l'm not a robot



Fashion drawing is all about attitude, exaggeration, and style. As you develop your fashion illustration skills, infuse your work with personal flair - your signature - to create a look unlike any other. Start by observing the golden rules of fashion drawing, mastering the S curve and other figure drawing techniques, and putting a creative spin on the fashion drawings you create. Fashion drawing isn't known for having a lot of rules, but it does have a few pointers. When drawing fashion models, remember the following guidelines: Know the difference between figure drawing fashion models, remember the following fashion drawing isn't known for having a lot of rules, but it does have a few pointers. When drawing fashion drawing fa every detail, and leave some white space. Exaggerate! Render proportions appropriate to the model's gender and age. For adult figures, keep heads small for a graceful look. Start with a stick figure to set your pose and proportions and views (front, side, back, and three-quarter) to draw audience interest. Tilt the shoulders and hips to create active poses. To avoid a flat look, curve lines with the figure's body. Have necklines and hemlines wrap around to the back of the figure. Let fabric prints cut off at the seams or disappear over the edges. Experiment to keep your art fresh. Know when to fix a drawing, stop it, or scrap it. Practice, practice, practice, practice, practice, practice, practice, practice, practice and use a pencil to trace around the perimeter of her body. Draw lines to show the angles of her shoulders and hips. Trace a center line down the front of her body and draw an oval for the torso and cylinders for the elbows and knees. Remove the tracing paper from your model. On a piece of sketch paper, redraw your fashion model freehand, but lengthen the torso, arms, and legs. The new figure is taller and narrower and has a smaller head in comparison to the rest of her body. Fashion figures almost always have long, slim torsos and long, slender limbs, which make the clothes look better. Use a black pen to draw over the areas of the body that you want to show. Erase the pencil lines. See the "b" figure. Drawing fashion illustrations, it's easiest to imitate someone else's style. But eventually, you need to develop your own signature look. Try these methods on for drawing style: Experiment with exaggeration and play with proportions. Draw attention with outrageous hair or go for a minimalist look. Specialize in the clothing types you like best. Study other artists' work. Borrow design elements from them but don't copy their style. Keep up on the latest fashion trends. Read magazines, visit websites, and scope out styles at department stores, boutiques, and vintage shops. Perfect the art of people-watching. Watch old movies and find inspiration in costumes from film and stage. Download Article Learn how to draw an outfit like a fashion designer Download Article In the form of hand-stage shops. drawn sketches before they're cut and sewn. First, you draw a croquis, the model-shaped figure that serves as the base of the sketch. The point is not to drawa a realistic-looking figure, but a blank canvas of sorts on which to display fashion illustrations. Keep reading for simple steps to draw a coquis and sketch clothing designs. Start by sketching a croquis, an exaggerated model figure, on thick paper with a soft lead pencil. Draw a vertical balance line, then the pelvic area, torso, shoulders, neck, head, and legs. Next, draw your clothes design, taking into account how different fabrics lie on the body. Color it in when you're done 1 Gather materials. Choose a soft lead pencil (4b to 6b pencils are best) that makes light, thin marks that are easy to erase. Marks made with these pencils also don't indent the paper, which is helpful when you want to add color to the image. A good quality eraser and thick sketchbook paper are also important materials to have if you want your sketch to look professional.[1] If you don't have the right type of pencil, you can sketch with an ordinary number 2 pencil. Remember to make very light marks, rather than pressing hard on the page. Drawing in pen is not advisable since you won't be able to erase it. You will also need colored markers, inks, or paints to illustrate your clothing designs 2 Trace or print a coquis if you don't want to draw one. It's nice to be able to draw your croquis (figure) since it allows you to create a model to the exact proportions you want to jump straight to drawing your clothing designs, there are a few shortcuts you can take: Download a croquis online, where you'll find them in a range of shapes and sizes. For instance, you can download a croquis in the shape of a child, a man, a petite woman, and so on. Print it out and draw your design over the model from a magazine ad or another picture. Just place a piece of tracing paper over the model you like. Lightly create an outline of their silhouette, ignoring facial features and the outfit they're wearing. If you plan to make many fashion sketches, consider buying a fashion illustration sketchbook that comes with figure templates already printed on each page—so you can focus on sketching your designs. Advertisement 3 Decide on a pose for your croquis. Draw the croquis (model) in a pose that shows off the outfit best. For example, choose a walking pose to show the movement of a long skirt or dress, and a wide-legged stance for flared pants. You can show the model walking, sitting, leaning, or in any other position. Look at pictures in magazines and sites like Pinterest to view example poses and get inspiration.[2] As a beginner, you may want to start with the most common pose: a runway sketch that shows a model standing or striding on a runway. This is the easiest to draw and it will allow you to illustrate all of your designs in full view. Many fashion illustrators practice drawing hundreds of croquis to perfect their ability to create a variety of poses. EXPERT TIP David Reeves Bespoke Tailor David Reeves is a Bespoke Tailor and the Founder of Reeves: Modern English Tailoring, based in New York City. David has been in the bespoke tailoring business for over 25 years and specializes in designing and creating custom, high-end suits. David has worked with influential names in the United Kingdom and the United States such as Richard James of Savile Row, Prada, Commes Des Garcons, and Timothy Everest. Fashion sketches are all about communication — they need to clearly convey the design idea to the intended audience. Whether it's a personal sketch for visualization or a professional presentation, focus on making it easy to understand rather than making it visually artistic. Clarity is key. Advertisement 1 Draw the balance line and a head to the tip of the toes, along the backbone of your croquis. Near the top of the balance line, draw an oval to represent the head. From this, a proportional drawing can be made. The balance line, even if you want the model to pose in a leaning position. This helps you visualize properly.[3] The clothing is what is being showcased, not your figure-drawing skills. Don't worry too much about creating a realistic-looking model or adding features to the face unless you have specific makeup in mind to go along with your outfit. It's often easier to leave the facial features off altogether and just sketch a few lines for the hair. 2 Start drawing the pelvic area first. Draw a square with equal side lengths on the balance line just below the middle, where the pelvis is naturally positioned on the body.[4] Size the square width than a plus-sized model. Keeping your desired pose in mind, tilt this pelvic square either left or right For example, if you want your model's hips slanted to the left, tilt the square slightly to the left. If you want a normal standing model, just draw the torso and shoulders. Extend the torso should extend upwards, bending in the torso and shoulders. midway at the waist and extending out again at the shoulder. [5] As with a real human body, the should be the same width as the hips, or the top of the pelvic box. Refer to pictures of models in magazines or advertisements for reference. Notice how the waist is smaller than the lower portion of the body and hips. about two heads in length. It's common to sketch the shoulders and hips tilted in opposite directions, in a position called contrapposto, or counterpose.[6] This gives the impression of movement. Draw the waist as a horizontal line that's shorter than the shoulders and hip lines. Pay attention to bend lines (the curve of the rib cage, etc.) as those are crucial to creating a figure that doesn't look like it has dislocated body parts. 4 Sketch the neck and head. The model's neck should be a third the width of the head so it's in proportion to the body.[7] The bigger the head, the more juvenile or younger the model looks. You can erase the initial oval you drew to represent the head and start over if the body, the length of about four for looks natural with the pose you have selected. You can tilt it slightly up or down, or to the right or left. 5 Fill in the legs should be the longest part of the body, the length of about four heads.[8] The legs are also portioned into two pieces: the thighs (from the bottom of the knees) and calves (from the bottom of the knees). Keep in mind that fashion illustrators usually exaggerate the model's height by making her legs longer than her torso. The top of each thigh should be approximately the same width as the head. Taper the width of each leg from the thigh to the knee, the leg should be one-third the width of the bigger portion of the thigh. To draw the calves, taper down to the ankles. Each ankle should be about one-fourth the width of the bigger portion of the thigh. on a croquis are relatively narrow. Draw them like elongated triangles that are about the same length as the head. Construct the arms like the legs, tapered toward the wrists. Make them longer in proportion to the torso than a real person's arms are, since this gives a more stylized impression.[9] Add the hands and fingers last, sketching them faintly. Have the croqui's wrists fall just below the bottom line of the pelvic box, with hands hanging down from there. While optional, some fashion illustrators sketch short curve lines below the shoulders to represent the bust on female croquis. the coquis like a fashion designer does. Sketch the clothes realistically. Think about how the clothing hangs on a person and replicate that on your model. Add creases around the elbows and at the waist, as well as near the shoulders, ankles, and wrists. Practice makes perfect! Don't give up if you're not happy with your first few designs. Keep sketching until you come up with something you're really proud of. Remember, different fabric is thick like denim or wool, it will be boxier and will show less shape of the body (think denim jackets). Try to illustrate the texture of the fabric you're drawing, whether it's smooth, coarse, stiff, or soft. Add details like sequins and buttons to make the drawing look more realistic. 2 Learn how to draw folds, wrinkles, and pleats. Use different types of lines to create different creases in the fabric you're drawing, as detailed below.[10] Knowing how to draw folds, wrinkles and pleats will help you illustrate the structure of the garment. Folds can be drawn using loose, wavy lines. Use thin curved lines to show wrinkles. Take out a straight-edge ruler to draw exact pleats. 3 Illustrate how it will look on a model. Start by outlining the patterned garment, such as a skirt or blouse. Divide it into a grid with different sections so your pattern. Fall in the sections so your pattern. Fall in the sections so your pattern. It may need to bend or be cut off at certain points to look realistic. Take the time to draw the pattern in detail so your design is accurate to your vision. 4 Finalize the drawing with shading, ink, and color. Use a black fine-tip marker or paint on the lines that you want to keep, such as parts of the arms and legs that aren't covered by the clothes. Erase the body shaping lines and any stray pencil marks. Finally, color in the clothing according to your design vision. You can color the clothing with markers, colored pencils, or paint. Use a variety of shades to illustrate your designs. Deeper folds in a fabric will result in darker shades of the color you're using. Where fabric is hit by the light, the colors should appear lighter. Adding features like hair, sunglasses, and makeup is a nice final touch that will make your fashion sketch come to life. However, these details are optional. 5 Consider making flats. In addition to making flats. In addition to making flats are optional. a flat surface. It's helpful for people viewing the design to see the flat version as well as the way it would look modeled on a body. Draw flats to scale. Make an effort to create illustrations that look as exact as possible. You should include a back view of your flats as well, especially if the back of the design includes unique details. Advertisement Add New Question Question How can I choose a fabric for my fashion sketches? David Reeves Bespoke Tailor and the Founder of Reeves: Modern English Tailoring, based in New York City. David has been in the bespoke tailoring business for over 25 years and specializes in designing and creating custom, high-end suits. David has worked with influential names in the United Kingdom and the United States such as Richard James of Savile Row, Prada, Commes Des Garcons, and Timothy Everest. Observation, attention, and communication are key. Think about what it would look like in real life and if it would work. Also, communicate with your tailor about fabrics that will work with your design and sketches. Sourcing actual fabrics and clipping them next to your sketches would give you an idea if it would work or not. How you convey your sketches and designs in real life will improve your fashion drawing skills. Question How can I do this if I do not know how to draw well? Begin by printing out some simple designs with clear outlines. Then, put a piece of paper over this drawing, and sketch the outline. Once you become familiar with doing it your own way. Question How can I get into fashion design if I'm not good at drawing? You don't have to know how to draw to be a fashion designer. Something that you can do simple sketches of your designs. Also, the more you practice drawing, the better you will become. If you are going to go to college for fashion, then there will be classes that can teach you draw and sketch. See more answers Ask a Question Advertisement Thanks Tha through fashion mags or check out style blogs to get inspired on what's hot right now. Keeping up with trends can spark cool ideas to make your designs feel fresh and current. Be patient with yourself as you practice. Getting frustrated will only mess up your mindset and mojo. If you need to, walk away for a bit and come back with a clear head. Study how fabrics hang on the body with things like pleats, folds and wrinkles. Capturing that natural flow in your sketch will make an outfit look more realistic. Add some personal flair to make your fashions pop! Don't be scared to get creative mixing wild patterns, textures, cuts or color combos. Embrace your vision. Start with a rough outline sketch of your design idea, then refine the shapes. Details come last — don't obsess over perfection, just capture the concept. Use quality stuff like smooth paper and soft pencils so you can tweak your sketch easily. Pen can't be erased, so avoid it. Advertisement Thanks for reading our article! If you'd like to learn more about fashion sketching, check out our in-depth interview with David Reeves. 1 This article was co-authored by David Reeves and by wikiHow staff writer, Bailey Bujnosek, BA. David has been in the bespoke tailoring business for over 25 years and specializes in designing and creating custom, high-end suits. David has worked with influential names in the United Kingdom and the United States such as Richard James of Savile Row, Prada, Commes Des Garcons, and Timothy Everest. This article has been viewed 1,613,950 times. Co-authors: 61 Updated: April 30, 2025 Views: 1,613,950 Categories: Drawing Styles | Fashion Design Print Send fan mail to authors Thanks to all authors for creating a page that has been read 1,613,950 times. "It actually helped me a lot because drawing was never my thing, and I'm really grateful for your help. Thank you!"..." more Share your story Fashion illustration is a skill that is developed over time contingent on lots of patience and practice. Perhaps the most rewarding part about learning how to draw a fashion figure is being able to sketch your own clothing. Lets face it, the concept of drawing clothing on a fashion figure can feel quite intimidating. However, you really don't have to have a fashion design degree to learn how to design clothing on your own and effortlessly sketch your ideas down on paper. The good news is there are a few simple steps you can follow that will help you avoid some of the confusion associated with proportion and movement and allow you to focus and prioritize when drawing clothing. Before tackling the clothing sketches, it is first important to understanding of basic fabric drape, fit and movement. A fashion figure is different than a regular figure drawing in the fact that it is a more dramatic, less detailed representation featuring more exaggerated movement and proportions. Fashion figures can essentially take any shape you desire stylistically allowing you to really express your style artistically. Often times, the style of your fashion sketches reflects the style of the clothing you are designing. As a beginner, don't stress too much about finding your style right away- this is something that occurs naturally over time whether you strive for it or not. For now, focus on learning the basic proportion and movement concepts described below which should hopefully lay out the bullring blocks for finding your drawing style over time. As described above, a good fashion drawing should be able to capture the movement of the design and fabric you are envisioning. If you learn a few minutes. As you practice, you will find what works best for you and your drawing style. Before getting started, here are a few things to keep in mind:-Practice makes perfect. Keep practicing until your hand loosens up and you feel confident with your pencil and work surface. -Don't be afraid to make mistakes.-You can bend the rules! Try different things despite what the "rules" tell you. This is essential in finding your comfort level and eventually developing your own style. - Practice drawing continuous lines at different widths and pressures. Try to avoid drawing multiple dash lines to form a continuous line. Simple line impressions that capture general movement and proportion are often enough to make a fashion figure sketch look finished. 1. Draw a subtly curved the line is, just free-hand a vertical line. This will serve as your vertical balance line. Traditionally, a vertical balance line is a straight line that determines figure balance and foot placement. To make it a bit easier, we are bending the rules and making this line semi-curved line will still allow you to draw the correct balance in your fashion figure but it will also help you capture the figure's movement much easier, especially if you are a beginner. The traditional vertical balance line rule is: Both feet CANNOT be positioned on the same side of the line or it will make the figure look like it is falling over. Each foot should be positioned on the same side of the vertical line. It is quite of the feet is touching the vertical line as long as most of the foot surface stays on the opposite side of the line than the second foot. The same rule applies to the semi-curved vertical balance line displayed above. However, it is quite OK if the foot crosses over a bit more on the opposite side of the line. You can usually estimate foot placement by the fashion figure's movement which we'll show you how to do below. 2. Next, draw a slanted horizontal line less than half the distance down from the top of the vertical line. This will serve as the hip line.Don't worry too much about measuring the exact distance as long as the horizontal line either. Simply free hand it in one continuous line ensuring that it is slightly slanted. As you'll learn below, the direction in which this horizontal line (hip line) is slanted affects the movement of the body and works hand-in-hand with the shoulder line. 3. From the horizontal line you just drew (the hip line) divide the top portion of the vertical line in 3 parts. Draw dash lines to help you visualize the division better. The first part from the hip line up should be approximately the same length as the upper most parts described. Take a look at the image below and notice the proportion between these dash lines- try to replicate this placement in your drawing. 4. On the first dash from the top draw another horizontal slanted line in the opposite direction to the hip line, don't worry about the measurement of the shoulder line. Free hand it in one continuous line ensuring that it slants in the opposite direction to the hip line. To put this into perspective, one of the edges of the shoulder line and one of the edges of the should be pointing away from each other. As described above, the shoulder line and hip lines work dependently when it comes to movement. They should always be slanted in opposite directions in order to achieve the correct figure pose. The more slanted the lines are the more exaggerated the movement will be, usually resulting in a more dramatic looking fashion figure. As you practice different versions, you'll be able to find your style and figure out which method you prefer more. Often times, you'll find that you are sketching a garment with more drape it will require more movement in your fashion figure in which case the hip and shoulder lines should be more slanted. If hypothetically, the hip line in the sketch above was slanted the other direction then the shoulder lines should be more slanted. (right in the middle) and sketch a smaller horizontal line that is just a little bit slanted in the same direction as the hip line. In some cases you can leave this line straight. Keep in mind that the waist line should be much shorter than the hip and shoulder lines. Don't concern yourself with exact distance at this point as long as you keep this proportion in mind. 6. Note the distance between the waist line and the hip line- this will mark the crotch line. If this roportion in mind. sounds a bit confusing, use the sketches below as reference. The crotch line might seem unimportant now but it will actually help tremendously when you are drawing the legs and capturing the organic shape of the hips. 7. Now for the connect the dots portion: You will connect the shoulders to the waist, the waist to the hips and the hips to the bottom center dash on both side of the figure. This will complete a rough draft of the torso and you will finally start to see your fashion figure emerge from all the lines. There are however a two basic proportionality rules you should keep in mind: - The shoulder should always be slightly wider than the hips. It is up to you how wide you want to make it as long as you keep this proportion in mind.-The waist can be as thin or as wide as you wish. For a more dramatic fashion drawing, you can make the waist very thin. It helps to draw little markers (vertical dashes) on the horizontal lines to note how wide you want the shoulders, hips and waist to be. Once you've noted these markings, connect them with semi-curved continuous lines: It is easiest to go from shoulder down to hip and from hip down to waist on both sides as shown in the images bellow. 8. Starting at the side hip, draw a semi-curved line (with the curve opening down) to the edge of the lower most dash line (crotch line). Repeat this step on both sides of the hips. On the side where the hip is pointing up, add a small elongation from the hip line down in order to give it a more organic, stretched feature. Use the image bellow as a guide. These horizontal semi-curved lines will allow you to get a better understanding of the 3-dimensional aspect of the legs and hips. The underwear line is also quite helpful in displaying the organic movement of the body. This will help you better visualize fabric drape and facilitate drawing the legs: Returning to our vertical balance line: mark a dash line at the mid point between the hip line and the bottom of the vertical line. This will mark a general (approximate) placement/proportion for the knees. Now for the tricky part: Drawing the legs will take some trial and error (it might even get a little frustrating). We'll show you two leg placements to start with below. Once you can draw and understand the movement of these two examples, practice more variations using the elements described. Leg Placement #1: Drawing the legs apart Draw straight or slightly curved lines starting at the underwear line down to the area of the knee placement. The direction of the legs apart Draw straight or slightly curved lines starting at the underwear line down to the area of the knee placement. vertical balance line. Draw the lower part of the leg orientation straight, parallel in relation to the vertical center line. This second part should consist of more curved lines at the top portion of the leg calf. When drawing the second leg, follow the same concept but position both the top portion of the leg calf. leg (thigh) and lower portion of the leg straight in relation to the vertical center line. The ankles typically end at approximately where the vertical center line stops at the bottom. For a more elongated fashion figure, you can make the legs much longer as desired. Leg Placement #2: Crossing Legs When it comes to drawing crossing legs, balance is quite important. You will most likely experience some trial and error when sketching crossing and bent legs even if you know all the proportionality/movement rules by heart. Keep in mind the following elements when drawing crossing legs:- The leg positioned in the front is usually the "balance holder"- all the weight will fall on it. This leg corresponds to the hip that points up. -The back leg usually corresponds to the hip that points down. This is due to the fact that the back leg and lower hip (especially in the image displayed here) are both in a relaxed position.- Each foot should fall on opposing sides of the vertical balance line- this is where the vertical balance line becomes essential in distributing balance and weight.-Don't stress too much about drawing both feet fully.Sketch a simple impression of the foot/shoe of the front leg. Display the back. The figure will still look finished but this makes it much easier to draw a fashion figure without jeopardizing movement, flow and proportion. 10. Drawing the arms: This is a bit of a tricky part. Just like drawing the legs, it will take some practice getting there. Here's what you should keep in mind about the proportions of the arms in relation to the rest of the fashion figure: - When the figure is standing straight, the elbows will be aligned with the waist and the wrist will be aligned to the hip line. -When the hips and shoulders change with movement, the wrists and the elbows will change with it will now be aligned with it wi downwards and align closer to the hip line. - Vise versa, when the hip is pointing down, the wrist are placed higher in points down, the wrist are placed higher in relation to the waist and the hips. Vise versa, when the shoulder points down and the hips. If you observe the relation between arm placement and shoulder movement, you should notice a natural correlation between the two. Now for the drawing part: Using very soft curved lines, draw the arms from shoulder to elbow making sure the elbow stops at the waist area in accordance with the concept described above. Next, use softly curved continuous lines to drawing arms. However, if you keep practicing and follow the proportional-movement concept described above, drawing the arm swill become second nature to you in no time. If you are in the learning process, it is a good idea to first practice drawing the arm swill become second nature to you can see the correlation between the hips and waist to the elbows and wrists of both arms. The dash line: The elbows correspond to the approximate area of both wrists correspond to the hip dash line. Now look at the waist dash line: The elbows correspond to the approximate area of both wrists correspond to the hip dash line. Now look at the waist dash line: The elbows correspond to the approximate area of both wrists correspond to the hip dash line. Now look at the waist dash line: The elbows correspond to the approximate area of both wrists correspond to the hip dash line. Now look at the waist dash line: The elbows correspond to the approximate area of both wrists correspond to the hip dash line. Now look at the waist dash line: The elbows correspond to the approximate area of both wrists correspond to the hip dash line. Now look at the waist dash line: The elbows correspond to the approximate area of both wrists correspond to the hip dash line. Now look at the waist dash line: The elbows correspond to the approximate area of both wrists correspond to the hip dash line. Now look at the waist dash line: The elbows correspond to the approximate area of both wrists correspond to the approximate area of both wrists correspond to the hip dash line. Now look at the waist dash line approximate area of both wrists correspond to the app area of the straight waist (dash line). This means that when the figure moves, the arms don't actually change their alignment to the waist and hands: Feet and hands are are perhaps the most challenging to draw even for more experienced fashion illustrators. Before getting started, keep in mind it will take lots of practice to understand not only the proportion and movement but also the size in relation to the human form. Drawing hands: When it comes to hands, it is a good idea to practice drawing them individually on a piece of paper before adding them to your fashion figure. Practice different hand gestures but also the size in relation to the human form. don't focus too much on depicting every detail. Understanding hand proportion and being able to display it with just a few simple lines is all you need for a fashion figure's hand should be the same as the vertical length of the head. Keep this concept in mind when drawing the hands on your fashion figure. To start with, it may help to break down the hand into 3 portions and use simple geometric shapes to draw each portion in relation to one another. This not only allows you to visualize the organic shape and structure of the hands but it also helps with understanding movement. Once you practice drawing a few hand positions using the geometric concept describe above, try to break this down further by adding some impressions of fingers. A tip here is to focus on the thumb placement, pointer fingers and pinky. Use a few simple lines to depict just the gesture of these three fingers in relation to one another. A subtle impression should be more than enough to complete your fashion figure. Keep in mind that the more detailed you try to make the hands, the more difficult it will be to achieve proper movement and finger placement. Follow some of the sketches above and keep practicing until you feel comfortable drawing a few different variations. Note the hands in our fashion figure: The impression of the pointer finger, thumb and a small mark depicting the middle finger in the back is enough to depict a full fashion hand. Notice the line transition from the wrist to the joints as well as the placement of the thumb in relation to the rest of the hand. Nonce you feel comfortable drawing the hand individually, try a few hand gestures with your fashion figure. Keep in mind that it will take a few tries to get the right size in relation to the rest of the body. If you are concerned about size, it is always a better idea to go a bit longer than shorter- this could work stylistically and provide a more dramatic style in your fashion drawing. As you practice you will find your own style and what works most naturally for you. 12. Drawing Shoes/Feet: When it comes to drawing a fashion figure, it's not really about drawing the feet as much as it is drawing shoes. Just like the hands, you do not need to worry about detailed drawings but rather a few general variations of foot placement and perspective views. Unless you are designing shoes, you should be OK with just a subtle impression of the shoes. Keep in mind that the shoe position should correspond to the pose and the proportion of the fashion figure. Fashion figure drawing is a more artistic representation of the human form which means you can actually cut some corners in the drawing process. What this means is that you do not necessarily need to draw shoes on both feet. As long as you have a general impression of a shoe on the balance foot (usually the foot that holds the figure's weight), it should give the drawing just the curved is and placements. Here are four main shoe perspectives to practice: The front view: Keep it simple by drawing just the curved impression of the front. Three quarter views: This one is a bit tricky because it requires some foreshortening. Practice three quarter shoe placement by focusing mainly on the front of the shoe appear to be closer together. The platform of the shoe appears to be shorter and extends upwards in a more exaggerated fashion. The profile view: Once you get the hang of the correct proportions, this will be a fun shoe placement to draw. Keep in mind that in a profile view; the heel and front platform should fall on the same line/surface. The back of the shoe always curves out- it may help to draw a circle at the back to visualize this organic concept better. The back of the shoe appears to be somewhat of a triangle shape while the top portion of the foot is a circular shape. The front view of the shoe in our sketch is a simple impression of the front shoe perspective. By including just a couple of main lines, the human eye can fill in the blanks for the general shape of the shoe and its placement. 13. Drawing the neck. The neck and the face: Drawing lines. This results in a more organic, loose drawing. Drawing the neck is where this can really benefit the movement of your fashion figure. In this case, the easier option is to follow the direction of the curved vertical balance line. Don't stress too much about the size and length of the neck but keep in mind that longer is always better than shorter when drawing a fashion figure. Use just a simple impression of the neck sketching a longer continuous line on one side and a shorter line on the blanks so just a couple of lines should be sufficient to give you the correct neck shape. Drawing the head and the face: If you are not familiar with some of the basic proportionality rules associated with drawing a face, you might have a hard time with this one. If you are not familiar with some of the basic proportionality rules associated with drawing a face, you might have a hard time with this one. If you are not familiar with some of the basic proportionality rules associated with drawing a face, you might have a hard time with this one. 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If you are not familiar with some of the basic proportionality rules associated with drawing a face, you might have a hard time with the basic proportionality rules associated with drawing a face, you might have a hard time with the basic proportionality rules associated with drawing a face, you might have a hard time with the basic proportional time with time with the basic proportional time with Draw the general shape of the head using more squared lines for the jaw area. You don't have to draw a full, closed circle- this is often very difficult to do for a beginner so just sketch out the general shape of the head using a few simple lines that are not perfectly oval. This also allows you to control size later on when you add the hair. If the head is drawn as a closed shape, it can sometime throw you off visually and result in facial proportions that aren't always correct. 2. Divide the face in 4 equal parts using a horizontal line will serve as the guide for eye placement. Draw the eyes right on top of this line, making sure to follow the line's curved characteristic. The horizontal straight line orientation, the proportions would be off due to the fact that the eyes do not follow the 3dimensional movement of the head. 4. Sketch the eyebrows using the eye placement as a guide. Add a dash line to mark the nose is sufficient to give your fashion figure a finished look. Keep the lips simple by drawing a simple impression of the bottom and top lip without worrying to much about connecting all the lines together. Sometimes, a single curved line will do the job. 5. When it comes to drawing hair, focus on general shape and fill it in with just a few lines to depict the hair. 6. Try to visualize the movement of the hairstyle and capture it in your drawing using a few simple lines. Add more lines where the hair is fuller. Try not to draw completely closed shapes. For example, note the basic guidelines described above to practice a few different hairstyles and facial features. Keep in mind that a longer neck will be more beneficial to your fashion figure is now complete! If you are having a hard time with some of the aspects described here, start over and keep practicing. It is quite normal not to get the hang of it right away. Keep in mind that drawing a fashion figure is something to be mastered over time. Dressing your fashion figure is undeniably the most fun part- this is where you can really let those brilliant design ideas come to life. Use the movement of your fashion figure to draw the correct fabric drape. Once you have the fashion figure drawn, this is easy to do by following the hip and shoulder placement. This is especially relevant if you are drawing a high waist skirt or pants. Curve the waist just slightly, with the curve opening up, to make sure that the cylindrical shape of the waist is displayed in your sketch. Pay attention to the hem as well. For a straight hem, the hemline should the hem of the garment. This follows the same concept as the arm placement in relation to the shoulder line discussed above. Always keep in mind that all elements on a fashion figure should work and move together in a codependent relation. Once your design features. The most satisfying part about learning how to draw a fashion figure is that once you have the shape, proportion and movement down, the clothing design options are limited only by your creativity. Take your fashion figure a step further by using a thick prisma colored marker (preferably in a lighter color) and adding some color to the garment. Add more color on more shaded areas along the sides of the garment and the fabric folds. Use the fabric, patterns, guide and tools provided in the Learn To Sew Box to make an A-line dress from start to finish in your chosen size and fabric print. I will demonstrate how to draw a "9 heads" croquis. The croquis is 9 heads tall from the top of the head to the ankles, which is much more elongated than the average woman. (The feet are excluded from the equation since they can vary in height depending on the type of shoes and heel height.) A 9 heads model exaggerates the proportions of a fashion models can, and should, have diverse body proportions, so I encourage you to evolve your croquis to be any shape and size. This tutorial will teach you how to create the 9-heads croquis (with the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust the proportions taught in fashion colleges) but you can adjust taught in fashion colleges) but you can may receive a commission if you purchase through our full disclosure here. One of the cornerstones of fashion school is learning how to sketch fashion figures. However, as fashion school is learning how to sketch fashion figures. However, as fashion school is learning how to sketch fashion figures. heads. The average figure is about 7-7 1/2 heads, including the actual head, tall. However, in fashion, the body proportions are elongated in order to better represent the models, who are above average in height. Because of this, the figures become 8-10 heads tall. Though the basic proportions of the fashion figure are about the same — give or take 1/4-1/2 of a head — every illustrator adds their own style to the formula. If you want to embrace your inner fashion designer, or just want to learn more about what fashion figure and how to translate the measurements into a walking pose. Scroll down to learn more: Fashion illustration are a key part of a fashion designer's process for communicating design elements like fit and length of clothing. Fashion shows, illustrating how designers might find themselves using sketches for conveying their own personal flair through different poses or backgrounds. Also, fashion illustration can be a form of art in its own right; fashion illustrators often sell their work as prints these days. PencilEraserRuler (if you want to be extremely precise) A sketchpad (duh!) Draw a line. This is the balance line, a.k.a. the line which determines the body's center of gravity. The balance line always extends from the base of the neck (where it meets the shoulders) straight to the ground. Draw a head with the middle of it on the line. To draw a head, sketch a large circle on top with a smaller circle below it. Connect these two on the sides with slightly rounded diagonal lines, as shown in the sketch below. Measure the head, either with your pencil or the ruler. Using this measurement, draw nine small dashes equal distance apart, then number them from the bottom of the chin (#1) down to the bottom of the feet (#10). For the top half of the body, draw lines extending from 1 1/2 heads, 2 1/4, 3, 3 1/2, and 4 1/4 heads, as outlined below. These marks are where the shoulders, bust, waist, high hip, and crotch are located, respectively. The elbows are also located with the waist is a head's width, while the hips should be about 1 1/4 heads wide. Therefore, the woman fashion figure should have an hourglass silhouette. For the lower half of the body, mark 6 1/2 heads as well as 9 for the knees and ankles, respectively. Draw the legs by making lines that curve and narrow as they go from the high hip to the knee for the thighs. For the calves, make a smaller cylindrical shape by curving the lines from the knees and then tapering them at the ankles, which jut out slightly on the inner half of each leg. The thighs (from knee to ankle) should be the same length. The last head is for the feet, which begin at the ankle to flare out in diagonal lines for 3/4 of the length of the head before they meet at a point. Draw the hands similarly. These begin with the wrist at the crotch. The fingers should end a little above the 5 heads mark. Once you get the proportions down, now it's time to give the figure movement! There are three crucial components which all fashion figures require: a balance line, a high shoulder, and an opposing high hip. Start by sketching a new figure. However, this time (after drawing the balance line and putting down the 10 head marks) tilt the shoulder line so that one side is higher. Tilt the high hip, too, but with the opposite side higher. For example below, I made the right shoulder line so that one side is higher. yourself: If you tilt your shoulders, what happens to your hips? Additionally, by tilting parts of the body, the rest of the body will follow the tilt of the hips, however all of these tilts will not be as severe as the shoulders, and hips. There's one more rule that fashion figures must follow: the leg which comes from the high hip cannot be bent and that foot must touch the balanced. Again, you can try this by shifting your weight to one foot . When this happens, the leg supporting all the weight cannot be bent. Notice the tilts including the subtle differences between the two knees. Now you can have fun and try drawing your own fashion figures! To start, find poses to mimic by looking through magazines. To copy the pose, just remember to identify the balance line, the high shoulder, high hip, and the supporting leg (the one which touches the balance line). Did you know about fashion proportions? Have you heard about measuring the body using heads? Did you find this tutorial helpful? Would you like to learn how to draw some basic poses? 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