How to Draw a Halloween Scene

12 easy steps for beginners



What you'll need

- A pencil
- An eraser
- A black marker
- Crayons or colored pencils
- Paper turned sideways

How to use this guide

New lines for each step are shown in **blue**; lines you already drew are gray. Draw lightly first, then ink and erase near the end.

Read the full tutorial online →

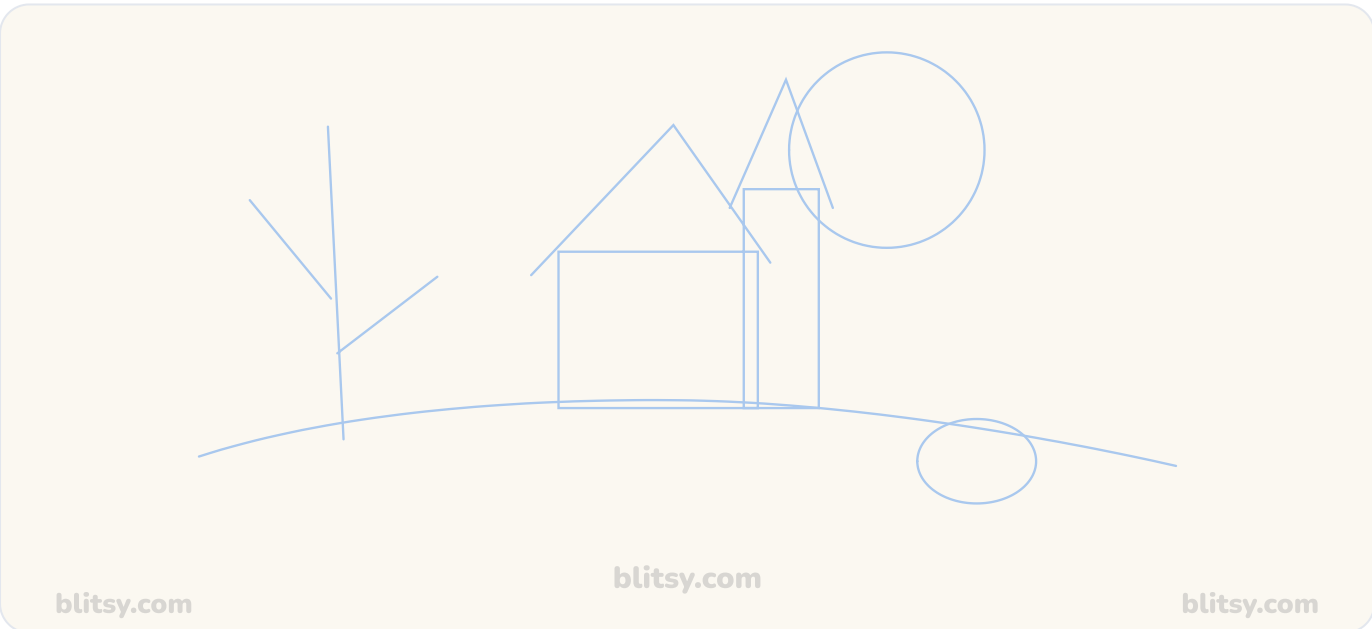
STEP 1 Sketch the hill line and the moon circle



Start with one long, gentle curve across the lower third of the page. It rises a little in the middle, because the house will sit on the top of the hill. Above the right half, draw a large circle for the moon. Let it be big, about a quarter of the page wide, so it can frame the house later.

💡 **Tip:** Trace a cup or a roll of tape for the moon if your freehand circles come out lumpy.

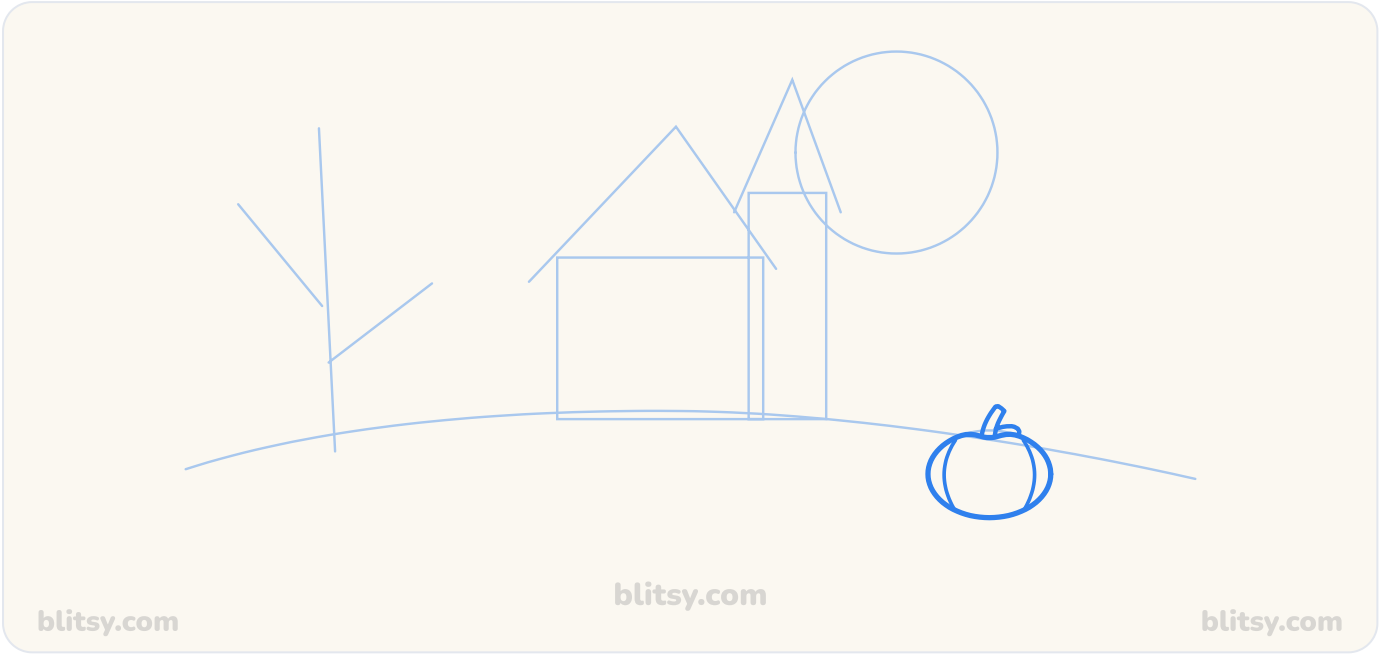
STEP 2 Add boxes, tree lines and a pumpkin oval



Now map out where everything stands. Draw a wide box on the hill for the house, with a triangle roof. Beside it, add a tall narrow box with a pointed triangle for the tower, poking into the moon circle. On the left, sketch three straight lines for a trunk and two branches, then a flat oval low on the right for the pumpkin.

💡 **Tip:** Overlap the tower guide with the moon on purpose. That overlap is what makes the moon look far away.

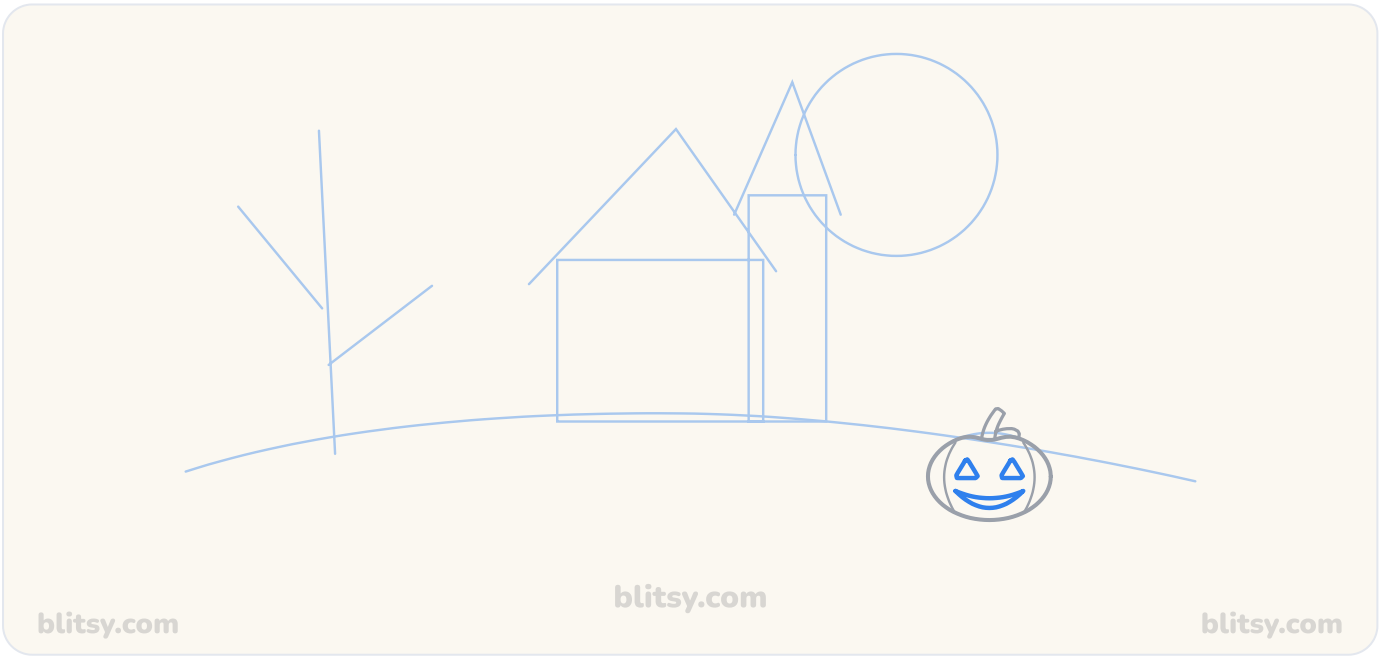
STEP 3 Draw the jack-o'-lantern in front



I always begin a scene with the thing closest to you, so the jack-o'-lantern comes first. Go around the oval with a slightly squashed outline that dips a little at the top center. Add a short bent stem with a curly vine, then two curved lines on each side for the pumpkin ribs.

💡 **Tip:** Keep the ribs well out toward the sides, or they'll crash into the face you add next.

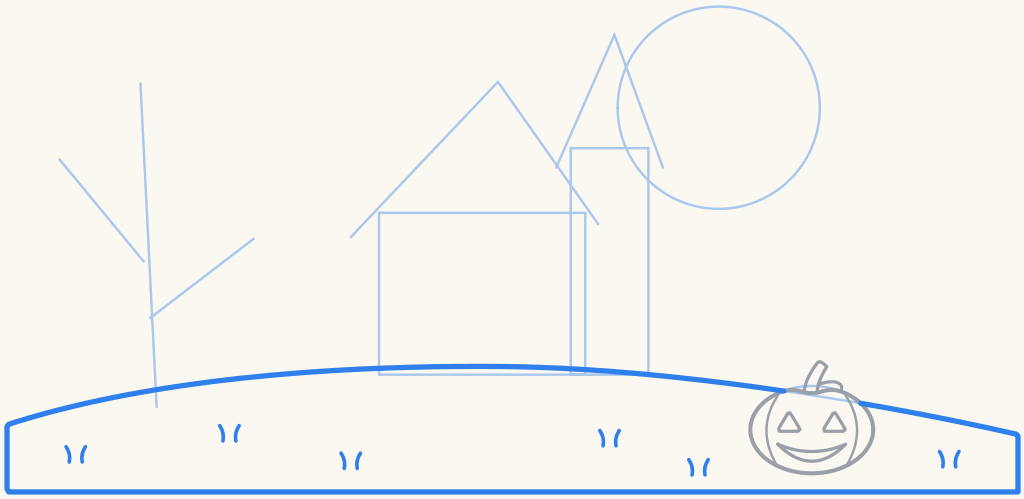
STEP 4 Give the pumpkin a friendly face



Draw two small triangles for eyes, pointing up, with a gap between them about one eye wide. Below, add a wide smile shaped like a slice of melon. Pointy teeth and slanted eyes would push the face toward scary, which isn't the goal here.

💡 **Tip:** Round off the corners of the eye triangles a tiny bit. Sharp corners look angry; soft ones look happy.

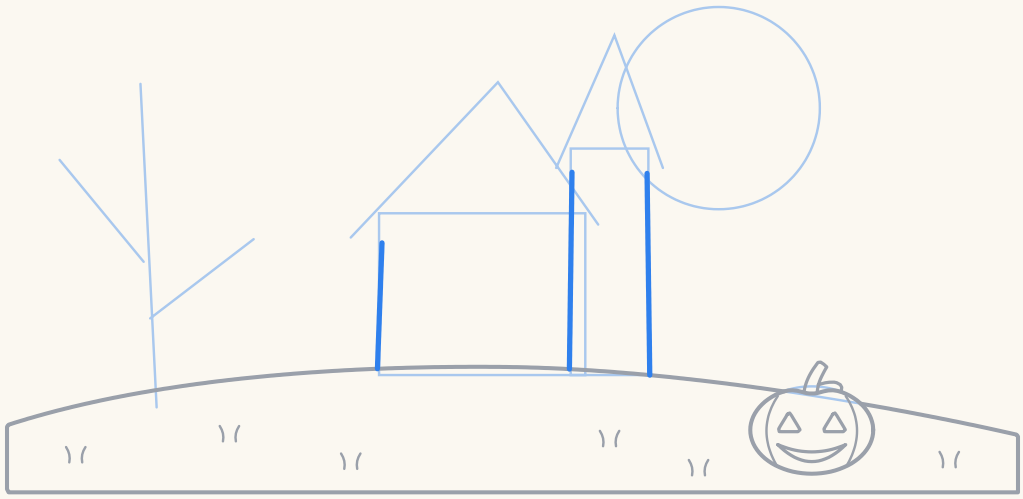
STEP 5 Draw the rolling hill behind the pumpkin



Go over the hill guide with a firm line, stopping where it meets the pumpkin and carrying on past it. Close the hill with straight sides and a flat base. A few tiny double flicks on the slope read as grass.

💡 **Tip:** Leave the grass tufts sparse. Five or six are enough to suggest a lawn without filling the hill with noise.

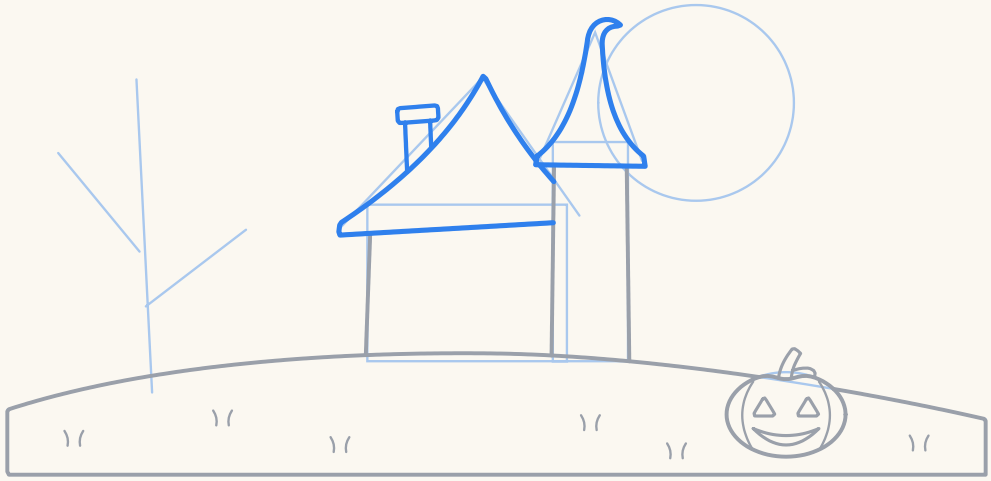
STEP 6 Draw crooked walls for the house and tower



Here's where the haunted feel starts. Draw the tower walls first, since the tower stands in front of the main house. Then draw the house walls, letting the left side lean a little outward. Both walls should sink into the hill, as if the house has settled over the years.

💡 **Tip:** Tilt one wall, not both. A single lean looks charmingly crooked; two leans make the house look like it's falling over.

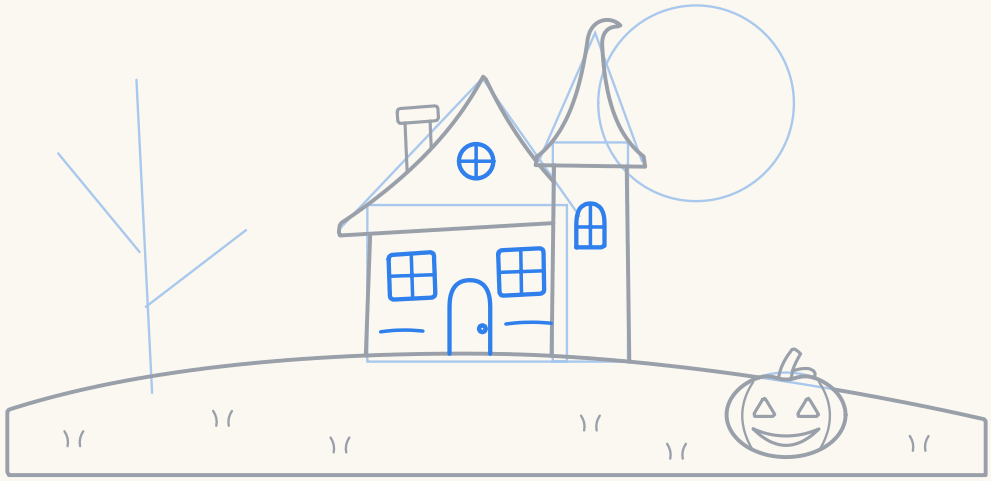
STEP 7 Add the leaning roofs and a chimney



Turn the tower triangle into a witch hat: wide brim at the bottom, sides that curve inward, and a tip that bends over like a hook. The main roof gets a sagging left slope and a peak that leans slightly right. Add a little chimney poking out of the left slope, with a cap on top.

💡 **Tip:** Bend the hat tip toward the moon. It gives the tower a sense of movement and points the eye across the picture.

STEP 8 Draw the door and the glowing windows



Place an arched door in the middle of the house with a small round knob. Two square windows go on either side, each split into four panes by a cross. Put a round window in the roof and a tall arched one in the tower, then a couple of short wavy lines on the walls for old boards.

💡 **Tip:** Line up the tops of the two square windows. Everything else can be wonky, but level windows keep the house readable.

STEP 9 Draw a twisted bare tree



Follow the trunk guide with two lines that start wide at the hill and narrow as they climb, swaying left and right like a slow S. Branches leave the trunk and taper to thin tips; add a couple of small twigs off them. A little oval knot hole on the trunk makes the tree feel old.

💡 **Tip:** Make every branch thinner than the part it grows out of. Equal thickness turns a tree into a bunch of pipes.

STEP 10 Fill the sky with the moon, bats and stars



Draw the moon outline, stopping wherever the tower hat or a bat covers it, and add three crater circles. My bats are simple: two pointed ears, wings with a wavy bottom edge and two round eyes. Put one big bat in front of the moon, two smaller ones in open sky, then three tiny stars.

💡 **Tip:** Draw the bats at different sizes. A big one and two small ones suggest some bats are closer than others.

STEP 11 Ink the scene and erase the guides



Trace every line you want to keep with the black marker, working from the top down so your hand doesn't drag through wet ink. Once it's dry, erase all the light guides.

💡 **Tip:** Ink the tiny window crosses last, with a light touch. They clog up quickly if you press hard.

STEP 12 Color your Halloween night



Color the moon pale yellow with slightly darker craters, and the bats black with yellow eyes. The tree is brown, the walls and chimney purple, the roofs and door dark purple. Make every window bright yellow so the house seems to glow. Finish with a dark green hill and an orange pumpkin with a yellow face.

💡 **Tip:** Color the yellow windows before the dark purple roof. Light colors stay clean when nothing dark is next to them yet.