Anime Legs Drawing: Knee, Calf Taper, and Foot Shapes

Ordinary topic reference / separately checked pixels



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Original worked example / unchanged complete key

Prompt: Draw a standing anime leg using three joint circles, a calf taper, and a foot wedge. Use a hypothetical leg length of six x-heights and a foot wedge of one and a half x-heights.

Answer: Place the hip circle at the top, the knee circle three x-heights below, and the ankle circle six x-heights below the hip. Draw a light vertical center line. Curve the thigh from two x-heights wide at the hip to one and a half at the knee. Mark the widest calf point one third of the way from knee to ankle, then taper from one and a half x-heights to one at the ankle. Add a shallow curve across the knee circle. Draw a wedge from the ankle circle, one and a half x-heights long, with a straight sole and rounded toe. Erase the center line after the outer shape is clean.