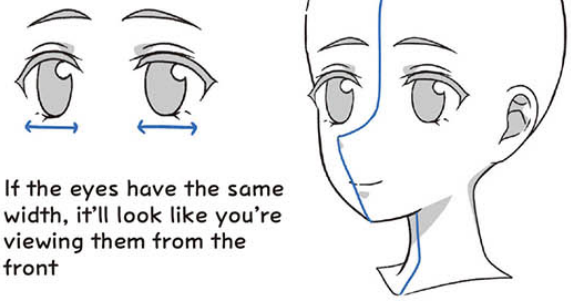
The thickness of the neck and the shape of the head vary. Generally, the front and side of the head are similar, but men often have a sharper chin-to-jaw line than women. Introducing an angular line can create a more rugged impression.

Choose whether to draw the midline on the nose ridge based on your own preferences.

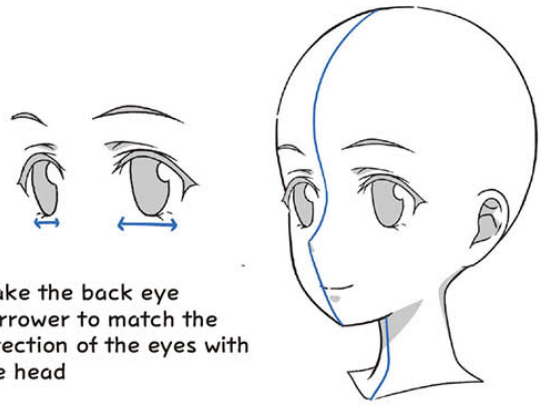


Tips for drawing from an angle

Make sure that the eyes and other features are aligned with the direction of the head. Any discrepancies in depth can make the face appear unnatural.



If the eyes have the same width, it'll look like you're viewing them from the front



Make the back eye narrower to match the direction of the eyes with the head

Common mistakes

When drawing a face from an angle, a common mistake is misaligning the eyebrows, which can make them appear unnatural. Be careful with how you position the eyebrows with the eyes.

Pay attention to the space between the eyebrows and the space around the eyes.

Draw a guideline from the start of the eyebrows to the nose to see whether the face looks unnatural

Pay attention to the correct position of the nose line and the start of the eyebrows for a more natural-looking face!

A view from the front, where the eyebrows start further inward than the inner corners of the eyes

Face From a Lower Angle and Upper Angle

No. 02,03
LvUP Sheet

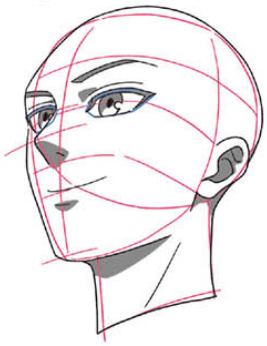
The lower-angle view shows the face seen from below, while the upper-angle shows it from above. Drawing these perspectives can be challenging. Thinking of the head as a box while drawing can help you understand better and make the process more accessible.

LET'S DRAW!

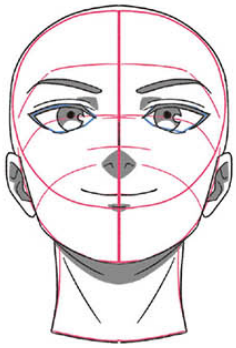
Examples of lower-angle and upper-angle faces from different angles are provided below. You can trace the lines to practice drawing each angle.

Sheet 02

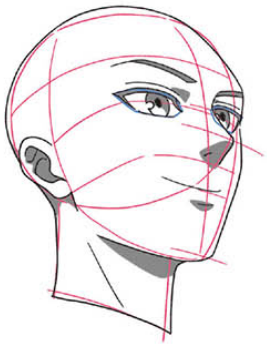
Video



Left lower-angle diagonal

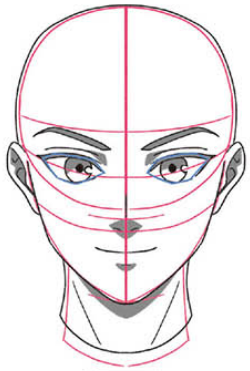


Lower-angle front



Right lower-angle diagonal

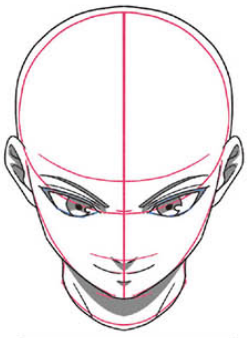
Left diagonal



Front

Right diagonal

Left upper-angle diagonal



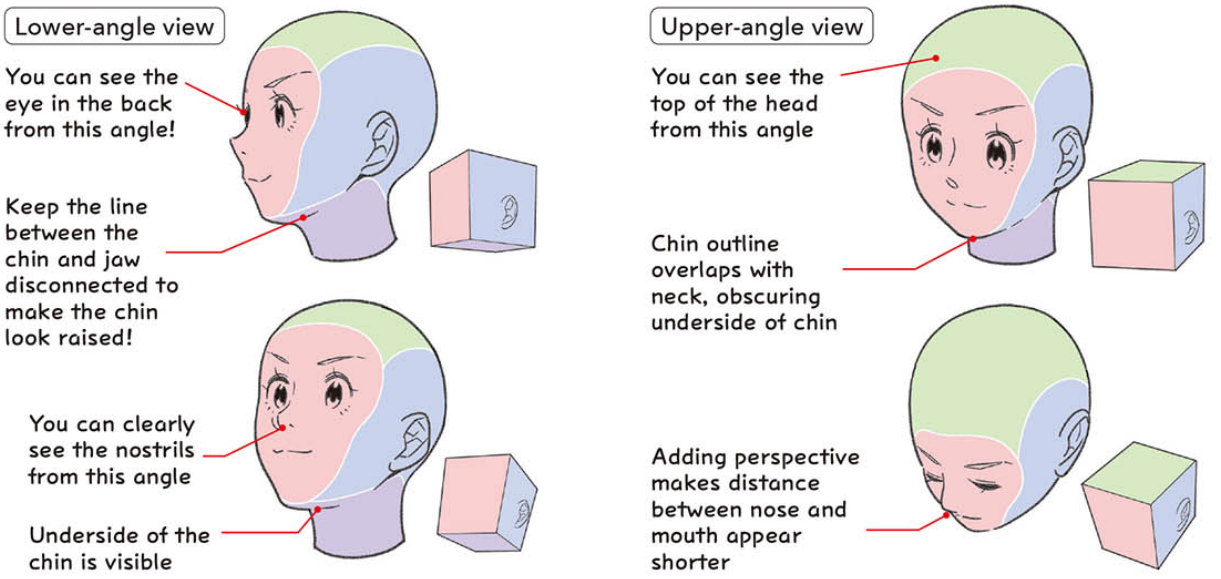
Upper-angle front

Right upper-angle diagonal

Think of the head as a box

Video

We often think of heads as spheres when drawing them. However, if the head is viewed from a lower or upper angle, it might help to think of the head as a square box. Let's look at a head from the front, side, top, and bottom.

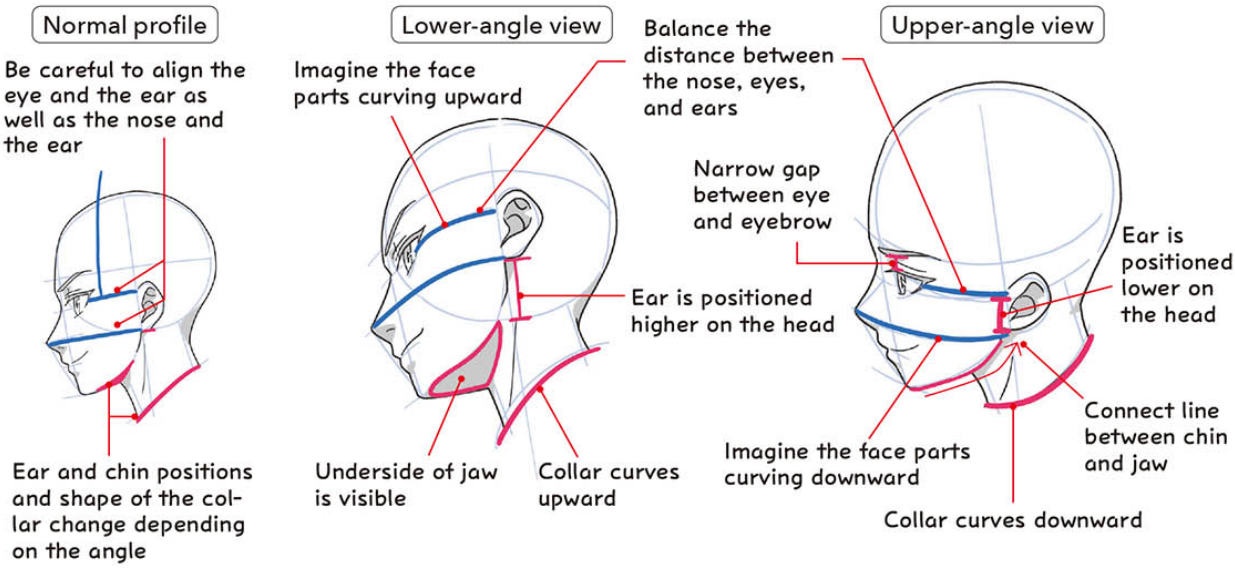


Use a cylinder to make it look 3D

Sheet 03

Video

While thinking of the face as a box can be useful, it can also make the face lose its sense of 3D. By envisioning the face as a curved surface on a cylinder, you'll be able to make both upper and lower angles look 3D!



If you consider the head as a cylinder...

Comparing Male and Female Faces

No. 04
LvUP Sheet

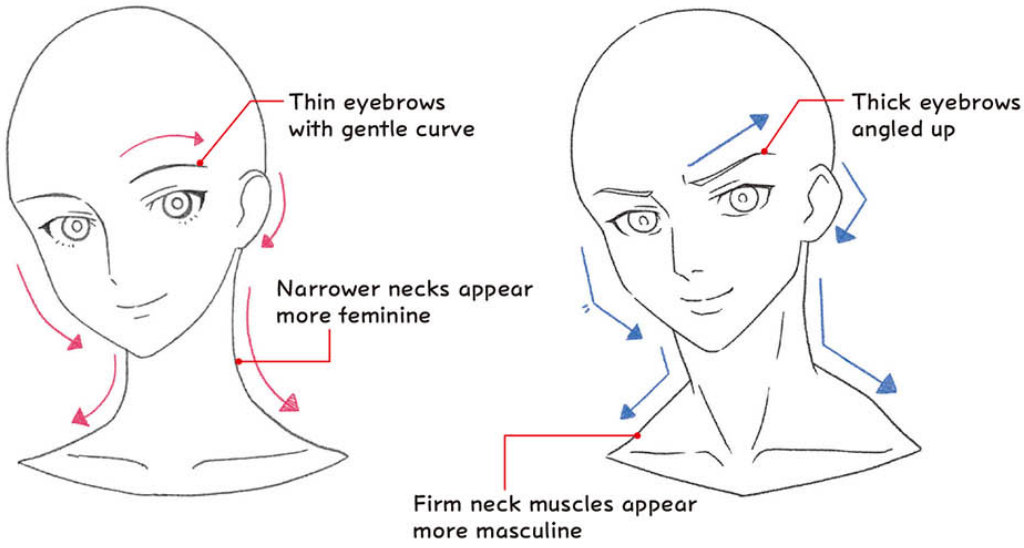
There are many ways to draw men and women differently. The basic rule is to use curved and straight lines wisely. Usually, women are drawn with rounder features and men are drawn with sharper and bonier features.

Simple ways to draw men and women differently

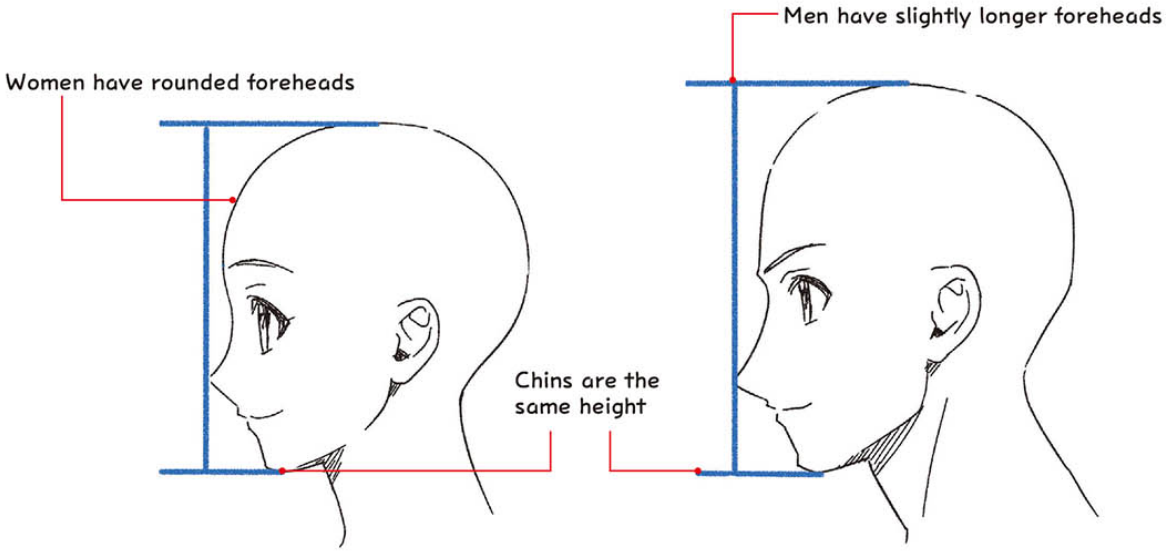
Sheet 04

Video

Use rounded lines for women and angular lines for men. You can use rounder features when drawing androgynous characters and children, even if they are male.

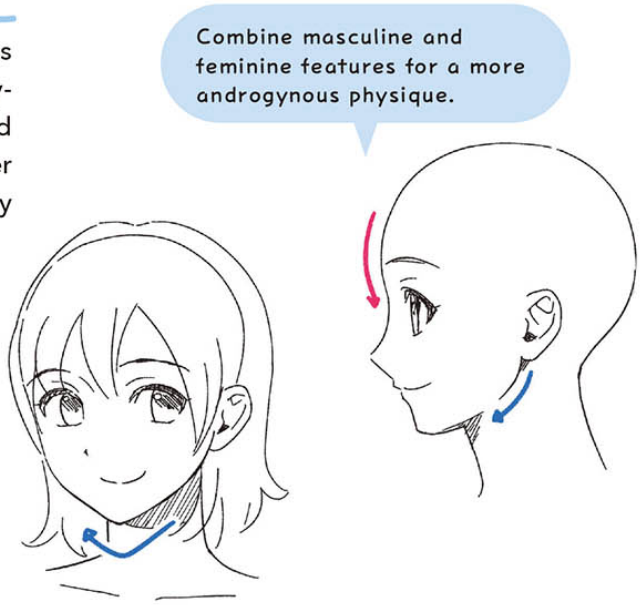


A face with a slightly elongated shape tends to appear more masculine.



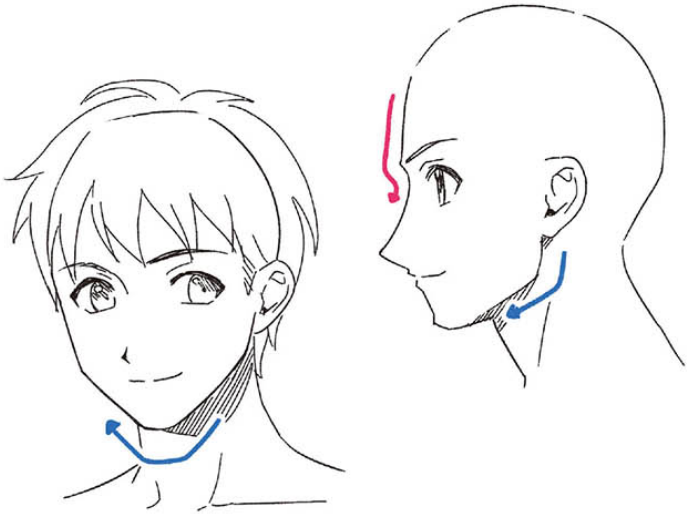
Differences in physique

Men and women use curved and straight lines differently due to the differences in their physiques. The forehead and chin structure stand out in particular. Women typically have rounder and gentler body outlines, due to the way they store fat on their bodies.



Feminine physique

A feminine physique has a rounder and smaller jawline. The forehead is also rounded with a gentle curve.



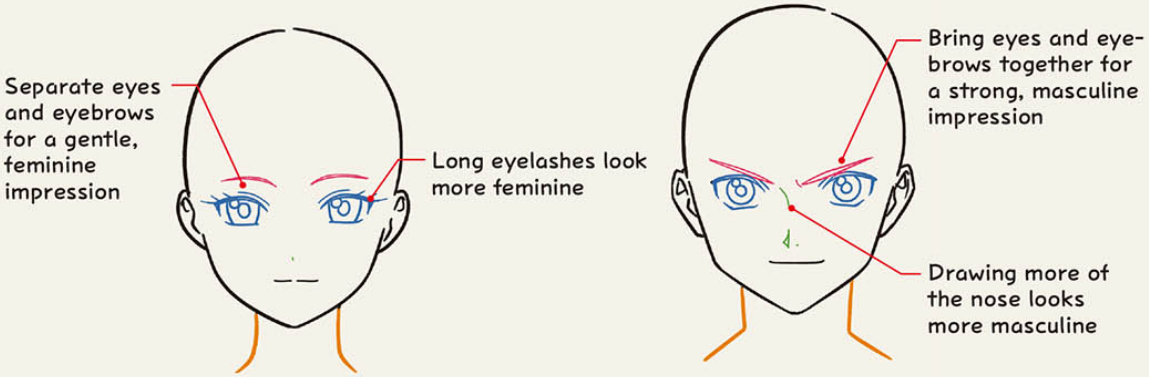
Masculine physique

A masculine physique has a less rounded jawline with larger bones. The forehead protrudes more than a feminine one does.

Point

Draw men and women differently by moving around face parts

You can distinguish between men and women just through using the differences in face parts like eyebrows, eyes, noses, and mouths. Separate eyes and eyebrows to create a gentle impression in women. Bring eyes and eyebrows closer together to create a strong impression in men. You should also pay attention to the jawline to make differences more noticeable.



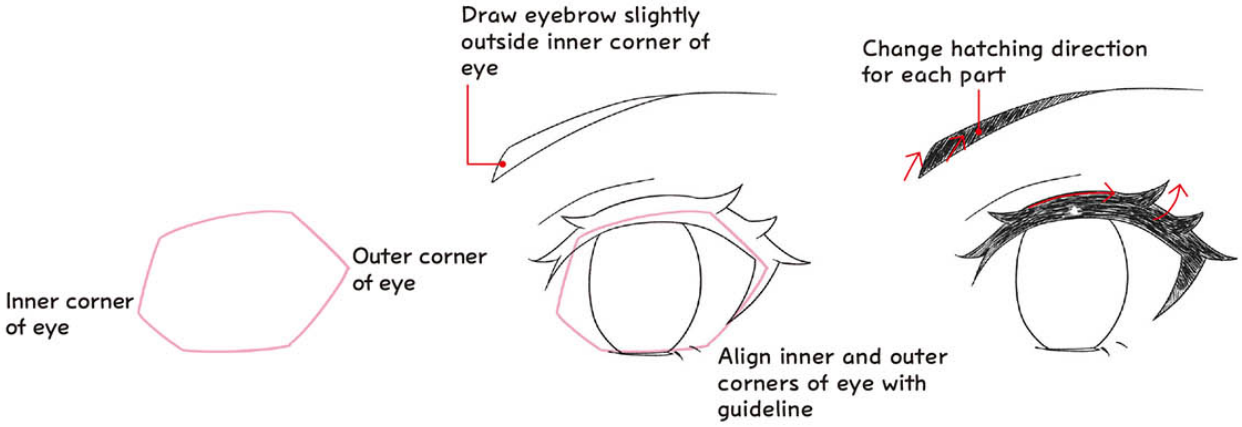
How to Draw Eyes

No. 05,06
LvUP Sheet

Eyes are a major focal point for character drawings and are also where the artist's personality shines. Try to look for a hexagon shape when looking at the eyes in your favorite artist's drawings.

LET'S DRAW!

Sheet 05 Video



1 First, draw a hexagon guideline for the eye.

2 Draw in the eye following the guideline.

3 Add more details with hatching. This time, add a subtle highlight on top of the eyelashes.

4 Draw the inside of the eye. Start by drawing the pupil. Make the pupil a diamond shape for this practice. Add short lines in a circle toward the center of the pupil.

5 Add more details with hatching. It looks better if you make the hatching here less dense than the hatching in the eyelashes.

6 Color it in, and you're done! Using hatching to draw details can enhance the overall look, giving the drawing depth with only lines. Refer to P28 for tips on coloring pictures.

Point Hatching

This is a technique where you draw parallel lines. It is often employed in painting and printmaking. In drawing, it can be used to express shadows and create depth.

Hexagonal eye shape

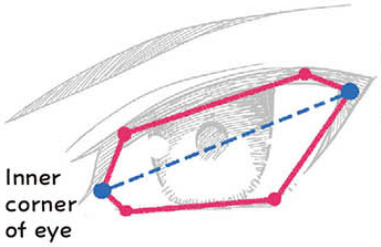
Sheet 05

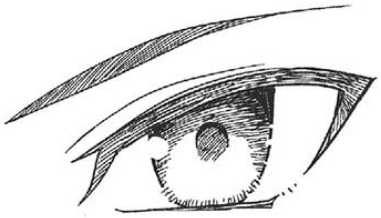
Video

You can create various eye shapes by modifying the hexagonal guideline, in particular the positions of the inner and outer corners of the eyes. Where you place the corners can help bring out the personality of the character you're drawing.

Siren eye

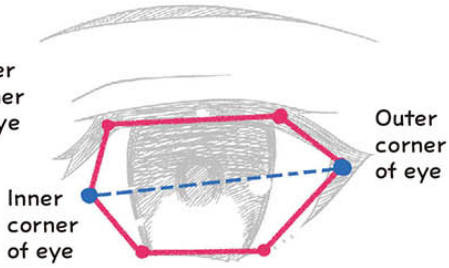
Place the outer corner of the eye above the inner corner of the eye. The position of the inner corner of the eye is lower than the normal position of the pupil.

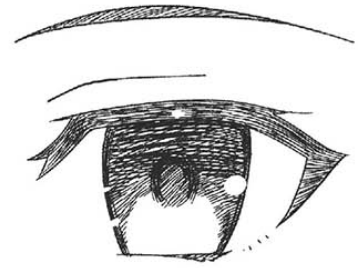




Normal eye

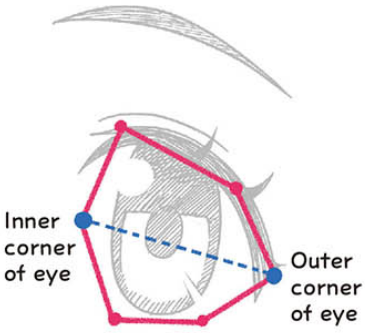
The outer corner of the eye is slightly above the inner corner of the eye.





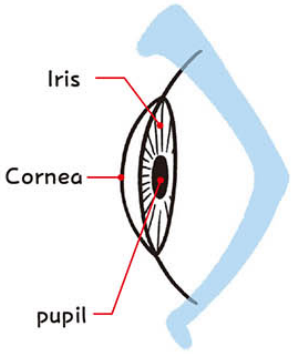
Doe eye

The outer corner of the eye is slightly lower than the inner corner of the eye.

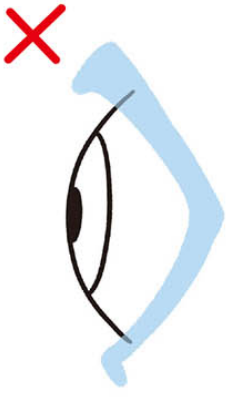


Eye structure

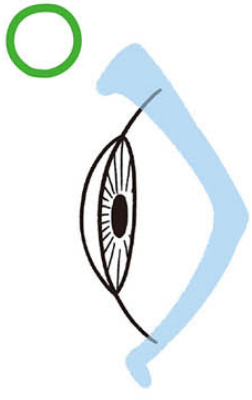
There are three points to keep in mind when drawing eyes: the positions of the cornea, pupil, and iris. Note that the cornea is in front of the pupil and iris. Be careful not to get confused!



Pupil sticks out from cornea



Pupil attached to cornea

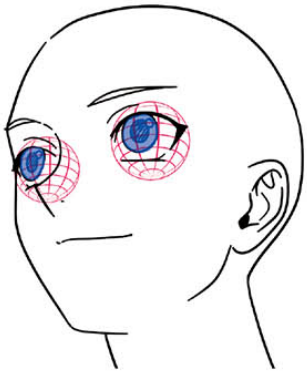


Pupil inside cornea

Eye angle

Video

Keeping in mind that eyes are spherical will help you draw them from various angles.



Upper-angle view

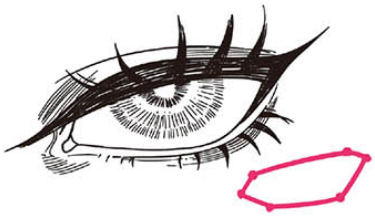
Lower-angle view

Side

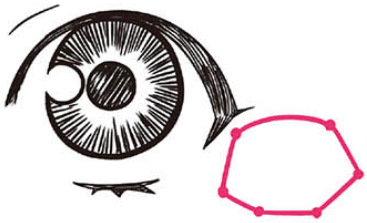
Complicated angles are easier to understand if you keep the spherical shape in mind

Eye patterns

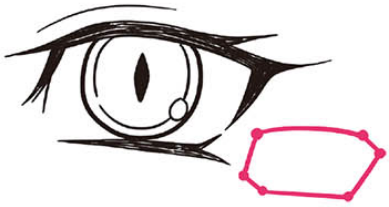
No matter the overall shape of the eye, drawing with a hexagon in mind will make the eyes look more real. Here are various pupil patterns using hexagons.



Increase the density of eye, tear bag, and eyelid lines for a more realistic look

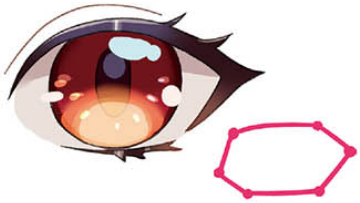


Make the iris line thinner and the edge of the pupil thicker for a sharper and more defined eye



Even doe eyes can be made to look like cat eyes if you make the pupils diamond-shaped!

Add individuality by using hearts or stars as highlights

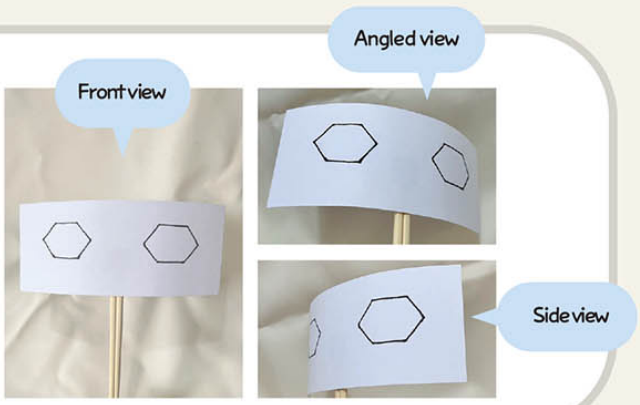


Highlights don't have to be white - pale pink or blue are good too!

COLUMN

How eyes look at different angles

It can be hard to draw eyes accurately when the face is at an angle. In such cases, a helpful approach is to engage in a bit of arts and crafts and take photos. Draw hexagon-shaped eyes on a piece of paper and attach it to a pair of chopsticks or something like it. Then, all you have to do is take photos from various angles for reference. Bend the paper to simulate the roundness of the face.



COLUMN

How to draw eyes in different styles

Eyes are an important part of the face for showing individuality. Eyes show an artist's individuality as well as common trends based on the genre. Here are some examples of features you can find in eyes from different genres, showing line thickness, coloring, and highlights!

Shonen manga (comics for boys)

Thick lines, flat colors, simple highlights

Shojo manga (comics for girls)

Thin lines, cross-hatching, detailed highlights

Light novel

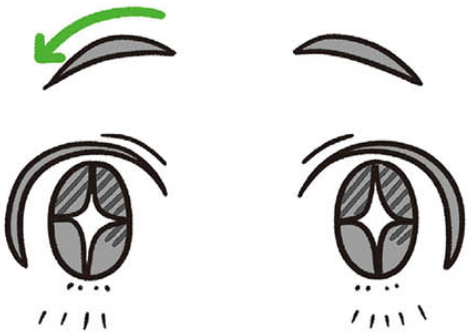
Detailed thin lines, use of screen tones, few highlights

Popular trends

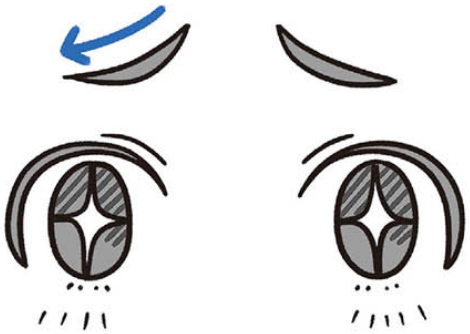
Pointed eyelashes, eyelash highlight combined with the sclera (white of the eye), smaller highlights

Role of eyebrows

Take a look at the examples below. The eyes sparkle and express joy through their shape. The eye shape stays the same in both examples and only the eyebrows are changed, but the impression is quite different.



Eyebrows arched upward convey calm joy



On the other hand, eyebrows arched downward convey emotional joy

Incorporating manga-style expression lines can make emotions easier to understand.

Enhance emotions with eyes and eyebrows

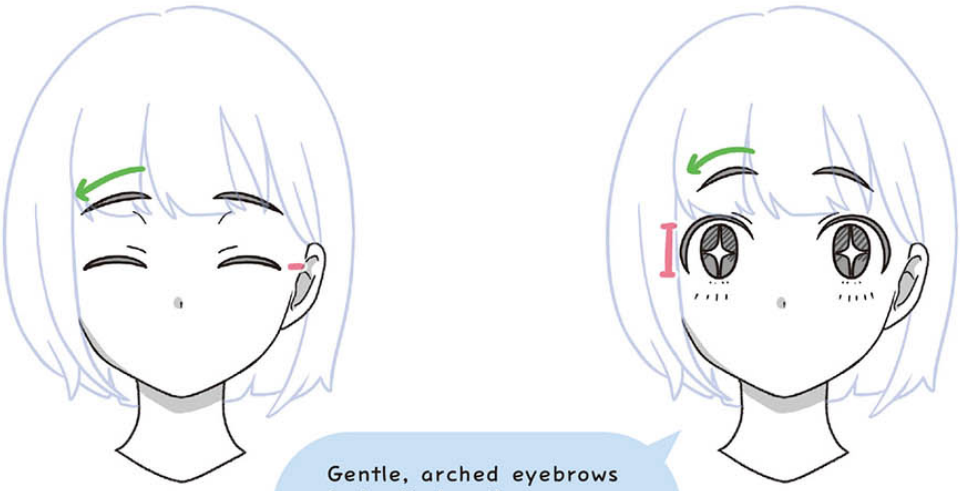
Sheet 06

Eyebrows can express the intensity of emotions through movement. Look at the differences in this example with flat eyebrows and open eyes on the right. Even without a mouth, changing how open the eyes are and the shape of the eyebrows can express different levels of emotion.

Video

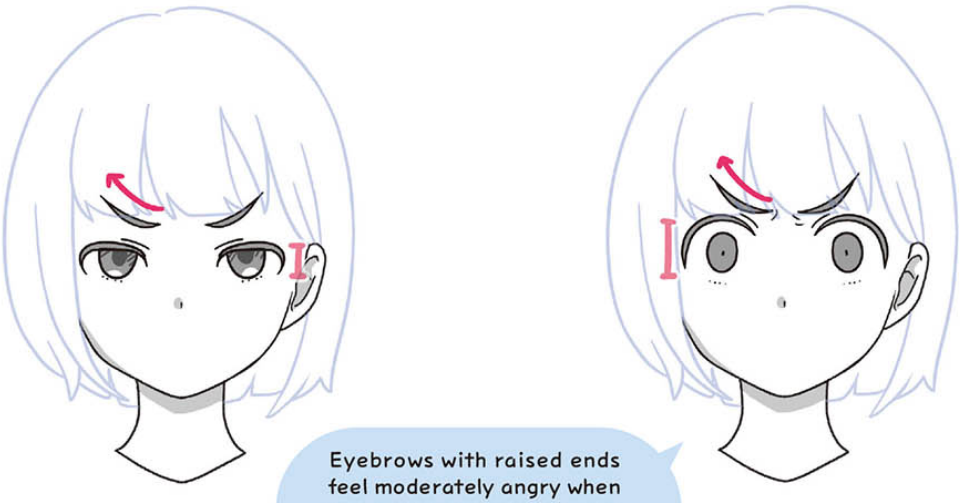
Flat eyebrows and eyes open in a neutral position

Joy



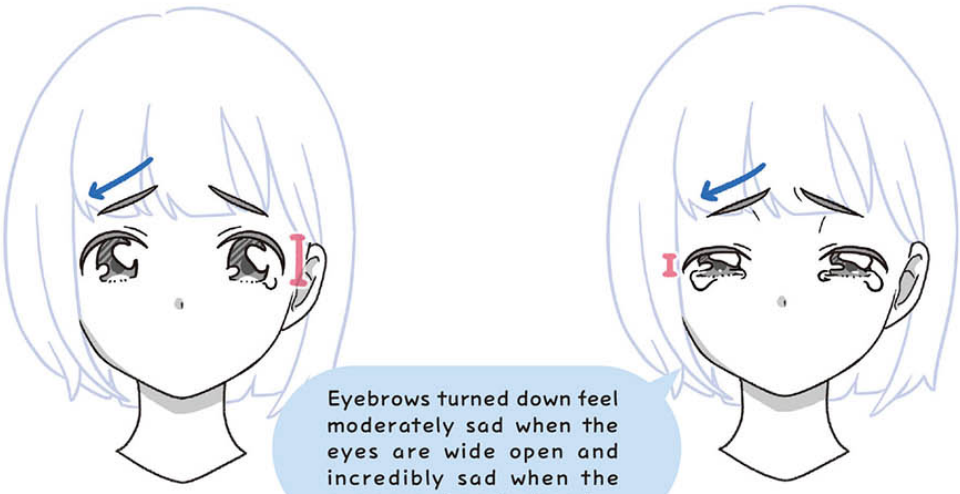
Gentle, arched eyebrows feel soft when the eyes are closed and energetic when the eyes are open.

Anger



Eyebrows with raised ends feel moderately angry when the eyes are closed and incredibly angry when the eyes are open.

Sadness



Eyebrows turned down feel moderately sad when the eyes are wide open and incredibly sad when the eyes are almost closed.

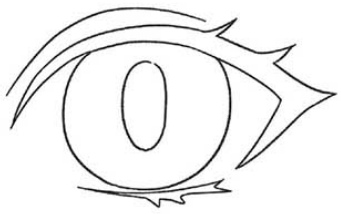
How to Paint Eyes

No. 07
LvUP Sheet

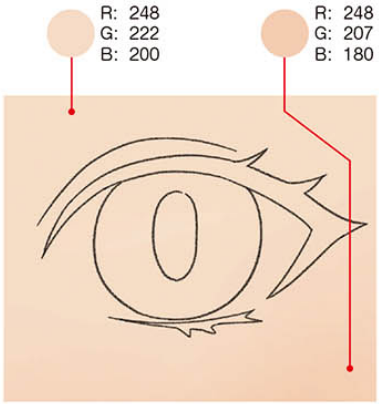
Here we shift our focus from drawing to digital painting. People often think that the sclera is pure white, but it is actually slightly tinted. Let's move away from manga for now and paint eyes with a focus on brightness, saturation, and hue.

Sheet 07 Video

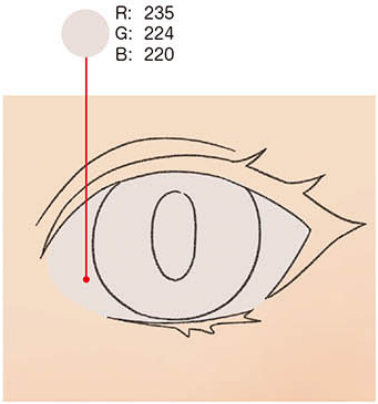
LET'S DRAW!



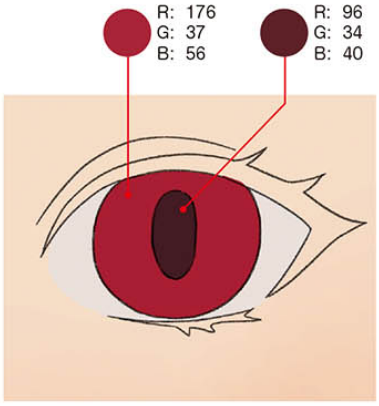
1 Create line art of an eye.



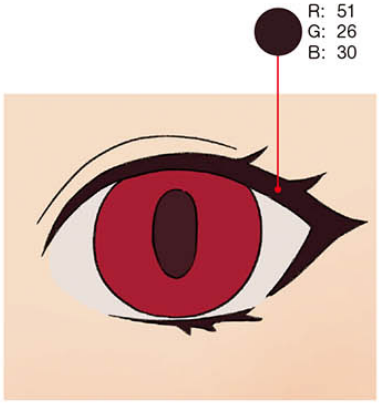
2 Apply the skin color first, and then add a light orange or pink shade under the eyes, like you are applying blush.



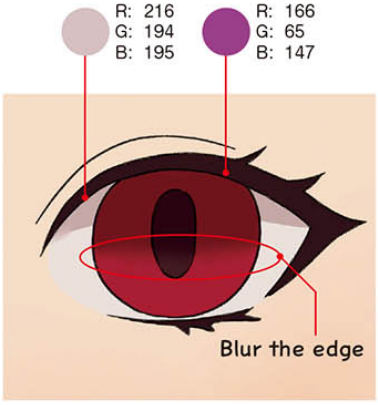
3 Paint the sclera with a very pale orange color.



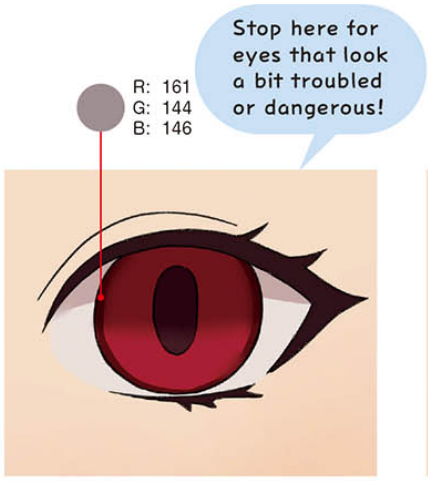
4 Paint the iris and then add a pupil in a dark color with the same hue as the iris. It's a good idea to keep the sclera and iris on separate layers.



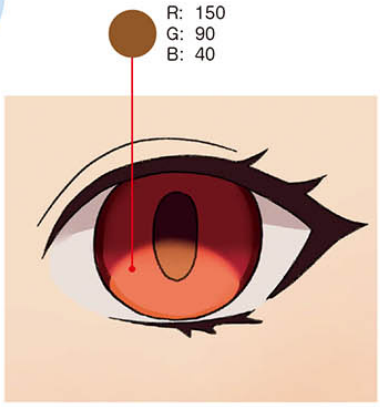
5 Paint the eyelashes using a dark reddish brown, avoiding pitch black.



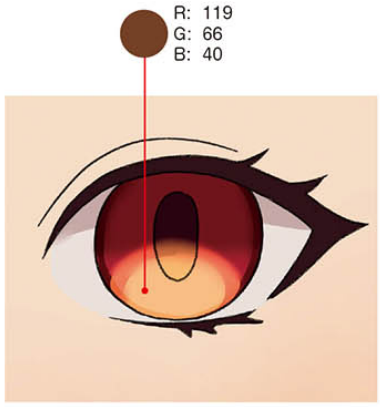
6 Use multiple layers to add shadows to the iris and the sclera. Apply a purple color on the iris. Use a desaturated red for the sclera and blur the edge.



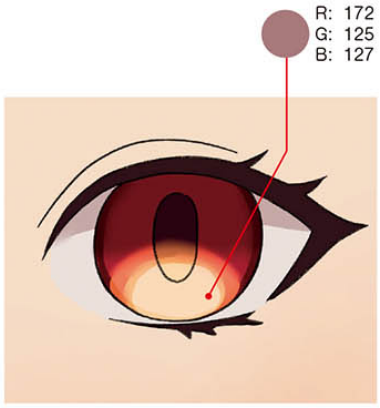
7 Use multiple layers and paint around the iris. Blur the edge of the outline of the iris.



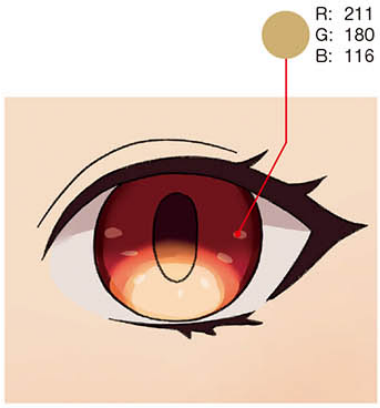
8 Paint the bottom of the iris on an Add (Glow) layer. Blur the top edge.



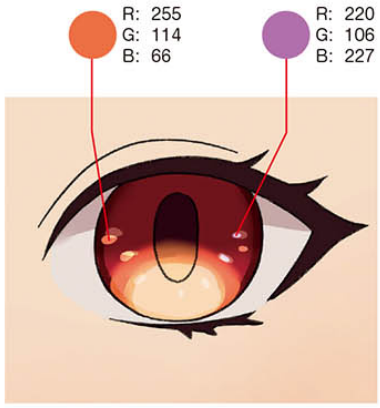
9 Layer color on top of that on an Add (Glow) layer. Blur this a little as well.



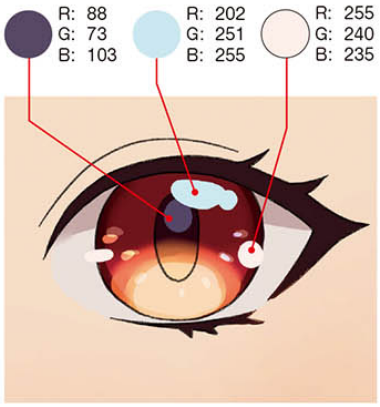
10 Layer color on top of that again on an Add (Glow) layer. Set the opacity of this layer to around 60%.



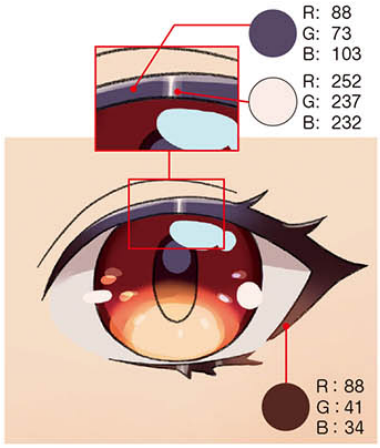
11 Add light details on an Add (Glow) layer. Set the opacity of the layer to around 40%. Paint radial lines around the pupil.



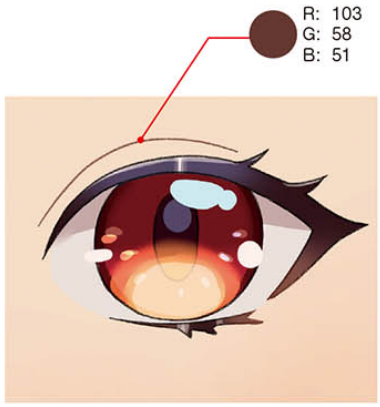
12 Add brighter colors on an Add (Glow) layer. Be careful not to add too much color, or it will look messy.



13 Add highlights on a regular layer. It looks better if you draw prominent highlights.

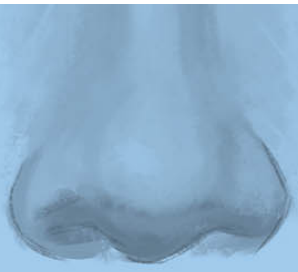


14 Add highlights and gradation to the eyelashes on a regular layer.



15 Change the line color to brown around the brighter colors. Make the pupil lines lighter, and you're done!

Nose Basics



No. 08,09
LvUP Sheet

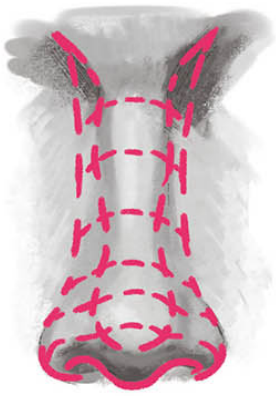
Do you find yourself drawing noses without really thinking about them? It can be especially difficult to draw one that looks the same from different angles. You'll be able to draw noses more realistically if you keep in mind how noses look in 3D and where each line of the nose goes.

Think of the nose in shapes

The nose in the drawing is depicted using various shapes. Here is how to understand the basics of the nose.

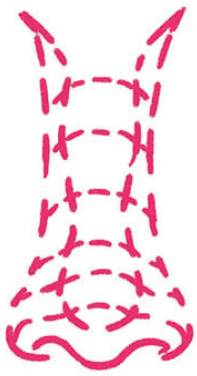
Realistic nose

Find where the guidelines would fall on a realistic nose



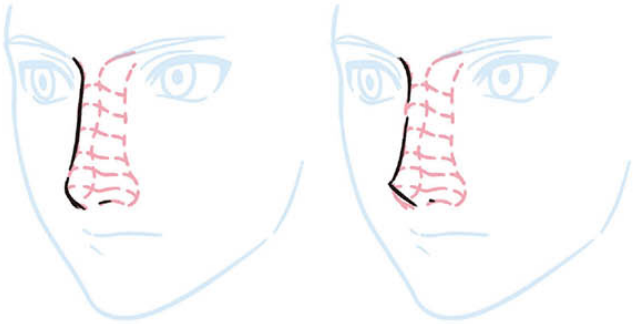
Find the guidelines

Take the shape of the nose and use it as a guide



Shape of the nose

Modern anime and manga drawing styles simplify the edge of the nose into a line. This is why people often say that it's important for artists to sketch!



These use the same shape as a base, but they give a different impression depending on how you use the guidelines.

Nose variations

Sheet 08

Video

Small button noses, sharp and well-defined noses, noses with clearly visible nostrils, noses drawn only with shadows... Noses are one of the parts where artists can show their individuality. Here are some variations using the shape from the previous page as a base.

If you have a base to work off of, you can make sure the nose looks the same even from different angles.

Strong nose bridge

The clear lines of the nostrils gives a more realistic look.

Hatching on the bridge

Adding hatching to the bridge of the nose gives the face a stronger impression and can make a character look more mischievous.

Nose tip and bridge

Drawing just a little of the nose bridge with a small tip gives a sharper impression. This type of nose is often seen on characters in their teens and twenties.

Shadow only

The impression given lies between real and abstract. Sometimes only the outline of the shadow is drawn.

Nose tip

In this variation, you only draw the tip of the nose. It is often used when you don't want to draw the nose bridge as clearly on cute female characters or younger characters.

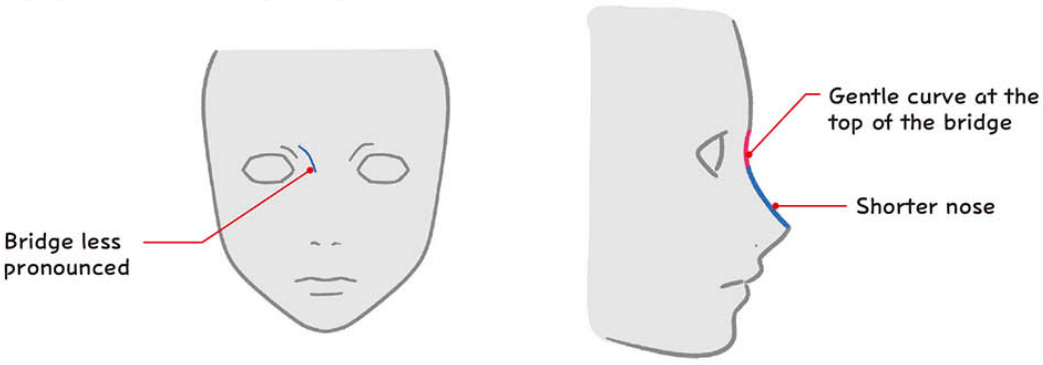
Realistic

Abstract

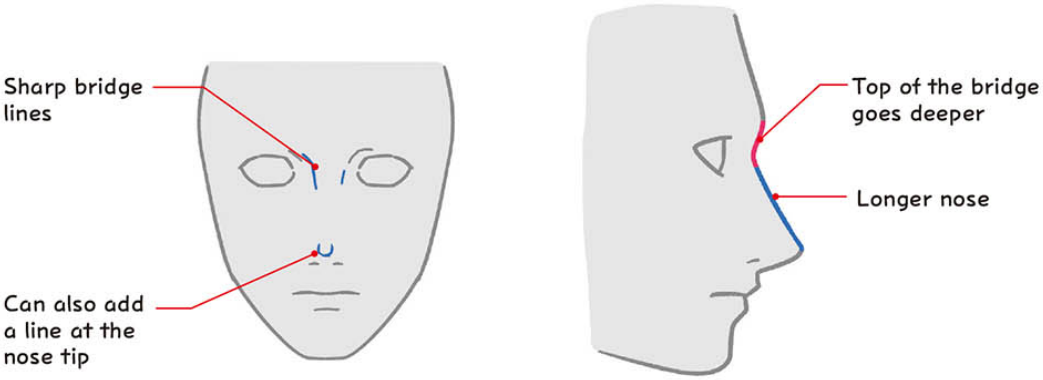
Nose differences by gender

The key difference in noses in men and women is the depth of the nose bridge. You can create masculinity or femininity by effectively using straight lines and curves.

Woman



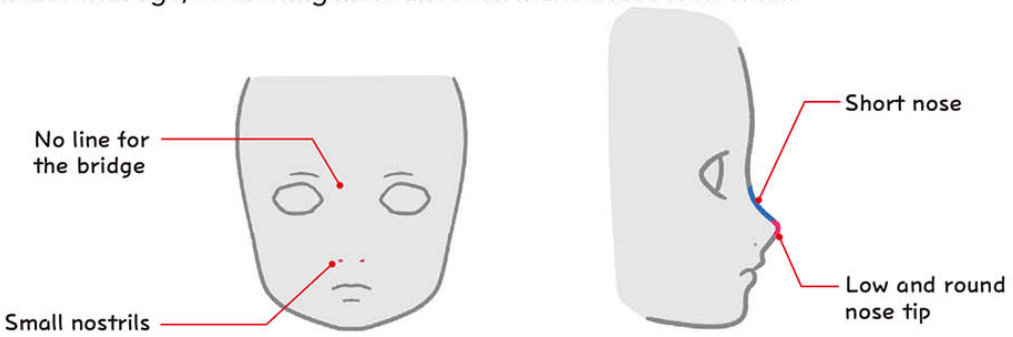
Man



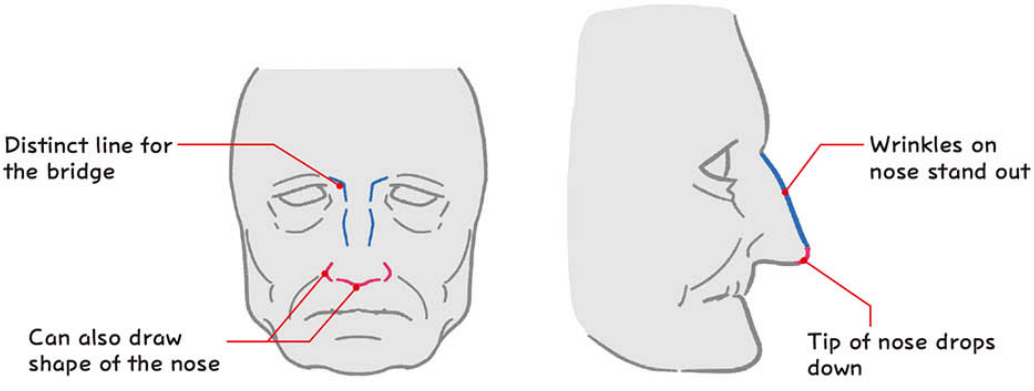
Nose differences by age

Children are drawn with fewer lines because they have smoother skin and more fat in their faces. Faces gain more wrinkles with age, so drawing more lines can make a face look older.

Child



Senior



Various nose shapes

Sheet 09

Video

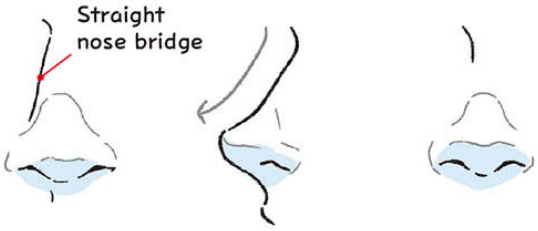
There are many different nose shapes. Draw a nose that matches the character's personality.

Man

Sharp nose lines for strong men

Woman

Bottom of nose (in blue) is tilted a bit in comparison to a man's nose

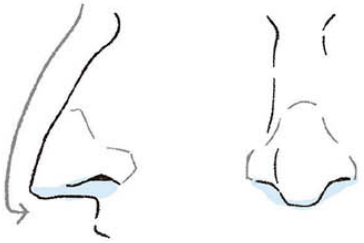


Child

Nose lines are short and relatively straight while the nose is growing

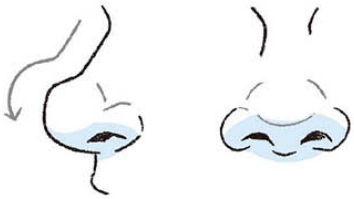
Hooked nose

Per the name, the nose is hooked and focus is on the bottom of the nose



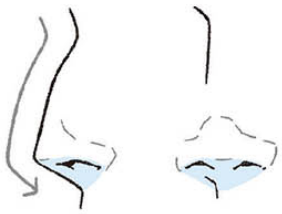
Button nose

Tip of nose and nostrils are rounded



Beak nose

Per the name, the nose looks like a eagle's beak (also called aquiline nose or Roman nose)



COLUMN

Draw noses in different styles

You can draw different noses depending on the shape and position of the nose. Here are some examples from different genres.

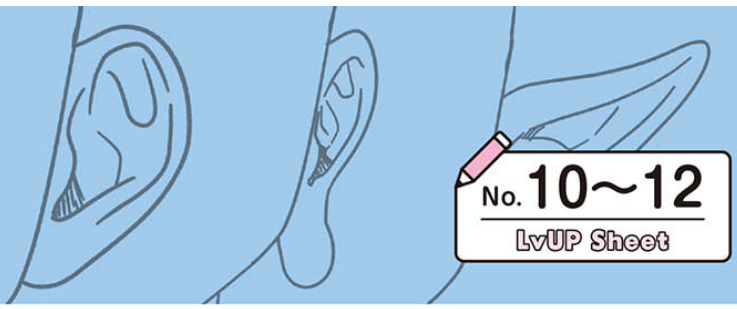
Understated shojo manga nose

Realistically drawn nose

Old guy with button nose

90s-style pointy nose

Ear Basics



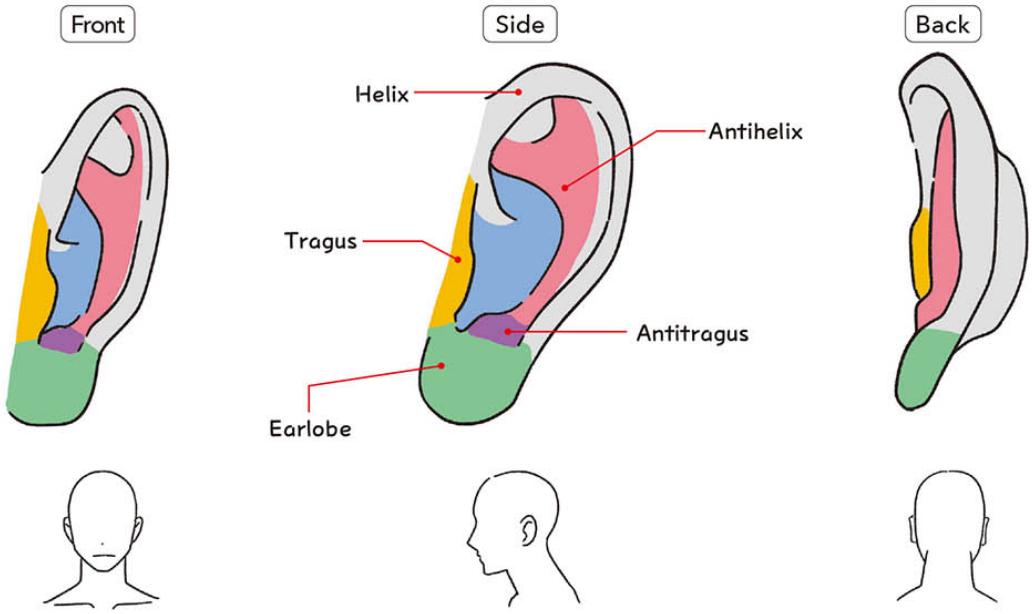
No. 10~12
LvUP Sheet

The ear is complex, so you can break it up into parts to understand its design. You can also omit the ear entirely in some drawing styles.

Ear structure

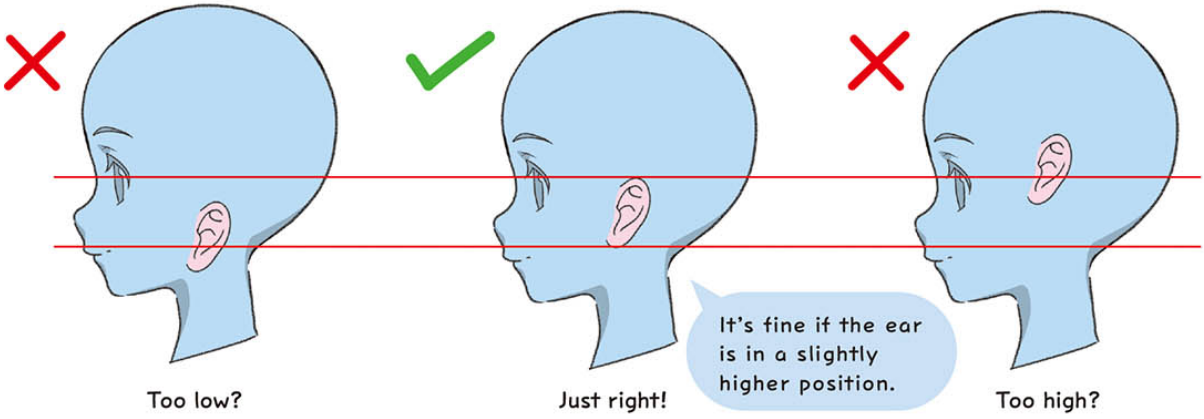
Sheet 10

The shape of the ear is very complex. When drawing ears, keep in mind which parts to draw and which parts to omit. Try to remember the shape of the parts even if you can't remember their names.



Ear position

The position of the ear will depend on the character, but drawing it in line with the eye and nose generally looks good.

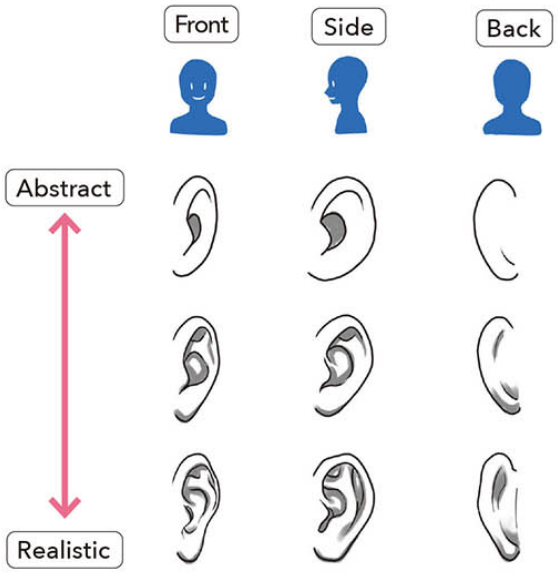


Making the ears more abstract

Sheet 11

As mentioned on the previous page, the shape of the ear is complex, but it can be made more abstract in drawings. Here are some examples.

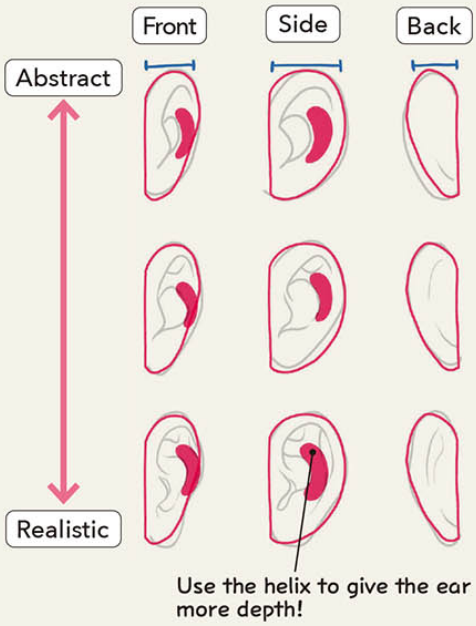
Video



Point

How the ears look

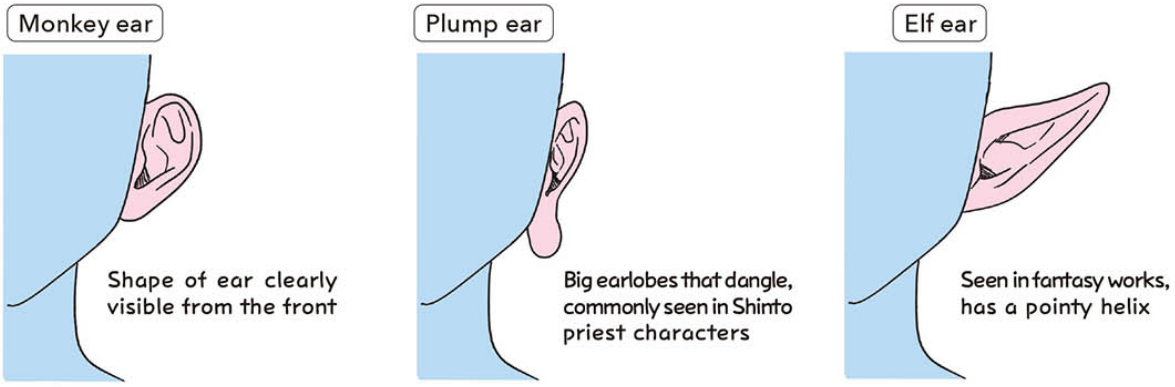
The width of the ears changes depending on the angle it is viewed from.



Ear variations

Sheet 12

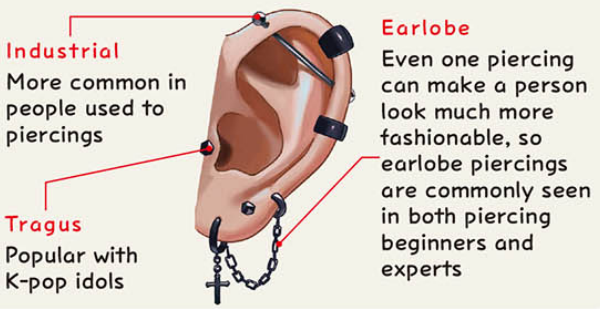
You can show personality through different kinds of ears, such as monkey ears, plump ears, and elf ears. Here are some examples.



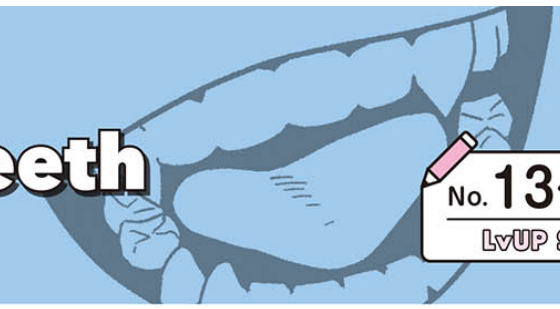
Point

Express personality with earrings

Earrings aren't just fashionable. They can be used to express a character's personality. A character wearing a lot of earrings might be a unique fashionista or a member of a band.



Mouth and Teeth Basics



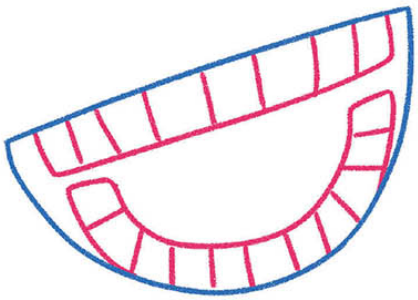
No. 13~15
LvUP Sheet

Instead of considering each tooth individually, think of them as a group. Each tooth has a unique shape, so add details to differentiate. The structure of the teeth can serve as a guideline when you draw them more abstractly.

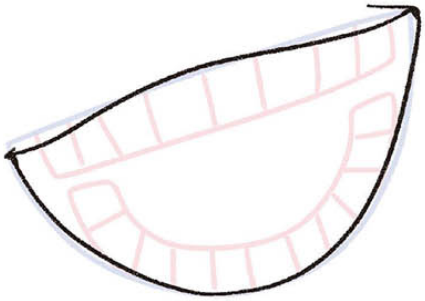
LET'S DRAW!

Sheet 13

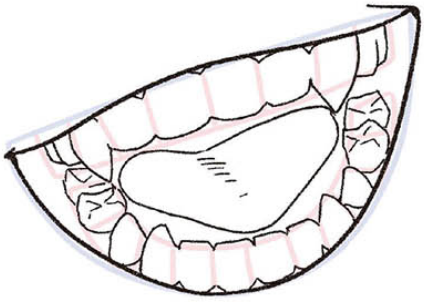
Video



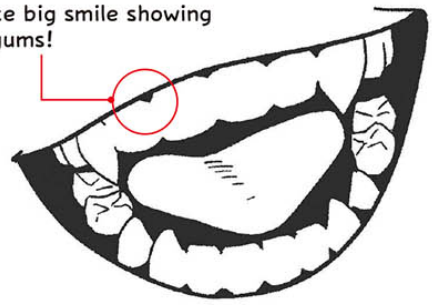
1 Draw a guideline of the mouth and the edges of the teeth.



2 Draw the outside of the mouth following the guideline.



3 Draw the teeth. Drawing from the gums of the front teeth while using the edges of the teeth as a reference will make it easier.



4 Fill in everything except the teeth and the tongue, and you're done!

Point Tooth shape

When drawing teeth, it's easy to fall into the trap of drawing them all at the same size, but different teeth are actually different sizes. Different people have different teeth, so look at a lot of teeth for reference.

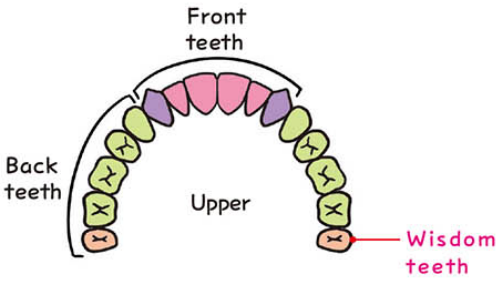
Draw upper front teeth larger than lower front teeth

Draw lower front teeth smaller than upper front teeth

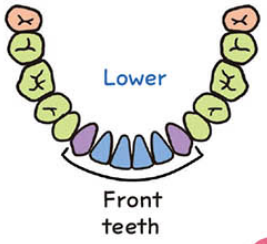
Make the canines bigger if you like!

Teeth alignment

In general, people have a total of 32 teeth. The number varies because some people have wisdom teeth and some do not.



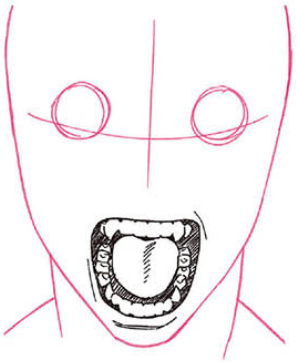
You can reduce or increase the number to make a character look less human!

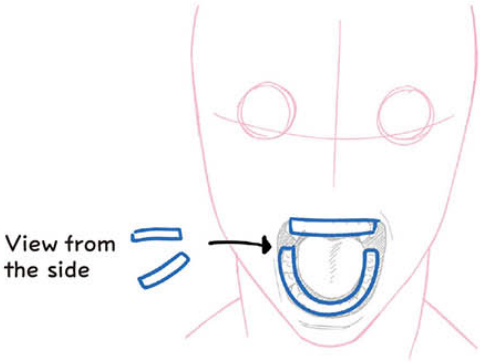


Open mouth view

Video

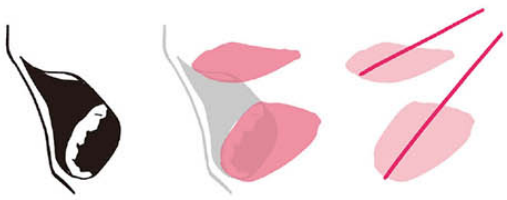
The lower jaw moves when the mouth is open. When viewed from the front, the upper teeth look parallel to the ground. When viewed from above, the lower teeth form a U.





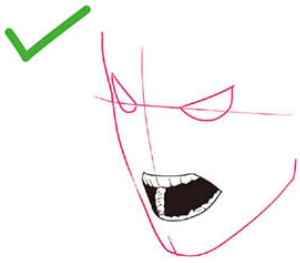
Common mistakes

When drawing an open mouth, one of the most common beginner mistakes is the positioning of the teeth. The bad example might not look wrong at first glance, but the teeth you cannot see are at the wrong angle. Make sure to keep in mind the teeth you don't draw.

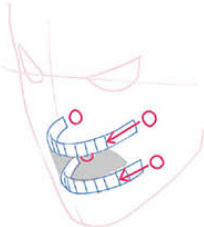


Think of the mouth in parts!

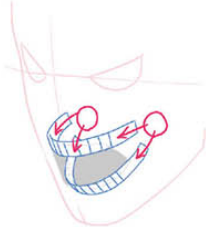
It might not look strange at first...



Back teeth face the front!



But draw in the teeth and you'll see that they're parallel to each other, like a nutcracker



Upper and lower jaws start in the same place!

Emotions and mouth shape

Sheet 14

Video

Just changing the mouth can make a difference in the emotion expressed. In the following examples, the eyes stay the same shape, but the mouth is changed. What do you think? Does the feeling conveyed remain the same?

Sparkling eyes

Sparking eyes
+ smiling mouth
Strong sense of happiness and anticipation

Sparkling eyes
+ open mouth
Sense of expectation along with feeling of excitement and respect

Angry eyes

Angry eyes
+ closed mouth
Irritation and slight anger

Angry eyes
+ wide open mouth
Explosive anger!

Teary eyes

Teary eyes
+ small mouth
Sad or calculating impression

Teary eyes
+ wide open mouth
Explosion of emotion such as crying while screaming

Haggard eyes

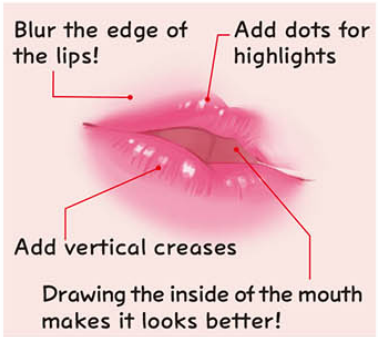
Haggard eyes
+ half-open eyes
Emotionless with a hard-to-read expression

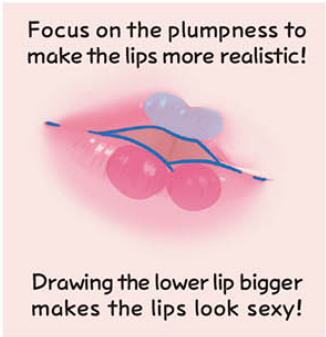
Haggard eyes
+ grinning mouth
Seems to be planning something bad

COLUMN

Tips for drawing lips

Plump lips are sexy, aren't they? Here are some simple lip tips. Try drawing sexy lips using highlights, shadows, and blurs!



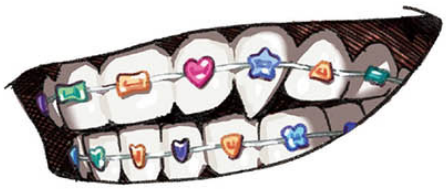


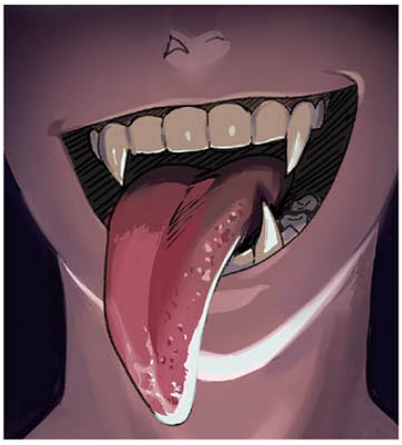
Mouth variations

Sheet 15

You might not usually draw all the teeth, but doing so can help bring out a character's personality.

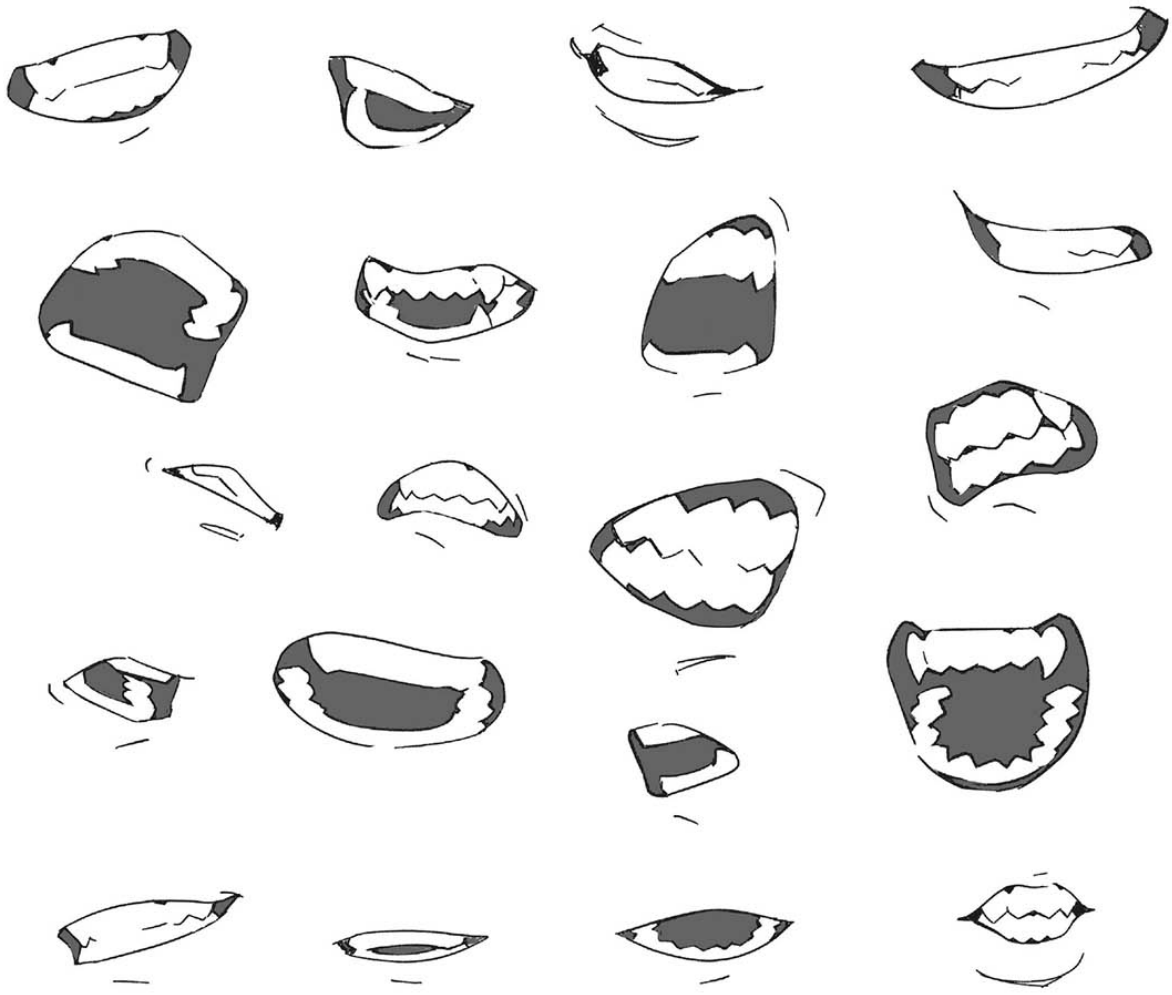
Video





Paint the teeth a slightly darker color to make the highlights more noticeable.
Adding highlights to the teeth can express the wetness of saliva and the shine on the teeth's surface!

Reference these mouth shapes and try to draw them yourself!



Hair Basics

No. 16~22
LvUP Sheet

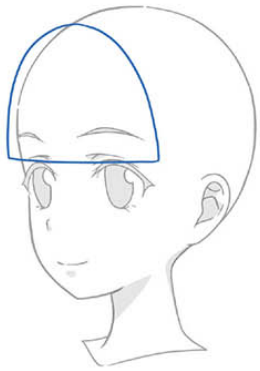
There are a variety of hairstyles. They can be easier to understand if you split them into blocks: front, side and back. You can deepen your understanding of the hairstyle you want to draw by thinking about how it can be divided into blocks.

LET'S DRAW!

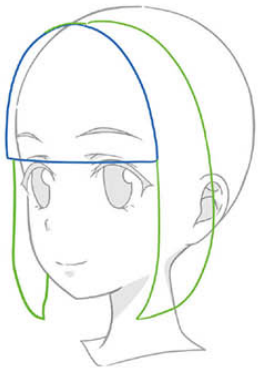
Sheet 16

Video

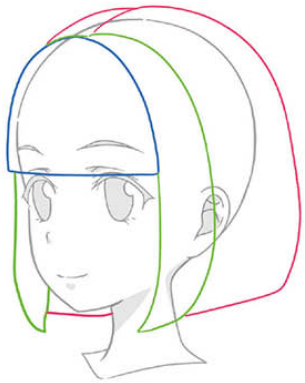
1 First, draw a head at an angle (P16).



2 Next, draw a guideline for the hair, starting from the front.



3 Next, draw a guideline for the hair on each side.



4 Draw a guideline for the hair in the back. If the hairstyle you want to draw is parted, draw the parting at this step.

5 Once you've finished the guidelines, follow them to make the line art.

6 Draw in the details, and you're all set!

Hair volume

Sheet 17

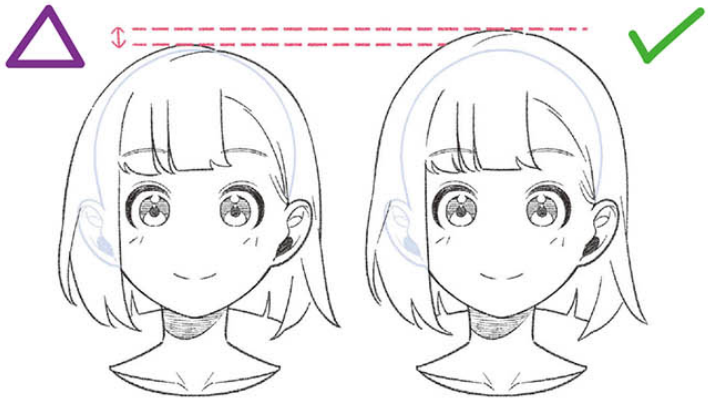
Video

Make sure to keep hair volume in mind when drawing. While hair does grow thinner with age, make sure to draw it slightly larger than the outline of the head.

Front

Both faces have parts of the same size, but the hair volume is different. In the example on the left, the head looks small, but the face looks large.

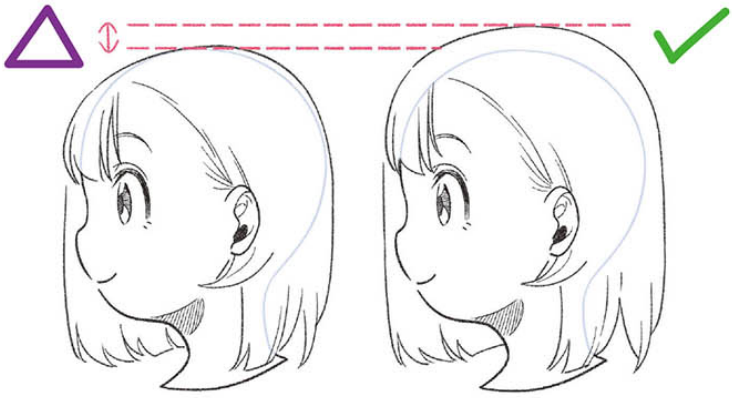
Since the head looks small, the parts of the face appear larger, which makes the face as a whole appear larger too.



Profile

The same issue exists when drawing profiles. Without hair volume, the face looks flat.

The head appears flat.



Hair bundles

Sheet 18

Video

Drawing fewer hair bundles makes a drawing look more abstract and cute, while drawing more gives the drawing more depth and makes it look more realistic.

Abstract

Realistic

Match the style of the face with the hair for a nice and uniform look!

You can even split one hair bundle into smaller tufts!

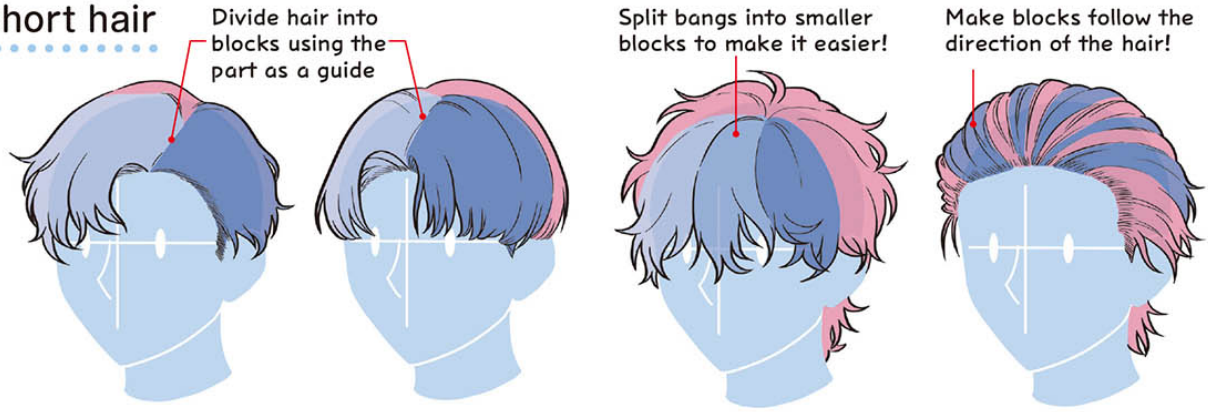
Hairstyles as blocks

Sheet 19

Video

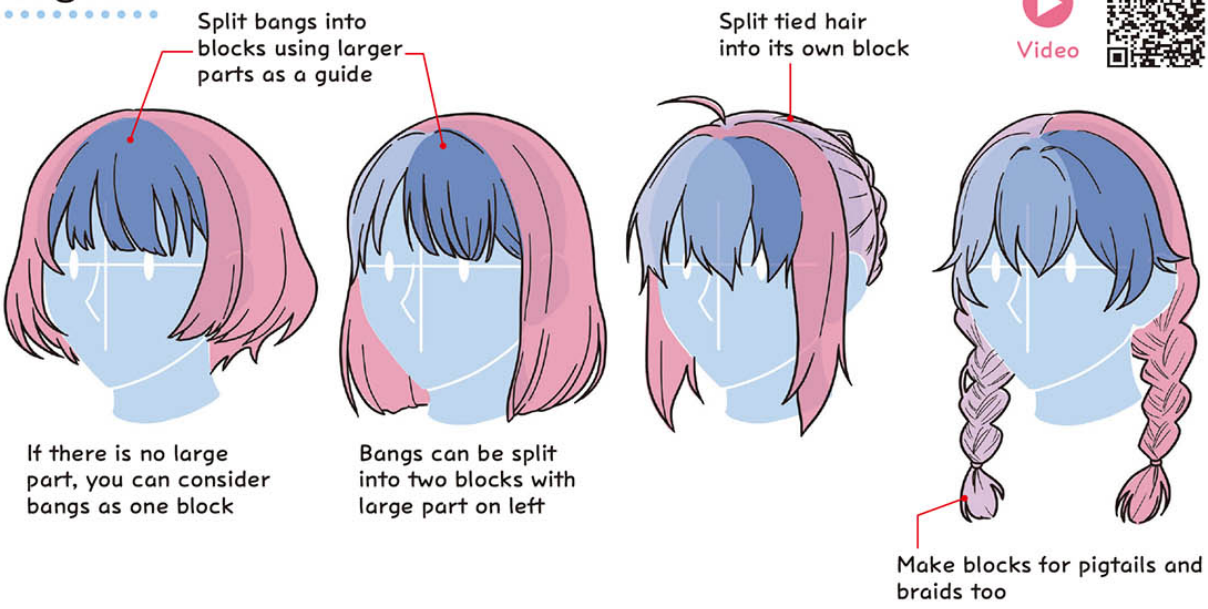
The last page talked about hair bundles, but you can also divide hair into blocks using parts and whorls to make them easier to understand! Try thinking in larger blocks of hair.

Short hair



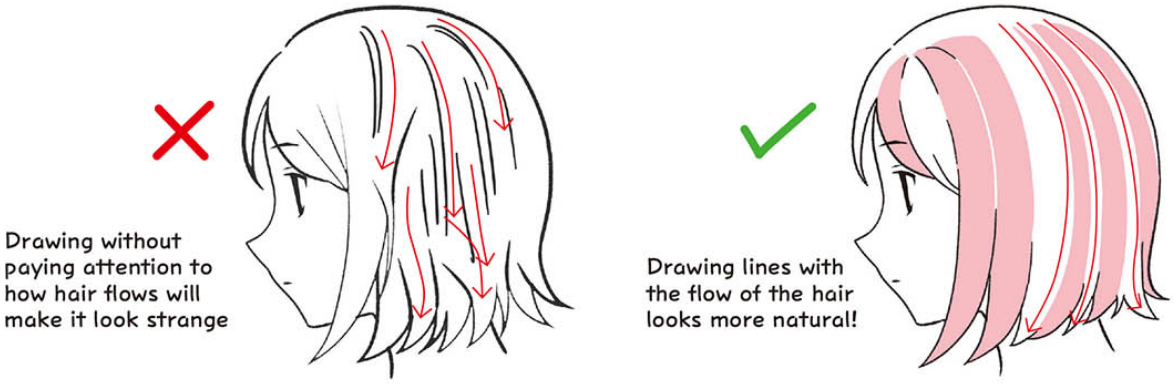
Long hair

Video



Hair direction

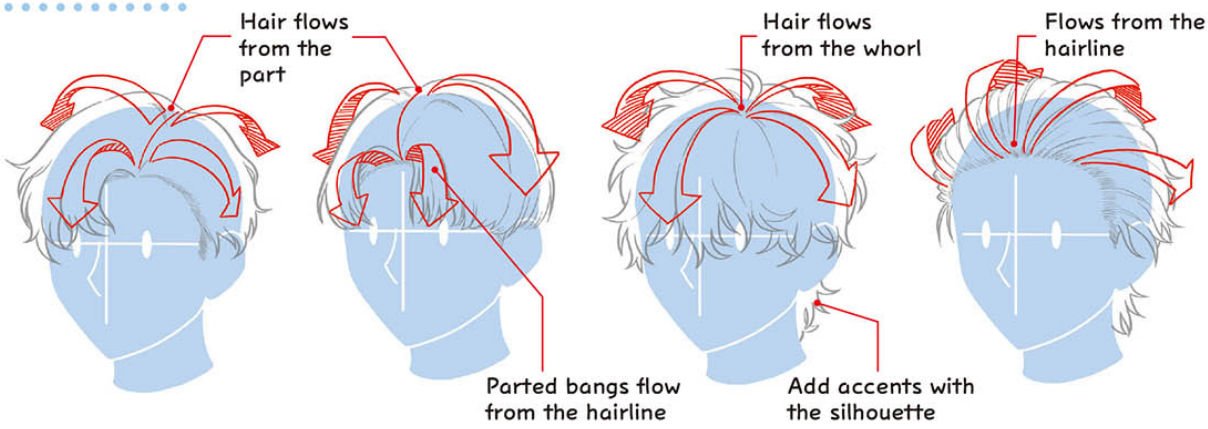
Maybe you can draw the silhouette of a hairstyle, but you don't know what's going on underneath... In that case, think of how hair flows! This helps you draw lines in the right direction.



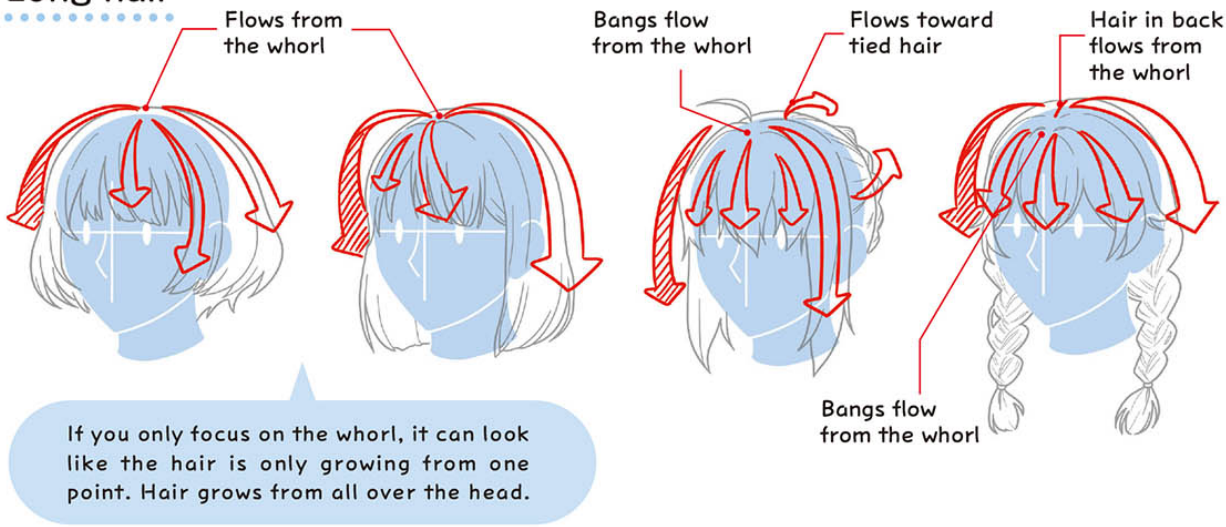
Where hair grows

Remember that hair grows all over the head! If you focus too much on one whorl, it'll look like hair is only growing from one place.

Short hair



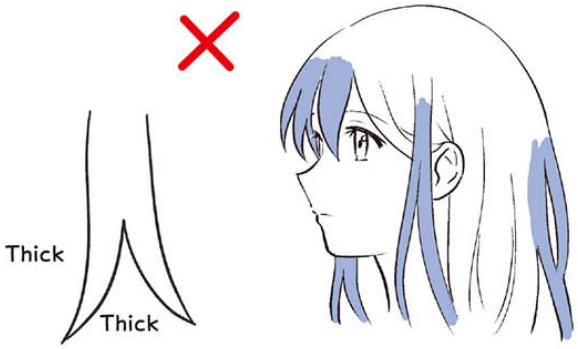
Long hair



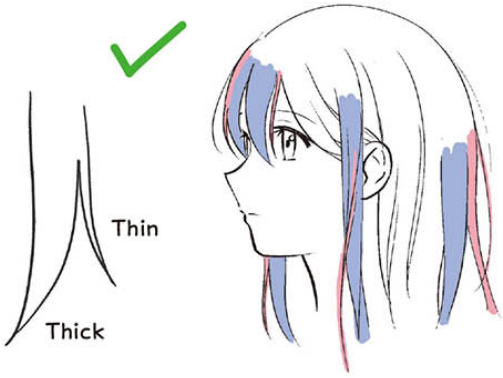
If you only focus on the whorl, it can look like the hair is only growing from one point. Hair grows from all over the head.

Vary hair thickness

When drawing hair, try to avoid making them all the same thickness. Aim for a mix of thin and thick hair bundles. This creates a nice random look. You can also make the hair look smoother by drawing thin hair with a single line.



Appears monotonous without variation in hair thickness



For more realistic drawings, adding contrast to hair thickness makes it look more natural

Hair in the wind

Sheet 20

Video

Add big curves at the ends of the hair to make it look like it is blowing in strong wind.

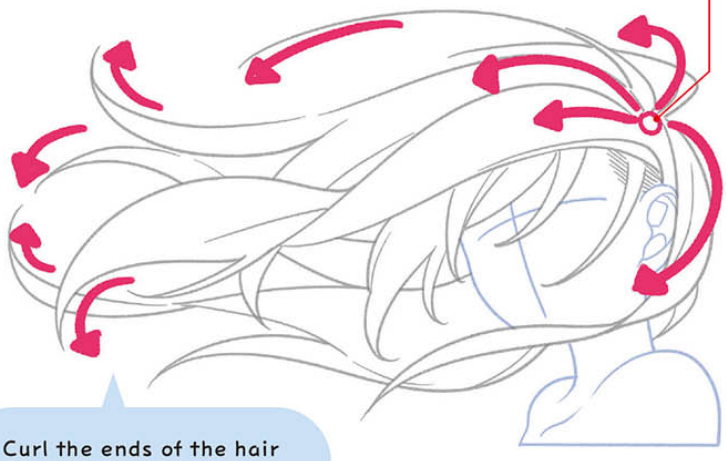
Short hair

Make the hair bounce for short hairstyles.

For both long and short hair, use position where wind hits hair as a reference and keep in mind the flow of the hair

Long hair

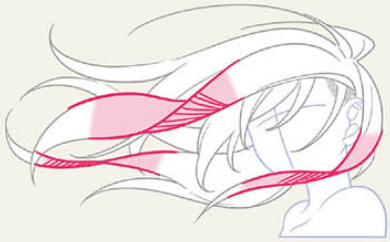
Longer hair has more movement



Curl the ends of the hair for long hairstyles.

Point Wavy hair

Drawing both the front and back of hair can give the drawing more depth!



How to draw popular hairstyles

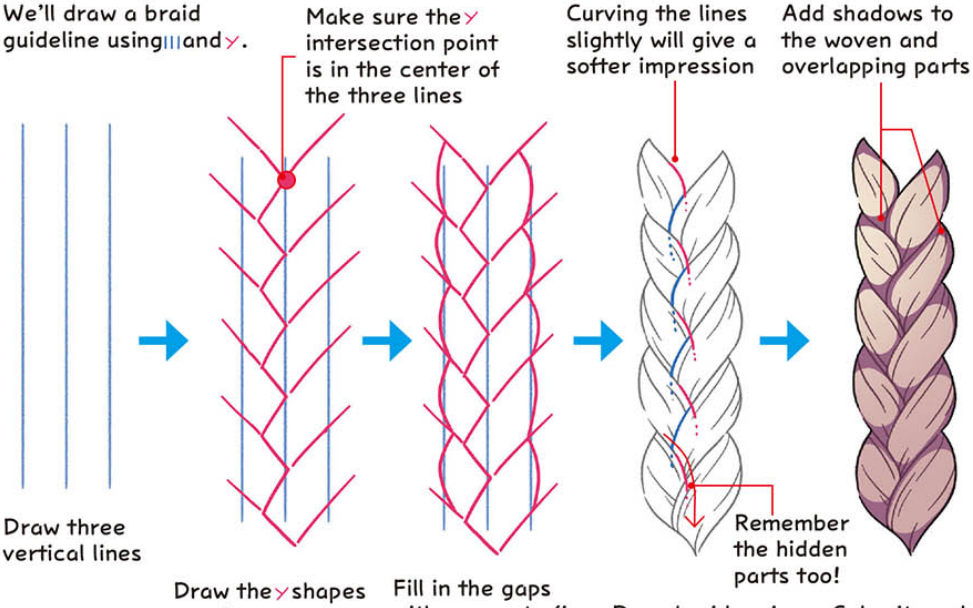
Sheet 21

Video

There are many types of hairstyles. This section explains how to draw braids and curls.

Braids

We'll draw a braid guideline using ||| and Y.



Draw three vertical lines

Draw the Y shapes evenly.

Fill in the gaps with curves to finish the guideline!

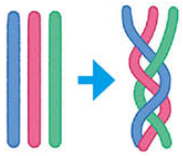
Draw braids using the guideline

Color it, and you're done!

Learn more

1 comes up again after skipping past 2 and 3

It's the same for 2 and 3!

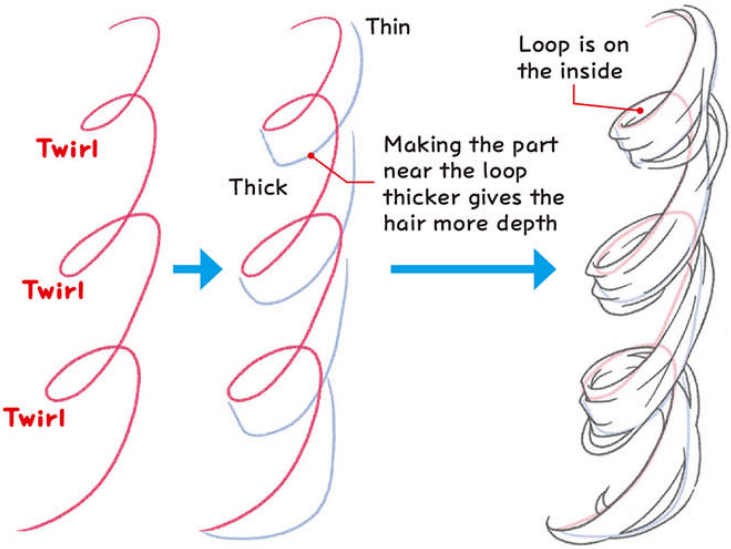


Try actually braiding strings to get a better feel for it!

Curls

Draw hair using the curly ~~~ shape as a base!

Video

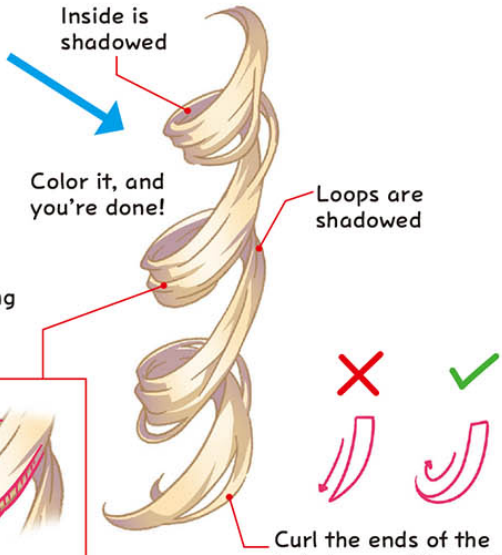


Draw the curly shape base

Add a line behind the base to make it look more 3D to finish the guideline!

Draw curls following the guideline

You'll often see ringlet curls with blond hair! If the hair color is light, make the line art lighter to match.



The hair looks more 3D with some parts lit up and some parts shadowed

Hairstyle variations

Sheet 22

Let's take a look at a variety of hairstyles. You can enhance your skills by tracing the practice sheet. Practice drawing hairstyles you like to create a hairstyle that fits your style.

Bob hair

A classic hairstyle. Tucking the hair behind the ears is the latest trend.

Half updo

Making the hair look fluffy gives an innocent impression. Add a large ribbon for an extra cute look.

Pigtails

Focus on the silhouettes near where the pigtails are tied! With these bangs and side bangs, it might make you think of a particularly lovely character...

Double buns

Draw large buns to enhance the silhouette! You can draw buns in other ways too, so research it if you're curious.

Stylish long hair

Making the bangs longer and then exposing the forehead gives a mature impression! You can make the hair straight too.

Ponytail

The ponytail can be tied on the side too. Leaving the hair in front of the ear down is common in anime characters.

Ringlet curls

They're also called hair drills. A perfect look for a mademoiselle! Add more curls for a flashier look!

Braids

This hairstyle is often used for quiet characters. Remember that braids are woven with three bundles of hair!

Elegant short hair

The silhouette is round and cute. The trick is not to draw too much hair! This hairstyle is soooo cute...

Mushroom (bowl) cut

A traditional hairstyle. The trick is to make the silhouette of the head a beautiful curve!

Bangs up

Sweep the bangs up off the forehead for a refreshing look. Make the silhouette spiky.

Center part mushroom cut

It looks stylish. Emphasize the part for a better silhouette! This hairstyle is often used for meticulous characters.

Wolf cut

A trendy hairstyle. The upper part curls inward, while the lower part curls outward. The trick is to draw it in a way that hides the face lines! This one is a winner.

Center part

A trendy hairstyle. Emphasize the bangs!

Unstyled

The ends of the hair are slightly wavy. Draw the flow of the hair randomly!

Swept back

Draw the hair in bands for a good look! This hairstyle is perfect for powerful characters.

＼You can see larger pictures on the practice sheet!／

Chapter 2

Draw Limbs

Hand Basics

No. 23~31
LvUP Sheet

The hand has five fingers that can bend and stretch out in various directions. Let's start by getting a rough idea of the hand's shape. We'll explain how to draw a guideline in the shape of a mitten.

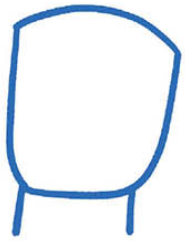
LET'S DRAW!

Feminine hands

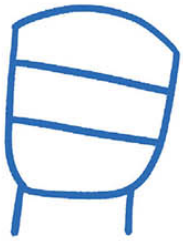
Sheet 23

Video

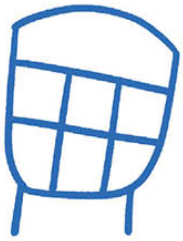
This is how to draw a feminine or androgynous hand.



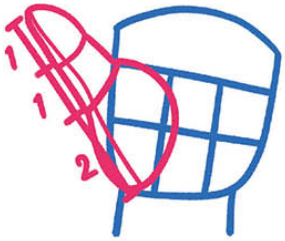
1 Draw a guideline for the palm and wrist.



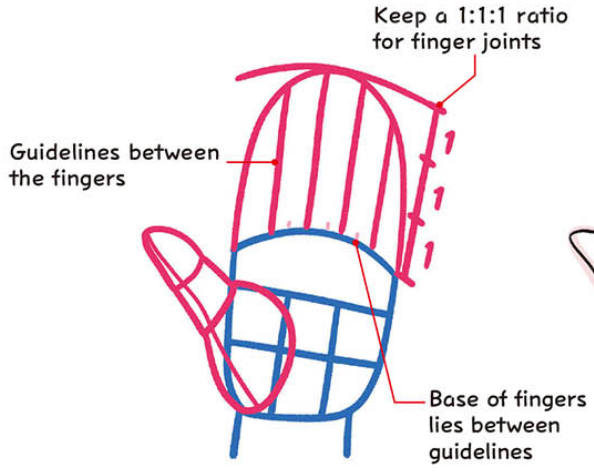
2 Divide the palm into thirds horizontally.



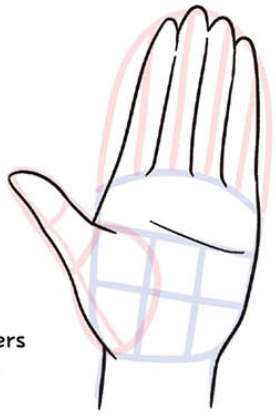
3 Draw a vertical line between the bottom two of the three parts to make six parts.



4 Draw a guideline for the thumb. A 1:1:2 ratio works well.



5 Draw a guideline for the remaining four fingers. Imagine the shape of a mitten and divide it into five roughly equal parts.



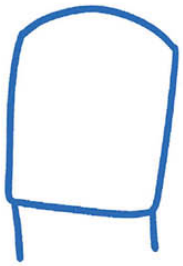
6 Draw the hand following the guideline, and you're done!

LET'S DRAW!

Masculine hands

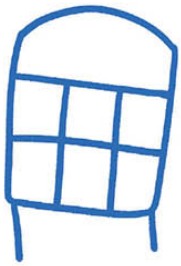
Sheet 23

Masculine hands clearly show where their bones and muscles are, appearing more rugged than feminine and androgynous hands. Here are tips on how to draw masculine hands.

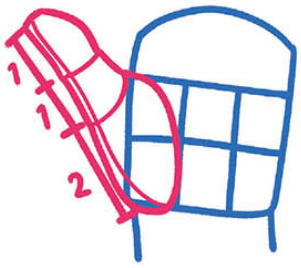


1 Using the feminine hand guideline as a reference, extend it a little vertically and make the horizontal lines less rounded.

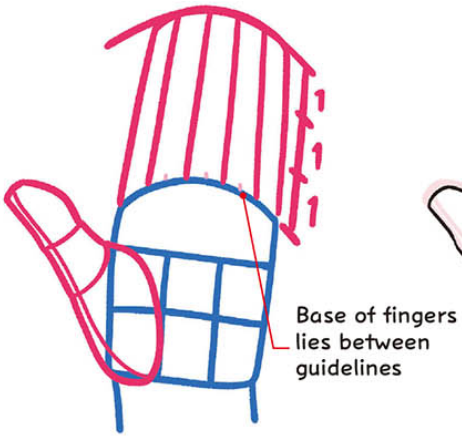
2 Split the palm into three parts horizontally, like you did with the feminine hand.



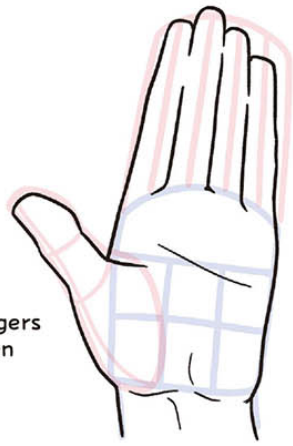
3 Make masculine hands boxier.



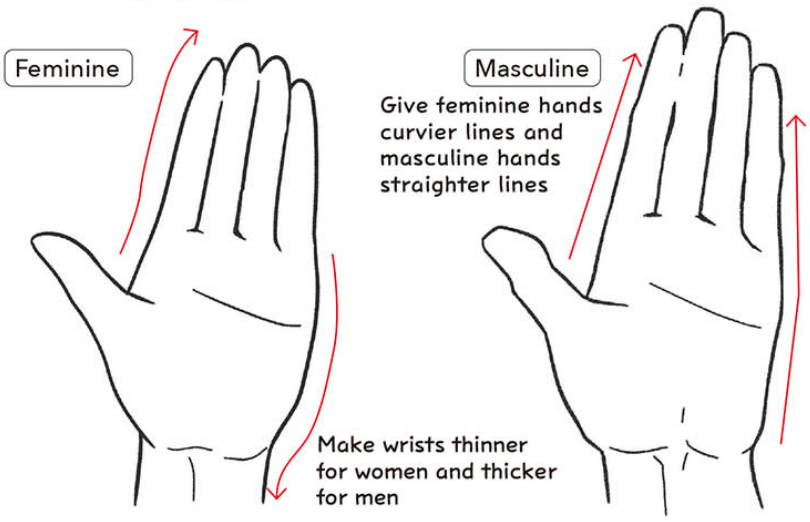
4 Draw a guideline for the thumb. Keep the proportions the same as the thumb on the feminine hand, but make it slightly larger.



5 Draw the guidelines for the other four fingers slightly larger as well.



6 Draw the hand following the guideline with a focus on boxier lines, and you're done!



Point

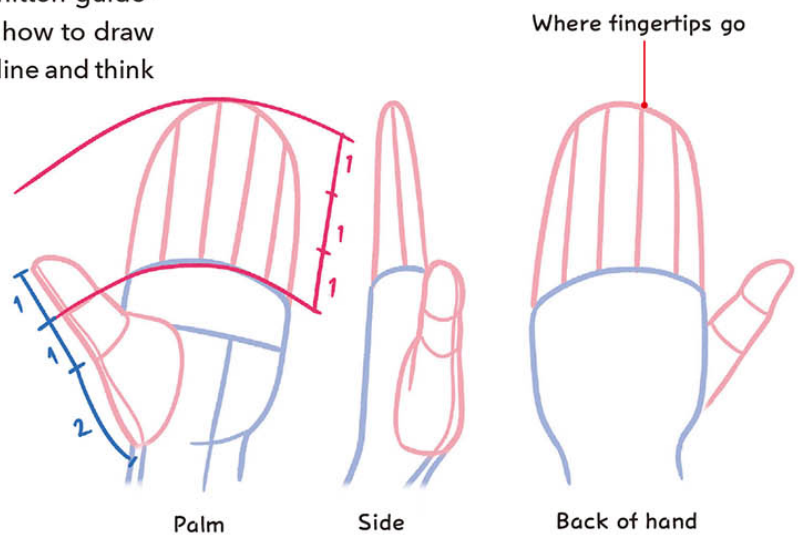
Mitten guideline

Drawing the mitten guideline helps you to think of the four fingers from the index finger to the little finger as one big block. This helps you draw hands with the overall shape of the hand in mind!

Mitten guideline

Sheet 24

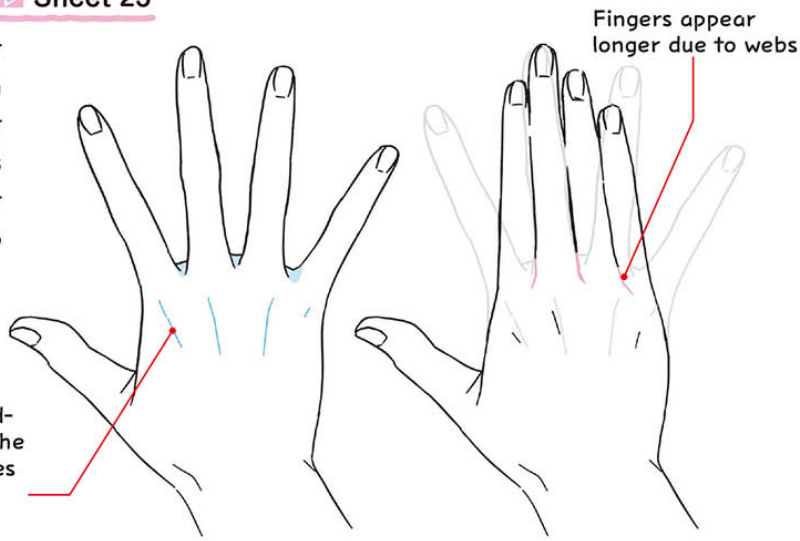
As explained previously, using a mitten guideline makes it easier to understand how to draw hands. Let's take a look at the guideline and think about ratios!



How to draw the back of the hand

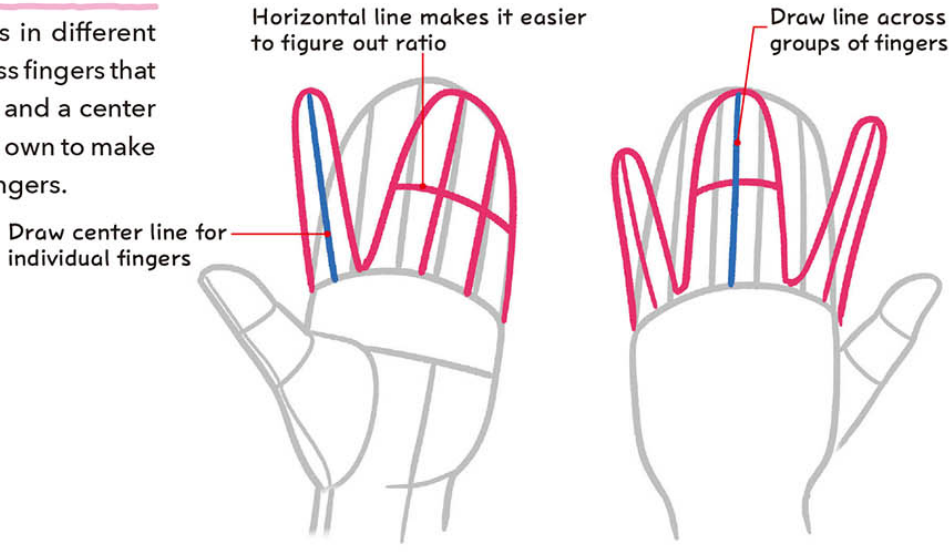
Sheet 25

When you look at the back of your hand, you can see webs between the fingers when you spread your fingers. When you have your fingers together, they appear a little longer from the back than the front due to the webs.



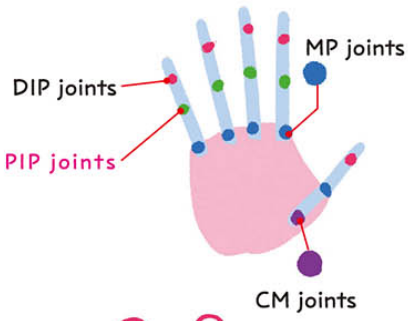
Finger poses

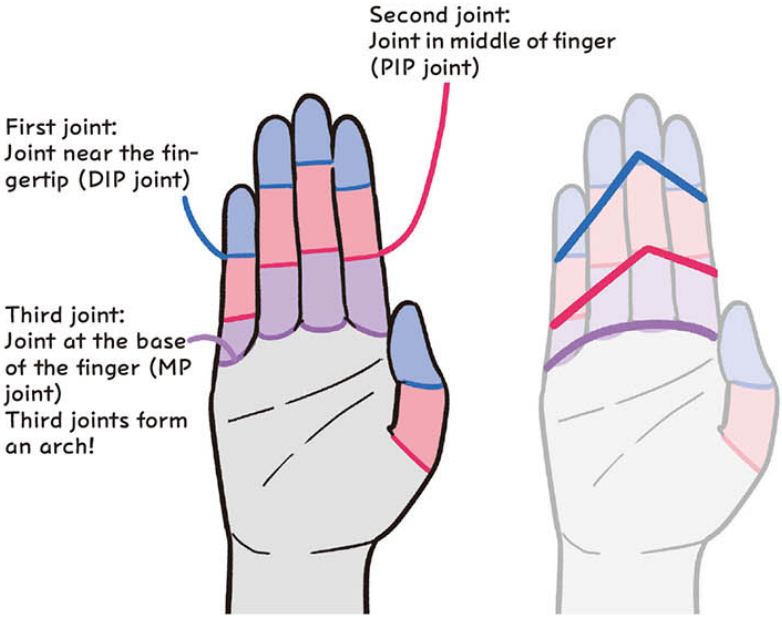
When drawing fingers in different poses, draw a line across fingers that are grouped together and a center line for fingers on their own to make it easier to pose the fingers.

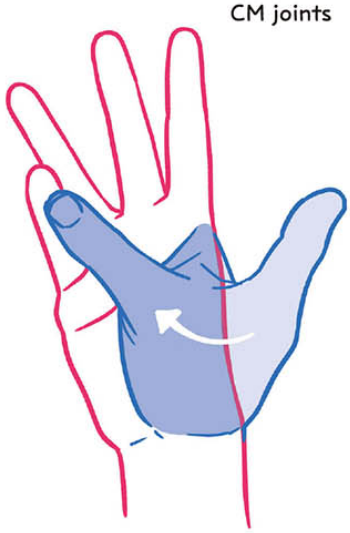


Joint positions

The first and second joints make the shape of a mountain. Finger length and balance vary, so the size and shape of this mountain also vary.





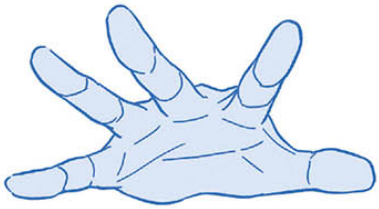


The thumb's base joint, the third one from the fingertip, is different from the other fingers'. This changes the way the thumb moves. You can also say that all the fingers except the thumb move the same way!

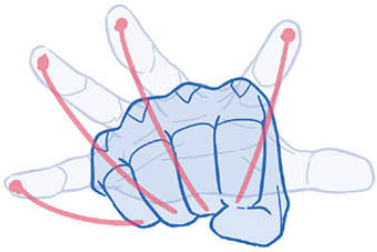
Clenching a fist

Sheet 26

Here's what happens when you make a fist. When you open your hand and look at it from the front, it makes radial lines extending outward, and when clenched, the radial lines converge in the center.

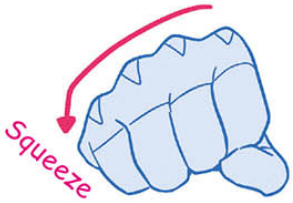


Before clenching



Clenching together into an arch, except for the thumb

MP joints make a gentle curve in a loose fist!

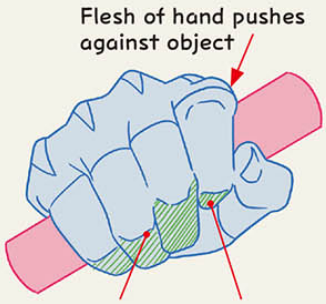


Pinky MP joint dips down in a tight fist!

Point

How to draw a punch

It's fun to draw fists differently depending on the scene. A fist holding something looks different than one throwing a punch during a battle!



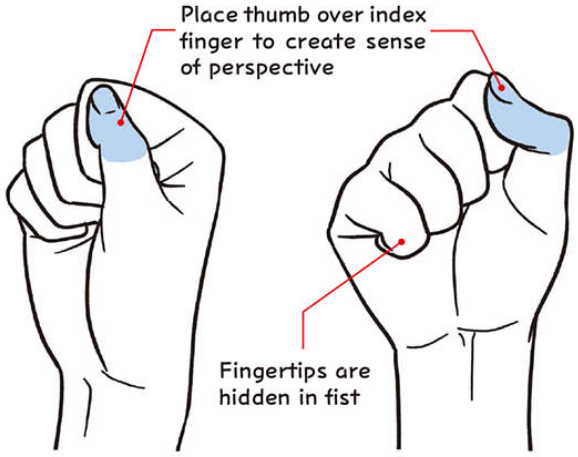
Space above the first joint is easier to see when gripping an object because of the gap left for the object inside the fist

How to draw a fist

Sheet 27

Video

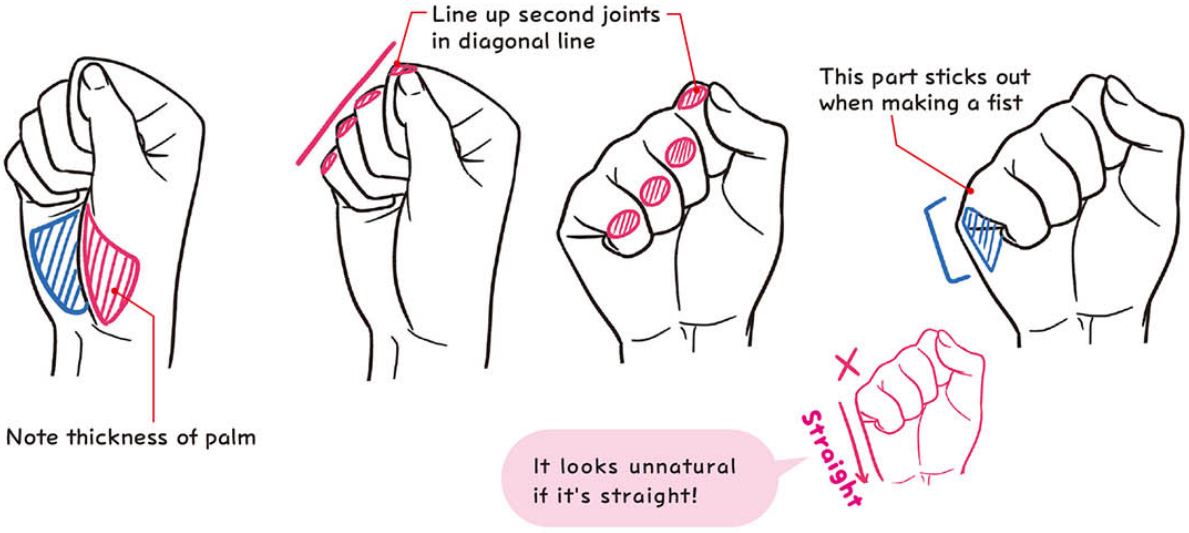
We make fists often in our daily life, such as when we hold an object in our hands. Understand the position and movement of joints in a fist and you'll be able to draw more appealing fists.



Point

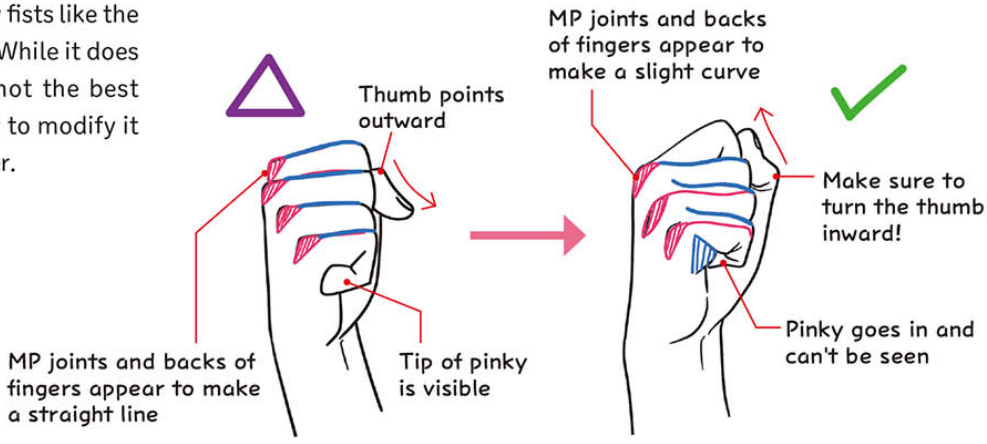
Do fingers look thicker when hands are clenched?

Fingers look thicker when hands are clenched than when hands are stretched out. Pinch your own finger and try bending it and straightening it. You'll feel it swelling and deflating!



Common mistakes

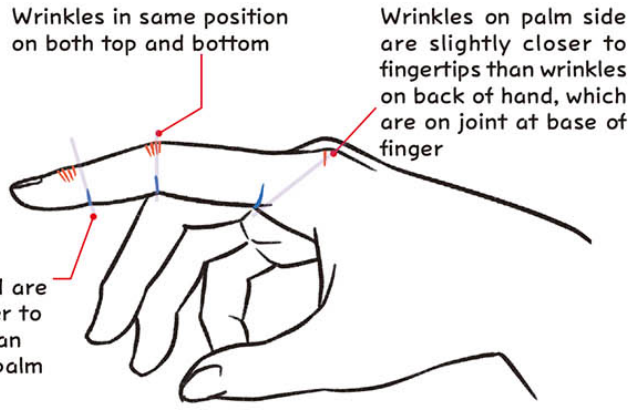
Beginners often draw fists like the example on the left. While it does look like a fist, it's not the best example. This is how to modify it to make it look better.



Tips for drawing fingers

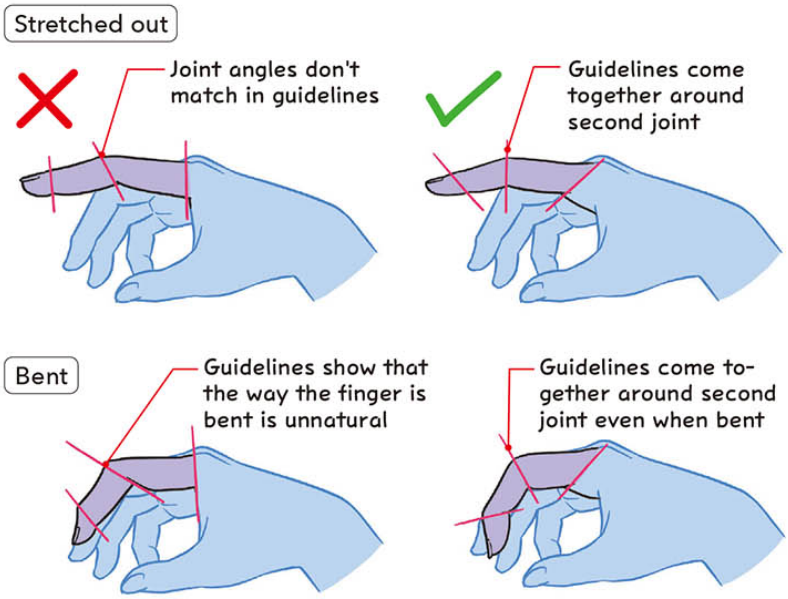
You might get confused about where the joints should go when you're drawing fingers. It'll be easier to understand if you keep in mind how your fingers can bend and visualize the positions of the wrinkles at the joints. If you draw guidelines along the joints, they should come together to make the shape of a paper fan.

Video



Common mistakes

If the hand you draw looks a bit strange, take another look at the fingers! Do the joints come together like a paper fan? Are the lengths of the fingers balanced? This should help you figure out where you can improve!



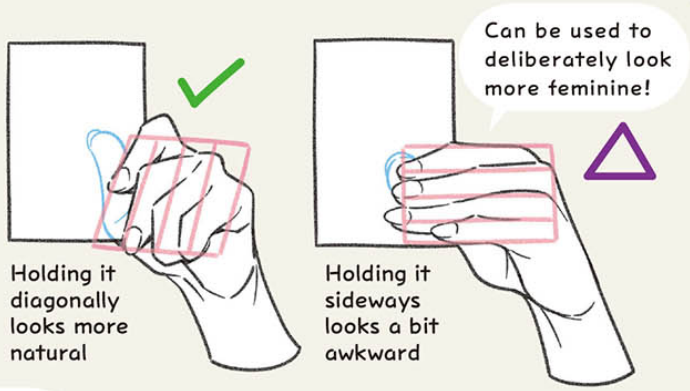
Point

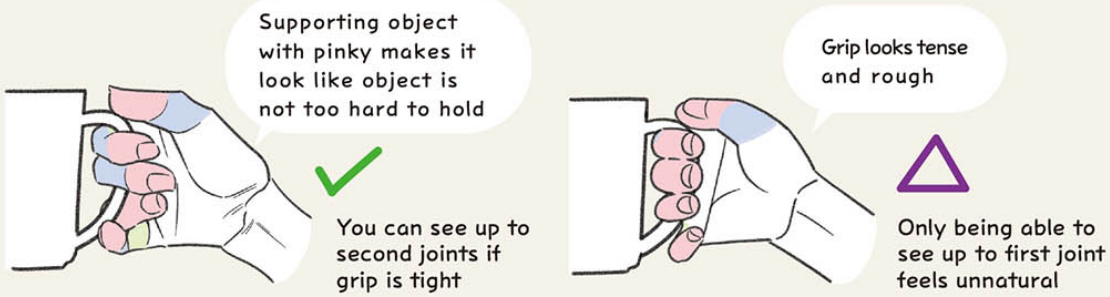
Holding objects

Keep in mind the position of joints and direction of fingers when drawing hands holding objects.

Sheet 28

Video



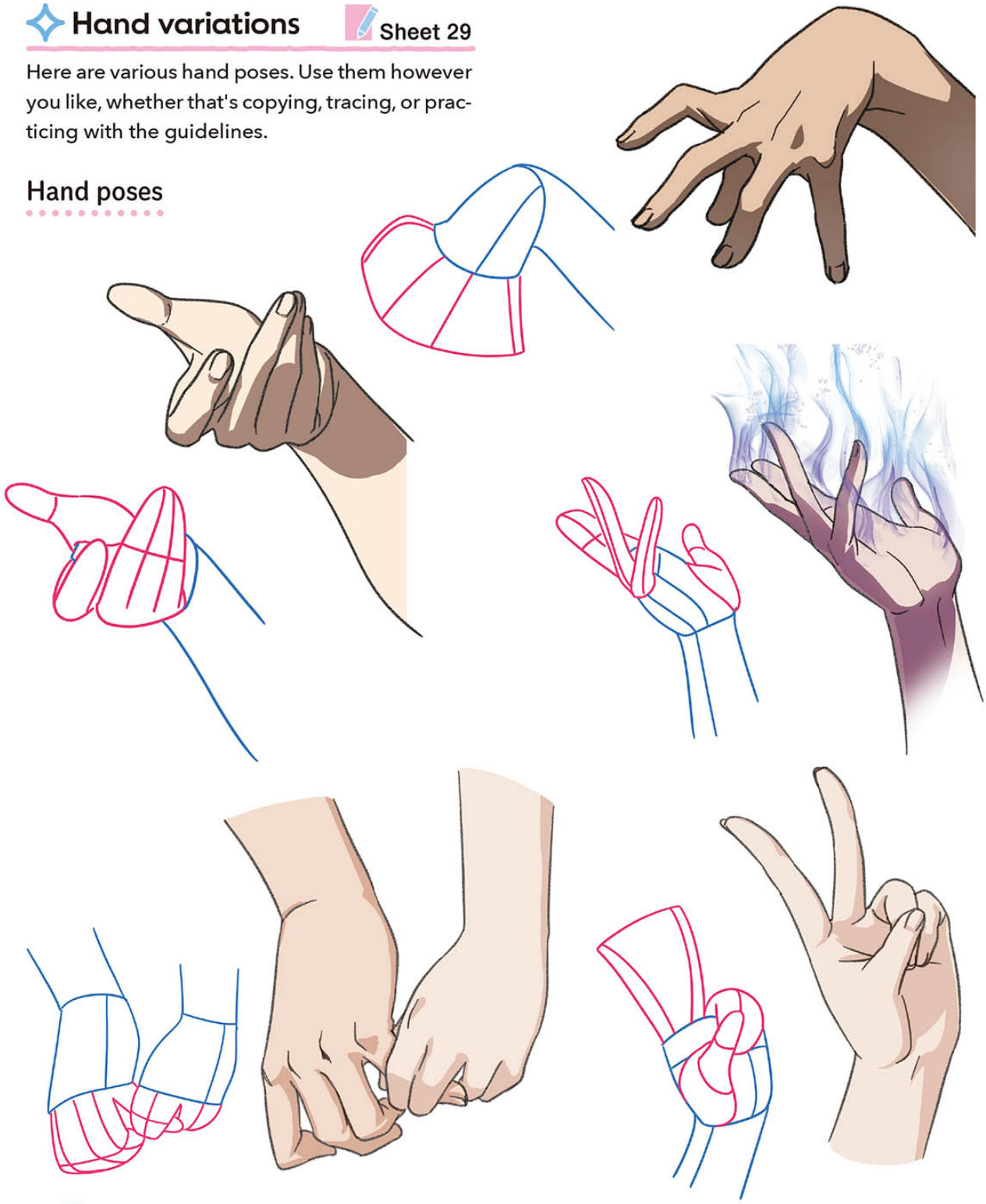


Hand variations

Sheet 29

Here are various hand poses. Use them however you like, whether that's copying, tracing, or practicing with the guidelines.

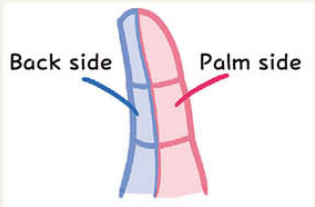
Hand poses



Point

Thumbs from the front and the back

Thumbs are important when drawing hands. The angle of the thumb is different from the rest of the fingers. It can look very different depending on the angle, so we recommend actually drawing a line on the side of your own thumb with a pen and looking at it from various angles!

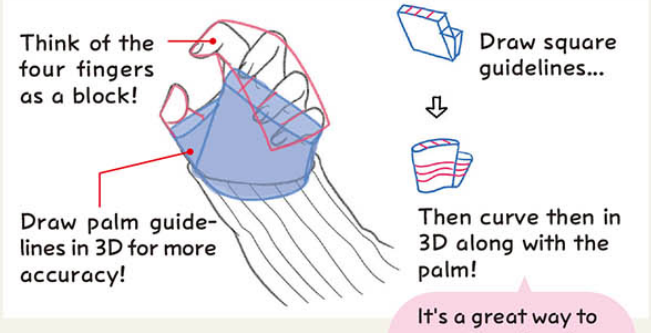


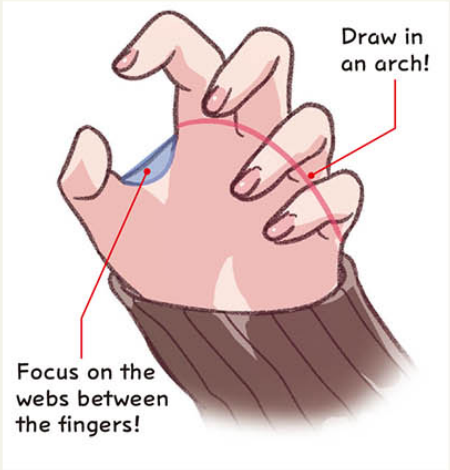
Point Advanced hand poses

Sheet 30

Difficult hand shapes can be made a little easier to understand by drawing guidelines in 3D.

Video





Hands holding objects

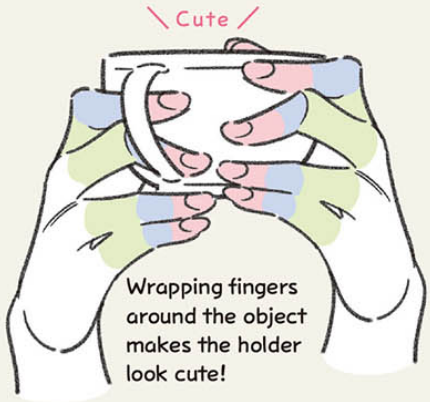
Point

Personality in holding objects

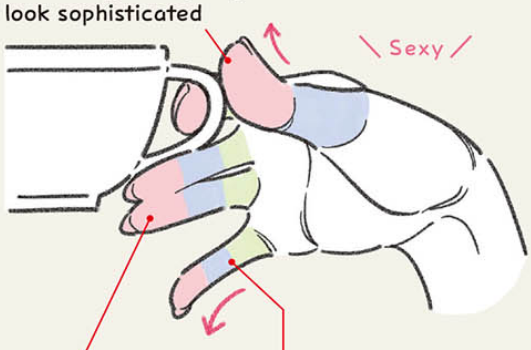
Sheet 31

Video

Even the way a character holds something in their hands can be a way to show their personality.



Fewer supporting fingers makes the holder look sophisticated



Foot Basics

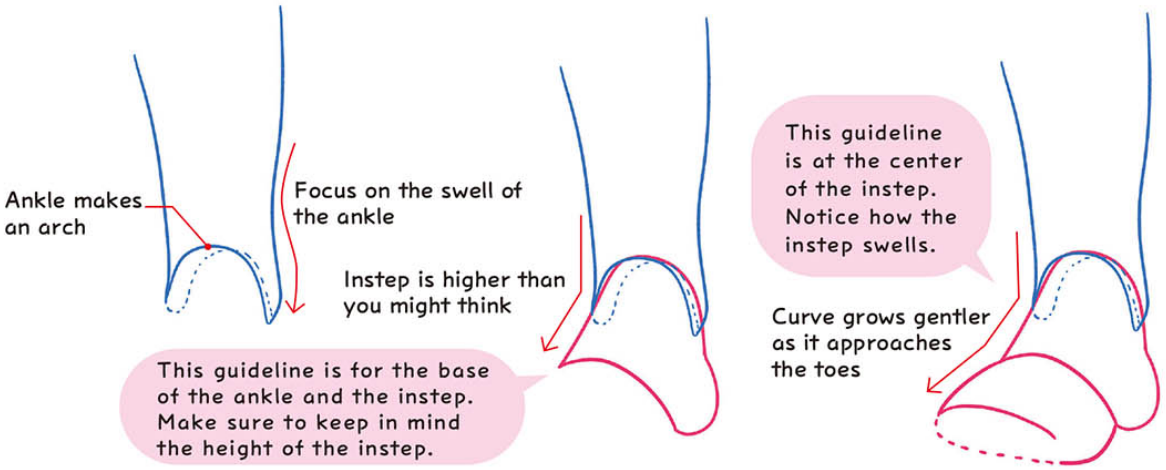
No. 32~35
LvUP Sheet

If you start drawing feet without guidelines, it can be hard to imagine them in 3D space. That results in flat-looking feet. People who find feet hard to draw may have that problem because they aren't aware of how feet take up space in 3D. These two lines can help with that.

LET'S DRAW!

Sheet 32

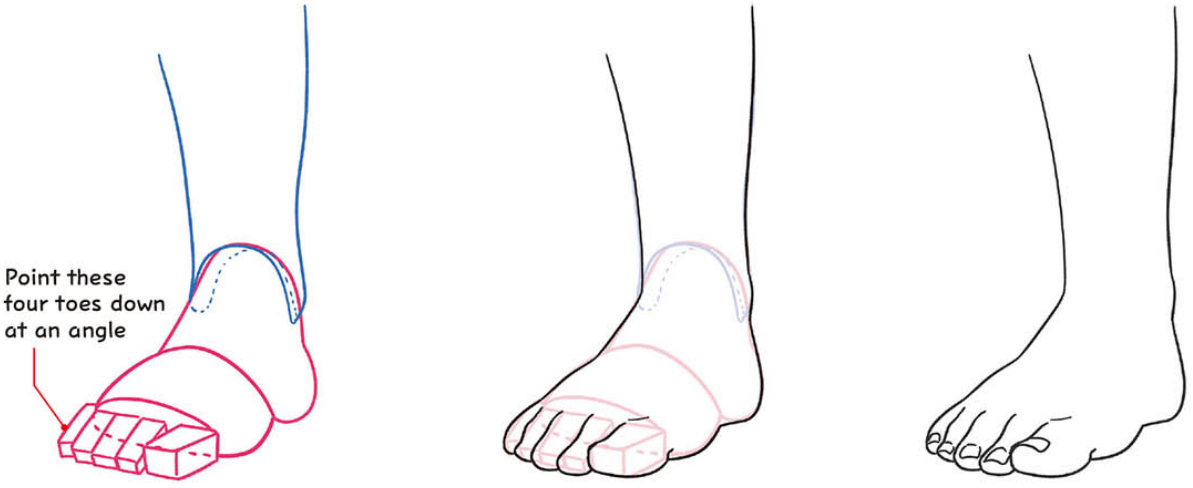
Video



1 Draw a guideline above the ankle.

2 Next, draw a guideline for the top of the foot and the heel.

3 Next, draw the area from the arch of the foot to the tip of the toes. The dotted line is the base of the toes.



4 Draw the toe guidelines as blocks. Point all the toes except the big toe down at a slight angle to make them look realistic.

5 Draw the foot following the guideline.

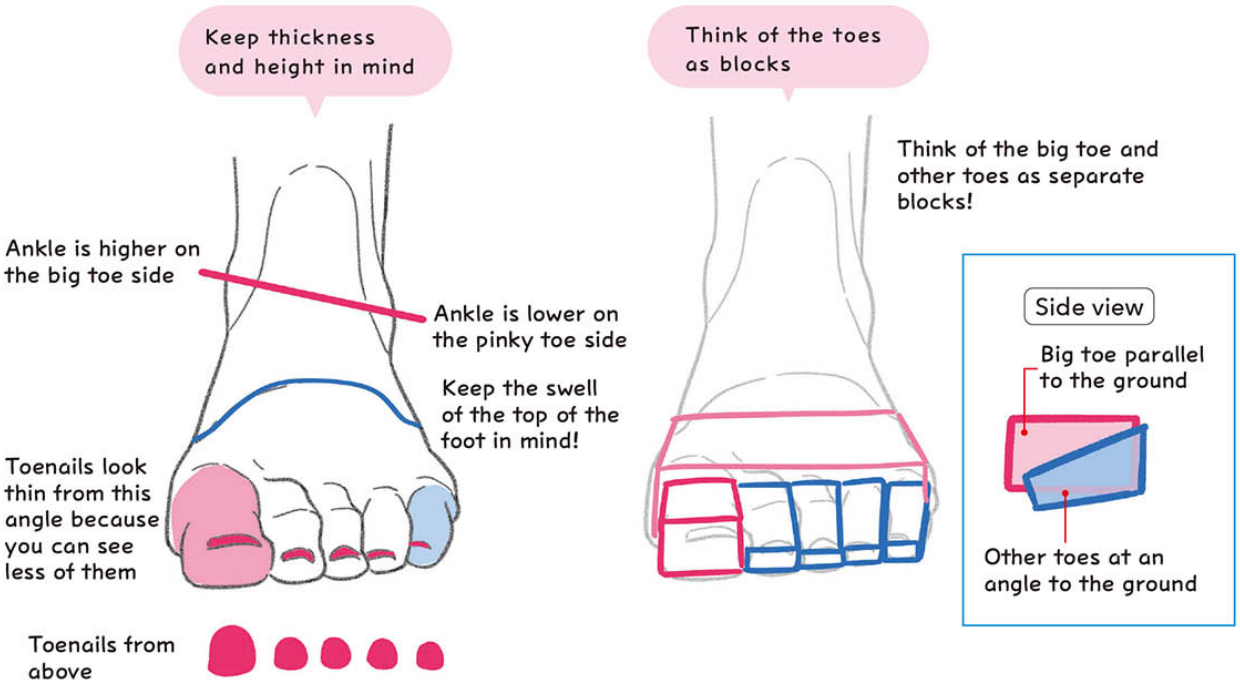
6 Draw in the toenails, and you're done!

Tips for the front of the foot

Sheet 32

Video

There are many tricks you can use when drawing feet. Here are tips on how to draw a foot from the front.



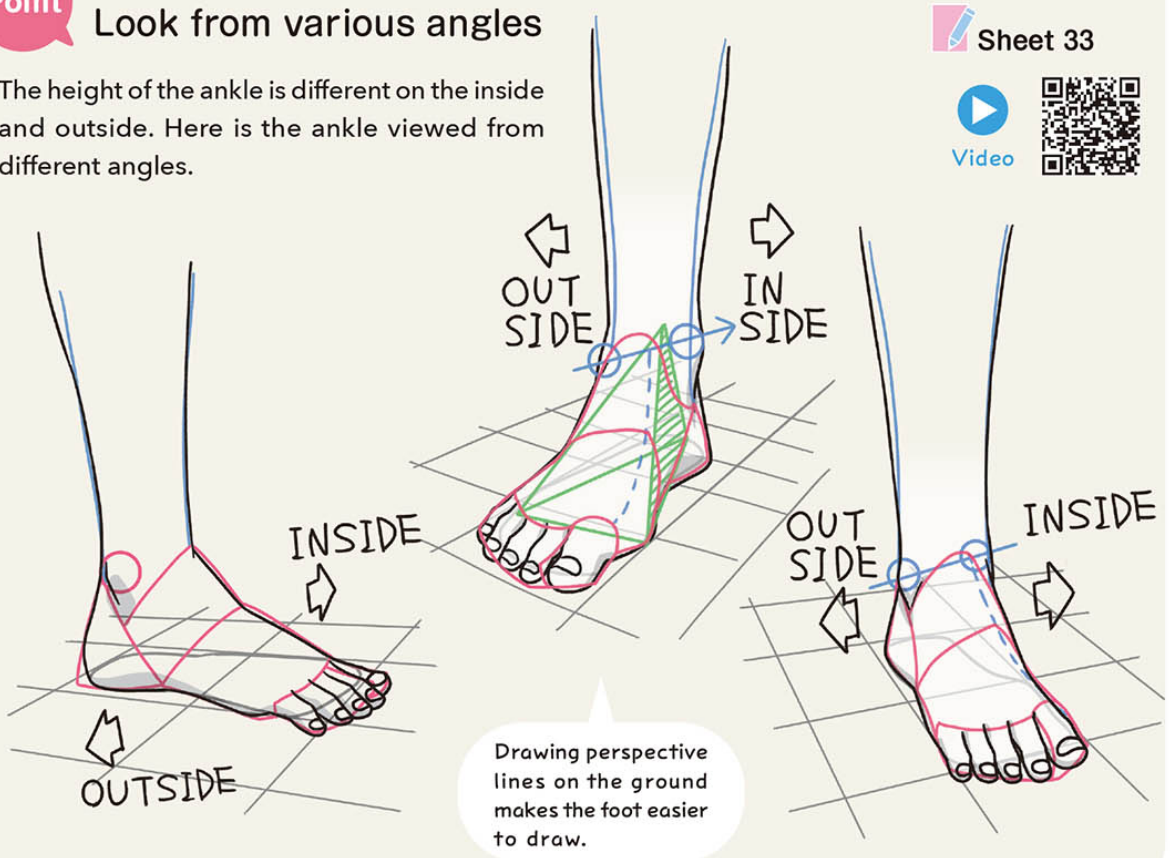
Point

Look from various angles

Sheet 33

Video

The height of the ankle is different on the inside and outside. Here is the ankle viewed from different angles.



Shoe guidelines

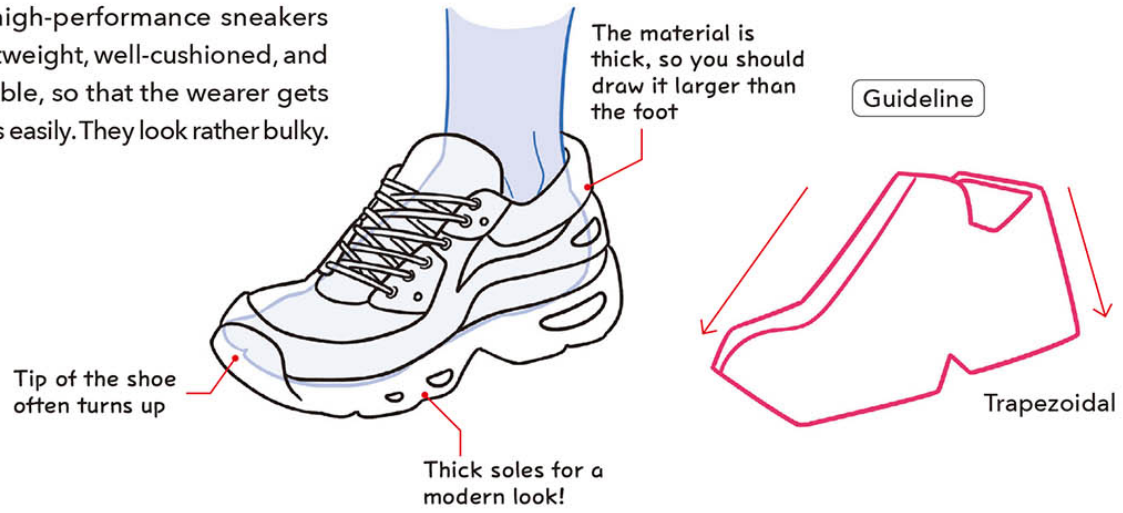
Sheet 34

Video

Shoes are essential for walking outside. Shoes and accessories are great for showing a character's eccentricities. Draw a guideline to make sure the shoe is standing firmly on the ground.

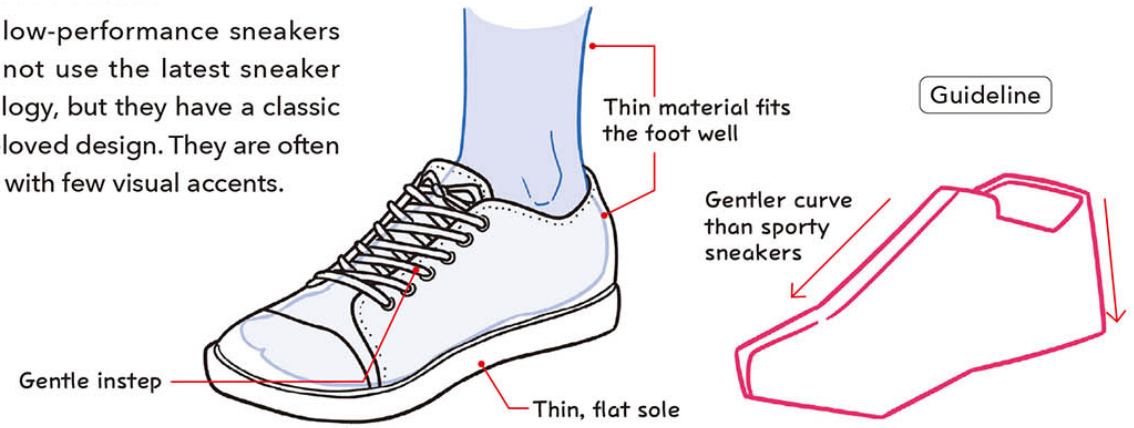
Sporty sneakers

These high-performance sneakers are lightweight, well-cushioned, and breathable, so that the wearer gets tired less easily. They look rather bulky.



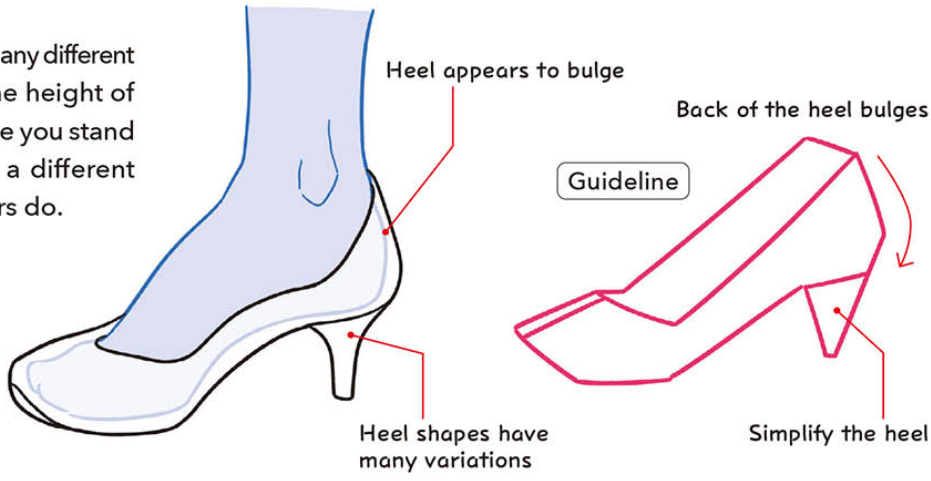
Casual sneakers

These low-performance sneakers might not use the latest sneaker technology, but they have a classic and beloved design. They are often simple with few visual accents.



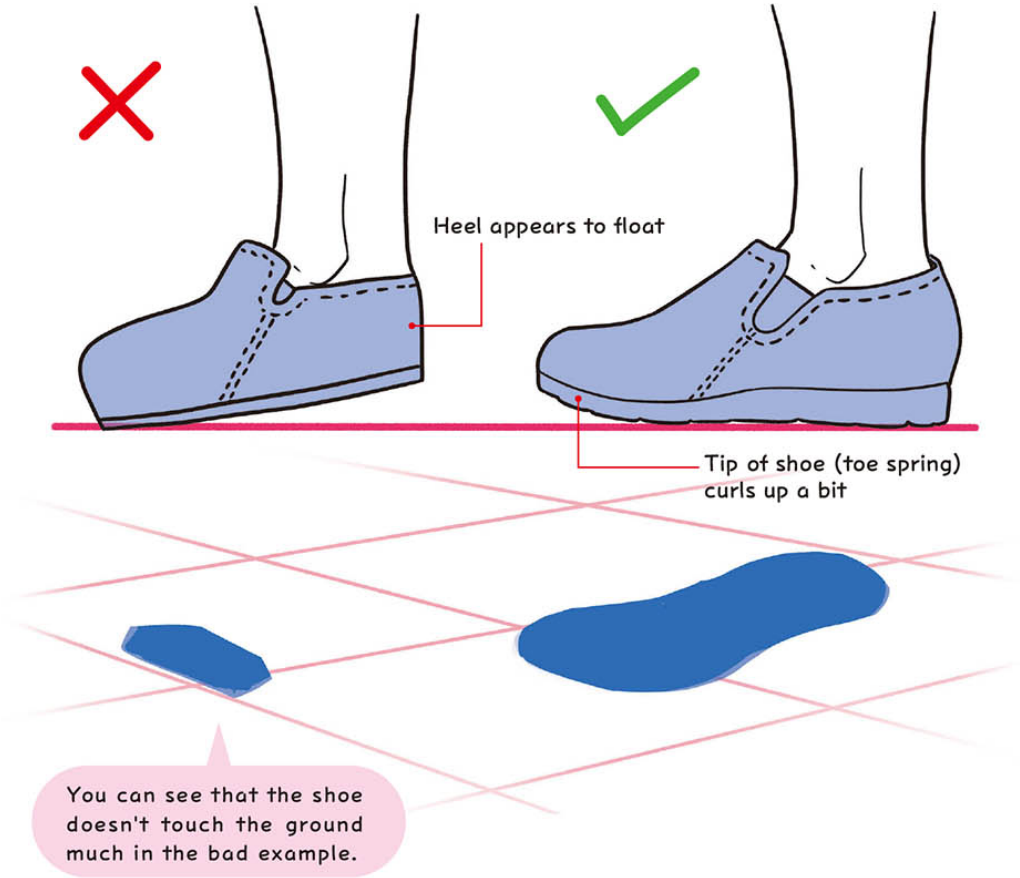
Pumps

High-heeled shoes have many different names depending on the height of the heels. The heels make you stand on your tiptoes, giving a different impression than sneakers do.



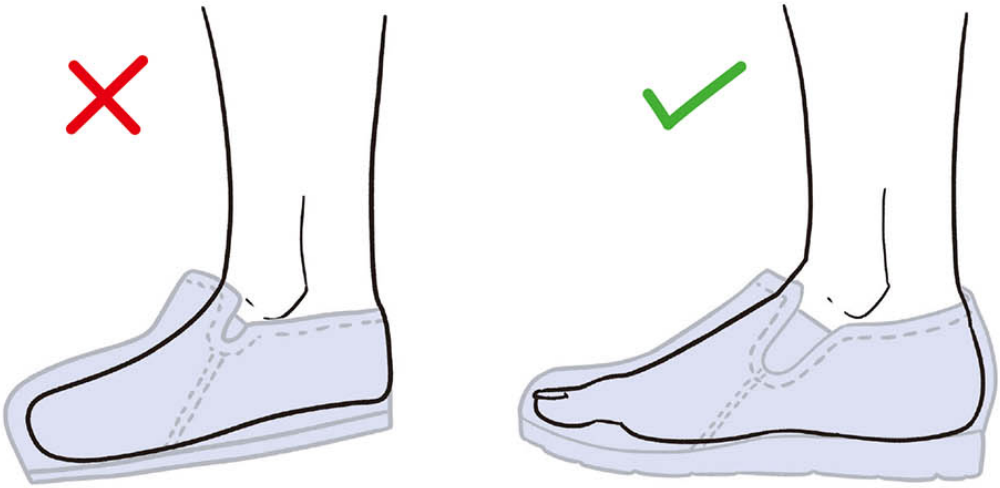
How shoes touch the ground

If the soles of the shoe don't firmly stand on the ground, they will look unstable.



Foot shape

The bad example looks unnatural because you can't imagine how the foot would look inside the shoe. It's important to try to envision how a foot would actually fit in the shoe you draw.



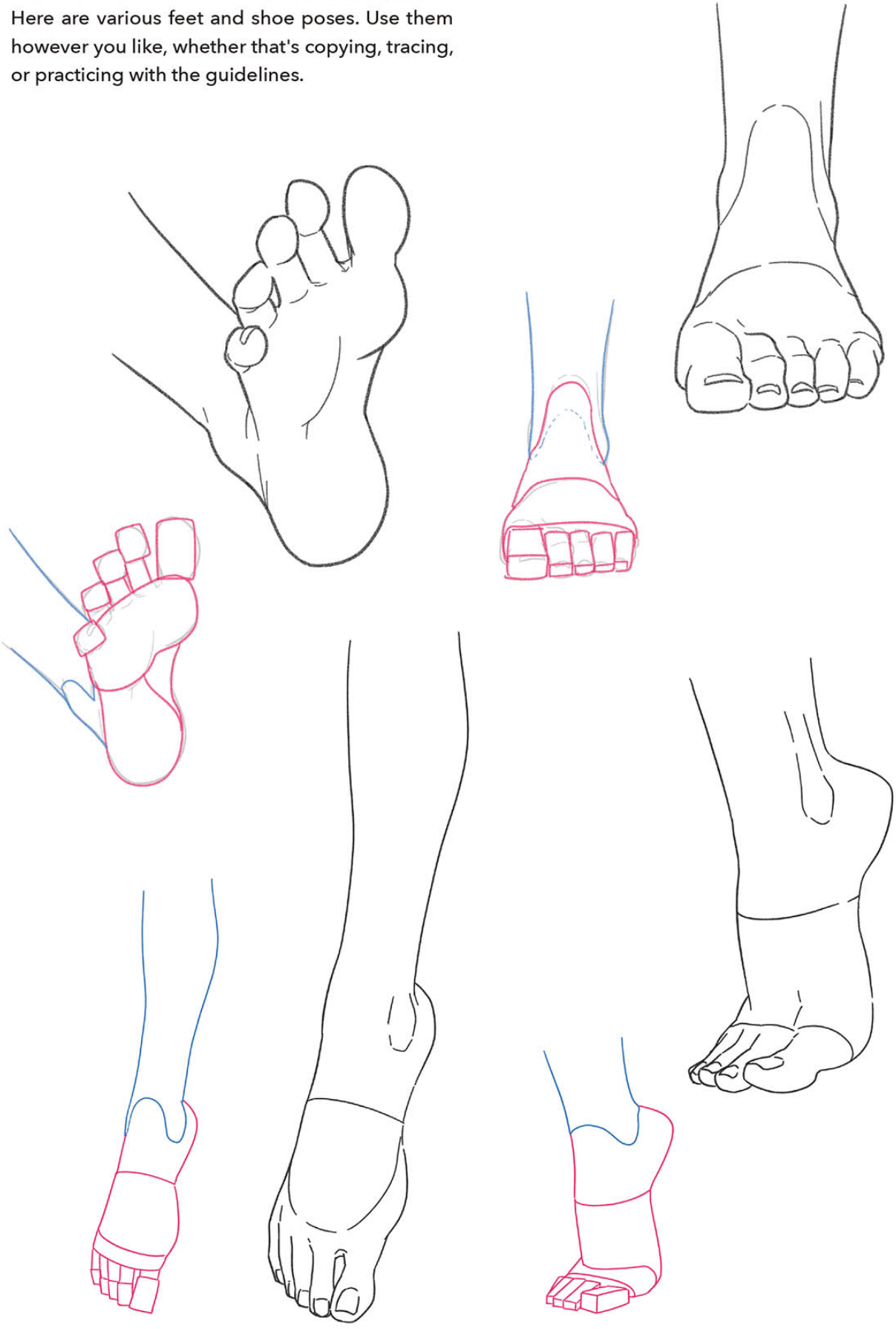
Unnatural shoe shape makes it hard to imagine a foot inside it

Shoe design follows the natural shape of the foot, making it easy to imagine a foot inside it

Foot variations

Sheet 35

Here are various feet and shoe poses. Use them however you like, whether that's copying, tracing, or practicing with the guidelines.



Arm Basics

No. 36
LvUP Sheet

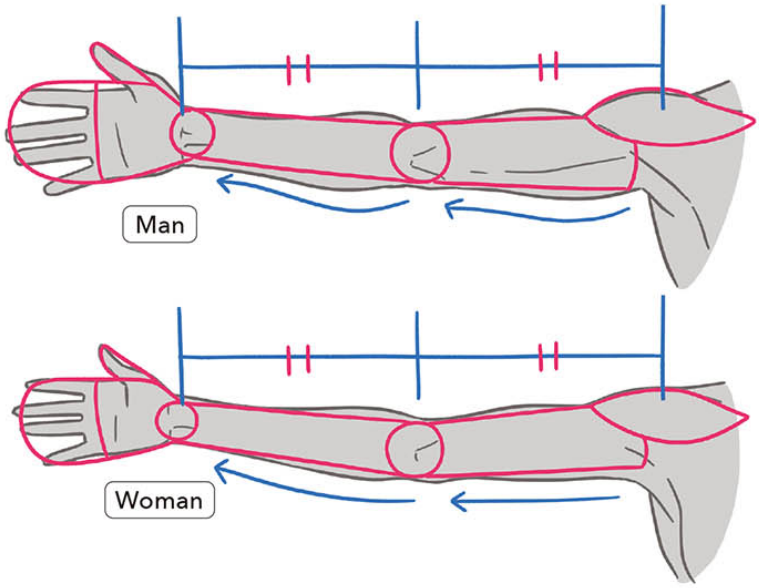
The arm often serves as a drawing's focal point, so if the arm looks bad, it impacts the whole drawing. Focus on the silhouette of the arm and where the muscles go. It's a good idea to break the arm into segments, such as shoulder, upper arm, and forearm.

Arm ratio

Arm proportions are the same in both men and women. Note that the length from the shoulder to the elbow and the elbow to the rest are identical!

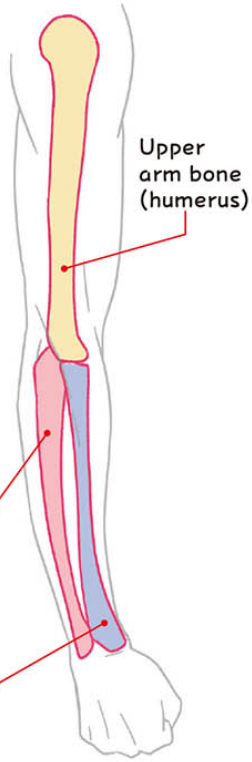
Sheet 36

Video



Arm bones

Understanding where the arm bones are helps you pose the arm more easily. Here is a quick example of the main bones. Learning the shape of the bones can enhance your understanding of the shape and movement of muscles!



Keep in mind that the radius is on the thumb side, and the ulna is on the pinky side. You can forget their names as long as you remember their shapes!

Point

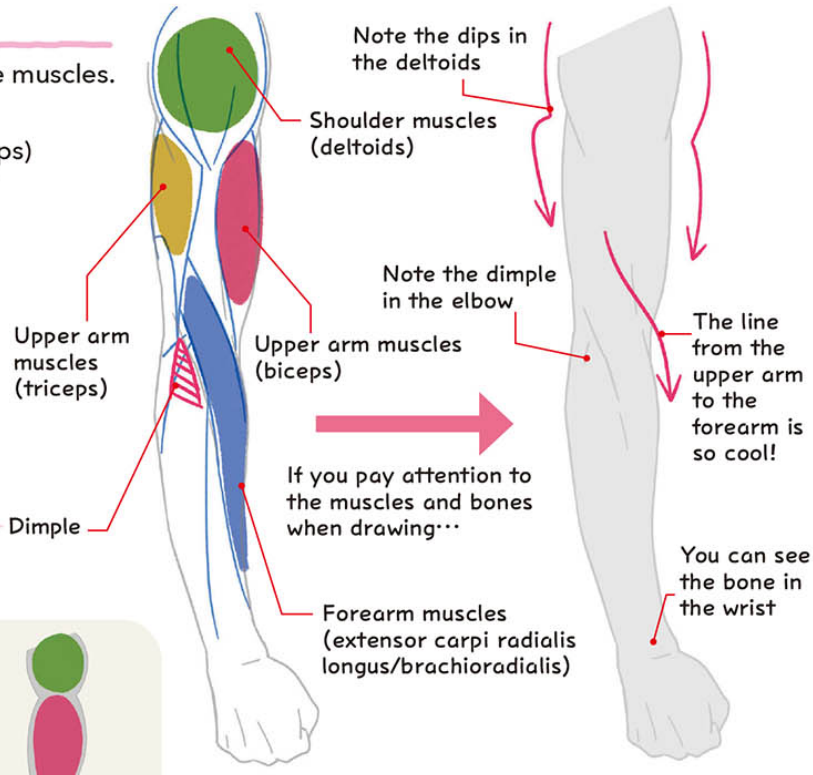
Bones that stick out

Sometimes it'll look like a bone is sticking out from under the skin. For example, you might see it at the wrist. Identifying these anatomical features is crucial for honing your drawing skills. Practice by studying the real thing or referencing photos to locate areas where bones appear to protrude.

Arm muscles

The arm primarily consists of three muscles.
- Shoulder muscles (deltoids)
- Upper arm muscles (biceps/triceps)
- Forearm muscles (extensor carpi radialis longus/brachioradialis)

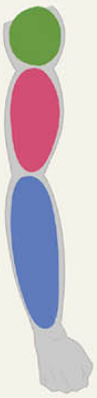
Having a rough idea of muscle shapes makes it easier to depict differences in body types, such as thin, regular, muscular, and so on.



Point

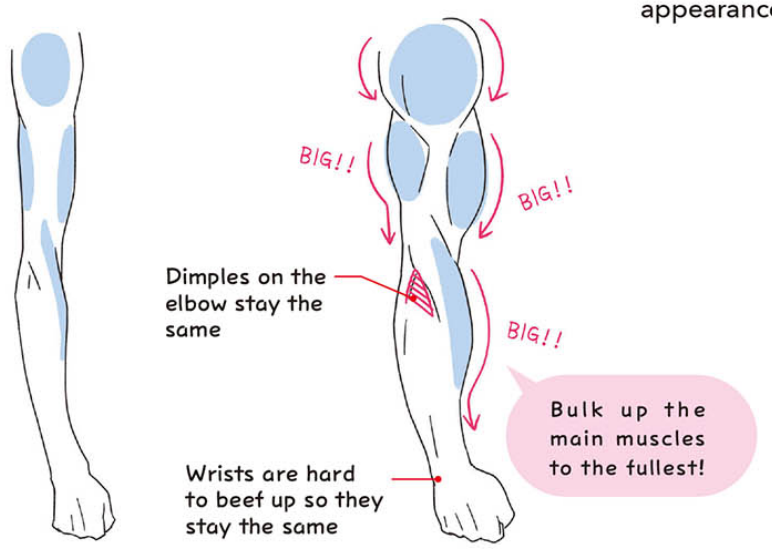
Three Muscles

It can help to think of the muscles as three bulges at first, but this is just an artistic representation. Don't draw them exactly like this, or your arm will look fake!



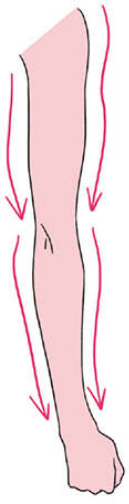
Macho arms

Drawing a macho man may seem challenging, but you should have a good grasp of the concepts by now. You can do it! Just apply the techniques you've learned to draw larger muscles.



Slender and feminine arms

It's the same even for arms with less muscle mass. It's not like the muscles disappear completely, so the muscles stay in the same positions! Having less muscle can result in a softer, more feminine appearance.



Leg Basics

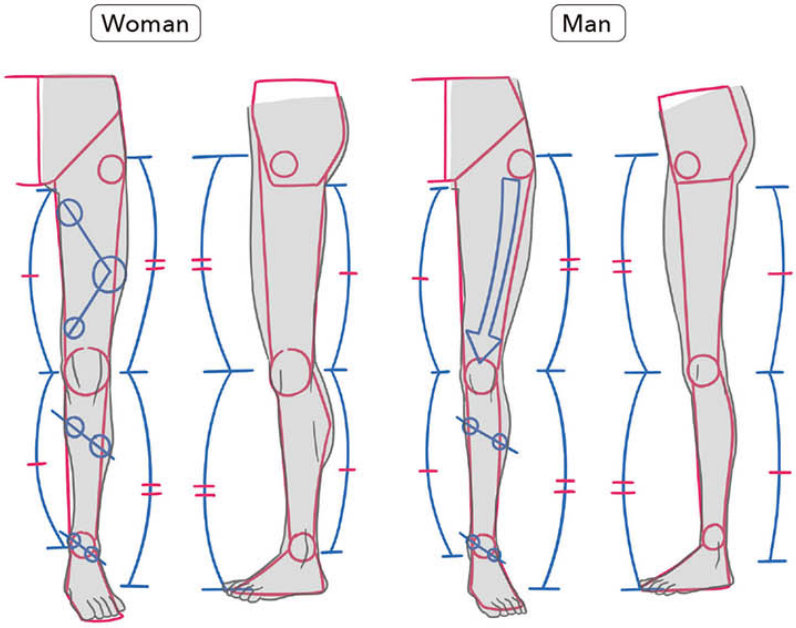
No. 37,38
LvUP Sheet

Let's draw some legs. Leg length and muscle mass can help convey the character's personality. Try to keep in mind the position of the ankles and knees as you draw.

Leg ratios

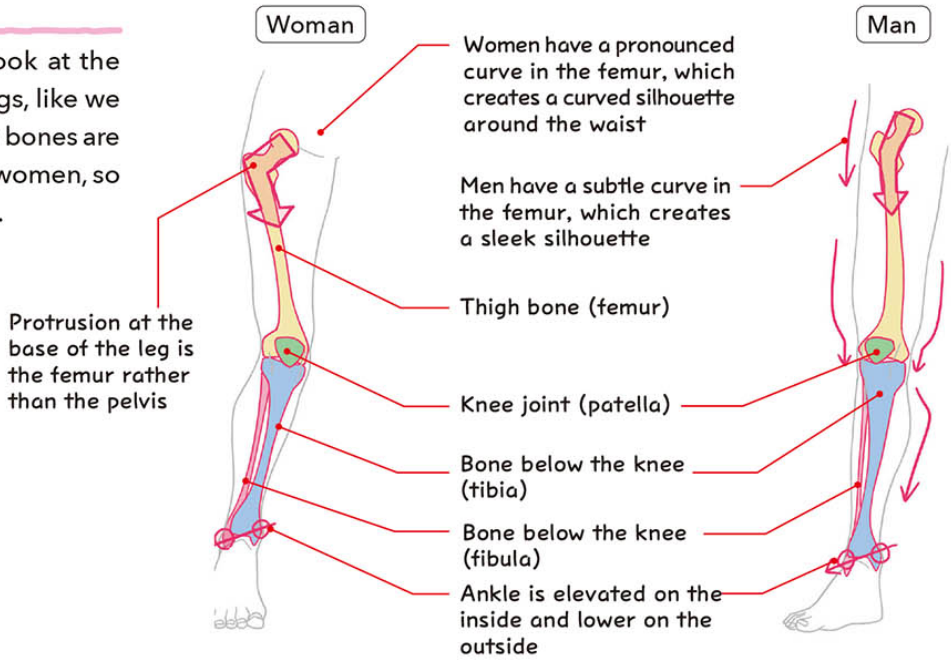
Just like with arms, leg ratios are the same in men and women. The length from the groin to the knee and the knee to the ankle is the same, as is the length from the hipbone to the knee and the knee to the tips of the toes.

Sheet 37



Leg bones

We'll take a quick look at the main bones of the legs, like we did with the arms. The bones are different in men and women, so here is a comparison.

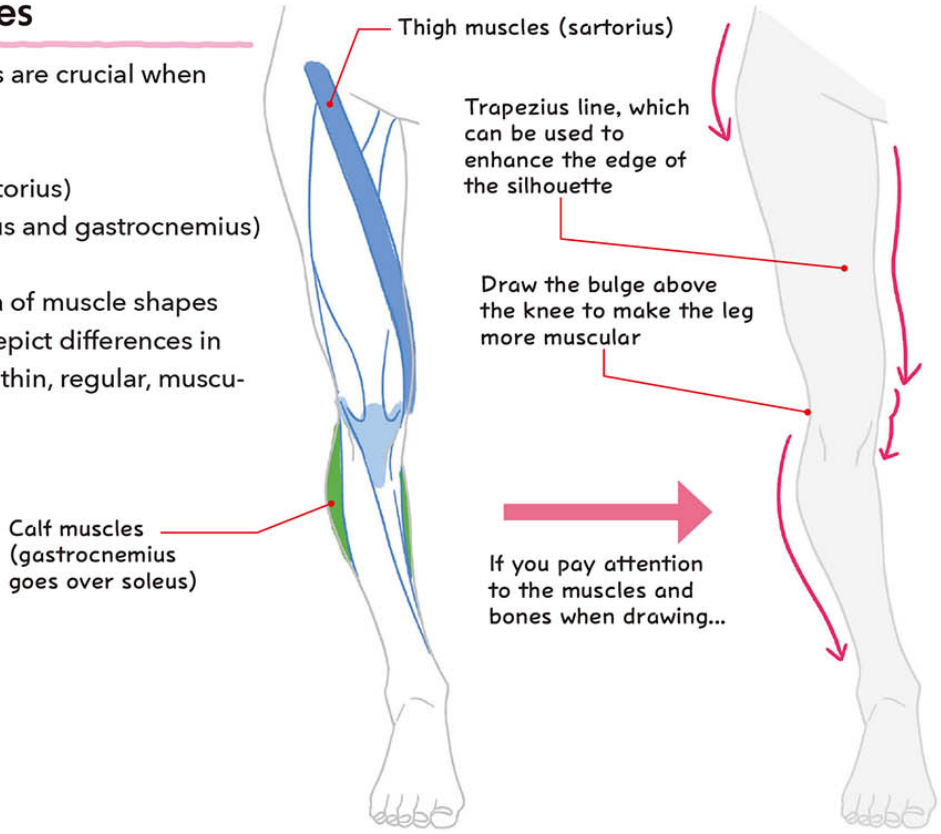


Leg muscles

These three muscles are crucial when drawing legs.

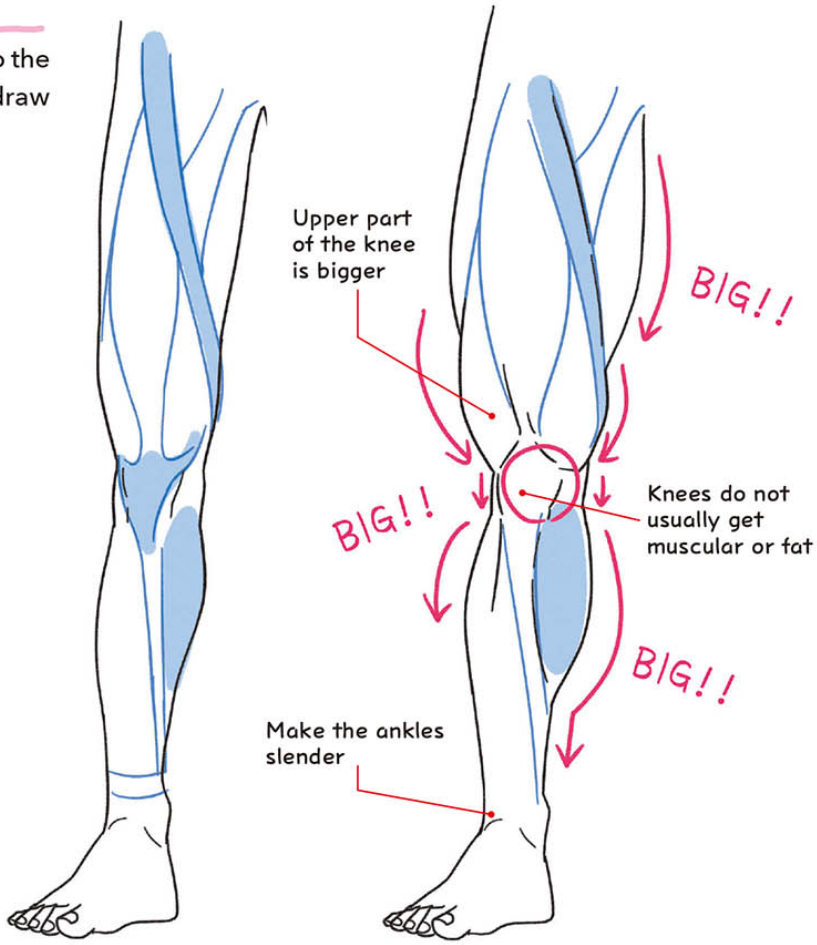
- Thigh muscles (sartorius)
- Calf muscles (soleus and gastrocnemius)

Having a rough idea of muscle shapes makes it easier to depict differences in body types, such as thin, regular, muscular, and so on.



Macho legs

Like with the arms, pay attention to the shapes of the leg muscles and draw them slightly larger!



COLUMN

Drawing different muscles

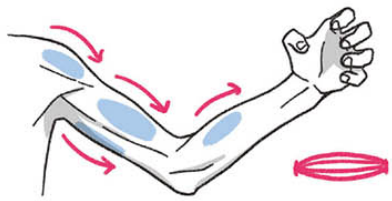
Sheet 38

P64-P67 covered arm and leg muscles. Here, we will analyze the differences in muscle mass.

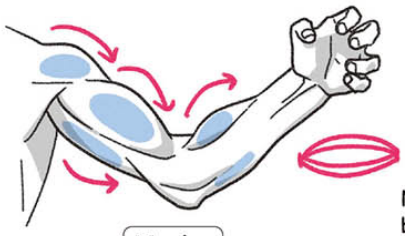
Arm muscles

Regardless of the body size, all bodies have muscles in the same positions. The only difference is how big the muscles are!

Video



Thin



Macho

Make the hands bigger too for a more muscular appearance!

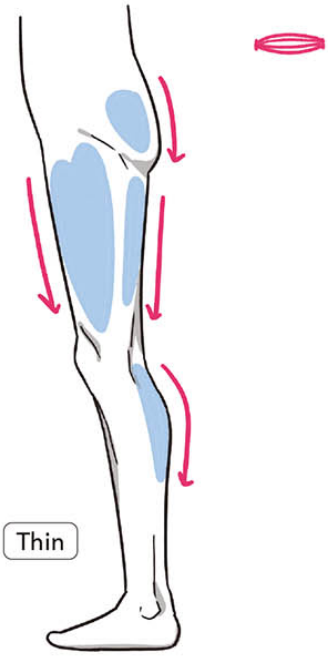
Focusing on making these three red muscles bigger will make the arm look macho!

Super macho

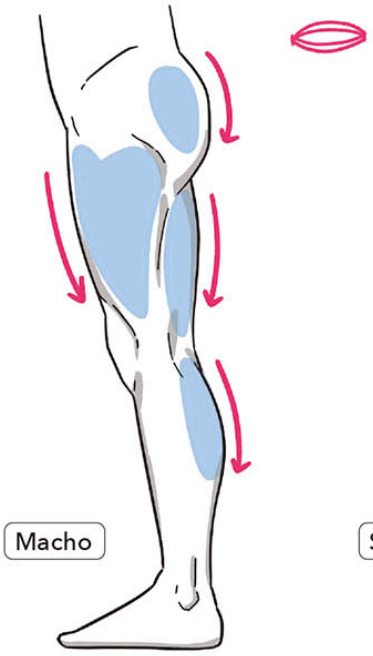
Leg muscles

Legs are fundamentally similar to arms, and the muscle positions remain the same. Once you understand where the muscles go, you just have to adjust their size. Making the muscles round makes them look more natural.

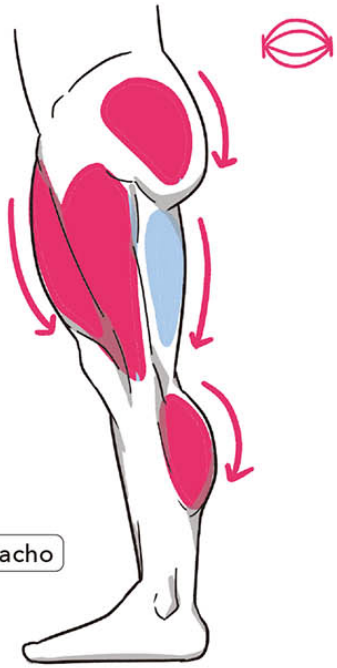
Video



Thin



Macho



Super macho

Chapter 3

Draw the Whole Body

Body Proportions

No. 39
LvUP Sheet

Body proportions differ depending on the gender. Of course, there are individual differences too. Let's take a look at the proportions of different body parts, like shoulders and arms.

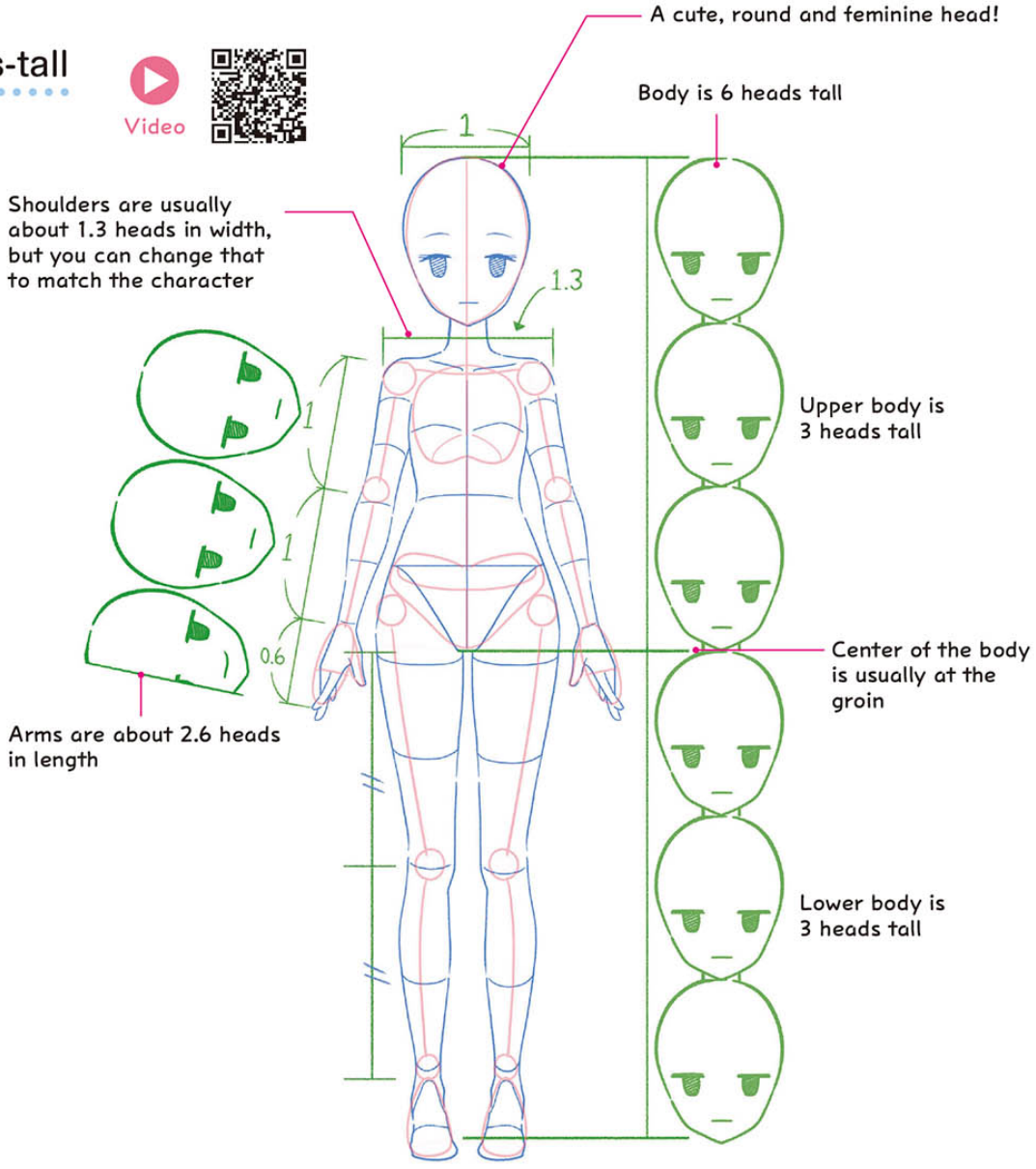
What is the proportion of the body?

Sheet 39

Sometimes we refer to the height of characters by head height. This compares how tall a character is with the size of their head. A character that is eight heads high will have a height that is eight times the height of their head. Here is a comparison of the proportions of a woman who is six heads highs and a man who is six and a half heads high.

6-heads-tall woman

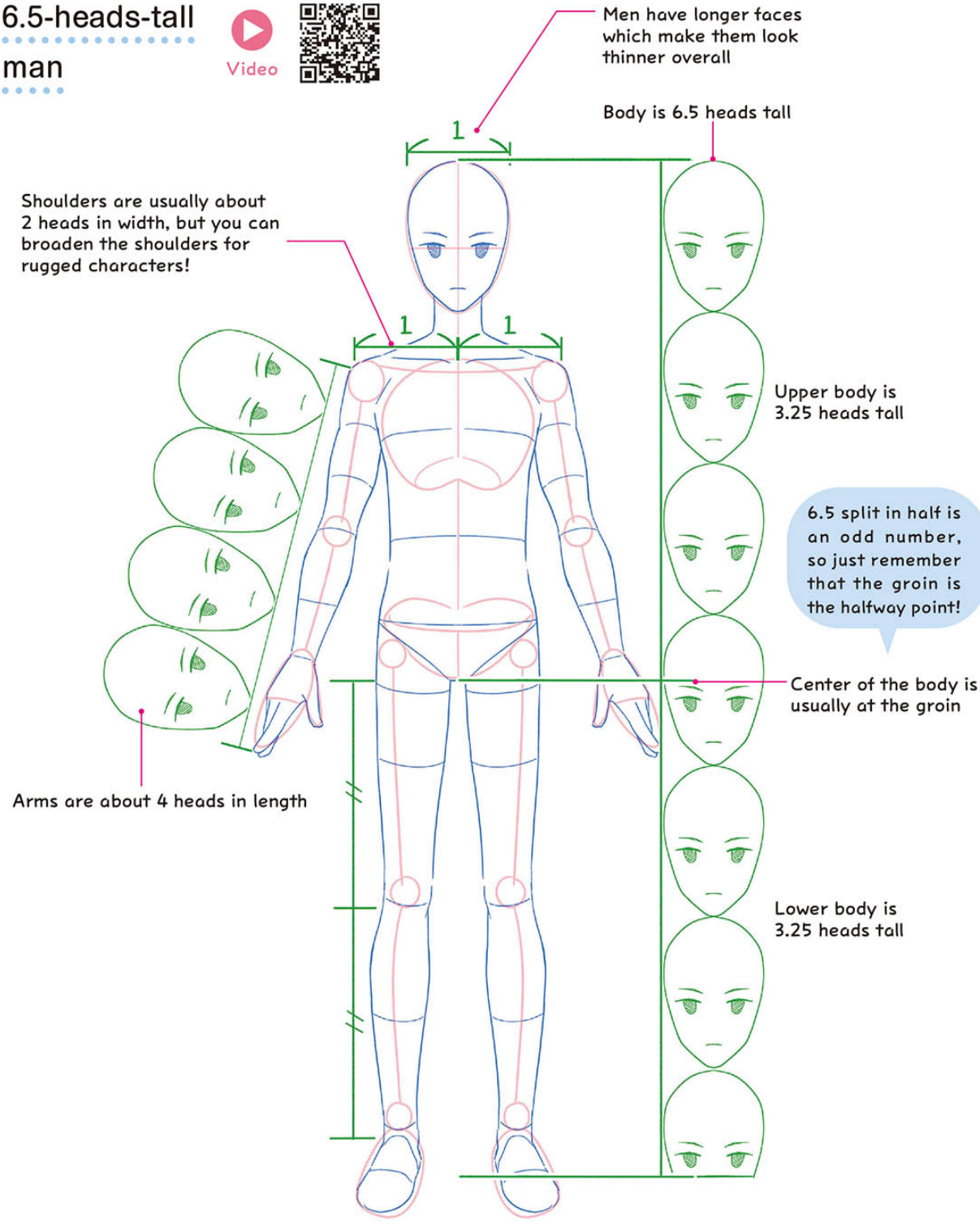
Video



Refer to P64 for the arm length ratio and P66 for the leg length ratio.

6.5-heads-tall man

Video



How to Draw Chibi (Mini) Characters

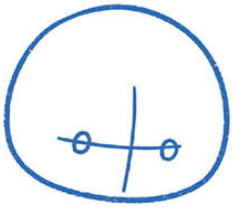
No. 40~42
LvUP Sheet

Chibi characters have large, unrealistic heads and their body proportions are like that of a stuffed animal. There are various chibi styles, and there is no one "correct" way to draw them. Here is just one example, so feel free to adjust it to suit your own tastes.

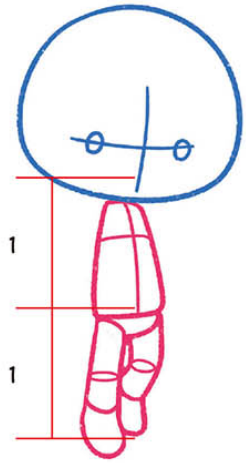
LET'S DRAW!

Sheet 40

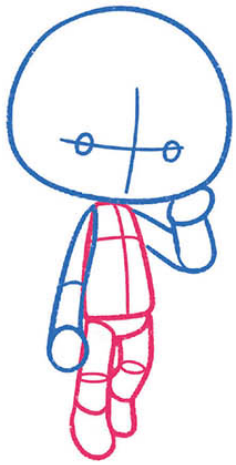
Video



1 Draw a 2.5-heads-tall character, starting with a round bun-like head guideline.



2 Draw the torso and then the legs, making them about the same height.



3 Draw guidelines for the hands. Make them long enough that the palm can reach the thigh.

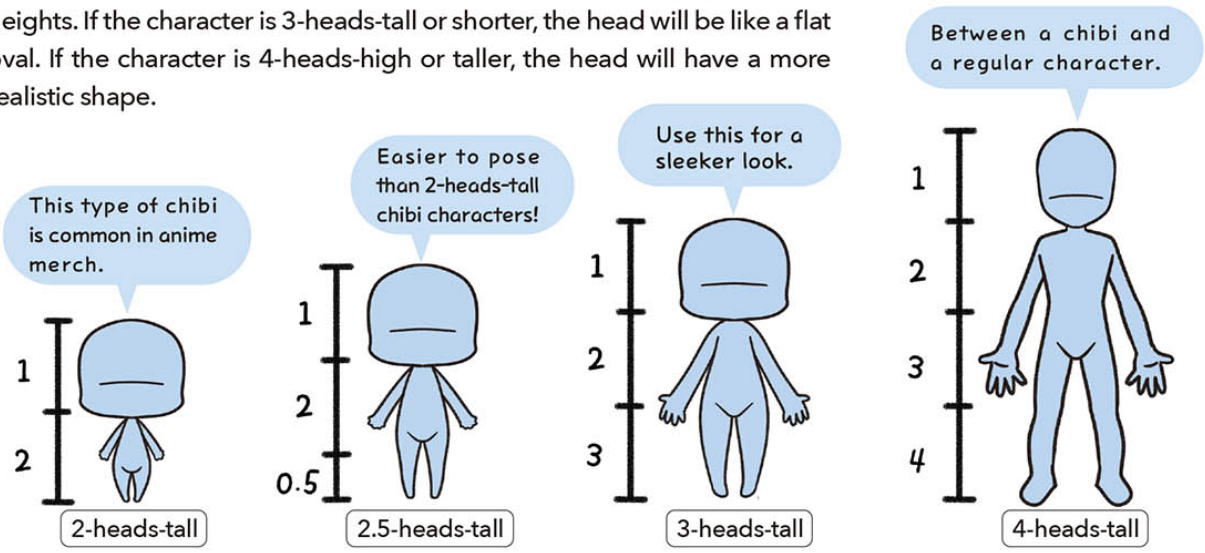
4 Draw rough lines following the guidelines. Making the clothing a bit baggy will give the drawing a better balance.

5 Clean up the lines. Making the outer lines thicker will give the line art more variety.

6 Color it in, and you're all set!

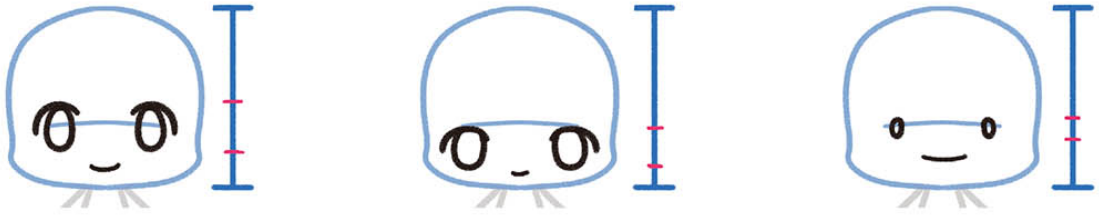
Chibi head height

Chibi characters come in a variety of shapes. Here are some popular head heights. If the character is 3-heads-tall or shorter, the head will be like a flat oval. If the character is 4-heads-high or taller, the head will have a more realistic shape.



Chibi face balance

How the face looks changes depending on where the parts on the face go. For chibi characters, moving the parts lower makes the face look cuter.



Orthodox style

Most common type, with the parts all fitting in the bottom half of the face

Subculture style

Makes the character look younger, with the parts fitting in the bottom third of the face

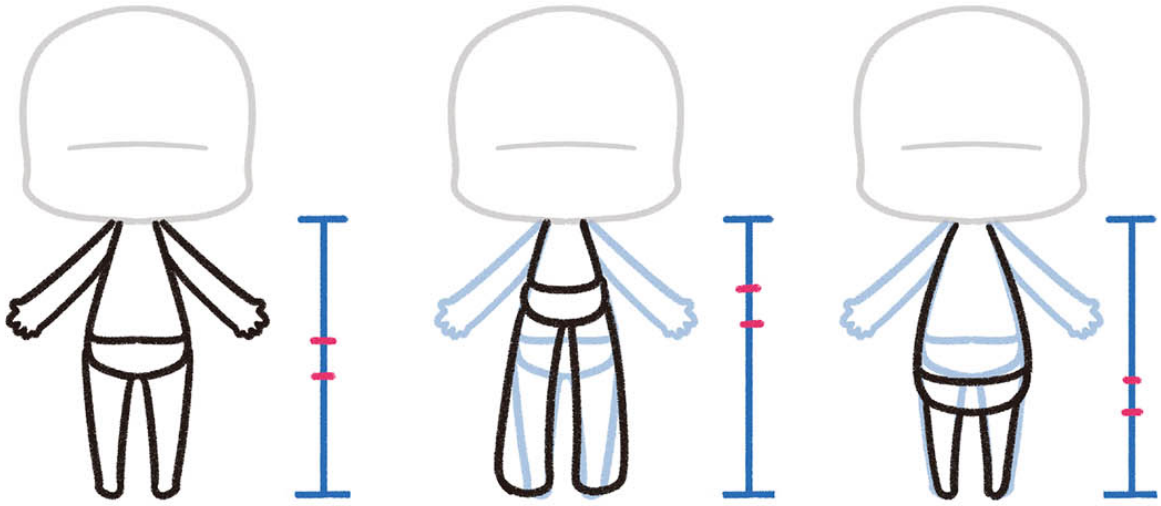
Simple style

Smaller eyes look simple and clean, with the parts all fitting in the bottom half of the face - use clothing and hairstyle to bring out the character's personality!

Point Drawing good chibi characters

Chibi body balance

The feeling of the character changes depending on the position of the waist and the length of the torso and legs. There's no one way to draw chibi characters, so draw the proportions that you like. Here are some examples.



Orthodox style

The most common style, with the waist at the center of the body

Short torso style

Stylish with long legs, this is good for when you want to show off something on the legs

Short leg style

Plump and soft, this is good for when you want to show off something on the torso

Choosing head height

It can be difficult to choose the head height for a chibi character. If you aren't sure, you can make a decision based on what kind of chibi character you want to draw!

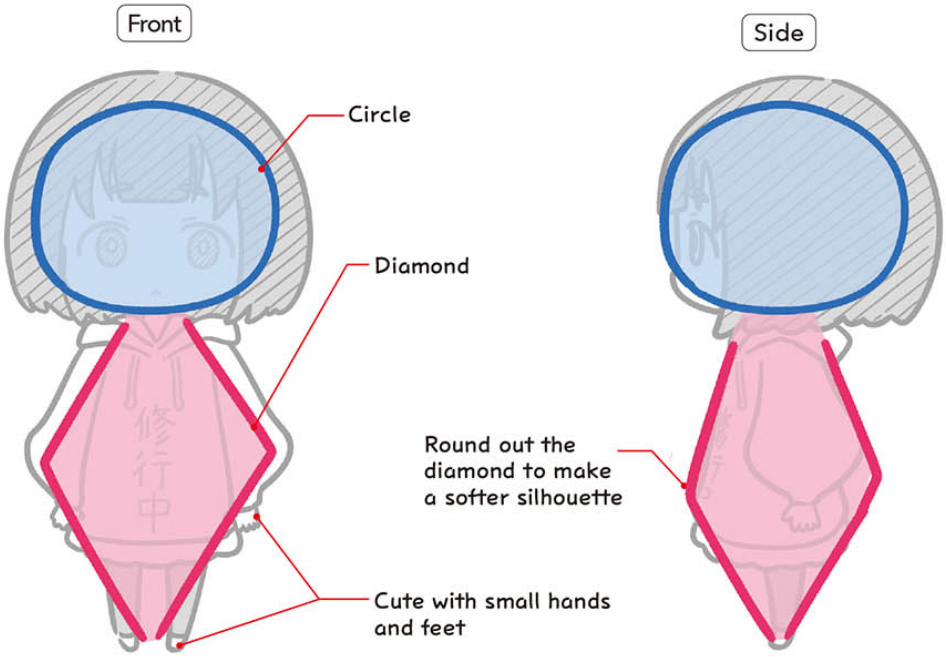
1.5-heads-high: Difficult to pose but cute just standing there

2.5 to 3-heads-high: Seen often in games, works well when you want to make the character move or hold items like weapons

5 to 6-heads-high: Easy to pose, the long arms and legs are great for moving around (but for bolder movements, you might want something bigger than a chibi character!)

Mind the silhouette!

Think of the chibi character silhouette as a circle and a diamond. If you round out the corners of the diamond, the character will look softer and squishier.



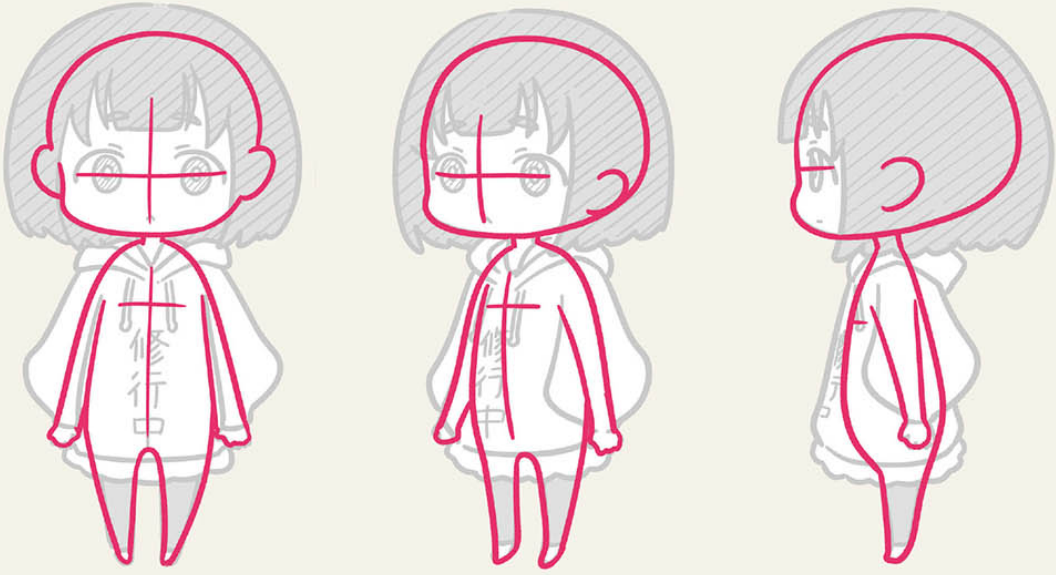
Point

Draw with your favorite body balance!

Sheet 42

Video

You might think that the chibi character guideline on P72 has longer arms than you expected. Some people might find it looks awkward since it seems so much longer than the other body parts. If you feel that way, you can change the balance of the chibi character to suit your own design!



Personally, I think it's cute when the arms are especially long!

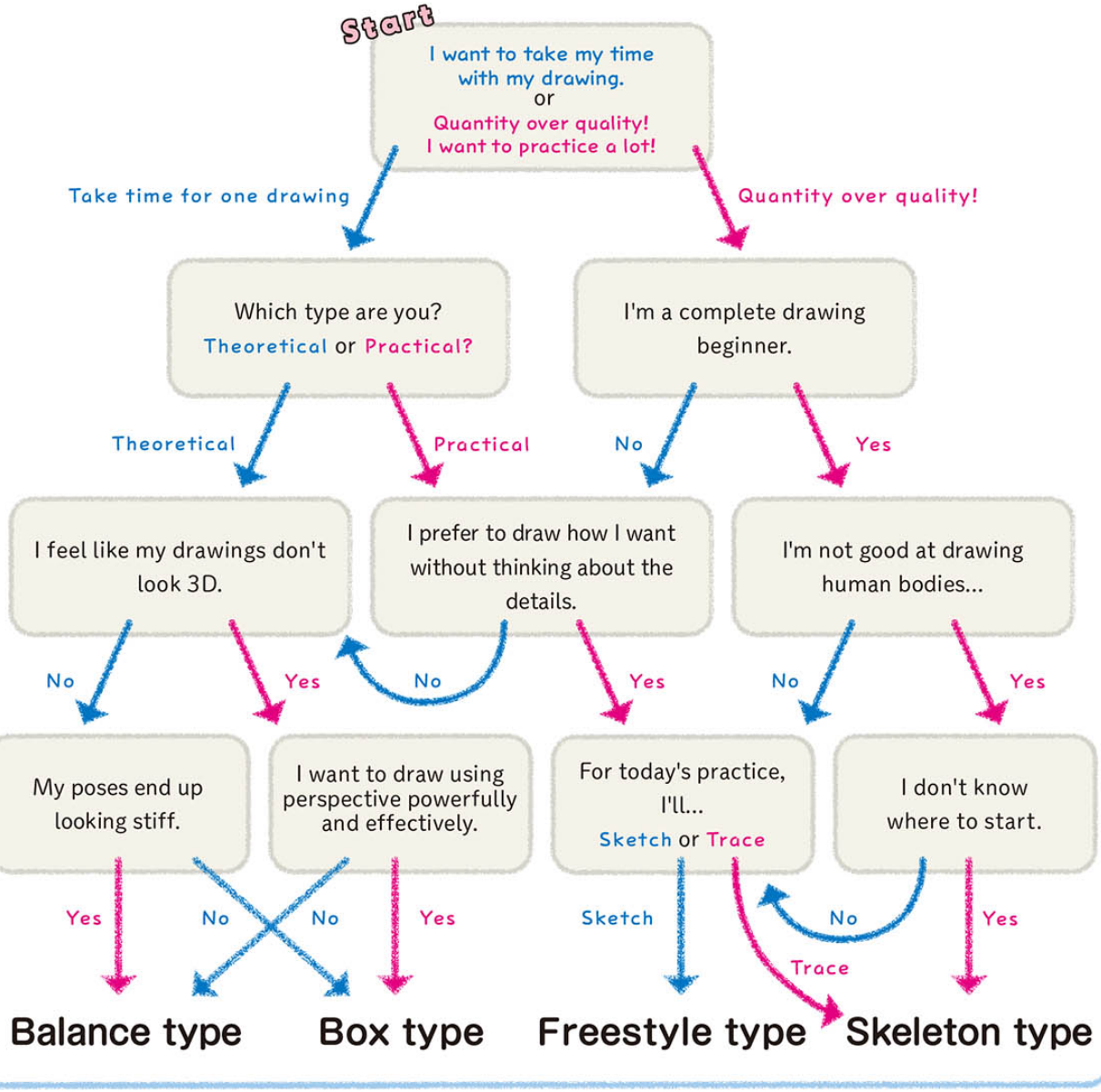
How to Draw Guidelines

No. 43~46
LvUP Sheet

You might wonder why we even need guidelines. Drawing guidelines is good for helping beginners balance their drawings and results in faster progress. Even intermediate artists can review their drawing skills with guidelines. You might feel like you're bad at drawing guidelines since you don't have much experience with it at first, but the more you draw them, the better you'll be able to draw the way you want.

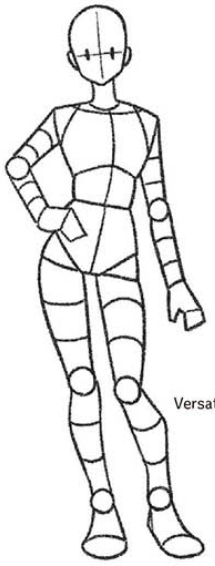
Guideline Flowchart

How should you draw guidelines, you ask? It's tough. There are many different ways to draw guidelines, just as there are many different ways to draw. This is a flowchart to help you decide what kind of guideline you should draw.

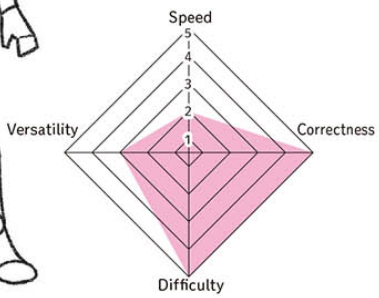


Balance type

Difficulty: ★★★★

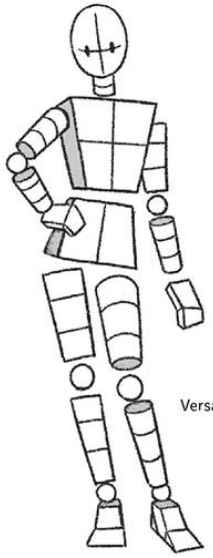


This guideline combines depth, ratio, balance, and perspective. Draw intuitively while looking at the guideline in 3D. Practice with a focus on the shapes and position of the lines!

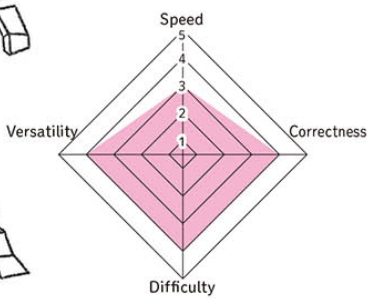


Box type

Difficulty: ★★★



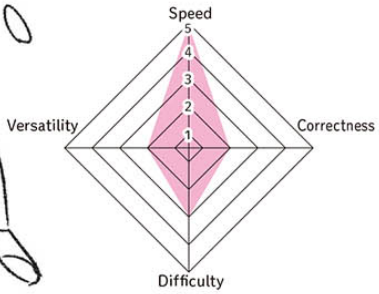
This is for people who want to focus on drawing in 3D space. It's a must for anyone who wants to draw powerful drawings from different perspectives. You can combine it with the balance type.



Freestyle type

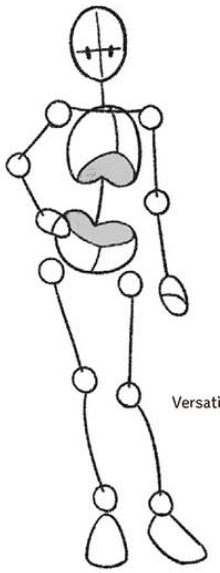
Difficulty: ★★

Emphasizing speed above all else, this is good for sketches and gesture drawings. This requires some prior experience with drawing the human body, so practice with the other guidelines at the same time.

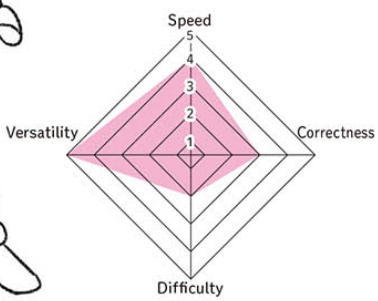


Skeleton type

Difficulty: ★



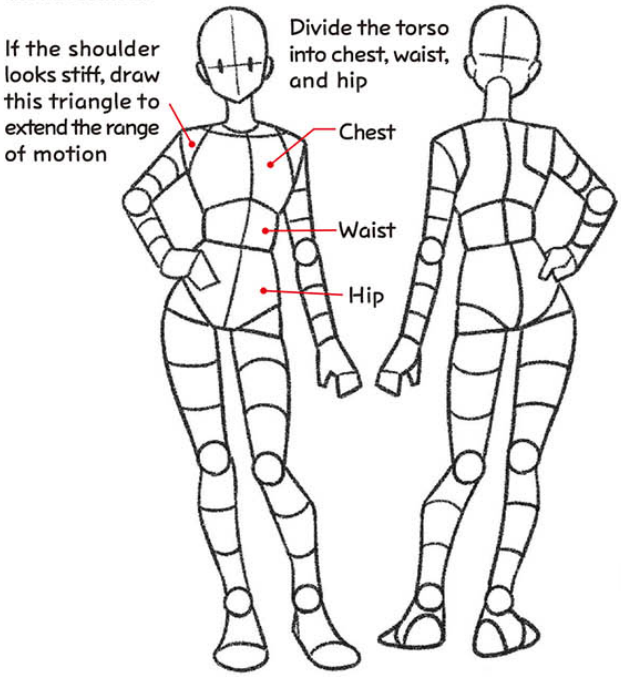
This type is recommended for beginners and those who want to decide on the balance of the body first. If you aren't good at drawing the body from different angles, you can draw with a skeleton-type guideline first and then draw a balance-type guideline on top of it!



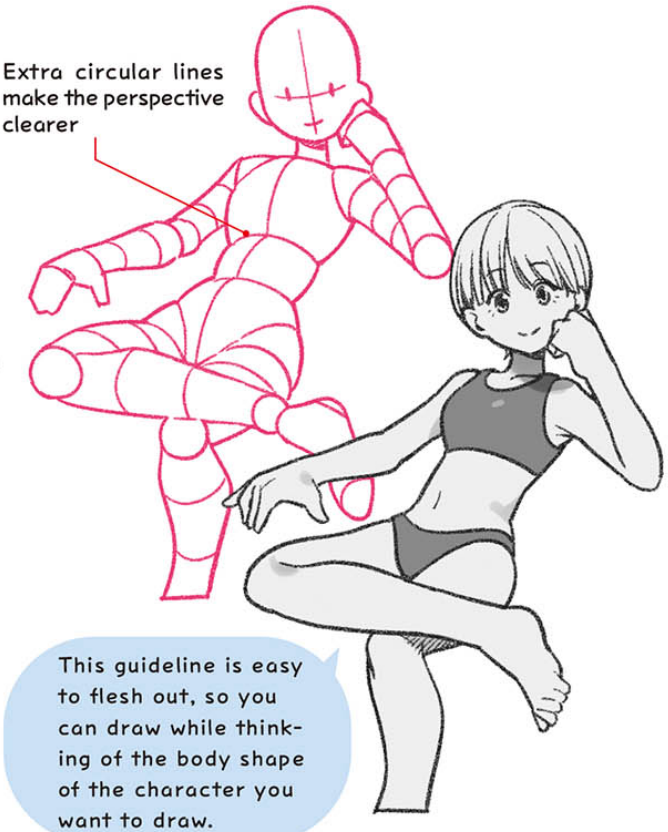
Balance type

Sheet 43

Since you draw the body accurately with this guideline, you can easily imagine how the drawing should look when it's done. You can add extra circular lines to make the perspective easier to understand.



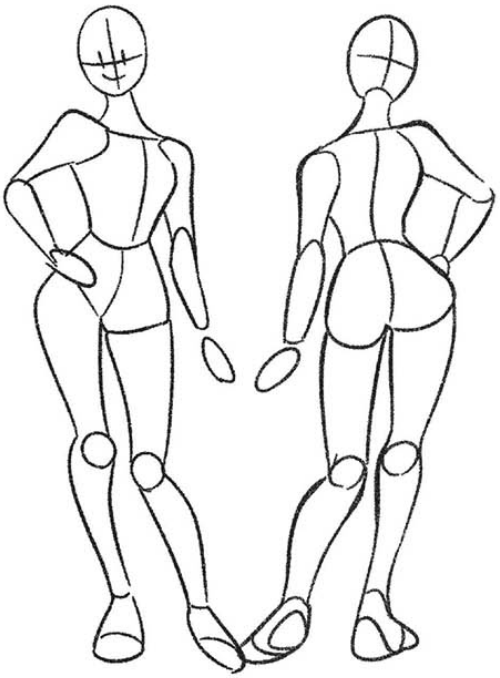
＼Use it like this／



Freestyle type

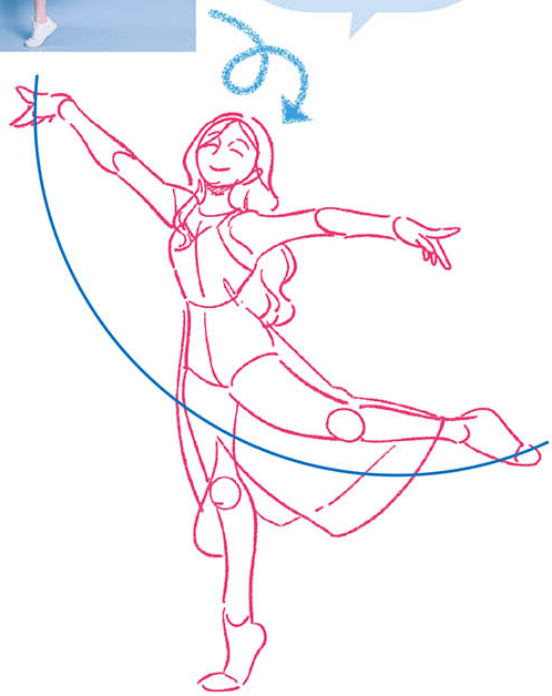
Sheet 44

This focuses more on the flow of the body rather than strict accuracy. It's good for when you want to show flexibility, like in action and dance scenes.



＼Use it like this／

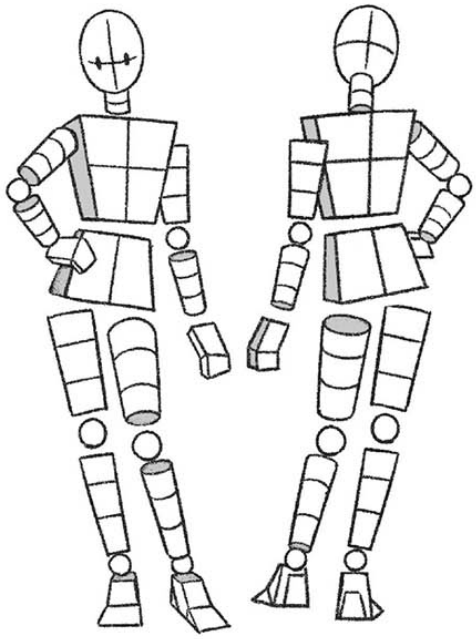
This is recommended for catching the flow of poses when sketching or doing gesture drawings!



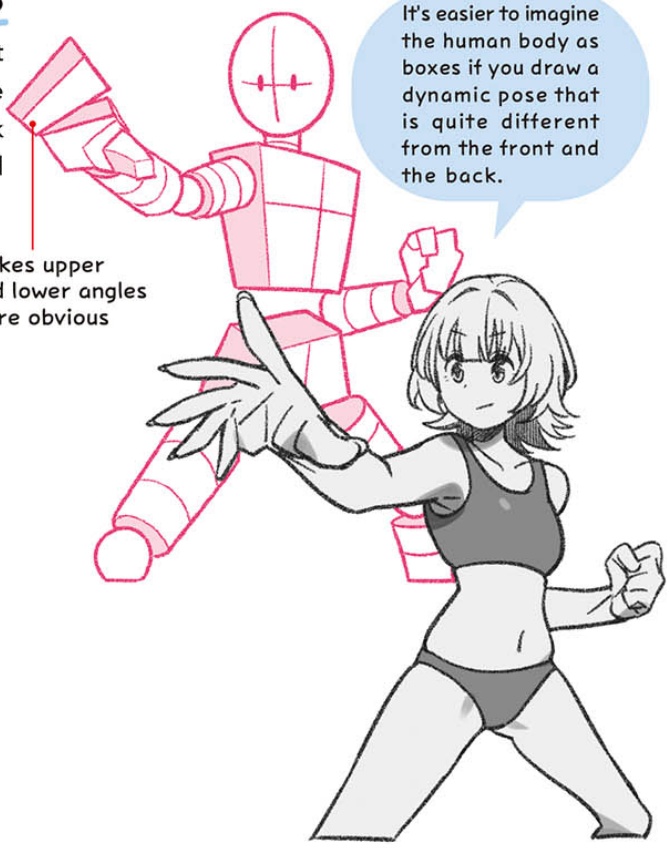
Box type

Sheet 45

This type is recommended when you want to put a focus on perspective and make it easier to see the differences between the front and the back of the drawing. It's recommended for powerful one-off drawings.



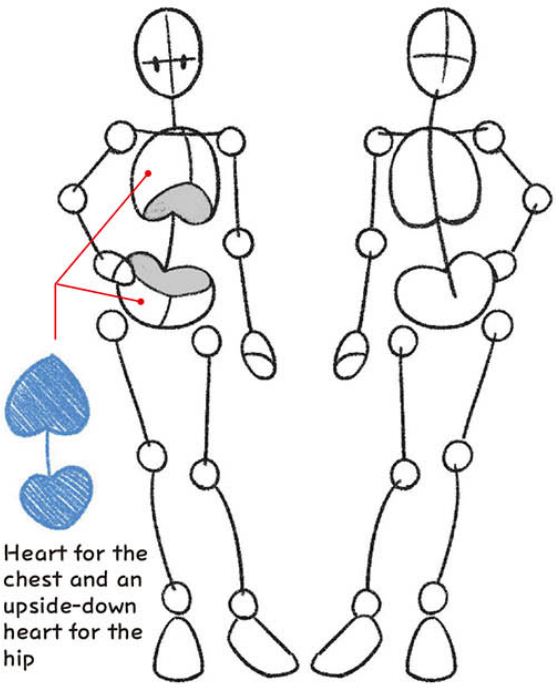
Use it like this



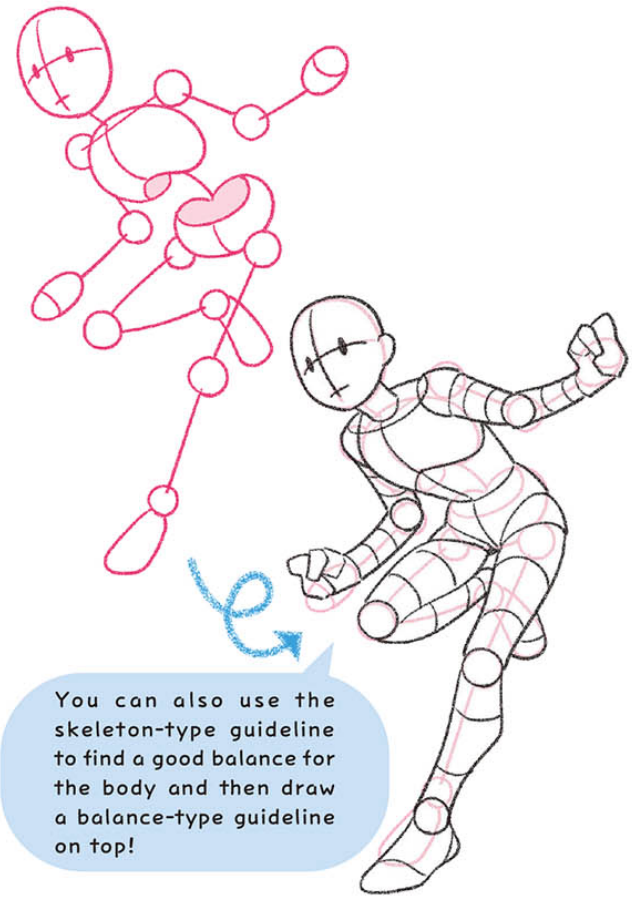
Skeleton type

Sheet 46

This guideline is easy to balance without using too much time to draw. You need a little knowledge of the skeleton, but you only need a little. The body will look fine as long as it has a skeleton inside it.



Use it like this



Range of Motion

No. 47
LvUP Sheet

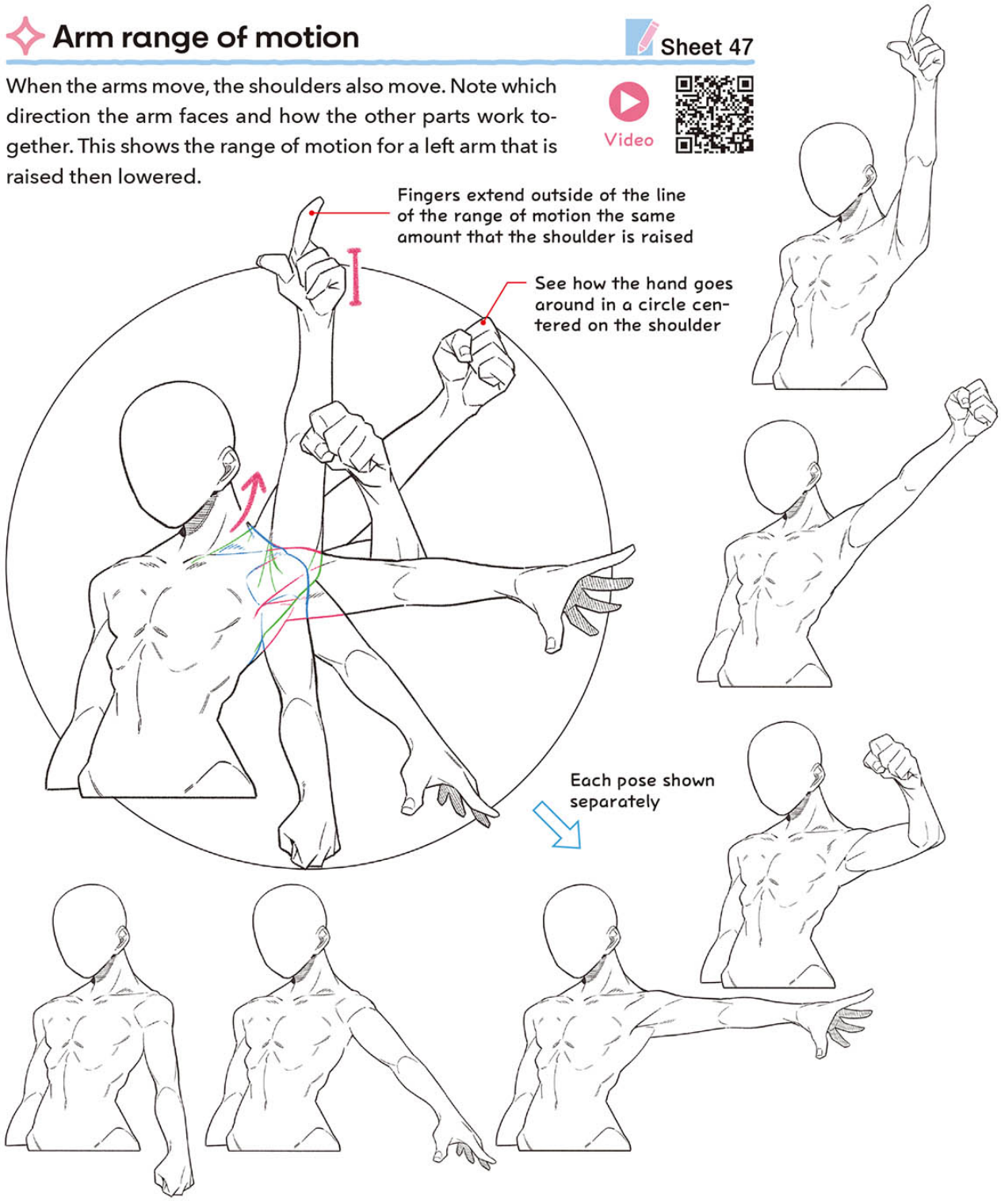
Look at the range of motion in the arms and legs. Range of motion varies from person to person. We'll be focusing on the shoulders and hip joints. Try moving your own body and observing how joints move in conjunction with each other.

Arm range of motion

Sheet 47

When the arms move, the shoulders also move. Note which direction the arm faces and how the other parts work together. This shows the range of motion for a left arm that is raised then lowered.

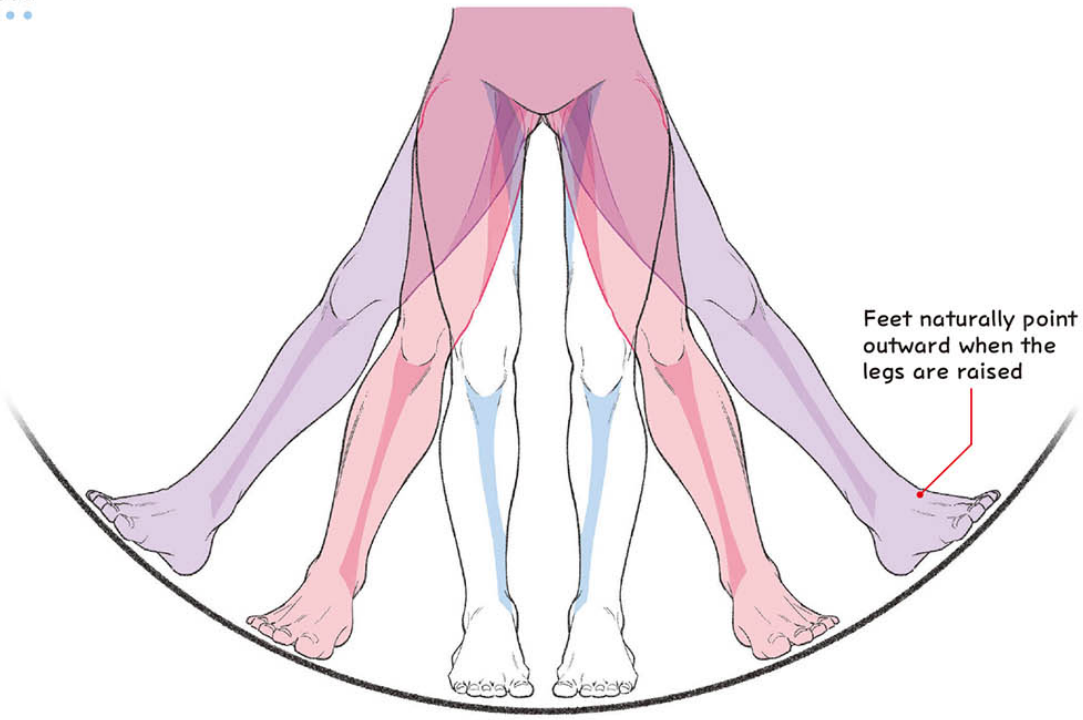
Video



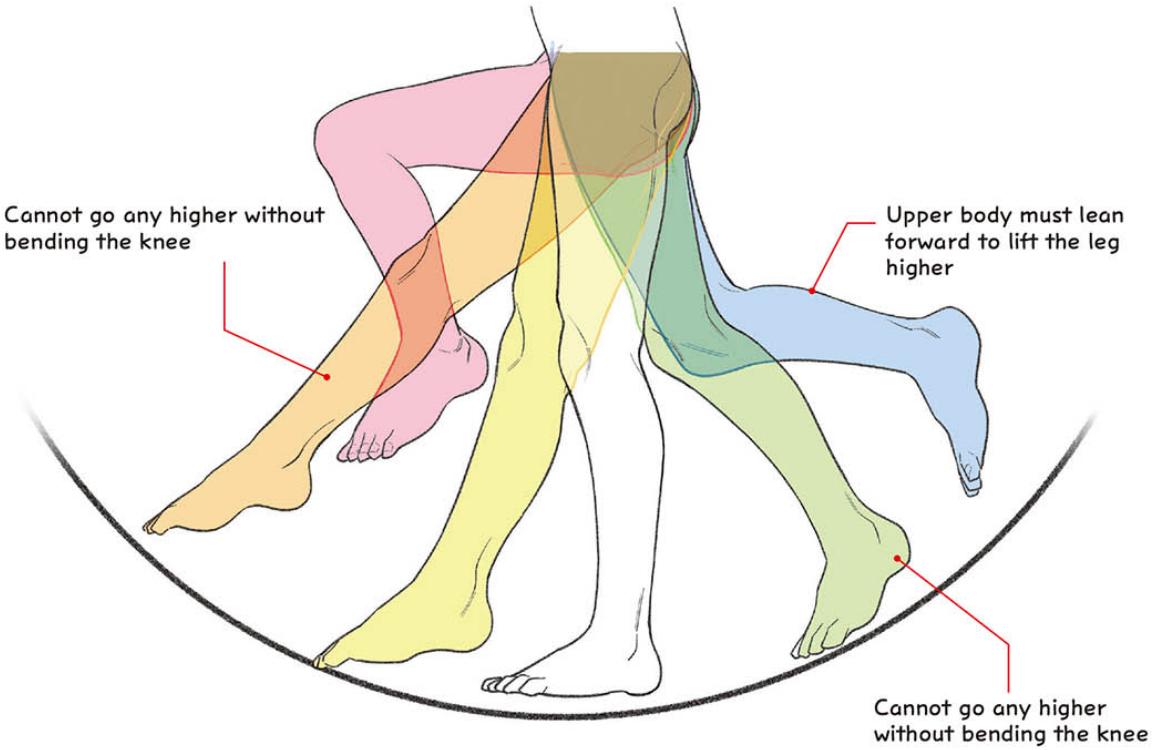
Leg range of motion

The average range of motion for legs from the front is about 90 degrees. People who are more flexible, such as athletes, can reach 180 degrees.

Front



Side



Draw Muscles

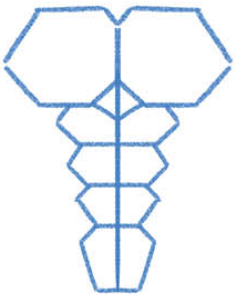
No. 48,49
LvUP Sheet

Muscles are all over the body, but they are complex and can be challenging to draw. It's okay for beginners to think of them more abstractly without knowing their exact locations and shapes. However, if you understand these aspects, you'll be able to draw a more realistic body. Learn more about muscles as you get used to drawing.

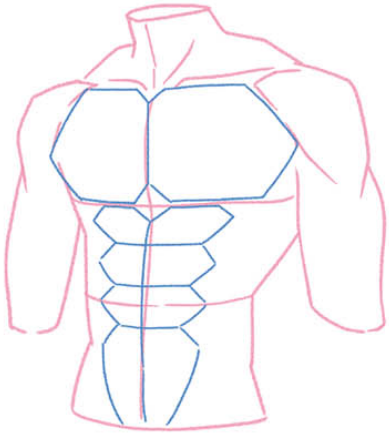
LET'S DRAW!

Sheet 48

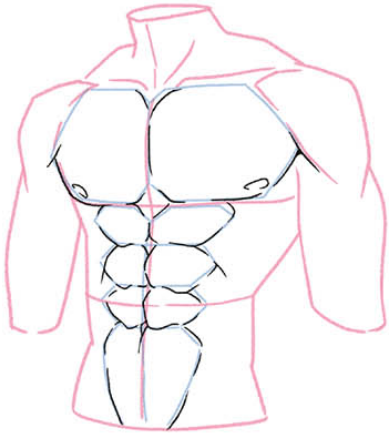
Video



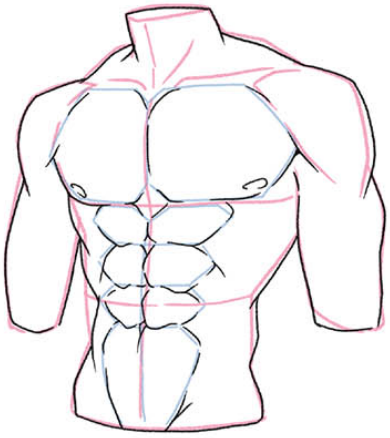
1 Use this guideline for drawing the area from the pectoralis major muscle to the rectus abdominis muscle.



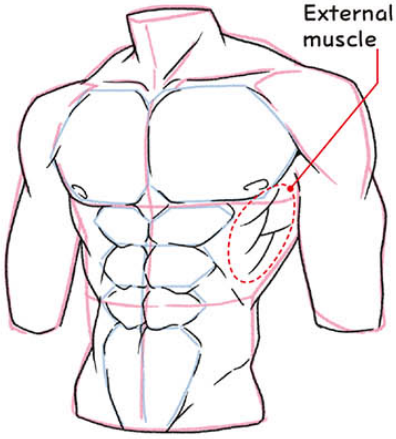
2 Place the muscle guideline on the body.



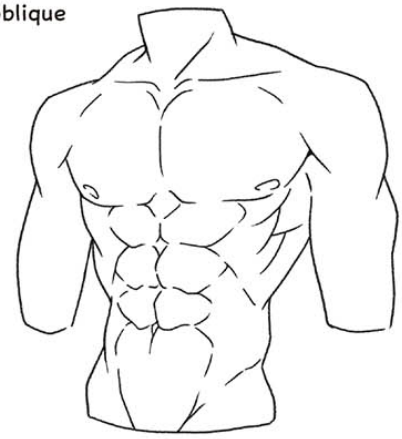
3 Draw lines following the guideline. You should keep the lines separated at some points.



4 Next, draw the body. You should use closed lines here to give the body a stronger presence.



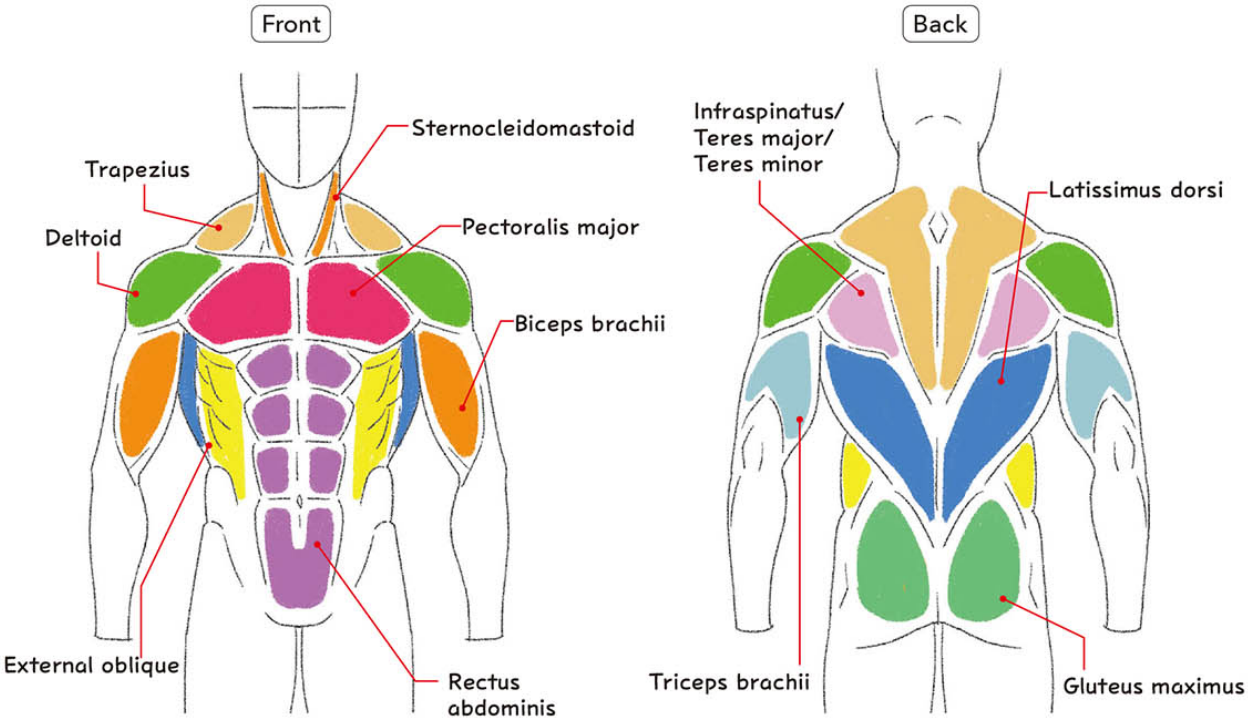
5 Now, draw the muscles that aren't in the guideline. The external oblique muscle is a good one to fill in.



6 Erase the guideline, and you're done!

Muscle names

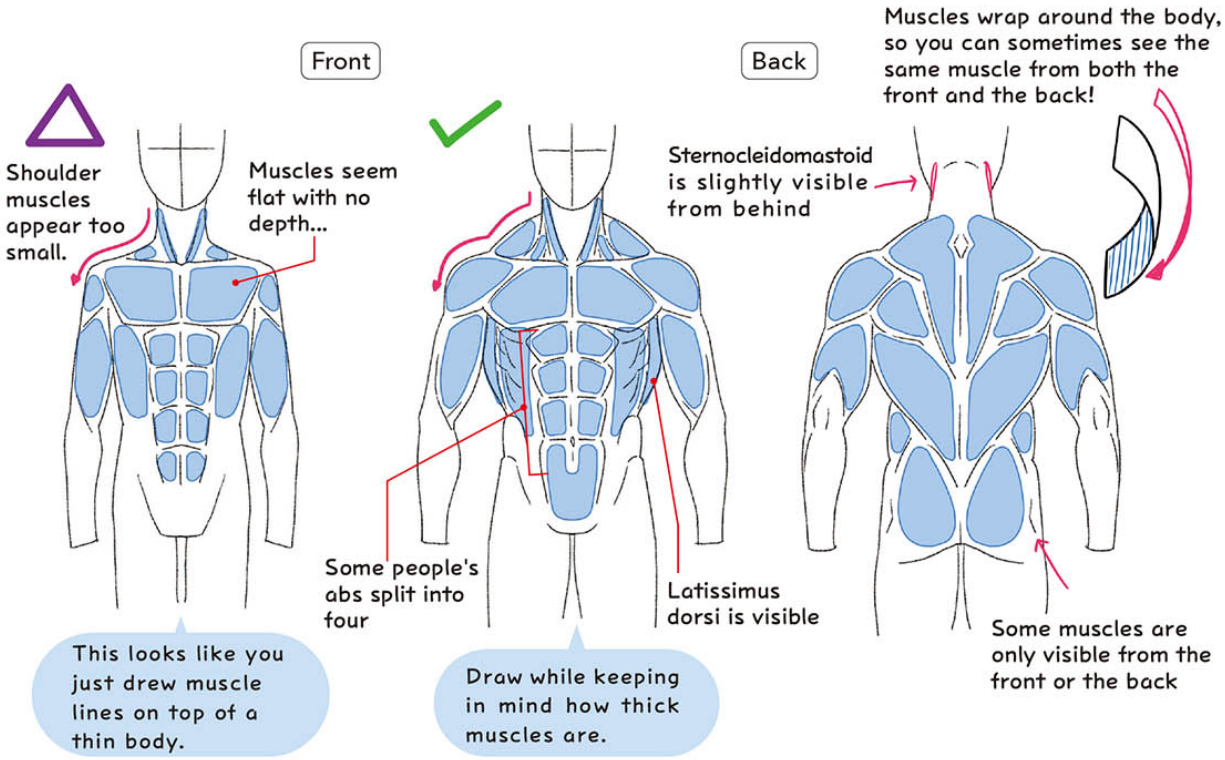
You should try to remember the locations and shapes of muscles along with their names. Knowing the names will help you if you want to research the muscles to see how they work!



Muscle tips

Each muscle has a different shape. Understanding that can help you give muscles depth.

Video



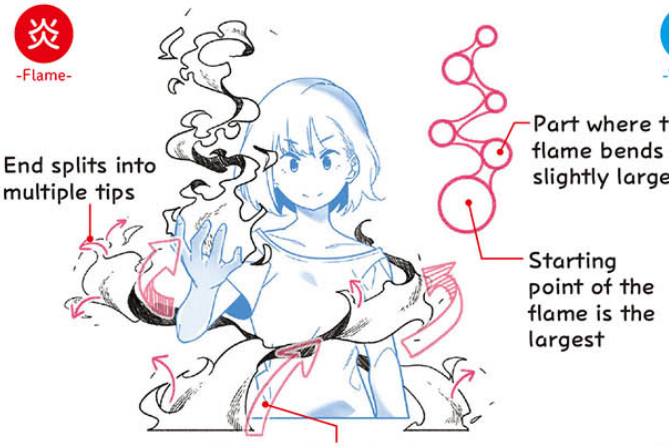
COLUMN

Add effects

Sheet 49 Video

You might feel like something is missing after you've finished drawing a character's body. You can add different effects to enhance the character's silhouette! Here are a few examples.

炎 -Flame-

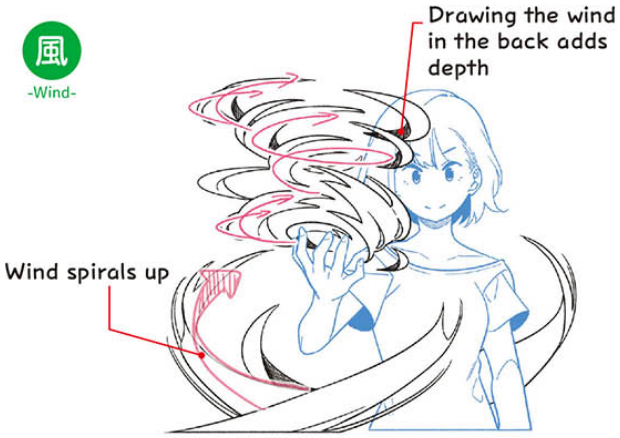


Goes up but the tip moves with the air current and is split

水 -Water-

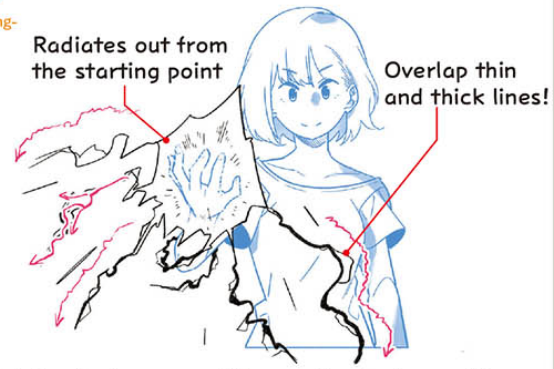
Tip of the water is thinner and splits into droplets as it grows weaker

風 -Wind-



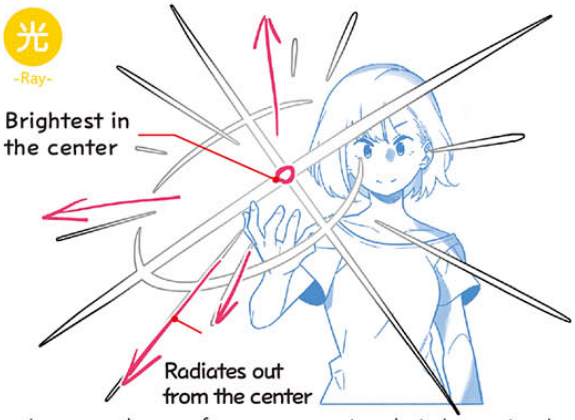
Imagine a curved spiral while thinking of the flow of wind in 3D

雷 -Lightning-



Electricity discharges out like roots of a tree, with jagged, complex, and energetic lines

光 -Ray-



It spreads out from one point, brightest in the center, and looks better with a circle added

闇 -Darkness-

Draw the lines randomly, like thorny vines, with varying thicknesses

Easy way to draw darkness

① Draw a random curved line.

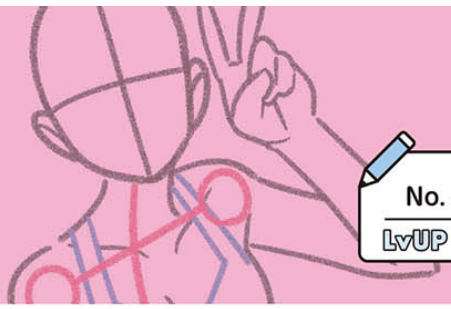
② Erase here and there with an eraser

③ Finish it off by adding details with a brush!

Chapter 4

Draw a Pose

Attractive S-Shaped Poses



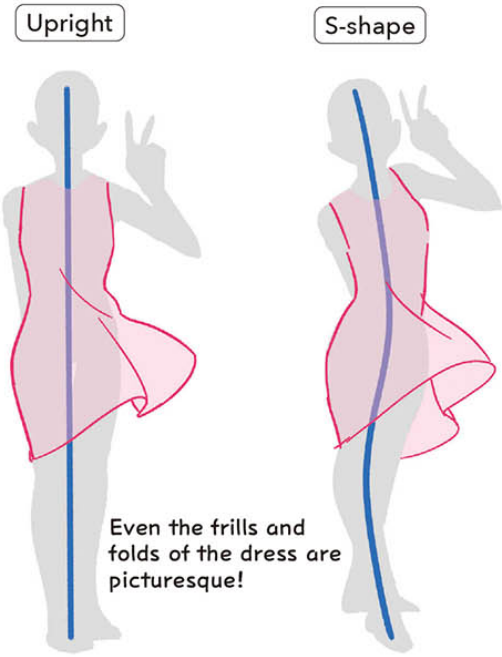
No. 50
LvUP Sheet

Do you feel like the poses you draw are boring? It might be because you don't think of poses in the shape of an S. Keeping in mind the S-shape of the body will help you express natural and dynamic movement in your poses.

Think in silhouettes

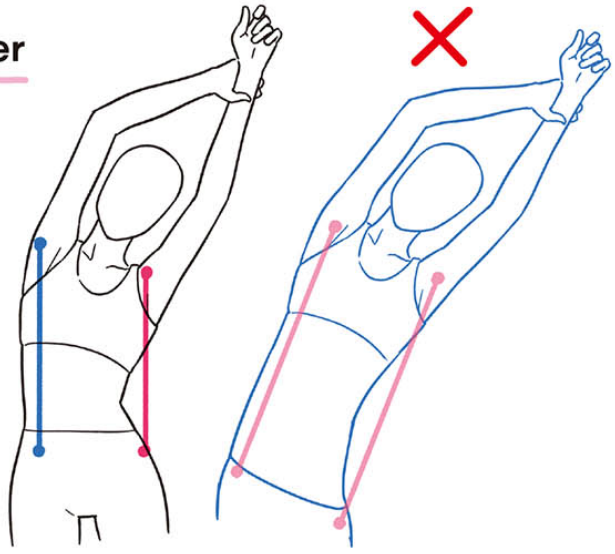
If the character's central axis is a straight line, it'll look tense, but if it's an S-shape, it will look more relaxed.

For a static pose, keeping the clothes and accessories static as well can make the overall drawing look better!



Know how parts work together

When raising the arms, the shoulders rise, and various parts of the body from the chest to the stomach work together.



As the distance between one shoulder and hip becomes longer, the other becomes shorter

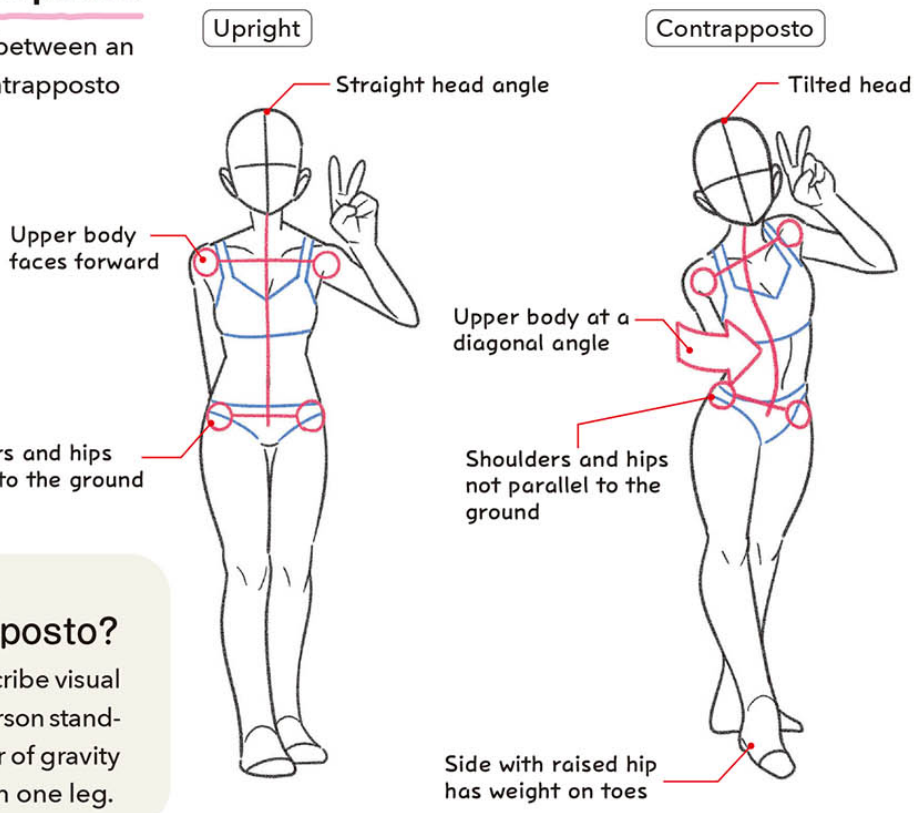
Keeping the distances equal will make the body look awkward and unbalanced

Compare the poses

Look at the difference between an upright pose and a contrapposto pose.

Sheet 50

Video

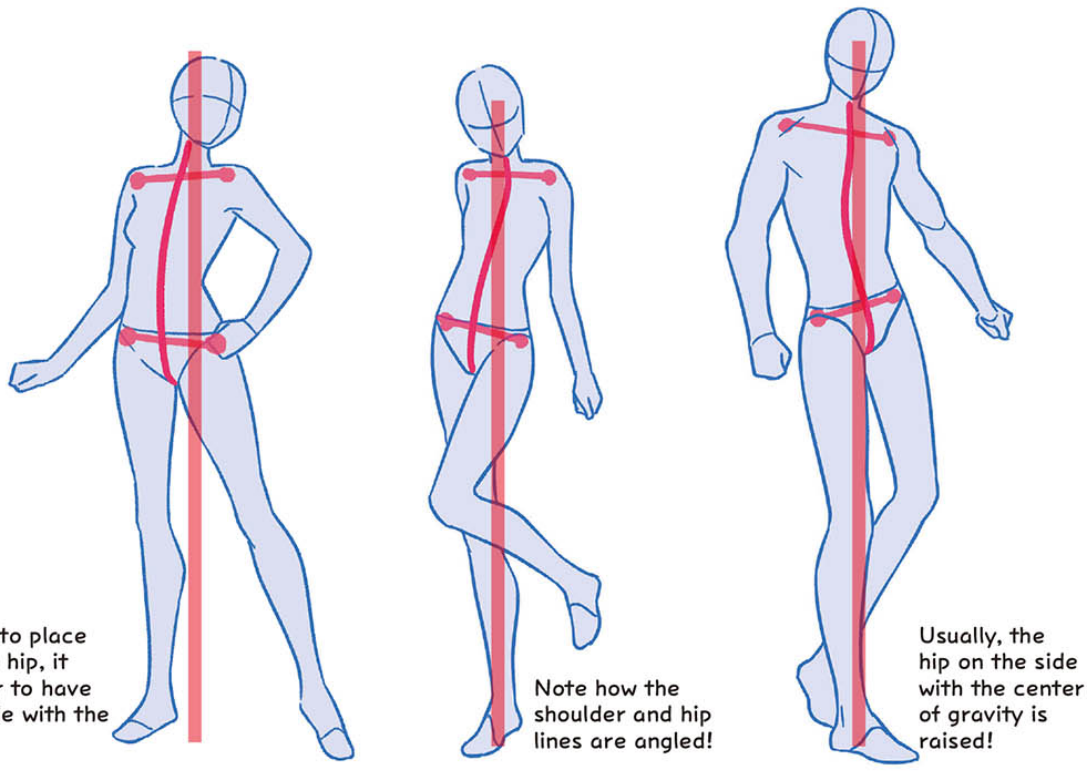


Point What is contrapposto?

A term used to describe visual art that depicts a person standing with their center of gravity balanced mostly on one leg.

Contrapposto pose examples

Here are some poses with a focus on contrapposto. Take notice of how the body's axis forms an S-shape as well as where the body's center of gravity is.



Thinking About Poses

No.51~53
LvUP Sheet

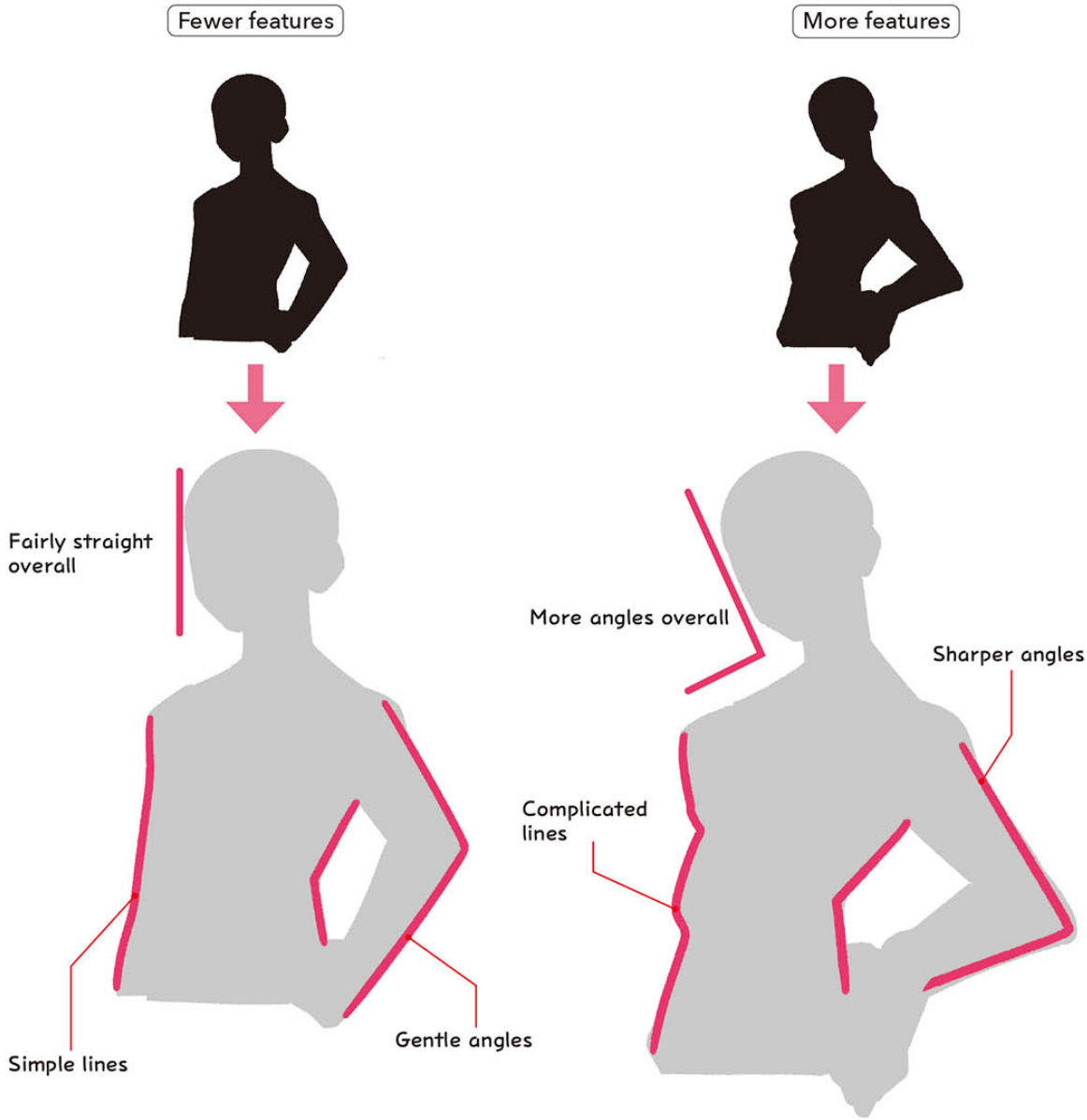
The silhouette of a pose should make it easy to understand what the character is doing. Make good use of space to emphasize the parts you want to show while also ensuring that they don't overlap with other parts, and you will be able to draw better poses.

Add features to your silhouettes!

Sheet 51

Video

Try not to let the silhouette be too monotonous. Here are two examples, one with fewer features and one with more. Let's see how they compare.



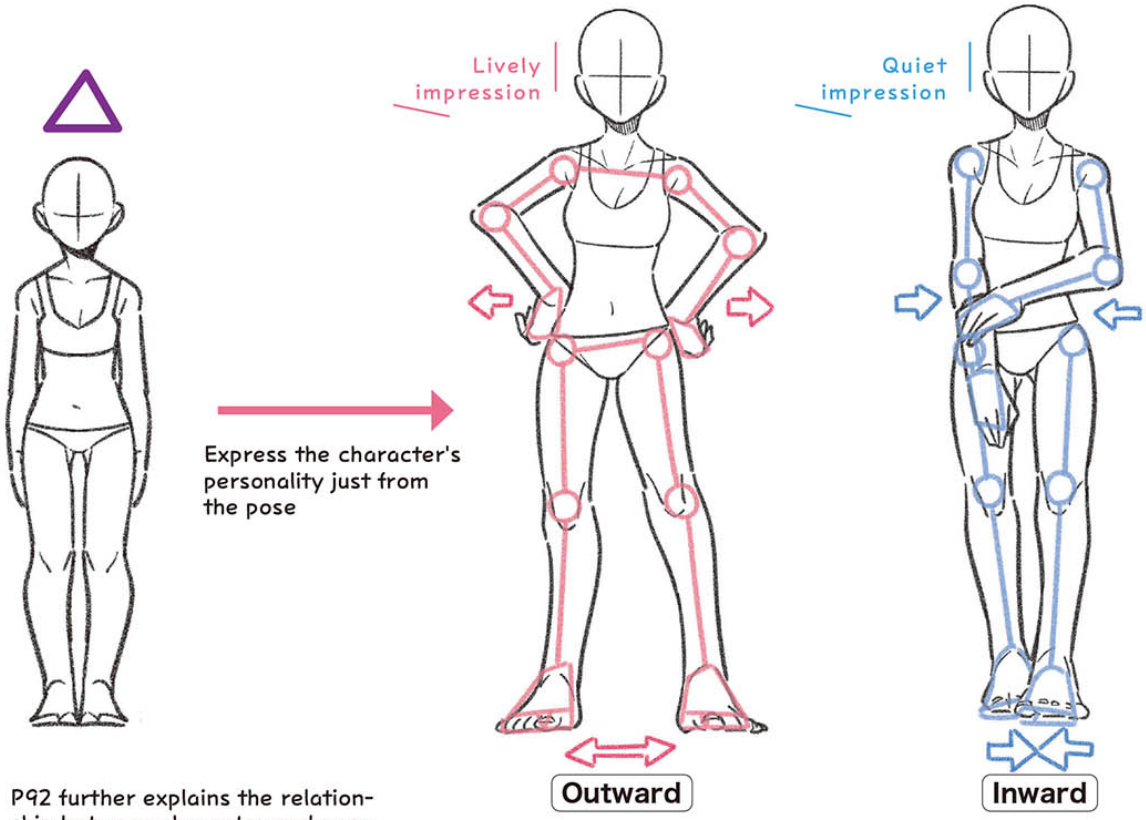
Inward and outward poses

Sheet 52

Video

It can be hard to think of poses, but you can change how they look by a lot just by focusing on whether the hands and legs face inward or outward. Outward hands and legs give a lively impression, while inward ones give a quiet impression. This is a simple way to express a character's personality just from their pose and can be a good reference when you are having trouble deciding what to draw.

Just being aware of inward and outward poses will greatly increase your character's range of expression!



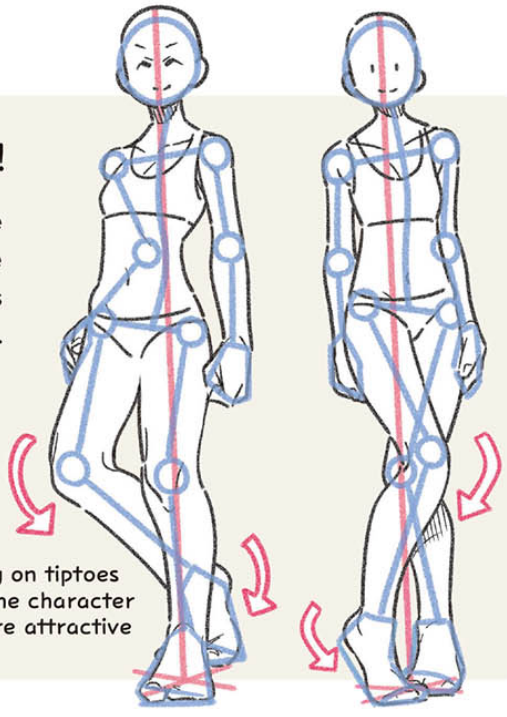
P92 further explains the relationship between character and pose.

Point

Bend the legs for a great pose!

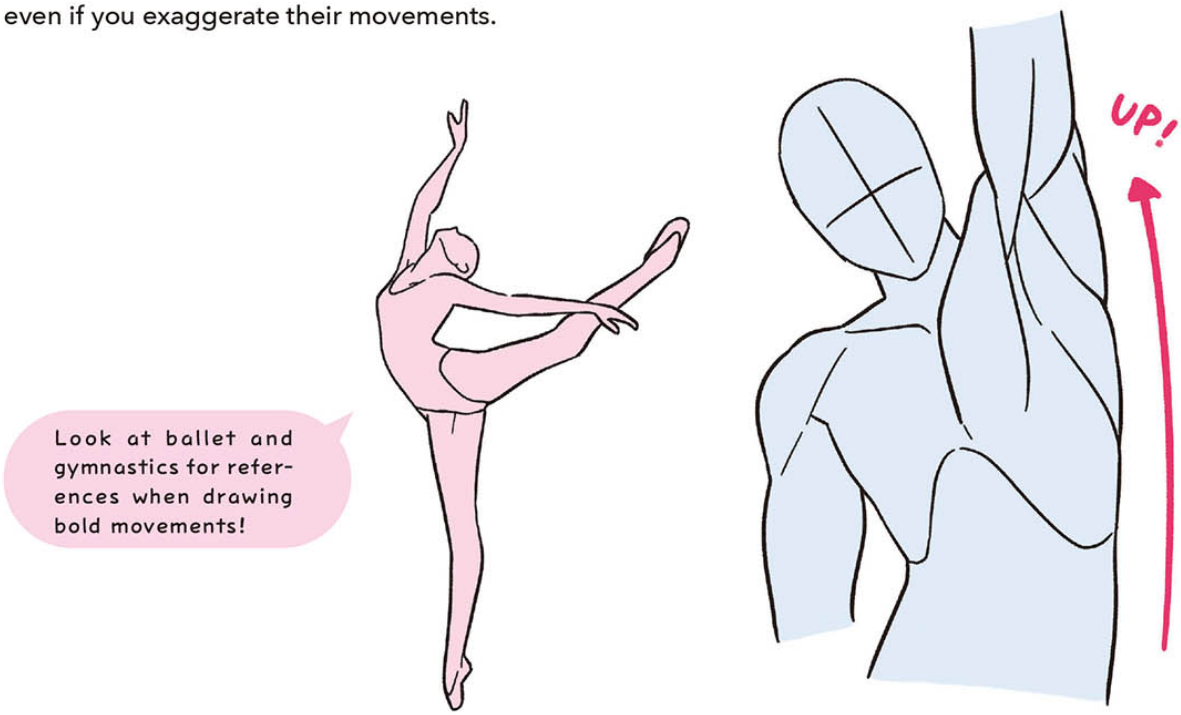
Even a simple standing posture can be made more unique by bending the knees. In addition to turning the hands and legs inward or outward, even small changes to the head, arms, and legs can make a big difference.

Video



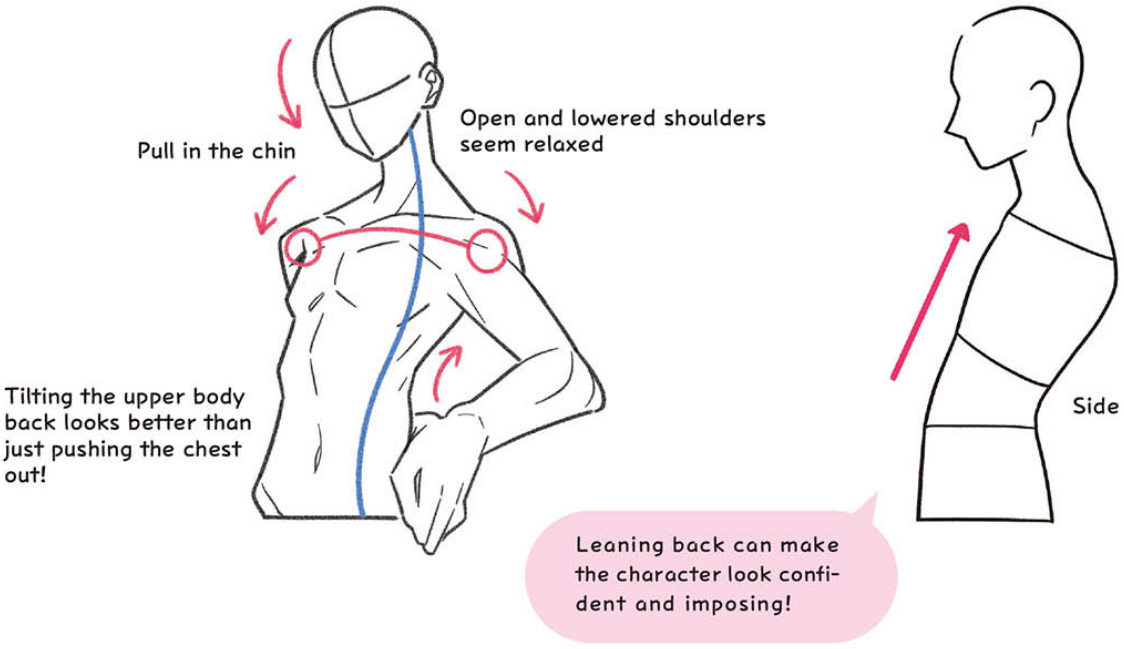
Body flexibility

You'd be surprised how flexible the human body can be! The limbs in particular can move quite freely, so they won't look out of place even if you exaggerate their movements.



Poses from various angles

Looking at a pose from different angles makes it easier to understand. Don't be afraid to draw exaggerated poses.

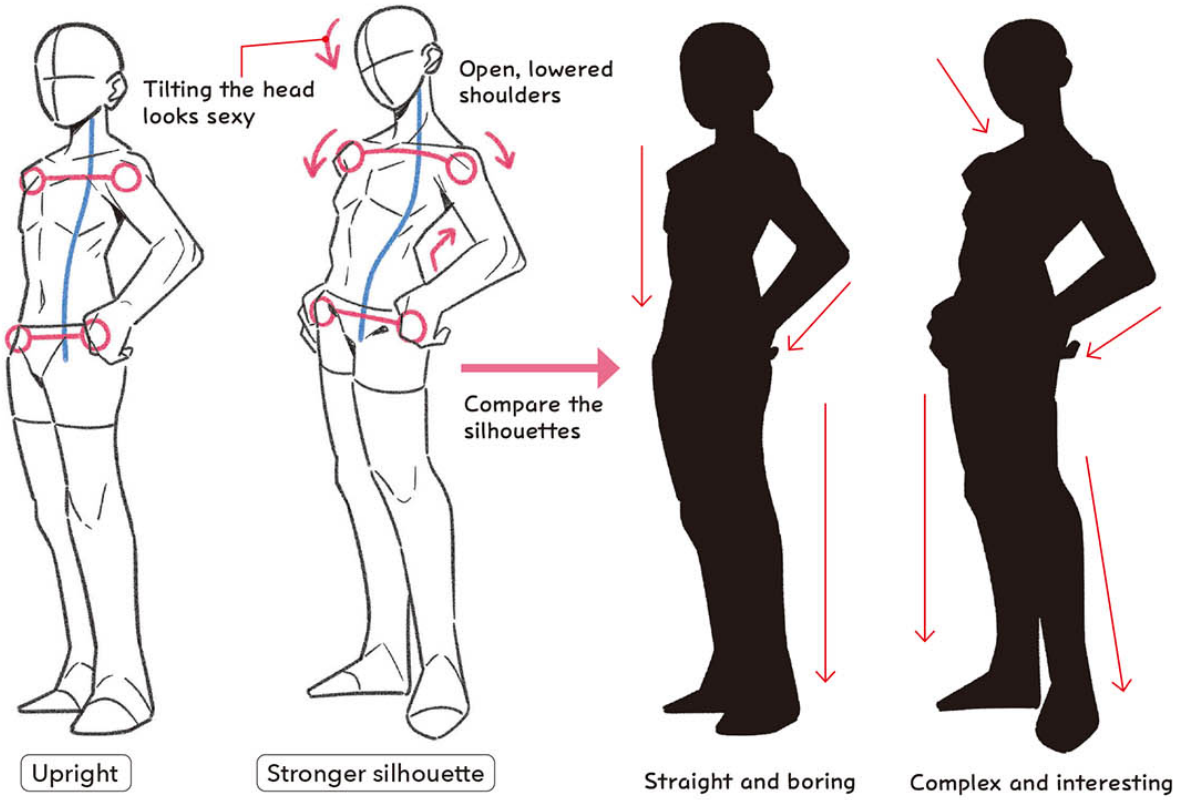


Compare the poses

Sheet 53

Video

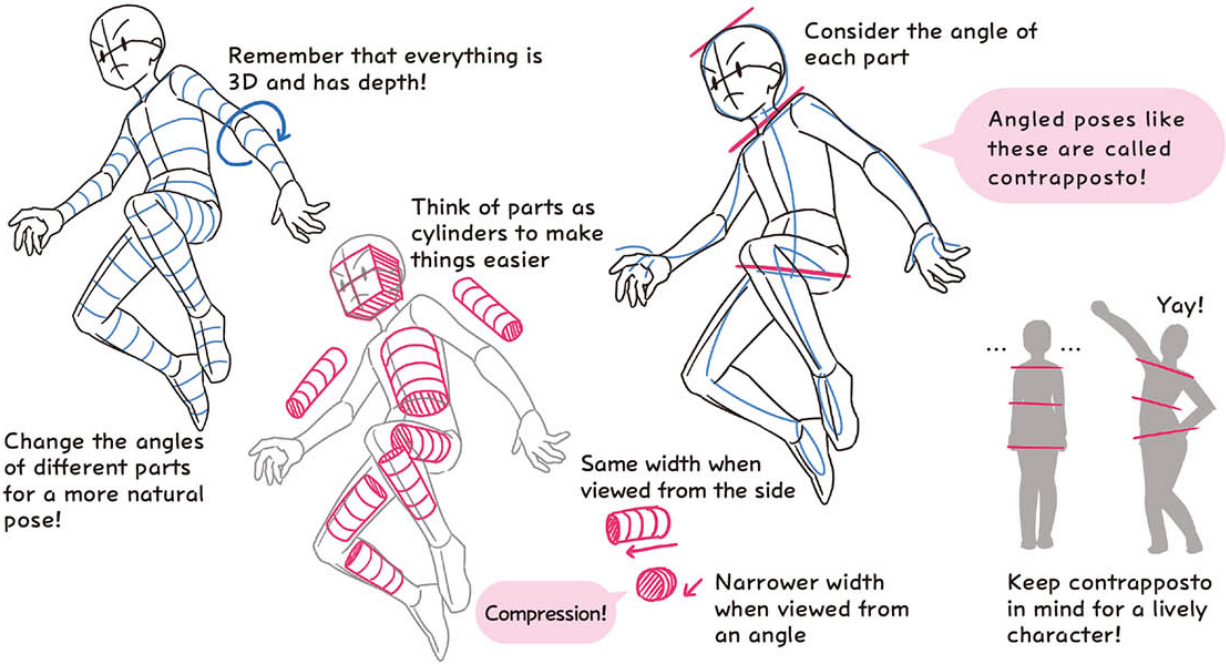
Look at the differences between a simple upright pose and a pose with a stronger silhouette.



Tips for poses

Video

When drawing angled poses, add extra lines on the arms, legs, and torso to make it easier to understand how each part is angled.



Character Expression and Posture

No.54~58
LvUP Sheet

There are two basic postures when standing: inward and outward. Energetic characters usually have outward-facing posture, while shy ones usually have inward-facing posture. You can use poses to express characters' personalities. People often think about clothing when designing a character, but posture is important too.

Standing posture

Sheet 54

Let's look at characters standing upright to think about the basics of how posture expresses character.

Energetic character

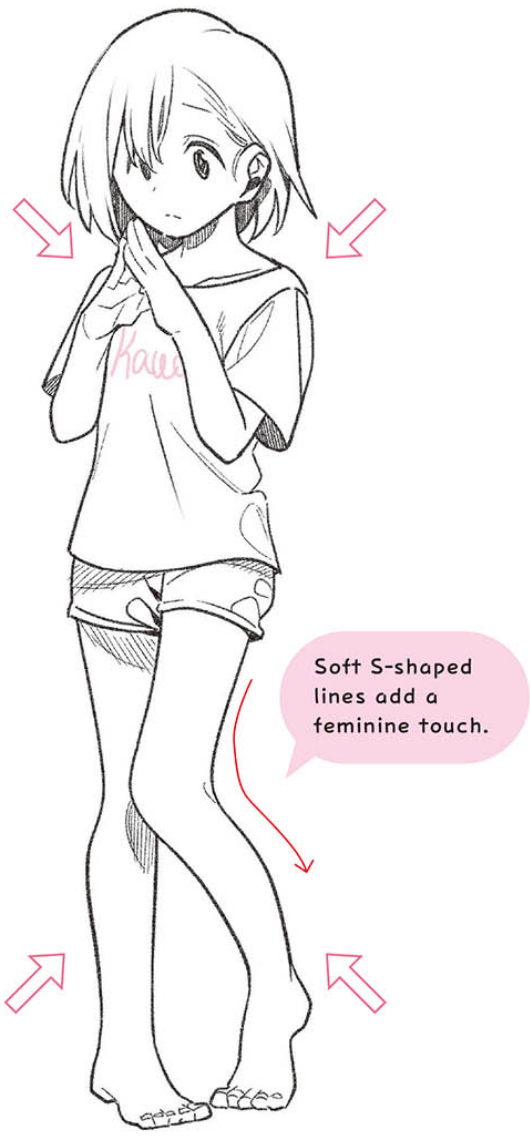
Turning all the arms and legs outward gives a lively and bright impression.

The hair spreads outward too, making an even stronger impression.

Shy character

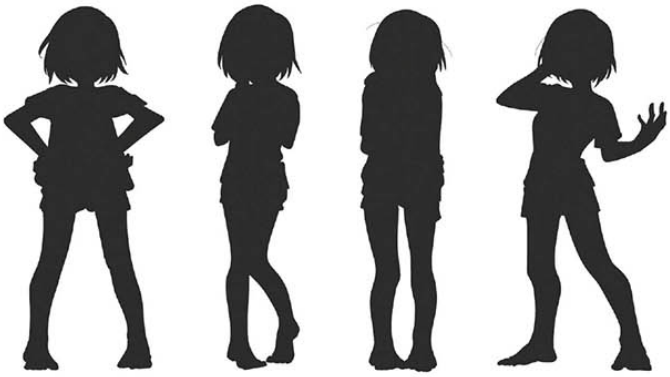
Conversely, turning the arms and legs inward gives a quiet and shy impression.

Soft S-shaped lines add a feminine touch.



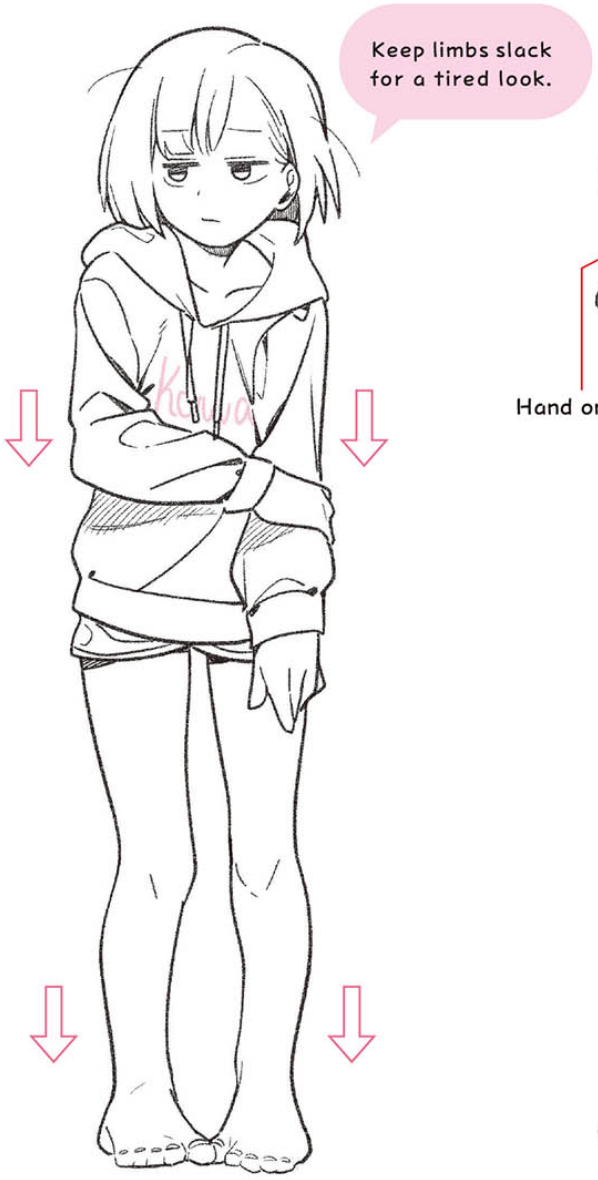
Silhouettes

Looking at a pose's silhouette can help you understand it. If you're having trouble posing your character, try filling in the character to make a silhouette and looking at it that way!



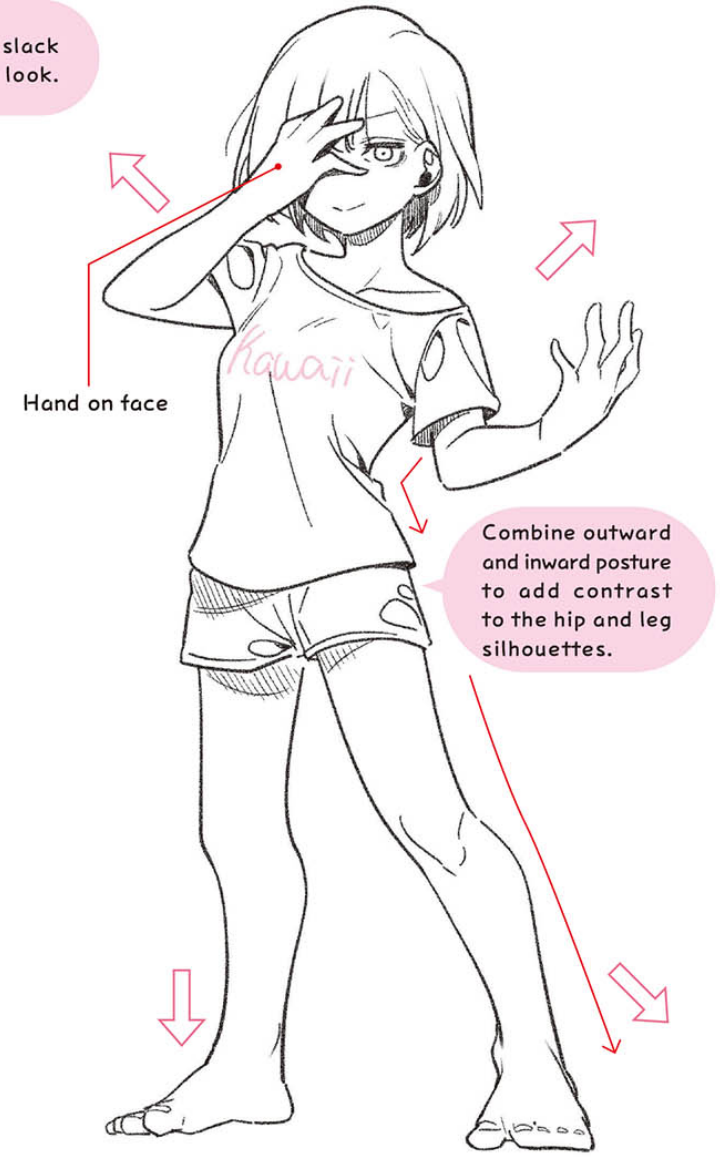
Pessimistic character

Keeping the limbs still and straight can give a lethargic and gloomy impression.



Edgy characters

Edgy "chuuni" and villain characters have especially energetic posture - the more exaggerated the better!



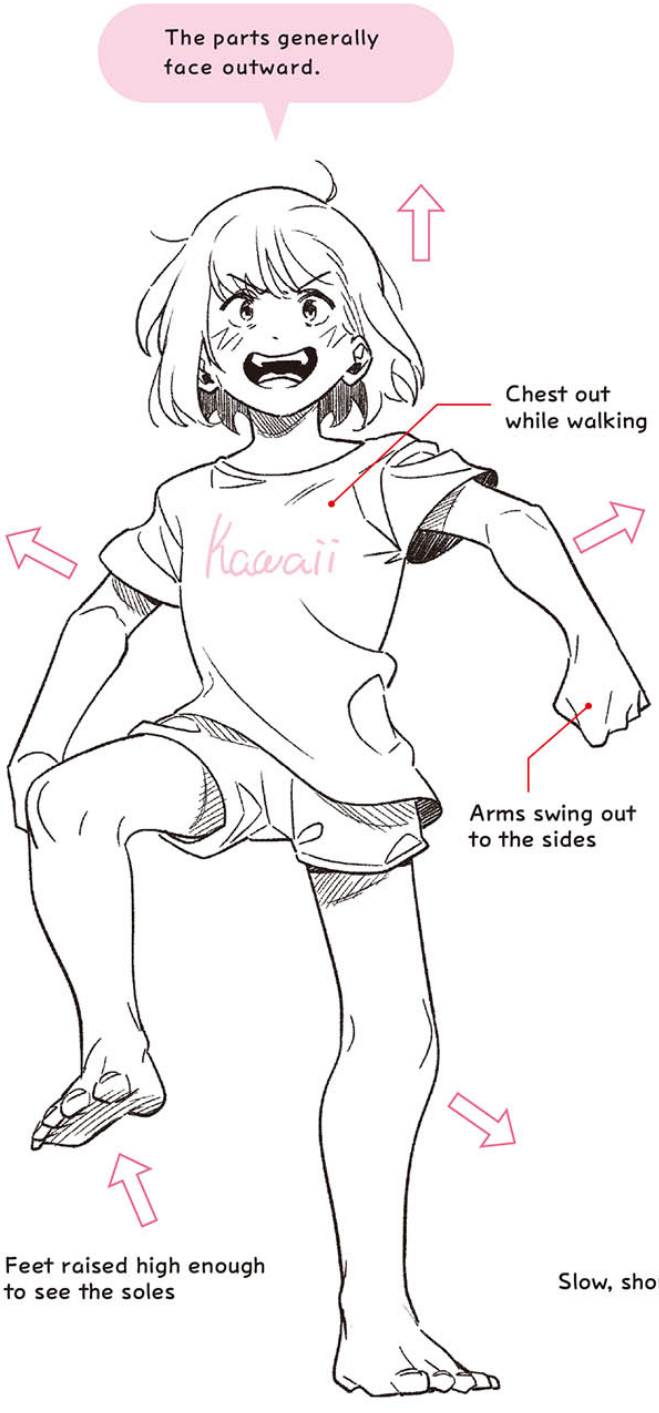
Walking posture

Sheet 55

The way a character walks can vary greatly depending on gender and personality.

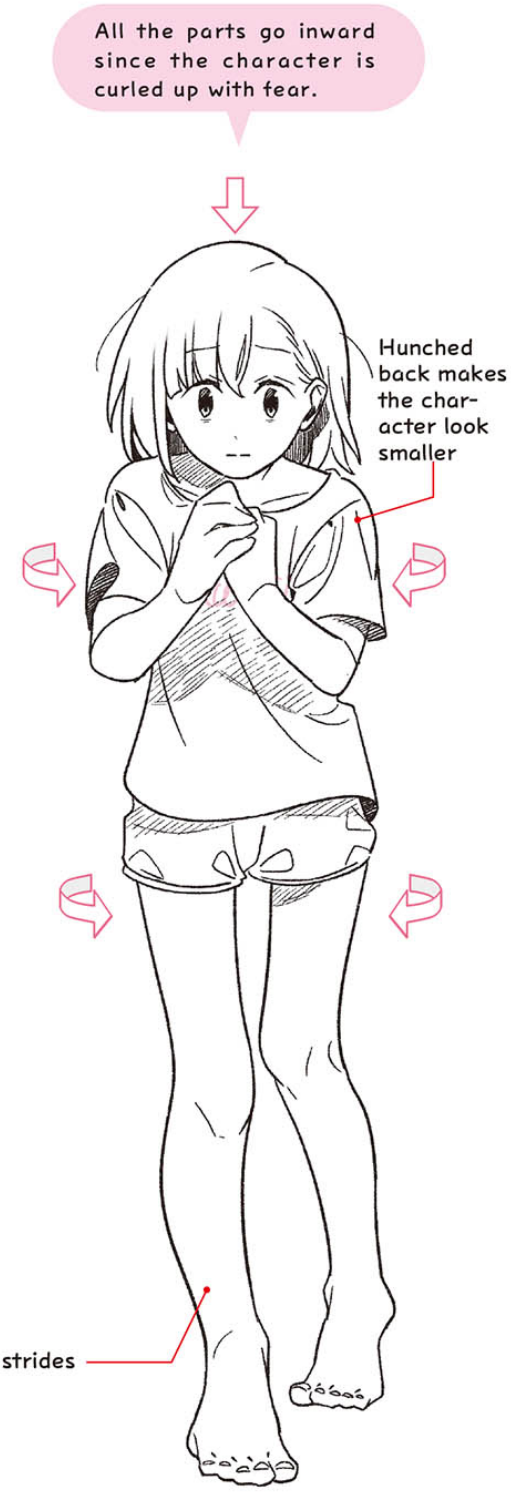
Mischievous character

Their posture faces outward, like with the energetic character. Mischievous characters are generally like energetic characters but with a little extra.



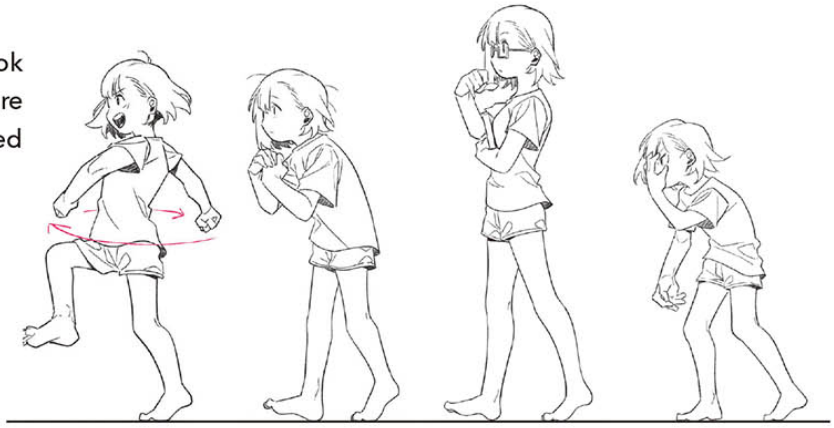
Nervous character

Their posture faces inward, like with the shy character. The hunched back and buckled knees make them look scared.



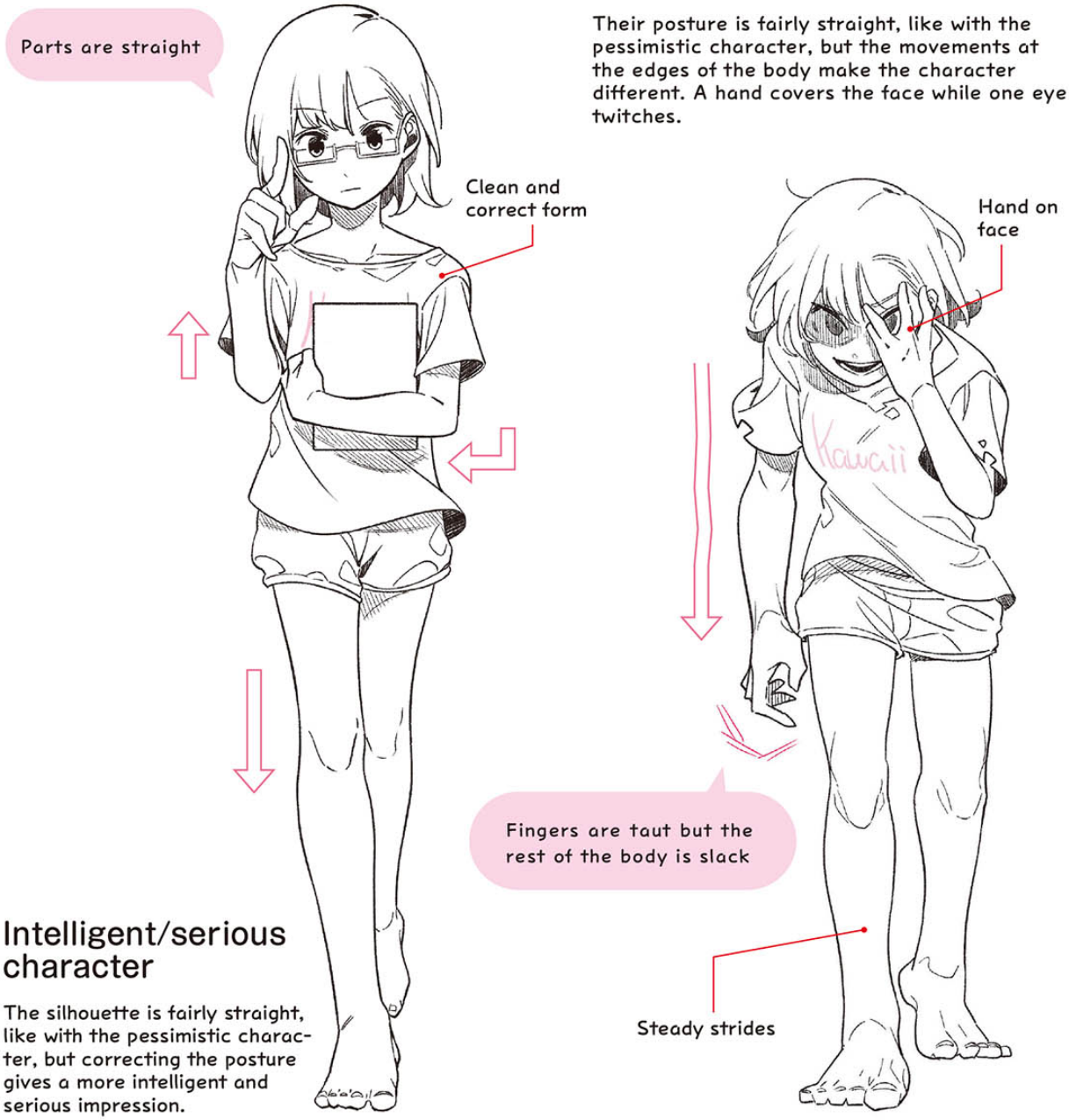
\Side view/

The same character can look completely different in posture and movement when viewed from the side.



Edgy character

Their posture is fairly straight, like with the pessimistic character, but the movements at the edges of the body make the character different. A hand covers the face while one eye twitches.



Intelligent/serious character

The silhouette is fairly straight, like with the pessimistic character, but correcting the posture gives a more intelligent and serious impression.

Running posture

Sheet 56

This posture can appear when a character is just running regularly as well as in sports and action scenes. Let's compare the examples.

Fighter

The character is leaning forward so much it looks like they might fall over, and their form is not precise.

Athlete

The realistic version does not lean forward much.

Realistic version

Exaggerated version

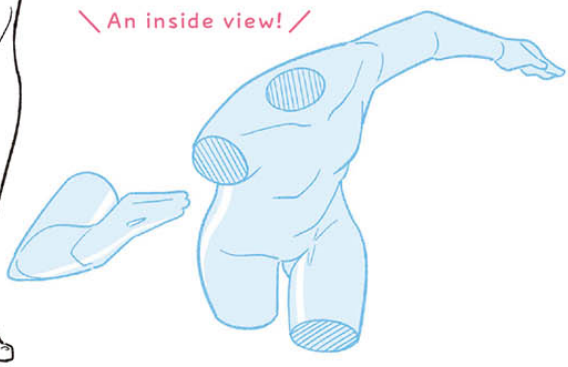
The exaggerated version leans forward a lot, so the head position changes.

The head faces forward, but the body twists with the movement of the arms.

The exaggerated version is somewhere between the fighter and the realistic version of the athlete. Draw the character leaning forward!

It might seem a bit tame compared to the fighter, so feel free to exaggerate a little.

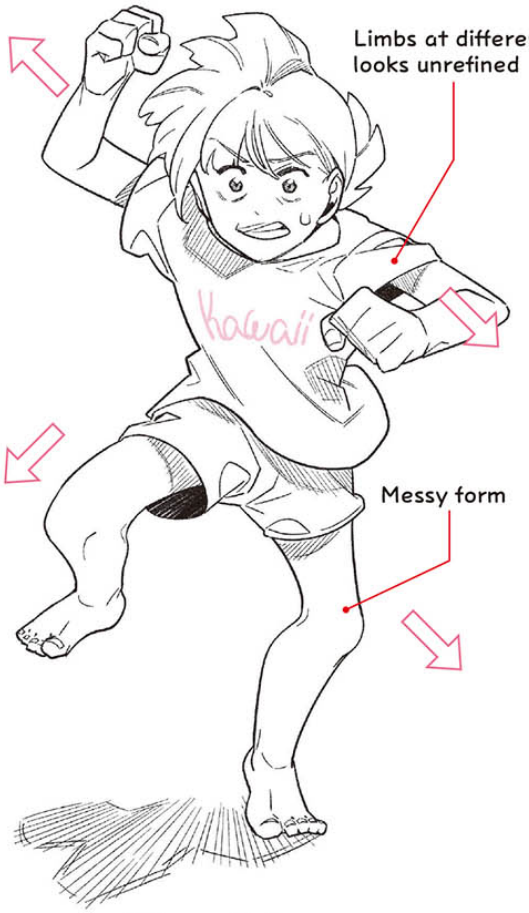
\ An inside view! /



Side view

See how the posture is different from the side. Leaning more forward makes it look like the character has more speed.

The limbs are at different angles and the overall form of the body is messy, making the character look hurried.



Slapstick

The messy form gives a rough and panicky impression.

This gives a flexible and feminine impression.

Girly

This girly-looking running posture looks lively and flexible.

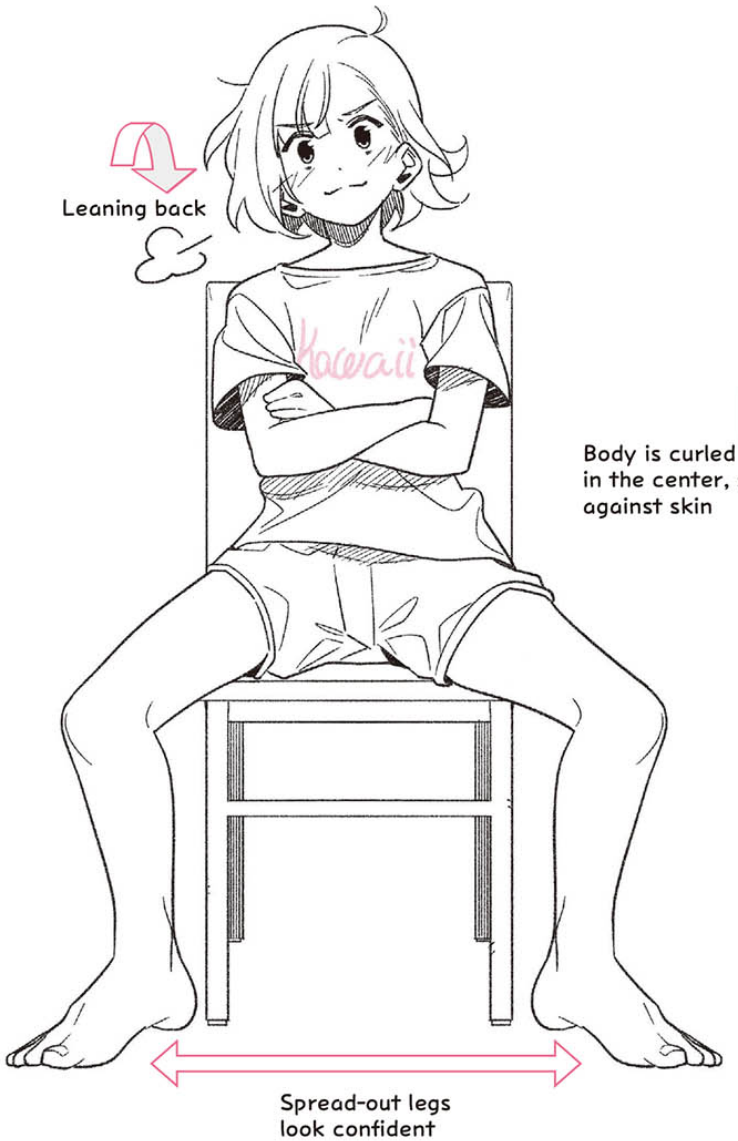
Sitting posture

Sheet 57

Sitting is a great way to show off a character's personality. They might flop down on a chair or perch on top of it. Here are some examples.

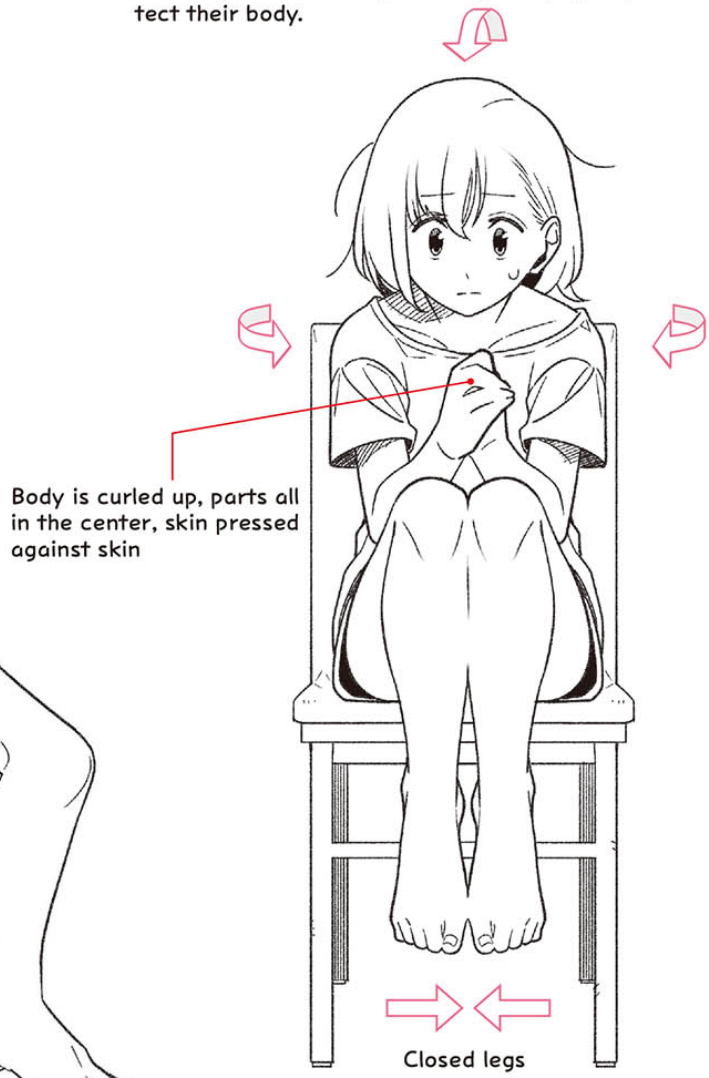
Mischievous character

They look a bit arrogant with their legs spread out while leaning back.



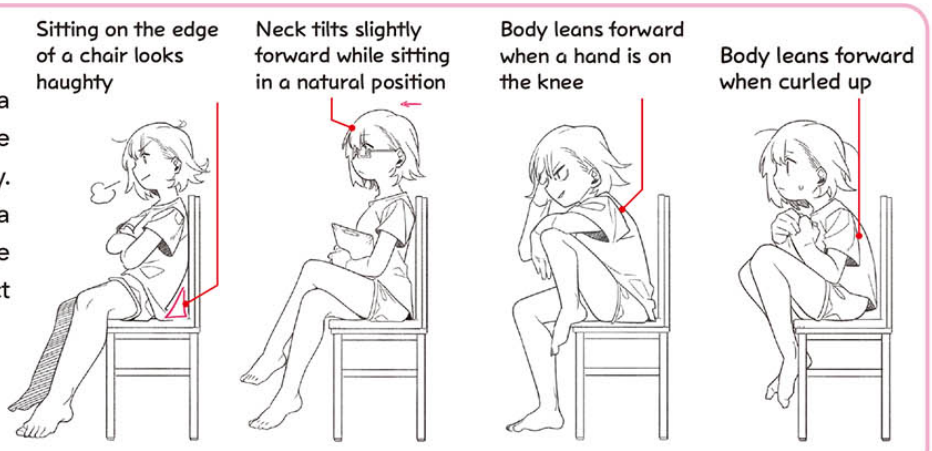
Nervous character

Unlike the mischievous character, their body is curled up to look small, like they're trying to protect their body.



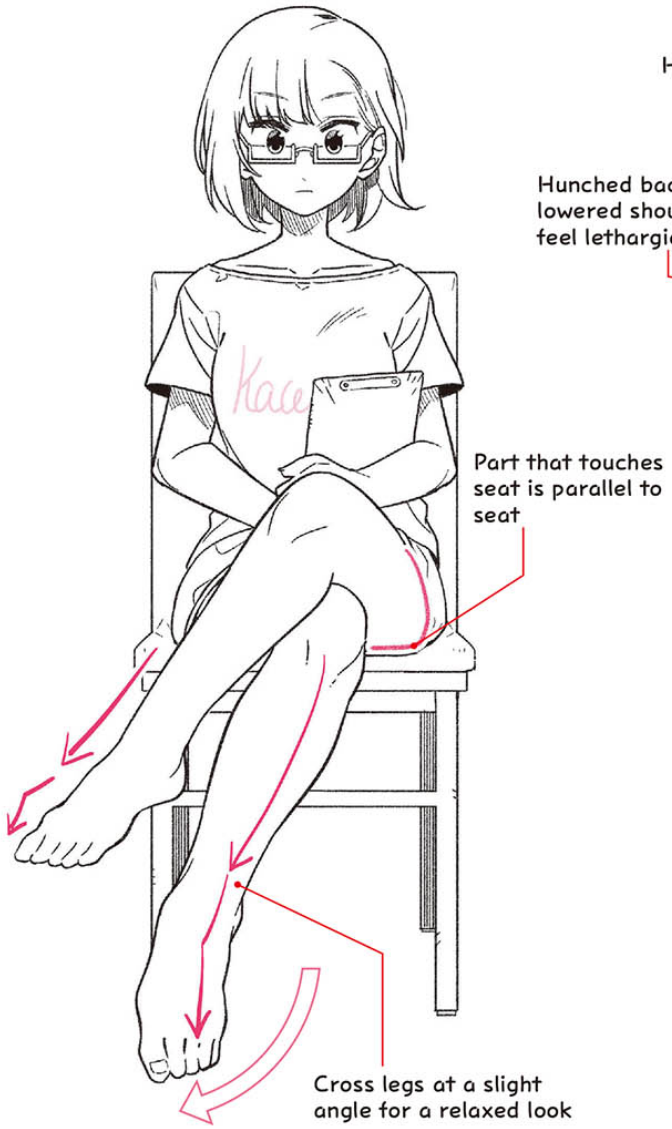
Side view

The more confident a character is, the more they spread their body. The less confident a character is, the more they curl up to protect their body.



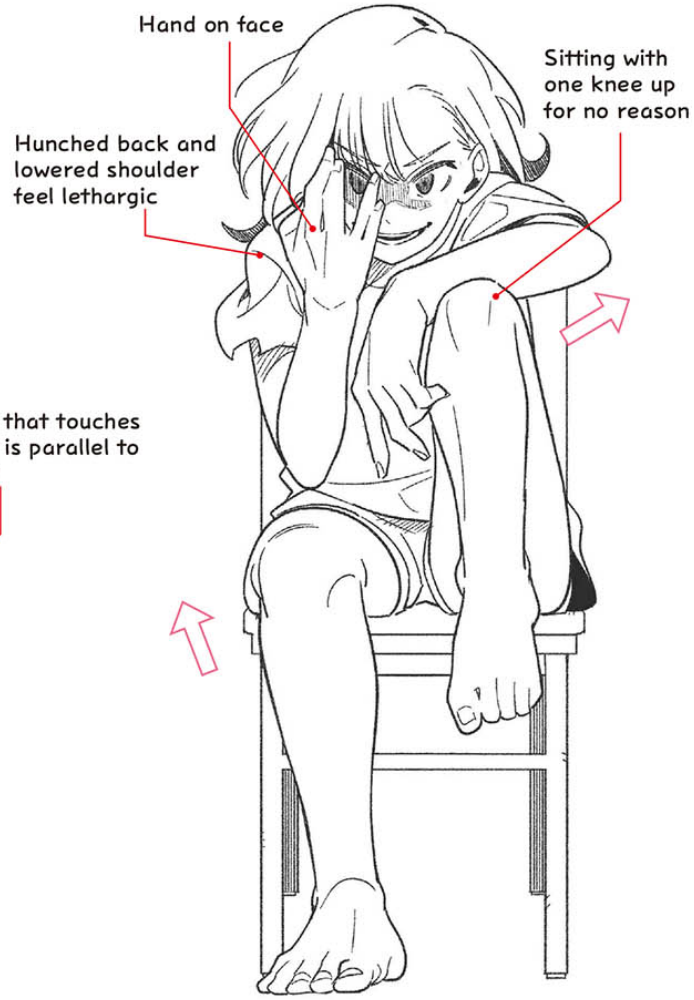
Intelligent/serious character

They have proper posture, like they did while standing. Crossing the legs at an angle makes them look a little sexy.



Edgy character

The parts facing inward make the silhouette look similar to that of the nervous character, but the knees and elbows turned outward give a different impression.



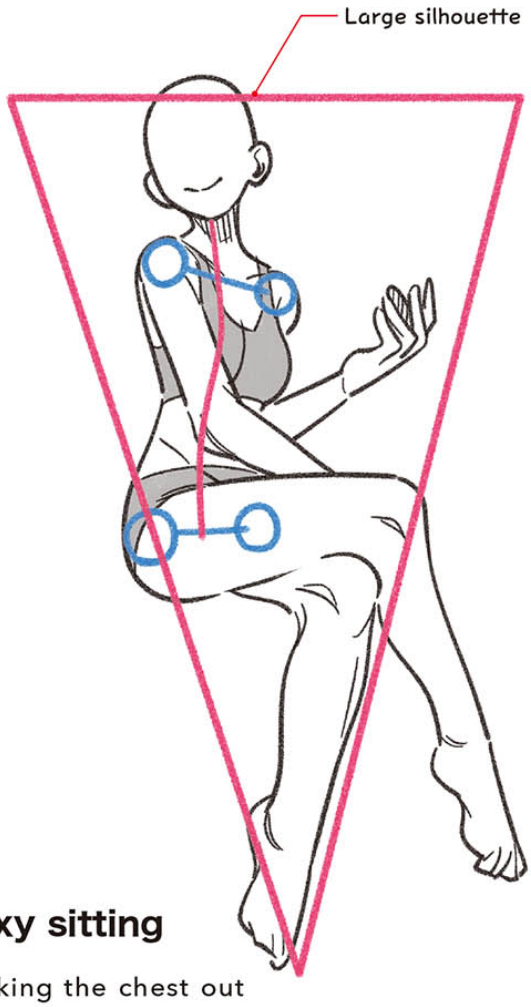
COLUMN

Silhouettes of Poses

Sheet 58

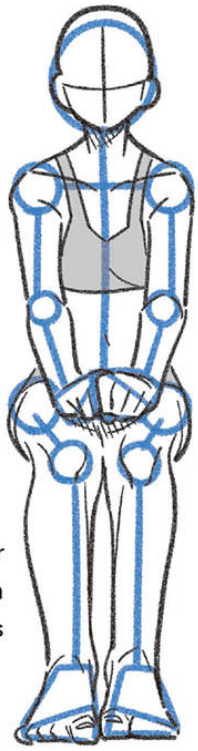
We've looked at various types of poses, but let's look at how they change with silhouettes as well.

Video



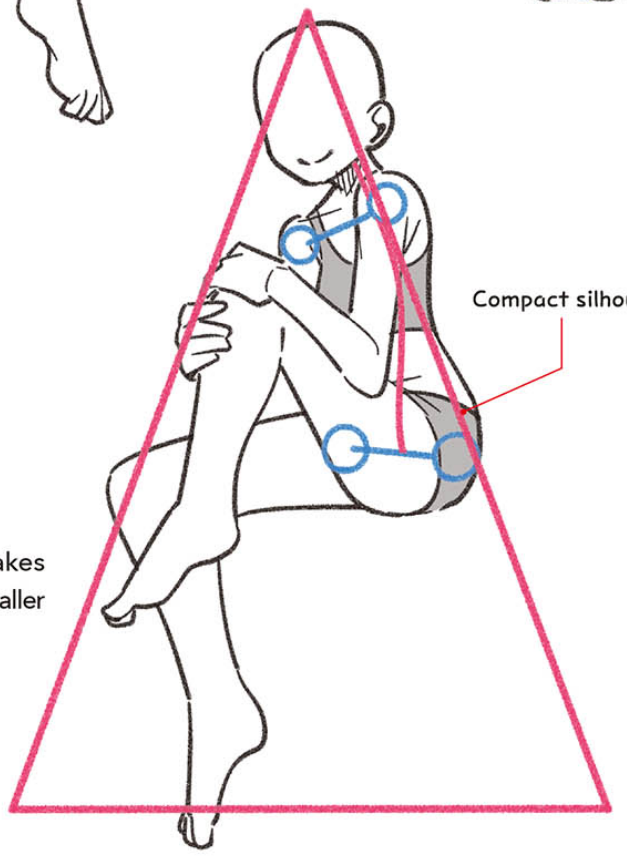
Sexy sitting

Sticking the chest out makes the character look more confident, and the crossed legs feel sexy.



Simple sitting

It's hard to tell what the character is like just from this pose. It can be good for stressful situations like interviews.



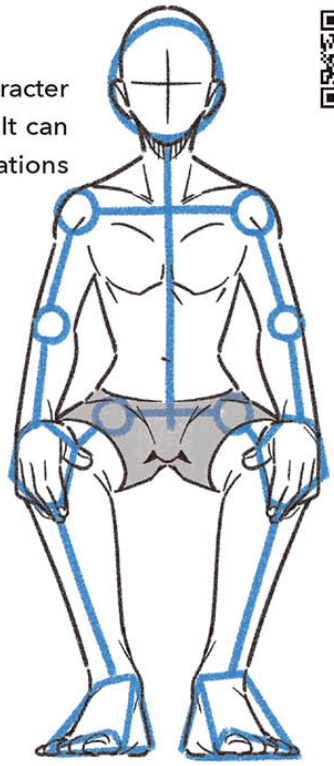
Cute sitting

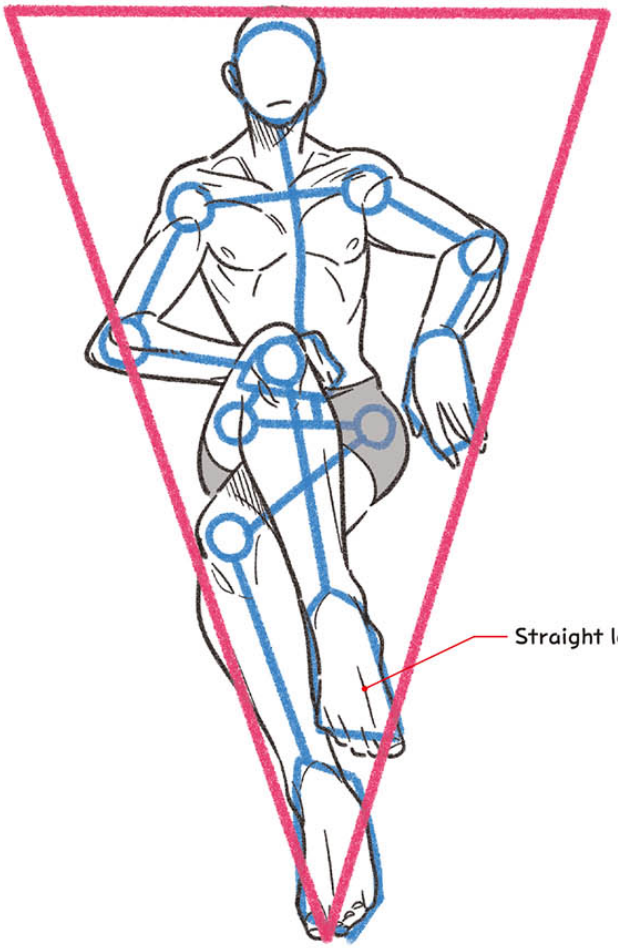
Hugging the legs makes the entire body look smaller and a little frail.

Simple sitting

It's hard to tell what the character is like just from this pose. It can be good for stressful situations like interviews.

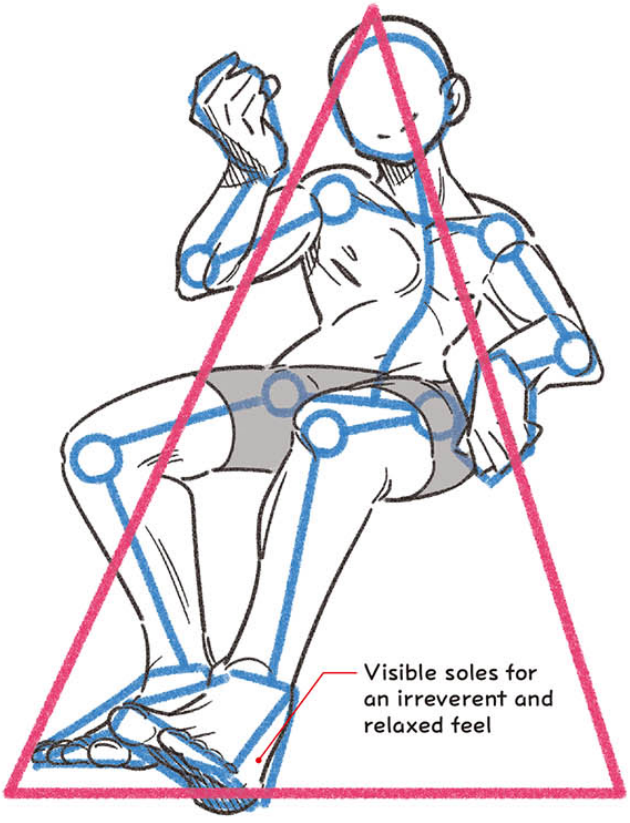
Video





Cool sitting

The arms face outward but the legs are crossed, seeming both relaxed and nervous at the same time.



Wild sitting

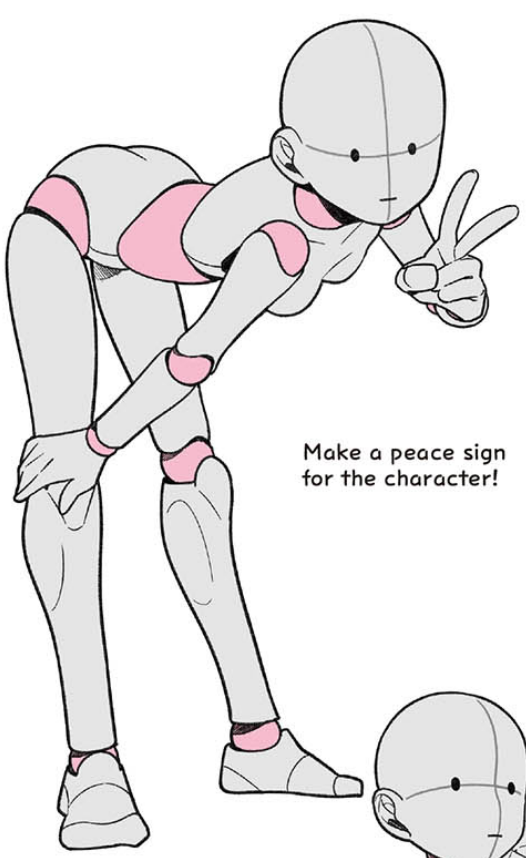
Putting the full weight of the body on the seat makes the character look more confident.

Pose Examples

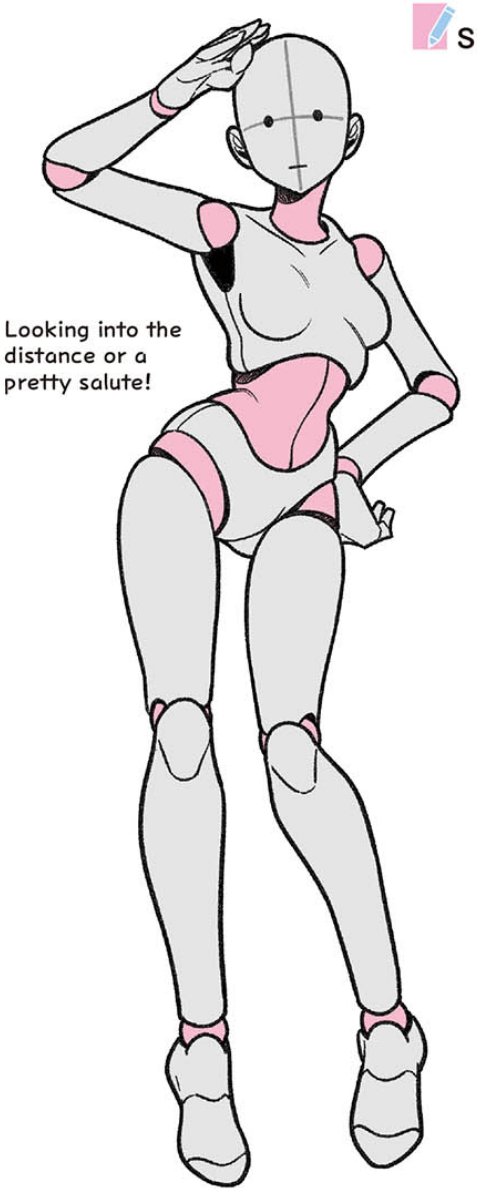
No. 59,60
LvUP Sheet

Posing characters can be difficult, right? Trying to come up with poses on your own can be fun, but having references is nice too. Here are some examples you can practice with.

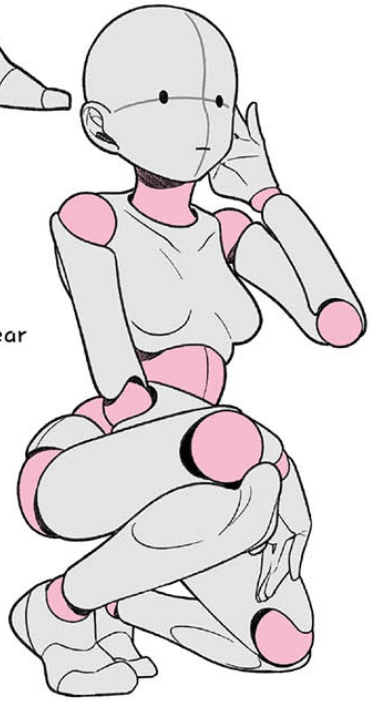
Sheet 59



Make a peace sign for the character!

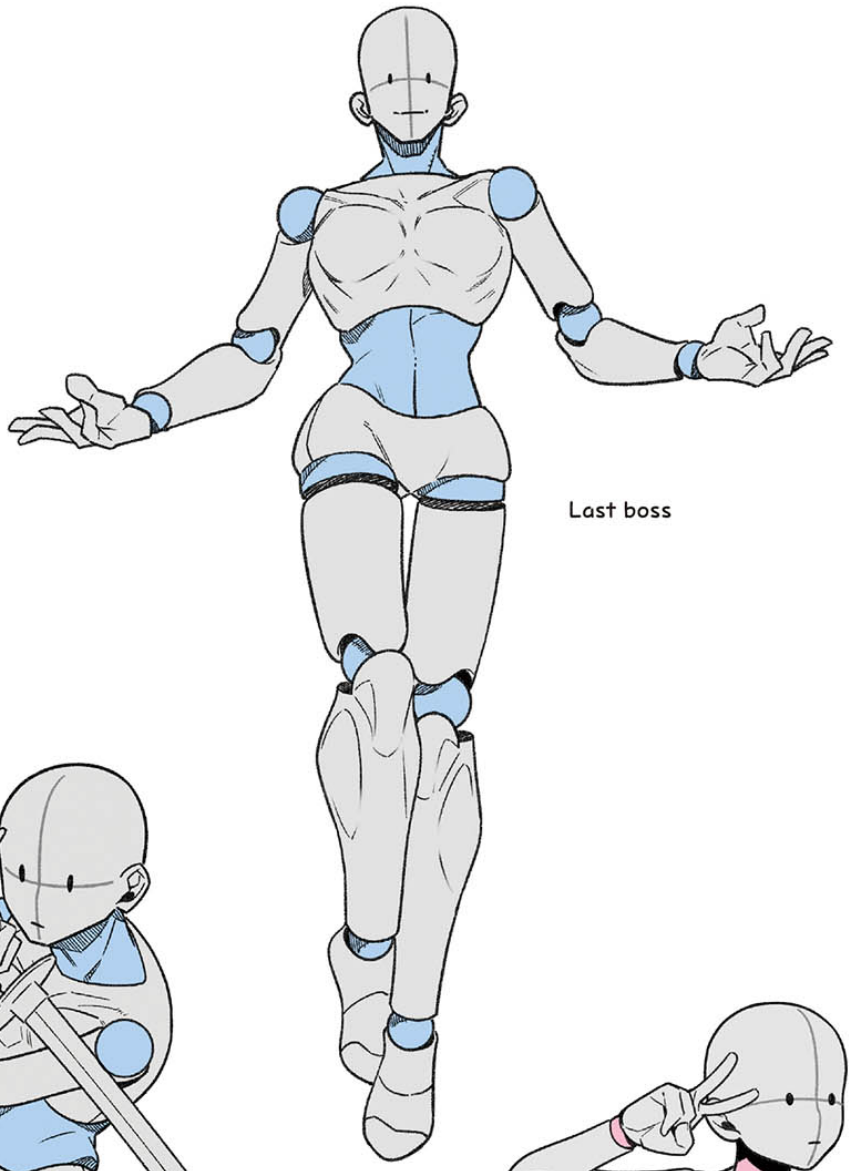


Looking into the distance or a pretty salute!

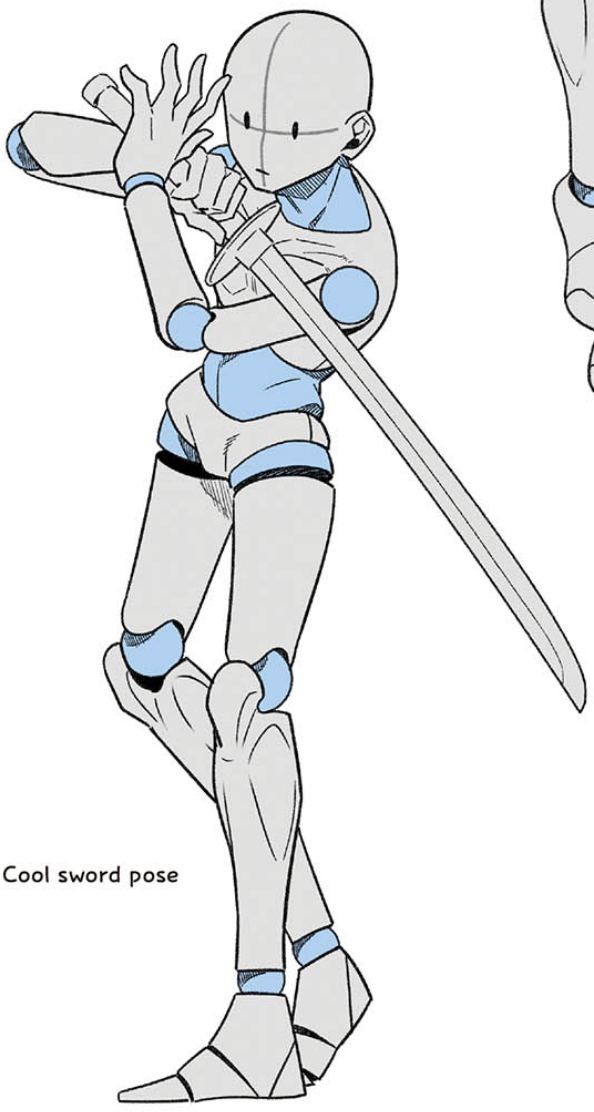


Squat with hand on ear

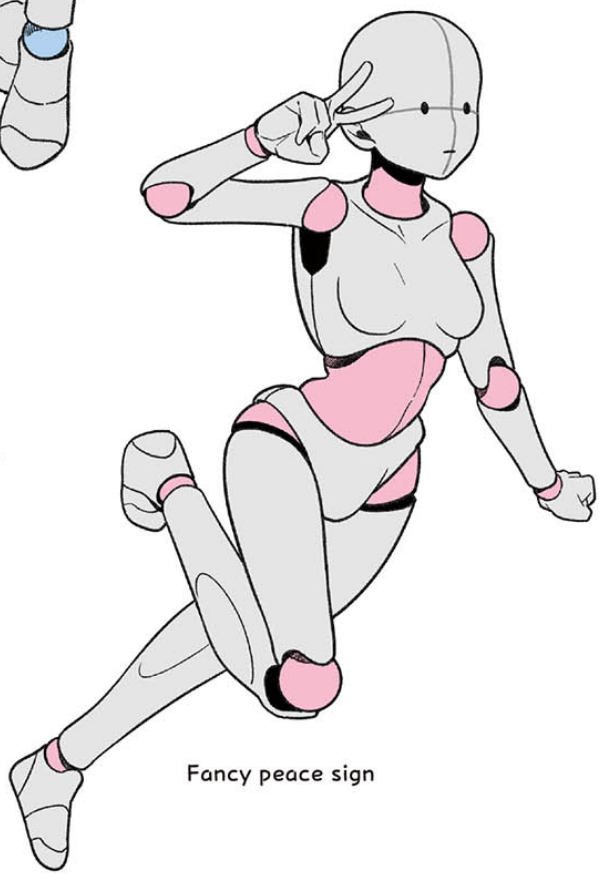
Please see P142 for details on how to use the pose examples.



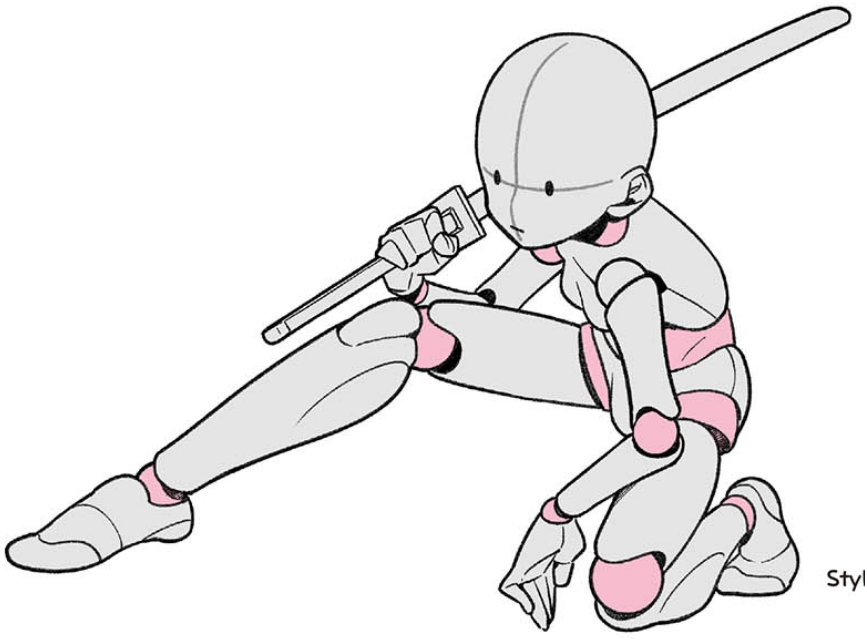
Last boss



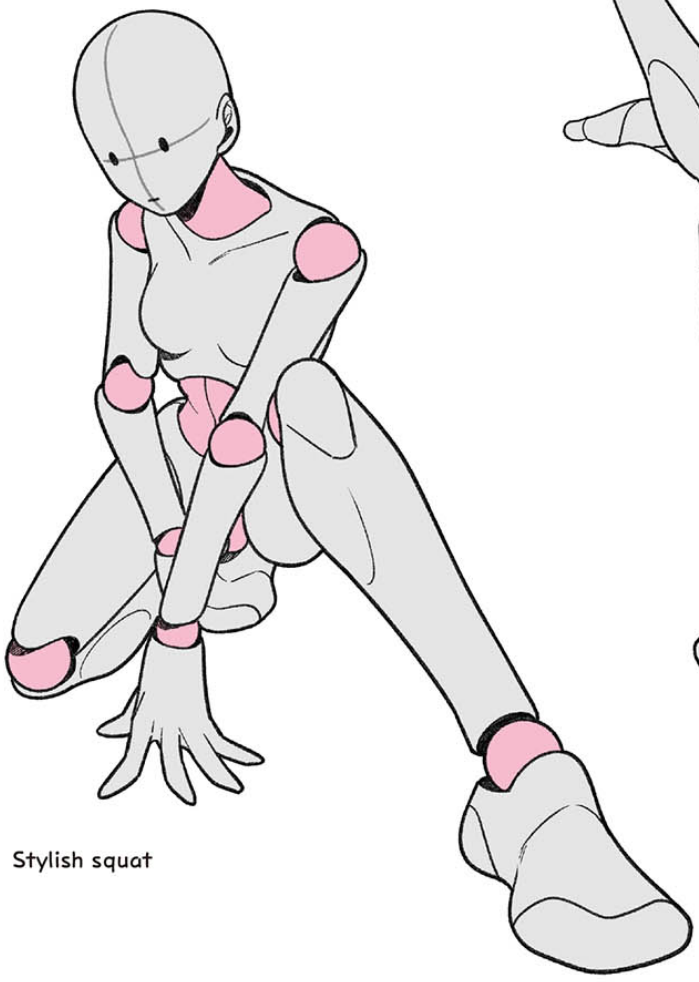
Cool sword pose



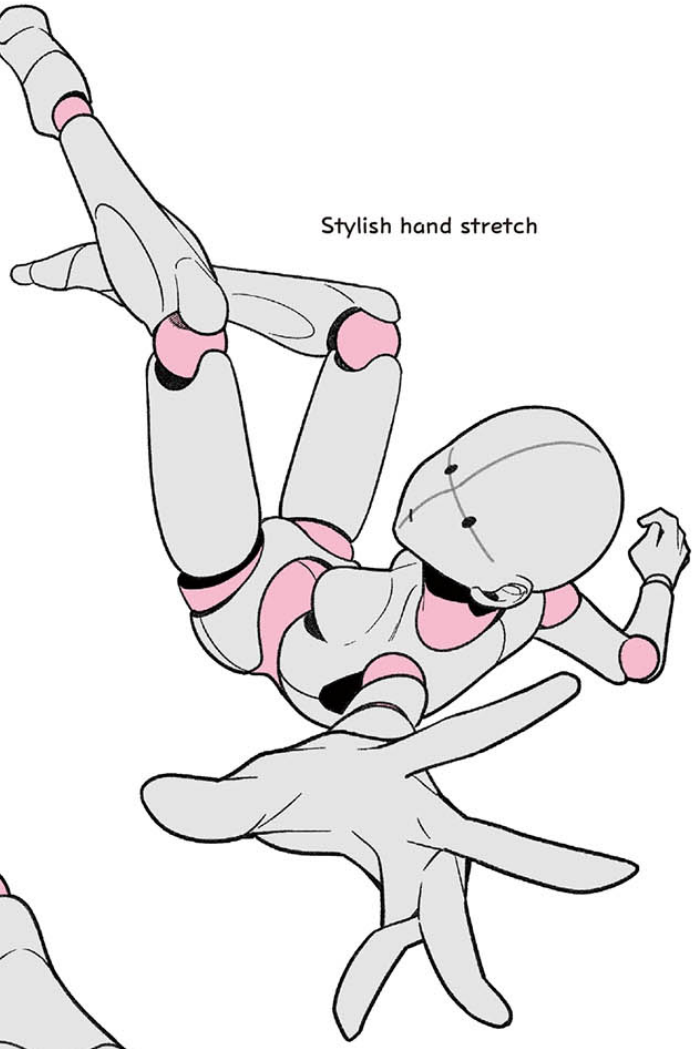
Fancy peace sign



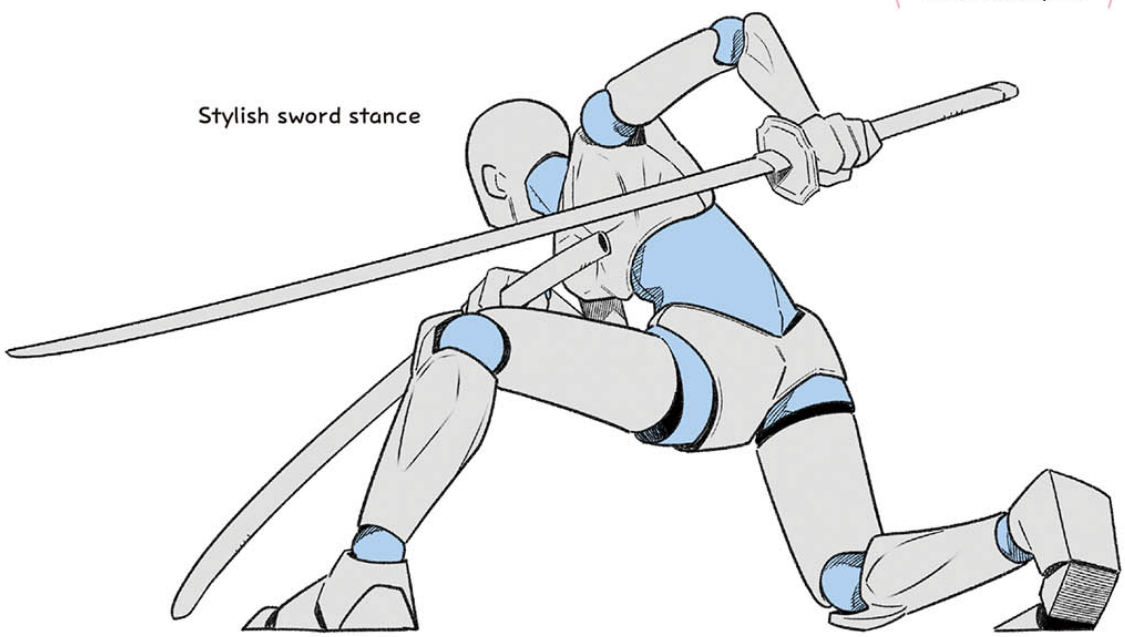
Stylish sword grip



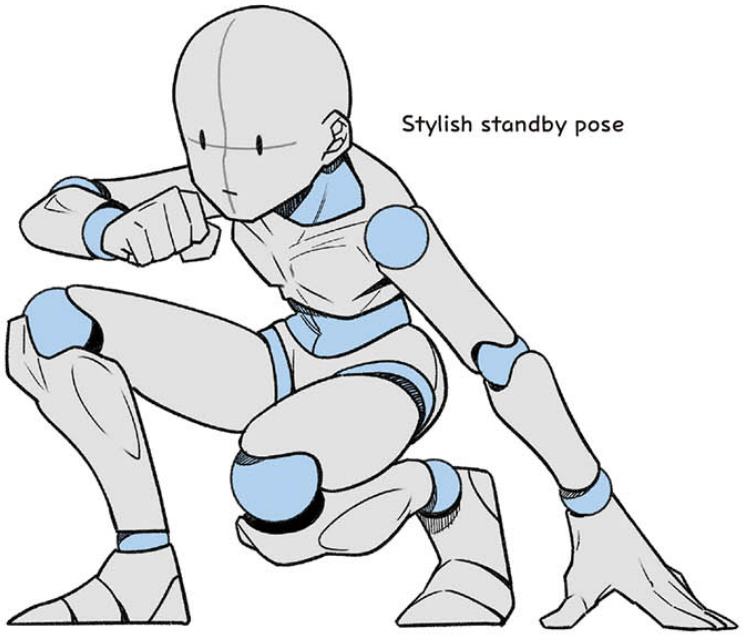
Stylish squat



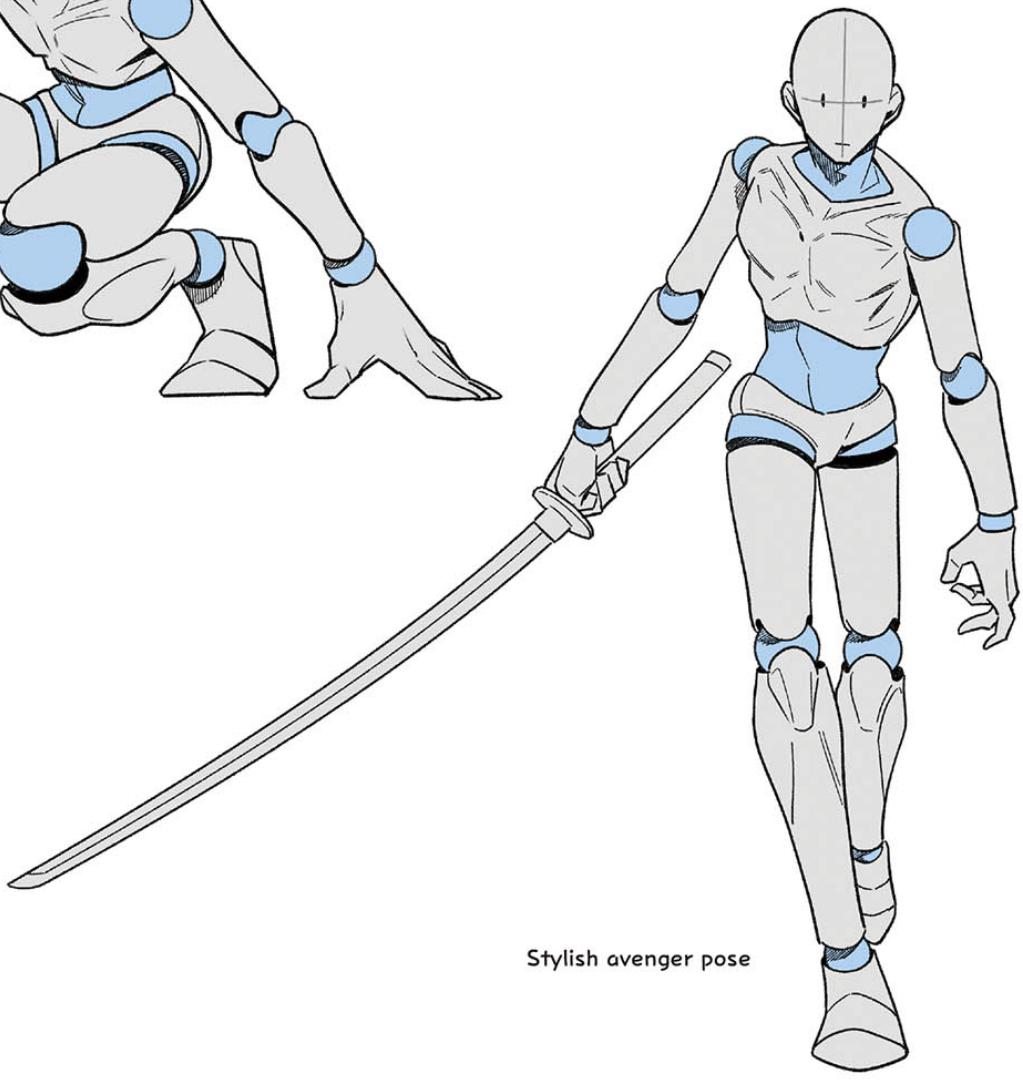
Stylish hand stretch



Stylish sword stance



Stylish standby pose



Stylish avenger pose

COLUMN

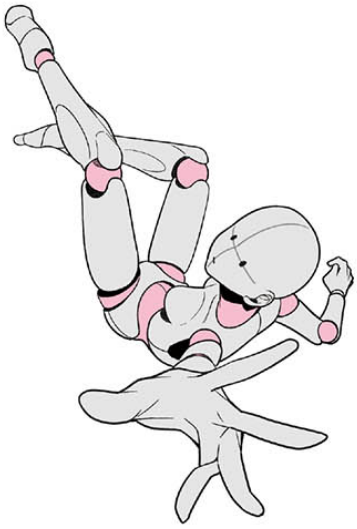
Pose Example Drawings

KawaiiSensei held a drawing contest called Petit Illustration Contest and received a lot of entries! Thank you all!
Here are some of the entries using pose examples.

Theme: Fire Type

かわ尻
X: @siotomato12

Pose example



YOOKI
X: @YOOKIkiku

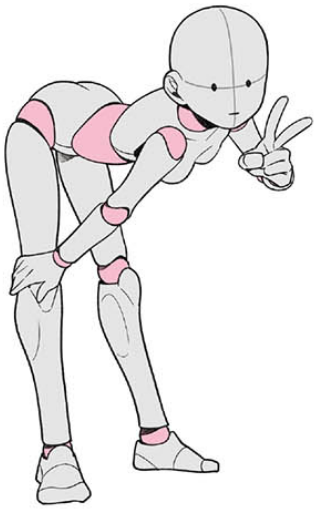
kaap（カーピー）
X: @kaap82459807

リョクトドン
X: @ryokutodon

Theme: Kemono (Cat)

Oscar Luna
X: @tsukijin

Pose example



音の星
X: @nenohosi24

あさおそと
X: @asaoto_1g2g

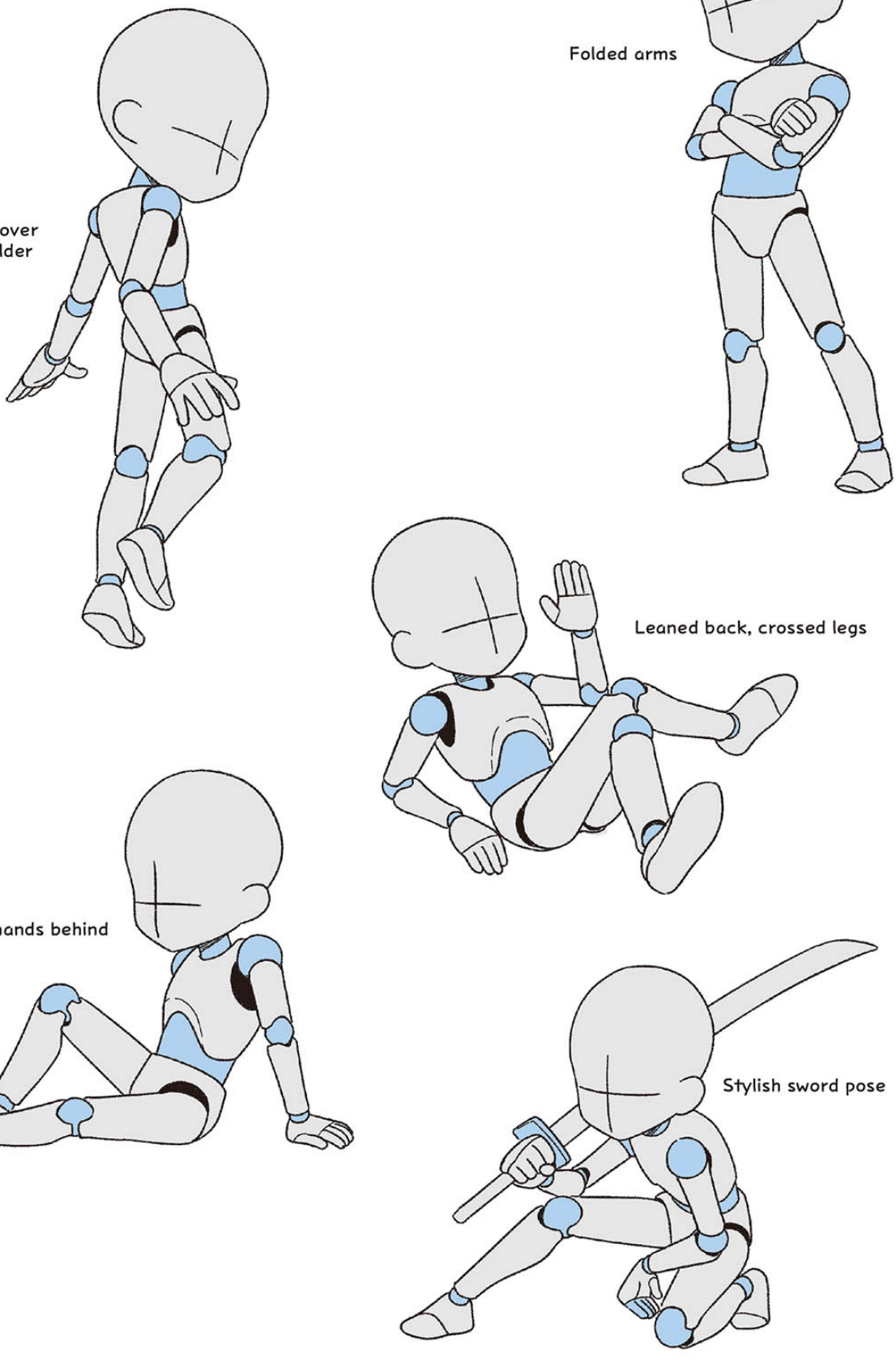
もえバロ
X: @moebaro_sosaku

swolefin
X: @swolefin

coco
X: @CocoPt62

Chibi character pose examples

Sheet 60



Chapter 5

Draw in Perspective

About Perspective

No. 61
LvUP Sheet

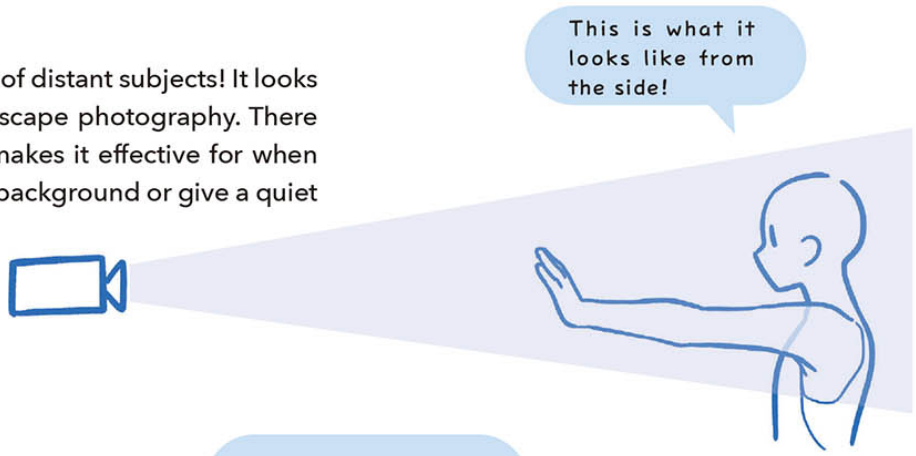
Now that you've had more experience with drawing, it's time to learn more about perspective! Perspective lets you add momentum and energy to your drawings, making them more striking and powerful.

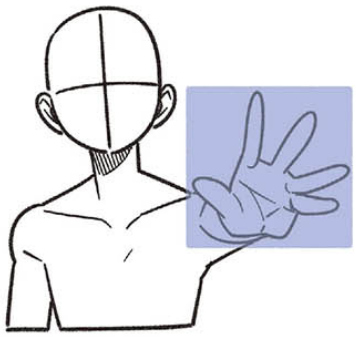
Telephoto vs. Wide Angle

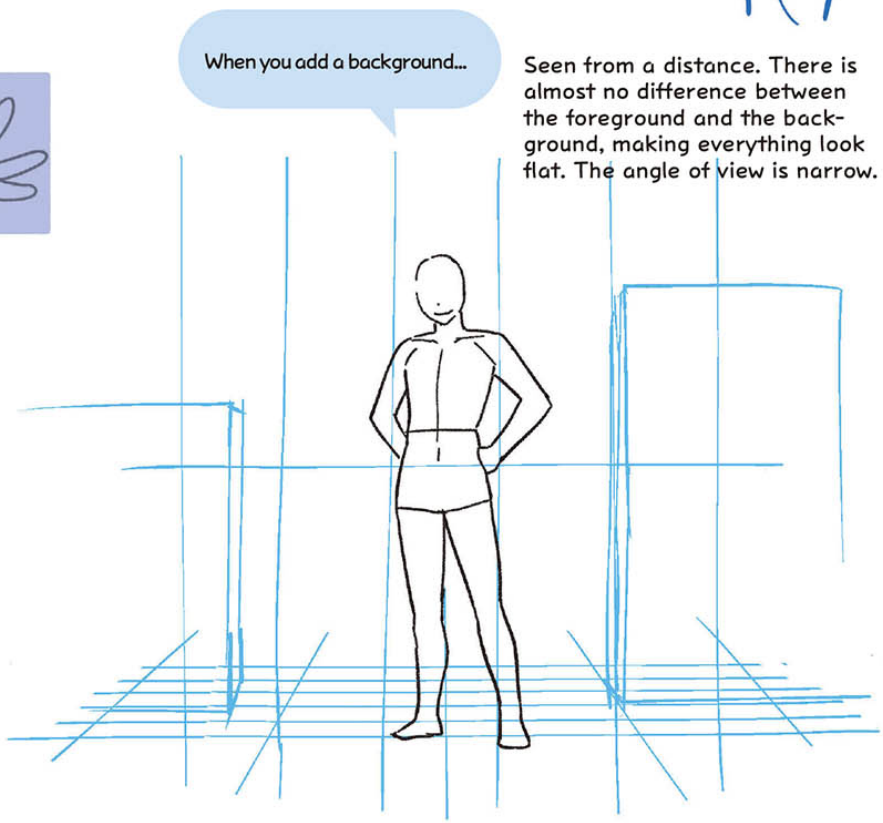
You'll often hear the terms telephoto and wide-angle when learning perspective. Both of these terms refer to camera lenses. Using the characteristics of these lenses in your drawings will help you draw the way you want. Here is an explanation of each lens.

Telephoto lens

Perfect for taking pictures of distant subjects! It looks great when used for landscape photography. There is little distortion, which makes it effective for when you want to highlight the background or give a quiet impression.

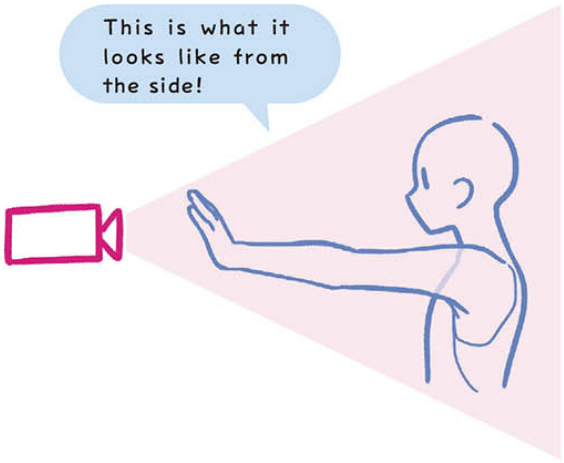


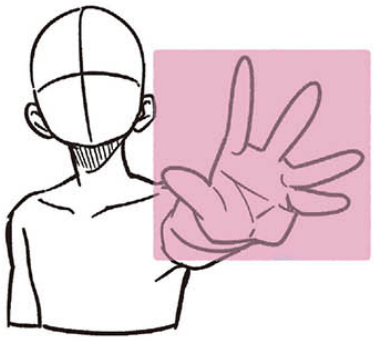


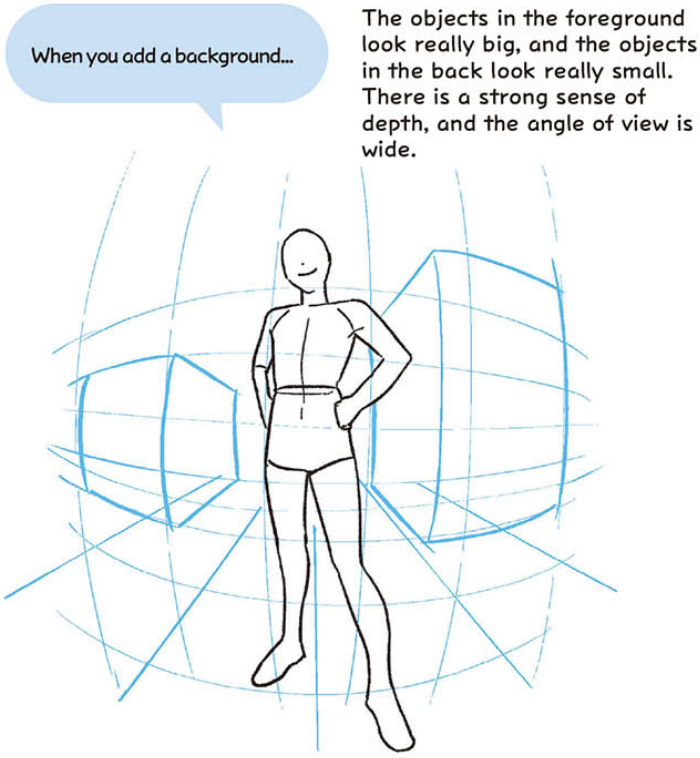


Wide-angle lens

Perfect for taking pictures of close-up subjects! The image will become more distorted near the corners. You can draw dynamic poses by exaggerating this distortion in your drawings.





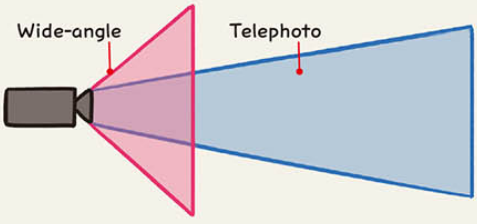


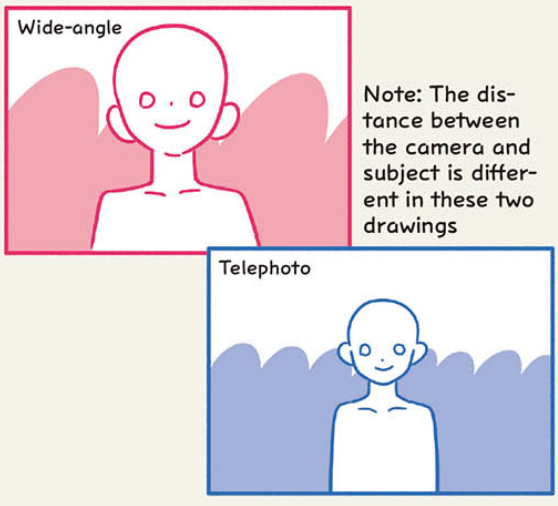
The objects in the foreground look really big, and the objects in the back look really small. There is a strong sense of depth, and the angle of view is wide.

Point

Angle of view

When taking a photo with a camera, the angle of view refers to the range of the area that can be photographed. The angle of view becomes narrower the farther the distance to the focal point, which is demonstrated with a telephoto lens. A wide-angle lens has a shorter distance to the focal point, meaning a wider angle of view.





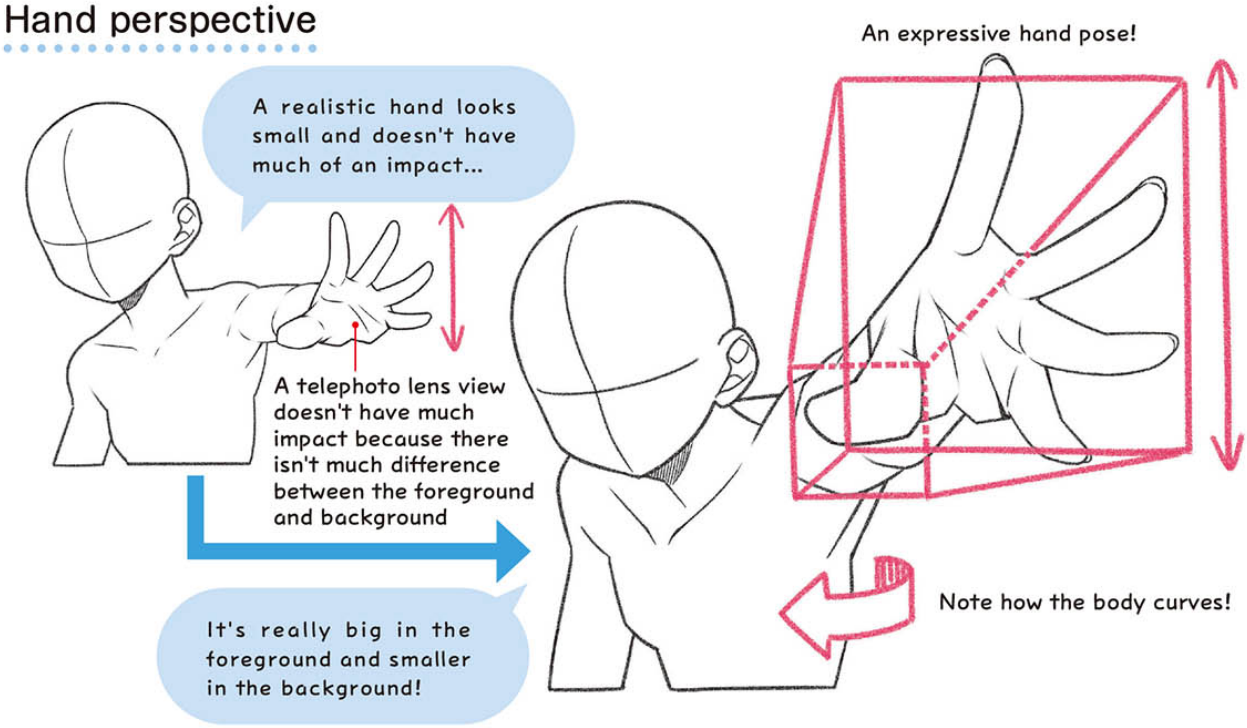
Note: The distance between the camera and subject is different in these two drawings

Strong drawings with a wide-angle lens! Sheet 61

Video

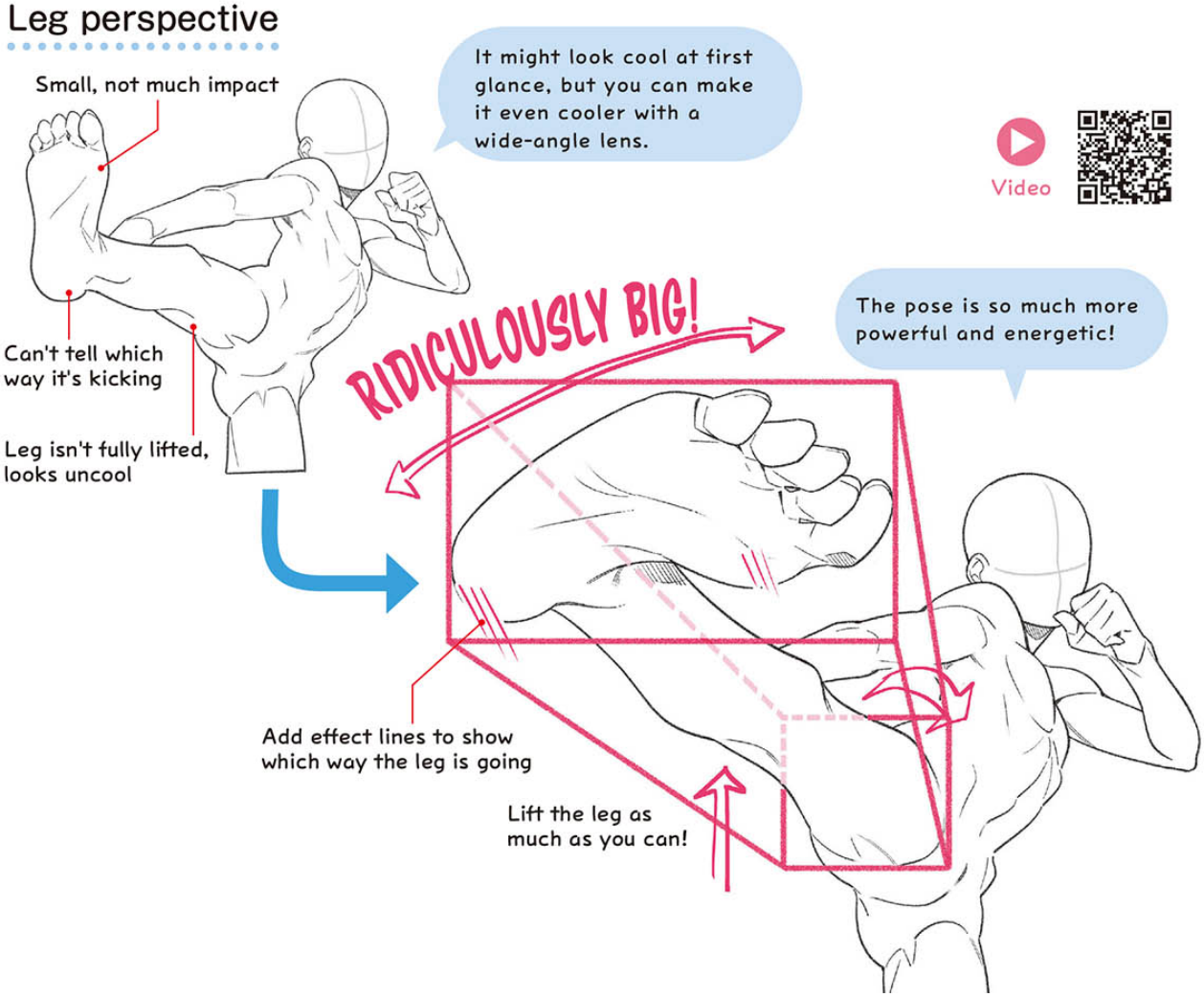
Subjects in photos taken with wide-angle lenses get larger the closer they are to the camera. You can apply this effect in your drawings for powerful poses. The subject wouldn't get this big with an actual lens, but you can play around with your drawing.

Hand perspective



Leg perspective

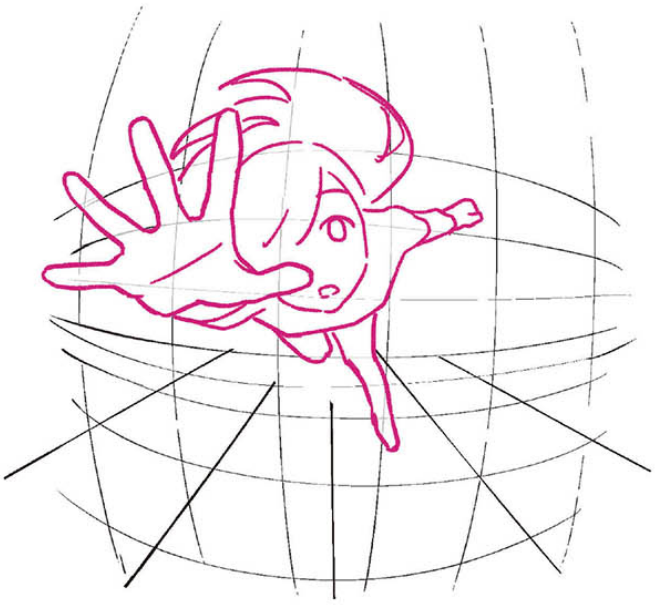
Video



Wide-angle and telephoto composition

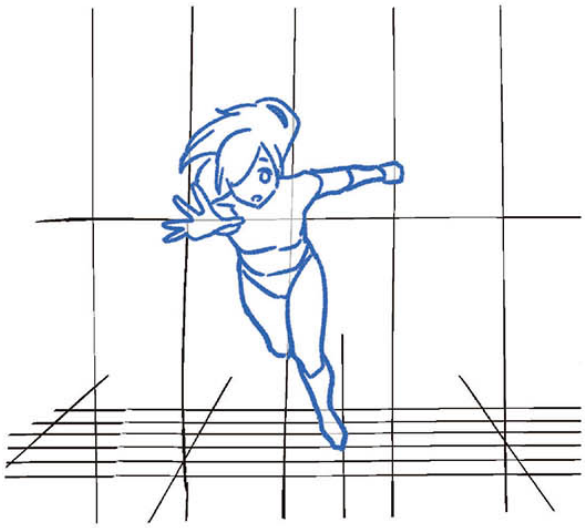
Here are examples of the same composition drawn in wide-angle and telephoto views. Even though the poses are almost the same, the drawings feel quite different. Choose wide-angle or telephoto depending on what you want to convey.

Wide-angle



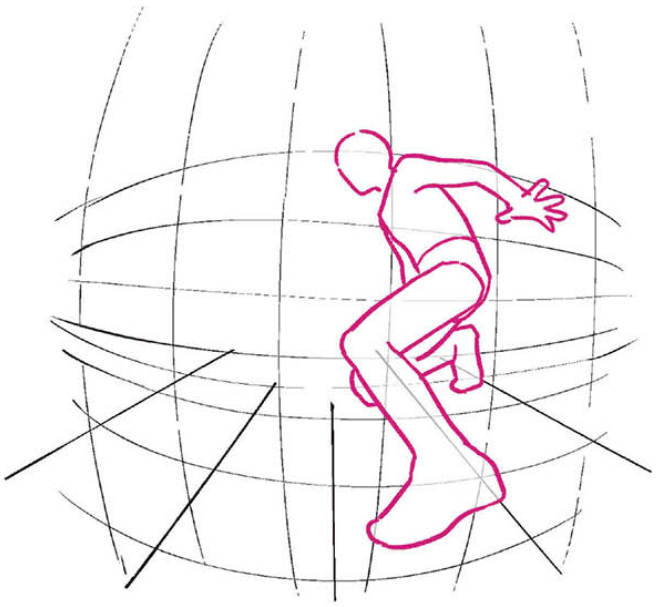
Hand reaches out towards the viewer, almost at its goal

Telephoto

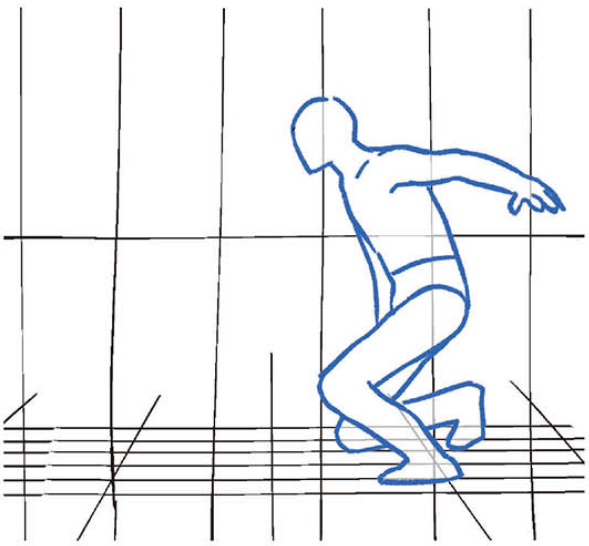


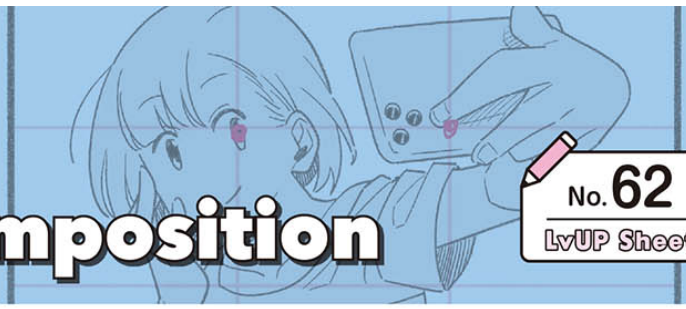
Hand reaches out towards the viewer but is in the distance, far from its goal

Wide-angle



Telephoto





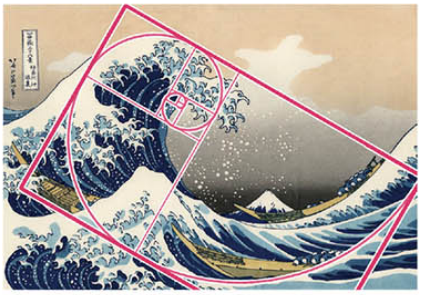
Learning Composition

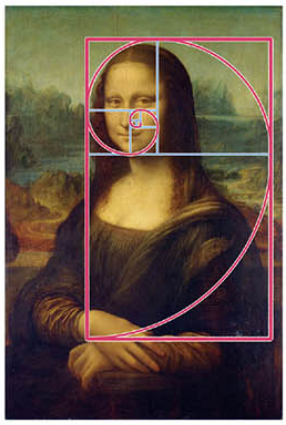
No. 62
LvUP Sheet

You might think you need a sense for composition to draw well, but that isn't actually the case. There are some basic composition patterns that you can spruce up just by arranging characters and objects according to those patterns. Here are some commonly used compositions.

What is composition?

Composition refers to the configuration and arrangement of a scene. The concept is also used in movies and photographs Composition can be used to emphasize a specific subject or make it easier to understand.





Decide what you want to convey

If you know the general idea of what you want to convey before you start drawing, it will be easier to decide on the composition. Whether you want to express how cool a character is or focus on the background of a drawing, your composition can help you convey that and get a better reaction from viewers.

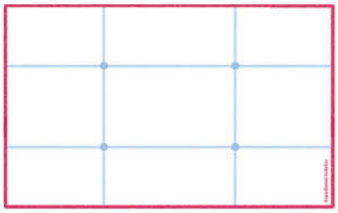
Choose orientation first

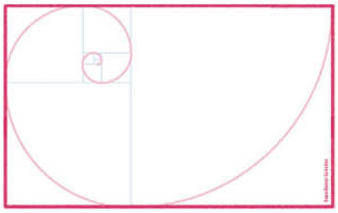
Decide in advance whether you want to draw in portrait or landscape to make it easier to choose a composition after. Portrait is better for showing off a character, while landscape is better for focusing on the background. Portrait is great for if you want to upload your drawing to social media like Twitter, since it'll fill up the whole screen!

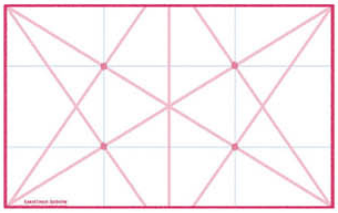
Bonus composition examples

Once you've chosen an orientation, you can choose a composition from the examples included in this book. Before using the guidelines, try drawing a rough sketch to help you imagine what composition you want for your drawing.

Please refer to P142 for the purchase bonuses.





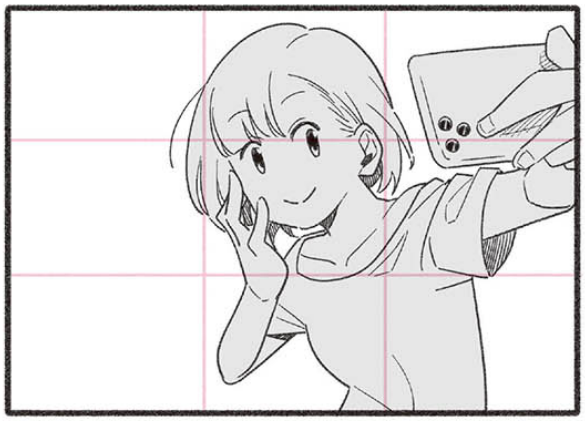


Easy-to-use rule of thirds

The rule of thirds is a composition that divides the image into three vertical and horizontal sections respectively. The subjects you want to draw attention to are placed at the intersection points of each section. This is useful for when you have multiple subjects.

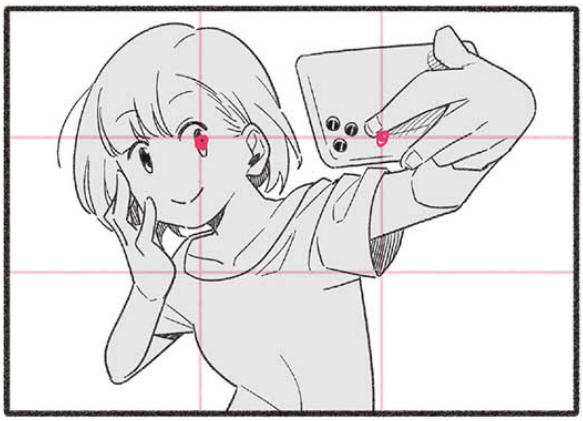
Video

△

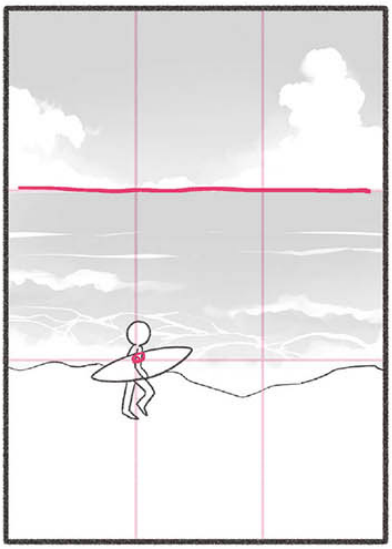


Intersection is misaligned and looks a bit strange...

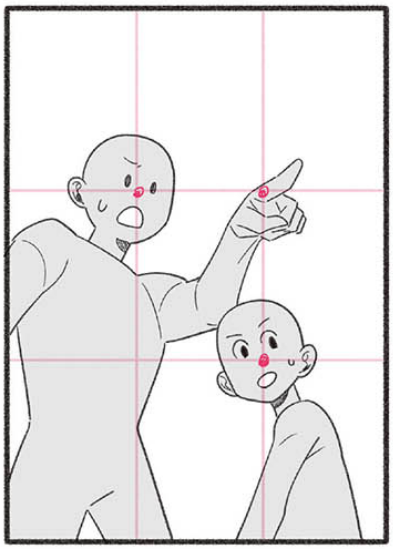
✓



Putting the subjects (eyes, accessories, etc.) you want to focus on at the intersections makes for a cohesive and attractive drawing!



Main character goes on an intersection, horizon and beach go along vertical lines

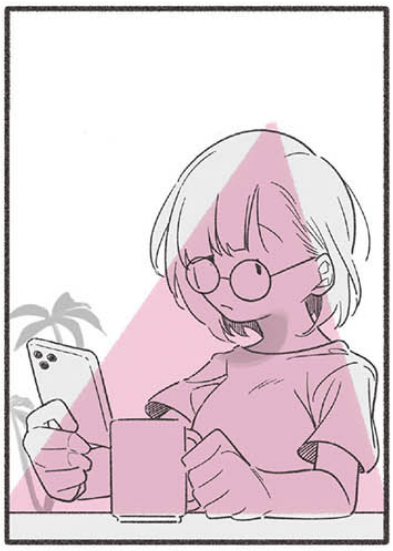


Intersections are useful for compositions with multiple characters too!

Stable triangle

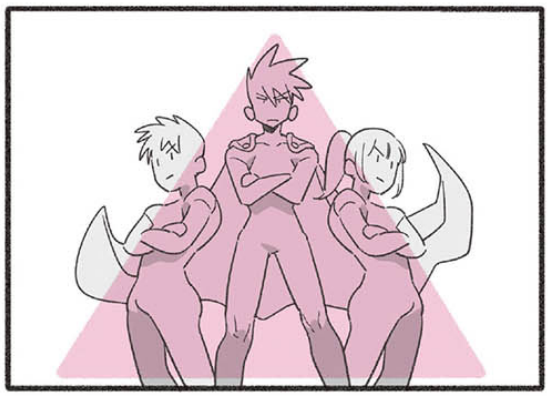
Triangle compositions are often used to create a sense of stability and close perspective for a character.

Video



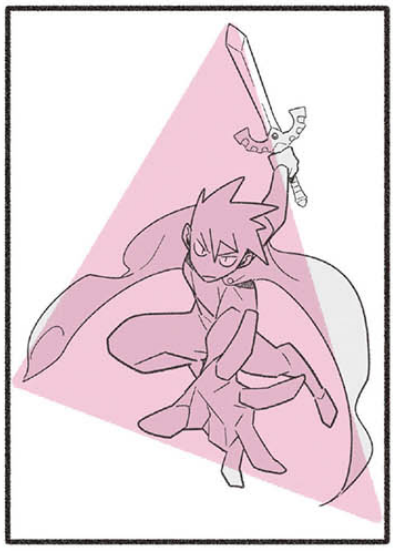
Stable, good for calm drawings

Can be used to make subject look larger



Easy to use in drawings with multiple people

△

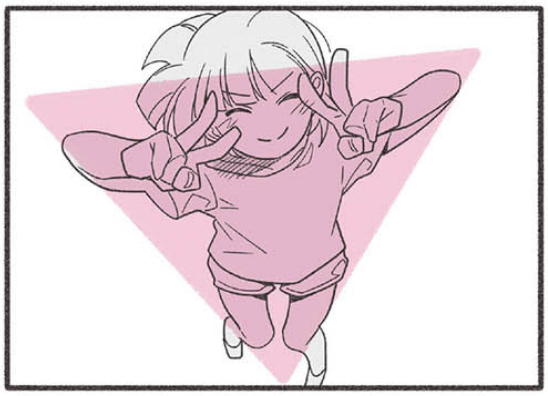


A bit too stable for drawings with a lot of movement, makes them look boring...

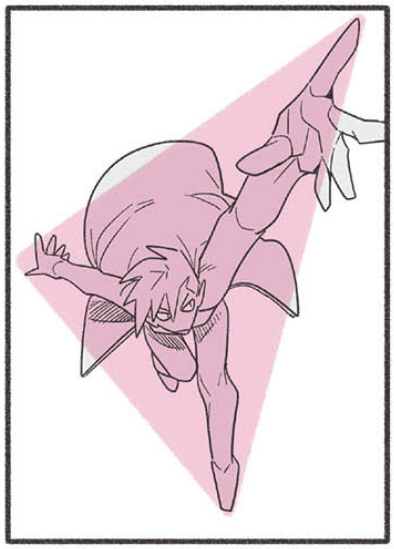
Action-oriented inverted triangle

Video

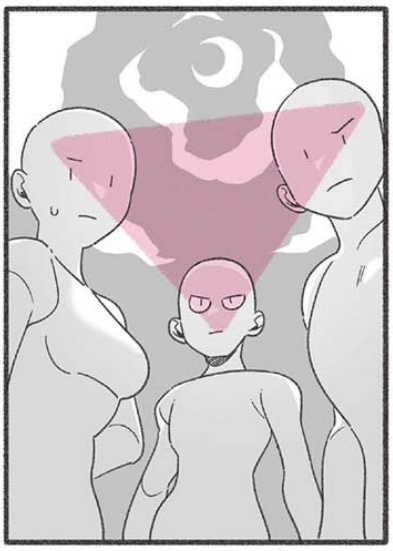
The inverted triangle composition creates a sense of instability by deliberately flipping the triangle around. It's used to give the exact opposite impression that a triangle composition would. Although it feels unstable, that makes it work well with dynamic compositions.



The movement stands out!

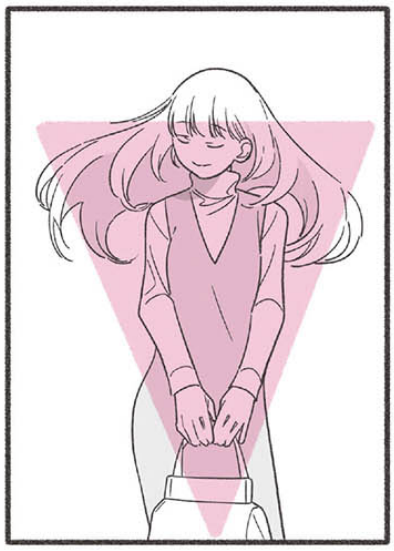


Put objects at the corners to lead the viewer's gaze



Can be used to create anxiety

△



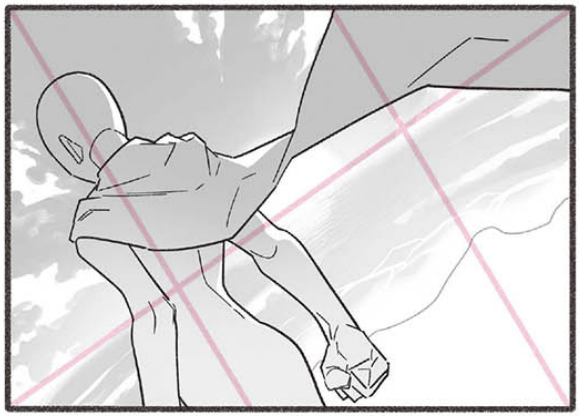
Feels mismatched if you try to make your drawing look calm

It's perfect for dynamic compositions with a sense of instability, as well as powerful compositions with subjects in the foreground! Use this in drawings with a lot of movement!

Dramatic golden section

The golden section composition uses diagonal lines as shown in the image below. The intersection positions are similar to the rule of thirds, so this composition is often used when there are many subjects. It is good for making a snapshot of an everyday scene look more dramatic.

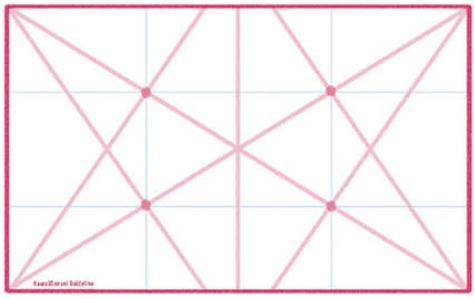
Video



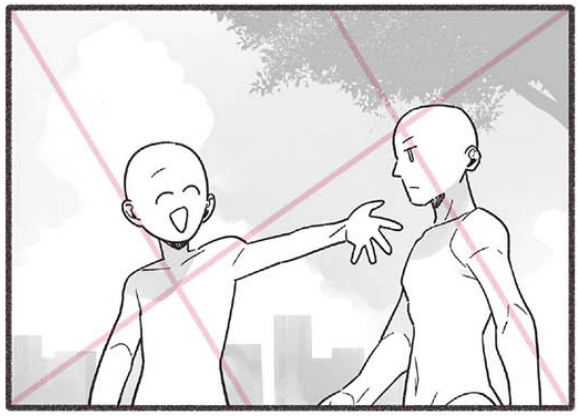
Aligning the character with the vertical line makes them more eye-catching, while aligning the horizon with the horizontal line makes the drawing look sharper

Golden section

This is how it is usually divided. This book simplifies it a bit.

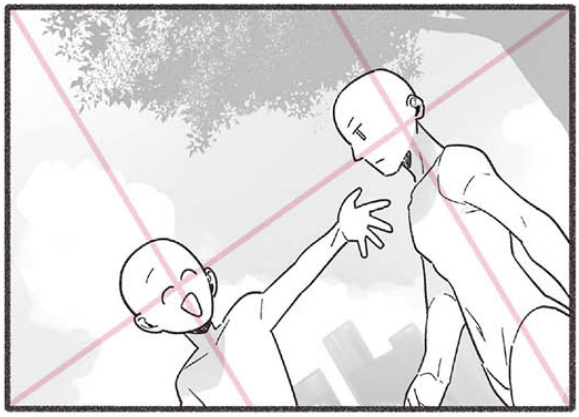


△



Not bad, but not as dynamic as the good example

✓



Put the subjects you want to show off at the intersections

This works well when combining subjects with backgrounds, making it perfect for drawings with a story! Use this if you want to draw something like a still photograph or a portrait!

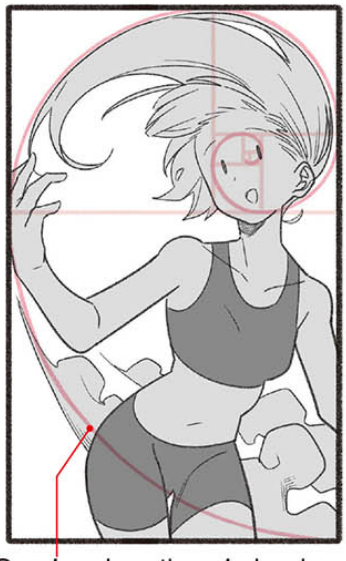
Composition variations

Golden ratio

The ratio that makes humans look the most beautiful is 1:1.618, and this ratio is called the golden ratio. If you apply the golden ratio to a rectangle and connect it with curves, it is called a golden spiral. This ratio is used in various situations such as photography, painting, and design. Use it in your drawings for attractive compositions!

Video

Just doesn't feel right

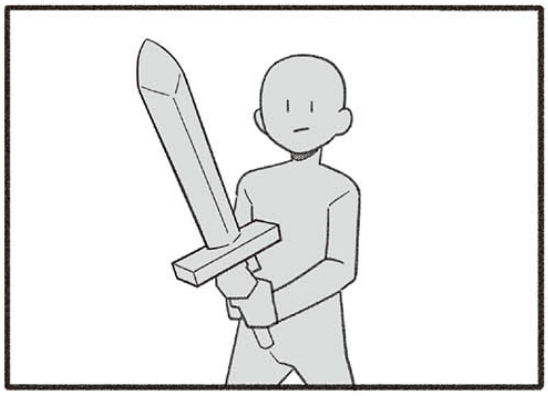


Drawing along the spiral makes the drawing flow beautifully

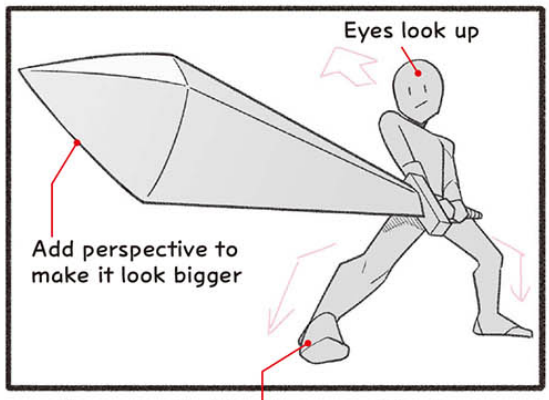
Brave perspective

A composition that puts a held weapon in the foreground and makes it look larger is called the brave perspective. It makes it look like the character is holding a heavy weapon with ease, making it perfect for showing off a character's strength. The bold perspective is great for creating movement too.

Video



Upright stance, looks like some level 1 traveler with default equipment



Character in triangle composition has a sense of stability

Symmetry

This composition uses mirrors to make the characters and the entire picture look attractive. It also works for showing the relationship between two people.

Gachikoi distance

A composition with an intimate distance that makes you feel like you could really fall in gachikoi love with a character. Put the face close to the viewer and draw the details of the eyes to make the character even more attractive!

COLUMN

Cover Timeline

① First drafts

The editor came up with some ideas and we conducted a survey on X and Instagram with them. B was the most popular.

A

B

C

② Drawing drafts

These are drafts of drawings based on B with the hand reaching out. The drawings were put into various layouts. You can see the final cover idea already starting to come together in the right example!

③ WIP designs

We narrowed it down to two designs and conducted another survey. The one on the right was more popular, but we decided to use the one on the left because we wanted to make the character's face bigger and make the hand look more impactful.

④ Design ideas

We went from the work-in-progress design to the final design. We created too many patterns to list here, including ones based on other WIPs and ones that put the text together with the drawing.

⑤ Final design

We chose one design out of the many WIPs and adjusted the text so it wouldn't overlap with the character. This is what we decided on!

Thank you very much to everyone who participated in the surveys!

Chapter 6

Draw Accessories

How to Draw Creases

No. 63,64
LvUP Sheet

Creases are necessary when drawing clothing, but they can also be an early stumbling block. Try to draw curves along the line of the fabric while keeping in mind the 3D shape of the body. Here are some rules you should follow when drawing creases.

Tautness and slackness

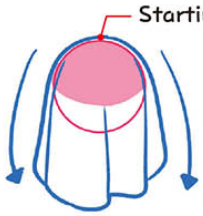
Sheet 63

Video

Creases can either be taut or slack. Some creases combine the two, but for now, just keep these two in mind.

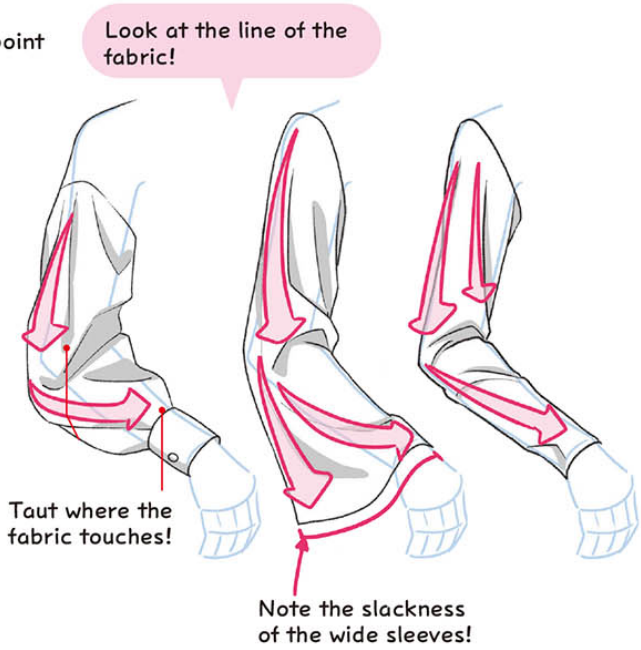
Slack

These creases occur when gravity causes fabric to droop, starting where the fabric touches an object.



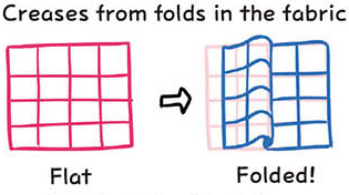
Taut

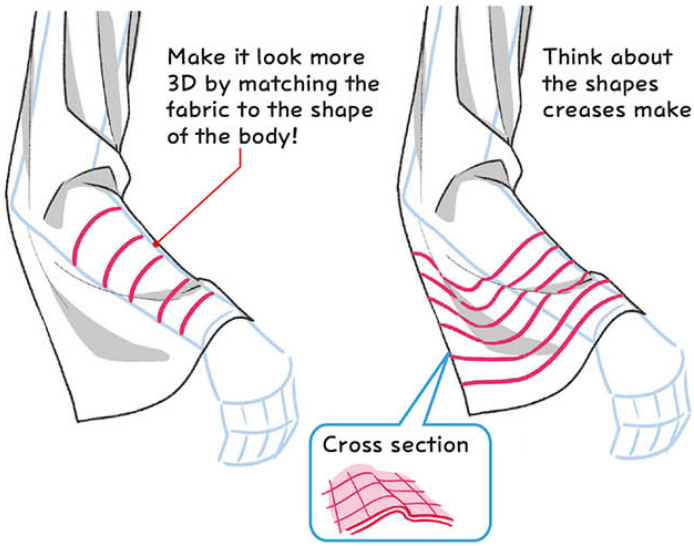
These creases form when fabric is pulled tight.



Fabric in 3D

Here we will explain how fabric and creases look in 3D on the body. This changes depending on the thickness of the fabric. Softer fabric increases the contact area between the fabric and the skin. Add creases while thinking about the shape of the arms!



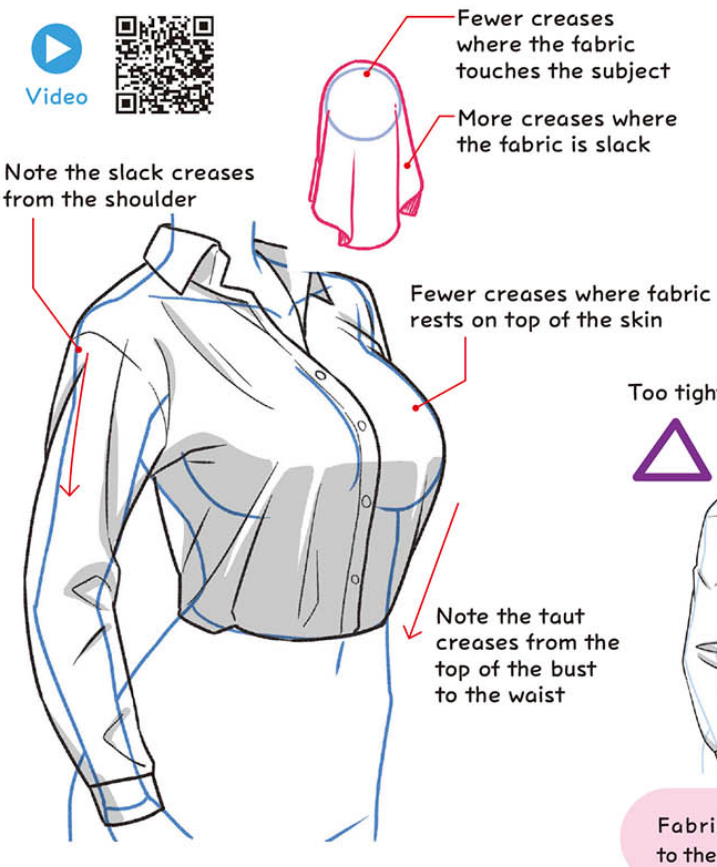


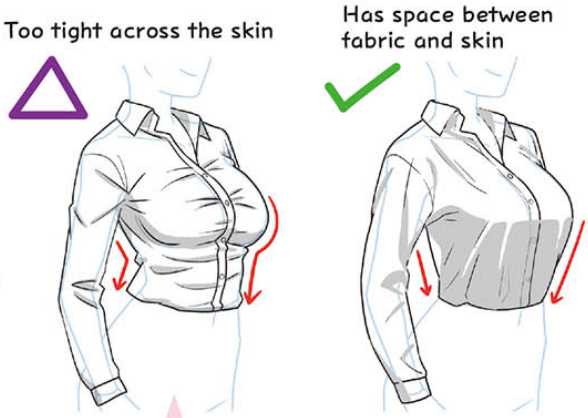
Fabric on skin

Sheet 64

Let's look at how shirt creases fall on the body. Creases can either be taut or slack. What happens when we put them on a body? We'll use this shirt as an example.

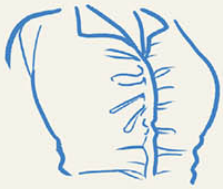
Video

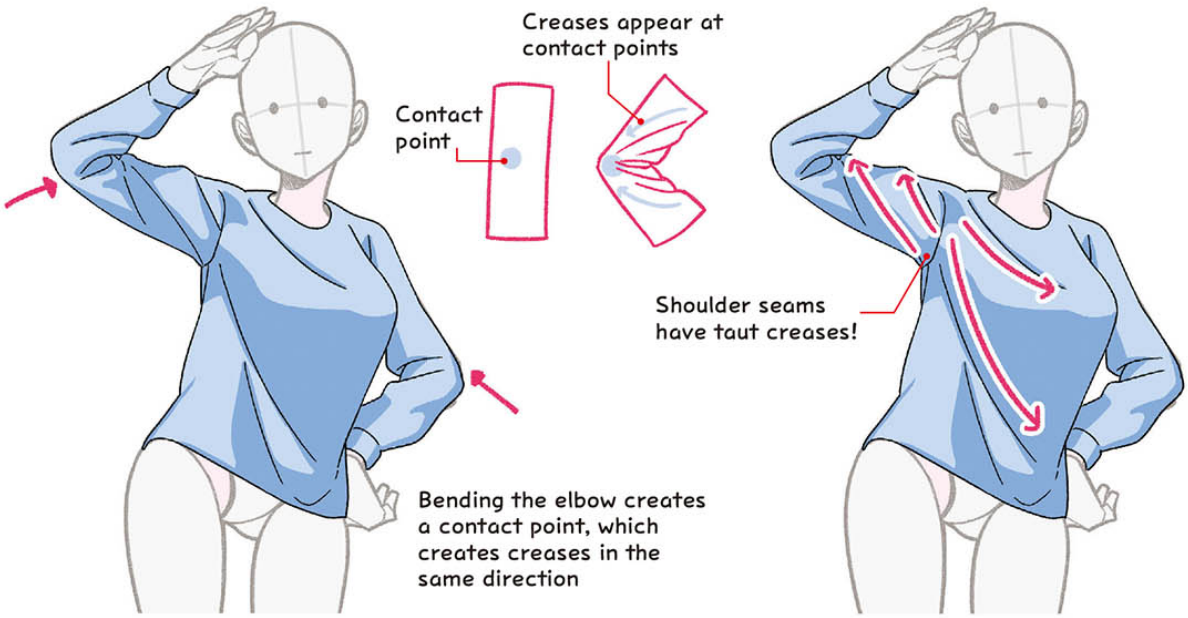




Point Design and materials

Blouses with fabric that gathers at the chest create V-shaped creases at the chest. You can add creases to match the design and material of the clothing!





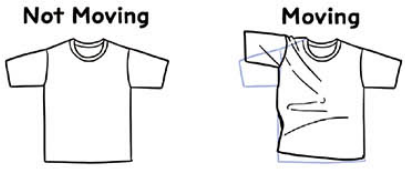
How to Draw Different Creases

No.65~67
LvUP Sheet

You usually draw clothes when drawing a character. When humans wear clothes, the creases match the shape of the body. You can have fun drawing creases that work in different situations! We'll cover the basics here.

Clothing size and creases Sheet 65

Creases form differently on loose-fitting clothes and tight-fitting clothes. Look at these examples with raised and lowered arms.



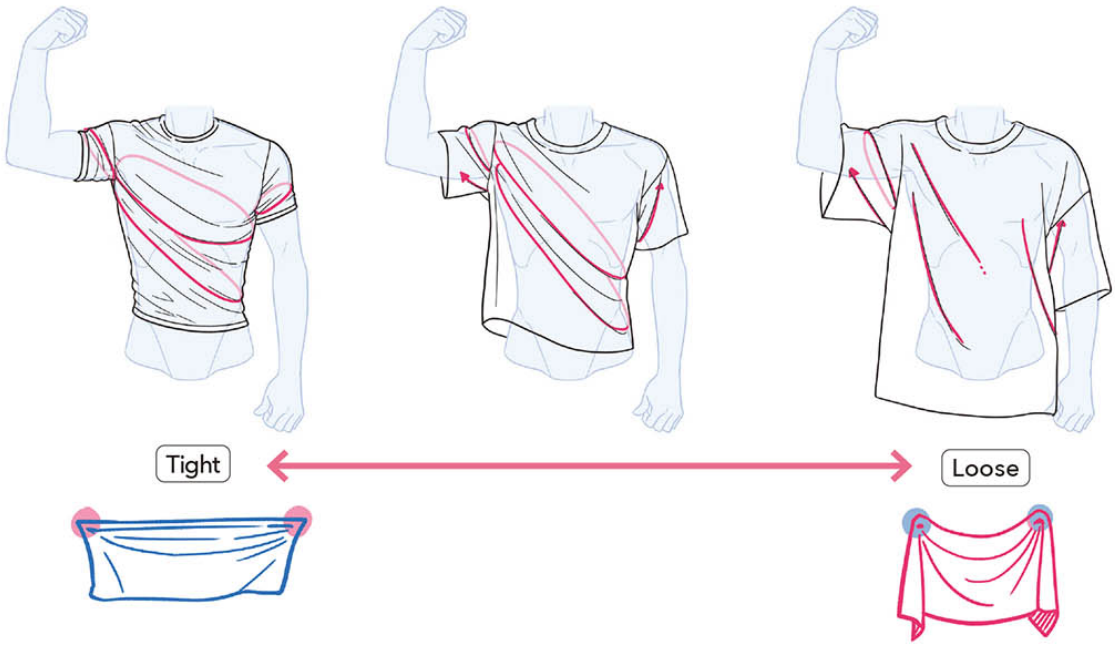
Lowered arms

When clothes get bigger, they get slack creases. When they get smaller, they get taut creases.

Video

Raised arms

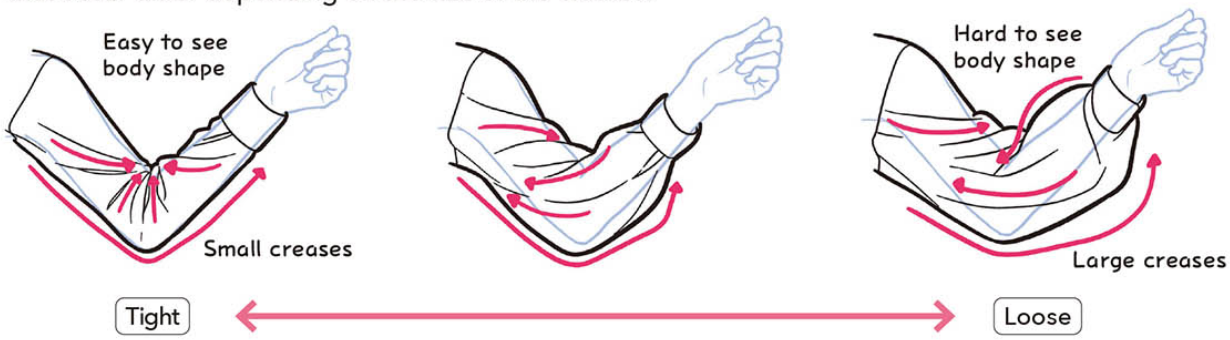
The shape of the clothing changes when arms are raised, making it easier to get taut creases.



Let's look at the sleeves!

Video

With long sleeves, bending the arms will cause creases. You can see how the creases that occur differ depending on the size of the clothes!

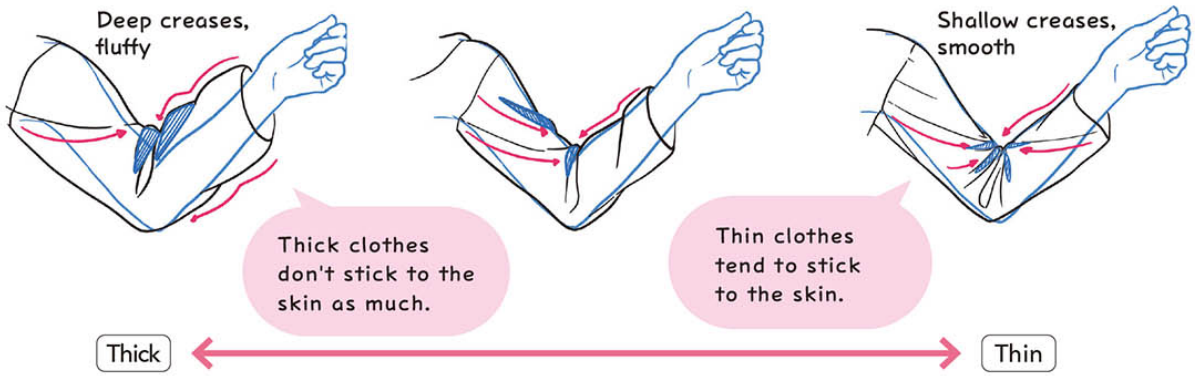


Creases and fabric thickness

Sheet 66

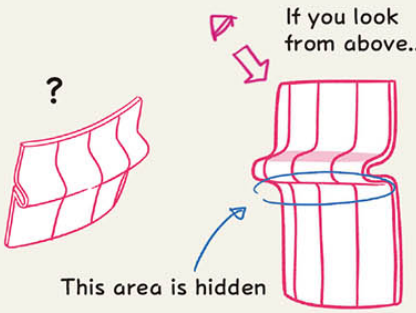
Video

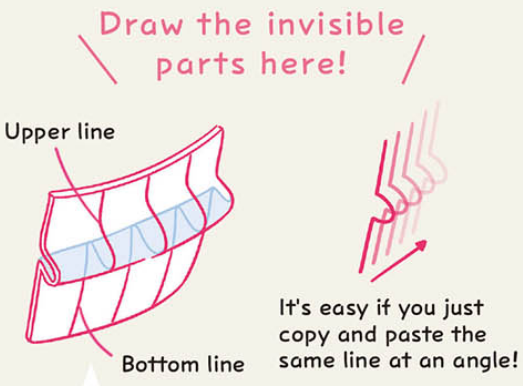
Creases also change depending on the thickness and material of the fabric. Comparing winter to summer clothes can make this easier to understand.



Point Draw invisible creases too!

Many creases are invisible when viewed from above, which makes it hard to imagine them... You might find it difficult even after drawing in the edges. In these cases, drawing the parts you can't see can help.



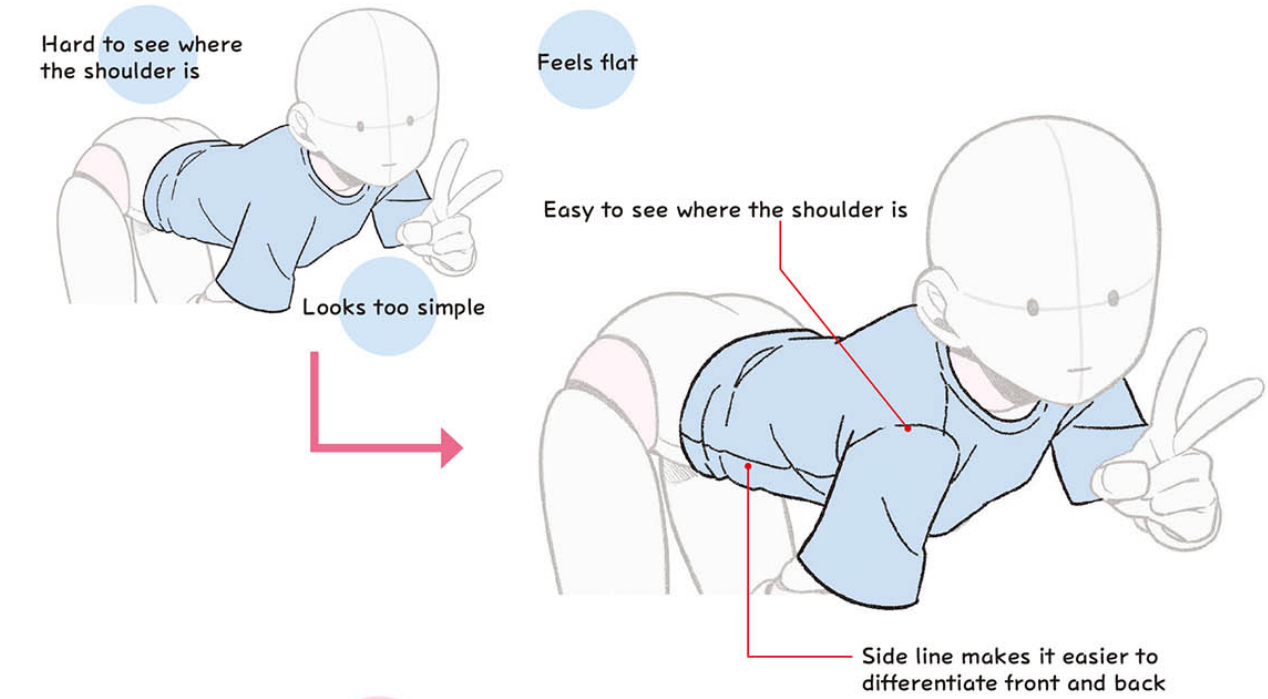


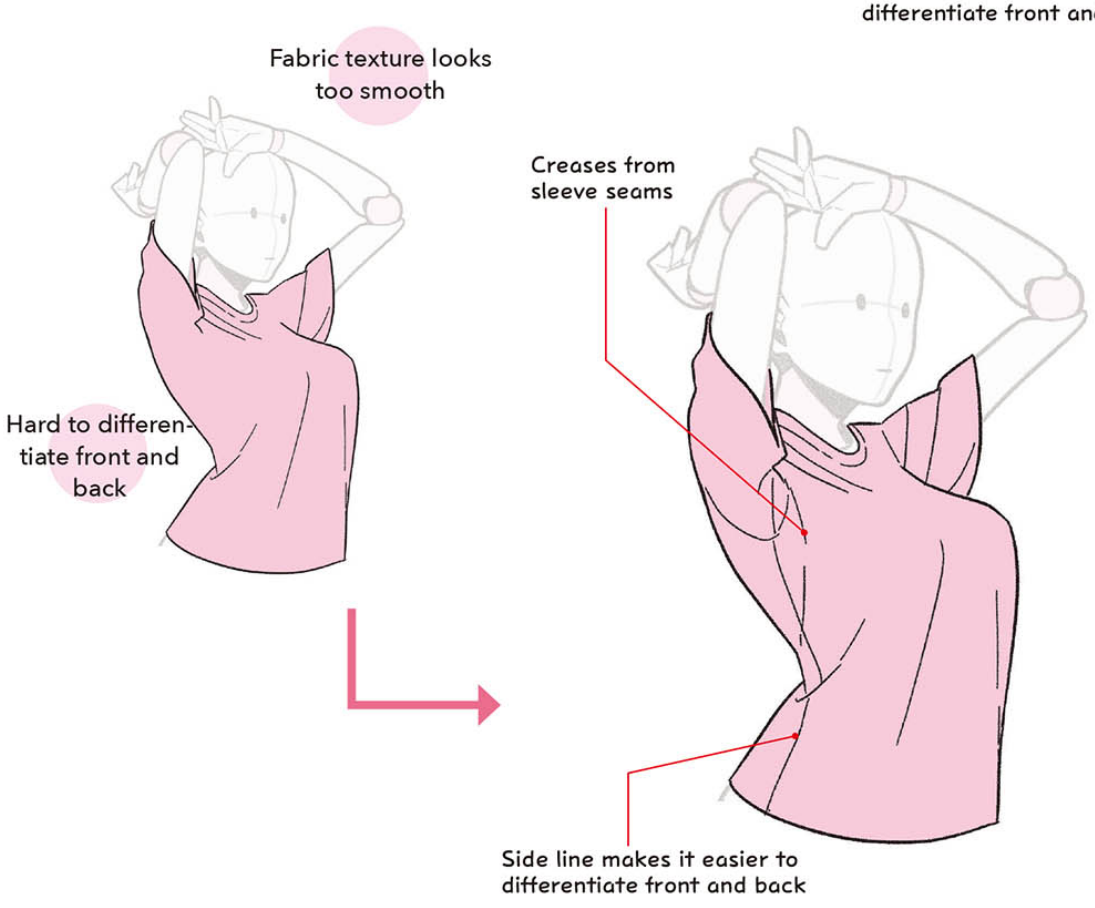
Connecting the upper and lower lines over the fabric can help you draw more convincing creases!

Lines that look 3D

Sheet 67

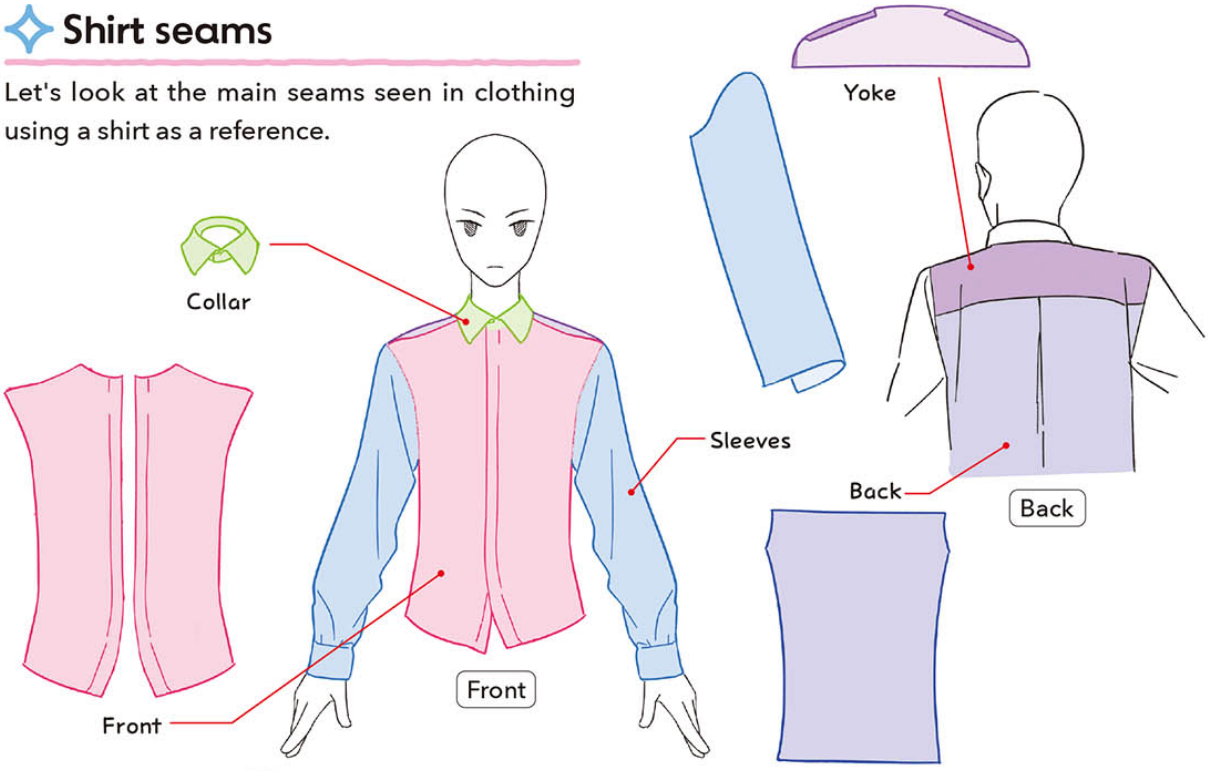
Clothing has seams as well as creases. Drawing them can help make your drawings look more 3D! Here is an example. Drawing the seams of sleeves makes it easier to see where the shoulders are, and the seams create creases. You don't have to draw all the seams, but even a single line can make a big difference!





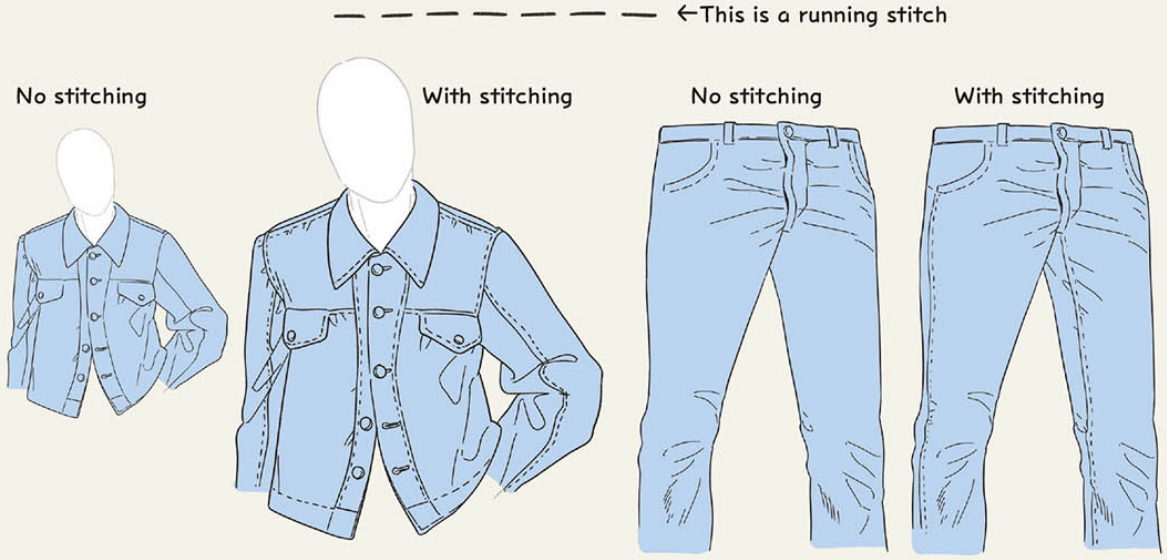
Shirt seams

Let's look at the main seams seen in clothing using a shirt as a reference.



Point Add stitching for a realistic look!

Stitching generally refers to visible seams. There are a variety of stitches. They are often used to decorate clothing and cloth accessories. The running stitch is one of the most common stitches.



Loose stitches won't affect the creases much, but tight stitches may have creases around them!

Drawing stitches on the side of jeans makes them look more 3D! It also adds more detail, which can make the overall look better.

How to Draw Clothes and Accessories

No. 68,69
LvUP Sheet

This section explains how to draw some of the more difficult parts you see in clothes and accessories. For clothing, we'll talk about frills, skirts, and hoodies. We'll also talk about glasses and backpacks. They are quite different from regular clothing, so looking at the actual thing can be good for reference.

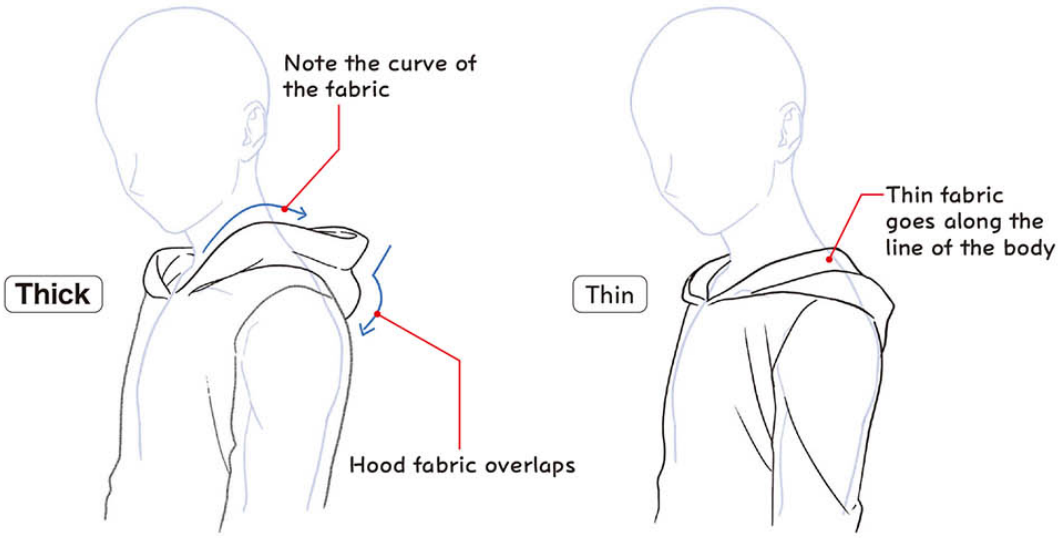
How to draw a hoodie

Sheet 68

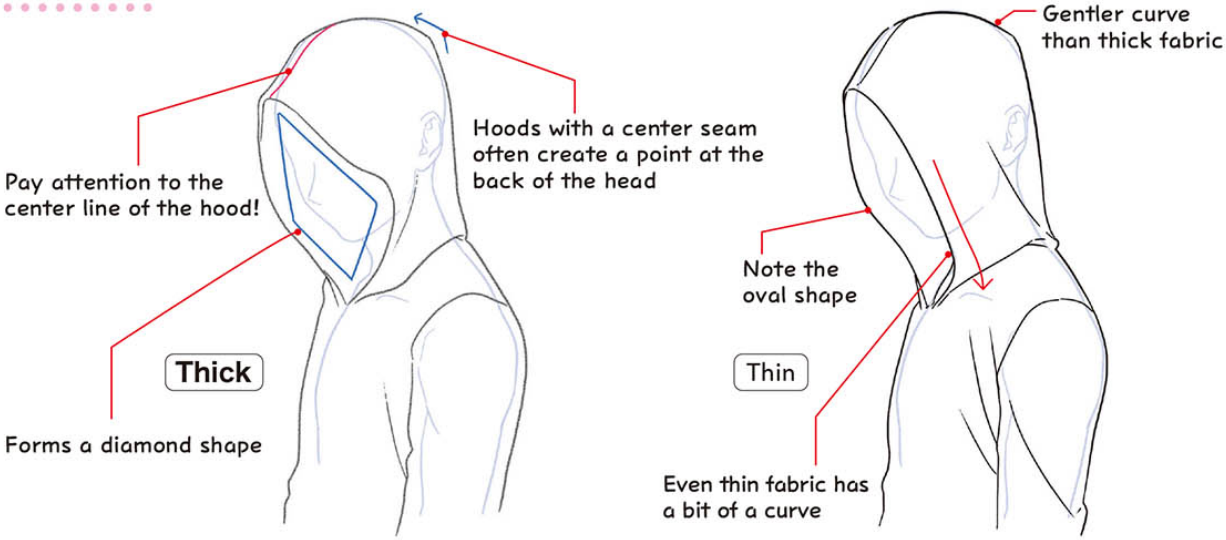
Video

Hoods can be seen on a variety of items, such as jackets and sweatshirts. You'll see them everywhere, from streetwear to school uniform outfits. This is how to draw a hoodie.

Hood off

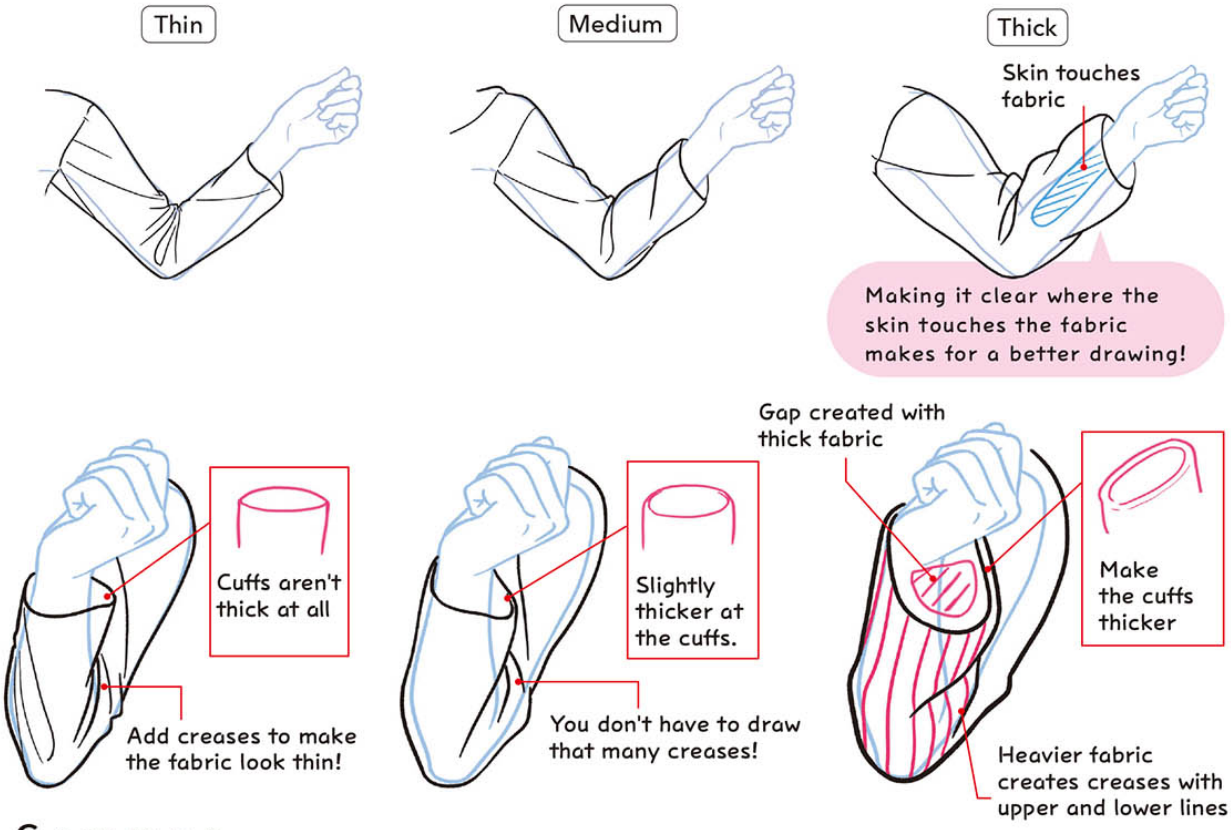


Hood on



Tips for cuffs

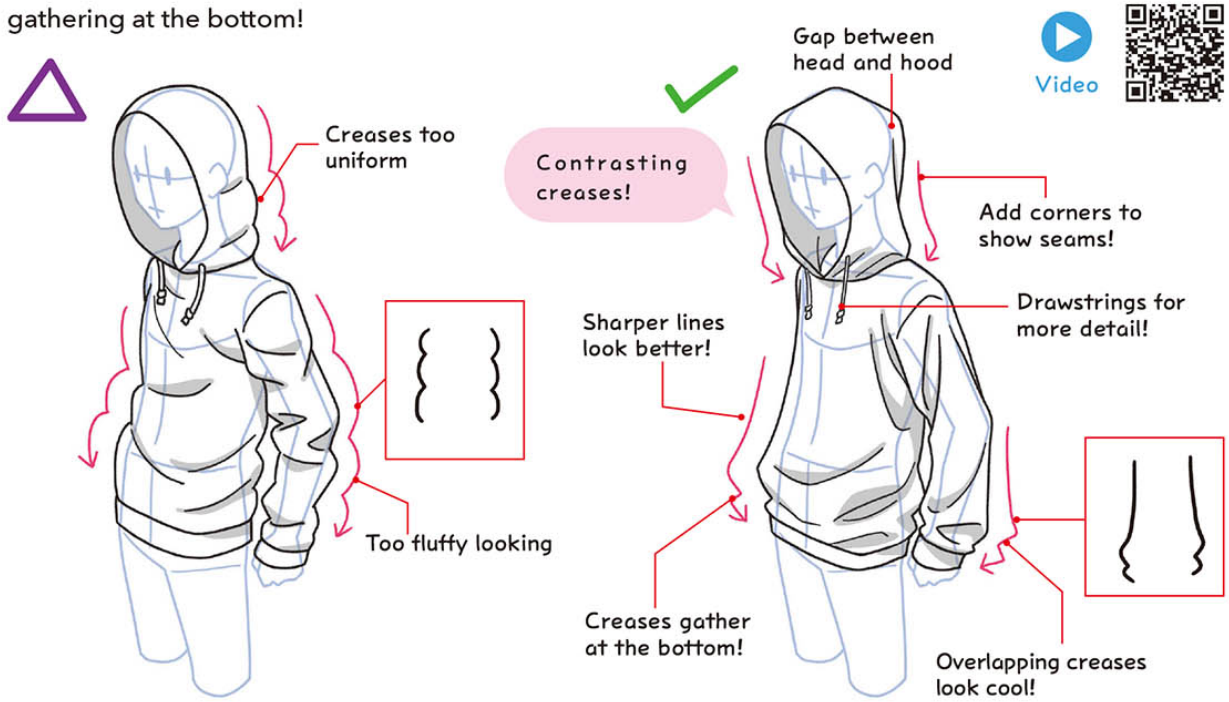
Cuffs also vary depending on the thickness of the fabric. The number of creases is different, along with how the cuffs are drawn. Hoodies usually use thick fabric, but we'll look at thin and medium fabric here.



Common mistakes

You might end up making your hoodie look too fluffy if you focus too much on the fabric thickness. Remember that thicker fabric is heavier and draw the creases gathering at the bottom!

Sheet 69
Video



How to Draw Pants

No. 70,71
LvUP Sheet

There are many types of pants. Knowing the characteristics of each type (cargo, wide, skinny, etc.) can help you expand your design knowledge as well. Here we'll explain how creases form with different types of pants.

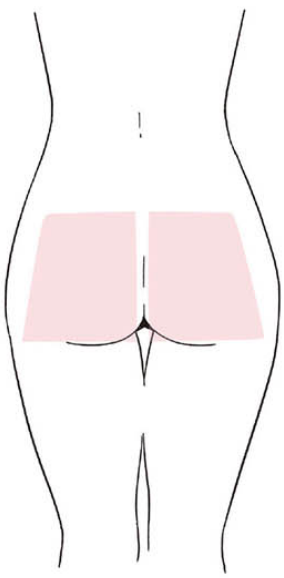
How creases form on buttocks

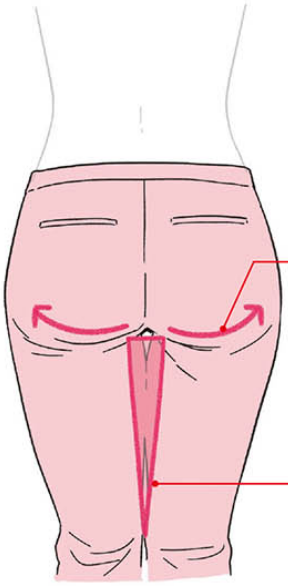
Sheet 70

Let's compare pants for men and women. Since they have different body shapes, the shape of their pants and the creases on them are also different.

Female buttocks

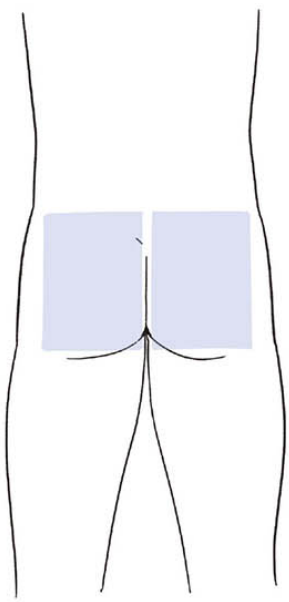
Feminine buttocks are trapezoidal and round

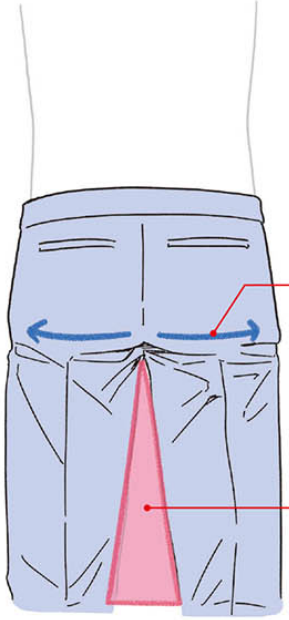




Male buttocks

Masculine buttocks are rectangular and angular

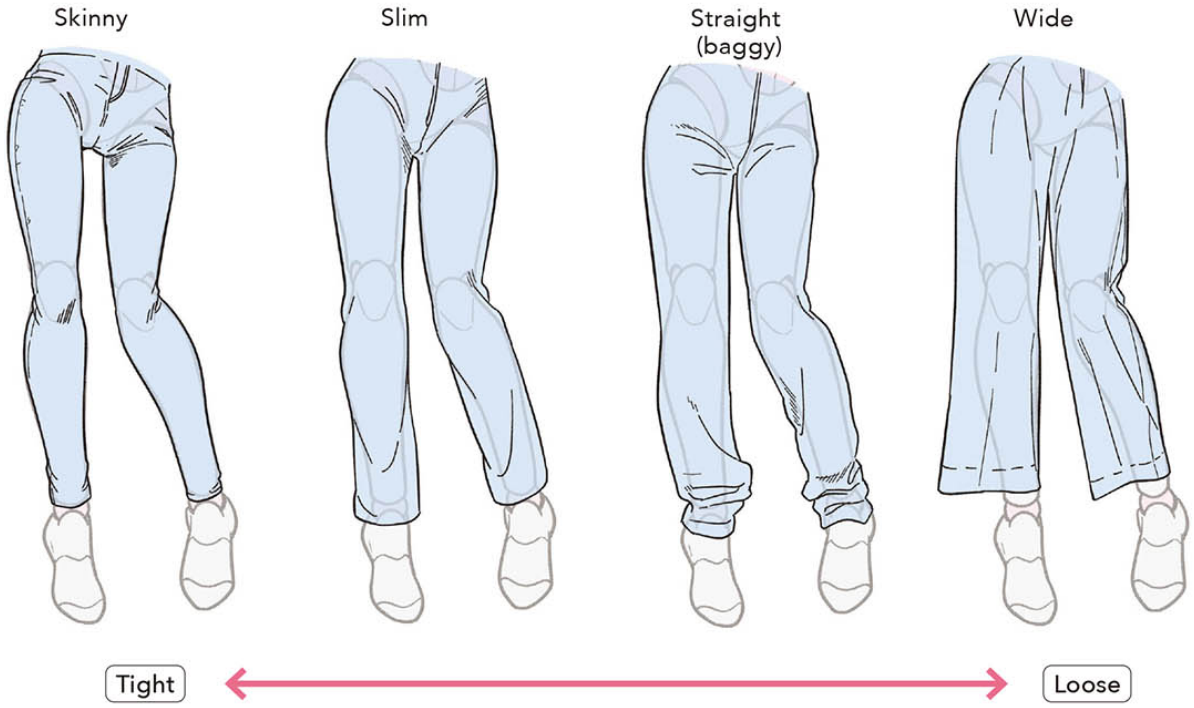




Types of pants and creases

Sheet 71

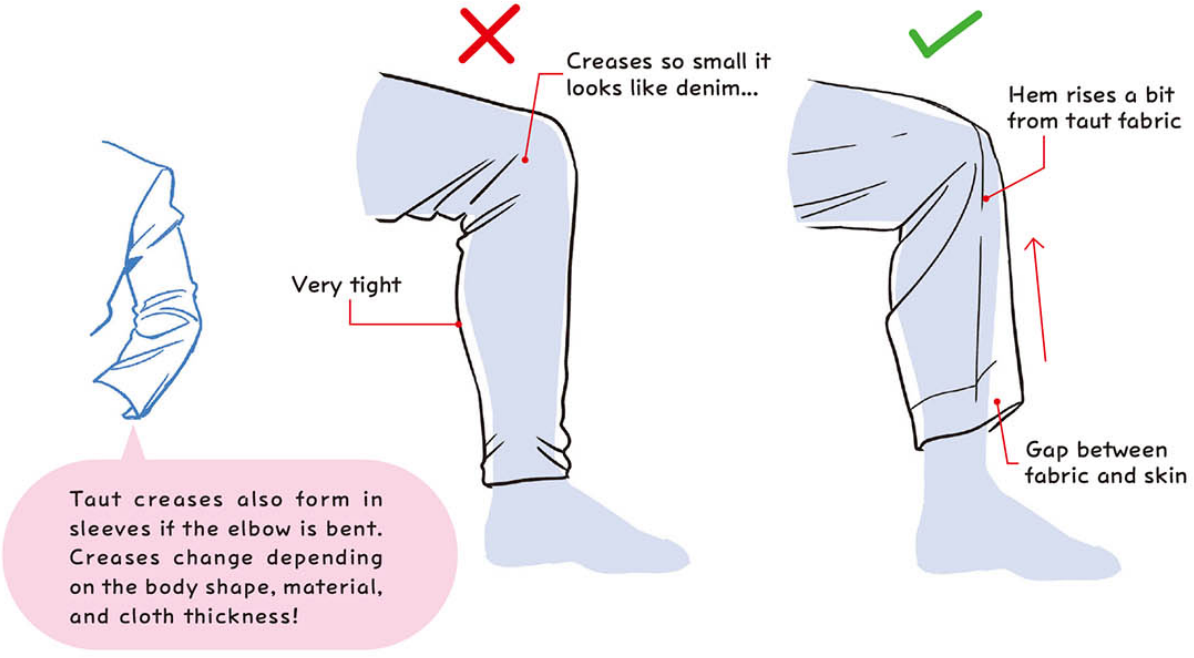
Here are some examples of pants: skinny, slim, straight (baggy), and wide.
The pants go from tight to loose from the left to the right. Look at how creases form in each example.



Common mistakes

Suit pants look cool, right? But adding creases can make them look like sweatpants... Here is how you can draw cool-looking sharp creases!

Video



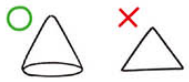
How to Draw Skirts

No. 72~74
LvUP Sheet

You probably see and perhaps wear skirts on a daily basis, but they can be difficult to draw.
We'll go into how to draw them here, using guidelines and going step-by-step.

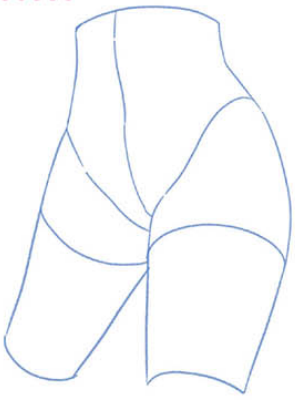
LET'S DRAW!

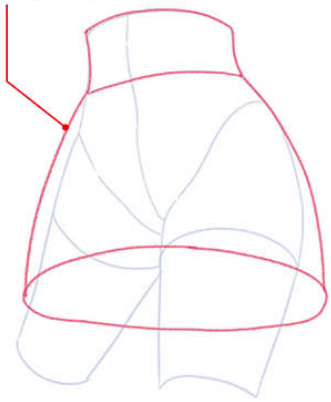
Skirt



Drawing a triangle for the guideline can make it look flat!

Sheet 72 Video





1 Draw the body.

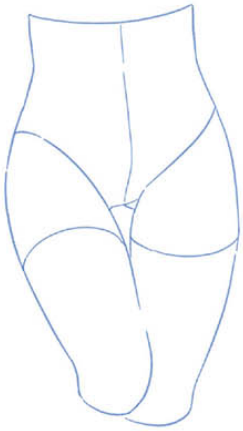
2 Draw the skirt guideline, keeping in mind that it has a cone shape.

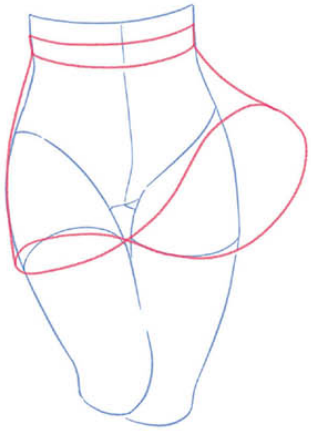
3 Draw the skirt following the guideline, and you're done!

Fluttering skirt

Don't forget the waist belt!

Video





1 Draw the body.

2 Draw the skirt guideline in a figure eight to make it flutter.

3 Draw the skirt following the guideline, and you're done!

Look at P134 for tips on drawing pleats!

Skirts move like this!

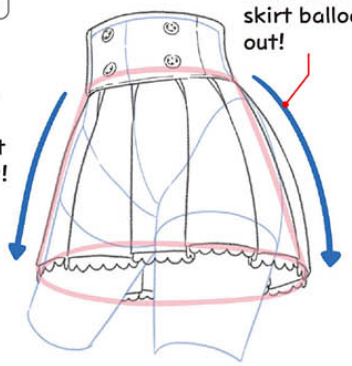
Sheet 73

Skirts look wonderful fluttering in the wind, don't they? But they can be difficult to draw... It might help if you think of a skirt as one large piece of fabric!

Less movement

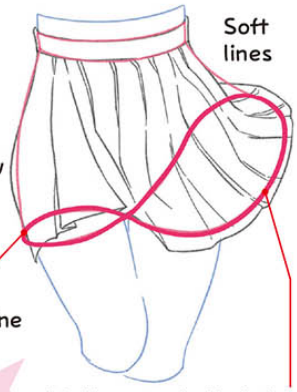
When there is less movement, the skirt follows the silhouette of the body. Draw it so it spreads out a bit further than the body!

It's a cone shape!



More movement

Remember that the skirt is one large piece of fabric when you're drawing it moving. Draw a guideline for the hem to help you understand how the skirt spreads out in the back.

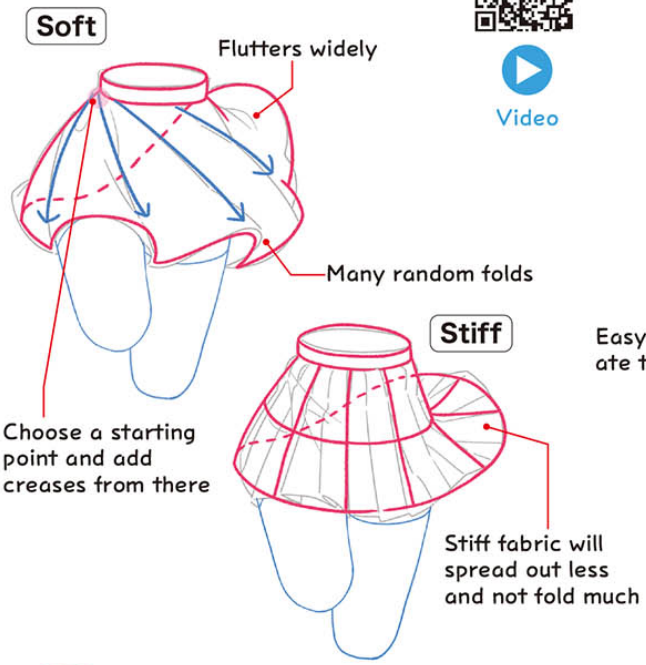


Use the figure eight to add more movement!

Making one half of the eight larger makes the skirt more dynamic!

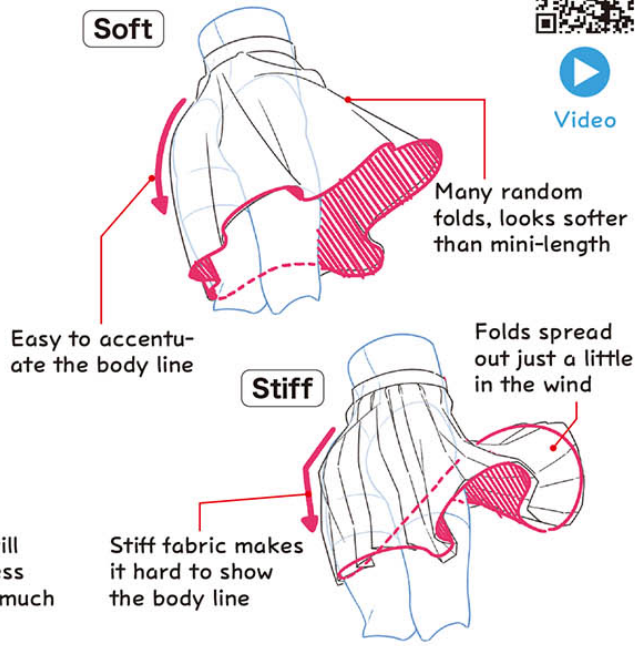
Fluttering skirt - mini-length

Video



Fluttering skirt - mid-length

Video

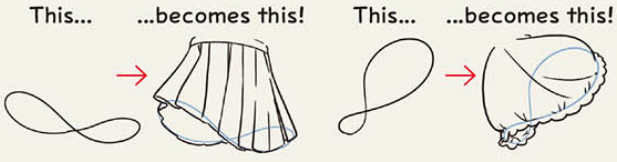


Point

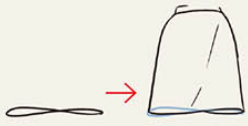
Figure-eight hem

It can be hard to draw soft-looking skirts, right? I get it! If you agree with me, I recommend drawing a figure eight.
Using a figure eight for the skirt line can help you make it look more natural. Try adjusting the shape of the figure eight to make it more dynamic.

Use the figure eight for the side of the skirt you can't see!



A flat figure eight is hard to get wrong, so it's a good place to start!



How are pleats formed?

Sheet 74

Pleats are simply folds and creases. You see them often in school uniform skirts.

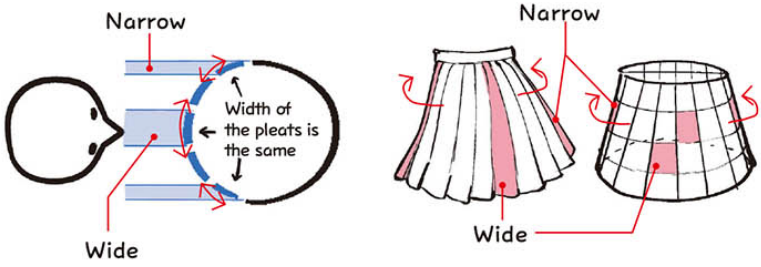
Pleats in 3D

Draw a cone guideline.

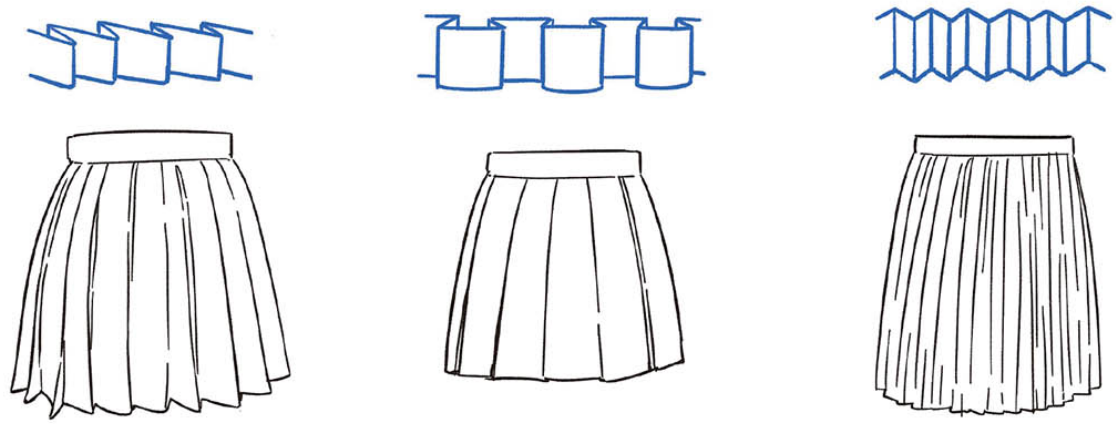
Draw guidelines for the pleats.

For knife pleats, draw the mountain and valley folds in the same direction.

The sides of the skirt wrapping around the body look narrower. Keep this in mind to make the skirts you draw look more 3D!



Types of pleats



One-way pleats

They are also called knife pleats. The folds go in one direction. These are often used in school uniforms.

Box pleats

They are made by stringing together box-shaped pleats. They are often used for school uniforms that have blazers.

Accordion pleats

As the name suggests, they are made with folds like the ones you seen in the bellows of an accordion. You'll often see them in clothing that uses thin fabric.

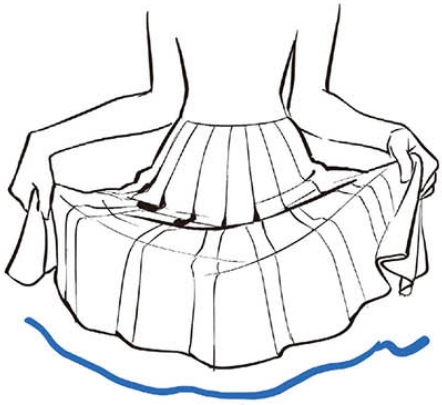
Tuck

There is also a technique called tucking, which is similar to pleating. It makes folds in the middle of the fabric, instead of from end-to-end like with pleats. It is often used in pants for suits and dress shirts.

This example has the same shape as the box pleats

Unfolded pleats

You can see the folds clearly when the pleats aren't spread.

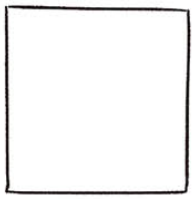


The folds lose their shape and the fabric becomes taut when the pleats are spread out. Keeping this in mind can help you show the softness of the fabric!

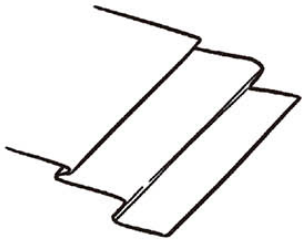
COLUMN

Actually make some pleats!

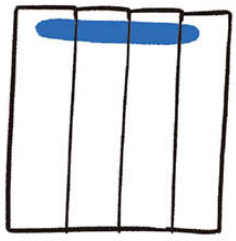
It can be hard to reference pleats if you don't have a pleated skirt yourself, but don't worry! You can make pleats yourself!



A thin handkerchief or tissue will work!



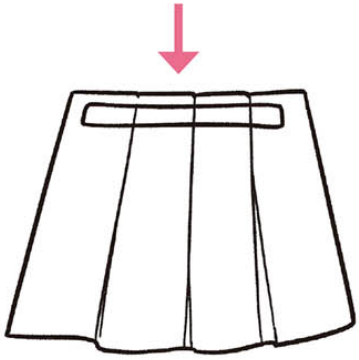
Fold several times in one direction.



Secure the blue part firmly with tape.

Open the pleats to see how they move

This time, we only made one part of the skirt, but you can roll it into a cylinder to make a full skirt too!



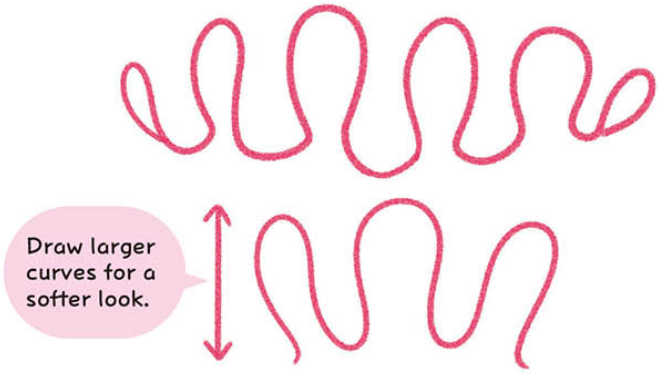
The pleats are completed! Stretch out the side that isn't secured to see how the pleats spread!

How to Draw Frills

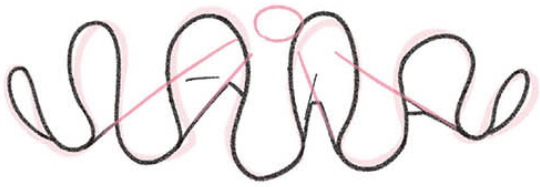
No. 75~79
LvUP Sheet

Frills are mainly used to decorate clothes, but they can give artists a hard time... Here, we'll talk about how to draw frills, from the guideline to the final line art. We'll also go into the different types of frills. Once you master frills, you'll definitely have more fun drawing clothes and accessories!

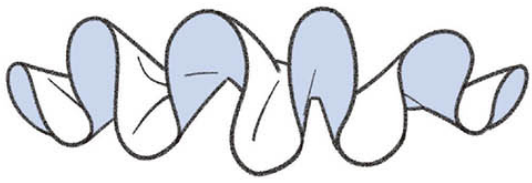
Soft frills



1 Draw the frill guideline. The frills balloon more towards the top.



2 Draw lines from the guideline converging at a central point.



3 Draw the top lines of the frills, and you're done!

Gathered frills

Sheet 75

Video

1 Draw the frill guideline. Make the line undulate so that the frills aren't too straight.

2 Draw lines from the guideline converging at a central point.

3 Draw the top lines of the frills, and you're done!

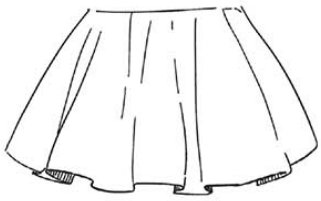
Types of frills

Sheet 76

There are a variety of frills, but here we'll introduce round frills and gathered frills.

Round frills

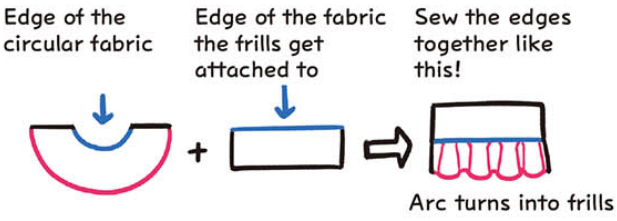
Round frills are made by cutting fabric into a circle and then sewing it. The frills look soft because they don't gather together.



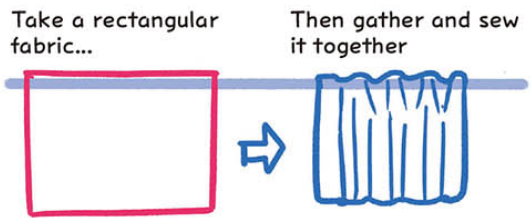
Gathered frills

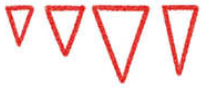
Gathered frills are made by gathering and sewing together a straight-cut fabric. You can change the impression by increasing how much the fabric gathers.

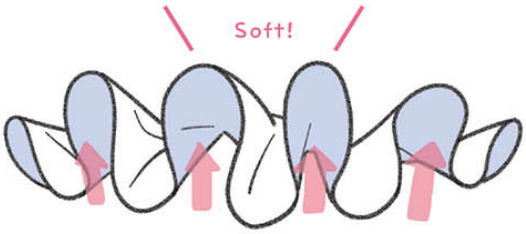
Structure of round frills

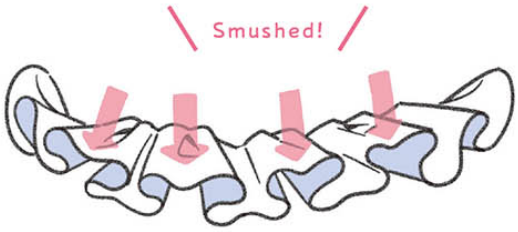


Structure of gathered frills









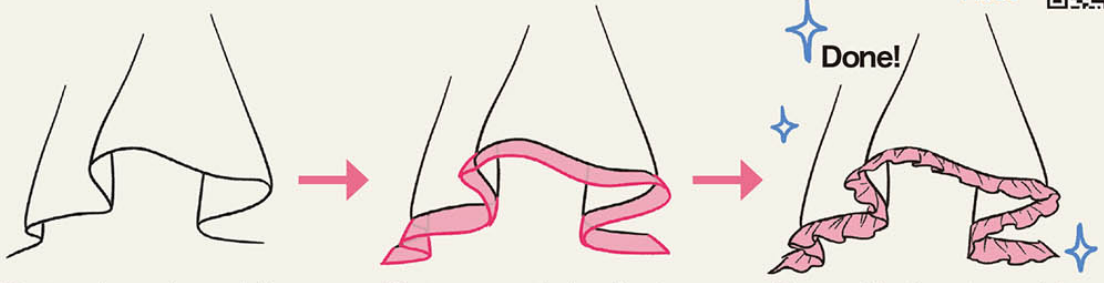
Point

Layer frills on frills for a gorgeous look!

Sheet 77

Layer frills to make them look more impressive! Adding smaller gathered frills to round frills can enhance the look.

Video



① Draw large, loose frills.

② Draw a guideline for the smaller frills.

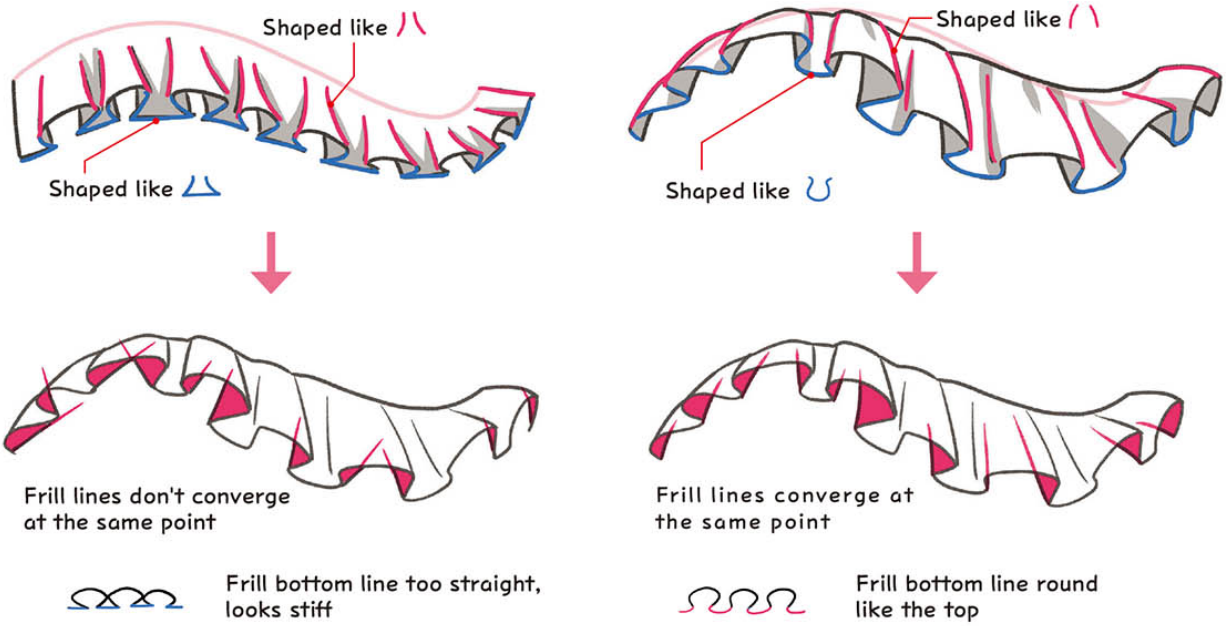
③ Draw frills along the guideline.

Common mistakes

Have you ever tried to draw cute, soft frills that ended up looking too stiff? Review these points and you'll be drawing soft frills in no time!

Video

First, let's look at the frills from the front!



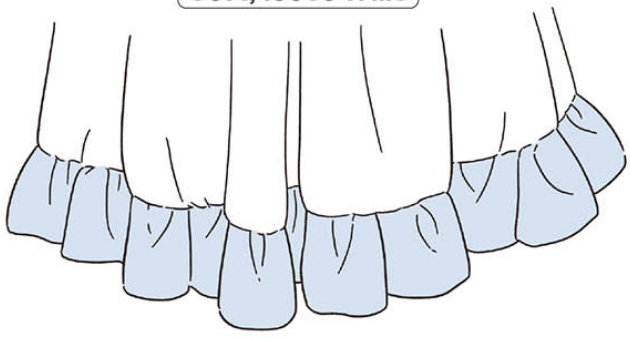
Draw different types of frills

Sheet 78

Video

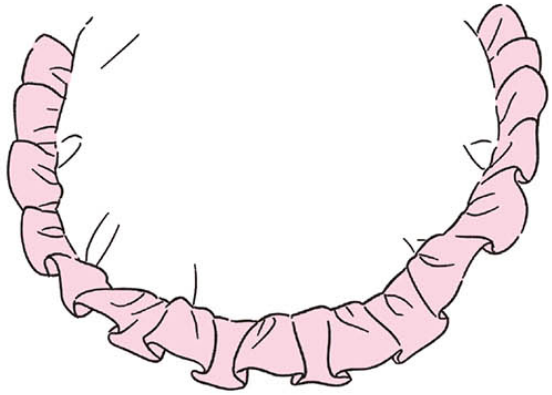
In this chapter, we explained how to draw round frills and gathered frills, but you can also draw loose frills and tight frills.
For example, classic maid dresses have big and loose frills, while modern maid dresses have small and tight frills. Here are two examples.

Soft, loose frills



Creases and frills are large and soft

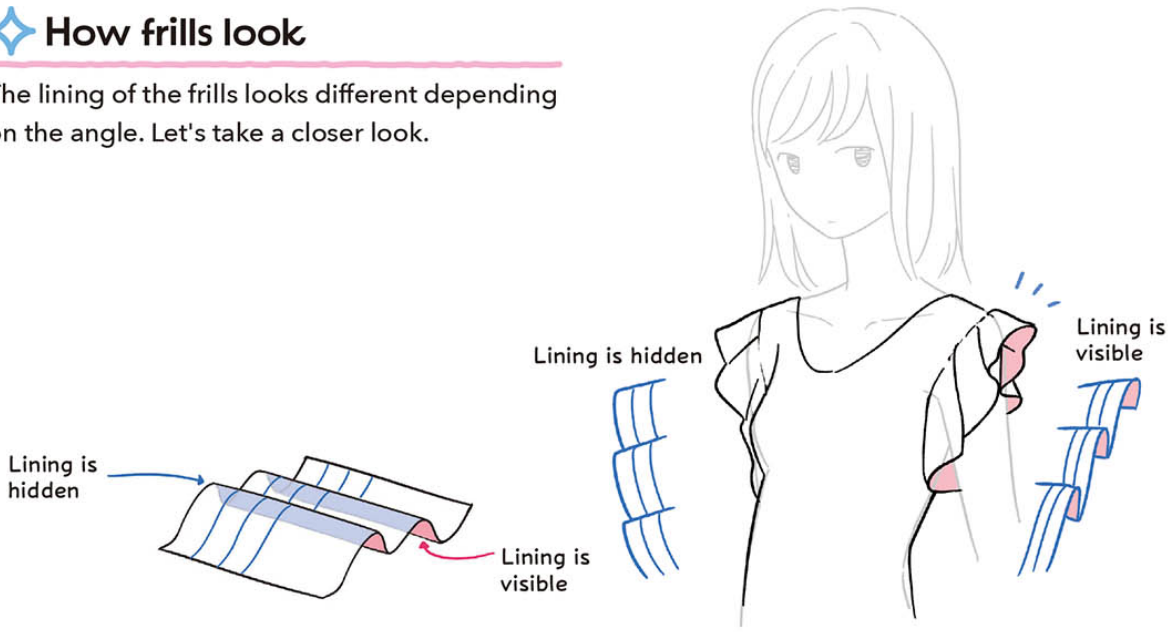
Cute, ruffly frills



Creases and frills are small and close together

How frills look

The lining of the frills looks different depending on the angle. Let's take a closer look.



COLUMN

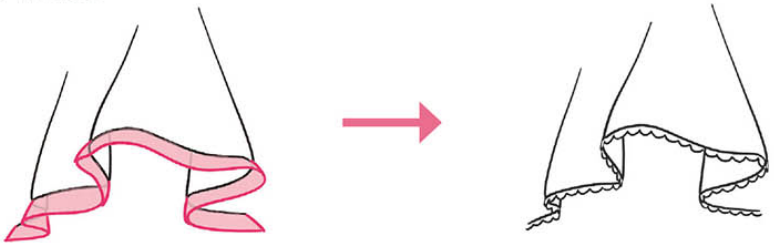
Combining frills and lace

Sheet 79

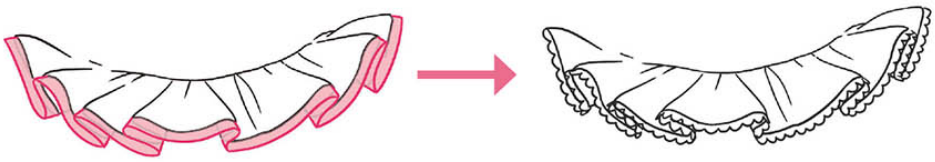
Video

Combining frills and lace also looks nice!

Round frills + lace



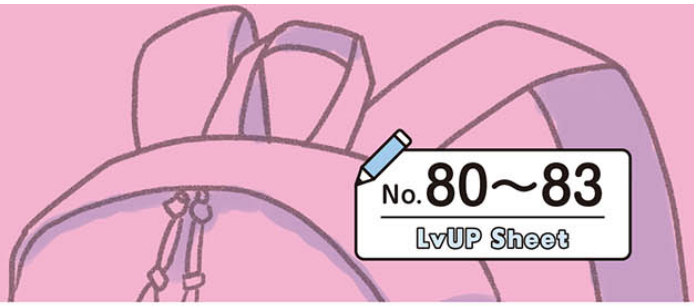
Gathered frills + lace



Adding patterns to the lace can make it look even better!

Even　　Alternating　　Like a doily

How to Draw Accessories



No.80~83
LvUP Sheet

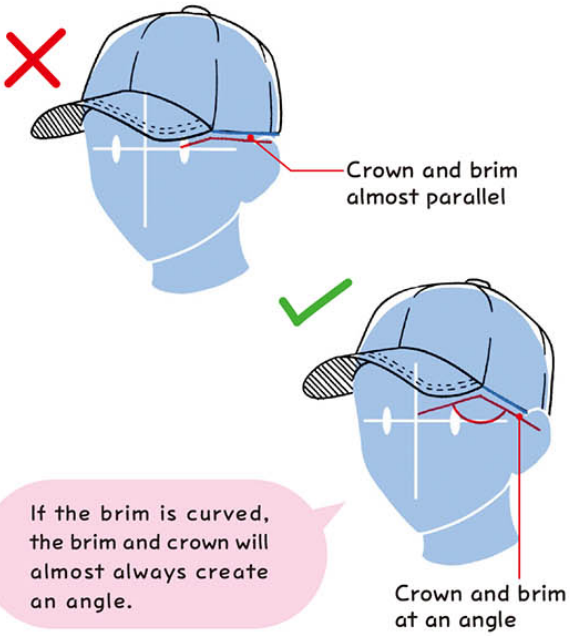
Here are some accessories that you might see in your daily life. Each of these small details can come together to make a more convincing drawing.

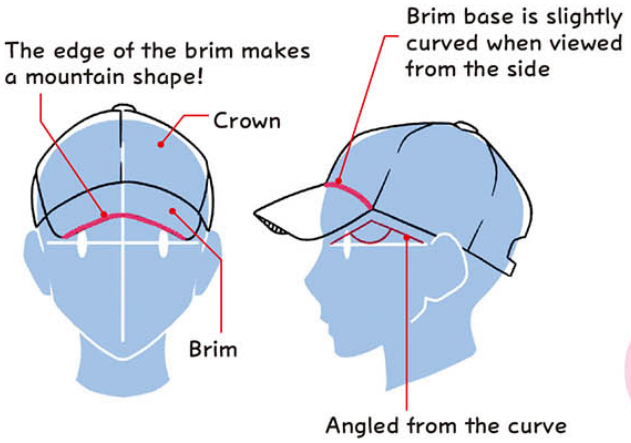
Cap

Sheet 80

This style of cap has a curved brim, but some have straight ones.

Video



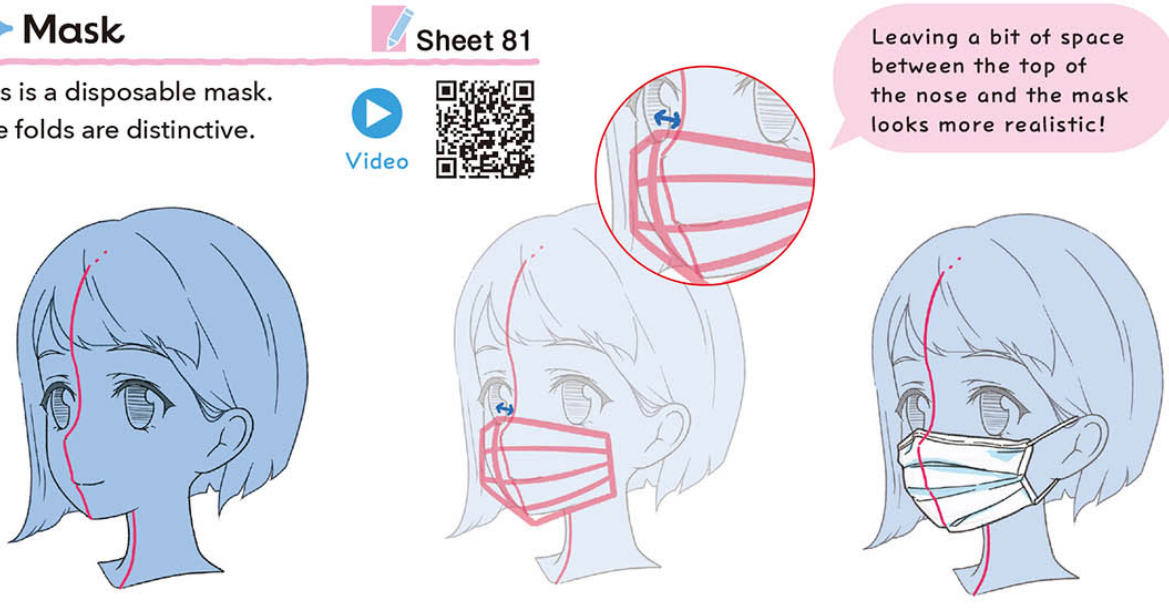


Mask

Sheet 81

This is a disposable mask. The folds are distinctive.

Video



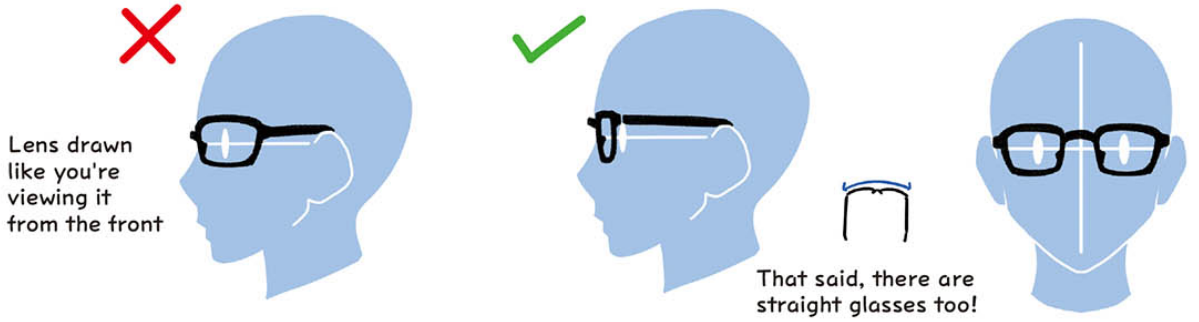
Glasses

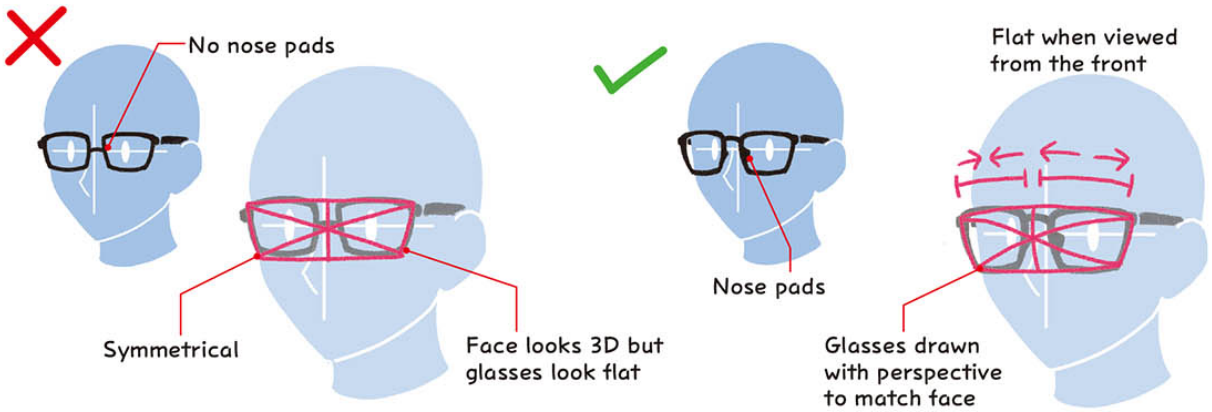
Sheet 82

These are standard black-rimmed glasses. Note the lenses as well as the nose pads and the temples.

Video

Lenses have slight curves, so being able to see the lens from the side makes it more realistic.



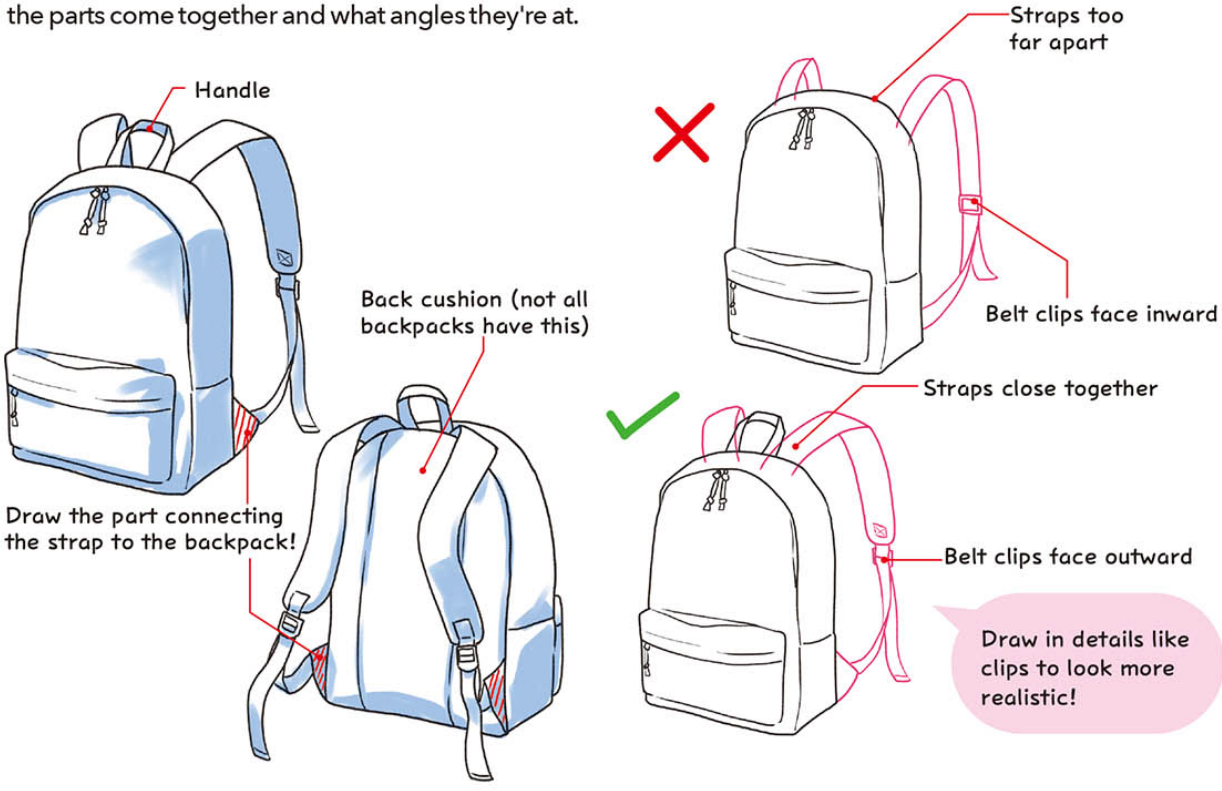


Backpacks

Sheet 83

This is a standard daily-use backpack. Note how the parts come together and what angles they're at.

Video



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Members of KawaiiSensei

Nakamura, KawaiiSensei Management

I work as a freelance designer, 3D modeler, and art director. I mainly work with VTubers ever since I was involved in the launch and production of VTuber Kizuna Ai. I like being creative and bringing my ideas to life.

Sato Ito

I am an illustrator currently working as a freelance artist. I mainly produce character designs and concept art, but I sometimes draw manga as a hobby. I love drawing pictures of the sky and the sea. Lately, I've been addicted to watching YouTube videos of people eating insects.

Iruka Umeda

I am a freelance illustrator and a part-time lecturer at the Kyoto University of Arts. I draw art for smartphone games, draw key animations for anime, teach illustration courses, and do art corrections. It's fun to see the people I've taught grow. I recommend Akabu sake.

Noromu

I am a freelance illustrator who can draw manga too. I am also a part-time lecturer at the Kyoto University of Arts. I specialize in vivid, eye-catching illustrations like book covers and video thumbnails. Lately, I've been addicted to Yomeishu.

●著者紹介

KawaiiSensei（かわいいせんせい）

2021年から活動開始したイラスト系クリエイター集団。
第一線で活躍中のアニメーター、漫画家、デザイナーなどが参加。
TikTokやInstagram、X、YouTubeなどを中心に活動。
TikTokアワード2023にノミネート。キャッチーでわかりやすいイラストレシピを全世界に向けて発信中。

● About the Author

KawaiiSensei

An illustration creator group that started in 2021. The group includes animators, manga artists, designers, and others who work on the front lines of illustration.
The group is mainly active on TikTok, Instagram, X, and YouTube.
Nominated for the TikTok Awards in 2023, the group shares catchy and easy-to-understand drawing techniques with the world.

X https://twitter.com/KawaiiSensei_jp
Youtube https://www.youtube.com/channel/UCmmTVdKowQI_IjemSQ8INNA
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肩が上がると自然とウデも上がり、動地が出る
つむじから流れるタイプは前髪も細かくブロック分けして考えるとさらに楽になる！
つむじから流れるタイプは前髪も細かくブロック分けして考えるとさらに楽になる！
修行中
ふりと四角い
ランダムサイズの平らな三角形が連続するイメージ
えりが広
ランダムサイズの二等辺三角形が連続するイメージ
前歯
上
下
前歯
首かしげるとセクシー度が上がる
肩は開いて下げてるイメージ
布と肌にスキマできる
つっぱって少し裾が上がる。
つっぱる
つっぱる側の逆サイドにシワがタタい。
硬めのプリーツスカートはヒダは多く出来ないイメージです
軽い素材だと大きくひるがえる
布が硬いとボディラインが出づらい
修行中
パーツだとの傾きを考える
色んな傾きがあると立体感がおこる
傾きが浅いのばかりでなく
前歯
奥歯
上