# Compare Anime Head Angles: Front, Three-Quarter, Profile, and Tilt

Topic reference / ordinary illustration



Ordinary topic reference. Hypothetical dimensions in the four tasks are supplied in their own text; this illustration is not their measured answer.

# Compare Anime Head Angles: Front, Three-Quarter, Profile, and Tilt

Worked example / complete source key

A learner draws a front view with x-height 50 mm and eye centers 25 mm above the chin baseline. In the three-quarter panel, both eye centers are 25 mm above baseline, the near eye is 12 mm from the midline, and the far eye is 7 mm from the midline. The nose tip is 6 mm from the midline toward the near side. Explain whether these values are consistent with a three-quarter view and what to check next.

Answer: The values are consistent with a three-quarter view because the eye-line stays horizontal, so both eye centers share the same height above the chin baseline. The far eye sits closer to the midline, showing horizontal compression of the far side, and the nose shifts toward the near side. Next, check that the far eye is drawn narrower than the near eye and that the near jaw corner is more visible. Keep x-height at 50 mm in both panels so the comparison remains fair.