THE PHOENIX COMIC CLUB

HOW TO DRAW STICK FIGURES FOR DYNAMIC NINJAS





SIMPLE STICKS



A STICK FIGURE IS THE SIMPLEST WAY TO DRAW A PERSON.



I TRY TO ALWAYS INCLUDE A LITTLE CURVE IN THE LINE OF THE SPINE.



ADD DYNAMIC ARMS AND LEGS TO PUT MOVEMENT INTO YOUR CHARACTER.

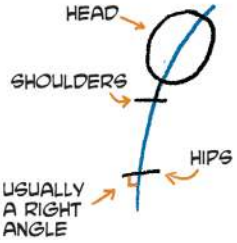


YOU CAN ALWAYS ADD DETAILS ONCE YOU HAVE THE BASIC POSE RIGHT.

ADD THE DETAILS



USUALLY THE SPINE CURVES IN THE DIRECTION THE CHARACTER IS MOVING.



THE HEAD, SHOULDERS AND HIPS WILL ALL ROUGHLY FOLLOW THIS CURVE.



JOIN THE HIPS AND SHOULDERS WITH A BOX THAT FOLLOWS THE SPINE.



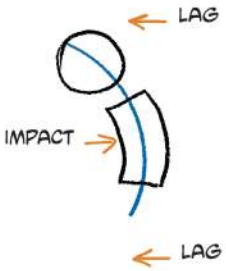
USE STRAIGHT OR SIMPLE CURVED LINES FOR ARMS AND LEGS.



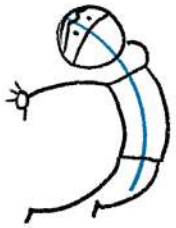
THE FORWARD CURVE WORKS IF THE CHARACTER IS MOVING THEMSELVES.



IF A CHARACTER IS BEING ***PUSHED***, THE CURVE MIGHT GO THE OTHER WAY.



THE REST OF THE BODY IS BEING DRAGGED ALONG BEHIND THE POINT OF IMPACT.



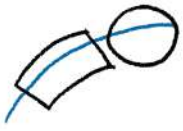
SEE HOW THE ARMS AND LEGS ARE LAGGING BEHIND.



HERE THIS NINJA IS BEING PUSHED BACKWARD.



GETTING THIS FIRST CURVE RIGHT IS THE KEY TO THE WHOLE POSE.

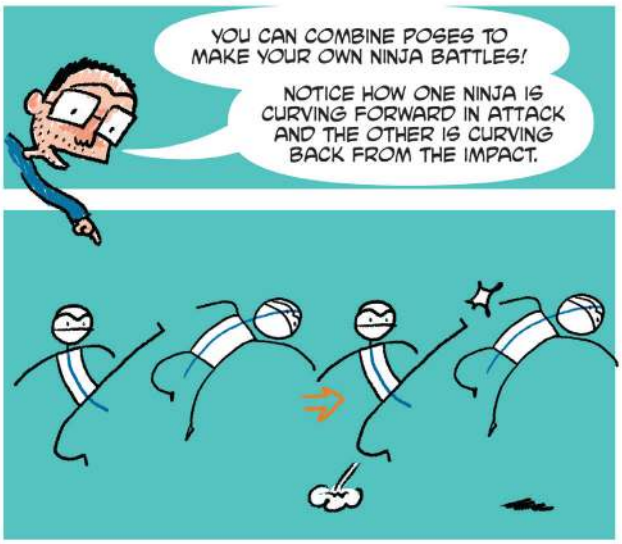


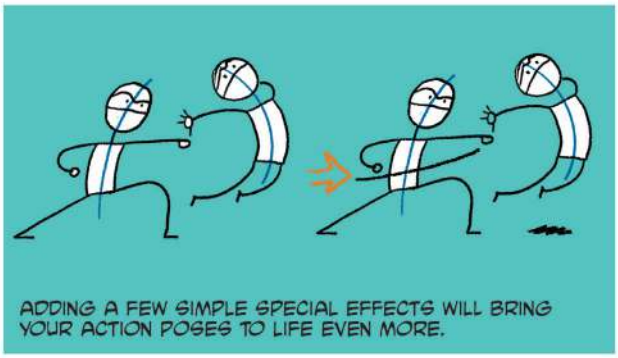
THEN YOU CAN BUILD THE REST OF THE CHARACTER ON TOP OF THAT CURVE.

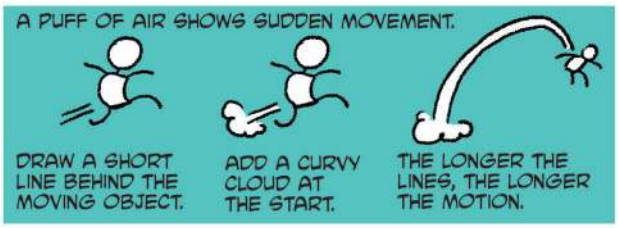


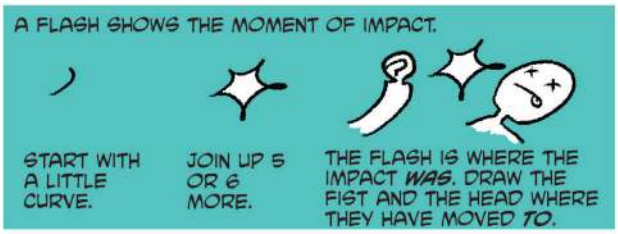
THE HEAD IS KNOCKED BACKWARD AND THE ARMS ARE FLYING OUT.

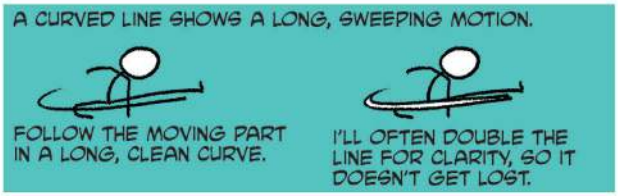
STICKS AND STONES

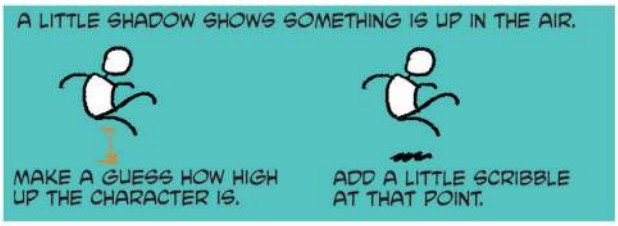






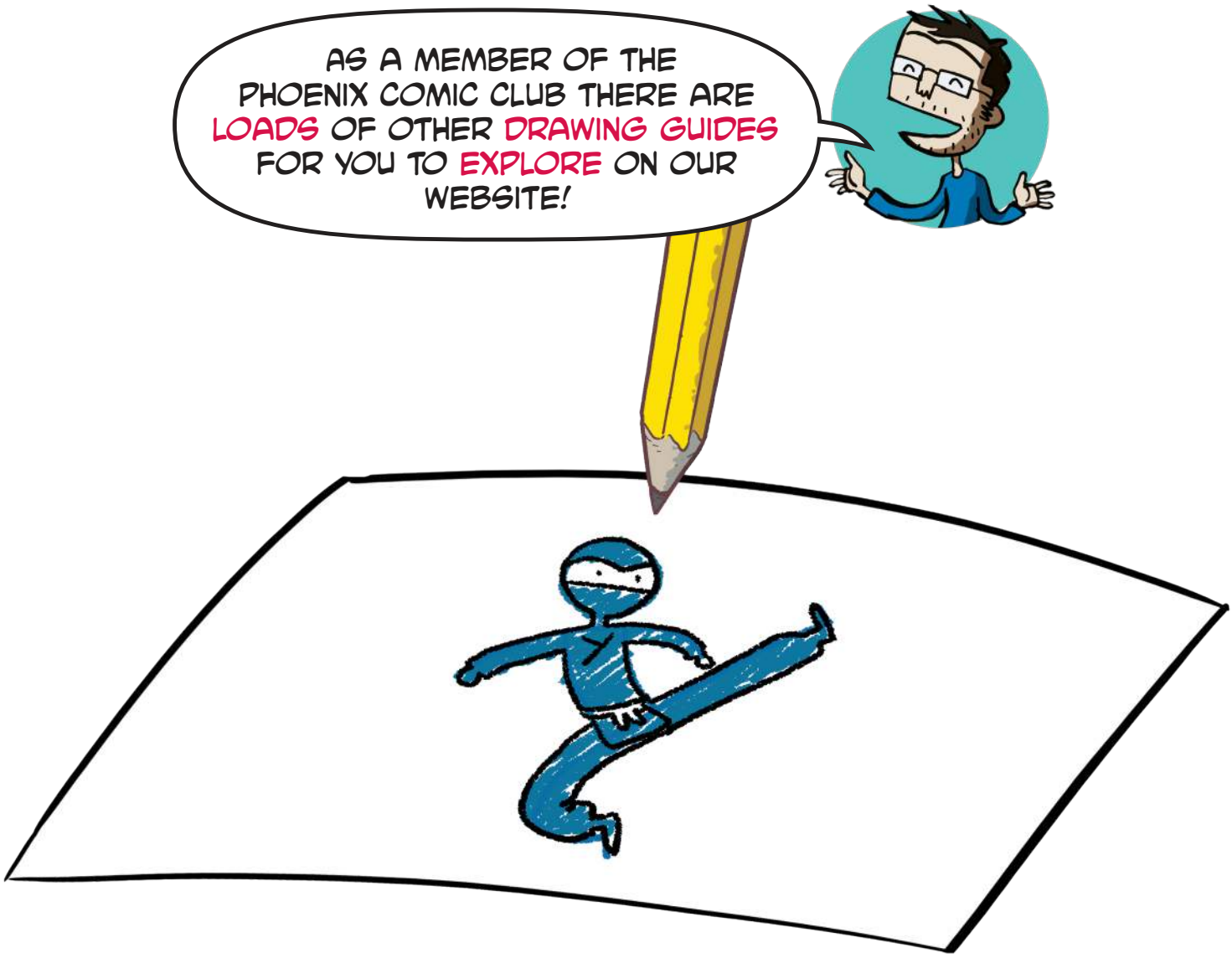






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