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

Original task 1 / independent drawing and calculation

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.

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

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.

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 3 / independent drawing and calculation

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.

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 4 / independent drawing and calculation

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.

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.