Draw Anime Forms with 3D Contour Lines

Original task 1 / independent drawing and calculation

Task 1

Draw a tapered arm as a cylinder from shoulder to wrist. Add three contour lines: one near the shoulder, one mid-arm, one near the wrist. Describe how curvature and spacing change.

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.

Draw Anime Forms with 3D Contour Lines

Original task 2 / independent drawing and calculation

Task 2

Draw an anime face with a rounded forehead and full cheeks. Add one forehead contour and two cheek contours. Explain why the forehead line bows upward and the cheek lines bow outward.

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.

Draw Anime Forms with 3D Contour Lines

Original task 3 / independent drawing and calculation

Task 3

Draw a bent elbow arm. Add two contour lines on the inside of the bend and two on the outside. Describe how curvature differs between inside and outside.

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.

Draw Anime Forms with 3D Contour Lines

Original task 4 / independent drawing and calculation

Task 4

Draw a torso as a rounded box. Add one contour across the chest and one down each side. Explain how the chest line and side lines work together to show volume.

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

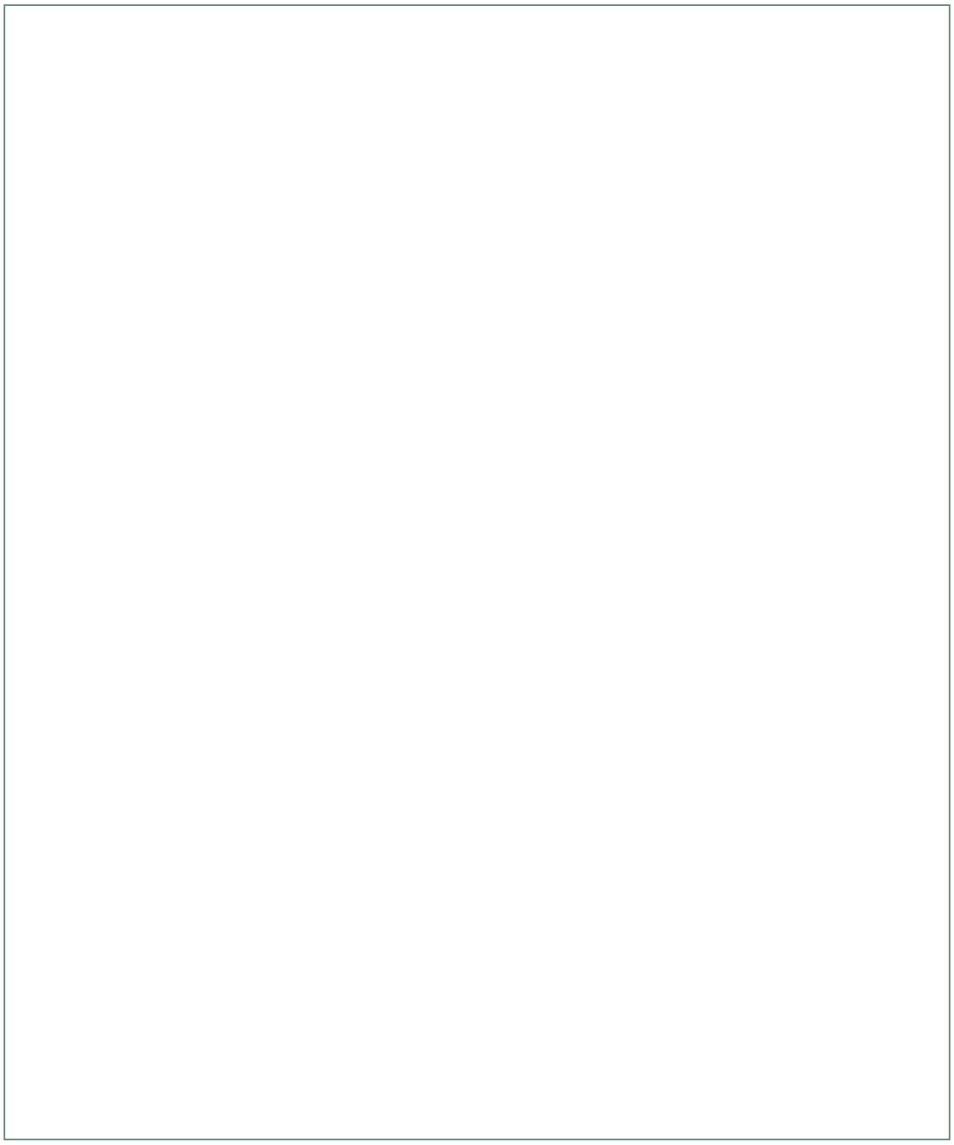
Reusable full drawing sheet for Tasks 1 to 4. Print another copy when needed. Keep all original task measurements; if a task specifies larger paper, use that paper size.

Draw Anime Forms with 3D Contour Lines

Task 1 / practice

Anime volume-line construction / selected transverse arcs / no universal anatomy or light-direction rule

TASK 1 / Draw a tapered arm as a cylinder from shoulder to wrist. Add three contour lines: one near the shoulder, one mid-arm, one near the wrist. Describe how curvature and spacing change.

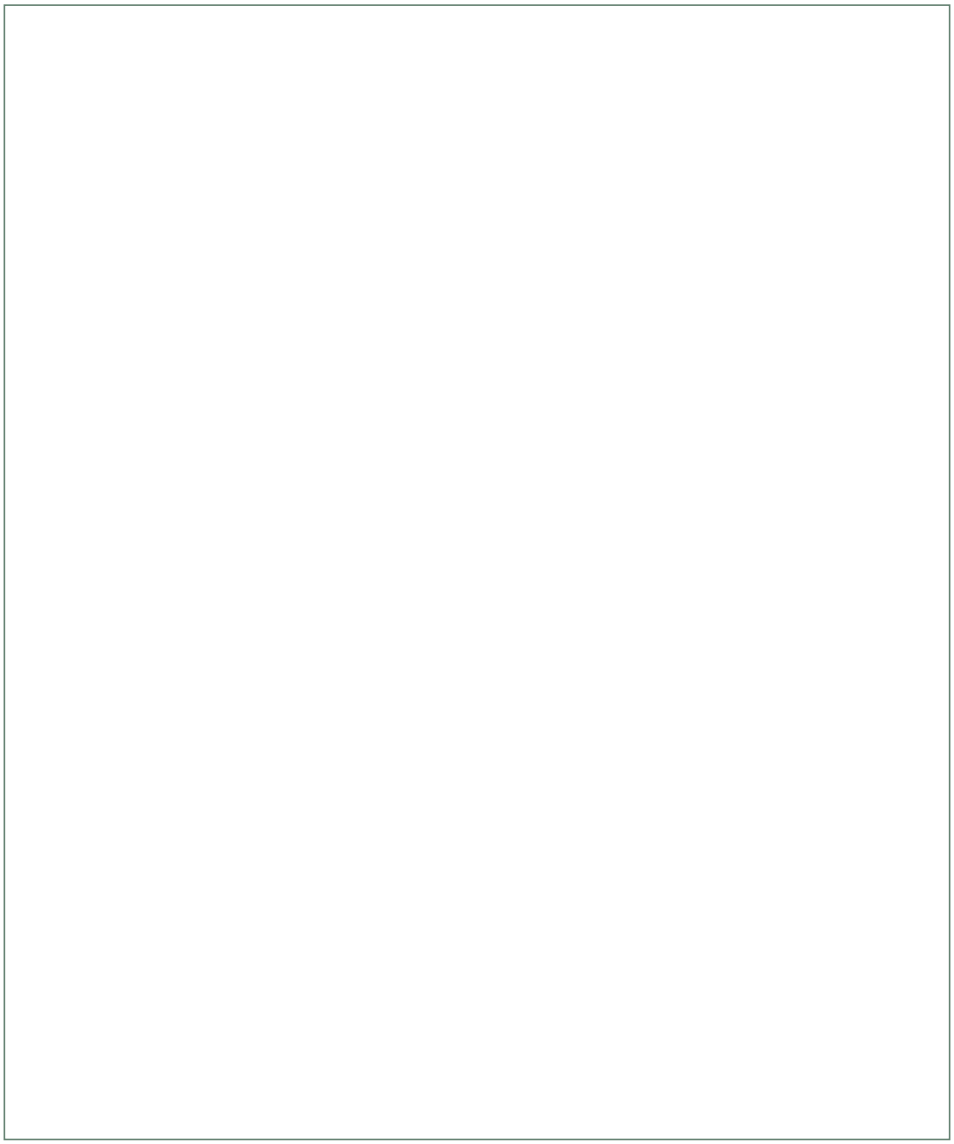


Draw Anime Forms with 3D Contour Lines

Task 2 / practice

Anime volume-line construction / selected transverse arcs / no universal anatomy or light-direction rule

TASK 2 / Draw an anime face with a rounded forehead and full cheeks. Add one forehead contour and two cheek contours. Explain why the forehead line bows upward and the cheek lines bow outward.

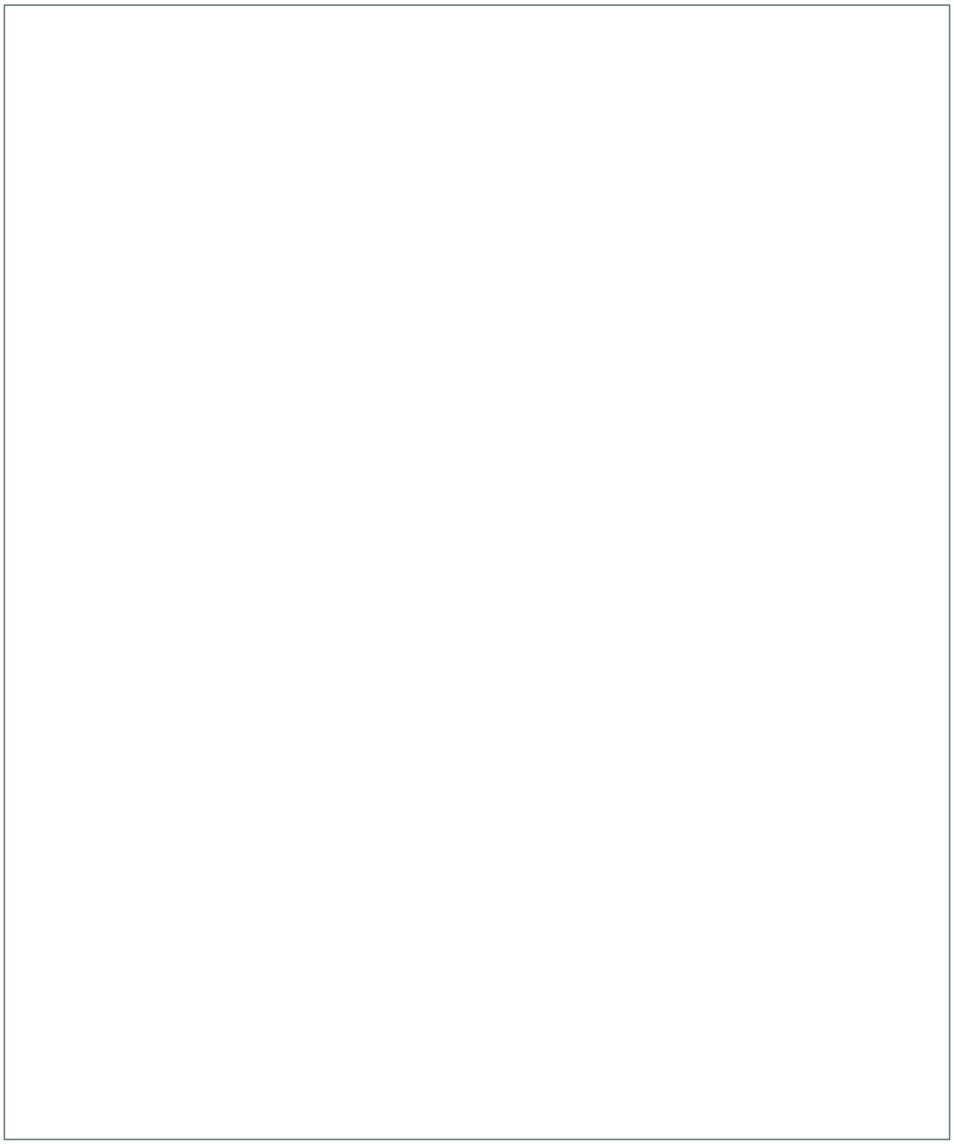


Draw Anime Forms with 3D Contour Lines

Task 3 / practice

Anime volume-line construction / selected transverse arcs / no universal anatomy or light-direction rule

TASK 3 / Draw a bent elbow arm. Add two contour lines on the inside of the bend and two on the outside. Describe how curvature differs between inside and outside.



Draw Anime Forms with 3D Contour Lines

Task 4 / practice

Anime volume-line construction / selected transverse arcs / no universal anatomy or light-direction rule

TASK 4 / Draw a torso as a rounded box. Add one contour across the chest and one down each side. Explain how the chest line and side lines work together to show volume.