

Learn To Draw **JAPANESE CARTOONS**



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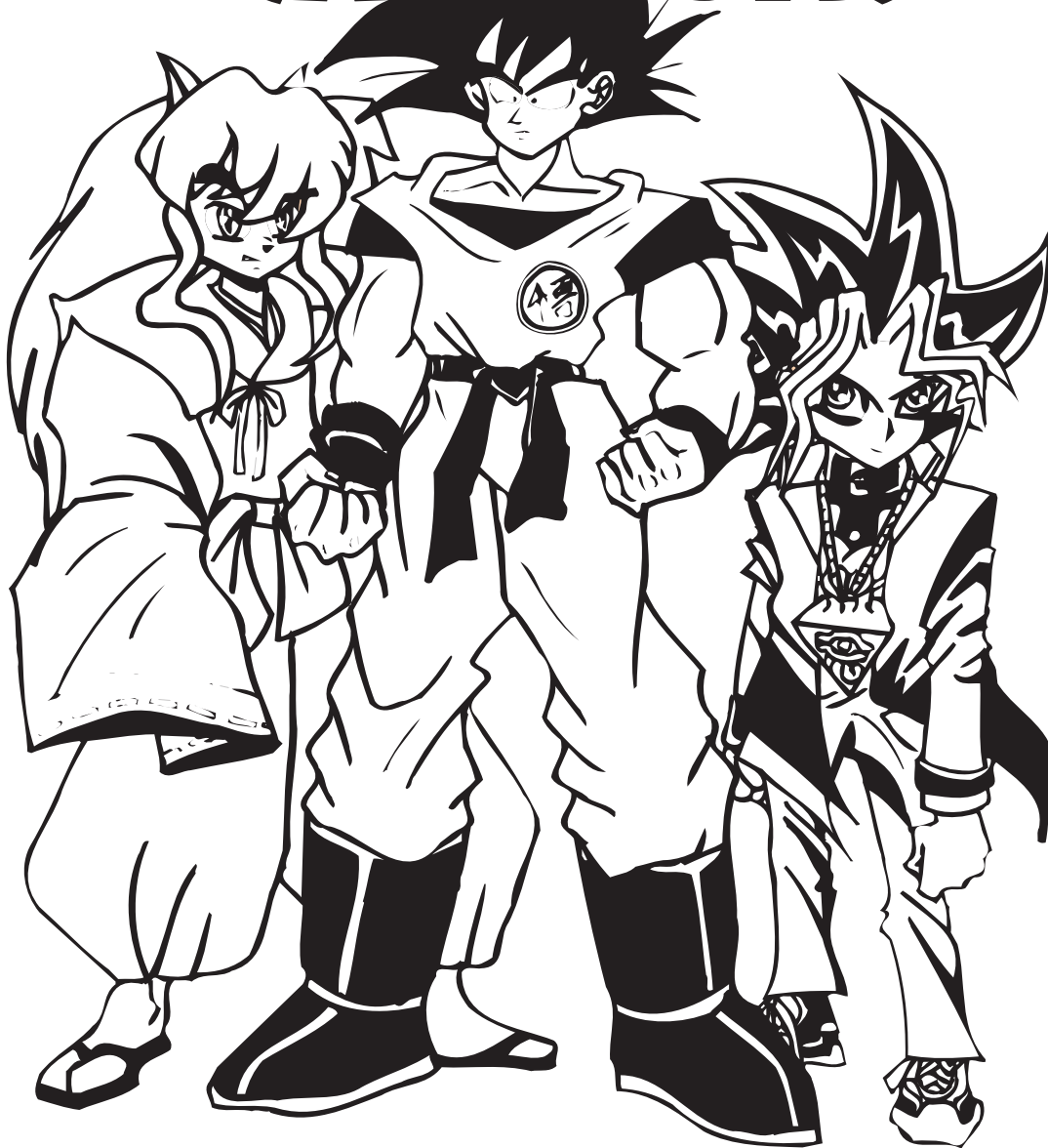
OCT. 21st 7p.m.-8 p.m.	South Columbus Branch Library 2034 South Lumpkin Rd.
OCT. 22nd 7 p.m.-8 p.m.	Bradley Memorial Library 1201 Bradley Dr.
OCT. 25th 10:30 a.m.-11:30 a.m.	Mildred L. Terry Branch 640 Veterans Parkway
2:30 p.m.-3:30 p.m.	North Columbus Branch 5689 Armour Rd.



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Beginning Basic Techniques

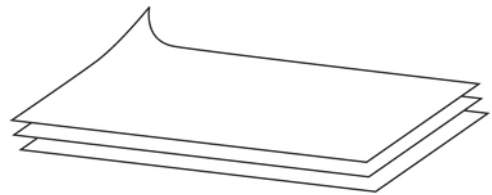
By: Sean Snakenberg

Standard Tools

Although you can use **whatever** tools you would like to create your **own** manga art, this is a list to help you see the standard tools that a **true** manga artist would normally use.



You can draw on any kind of paper you want, but **Bristol Board** is usually the best. Be sure to get acid free Bristol. It keeps your work from deteriorating.



Bristol Board

Two particular types of pencils work the best. The first is a **Non-Photo Blue pencil**. This type of pencil looks like a blue colored pencil. But when you draw heavily with it, there isn't much to erase and leaves no smudges.

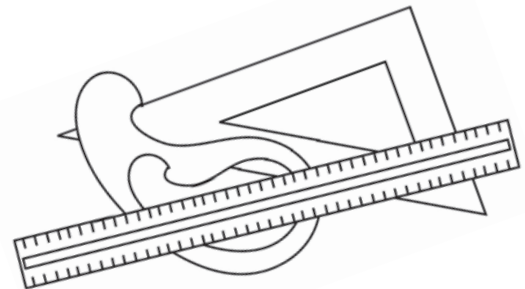
The next type is a soft lead **Drawing Pencil**. These are usually used to touch up the drawing done with the Non-Photo Blue pencil. It also helps to keep smudging down on your work when you must erase.



Non-Photo Blue and Drawing Pencils

To really help the look and feel of your drawing, you may want to use **Edges** such as a ruler, a triangle, or a French curve.

This will keep your image crisp and clear.



Edges

The next step in completing your work is inking. For this you need **Black Drawing Ink** such as India ink or waterproof drafting ink.

A lot of people get a little worried about making mistakes with the ink, but don't worry, that is what the **White Corrective Paint** is for.

Any type will do, as long as it dries fast and without lumps. White out is good too, but sometimes turns your ink grey if you draw over it.



Black Drawing Ink and White Corrective Paint

Inking your pencil layout is the last step to completing your drawing. It is okay to use markers, but for the best effect, various size **Pen Nibs** work the best.

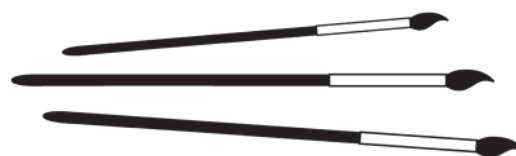
These are used by dipping in your ink and drawing over your pencil work. The different size nibs make different size lines.

(Be sure to keep them clean with water or with Nib Cleaner.)



Ink Pen Nibs and Nib Handles

The **Brushes** are used for filling in large areas in your drawing with **Black Drawing Ink** or for using with the **White Corrective Paint** to clean edges and to fix mistakes.



Brushes

After the ink is dried and your drawing is complete, simply erase away your pencil marks. Any kind of eraser will do. *(Always remember, the key to clean drawings is to not bear down so hard with your pencil when doing your layout.)*



Eraser

Getting Started: The Basics

**CHECK
ME OUT!**

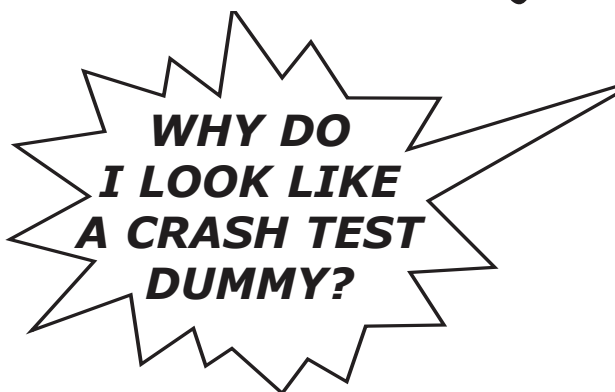
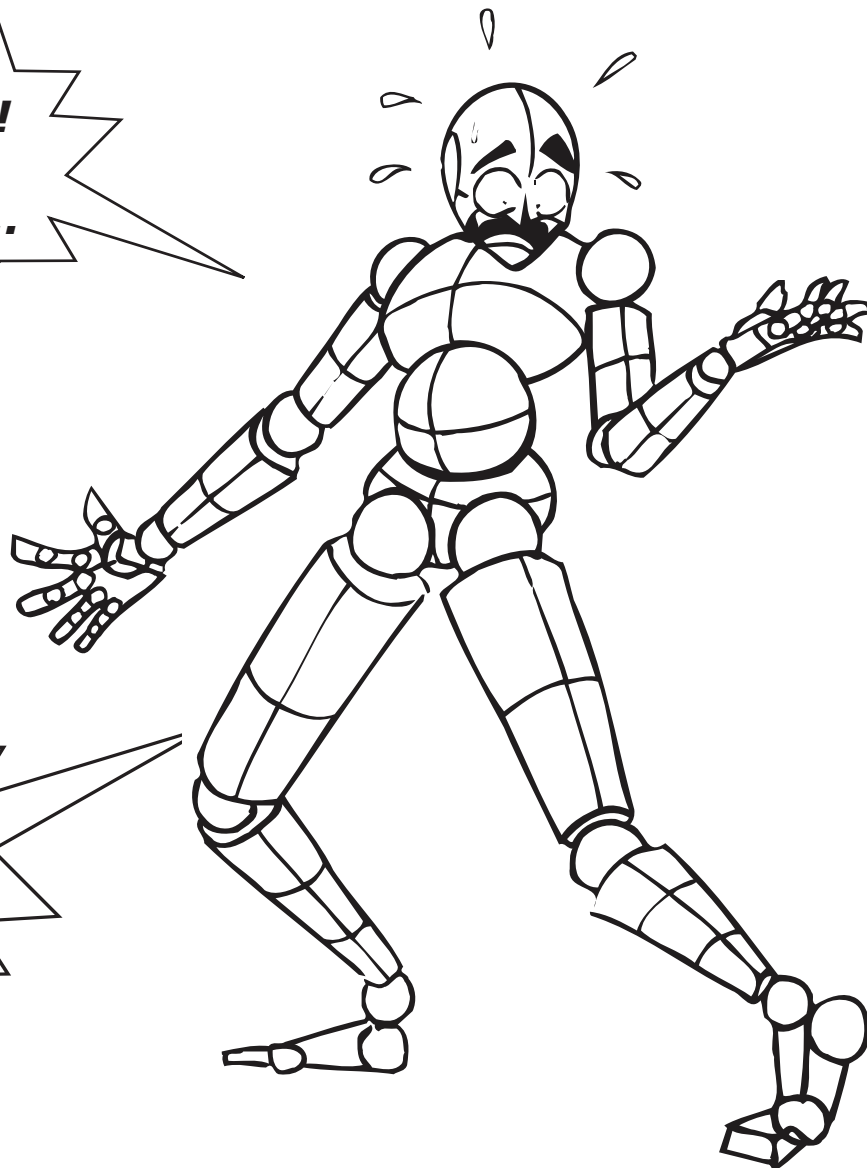
**I'M A
COOL MANGA
HERO!**



Now that we know
what kind of tools we are
going to need...We can start
With the basics.

How do you draw a **cool**
Manga hero like **this?**



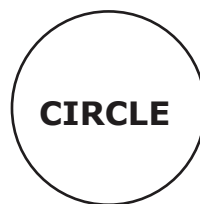


Like this...

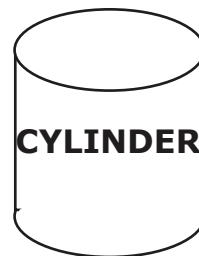
When you take away all of the clothing and skin, this is what your character looks like.

Do the shapes look familiar?

Every character begins with these basic shapes. Put them all together and you have the makings of a **great character**.



CIRCLE



CYLINDER



TRIANGLE



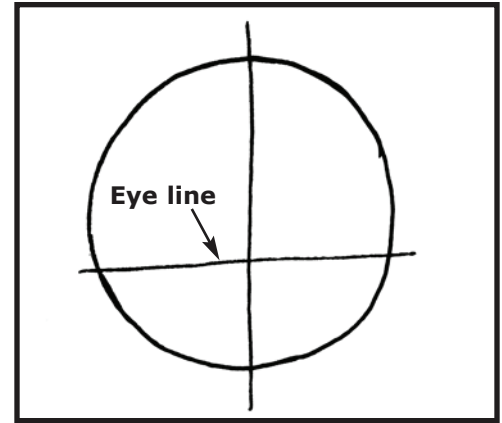
RECTANGLE

Drawing the Head

Step 1

To begin drawing the head, first make a circle. After making the circle draw a line down the middle of the circle, cutting it in half. The line should extend past the bottom.

Next, draw a line about one third through the circle. This will set be the point where the eyes are drawn.



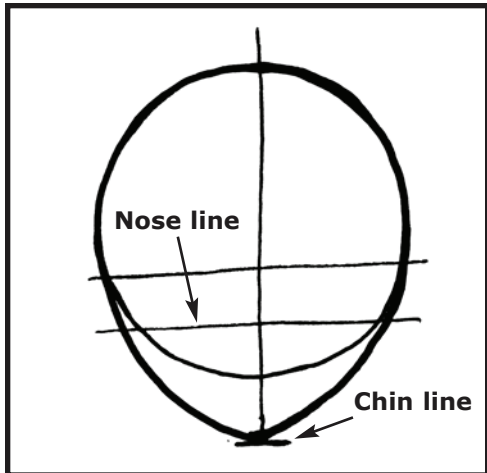
Step 2

Now draw a line below the eye line that is almost the same distance as it is from the eye line to the top of the circle. This will serve as the point to connect the jaw line.

Draw another line between the eye line and the bottom of the circle. This is the point at which the nose will be drawn.

Starting at the either the left or the right side of the circle, draw an angled line to the nose line. From that point draw almost a half moon to the chin line.

Do this again on the other side to make the jaw.

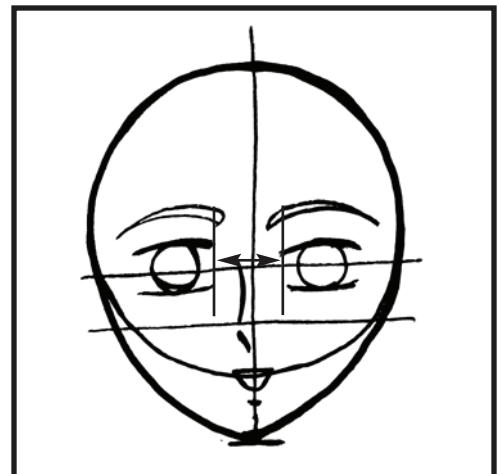


Step 3

The eyes are drawn centered on the eye line as shown. The eyes themselves have about an eyes width between them. As you can see, the eyes are nothing more than a circle with an arc drawn on the top and the bottom.

Just above the eyes, go ahead and draw in any type of eyebrow that will fit to your character.

The nose is drawn simply from the nose line as shown, and the mouth is drawn along the lower part of the circle.

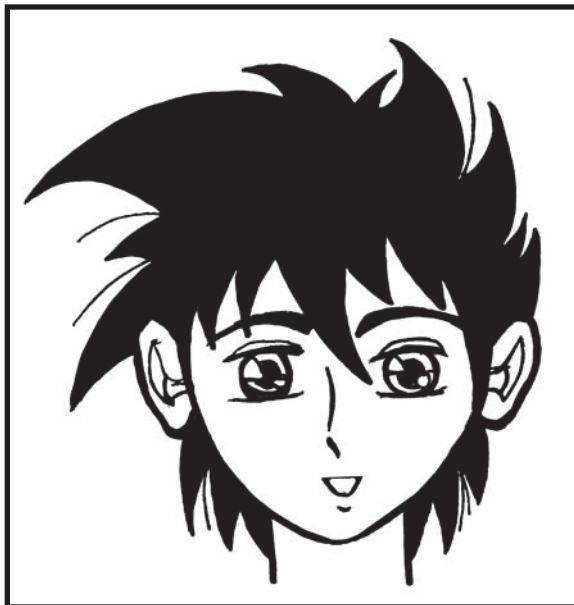
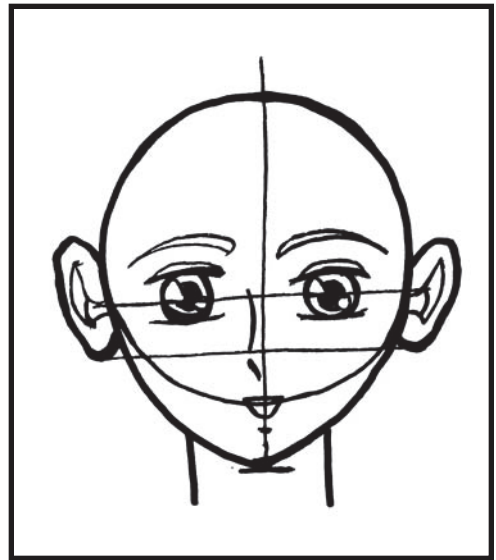


Step 4

In step four, draw in the ears as shown; using your eye-line as the center point for the ears, and the nose line for aligning the bottom of the ear.

Add in the details of the eyes such as little white circles or triangles for highlighted effects, and a black inner circle for the pupils.

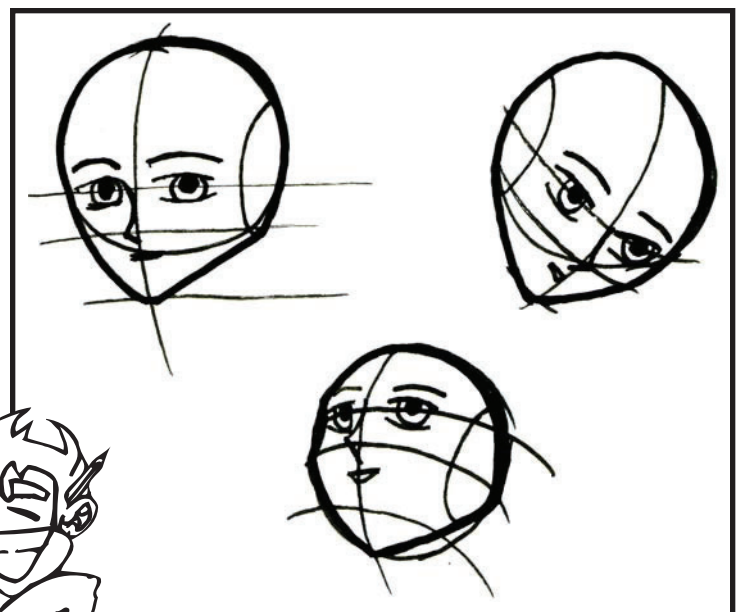
Also, you can add another little crescent line above the eye to make an eye lid for detail.



Step 5

The final step in drawing the head, is to add in the hair. Again, the style of hair that you want to draw in is optional.

Once the hair is drawn in, you can erase the setup lines from the face.



As you can see, these steps apply no matter **which** angle you draw your character's head.

This is done simply by curving, offsetting, or shifting your center line.



Drawing the Body

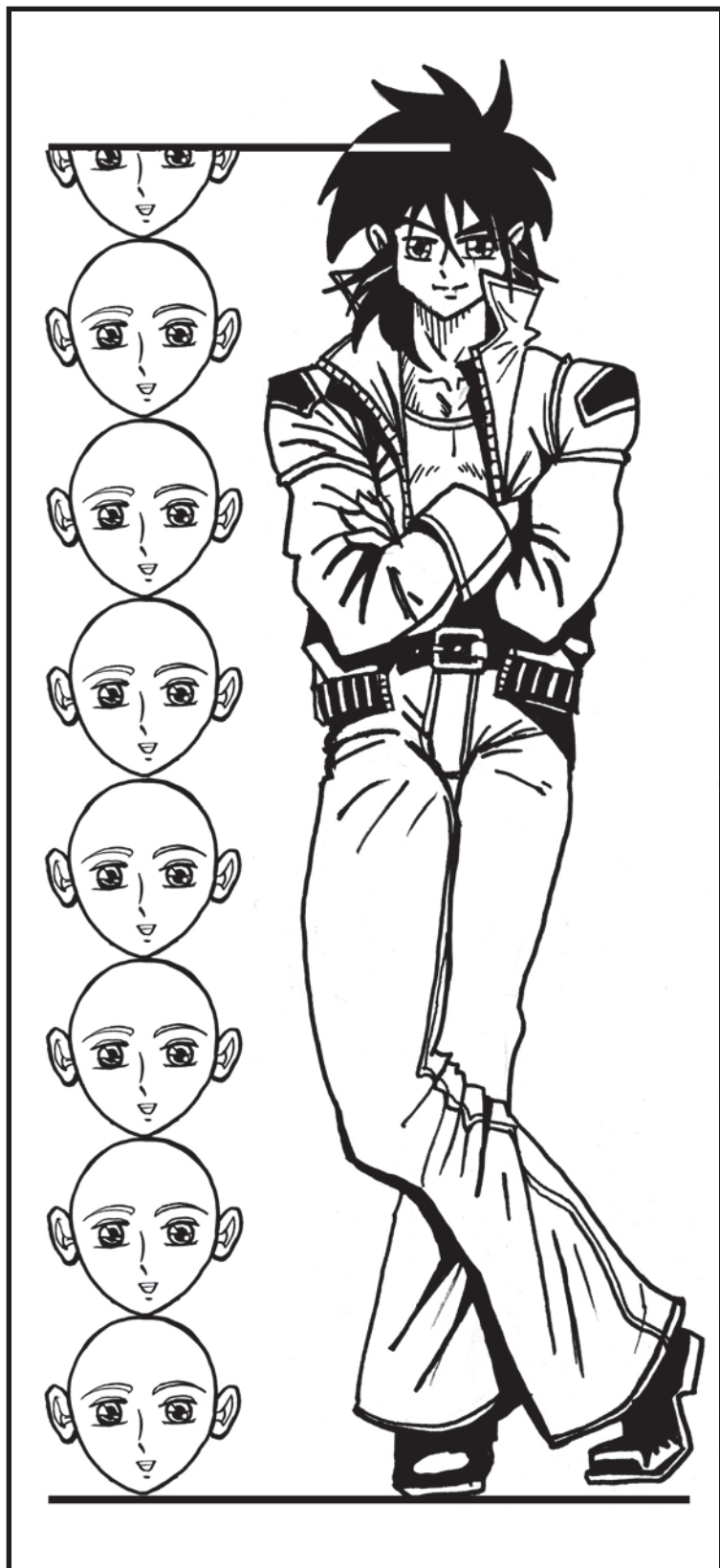
Body Basics

Perspective of the body is very important. The normal standard for drawing the human form is seven and a half heads high.

(Not including the hair.)

The neat thing about Manga is that what is normal does not always have to apply.

Your character can be any size, shape and color, and really be cool.

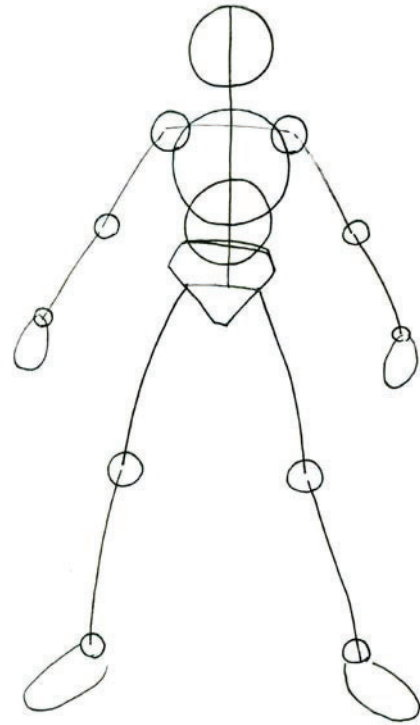
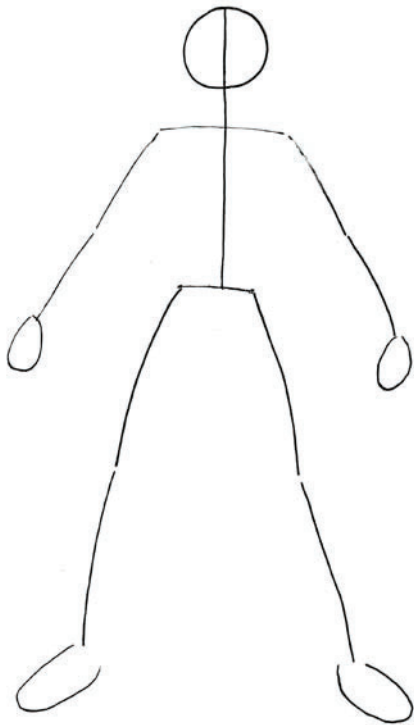


Step 1

Starting out the body is very much the same as drawing a stick figure.

A circle serves for where the head will be drawn, and little ovals for the hands and feet.

This will serve as the framework for drawing your characters body.



Step 2

In step two, we establish the joints by drawing circles as shown at the:

- Wrists
- elbows
- Shoulders (*Make the shoulder's circles a little larger than the others*)
- Knees
- Ankles

Then a circle twice the size of the head is drawn for the chest, and another circle just smaller than the chest circle is drawn below it. That circle is for the abdominal area.

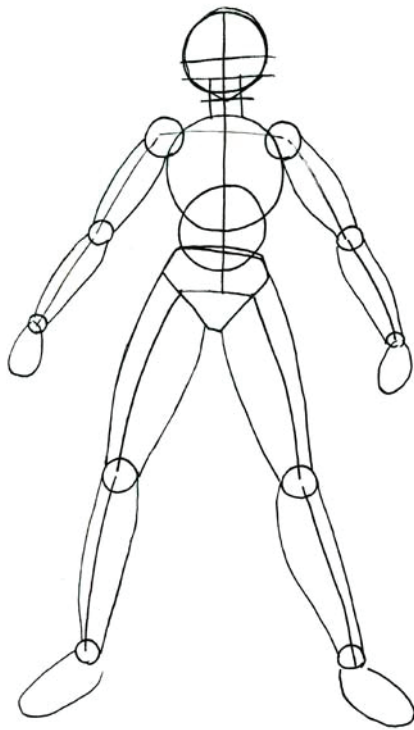
Finally the hip is drawn in as shown above.

Step 3

In this step, we see our figure truly begin to take shape.

I prefer to do this by joining the joint circles with lines drawn to form the arms and legs.

The connecting lines have just a slight bend in them as seen below.



These lines are curved outward toward the middle.

This is the groundwork for when the character is given muscle mass (also called "**fleshing out**").

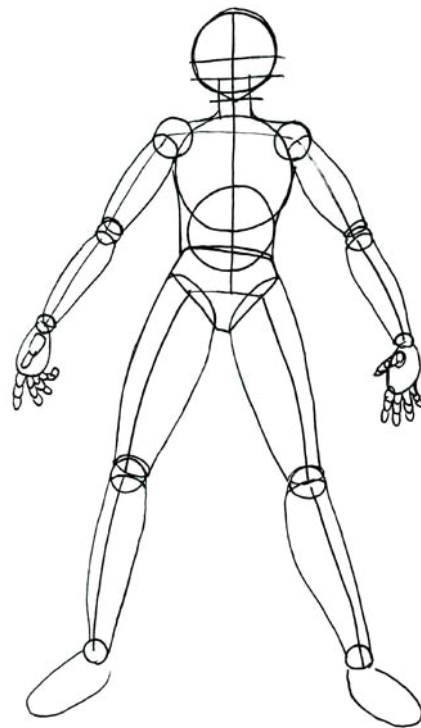
Remember, it does not have to be perfect. This is just how the process is started.

Step 4

Here we begin to make the arms and legs appear more cylinder like and close in the abdominal wall area.

This is also where we add in details like the fingers to the hands.

The fingers are drawn by making links of three ovals. Each oval represents a joint of the finger.



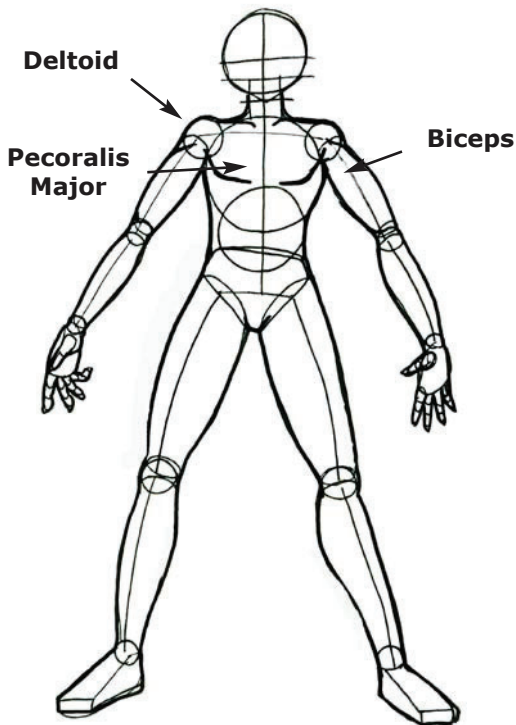
Now you can **really** see the body of our hero take form. And it is entirely made up of **geometric shapes**.



Step 5

At this point in your drawing it is really helpful that you have some understanding of human anatomy. Here I have simply added in a few details such as the deltoids, the top of the biceps, and the pecoralis major.

Further detail is also given on the outlines of the character. Making them more rounded, and muscular.



More detail is given to the feet of the character. The feet are made out of rectangles for the front of the foot, and for the top of the foot.

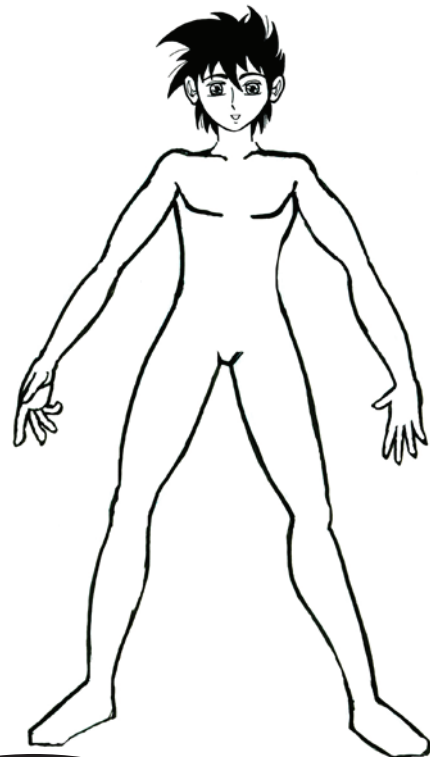
The top is more scewed to look more like a triangle to give it more of an angle.

Step 6

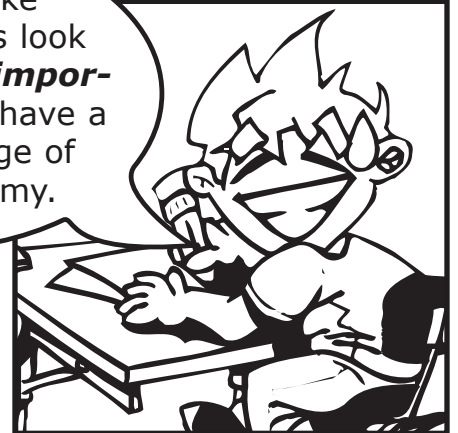
Now that we have the basic body set up, we can use what we have learned about drawing the head and apply it to our drawing.

By erasing the geometric drawing lines, we now have a frame-work to go by for our character.

Keep in mind you can make the character as simple or detailed as you want.



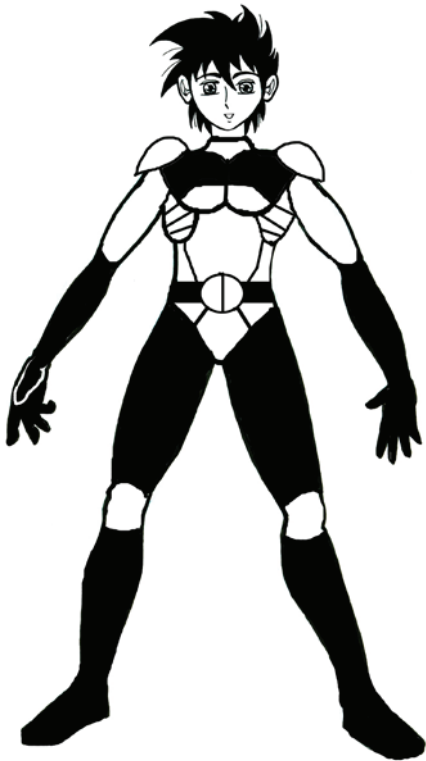
To **truly** make your characters look really cool, it is **important** to have a basic knowledge of human anatomy.



Final Step

The final step of your character is all in the details. You can make it look anyway that you want, in any style.

Whether a science fiction character like this, or a Shinobi; it is only limited by your own imagination.



You never know **who** is going to be the next great **Manga Artist**. Always have fun with your work, and it could be **you!**

Some suggested reading to help you on your way...

How to Draw Manga Series, distributed by Japan Publications Trading CO., LTD.
Dynamic Anatomy, by: **Burne Hogarth** ISBN# 0-8230-1551-3

Here is also a couple of cool websites to check out...

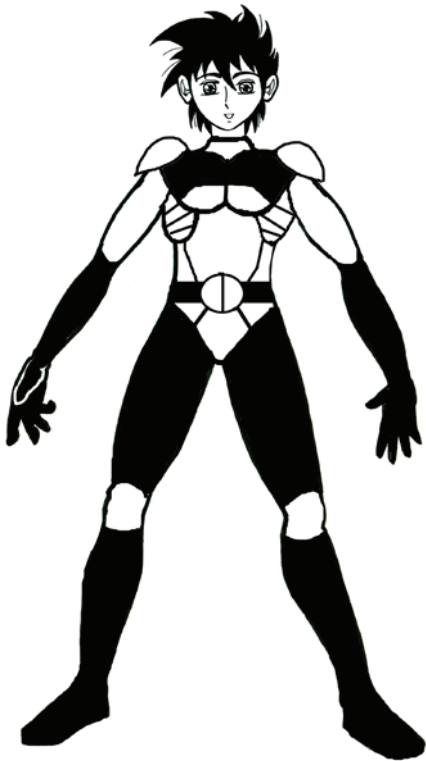
<http://www.polykarbon.com>

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