



# Mastering MANGA

## How to Draw Manga Bodies

Mark Crilley



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***About the Author***

***Copyright***

***Metric Conversion Chart***

***Ideas. Instruction. Inspiration.***



# Proportions and Poses

It's time to turn your attention to drawing the manga body. Is it difficult? Absolutely.

But it's nothing that can't be mastered, provided you keep at it. If guidelines are important for drawing the face, they are ten times as important for drawing the body. But where do the guidelines go? Read on, my friends, to learn that and a whole lot more ahead.

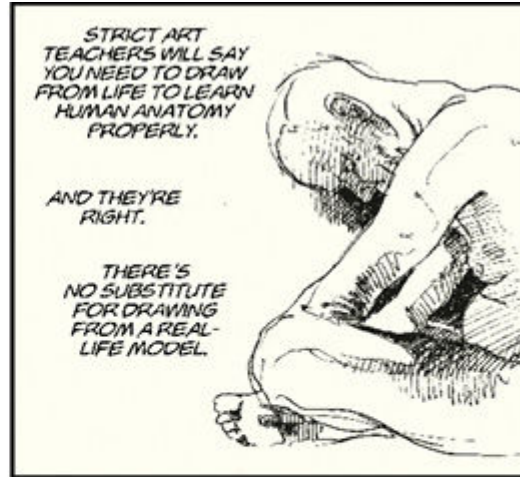


## **Drawing the Human Body**



THERE'S NO GETTING AROUND IT: DRAWING THE HUMAN BODY IS EXTREMELY DIFFICULT.

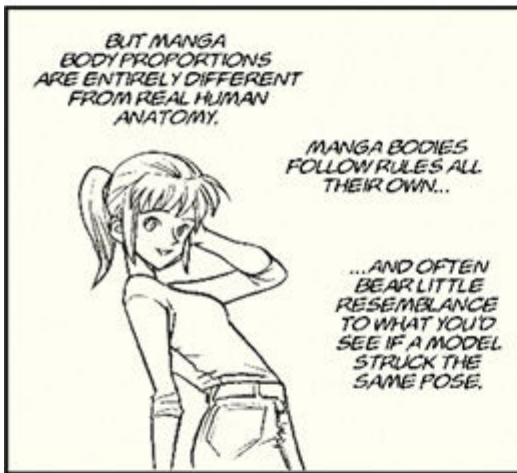
EVEN AFTER YEARS OF PRACTICE I STILL HAVE A LOT OF TROUBLE GETTING IT RIGHT.



STRICT ART TEACHERS WILL SAY YOU NEED TO DRAW FROM LIFE TO LEARN HUMAN ANATOMY PROPERLY.

AND THEY'RE RIGHT.

THERE'S NO SUBSTITUTE FOR DRAWING FROM A REAL-LIFE MODEL.



BUT MANGA BODY PROPORTIONS ARE ENTIRELY DIFFERENT FROM REAL HUMAN ANATOMY.

MANGA BODIES FOLLOW RULES ALL THEIR OWN...

...AND OFTEN BEAR LITTLE RESEMBLANCE TO WHAT YOU'D SEE IF A MODEL STRUCK THE SAME POSE.



IN THE PAGES THAT FOLLOW I'VE PRESENTED THE IDEALIZED, YOUTHFUL ANATOMY THAT YOU MOST OFTEN SEE IN MANGA.

BUT I FELT IT WAS IMPORTANT TO ALSO INCLUDE LESS TYPICAL BODY TYPES...

...SUCH AS OLDER CHARACTERS, OVERWEIGHT CHARACTERS, CHILDREN, AND EVEN BABIES.



AND I'VE ADDED SEPARATE SECTIONS ON DRAWING HANDS, FEET, AND FOLDS IN CLOTHING...

...ALL OF WHICH CAN BE ESPECIALLY HARD TO DRAW, EVEN FOR THE PROS.

BEGINNERS MAY THINK THAT A "REAL" ARTIST IS REQUIRED TO DRAW ALL THIS STUFF PERFECTLY FROM MEMORY.



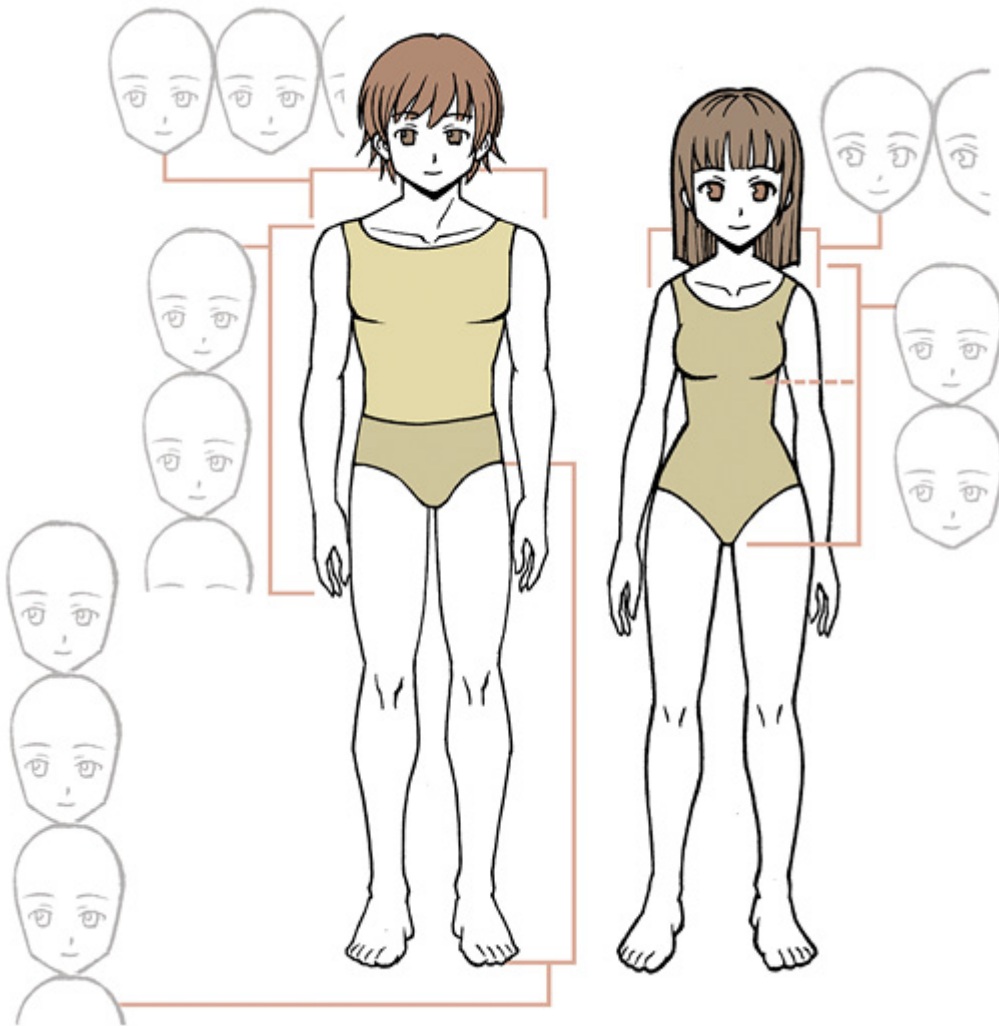
HAPPILY, THAT'S NOT TRUE.

IF YOU WANT TO MAKE SURE YOU GET THINGS RIGHT, THERE'S NO SHAME IN LOOKING AT REFERENCE.

TRUST ME: PROFESSIONAL MANGA ARTISTS DEPEND ON IT.

# Proportion Tips and Tricks

To get a grip on body proportions start measuring in terms of how many “heads” tall or wide a person is. For example, if you’re confused about how long to make the arms, look at this picture to see how many heads “long” they are.

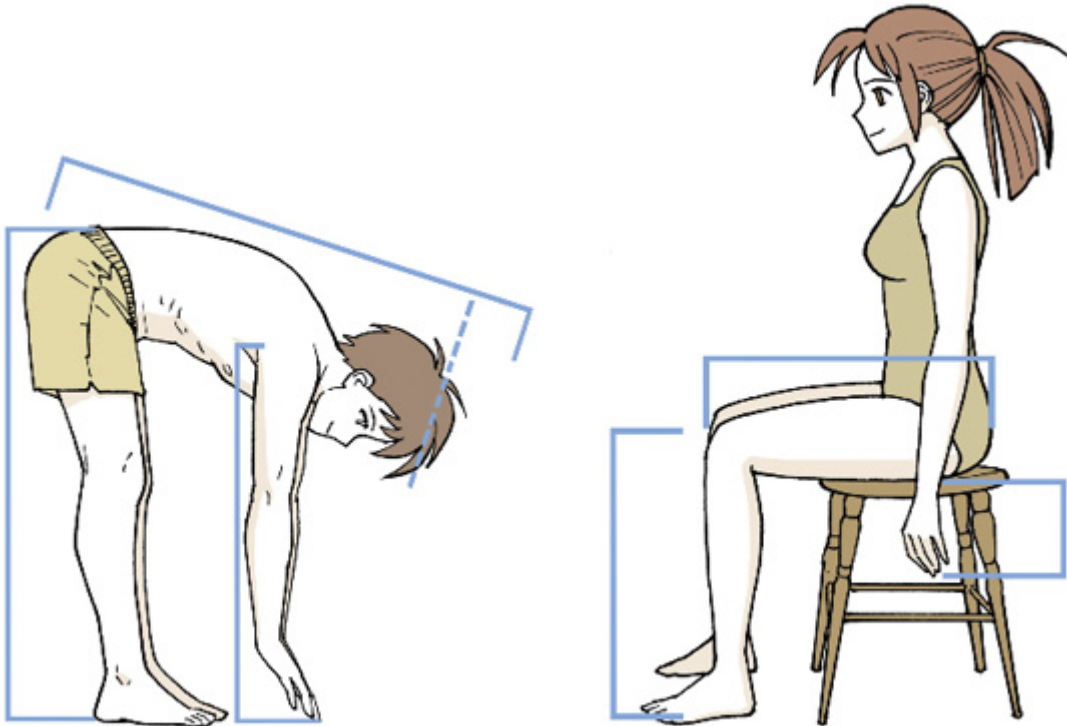


*The dotted line shows the difference in proportion between the top and bottom halves.*

## STANDING

- **Shoulders:** Men are just over two heads wide. Make younger boys narrower and athletic builds wider. Women are under two heads wide. One and a half is cartoony. For a realistic look, go closer to two.
- **Arms:** Two and a half heads from the shoulders to the tips of the fingers.
- **Legs:** Nearly three and a half heads from the top of the thigh to the toes. Stretch this out to make your female character more glamorous.
- **Torso:** Two heads tall from the base of the neck to the top of the inner thigh. The breast line is just over the halfway point.





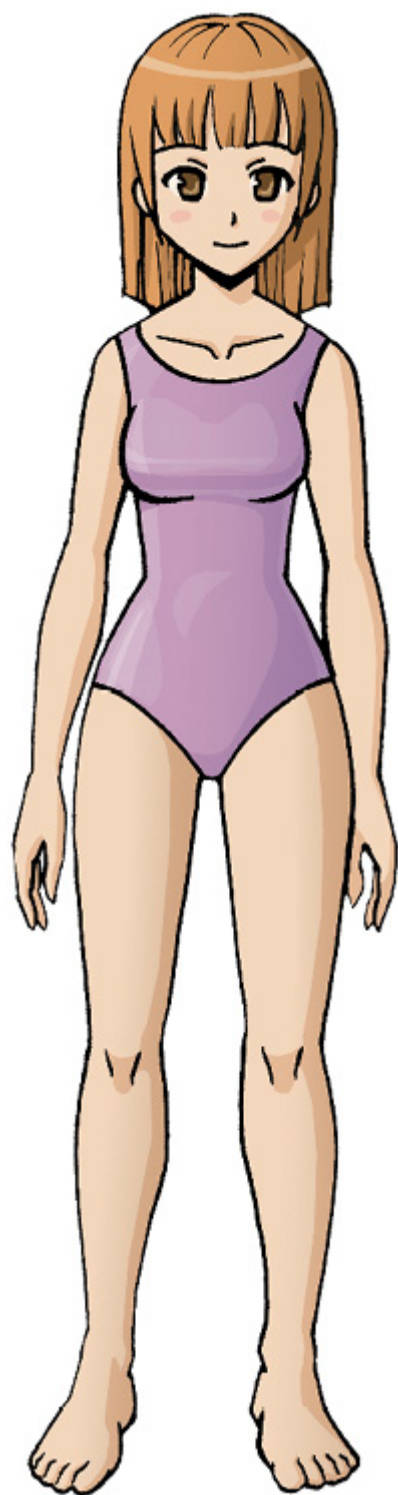
## BENDING AND SITTING

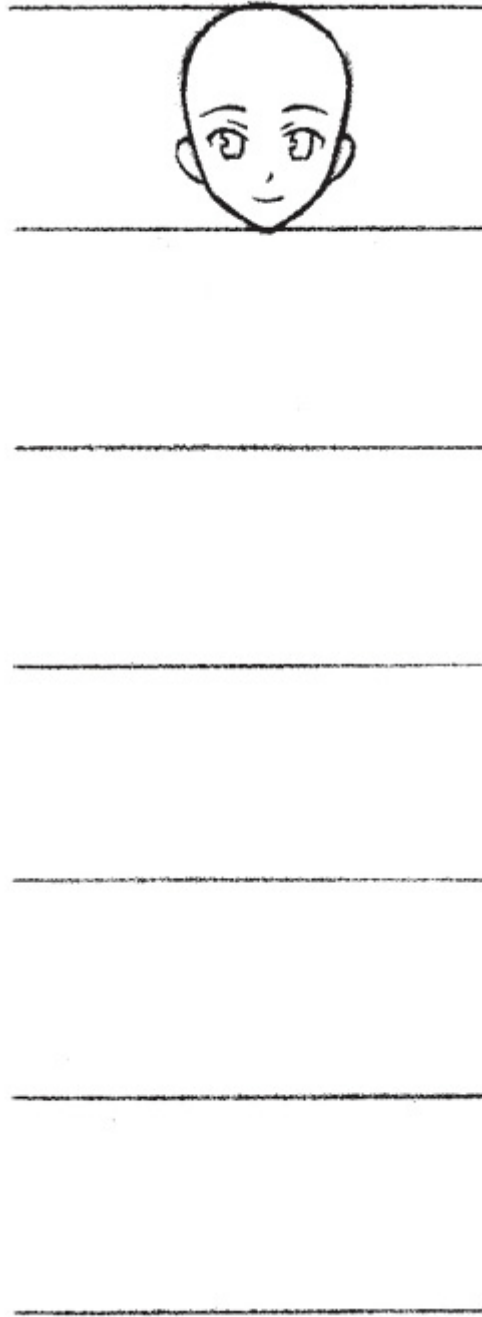
- **Upper and lower halves:** The distance from hip to head is slightly longer than from hip to foot and the difference between leg and arm length becomes apparent when side-by-side.
- **Legs:** When seated, the distance from knee to toe is nearly identical to the distance from knee to backside.
- **Arms:** When seated with slack arms, the hand will reach past the thigh.

# The Teen Girl

Drawing the human body is always a challenge. If one or two lines aren't in just the right place, the whole drawing will look wrong. Though it takes a little extra time, the only way to guarantee proper body proportions is to make use of extensive preparatory guidelines.

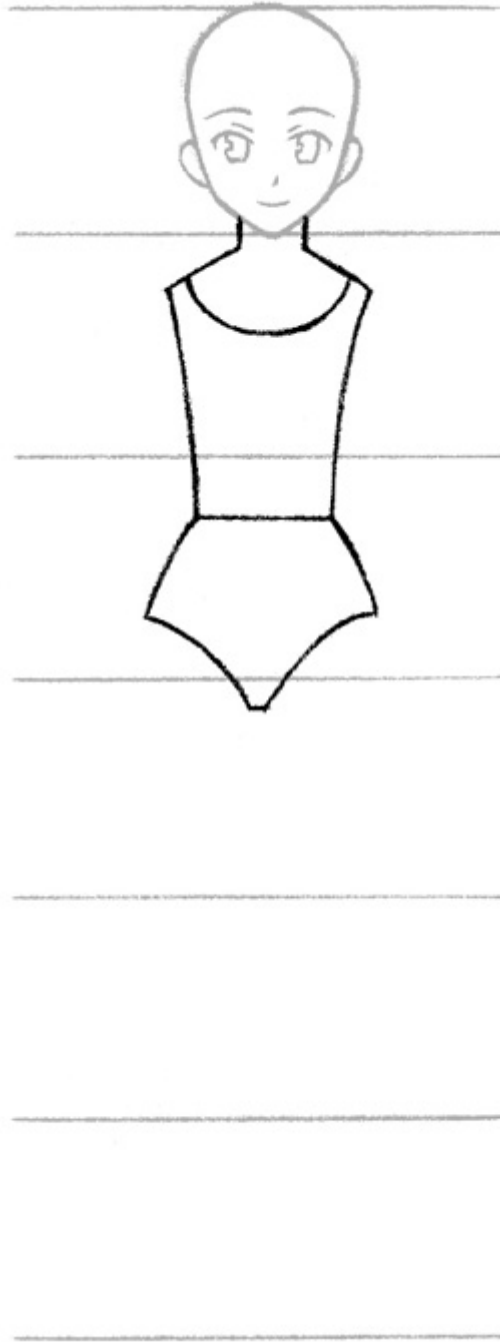
Remember, this girl has her feet firmly planted in manga land and as a result bears little resemblance to a real teenaged girl. If you want to progress in your art beyond the manga style—or even just take your manga drawings to a higher level—you should definitely study true human body proportions.





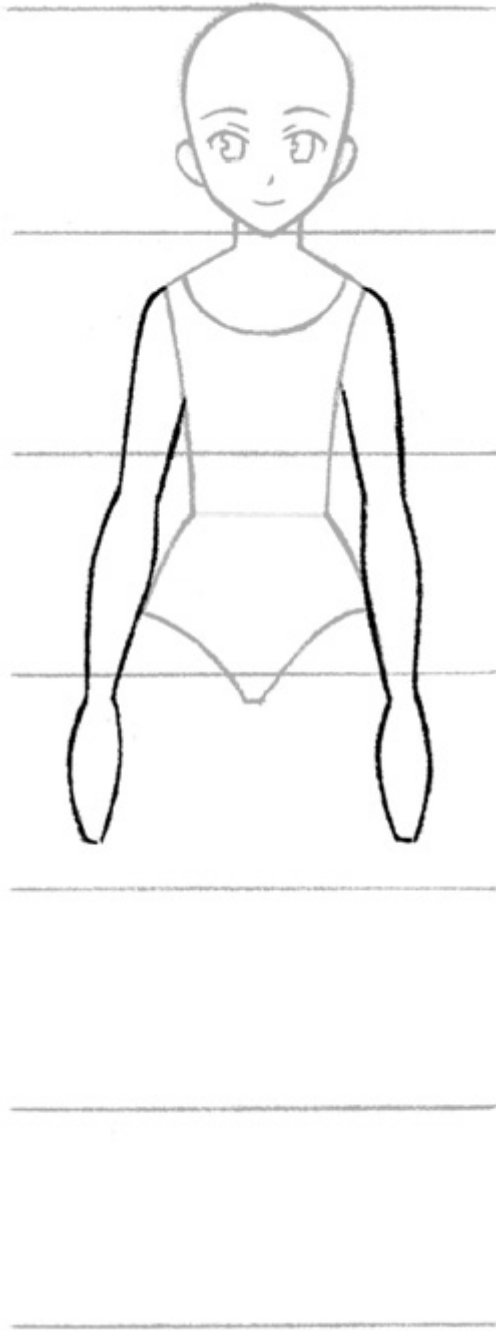
**STEP 1** Build Your Frame

Begin by drawing seven horizontal lines, equally spaced. You'll want them to be at least an inch or more apart to allow for details later on. Draw your character's head (without hair, which will come later) between lines one and two.



**STEP 2** Create the Torso

Draw the neck, shoulders and trunk. Use the horizontal lines as guides to help you see where the lines go. The shoulders begin just past the second horizontal line. The waist is one third of the way between lines three and four. Don't just replicate the lines; try to get the shapes.

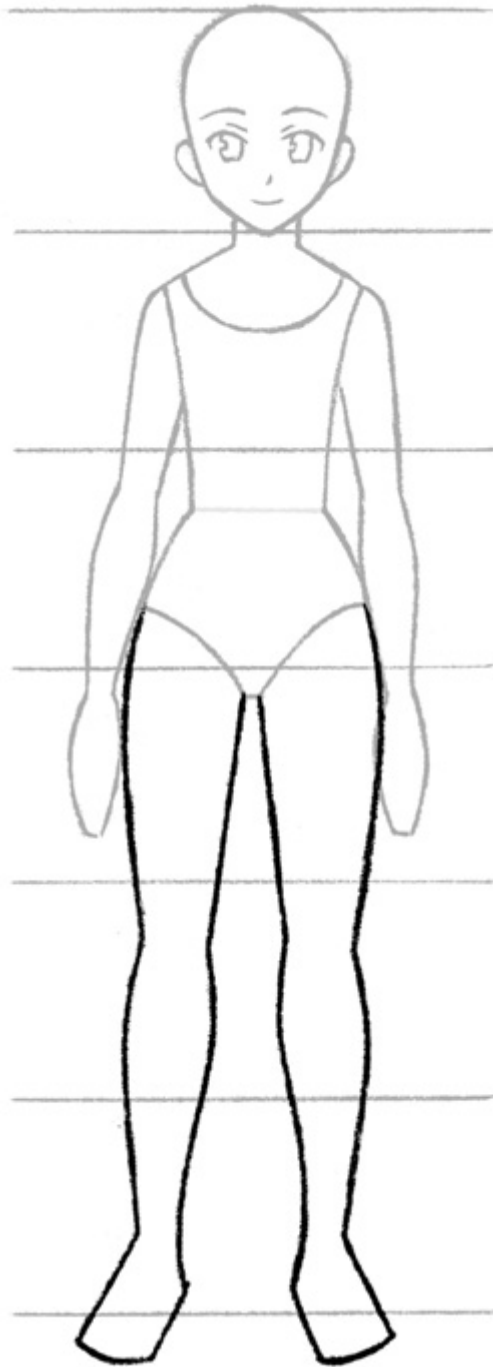


**STEP 3** Add the Arms and Hands

The elbows are just above the waist.

The wrists fall just below line four. The width of the each part of the arm is every bit as important as the length. Is your version too wide? Too narrow?

Leave the hands as a shape for now.

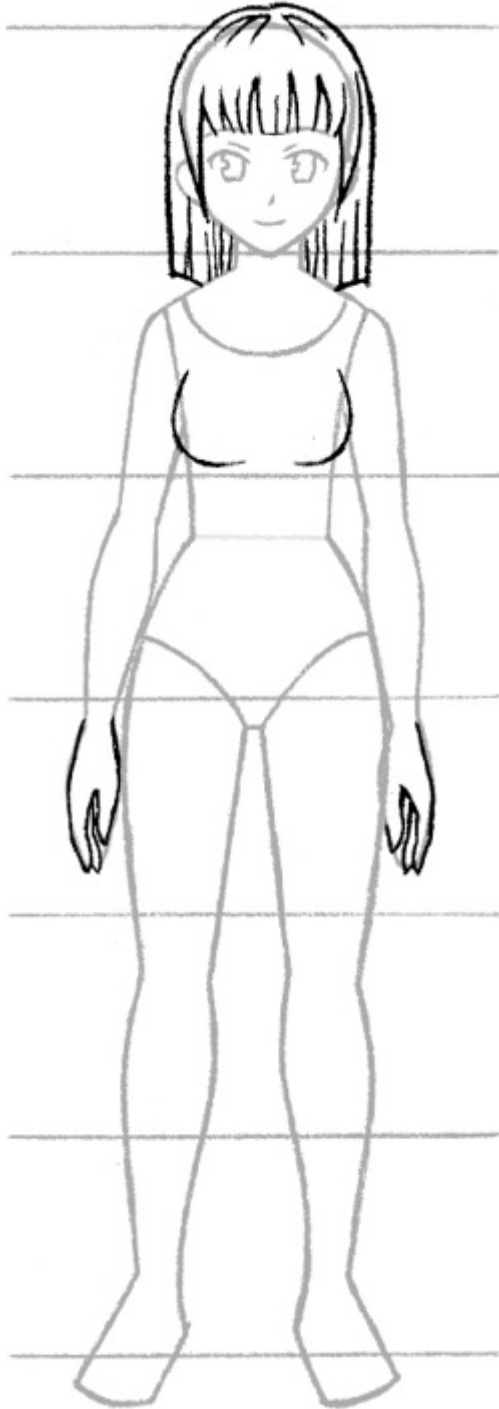


#### **STEP 4** Sketch the Legs and Feet

This is one of the most challenging parts of the drawing. Go slowly, with super-light lines, only darkening them in after you've made sure they're right.

The knees sit below line five while her heels rest on the bottom line. Her toes extend past to look pointed toward the viewer.

Her thighs are wider than calves and make the knees almost twice as wide as the ankles.

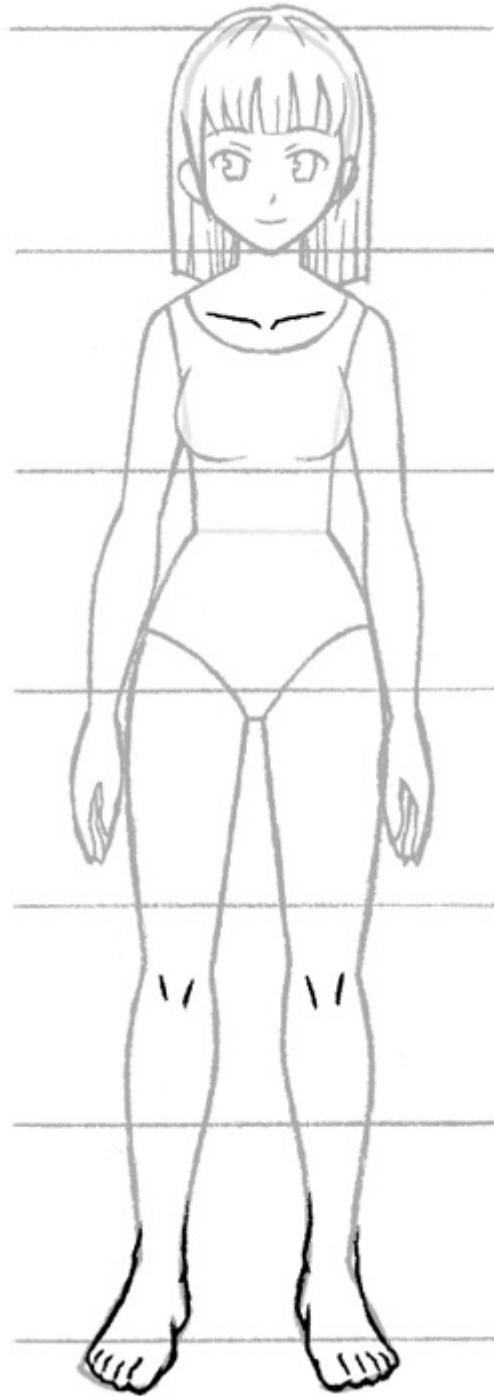


**STEP 5** Add Details

Draw the hair in the style you prefer. The breasts curve just above line three.

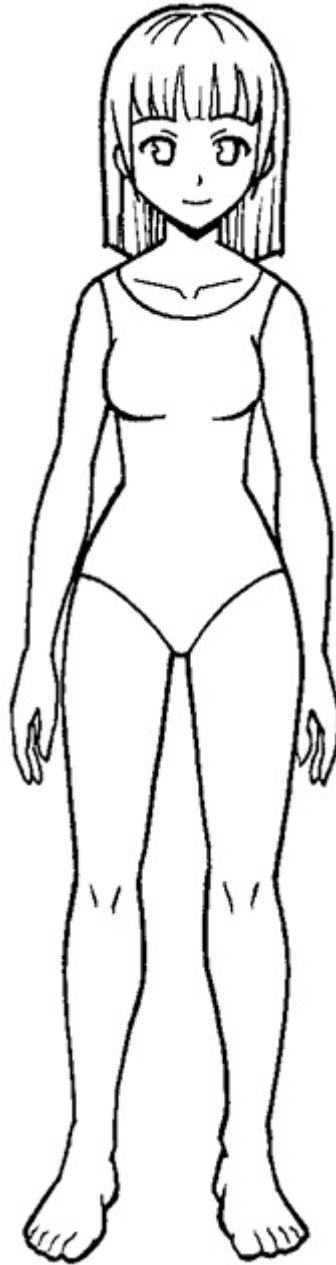


Draw the base of the thumb higher than where the fingers begin. Allow them to curl in. Not every finger will be visible from this angle.



### **STEP 6** Fine-Tune

Draw a couple of lines to delineate the collarbone and a few short lines to indicate the knees. Define the toes and add a bit of shading to the arches of the feet.



**STEP 7** Finish It

Ink all the lines except the waistline. Let the ink dry, then erase the guidelines. Leave as is, add some gray tones or color.

You've done it! A teen girl, head to toe, in classic manga proportions.

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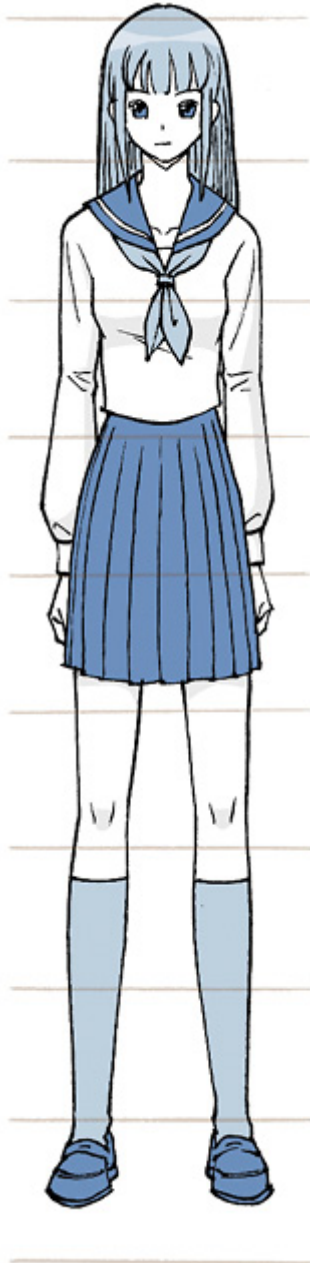
## Thumbs Up!

The hand in this position can be surprisingly difficult to draw. Check out [50 Ways to Draw Hands](#) to see this pose and others in greater detail.

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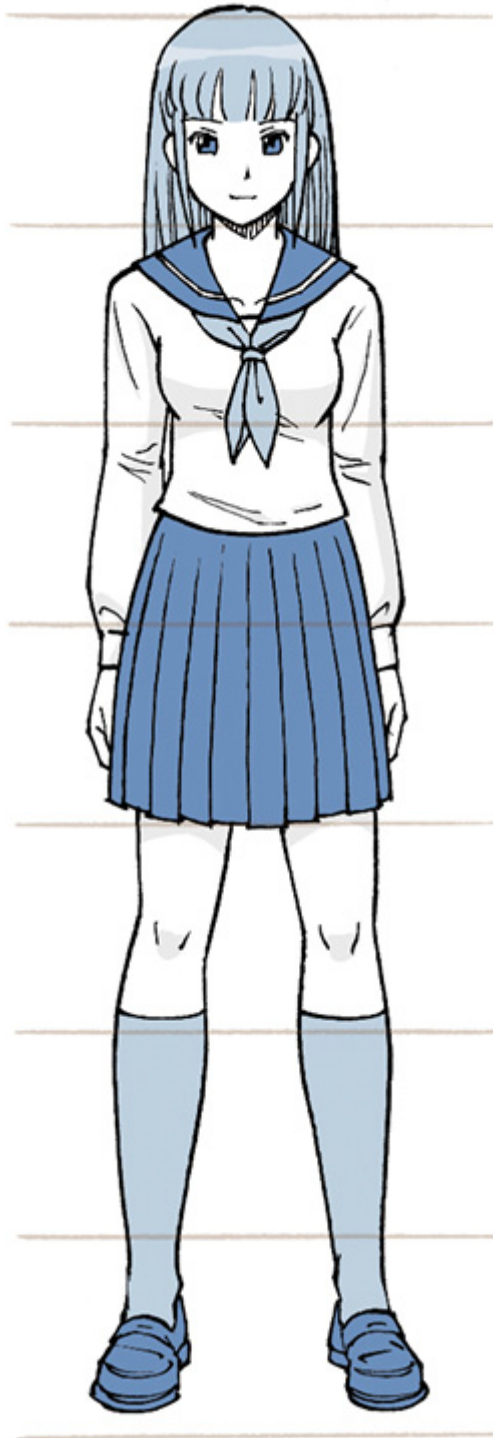
# Alternative Female Proportion Styles

I always shake a fist when I see someone claiming that there is a single system for drawing manga body proportions. No way. Artists go all over the place in terms of the number of heads tall a character can be. Here are three examples.



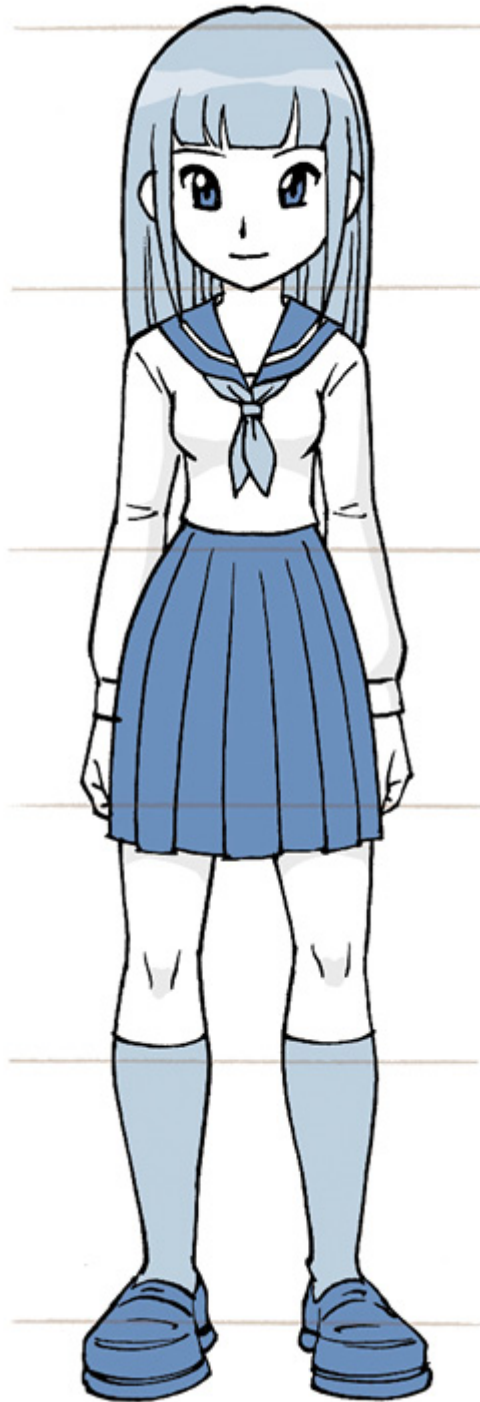
***Super Elongated***

*At well over eight heads tall, she may seem like a giant, but she's only average height in a story populated by characters who all look this way. I see this style most often in shojo romance stories.*



***Realistic***

*Nearly seven heads tall, this girl is not so far from the proportions of a real teen. She is cartoonishly idealized, though, with her waist and torso being considerably shrunken to create a hyper-feminine look.*



### ***Compacted Cartoon***

*At just over five heads tall, this girl is starting to slip into chibi territory. And talk about cartoonish! Her waist and torso have been reduced so much she couldn't have lungs. By contrast, the feet are fairly large and the head is competing with the shoulders in terms of width. This approach is generally used for kids' manga, where the accent is on fun and friendly.*

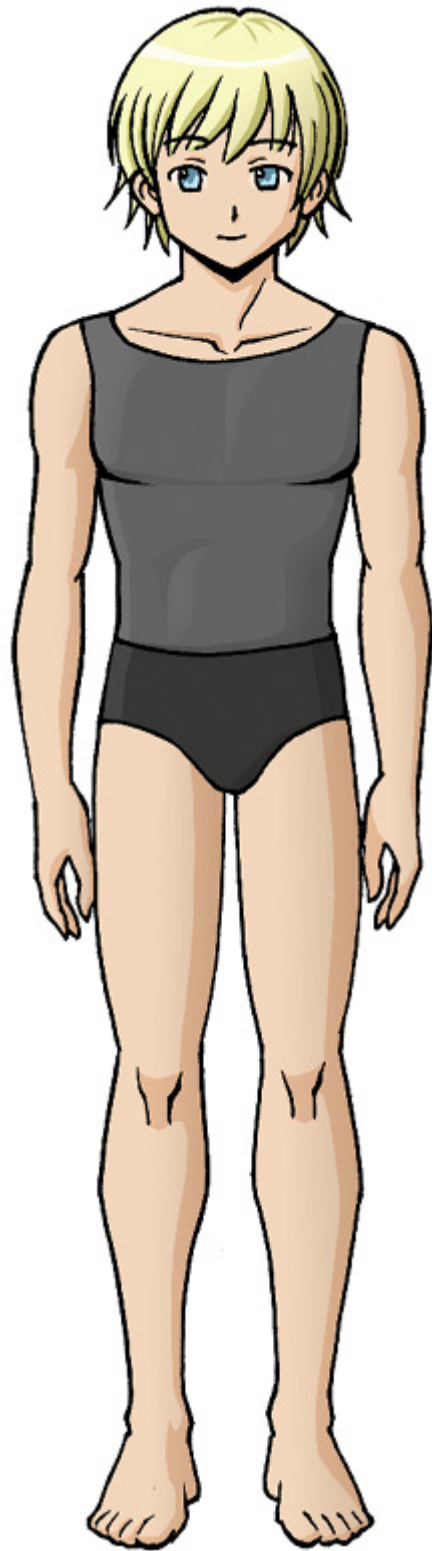
# The Teen Boy

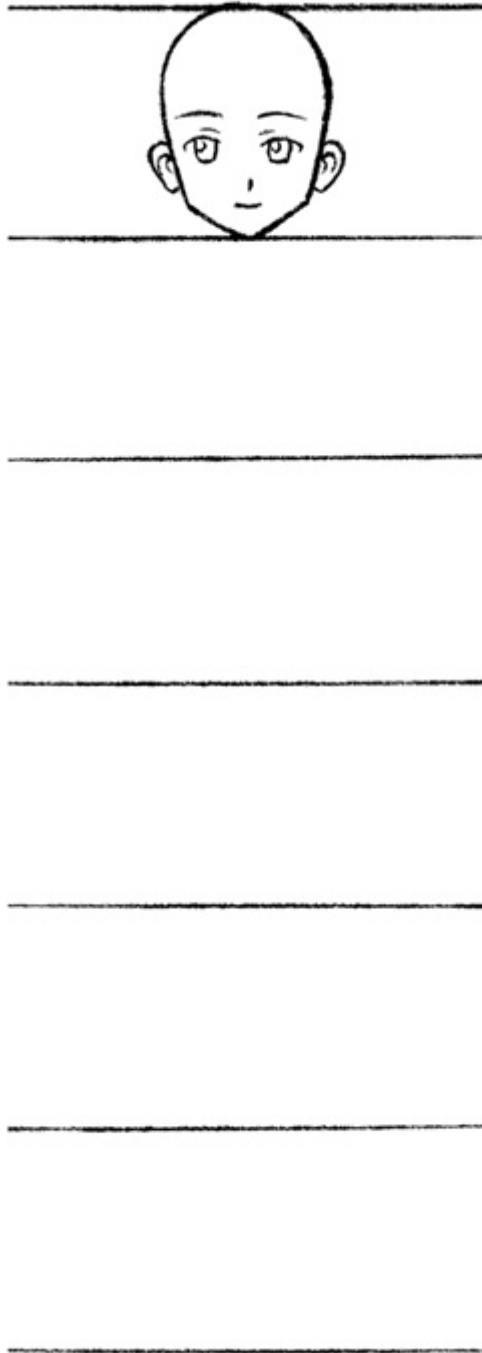
Think you can draw one gender better than another?

If you're able to draw the teen girl, there is absolutely no reason why you won't be just as successful following this lesson. It's all just lines and shapes, after all, and those things don't discriminate between the sexes.

Of course, this is not a real boy we're drawing here. He's our image of what an idealized, fairly buff manga boy looks like. Drawing manga is fun, but you really owe it to yourself to study real human anatomy if you ever get the chance. You won't be sorry!

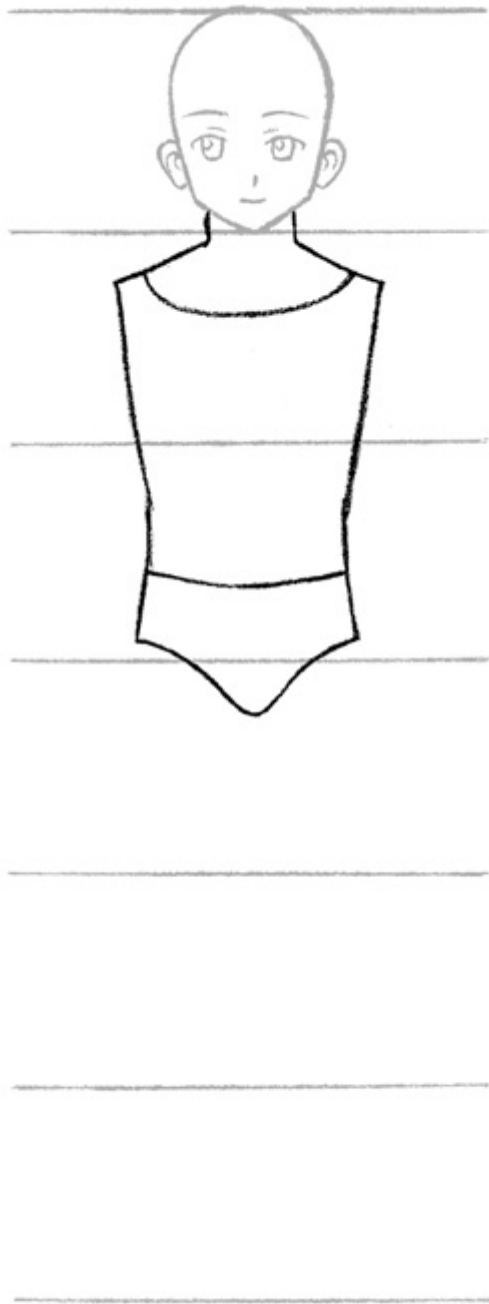






**STEP 1** Build Your Frame

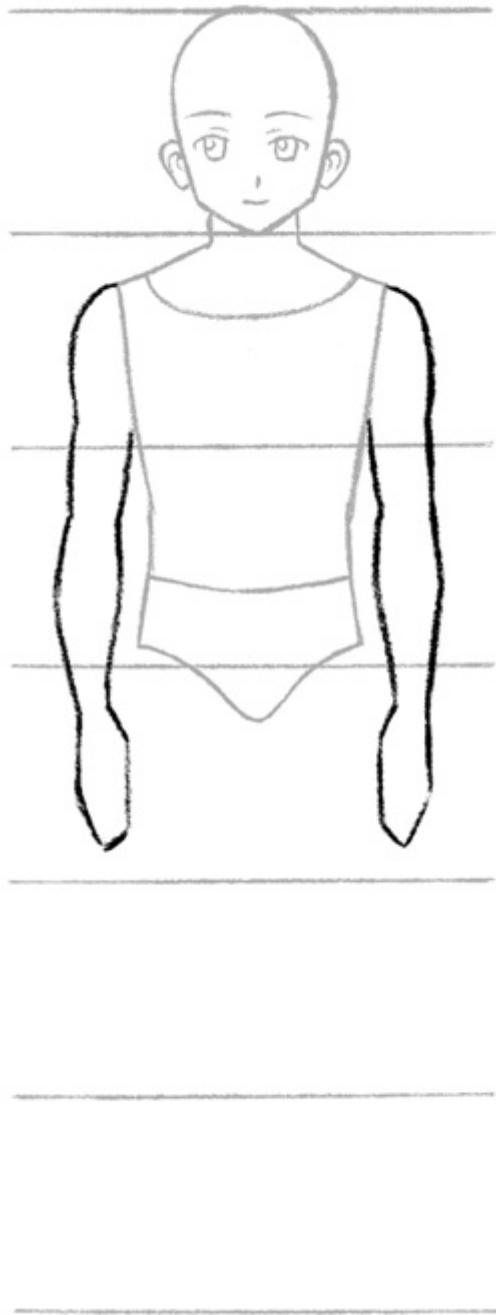
Begin by drawing seven horizontal lines, equally spaced. You'll want them to be at least an inch or more apart to allow for details later on. Draw your character's head (without hair, which will come later) between lines one and two.



## **STEP 2** Create the Torso

Draw the neck, shoulders and trunk. Use the horizontal lines as guides to help you see where the lines go. The shoulders begin just past the second horizontal line. The shoulder area is two heads wide, maybe one shade narrower. The waistline is about a third of the way up between the third and fourth lines.

Draw his neck thicker than a girl's, closer to the jaw.

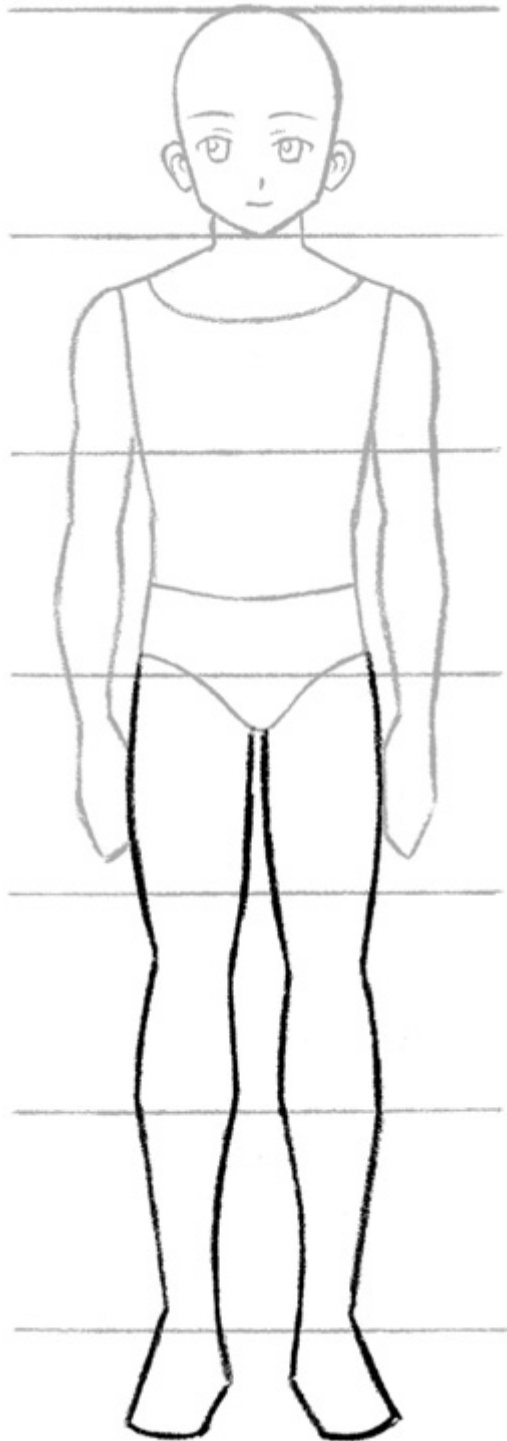


**STEP 3** Add the Arms and Hands

The elbows are a little closer to line three than four and above the waist. The wrists fall just below line four.

Unlike his female counterpart, this guy's muscles are evident in the contour.

Leave the hands as a shape for now.

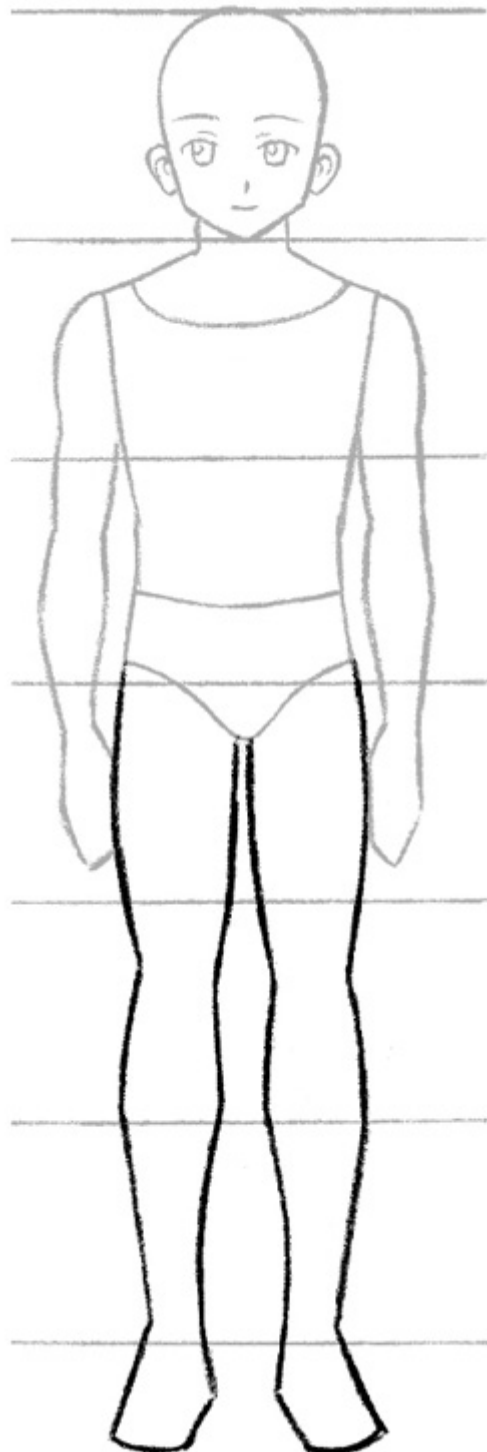


#### **STEP 4** Sketch the Legs and Feet

Men's legs are a bit more angular than women's, so the lines don't need to be so smooth and perfectly placed. Still, go slowly to make sure they're right.

The knees sit closer to line five while his heels rest on line seven. His toes extend past to look pointed toward the viewer.

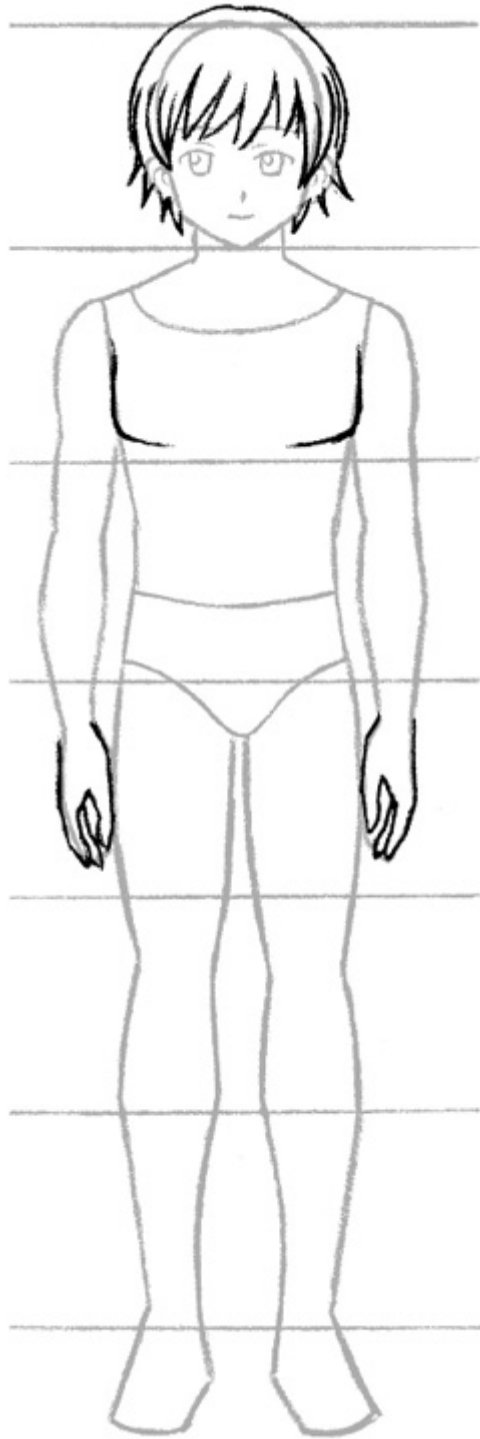
Make the thighs a good deal wider than the calves. The knees should be a touch wider than the ankles.



**STEP 5** Add Details

Draw the hair in the style you prefer. The chest lines sit just a bit above line three.

Draw the base of the thumb higher than where the fingers begin. Allow them to curl in slightly toward each other. Not every finger will be visible from this angle.

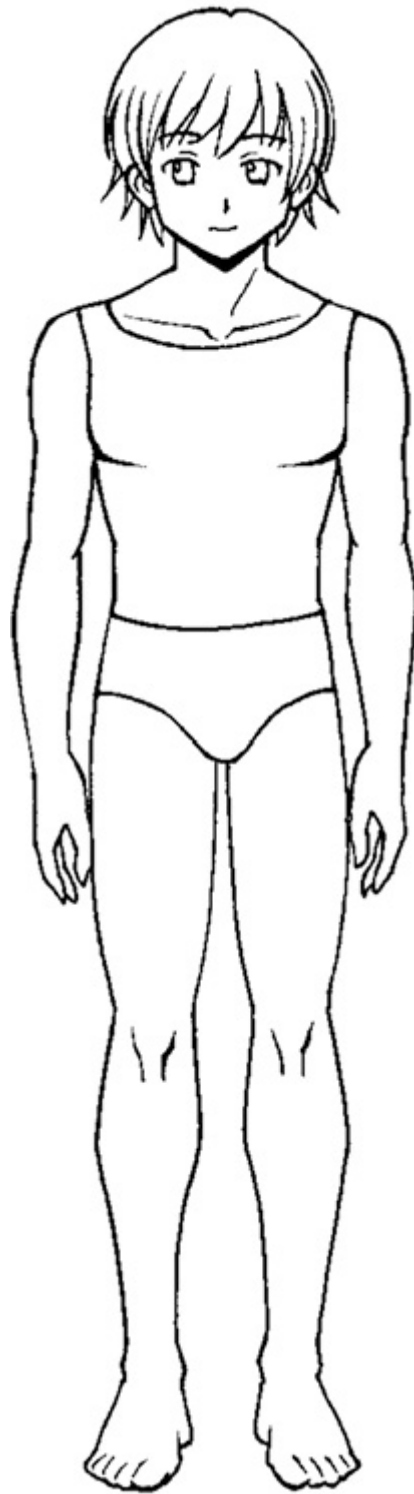


### **STEP 6** Fine-Tune

Draw a few lines to delineate the collarbone and neck, plus a couple of short lines to indicate each kneecap.

Define the toes and shape the feet to add a bit of curve to the arches.



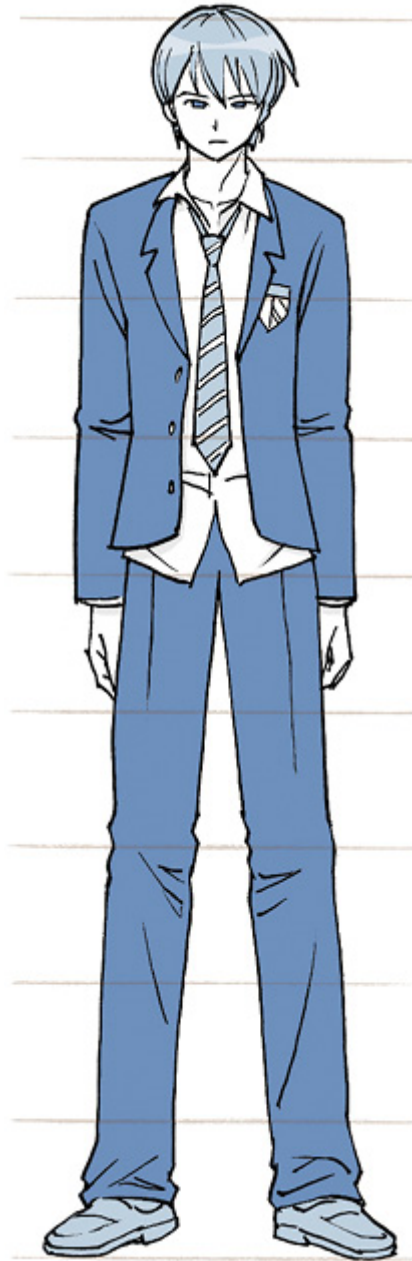


**STEP 7** Finish It

Ink all the lines except the waistline. Let the ink dry, then erase the guidelines. Leave as is or add some gray tones or color.

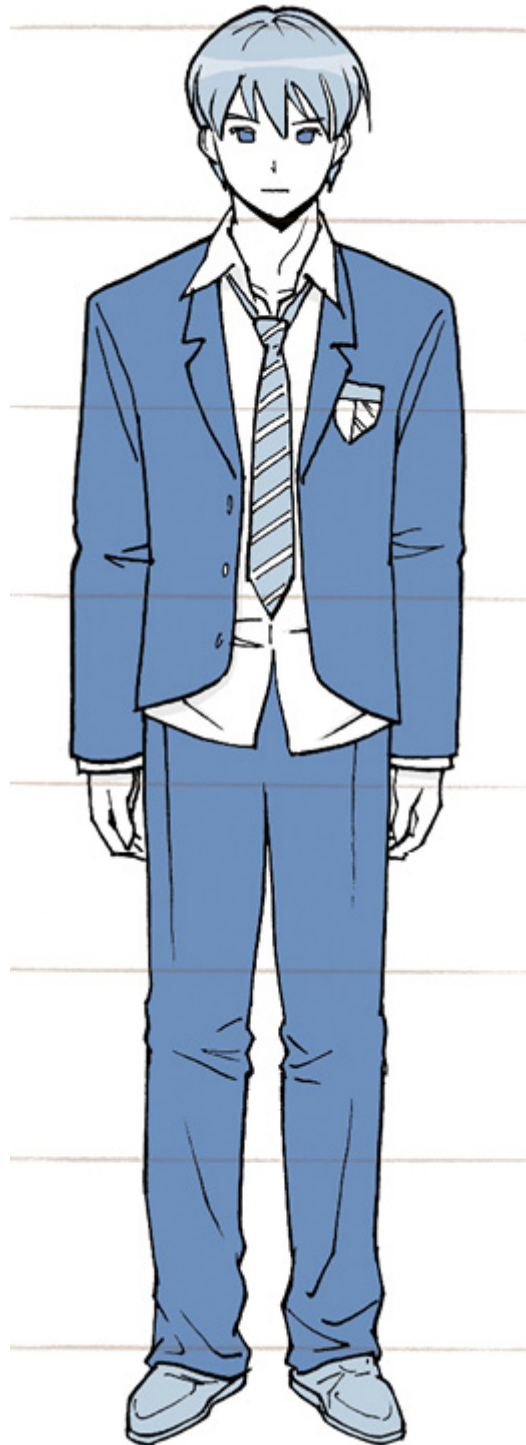
# Alternative Male Proportion Styles

Manga artists are every bit as fanciful when it comes to the boys. These three examples can be neatly paired with the girls in the [Alternative Female Proportion Styles](#) section.



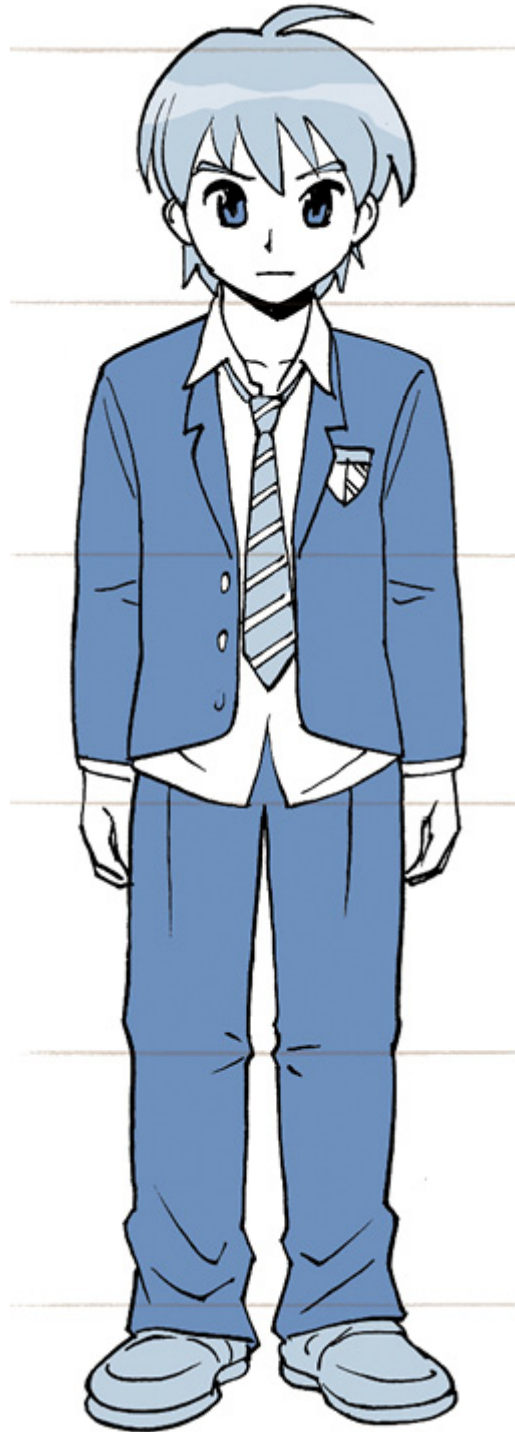
***Super Elongated***

*This guy is tall at nine heads, but there are artists who will push it even further. Much of the length is in the legs, which are really starting to head into “circus man on stilts” territory. This style occurs most often in shojo romances.*



***Realistic***

*At over seven heads tall, this guy is not too far from the proportions of a real teen. Like his female counterpart, though, he is cartoonishly idealized. The shoulders are broadened to accentuate his masculinity.*



**Compact Cartoon**

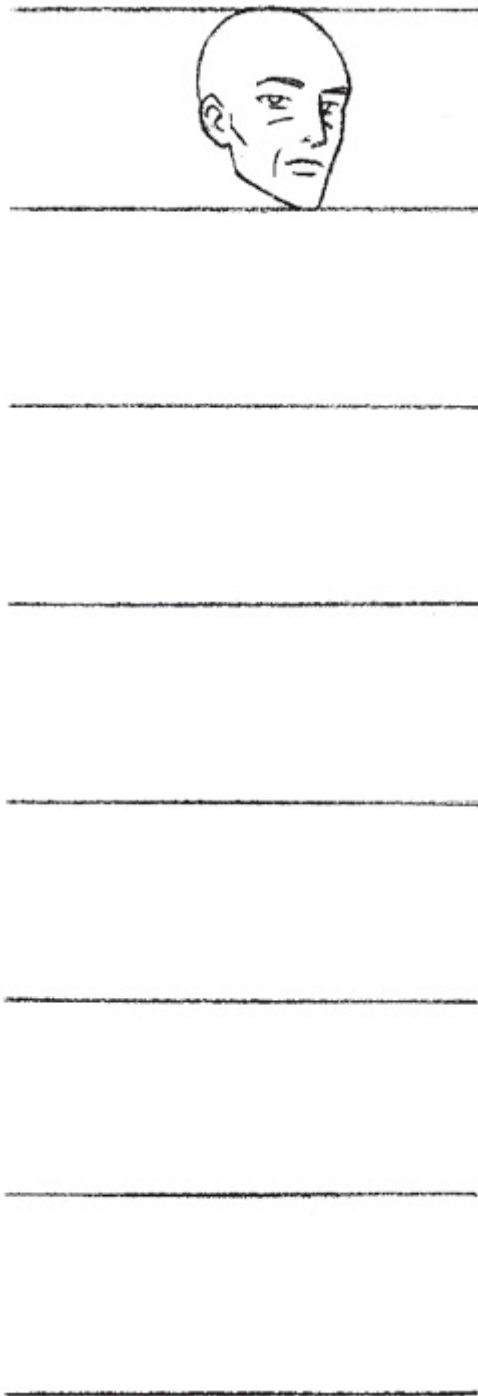
*This guy's torso is not altered nearly as much as his female friend's, but his feet have very much the same clodhopper quality and his head is huge.*

# The Father Figure

Some manga stories take place in a world populated only by teenaged characters, where adults have seemingly been banished from the scene. Still, even the most youth-obsessed story will have at least a couple representatives of the adult world, and if you're going to draw them properly, you'll need to learn an entirely different system of body proportions.

Manga grown-ups are much closer to real human anatomy. Many of these adult characters have smaller eyes and fully rendered noses that we are more likely to associate with Western comic book characters.

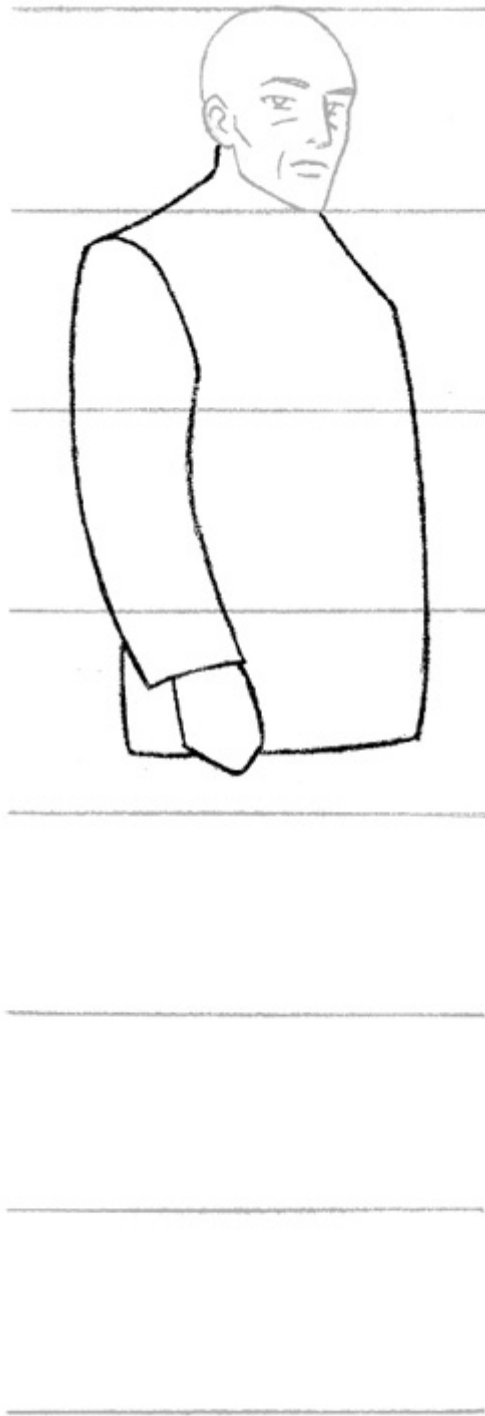




**STEP 1** Build Your Frame

Begin by drawing eight horizontal lines, equally spaced. You'll want them to be at least an inch or more apart to allow for details later on. Draw your character's head between lines one and two.



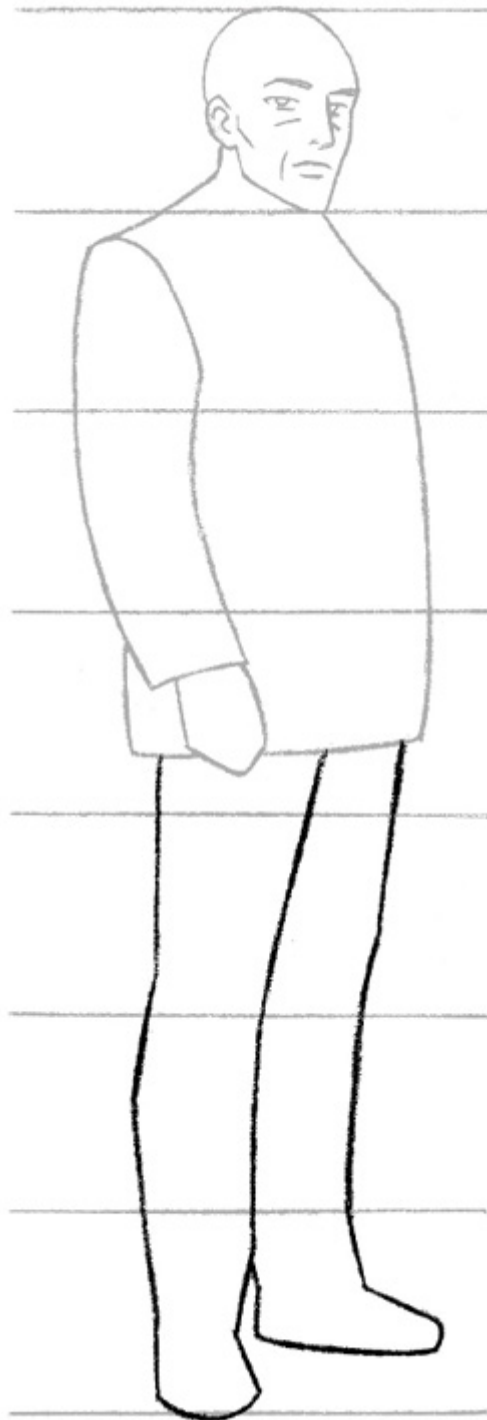


**STEP 2** Create the Torso

Draw the neck, shoulders, torso and right arm with a rough indication of his hand. His left arm is hidden behind his body.

The bottom line of the torso is about two-thirds of the way between lines four and five. This guy's pretty big: almost three

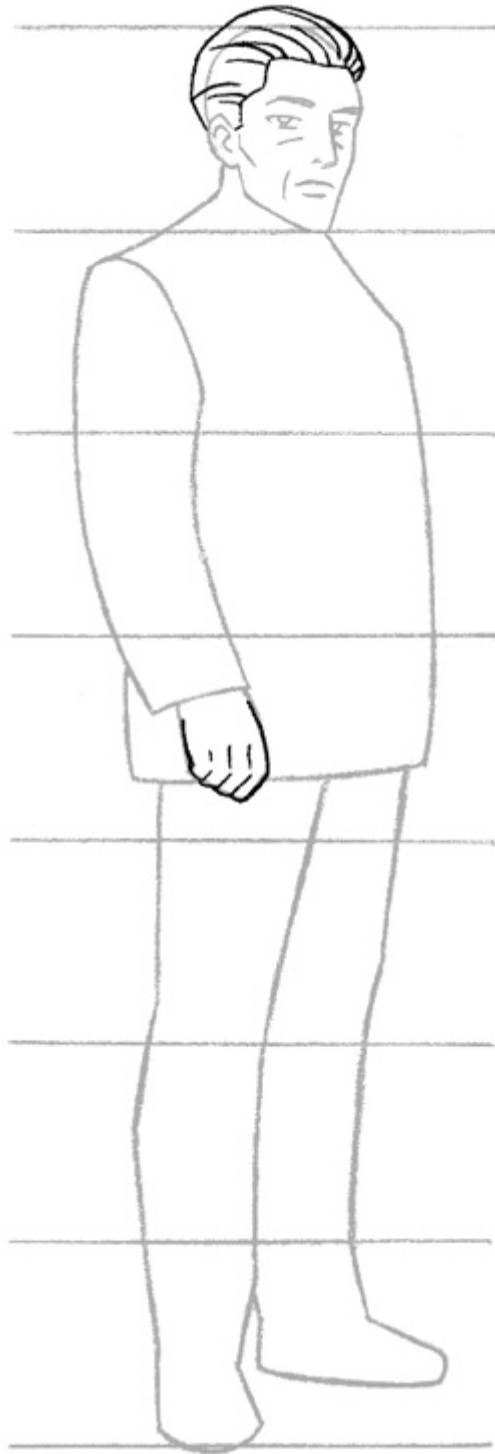
heads wide across the chest. His hand extends just a touch beyond the bottom line of his torso.



**STEP 3** Sketch in Legs and Feet

There's no need to worry about the width of his ankles because his pants cover them.

The right foot touches line eight. The bottom line of his left foot is about one third of the way up between lines seven and eight. There is a slight diagonal lean to the legs. This will help to convey his solid, confident stance.

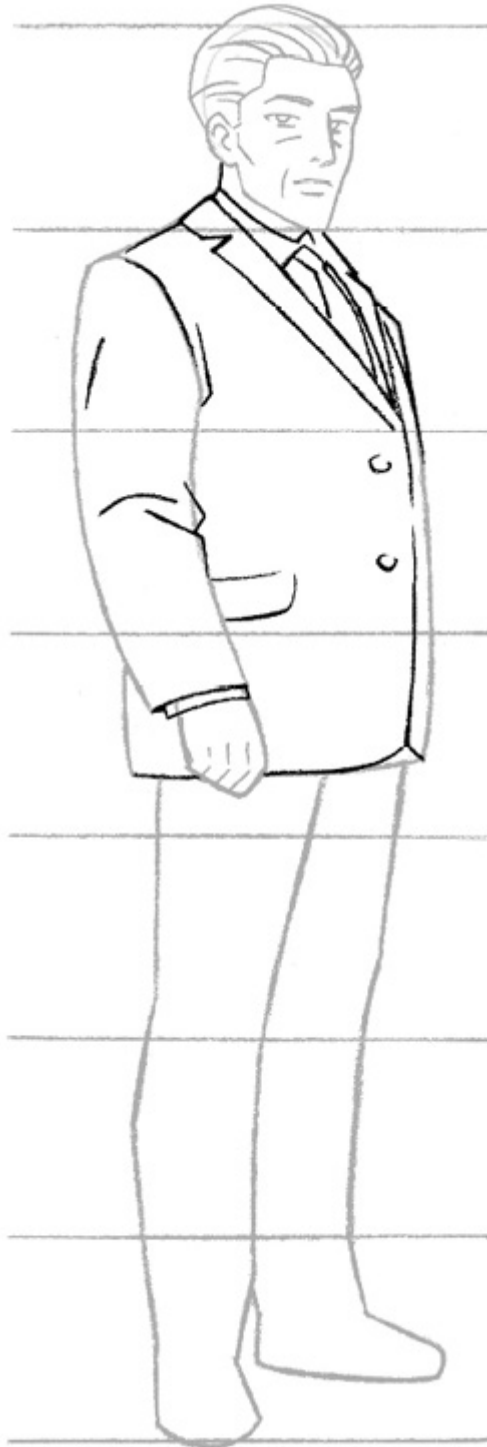


**STEP 4** Add Fingers and Hair

Add a hairstyle suitable to his age and personality. You could even leave him bald.

Refine the hand, showing the curve of his fingers. The angle he's holding his hand makes the index finger look longer and

hides the thumb.



**STEP 5** Draw Clothes

Place his tie, lapels and buttons closer to his left because he's standing at an angle. Suit coats don't wrinkle much, so draw just a few lines near the elbow and shoulder.



**STEP 6** Fine-Tune

Add folds to his trousers and drape the cuffs following the curve of his foot.

Add soles to the bottom of his shoes.



**STEP 7** Finish It

Add ink and, if you like, gray tones or color.

He doesn't look like a teenager, and that's exactly what we want.

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## Toe the Line

Feet are almost as hard as hands to get in proportion, and a shifting stance can make a huge difference. Check out [50 Ways to Draw Feet](#) to get a better look at dress shoes from the side.

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# Tips on Drawing Adults

Okay, so grannies and gramps may not be your favorite characters, but you can't get by without them. Many stories hinge on an adult who provides our heroes with crucial aid and advice, or stands in their way as a formidable baddie. Here are a few tricks for making them fabulous—or fearsome!





***Middle-Aged Moms***

*A motherly character needs to appear observably older than her teenaged kids. Keep the lines subtle near the eyes and mouth.*



### ***Gray Power***

*Draw wrinkles where they occur in real life by using a model, either in real life or from a picture.*

*Lines fan out from the far left and right of each eye. This creates crow's feet patterns in these areas. Lines delineating the cheekbones and small choppy lines at the lips are classic hallmarks of the elderly character. You may also add horizontal lines across the forehead and criss-crossing lines at the neck.*



***Fierce Foes***

*Manga writers often pit youth against age, making older characters the antagonists. Give your character a prominent nose, sunken cheeks and a scowl to mark him as a worthy opponent.*



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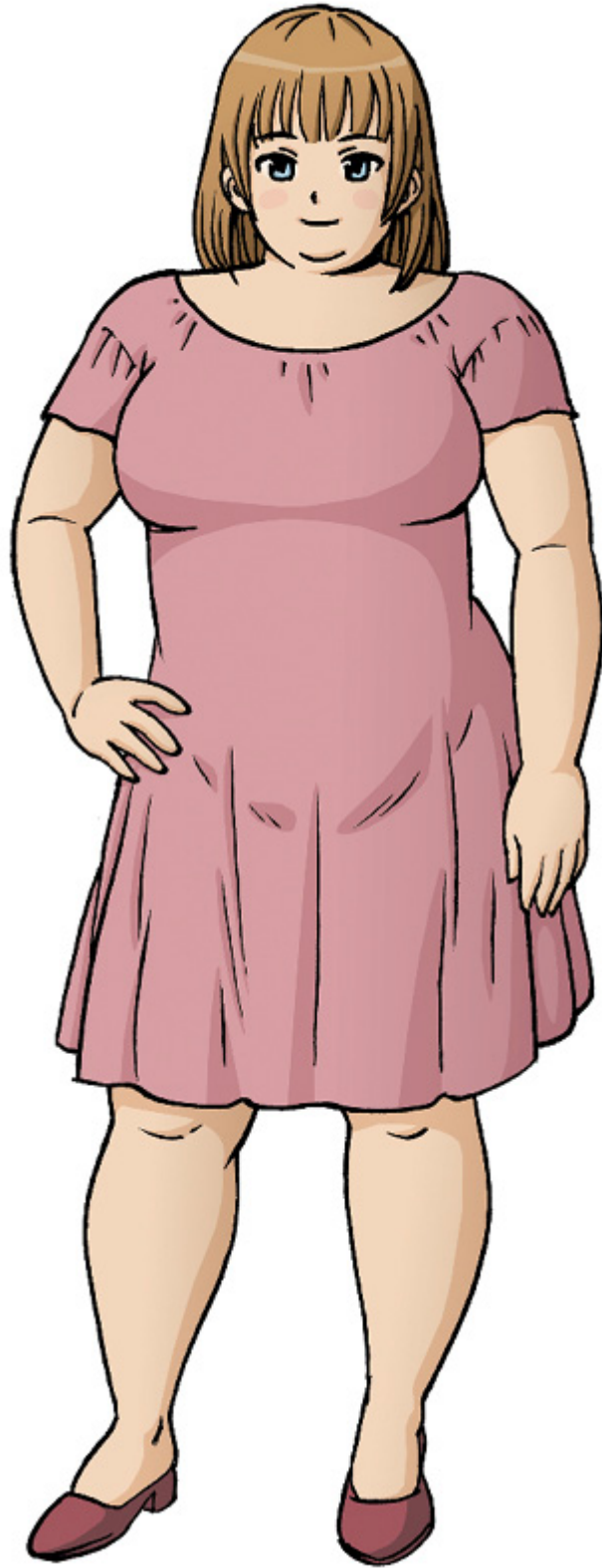
Learn more about older characters at [impact-books.com/mastering-manga](https://impact-books.com/mastering-manga).

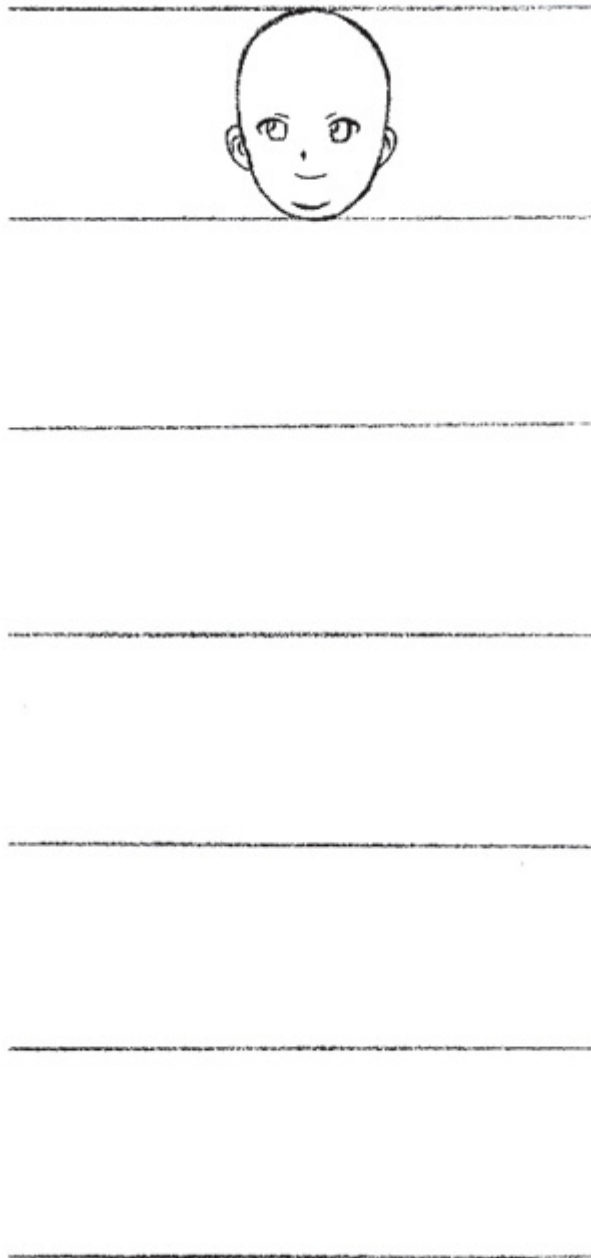
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# Fuller-Figured Girl

One of manga's unfortunate sides is the tendency to populate its worlds with an idealized version of humanity rather than people as they are. We all need escapism, but characters, like people, can come in all ages, shapes and sizes, right?

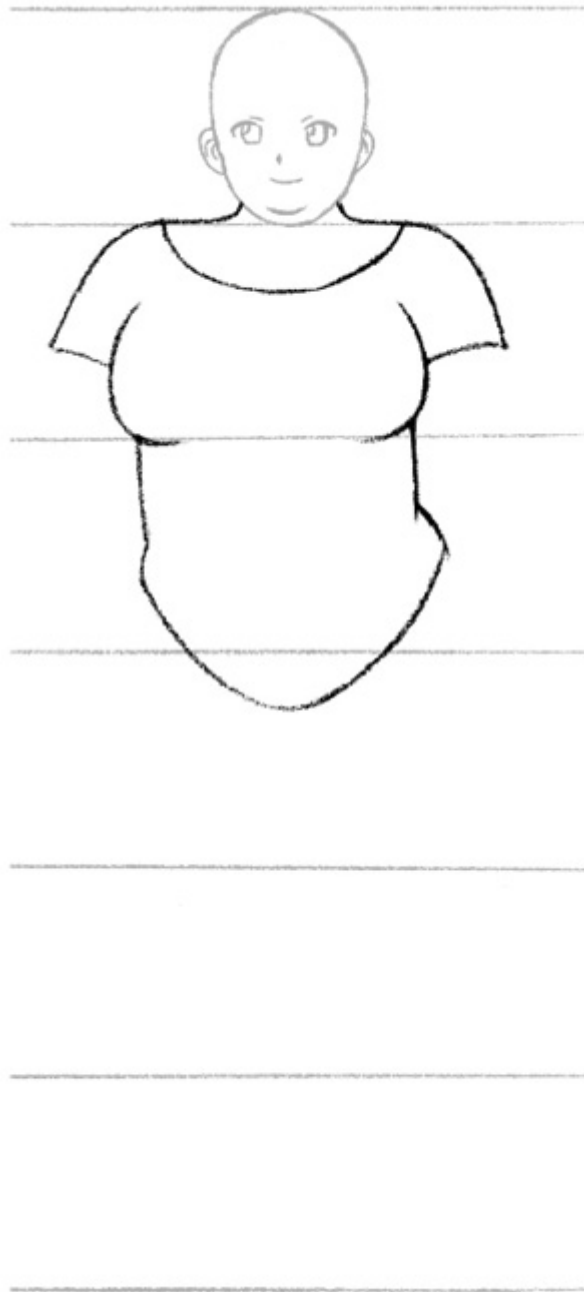
I've made a special effort in this book to include the fuller-figured body type, a type of character that readers come across rarely in manga. The challenge is to draw such a body as it really is, not as an object of derision. As with any artistic pursuit, once you've decided to do it, you should make sure you do it right, drawing all the lines in the places they really occur.





**STEP 1** Build Your Frame

Begin by drawing seven horizontal lines, equally spaced. Between lines one and two, draw your character's head using what you've learned about drawing faces.

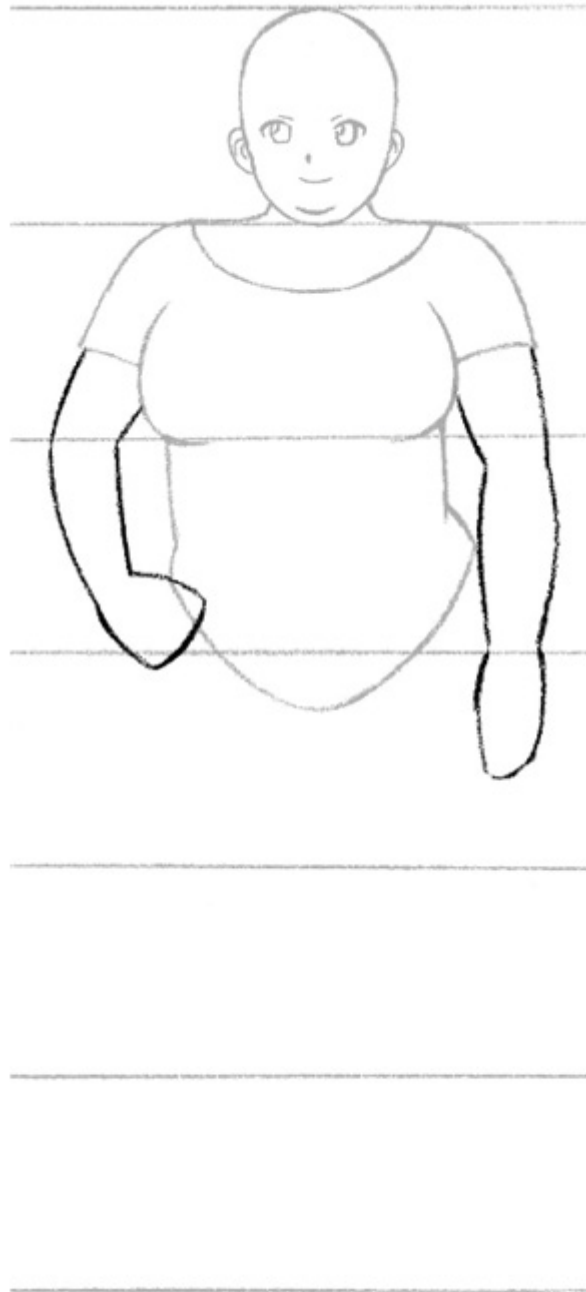


**STEP 2** Create the Torso

Draw the shape of the torso. The shoulders follow along line two, while the breast lines curve down to touch line three.

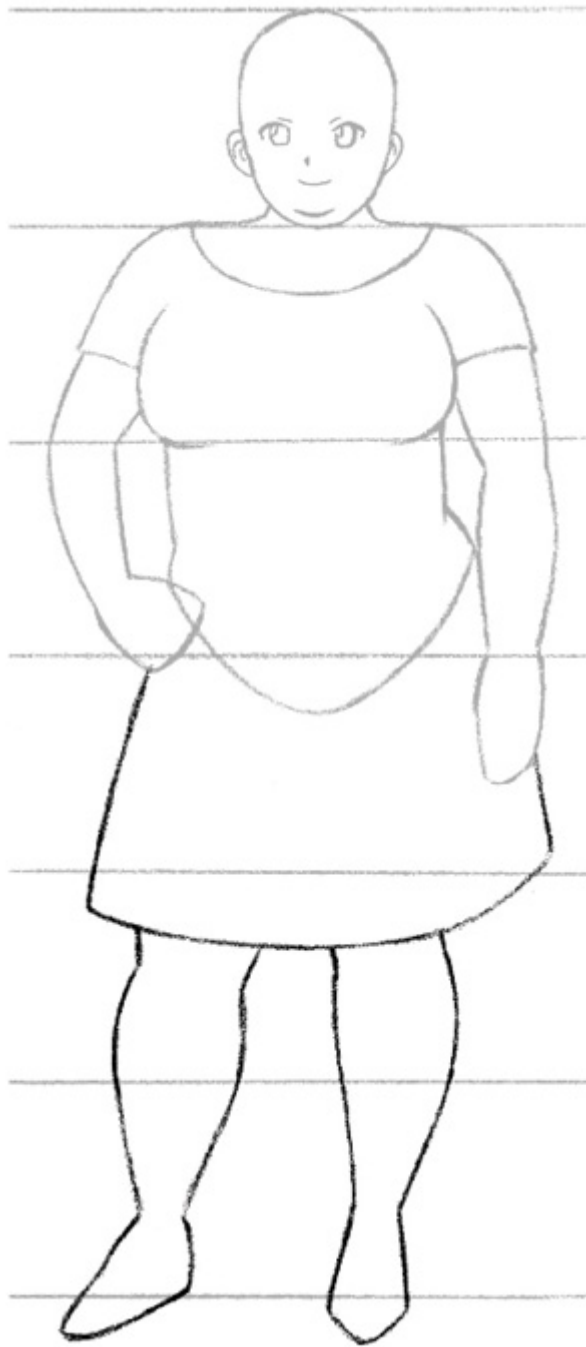
Her shoulders are much wider than those in our classic teen lesson, but that's because, like our adult characters, she's drawn a bit more realistically than her classic manga counterparts.





**STEP 3** Add the Arms and Hands

Because one hand is on her hip, only her left wrist falls directly on line four. Her right elbow is raised to land on line three.

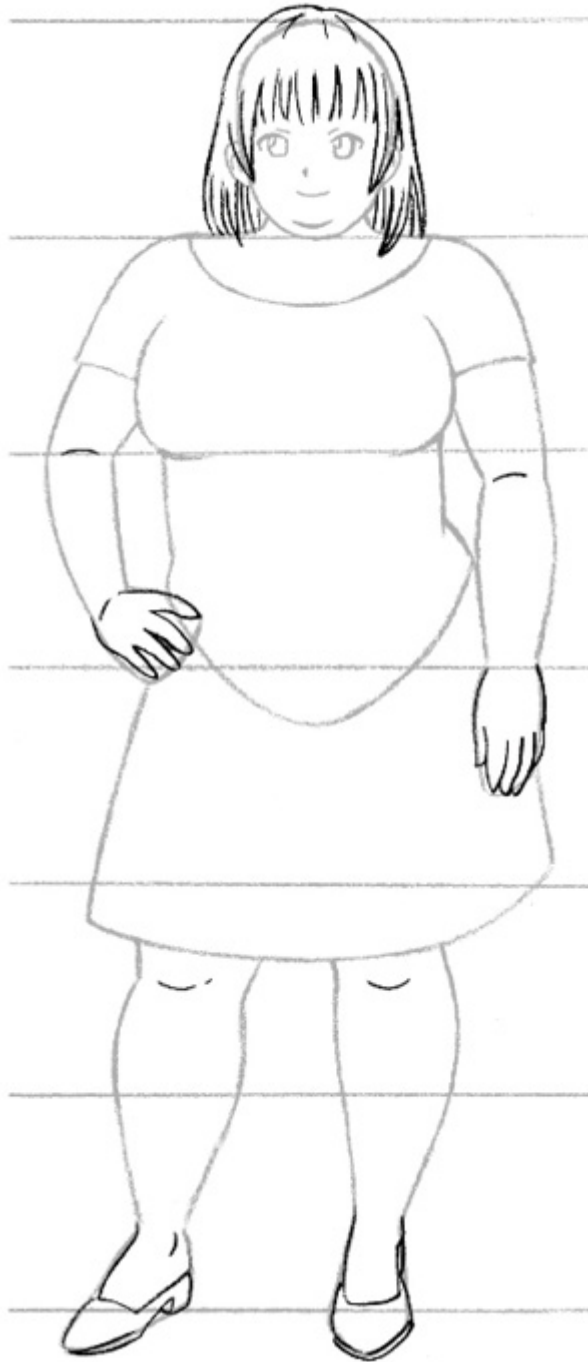


**STEP 4** Add a Skirt and Legs

Her left leg is almost directly below her head because it is holding all of her weight. Her right leg is farther off to one side.

Again, the horizontal lines can serve as your guide. Place her knees just under her hemline closer to line five. Draw her ankles narrower than her knees.

Draw her toes just crossing over line seven.



**STEP 5** Draw Hair, Hands and Feet

Give her a hairstyle that suits her personality and frames her eyes.

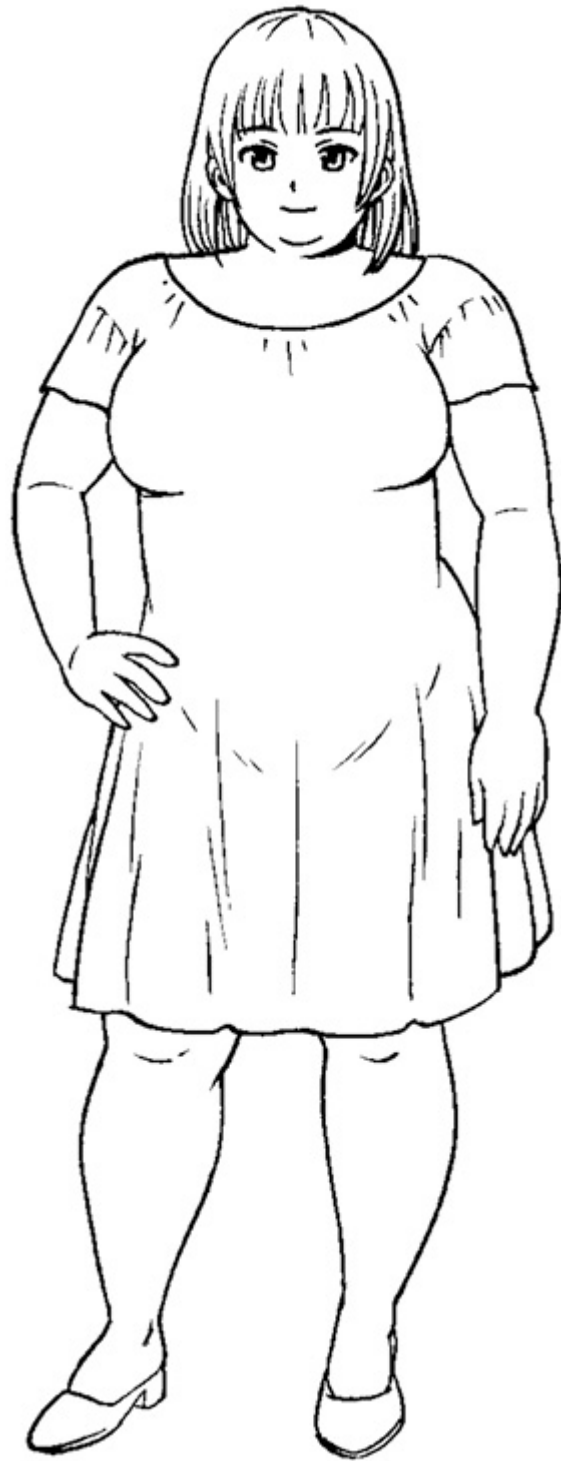
Add small curving lines to indicate where her elbows fold in. The fingers wrap around her hip and are set a little bit apart.

Draw shoes with a heel that is tall enough to be dressy, but comfortable for walking.



**STEP 6** Fine-Tune

Add details to the dress, including folds where the skirt drapes and small seam marks around the arms.

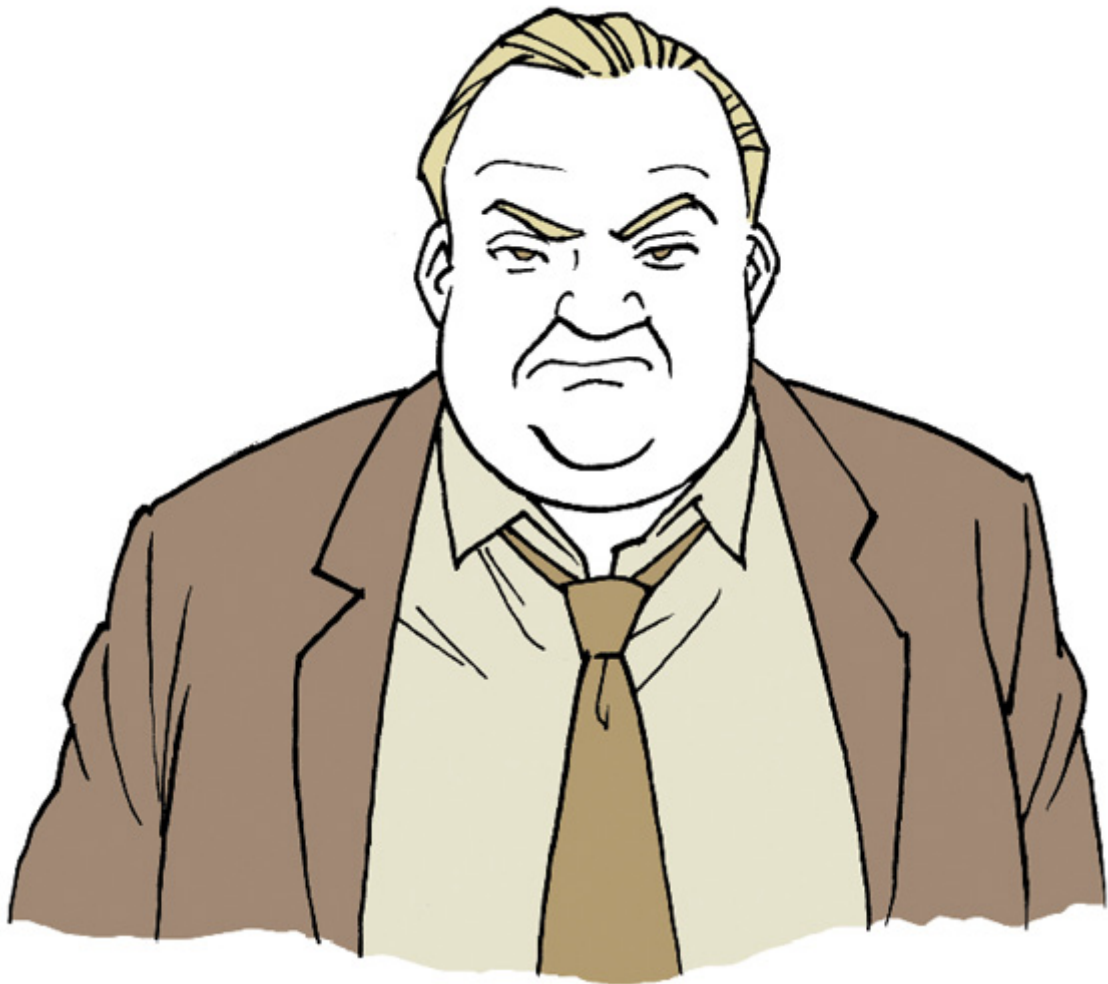


**STEP 7** Finish It

Ink it and let dry, then erase the guidelines. You can shade it, add color, or leave as is. People come in all shapes and sizes. Why shouldn't manga characters?

# Drawing Fuller-Figured Characters

The ever-present danger when drawing fuller-figured characters is straying over the line into offensive caricature. Make sure you're not drawing them as if they're meant to be the punch line of every other joke. Studying photos of real people will help you draw these characters in a way that remains respectful.



## ***A Powerful Figure***

*Giving police chiefs and politicians a little extra size can accentuate their power by adding presence and filling the space.*

*This guy's head is wider at the bottom than the top, which may be a little cartoonish, but works well to establish that his word is law.*



***Definite Curves***

*Like all characters, a fuller-figured woman looks very different in three-quarter view.*

*Define the waistline with a slight indentation on her right and let it disappear behind her left arm. Her hip and the back of her upper arm line up almost vertically.*



***Balanced Belly***

*Make sure to balance a large belly by adding some width to the upper arms and the rest of the body.*



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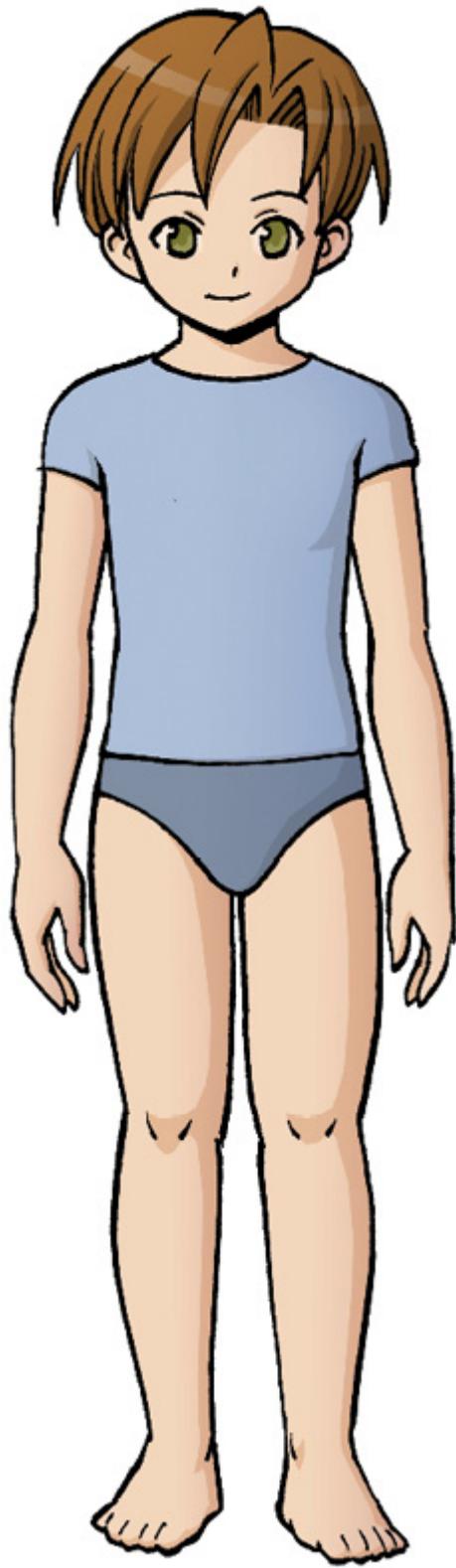
See more characters at [impact-books.com/mastering-manga](https://impact-books.com/mastering-manga).

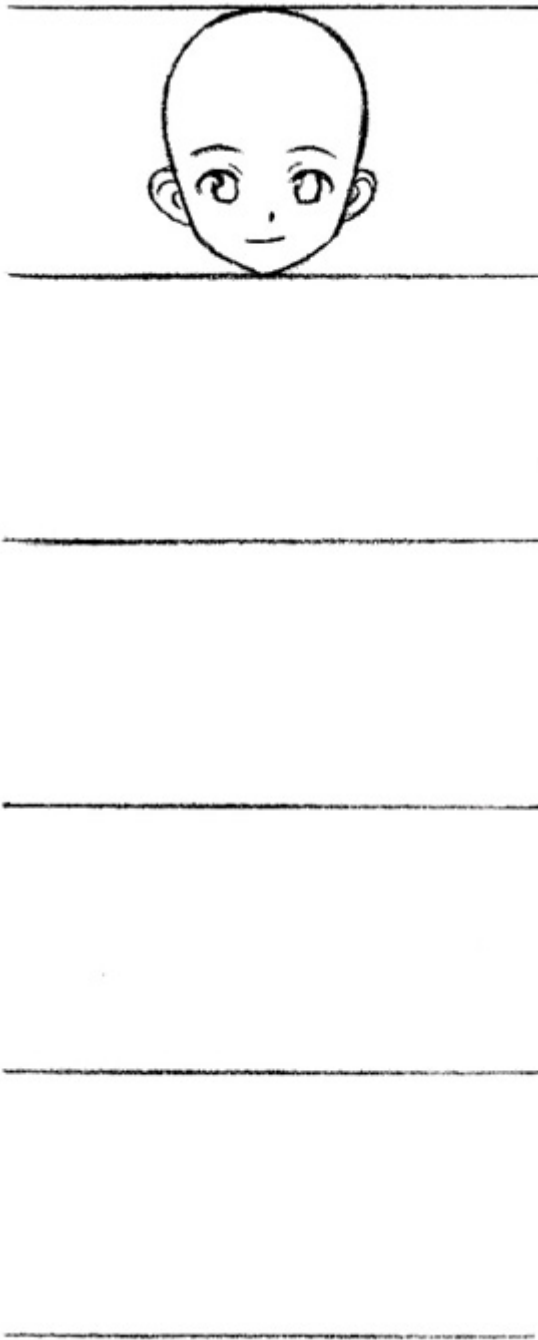
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## The Kid Brother

Every once in a while you come across an artist who's tried to fake his way through drawing a child by just redrawing one of his teen characters at a smaller scale. The results are laughable at best, genuinely bizarre at worst. Kids aren't just miniature teenagers! Their body proportions are entirely different from those of their older siblings.

Figuring it all out isn't that hard. It's just a matter of—you guessed it—starting with the right guidelines.

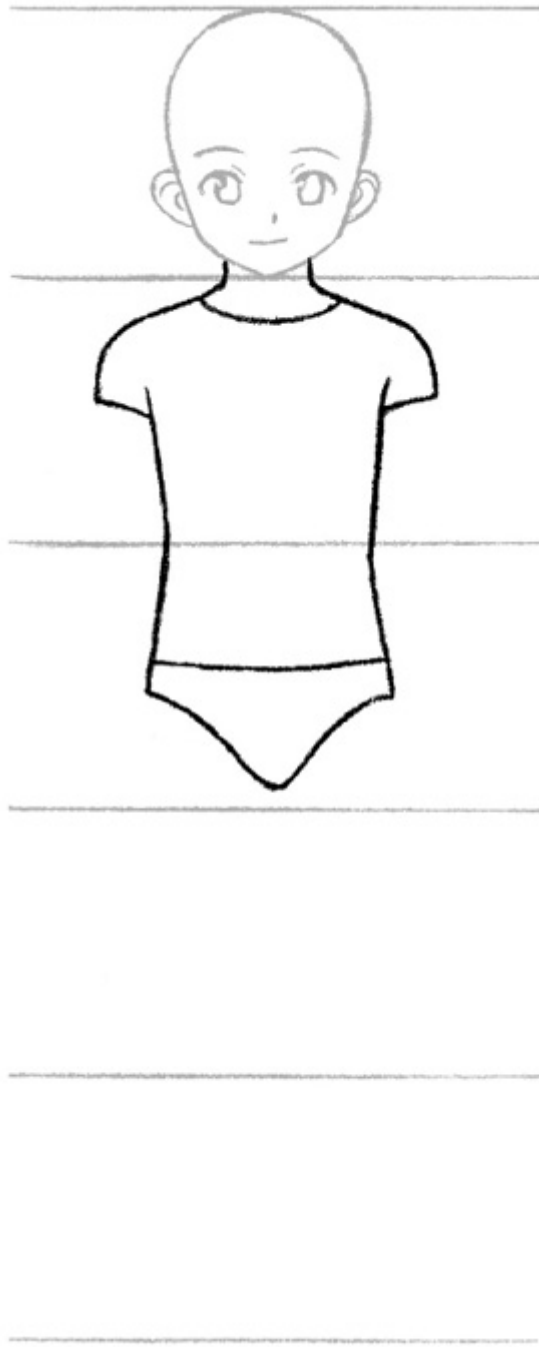




**STEP 1** Build Your Frame

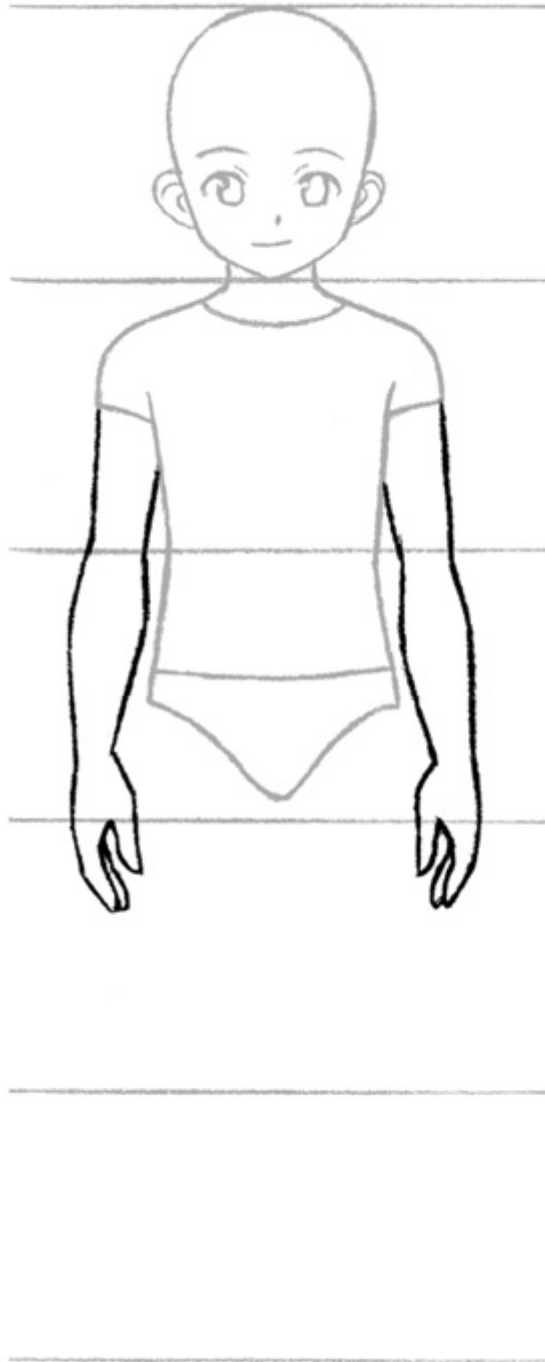
Begin by drawing six horizontal lines, equally spaced an inch or so apart.

Draw your character's head between lines one and two.



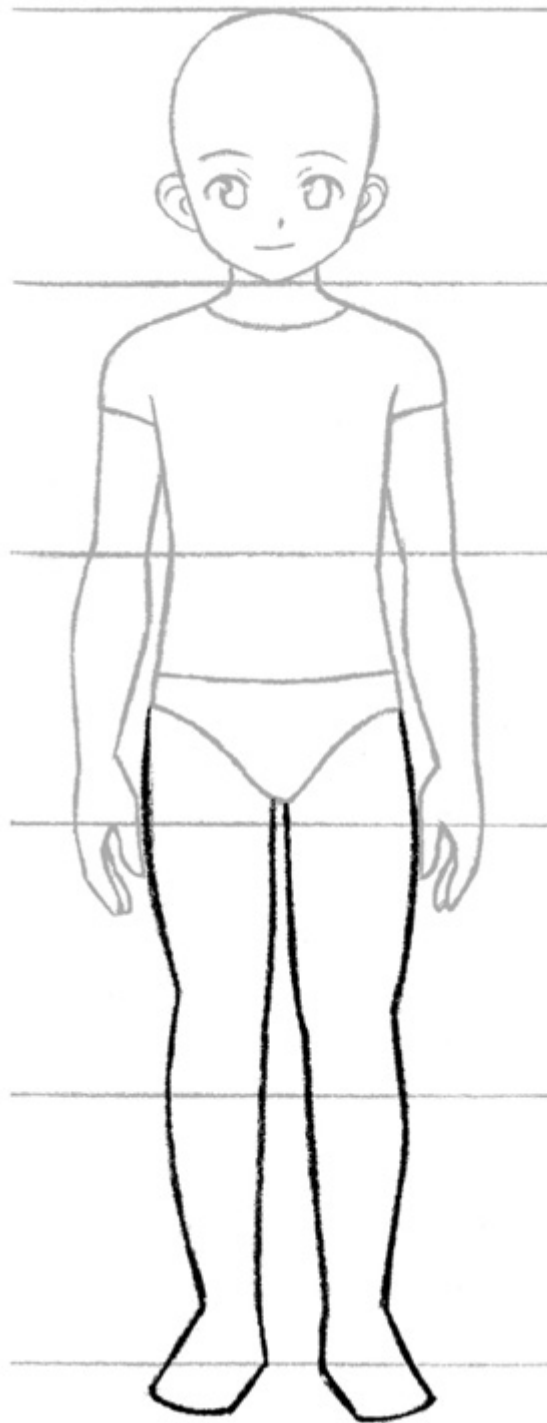
**STEP 2** Create the Torso

Draw the shape of the neck and torso. The shoulders begin just below line two, while the waistline is exactly between lines three and four. Try to get not just the lines, but the shapes. The shoulders should be a little under two heads wide, and the hips about a head and a half.



**STEP 3** Add Arms and Hands

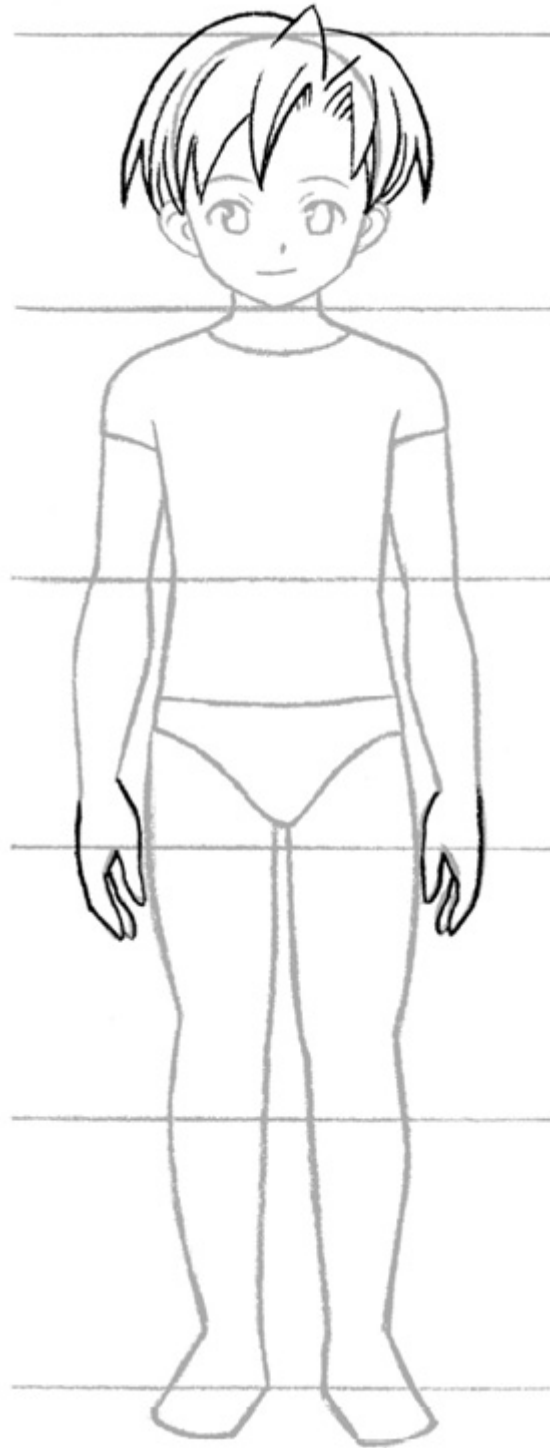
The elbows fall exactly at line three, the wrists well above line four, while the finger tips fall below it. The wrists should be considerably narrower than the elbows.



**STEP 4** Sketch Legs and Feet

The knees sit just below midway between the fourth and fifth lines. The heels rest on line six while the toes fall below.

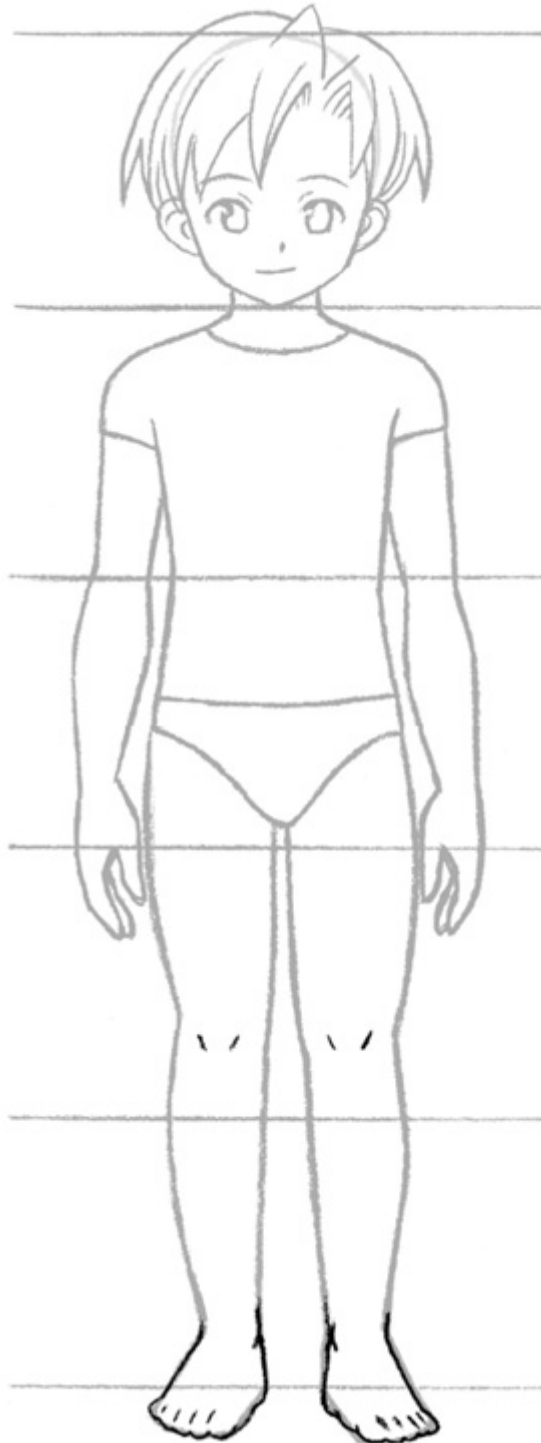
Make sure you capture the blank space between his legs and arms and torso. The knees are slightly wider than the ankles. His fingertips reach to about mid-thigh.



**STEP 5** Fill In the Details

This hairstyle is less drastically kiddie than the bowl cut we saw in Heads and Faces. As a result he may appear a bit older.

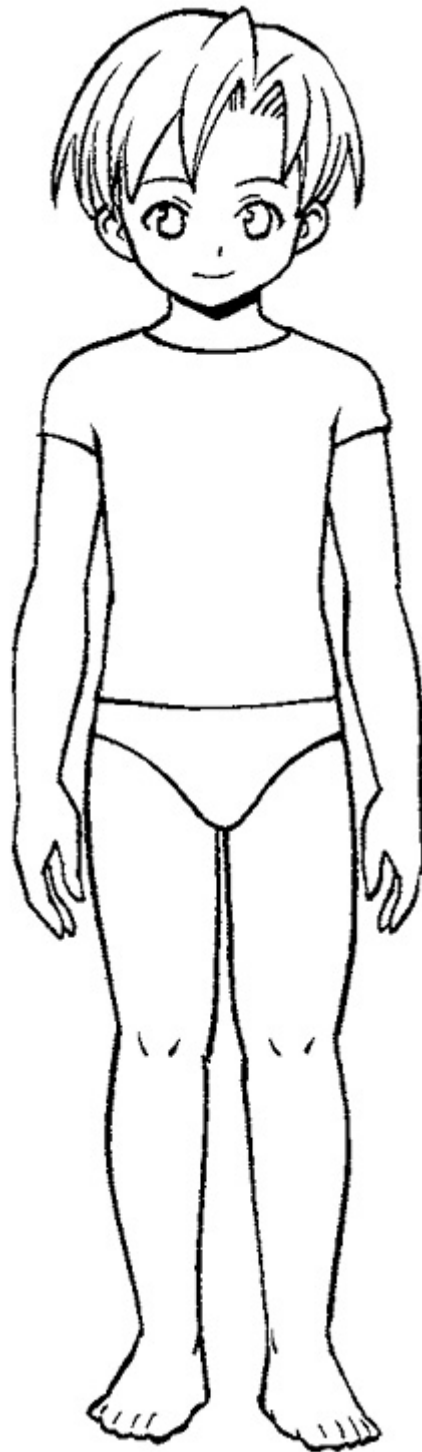
Add fingers to the hands. Because of the angle, we don't see all five digits; only the index finger and thumb appear fully. The ring finger curves in toward the body.



**STEP 6** Fine-Tune

Add toes to the feet and a couple of tiny lines to indicate the knees.





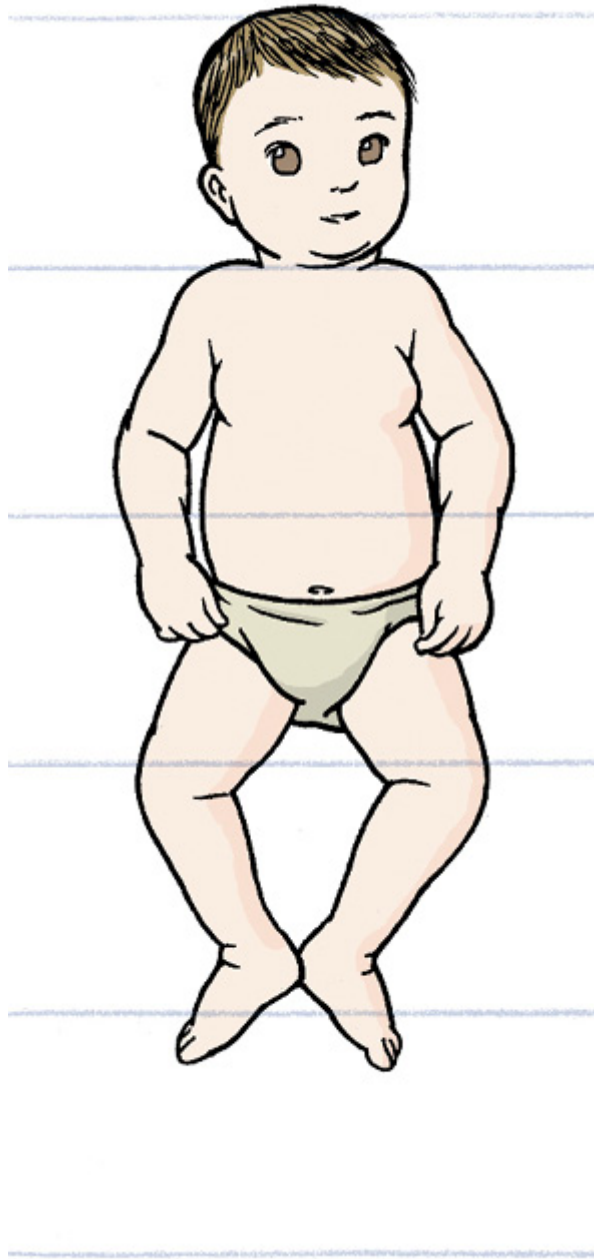
**STEP 7** Finish It

Do the inking and let it dry, then erase the guidelines. You can add color or gray tones, or leave it as is.

# Babies and Toddlers

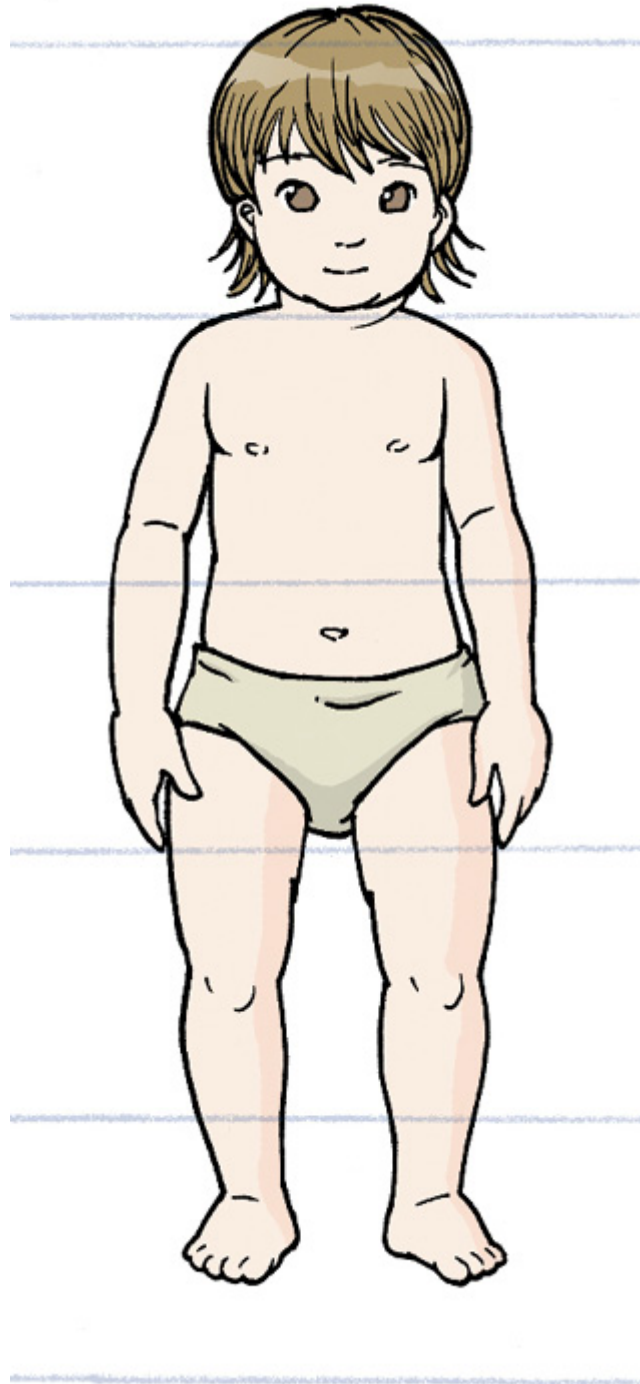
So now you can draw kids that don't look like miniature grown-ups. But what about babies?

It doesn't take great powers of observation to see that they're nearly as different from kids as kids are from adults. As always, it comes back to the number of heads tall. But there's more to it than that.



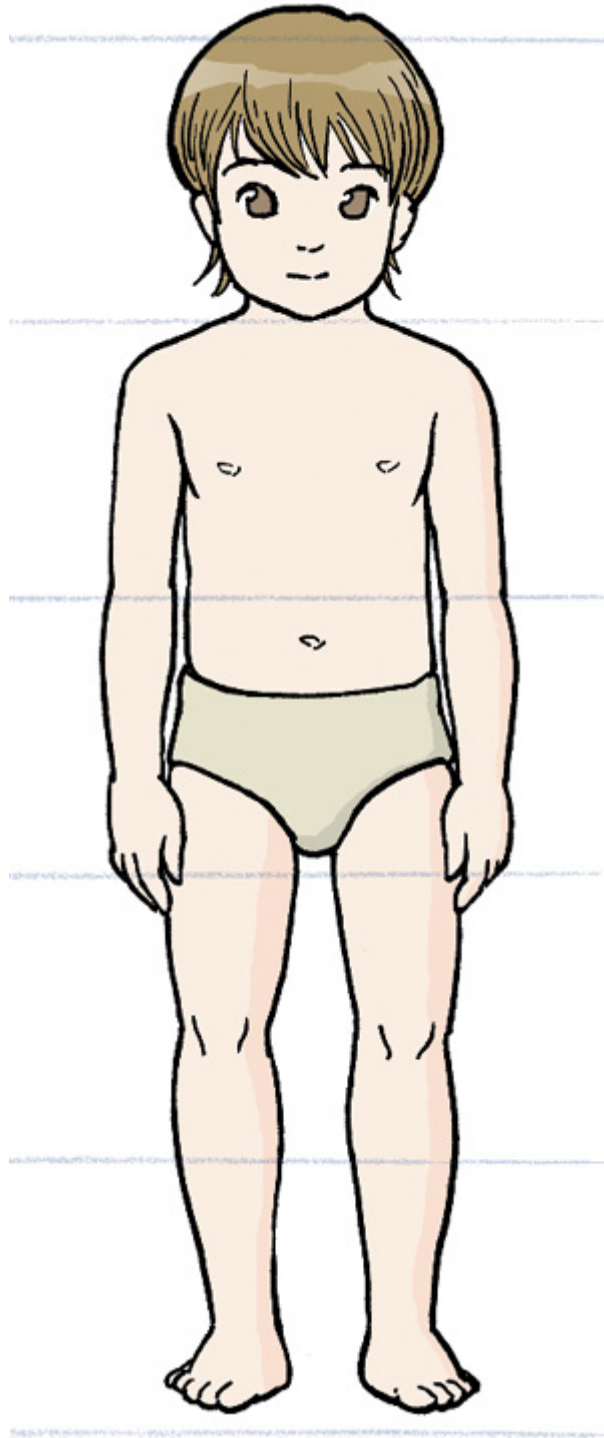
**Baby**

*A real baby is about four heads tall, a little more if the legs are perfectly straight. Infants are generally wider at the waist than at the chest. Throughout the early years the arms and legs are close to the same length.*



**Toddler**

*Around the time they learn to walk, toddlers are well over four heads tall. Draw them a bit pear-shaped to account for baby fat, and yes, a bit of a double chin. Stay away from any angular lines at this age. Everything's round and curving.*



### ***Three-Year-Old***

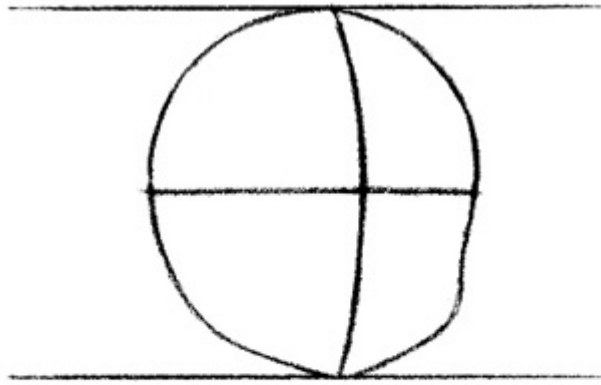
*At nearly five heads tall, our boy is beginning to leave his baby fat behind and set his sights on kindergarten. The lines are getting a little straighter. His chest is finally holding its own with his belly and his shoulders are almost two heads wide.*

# Sometimes You Can't Help Being Big-Headed

One of manga's crowning achievements is bestowing the chibi style upon the world. These ultra-cute characters have taken the world by storm, leaving smiles, hearts and oversized sweat drops in their wake.

They are by definition simpler to draw—that's the whole point! By presenting your characters in terms of their facial expressions and just enough hair and clothing to keep them recognizable, you strip them down to their very essence. But simpler to draw doesn't mean impossible to screw up. Without careful study your chibi characters will look like wannabes and not the real thing.





### **STEP 1** Build Your Frame

Begin by drawing four horizontal lines, equally spaced. That's right: four—this character is only three heads tall.

This character is in three-quarter view, so the head shape reveals an indication of the cheek on her left side. The curving vertical line is also off to one side about a third of the way.





**STEP 2** Outline the Features

Draw the eyebrows, eyes, mouth and ears. Focus on the distances between the various lines.

The eyebrows curve over the horizontal line.

The bottoms of the ears are at the same level as her jaw.

Her left eye is compressed, narrower from side to side because of the angle of her head.



**STEP 3** Draw the Torso

Draw the neck, shoulders and clothes. The width of the shoulders is less than the head.

No need to draw the clothing exactly as I have here. Be creative and dress your chibi as you see fit.



#### **STEP 4** Add Arms and Legs

Chibi feet could hardly be simpler, but pay attention to the slight forward tilt of the legs. This wave-like posture is common among standing characters, both cartoony and realistic.

Her feet cross over the bottom line while her hand extends just past line three, the same length as the dip of her skirt.



**STEP 5** Draw Hair and Eyes

There's a considerable distance between the hairline and her actual head. If you don't draw it, your chibi's head may not look right.



**STEP 6** Fine-Tune

Add a collar to her shirt and pleats to the skirt. You may want to go for something more casual, though.

Have fun! That's what the chibi style is all about.

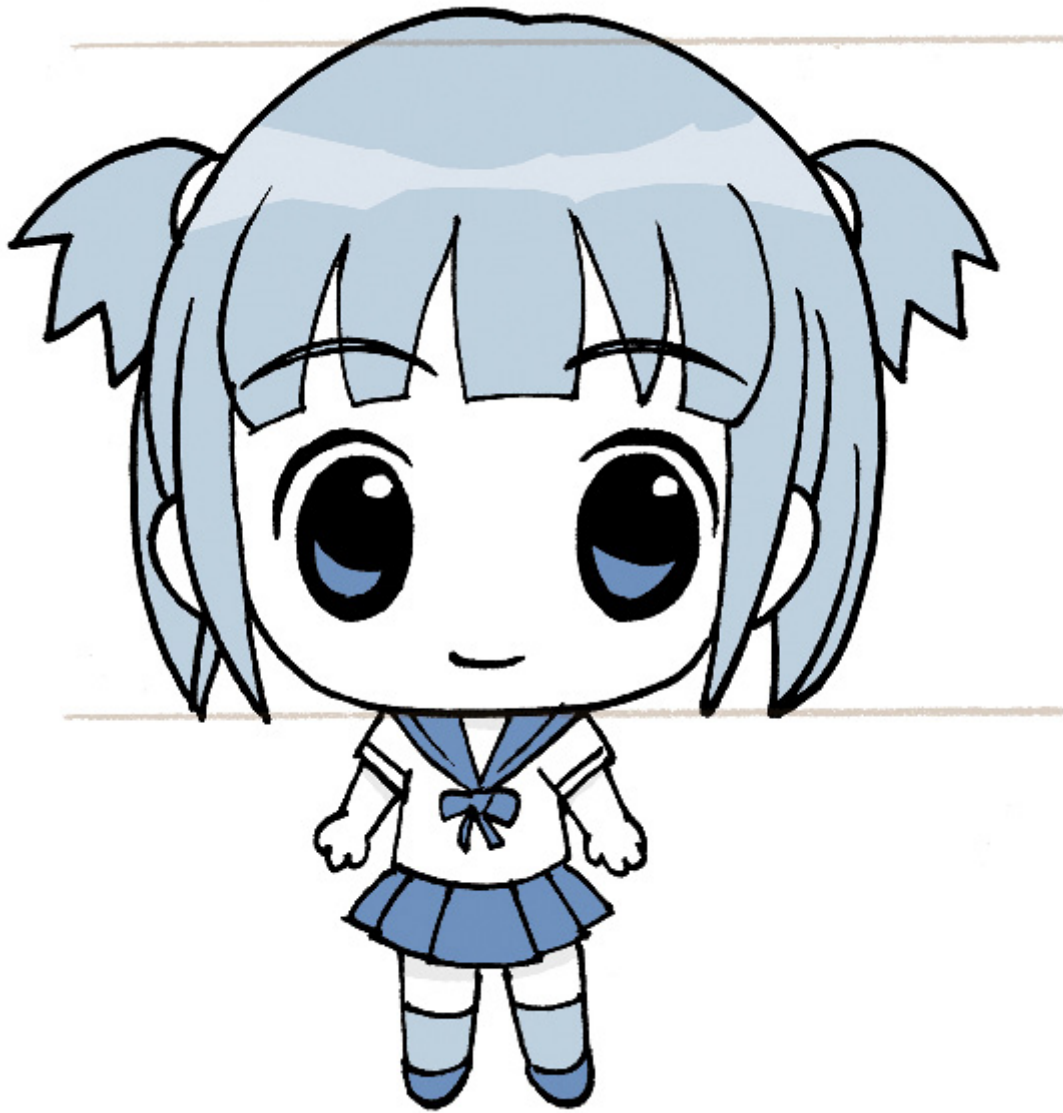


**STEP 7** Finish It

Ink it and let dry, then erase the guidelines. You can add color or leave it as is.

# Chibi Variations

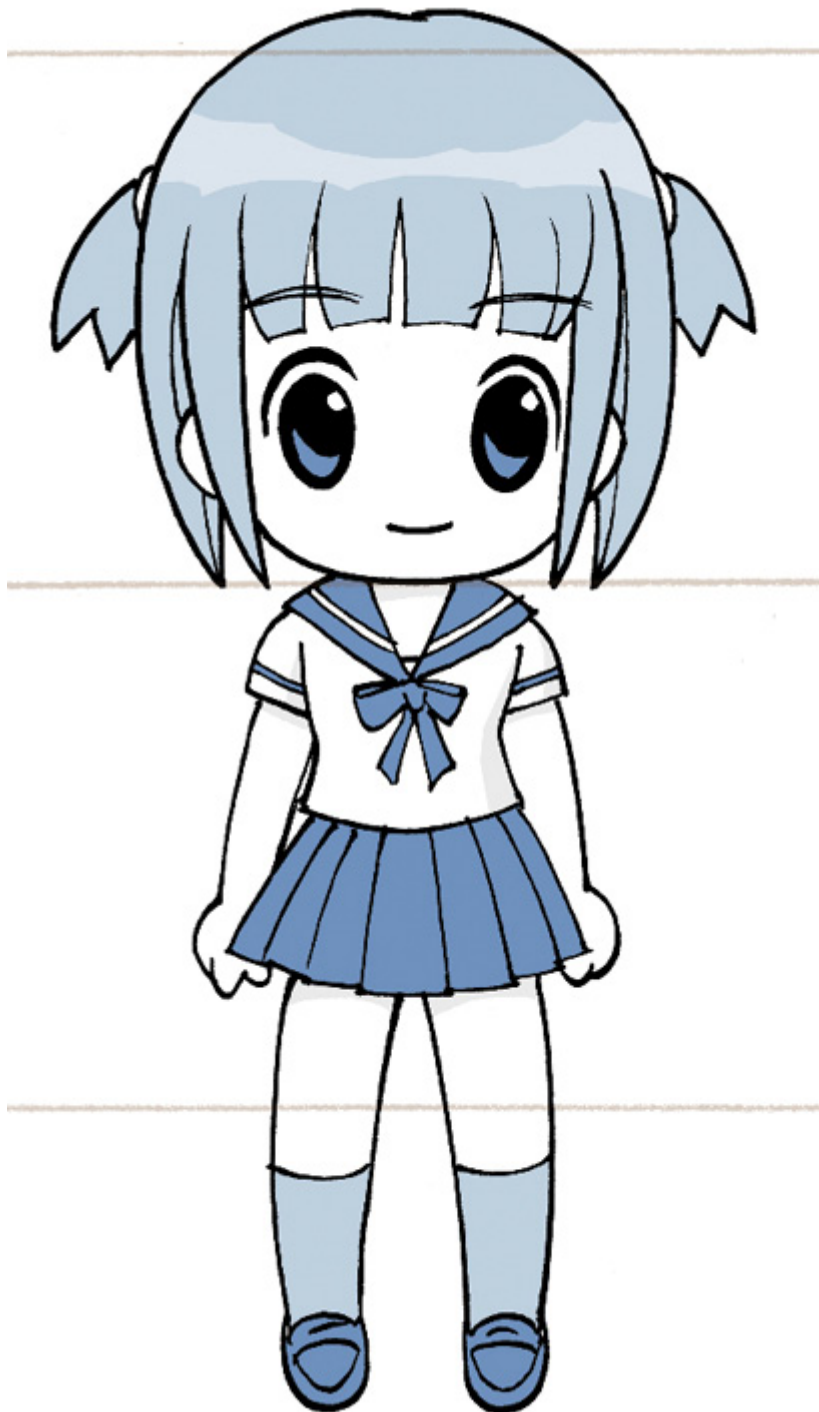
Are they two heads tall? Three? Four? Hey, don't worry about it! We're drawing cartoons here, not building an interstate highway system. There is no set-in-stone number: it all depends on who's holding the pencil. Here are three of the many proportion systems out there.



***Ultra-Chibi***

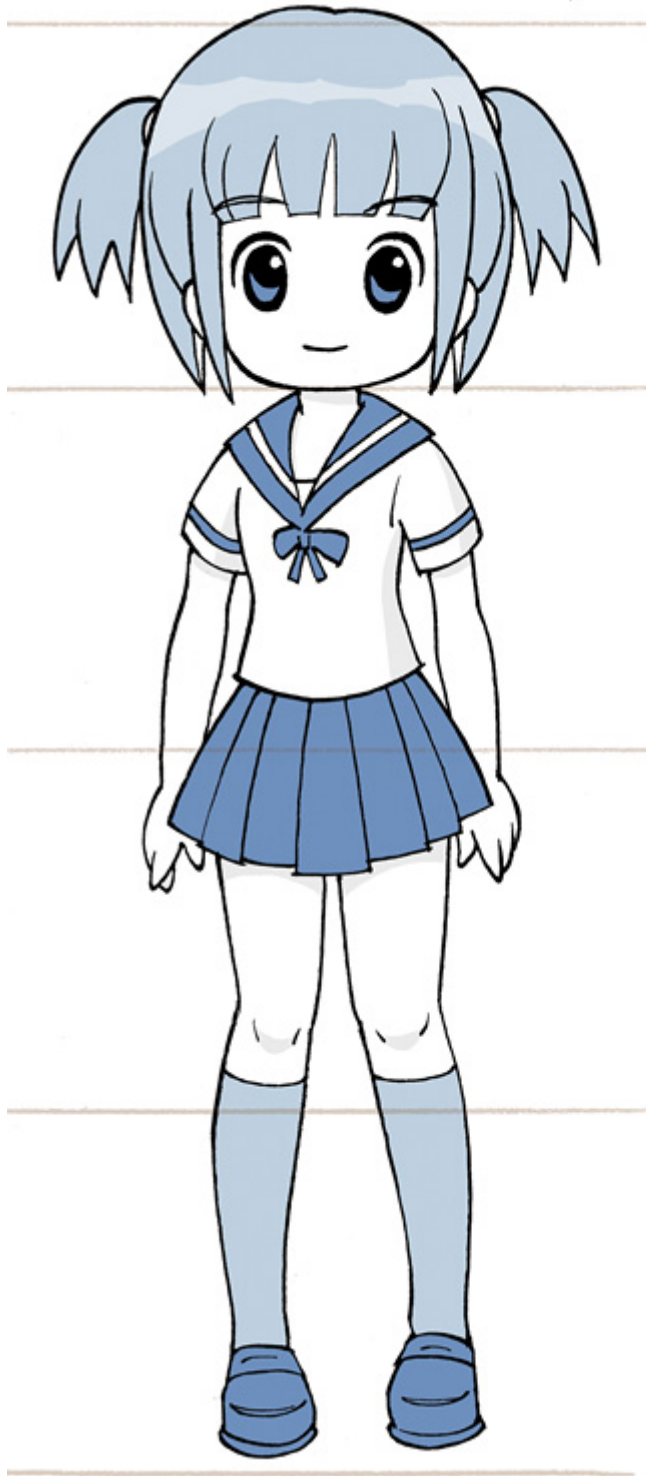
*At a head and a half, this is pushing the chibi concept about as far as it'll go. As is often the case with chibi drawings, the feet are minimized to the point of being nearly indistinguishable from the legs.*





***Moderate Chibi***

*This is a more common style at two and a half heads tall. The body has a bit more shape though it still doesn't approach the width of the head.*



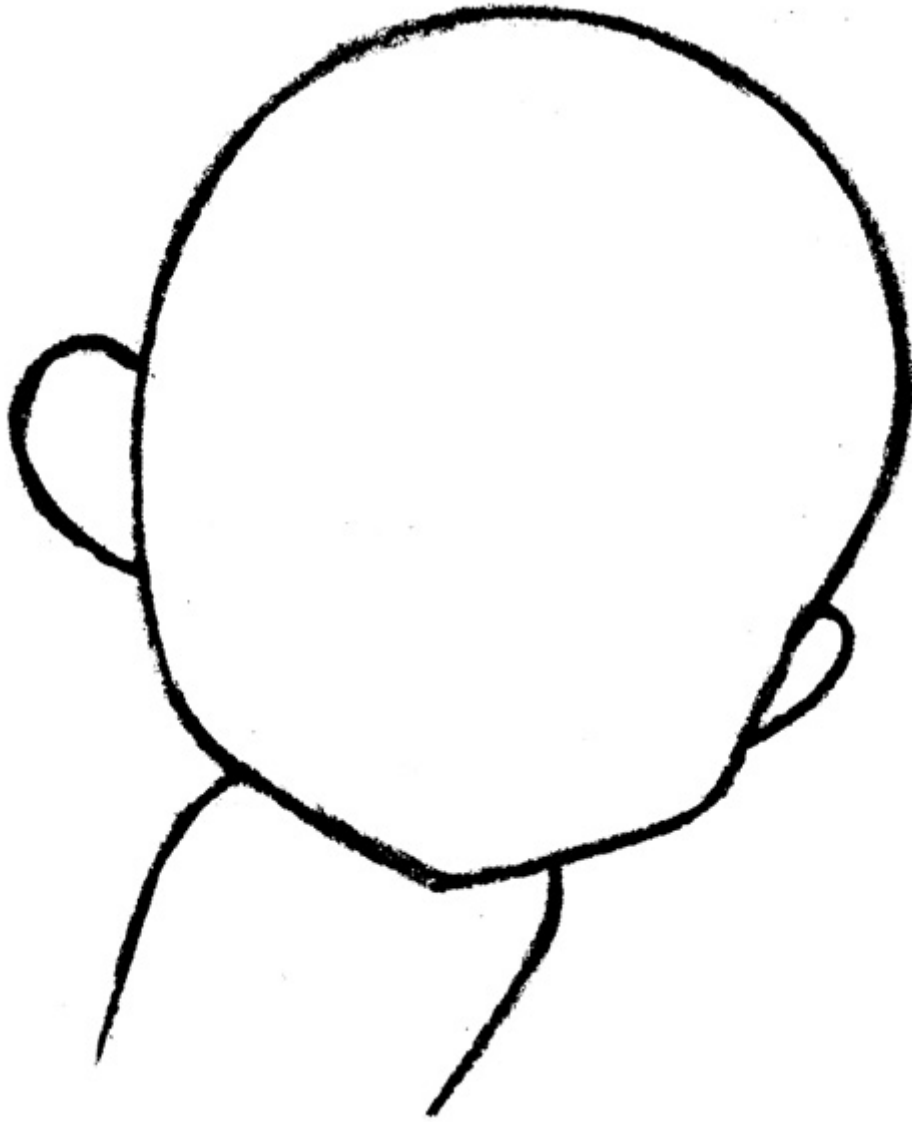
***Barely Chibi***

*At nearly four heads tall, probably the least common of these three approaches.*

**RAGE!**

If you just draw chibi characters standing there looking cute, you're missing out on the glory of the chibi style! Here's a quick lesson showing a chibi girl ticked off in a big way.





**STEP 1** Build the Frame

Draw a head with ears and a small, simple torso.



## **STEP 2** Add Features

Draw slanted eyebrows, one with a zigzagging crook at the end. The eyes are heavily outlined white circles tucked under the eyebrows. The bellowing mouth is a line that reaches all the way to the bottom of the head. Throw in a simple line for the hair and add arms and sleeves and a star-shaped vein bulging.



### **STEP 3** Finish It

Add jagged lines for the hair, a simple collar and a series of vertical lines across the upper half of the face. Take care not to have any of these vertical lines cross through either of the eyes. We need to leave them burning hot white.

Add Ink, erase the lines and you're done!

## 20 Chibi Emotions

Japanese manga artists have perfected techniques for conveying the breadth of human feeling in a simple cartoony shorthand. A beginning artist can master the various facial expressions in a way that is fun, not frustrating.



*Angry*



*Shy*





*Elated*



*Embarrassed*



*Sassy-Cute*



*Tearful*



*In Love*



*Furious*



*Despondent*



*Happy-Energetic*





*Bored*



*Frustrated*



*Surprised*



*Disappointed*



*Devious*



*Disapproving*



*Shocked*

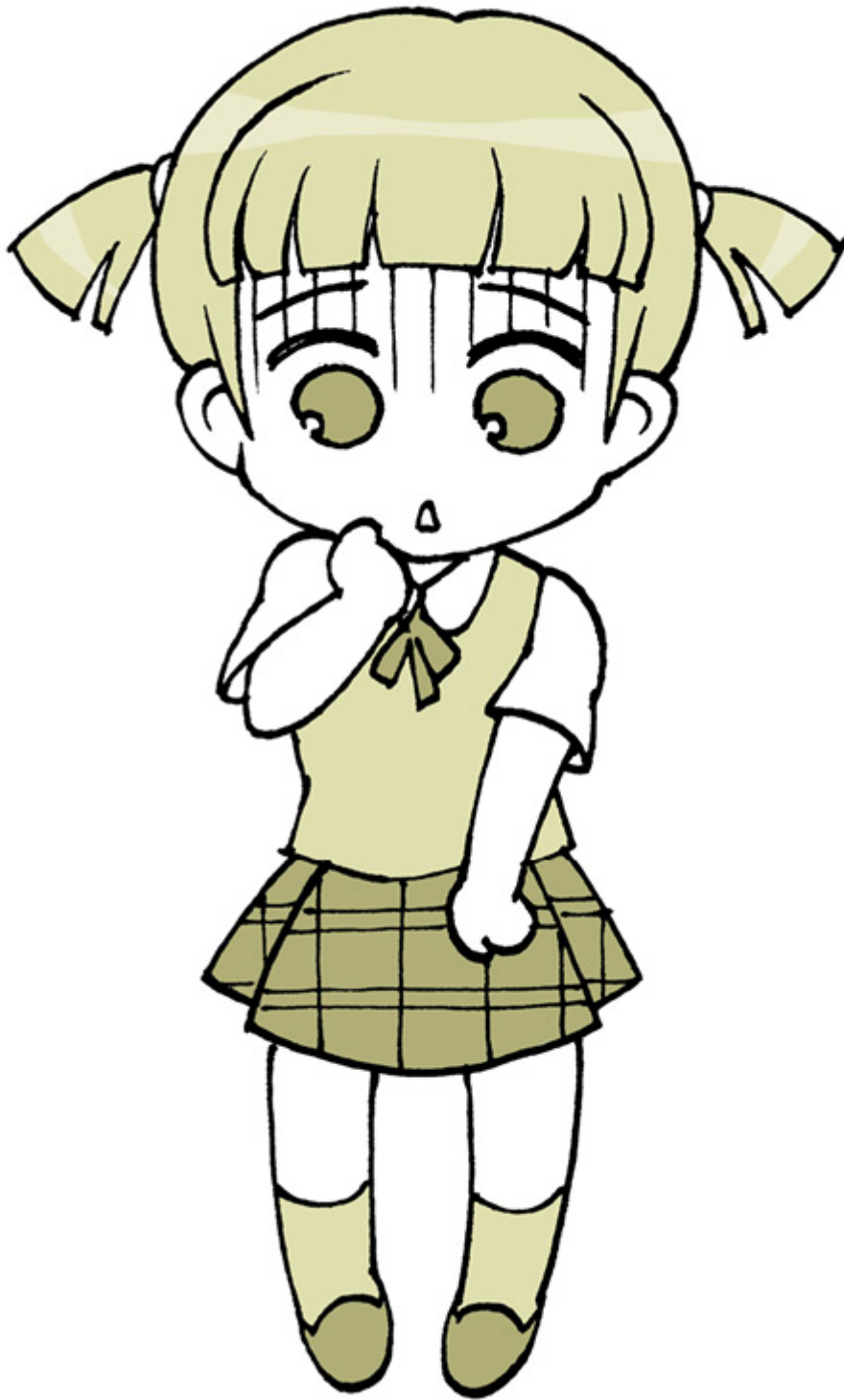


*Upset*





*Vulnerable/Unsure*



*Frightened*

# 50 Ways to Draw Hands

Regardless of how well you know the anatomy of the hand, it is almost impossible to accurately predict what it will look like from every angle and in every possible pose. Next time you're having trouble, use these pictures as reference.





# 50 Ways to Draw Feet

Drawing feet properly can be as difficult as hands. They have a somewhat undefined shape, one that is hard to recall clearly from pretty much any angle. Rather than try to draw them from memory, use these illustrations as reference.



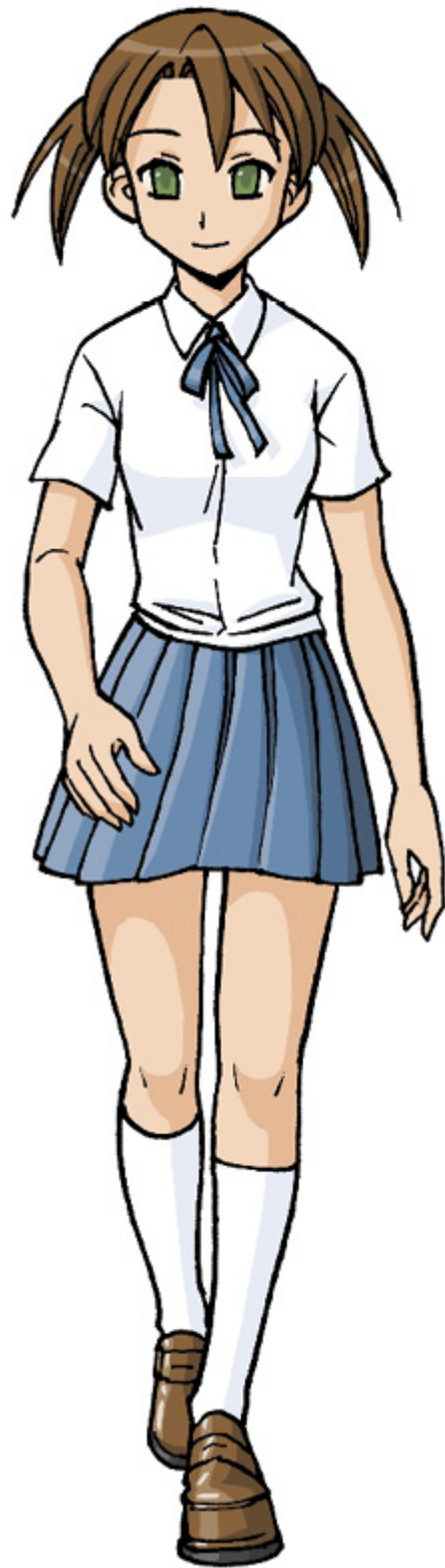


Shoes and boots present a variety of stumbling blocks. Their contours shift when seen from different angles, creating odd shapes that are hard to draw from memory. One of the trickiest challenges is when the shoes are pointing straight toward the viewer.

# Hitting Your Stride

It's one thing to learn the proper body proportions of a character, but quite another to draw that character in motion. With that in mind, I decided to show you how to draw some useful manga poses.

First up is a common pose that proves difficult to draw from memory: a character walking straight toward the viewer. This pose is a staple of certain types of manga, and you may well see it multiple times over the course of a single story. Happily, it's not that hard to master.

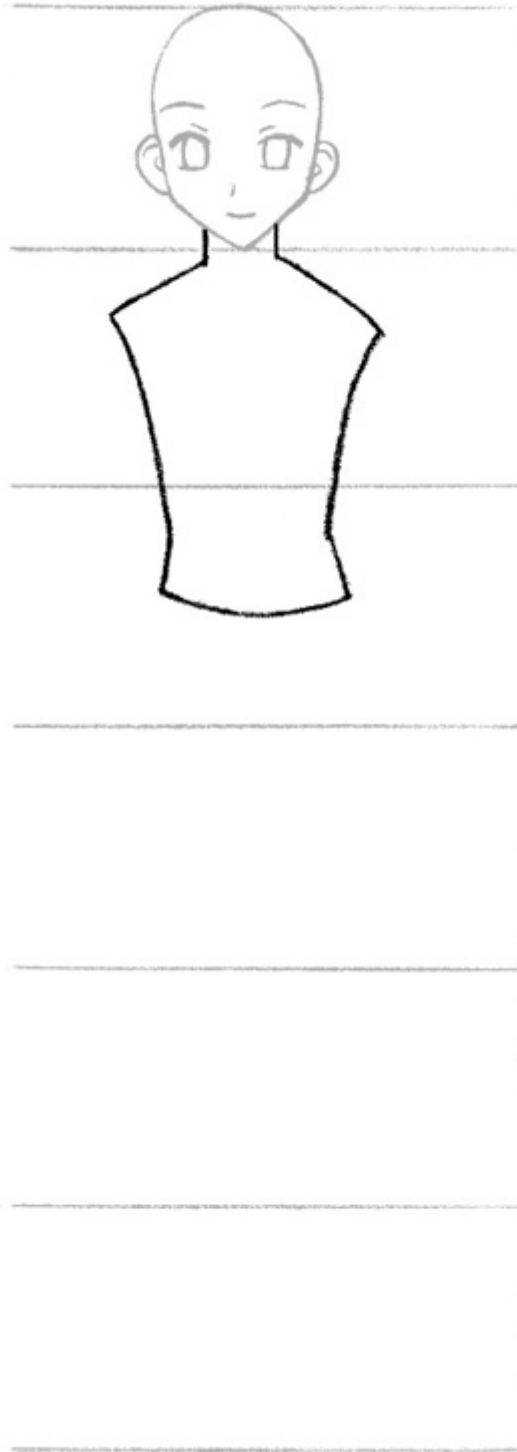






**STEP 1** Build the Frame

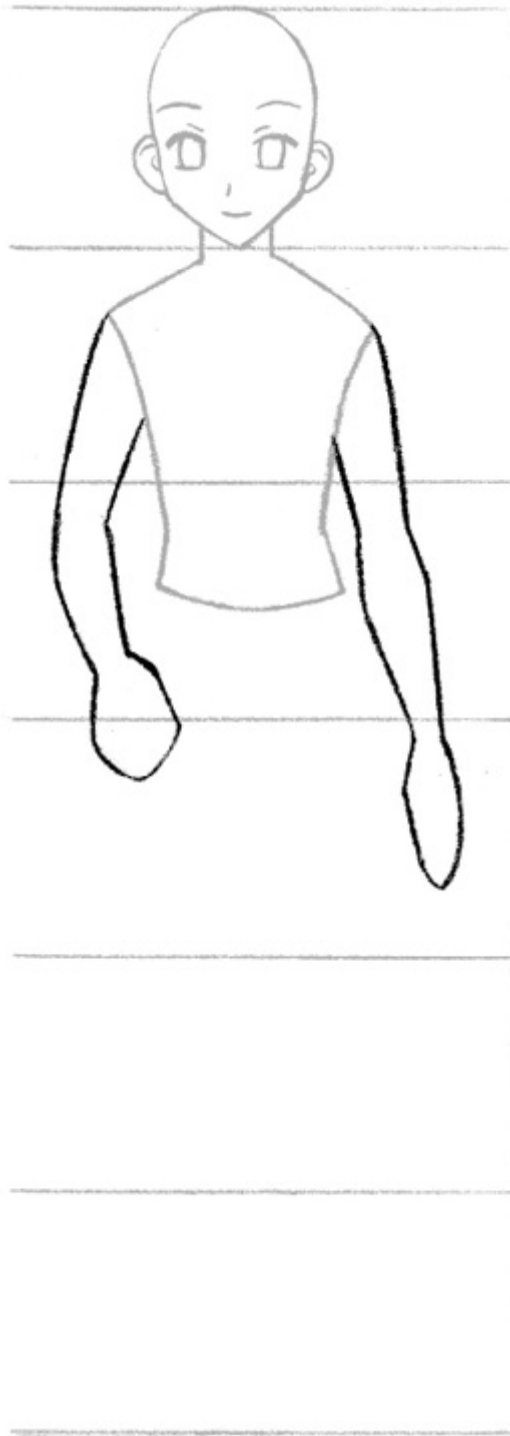
Start with seven horizontal lines, evenly spaced. Draw a female manga face using what you've already learned.



**STEP 2** Create the Torso

In this pose the line of the waist is about halfway between lines three and four. The shoulders slope down because she's leaning slightly into her steps; they should be about a head and a half

wide. The waist at its narrowest is a touch wider than her head.  
Use this knowledge to create the curving shape.



**STEP 3** Add the Arms

This part is crucial to the overall walking pose. The arms move as she walks, alternating with her feet so her right arm is angling toward the viewer, bent at the elbow.

The elbows are just below line three. Her right hand is centered on line four; the other hand is well below it. Don't forget that the

wrists are narrower than the elbow area.



**STEP 4** Draw the Skirt and Legs

Start with her left leg since it overlaps her right. Her left leg tilts ever so slightly inward so that the foot is almost even with her head. Her right foot tilts inward, the foot partially concealed and the toes not quite reaching line seven.

Pay attention to the width of the thigh compared to the narrowness of the knee and even narrower ankle.



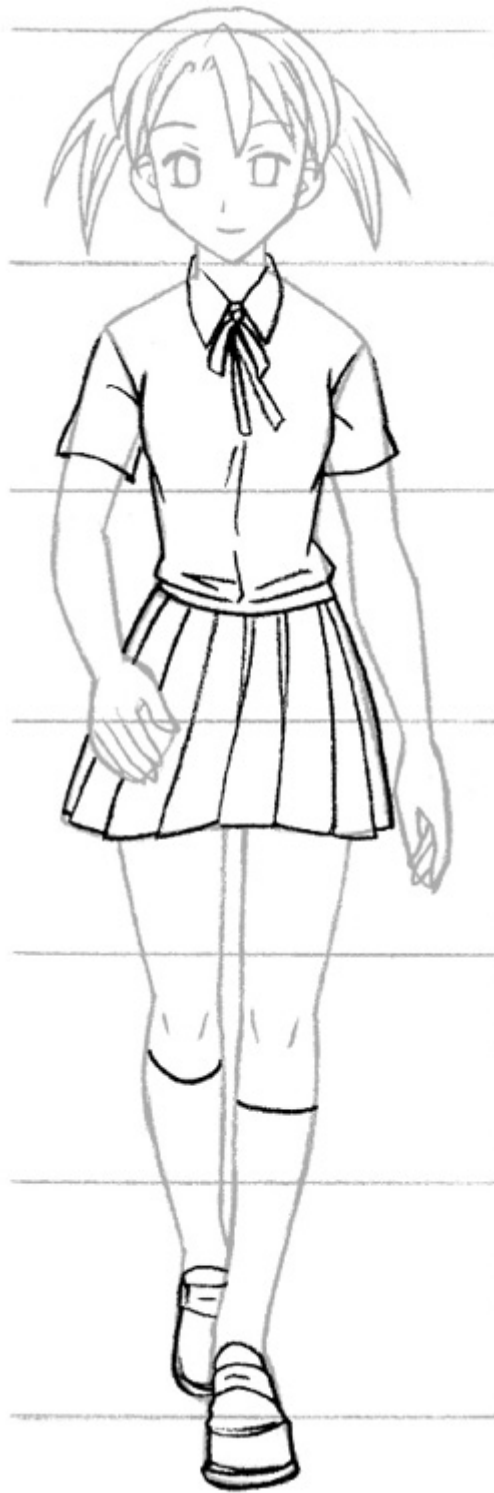
**STEP 5** Add Hair, Hands and Knees

A couple of tiny lines on each leg is all it takes to convey the kneecaps.

Her right hand is at a tricky angle so the little finger is barely visible.



Choose whatever hairstyle suits your character. Pigtails are always fun!



### **STEP 6** Fine-Tune

This lesson is all about the stride and not about the clothes. What matters is that you've got the pose right: if you do she'll look great no matter what outfit you throw on her.

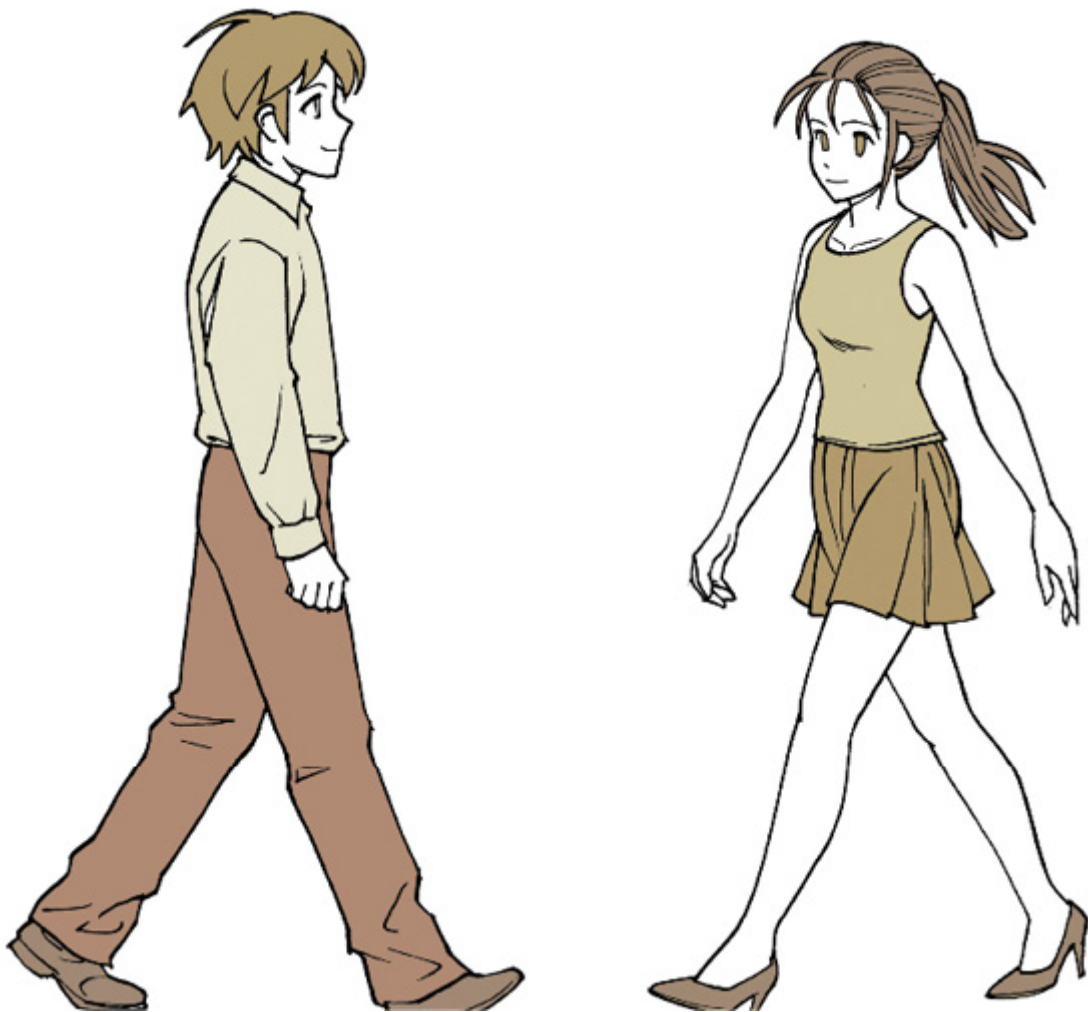


**STEP 7** Finish It

Ink it and let it dry, erase the guidelines. All done!

# Walk This Way

What could be simpler than drawing a character walking across the street? Take it from me: *loads* of things are simpler than drawing a character walking across the street! Something about the way the feet hit the ground and the legs overlap from different points of view makes walking something easier done than drawn.





***Walking Away***

*When drawing a character walking away, the legs tend to point inward a bit, creating a tapering silhouette.*



***Placing Arms and Legs***

*Placement of the arms and legs says a lot about the person's stride. You can tell this guy is moving slow and steady: his rear foot is only slightly off the ground and his arms are pretty much slack against his side.*



### ***Speed It Up***

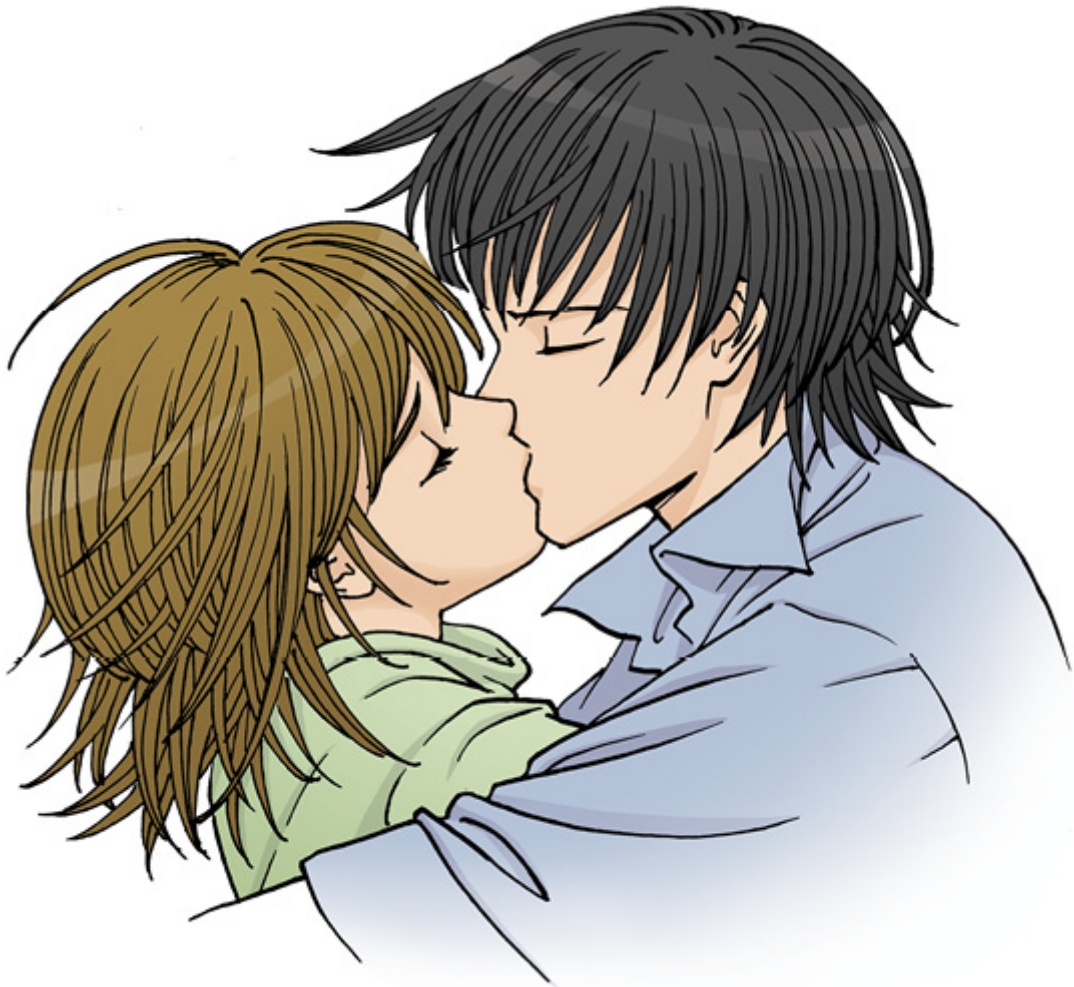
*Drawing a character running is as much about the arms as the legs. The arms need to be up and in motion, one fairly straight, the other bent at the elbow.*

*The faster you want the run to be, the higher you place the rear foot. If her heel is nearly at the same height as her rear end, you know she's flying along at full sprint.*

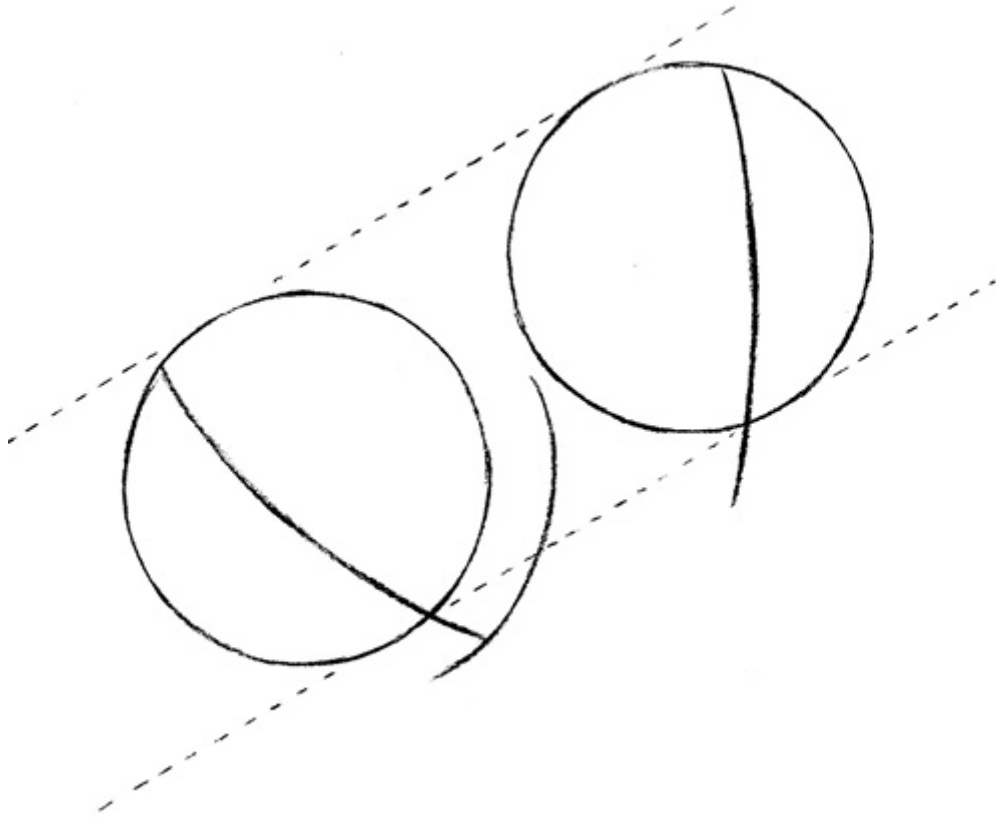
# Kissing

As poses go, kissing is not one you're going to draw on every page. But if you're creating a love story, you can't afford a cruddy drawing when the big moment finally arrives for your star-crossed lovers.

We're getting into advanced drawing here, and unfortunately that means pretty big leaps from one step to the other. I won't be able to walk you through each and every line. If you're a novice and easily frustrated by the tough stuff, you might want to save this one for later in your studies. For the rest of you, get ready: she's going to plant one on him, and you're going to draw it.



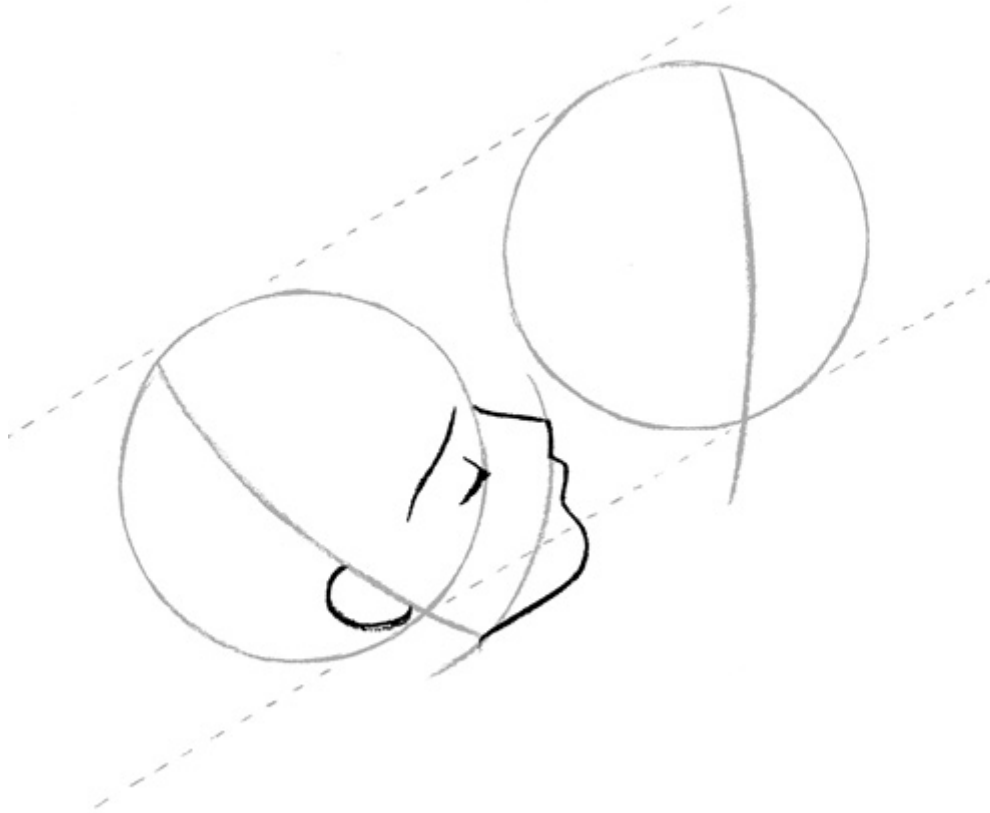




### **STEP 1** Build Your Frame

Draw two circles, one much lower on the page than the other. (I've added dotted lines to help you see the relationship between the two circles.) The circles need to be this exact distance from each other.

Add the two curving lines touching the circles, carefully replicating their angles and locations within their respective circles. Finally, add the arching line to the lower right of the circle on the left. This will help you draw the girl's face in the next step.



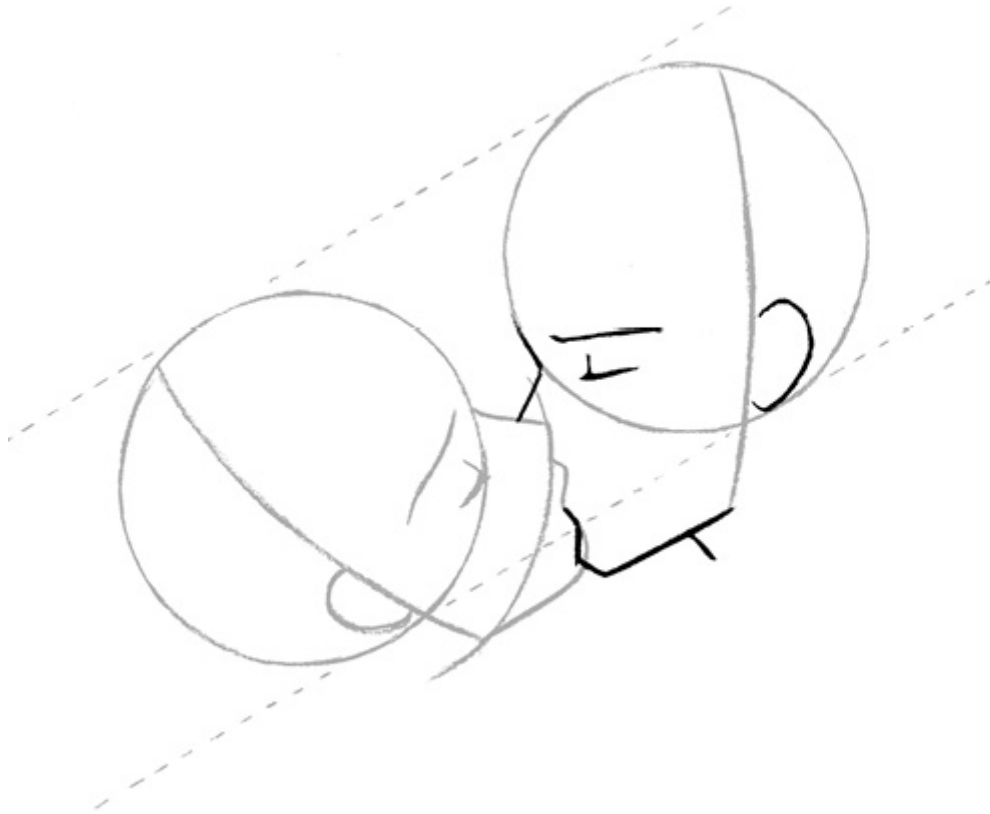
## **STEP 2** Outline Her Features

Take your time here, starting with very light lines. You can darken them later.

Draw the outline of her nose and jaw. This is difficult but vital to get right. It touches the circle a little less than midway between the dotted lines. The tip of the nose meets the outer arching line.

Her eye is just inside the circle, touching it, and the eyebrow sweeps back and down from near—but not touching—where her nose meets her forehead.

Draw the outline of her ear, not quite touching the circle, lining up the top with her eyebrow.



### **STEP 3** Outline His Features

She's obscuring most of his profile so you won't have to deal with that. Still, the angles of his jaw and nose lines have to be right. His jaw lines up with his ear line and meets hers. His nose line sits higher on the page, pointed down toward the girl. Use the tip of her nose like a pointer to place his eye.



#### **STEP 4** Sketch In the Hair

No need to follow what I've done here. Give them both crew cuts if you like! But if you do want the classic manga look, notice how the contours of the hair are a certain distance from the circles you drew in step one. Follow too closely to those circles and your characters' heads will appear too small by manga standards.



**STEP 5** Give Them Bodies

He's leaning into her, so the line of his body should curve slightly. Her shoulder is pulled up and her face angled, which puts it much closer to her ear and she's leaning backwards.



**STEP 6** Fine-Tune

Add folds to the clothing. Give him a shirt collar and add details to the hair.



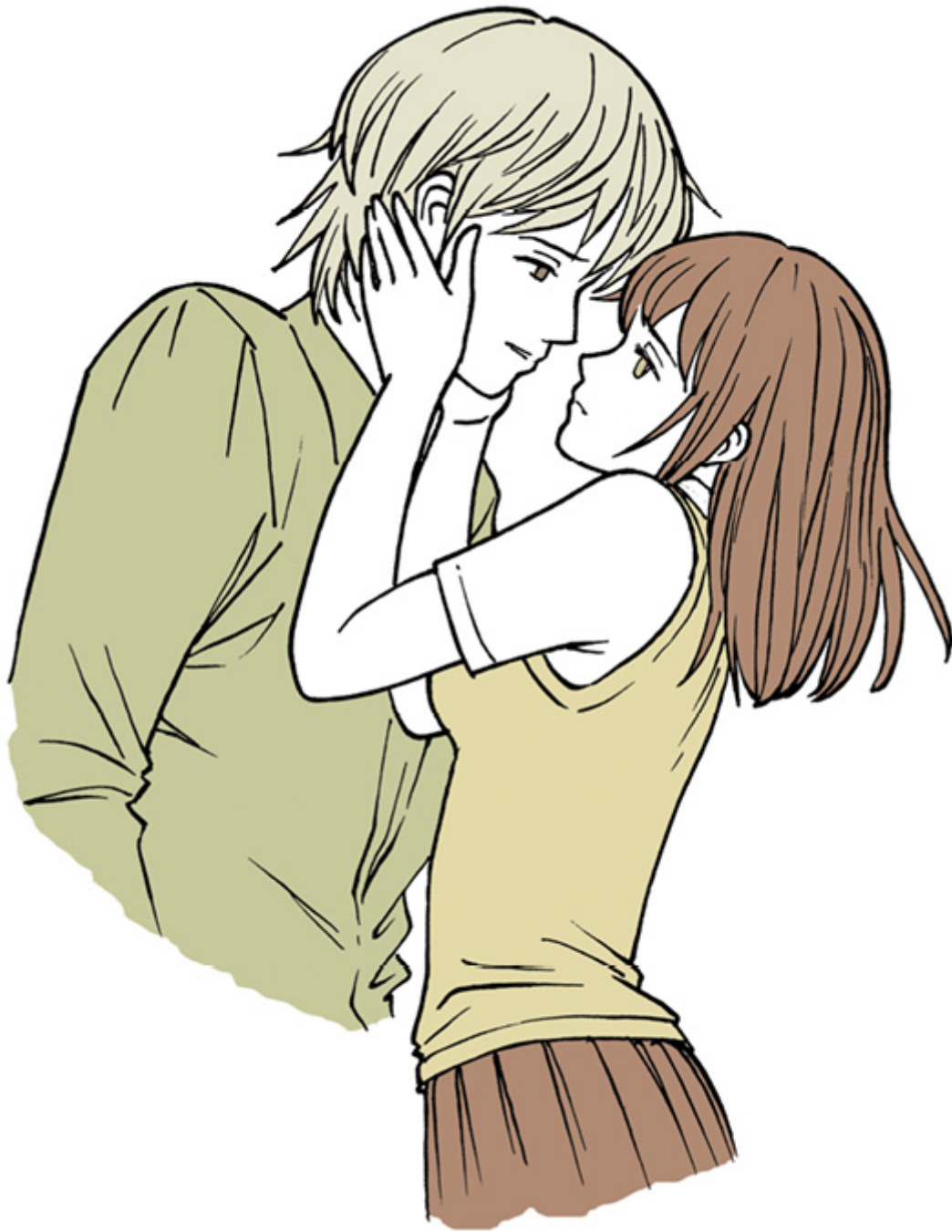
### **STEP 7** Finish It

Ink it and let it dry, then erase the guidelines.

Kissing: It's definitely easier to do than to draw!

## **XOXO: Displays of Affection**

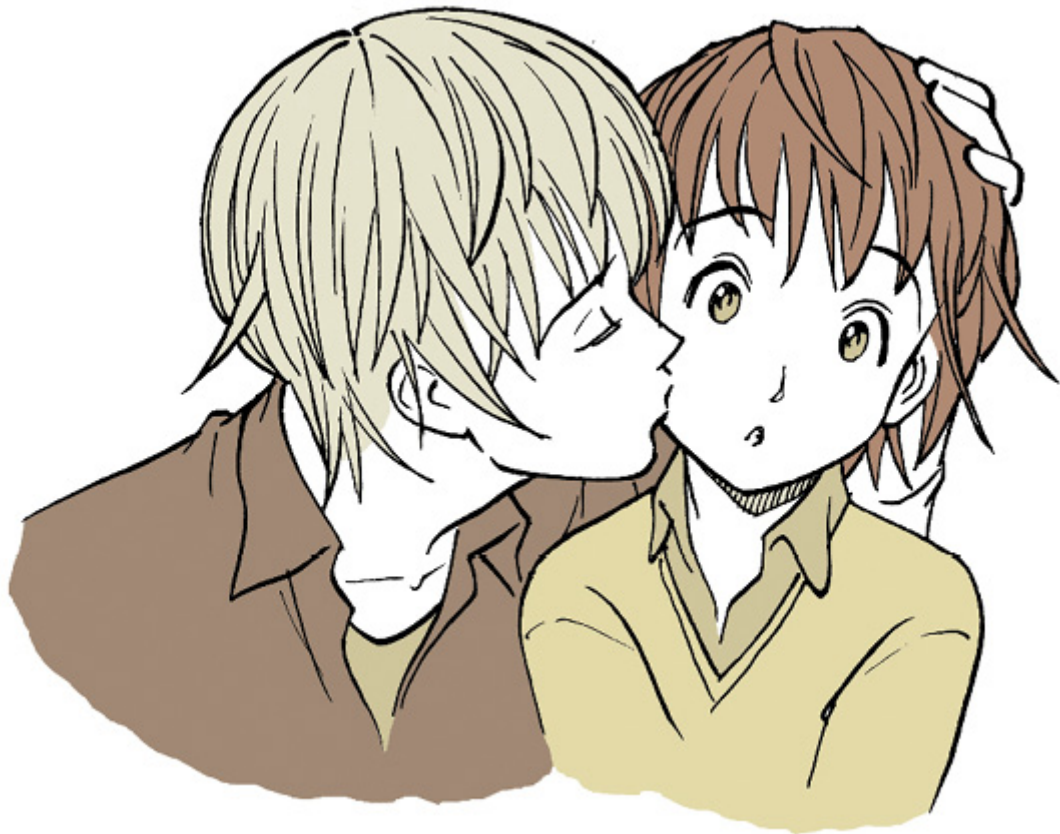
Here are some reference illustrations to help you draw a variety of tender moments, not all of which involve locking lips.



***Pay Attention to the Buildup***

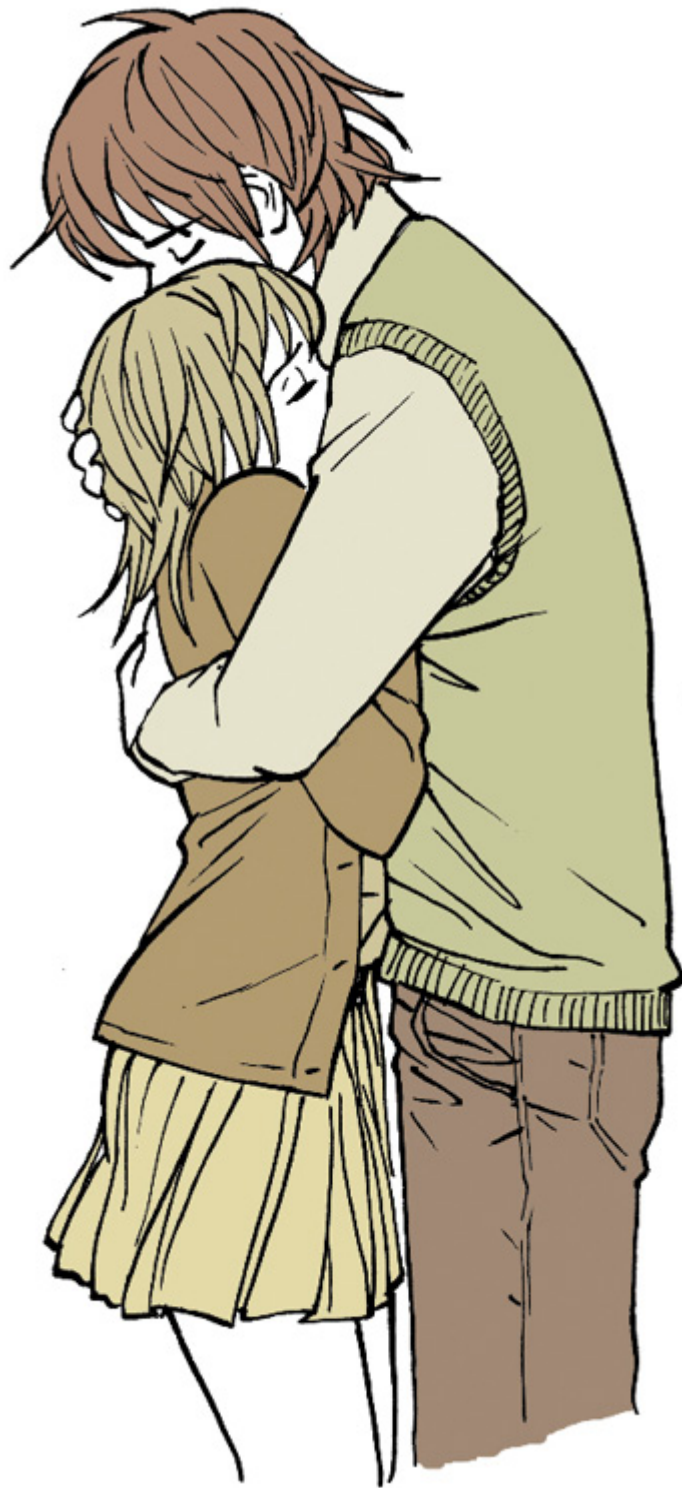
*The moment before a kiss can be just as important as the kiss itself. Her hands on his face, their noses nearly touching, this is the stuff of love stories! The angle of the eyebrows shows vulnerability that heightens the sense of intimacy.*





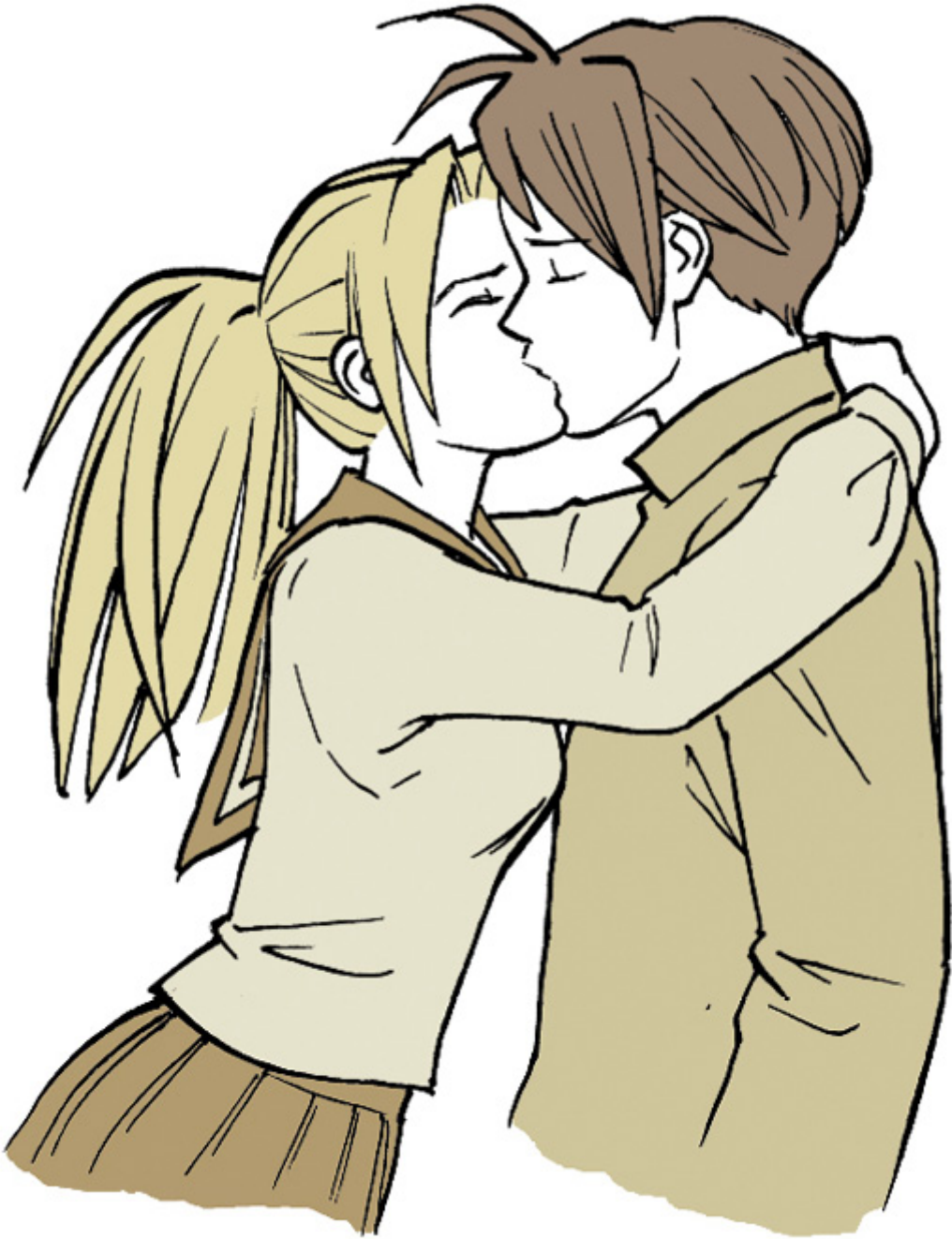
***Remember the Peck***

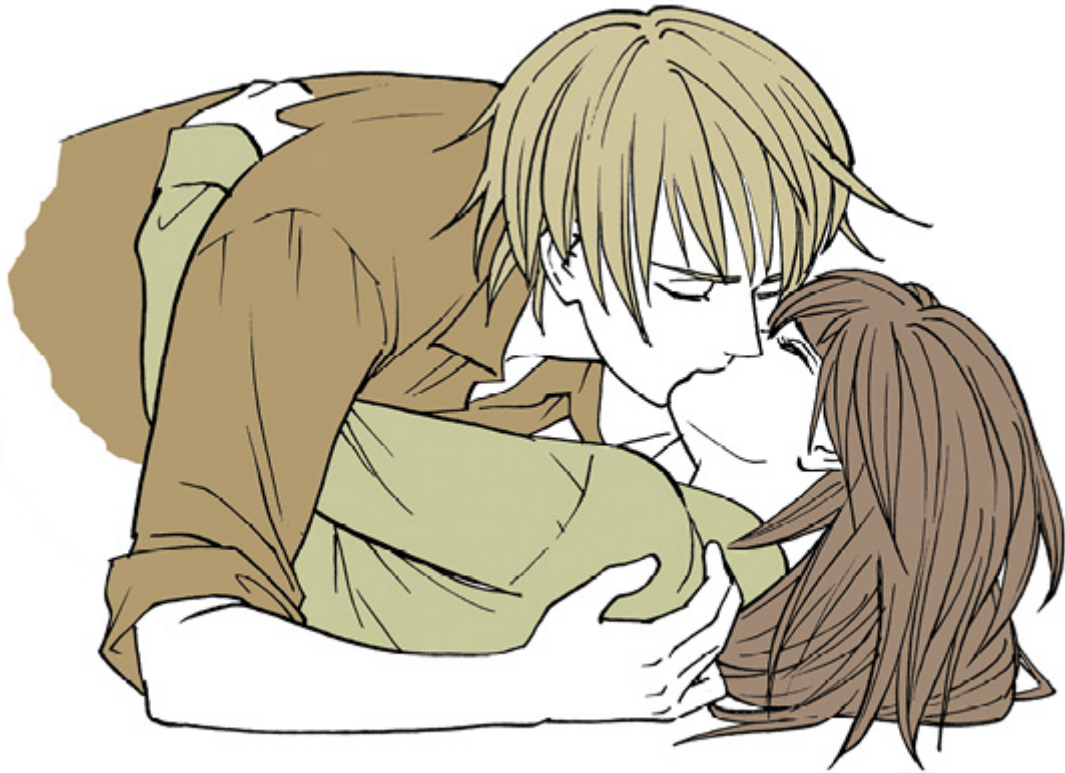
*A peck on the cheek is a cute scene to draw, and has the added bonus of allowing us a good look at the face—and inner emotional state—of the person on the receiving end of it.*



### ***Cuddle Up***

*A warm hug can be as challenging to draw as a kiss. Characters of differing heights will each have their faces partially obscured as the embrace brings them together.*





## Fighting

I'm sure a fair number of kids out there would like some big-time violence with this one—swords, blood, the works—but you've come to the wrong guy. Entrails on the floor are not my thing. I'm going to limit it to some good old-fashioned martial arts, and to me that means someone gets a foot in the face, karate-style.

Again, this is a highly advanced lesson, which means some pretty big leaps in detail from one step to the next, especially toward the end.

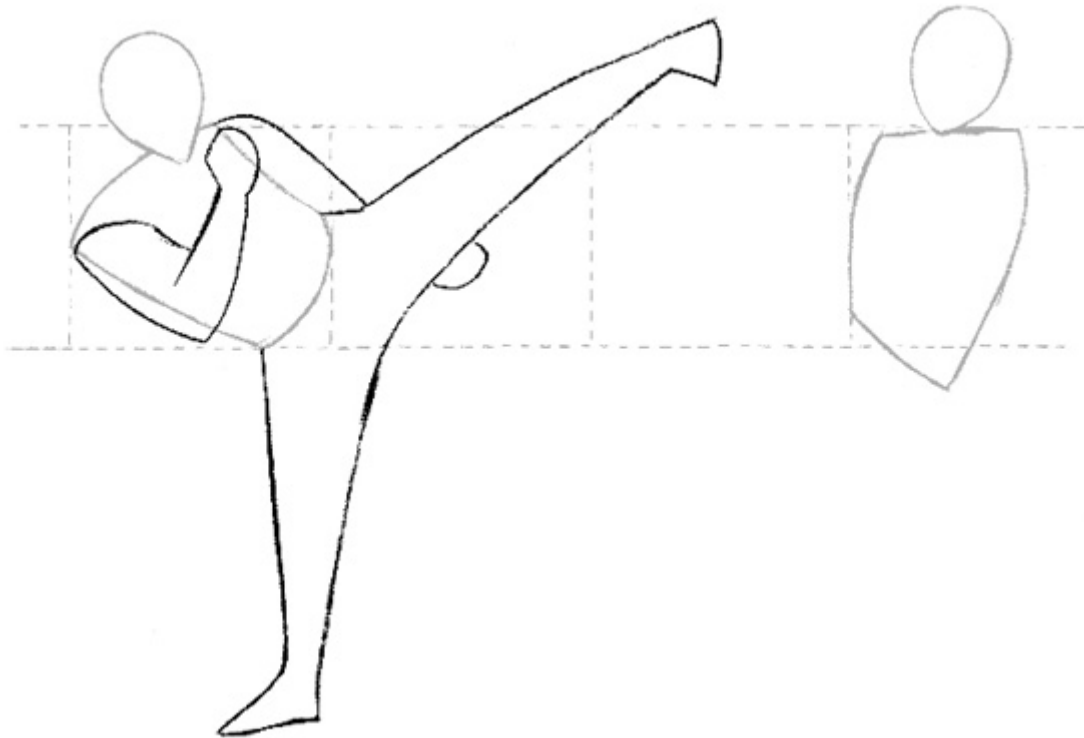


### **STEP 1** Build Your Frame

These dotted lines, divided into four equal-sized rectangles, will get us started. Draw the two torsos, fitting the one on the left into its rectangle at a diagonal. The angle of his shoulder touches the dotted line. Use the triangles formed between the torso and the dotted lines to help you get the angle right.

The one on the right is much more vertical and crosses the lower dotted line.

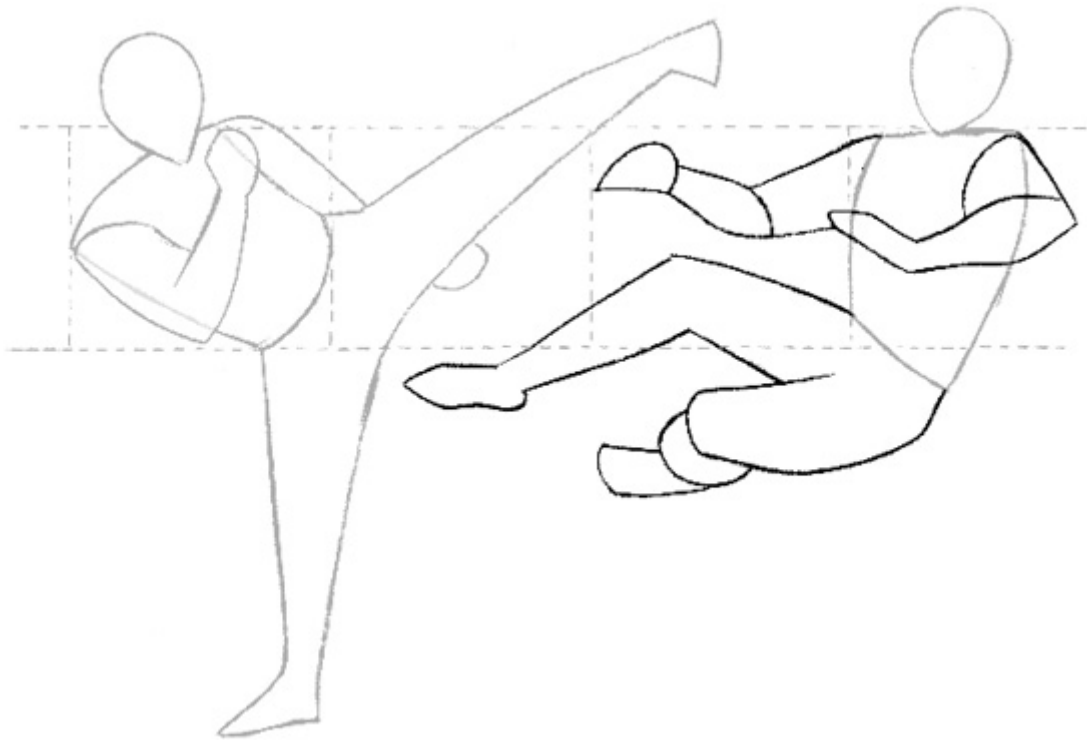
The first figure's head is angled up and overlaps his torso.



**STEP 2** Outline the First Figure

Draw the kicking leg. The lower line of it intersects with the point made by your dotted lines. Make sure both legs taper properly from great width at the thighs to considerable narrowness at the ankles.

The right hand comes near to the head but doesn't quite touch it. His elbow sits almost directly in line below his chin, touching the lower dotted line. His left arm is straight behind his body.



### **STEP 3** Outline Figure Two

Start with his left arm and place the forearm midway between the dotted horizontal lines. His hand angles up from the wrist. When drawing his right arm, make the tip of the hand touch the dotted vertical line.

The left leg is foreshortened from knee to ankle. To get the angle of his right leg correct, the inside of the knee should just cross above the lower dotted line and then back down. The top of the foot sits just below the line of the second box.



**STEP 4** Add Details

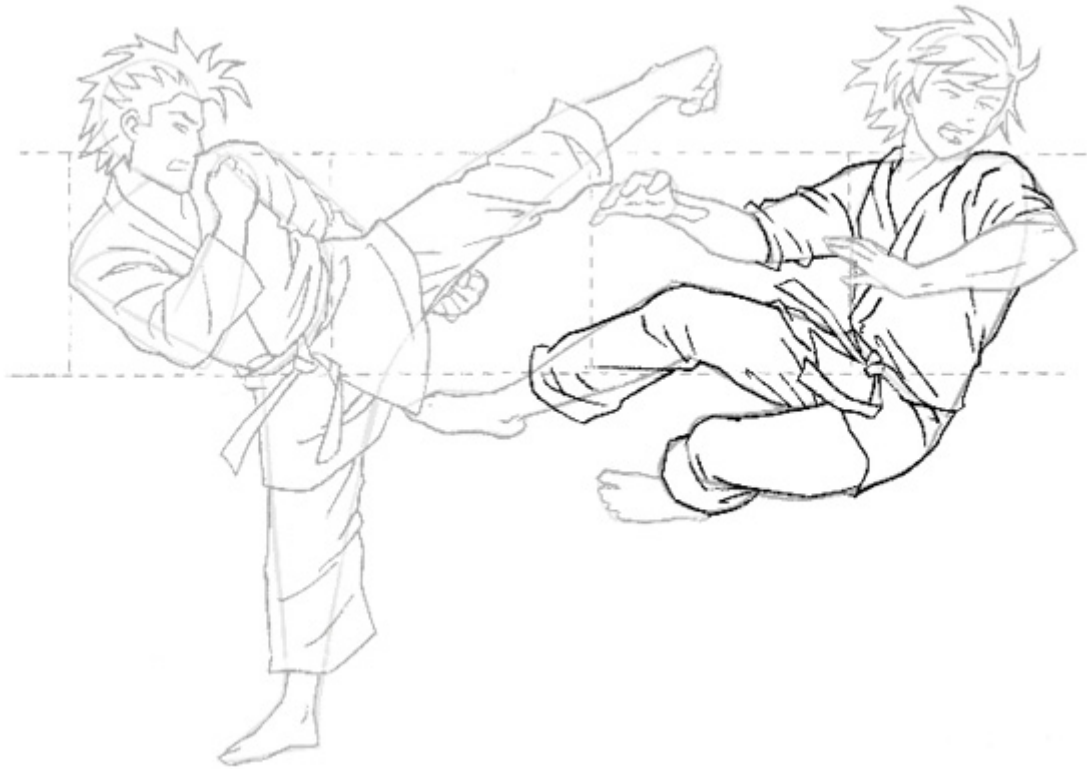
Draw the heads, hands and feet. Don't sweat it if the hair is different, but you'll want the facial features to be located as accurately as possible.





**STEP 5** Add Clothing Lines to Figure One

These lines don't need to be drawn with anywhere near the accuracy of those used for the face, hands or feet. No one is going to worry about the exact movement of his black belt, but do match up the movement to his action.



**STEP 6** Add Clothing to Mr. Kicked-in-the-Face

The lines don't need to be precise here either, but try to make the clothes look like they are moving with his body.



### **STEP 7** Finish It

Ink and let dry, then erase the guidelines. No doubt about it, one of these guys is having a better day than the other.

## **The Fight Club**

No shonen manga would be complete without adversaries clashing in battle. When it comes to blows—or even just a menacing stare down—you need poses at your disposal that deliver the goods to your action-hungry readers. Next time you need to spruce up a fight scene, come to this page and borrow an idea or two.





***Blast Off***

*Many manga stories involve battles between adversaries with supernatural abilities. In these scenes the only weapons may be the characters' hands and their ability to conjure blasts of energy out of the air.*



***KO!***

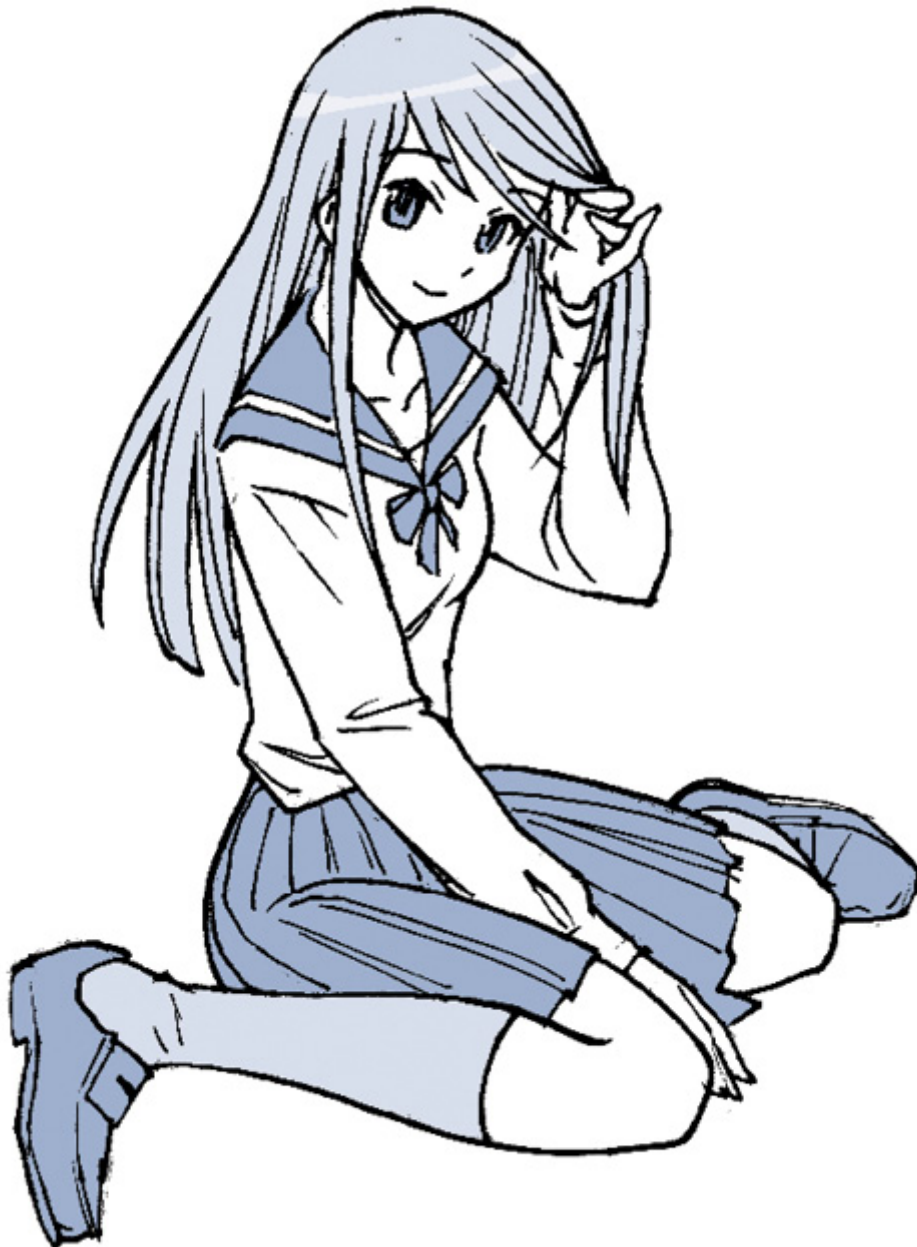
*Showing one character punching another is going to be one of the most intense moments of your story, so present it as dramatically as possible. By bringing the boy's free arm closer to the viewer, you accentuate the depth of the scene and make readers feel how far back the other guy has been knocked.*



# 30 Classic Poses

Here are thirty classic manga poses that you can adapt to fit your own characters. By doing careful studies of these illustrations you can also improve your sense of manga body proportions. Try changing an arm or leg position to create poses all your own.





### ***Sitting Around***

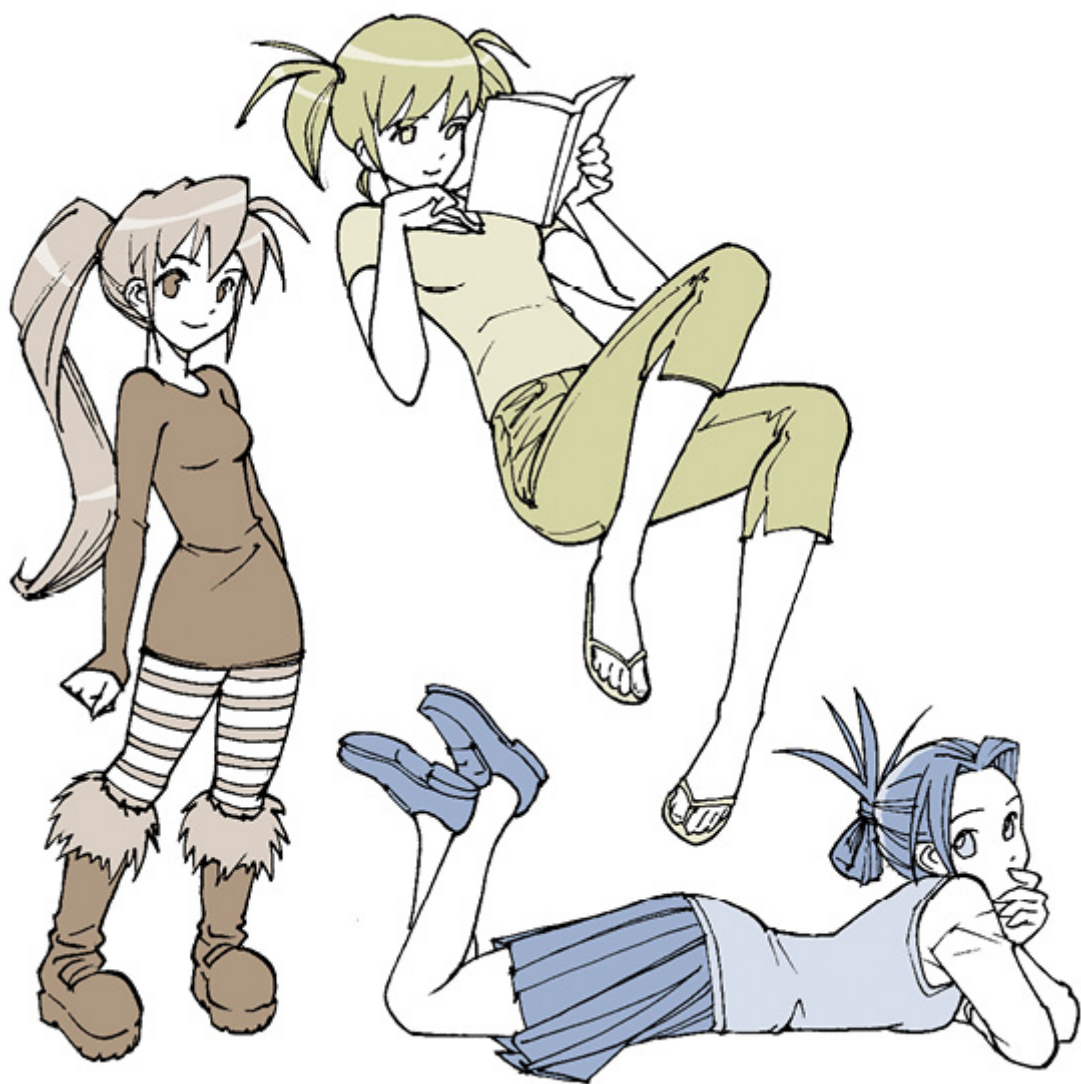
*One of my favorite female poses is this simple but charming “sitting on the floor” pose. It has the advantage of creating an interesting contour, virtually guaranteeing a nice page composition.*





### ***Don't Just Stand There***

*Part of the challenge to drawing a proper standing pose is keeping the character relaxed. The solution is to create the sense of a gentle wave in the body. It starts in the shoulders (back), flows to the hips (forward), and continues down to the feet (back again).*





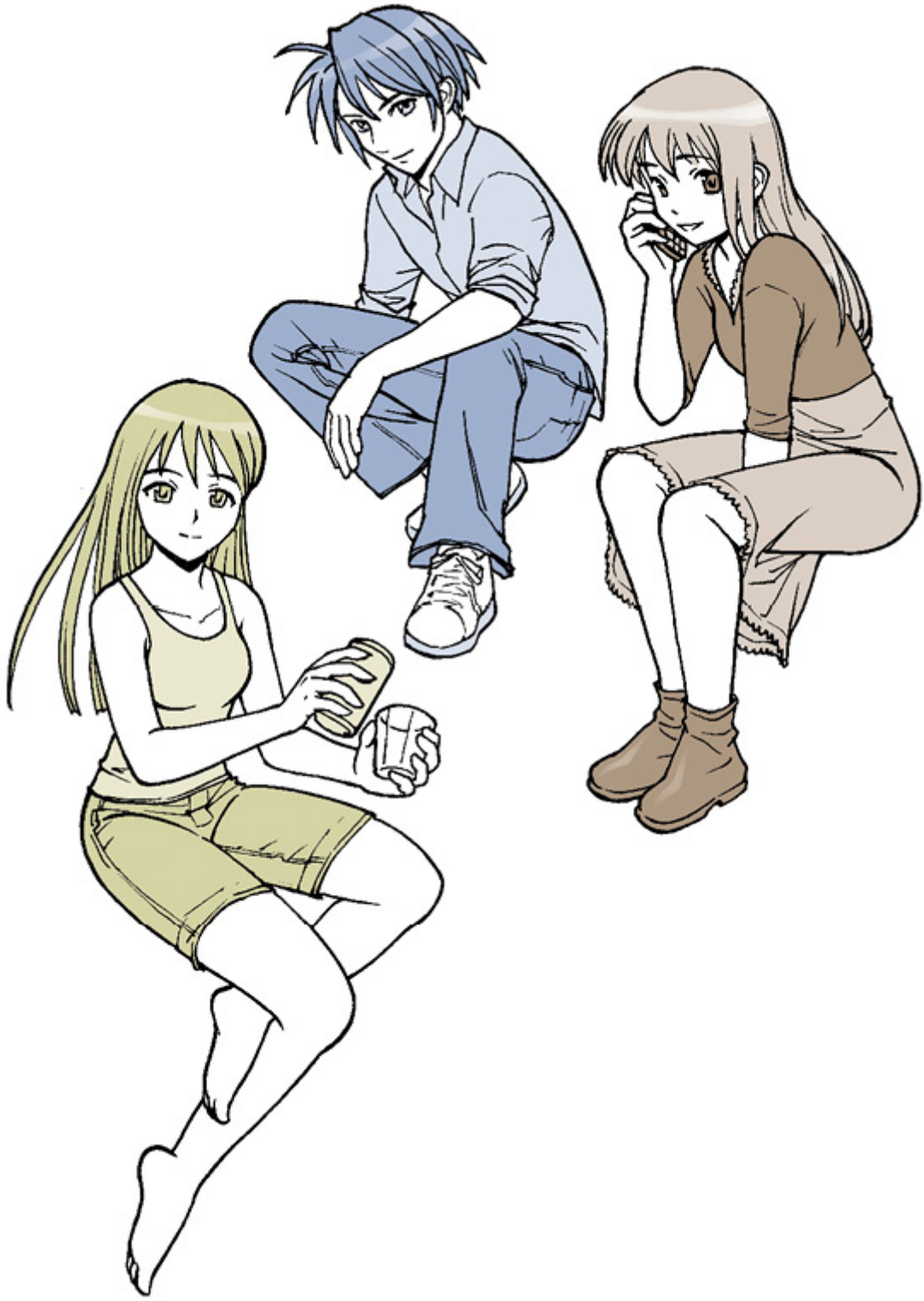
***Action!***

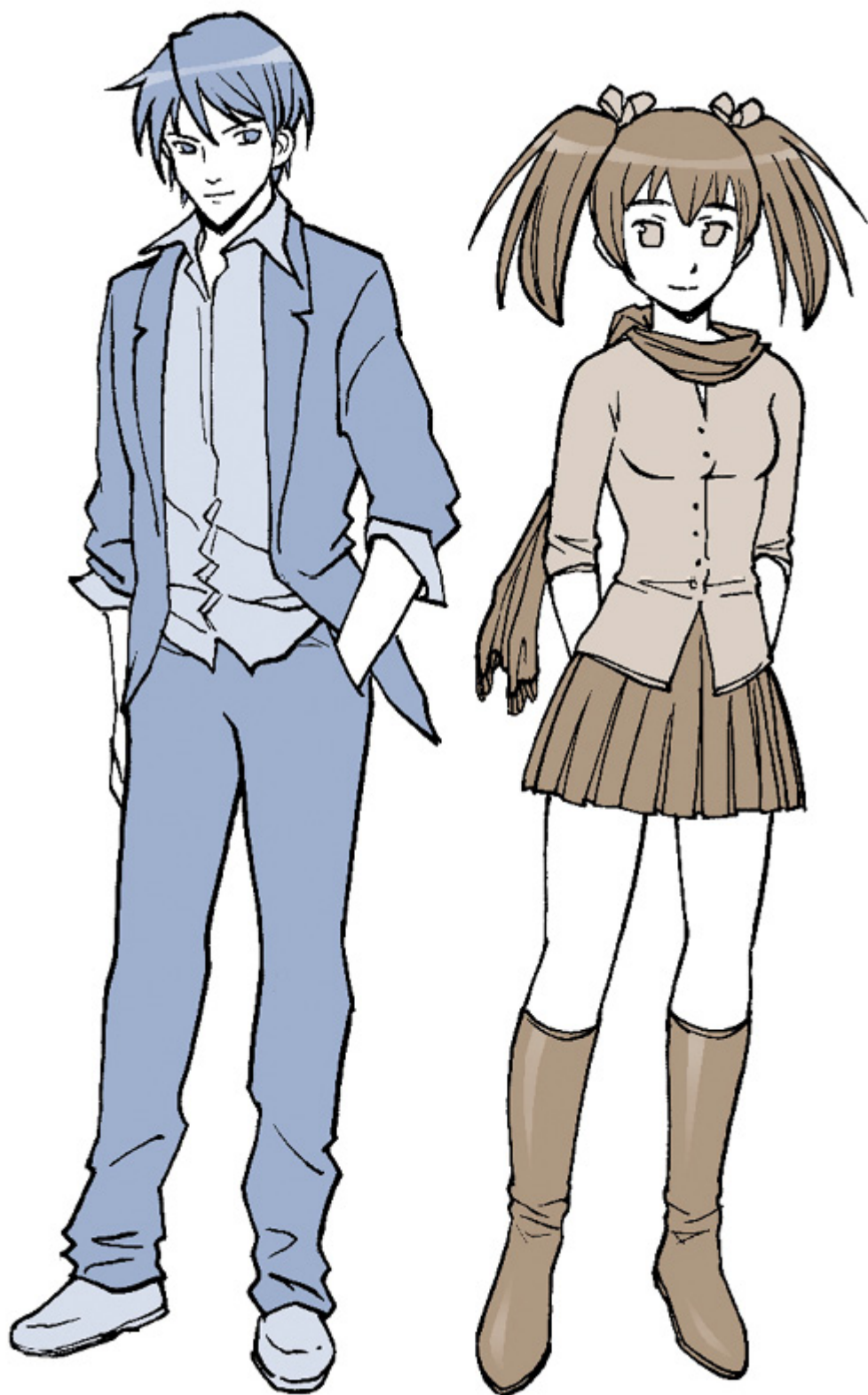
*Dynamic action poses can be the hardest of all. This leaping character is made visually interesting by his body's heading in one direction while his head and arm are twisting back in another.*



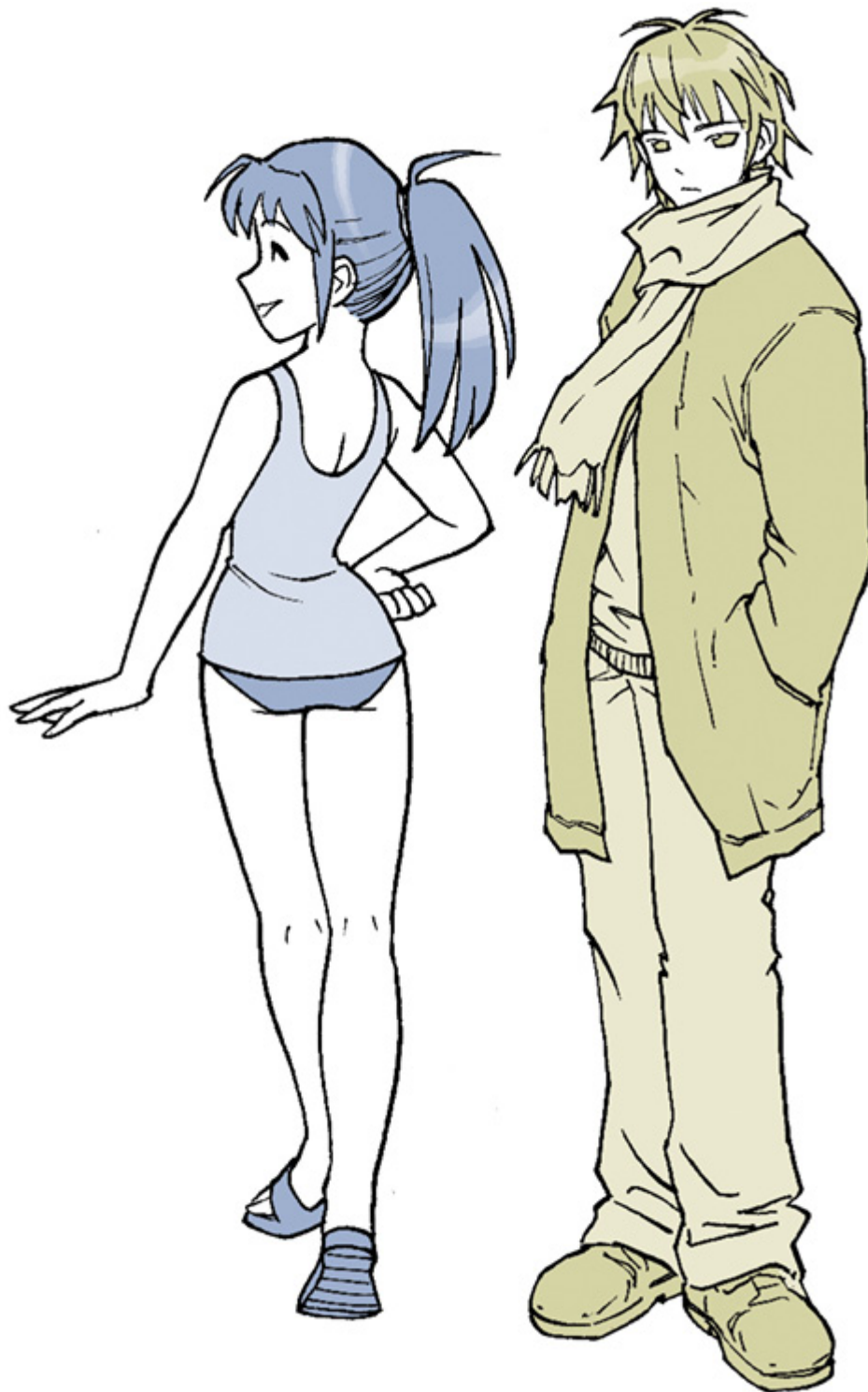
### ***Legs***

*One of the girl's thighs is pointed directly at the viewer, forcing the artist to foreshorten the whole thing. The bottom half of the other leg is foreshortened in the opposite direction. Using both types of foreshortening in a single pose gives the whole drawing the illusion of depth.*









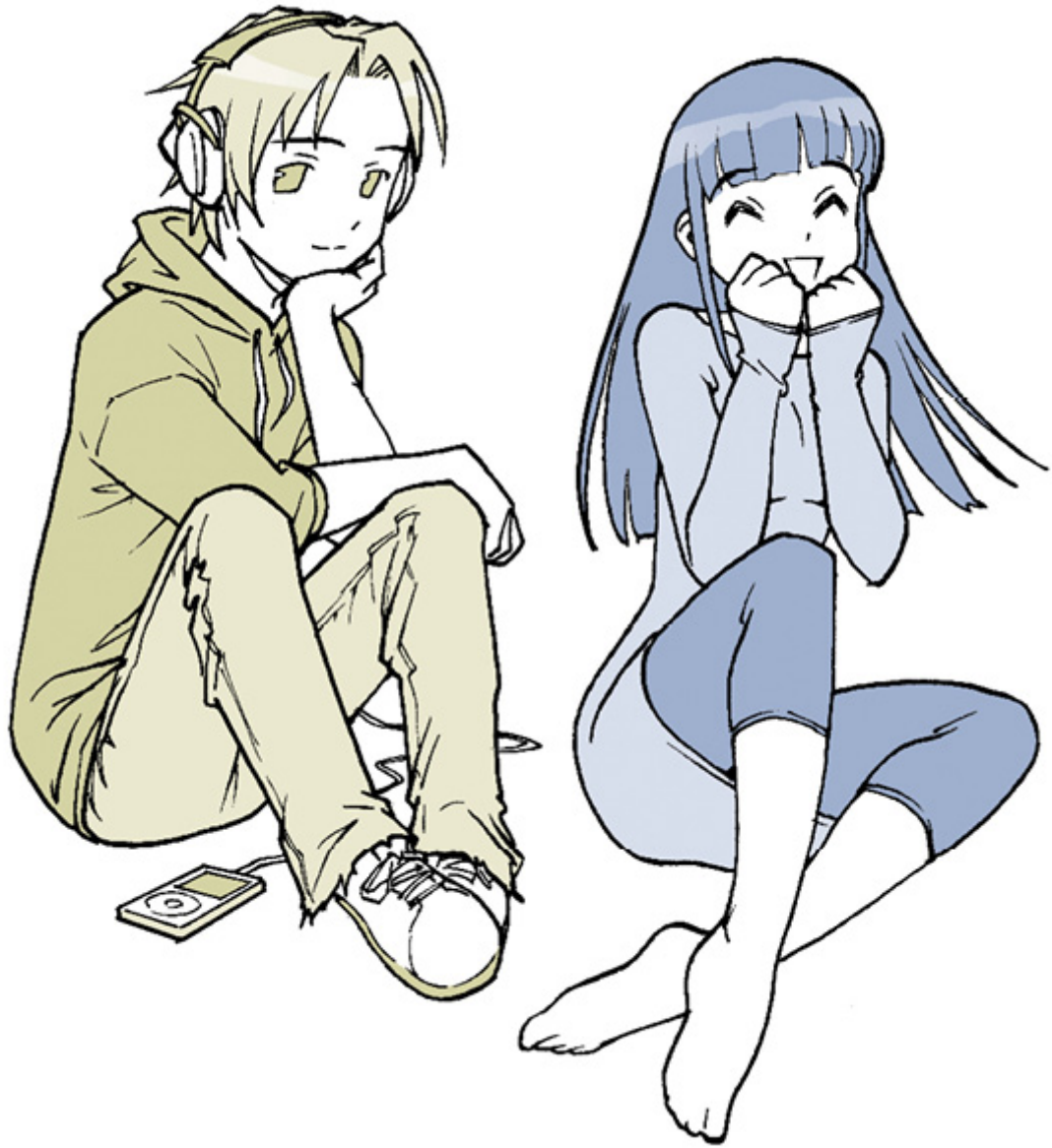
***Stand Tall***

*These simple standing poses are helpful for times when you're trying to generate a new character design. What will his or her hair and clothing styles look like? Grab these poses and have at them. That's what they're here for.*



***A Body in Motion***

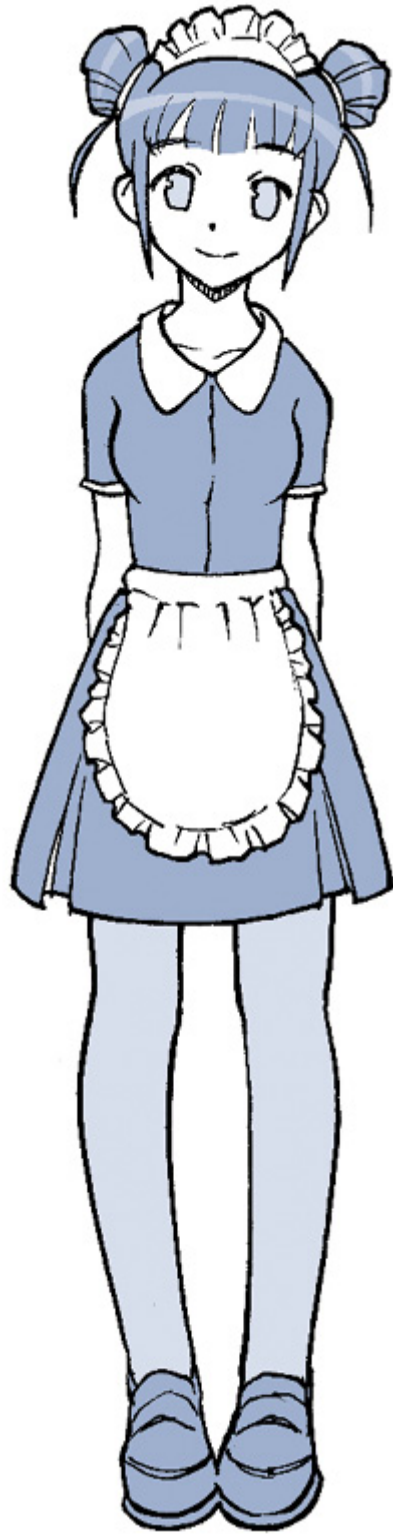
*This boy is moving visually from lower left to upper right. The lines of his body are soaring in that direction, which gives the whole drawing a sense of movement.*

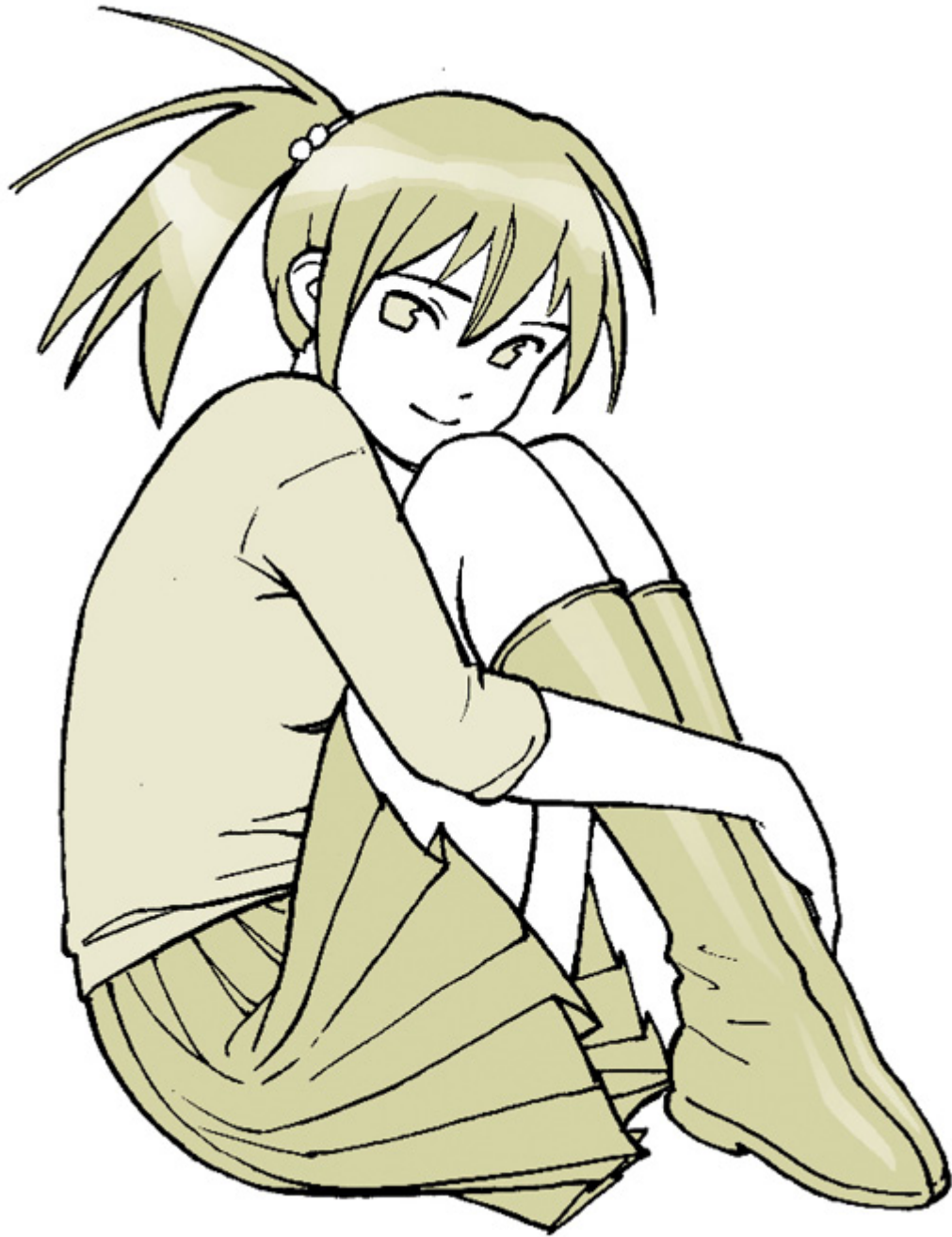




**Comfort Zone**

*This boy enjoying a cup of coffee supplies a nice casual pose for that lazy afternoon feeling. Crossing the legs at the ankles adds visual interest.*

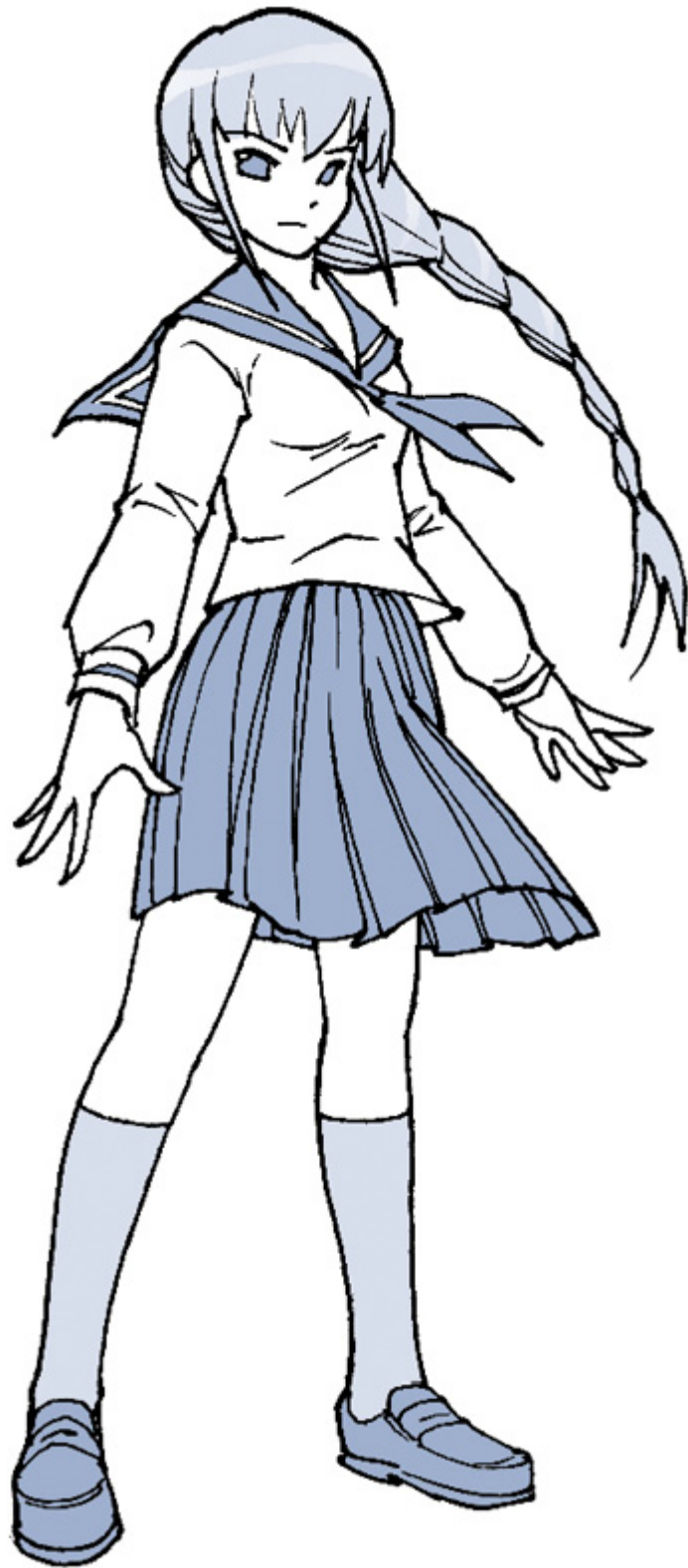




***Sitting Pretty***

*This curled up pose might be a bit of an anatomical impossibility for most of us. But this is manga! Never let reality get in the way of a nice pose!*









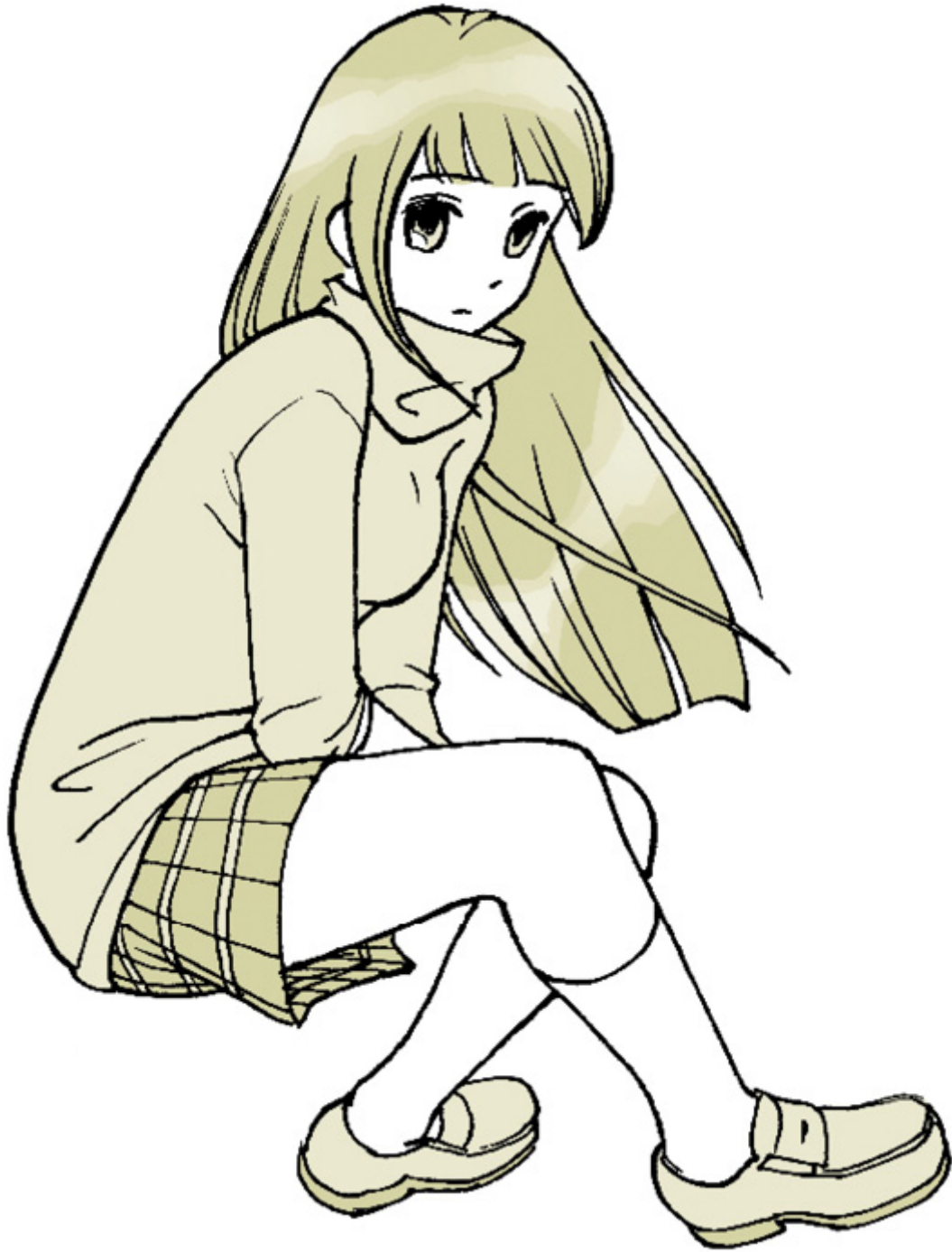
***For Kicks***

*The legs in such poses go off in incredibly dramatic angles, creating visually dynamic contours and very nearly leaping off the page.*









***Turned Away***

*This girl seems to be folding in on herself, conveying an air of sadness or introspection.*



***Beach Towel to Picnic Blanket***

*Her front foot is tucked a bit under the back leg, allowing the legs to echo each other. No need to use this only as a swimsuit pose. Add a dress and straw hat and she's ready for a picnic.*

## **Clothing Folds and Wrinkles**

It's no wonder beginning artists of all kinds struggle with drawing folds in clothing. The sheer number of lines involved is daunting!

Let's look at various types of clothing and focus on where the folds tend to occur, starting with a shirt sleeve.



***Armrest***

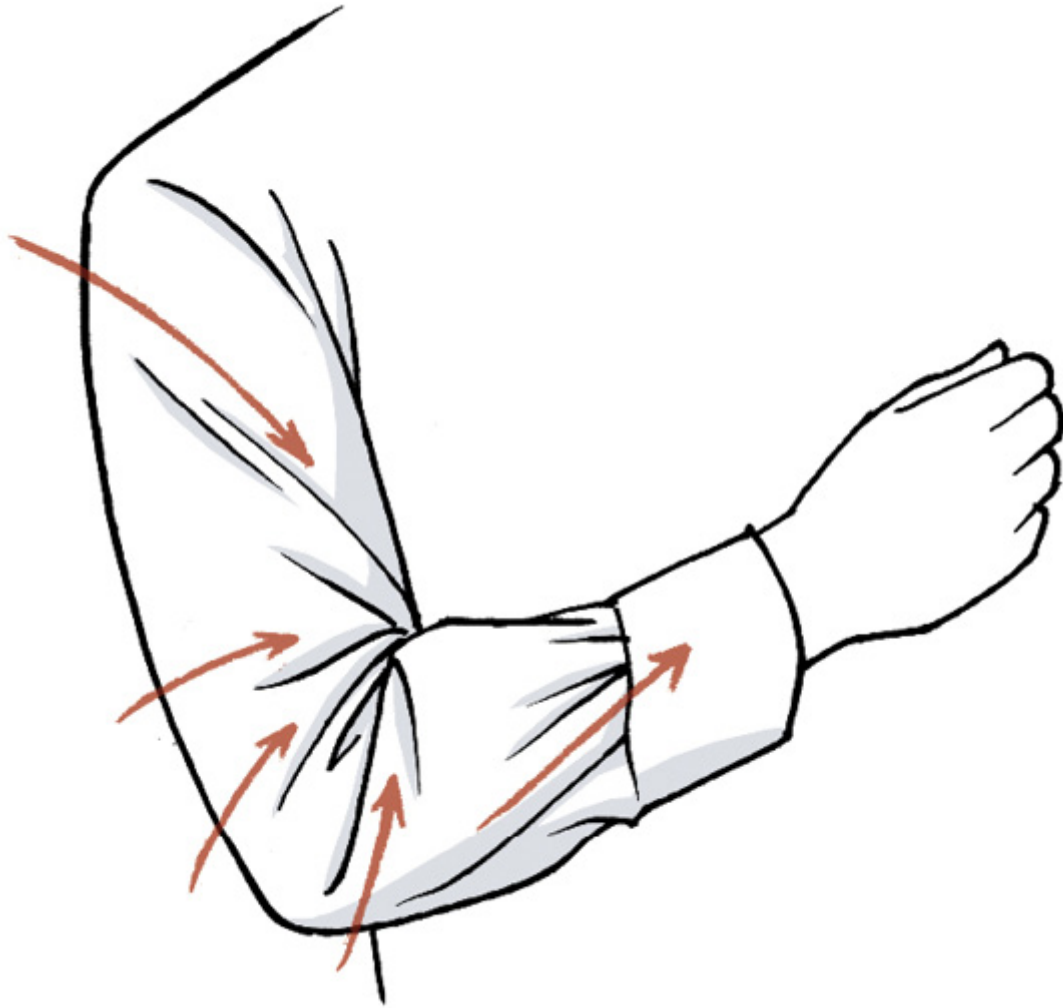
*An arm at rest tends to produce folds in three different places: the shoulder, the inner elbow and above the cuff.*



***Elbows Out***

*When the arm bends, the shoulder lines change direction while the number of elbow lines increases and a third set of lines emerge across the forearm.*





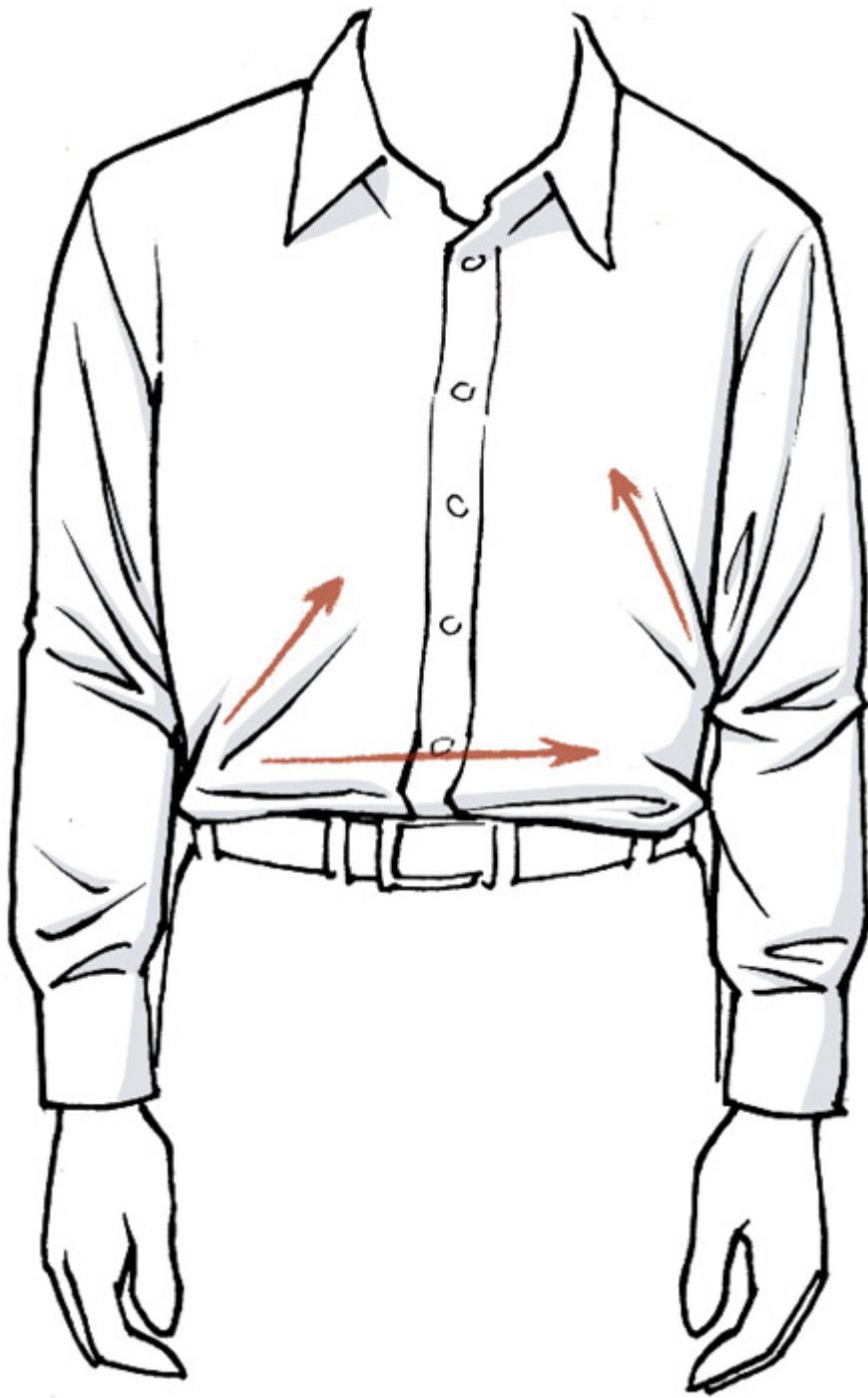
***Around the Bend***

*When the arm bends tight, lines emerge across the upper arm. Lines at the inner elbow fan out and lines emerge near the cuff showing greater tension on the sleeve.*



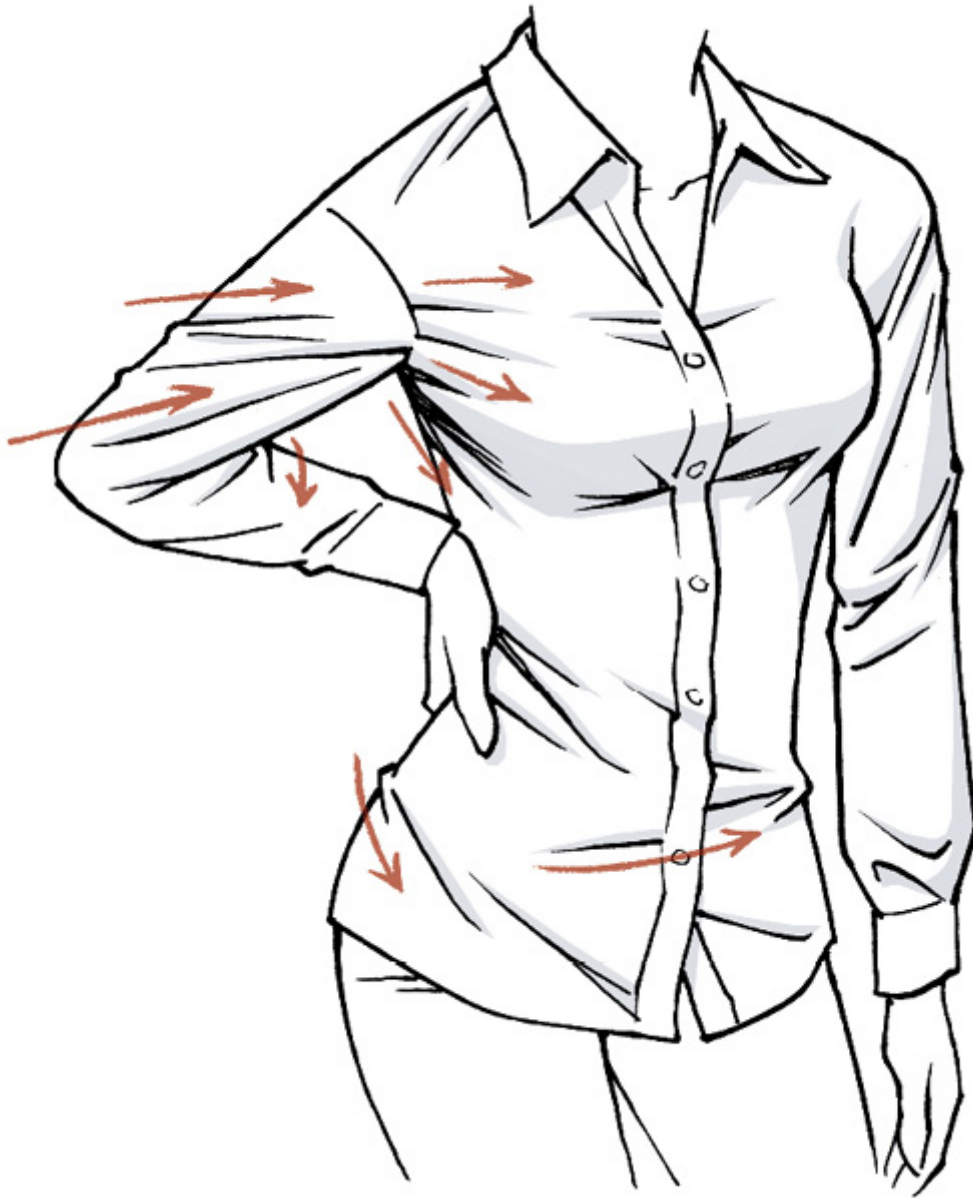
***Rolling Along***

*A rolled-up sleeve presents a challenge when rendering the folded cloth properly at the elbow. There tend to be extra folds across the upper arm as the sleeve folds in on itself.*



***Tucked In***

*The folds of a dress shirt emerge near the waist diagonally from the bottom corners and horizontally from side to side where the shirt is tucked into pants.*



**Figure Drawing**

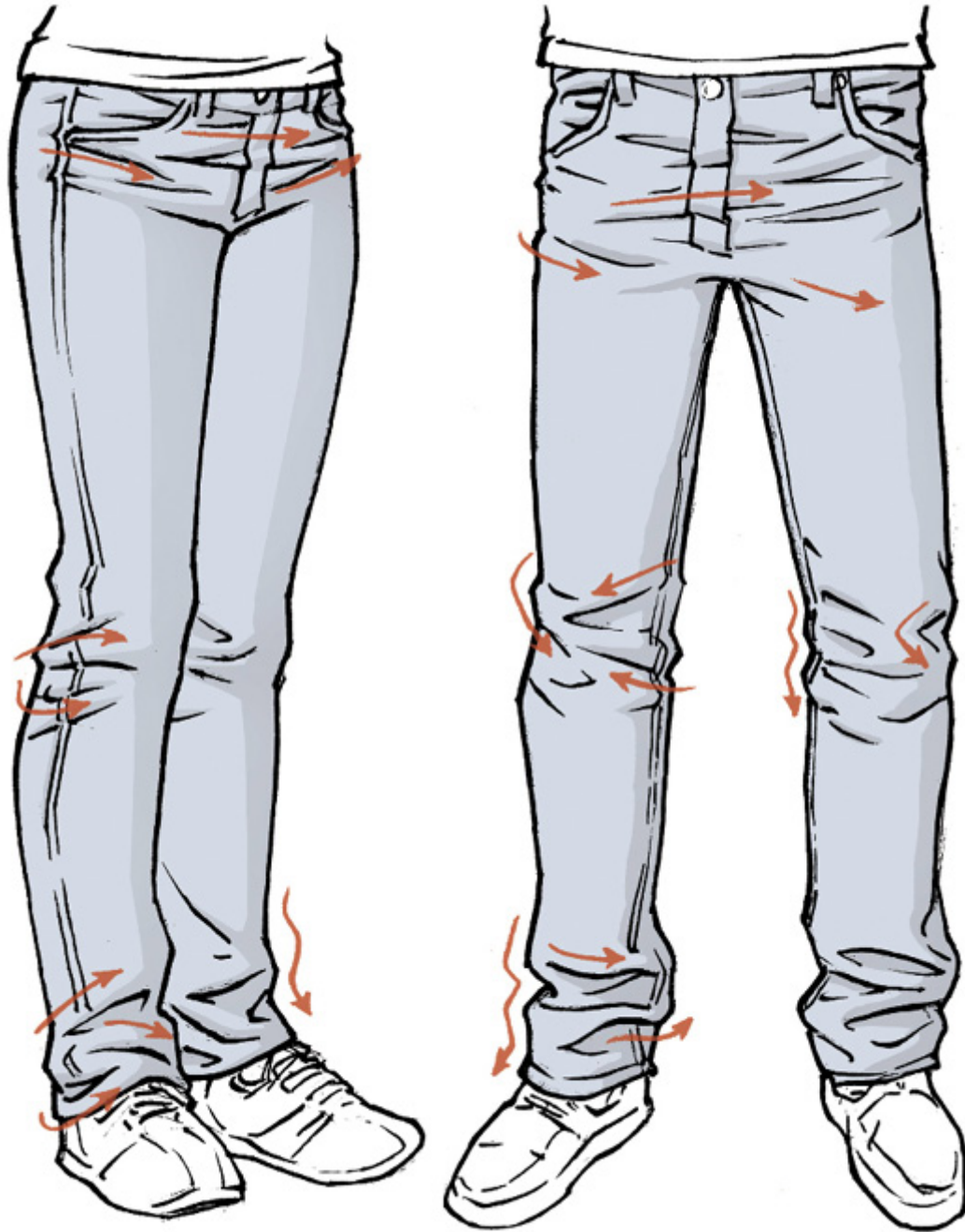
*A woman's body produces folds a man's won't. Note the small, short lines that fan out from the shoulder area across the bust. A shirt that is untucked will produce horizontal folds near the waist and diagonal ones elsewhere.*

## **Dress Pants and Jeans**



### ***Dressing Up***

*Dress pants are designed to create as few wrinkles as possible, resulting in long vertical lines and smooth, uninterrupted contours.*



***Denim Danger***

*Wrinkles erupt all over the place with denim, but particularly in the areas of the waist, knees and ankles. The silhouette lines of a pair of blue jeans get a bit zigzaggy near the knees and even more so at the ankles.*



### ***Fold Lines***

*When a person crouches down or sits on a curb, wrinkles pull across the legs with much greater tension than usual. Even so, it's still the waist, knees and ankles that get the most folds.*



### ***Short and Sweet***

*A pair of shorts is no different from a pair of jeans in terms of the wrinkles that emerge near the waist. The dominant direction is horizontal as the cloth is pulled from side to side.*

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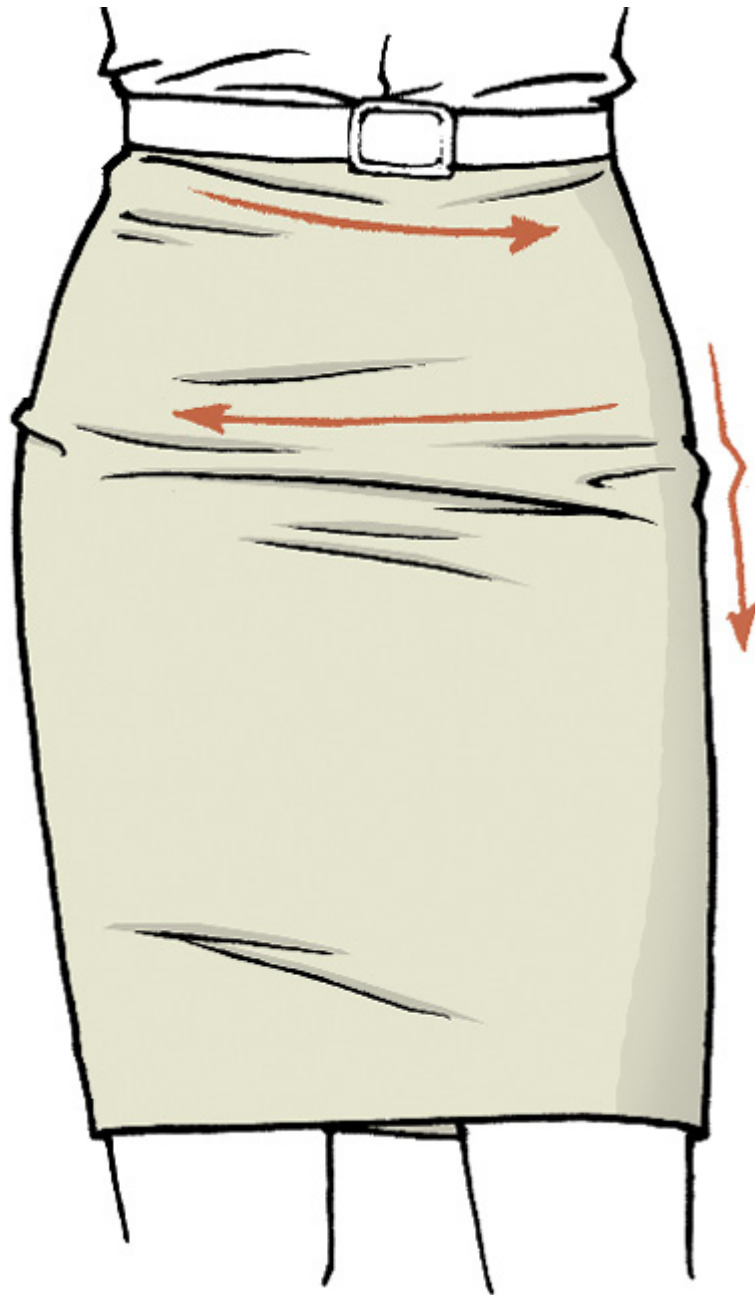
Find more about clothing folds at [impact-books.com/mastering-manga](http://impact-books.com/mastering-manga).

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# Skirts

Wrinkles on skirts are considerably less complicated than those on shirts and blue jeans. They seem to fall into one of two types in terms of folds: pleated skirts, in which the folds are largely vertical, and straight skirts, in which the few wrinkles tend to go horizontal.



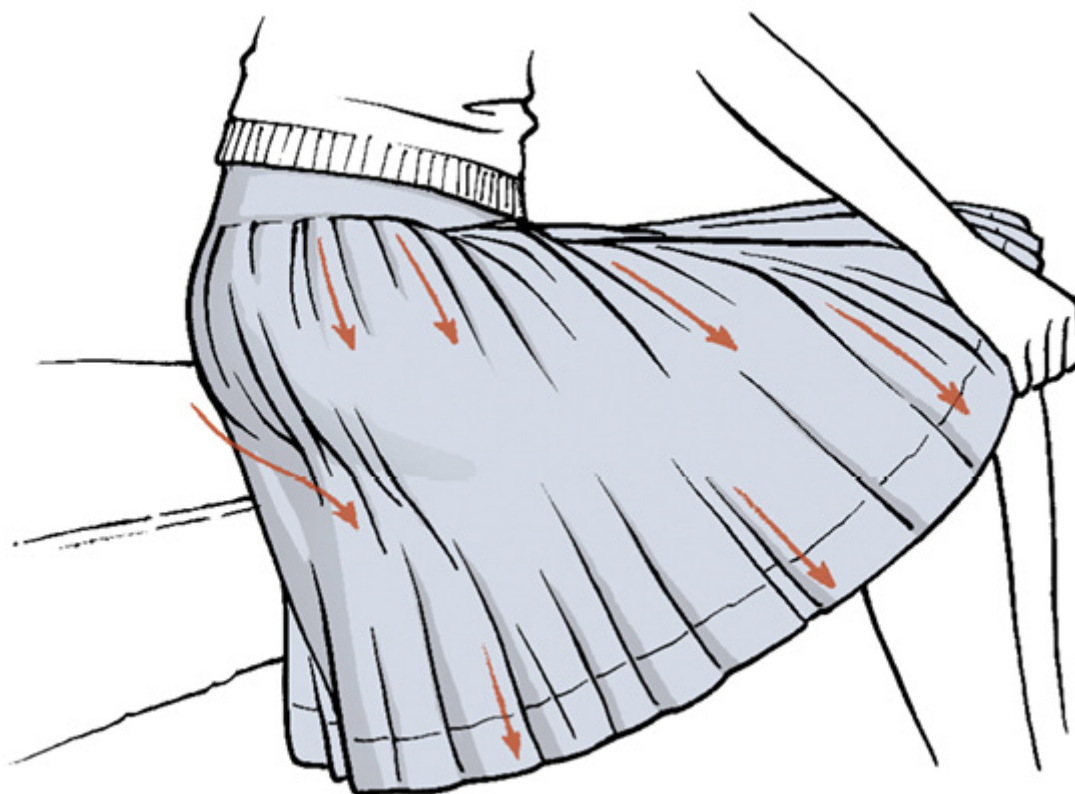
***Thigh Lines***

*A seam along the thigh may produce a great number of mini-folds.*



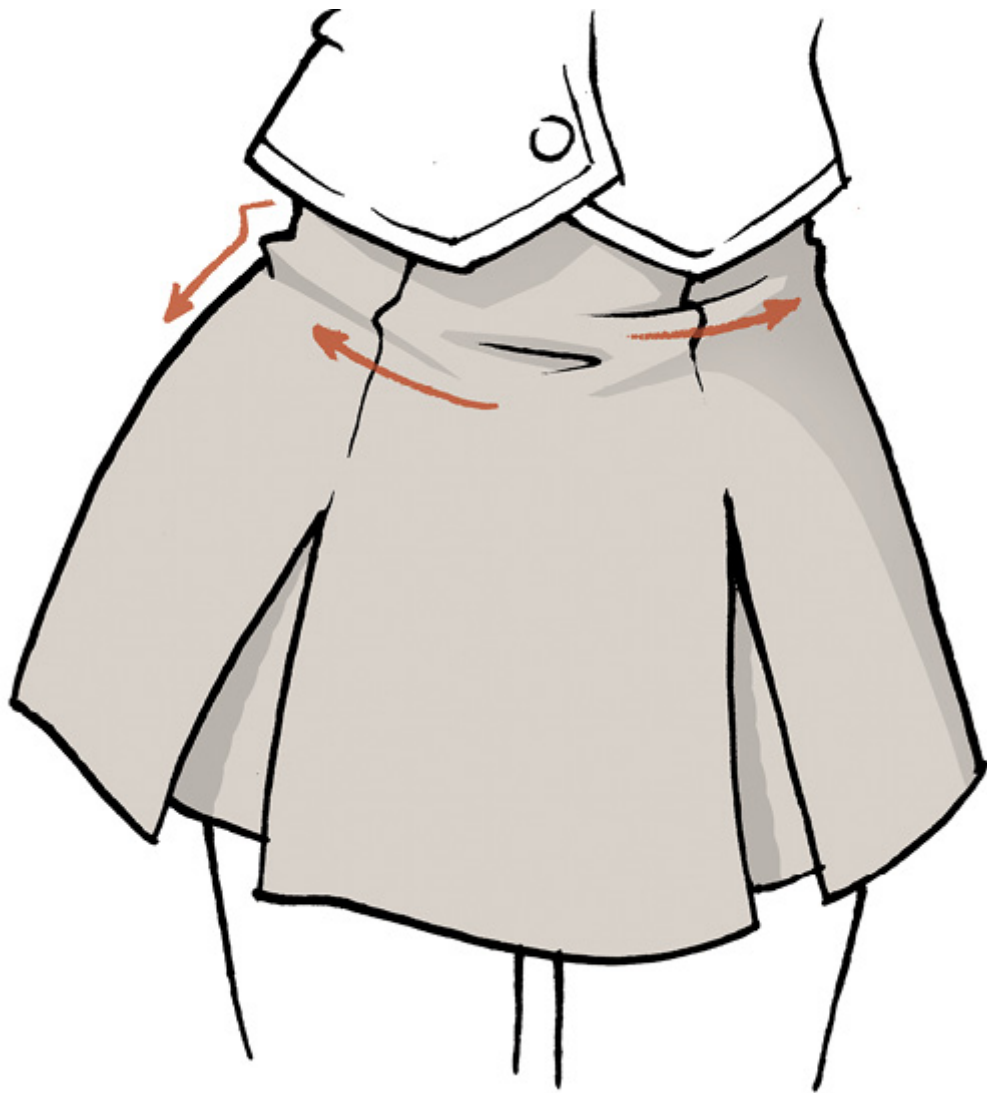
***Hook, Line and Sinker***

*Long skirts create vertical lines that extend from the waist to the floor. A few of the lines may have small hooks at the end.*



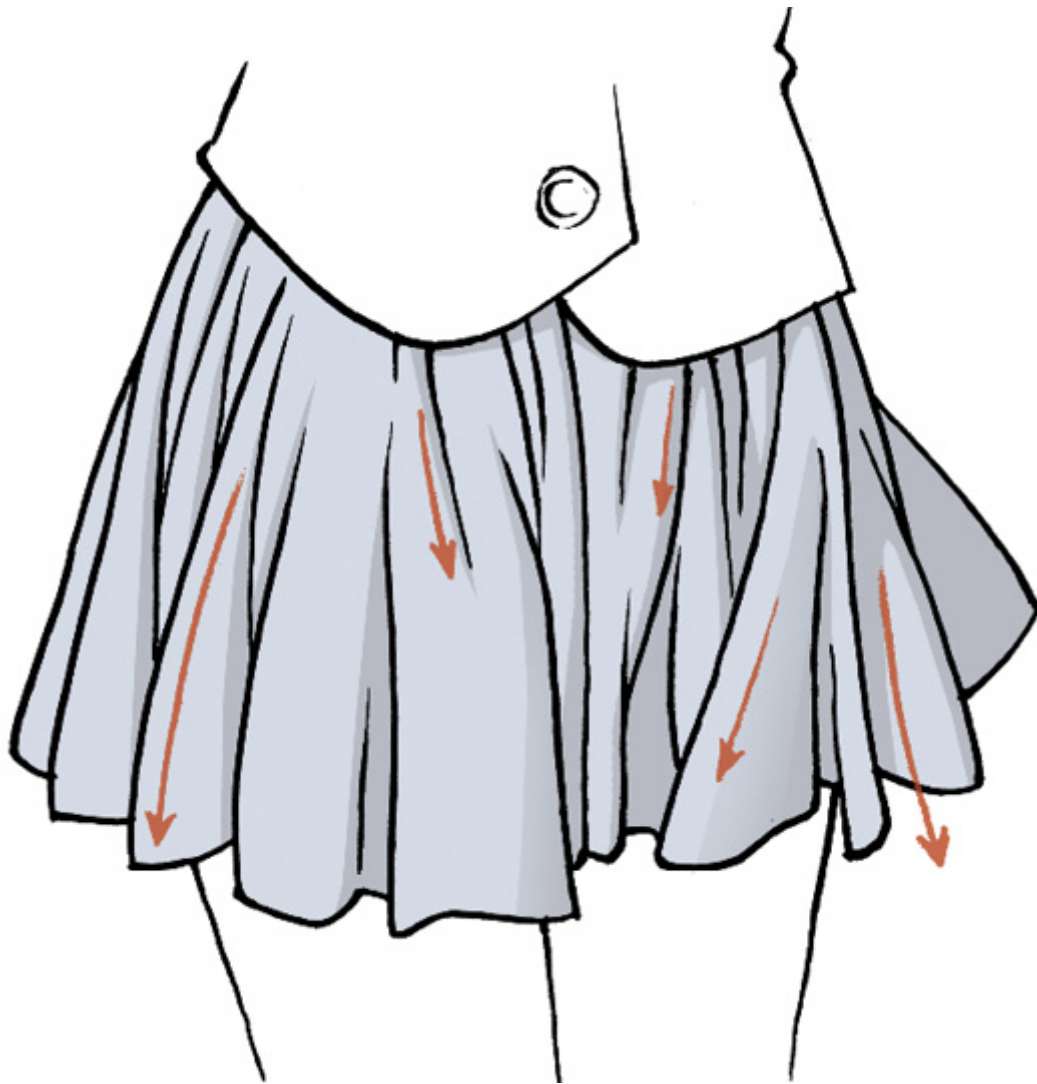
### ***Sitting Pretty***

*A skillful artist can cause the pleat lines to wrap around the form, suggesting the legs beneath the skirt without ever sharply delineating them.*



***Pleating our Case***

*Pleated skirts divide into a few large, flat areas of cloth. In these skirts you may see a few horizontal wrinkles near the waist.*



***Skirting the Issue***

*A floppy skirt produces unpredictable wrinkles. The cloth folds in on itself at irregular intervals, creating a mass of vertical and diagonal lines.*



***Lineup***

*This classic sailor suit skirt produces a regular array of near-vertical lines that fan out from the waist.*

# T-Shirts, Sweaters and Coats



## ***Tricky Tees***

*You'd think a T-shirt would be easy enough to draw, but its wrinkles can trip you up. The lines tend to fan out from the underarm area, then gather more prominently around the waist.*





***Hooded Figure***

*A hoodie can give your character a nice casual feel, but prepare yourself for a challenge if you're going to have her wear it all the time. It's wrinkles galore in all the usual places, plus new folds around the pockets and along the edges of the hood.*



***Weighted Down***

*A thick sweater will produce noticeably fewer lines than a dress shirt, owing to its thick material.*



### **Outer Layers**

*The wrinkles of winter coats will differ greatly depending on what material they're made of. A dress coat will reveal a minimum of folds, but an outdoorsy coat will be among the biggest wrinkle-fests you'll ever encounter.*

## About the Author



Mark Crilley is the author and illustrator of several graphic novel and prose fiction book series, including thirteen-time Eisner nominee *Akiko*, *Billy Clikk*, *Miki Falls* and *Brody's Ghost*. Since being selected for *Entertainment Weekly's* "It List" in 1998, Crilley has spoken at hundreds of venues throughout the world and become one of YouTube's top 25 Most Subscribed Gurus, creating drawing demonstration videos that have been viewed more than 60 million times. His work has been featured in *USA Today*, the *New York Daily News* and *Disney Adventures* magazine, as well as on Comcast On Demand and CNN Headline News.

This book is dedicated to my YouTube subscribers. This book would truly not exist if not for all of you and your many years of support.

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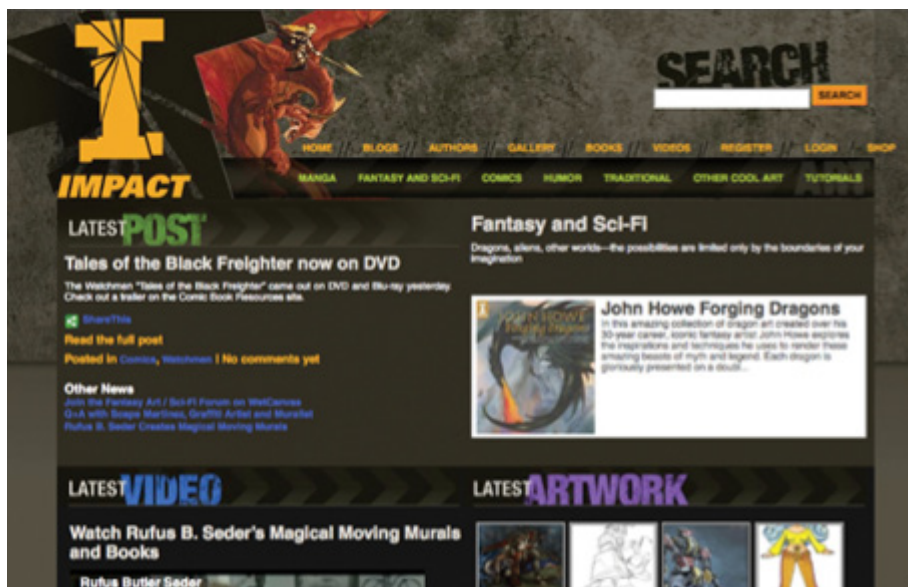
# Metric Conversion Chart

To convert	to	multiply by
Inches	Centimeters	2.54
Centimeters	Inches	0.4
Feet	Centimeters	30.5
Centimeters	Feet	0.03
Yards	Meters	0.9
Meters	Yards	1.1

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