

#4 How to Draw Comics: Shapes, Perspective, and Practice

1. Drawing Fundamentals

- **Character as Volume:** Don't start with facial details. Imagine the head, arms, and legs as basic 3D shapes (spheres, cylinders, boxes). This helps you keep the proportions right.
- **Basic Shapes:** Everything you see can be broken down into simple shapes. If you can draw a cube and a sphere, you can draw basically anything.
- **Details Last:** Don't worry about wrinkles or patterns on a shirt until you have the whole figure in the right pose. Details won't save a bad drawing.

2. Perspective and Space

- **What is Perspective:** It's the way you create depth on a flat piece of paper. It's what keeps your image from looking flat.
- **The Rule of Distance:** Objects that are further away are smaller and have fewer details. This is the basic trick to fool the reader's eye.
- **Placement:** Think about where your character is standing. Are they in the foreground "popping out" of the frame, or just a small dot in the background of a huge city?

3. Light and Shadow

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- **Shadows as a Tool:** Shadows add volume. They make a character look like a real object instead of a paper cutout.
- **Techniques:** Experiment with hatching (lines) or smooth shading. Each technique gives your comic a different feel.
- **Creating Mood:** Lighting from below looks scary; harsh light from above looks dramatic. Use shadows to set the scene's atmosphere.

4. Drawing Tools

- **Traditional:** Pencils, pens, markers, or ink. It's a classic way to learn hand control because there's no "undo" button.
- **Digital:** Software like Clip Studio Paint, Procreate, or Photoshop. These offer endless possibilities and make fixing mistakes easier.
- **Tools Aren't Everything:** It doesn't matter if you're drawing on an expensive tablet or scrap paper. What matters is your skill and vision, not the brand of your pen.

5. Practice, Practice, Practice

- **Sketch the Basics:** Practice drawing simple shapes from different angles. It's like a warm-up for an athlete.

- **Try Different Styles:** Draw realistically one day, then try total caricature the next. It helps you find your own voice.
- **Consistency:** It's better to draw for 15 minutes every day than for 5 hours once a month. Your hand needs to build muscle memory.

Final Advice

- **Mistakes are Lessons:** If a drawing doesn't turn out well, don't throw it away. Look at what went wrong and try again. A comic isn't built overnight; it grows gradually, panel by panel.

