

Comfy Shapes

Beginner Character Course by JeyRam

To start, let's get used to drawing rounded shapes that I like to call 'comfy shapes' because they have pillow-like characteristics.

1. Single Round

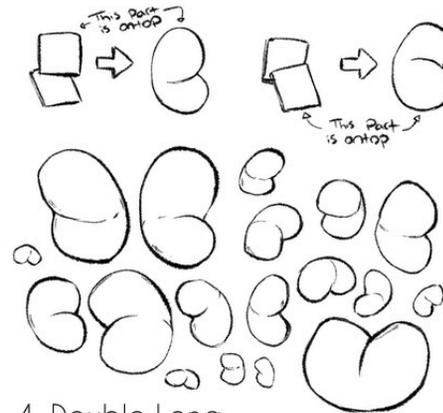
Begin by sketching out these rounded rectangles. The goal is to maintain a sense of structure while softening the edges. These forms aren't completely circular; they resemble boxes but with softened corners.



2. Double Round

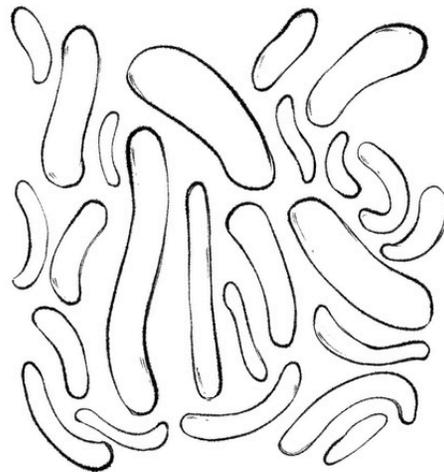
Next, layer two of these rounded forms on top of each other, creating a sense of three-dimensional space.

Observe how overlapping these shapes, based on your line placement, can make one of the rounded boxes appear to be above the other.



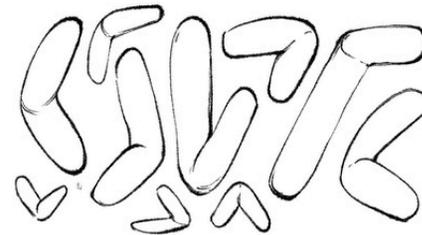
3. Single Long

Now let's elongate the single round shape to create some of these noodle-looking shapes. Play around with the curve and length of the shapes.

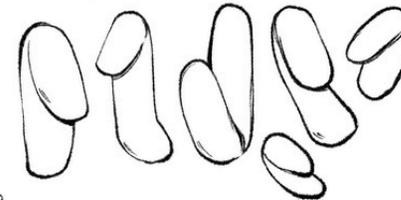


4. Double Long

The next step is to combine two of these long round shapes. Notice how this creates a 'joint' in the shape.



Try overlapping these forms so that a section of one shape is covered by another, or they seem to be squeezed together.



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Torso

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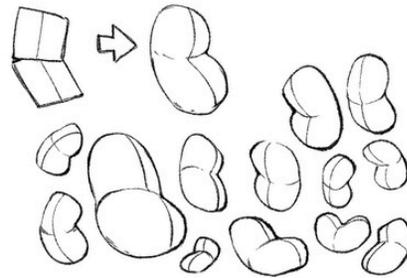
For sketching the torso of our basic characters, we'll utilize the double round shapes

Notice how we are already comfortable with this shape, try not to overthink this step just because we are applying it to the anatomy of a character.

1. Center Line

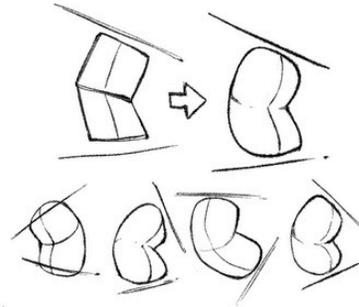
For a clearer depiction of the torso, let's draw a centerline along the front of the body.

This line helps to easily identify the direction the body is facing



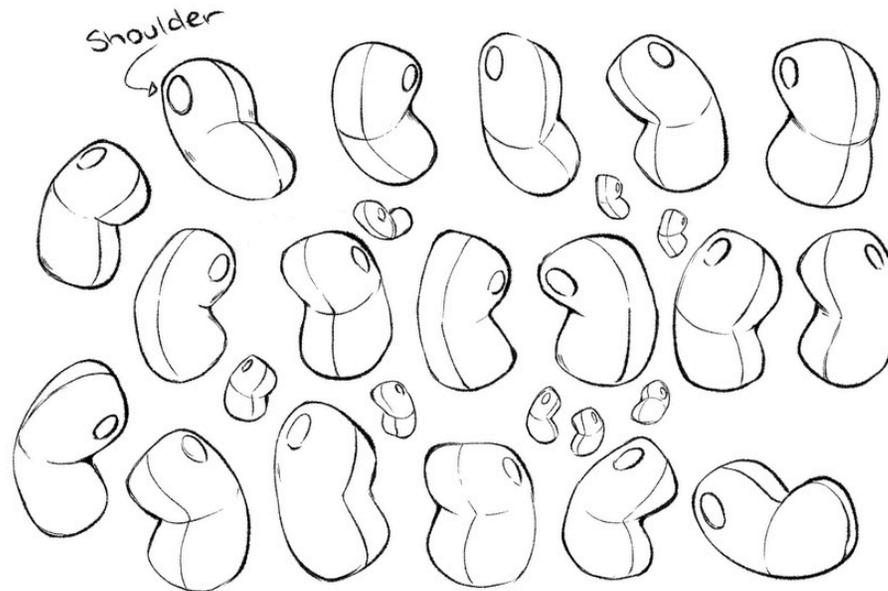
2. Tilts

Pay attention to the shoulder and hip tilts because they help define the pose of a character. Feel free to draw straight lines across the hip and shoulder tilts to help develop a deeper understanding of them.



3. Shoulders

To help us see where the shoulder joint is, add one circle to the side of the round shape. We are only adding one because the opposite side is hidden away from our view.



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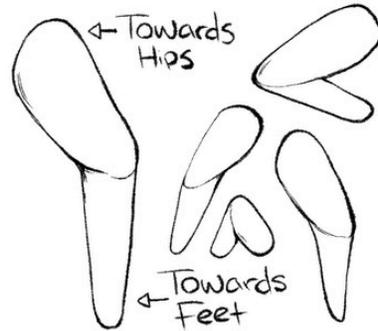
Legs

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To draw the legs we will use the double long shape.
Where the two shapes meet is where the knee joint is located.

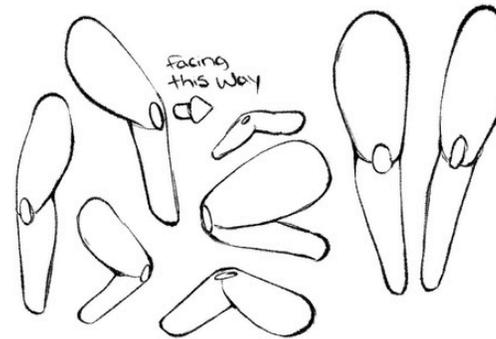
1. Sizing

The shape will be larger and more round towards the upper leg while it will be slightly more pointed towards the feet.



2. Kneecap

Add a circle where the two shapes meet to define where the kneecap is. This can help us see the direction the leg is facing.



3. Proportions

Play with the size and length of the legs, don't feel limited by realistic proportions!
Drawing is all about producing something playful and uniquely creative.



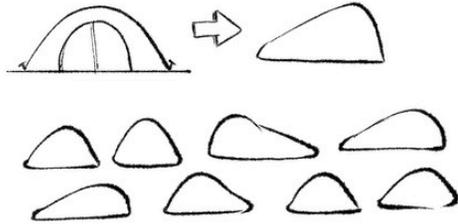
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Feet

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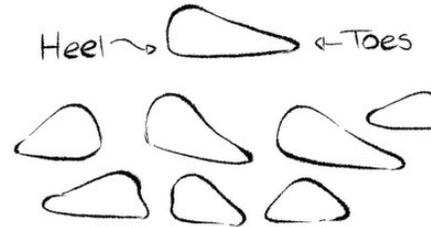
1. Tent

When drawing the feet, utilize a shape resembling a tent, with a flat base and a somewhat curved top.



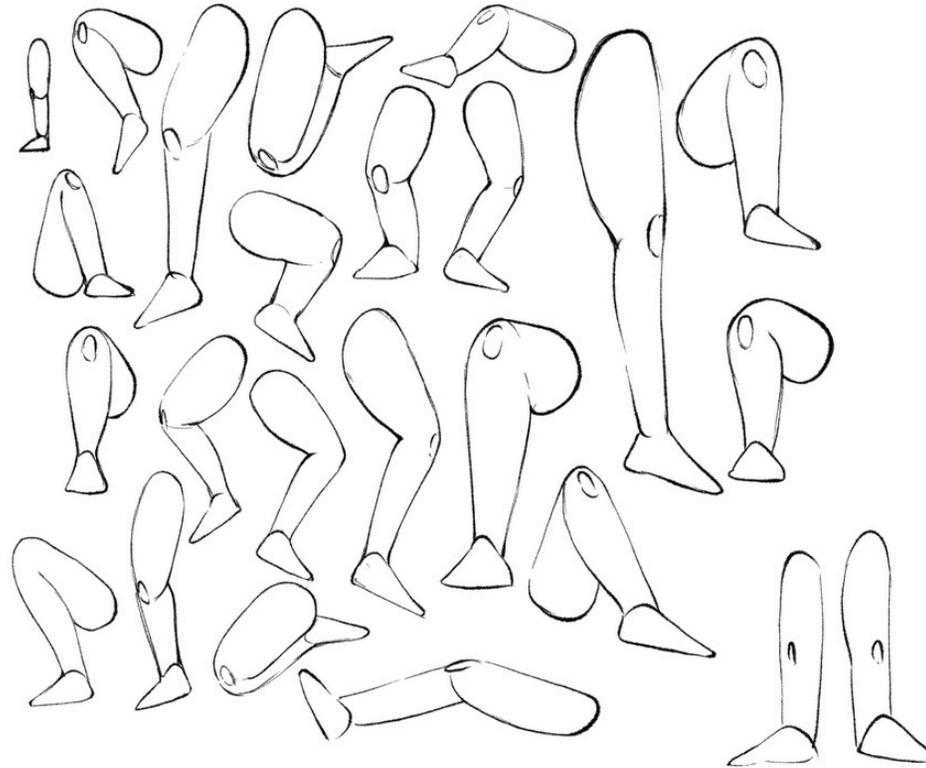
2. Sizing

The rounded shape will be higher around the heel area, which means that when the foot is viewed from the side, it will appear thinner towards the toes.



3. Legs

Add the feet to the legs, play around and experiment!
Remember that making mistakes can be part of the fun.

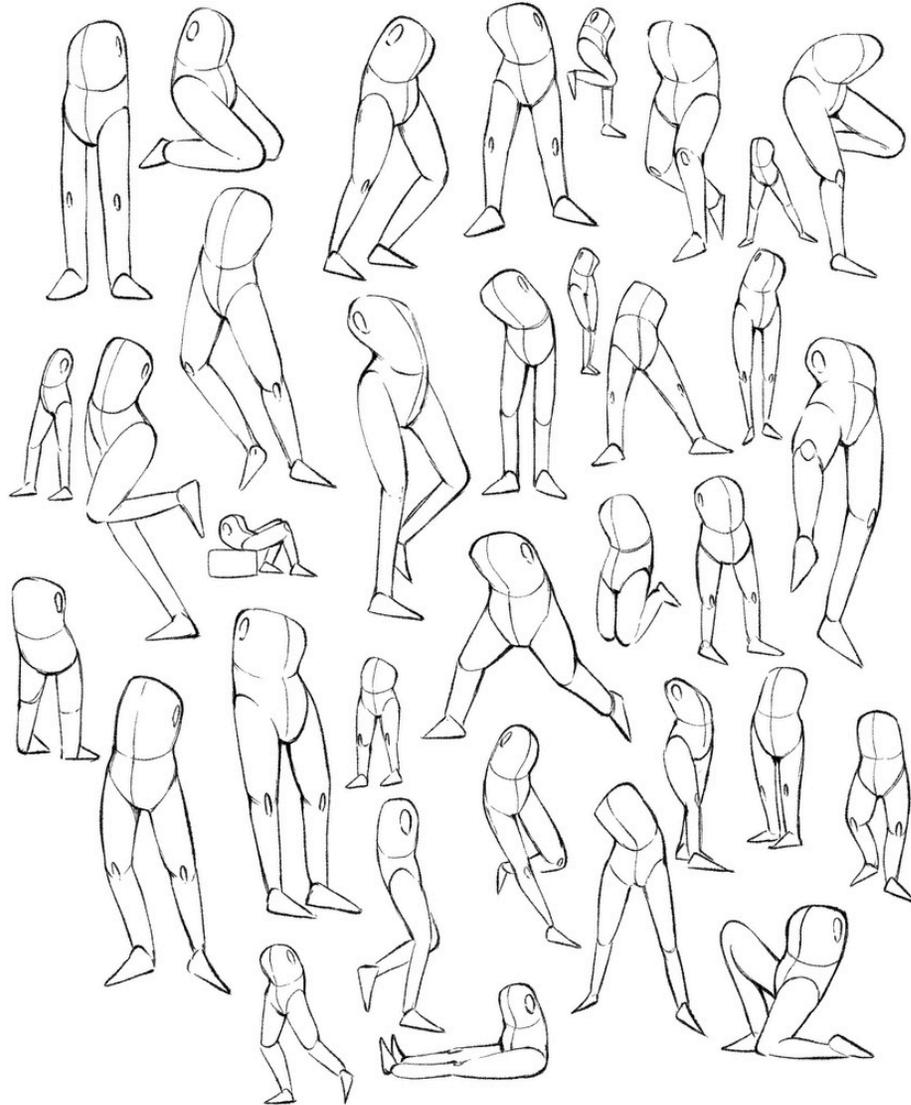


Torso & Legs

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Let's combine what we have learned so far by attaching all 3 components together.
This will be challenging at first because we are drawing two sets of legs and feet,
but with practice this will become easier

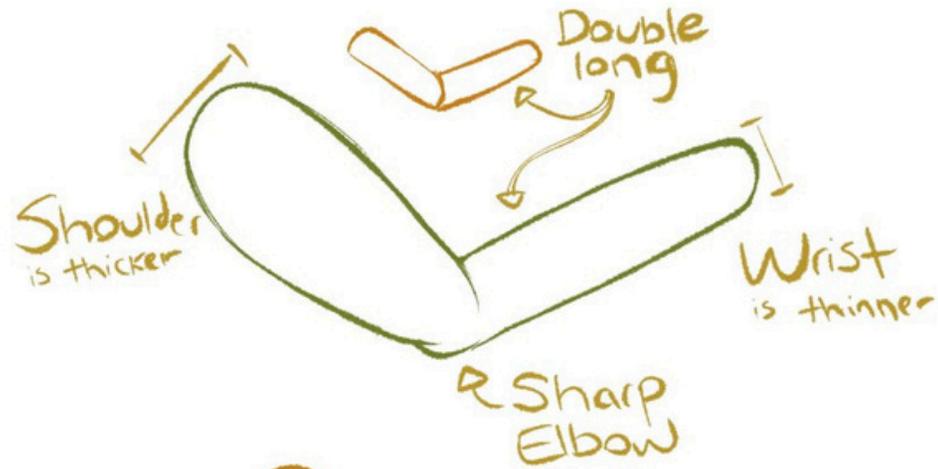
When you feel frustrated try to remind yourself that being challenged is part of the learning process,
these are the moments you'll be proud of later.



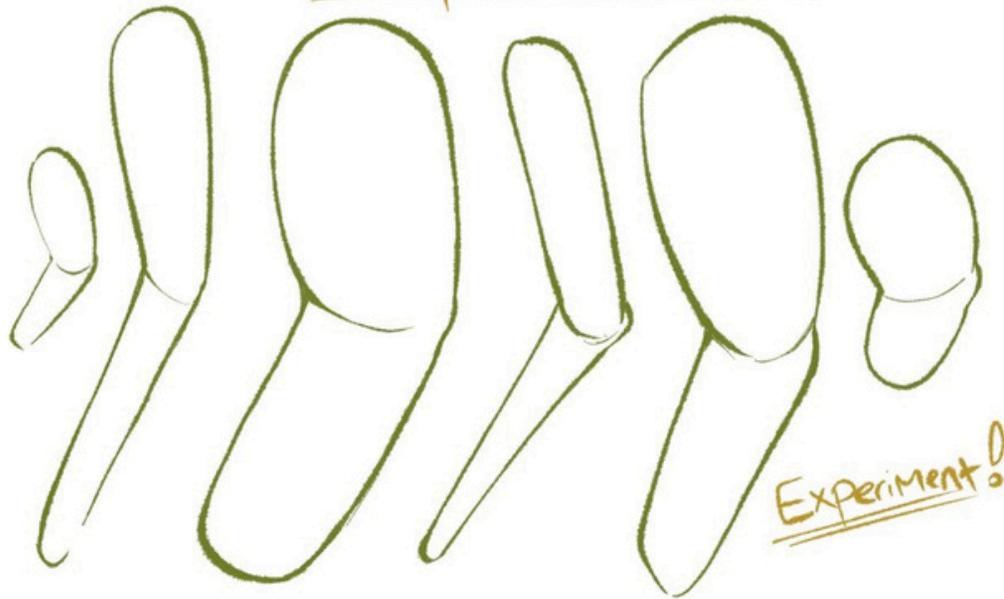
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Arms

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Proportions



Experiment!

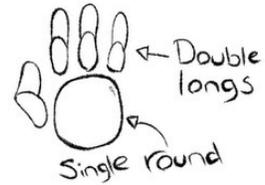
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Hands One

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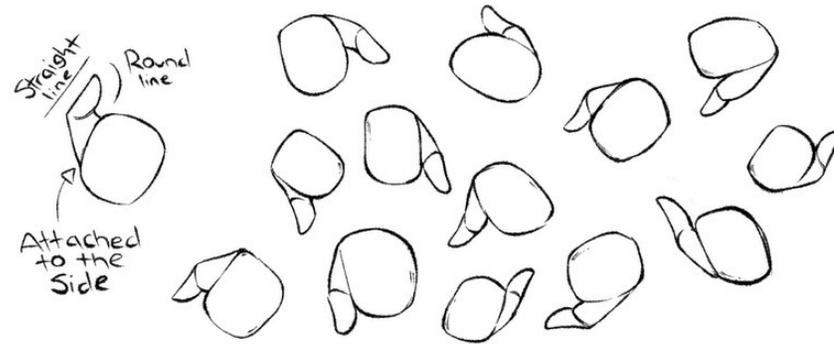
For the hands we will be using one single round shape, with four double longs for the fingers and thumb.

Hands might seem complex initially due to their many components, but they become easier with practice.



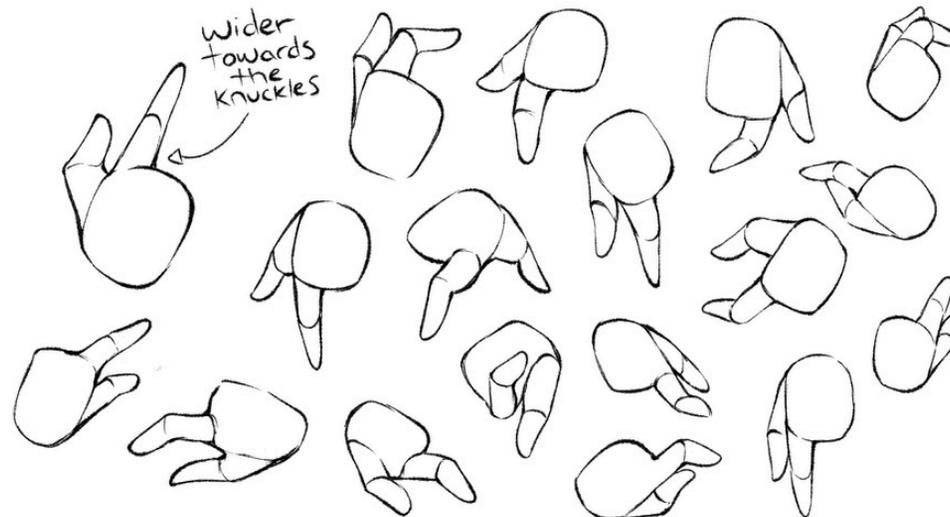
1. Palm & Thumb

Let's start just with the single round shape for the palm and a double long shape for the thumb. Note how the thumb usually stays in alignment with the the palm



2. One Finger

Let's add a single finger to it, play around and don't be shy about making mistakes and erasing!

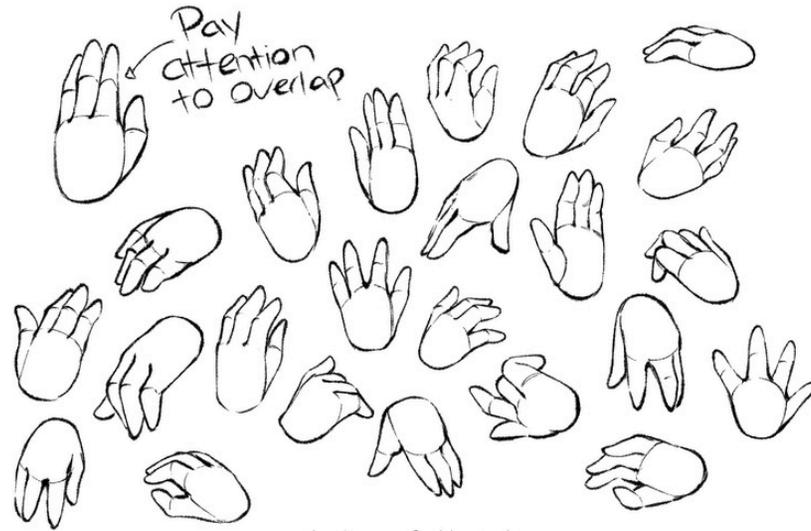


Hands Two

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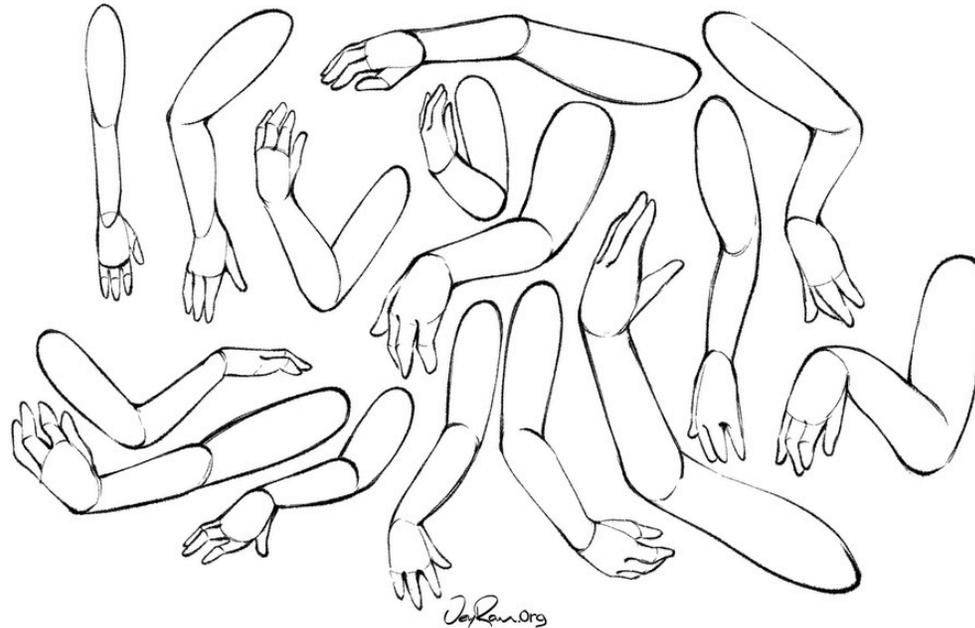
3. Full Hands

Now let's add two more fingers to complete these simplified hands.
Feel free to play with the thickness of the fingers and palm!



4. Arms & Hands

Let's combine what we have learned and attach the hand to the arms.



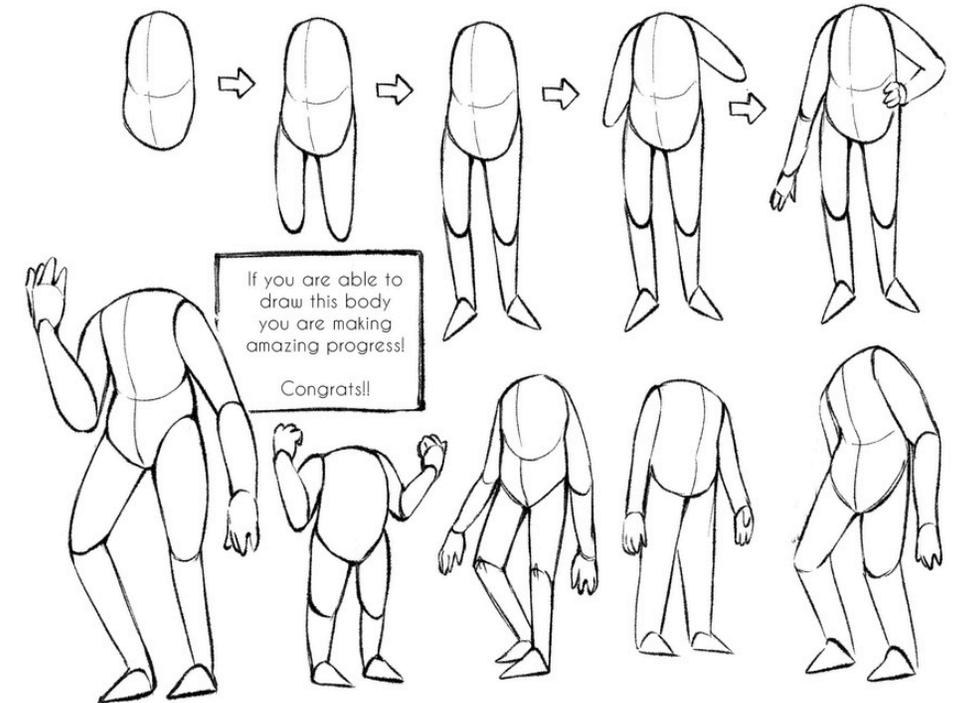
Body

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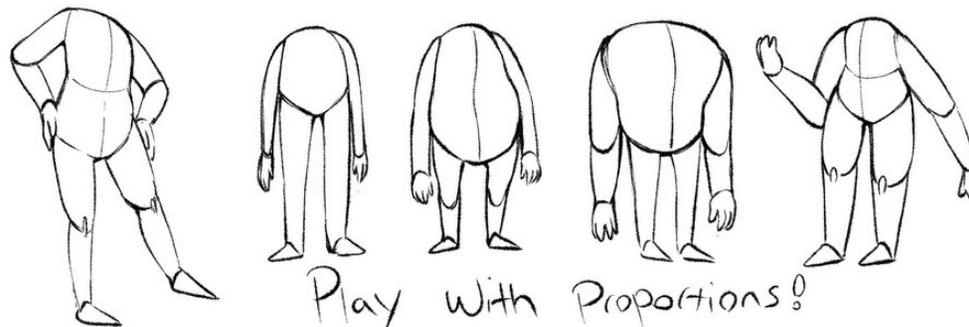
Now we can combine all that we have learned and draw the body.
This is challenging so expect to make a lot of mistakes, but remember that it's part of the learning process

I have found it easier to start with the torso and then add the other parts of the body,
but experiment and see what works best for you.

Not everyone will have the same approach and it's always okay to do things differently.



If you are able to draw this body you are making amazing progress!
Congrats!!



Play with Proportions!

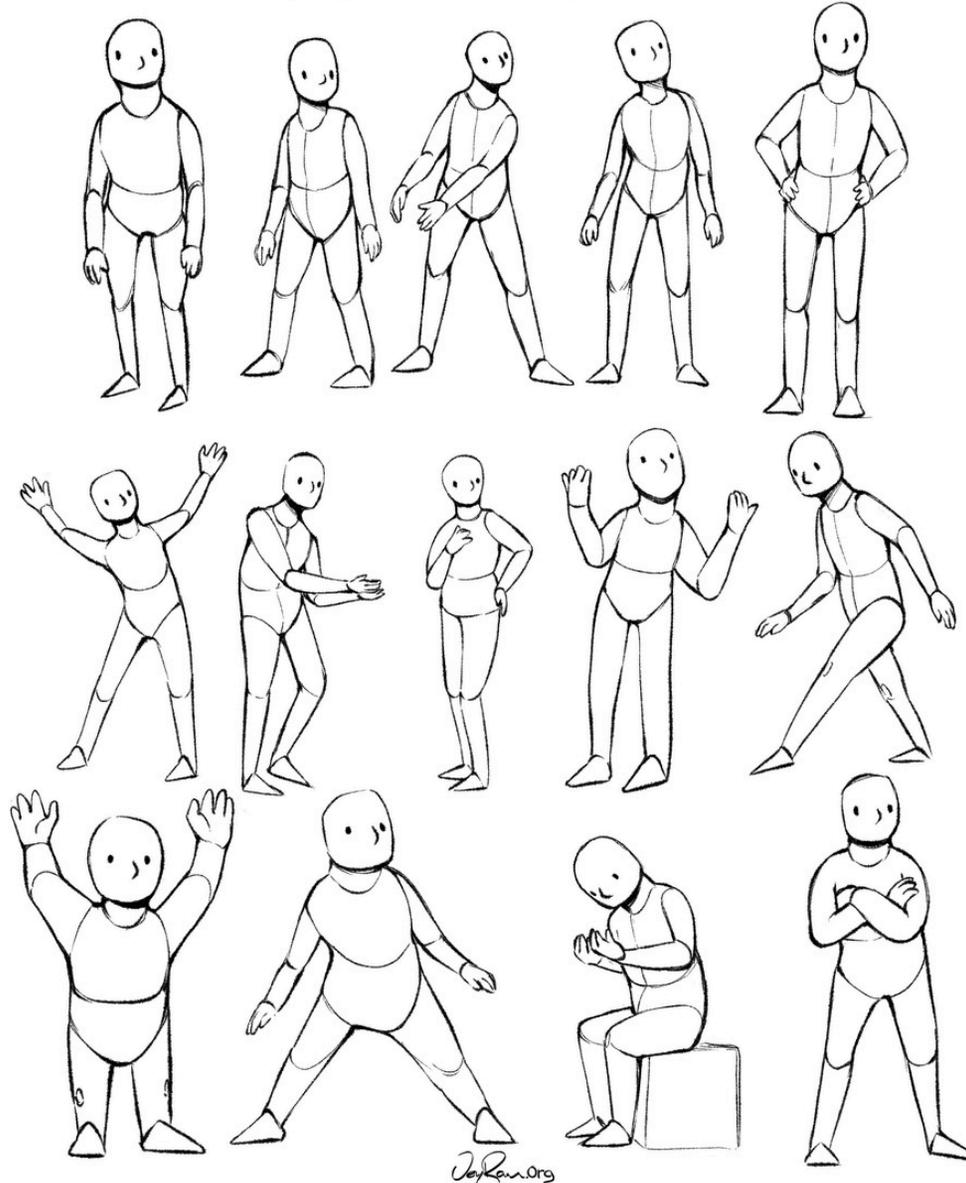
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Full Body

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Onto the final lesson! Congratulations on making it this far.
Let's try to combine all the things we have learned and draw the full body.

This will take quite a bit of practice if you are new to drawing so be forgiving and try to have a playful approach. If it were too easy it wouldn't be much of a journey.



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