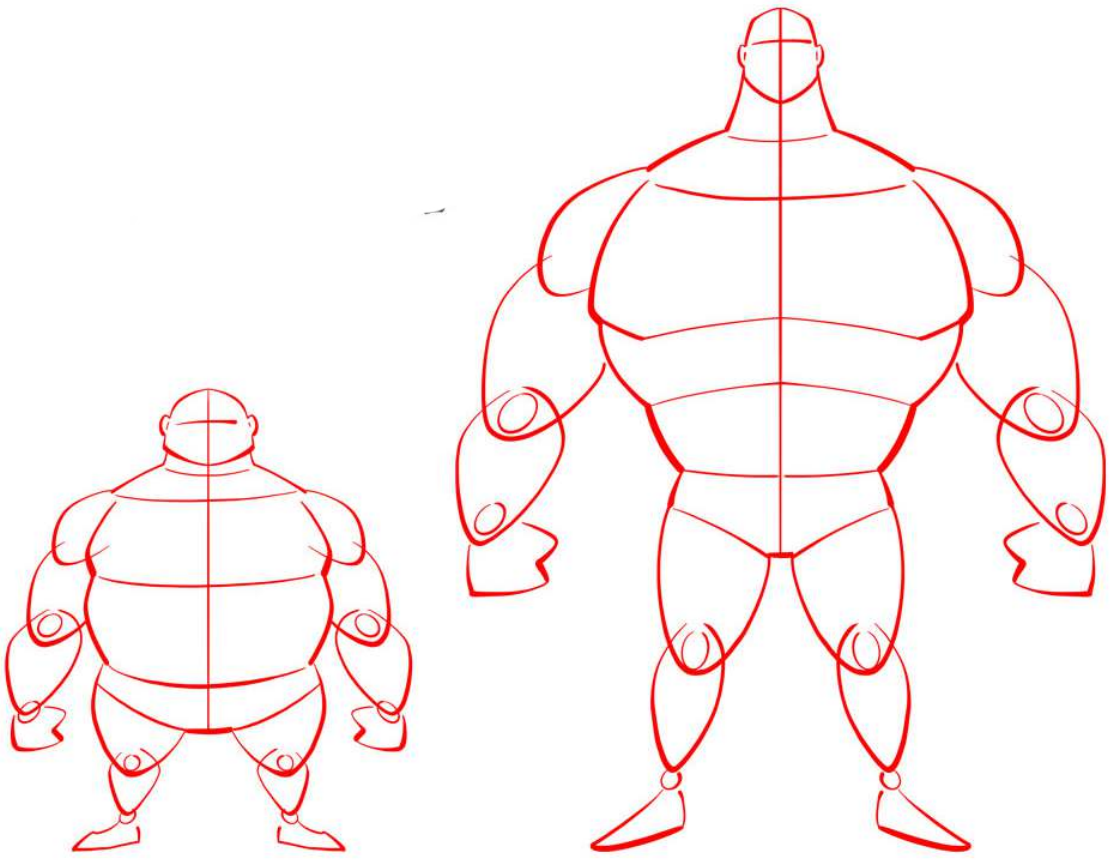
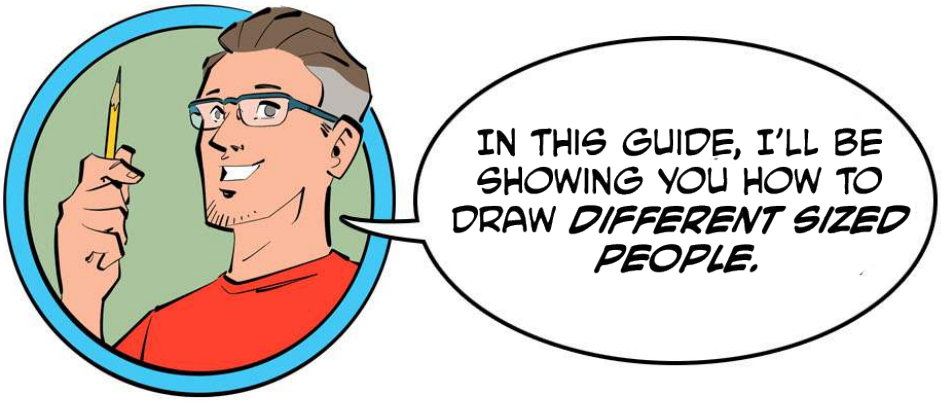
THE PHOENIX COMIC CLUB

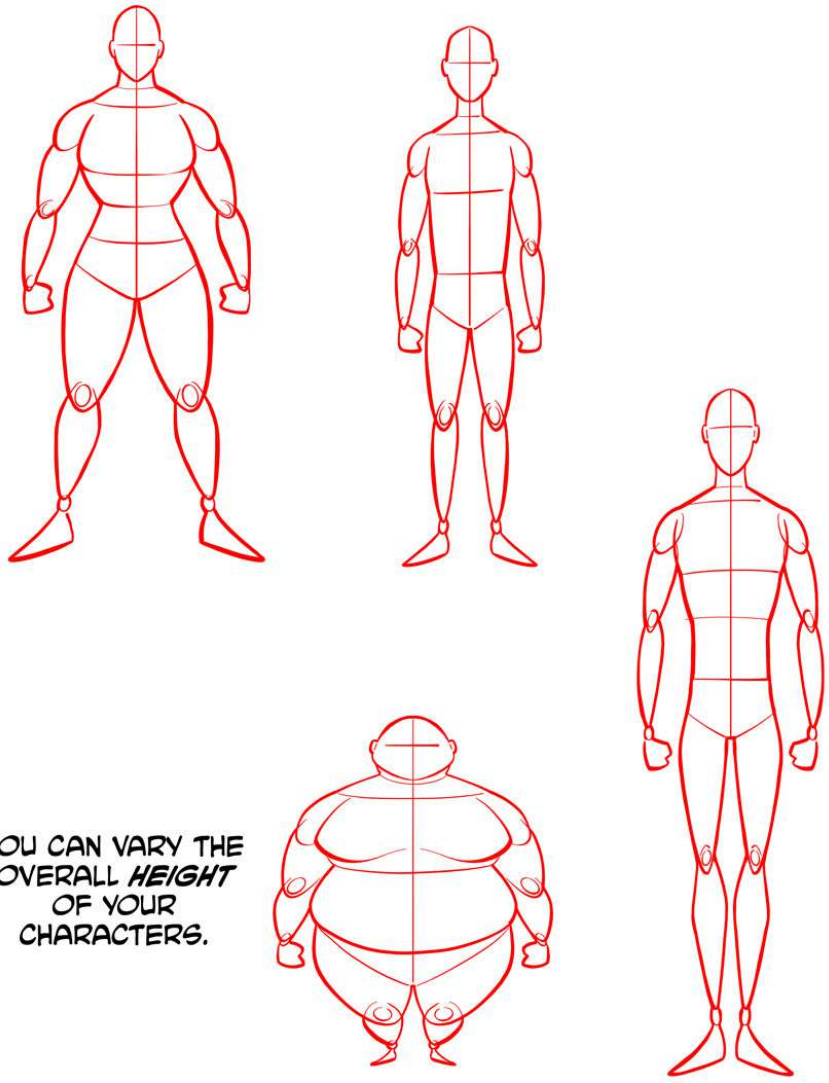
HOW TO DRAW BODY SHAPE





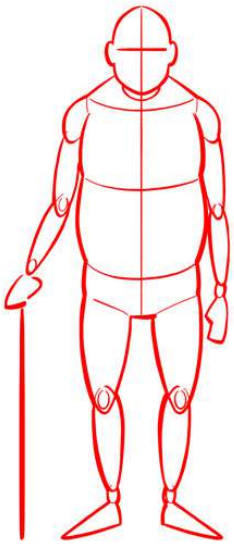
NO MATTER THE BODY THE BASIC *BUILDING BLOCKS* ARE *ALWAYS THE SAME.*

NOT EVERYONE HAS TO BE *SUPER ATHLETIC.*

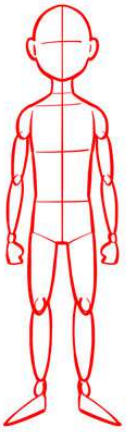


YOU CAN VARY THE OVERALL *HEIGHT* OF YOUR CHARACTERS.

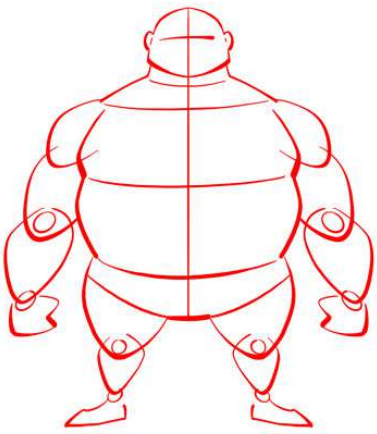
AND EVEN AT THIS EARLY STAGE YOU CAN MAKE CHARACTERS LOOK ***OLDER*** USING POSTURE...

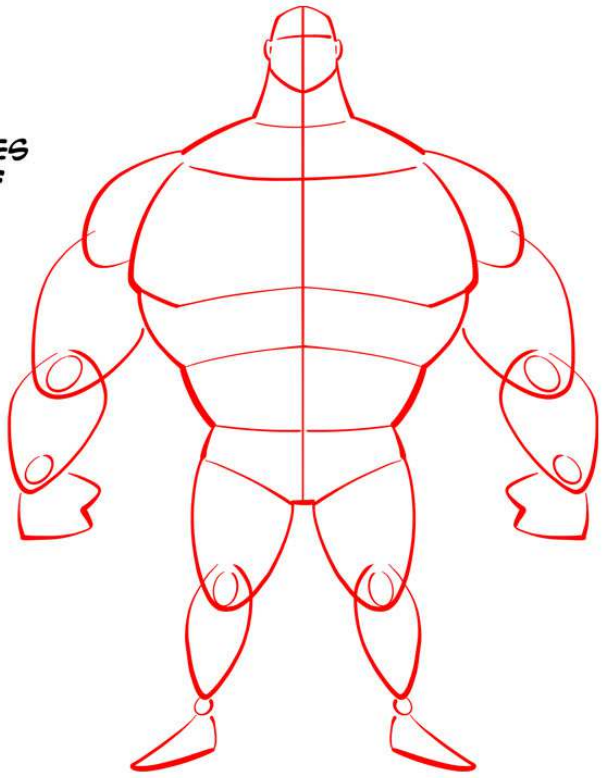


... OR ***YOUNGER.*** A BIG HEAD AND SMALLER BODY IS A GREAT HACK FOR DRAWING CHILDREN.



SEE HOW FAR YOU CAN PUSH THE SHAPES AND ***EXAGGERATE*** THE FORM.



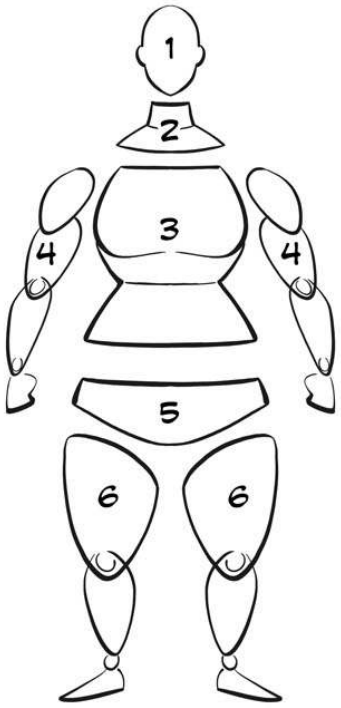


REMEMBER

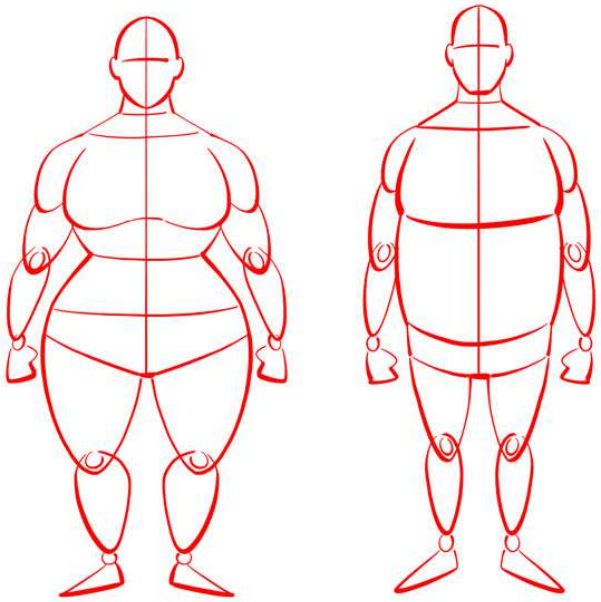
THE BODY IS NOTHING MORE THAN A SERIES OF ***BASIC SHAPES*** COMBINED TOGETHER TO CREATE A FIGURE.

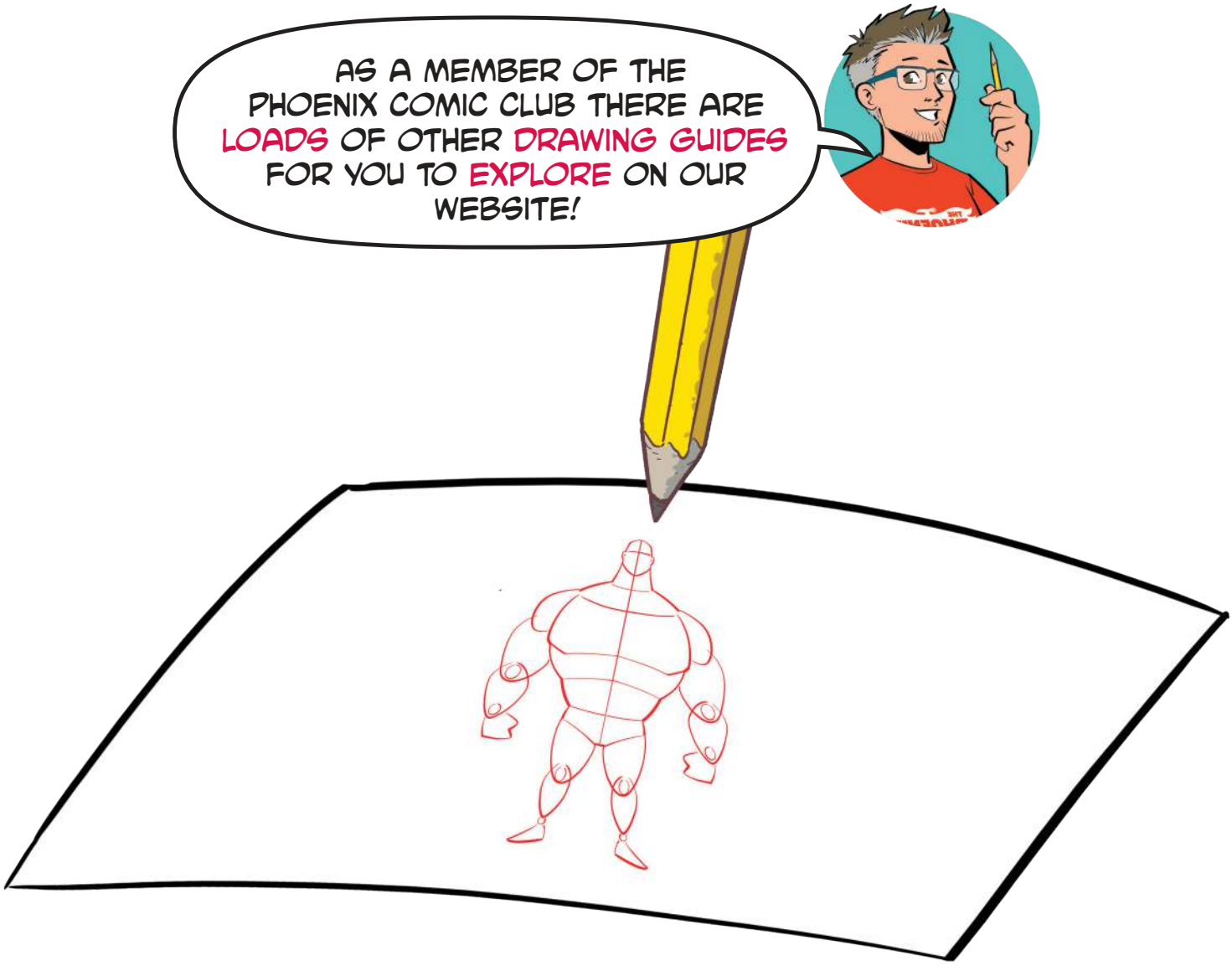
THESE SHAPES ARE GROUPED INTO ***6 KEY AREAS:***

1. ***HEAD***
2. ***NECK***
3. ***TORSO***
4. ***ARMS***
5. ***PELVIS***
6. ***LEGS***



BUT FEEL FREE TO BEND THESE RULES. IN SOME CASES THE TORSO CAN BE MADE OF JUST ***TWO SECTIONS.***





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