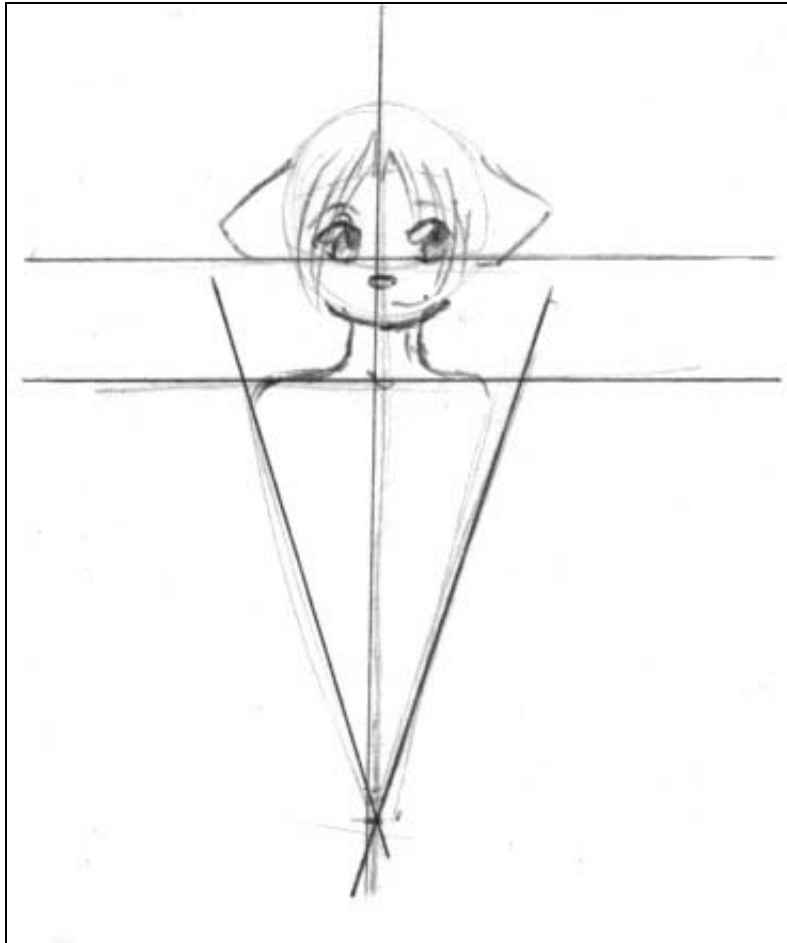


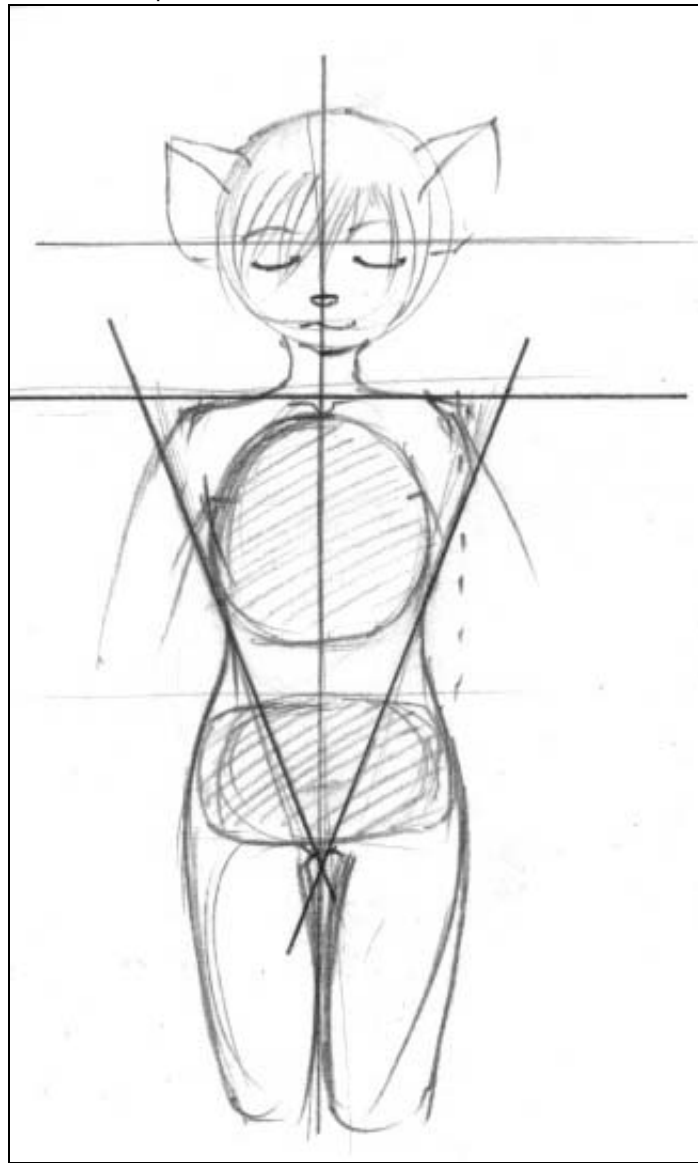
Simplified Female Anatomy Tutorial

This tutorial was written in 2002. I have learned how to do anatomy and gotten most of my information from '[How To Draw Manga Bishoujo Pretty Gals](#)'.

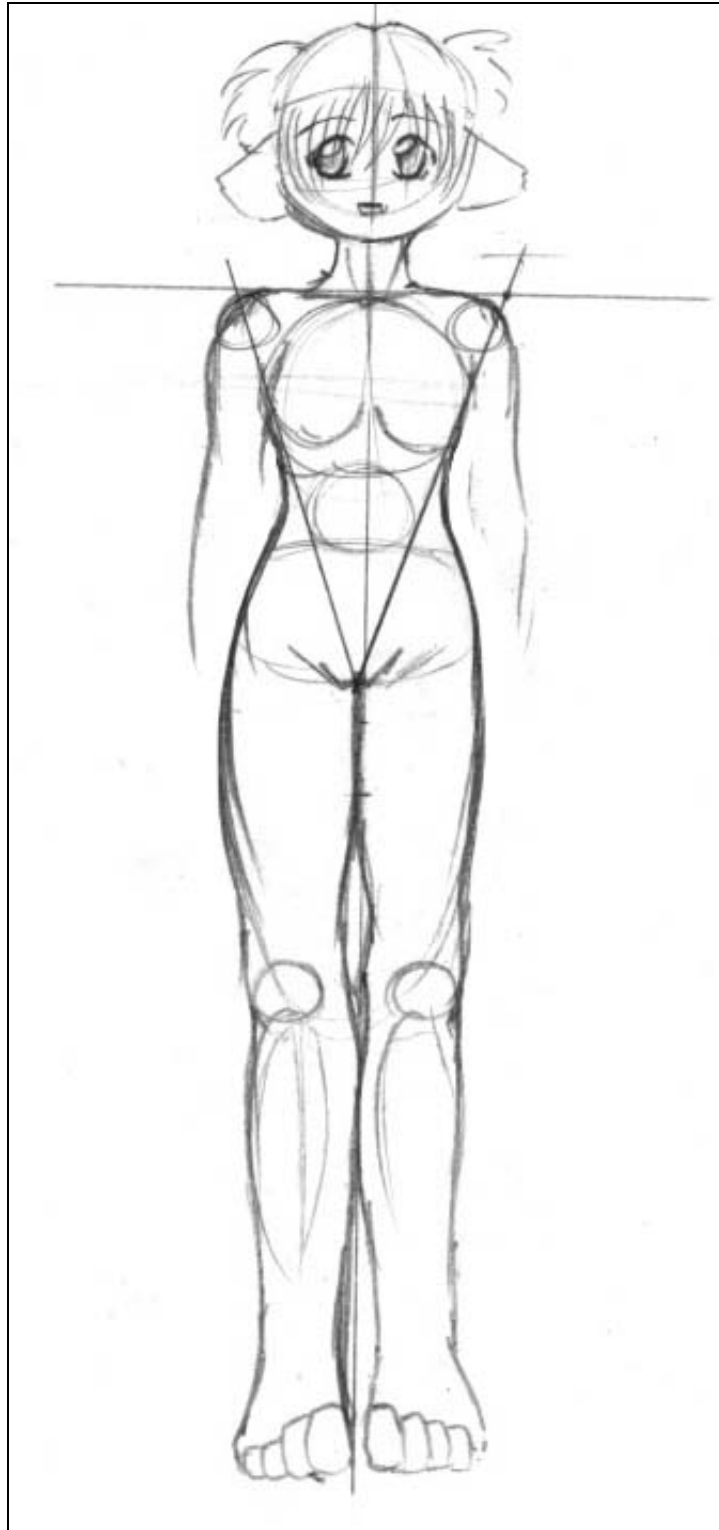
1. Step one! Let's start with the head on view, since its the easiest place to start. First we have to get the proportions right. I know that a lot of you hate using 'shapes' to draw figures, but I'll tell you right now, that its inevitable unless you are EXTREMELY practiced. Start by locating where a head would be. The female figure's torso goes down as an upside-down triangle, until you reach the hips. Here I show guidelines for where the center line should be for the head, and shoulders.



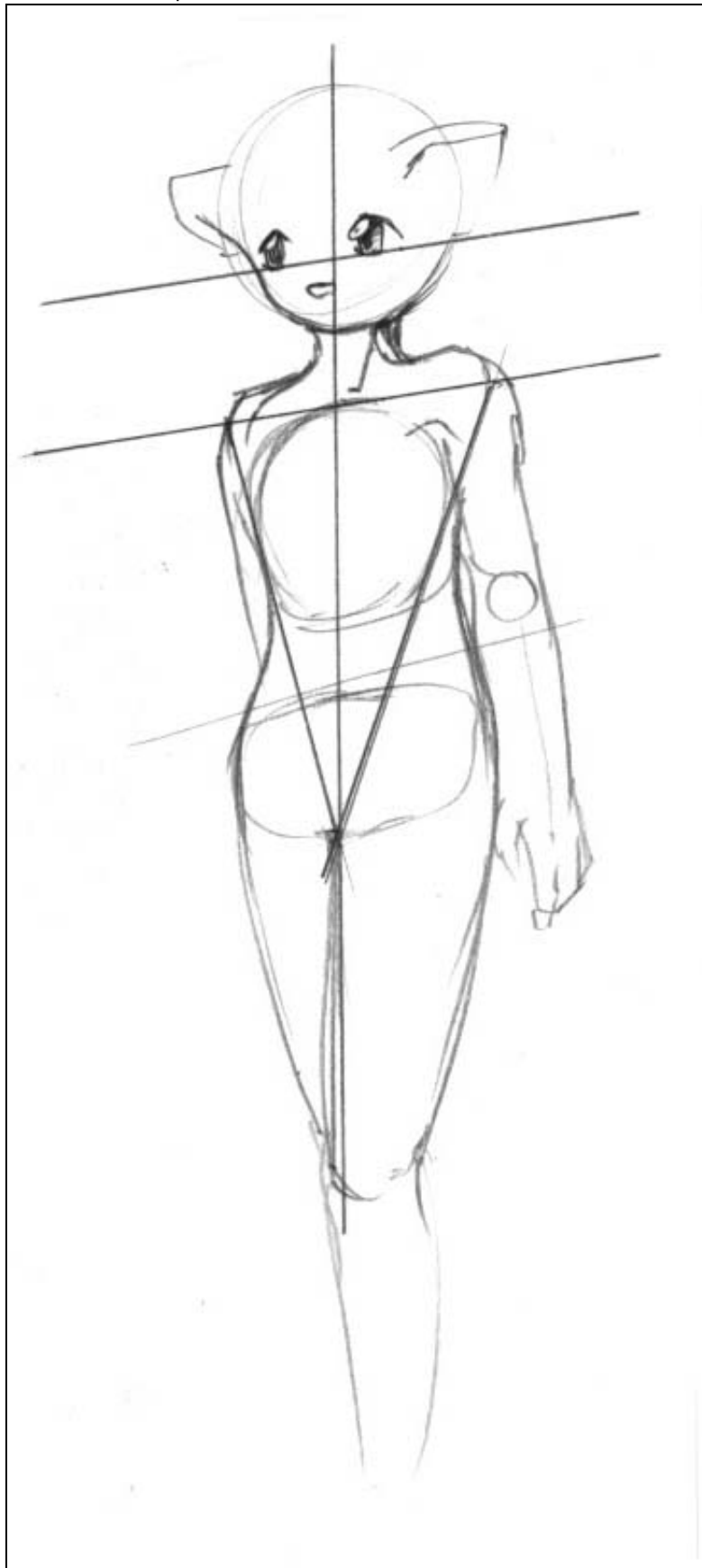
2. Notice how a head-sized circle can fit in the **rib cage**. The breasts are usually located within this area. About one head and a half down, you can fit a rounded rectangular shape for the pelvic area. The rectangle HAS to be wider than the circle for the rib cage. The center of the rectangle is the base of our triangle. If you connect the sides of these shapes, you can trace a smooth curve from the underarm, all the way down the thighs.



3. The body of the female should be almost 'bowling pin' shaped. Now we're going to add the legs. The thighs are the longest straight areas in the body, so try not to make the calves too much longer than the thighs. It's helpful to mark the knees as small circles. There is a space above and between the knees in most cases.



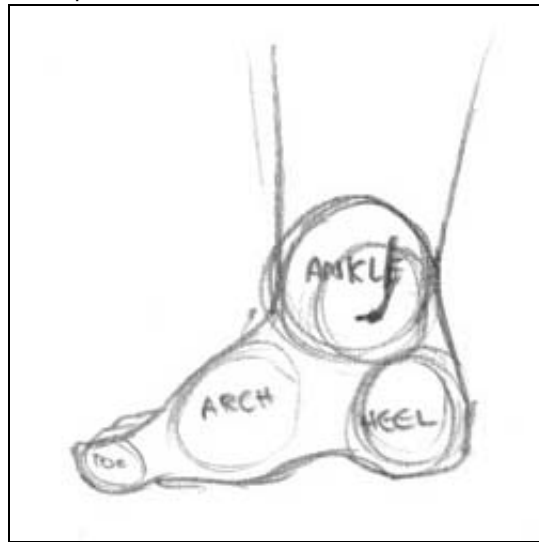
4. Here we have the same drawing, but on an angle. See how the guidelines are now diagonal, the shapes inside the figure are also skewed in the same direction.



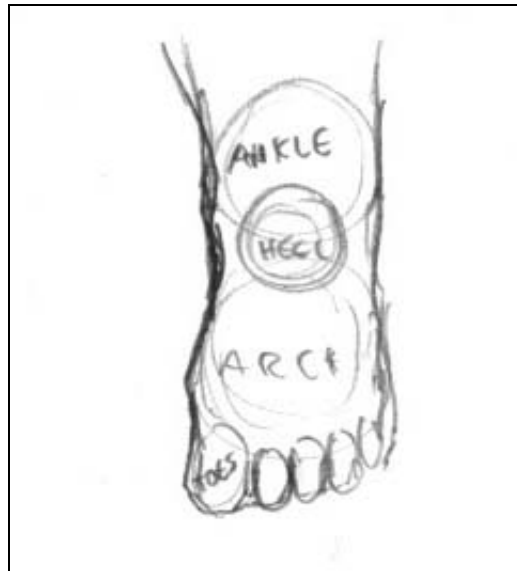
5. Here is a completed angle drawing. Take note of the placement of the shapes in the calves, thighs and the torso. We will get into the arms and feet and hands in a moment.



6. Heres a close-up of a foot. Of course if you're doing a furry character, this usually varies if you're making a traditional human based foot, or a cat/bear/other type of animal based foot. The heel, arch and ankle are all major components in creating feet, wether or wether not they are human.

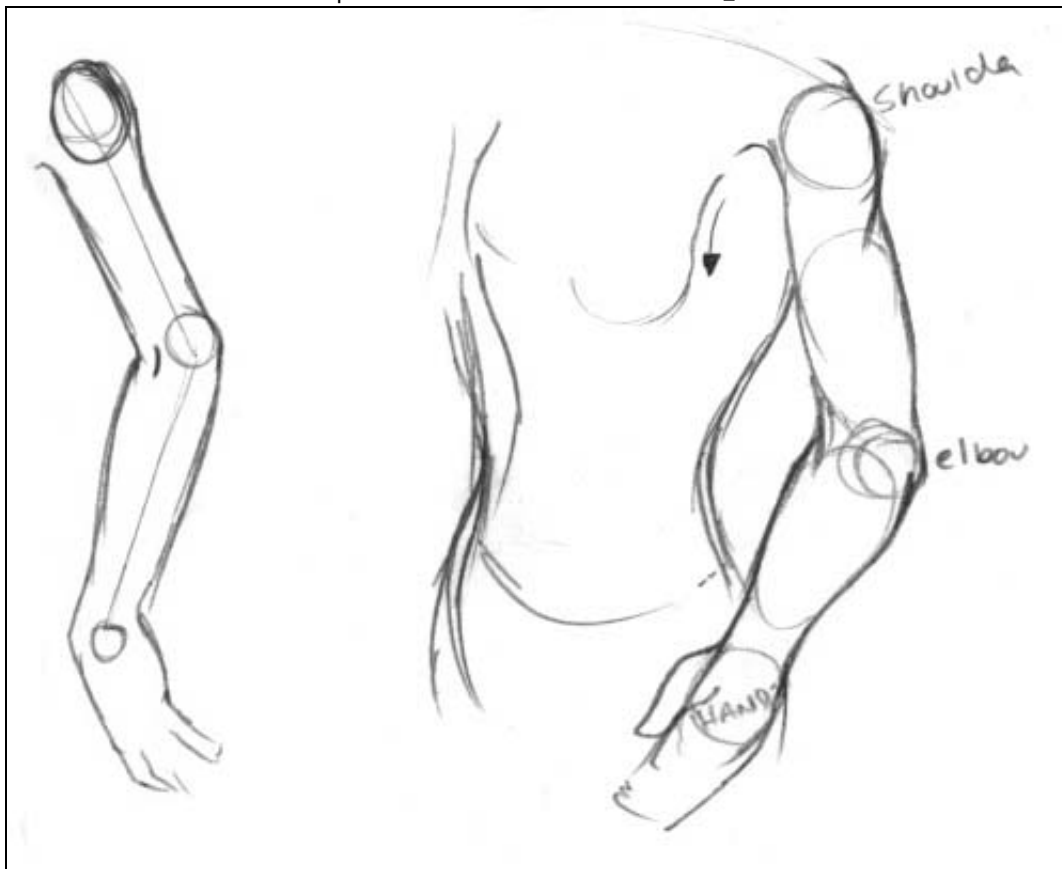


7. And a front view. Notice those toes! ^_^



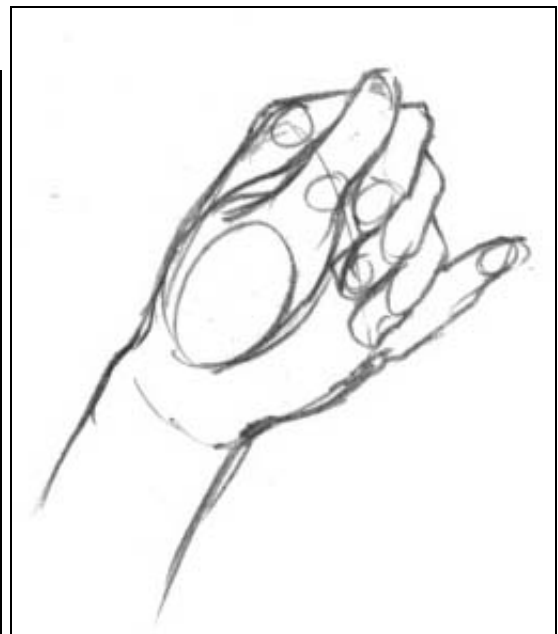
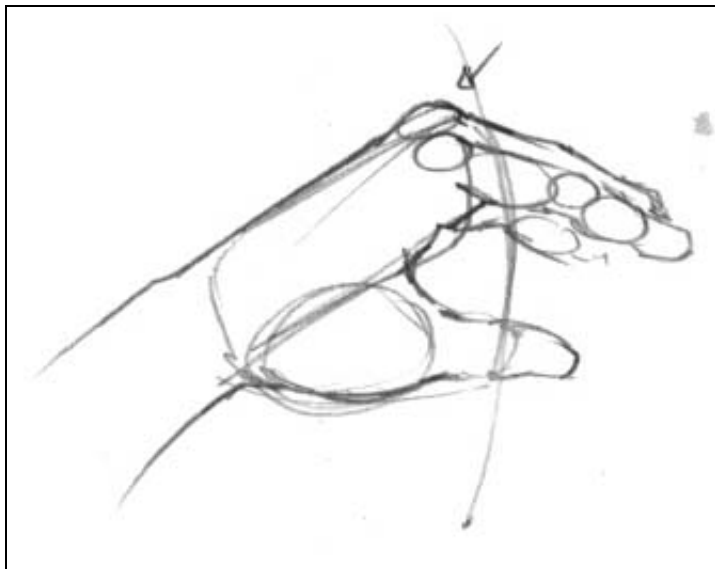
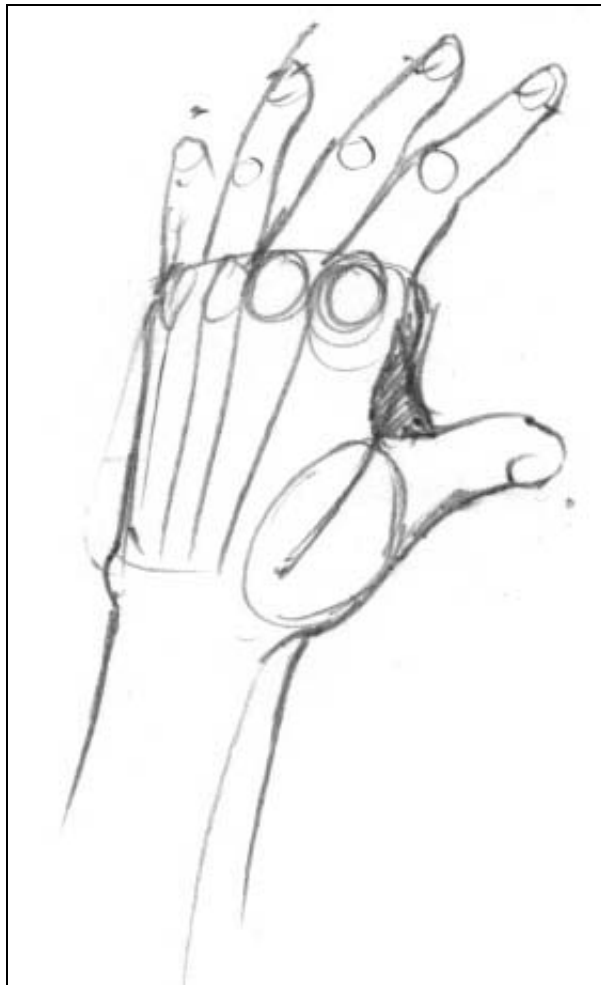
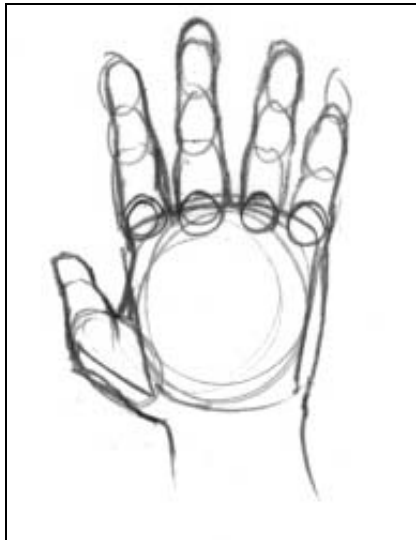
8. There are a few basic shapes for the arms, the shoulders, biceps/triceps, then the elbow, forearm, and then wrist then hand. The elbow joint is smaller than the rest, so this produces a small rut in the arm, giving it more shape for the forearm.

9. Arms on angle. Notice how the shoulder connects to the top or starting of the breast.



10. Now. Everybody complains about hands. I admit, i had to do a lot of practice sketches before I actually made a tutorial for hands myself, since I'm not especially good at them. But basically, like any other figure, it can always be broken down.

- The hand consists of a large, widened-at-the-top square as the palm.
- 4 small circles can be used a guides for the knuckles, and a larger one for the thumb
- small segments are added to the knuckles
- More knuckles are added for all fingers, then another segment.
- Make sure that the index and the ring finger are equal in length, and that the middle finger is the highest, and that the pinky is the smallest in height.



... And that's all, folks!

[\[back\]](#)