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

Original task 1 / independent drawing and calculation

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.

Keep the original task measurements. Use the full drawing sheet in this PDF for a response needing more room; use the stated paper size when a task specifies larger paper.

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Original task 2 / independent drawing and calculation

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.

Keep the original task measurements. Use the full drawing sheet in this PDF for a response needing more room; use the stated paper size when a task specifies larger paper.

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

Original task 3 / independent drawing and calculation

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.

Keep the original task measurements. Use the full drawing sheet in this PDF for a response needing more room; use the stated paper size when a task specifies larger paper.

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

Original task 4 / independent drawing and calculation

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.

Keep the original task measurements. Use the full drawing sheet in this PDF for a response needing more room; use the stated paper size when a task specifies larger paper.

Full drawing sheet / reusable blank workspace

Reusable full drawing sheet for Tasks 1 to 4. Print another copy when needed. Keep all original task measurements; if a task specifies larger paper, use that paper size.