

Crockman's Lair
LEARN TO DRAW
MANGA



CROCKMANS
LAIR

クロクマンスレイ
マンガニューモンキョウシツ

Welcome dudes !!!

Its has been four years since I first publish the page and there has been an enourmous amount of support given to me for my crusade of giving away free drawing lessons .So for all those people who belived in the **Lair...** Thanks dudes !!!!!. I hope that this new update will be the beginning of a new era for the **Lairman** and his **Lair**.

For begining our **manga** classes all we need is a couple of pencils (**HB,2B**) a bunch of bond paper (newspaper is also good and cheaper or you can use any other) , a good eraser and lot of imagination. Later we will discuss what kind of brushes, inks and other things we will need to make really neat manga drawings. For now consider this a place for sharing tips and technology about anything that has to do with drawing ,specially **MANGA** .



For our study we will divide our lessons in eight basic parts:

- Figure study**
- Drawing the figure#1**
- Drawing heads(male and female)**
- Manga Action**
- Drawing Manga Babes**
- Drawing the figure#2**
- Drawing the figure#3**
- Drawing Mechas**



In the way we advance ,I will include things about [Architecture, Animation,, Music, Movies](#) ,Etc. All the information here is also available in [Spanish](#) so if you want to see them the just hit the link .If you want to send me drawings ,or exchange information feel free to write me to :



I would like to thank Marta for helping me with the Spanish version of the page, my X-Kanderax bro Alex for providing technology for the creation of the site , Bee Golding (is because of her that must people can find me on the web), Rob Nixon(thanks for the hardware, dude !!),and all the people out there, who has links to this page.



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Lesson #8

MECHA TIME

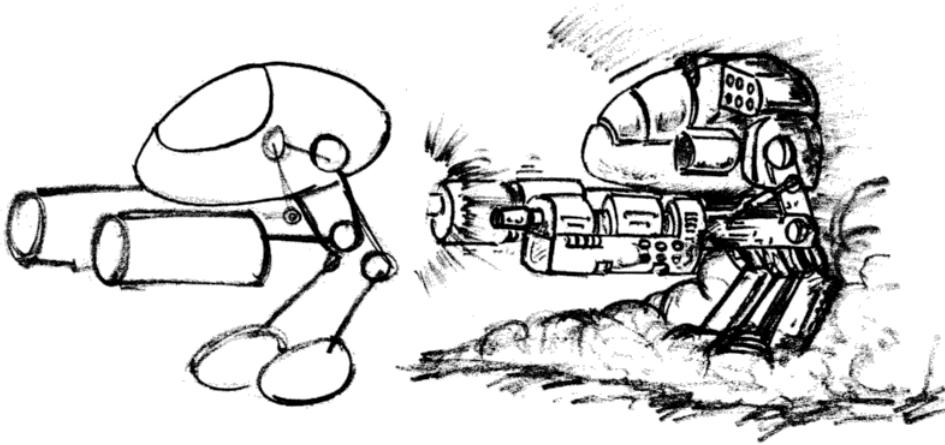
If there is one thing that reminds me my childhood is when I see those old Mazinger Z ,Gundam and.Daitarn 3 shows.During those days I used to draw all those robots and spacecrafts every time I had a piece of paper and a pencil in my hands.

Boys and girls It's **MECHA TIME!!!**

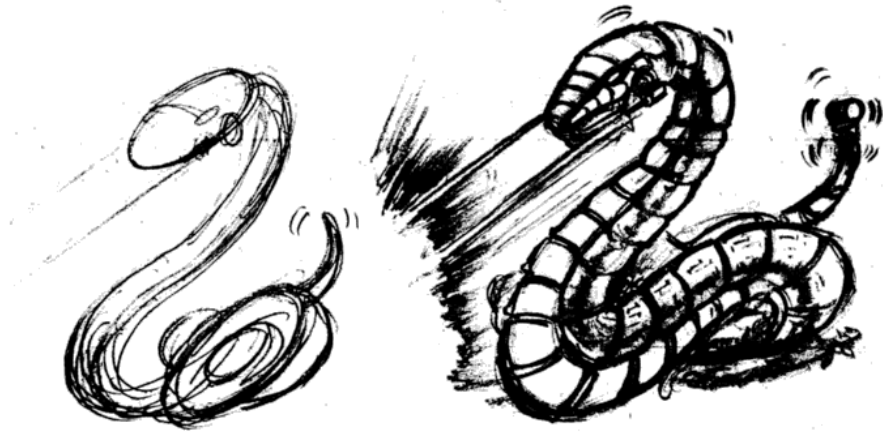
Let's start with a little bullshit of how mechas are classified.

According to the great Kahuna sage **KaluwakuTorpedo** ,Mechas can be classified as follow:

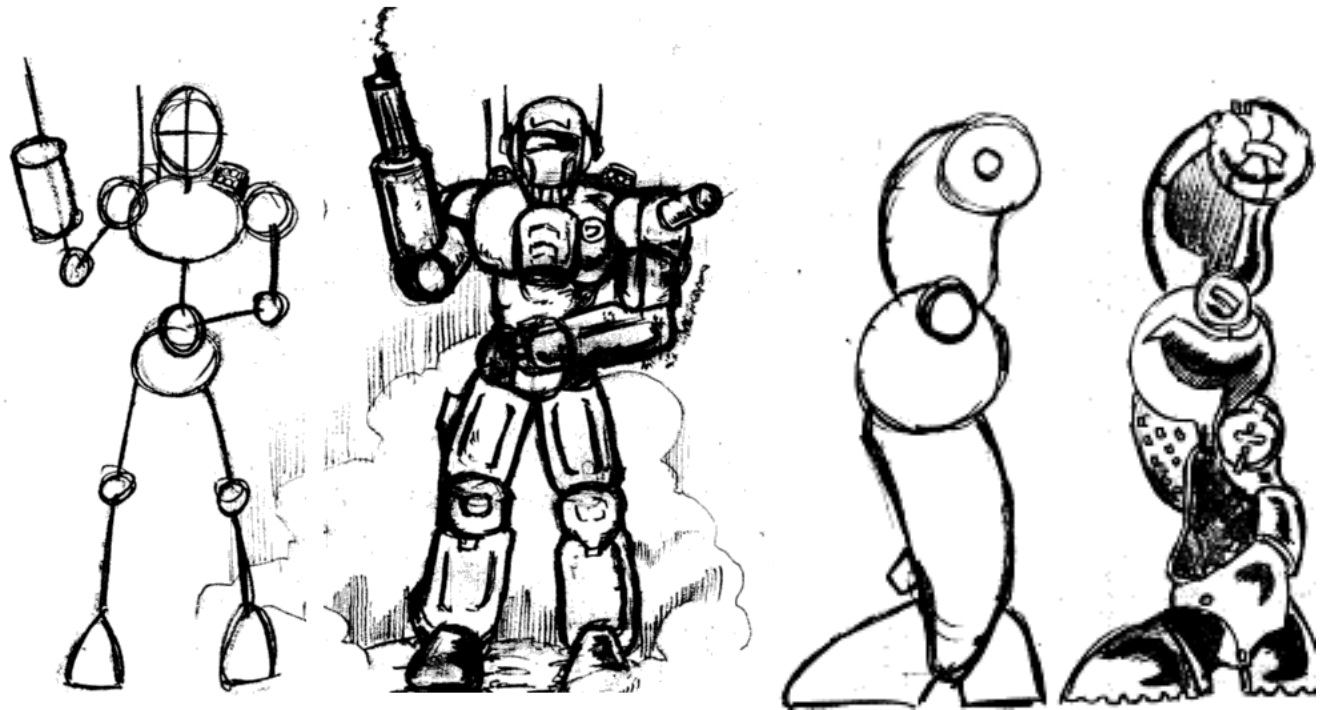
Batloids:Those that had the form of the function that they serve for



Zooids:Those who have shapes of animals

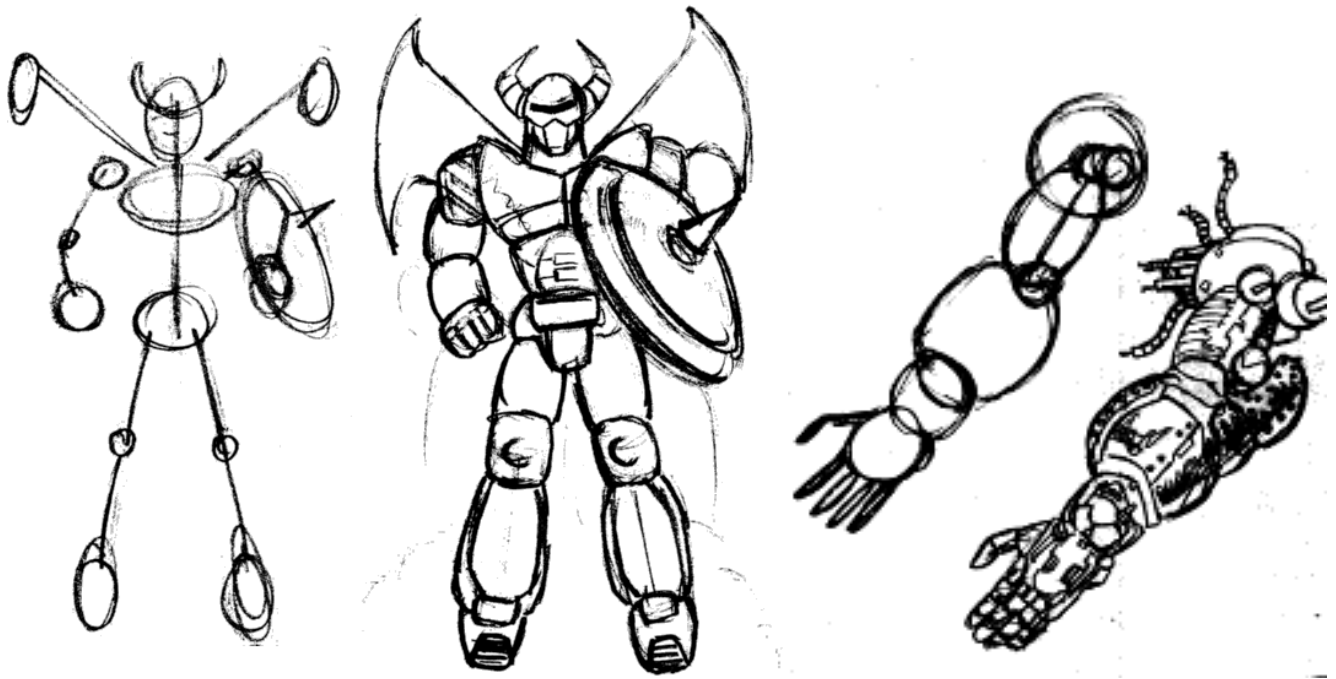


Aneroids: Those who have human shape.

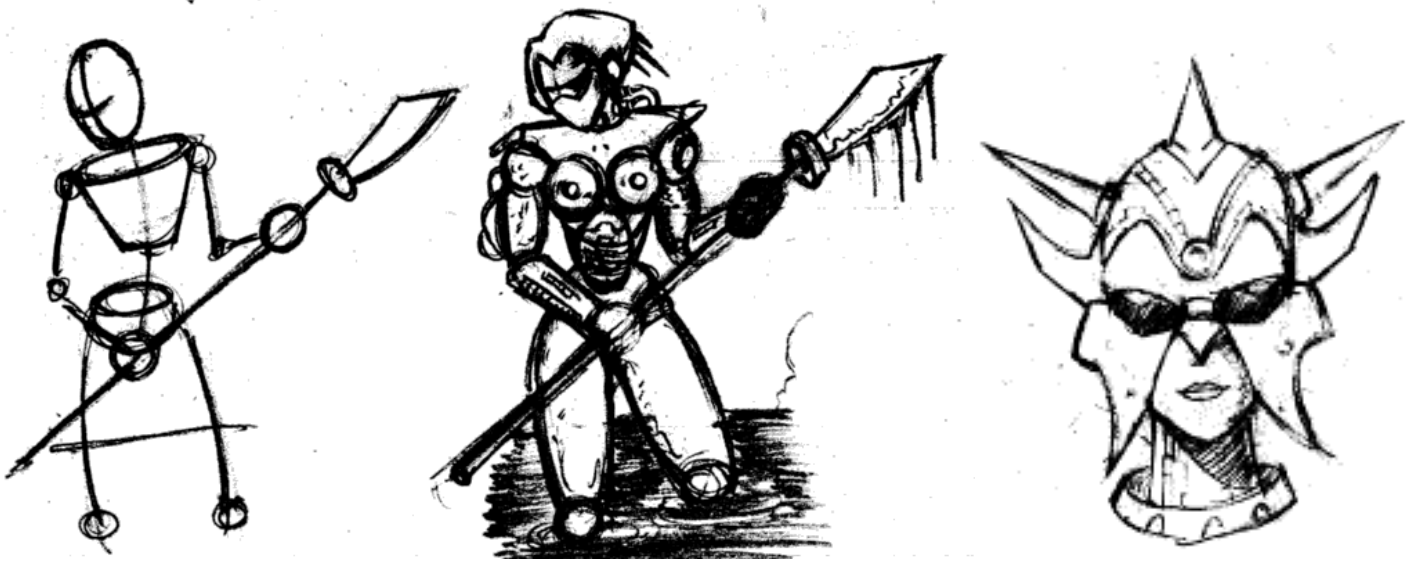


Aneroids are also divided in three groups:

Areoids: Those with man shape



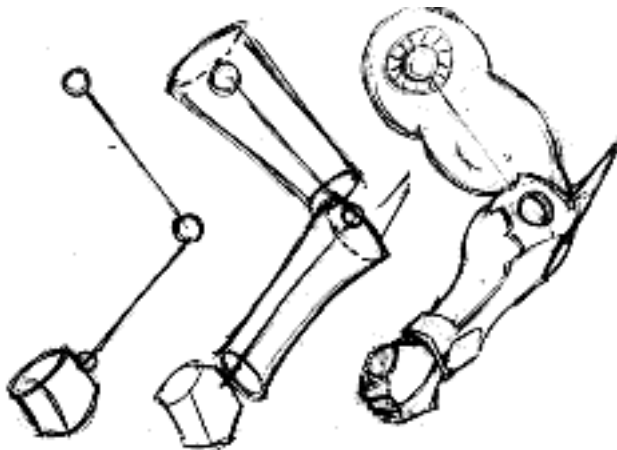
Ginecoid: Those with woman shape

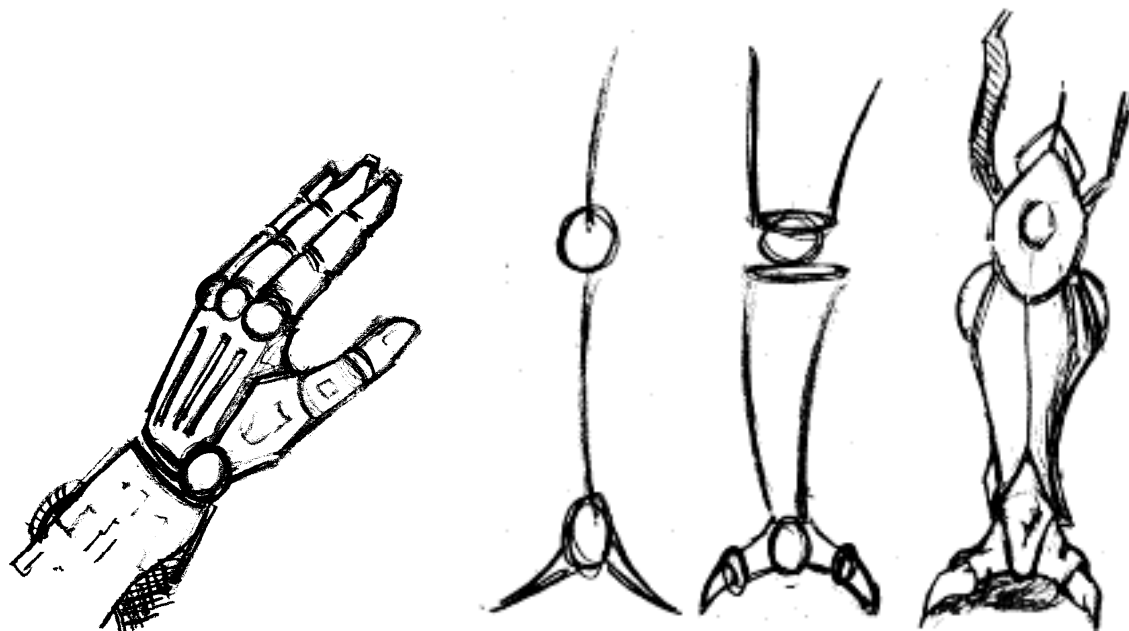


Griphs: Those with human shape but animal parts(head,claws,tail etc.)

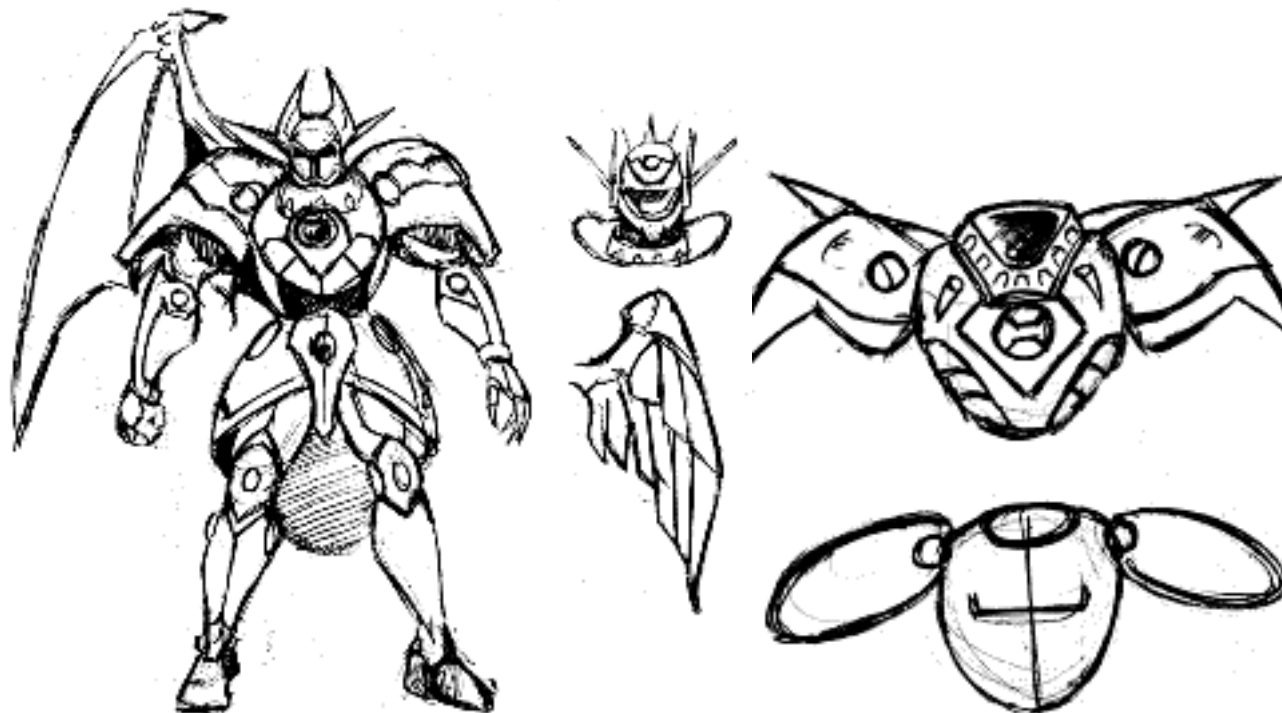


When I told you that understanding the geometry of the human shape will help you to draw mechas this is what I mean:

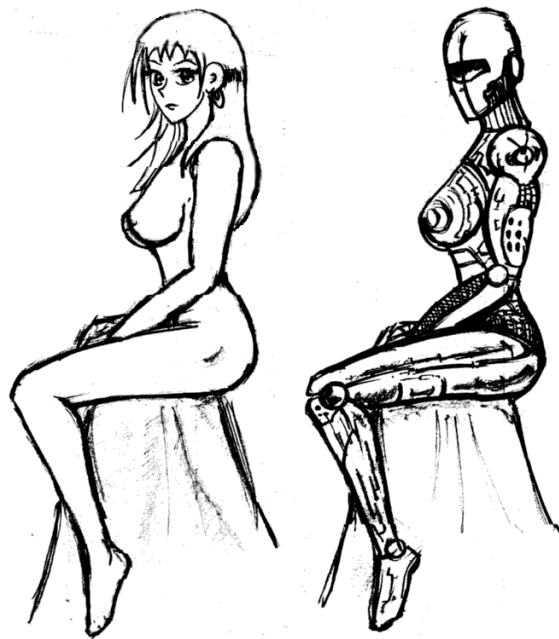
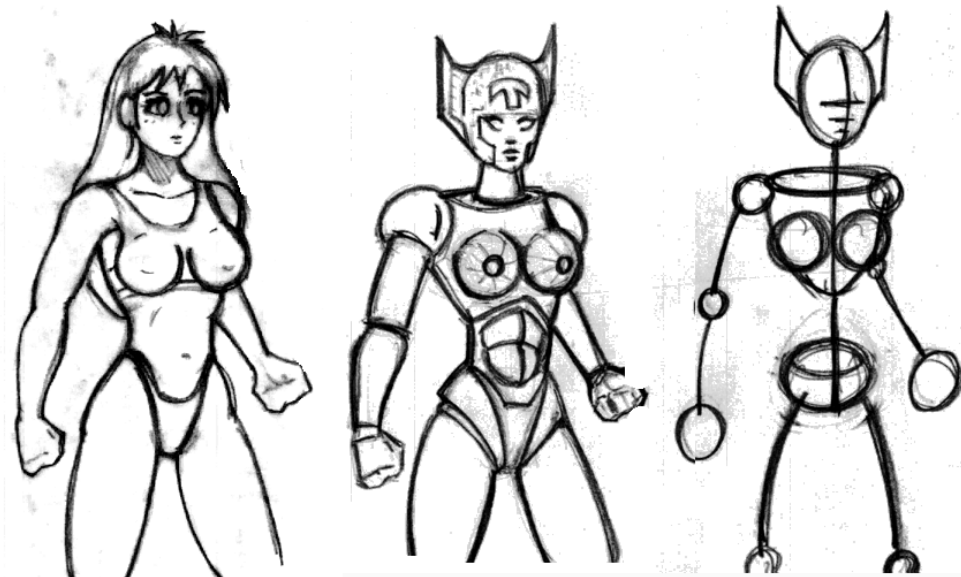




Having the geometrized shape of a human ,you can create a mecha by simply changing the proportion and volume of certain parts of the anatomy and adding things like cables,spikes,visible machinery and anything that looks mechanical or gives your mecha a **MASIVE** and **HI-TECH** look.See that a lot of the mechas you see in cartoons are a mix of armored europeans knights, samurai armored warriors and american football players.



Note also the fact that you have to add big shoulder pads to give them that a strong look and slim legs to give them agility and speed.You can also incorporate elements of design like wings,tails extra arms and guns,lasers or swords .The head of your mecha could be a normal or modified armor mask or some sort of helmet with a small window where your pilot can operate it .Of course this is not the case if you are drawing a valkirie or a transformer type of mecha where a vehicle of some sort transforms himself into a mecha.Keep in mind that your mecha has to retain some of the elements of the vehicle where it is suppose to come from..



Well dudes ,use all this tips to create your own mechas and practice a lot because in a future update of this tutorial I will teach you how to design your own transformer type mecha.

See you dudes !!

WARP SPEED !!!

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Lesson #7

Figure Study #3

What's up dudes!!

Is me **Crockman !!**, after almost been killed by forces beyond human ken., the **man** is back.

Back in **lesson #4** I tried to explain the basic construction of the head , and in **lesson #6** I tried to get a little more deeper in the subject .But I have recived a lot of mail concerning the **nose** so I have decided to make a lesson just about it.

In **illustration #1** we see the nose in front view and in **illustration #2** in lateral view.

In **front view** all we see of the nose is a vertical line between the eyes and a semi-oval next to it that indicates the shadow that the nose casts and the direction in which the light comes from. Most of the times we dont draw the shape of the nose but the shadows it cast over the face. In the case of the male nose , we can draw a small triangle over the mouth to represent the shadow it cast .

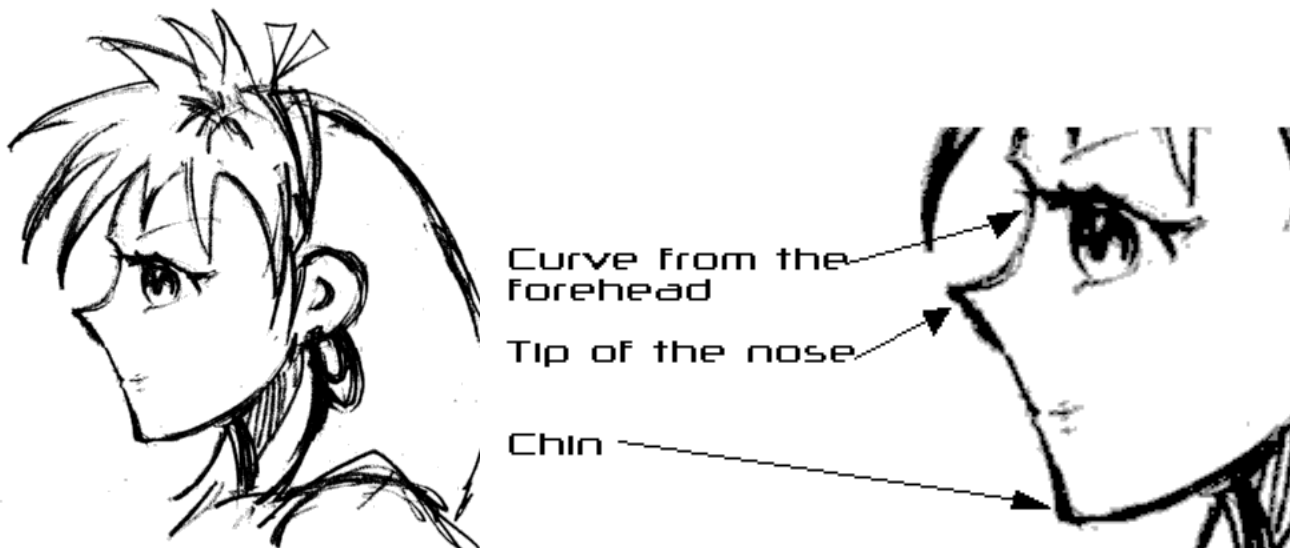


Semi-oval



Triangle

In the **lateral view** is where we can actually see the real form of the nose, it begins as a curve in the end of the forehead and then goes down in a straight line to the chin. In most side views of the face the mouth will appear at the side of the face (almost beneath the eyes) and not below the nose.



This is what I call a classical manga nose, but lately they come in a variety of styles , the only thing that changes is how much the drawing is close to a more cartoon or less cartoon kind of style.

For example a nose from **NINJA SCROLL** or **CRYING FREEMAN** is more close to a human nose than those of **SLAYERS** or **GIANT ROBO**. At the end you just choose what nose you like and use it.

The noses of these guys down here are just a little triangle spot in below where is supposed to be the tip of the nose and some shadow at one side of the nose depending the direction of the light.



Take a close look of the girl ,this is what I call a classic among manga drawings, **girl with glasses and tuff of hair over one eye**. Seems to me that japanesse dudes have a natural crush with that kind of girls.



Look at the noses of these ones ,little peaks pointing at one side of the face and some lines below the eyes to simulate the curve of the nose.

Well folks these is all for now ,keep those questions coming.!!!

Like Arnold says... **I'll be back !!**

See you dudes !!!

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Lesson #6

Drawing the body

(Part two)

Hi Dudes... !!!

This is good old Crockman again.

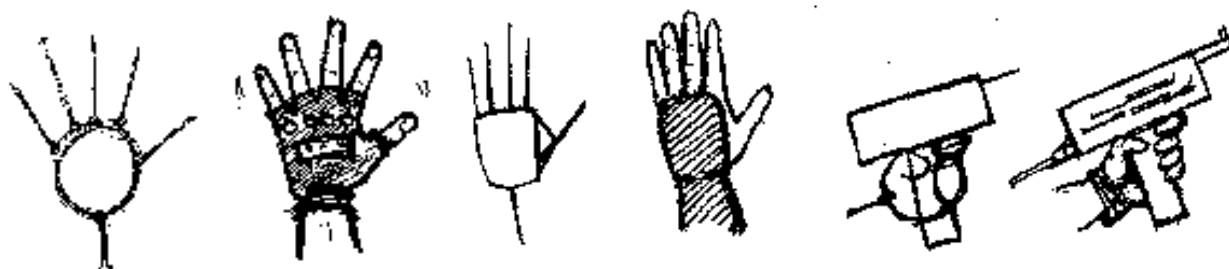
Welcome back to Figure study #2 , this lesson is the product of all the mail and the questions I have been receiving since I published the page ,so if you think that there are a couple of things you would like to see in the lessons ,feel free to make any sugestions.

Since we have seen (in a very general way) how the human figure can be drew let's study in a more detailed way some of the elements that compose the manga figure.

Hands

To draw manga hands all you have to do is use your own hands as models ,here are a couple of examples of some guides you can use.

Hands require more practice than other parts of the body because , like the face, they are used to show emotions.



For certain drawings , don't waste time drawing the nails,unless you are very good at it ,or you are drawing a close up of them. Have you observed how some girls hands look better with certain nail colors than others, and some look even better without any color at all . Keep in mind all of this things when you draw ladies hands because all this things define the personality of a character.

Feets

With the feet happens the same thing that with the hands.You dont draw the nails unless you are good at it

or the story requires it. Feet dont require that much attention because most of the time characters are wearing some kind of shoes and stuff...

...Right Beavis !!!

Lets see some examples of how to draw certain feet:



The dramatic effect of the feet happens to be in the position in which you draw them in relation with the position of the rest of the body



Eyes

...Did I just saw a smile on your face ??

Eyes are one of the trademarks of manga drawings !!

Why??

Because they are big !!!

Manga eyes, even that they may look like cartoon ones, had more details concerning illumination factors.

They are full of light ,specially girls ones

Lets go to the geometric department.

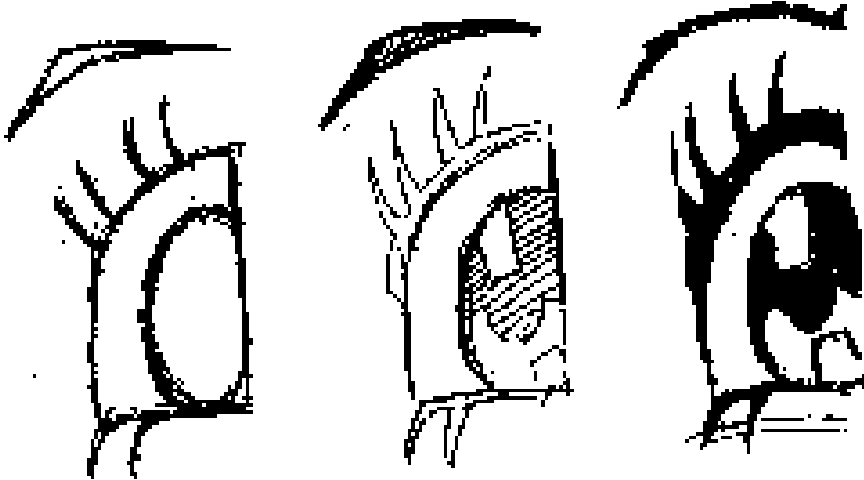
The eyes of a Manga character behave like cristal marbles so depending of in which direction you want them to look ,they will reflect the light. See there it is again... Geometry and art working together.

Here is how to,step by step, draw the eyes :

The eyes of a man:



The eyes of a girl:



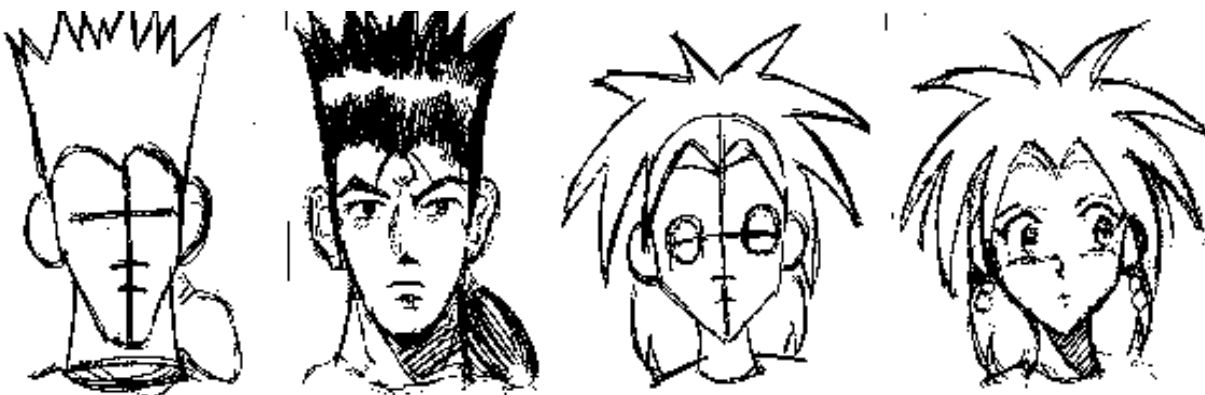
The eyes of kermit the frog:



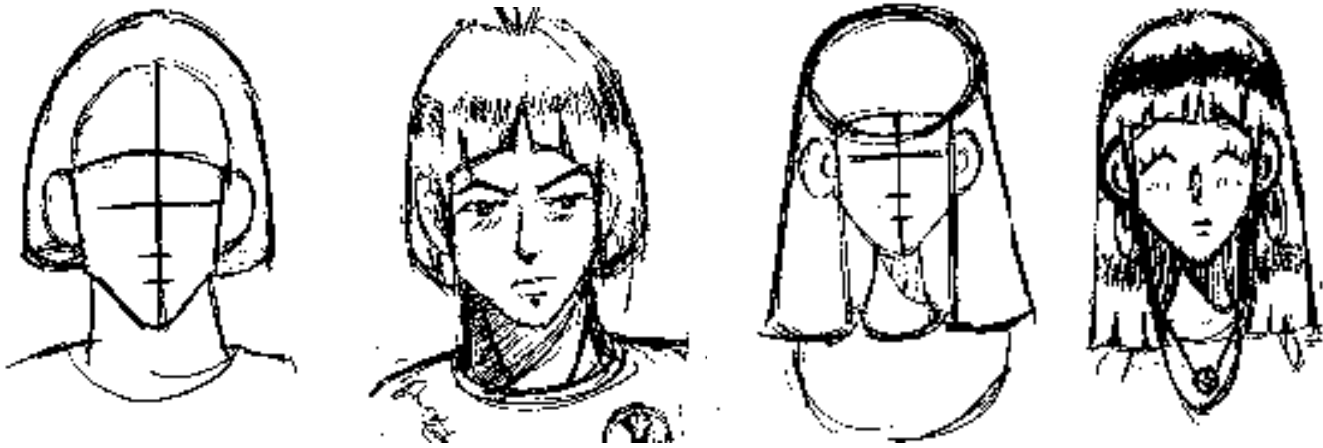
Hair

Hair in Manga characters can be defined in four basic groups:

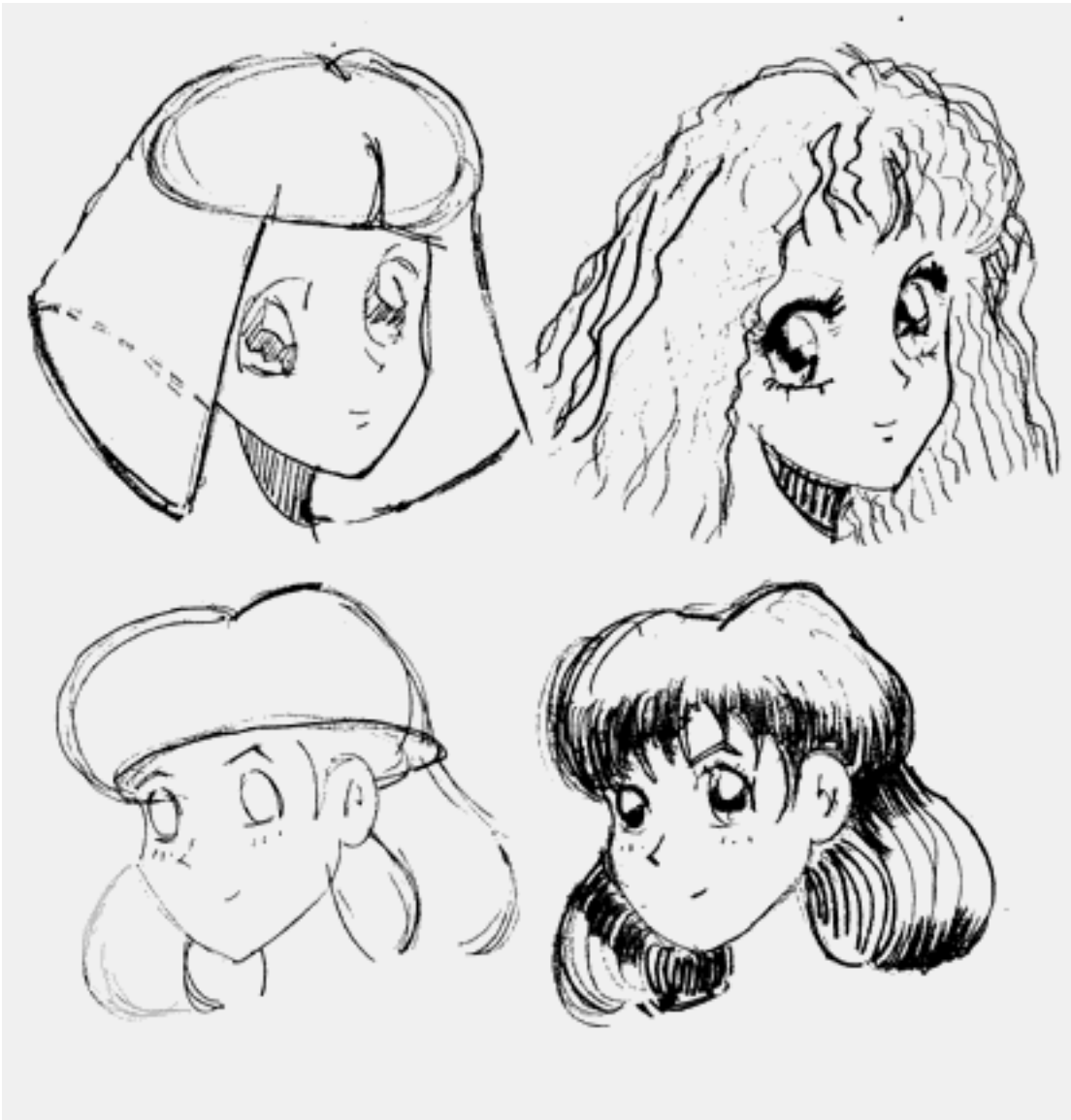
The spike heads:



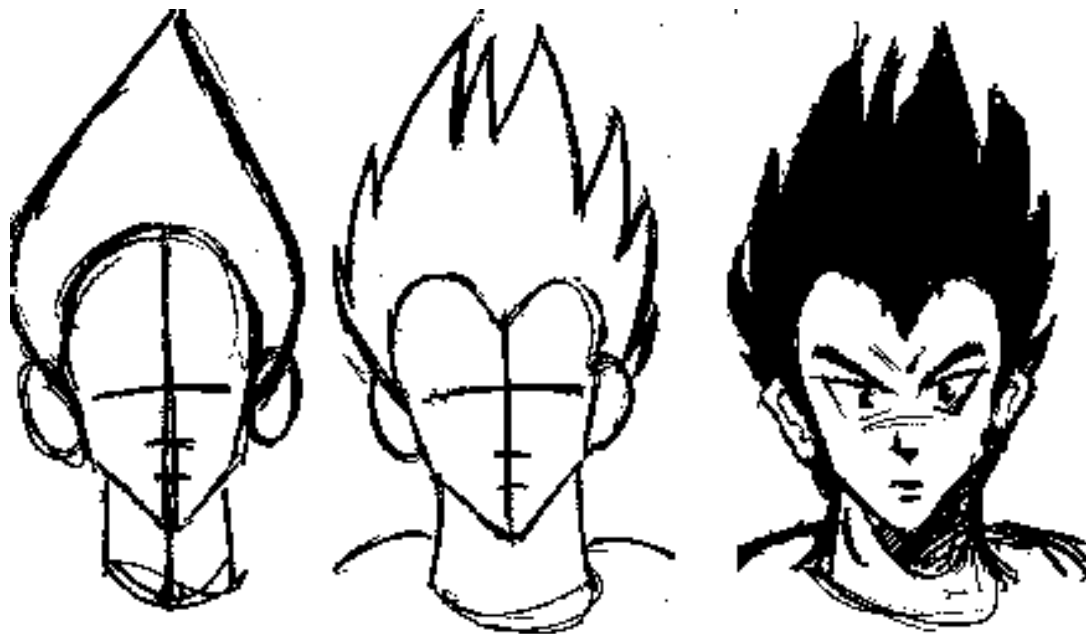
The keratin mosterized lank



The texturized extra body



and the ever popular **Don King's Antigravitational**.



If you have more questions ,ask your local hair dresser.

Well ,until I get a job drawing at Disney (... or at least parking cars)
This is good old Crockman saying...

WARP SPEED !!!



RETURN

Lesson#5

Drawing Manga Babes

by Crockman

Back in lesson #2, I taught you how to define the basic shape of a woman. Now we are going to go deeper in the subject of how to draw sexy babes in manga style.

Now, I'm going to tell you a couple of things you need to know about women, so...get ready!!



Womens breasts are not rubber ballons

I noticed that almost everybody who draws women has that tendency, that's because not everybody has the experience of studying the figure with a live subject. 75% of the people who draw comics learned from comics. Breasts, no matter how much silicon they stuck in them, behave like living tissue.

So, to understand this, all you have to do is use the power of the observation

How??

The subject of our study is around everywhere, the only thing you have to do is look, but be careful, don't stare at them for too long without blinking, because you can be noticed and get unpleasant reactions. Also, don't draw them too big, that will make your character look clumsy and difficult to animate. Manga

babes are often lean.

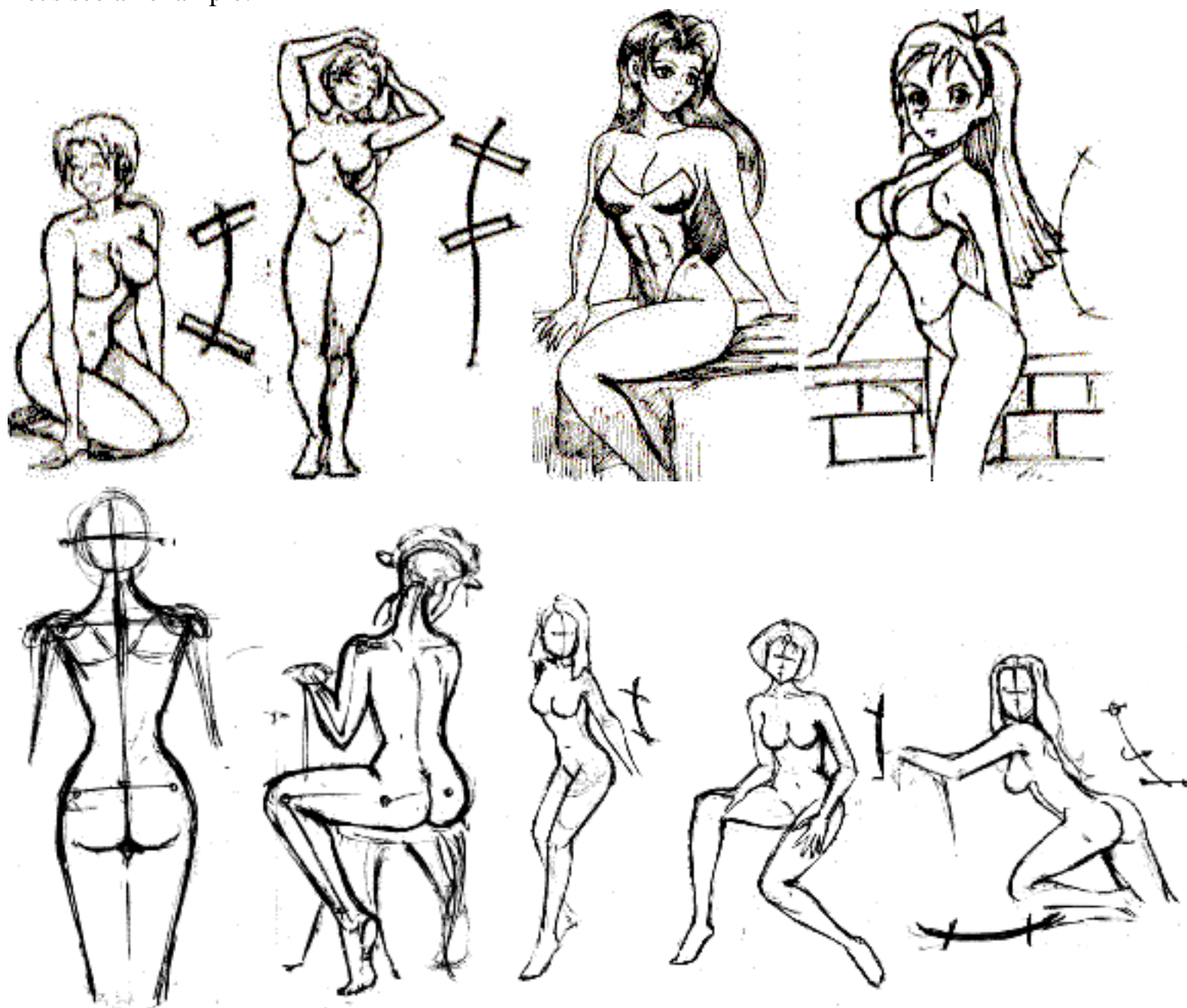
Observation is the Key 🎯🎯

Let's think about this...What makes a woman erotic?

All you have to do is observe one of those swimsuit magazines and you shall discover it.

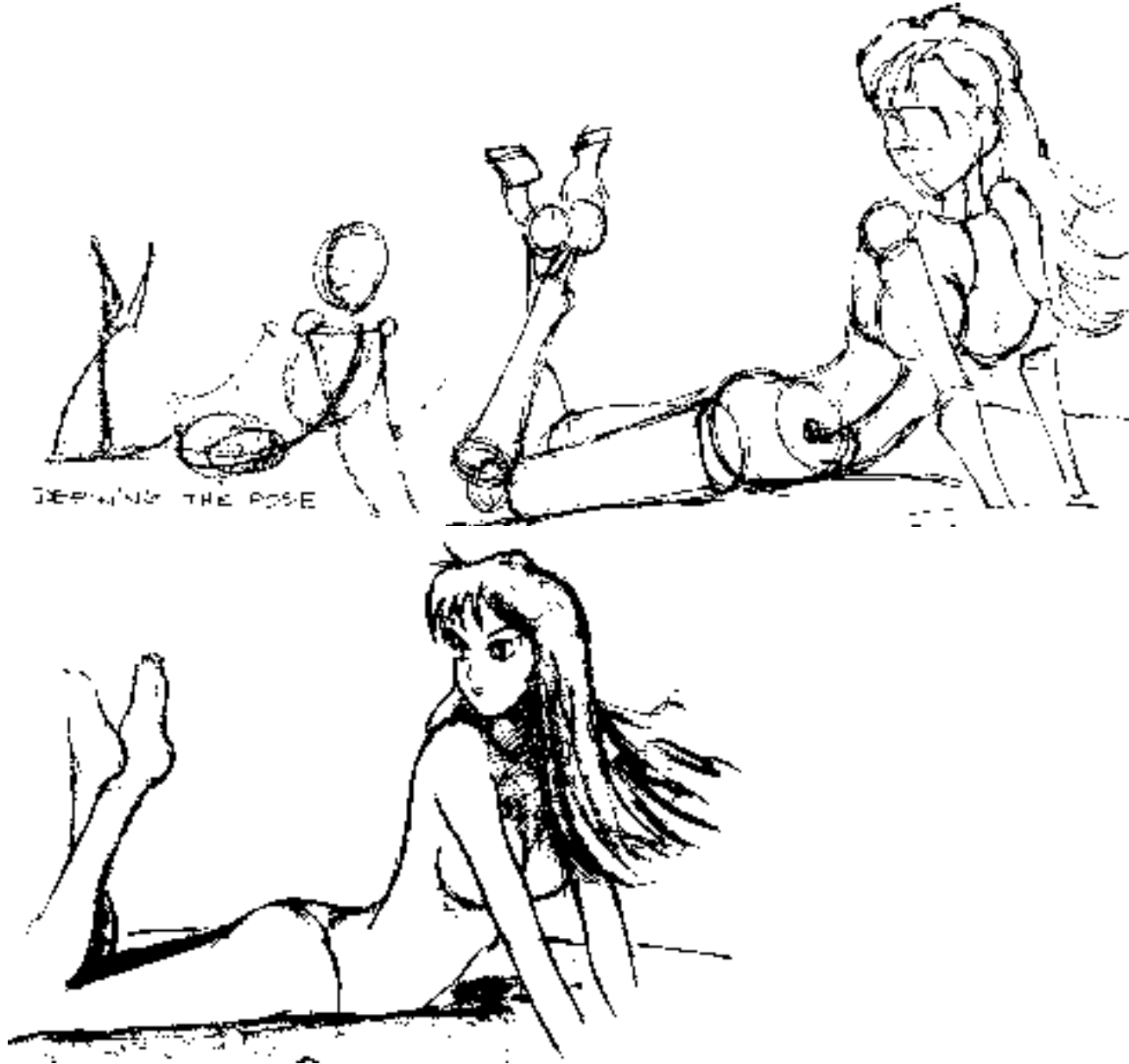
1. Arched back
2. Opposed angles of the shoulders with the hips
3. Always standing in tiptoes, this makes the legs look longer and gracious.
4. If she is laying someplace, her toes are always pointing out.

Let's see an example:



Well enough of naked chicks lets see the next example

Here we have a girl that I capture in the web, notice the arched back I was talking about. Using her as a model I will draw my own version in manga style.



First defining the posture, then shaping it and finally erasing all the extra lines.

Until you can afford a model, you can use these tricks to develop your own drawings you can also purchase one of those wood figures with a lot of joints in any art store in your town.

Do you have a girlfriend?

Ask her if she could be your model, tell her she is going to be your muse, that you will make her immortal like the Mona Lisa of Manga, the Sharon Stone of Anime!!!

"...Women fall in love for what they hear, men for what they see..!! "

(..Oops ,Now I'm teaching you how to pick up girls.)

If you don't have one ,what better excuse for getting a pretty one, like Sifu Chen always says : "...Is always amazing how one thing leads you to another.."



And please...**Don't unearth anybody !!**
Like my mother always says..." **Dead girls stink!!**"

...Sorry Vampirella

In time you will notice that your drawings get astonishingly real ,like **Michael Angelo** or **Frank Frazetta !!**

Remember it doesn't matter how much bullshit I said if you don't grab a pencil and begin to draw, all is **worthless.**

See you !!

[Warp to lesson #6](#)



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Drawing the Head by the Crockman

The only comics character that doesn't need a head is the HEADLESS HORSEMAN so unless you are planning to spend your life drawing the japanesse version of the cartoon you better check this out!!

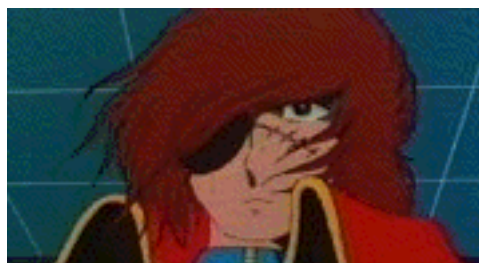
Check out the MODULOR of the head, this will give you a geometric understanding of the shape of the head



The basic manga character head is drawn within an oval like this:

1. Divide the oval in four using a one vertical (axis line) and one horizontal line.(eye level line)
2. In the extreme of the eye level line you will draw two circles which later will become the ears.
3. Draw two arcs in the inside extremes of the eye level line, those will later become the eyes.

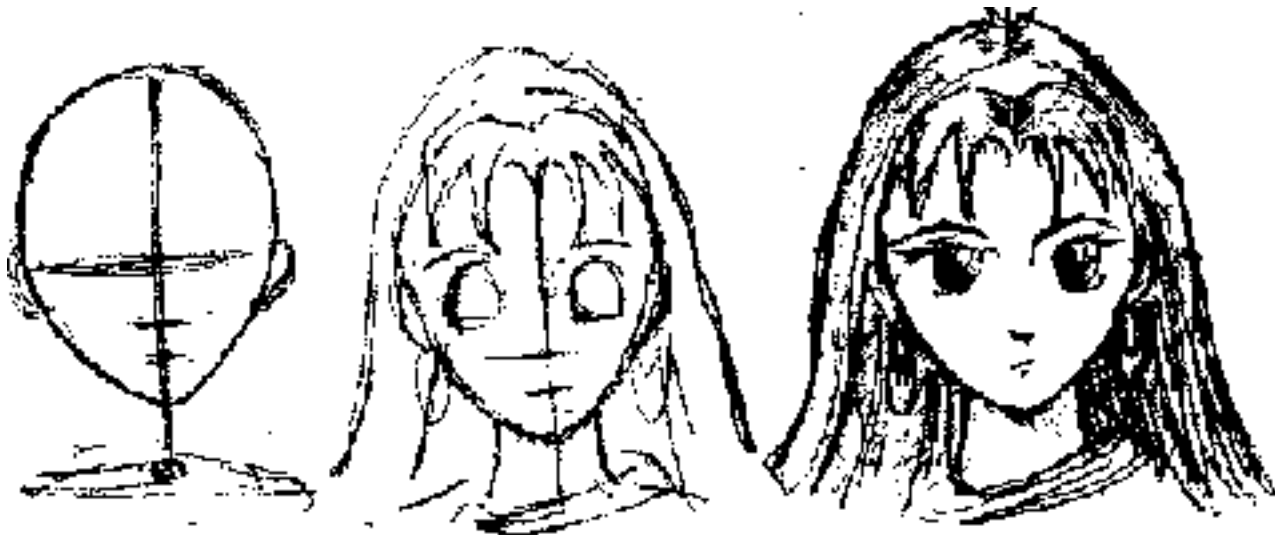
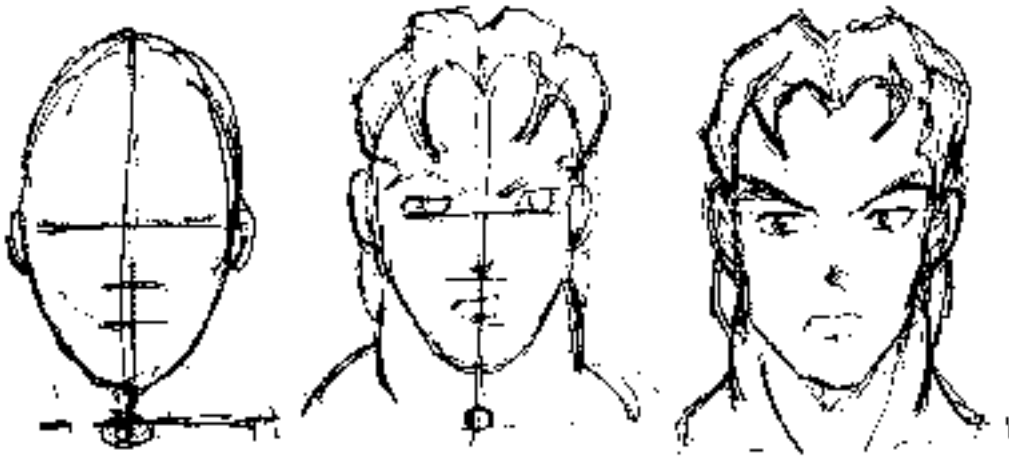
Remember to draw them from left to right . Always draw everything from left to right . Why ??



Because that's the way that you write , otherwise things won't look the same This is what I call **The Harlock syndrome** because when both eyes don't look the same you will end up covering one of them with a tuft of hair

If you have problems with the eyes size you can draw a paralel line over the eye level line the same high the eyes will be, sort of auxiliary guide line.

4. The distant between the eyes is aproximately the wide of an eye or an eye an a half. Normaly the wide of a head is five eyes, but in manga sometimes it can be three because their eyes are bigger .
5. Divide the lower part of the oval in three equal parts using two horizontal lines in the upper one is where the nose will be located the other one is for the mouth.



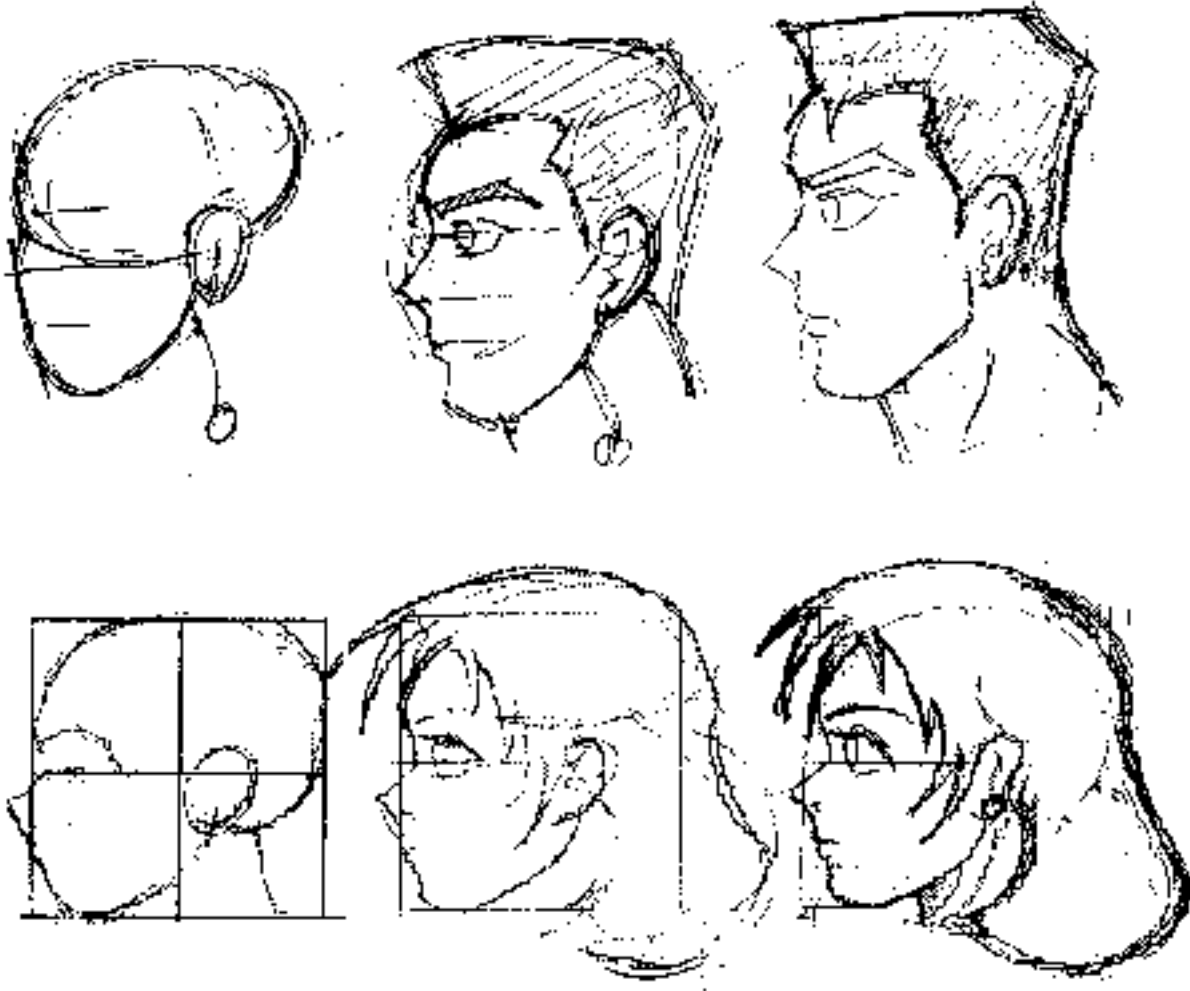
The mouth is very little in women and when they are talking looks something like this:



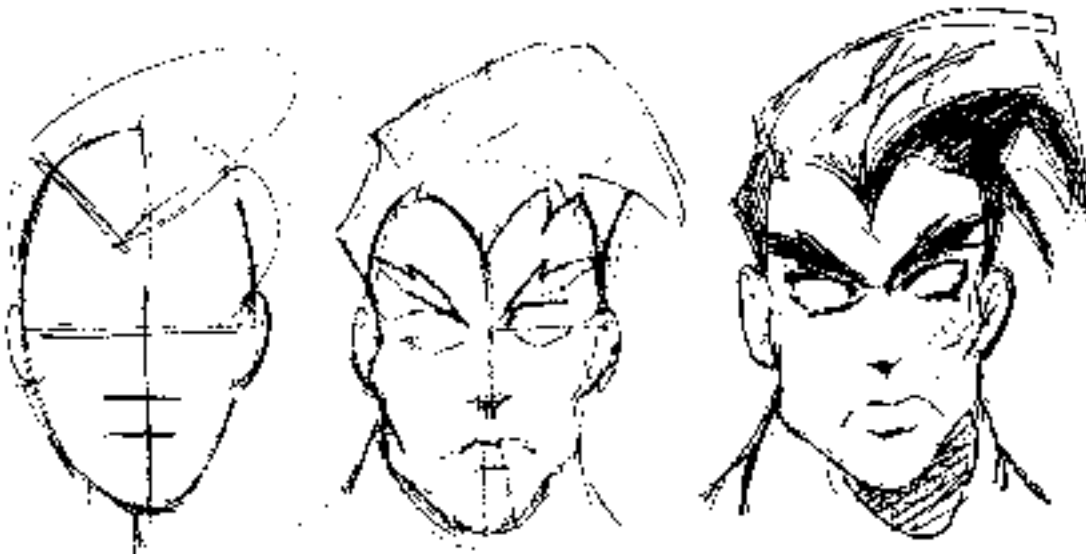
Hey .. this could be our first step into animation.I told you ,you can learn

a lot if you hang around with me

Looking it from the side the head can be drawn within a square or using ovals



Of course it depends of what kind of character are you drawing if he's a villian he will look like this:

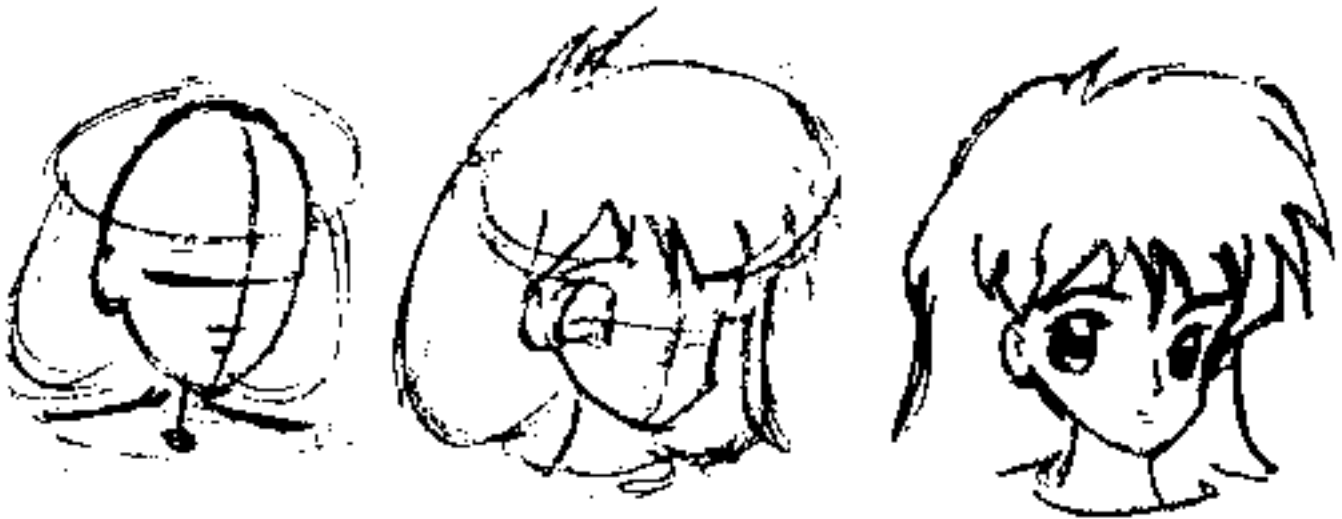


Note that I let the eyes white so it looks like he is possessed in his own evilness

Same thing with a woman, but no white eyes



A few more examples:



QUESTIONS??



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Figure Study 101

by Crockman

...DA-DA!!!

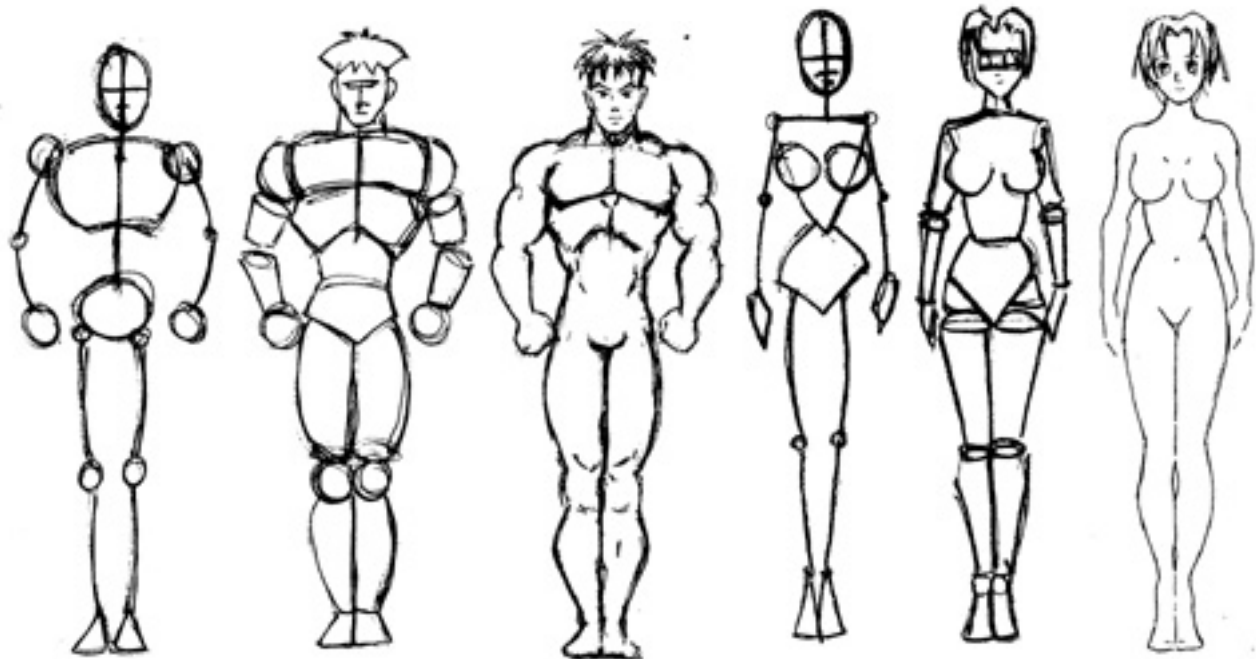
Well Folks... this is were geometry and teriyaki collides!

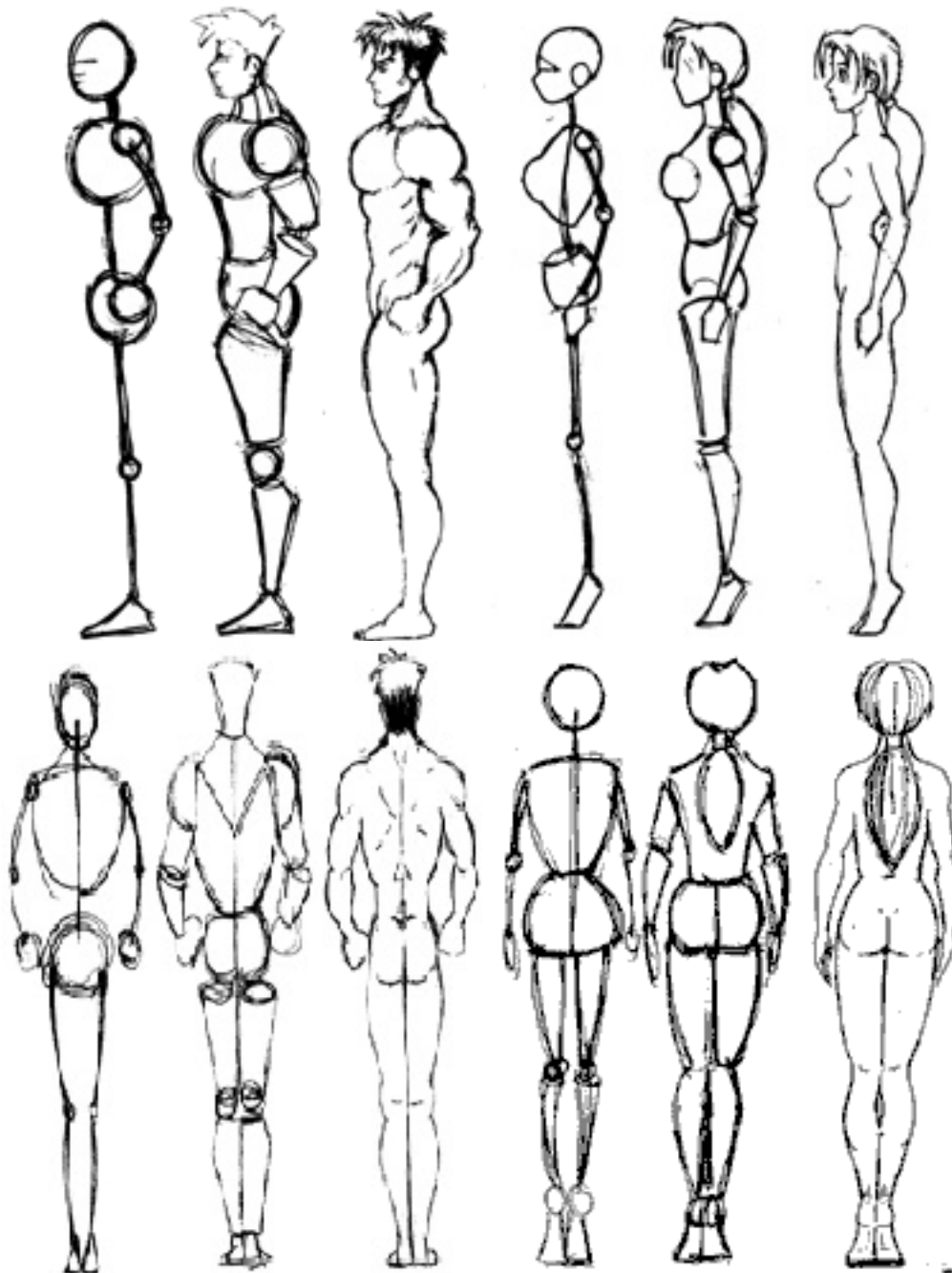
If you remember in lesson#1 I told you how to use the basic shapes to draw anything we wanted
Now we will learn how to use this technology for drawing pretty neat manga characters. Of
course you have to first had a little of practice.

...But first a little of anatomic data:

As you see ,in example #1 ,this is how basically a manga character looks like, we have to
draw them without their clothes so you can see all the anatomy.

...This is ART, you CREEPS!!!





I drew them so you can see how they look like in several positions and have a basic understanding of the anatomic features of each one.

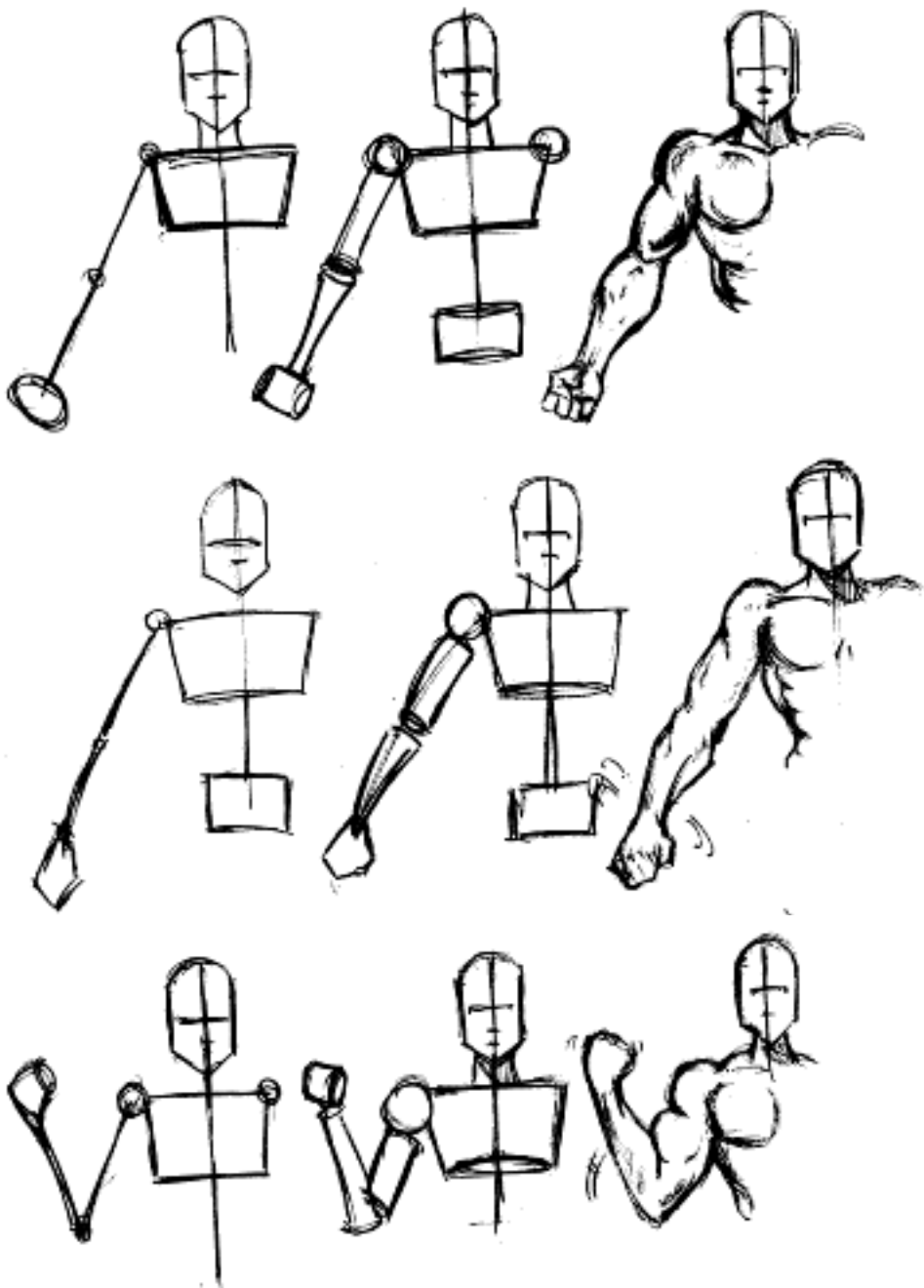
So... how we're going to draw these fellows? Well, do you remember in lesson #1 when I told you how basic shape construction will help you to draw persons?

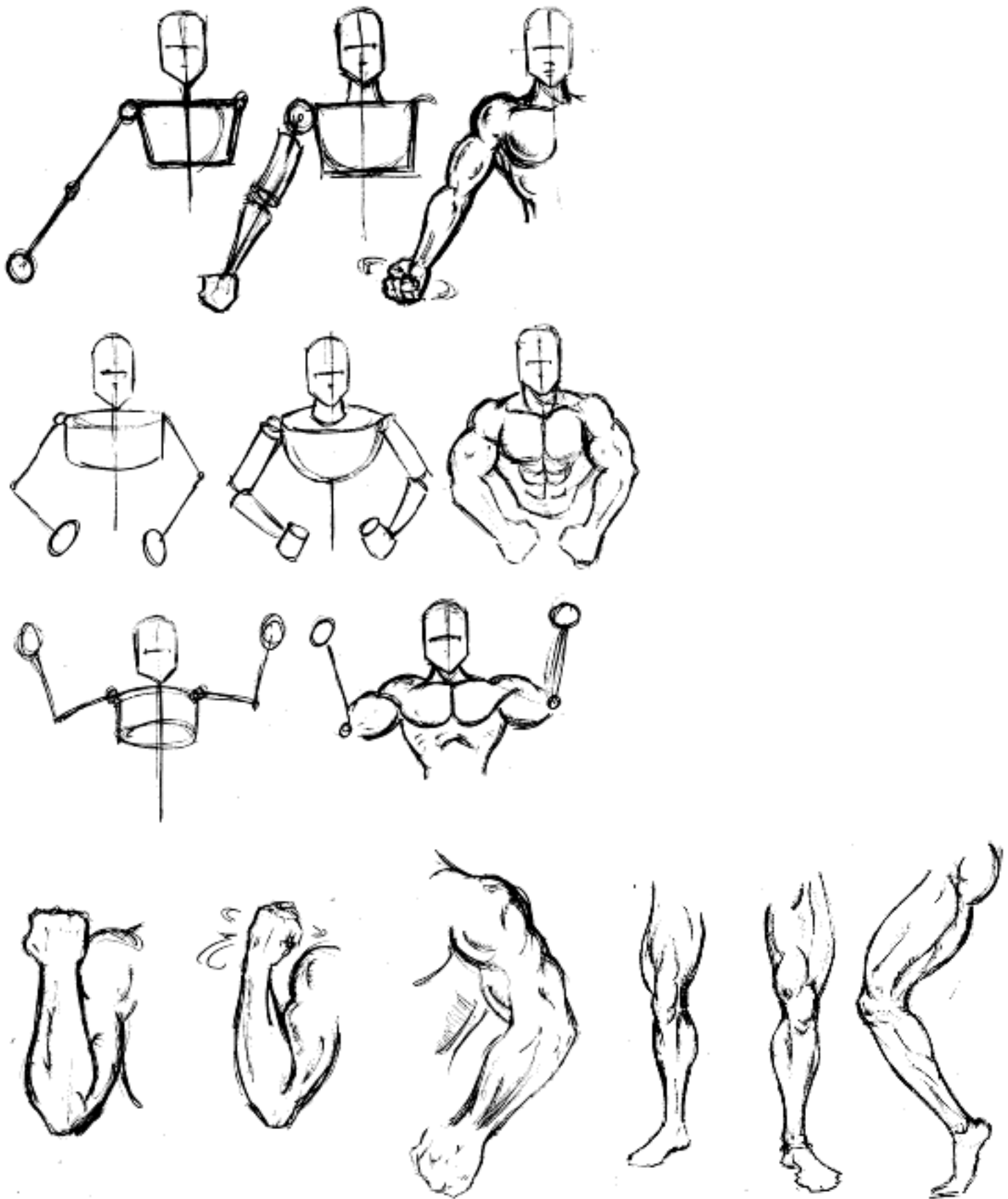
Well, this is how:

1. The arms,forearms,thigs,and legs are constructed from cilinders.
2. Shoulders are spheres
3. A box makes the chest in a man while cones are used to construct the woman's chest and hips.
4. The pelvis is made from another box.
5. The hands and feet are made from two triangles.

6. And finally the head is made from an oval.

Not enough, well let's see a brief study of the arm and leg in several positions





Piece of cake, isn't it!!

So the question now is..

**How the HELL...I use this to
draw Bodacious Manga Babes
Shooting PLASMA BULLETS to
MUTATED,SEX STARVED
ALIENS ???**

**This and More Bizarre Questions
Will be Answered in Lesson #3...**

MANGA ACTION

Stay Tuned



Manga Action by the Crockman

We Are Back!!

So... Lets hit it!!

You aren't from this planet if you don't know how to draw something like this:



Well ,this is what is going to help us draw, out of this word, manga dudes ,the only thing we have to do is draw them the way we learned in lesson #2



Now, if you want to draw a person in any position this is how to do it

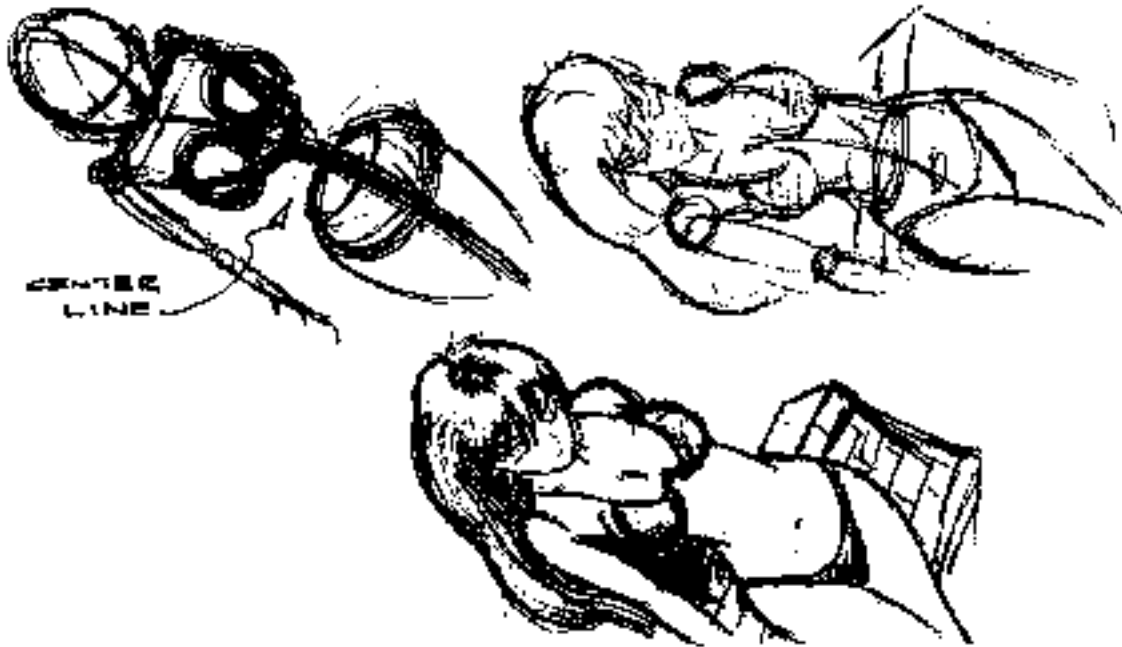
1. Define the position of the character using an axis line to coordinate the position of the character , then draw a skeleton like sketch of the position that the character is going to have
2. Add volume to the body using the basic shapes that compound it you know..cones,cubes,ovals etc.
3. Begin to add details to the figure using all the lines you need until the figure is well done.
4. And...BANZAI !!!...Meet Miss Wet Dreams 1997...Miyuki Huyuyuki!! Shooting plasma bullets to ...



Oops !! I think she run out of bullets...let's leave this scene before this gets non suitable for younger viewers !!

It's not always that fast ,but it really helps a lot if you have a good domain in visualizing the center line of the subject and the proportions of the volumes in the subject. That's why you have to practice doing fast sketches of characters in different positions.

Lets see a few more examples:



Lets get a little deeper into the subject :

For drawing a subject in any pose you have to first visualize it in your mind . This can sometimes be difficult , that's why the use of a model can help you a lot , you can ask somebody to pose (a brother ,a friend...a girlfriend !!) then you can make a fast sketch of him using the tricks I just show you and later translate that sketch into a manga drawing. If you don't have a model you can draw yourself using a mirror.

Another thing you can do is watch your favorite anime movie and pause

the scenes that have characters in dramatical poses ,like fighting , running, and stuff and then make a fast sketch of it. This will also help you get familiar with the drawing style.

Remember...The more you practice ,the better you will be.

For a more deep study of this ,check out [lesson#5](#)



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Basic Shape Construction

by Crockman

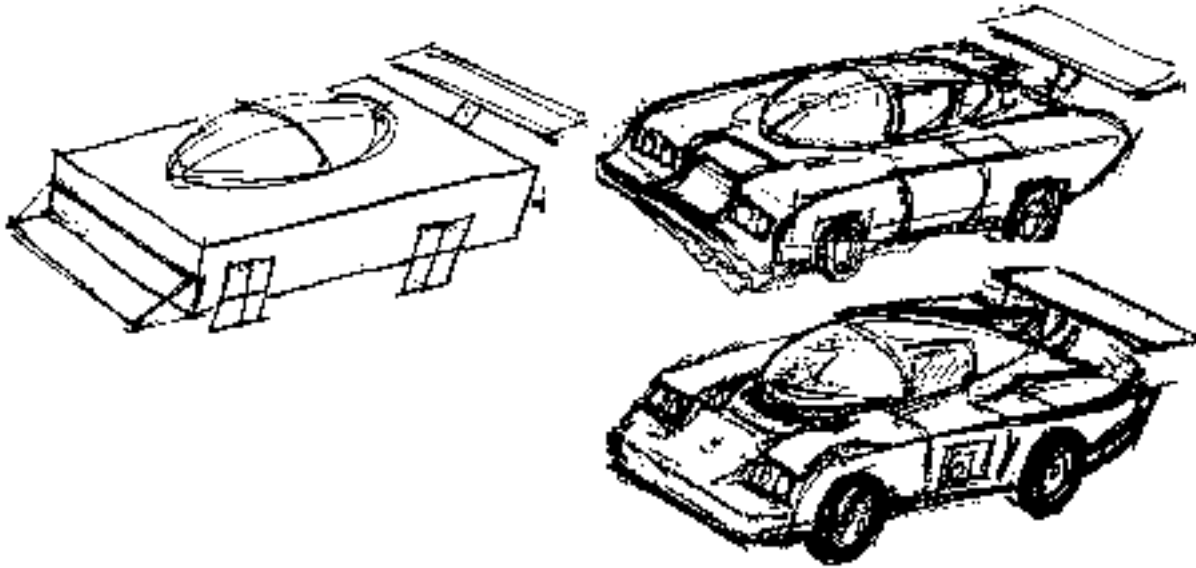
Remember those days when you were in kindergarden and your teacher taugh you how to draw the basic shapes...you know,the triangle,the square ,the circle...Well now it is time to teach you how to use this amazing but simple technology in order to draw pretty neat Manga stuff!!

See folks..everything in the known universe can be drew using combinations of two or more basic geometric shapes(weird,isn't it?) this is call GEOMETRICE.

Let's see an example:

Let's say you want to draw a race car,first of all ,we define the basic shapes that compound the object so then we can draw within the boundaries of something, It's like we have block of wood and we begin to sculp the form of the car later.

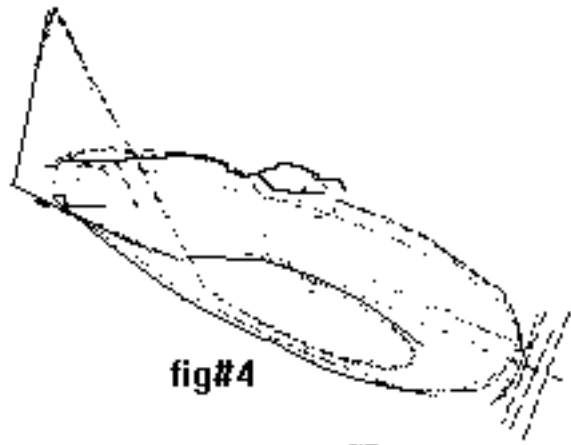
Let's see ilustration #1



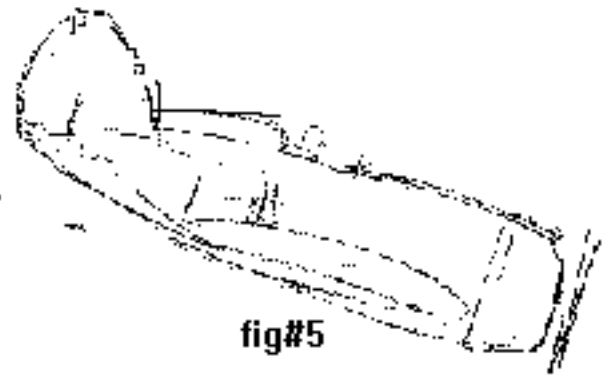
The body of the vehicle is basically a prism or a box,the cockpit is an oval, the wheels are ellipses drawn within rectangles and the front part is like a ramp stock in front of the box.Notice that I draw always so I can see through the figure, in that way I can make sure that everything is drawn in natural proportion.

In ilustration#2, I began to draw the details of the car within the basic shapes I had defined in illustration#1,later I just erase the lines that I'm not going to use and ..VOILA!! there is the car.

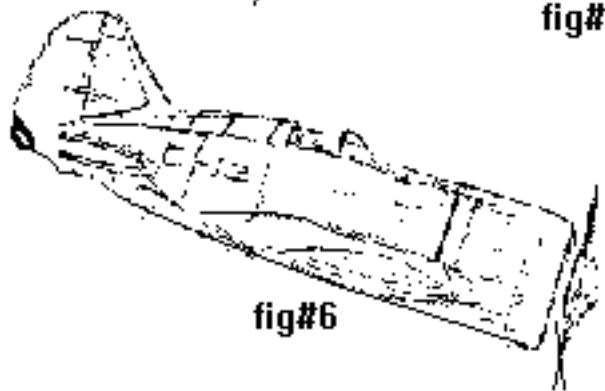
It's possible that you don't do it so fast the first time, so don't be afraid in using all the line you have in order to get the shape the right way. The followings are examples of how to interpret the form and then sculpt the drawing within the boundaries of the shape.



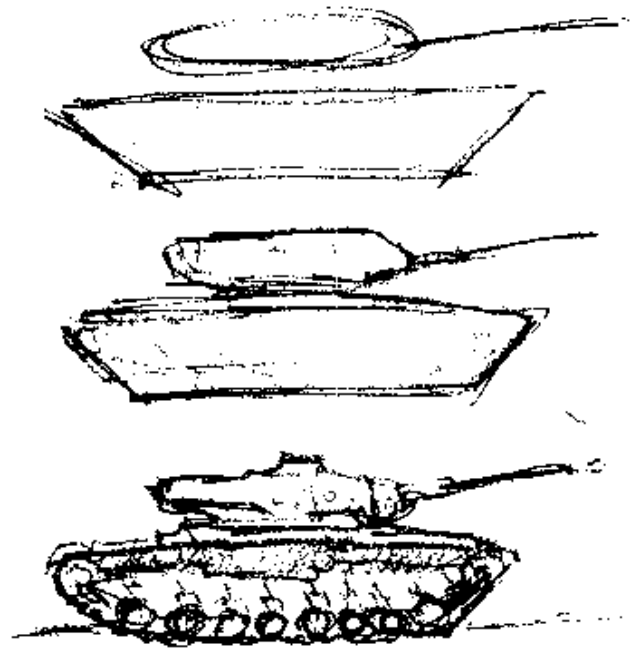
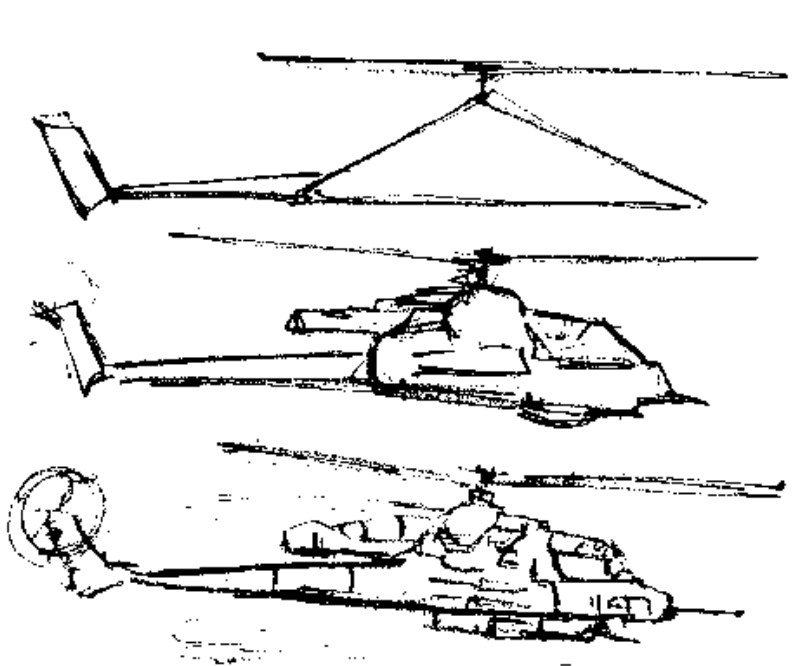
fig#4



fig#5



fig#6



So the tip to master this lesson is: Learn to see the objects that surround you as a combination of basic shapes, believe it or not this will get very useful when you attempt to draw persons.

Don't just stay there...Pick up a couple of pencils(2B's or HB's),a bunch of paper and an eraser and draw everything you see . Begin with simple things that are inside your house like tables or beds, and then go out and draw cars ,trees ,buildings ,etc.

Remember to use a lot of lines until the shape of the object is defined. Don't be afraid of using the eraser .The greatest fear of most artist is to put the first line on the paper.

[Warp to lesson #2](#)



[RETURN](#)

Links

"Places to go , people to see..."

Here I put a list of places you can go for information,most of them are not about manga ,but they still can be useful specially if you are thinking about going pro someday.If you know a place that is not listed here that can be useful for our purposes let me know and I put a link on it.

[Don Simpson's College of Cartooning Knowledge](#)

[Dega Studios Creating Comics Link Page](#)

[The Comic Book Writer's Guide to Information on the Internet](#)

[Xeric Foundation](#)

[Cartoonists Fountain of Knowledge](#)

[Cartoons Forum](#)

"Places to go , people to see..."

Books

This are a few books I recoment for learning basic things you can later apply for drawing Manga.

[Manga wokshop](#) by Akira Toriyama

First of all , I havent read the book ,Second I saw it in spanish so I dont know if that is the actual name in english of the book.,but I figured out that if this guy from Dragon ball wrote it, it can helpful .Try to contact the guys from Viz comics and see if they can help you .

[How to Draw and Paint Anatomy](#) by Walter Foster

How to Draw Heroes and Villians by Christopher Hart

Illustrators Reference Manual Chartwell Books Inc

- Nudes
- Hands/Faces
- Figure Reference Manual

Dinamic Figure Drawing by Hogarth Burne

How to Draw Comics the Marvel Way by Stan Lee and John Buscema

Manga Books



Music

Ruronin Kenshin Music

Archive of anime themes