Anime Warm-Up Sketches: 10-Minute Head and Figure Loops

Original tasks 1, 2 / complete keys

Task 1

In one small frame, draw a head oval with a vertical center line and a horizontal eye line. The oval should fill about two-thirds of the frame height. Do not add facial features.

Answer: A single closed oval with one vertical line through the middle and one horizontal line across the middle. The oval fills roughly two-thirds of the frame height.

Reason: The drill practices placing a cross on a curved form. The horizontal eye line sits at the oval's vertical midpoint, so any oval width is acceptable if it reads as a head mass.

Check: Check that the oval is closed, the vertical line passes near the center, and the horizontal line sits near the oval's vertical midpoint. Confirm the oval fills about two-thirds of the frame height. Any oval width is acceptable if it reads as a head mass.

Task 2

In one small frame, draw a single gesture line that leans to the right and bends near the middle. The line should start near the top of the frame and end near the bottom. Do not draw limbs.

Answer: One unbroken line starting near the top, curving to the right, bending near the middle, and ending near the bottom.

Reason: A gesture line shows the main action of a figure. A single stroke with a bend suggests a lean and a change in direction. Limbs are excluded because this is a warm-up for motion, not a finished pose.

Check: Check that the line is one unbroken stroke, starts near the top, ends near the bottom, leans right, and has a visible bend near the middle. Confirm no limbs are drawn.

Anime Warm-Up Sketches: 10-Minute Head and Figure Loops

Original tasks 3, 4 / complete keys

Task 3

In one small frame, draw a block-in figure using one head oval, one rounded rectangle for the torso, and two short lines for the legs. The figure should fill about two-thirds of the frame height. Do not add hands, feet, or facial features.

Answer: A head oval at the top, a rounded rectangle below it for the torso, and two short lines below the torso for the legs. The figure fills about two-thirds of the frame height.

Reason: The block-in practices quick placement and proportion judgment. Simple shapes are enough to suggest a figure without anatomy details. Filling two-thirds of the frame keeps the figure large enough to judge placement.

Check: Check that the head oval is above the torso, the torso is a rounded rectangle, and two leg lines are below the torso. Confirm no hands, feet, or facial features are drawn and the figure fills about two-thirds of the frame height.

Task 4

Draw a timer strip with three boxes labeled Head, Gesture, and Figure. Mark all three boxes. Then write one reflection line naming one easy and one hard part of the warm-up.

Answer: Three boxes in a row labeled Head, Gesture, and Figure, all marked. One sentence naming one easy and one hard part, such as 'Head ovals felt smooth; gesture lines felt stiff.'

Reason: The timer strip keeps the warm-up to about ten minutes. The reflection line guides the next session by naming what felt easy and what felt hard. Both are simple checkable records.

Check: Check that there are three boxes labeled Head, Gesture, and Figure and all are marked. Confirm the reflection line is one sentence and names one easy and one hard part.

Anime Warm-Up Sketches: 10-Minute Head and Figure Loops

Source rubric / reflection

- [ ] Three head ovals are drawn in separate frames, each with a center line and eye line.
- [ ] Three gesture lines are drawn as single unbroken strokes showing a clear action.
- [ ] Three block-in figures use a head oval, a torso shape, and two leg lines without detailed features.
- [ ] Each drill stays within its frame and fills a reasonable portion of the frame.
- [ ] The timer strip has three labeled boxes and all are marked.
- [ ] One reflection line names one easy and one hard part.
- [ ] Valid alternatives are accepted: oval width, lean direction, and line weight may vary.

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