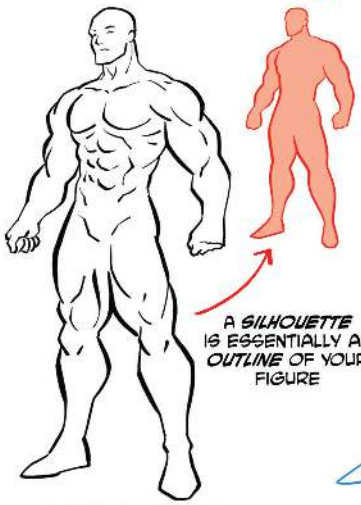
THE PHOENIX COMIC CLUB

HOW TO DRAW SUPERHEROES



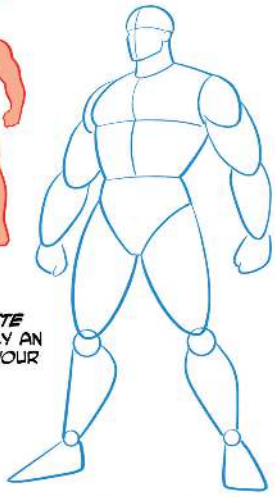
HOW TO DRAW SUPERHERO BODIES

SILHOUETTES / THE BUILDING BLOCKS

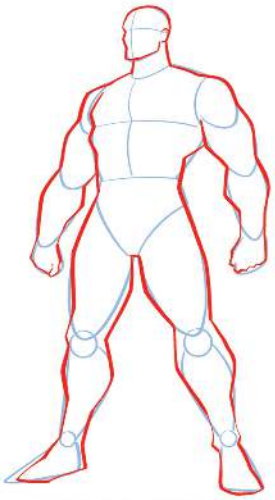


A *SILHOUETTE* IS ESSENTIALLY AN *OUTLINE* OF YOUR FIGURE

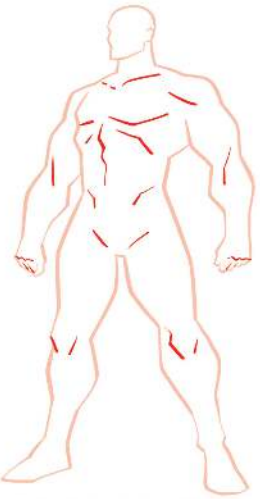
UNDERSTANDING *HUMAN ANATOMY* CAN TAKE YEARS, SO INSTEAD LET'S FOCUS ON BUILDING OUR SUPERHERO FROM A *STRONG SILHOUETTE.*



USE THE *BUILDING BLOCK METHOD* TO BREAK DOWN THE SILHOUETTE AND DEFINE THE *MAIN MUSCLE GROUPS.*

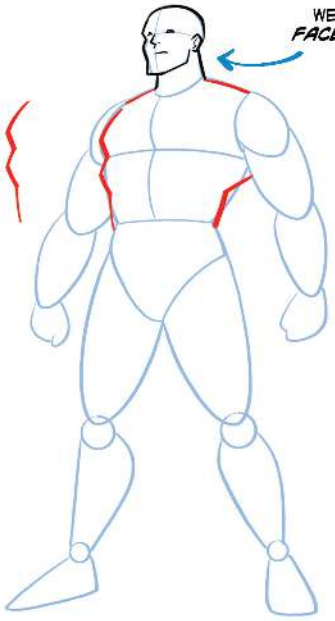


CHOOSE A *POWERFUL STANCE* AND THEN *OUTLINE* YOUR FIGURE USING *ANGULAR LINES.*

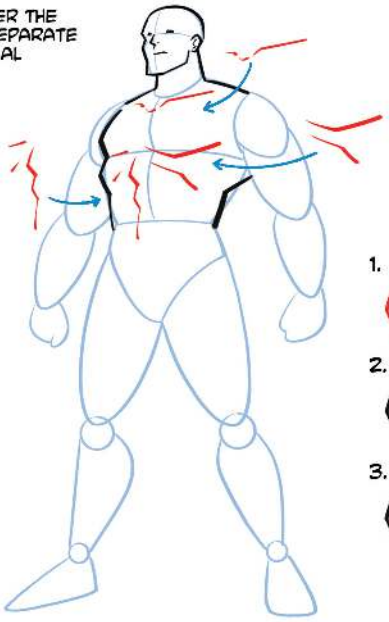


LOOK AT HOW A SERIES OF *SIMPLE MARKS* CAN HINT AT *MUSCLES.* LET'S TAKE A LOOK IN MORE DETAIL...

STEP-BY-STEP



1. LET'S START WITH THE *TORSO.* SEE HOW THE OUTER EDGE IS NOTHING MORE THAN A SET OF *ZIG-ZAGS.*



2. USE THE *BUILDING BLOCKS* TO HELP YOU PLACE THE *MUSCLES.* LOOK HOW *SIMPLE* THE MARKS ARE WHEN VIEWED IN ISOLATION.



3. USE A CONTINUOUS SET OF *ANGULAR LINES* FOR THE *ARM* AND ADD THE *HANDS.* USE *FISTS,* AS THEY LOOK MORE POWERFUL.

4. USE *ANGULAR LINES* FOR THE *UPPER LEGS* AND DRAW IN THE *KNEES* USING SIMPLE LINES.



5. THE *LOWER LEGS* PINCH IN QUITE HEAVILY AT THE *ANKLES.*



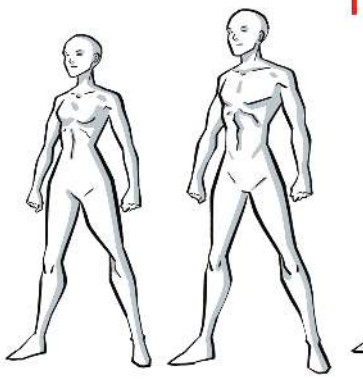
6. YOU CAN GET AWAY WITH DRAWING *TRIANGLES* FOR THE *FEET,* BUT TRY AND PUT A FEW EXTRA LINES AND CURVES IN THERE.



BUILD

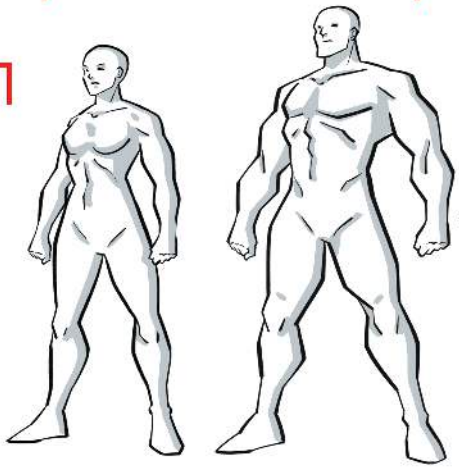
SUPERHEROES COME IN *ALL SHAPES AND SIZES,* BUT NO MATTER THEIR BUILD, THE BASIC SHAPES OF THE *BUILDING BLOCKS* ARE THE *SAME.* WE STILL USE THE *SAME SILHOUETTE METHOD* FOR THE BODY AND *SIMPLE LINES* FOR THE MUSCLES.

LEAN



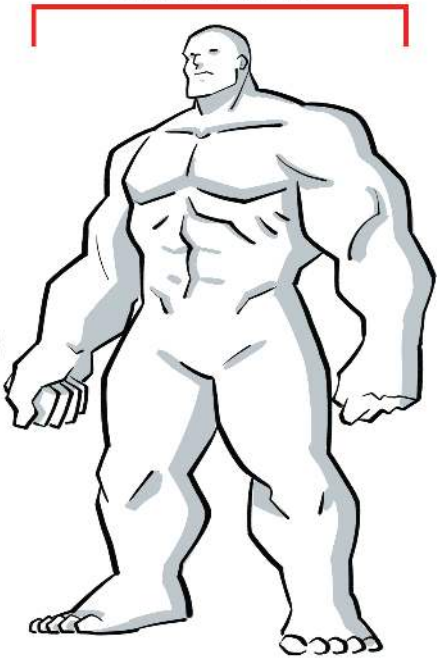
A GREAT OPTION FOR *TEENAGE SUPERHEROES* AND THOSE WITH A MORE *NIMBLE* SKILL SET.

POWERFUL



THE CLASSIC SUPERHERO BUILD. *SUPER STRONG* AND *IMPRESSIVE-LOOKING.*

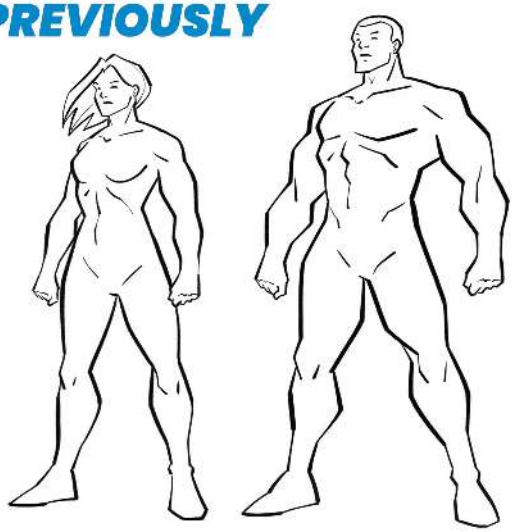
MONSTROUS



A GOOD BUILD FOR *MONSTERS, ALIEN WARRIORS* AND A GREAT ADDITION TO A SUPER TEAM TO OFFER *VISUAL VARIETY.*

HOW TO DRAW SUPERHERO COSTUMES

PREVIOUSLY



WE'VE LOOKED AT HOW TO DRAW SUPERHERO BODIES USING A ***STRONG SILHOUETTE*** AND ***SIMPLE MARKS*** FOR THE ***MUSCLES.***

NOW WE'RE GOING TO TAKE A SIMILAR STREAMLINED APPROACH, USING A FEW ***SIMPLE LINES*** TO CREATE A WHOLE ***COSTUME*** FOR OUR SUPER-POWERED BEINGS.

NECKLINE



A ***SIMPLE CURVE*** HIGH UP THE NECK...

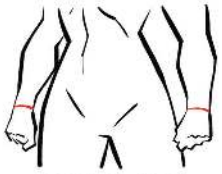


OR ***LOWER DOWN*** CAN CREATE A NECKLINE

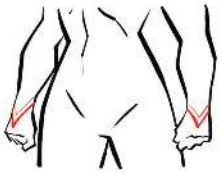


AS CAN MORE ***ANGULAR LINES***

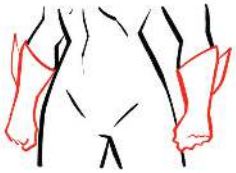
CUFFS



CURVES WORK HERE TOO



OR USE ***PARALLEL ANGLED LINES***



OR PUT YOUR LINE HIGHER UP TO CREATE ***GLOVES***

BELTS



EMBELLISH A SIMPLE ***CURVE*** WITH A SMALL ***TRIANGLE***



BREAK UP A STANDARD ***BELT*** FOR SOMETHING SLIGHTLY DIFFERENT



OR GO FOR THE CLASSIC ***'WEARING YOUR UNDERPANTS ON THE OUTSIDE'*** LOOK

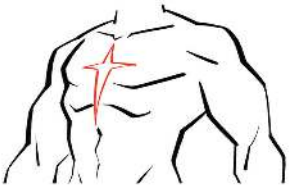
EMBLEMS



CREATE A ***SYMBOL*** FOR YOUR CHARACTER USING AN ***ANIMAL...***

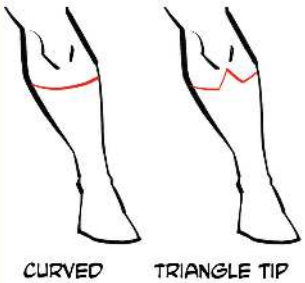


LETTERS...

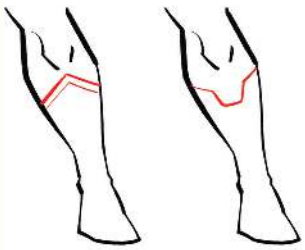


OR DESIGN A ***GRAPHIC ICON*** LIKE THIS STAR

BOOTS



CURVED TRIANGLE TIP



ANGLED BLOCKY

CAPES



1. DRAW AN *OPEN TRIANGLE* FLARING OUT FROM THE NECKLINE



2. ADD A SERIES OF *CURVES* FOR THE *FOLDS* OF THE CAPE



3. DRAW *TWO CURVED LINES* ON THE OTHER SIDE



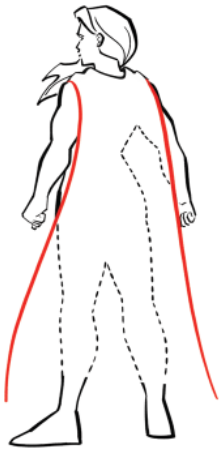
4. AND FINISH OFF WITH *TWO PEAKS* ON THE OUTER EDGE



5. DRAW A *CURVE*



6. ADD *TWO PEAKS* EITHER SIDE WHERE THE CAPE BUNCHES AT THE TOP

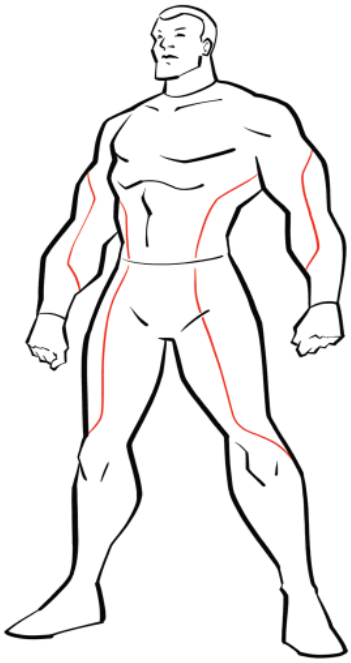


7. DRAW *TWO FLOWING LINES...*



8. AND JOIN THEM UP WITH A *WAVY LINE*

CONTOURS



A SIMPLE WAY TO ADD FORM TO YOUR FIGURE IS TO ADD *CONTOURED PANELS TO THE COSTUME.* SEE HOW THEY CURVE AROUND THE ARMS AND LEGS AND MAKE IT LOOK MORE *3D.* A GREAT HACK!

BRING IT TOGETHER



COMBINE ALL OF THESE ELEMENTS TO CREATE A SUPERHERO. SEE HOW IT'S JUST A SERIES OF VERY SIMPLE LINES BUT TOGETHER THEY CREATE A FANTASTIC DESIGN.

DRAWING CHALLENGE!



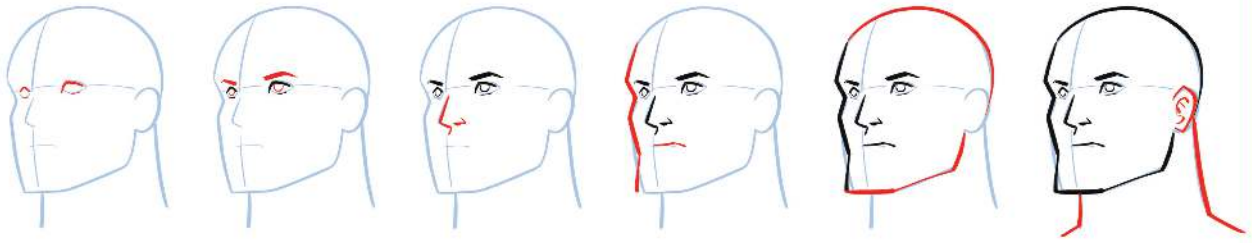
GREAT JOB, EVERYONE! NOW, WHY NOT HAVE A GO AT DESIGNING YOUR OWN *SUPERHERO COSTUME?* COMBINE LOTS OF DIFFERENT ELEMENTS AND SEE WHAT YOU CAN COME UP WITH.

WE'D LOVE TO SEE YOUR CREATIONS, SO SEND THEM IN TO THE *FANFARE* FOR YOUR CHANCE TO CLAIM THE COVETED *SEAL OF APPROVAL.*

FANFARE@THEPHOENIXCOMIC.CO.UK

HOW TO DRAW SUPERHERO MASKS

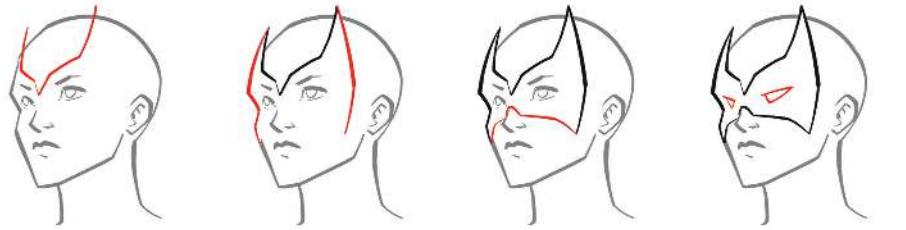
DRAWING A HEROIC FACE



1. START WITH THE *EYES*
2. ADD *PUPILS* AND ANGLED *EYEBROWS*
3. A STRONG, STRAIGHT *NOSE*
4. ADD A *MOUTH*, AND *DEFINE THE PROFILE*
5. A STRONG *CHIN* AND *JAW*
6. FINISH WITH THE *EAR* AND A THICK *NECK*

POINTY MASK

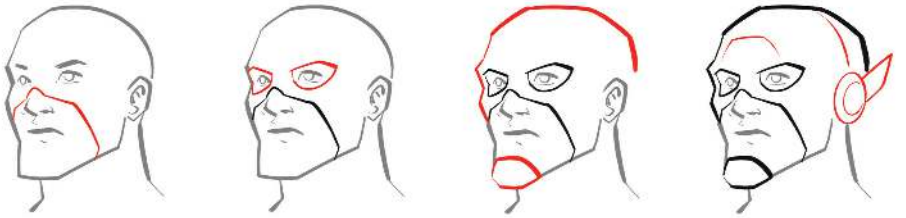
PERFECT FOR A *CRIME FIGHTER*, USING THE CLASSIC WHITE TRIANGLE EYES, OR KEEP THE EYES VISIBLE IF YOU'RE GOING FOR A MORE *MYSTICALLY-POWERED HERO.*



1. START WITH AN ANGULAR *V-SHAPE*
2. DRAW THE *SIDES*
3. *CONTOUR* AROUND THE NOSE AND *JOIN* THE LOWER POINTS
4. *ERASE* THE EYES AND REPLACE THEM WITH *TRIANGLES*

ARMOURED MASK

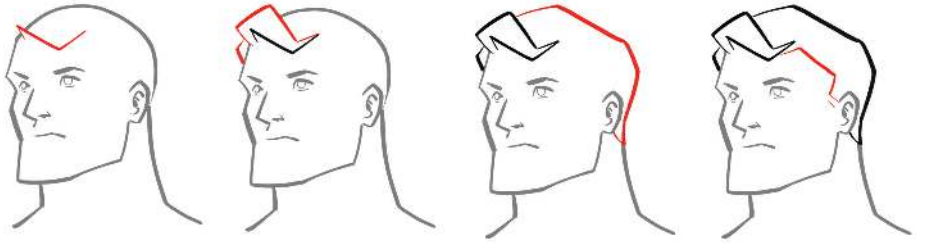
THE OBVIOUS CHOICE FOR A *SOLDIER-THEMED HERO.* PRACTICAL AND UTILITARIAN, BUT CAN BE GIVEN A LITTLE FLAIR WITH AN EAR DESIGN.



1. *CONTOUR* AROUND THE NOSE AND CHEEK
2. DRAW *TWO OVALS* WITH *ANGLED BROWS* AROUND THE EYES
3. *REPLACE* THE SKULL LINE AND ADD A *CHIN STRAP*
4. ADD A FEW MARKS FOR FORM AND AN *EAR PIECE*

HEROIC HAIR

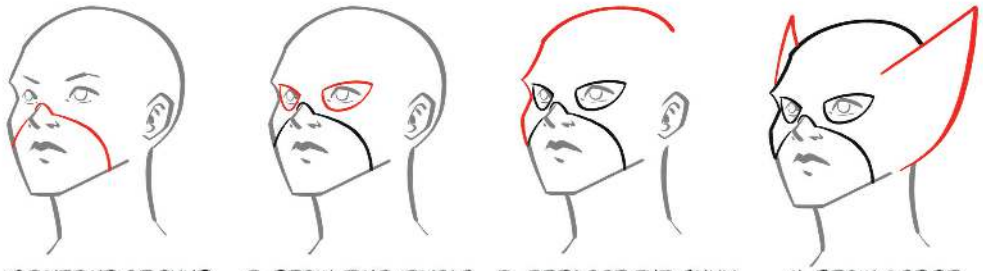
SOME SUPERHEROES DON'T WEAR MASKS, AND THIS IS THE PERFECT LOOK FOR YOUR MORE *CLASSIC HERO.* WHEN DRAWING HAIR FOR YOUR HERO MAKE SURE TO USE *BOLD SHAPES* AND CLEAN LINES, DON'T DRAW EVERY STRAND OF HAIR.



1. DRAW AN *ANGLED LINE* THAT *FLICKS UP* AT THE END
2. USE A *SIMILAR SHAPE* FOR THE *TOP* OF THE HAIR
3. USE ANGLED LINES FOR THE *OUTER HAIRLINE*
4. *JOIN* THE QUIFF UP WITH THE EAR

ANIMAL MASK

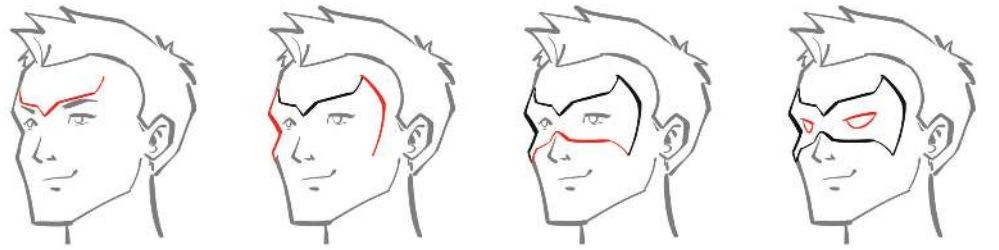
THE IDEAL CHOICE FOR A HERO WHOSE POWERS ARE THOSE OF AN *ANIMAL*, OR AN EQUALLY GOOD CHOICE FOR A *CRIME FIGHTER*. LEAVE THE EYES VISIBLE OR GO FOR THE CLASSIC WHITE TRIANGLE EYES.



1. *CONTOUR* AROUND THE NOSE AND CHEEK
2. DRAW *TWO OVALS* WITH *ANGLED BROWS* AROUND THE EYES
3. *REPLACE* THE SKULL LINE AND *ERASE* THE BACK OF THE HEAD
4. DRAW *LARGE, POINTY EARS*

EYE MASK

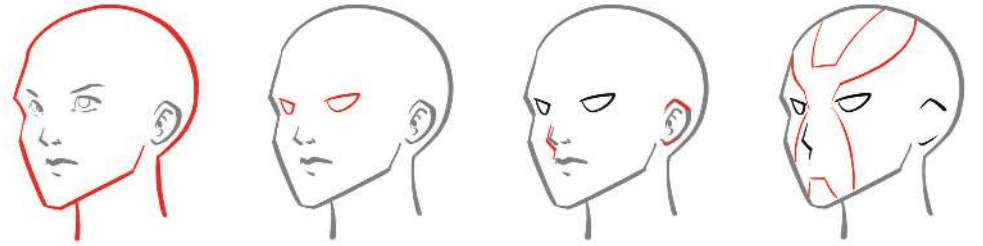
A CLASSIC SUPERHERO MASK. I FIND IT'S PARTICULARLY WELL-SUITED TO *YOUNGER HEROES*.



1. ADD AN *ANGLED V-SHAPE* ABOVE THE BROW
2. DRAW *ANGLED SIDES*
3. *CONTOUR* AROUND THE NOSE
4. DRAW *LARGE, OVAL EYES*

FULL MASK

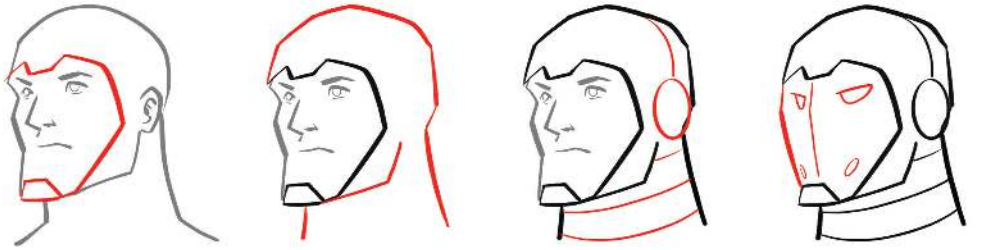
FULL MASKS ARE THE BEST CHOICE TO COMPLETELY HIDE YOUR HERO'S IDENTITY AND SUIT A *NIMBLE, STEALTHY HERO*. THE DESIGN ELEMENTS AT THE END COULD *ECHO YOUR HERO'S POWERS*.



1. THE *OUTLINE* OF THE *HEAD* IS THE *OUTLINE* OF THE *MASK*
2. *ERASE* THE *EYES* AND REPLACE THEM WITH *OVALS*
3. USE *SMALL MARKS* TO HINT AT THE *NOSE* AND *EAR*
4. USE *CONTOURED LINES* TO CREATE A DESIGN

ROBOT MASK

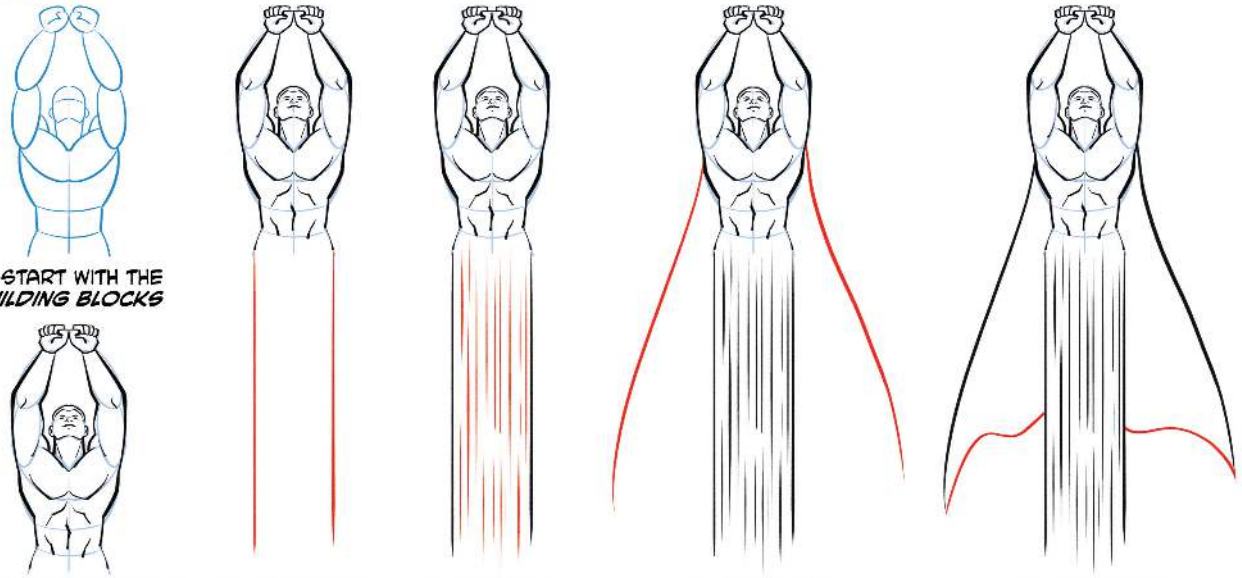
WHEN DRAWING A ROBOT MASK YOU *DON'T REALLY NEED TO START WITH THE WHOLE FACE*, BUT IT CAN HELP YOU PLACE THE FACIAL FEATURES.



1. *FRAME THE FACE* WITH ANGLED LINES
2. USE *ANGLED LINES* AROUND THE HEAD
3. ADD *CURVED LINES* ON THE NECK AND A *CIRCULAR* EAR PIECE
4. *REPLACE* THE FACE WITH A METAL *FACEPLATE*

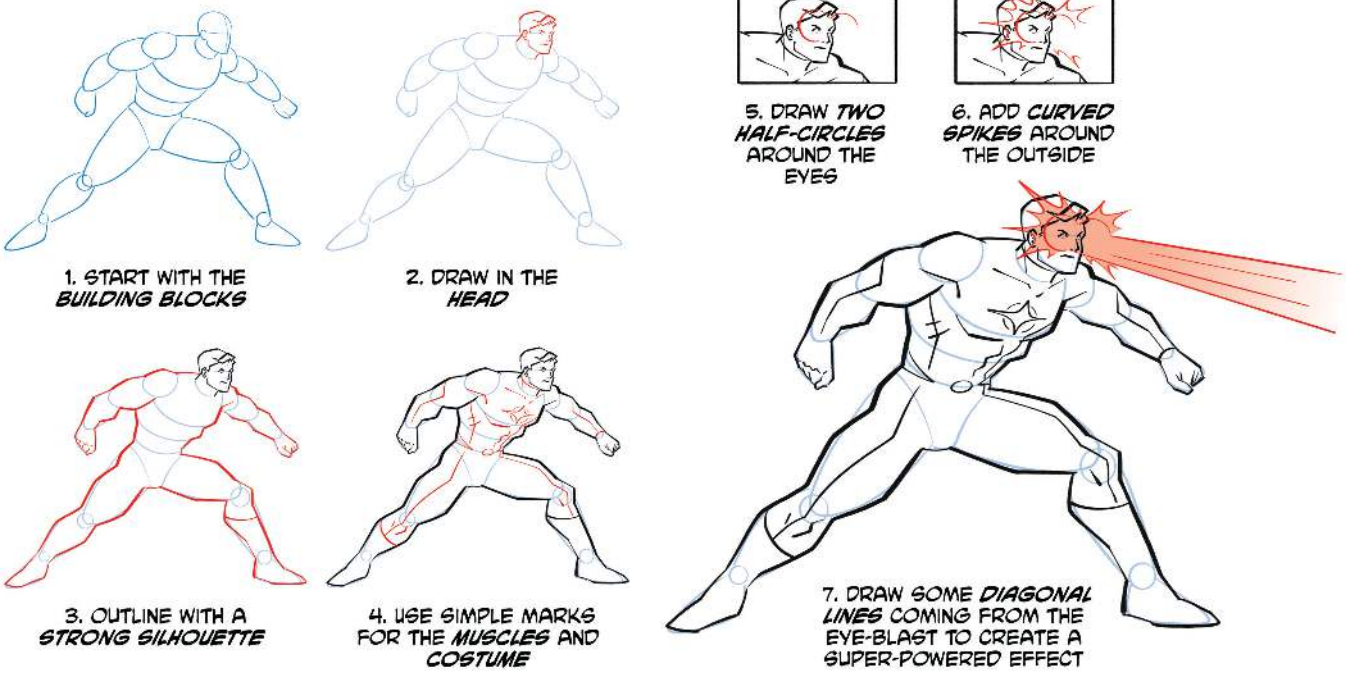
HOW TO DRAW SUPER-POWERED POSES

FLYING



1. START WITH THE *BUILDING BLOCKS*
2. DRAW THE *UPPER TORSO* OF YOUR HERO WITH ARMS ALOFT
3. DRAW *TWO VERTICAL LINES*
4. ADD LOTS OF *SMALLER LINES*
5. DRAW TWO *LONG FLOWING LINES*
6. *JOIN THEM UP* WITH TWO WAVY LINES

HEAT VISION



1. START WITH THE *BUILDING BLOCKS*
2. DRAW IN THE *HEAD*
3. OUTLINE WITH A *STRONG SILHOUETTE*
4. USE SIMPLE MARKS FOR THE *MUSCLES* AND *COSTUME*
5. DRAW *TWO HALF-CIRCLES* AROUND THE EYES
6. ADD *CURVED SPIKES* AROUND THE OUTSIDE
7. DRAW SOME *DIAGONAL LINES* COMING FROM THE EYE-BLAST TO CREATE A SUPER-POWERED EFFECT

SUPER-SPEED



1. START WITH THE *BUILDING BLOCKS*



2. OUTLINE WITH A *STRONG SILHOUETTE*



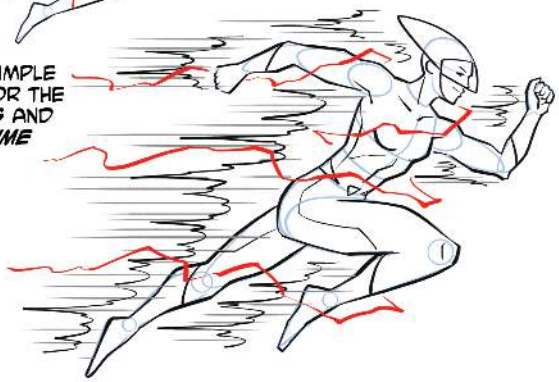
3. USE SIMPLE MARKS FOR THE *MUSCLES* AND *COSTUME*



4. ADD A SERIES OF *HORIZONTAL LINES* COMING FROM THE BODY



5. DRAW A SERIES OF *CURVED SPIKES* IN THE SAME DIRECTION



6. ADD SOME *ELECTRICITY* COMING OFF YOUR HERO TO MAKE THEM LOOK LIKE THEY'RE RUNNING AT SUPER SPEED

SUPER-STRENGTH



1. START WITH THE *BUILDING BLOCKS*



2. DRAW AN *ANGRY FACE*



3. OUTLINE WITH A *STRONG SILHOUETTE*



7. ADD *CRAGGY LINES* TO YOUR BOULDER AND BITS OF *DEBRIS* FALLING OFF IT FOR MOVEMENT AND DRAMA



4. USE SIMPLE MARKS FOR THE *MUSCLES*



5. ADD SIMPLE LINES FOR THE *COSTUME*



6. USE ANGULAR LINES TO DRAW A *BOULDER*



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