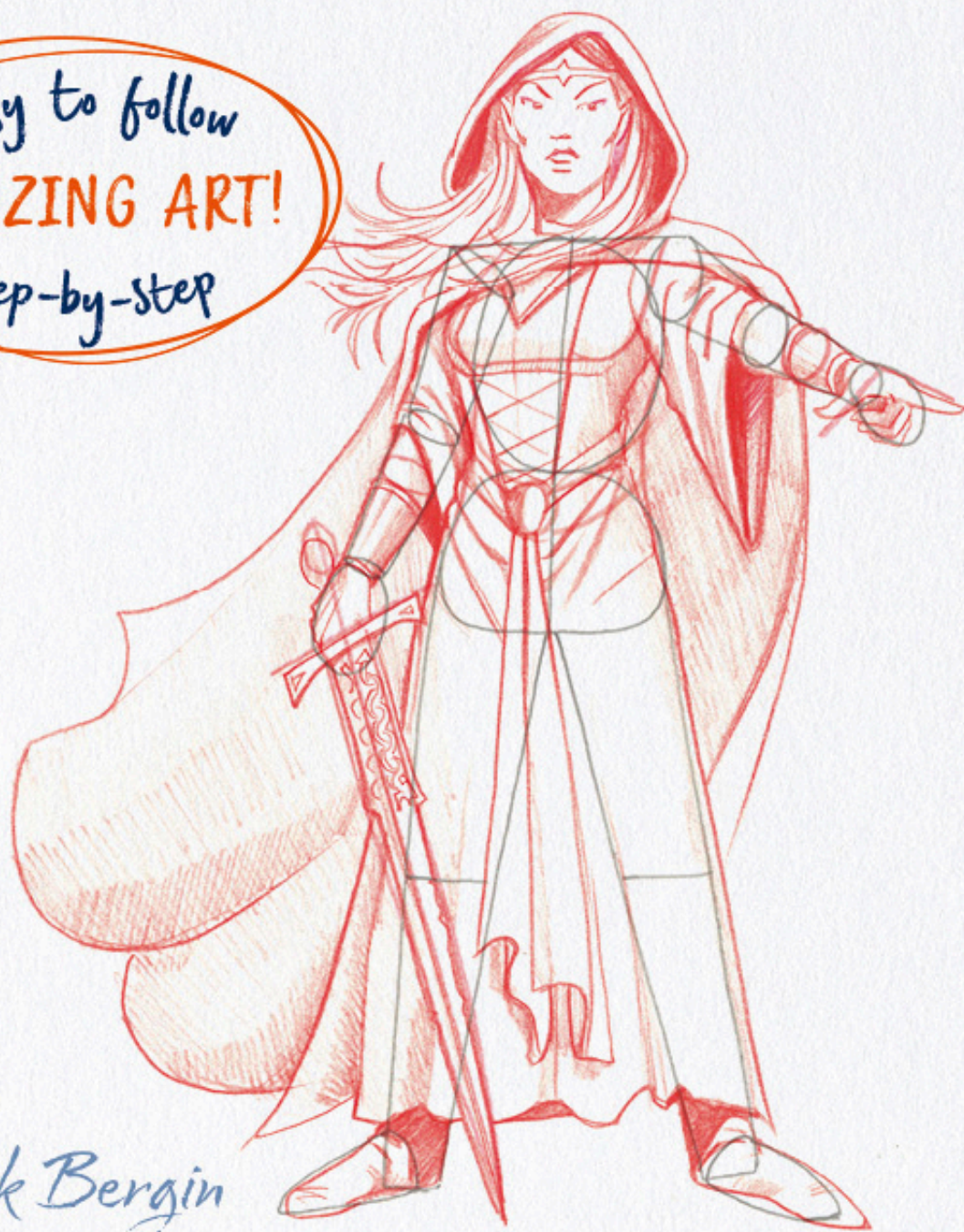


HOW TO DRAW

# FANTASY ART

WARRIORS, HEROES AND MONSTERS

Easy to follow  
AMAZING ART!  
Step-by-step



Mark Bergin

HOW TO DRAW

# FANTASY ART

WARRIORS, HEROES AND MONSTERS

*Mark Bergin*



# Contents



First published in the UK in 2009 by The Salaraya Book Company Ltd  
This edition published in the UK in 2024 by Hatch Press,  
an imprint of Bonnier Books UK  
4th Floor/Victoria House  
Bloomsbury Square, London WC1B 4DA  
Owned by Bonnier Books  
Sveavägen 56, Stockholm, Sweden  
[www.bonnierbooks.co.uk](http://www.bonnierbooks.co.uk)

Copyright © 2024 by Hatch Press

1 3 5 7 9 10 8 6 4 2

All rights reserved

ISBN 978-1-80078-999-9

Printed in China



- 4..... Making a start
- 6..... Drawing materials
- 8..... Perspective
- 10..... References
- 12..... Dragon head
- 14..... Birth of a dragon
- 16..... Sleeping dragon
- 18..... Fire-breathing dragon
- 20..... The wise dragon
- 22..... Perched dragon
- 24..... Flying dragon
- 26..... Battling dragons
- 28..... Dragon and slayer
- 30..... Fire and ice dragons
- 32..... Glossary and Index



# Making a start

Learning to draw is about looking and seeing. Keep practising, and get to know your subject. Use a sketchbook to make quick drawings. Start by doodling, and experiment with shapes and patterns. There are many ways to draw; this book shows one method. Visit art galleries, look at artists' drawings, see how friends draw, but above all, find your own way.



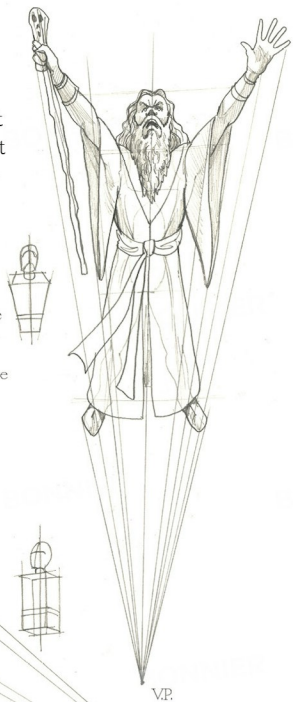
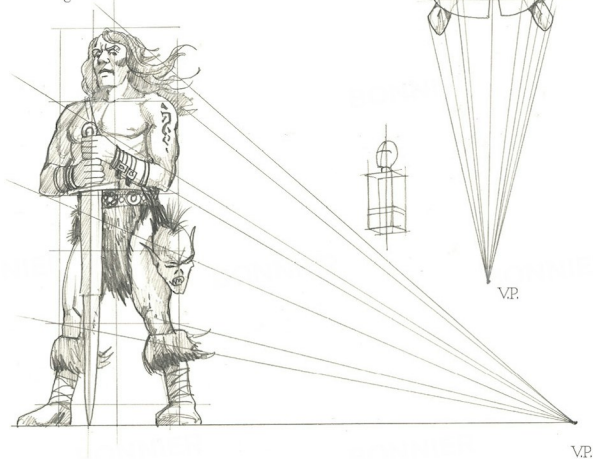
Remember that practice makes perfect. If it looks wrong, start again. Keep working at it - the more you draw, the more you will learn.



# Perspective

If you look at any object from different viewpoints, you will see that the part that is closest to you looks larger, and the part furthest away from you looks smaller. Drawing in perspective is a way of creating a feeling of depth - of showing three dimensions on a flat surface.

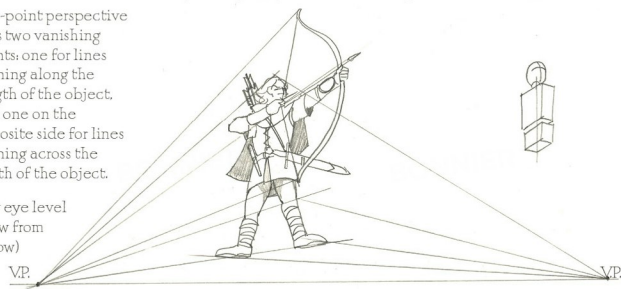
The vanishing point (VP) is the place in a perspective drawing where parallel lines appear to meet. The position of the vanishing point depends on the viewer's eye level. Sometimes a low viewpoint can give your drawing added drama.



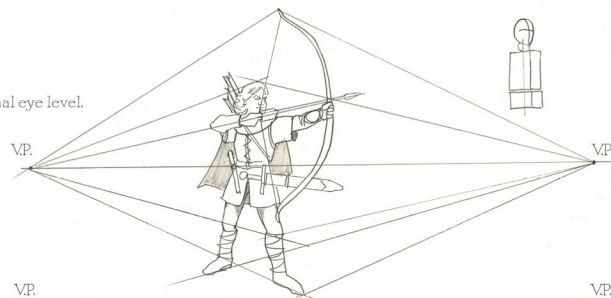
## Two-point perspective drawing

Two-point perspective uses two vanishing points: one for lines running along the length of the object, and one on the opposite side for lines running across the width of the object.

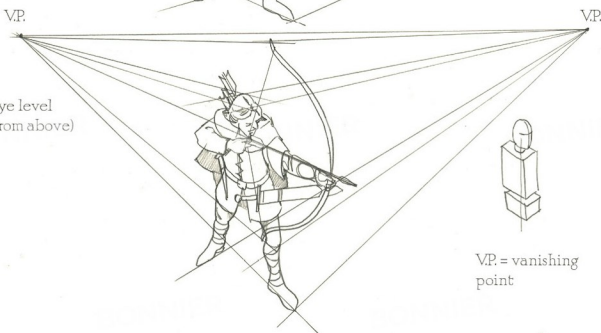
Low eye level  
(view from below)



Normal eye level.



High eye level  
(view from above)



VP = vanishing point

# Drawing materials

Try using different types of drawing papers and materials. Experiment with charcoal, wax crayons and pastels. All pens, from felt-tips to ballpoints, will make interesting marks – or try drawing with pen and ink on wet paper.

**Pastels** are even softer than charcoal, and come in a wide range of colours. Ask an adult to spray your pastel drawings with fixative to prevent smudging.

You can create special effects by scraping away parts of a drawing done with **wax crayons**.



**Silhouette** is a style of drawing that uses only a solid black shadow.



**Pastels**

**Pencils**



**Hard pencils** are greyer and soft pencils are blacker. Hard pencils are graded from 6H (the hardest) through 5H, 4H, 3H and 2H to H. Soft pencils are graded from B, 2B, 3B, 4B and 5B up to 6B (the softest).

**Pen and ink**

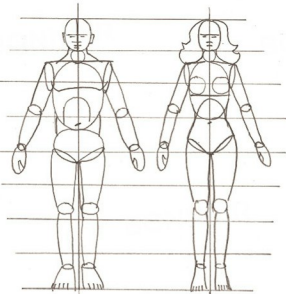


**Charcoal** is very soft and can be used for big, bold drawings. Ask an adult to spray your charcoal drawings with fixative to prevent smudging.

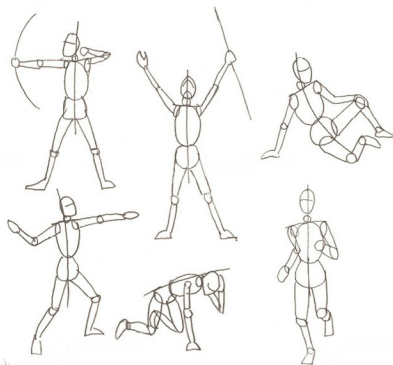
Lines drawn in **ink** cannot be erased, so keep your ink drawings sketchy and less rigid. Don't worry about mistakes as these lines can be lost in the drawing as it develops.

# Character proportions

This page shows some of the more popular fantasy figures and their proportions compared to a normal human figure. On average, the length of a human head should fit eight times into its body length. When you draw a fantasy figure anything goes – so let your imagination go wild.



Draw these simple figures to help you choose a good position for your character. You can emphasise the qualities of a character by using dramatic poses or emotions.

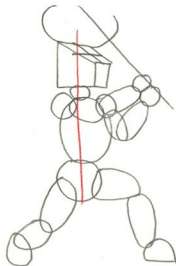


# Man beasts

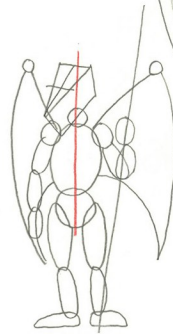
Combining a human figure with an animal's head can create a great Hybrid monster. You can get inspiration by drawing from life models. Photos from sports movies and figure reference manuals are a good source too. Why not try putting a snake or insect's head on a human body – see what you can create!



A Minotaur is half bull, half man.



Werewolf: A human that takes on the shape of a wolf when there is a full moon.



Dragon-man: the body of a man with the characteristics of a dragon added.

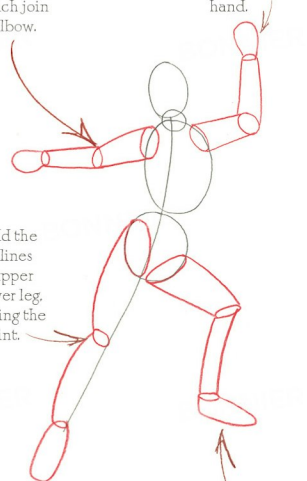




# Amazon warrior

This powerful female figure is a classic action fantasy character. She must look strong and powerful but retain her femininity and beauty.

Sketch cylinder shapes for each arm which join at the elbow.

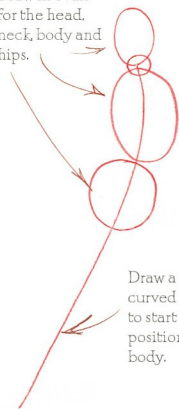


Add the basic shape of the hand.

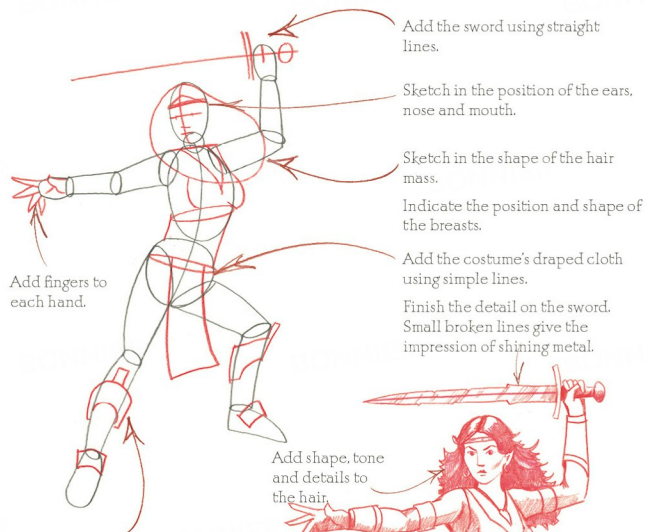
Legs: add the curved lines of the upper and lower leg, indicating the knee joint.

Add the foot shape and direction.

Draw in ovals for the head, neck, body and hips.



Draw a long curved line to start the position of the body.



Add the sword using straight lines.

Sketch in the position of the ears, nose and mouth.

Sketch in the shape of the hair mass.

Indicate the position and shape of the breasts.

Add the costume's draped cloth using simple lines.

Finish the detail on the sword. Small broken lines give the impression of shining metal.

Add fingers to each hand.

Add shape, tone and details to the hair.

Draw in bracelets and armbands.

Add tone to the legs.

Draw in the top of the costume.

Draw in the boot shapes.

Complete the details on the boots.

Add shade to areas where the light would not reach.

# Warrior queen

This character's commanding stance oozes strength and power but still displays her femininity through her flowing cloak and costume. Her sword skills displays the metal-working skills of the great sword masters – the elves.

Mark the position of the eyes, nose and mouth.

Draw the position of the fingers.

Draw in the position and shape of the breasts.

Sketch in the shape of the sword.

Draw ovals for the head, neck, body and hips.

Draw in a centre line.



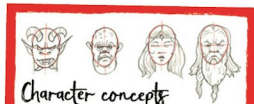
Add cylinder shapes for each arm, showing elbow joints.

Add ovals for the hands.

Draw straight lines for the legs. Indicate knee joints.

Draw in the basic shape and direction of the feet.

Draw in the belt, making sure it goes around the figure.



## Character concepts

Using the same head-shape you can create your own variety of character heads, from monster to female to Orc!

Add more detail to the face.

Draw in the shape of the cloak with long curved lines.

Add decorative details to the sword.

Shade areas where the light will not reach.

Finish details on the feet.

Sketch in the hood raised over the head.

Draw the fingers of the hand.

Add the shape of the bodice and sleeves.

Add shading under the hood and add the head band.

Using flowing lines draw in the hair.

Draw in arm guards.

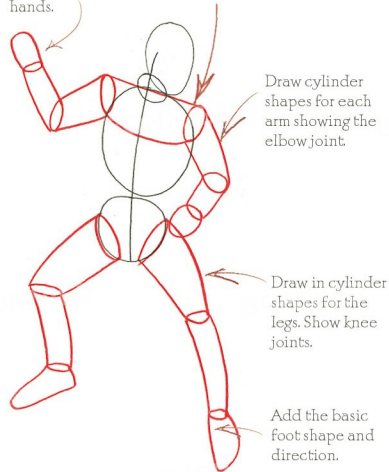
Use straight lines to indicate the folds in the fabric.

Add shadows under the hem of the dress.

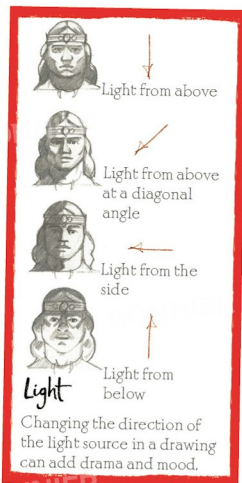
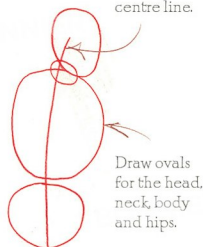
# Barbarian

This fierce northern warrior comes from feudal warmongering tribes. He has an impressive muscular build with broad shoulders and large, powerful arms as he relies on his strength in combat. His weapons are heavy and oversized to inflict the maximum damage to his opponents.

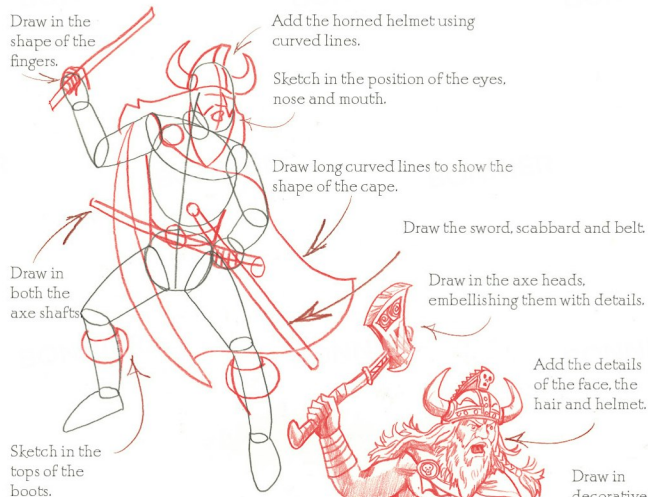
Draw in the shape of the hands. Sketch in the shape of the squared shoulders and the chest.



Draw in a centre line.



Draw in the shape of the fingers.



Use curved lines to add muscles to the body.

Draw in the loin cloth.

Add tone to the legs.

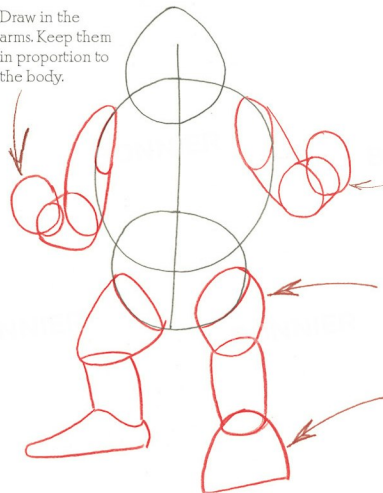
Finish the detail on the boots.

Shade in areas where light would not reach, especially to the inside folds of the cloak.

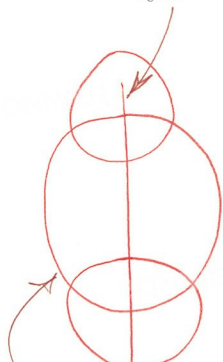
# Ogre

This gigantic and formidable bloated monster has only one thing on his mind – gluttony. His victims' heads are slung gruesomely around his belt to become the ingredients of his next meal! His weapon is a massive club – a great meat tenderiser!

Draw in the arms. Keep them in proportion to the body.



Draw a centre line for the figure.



Draw three large ovals for the head, body and hips.

Sketch in the shape of the hands.

Sketch in the legs, making them quite thick and short. Show the knee joints.

Draw in the shape and direction of both large feet.

Sketch in the exaggerated shape and position of the facial details.

Draw in the club.

Add fingers to the hands.

Draw in spikes and add detail to the club.

Add detail to complete the menacing face.

Sketch in the belt and ragged loin cloth.

Add shoulder pads and harness using simple curved lines.

Draw the fingers of this hand extending out towards you.

Add spikes to the shoulder pads.

Draw in the toes.

Add some small heads to the belt.

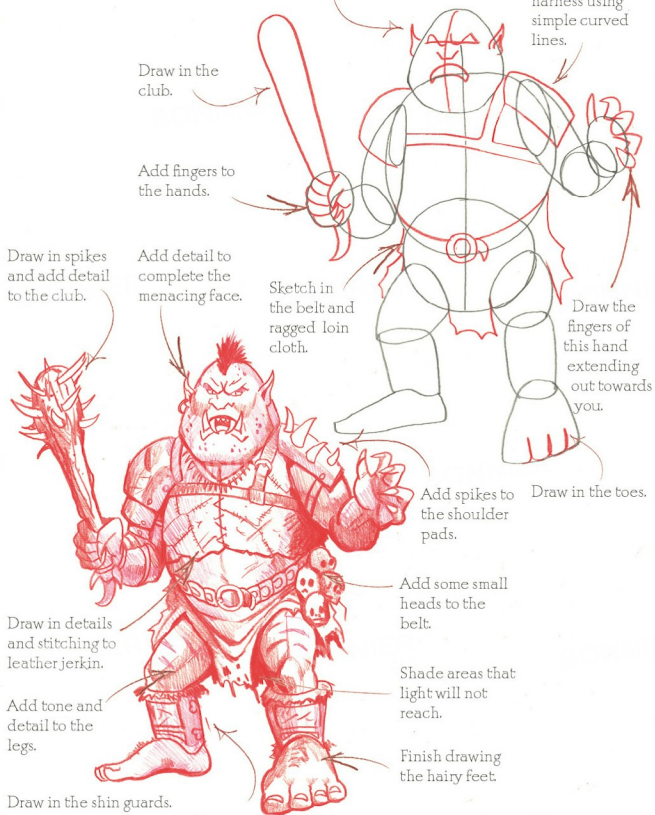
Shade areas that light will not reach.

Finish drawing the hairy feet.

Draw in details and stitching to leather jerkin.

Add tone and detail to the legs.

Draw in the shin guards.

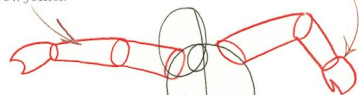


# Undead warrior

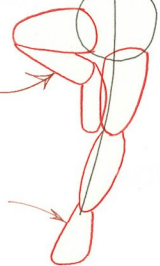
This once proud warrior has turned, in death, into a hideous and terrifying evil demon. His head is reduced to a skull and flesh hangs from his body. He is summoned up to collect the souls of dead warriors on the battlefield.

Sketch in the shape and position of the arms with cylinder shapes. Show elbow joints.

Add basic shapes for the hands.



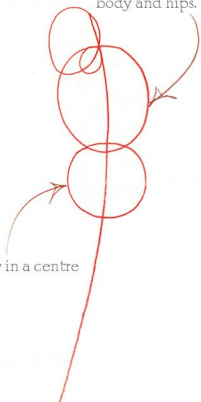
Sketch in the legs, showing the knee joints.



Draw in the feet pointing down.

Draw in a centre line.

Draw ovals for the head, neck, body and hips.

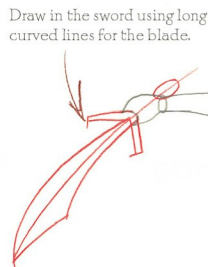


## Action poses

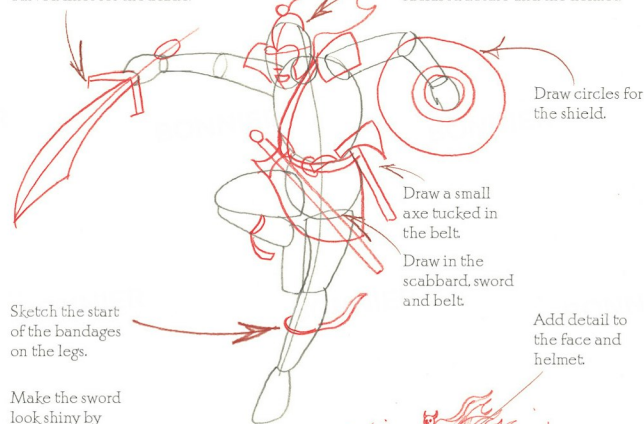
Draw lots of small figures to find the best pose. Try out poses yourself in front of a mirror to see what looks good.



Draw in the sword using long curved lines for the blade.



Sketch in the head details: the facial structure and the helmet.



Draw circles for the shield.

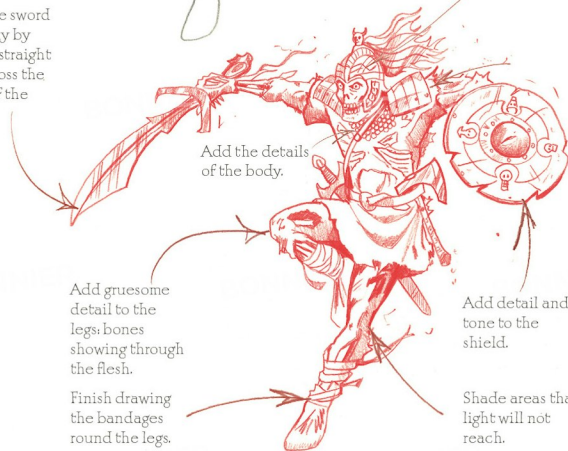
Draw a small axe tucked in the belt.

Draw in the scabbard, sword and belt.

Sketch the start of the bandages on the legs.

Make the sword look shiny by drawing straight lines across the length of the sword.

Add detail to the face and helmet.



Add the details of the body.

Add gruesome detail to the legs: bones showing through the flesh.

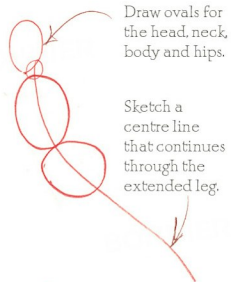
Finish drawing the bandages round the legs.

Add detail and tone to the shield.

Shade areas that light will not reach.

# Winged avenger

This dynamic female angel hunts out evil 'on the wing'. Her wings are her most powerful limbs. She uses magic weapons and a shield to protect and defend herself against the evil forces that vie against her.

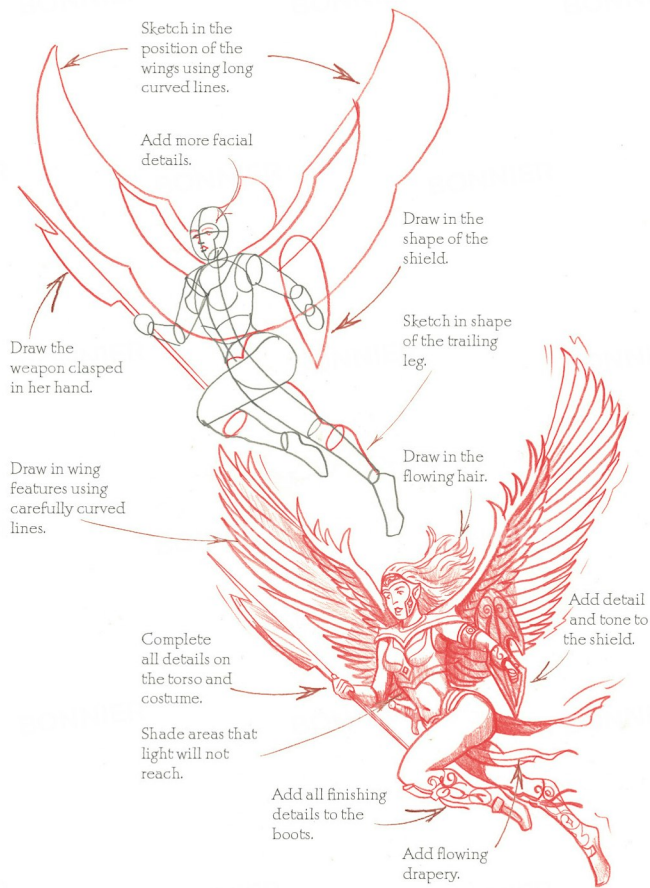
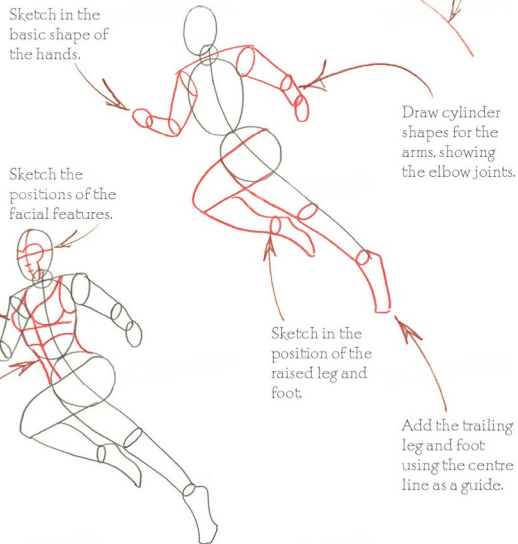


Sketch in the basic shape of the hands.

Indicate position and shape of the breasts.

Sketch the positions of the facial features.

Add curved lines to the torso, dividing up each section of clothing and body.



# War wizard

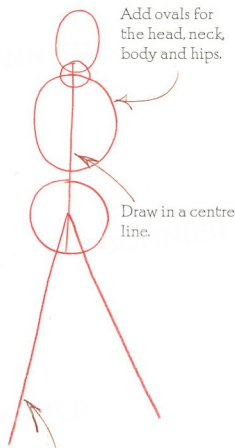
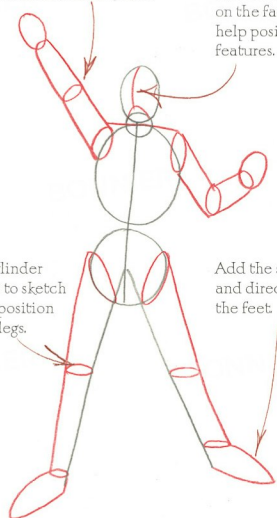
The war wizard's well-honed physique gives him his strength. Magical powers that flow through his fingertips strike down his enemies. The heads of his evil opponents hang from his belt as trophies, ready to be made into potions later.

Sketch in the arms using cylinder shapes. Indicate elbow joints.

Lightly sketch two curved lines on the face to help position its features.

Use cylinder shapes to sketch in the position of the legs.

Add the shape and direction of the feet.



Add ovals for the head, neck, body and hips.

Draw in a centre line.

Draw two straight lines from the middle of the bottom oval.

Draw in the hand details with a finger pointed upwards.

Sketch in the positions of the eyes, nose and mouth.

Draw jagged lines around the hand to show his magical powers.

Draw in all the facial details.

Draw in remaining details of the torso.

Add head 'trophies' to his belt.

Draw in the wizard's boots.

Add in the basic shape of the hair mass and the beard.

Sketch in the sword and belt.

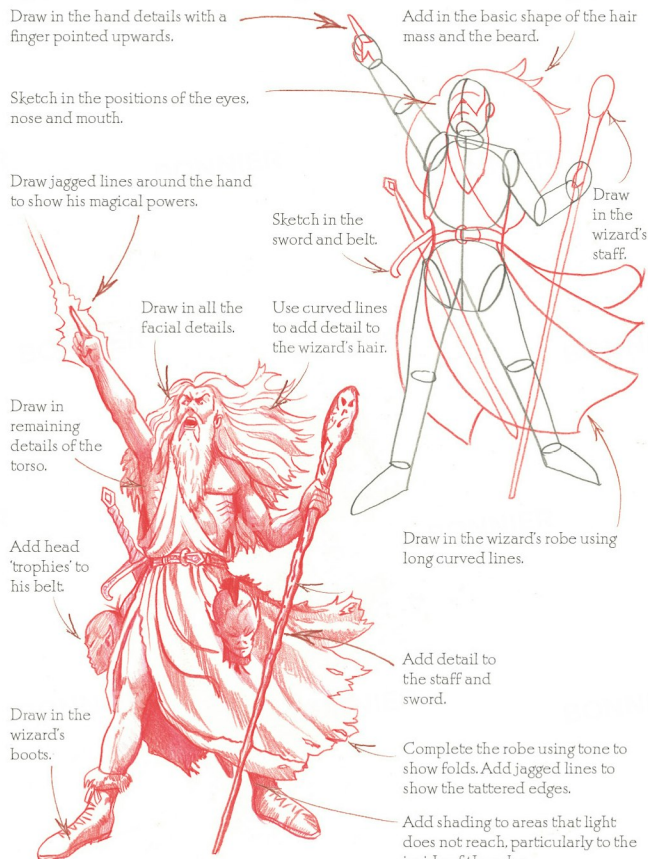
Use curved lines to add detail to the wizard's hair.

Draw in the wizard's robe using long curved lines.

Add detail to the staff and sword.

Complete the robe using tone to show folds. Add jagged lines to show the tattered edges.

Add shading to areas that light does not reach, particularly to the inside of the robe.



# Goblin

This evil and devious creature is a fierce fighter. He will be found in dark mountain areas where great goblin armies scheme and plan their battles against the dwarf lords. They are not the strongest opponents but they overwhelm their enemies by their great numbers.

Sketch in the position of the facial features.

Sketch three ovals for shoulders and arms.

Draw two oval shapes for the shape of the hand.

Add pointed ears.

Draw a long straight line for the spear shaft.

Draw curved lines for the shape of the legs.

Sketch in circles for the knees and ankles.

Draw in the shape and direction of the feet.

Draw in a centre line with another crossing it.

Add the position of the neck.

Draw three ovals for the head, body and hips.

Start to add the facial features.

Draw in the bow and quiver which are slung behind him.

Draw in the clawed fingers.

Draw in the sharp spearhead using straight lines.

Add clawed toenails.

Finish drawing the details of the armour and belt.

Add shade to areas where the light would not reach.

Draw in the hair strip.

Add another long straight line to the spear shaft.

Draw in the armour on the torso.

Add the loincloth.

Add in the goblin's knee and shin guards.

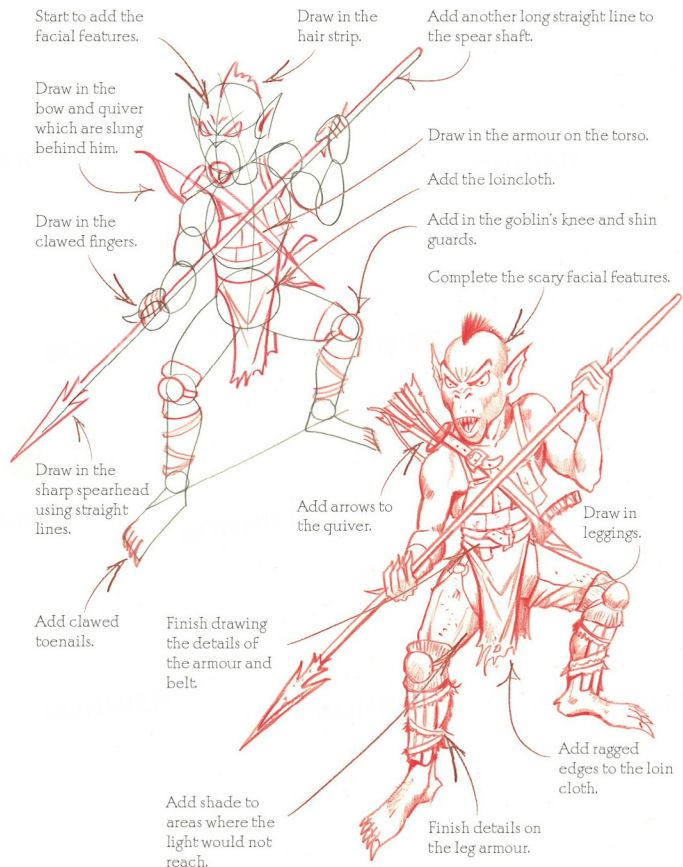
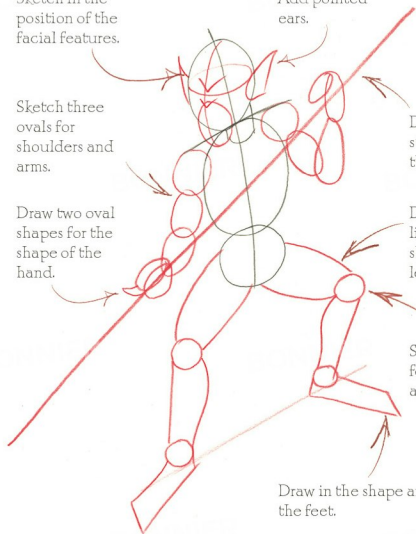
Complete the scary facial features.

Add arrows to the quiver.

Draw in leggings.

Add ragged edges to the loincloth.

Finish details on the leg armour.

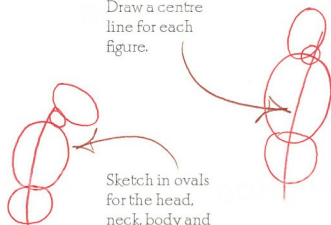




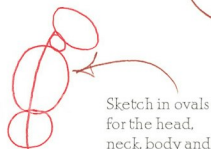
# Goblin vs Warrior

Draw this action fighting scene: the crouching goblin is ready to strike at the upright stance of the brave, defending warrior who towers over him. Always remember to sketch in your initial drawing lightly so that you can add in more detail later.

Draw a centre line for each figure.

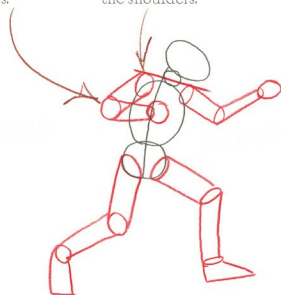


Sketch in ovals for the head, neck, body and hips of each figure.

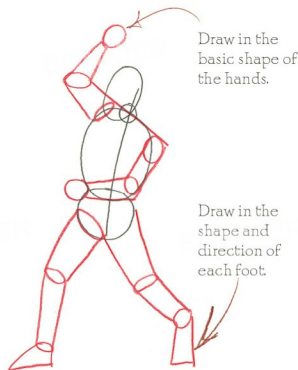


Draw the arms of each figure using simple cylinder shapes.

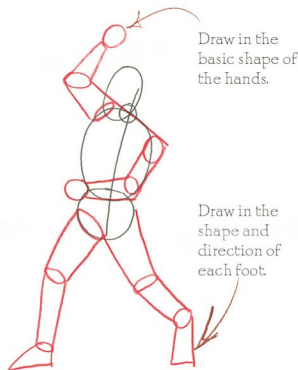
Sketch in a straight line for the position of the shoulders.



Draw in the basic shape of the hands.



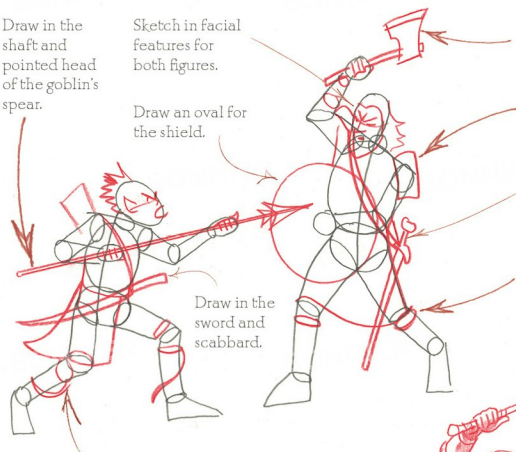
Draw in the shape and direction of each foot.



Draw in the shaft and pointed head of the goblin's spear.

Sketch in facial features for both figures.

Add the shaft and blade of the warrior's axe.



Draw an oval for the shield.

Draw in shoulder armour.

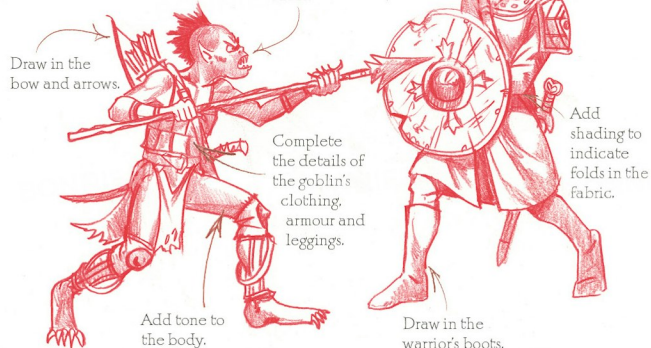
Sketch in a sword and its scabbard.

Draw in the sword and scabbard.

Add detail and tone to the warrior's robe, shield, axe and armour.

Draw in the simple shapes of the goblin's clothing and leggings.

Finish the detail on the characters' faces.



Draw in the bow and arrows.

Complete the details of the goblin's clothing, armour and leggings.

Add shading to indicate folds in the fabric.

Add tone to the body.

Draw in the warrior's boots.

# Glossary

**Centre line** Often used as the starting point of the drawing, it marks the middle of the object or figure.

**Composition** The arrangement of parts of a picture on the drawing paper.

**Construction lines** Guidelines used in the early stages of a drawing, and usually erased later.

**Fixative** A type of resin used to spray over a finished drawing to prevent smudging. It should only be used by an adult.

**Light source** The direction from which the light seems to come in a drawing.

**Perspective** A method of drawing in which near objects are shown larger than faraway objects to give an impression of depth.

**Pose** The position assumed by a figure.

**Proportion** The correct relationship of scale between each part of the drawing.

**Silhouette** A drawing that shows only a flat dark shape, like a shadow.

**Vanishing point** The place in a perspective drawing where parallel lines appear to meet.

# Index

A  
Amazon warrior 14-15

B  
barbarian 18-19

C  
centre line 16, 18, 20,  
22, 24, 26, 28, 30  
character concepts  
16  
character proportions  
10-11  
charcoal 8-9  
construction lines  
15, 17, 19, 21,  
23, 25, 26, 27, 28,  
29  
crayons 8

D  
drawing hands 14  
drawing materials  
8-9

E  
eye level 6-7

F  
felt-tips 8  
fixative 9

G  
goblin 28-29  
goblin vs warrior  
30-31

I  
ink 9

L  
light and shade  
15, 17, 18-19, 21,  
23, 25, 27, 29, 31

M  
man beasts 12-13  
materials 8-9  
mirrors 22, 26

O  
ogre 20-21

P  
pastels 8  
pencils 9  
pens 8-9  
perspective 6-7  
poses 22  
proportions 10

S  
silhouette 10, 31  
simple views 14-15  
sketching 12-13

U  
undead warrior 22-23

V  
vanishing points 6-7

W  
warrior queen  
16-17  
war wizard 26-27  
winged avenger  
24-25