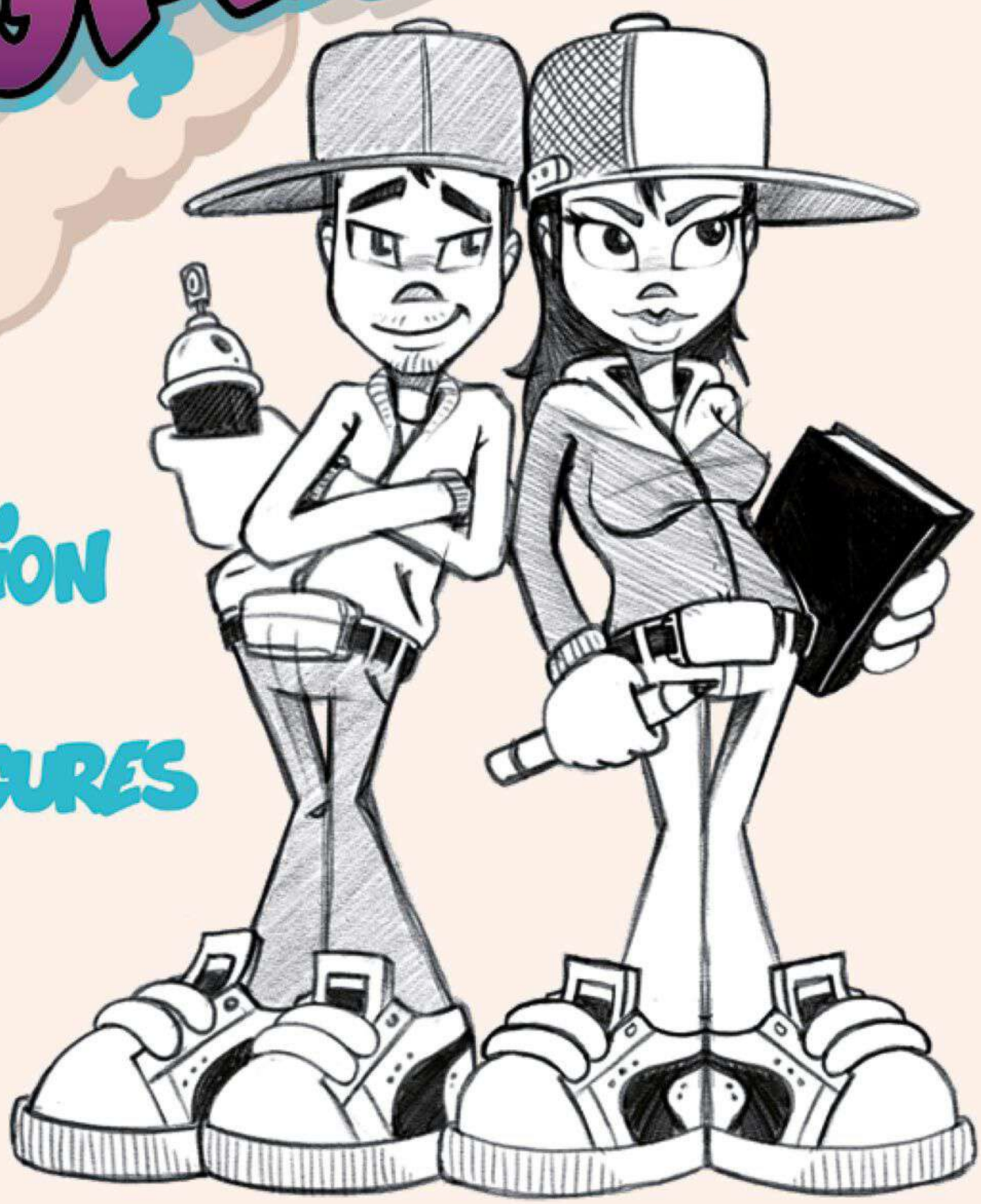
GRAFFITI CHARACTERS FOR BEGINNERS

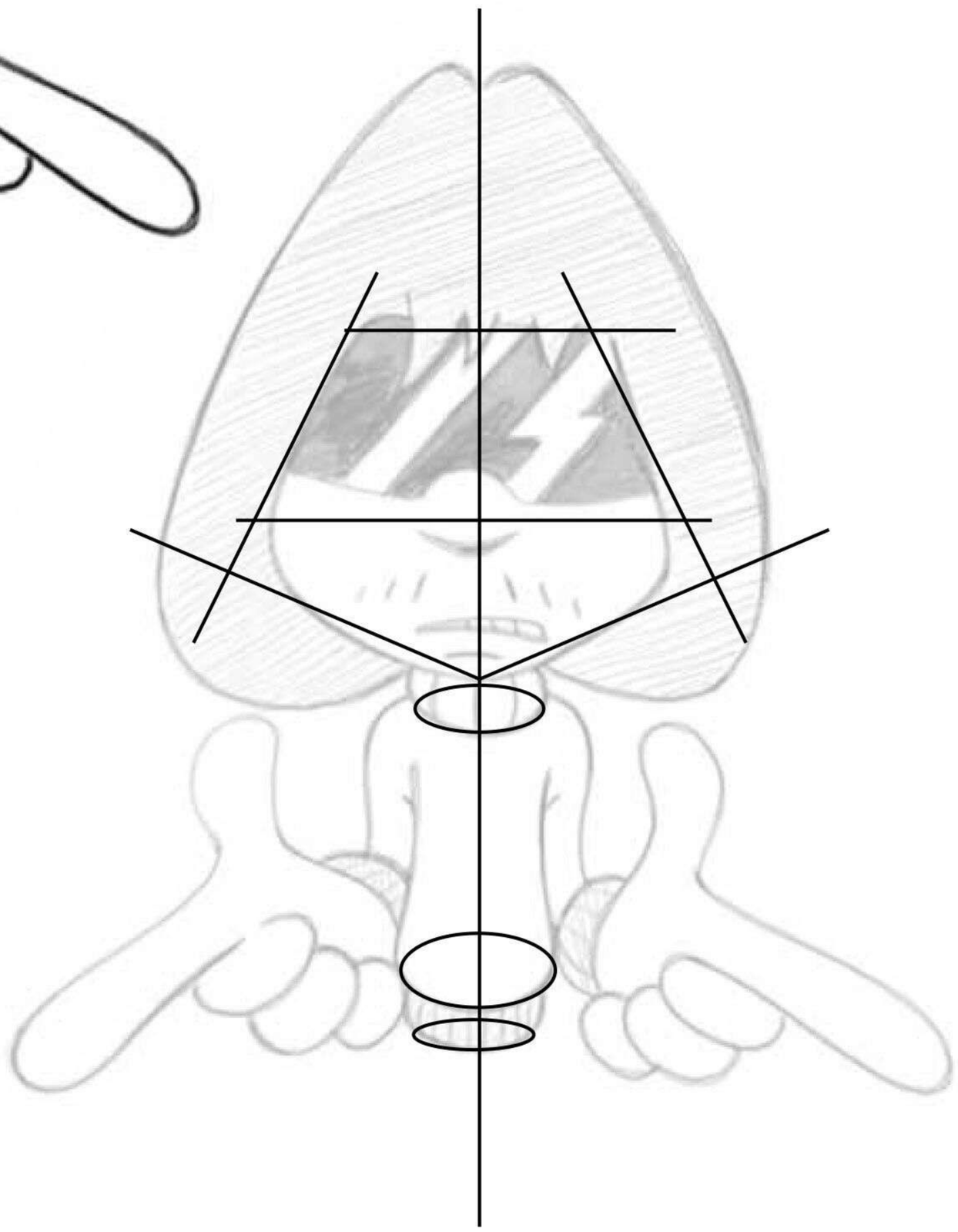


AN EASY INTRODUCTION TO DRAWING GRAFFITI FIGURES

UPPER BODY
COMPLETE THE CHARACTER

Keeping your characters less complex at the beginning makes it easier for you to learn how to draw them.

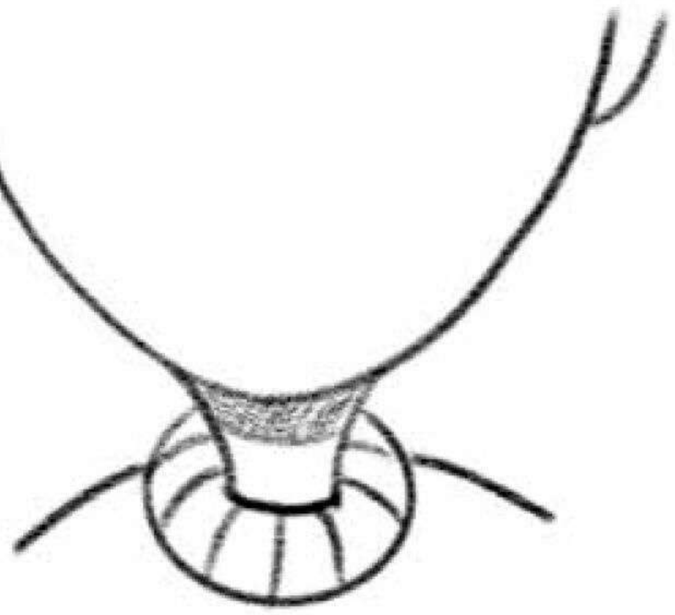
The guidelines and geometric shapes help us to understand the composition of the character.



EXERCISE

Add style to the faces below. Design something of your own or choose from the hats and glasses shown on the adjacent page.

1



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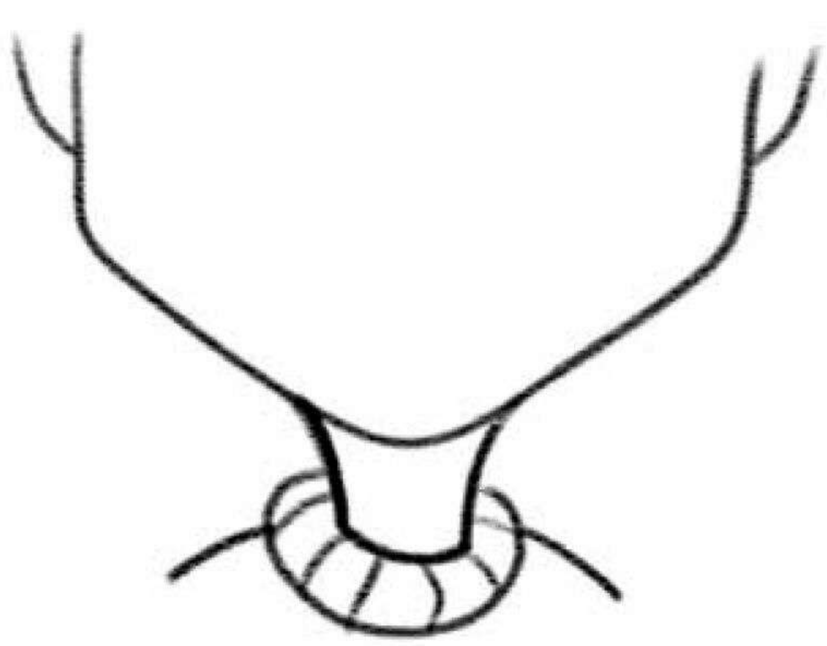

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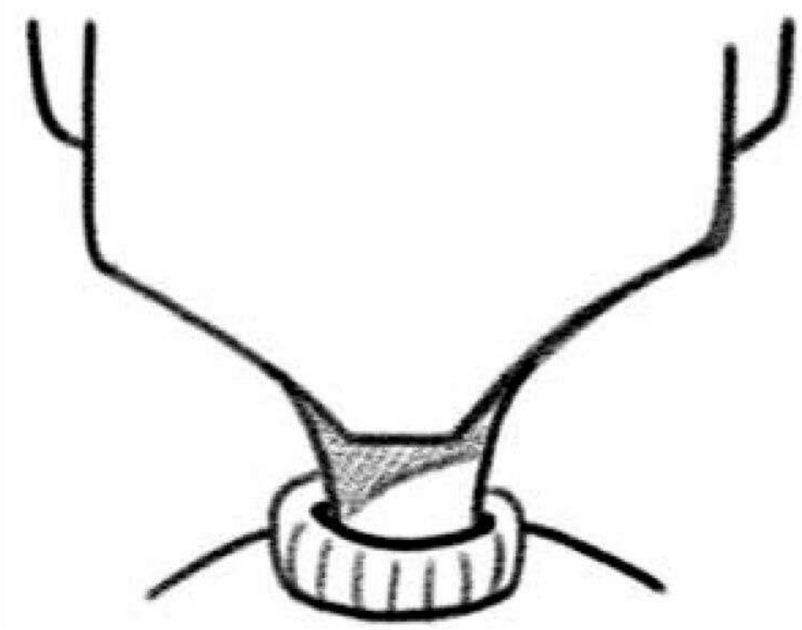

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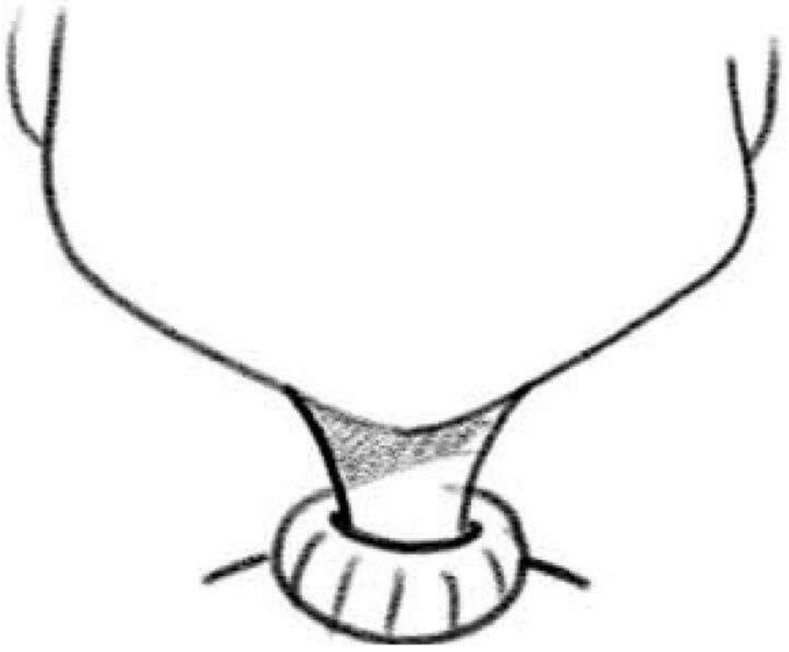
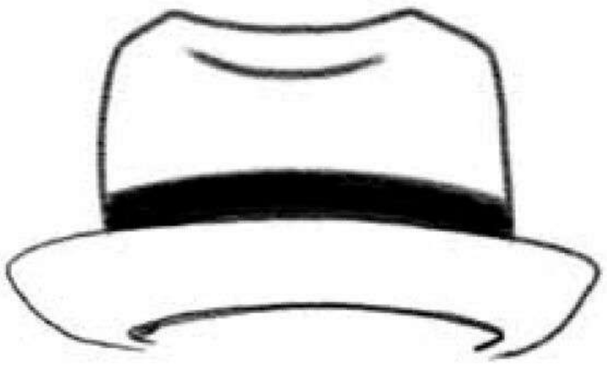
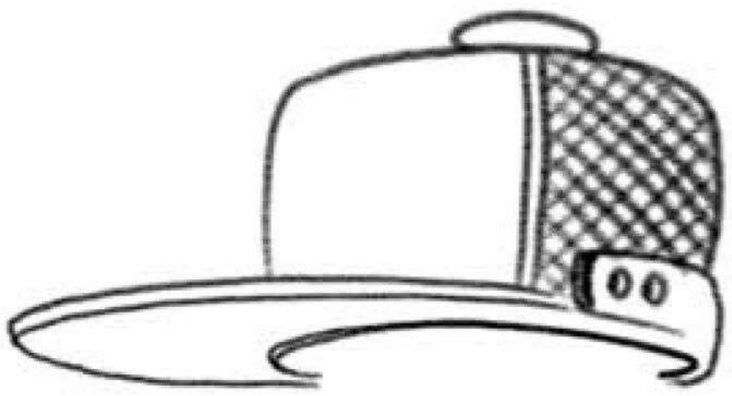


FASHION AND ACCESSOIRES





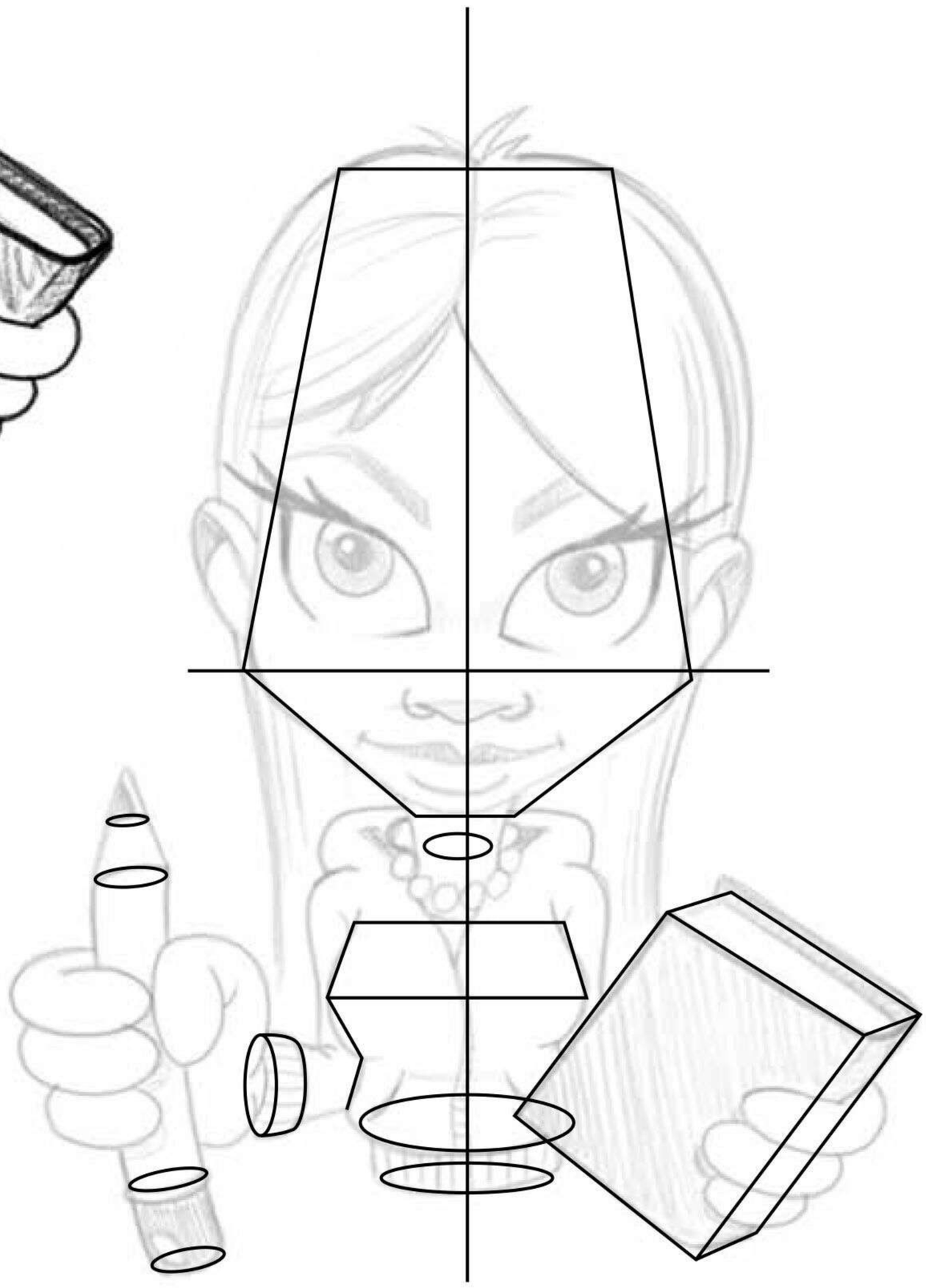
DRAWING A FULL BODY CHARACTER

Start by thinking about the pose you want your character to have. Then try to sketch it using geometric shapes. One way to do the basic figure is to first draw the central line of the body and later divide the body parts into three-dimensional shapes like spheres (shoulders and knees) or cylinders (legs and arms). In the next step you refine the shapes and fill in the lines you want to use. Complete the drawing by adding details and erasing superfluous lines.

UPPER BODY

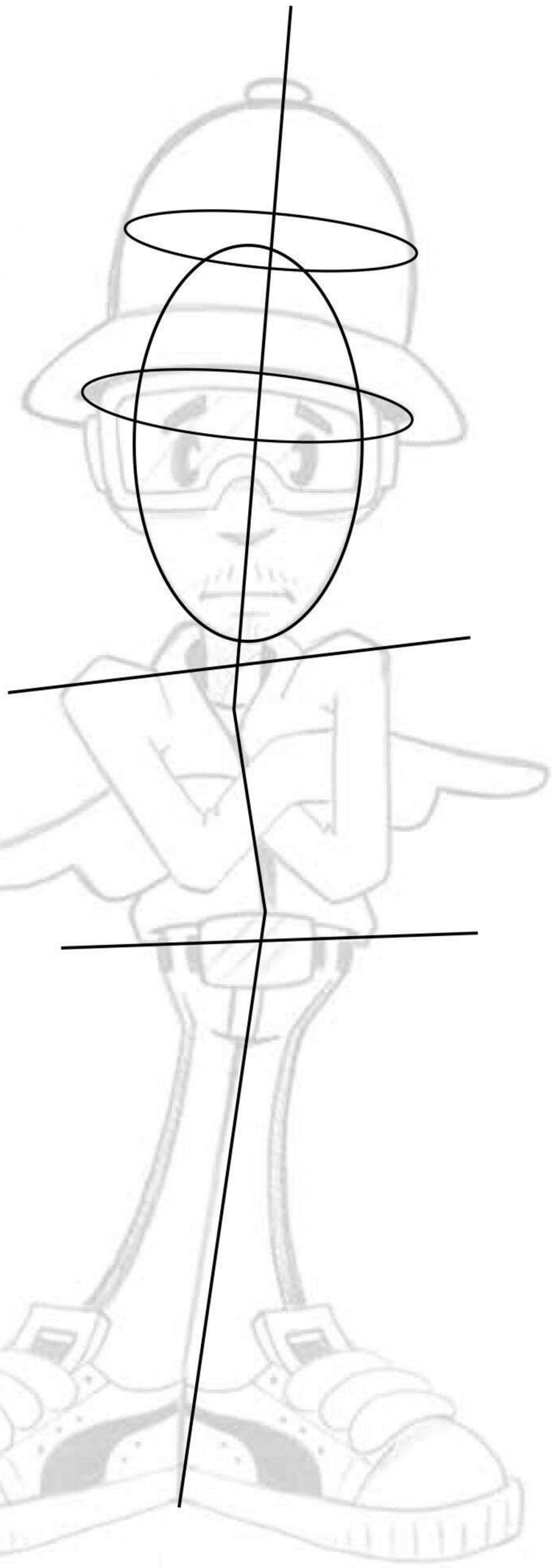
Female characters are generally drawn with somewhat softer shapes than male characters. The hips are the widest point on the female body and the rib cage is narrower. Women's eyes are often drawn larger and rounder, since big wide-open eyes make the face look more feminine. Eyebrows tend to be narrow with a steep angle, and the lips are thicker with a top curvature like a flattened "M".

The guidelines and geometric shapes help us to understand the composition of the character.



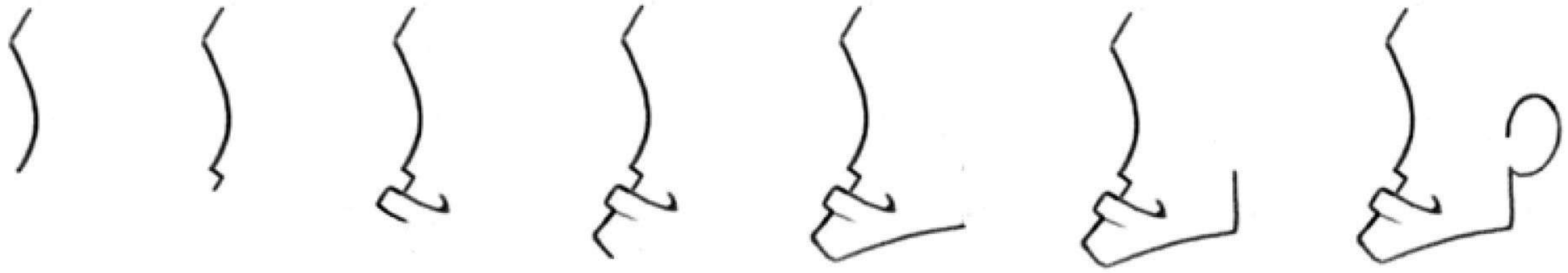
FULL BODY

When drawing full body figures it's important to understand how the proportions of the different body parts relate to one another. While it's certainly possible to exaggerate the size or proportion of certain parts, they still need to relate correctly to the remaining parts for the character to look good.

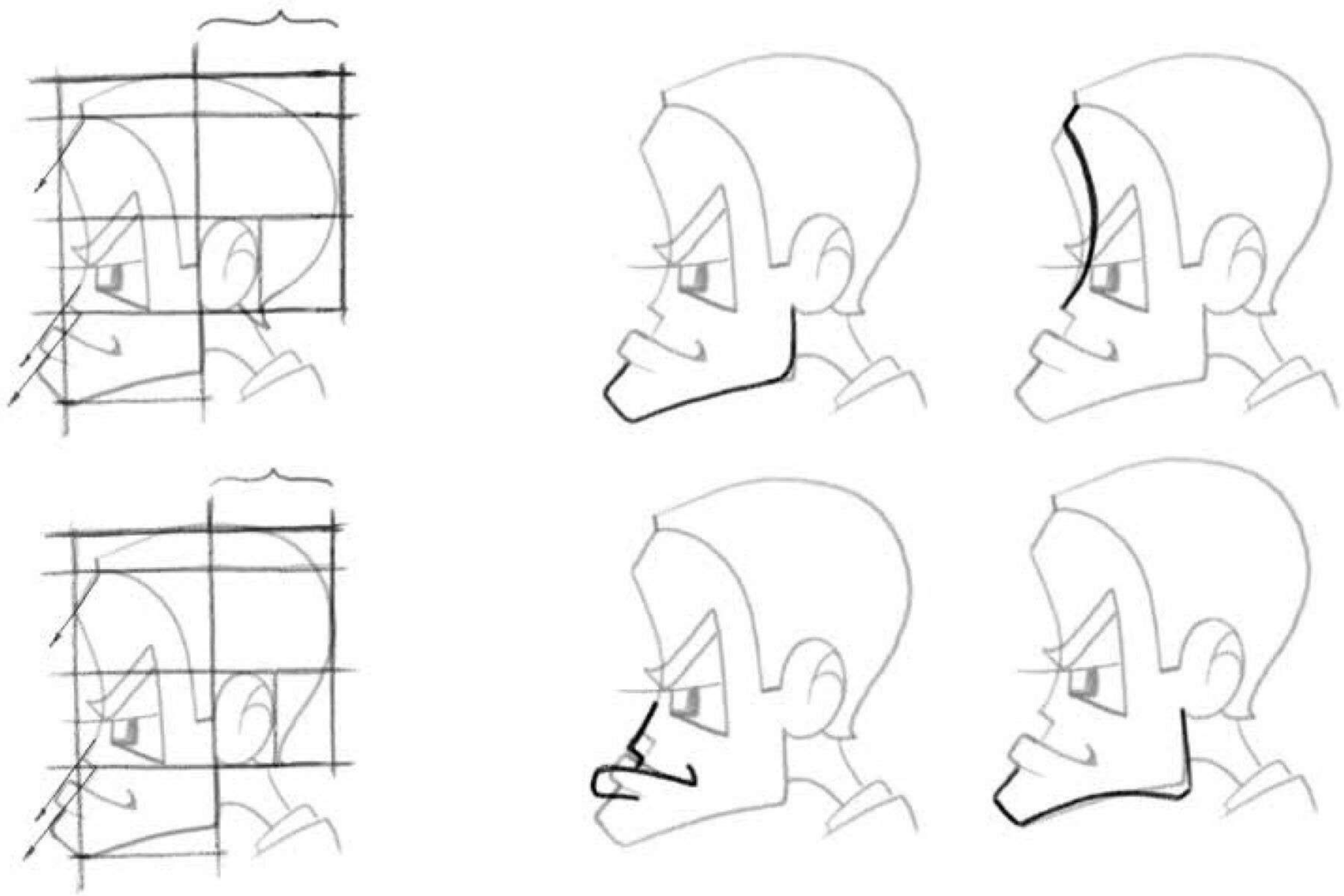


The guidelines and geometric shapes help us to understand the composition of the character.

Step-by-step instruction for how to draw a classic old school character's head in profile.
Note that in each step you have the option of customizing the face any way you like.



The back of the head as well as the chin, the forehead and other elements
are all variable. Different effects can also be achieved by rounding.
The more angular a face is, the more aggressive it appears.



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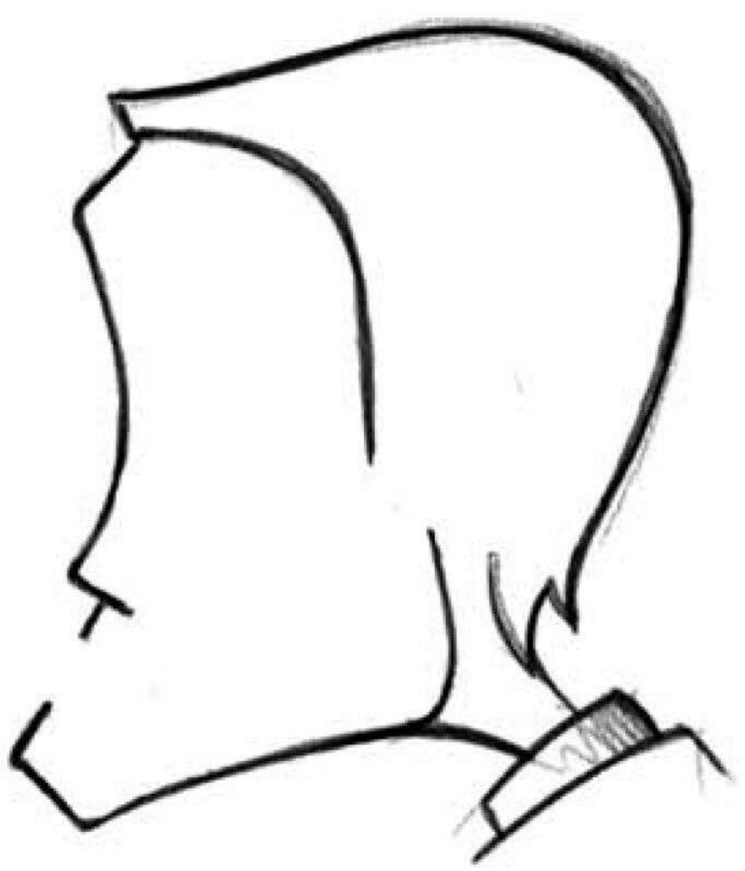

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