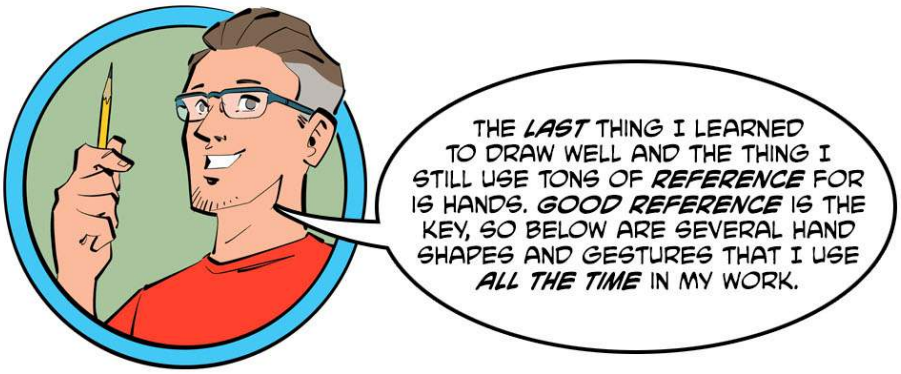
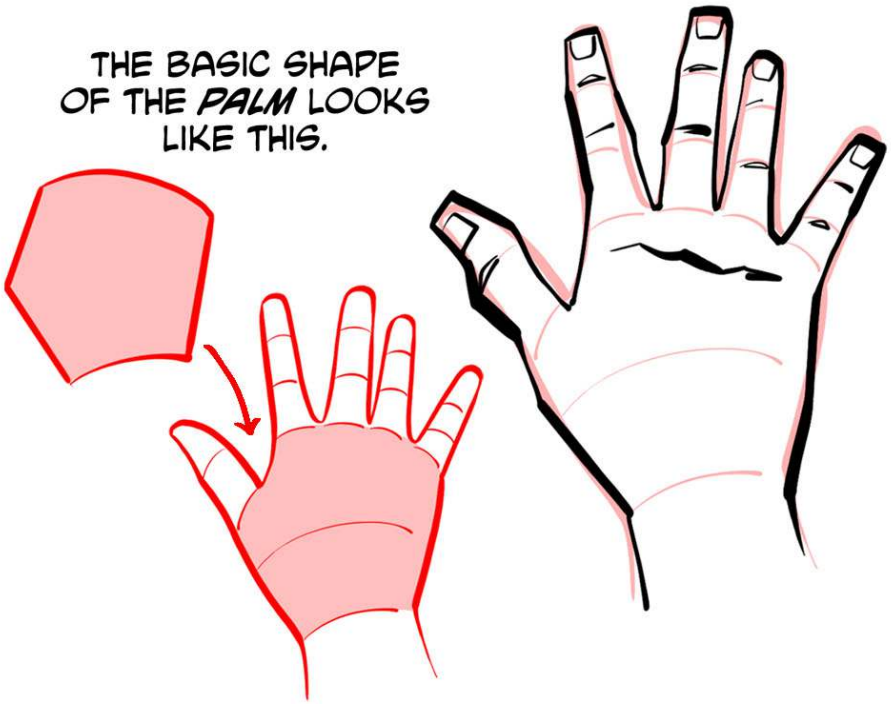
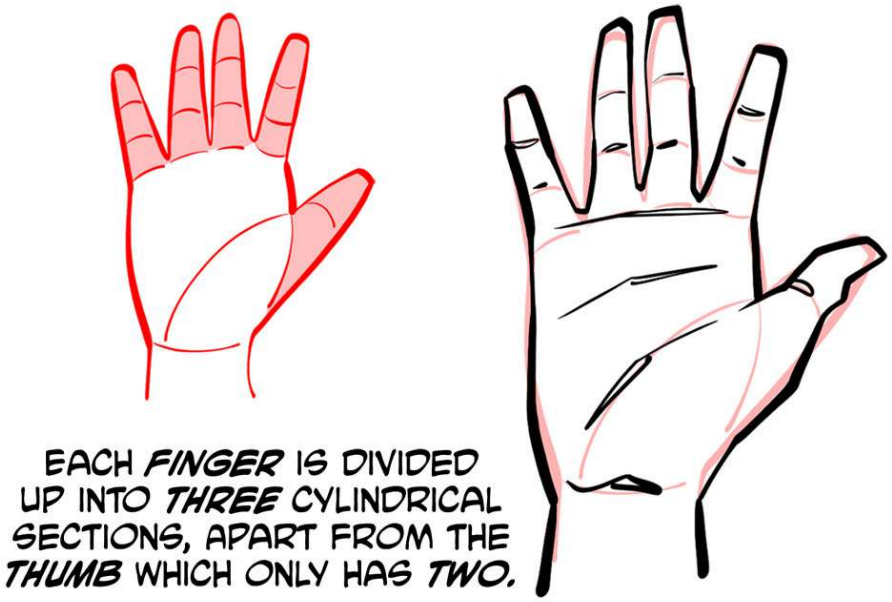
THE PHOENIX COMIC CLUB

HOW TO DRAW HANDS

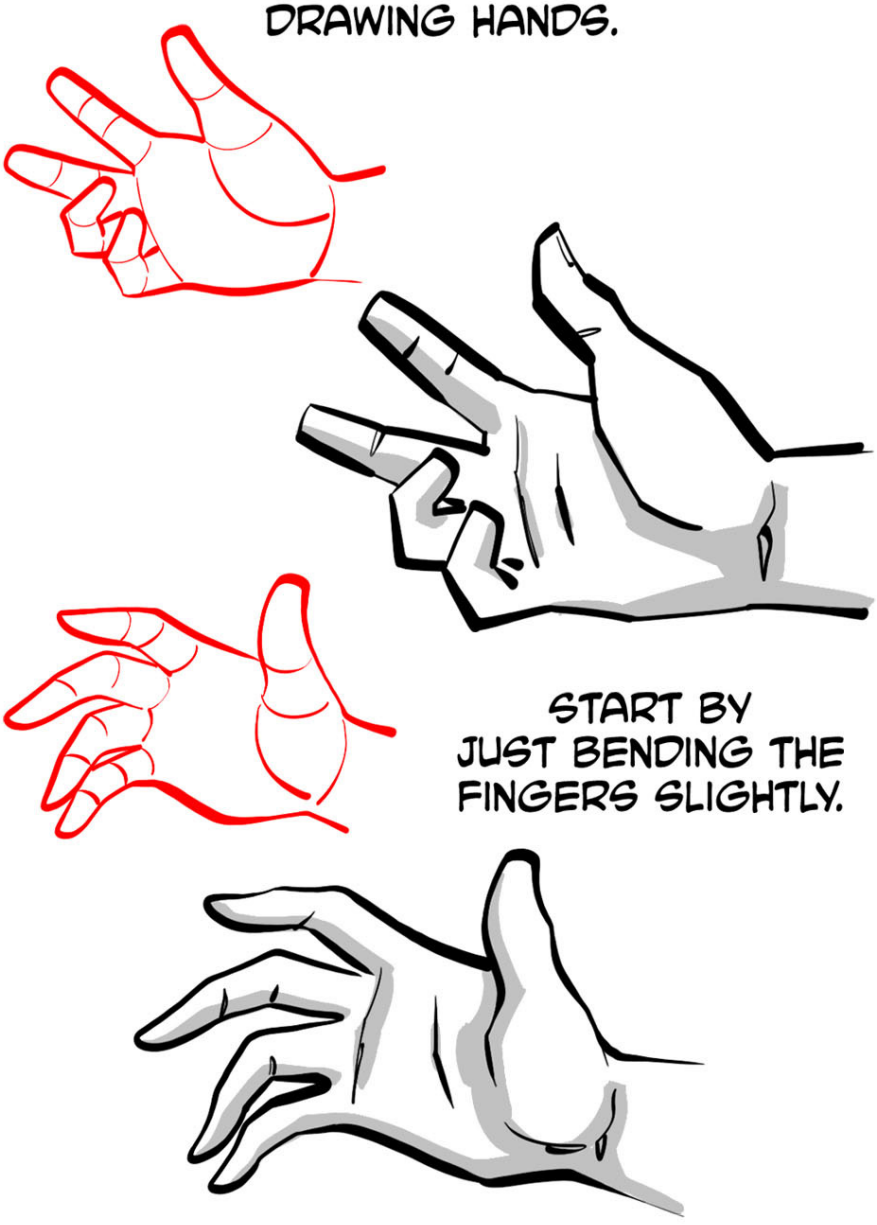



THE *LAST* THING I LEARNED TO DRAW WELL AND THE THING I STILL USE TONS OF *REFERENCE* FOR IS HANDS. *GOOD REFERENCE* IS THE KEY, SO BELOW ARE SEVERAL HAND SHAPES AND GESTURES THAT I USE *ALL THE TIME* IN MY WORK.

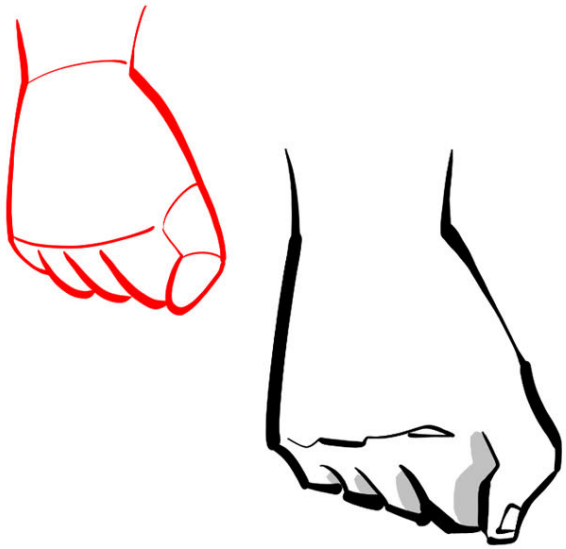

THE BASIC SHAPE OF THE *PALM* LOOKS LIKE THIS.


EACH *FINGER* IS DIVIDED UP INTO *THREE* CYLINDRICAL SECTIONS, APART FROM THE *THUMB* WHICH ONLY HAS *TWO*.

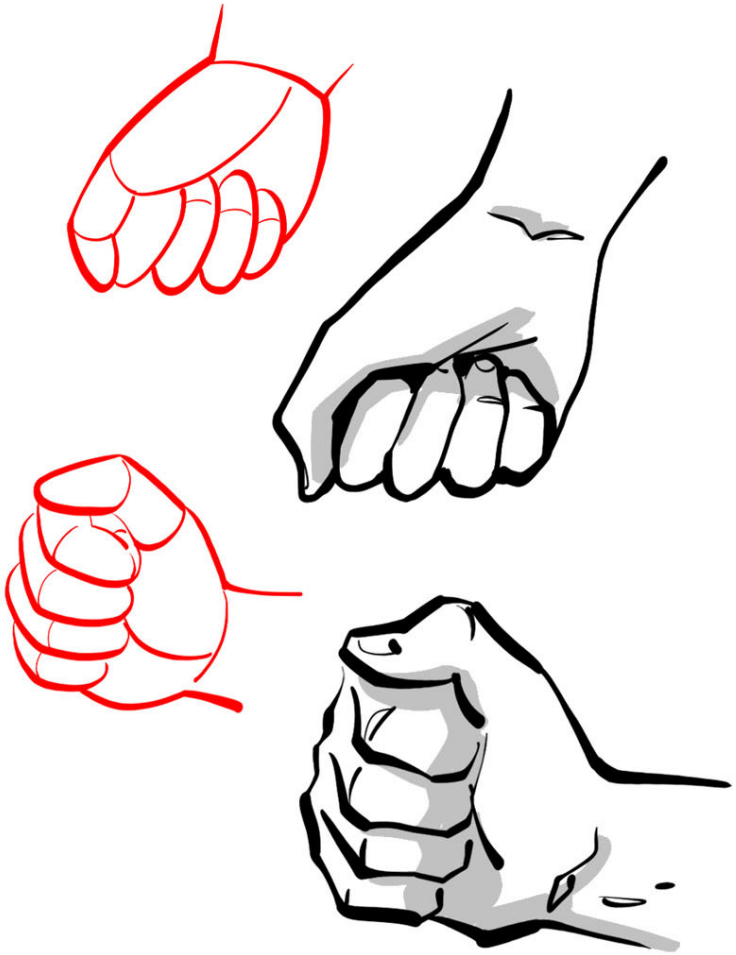
ONCE YOU'VE GOT A HANG OF DRAWING AN ***OPEN HAND*** START TO ***MOVE THE POSITION*** OF THE FINGERS, WHILST KEEPING THE SHAPE OF THE PALM GENERALLY THE SAME, TO CREATE ***DIFFERENT POSES.*** START BY JUST BENDING THE FINGERS SLIGHTLY. BELOW ARE A SERIES OF HAND POSITIONS I USE ***REGULARLY*** IN MY WORK. USE THIS PAGE AS A ***HANDY*** REFERENCE SET TO HELP YOU GET TO ***GRIPS*** WITH DRAWING HANDS.



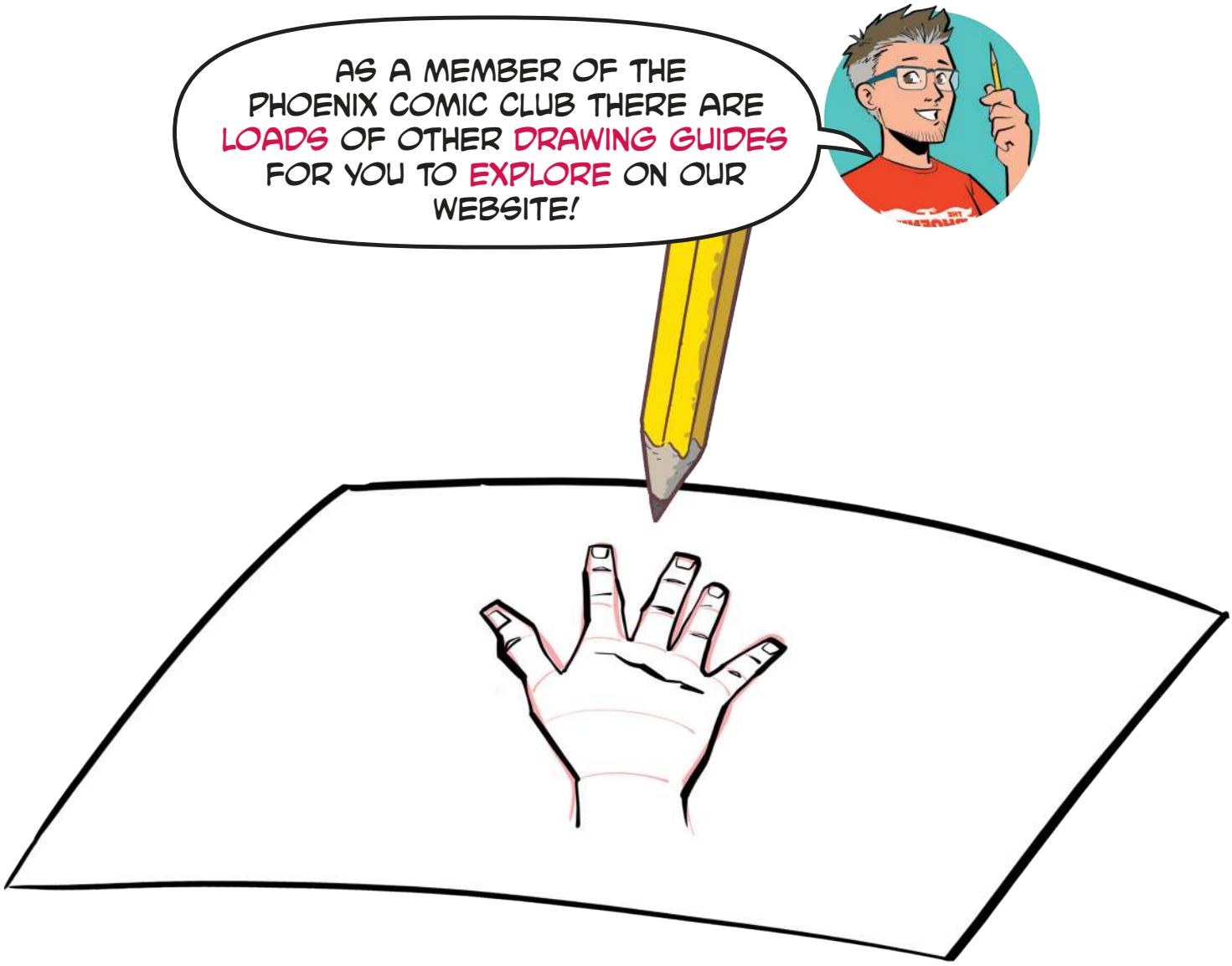
START BY JUST BENDING THE FINGERS SLIGHTLY.



WHEN DRAWING A FIST YOU CAN'T SEE THE WHOLE FINGER.




IN ALL THESE EXAMPLES THE SHAPE OF THE PALM IS ALWAYS THE SAME.



AMAZING DRAW-ALONG VIDEOS WITH LOADS OF YOUR FAVOURITE CREATORS!

AWESOME VIDEOS AND INCREDIBLE PRINTABLE GUIDES!

TIPS AND DRAWING SECRETS FROM TOP COMIC CREATORS!

SCAN HERE TO GET STARTED!

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