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

Original tasks 1, 2 / complete keys

Task 1

Draw a standing leg with a hypothetical leg length of five x-heights. Place the knee at half the length and use a foot wedge of one x-height.

Answer: Hip at top, knee two and a half x-heights below, ankle five x-heights below. Center line vertical. Thigh tapers from two x-heights to one and a half; calf tapers from one and a half to one. Foot wedge one x-height long with a straight sole.

Reason: The knee at half the leg length keeps the standing pose balanced. The taper lines narrow the calf toward the ankle, and the short wedge keeps the foot stylized.

Check: Measure the knee position against the halfway point. Check that the calf is widest below the knee and that the foot wedge connects to the ankle circle without a gap.

Task 2

Draw a bent leg. Shift the knee circle forward by one x-height from the vertical center line and shorten the inside calf taper.

Answer: Hip and ankle stay on the original vertical line; knee moves forward one x-height. The inside calf curve is shorter and closer to the knee, while the outside curve stays fuller. Foot wedge angles slightly forward.

Reason: Moving the knee forward creates the bend. Shortening the inside taper prevents the calf from looking too wide at the bend.

Check: Compare the knee circle to the halfway point of the leg. Check that the inside calf curve does not cross the center line and that the foot wedge still meets the ankle circle.

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Original tasks 3, 4 / complete keys

Task 3

Draw a walking leg with a tilted center line. Use a hypothetical leg length of six x-heights and angle the foot wedge by about one x-height from vertical.

Answer: Tilt the center line so the ankle is one x-height forward of the hip. Keep the knee near half the leg length. Taper the calf from one and a half x-heights to one. Angle the foot wedge so the toe points forward and the sole line stays straight.

Reason: The tilt suggests motion. Keeping the knee near halfway preserves proportion, and the angled wedge reads as a walking foot.

Check: Check that the knee is still near half the leg length after tilting. Verify the sole line is straight and the wedge connects to the ankle circle.

Task 4

Redraw the standing leg from the worked example, but change the foot wedge to a side view. Keep the leg length and taper the same.

Answer: The leg keeps the same joint circles and taper. The foot wedge now has a flat sole and a sloped top, with the toe end rounded. The wedge length stays one and a half x-heights.

Reason: Changing only the foot view tests whether the leg shape is stable. The taper and joint circles should remain unchanged.

Check: Compare the new drawing to the worked example. Check that only the foot wedge changed and that the knee curve and calf taper are still clear.

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Source rubric / reflection

- [ ] Three joint circles are present and aligned with a center line.
- [ ] Knee circle sits near half the total leg length.
- [ ] Thigh and calf show a clear taper, not straight tubes.
- [ ] Knee joint is soft and stylized, not a sharp corner.
- [ ] Foot is a wedge with a straight sole line and rounded toe.
- [ ] Proportions use a consistent unit, with any numerical values labeled as hypothetical examples.
- [ ] Valid alternative styles are accepted if the taper, joint, and wedge logic remain clear.

Reflection: What did you check, what did you change, and what will you try next?