

HOW TO DRAW

# MANGA



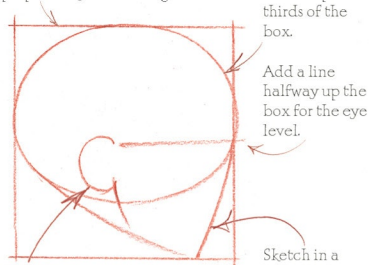
Easy to follow  
**AMAZING ART!**  
Step-by-step

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# Heads

Manga heads have a distinct style and shape. This is the basic shape of a head from the side and front views.

Start with a box to help you to proportion your drawing.



Add the ear near the centre of the box.

Draw an oval in the top two thirds of the box.

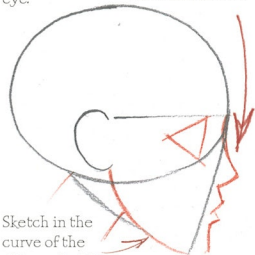
Add a line halfway up the box for the eye level.

Sketch in a triangle shape for the chin.

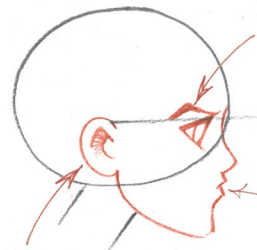
A simple side view of a head:

Add a triangle shape for the eye.

Draw in the profile of the nose and mouth.



Sketch in the curve of the chin and add a neck.

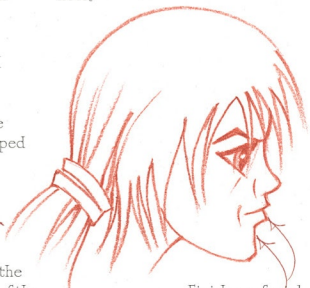


Draw in the arched eyebrows.

Add on the jagged shaped hair.

Add simple detail to the ear.

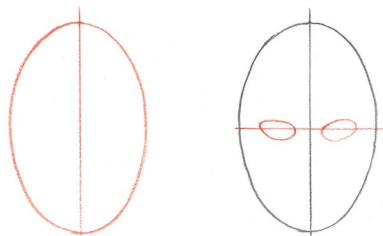
Complete the definition of the profile.



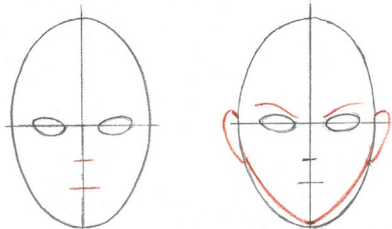
Finish any facial details.

A simple front view of a head:

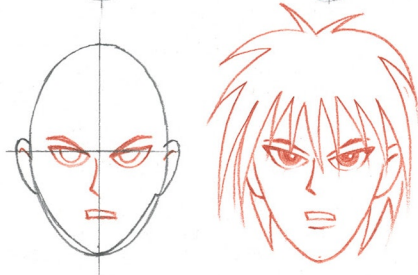
First draw a large oval for the face. Draw two lines dividing the face horizontally and vertically through its centre. Add two small ovals on the horizontal line for the eyes.



On the vertical line mark in the position of the bottom of the nose and the mouth. Draw in the eyebrows. Add ears to the outside of the oval. Make the chin more angular by drawing a curved line from each ear to the centre of the oval.



Draw in the oversized shape of the eyes. Add the small nose and mouth. Draw in the hair using jagged lines and add shading to the eyes. Finish off by carefully removing the construction lines.



# Martial arts

Manga figures are often shown in action, performing martial arts moves.

Draw triangle shapes to position the feet.

Draw the limbs with straight lines.

Add an overlapping oval for the body and another for the hips.

Sketch in the position of the facial features.

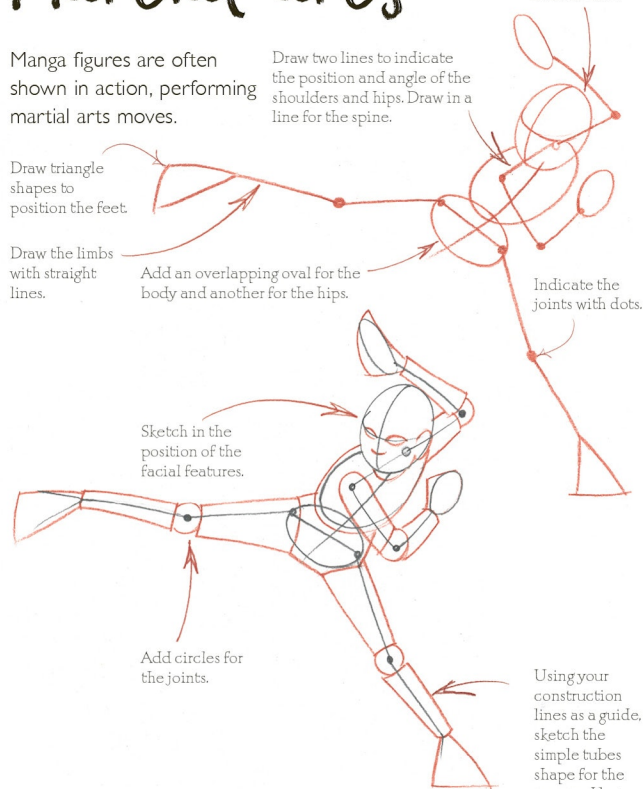
Add circles for the joints.

Draw two lines to indicate the position and angle of the shoulders and hips. Draw in a line for the spine.

Sketch an oval for the head.

Indicate the joints with dots.

Using your construction lines as a guide, sketch the simple tubes shape for the arms and legs.



Draw in the shape of the clothes, making sure that they go around the body and flare out at the end of the limbs.

Add spiky hair and start to finish the face.

Draw in the shape of the fingers.

Draw the toes on the feet.

Draw a necklace swinging around the character's neck to add a sense of movement.

Complete the feet and ankles.

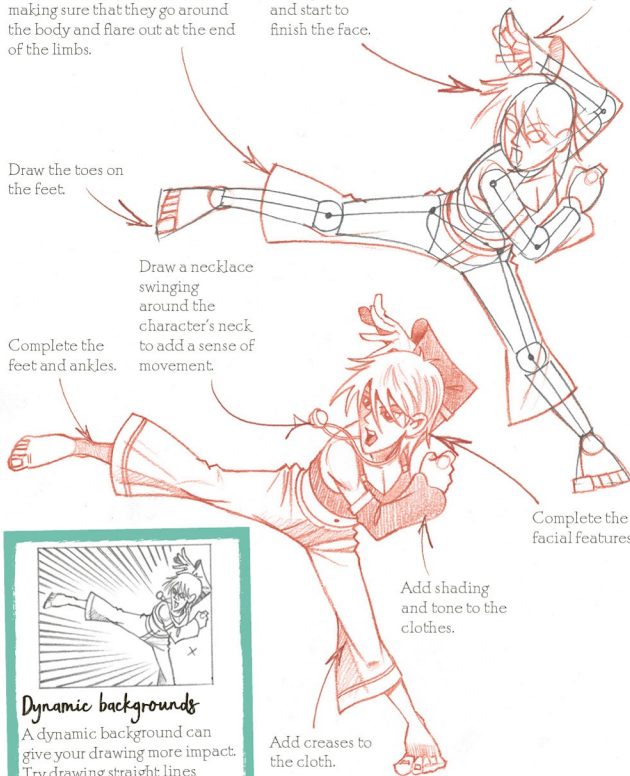
Add shading and tone to the clothes.

Add creases to the cloth.



## Dynamic backgrounds

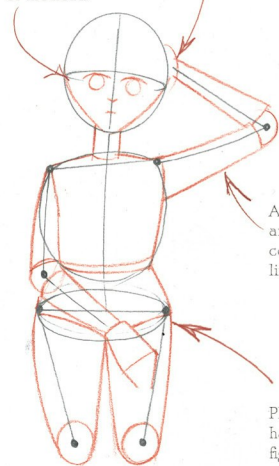
A dynamic background can give your drawing more impact. Try drawing straight lines coming out from the figure to give this kick more kick!



# Kimono girl

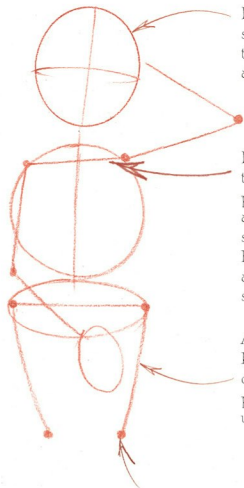
This girl is in a kneeling position and is dressed in a traditional oriental kimono. The draped folds of the costume can be challenging to draw.

Position the facial features in the lower half of the head. Sketch one hand going behind the head.



Add both arms using the construction lines as a guide.

Place this hand on the figure's lap.



Draw differently sized ovals for the head, body and hips.

Draw two lines to indicate the position and angle of the shoulders and hips. Draw in a line for the spine.

As the figure is kneeling you only have to position the upper legs.

Add dots to position the joints.

Start to draw the kimono using angular lines to create folds in the fabric.



Add the shape of the hair.

Draw in the sleeve, draping the cloth around the arms.

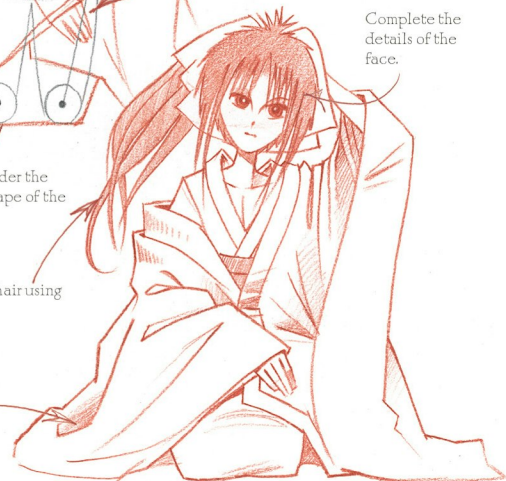
Add shading to the areas of draped folds where light wouldn't reach.

Draw in the fingers.

The legs are hidden under the kimono. Draw in the shape of the cloth around them.

Complete the flowing hair using jagged lines.

Finish the details of the kimono, adding shading to the folds.



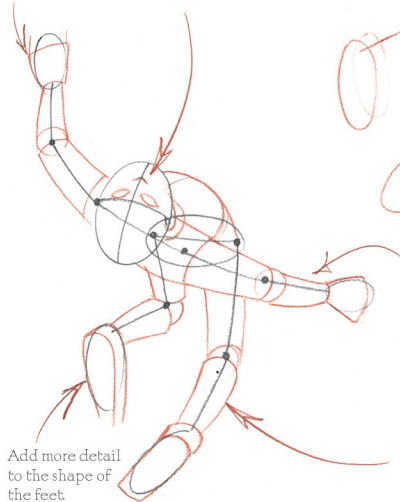
Complete the details of the face.

# Explosive action!

This character is being thrown through the air by an explosion. This pose captures a sense of action and excitement!

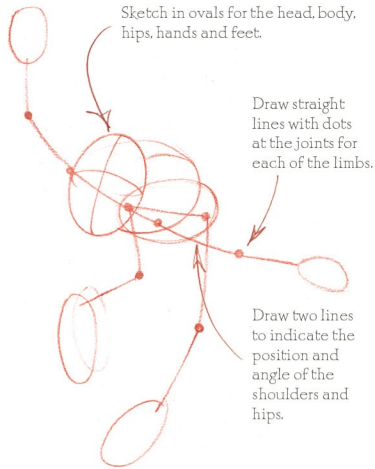
Start to add the shape of the hands.

Indicate the position of the facial features.



Add more detail to the shape of the feet.

Sketch in ovals for the head, body, hips, hands and feet.



Draw straight lines with dots at the joints for each of the limbs.

Draw two lines to indicate the position and angle of the shoulders and hips.

Draw in the shape of the arms using simple tube shapes. The construction lines will help you to position the limbs and joints correctly.

Add the shape of the legs using simple tube shapes. The legs are different sizes due to the exaggerated pose and perspective.

Draw in the shape of the fingers.

Add the hair to the head. Make it look as if it has been flung upwards by the blast.

Start drawing in the clothes. Make sure they go around the body.

Indicate the finger joints.

Finish drawing in the shape of the shoes.

Draw curved lines with patches of tone for the smoke.

Draw in ragged and torn details to the clothing to add a sense of drama.

Add shading where light would not reach.

Draw straight lines coming from the explosion for a dramatic effect.

