

step-by-step tutorial

PART TWO!

+ how to draw hands

START HERE:



1 ANALYZE THE SHAPES

Let's start with a somewhat simple reference! The first step is to analyze the shapes like what we covered in part 1 of this step-by-step. We can see that three of the fingers can be grouped into one shape and the edge of the pinky connects perfectly to the slope of the square palm shape :) We'll keep all of this in mind while we sketch!

FROM MY SKETCH PACK



2

Using a loose brush to keep the sketch light & fluid, I start with the square shape of the palm since this is the basis for all the other shapes & parts :)



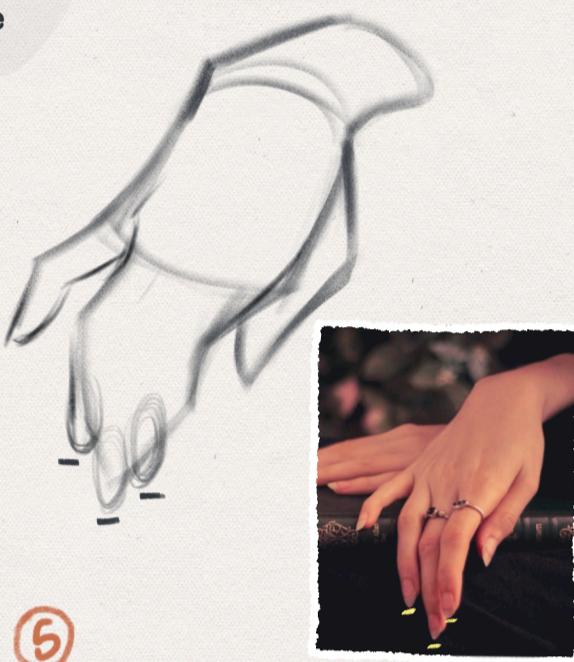
3

Now I'll start to sketch the fingers branching out from the square shape. If you remember from part 1, I talked about how the pinky and the forefinger always connect to the edges of the square shape, which you can see here :) I'm starting with the grouped finger shape and a simple line for the pinky.



4

Now I added the thumb and the wrist! You can see how I'm using the square shape as a guide to help me see where to sketch the fingers :)



5

Here you can see that I sketched the rest of the pinky and I'm beginning to figure out how to add the three fingers in the grouped shape. There's some interesting overlapping shapes in the fingers, so in this case it helps to add little ovals for the finger tips to help us see where they go :)



6

Now I'll start to carve out the finger shapes! Something you can see is that my proportions don't perfectly match the reference because there's a tiny opening between the fingers that I added. It's a good reminder that you don't need to make your drawing perfectly match the reference — you can improvise & change things to make it work!



7

After those steps I usually lower the opacity of the layer and sketch some refined lines on top, then get started on some shading! The previous steps are meant to get you to a point where all the shapes, lines, & proportions are in place to begin rendering on top :)



8

Okay now let's try drawing from a more complicated reference!

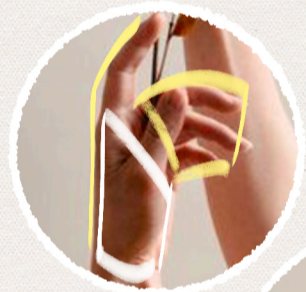


10

To start, I'll sketch a loose line for the branch — which is a nice base to help me see where to place the hands as well :)

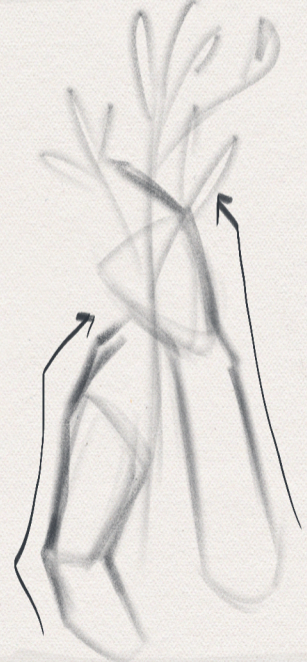
11

Next, I'll lightly sketch the shapes for the palms where I think they should go.



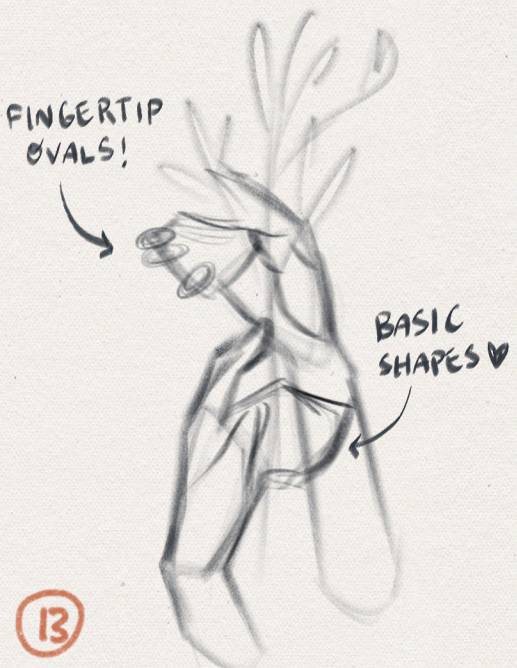
9

Just like before, I'll start by analyzing the shapes that I see and observing how the angle of the forefinger connects to the square shape of the palm. Then, I'll see which fingers I can group together into a single shape :)



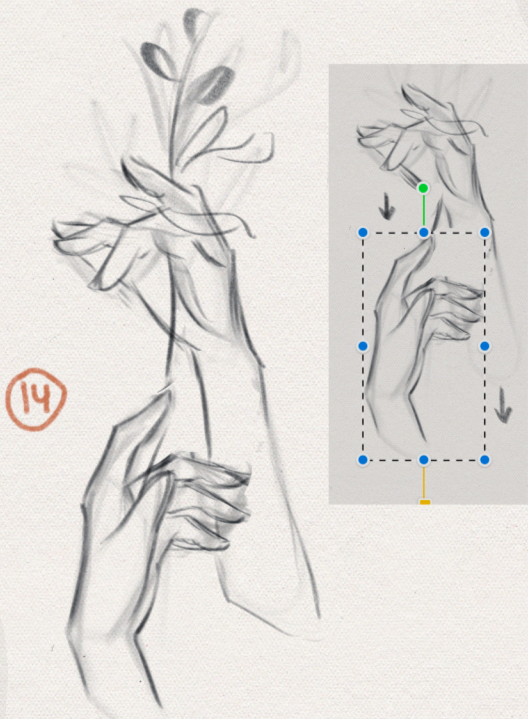
12

After that I'll add those outer lines for the forefingers connecting to the palm shapes and wrists, focusing on the angles :)



13

Next I'll start to sketch some shapes for the thumbs and fingers. It's okay for it to look rough at this stage — the goal is to search for correct proportions! Just remember to keep your sketch lines loose and soft rather than harsh and dark. I add those little ovals for the fingertips to help myself see where the fingers go as well :)



14

After that, I lowered the opacity of the layer and started sketching some more refined lines on top to carve out the fingers from the blocky shapes. I also selected the bottom hand and lowered it to be more proportionate to the reference :)



15

For a cleaner result, I'll lower the opacity of the previous sketch again and sketch a third time on top of it to really focus on refining everything. After some shading, it's done! 🥳