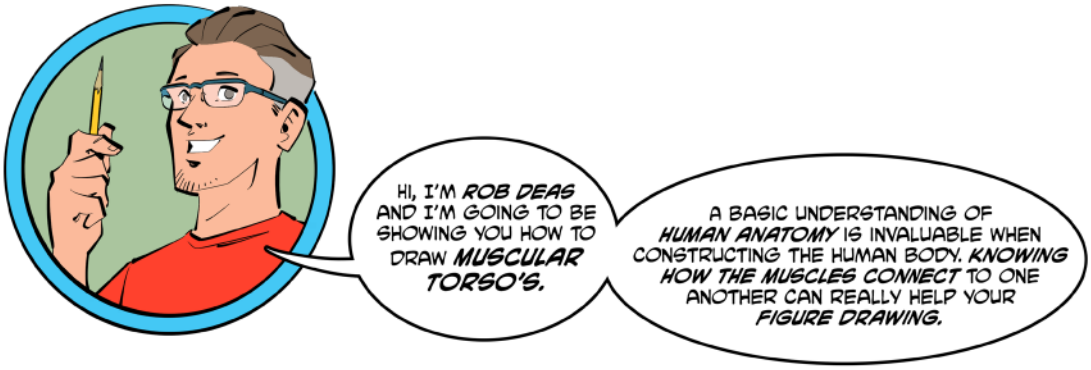
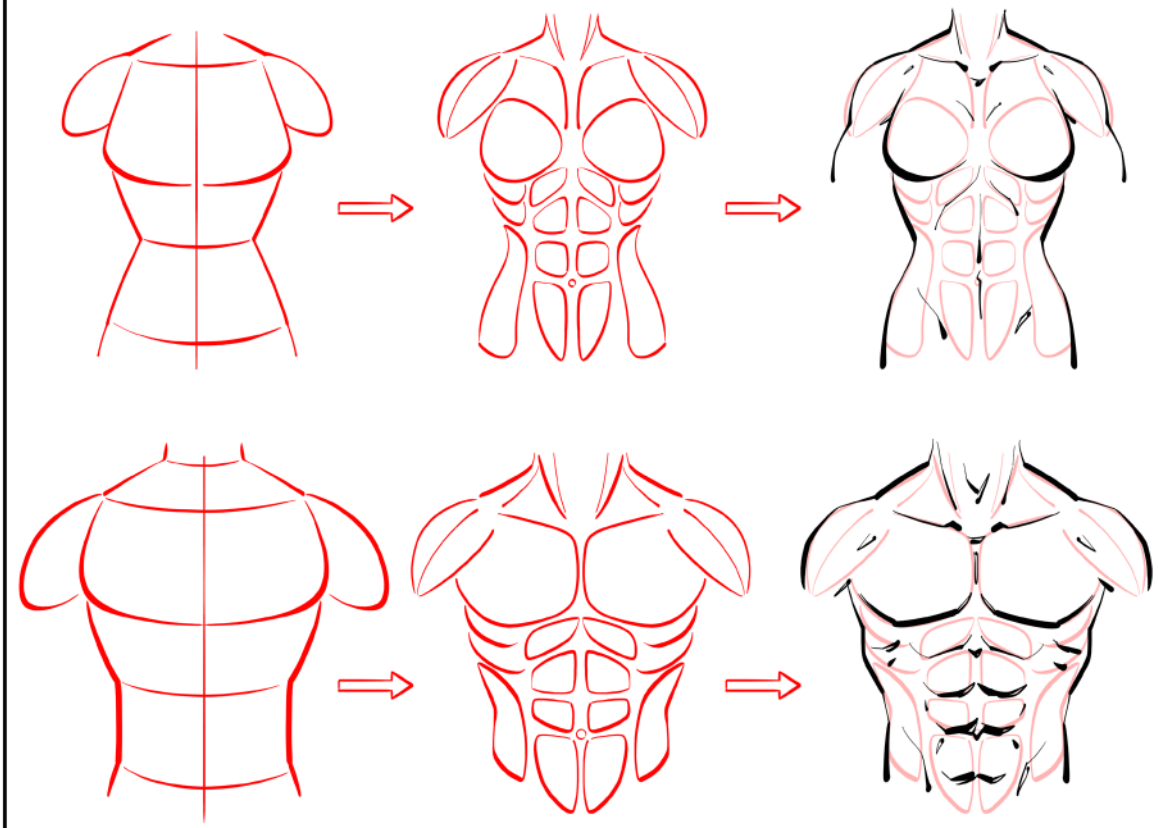
THE PHOENIX COMIC CLUB

HOW TO DRAW TORSO MUSCLES





BASIC ANATOMY



AS ALWAYS WE START WITH THE BASIC BUILDING BLOCKS. THIS HELPS YOU UNDERSTAND THE SHAPE OF THE BODY.

BUT TO UNDERSTAND THE MUSCLES WE NEED TO BREAK DOWN THOSE BASIC SHAPES EVEN FURTHER. THIS IS CALLED ANATOMY AND GETTING TO GRIPS WITH IT WILL REALLY HELP YOUR DRAWINGS.

YOU DON'T HAVE TO DRAW SUCH A DETAILED FRAMEWORK EVERY TIME AND YOU DON'T WANT TO BE TRACING OVER IT LINE FOR LINE. EXPERIMENT WITH WHICH LINES TO DEFINE TO CREATE YOUR DESIRED LOOK.

YOU'LL WANT TO CHANGE THE LEVEL OF ***MUSCLE DEFINITION*** DEPENDING ON YOUR CHARACTERS OVERALL ***BUILD AND SHAPE.***



A NIMBLE SUPERHERO WITH A ***SLENDER BODY*** WILL HAVE A LESS DEFINED TORSO.

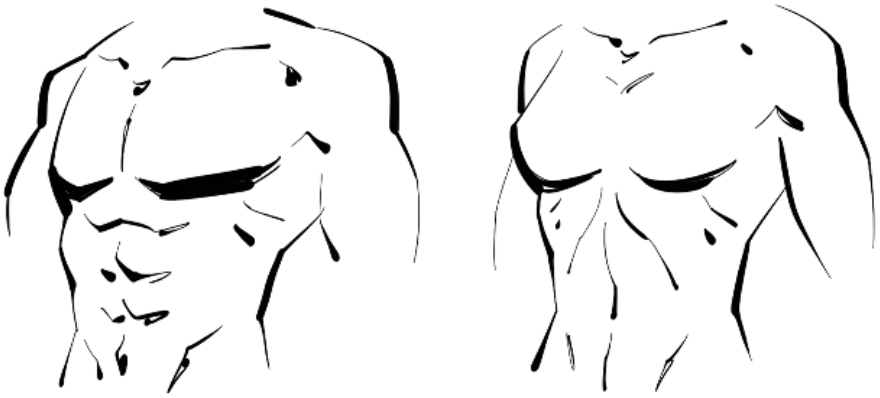


A WELL BUILT HERO WITH A MORE ***ROBUST FRAME*** WILL HAVE A FEW MORE DEFINED MUSCLES.

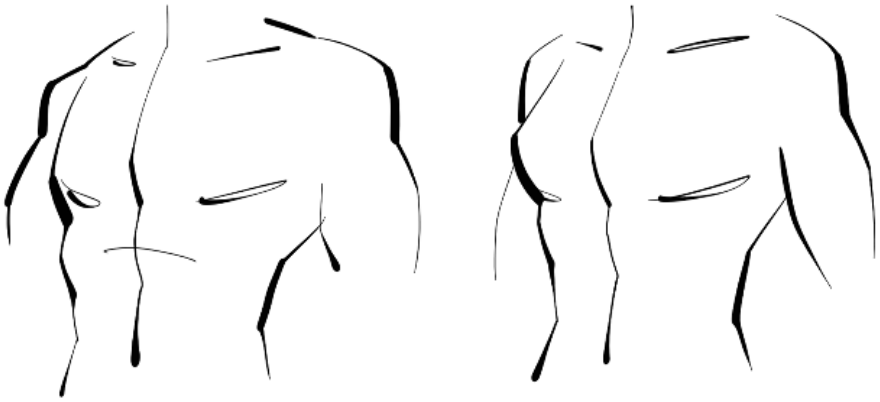


AND A HULKING GREAT MONSTER WILL HAVE A ***HUGE FRAME*** AND ALL THEIR MUSCLES WILL BE DEFINED.

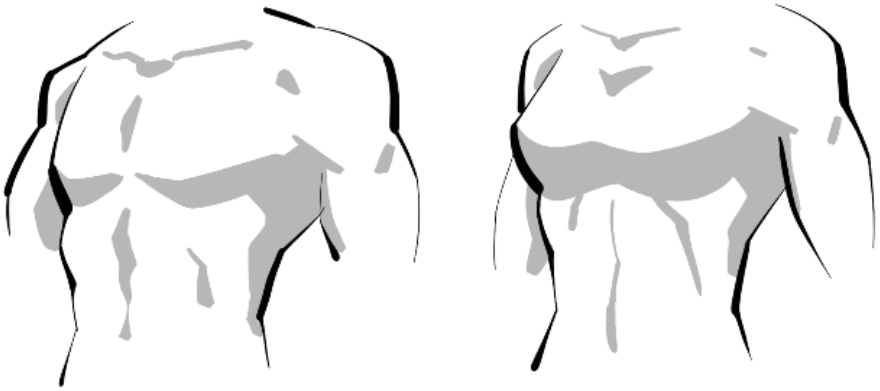
YOU DON'T HAVE TO DRAW A FULLY DEFINED TORSO ALL THE TIME...

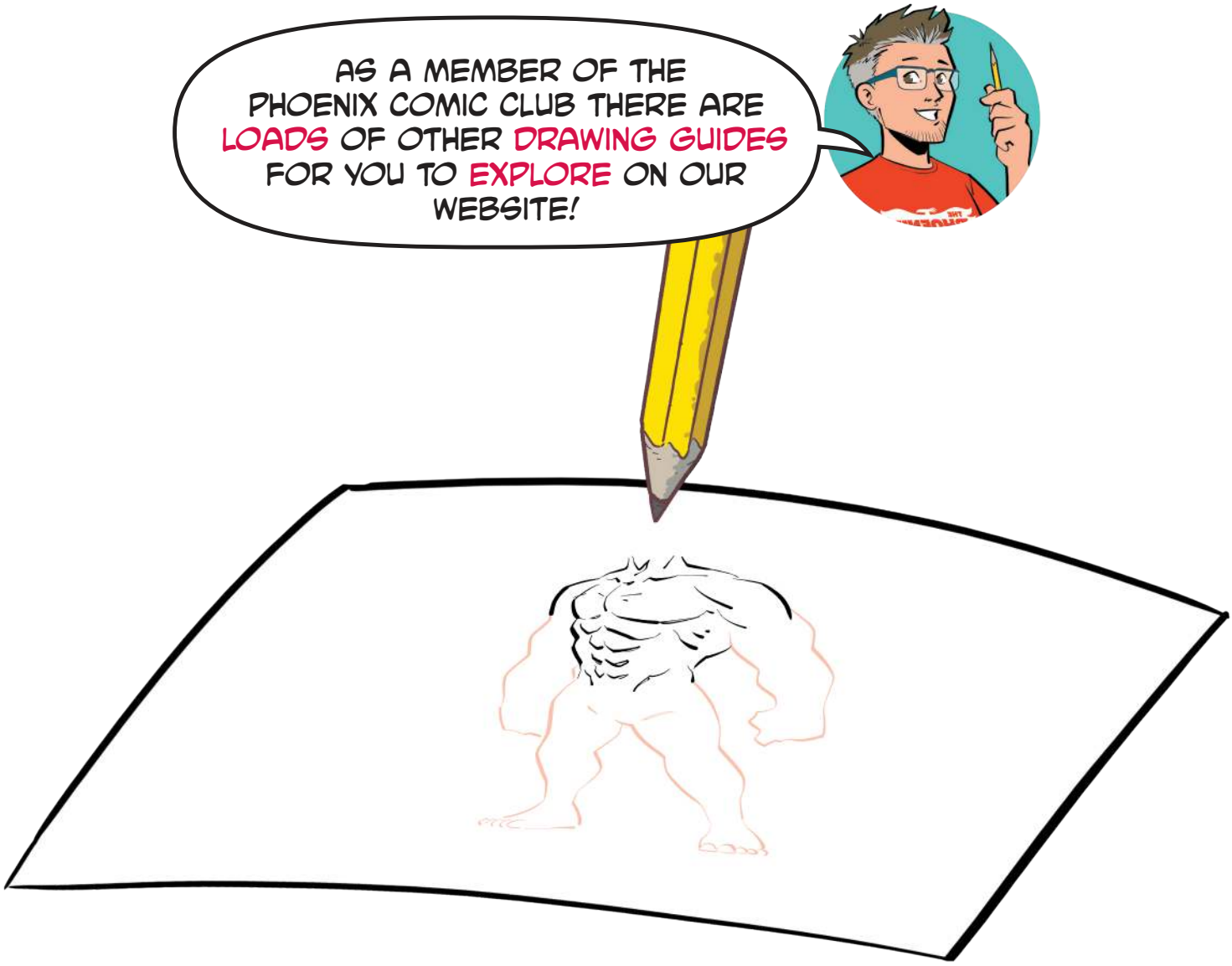


I OFTEN KEEP THINGS SIMPLE AND JUST ADD A CONTOUR LINE DOWN THE MIDDLE OF MY FIGURES.



OR YOU CAN JUST USE BIG BLOCKS OF SHADOW WITH NO LINEWORK AT ALL.





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