



BITTY

Brenda Hoddinott

C-06 BEGINNER: DRAW WITH LINES

In this project, you set up proportional guidelines, and then draw the adorable facial features and hair of a young anime child named Bitty. Suggested drawing supplies include drawing paper, graphite pencils, kneaded and vinyl erasers, a pencil sharpener, a sandpaper block, a ruler, and a fine tip black marker (optional)

Manga comic books, based on a unique genre of cartooning, are popular with artists of all ages all around the world! The eyes of anime characters generally appear very large, and are the most expressive part of the face. The nose and mouth tend to be drawn small and simple so as to further emphasize the powerful expressions of the eyes and the facial area around the eyes.

This lesson is divided into the following four sections:

- ✦ **SETTING UP PROPORTIONAL GUIDELINES:** I take you step by step through the process of setting up proportional guidelines for a frontal view of a young anime cartoon.
- ✦ **SKETCHING THE FACIAL FEATURES, EARS, AND HAIR:** The proportional guidelines help identify the placement of every aspect of a frontal view of a baby anime's face and head.
- ✦ **OUTLINING BITTY'S HAIR, FACE, AND EARS** The crisp neat lines of the manga style will replace your original sketch lines. Your outline can be drawn with either pencil or a very fine tip black marker.
- ✦ **DRAWING THE DETAILS OF THE EYES AND FACE** The faces of very young anime cartoon characters are similar to human children. In this section, simple guidelines show you how to draw Bitty's eyes, nose, and mouth according to manga style.

This project is recommended for artists from age 10 to adult, as well as home schooling, academic and recreational fine art educators.

17 PAGES – 25 ILLUSTRATIONS

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SETTING UP PROPORTIONAL GUIDELINES

In this section, I take you step by step through the process of setting up proportional guidelines for a frontal view of a young anime cartoon. *Proportion* is the relationship in size of one component of a drawing to another or others.

TIP You can use the proportional guidelines in this lesson for drawing tons of different anime children.

1. **With a ruler, draw a square any size you wish.**

The entire face of Bitty, including the ears and forehead will fit inside this square. The bigger the square, the bigger your completed drawing will be.

Keep your lines very light by pressing very gently on the paper with your pencil (I used an HB).

ILLUSTRATION 06-01

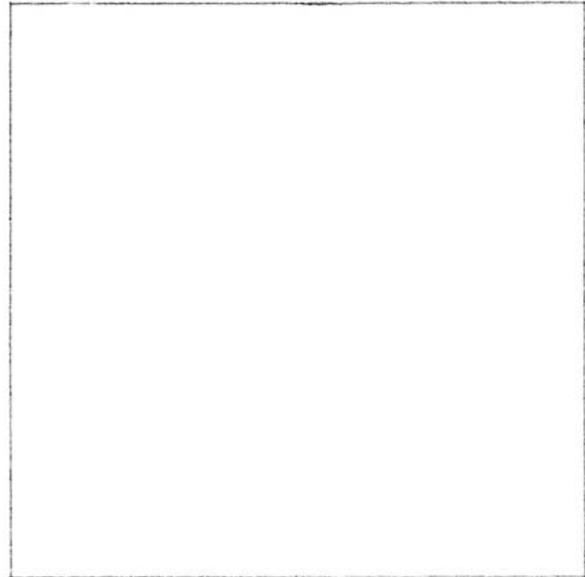
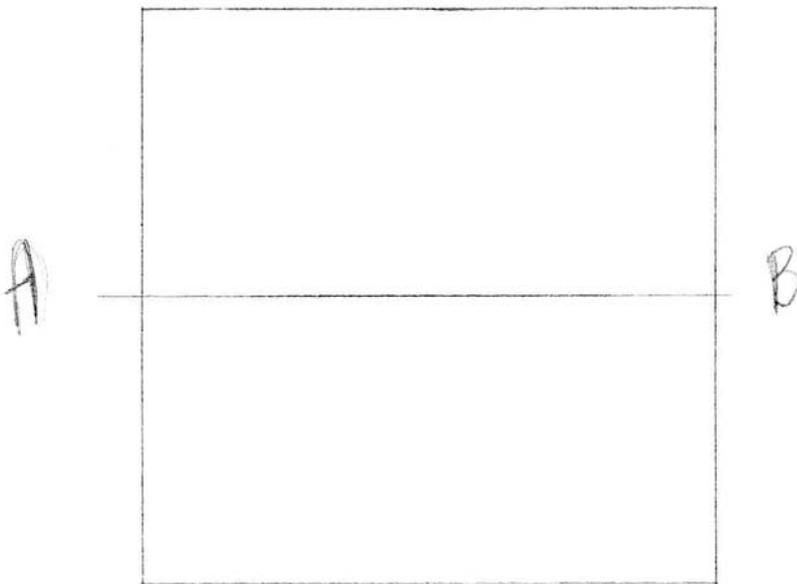


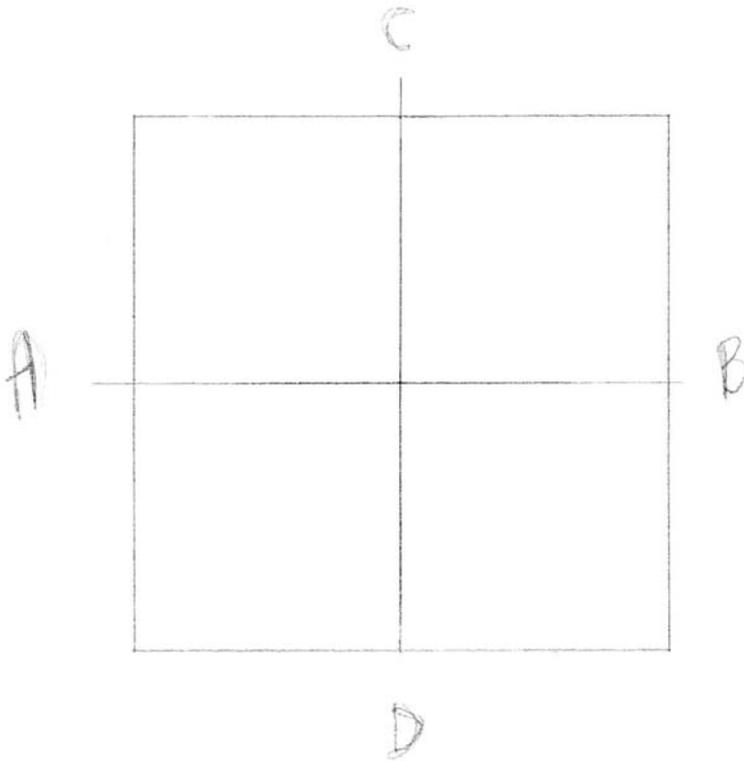
ILLUSTRATION 06-02



2. **Measure and mark the halfway points along the two sides of the square.**
3. **Use a ruler to draw a straight line (marked line AB) through these points, thereby dividing your square into two identical rectangles.**

TIP With lots of practice in drawing manga faces, you won't need to draw the proportional lines with a ruler. You'll be able to simply eyeball the lines and distances in your mind and draw the proportions of your subject's face freehand.

ILLUSTRATION 06-03

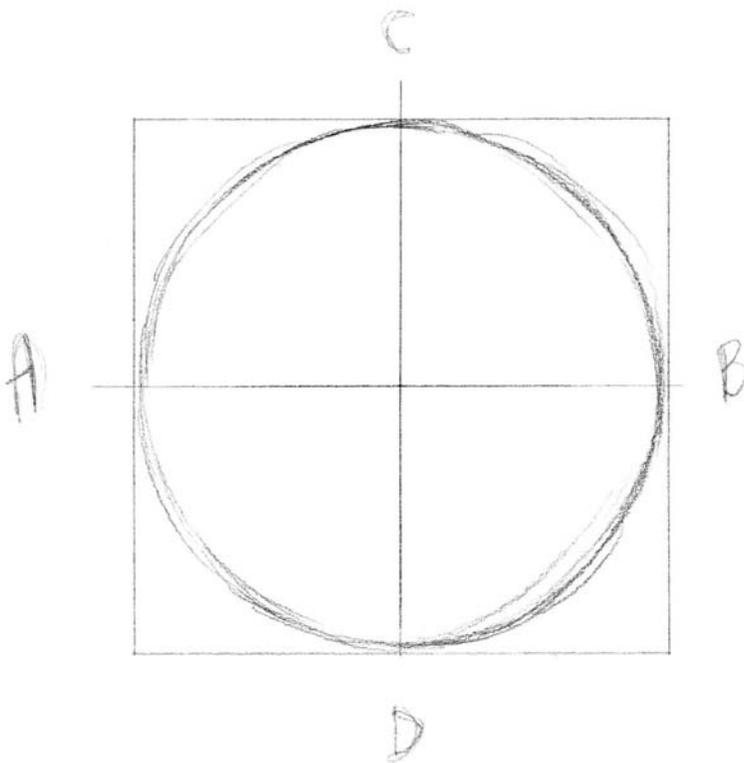


4. **Measure the halfway distance along the top and bottom sides of the square and mark these two points.**
5. **Draw a vertical line (often referred to as a line of symmetry) through the points, (marked CD).**

Remember to keep your line light by applying very little pressure to your pencil as you draw. With the addition of this line (CD) the original big square is now divided into four small squares.

Symmetry is balanced arrangement (sometimes referred to as a mirror image) of lines and shapes on opposite sides of an often-imaginary centerline.

ILLUSTRATION 06-04



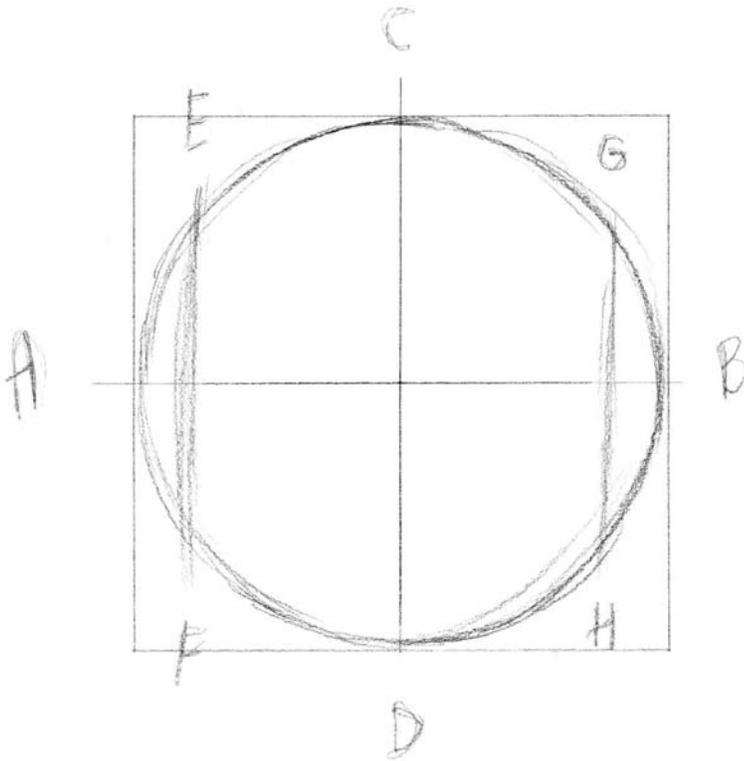
6. **Sketch a circle inside the big square.**

Use the sides of the big square and the two lines (AB and CD) to help guide you toward drawing a great-looking circle.

TIP A couple of helpful hints for drawing a circle include:

- ✚ Try rotating your paper and looking at your drawing from different perspectives. This little trick often allows you insights into the problem areas.
- ✚ Looking at the reflection of your circle in a mirror will also help you to see areas in need of fixing.

ILLUSTRATION 06-05



7. **Lightly sketch two more vertical lines slightly inside the right and left sections of the circle.**
8. **Mark these two lines EF and GH.**

With the addition of these two lines, your proportional guidelines are complete.

In the next section I show you how to use these guidelines to sketch the facial feature and ears.

SKETCHING THE FACIAL FEATURES, EARS, AND HAIR

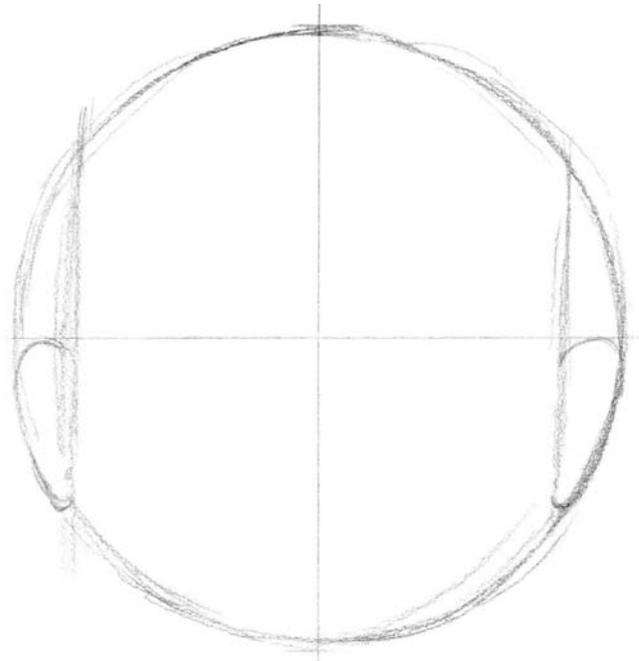
The various shapes and lines of the proportional guideline help identify the placement of every aspect of a frontal view of a baby anime's face and head.

Shape refers to the outward outline of a form. Basic shapes include circles, squares and triangles. *Form* as applied to drawing, is the illusion of the three-dimensional structure of a shape, such as a circle, square or triangle, created in a drawing with shading and/or perspective.

9. **Erase the lines of the outer square.**
10. **Lightly sketch Bitty's ears below line AB and inside the circular shape.**

The entire lower section of the face, including the ears, will fit into the bottom half of the circle. Take note that the upper edges of the ears touch line AB.

ILLUSTRATION 06-06



TIP Before you attempt to draw eyes, you need to be familiar with the names of each part. The same names that identify the various parts of realistic eyes are also used for anime eyes.

Refer to the next drawing and become familiar with the following terms:

1. The arch-shaped group of hairs, above the eye, is known as an **eyebrow**.
2. A fold in the skin, above the eye is called an **upper eyelid crease**.
3. The **upper eyelid** is a movable fold of skin that opens and closes to protect the eyeball.
4. A small triangular shape in the inside corner of the eye, is called the **inner corner** (rarely drawn in manga art).
5. The **white of the eye** (the visible section of the eyeball) is light, but not really white.
6. A **highlight** is the brightest area where light bounces off the surface of the eye.
7. **Eyelashes** are fine hairs that grow from the outer edges of the upper and lower eyelids.
8. The **pupil** of an eye is the darkest circular shape within the iris.
9. The **iris** is the colored circular section of the eyeball surrounding the pupil.
10. The **lower eyelid** is a fold of skin protecting the lower section of the eyeball.

ILLUSTRATION 06-07

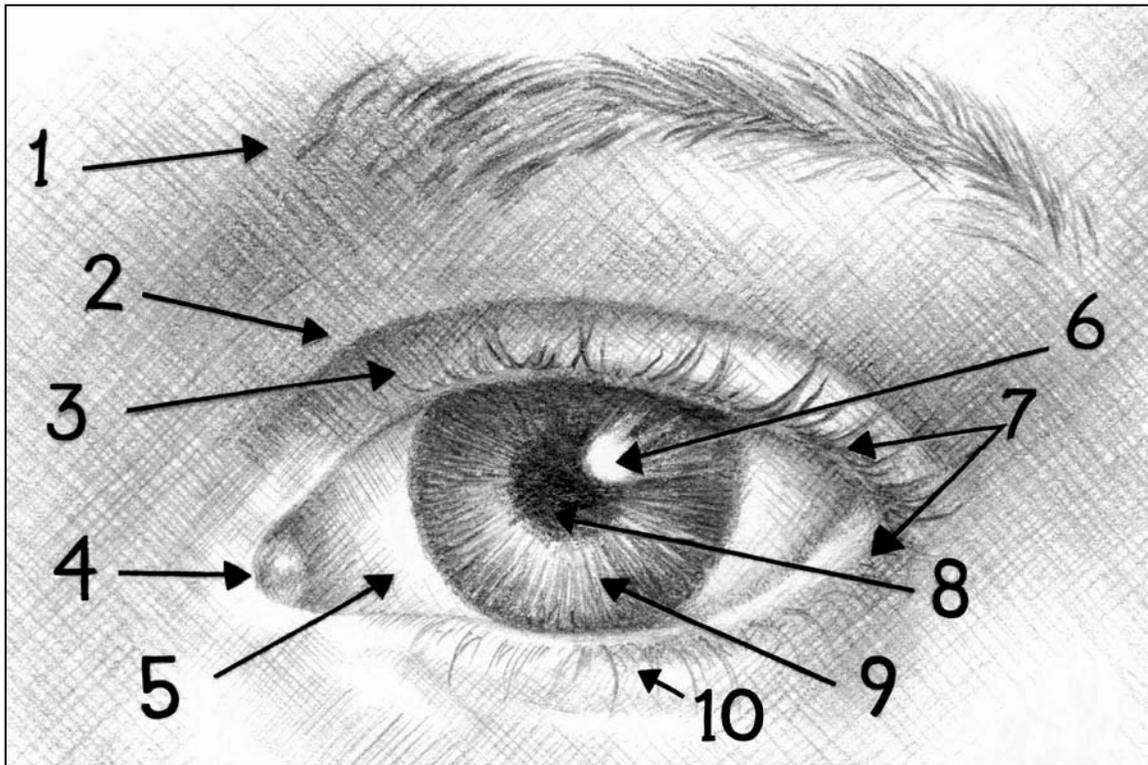
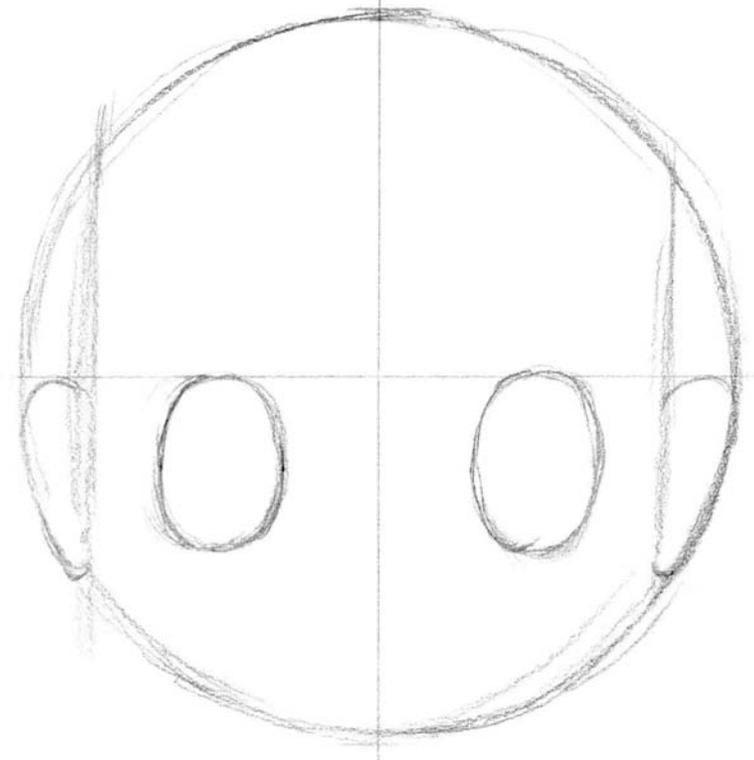


ILLUSTRATION 06-08

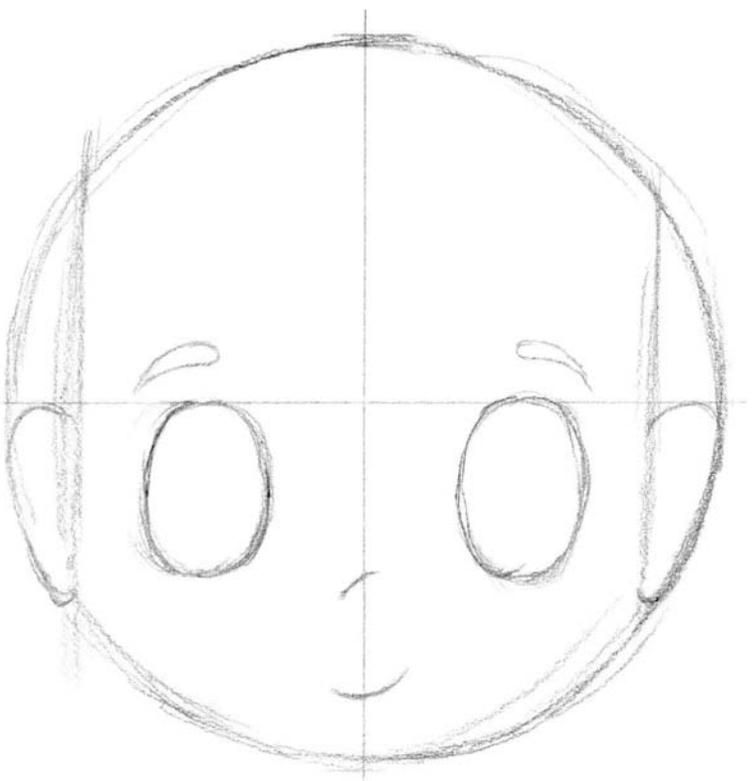


- 11. Lightly sketch two ovals to mark the place where the irises of Bitty's eyes are.**

The irises are very large and take up a lot of space on the lower section of the tiny face.

Observe that the bottom of each iris ends more than halfway down between line CD and the bottom of the chin. Also note that the distance between the eyes is quite a bit more than the width of an iris.

ILLUSTRATION 06-09



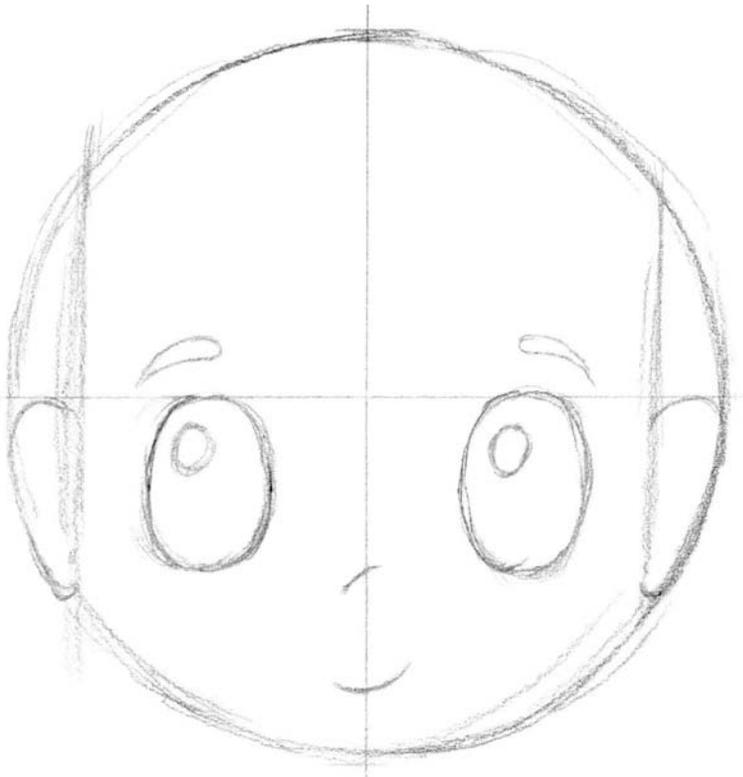
- 12. Add Bitty's eyebrows above her eyes.**

The eyebrows are shaped like commas with the wider ends pointed toward the center section of her forehead.

- 13. Sketch in a tiny curved line as Bitty's nose touching line CD, and about halfway between line AB and the bottom of the chin.**

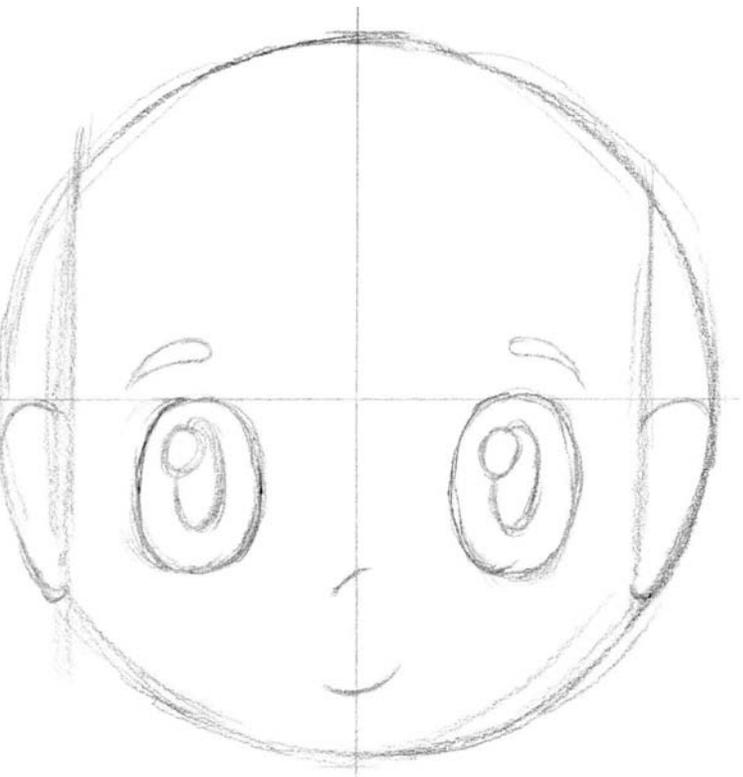
- 14. Add another curved line close to the bottom of the chin as the mouth.**

ILLUSTRATION 06-10



15. **Sketch a small circular shape in the upper left of each iris to represent the highlights of the eyes.**

ILLUSTRATION 06-11

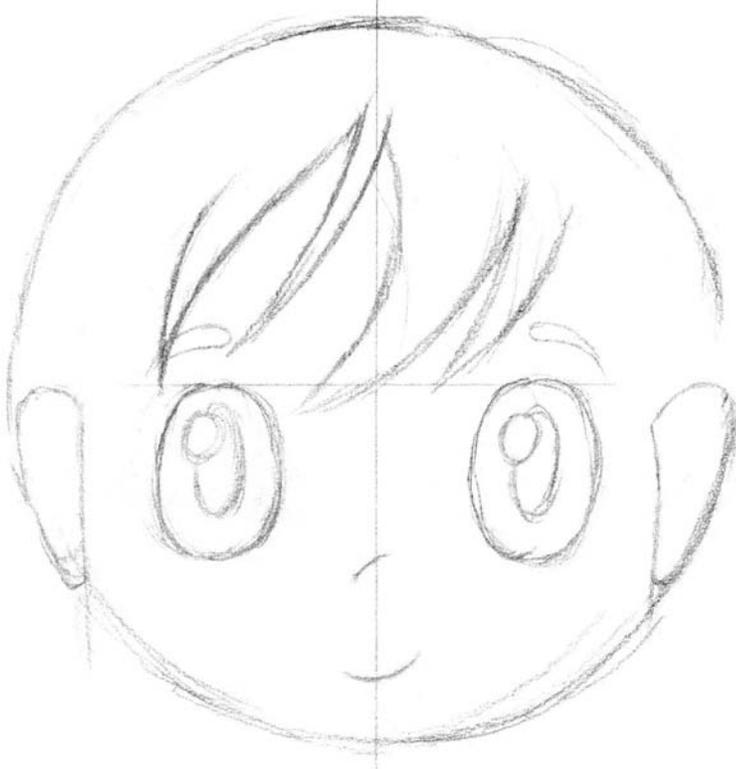


16. **Add a partial oval shape inside each iris to represent the pupils of the eyes.**

Take note that the outline of each pupil ends at the point where it meets the highlight.

Also observe that the space between the outline of the pupil and the outline of the iris is the same all around.

ILLUSTRATION 06-12

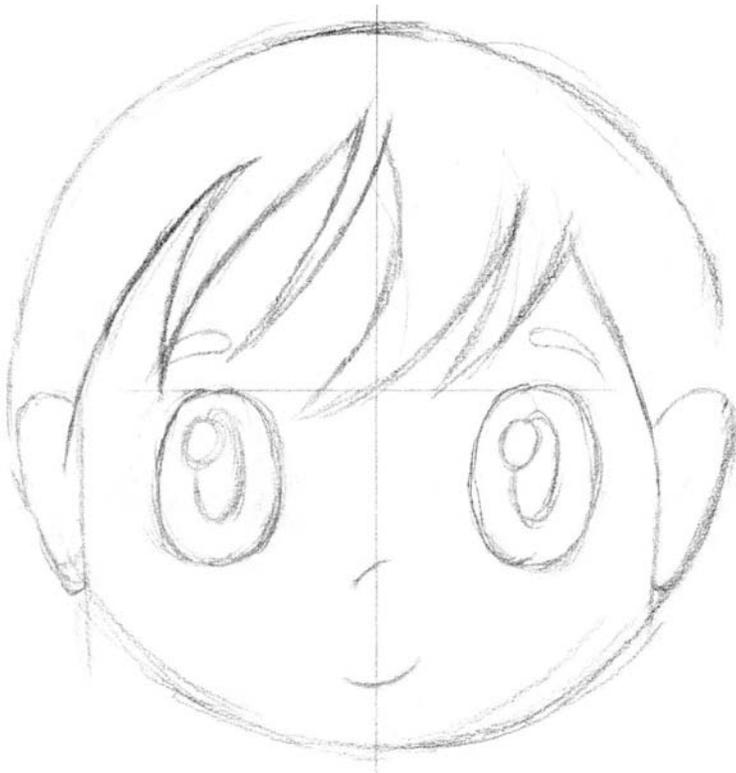


- 17. Sketch in the various strands of hair resting on Bitty's forehead around the upper section of her face.**

Observe the following before you begin to draw:

- a. The lines are all curved even though her hair looks straight.
- b. All sections of hair end in a sharp point.
- c. The longest section of her bangs is right in the middle and the lines curve toward the left.

ILLUSTRATION 06-13



- 18. Lightly sketch another line on each side of her forehead connecting the bangs of her hair to the inside upper section of each ear.**

19. Sketch the strands of hair around the perimeter of her head.

ILLUSTRATION 06-14

Examine the distances between the outer strands of hair and the perimeter of her face to help you draw your proportions more accurately.

The hair is considerably higher than the top of her forehead to allow for the upper section of her head (often called the skull or cranium) under the hair.

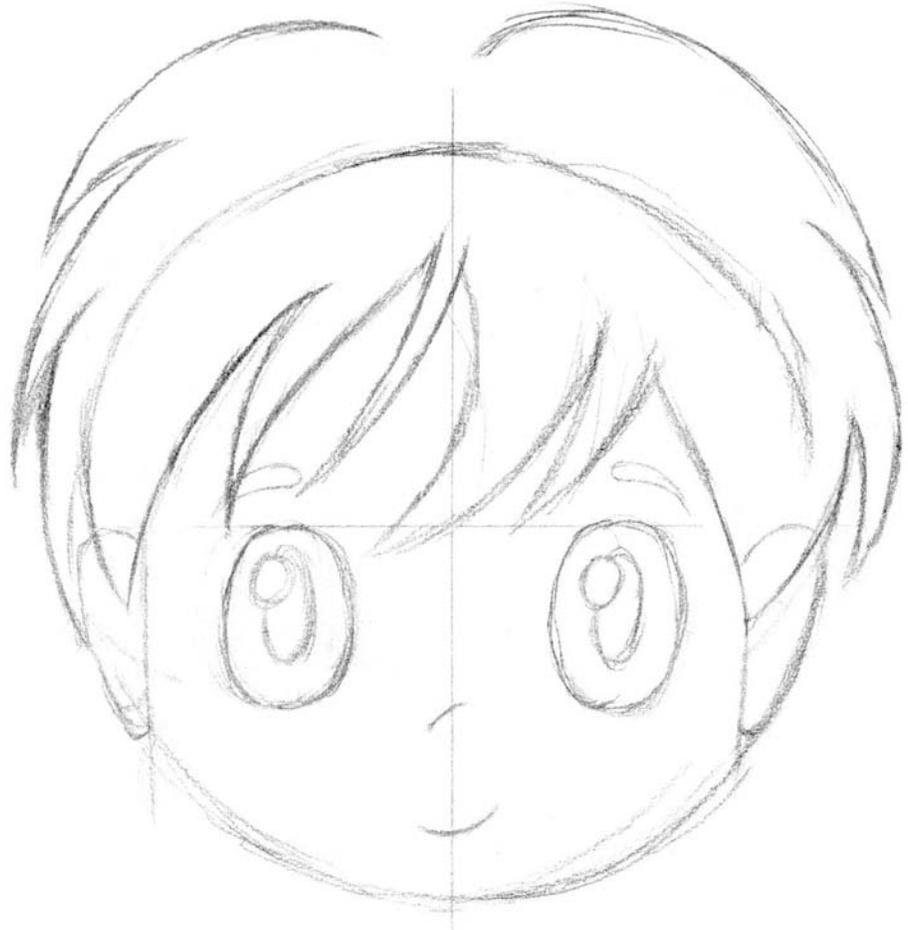


ILLUSTRATION 06-15

20. Lightly sketch more strands of hair on the top of Bitty's head.

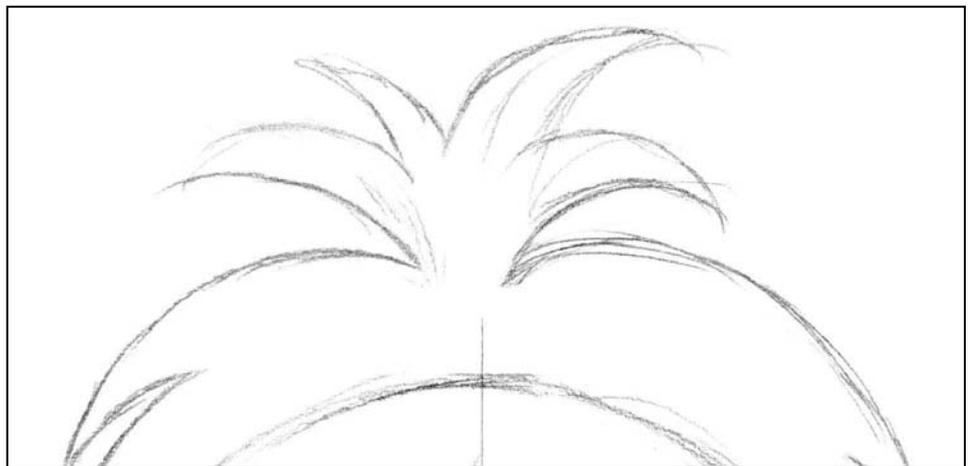
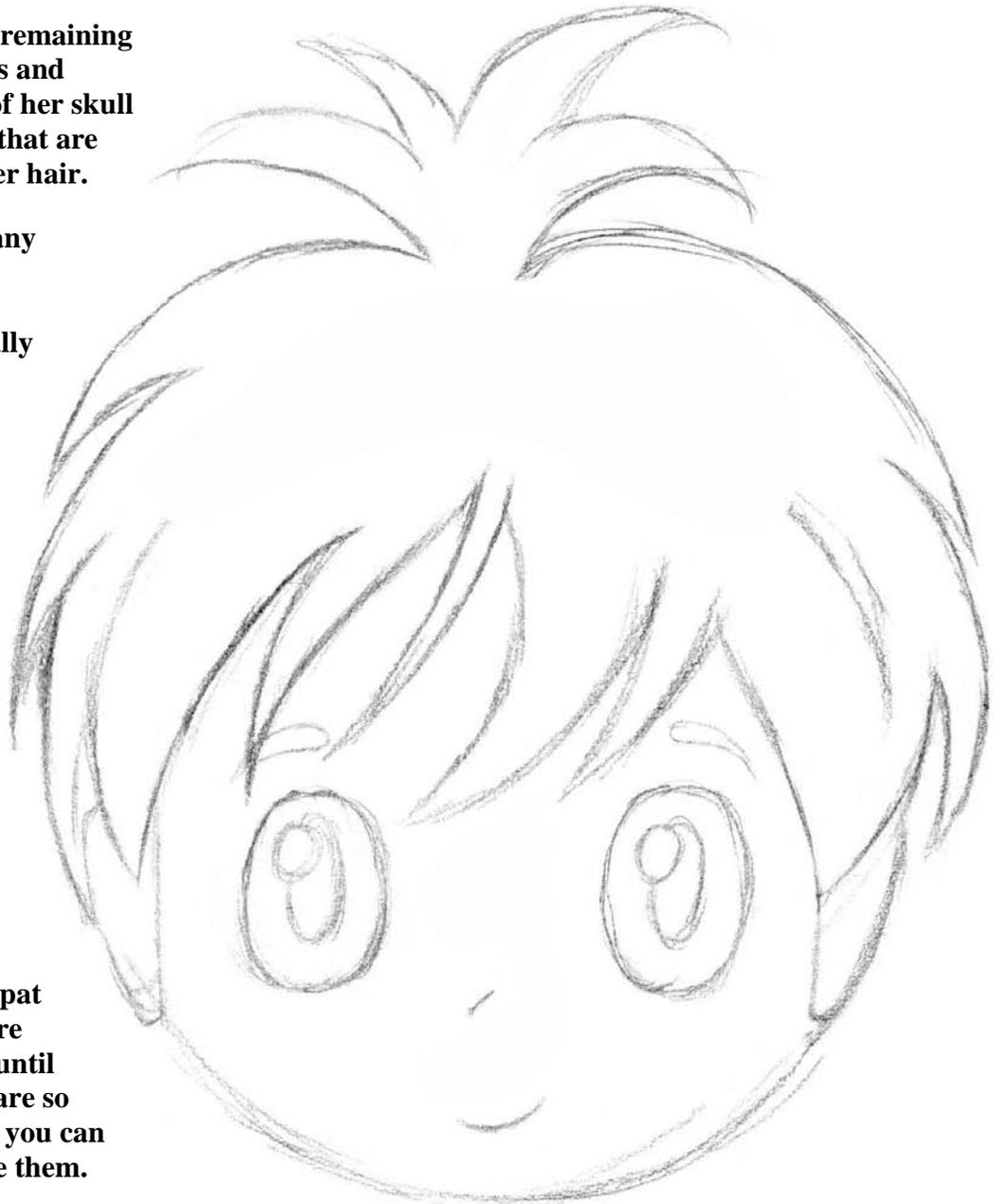


ILLUSTRATION 06-16

21. Erase all remaining guidelines and sections of her skull and ears that are behind her hair.

22. Redraw any sections that are accidentally erased.

23. Use your kneaded eraser to pat your entire drawing until the lines are so light that you can barely see them.



OUTLINING BITTY'S HAIR, FACE, AND EARS

In this section you discover all the fun parts of this project. The crisp neat lines of the manga style will replace your original sketch lines. You first neatly outline Bitty's face and hair, and then (in the final section of this lesson) you draw the details of her eyes. Your outline can be drawn with either pencil or a very fine tip black marker. Even though the following text instructions are for pencil, I used a fine tip black marker to complete my drawing.

TIP If you are working in pencil, you may need to re-sharpen your pencil several times as your work to keep the lines thin and neat. Consider using a freshly sharpened 2B pencil and you can use a sandpaper block to keep the point very sharp. If you are planning to use a marker, take your time and slowly and carefully redraw each line.

24. Use a very sharp pencil to outline each strand of hair with neat crisp lines.

ILLUSTRATION 06-17



ILLUSTRATION 06-18

25. **Outline the ears and the perimeter of the face with nice neat lines.**



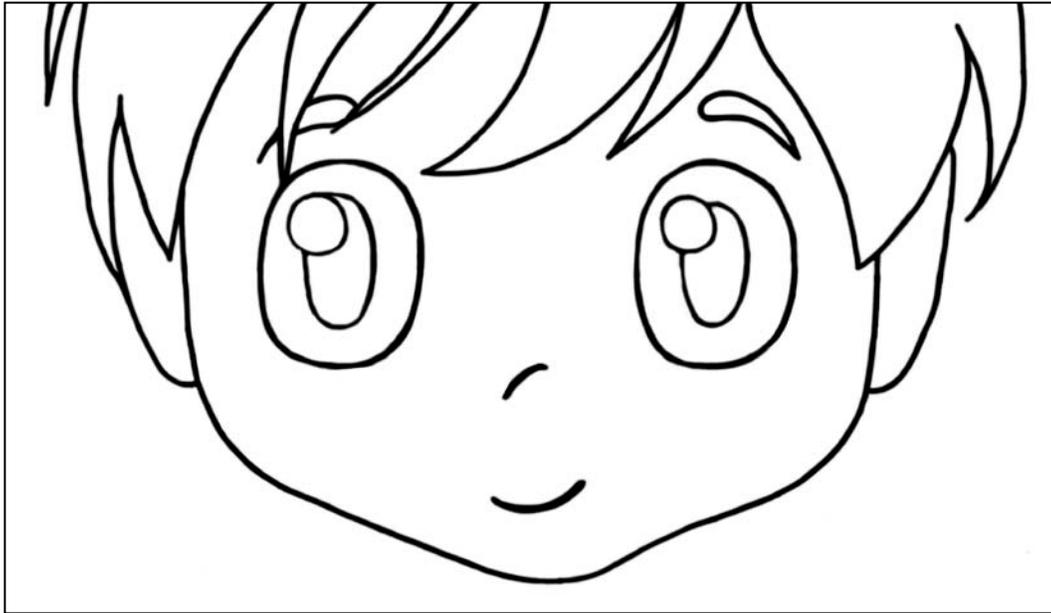
Observe how the shape of the face at the bottom, is curved so as to look like a chin and two chubby cheeks.

DRAWING THE DETAILS OF THE EYES AND FACE

The faces of very young anime cartoon characters are similar to human children. In this section, simple guidelines show you how to draw Betty's eyes, nose, and mouth according to manga style.

26. **Outline Betty's irises, pupils, highlights, eyebrows, nose, and mouth.**

ILLUSTRATION 06-19



27. **Draw two dark, thick, slightly curved lines along the upper sections of each iris to indicate the edges of her upper eyelids.**

Observe that these lines extend beyond the width of the irises in two directions - toward the center of her face and the outside edge of her face and slightly downward.

ILLUSTRATION 06-20



28. **Add some curved lines to the outer edges of her eyes to represent eyelashes.**

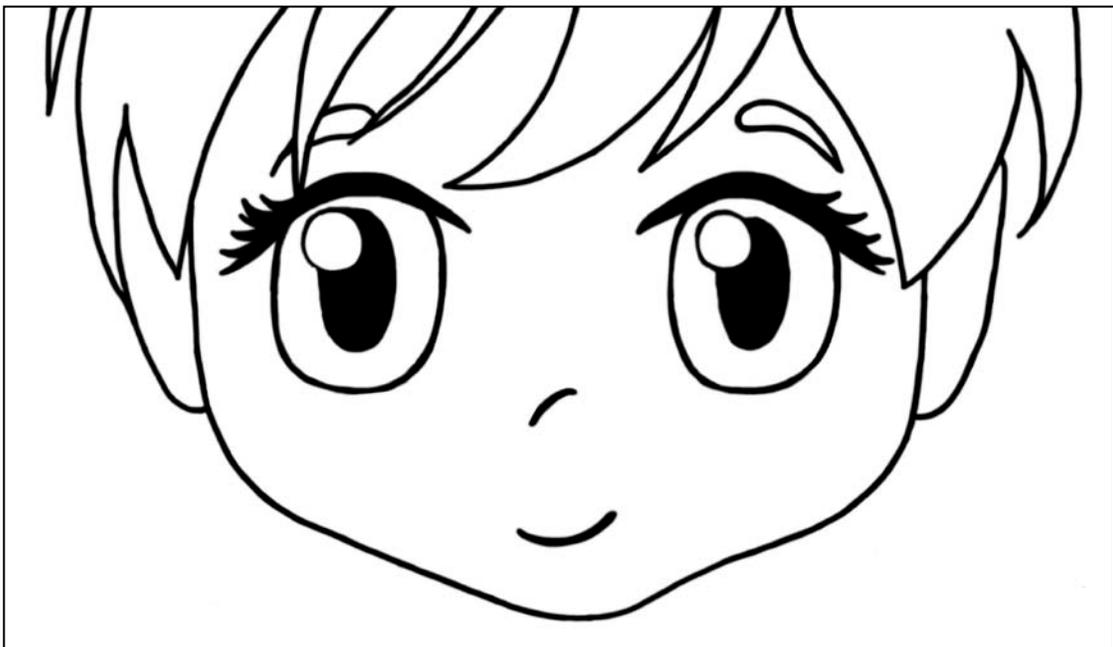
When you are drawing eyelashes, resist the temptation to draw too many. Less is more!

ILLUSTRATION 06-21



29. **Use a 6B pencil to fill in the pupils of the eyes.**

ILLUSTRATION 06-22



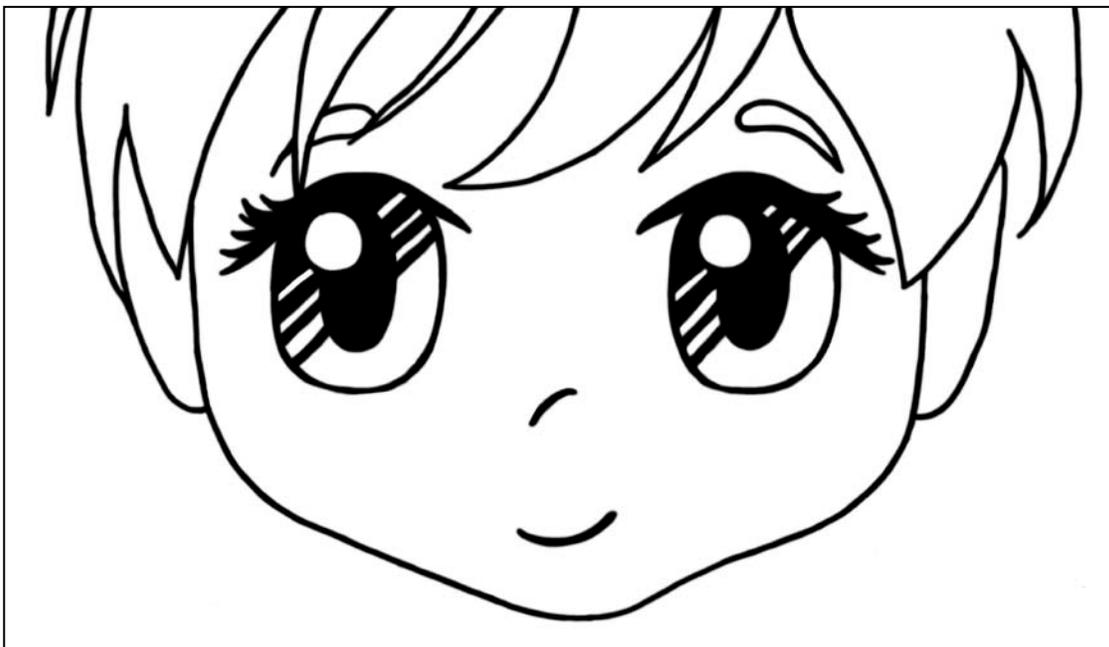
- 30. Fill in the upper left section of each iris around the highlight.**
This dark section helps make the eyes look bright and shiny.

ILLUSTRATION 06-23



- 31. Add three parallel angular lines in the upper left section of each iris.**

ILLUSTRATION 06-24



32. Add a dark line along the lower eyelid with a few tiny lashes on the outer ends.
33. Pat yourself on the back for having done a great job with your drawing!

ILLUSTRATION 06-25



TIP If you enjoyed drawing this anime baby, you may want to consider drawing her big sister Kira, in Beginner B-level.

BRENDA HODDINOTT - BIOGRAPHY

As a self-educated teacher, visual artist, portraitist, forensic artist, and illustrator, Brenda Hoddinott utilizes diverse art media including graphite, technical pen, colored pencil, chalk pastel, charcoal, conté crayon, and oil paints.

My philosophy on teaching art is to focus primarily on the enjoyment aspects while gently introducing the technical and academic. Hence, in creating a passion for the subject matter, the quest for knowledge also becomes enjoyable.

>Brenda Hoddinott<

Born in St. John's, Newfoundland, Brenda grew up in the small town of Corner Brook. She developed strong technical competencies with a personal commitment to self directed learning, and the aid of assorted "Learn to Draw" books. During Brenda's twenty-five year career as a self-educated civilian forensic artist, numerous criminal investigation departments have employed Brenda's skills, including Royal Canadian Mounted Police and municipal police departments. In 1992, Brenda was honored with a commendation from the Royal Canadian Mounted Police, and in 1994, she was awarded a Certificate of Membership from "Forensic Artists International".

Her home-based art career included graphic design, and teaching recreational drawing and painting classes. As supervisor of her community's recreational art department, Brenda hired and trained teachers, and designed curriculum for several children's art programs. In 1998, Brenda chose to end her eighteen-year career as an art educator in order to devote more time to writing, drawing, painting, and developing her websites.

Drawspace <http://www.drawspace.com> incorporates her unique style and innovative approach to curriculum development. This site offers downloadable and printable drawing classes for students of all abilities from the age of eight through adult. Students of all ages, levels and abilities have praised the simple step-by-step instructional approach. This site is respected as a resource for fine art educators, home schooling programs, and educational facilities throughout the world.

LEARN-TO-DRAW BOOKS BY BRENDA HODDINOTT

- ✚ **Drawing for Dummies (2003):** Wiley Publishing, Inc., New, York, NY, this 336 page book is available on various websites and in major bookstores internationally.
- ✚ **The Complete Idiot's Guide to Drawing People (2004):** Winner of the Alpha-Penguin Book of the Year Award 2004, Alpha - Pearson Education – Macmillan, Indianapolis, IN, this 360 page book is available on various websites and in major bookstores internationally.