Side-Profile Character Drawing: Torso Angle and Limb Overlap

Ordinary topic reference / separately checked pixels



Side-Profile Character Drawing: Torso Angle and Limb Overlap

Original worked example / unchanged complete key

Prompt: A character stands with the torso leaning forward. The near arm hangs down and crosses in front of the far arm. Describe the construction order and the overlap decision.

Answer: Draw the profile head oval and face wedge first. Mark hip and shoulder points, then connect them with a torso-angle line tilted forward. Add shoulder and hip cross-lines perpendicular to that line. Choose the viewer-near side. Draw the near arm completely from shoulder to wrist. Draw the far arm only above and below the near arm, leaving a clean break where the near arm crosses. Finally, check that the near arm is unbroken and the torso line still connects hip to shoulder.