



HOW-TO-DRAW CHIBI CHARACTERS

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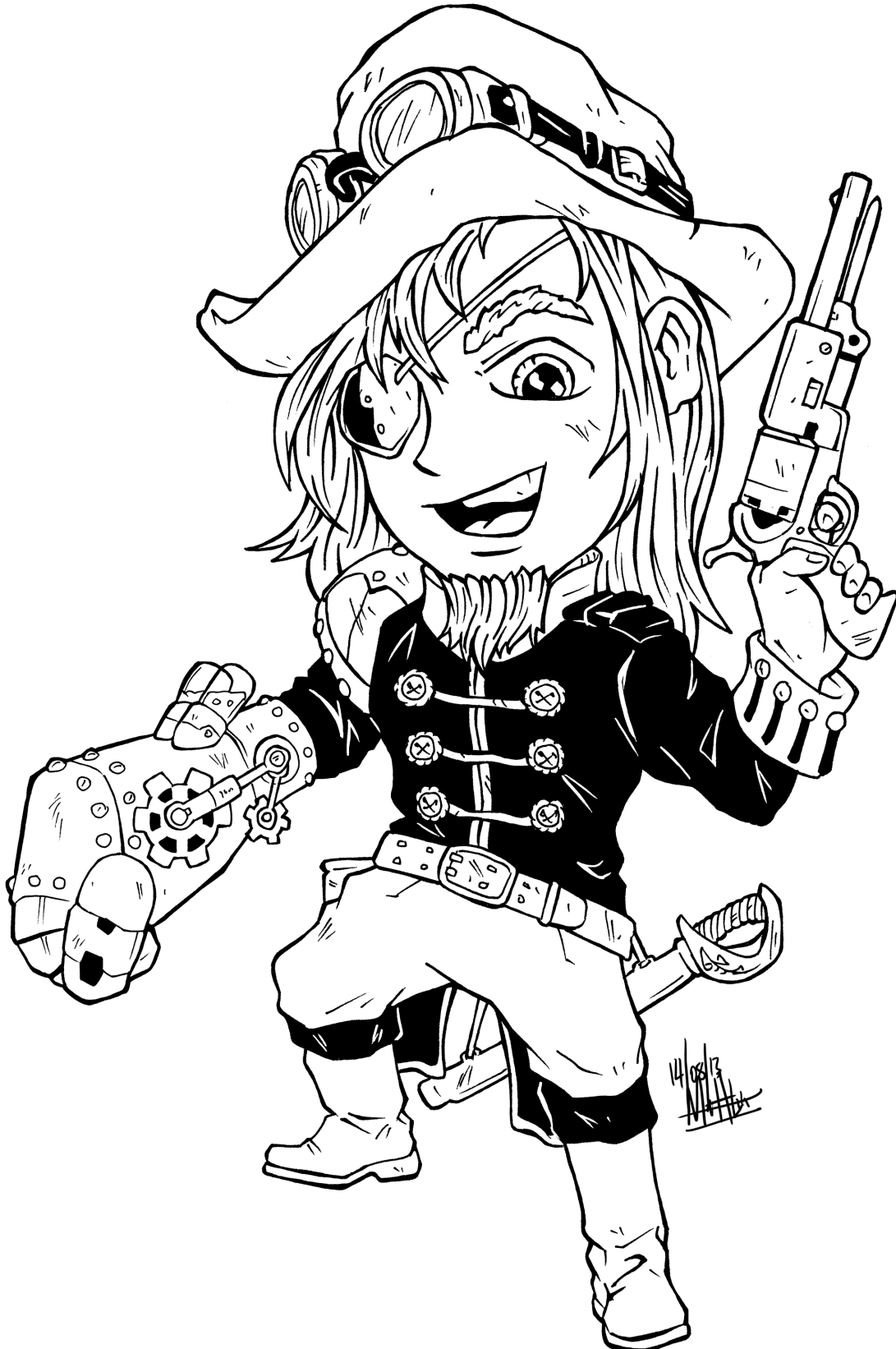




WHAT IS CHIBI

Chibi or super-deformed is a specific style of manga - manga caricature! Characters are typically squashed, hence deformed, with large heads, small bodies and

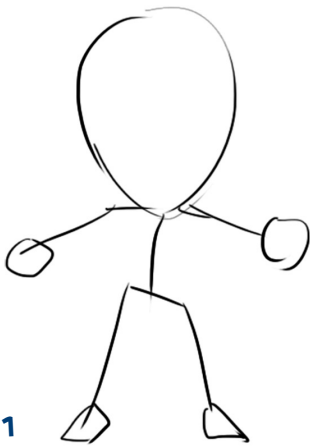
stubby limbs. It's drawing an adult but with small child/baby proportions. Chibi characters are also meant to be cute - kawaii!





MANJI SAN INSPIRED CHIBI

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STEP 1



STEP 2



STEP 3



STEP 4



STEP 5



STEP 6

STEP 1: This chibi is inspired by one of my favourite characters, Manji San from Blade of the Immortal. Start with a rough oval for the head, some lines for the arms, spine, hip and legs. Rough shapes for the hands and feet.

STEP 2: I now roughly draw his hair, the blades of his weapons and start shaping his hands. I haven't worried about his legs as this will be covered, whereas I rough his arms/upper body to help me work out how the sleeves will fall. I also start shaping his jaw.

STEP 3: I add a little extra detail to his face, such as ears, eye balls, mouth and nose. I work a little more on his hair and now decide to change the angle of his weapons. I start to work on his feet, the swords in his belt and add in the sleeves.

STEP 4: I take away the guidelines and clean up the line-work. I clean up his feet/geta and draw more detail for his hands, hair and face.

STEP 5: I decide the sword in his belt on the left is too much so take that out. I also don't like the split down the middle, so move it to the side. I now thicken the line-work and add detail to the sword handles, hair and weapon blades.

STEP 6: I add some extra creases/folds to his outfit, I add a stripe at the bottom and darken sleeve cuffs for contrast and add a pattern on his sleeves.

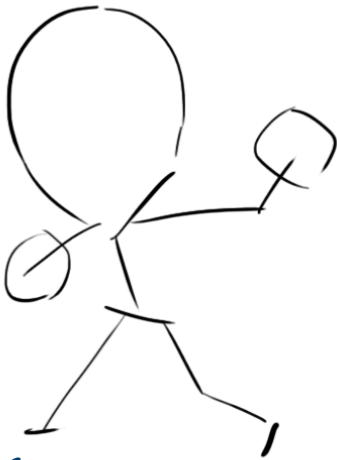
NOTE: When drawing the Geta (shoes), make sure that the perspective is right and that the Ha (vertical pieces attached to the sole) are parallel to each other.

When drawing weapons such as swords and knives make sure the blade is aligned with the handle.



FEMALE : FIRE FIST CHIBI

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STEP 1



STEP 2



STEP 3



STEP 4



STEP 5



STEP 6

STEP 1: Start with a rough oval for the head, some lines for the arms, spine, hip and legs. Rough shapes for the hands and some quick lines for feet.

STEP 2: I now roughly draw her upper body, start shaping the fingers on her hands, and start on her legs. I also start on her face, I use her ear as guide for her eyebrows.

STEP 3: I now add detail to her face, such as the eyeballs, mouth and nose. I roughly work on the hair and rough out her Sailor fuku/uniform. With her hair I want it to look like she's just whipped her head around, hence her fringe and pony tail swinging in opposite directions.

STEP 4: I take away the guidelines and clean up the line-work. I now start to add more detail to the drawing, such as creases and folds. I also work on her legs and boots.

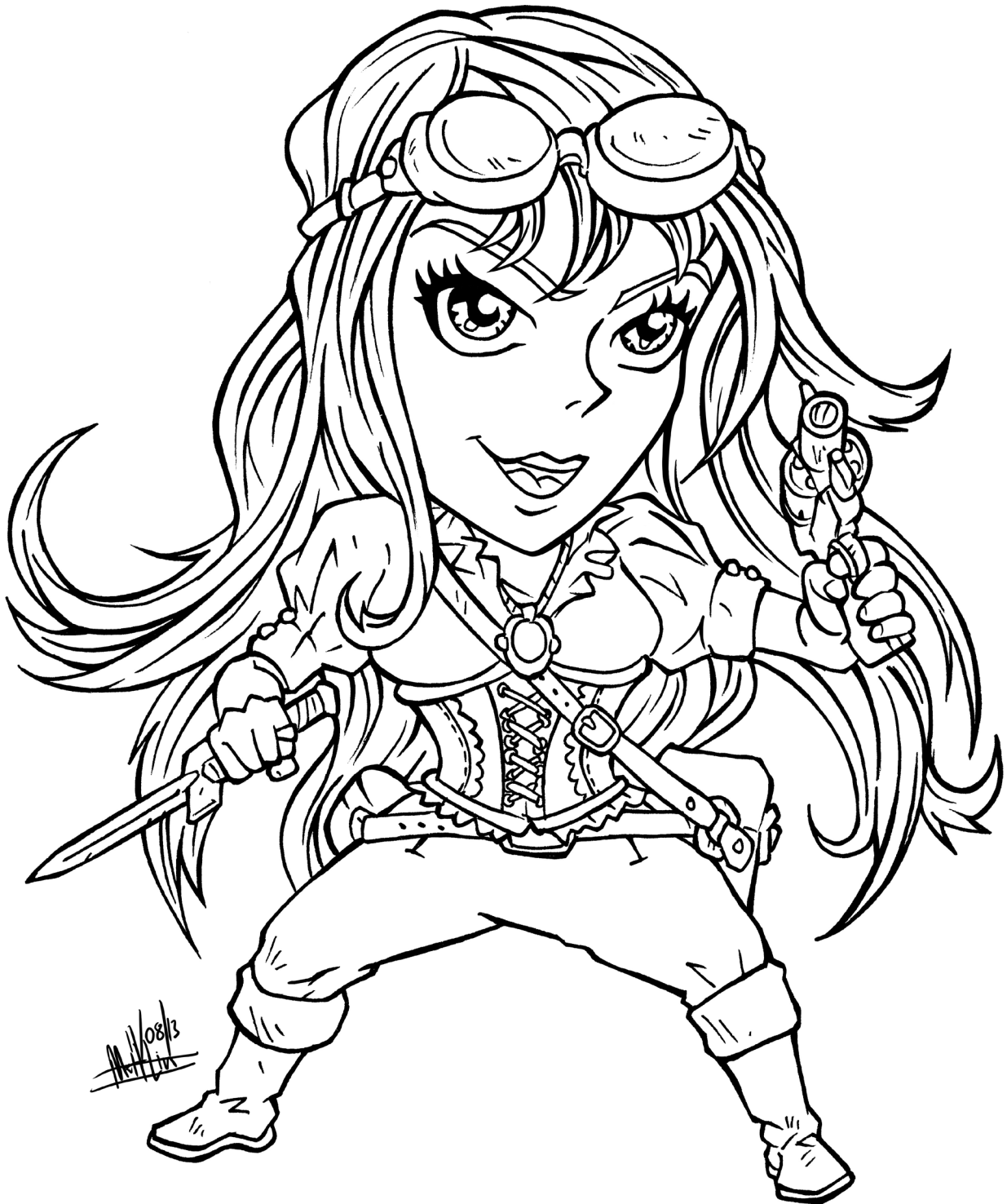
STEP 5: Her elbow joint of her left arm is wrong. It doesn't line up with arm as it should. I correct this here and rotate it towards her. I now draw in her pupils and add more detail to her hair and outfit. I also thicken my line-work and rough out her flames.

STEP 6: I don't like the side split on the skirt so take that out. I add in a strip on her sailor collar and darken the flames and hair elastic for contrast. I also realise that her skirt would only flair out on one side if she's just spun around. So I also fix this.



FEMALE STEAMPUNK CHIBI

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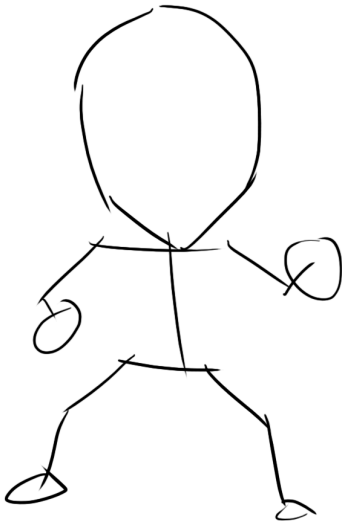


Above is a chibi steampunk woman I drew in August 2013. As you can see, she has chibi characteristics - the super large head, small body, little feet and hands. However, I wanted my drawing to be quite detailed, which I've done with the hair and clothing.



FEMALE STEAMPUNK CHIBI

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STEP 1



STEP 2



STEP 3



STEP 4



STEP 5



STEP 6

STEP 1: Start with a rough oval for the head, some lines for the arms, spine, hip and legs. Rough shapes for the hands and feet.

STEP 2: I now roughly draw her upper body, her legs and hands. I also start on her face and put in some quick lines for her hair and knife.

STEP 3: I now work on her face, I draw the eye-balls, mouth and nose. I roughly work on the hair, goggles and start working out her outfit — her pants, boots and side bag. I also draw a bit of her gun and the jewel at her neck.

STEP 4: I take away the guidelines and clean up the line-work. I now add more detail to the drawing. This time I work mainly on her hair, her pants, boots, belts and bags and a little bit on her shirt.

STEP 5: I now draw in her eye lashes, pupils and mouth. I draw more detail for her hair and goggles. I also work a little more on her corset and thicken the line-work on her hair, pants and boots.

STEP 6: I put some extra detail in her hair, some stitching and patterns on her corset and a bit of shade on the jewel. I also add some holes on the belts and a few buttons on her shirt sleeves.