

Muto Anime

# How To Draw Anime For Beginner

*By: Le Trung*

Male and Female  
Characters

English  
Edition



First Edition

*To all my friends and fans  
who have supported me all  
these years.*

*Thanks*

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# About The Author

Most of my friends called me Re Torugu back in Japan. Sometimes they called Muto instead. I moved from Tokyo to Canada when I was still a kid. As a kid during my spare time, I usually spent most of my time drawing anime characters (6 years old). Growing up in Japan, we were surrounded with anime through TV, graphic books, and manga. One of my favorite show when I was a kid were Gundam and Macross. Every day I draw pictures over and over again during class time or at home. The pictures that I had drawn were very simple back then, but as time passed by my drawing had changed too. As I grew up I started working on painting anime cells. I don't paint anime cell anymore, but sometimes I do it for old time sake. I still prefer anime with cells than those new anime shows with computer graphics. Some say that I'm too old fashion and too traditional, but one thing I know for sure is that time has passed by very fast for me to get used to the computer animation.

When I'm not drawing anime, I usually do something else related to anime. I watch anime shows and write reviews on it. I also write anime theme songs for piano, and lastly I program games. I have made several anime games so far, and they range from 5Megs to 1Gig anime games. The games can be download from the server or order a cd-rom version from [www.mutoanime.com](http://www.mutoanime.com).



# Introduction

"How to draw anime for beginner" was written about 2 years ago. The purpose of this book was to show how one could change their current cartoon style into anime style. Therefore, this book was not designed for people who just started to learn drawing from scratch. It was designed for people who had some experience in drawing before. The book is divided into three parts: Anatomy, Basic and Advance Drawing. The basic anatomy section was made for reference only, not to teach people from scratch. However, anyone is welcome to try it, but it will be a bit harder for beginner. The book was written as simple as much as possible to make it easier to understand. It contains over 140 pages of pictures and helpful hints. Furthermore, the video on "How to draw anime for beginner" is available by ordering the cd-rom or by downloading from our server. The cd-rom will contain full resolution tutorials, but the download version will contain only a third of a resolution, because of the limited bandwidth of the internet.

## **Tutorials:**

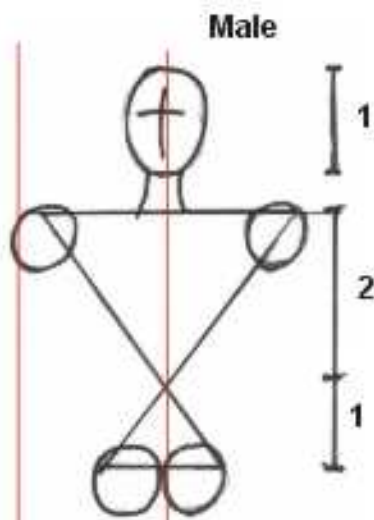
To prepare yourself, you should close your eyes and think about anime style not cartoon. Don't try mixing regular cartoon character with anime character, because it simply doesn't work. You should follow the section one by one, and make sure you fully understand it before going to the next section. Most of the tutorials will contain a video about it, please watch the video after you have read the section. Make sure you practice after each section by drawing it not just reading it. Some sections will have tutorials on both male and female, whereas some will only contain one gender. If you see a section with only one gender then it means that it works the same for both male and female anime characters.

# Basic Anatomy

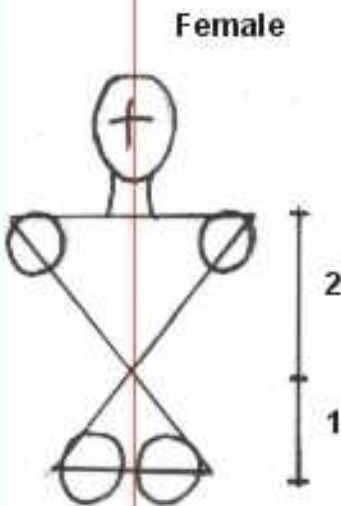
In this section, you will learn the basic anatomy. It looks easy, but it takes many years to get it right. This topic is very large and takes years to learn, therefore this books will give the summary only. It should be used for reference only.

# Body Size

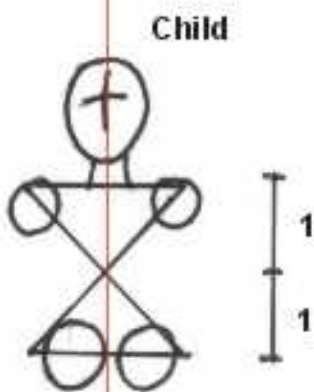
When drawing your subjects, the first thing you must know is whether you are planning to draw a male, female or a child. You can use the length of the character's head as a ratio of 1. (From the top of the head to the chin.)



The upper body of the male character should be twice the length of the head. The bottom of the body should be the same as the head length.



The female body almost works the same as the male body. The upper body should be twice the length of the head, but the shoulder should be less wide than the male character in comparison. The bottom of the body should be the same as the head except that you make it a lot wider than the male character.

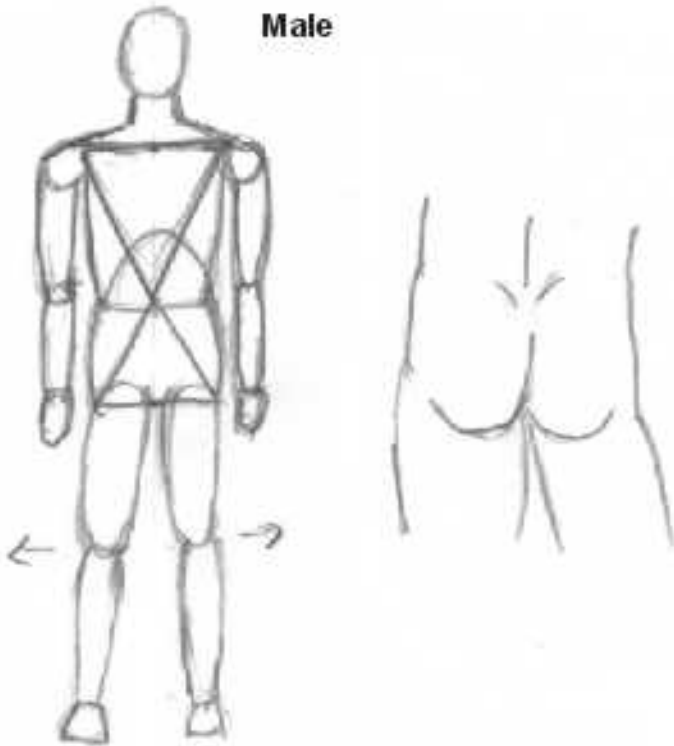


The child body works different from the male and the female. The upper and the bottom body both should be the same length as the head. In addition the child's shoulder should be drawn less wider than the female character.



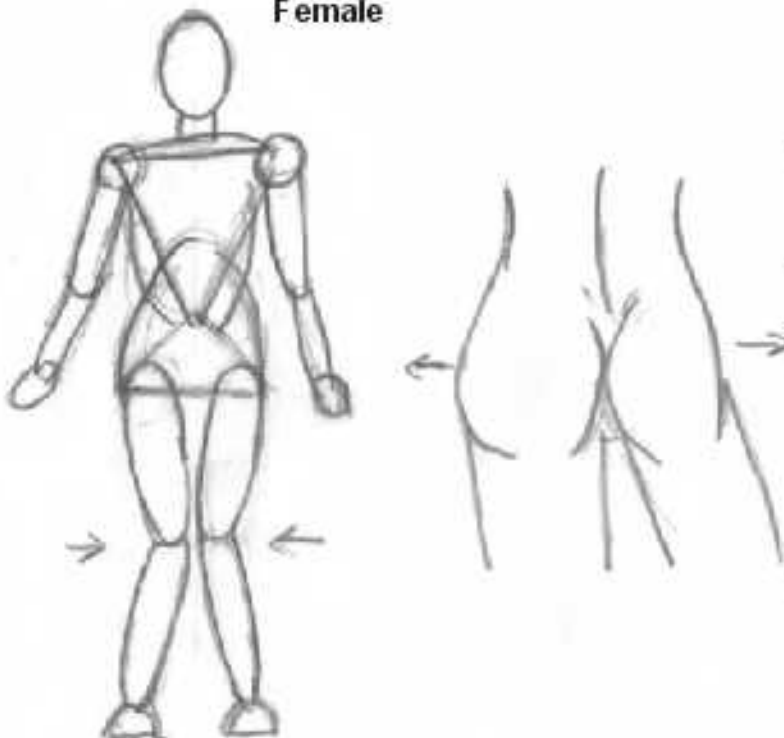
# Figure

**Male**



When drawing a male figure, there are a few things that you should watch out. The shoulder should always be wide for male figure and his arms should be nice and straight. The waist and the hip should be straight. The legs are drawn firmly, and they should be drawn apart.

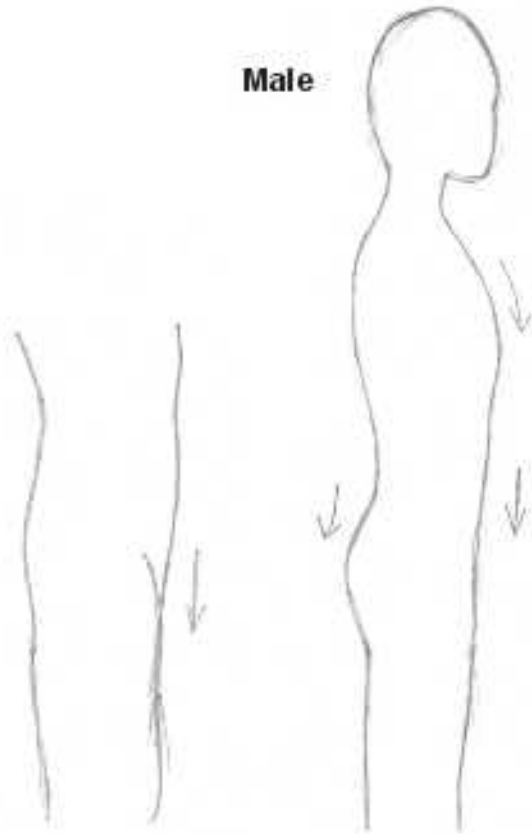
**Female**



When drawing a female figure, make sure it looks more lively by drawing it more freely and not too firmly. Shoulder should be a bit smaller than the male character and the arm should be drawn outward as shown in the example. The waist is drawn inward and the hip is drawn outward, this is what distinguish between a male and a female character. Another thing you might consider when drawing a female character is her knee tends to move toward each other as shown in the example. You will see this form a lot when they are drawn on the beach wearing a swimsuit.

# Side View

**Male**



This is your typical side view for a male character. Notice how the body is drawn mostly straight line down. There are only a few curves for a male character, mostly on the back.

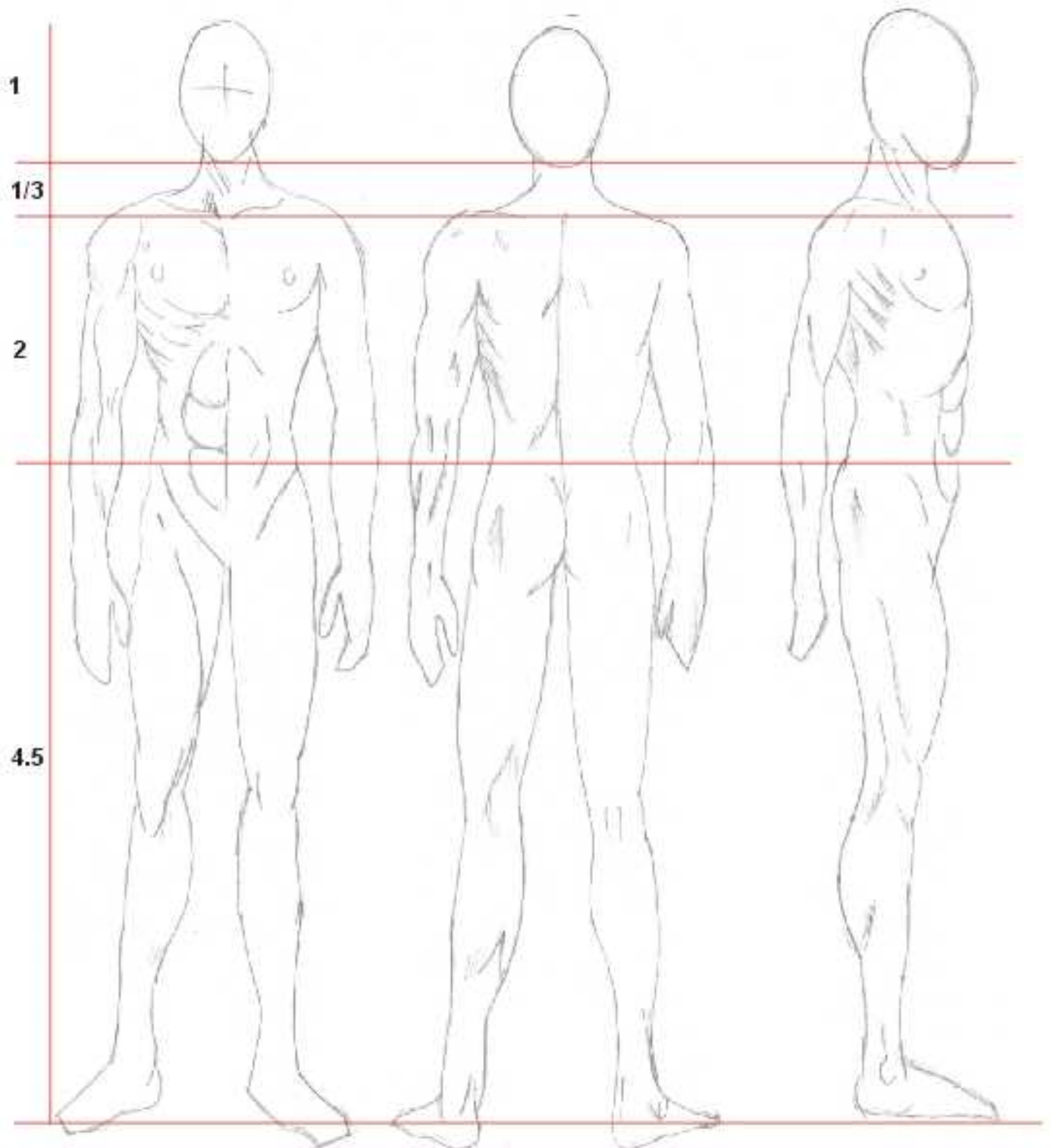
**Female**



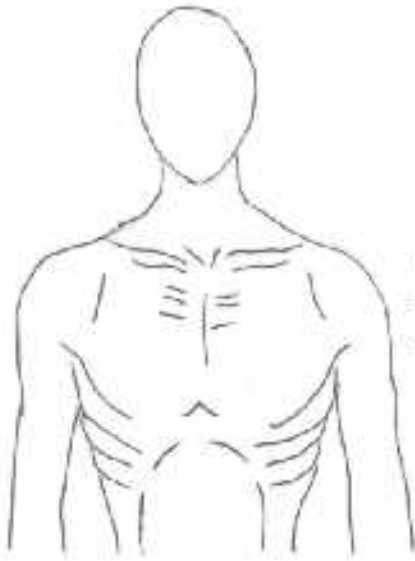
The female side view is a bit more complicated than the male character. The body should be drawn with more "curve." The main three spots that must be watched when drawing side view are her breast, waist and hip. Also, notice how the overall female body is smaller than the male character.

# Anatomy

Here is your typical human body's anatomy. Anime character works the same as a real person. This work for both male and female characters, it may be different from one artist to another artist, but not very much. Please, be careful if you are still a beginner, don't make it out of proportion as a bad habit because it will be very hard to fix your style later.

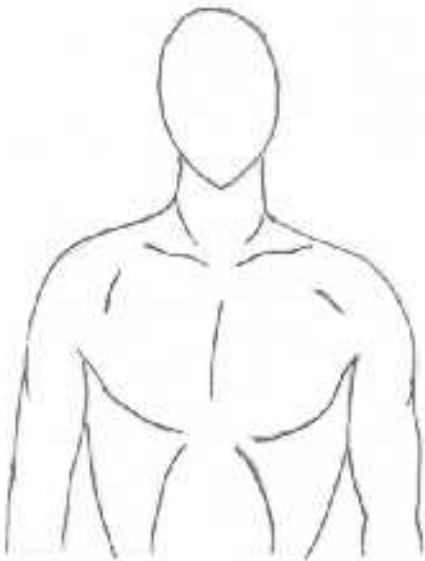


# Man Chest

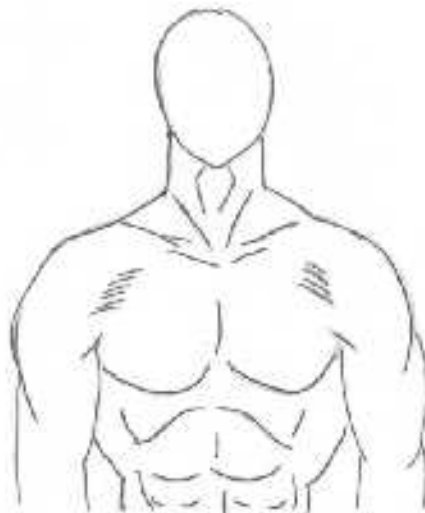


When drawing a man chest, you have to decide which type of man you want to draw. There are three types: a skinny person, a normal person, and a muscular person. By making the shoulder and the chest bigger with a little more details on the muscle you can make a skinny person to a muscular person.

When drawing a skinny male character, you should always make sure that the shoulder is not drawn to large. The chest is drawn curve down to the stomach. Add some lines near the neck and on the top of the chest to show his bones. Most importantly, don't forget to add the bone on the rib cage by drawing curve lines as shown in the example.



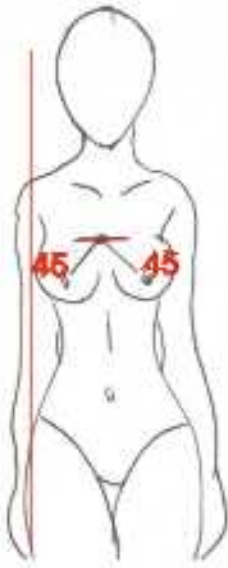
If you want to draw a normal male character, you need to make the shoulder a bit larger than. The chest is curve down only a bit to the stomach. Notice that a normal male character doesn't have any bone nor any muscle showing, this can be achieved by drawing only a few curve lines on the body. Making the chest looks very plain, and less work for the artists, since we don't have to draw in the rib cage.



If you want to draw a muscular character, you need to draw in more details especially the neck, shoulder and the stomach area. The neck is drawn wider with define details to show that he has veins on his neck. The shoulder and the upper part of the chest is extra large to show that he has muscle. Furthermore, don't forget to add in the detail for his stomach to complete the work as shown in the example.

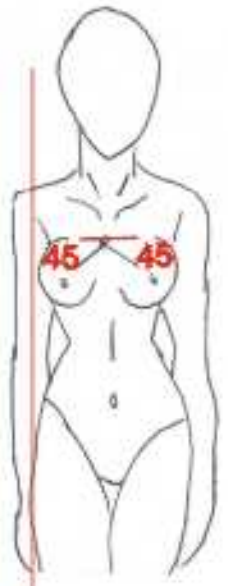


# Female Chest



Drawing a female chest is different from drawing a male chest because you have to worry about the breast and the hip. The breast and the hip will define the characteristic of a female character. Therefore, by changing the breast and the hip size you can draw a super model to a muscular female.

Here is a typical female model. Her shoulders are drawn close together. Her chest is gradually curved inward to the waist and curved outward toward the hip. The hip width and the breast width should be about the same size as shown in the example. Furthermore, the two breasts should be drawn about a 45-degree angle. The arms tend to be closer to the body for a female character.



Here is a typical normal female. Her shoulders are drawn further apart. Her chest is gradually curved inward to the waist and curved outward toward the hip as in the model female. However, the hip width is wider than the breast width as shown in the example. The breasts are drawn about a 45-degree angle as in the model female. The arms tend to be a bit further from the body for a normal female character.



Drawing a muscular female is different from drawing a muscular male character because you don't need to draw in the big muscles. You can achieve the same effect by shading in certain areas, namely the shoulder, neck, elbow, and the legs as shown in the example. Also, the hip width is wider than the breast width. The breasts are drawn about a 45-degree angle as in the other two females. The arms are drawn further from the body than the other two females.



# Neck and Shoulder

The neck and the shoulder both work the same way for male and female character, except that the female neck and shoulder is a bit smaller than the male character.

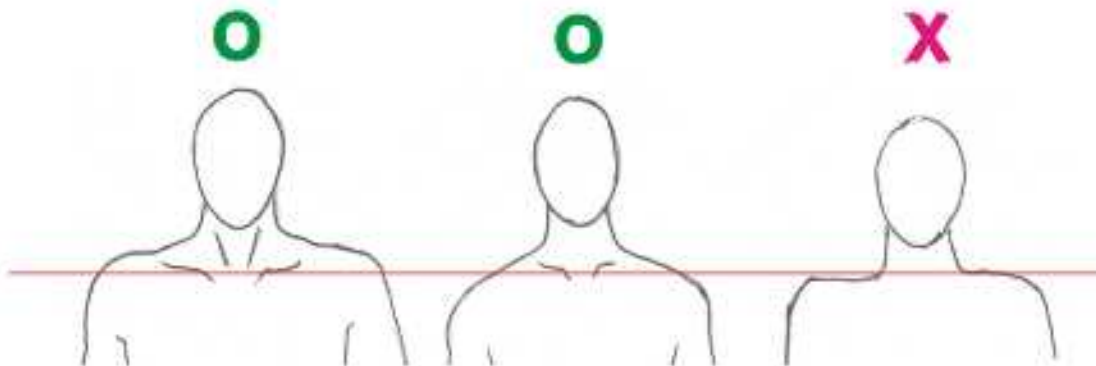
**Normal**



**Muscular**

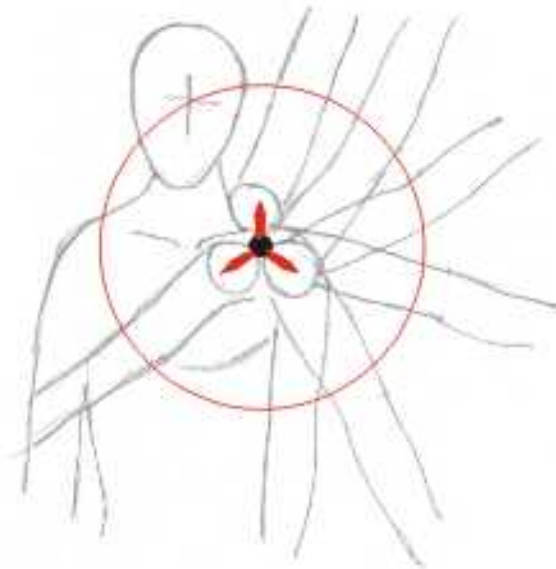
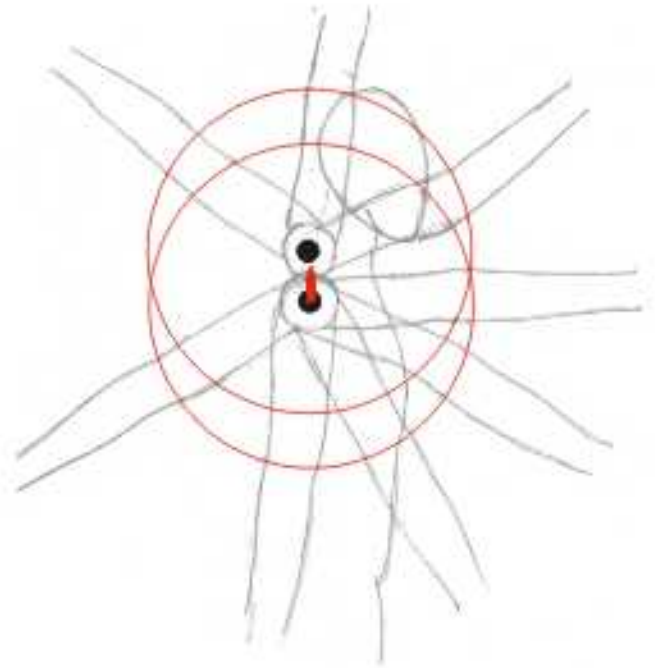


The shoulder is drawn upward toward the neck, like walking up on a hill. The common mistake for a beginner is drawing the shoulder too flat toward the neck. As for a muscular person the shoulder should be drawn higher than a normal shoulder as shown in the example.



# Arm Rotation

The arm rotation is probably the hardest thing to learn when you are a beginner, but with little practice you can be a pro. Some artists especially beginner don't realize how important it is to make the proper arm rotation. It makes the characters look more realistic. There are certain things you must know when making the arm moves, and that is the shoulder moves with the arm. When you draw the arm up, down, outward or inward, the shoulder moves up, down, outward and inward respectively. Please study the examples below carefully.



# Basic Drawing 1

In this section, you will learn how to draw an anime face. Drawing anime face is very difficult for first timer, but with practice it can be done easily.

# Cross

As you are learning how to draw anime character, the first thing you should realize that every character you draw should start with the head. Before you actually start drawing, you will need to centre the head by drawing a little cross as shown below. However, you will probably notice that most the anime characters you see are usually facing left or right and you hardly see them facing toward you. The reason for this is because when you make them facing right or left it makes the characters look more "3D".



**Facing Left**



**Facing Toward**



**Facing Right**



**Down Left**



**Down**



**Down Right**

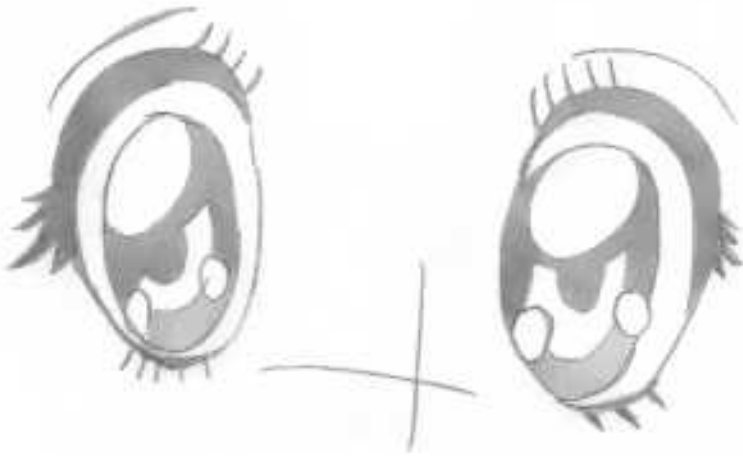
# Eyes

Drawing the eyes is probably the most important thing for an anime character. Therefore, we have decided to break it into two parts. The first part will show you the type of eyes are available for drawing and the second part will teach you how to draw the eyes in detail. There are thousand of ways to draw an eye, but for now you only need to know the three basic type of eyes: oval, triangle and rectangle. The three styles work for both male and female character. The oval eyes are your typical "Happy Anime Character" or "Cute type" as some of you may call them. It's probably the most common eyes you will see when you are watching your favorite anime show. The triangle eyes are your typical "Mean Anime Character" or "Your Bad Guy's Character". You don't see much triangle eyes when watching anime, but occasionally you see some bad guys with triangle eyes. The square/rectangle are your "Average Anime Character" or "Innocent Girl/Boy" looking type. You will notice that most of the anime you see on TV will contain rectangle eyes which will make them look more innocent. When drawing the eyes you should take your time and draw them carefully. The eyes will make your character what they are, therefore, one should spend at least a large amount of time practice drawing the eyes. Most importantly, when drawing the eyes, try not to forget the top and bottom eye lashes, the sparkling in the apple of the eyes and colour the apple carefully.



# Eyes: Female

○ ○ **Oval** Happy Character / Cute type



Face looking right.

▷ ▷ **Triangle** Mean Character / Bad Character



Face looking right.

□ □ **Square/Rectangle** Average Character / Innocent Type



Face looking right.

# Eyes: Female

As mention earlier, the eyes is the most important thing in an anime character, it makes the character what they are. As shown below this section will teach one how to draw square/rectangle eyes type. If you can draw this then you will have no problem drawing the triangle or the oval eyes type because they work the same.



**Square / Rectangle**

# Eyes: Female

## Female

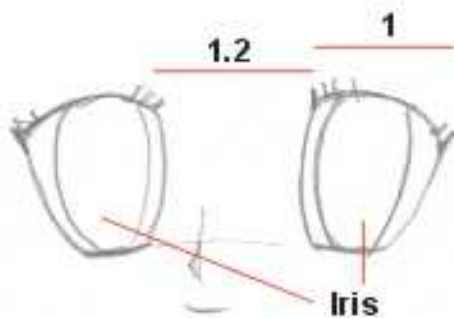


The first thing you should do for a beginner is to draw a cross. The cross you see below are facing a bit just toward the left. It is not fully facing straight toward you, but you can draw it that way if it makes you feel better.



The place where the intersection cross, is where you should start drawing your nose. You don't have to draw the nose now, but if it makes you see better then you should. The top of the nose is where the intersection of the cross meet. Now just draw a curve below the cross to represent the nose as shown. If you decide to draw the nose now then you might as well draw the mouth. Let's just draw a simple mouth for now. You do this by drawing a little curve below the nose and it's done.

How do you know where to draw the eyes from the cross?



Well, in this case since the face (cross) is facing left, you must draw your right eyes further then your left eyes from the cross intersection. The distance between the two eyes should be about 1.2 apart as shown. If the face (cross) is facing right instead of left, you must draw your left eyes further than your right eyes from the cross intersection.

The next step is to draw the top and bottom eye lashes. All you have to do is darken the above and bottom of the eyes and draw some lines sticking out for your eye lashes. After that draw a line over the eye lashes to complete the outline of the eyes.

# Eyes: Female

## Female



You can draw the sparkling by making a oval shape within the eyes. Don't make it too large, about  $\frac{1}{4}$  of the iris size.



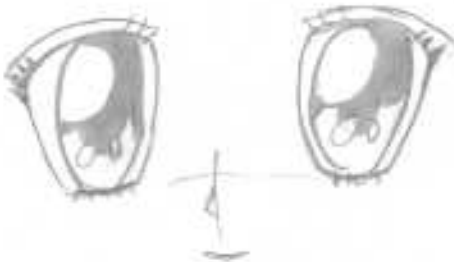
The iris will contain sparkling and some little white oval shapes. The sparkling can be drawn from the top left corner of the iris as shown. You may draw the sparkling from the top right corner as you wish. The pupil should be drawn at the centre of the eyes.



Next step is to draw more details around the iris. Also, you can draw some more oval shapes around the pupil to make more sparkling. Normally, 2-3 glares are good enough.



Now all you have to do is fill in the top part of the eyes and the surrounding area and you are done with the eyes.



Try not to draw too many sparkling because it will make it looks unreal. Drawing the eyes is probably the hardest thing to do for any beginner and it will take some times to get use to it. Therefore, be patient and hopefully you will get use to it very soon. It takes about 1 minute to draw the eyes for a pro, but for beginner this may take about 30 minutes.

# Eyes: Male

Drawing a male eye is the same as the female eye. However, a male eye is generally a bit smaller and contains less sparkling than a female eye. Occasionally, the male eye can be drawn a bit larger when drawing a male child.

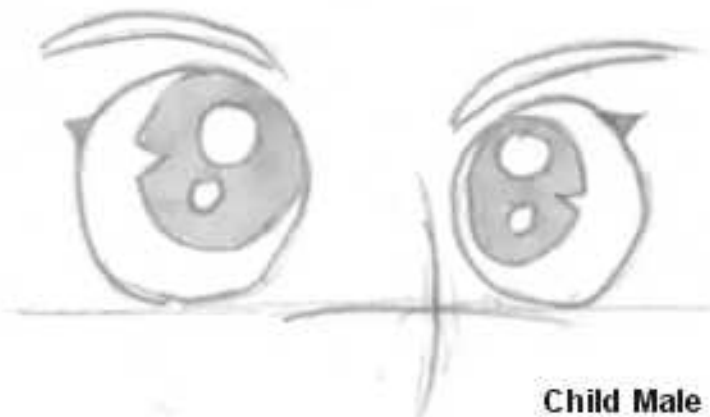
**Adult Male**



**Mean Character / Bad Character**



**Adult Male**

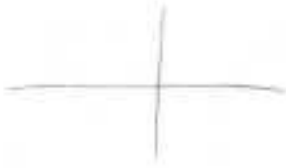


**Child Male**



# Eyes: Male

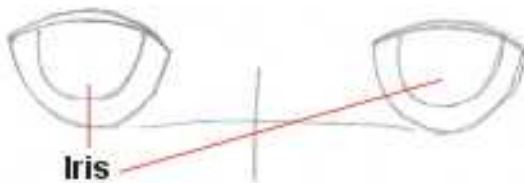
## Male



Start off by drawing a cross as in female eye.



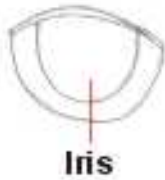
In female eye the eyes are drawn almost in a full circle, but for a male eye the eyes are drawn half a circle. Most male eyes are smaller, narrow, and thicker line than female eyes. After drawing the half circle, make the eyes more define by adding the eyelids on top.



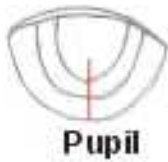
The iris is almost a perfect circle, but is partially covered up by the eyelids. Do not draw the iris so small that you can see the entire eyeballs.

# Eyes: Male

## Male



Male character eyes have light glares in their eyes, too, but they often are not as large or obvious as in the female eyes. Therefore, one should keep this in mind when drawing the male eyes.



The next logical step is to draw the pupil. Just draw a smaller circle within the iris as shown in the example.



As for the glare draw one oval light glare on the left side of the eye, and the other one on the right side.



Notice how the glares are not too obvious as in the female glares. The eyelids can be drawn thicker than the female eyelids. In most case, they are drawn thicker.



Male characters tend to have darker, thicker eyebrows, so make sure they are not drawn too thin.

Usually, the male eyes do not contains eyelashes, but if you want to draw it in then there is nothing wrong with it. However, most manga artists don't usually draw the eyelashes for the male eyes.

# Eyebrows

Most artists will draw the eyebrows right after they have drawn the eyes. Drawing the eyebrows is a simple task, but it can make the character look sad, happy, angry and much more. Therefore, you should think what you want to do first before drawing and take your time at it too. As a beginner you should keep your eyebrows as simple as much as possible. Drawing a regular expression eyebrows is very easy. All you have to do is draw a curve above the eyelashes.

## Female

The curve should be thicker as you are moving toward the centre and thinner as you are moving away from the centre.



## Male

The curve should be thinner as you are moving toward the centre and thicker as you are moving away from the centre.



# Eyebrows

## Female



## Male



# Mouth

Drawing a mouth is the easiest thing to do. There is not much you need to learn about drawing the mouth except that you should remember to draw them proportionally to your character face. Also, the male mouth is usually larger than the female mouth. Keep the mouth as simple as much as possible by drawing a long thin line for the mouth. You may want to add a shorter line to define the lower lip.



**Basic Mouth**



**Simple Smile**



**Regular Smile**



**Smile with teeth and lower lip**



**Talking**



**Happy**

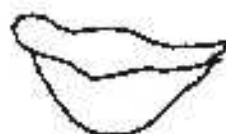


# Mouth

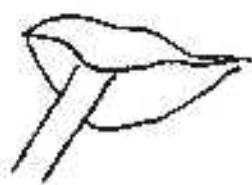
The second part of the mouth section will show you how you can make your anime characters do certain action with their mouths. On the left side you have the mouth drawn with more details for drawing close up anime character's face, and on the right side is the simplified version of it.



**Open to eat**



**Close for chewing the foods.**



**Drinking water using a straw**



**About to kiss**

# Nose

Drawing a nose is not that hard, but just remember that an anime character always has a small nose. In general, if you have a large mouth then you should have a large nose and vice versa. Sometimes artists like to draw the nose very pointie. It is very usual to have a pointie nose in anime character, but occasionally some artists may prefer drawing it that way. Start drawing the nose below the cross intersection. If the cross is facing right then the nose should be pointing right and vice versa. The top of the nose will start from the cross intersection and curve a bit down. Just remember to make the length of the nose descent size. As a beginner you should not make the nose too fancy, try to keep it as simple as much as possible.



**Basic Nose**



# Ear

Learning how to draw an ear may look hard, but actually it is very easy. Most of the anime characters' ears you see on TV are very simple. The artists like to keep the ears very plain. The top of the ears should be just below the top of the eyes. The ear lobes should be below the bottom eyelashes. Never draw the ear toward like they are actually sticking out. When the outline are done for the ears, the next step is to draw some curvy lines within the ears. The ears style work the same for both male and female character. In addition, one may add some ear rings to the ear lobes when drawing a female character.



# Hair: Female

Drawing a female hairs is probably the hardest thing for an artist. It takes many years of practice and by drawing over and over again. For beginner first you have to draw a hair line across the face. The hair line should be about 1.5 higher than the height of an eye. Before, drawing the actually hair, please note that anime hair consists of two parts: the bangs in the front of the character face that hang down over the eyes, and the larger back portion of the hair that hangs down at the back of the head. From the hair line draw curvy lines down; this will be the front bangs. The back portion of the hair curve toward and downward toward the shoulder. When everything is in place, draw the lines thicker to make it more realistic.

# Hair: Female



**General Character**



**General Character**



**Cute and Younger Character**

# Hair: Female



**Playful Character**



**Mature Character**



**Mean Character**



# Hair: Male

Drawing a male hair is easier than drawing a female hair because it contains less detail. Same as before the hair line should be about 1.5 higher than the height of an eye. Before, drawing the actually hair, please note that male hair consists of one part only: the bangs in the front and the larger back portion of the hair are in one large piece. They are not separate as in the female hair. From the hair line draw curvy lines down; this will be the front bangs. The back portion of the hair curve toward and downward toward the shoulder. When everything is in place, draw the lines thicker to make it more realistic.

# Hair: Male



**Cool Character**



**General Character**



**Mean Character**



**Cutie Character**



**Playful Character**

# Hands

In real life drawing a human hands are very difficult, but for anime it is not as hard as drawing a human hands. The reasons for this is because in anime character we take out most of the details. When you are watching anime on TV or reading a Manga you will rarely see the hands and to lesser extend the feet (cover by shoes).

Please note that the female hand is thinner than the male hands; and the female hand is concentrate length wise. As for the male hand it is thicker than the female hand and the male hand is concentrate width wise.

Also, the male hand contains more detail as shown below (ie veins).



**Male**



**Female**

# Hands



**Male**



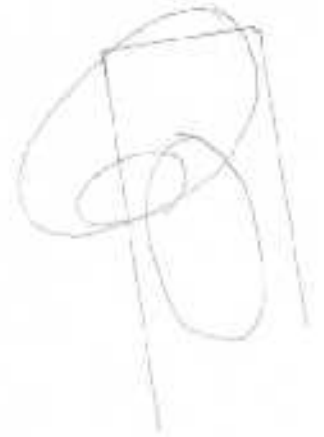
**Female**



**Male**



**Female**



**Male**

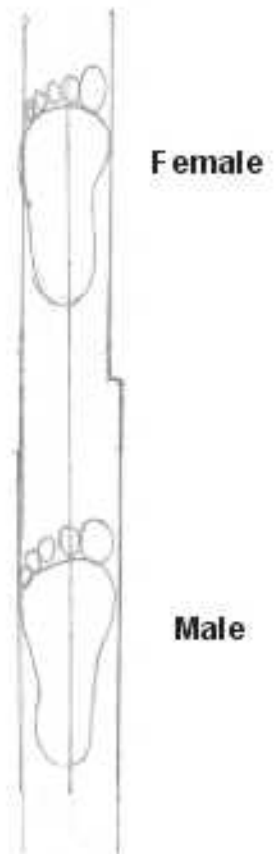
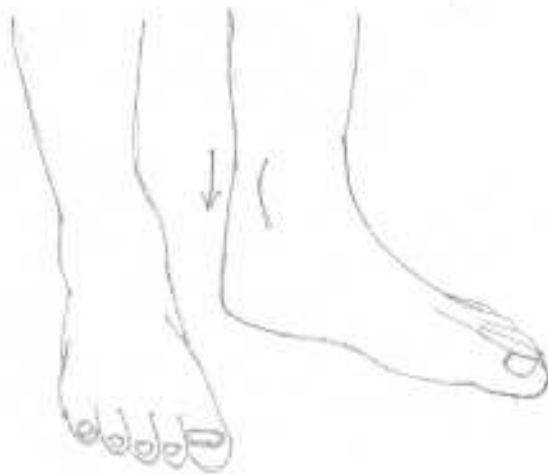
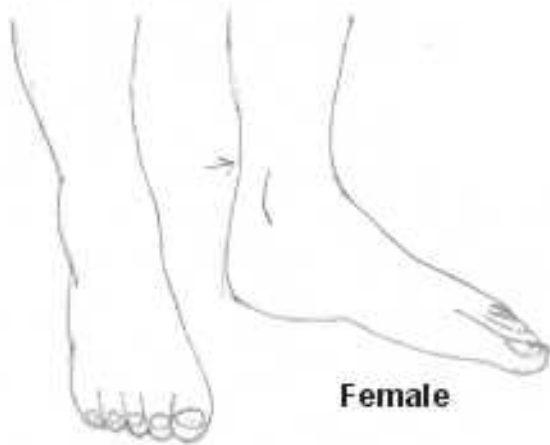


**Female**

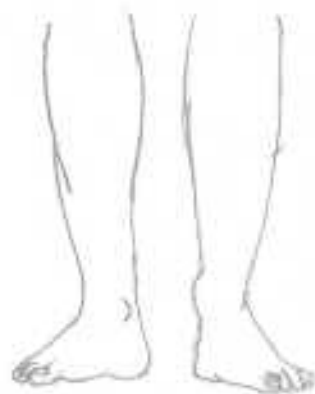


# Feet

Anime character's feet is probably the last thing you need to worry. Since you rarely see in manga or anime TV shows, because the feet is usually cover by the shoe. However, sometimes an artist need to draw the feet for certain scene. There are only a few things you need to remember when drawing the feet. The first is that the female feet are always smaller than the male feet both length and width wise. The second is that the female feet are usually closer together; where as the male feet are farther apart. The third is that the female ankle is drawn curve inward; where as the male ankle is drawn cure downward.



# Feet

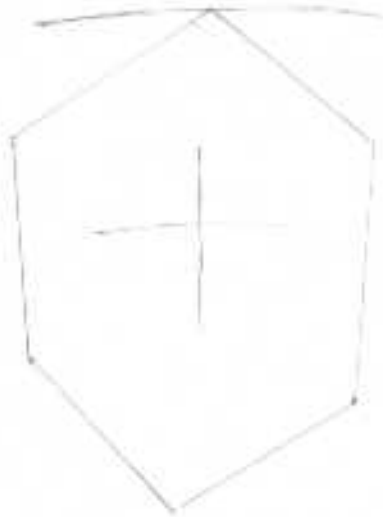




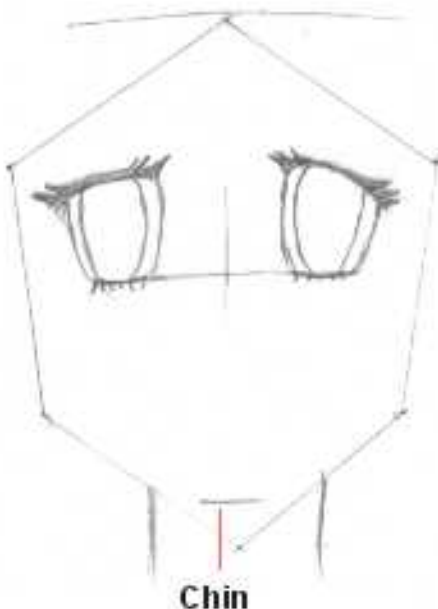
# Basic Female Drawing

If you are drawing a female head for the first time, it won't be an easy task. It takes many years of practice and experience.

## Female Head



Start off by drawing a cross facing directly toward you. Draw a pentagon shape around the cross to make it easier. Also add a hair line just on top of the pentagon shape as shown. The height of the hair line is about 1/2 of the pentagon shape.



The next step is to draw the outline of the eyes. In this case, it is an oval eyes, just follow the same procedure on how to draw a female eyes earlier. Just remember to draw the eyes proportional to the character face. The distance between the two eyes are about 1.2 of the **eyes width**. Then draw a rough sketch of the chin near the bottom of the pentagon shape. The distance between the chin and the centre of the cross is less than 2 of the **eyes height**. If the face is facing directly toward you, then the width of the neck should be about a little larger than distance between the two eyes.

# Basic Female Drawing



When the eyes are done. Start off by drawing the eyebrows and the nose curve down from the centre of the cross. Then draw a simple mouth below the nose. After start drawing the face line. The face line should be drawn roughly around the pentagon shape. When drawing a face line remember that you are drawing a person not a robot (don't draw the face line in a straight line, but make it curvy). The last thing to draw is the ears. The top of the ear is just below the height of the eyes, and the ear lobes should be just below the bottom of the eyes.

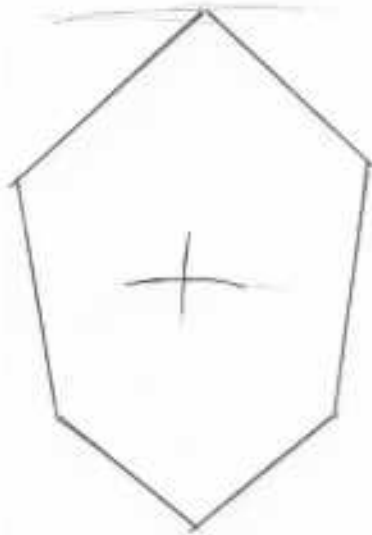


The final step is to refine the hairs that you have sketch earlier from the hair line. Remember that the hairs are drawn in 2 parts; the front bang toward the eyes and the back bang toward the shoulder.

# Basic Male Drawing

Drawing a male face is not as hard as drawing a female face because the procedure is basically the same. However, there are a few minor things that need to change for a male face. The first is that the hair is only one section not two as in the female. The male eyes are smaller but the eyebrows are larger. The male mouth tends to be larger and finally the neck is wider than the female.

## Male Head

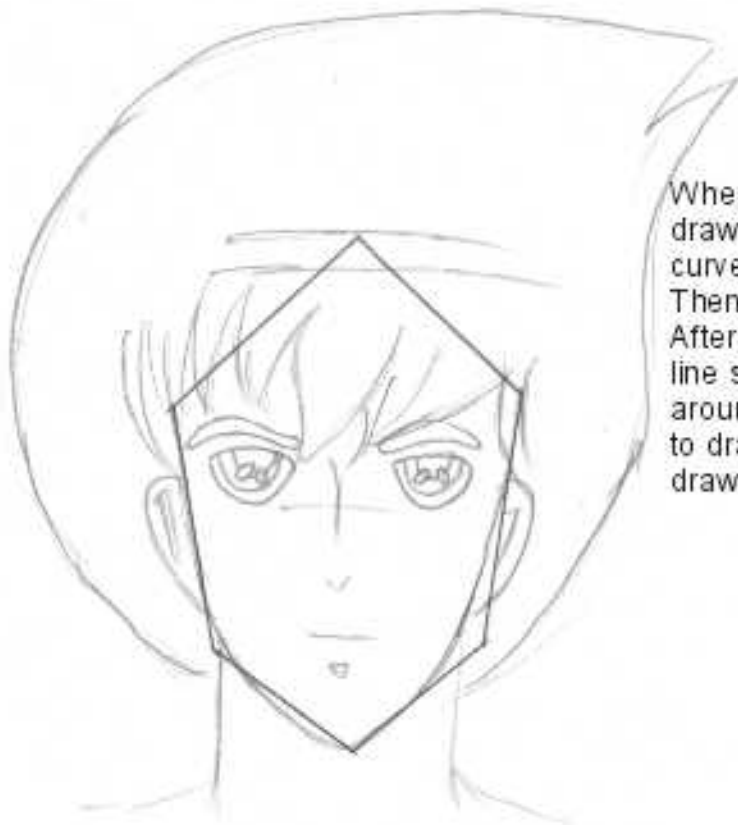


Draw a cross facing directly toward you. Draw a pentagon shape around the cross as in the female face. Then add a hair line just on top of the pentagon shape as shown. The height of the hair line is about  $\frac{1}{2}$  of the pentagon shape.



The next step is to draw the outline of the eyes. In this case, it is an semi oval eyes, just follow the same procedure on how to draw a male eyes earlier. Just remember to draw the eyes proportional to the character face. The distance between the two eyes are about 1.2 of the **eyes width**. Then draw a rough sketch of the chin near the bottom of the pentagon shape. The distance between the chin and the centre of the cross is more than 2 of the **eyes height**. Male face is usually larger than the female face. The width of the neck should be drawn a little larger than the female neck.

# Basic Male Drawing



When the eyes are done. Start off by drawing the thick eyebrows and the nose curve down from the centre of the cross. Then draw a mouth below the nose. After start drawing the face line. The face line should be drawn curvy and roughly around the pentagon shape. The last thing to draw is the ears. The ear should be drawn the same as in the female ear.



The final step is to refine the hairs that you have sketch earlier from the hair line. Remember that the male hairs are drawn in 1 part only.



# Common Mistake For Head

Over the years it seems that most beginner make the same mistake over and over again. The first mistake is drawing the top of the hair too thin, therefore, giving the impression that the character just steps out from a shower. The second mistake is making the face lines too straight, making it look like a robot face not a human. The third mistake is the ears are drawn too toward. Lastly, the eyes are usually not drawn proportion to the face.



Too pointie

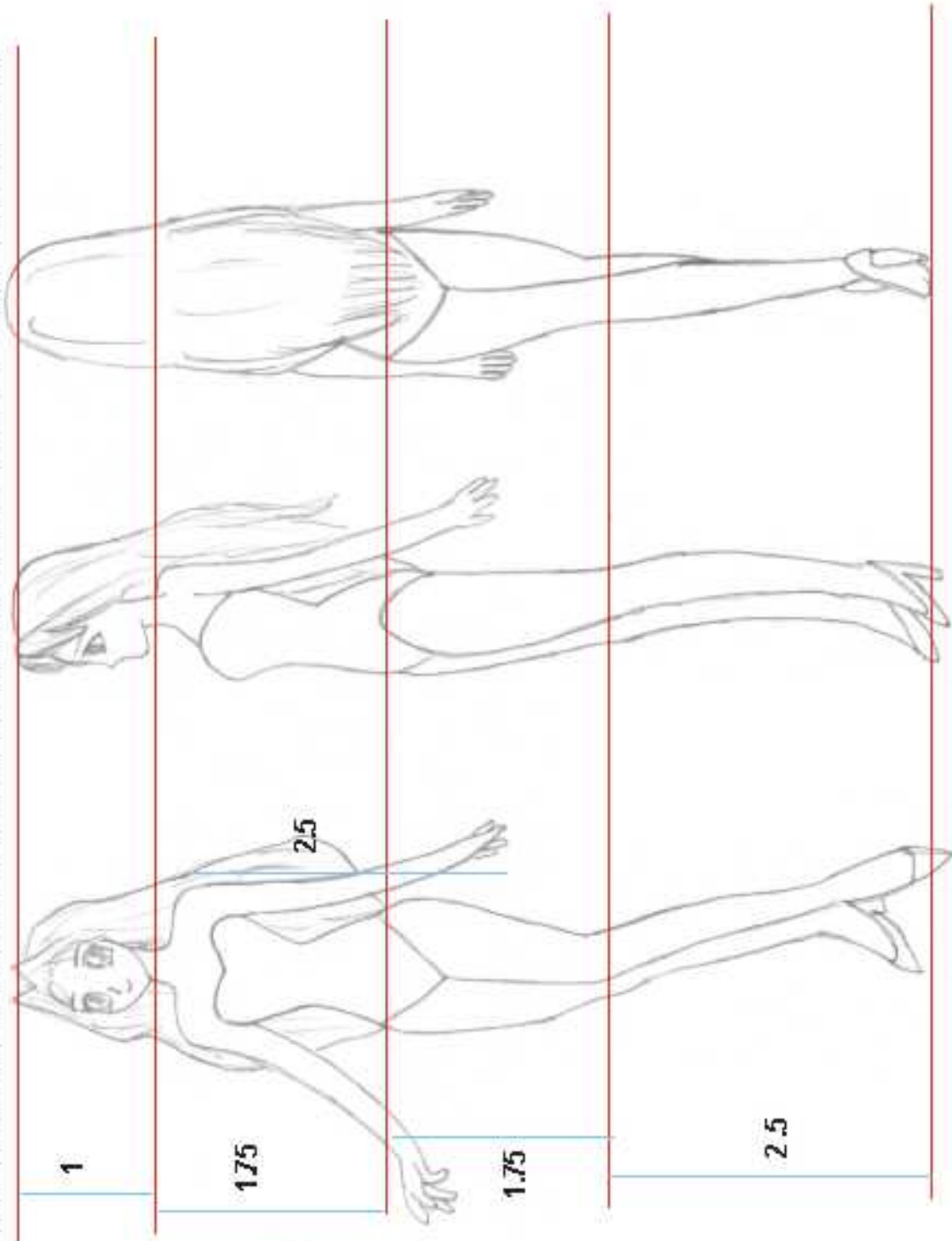
# Basic Drawing 2

In this section you will still learn the basic drawing of anime character. You will learn about anime body proportion, emotion and most important folding and shading the character.



# Body Proportion

Anime Character's body length is different from the length of a real person. Specially the female character, they have very long leg and their waist are very thin. Thus, making the female characters look like a super star models. Shown below is a female character standing forward, sideways and backward with lines running across the page. As mentioned earlier the head is the most important thing in an anime character, therefore, the height of the head will be considered a measurement of 1.



- Head to Chin: 1
- Chin to Waist: 1.75
- Chin to Knee: 1.75
- Knee to Feet: 2.5
- Arm length: 2.5
- Left to Right shoulder: 1.25-1.5

## 3/4' View

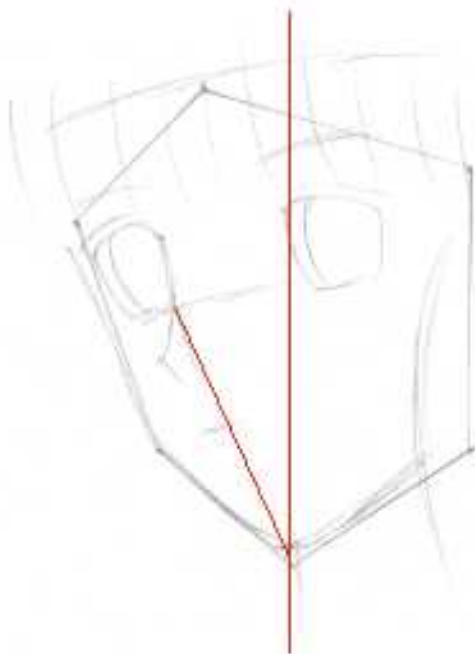
Learning how to draw a 3/4' view is very important because you see it all the time. Most of the anime characters you see in manga and anime shows are drawn in 3/4' view. Once you have mastered the 3/4' view you can draw many different poses with the same 3/4' face. In addition, to make many different poses, a 3/4' view will make the character look more like a 3 dimensional.



## 3/4' View



Draw a cross facing left. Then draw a pentagon shape with the left side closer to the cross. The pentagon shape should not be perfect and it should be drawn wrap sided toward the left side. Then add a hair line just on top of the pentagon shape as shown. The height of the hair line is about 1/2 of the pentagon shape.



The next step is to draw the outline of the eyes. The left eye is drawn closer to the left pentagon side and the right eye is drawn further away from the cross. The distance between the two eyes for 3/4 view should be about 1.5 of the larger eye, in this case 1.5 the distance of the right eye. The nose should be drawn right below the cross and have it pointed left since the face is facing left. The mouth is drawn below the nose and it should be drawn small and gentle. Then draw a rough sketch of the chin near the bottom of the pentagon shape. The chin should be aligned to the right eyes as shown with the solid line. The distance between the chin and the centre of the cross is about 2.5-3 of the eye's height. The neck is usually drawn a bit left from the centre toward the right side.

## 3/4' View

Before refining the drawing, check if the right eye brow is longer than the left. Also, the nose is pointing left. Most importantly, the iris of the eyes should be looking right even if the face is facing left. The face line should be drawn curvy and roughly around the pentagon shape. When drawing in the hair keep in mind that a female has two sections and a male has one section only.



The final step is to refine the hairs that you have sketch earlier from the hair line.



# 3/4' Pose

Below are a few examples why drawing 3/4' view is important. Just by drawing one 3/4' view facing left or right one can draw many different poses. Study the examples below and so on you will realize how important it is when it comes to draw anime character or any other cartoon character.

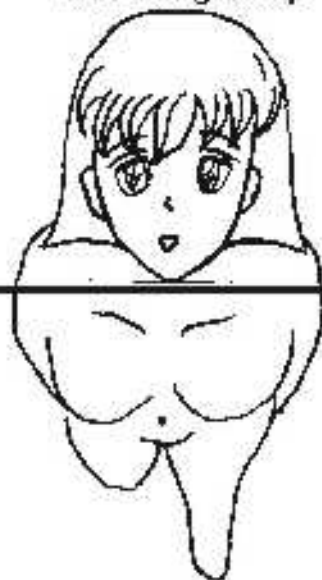




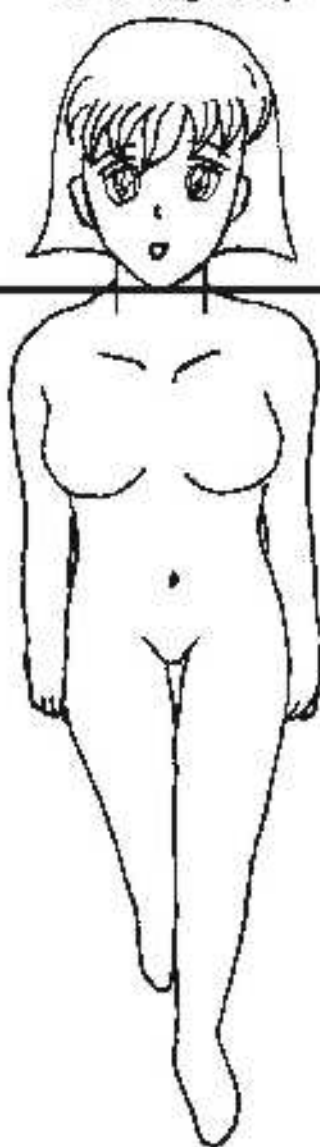
# Looking Up

Below are a few examples how drawing an anime character looking up is not too hard to draw. Just by drawing one head view one can draw many different ways of looking up. Study the examples below and soon you will realize how simple it is to draw an anime character looking up.

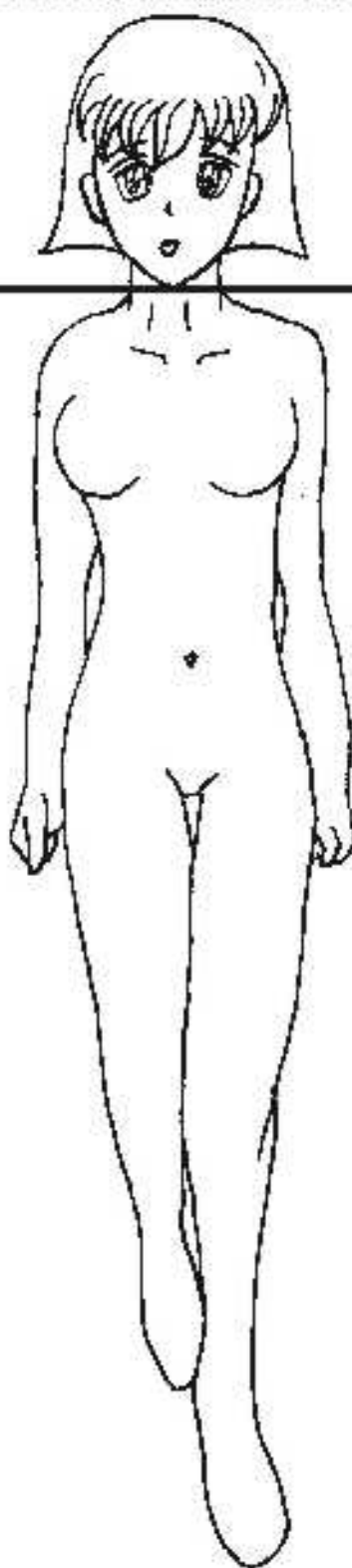
65-70 degree up



35-40 degree up



Looking straight ahead



# Emotions

Drawing an anime character is easy, but drawing them with emotion is a lot harder. To make an anime character with emotion all one needs to do is change their eyebrow, eyes and mouth. By doing these changes a character can have many different expressions. There are many emotions one can draw, but we will only show you the four most commonly used. In this case, normal, disappointment, angry and calmness expression will be shown here.

## Normal



Normal expression can be done by having the eyebrow bow downward. The mouth can be normal with just a curve line or it can be drawn as an open mouth. As for the eyes just draw them as you usually do.

## Disappointment / Sad



Disappointment expression it can be done by having the eyebrow slanted up suggesting disappointment or sad. Furthermore, if you want to make it more sad then have the mouth open a little bit.

# Emotions

## Mad / Angry



Making an expression for angry or mad can be done by drawing the eyebrows slanted down another words draws it as a "V shape". And have the mouth drawn as a straight line.

## Calmness



The last expression is calmness, it should be the easiest one of all because you don't have to worry about the eyes. Just draw two curve lines for the eyes and do the same for the mouth. For the eyebrows just draw the same as in normal expression.

# Dramatic Emotions

One of the hardest thing to draw an anime characters occurs when they are about to cry, especially the female. The process of crying is shown below, please follow the examples if you want to learn how to draw it.



Male Version

Female Version



Sad  
Eyes are drawn "flatter"



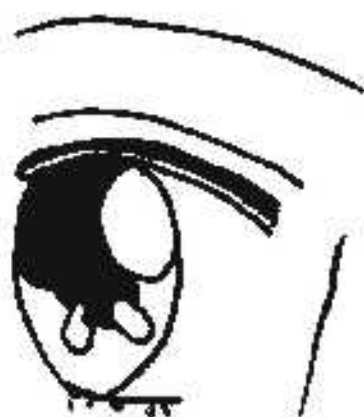
About to cry  
Flatter eyes with more sparks



Crying  
Tears coming down from bottom of the eyes.

# Blinking

Blinking one eye is very common for an anime character especially for female anime character. It's very easy to draw, but beginner almost make the same mistake. The important thing you need to know is that the closing eye should be drawn mid point of the opening eye as shown below.



# Blushing Effects

Blushing is used for shyness or when the character is embarrassed.  
The bottom picture is a normal character, but the next page has blushing Effects.

**Normal**





# Blushing Effects

## Lines



One of the effective way of showing blushing is by shading a cross and below the eyes. To make more blushing just draw shade it darker.

## Shading



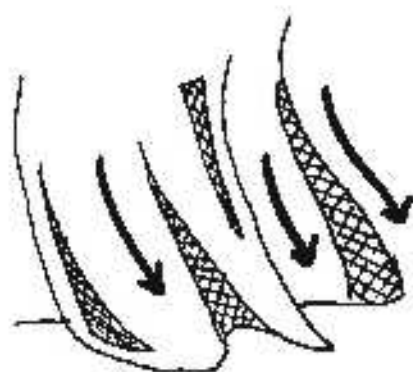
This method of blushing is used mostly in manga because you can't reproduce the shading effect from printing. Therefore, by drawing some short lines start from top to bottom across the eyes. To make more blushing just draw thicker lines.

# Folds

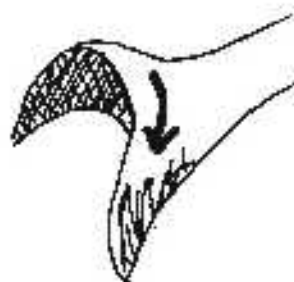
Folding is caused by gravity pulling down the clothes. Different materials will fold more than others, but the process is still the same. Usually thin materials fold the most, such as a thin dress. The fold and the shadow go together, where there is a fold there is a shadow. The shadow should follow the folding direction.



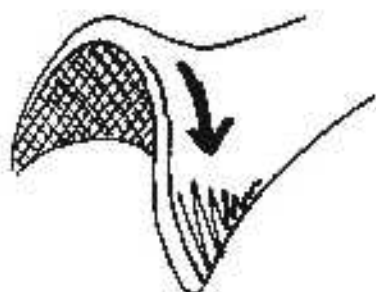
Gravity pulls object down, including fold on clothing.



Dress should go downward and outward.



Thin clothes fold easier than thick clothes.



By drawing another line running along the edge, one can make the appearance of the clothes appear thicker.

# Folds

Folding on the arms should go downward and out, or downward and in as shown below.



Folding occurs the most near the joint such as shoulder, waist, elbow and knee. The fold should go downward and "flow" with the movement.

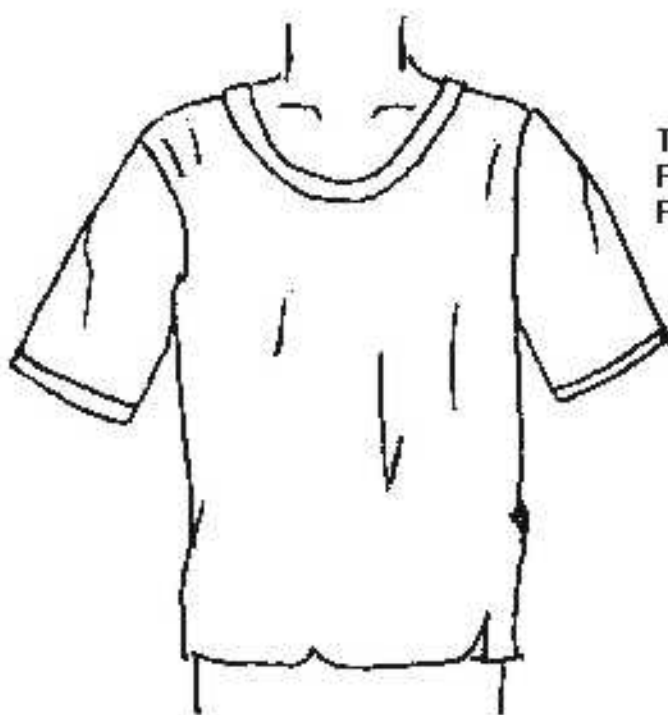


Shape like a flip "Y"

Keep it as simple as possible when you are just starting out.

# Folds: Male Clothes

The simple st for drawing anime male character with clothes that have folding are T-Shirt, and short. Drawing folds take many years of experience, therefore, if you are just starting to draw try to keep it simple as much as possible.



**T-Shirt (Simple folds)**  
Folds around the shoulder area.  
Folds near the chest area.



**Short (Simple folds)**  
Folds below the belt.  
Folds below the zipper.

# Folds: Male Clothes

Folds get more complex as the character is "moving around." Please study the example below.

**Normal folds from the back side.**



**More folds near the shoulder and the chest area as the arms move back.**



**More folds near the shoulder and the chest area as the arms go up.**



**More folds near the shoulder and the elbow area as the arms cross each other.**





# Folds: Female Clothes

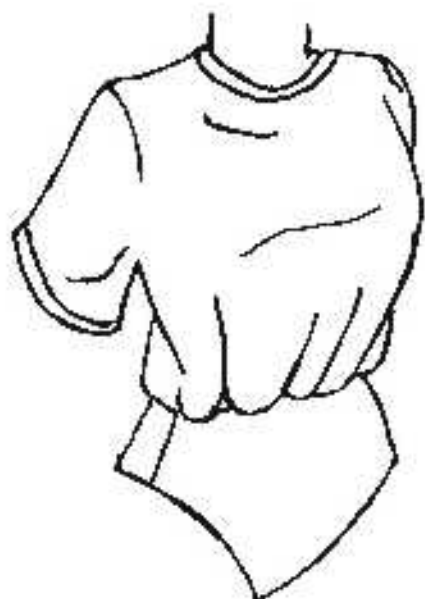
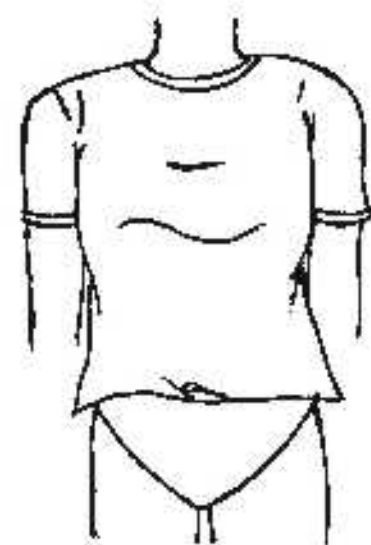
Folding on female anime character is a bit harder than male character because you have to worry about extra folds near the breast area. As mentioned before, if you are just starting to draw keep the folds as simple as much as possible.

## T-Shirt (Simple folds)

Folds around the shoulder area.

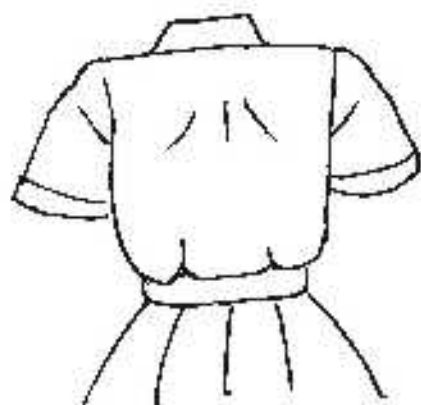
Folds near the breast area.

Draw a line like a wave across her breast.



## Dress (Simple folds)

Normal folds from the back side.



## Skirt (Simple folds)

Normal folds from the back side.

Strip of lines down her skirt.

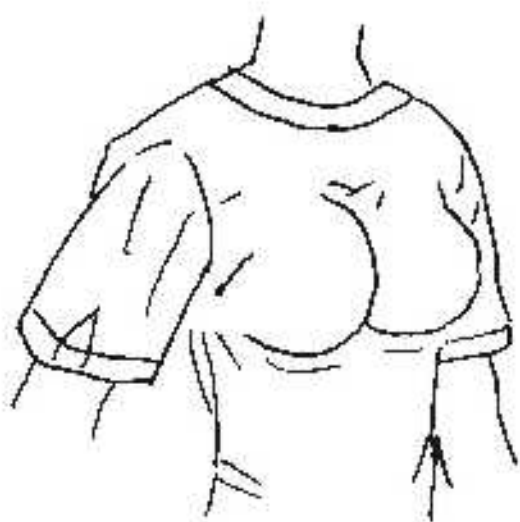




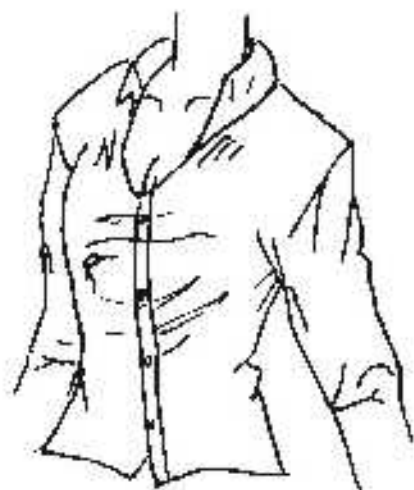
# Folds: Female Clothes

Folds get more complex as the character wears different type of clothes.  
Please study the example as shown below.

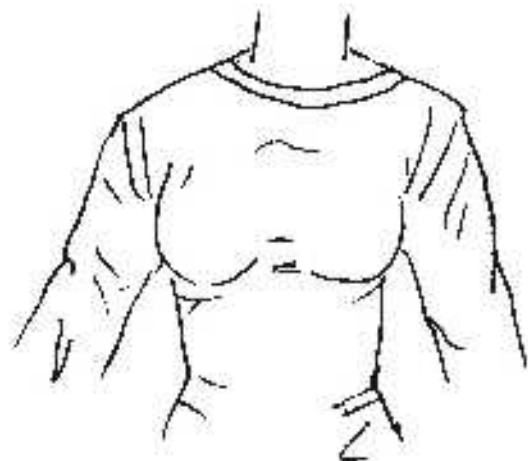
**Complex T-shirt**  
Folds concentrated around the breast.



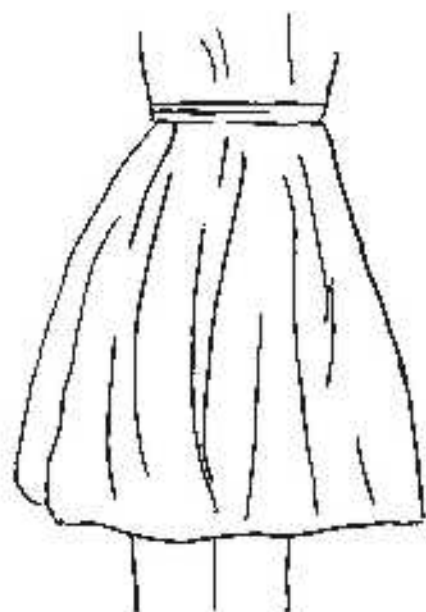
**Complex Shirt**  
Folds concentrated around the breast and the shoulder.



**Sweater**  
Folds concentrated around the breast, waist and the shoulder..

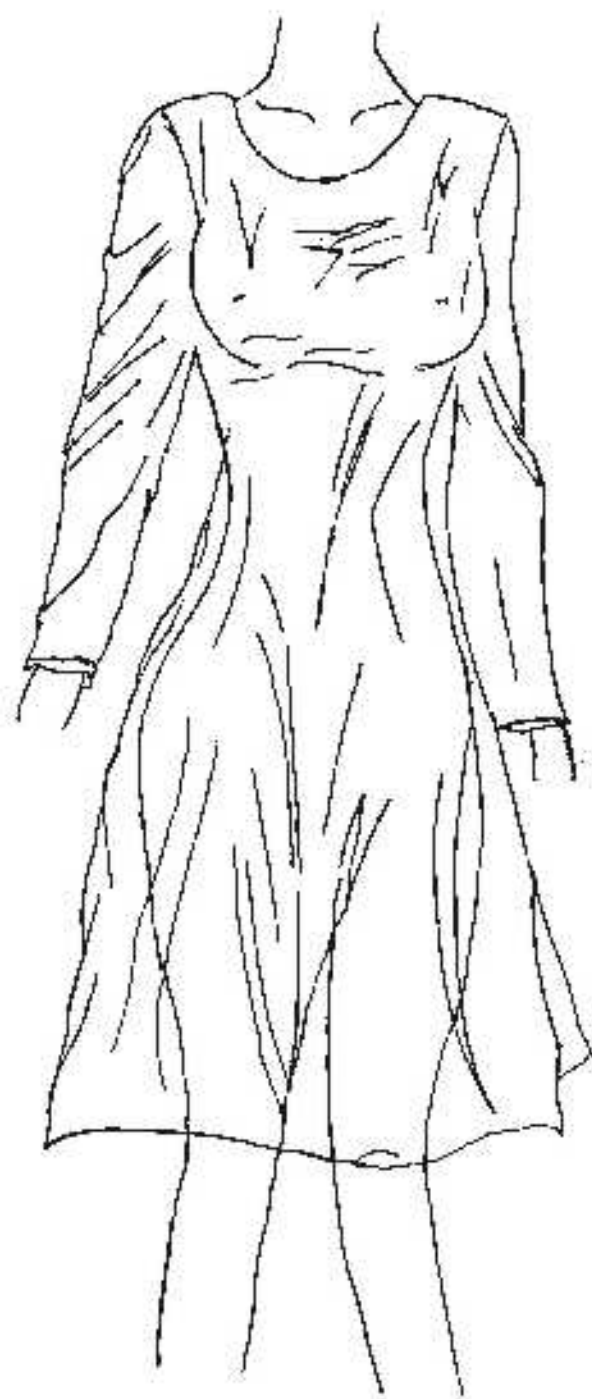


**Complex Skirt**  
Folds concentrated below the waist down to the bottom of the skirt.



# Clothes: Thin

Thin or close to transparent clothing is usually drawn for female anime character. It's a lot harder than normal clothing because it contains more folds. In order to make it more "transparent like," the clothes have to stick to the body more. The folds go along with the body curve and the body curve should be drawn out clearly.

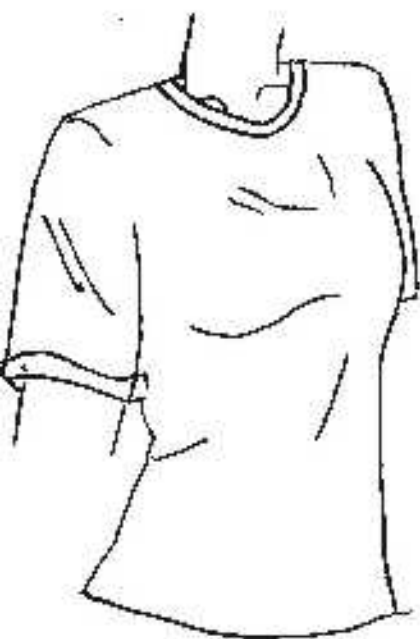


- 1) More folds
- 2) Folds go along the body curve.
- 3) Body curve should be drawn clearly.

# Clothes: Wet

Drawing a wet clothes is almost the same as drawing a transparent clothes except that you don't draw the body curve as much. The clothes stick to the body and the folds are drawn more closely together like a small gap between two lines as shown.

**Normal**

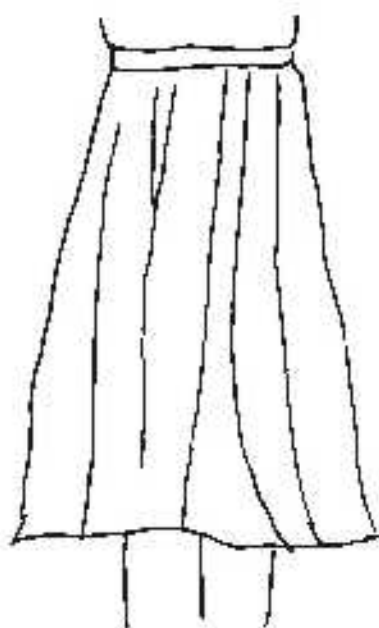


**Wet**

Draw the cloth and the waist inward more.  
Draw two lines gap for folds.  
Fold near the shoulder, breast and waist.



**Normal**



**Wet**

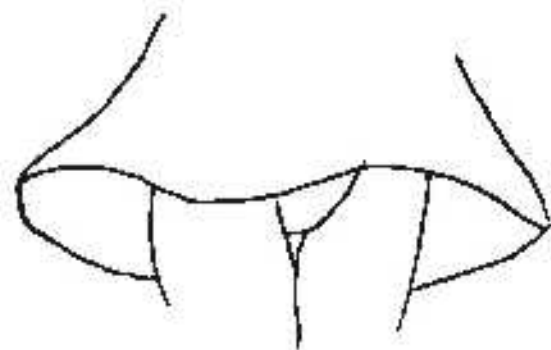
Draw the skirt straight down like pant.  
Draw two lines gap for folds.



# Clothes: Windy

Occasionally, when watching an anime on TV or when reading a manga, you may find a few scenes where the wind blows the female anime skirt.

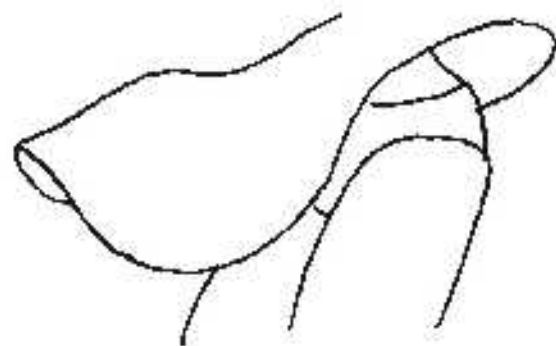
Front View



Back View



Side View



# Hair Shading

Shading the hair is very difficult to learn and draw, but it will make the character look more realistic. Dark hair should be shaded as shown in figure B and C. Light hair have an option of shading or just simple drawing stripe of lines down the hair lines as shown in figure A.

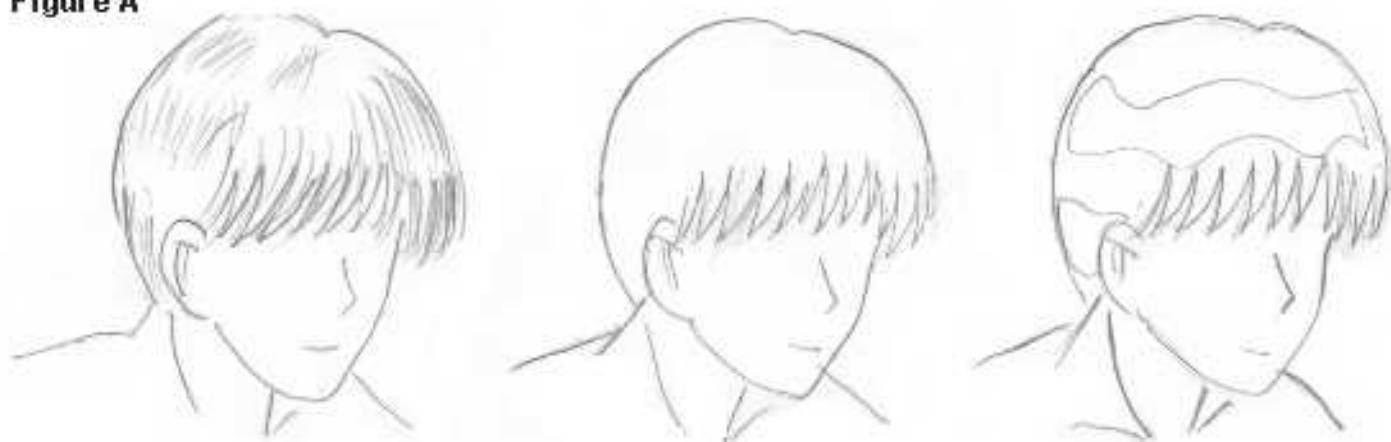
Back view: small on top and large near the bottom.

Front view: large along the hair line.

Side View: Large along the side of the hair line.

3/4 View: Large along the hair line and small near the bottom of the hair.

**Figure A**



**Figure B**



**Figure C**





# Character Shading

Shading the character takes many years of experience and practice. As a beginner try not to make it too fancy, and keep it simple. The most important thing a beginner should realize that the light sources are usually shine from the top angle (sun, light from the ceiling and etc). Occasionally, the light sources may shine from different angles, but let's keep it simple for now. Please follow the diagram below.

## Normal Shading



1) Hair need to be shade

2) Above the eyebrows

3) Beside the nose

4) Top half of the neck

5) Inner arm between the shoulder and the arm

6) Below the breast



# Advance Drawing 1

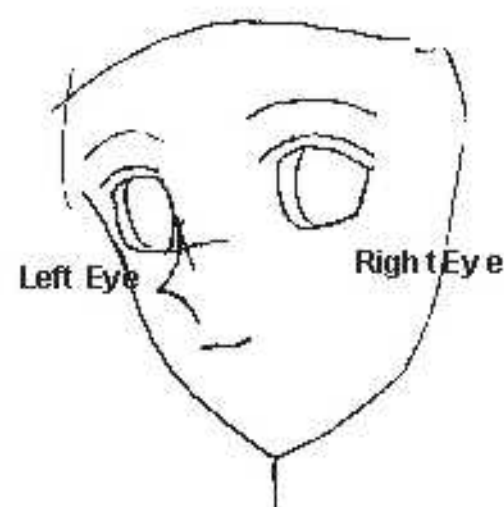
In this section, you will learn how to draw an anime character with full length. Anime character body is a bit different from a real human body, therefore you should look at the examples and practice it regularly.

# Half Naked

Most people think that drawing an anime character without clothes is a lot easier, but it is the opposite. The reason for this is because a mistake on the clothes are not really noticeable, unless when looking at it very carefully. But a character without clothes... well if you draw a breast a bit off then people will notice it right away. Therefore, when drawing a character with little clothing make sure that all the body parts are proportional to each other.

The character is facing left and downward. Therefore, draw the cross facing down left. In addition, depending on how much the head is facing left, one should draw the two eyes with the head turning. The more the head is turning left, then the more the left eyes have to be closer to the cross and the right eyes have to be farther away from the cross. Same thing goes with the face line, the left face line should be closer to the left eyes and the face line on the right side should be farther away from the right eyes. The nose should be facing left since the face is facing left and the mouth should be closer to the left face line.

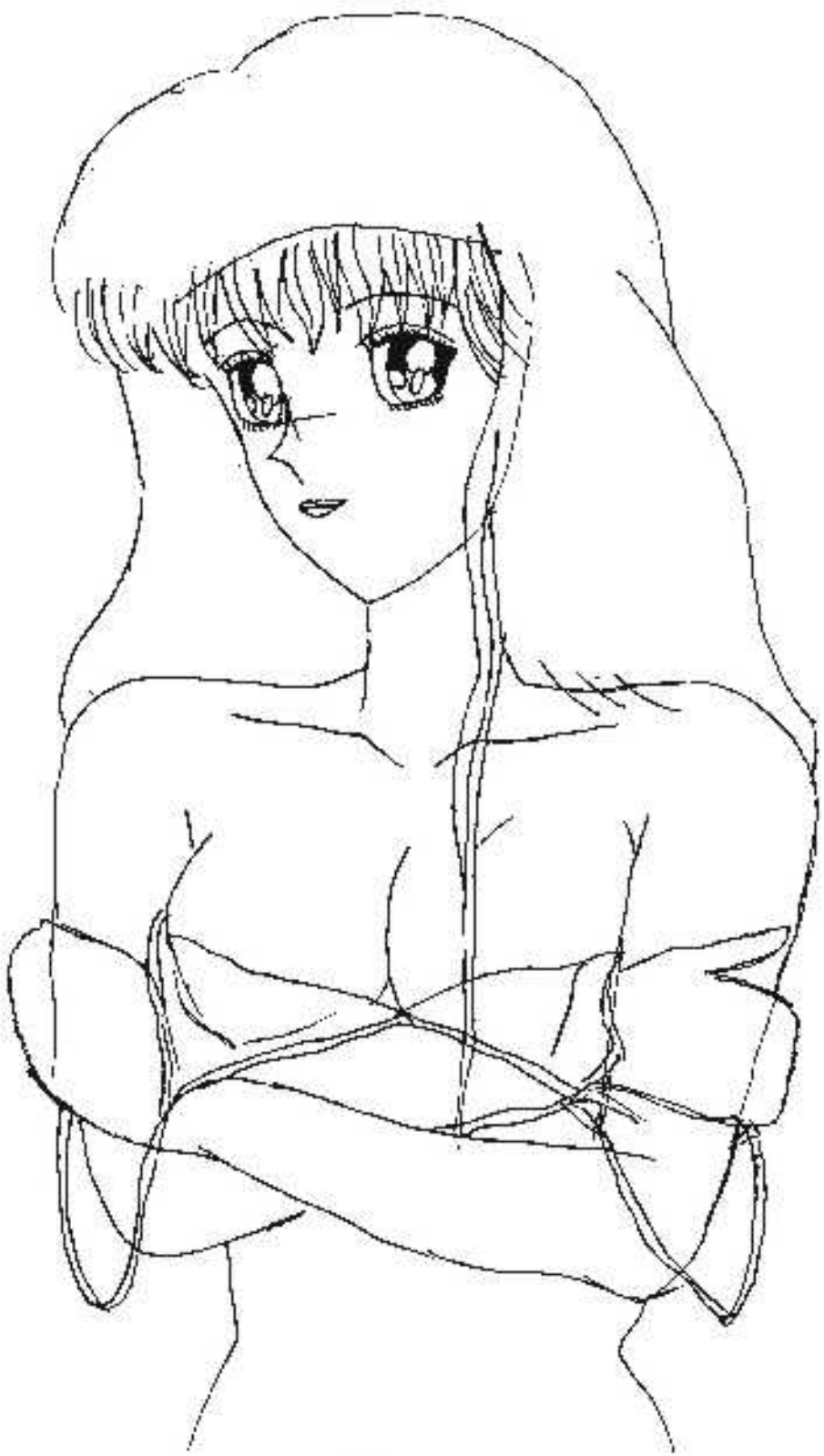
## 3/4' View



# Half Naked

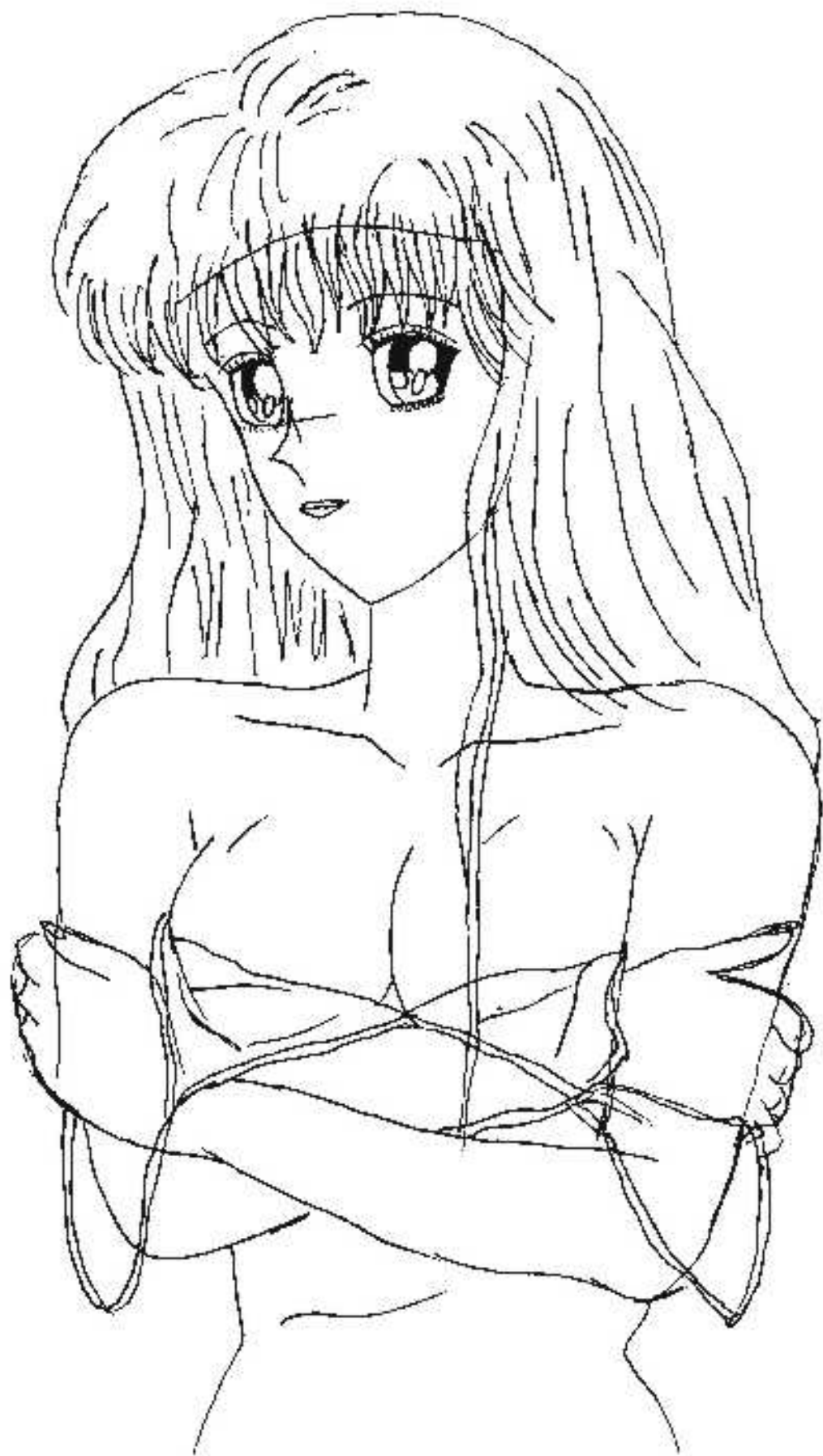
Normally, the shoulder is drawn curve down, but in this example it is drawn like a straight line to the neck. The reason for this is to show that she is cold, since she is not wearing any clothing. When a person is cold; the arms are usually wrap around the body and shoulder up.

3/4' View



# Half Naked

3/4' View



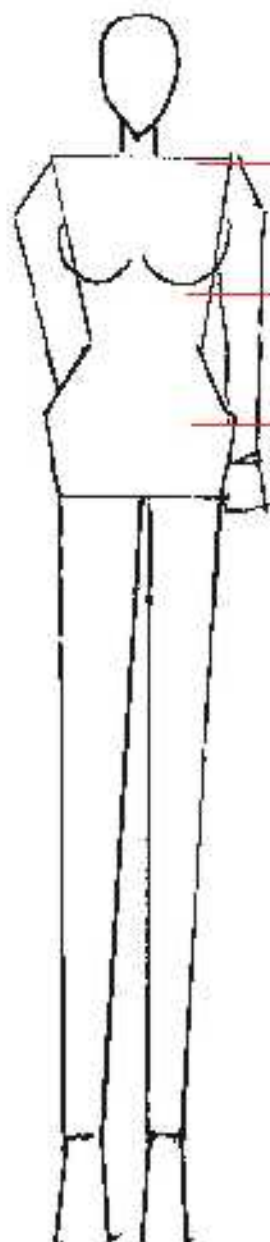
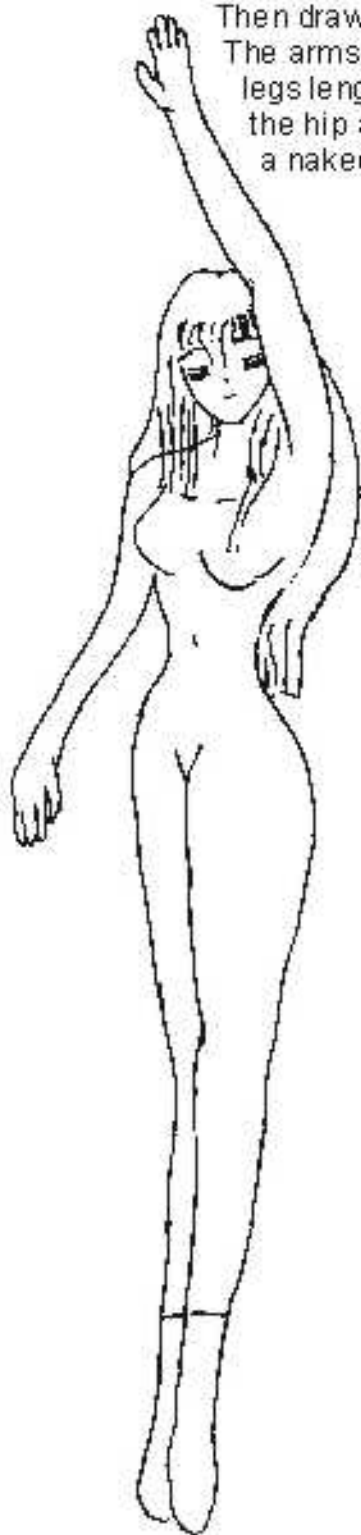
# Full Naked

The examples below will show the basic ideas on how to draw a naked anime figure. To draw a decent figure one must make the body parts proportional to each other. These parts must be in the right position to make it more "lively." They are: breast, arms, waist, hip and the legs. The bottom of the breast should be just above the mid length of the body. When the breasts are done, draw the body curve inward to make the waist thinner. To make the character more fit then make the waist even thinner.

Then draw the body outward to make the hip.

The arms length including the hand should be just below the hip. The legs length should be 1.5 of the body length. The breast, waist and the hip are very important, therefore, keep that in mind when drawing a naked figure.

## Adult Female



Shoulder

Bottom of breast

Waist



# Full Naked

Adult Female





# Clothing Female

This section will show that from basic drawing one can become an advance artist by practicing over and over again. The advance drawing start off the same as basic drawing. Such as drawing a cross etc. However, one may leave out the pentagon shape.

**Hair line**



**Chin**

The head which is tilted toward the left. Therefore, you have to draw the eyes, nose, etc., tilted toward the left too.



Concentrate on the body and the arms. No need to worry about the legs because she is sitting down. She is wearing a pajamas which make it even more easier to draw because pajamas is very "loose" clothing and if a mistake is made no one will even notice.

# Clothing Female

**A dult Female**



# Clothing Female

Adult Female



# Clothing Male

Here you have a typical male character, he is wearing a long coat. Long coat is relatively easy to draw for any anime character because it will cover most of the character. It's very easy to draw and it doesn't have much folds.

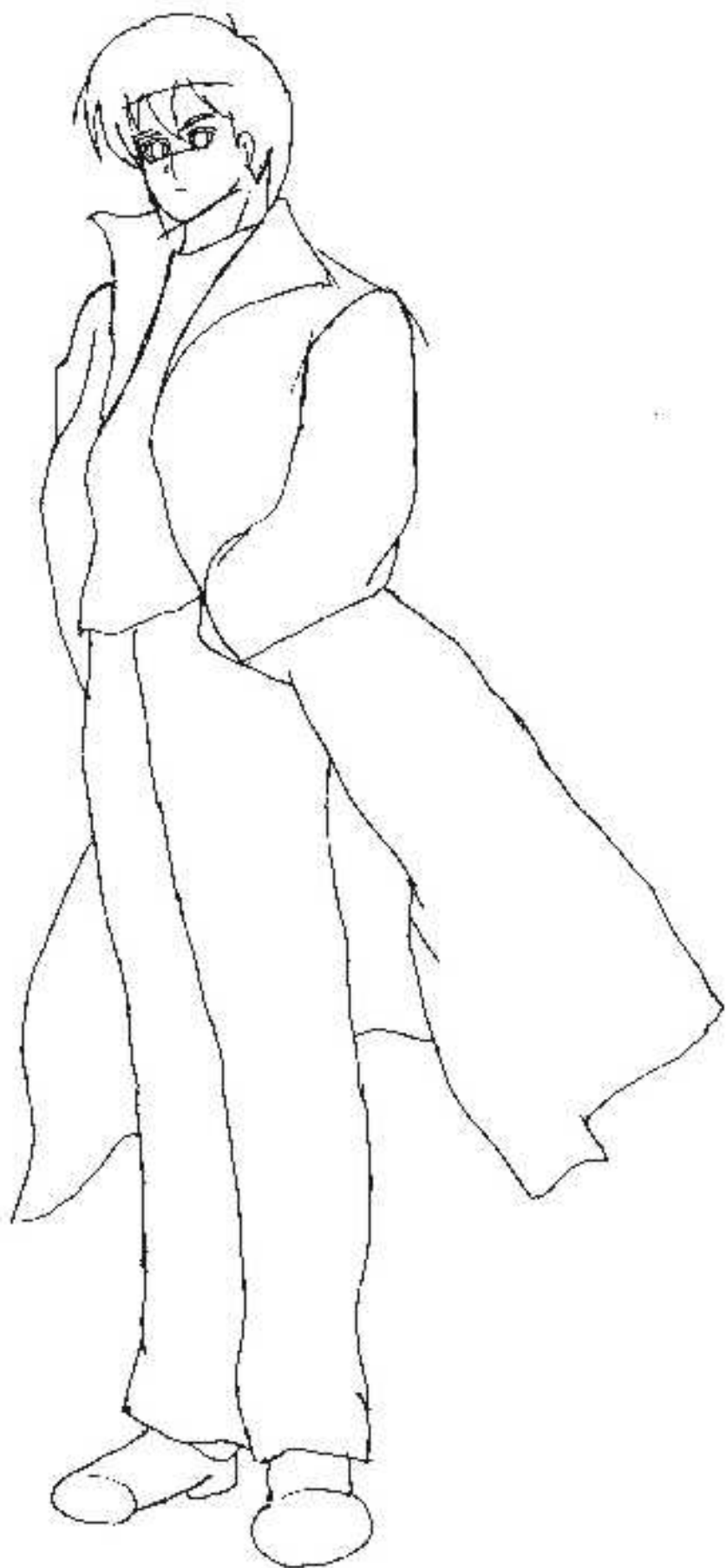
The head which is tilted toward the left.



**Concentrate on the face especially the hair. No need to worry about the body because the long coat will cover it.**

# Clothing Male

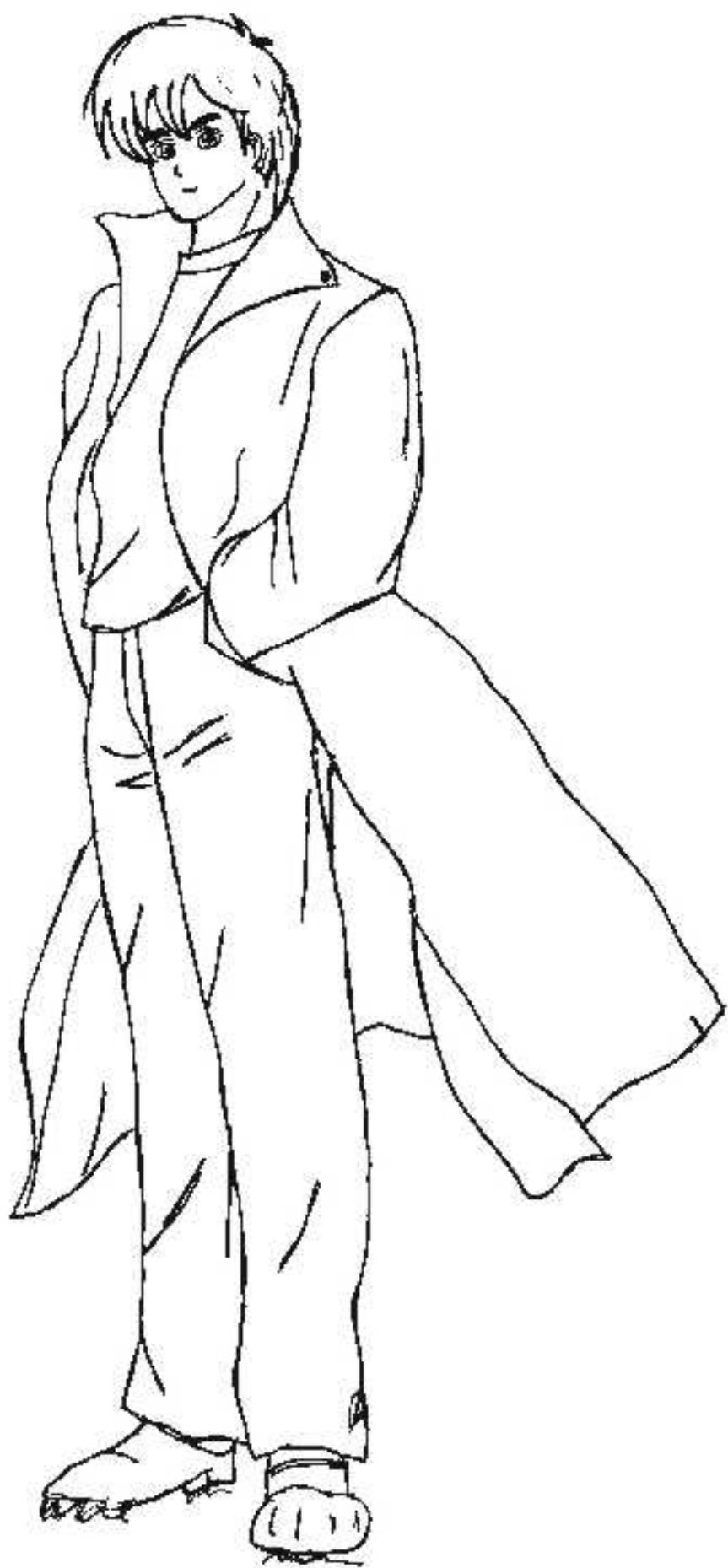
Adult Male





# Clothing Male

Adult Male





# Different Style

This section is almost the same as in the previous section because a character is sitting, and her face is facing left also. However, this time the character is sitting in a awkward position. As one can see, the character face looks exactly the same as the clothing section character. Therefore, if one can master one basic character face one can draw many different characters by changing the hairs style and their clothing as shown here. The only thing need to be worry about this picture are the arms and the hands. Don't make them too long because it will make her look like a monkey.

**Hair line**



# Different Style

If one wants to make the head looking up just make the neck a bit shorter than normal. This will give the appearance of looking up.

Adult Female



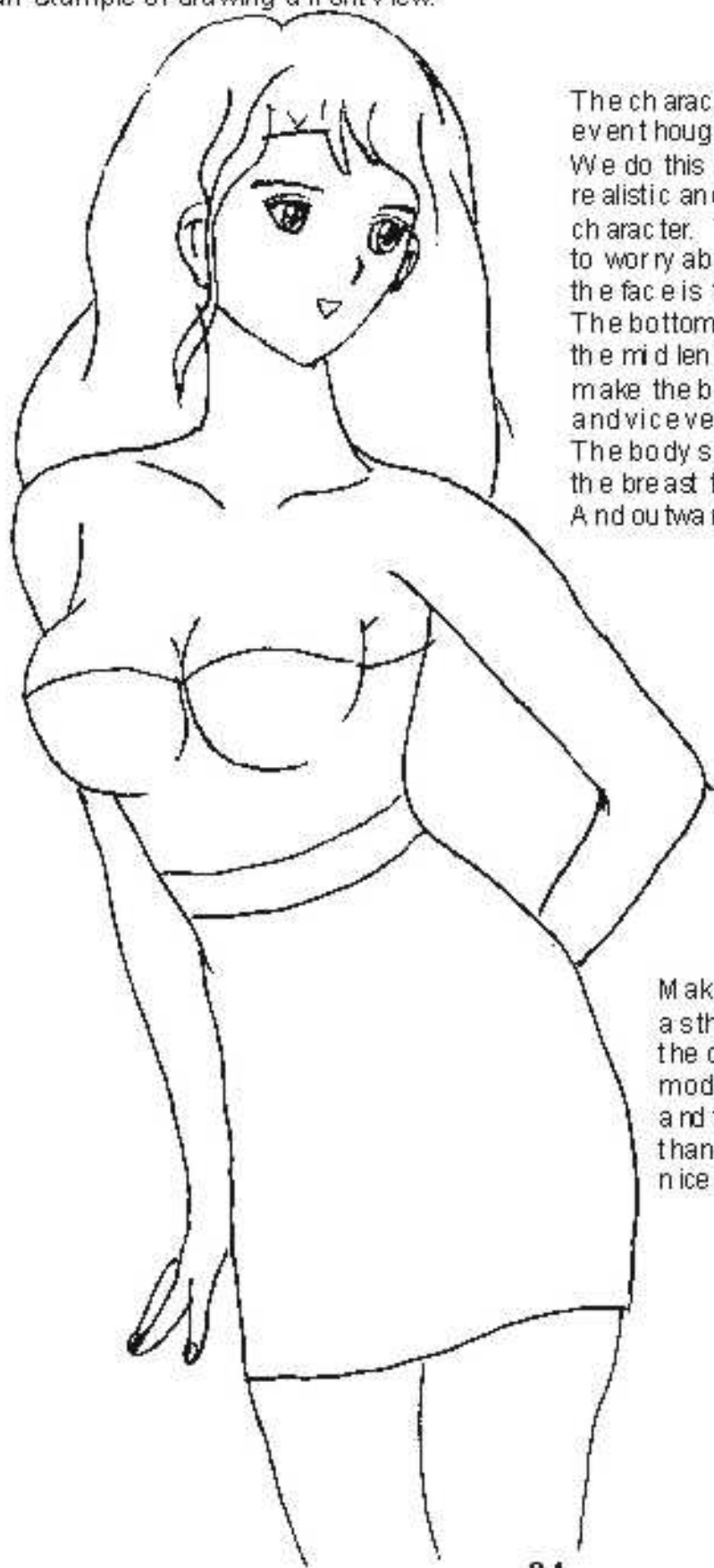
# Different Style



Adult Female

# Front View

Drawing the front view is harder than drawing the side view and the back view. The front view shows everything about the character's appearance to her characteristics. Below is an example of drawing a front view.



The character is drawn turn a bit sideways even though she is supposed to face front. We do this because it will make it more realistic and make it look more like 3D character. The only thing you really need to worry about drawing the front view beside the face is the breast and the waist. The bottom of the breast should be above the mid length of the body and if want to make the breast larger then draw it outward and vice versa to make it smaller. The body should be drawn inward after the breast to make the waist thinner. And outward for the hip.

Make sure that the hip is not as wide as the shoulder. If you want to make the character looks like a super model then make the waist thin and the shoulder should be wider than the hip and the leg should be nice and long.



# Front View



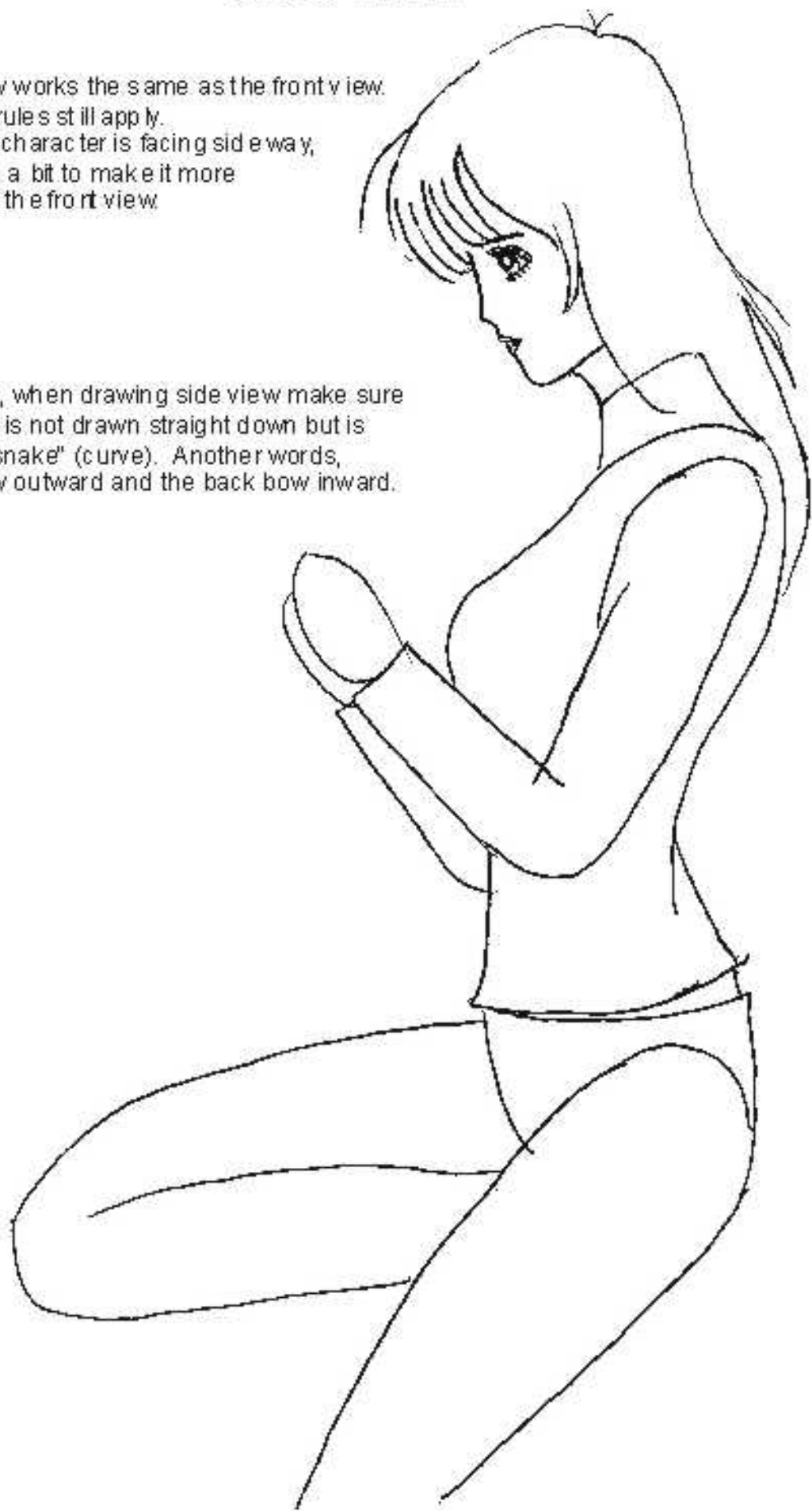
To give her the appearance of being embarrassed we shade in the cheek.

Adult Female

# Side View

The side view works the same as the front view.  
All the basic rules still apply.  
Although the character is facing sideways,  
her body turn a bit to make it more  
realistic as in the front view.

Nevertheless, when drawing side view make sure  
that the body is not drawn straight down but is  
drawn as a "snake" (curve). Another words,  
the chest bow outward and the back bow inward.





# Side View

Adult Female



# Backside View

Most of the characters we see on TV will be front view and rarely we will see the backside view. Having her backside facing us is a lot easier to draw than her front side because you don't have to worry about the little details like her breasts. Concentrate on the two shoulders and the body.

Since, her head is twisting right looking straight at us, one should be very careful when drawing the eyes. Her eyes, nose and mouth should be closer to the right face line, but the **eyeballs should be on the left side of the eyes.**

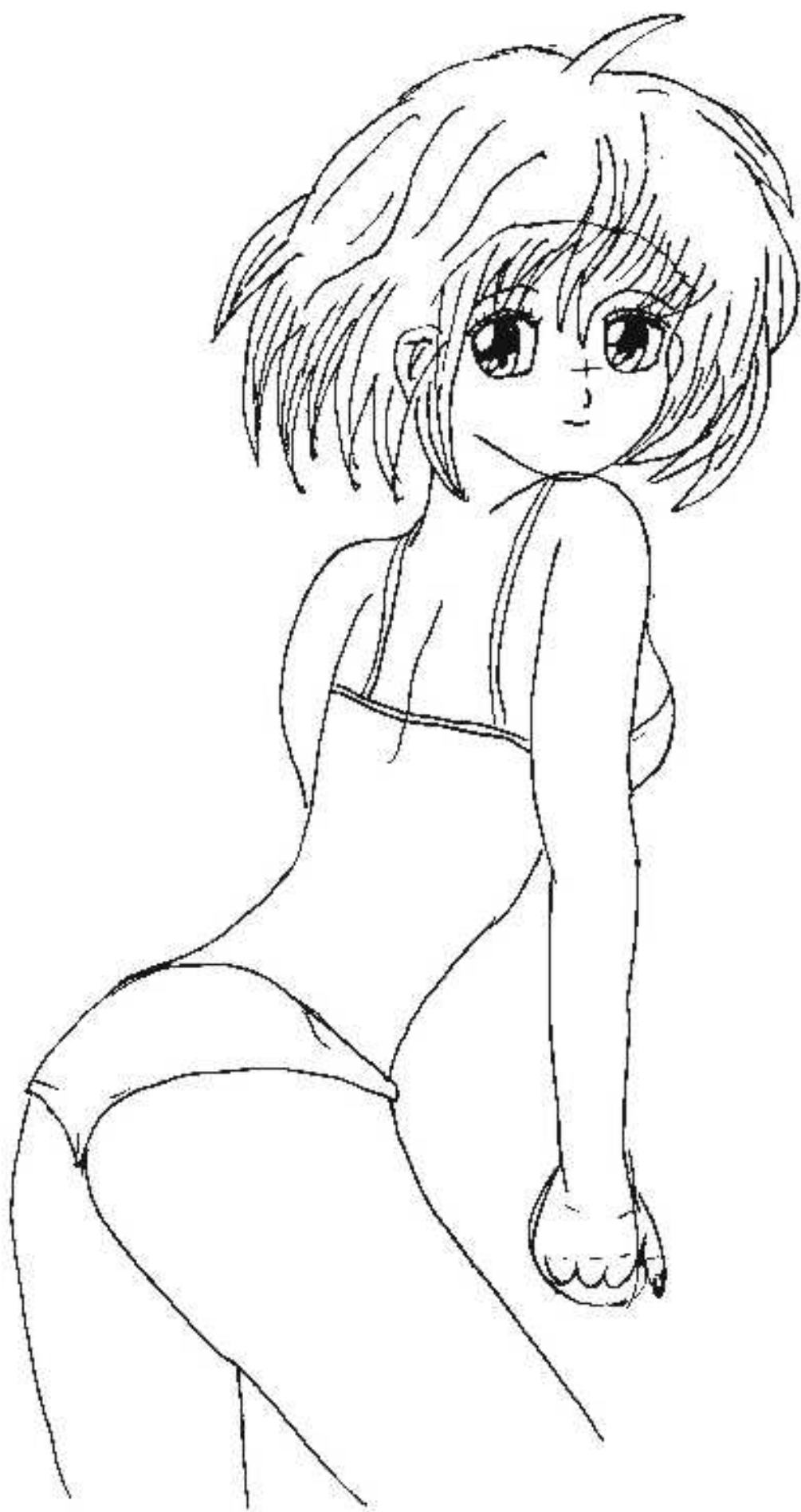


# Backside View

The chin to waist is 1.75 of the head height.



# Backside View

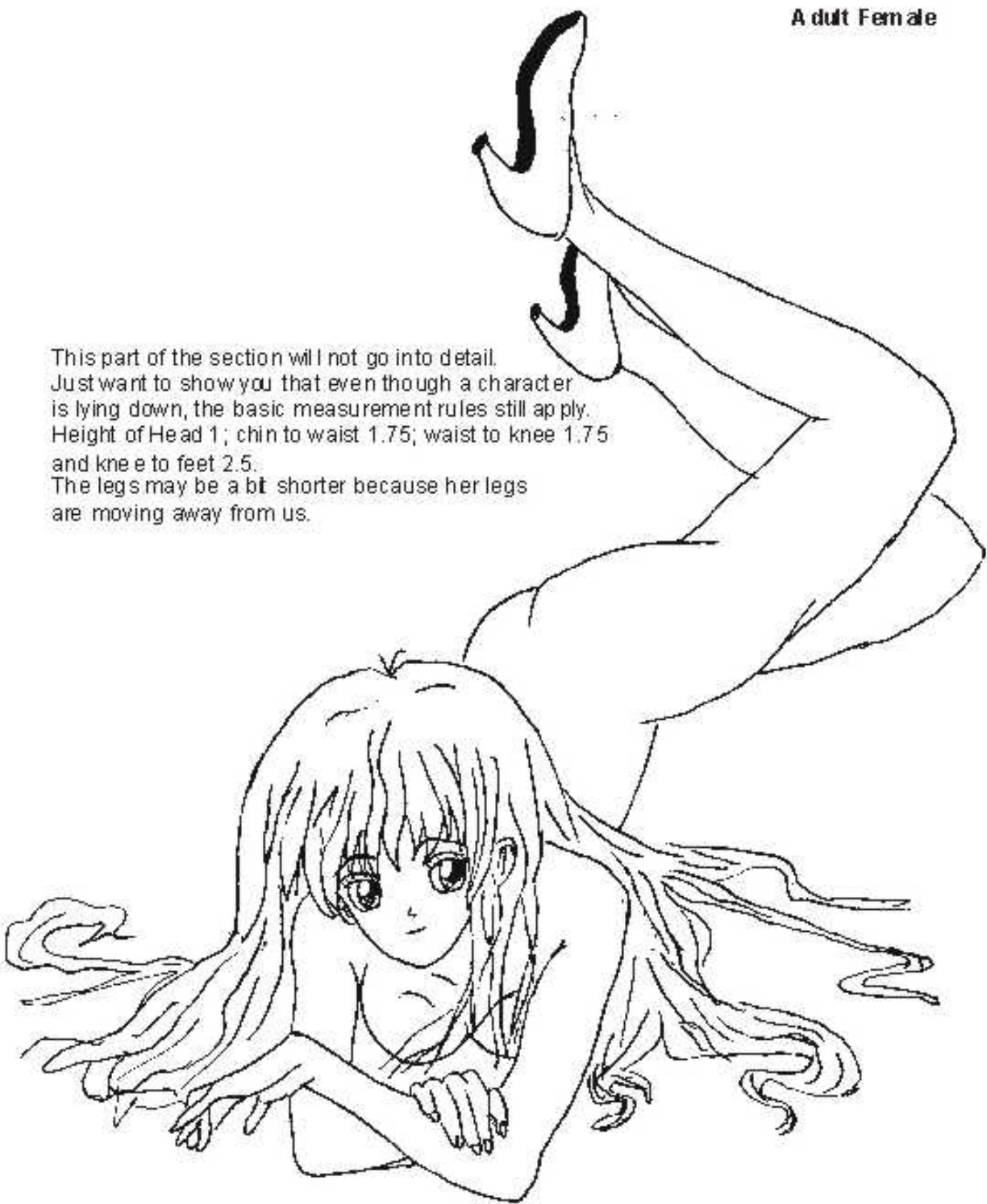


Adult Female

# Lying down

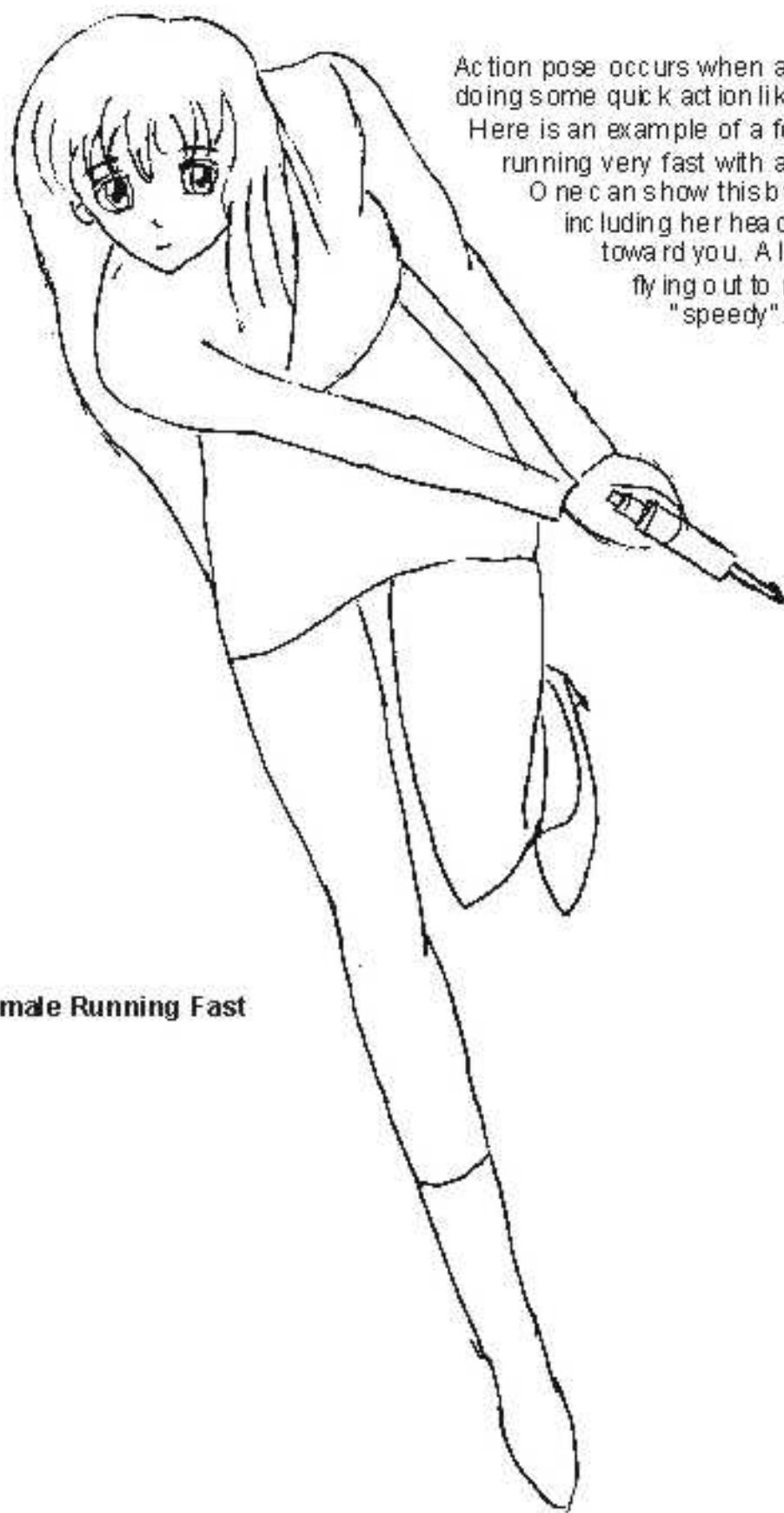
Adult Female

This part of the section will not go into detail. Just want to show you that even though a character is lying down, the basic measurement rules still apply. Height of Head 1; chin to waist 1.75; waist to knee 1.75 and knee to feet 2.5. The legs may be a bit shorter because her legs are moving away from us.





# Action Pose: Female



Action pose occurs when an anime character is doing some quick action like running or fighting. Here is an example of a female character running very fast with a gun in her hand.

One can show this by having her top body including her head drawn outward toward you. Also, have her hair flying out to make her look more "speedy".

Female Running Fast

## Action Pose: Female



Another important thing when drawing action pose is the clothes. By making a few wrinkles on the clothes at the right spot will make it more lively. The wrinkles should go around the elbow, waist, hip and her knee if she is wearing a long pant.

**Female Running Fast**

# Action Pose: Female

In this example the character is about to jump up and shoot at the same time. In order to make her appear to jump up, draw the leg outward (larger) than the body and have the body moving inward away from us.

**Female Jump and Shoot**



# Action Pose: Female

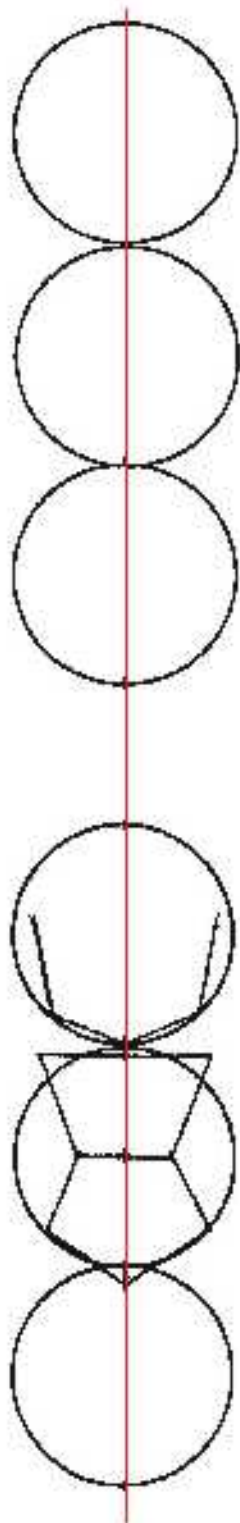
As usual draw the wrinkles around the elbow, waist, hip and her knee if she is wearing a long pant.

Female Jump and Shoot



# Super Deform

This section will teach the basic ideas of drawing Super Deform anime characters also known as SD. It is very rare to see a show that contains SD characters from the beginning to the end of the show. However, a show may contain a few scenes where SD characters are drawn for a few seconds.

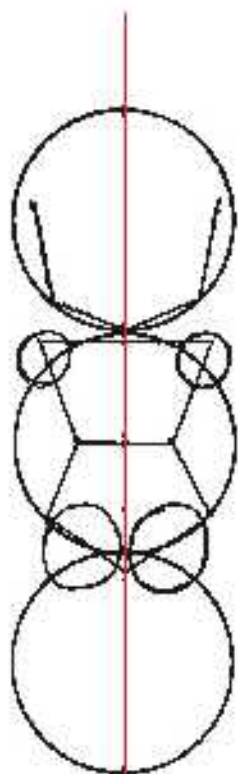


Most SD characters have 3 even circles as shown. Start by drawing 3 circles on top of each other. The top circle is for the head, the middle circle is for the body including the hip, and finally the bottom circle is for the leg.

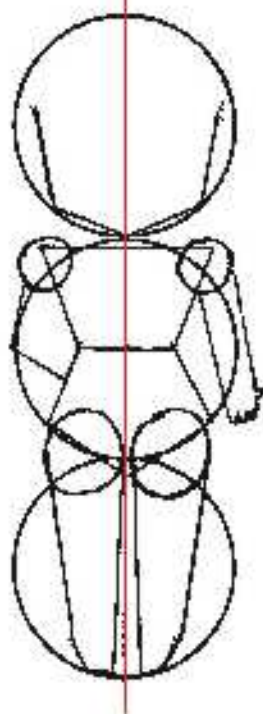
Define some basic line and shapes for the head, body and hip.



# Super Deform

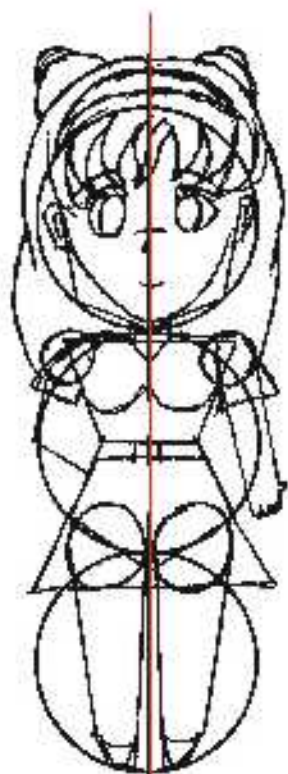


Add some small circles to help to define the arms and legs better.



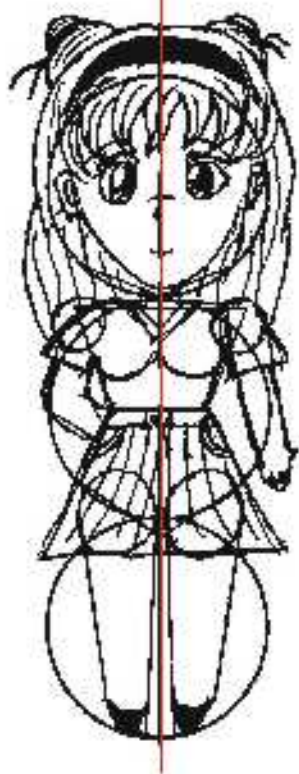
Now add in the arms and the legs. Make sure don't draw them too long. Remember this is SD character not the regular character so don't make it too long.

# Super Deform



Now start to draw in the little details like the eyes, clothing and the hairs. When drawing the eyes for a SD character, please draw the cross **below** the mid point. Another thing is that don't draw the breast too large for SD character.

It will ruin the whole thing. For regular character one can draw the breast larger because the character has the length, whereas SD character doesn't have the length.



Just finish up the final touch. For SD characters their hands can be drawn with 4 or 5 fingers.

# Advance Drawing 2

Welcome to Advance Drawing 2. This part of the book will contain less details and be very direct. It will contain our regular anime style characters. Another words your typical large eyes anime character.

# Cat Girls

Drawing a cat girl is very common for Japanese artists especially for the male artists. Probably because they look very cute. Drawing a cat girl is just like drawing any female character with some changes. Beside having a tail and two large ears, one of the main difference between a normal female character and a cat girl is that the head for the cat girl is drawn larger than a normal female. Please follow the examples for other minor changes.



Start of drawing as you would have for a normal female character. However, the eyes should be drawn large usually circular or oval shape.



Don't draw the face too long, keep it simple. The chin should be well defined.





# Cat Girls

One of the most common mistake when drawing a cat girl is her ears. One should draw the ear pointing toward from the top of the head not from the side of the head. Hair lines should be drawn closer to the eyes.

Ears are drawn toward from the top of the head.  
Hair lines closer to the eyes.



# Cat Girls

The body should be drawn like any other female anime character.



# Cat Girls

To make the drawing look more like a cat girl, one should draw the finger nails longer. Don't draw the waist too inward or thinner, keep it normal. Then drawing a tail keep it short, and don't make it touch the ground.



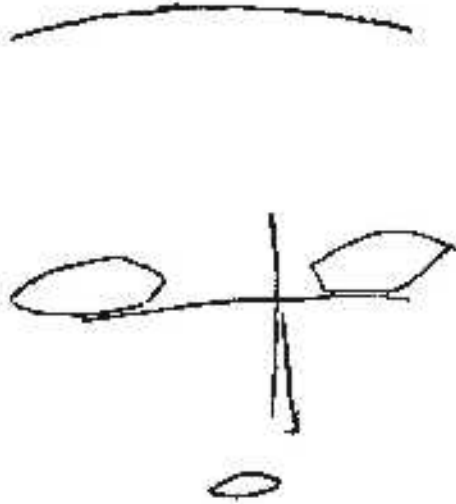
# Elf

Drawing an elf girl is very common for Japanese artists. Drawing an elf girl is just like drawing any female character with some changes. One of the main difference between a normal female character and an elf girl is that the ears are drawn very long and outward from the side. Please follow the examples for other minor changes.





# Elf



Start of drawing as you would have for a normal female character. However, the eyes should be drawn small usually triangle or rectangle shape.

Draw only a few hairs from the front hair line.

The width of the ears should be from the eyebrows to the bottom of the eyes.





# Elf

The elf's eyes should not be drawn as large as a normal female character. Keep it small and simple. The hairs that hang down from the hair line should be simple and contains very few hairs. Therefore, leaving the forehead wide open as shown below.



# Elf





# Samurai

Although, you don't see much samurai in modern Japan, you still see it a lot in movie, anime and manga. In the old days samurai had long hair, however, in the modern day most samurai's hair are short. They wear very loose clothing and it can be move "freely" easily. They usually carry their sword from the left side and take their sword from the right hand.



# Samurai



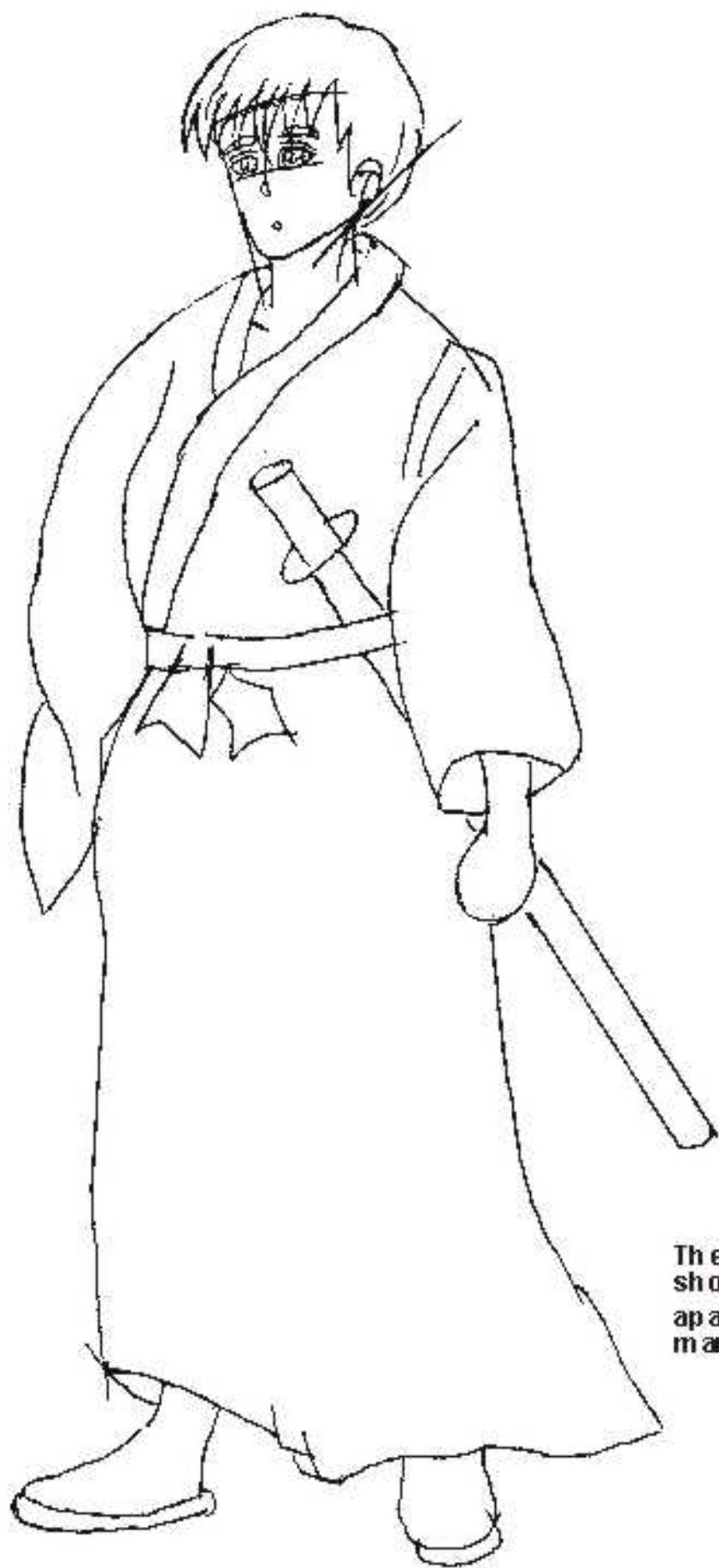
Samurai is usually a serious character, therefore, the eyes should be drawn smaller than other character.

The eyebrows should be drawn thick.



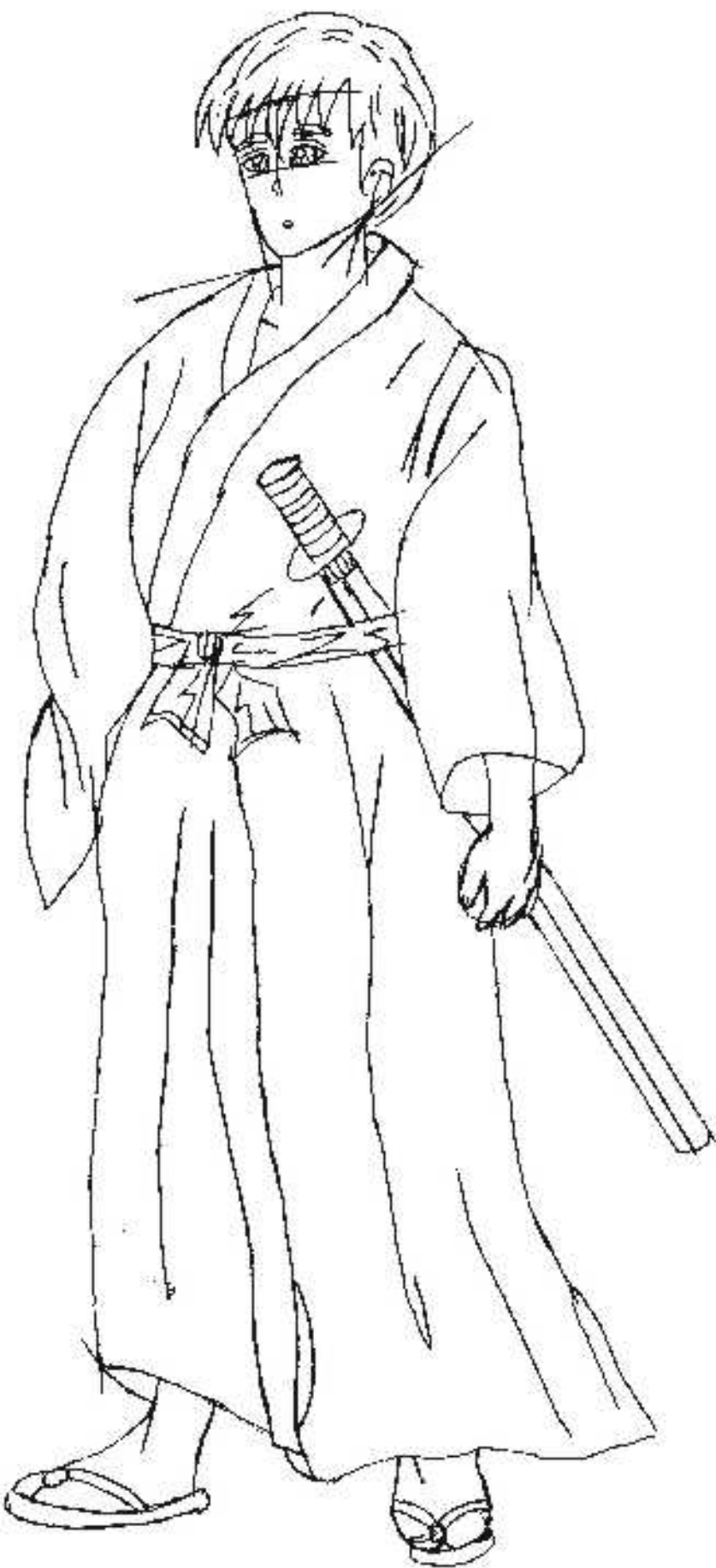


# Samurai



The feet of a samurai should be drawn far apart. To show more of the body's stance.

# Samurai



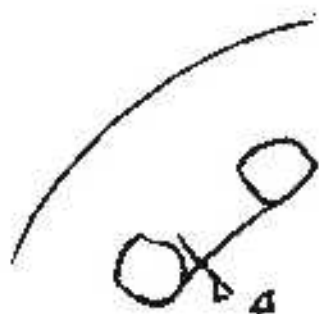
# Sitting

Drawing an anime character sitting down like below example is very easily because you don't need to worry about the details on the body. To make it even easier she is wearing a school physical education uniform. The uniform has a simple T-shirt and the short is even more simple. Therefore, you don't need to worry about the folding on the uniform.

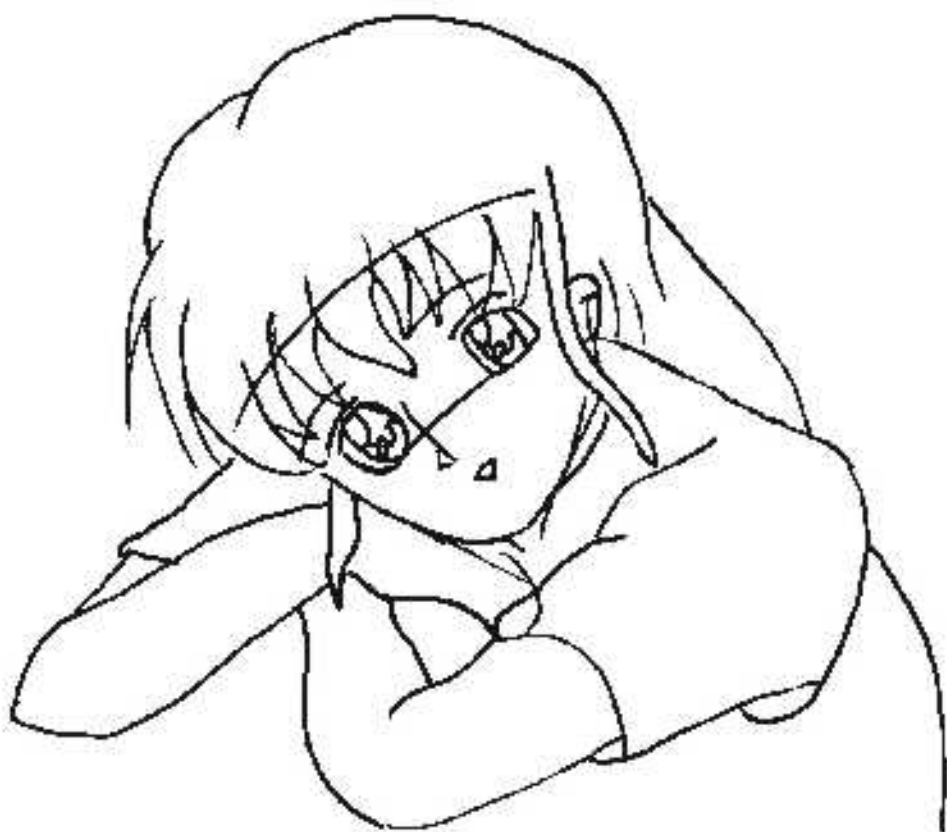


# Sitting

To make a female anime character more cute when sitting down, the head should be tilted on one side.



The head should be on top of the hands if you really want to draw a "cute type" girl.



# Sitting

The school physical education uniform is very simple, therefore when drawing one, please keep the overall character as simple too.





# Sitting



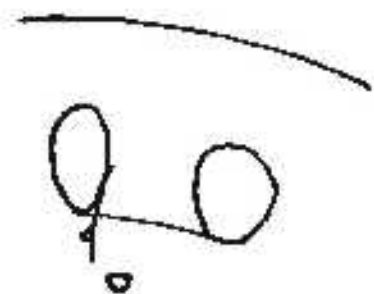
# Dreaming

Drawing an anime character who is dreaming or thinking of something very deeply is not that hard to do. There are two things one need to do; the first is draw the head looking a bit up; the second draw more spark on the eyes. This work the same for serious anime and regular anime characters and for both male and female character.



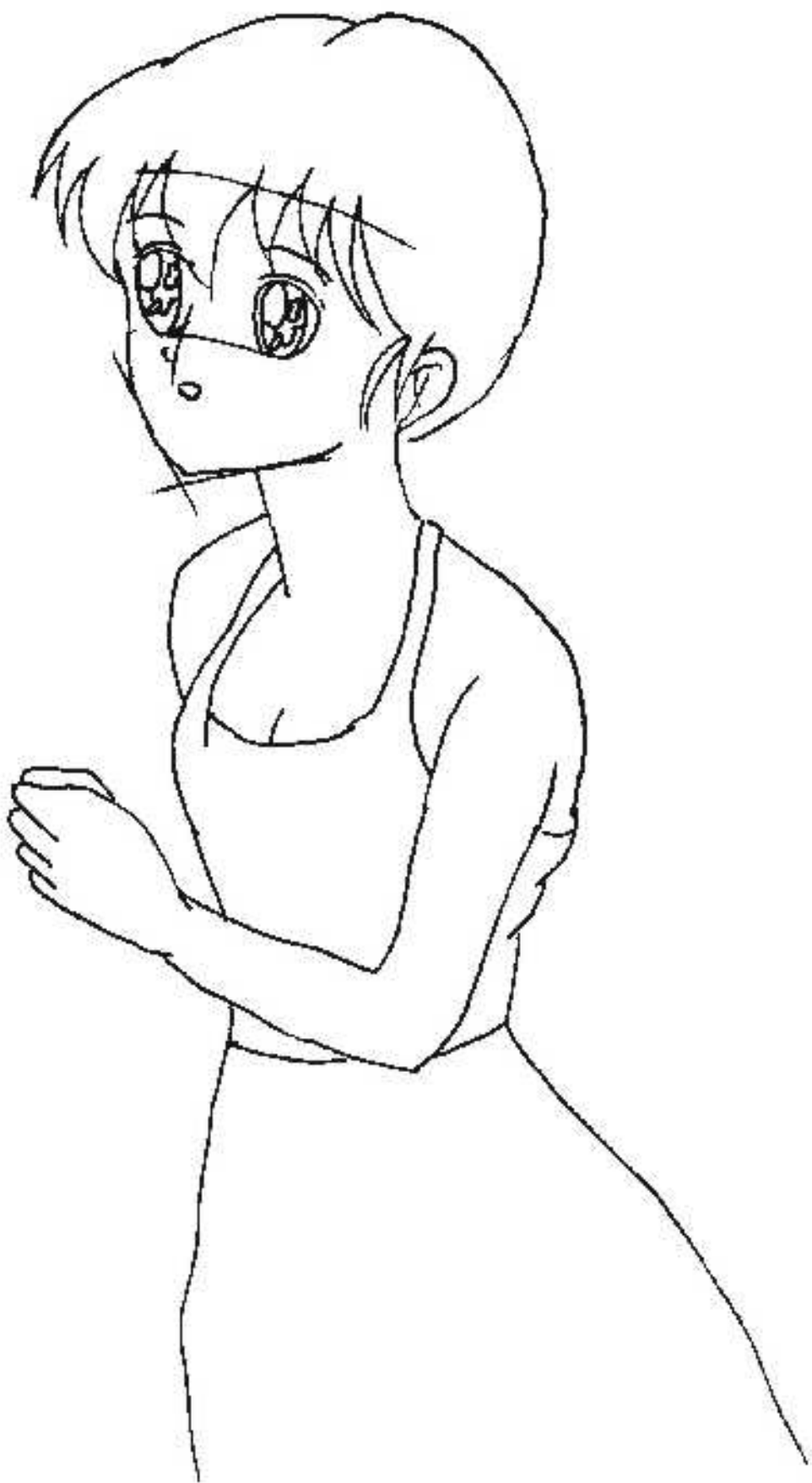
# Dreaming

Draw the cross looking up



Draw more sparks

# Dreaming



# Dreaming





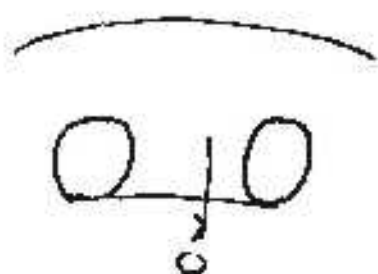
# Winter

Drawing an anime character for the winter scene is a bit harder than a summer scene. The reasons for this is because the character requires to wear thick clothes and therefore, it will have more folding. Nevertheless, please watch the folding when drawing an anime character wearing thick jacket or sweater.



# Winter

Start drawing the face as you usually do.



Normally the female character would have a scarf on

Scarf are rarely seen on male anime character.



Winter



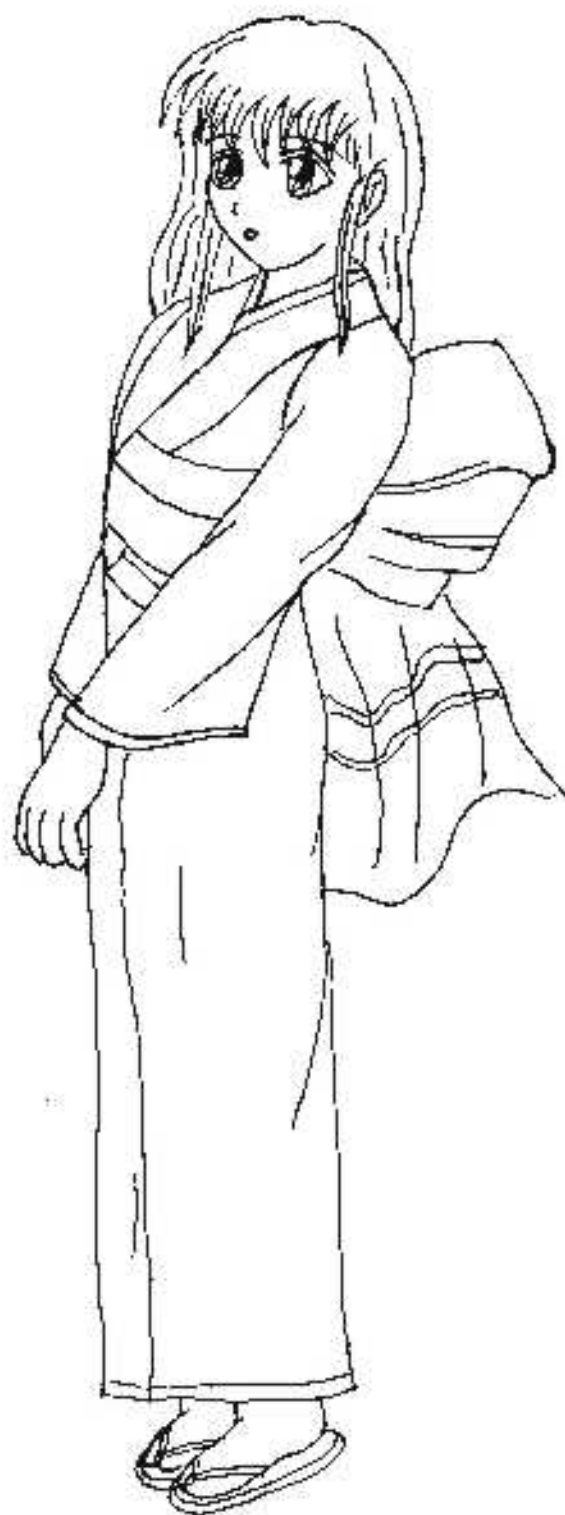
# Winter

The details should be concentrated on the neck with the scarf wrapping around her neck.



# Kimono Part 1

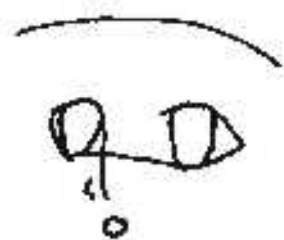
Kimono is a beautiful traditional Japanese dress, but it will limit a person's movement, since it has long sleeves and is ankle-length. In modern Japan, not many people wear them, only special occasion like New Year. Yukata is like kimono but one wears them during the summer. In kimono part 1, you will see a typical anime character wearing a typical kimono. In part 2, you will a more mature anime character wearing kimono.





# Kimono Part 1

The face is drawn like any other regular anime character.



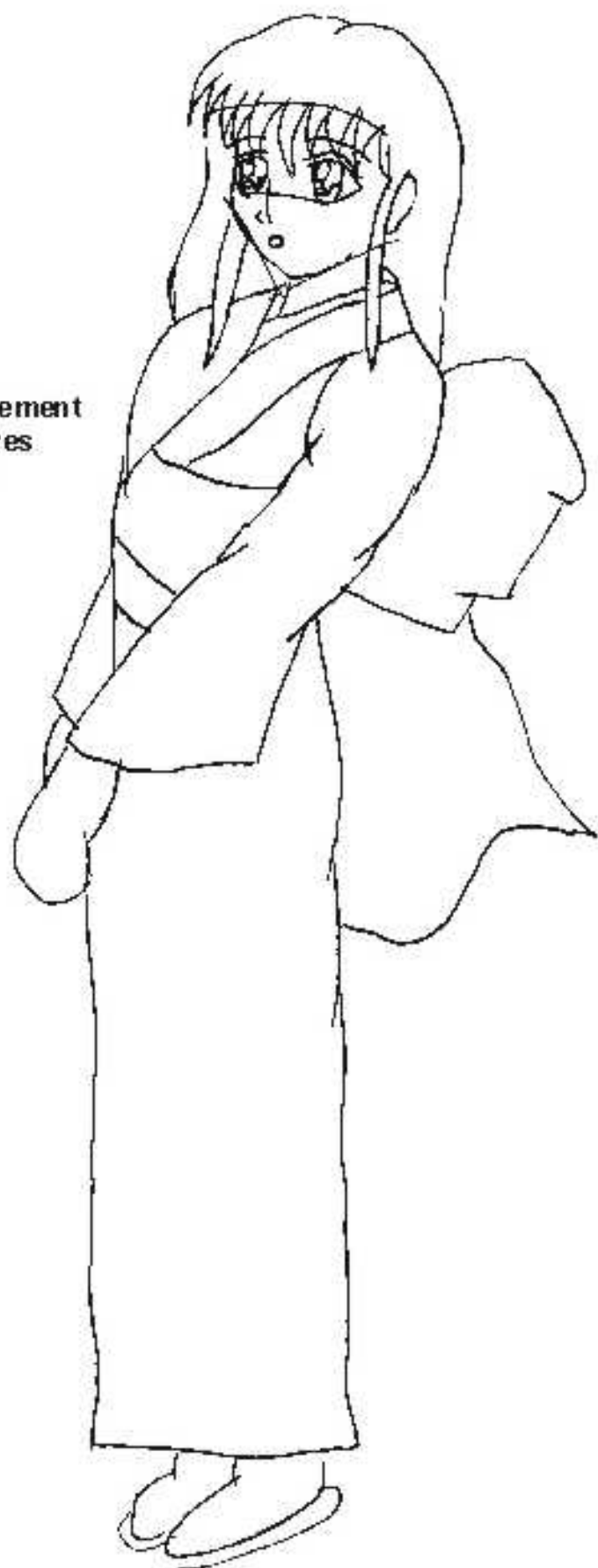
The clothes is wrapped very closely to the neck and the body.



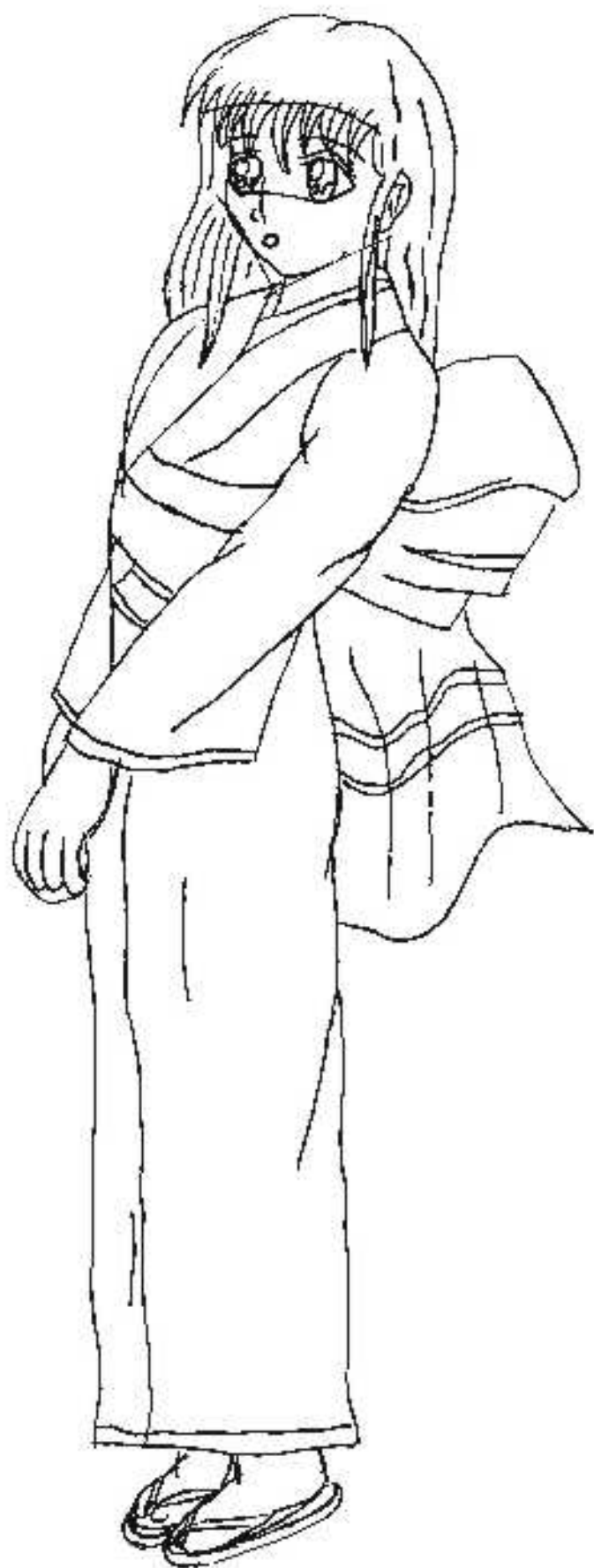
# Kimono Part 1



Kimono limits the person's movement because it has a very long sleeves and the length of the kimono is down to the ankle. It's very tight to the b



# Kimono Part 1



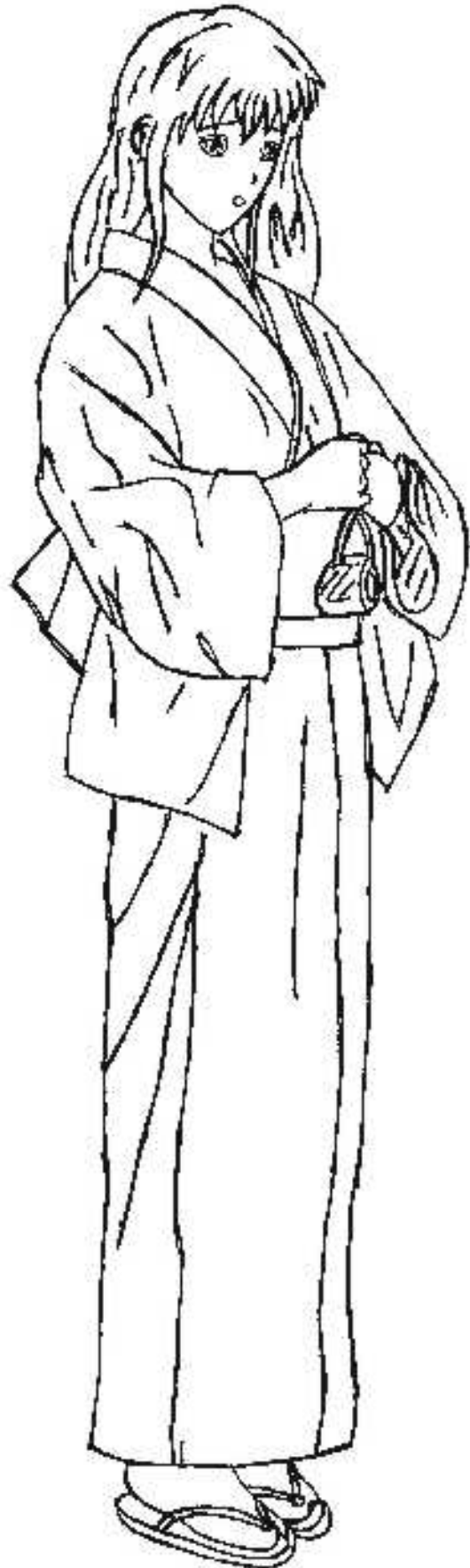
# Advance Drawing 3

Welcome to Advance Drawing 3. This part of the book contains drawing more "serious or mature" anime character. It will contain less details and be very direct. Some of you may find it easier to draw the mature anime type style because the body proportion is more toward a real human and the eyes are drawn smaller and less "big oval eyes."

## Kimono Part 2

Drawing a mature anime character wearing a kimono is almost the same as any other anime character except for a few changes.

The eyes are drawn smaller and the body proportions are more closely to drawing a real human.





## Kimono Part 2

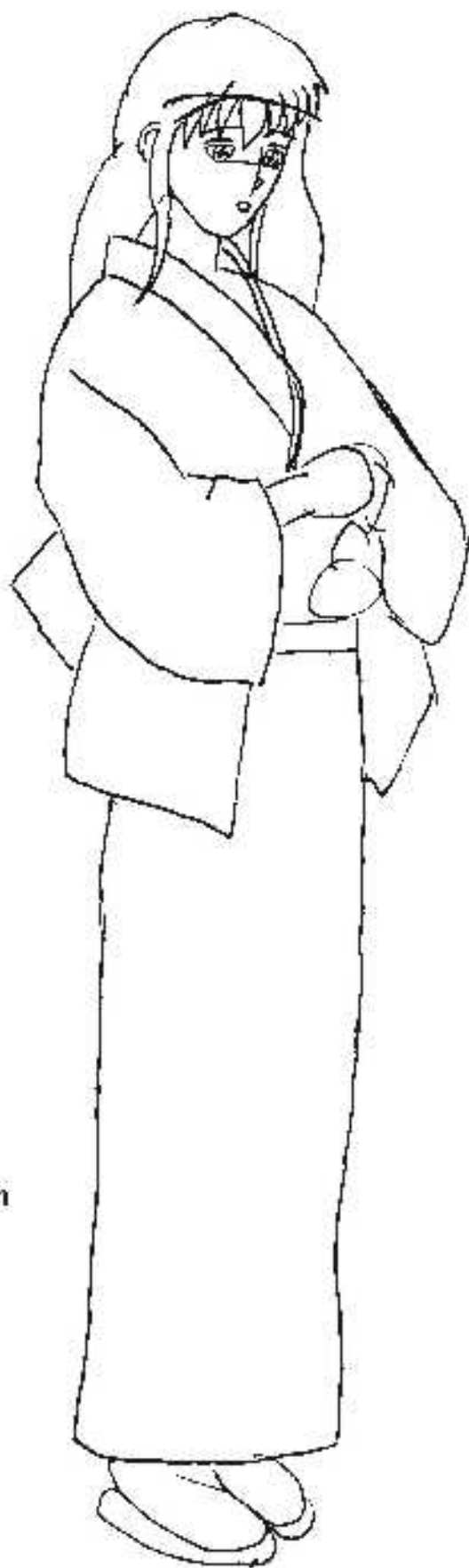
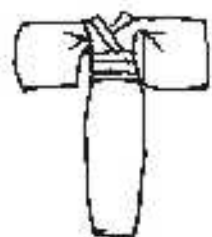
Start drawing the face as one would usually do, except draw the eyes smaller.



The kimono should be drawn very close to the body.

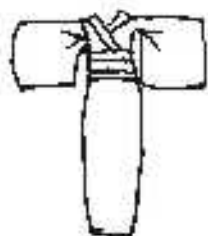


# Kimono Part 2



The feet are drawn very closely to each other when the character is standing.

# Kimono Part 2



Watch out for the folds when drawing a female character wearing a kimono

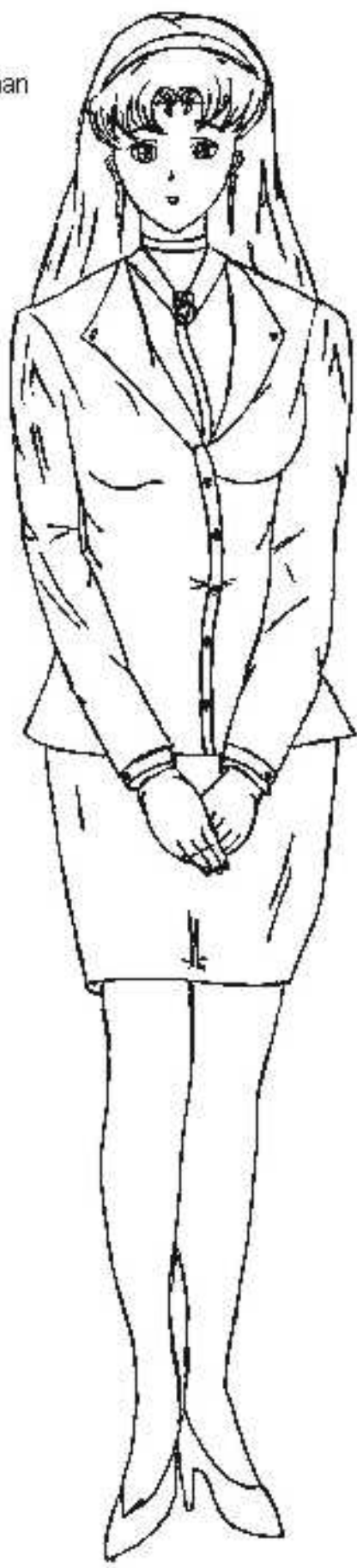


# Uniform Woman

Drawing a woman wearing a uniform or a businesswoman is the same as drawing a uniform male character.

The only difference between the two is that the female legs should be drawn closer together than the male character when they are standing or sitting.

Most importantly, watch the female body figure, it should be nice and "round."



# Uniform Woman

Start drawing the face as before except the eyes are drawn smaller for the mature look of a female anime character.

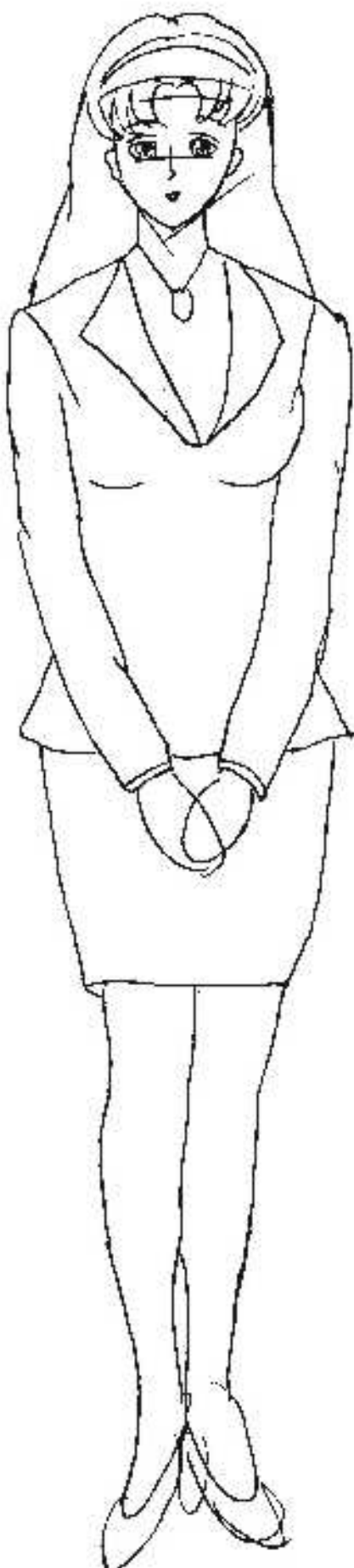


Japanese businesswoman usually wears suit on top and suit dress for dress. They rarely wear pants.





# Uniform Woman

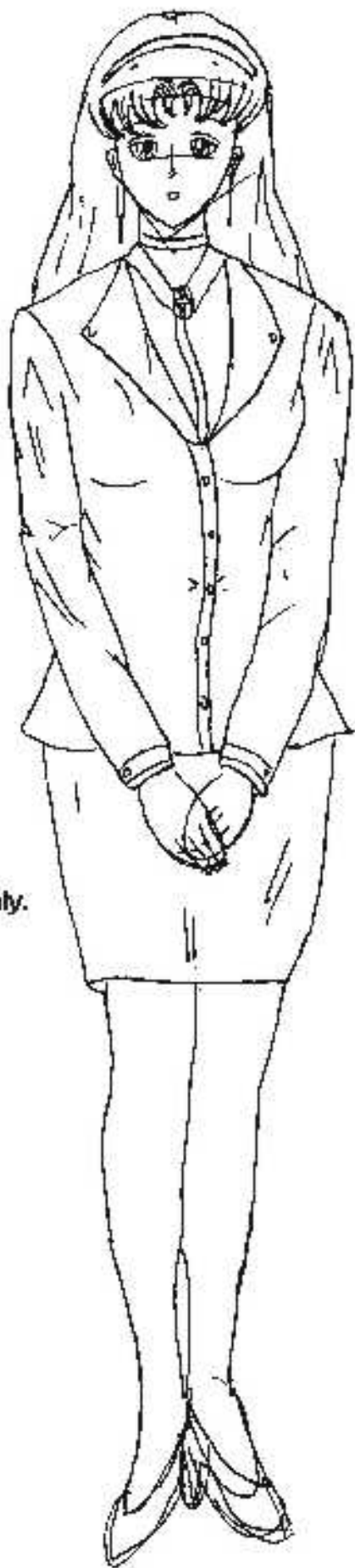


# Uniform Woman

Folds on the arms

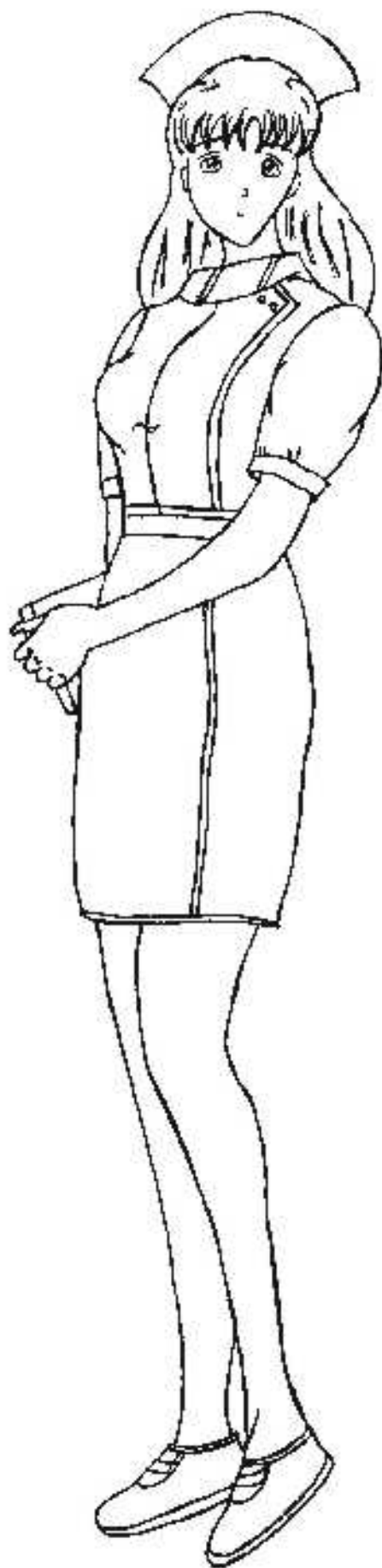
Folds on the waist

Few folds on the dress only.



# Nurse

There is something about drawing a nurse that make most male Japanese artists fascinating.  
The next few pages will show one what a typical mature anime nurse look like.



# Nurse

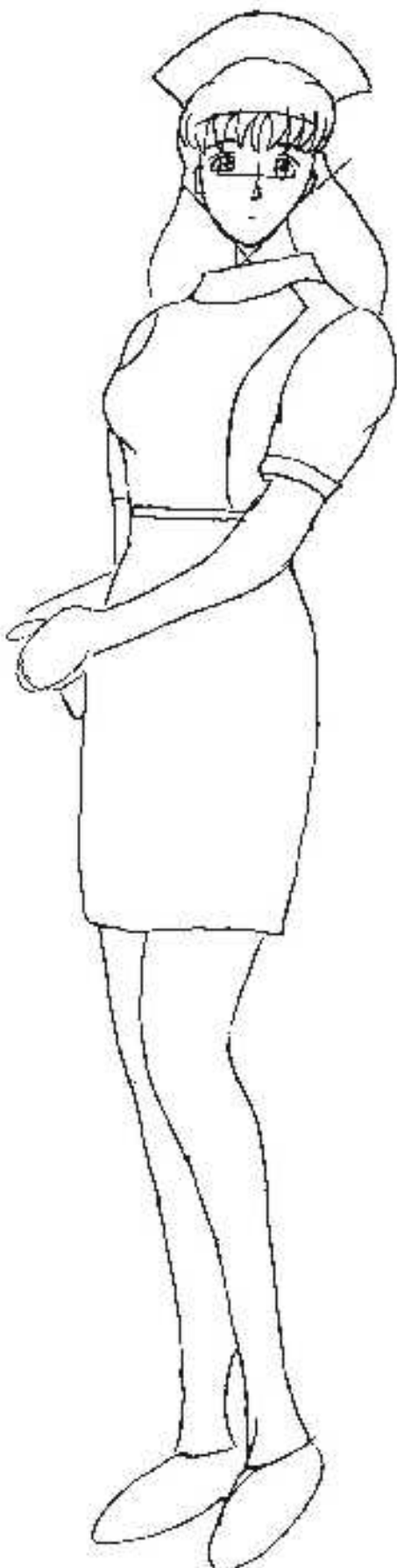
Start drawing the face as before except the eyes are drawn smaller for the mature look on female anime character.



Keep the eye brows and the eye lashes thin when drawing a female nurse.



# Nurse

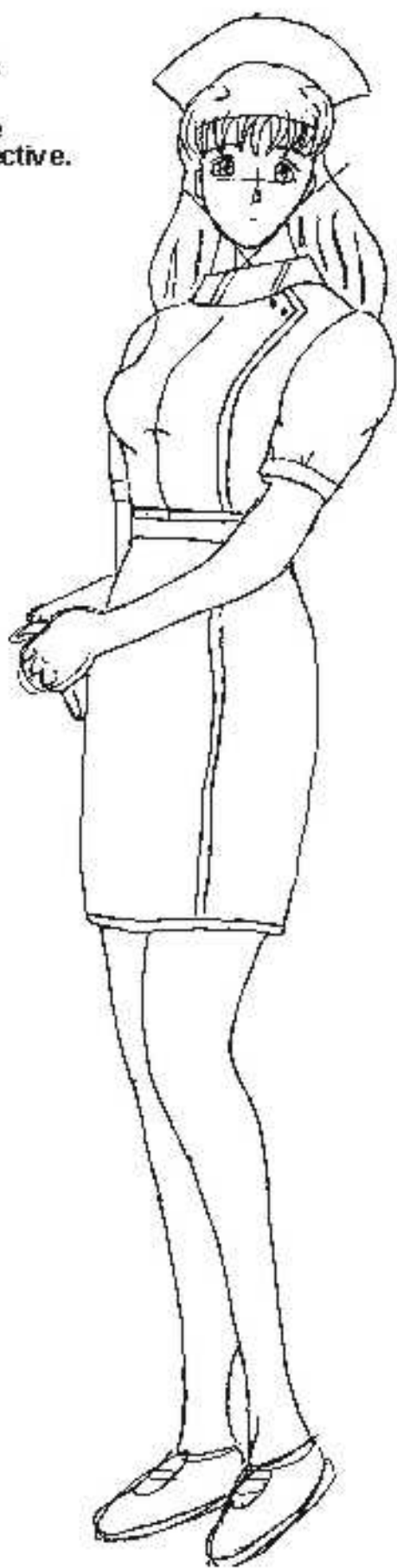




# Nurse

**Don't draw too many folds  
for the nurse uniform.**

**Drawing a few folds on the  
nurse uniform is more effective.**

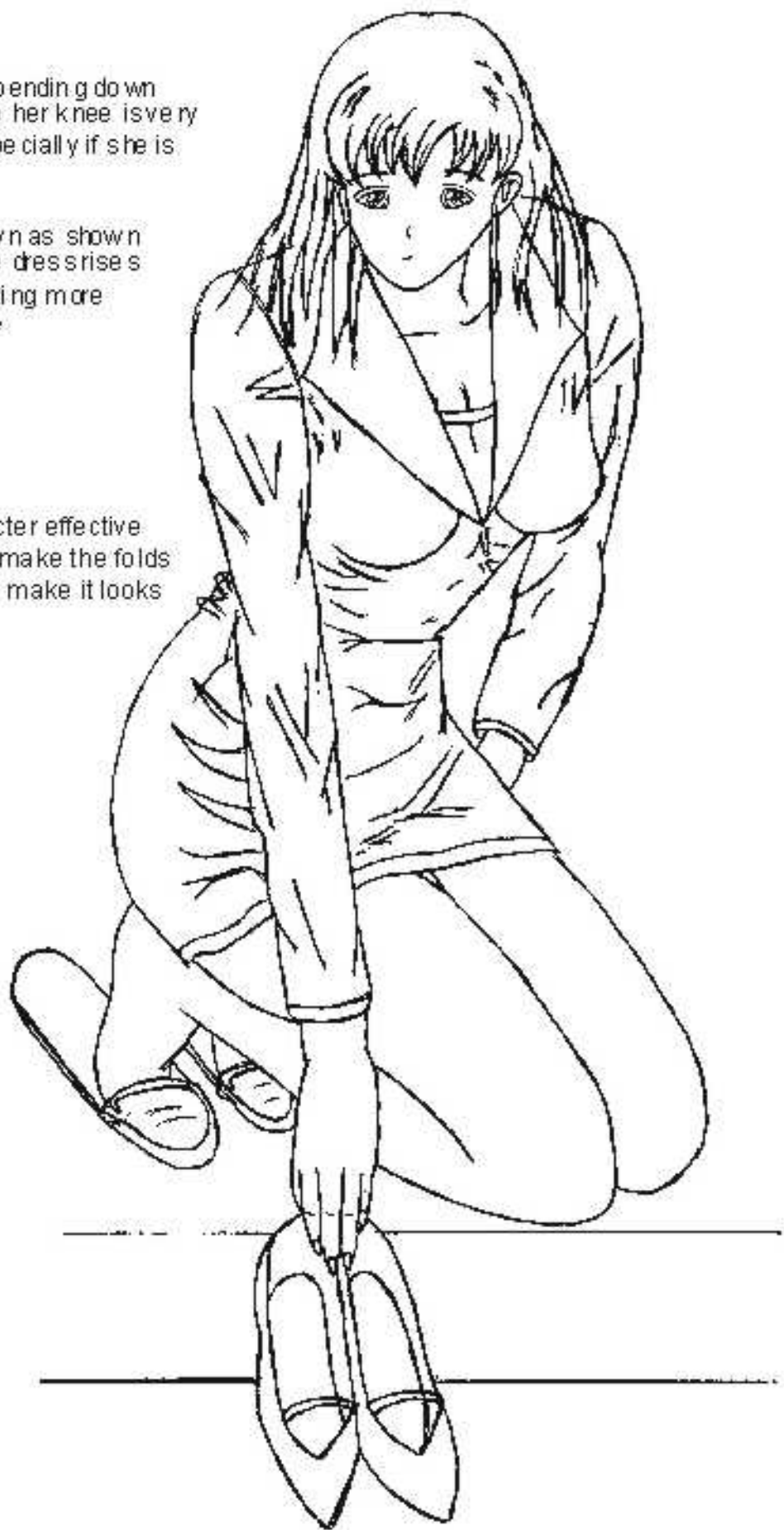


# Bending Down

Drawing a female bending down or bending down to her knee is very difficult to draw especially if she is wearing a dress.

When bending down as shown in the example, the dress rises up, therefore, creating more folds and shadows.

To make the character effective one would need to make the folds at the right place to make it look real.



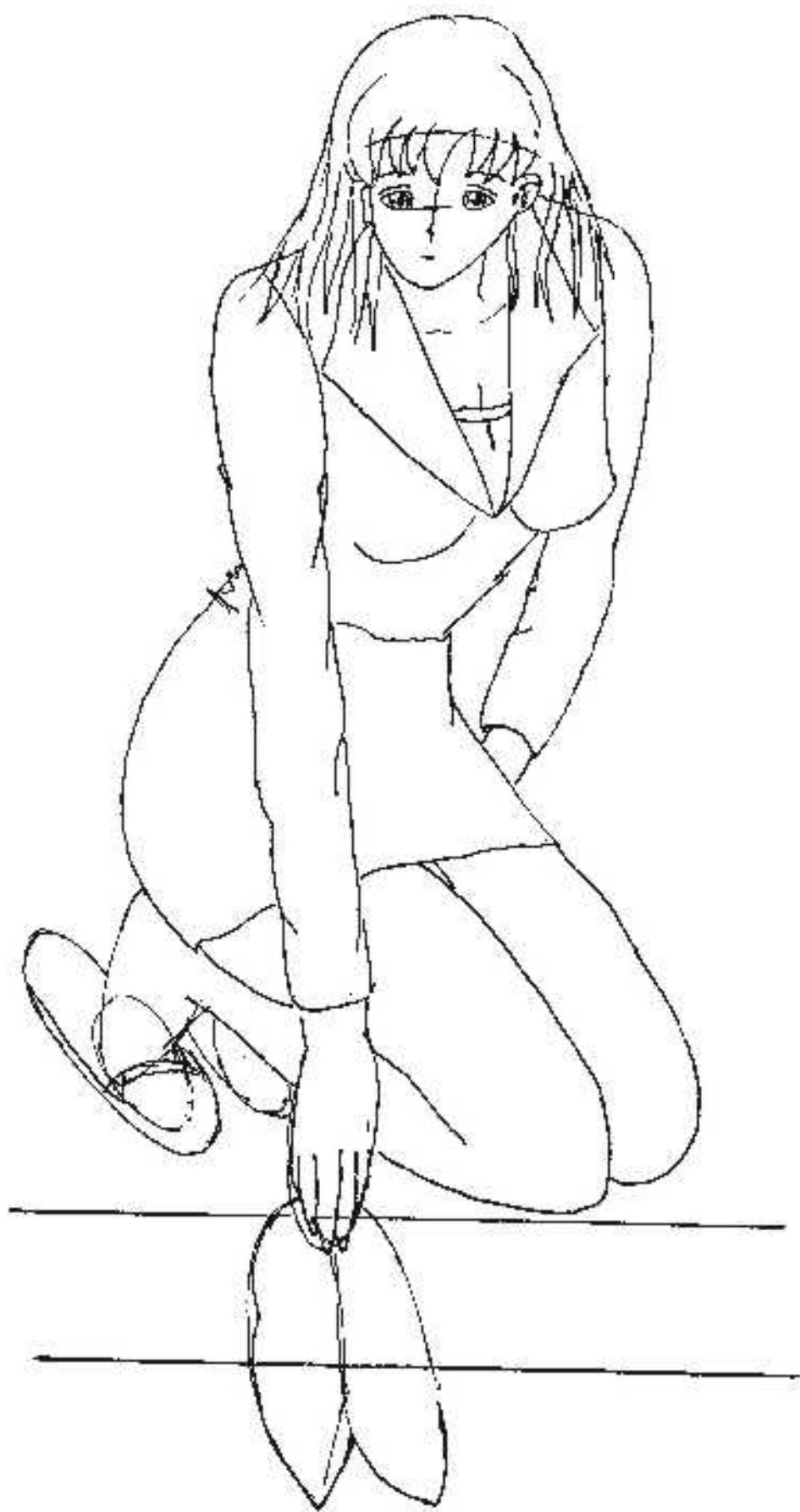
# Bending Down

One should start by drawing the face looking downward, since the character is bending down.



As the head moves downward when she is bending down; some of the hair should be drawn "flowing" forward and in front of her.

# Bending Down



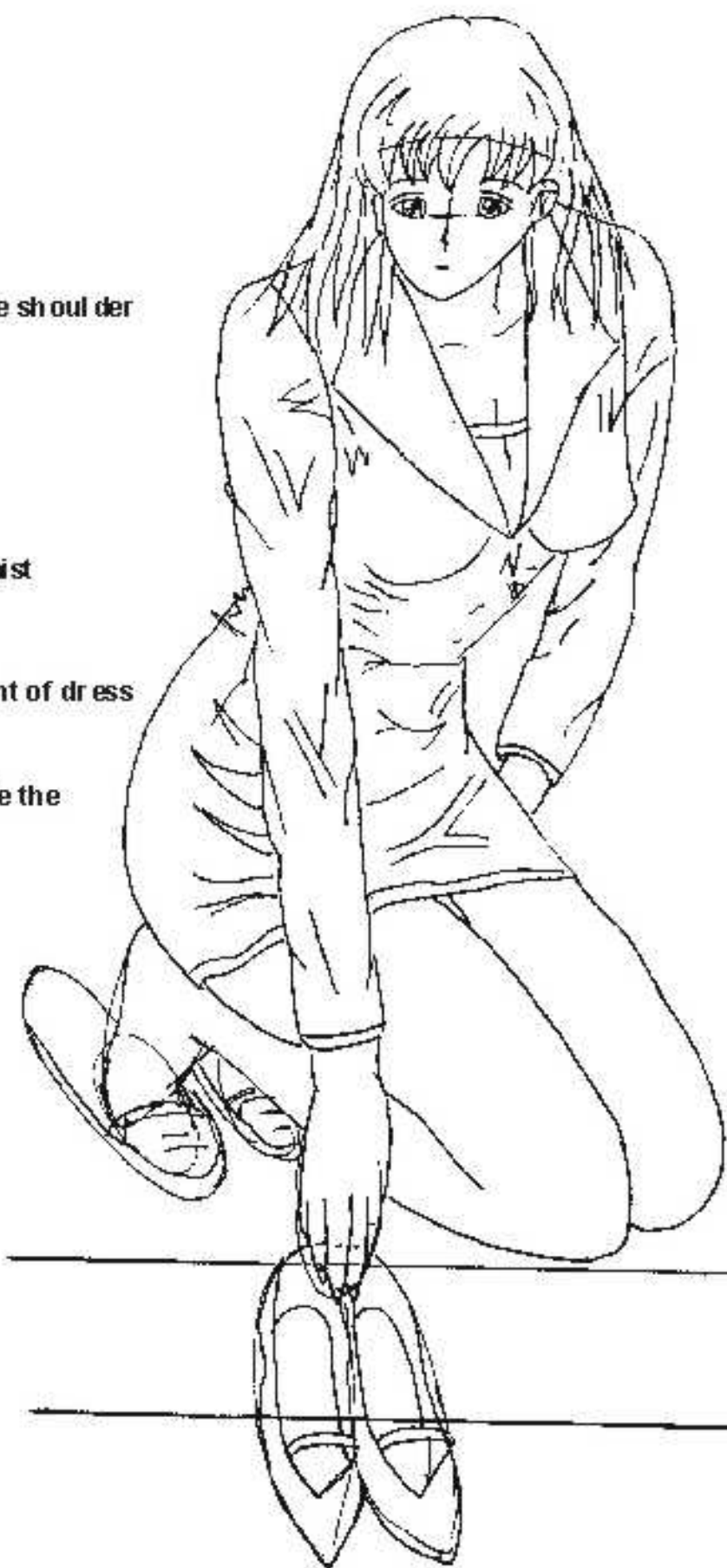
# Bending Down

Folds on the shoulder

Folds on waist

Folds in front of dress

Folds beside the dress



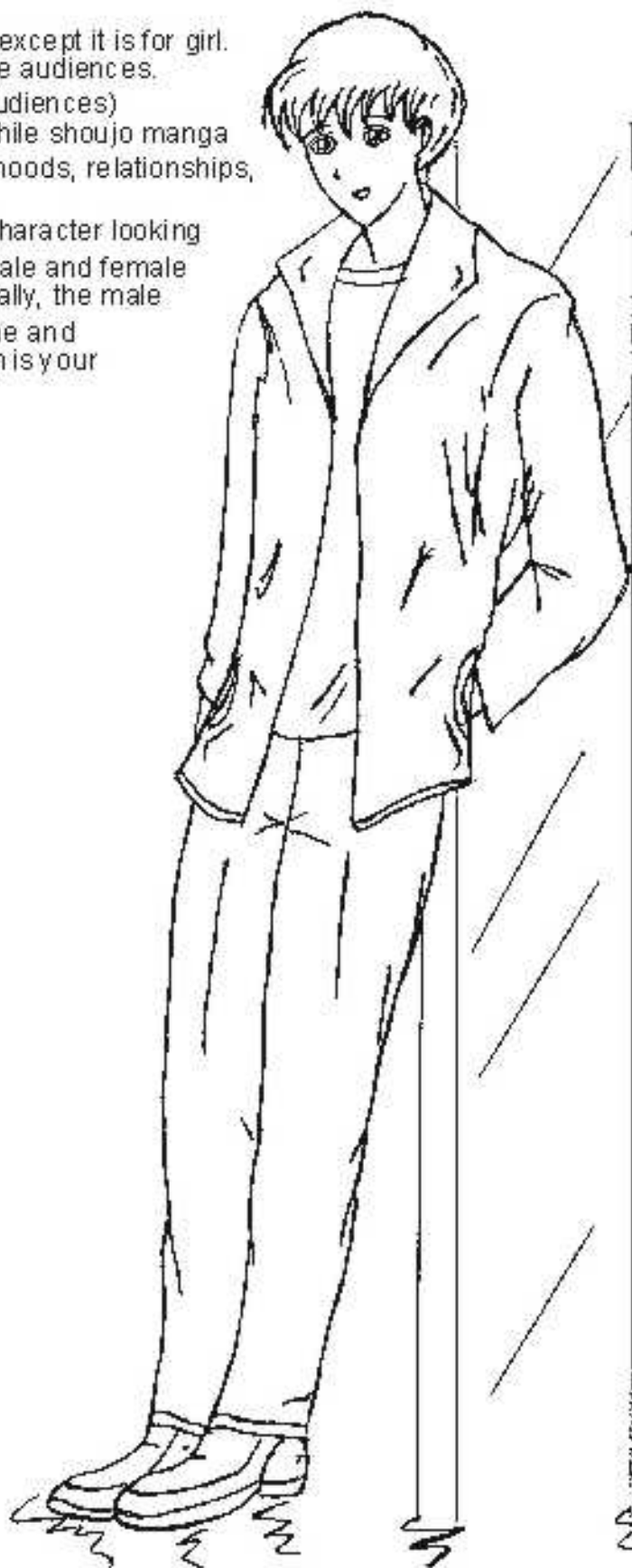


# Shoujo

Shoujo is just like any other manga except it is for girls. It is mostly read by Japanese female audiences.

Shounen manga (Japanese male audiences) tend to focus on action of events, while shoujo manga are more concerned with feelings, moods, relationships, character, and complex situations.

Shoujo are usually drawn with the character looking more "handsome" by drawing the male and female anime character tall and thin. Usually, the male characters are drawn very handsome and "cool looking." The example shown is your typical male shoujo character.



# Shoujo



Start of by drawing the male face as you usually do.



Keep the eyebrows and the eye lashes thin to make the character look more "handsome."

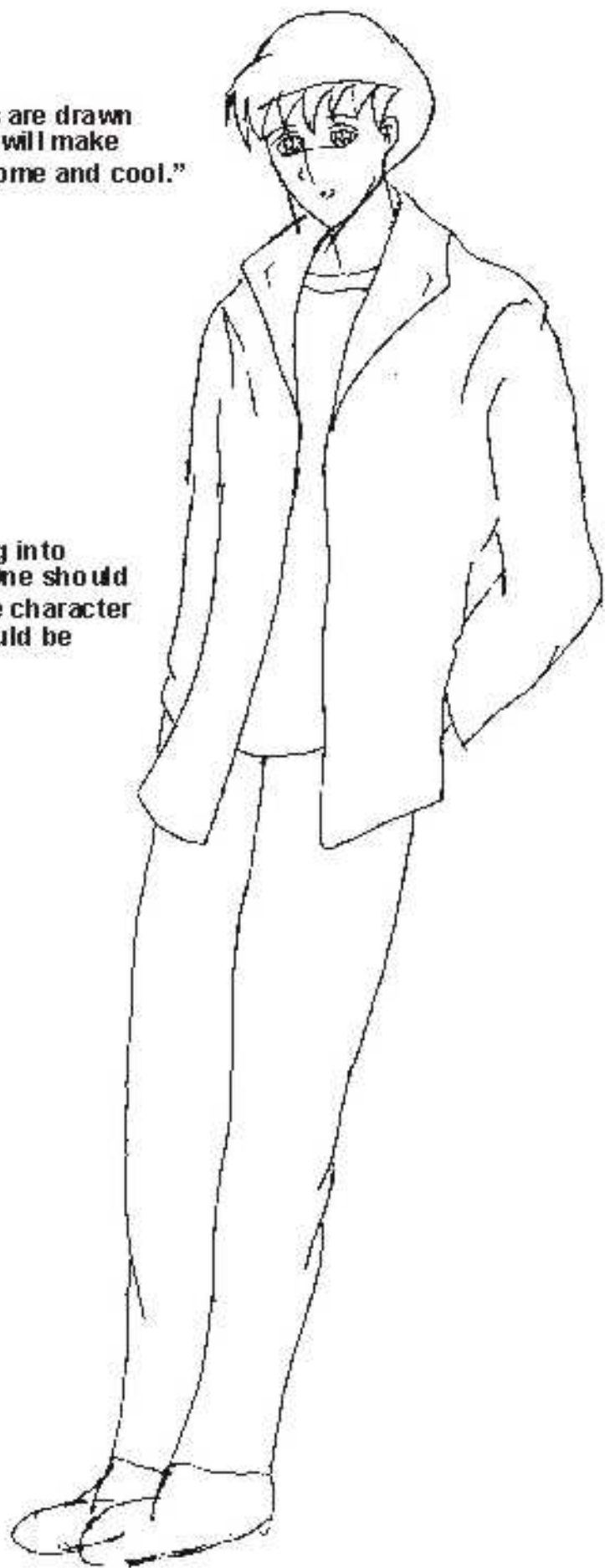


Keep the shoulder normal don't draw large muscle.

# Shoujo

Notice how the body and the legs are drawn very long and thin. This process will make the characters look more "handsome and cool."

When drawing a character leaning into something, in this case, a wall. One should remember to draw the back of the character curve. Furthermore, the feet should be away from the wall.

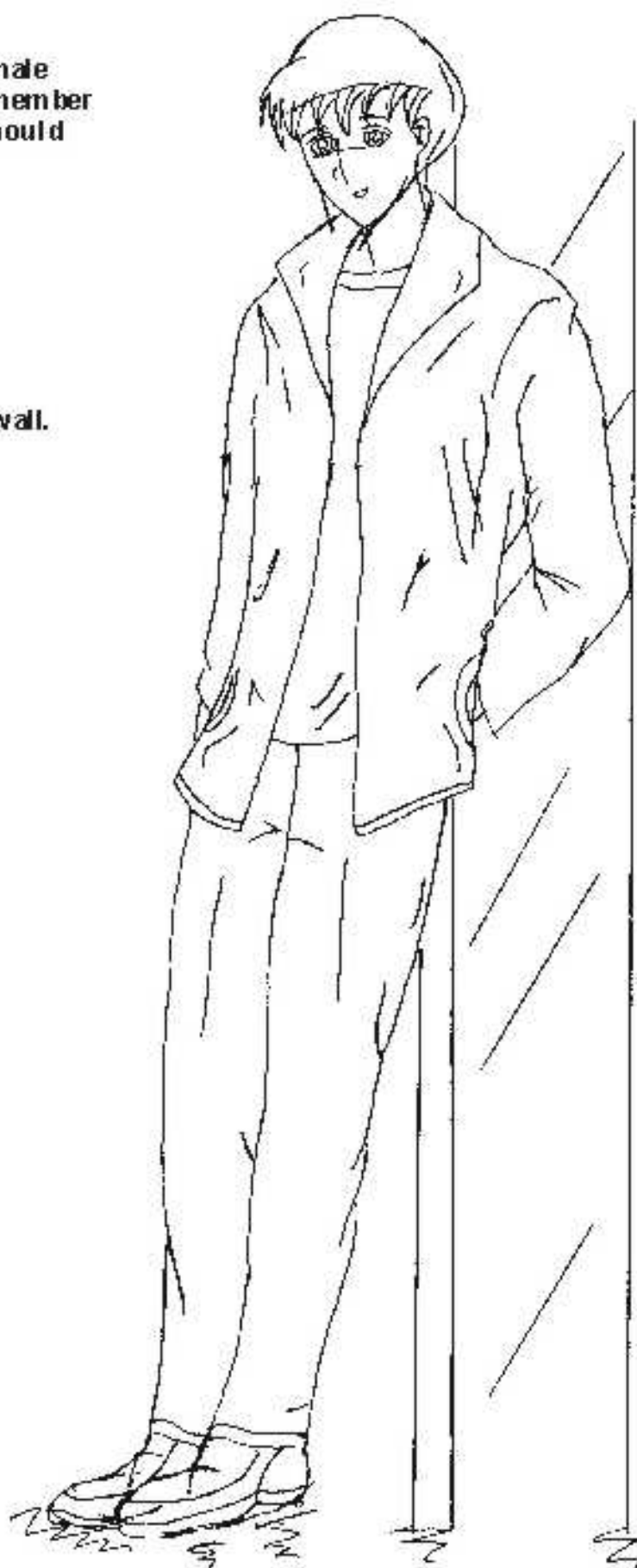


# Shoujo

When drawing a male or female shoujo character please remember that the overall character should be tall and thin.

The back is curve from the wall.

Feet away from the wall.



# Conclusion

In conclusion, I just want to say that drawing anime characters is not an easy task. It takes many years of practice and hard work to draw perfectly. The best way to learn is to read the section first, then watch the video. Then start to practice it by drawing over and over again. Nevertheless, I hope you have enjoyed reading this book and learn something from it. If you have any question, please do not hesitate to give me your suggestions.

Sincerely,

A handwritten signature in black ink, appearing to be 'Ago', written in a cursive style with a long horizontal stroke extending to the left.

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**E mail:** [mutoanime@mutoanime.com](mailto:mutoanime@mutoanime.com)



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