



How to...

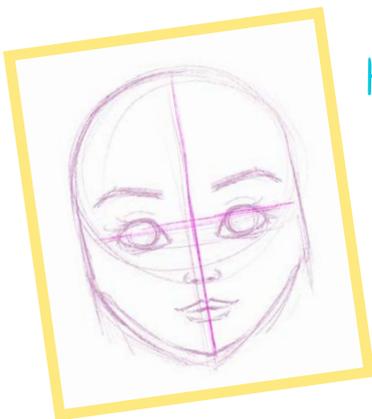
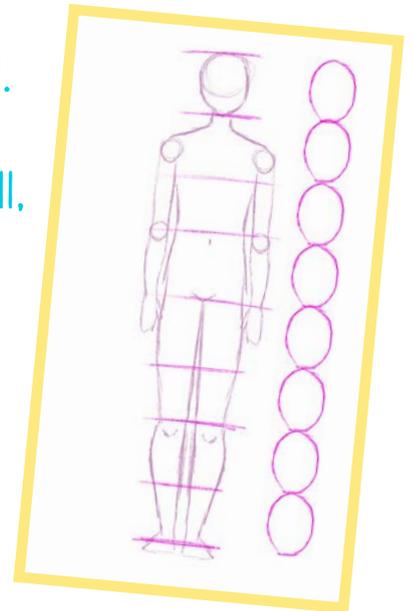
Draw my Characters!

I go through the theory and thought process behind my signature cute characters,

The basics...

The average human body is eight head shapes tall. Notice how the neck and torso combined is three heads tall, each section of the arm is one head tall, and so on. Also note how the lines hit key points like elbows, knees, ankles etc.

So always begin by drawing a head shape, as this gives you a starting size.

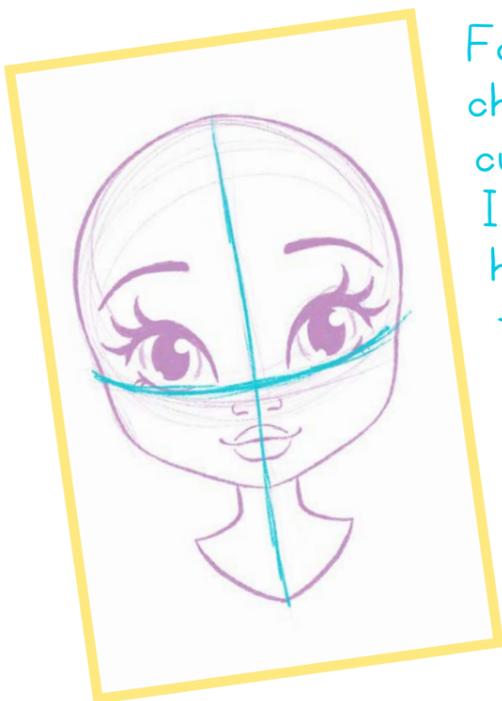


Here is a realistic head sketch. See how I've drawn centre lines horizontally and vertically through the head? This helps with placement of the features. The eyes are in the middle, from there you can map out where the nose, mouth and eyebrows go.

Now you understand that, you can manipulate those rules to create your own style of characters, like I have! But always use the head size as a starting point.

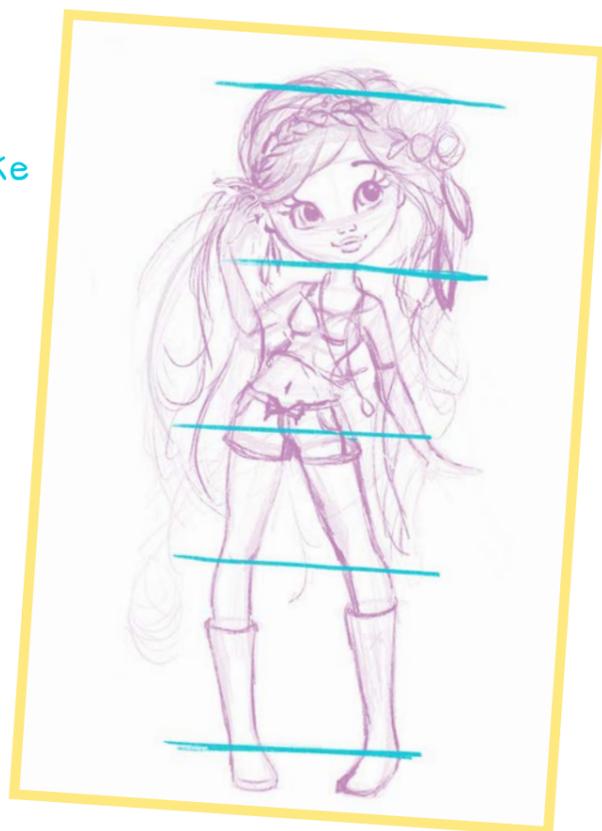
My rules...

My characters have big heads to make them look cute. Their bodies are only one head shape, plus a little extra for their neck. Their arms are one head shape long in total, making them dainty. Then I wanted their legs to be long and elegant so these are two head shapes long.



For my character's cute faces, I drop the horizontal line down to about two thirds and make their eyes nice and big, this makes them super cute! Their noses are very small but full lips.

Using these rules I can make my style fairly consistent.



Now I add horizontal lines down the page mapping out where those key points will be.

I allow a little space for a neck before drawing a line for the shoulders. Then I draw another line one head away, this is for their hips. Another line indicates their knees and another indicates their ankles. Feet are a little extra.



I can now begin plotting out the pose in stick man form... yes, stick man form! Draw lines for the spine, arms and legs, making sure you hit your reference lines for each key point.

Only then do I start fleshing out the figure. As all of my characters are girls with hourglass shapes, I usually draw an X for the torso with a triangle below for the pelvic area.



To finish, I soften all the curves and add details like hands, feet ears etc.



That's it!

You have a base for your character. Now you can add all the fun bits, like clothes, hair and accessories.

How I apply these rules...

To implement these rules, I start off with a clean layer in Procreate and sketch out a circle.

I add the vertical centre line and the horizontal line two thirds down. Then I build out the simple jaw line.

Now I have my head shape that I'm going to use as reference for the rest of the drawing.

