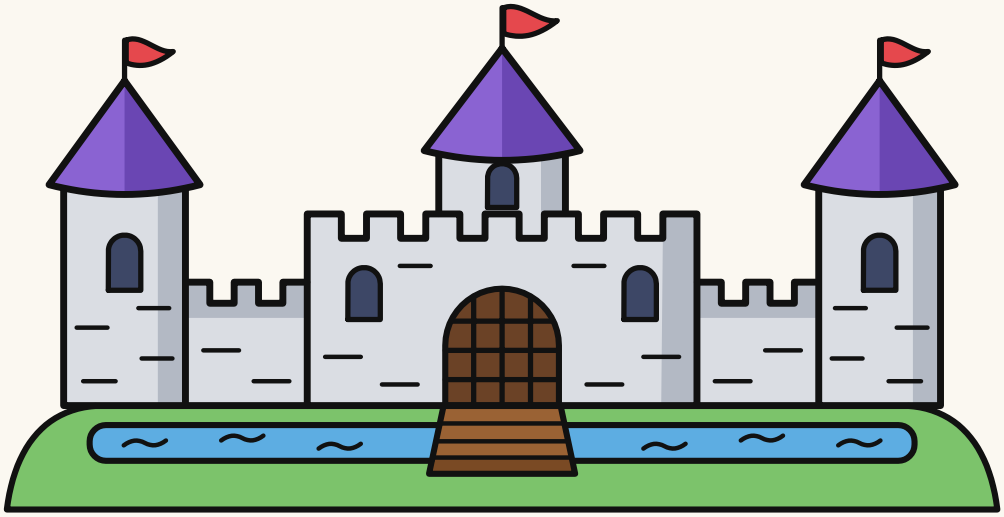
How to Draw a Castle

12 easy steps for beginners



What you'll need

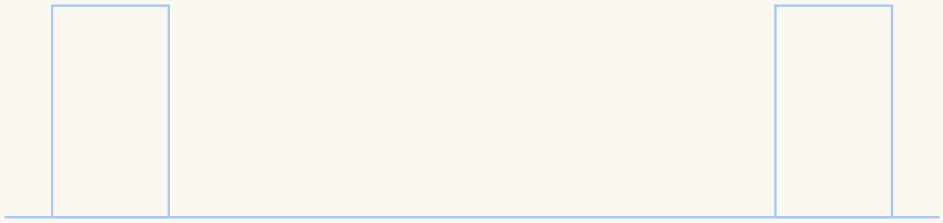
- A pencil
- An eraser
- A ruler
- A black fineliner
- Colored pencils

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 →

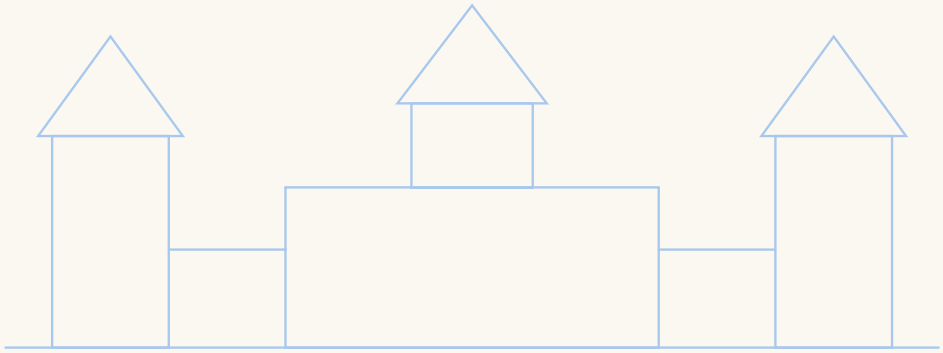
STEP 1 Draw a ground line and two tower boxes



Turn your paper sideways and draw a long, light line about a third of the way up from the bottom. Stand a tall, narrow rectangle on it near each end. Make both the same size, roughly twice as tall as they are wide. These two boxes set the width of the whole castle, so leave a wide gap between them.

💡 **Tip:** Measure one box with your ruler, then copy the numbers for the other side.

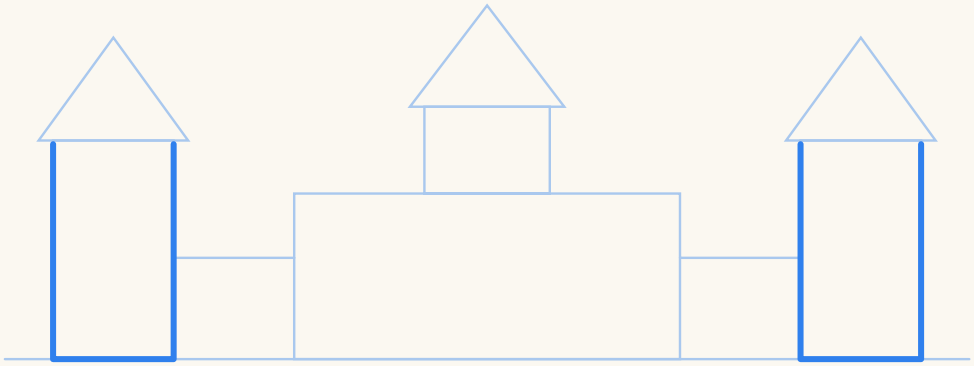
STEP 2 Add the keep box and the roof triangles



In the middle, draw a wide rectangle shorter than the towers. That's the keep, the main building. Put a small upright box on top of its center for the middle tower. Join the keep to each side tower with a flat line a little lower than the keep's top; those become the connecting walls. Then sit a triangle on each tower box, slightly wider than the box.

💡 **Tip:** Let every triangle hang a little past its box on both sides, like a hat brim.

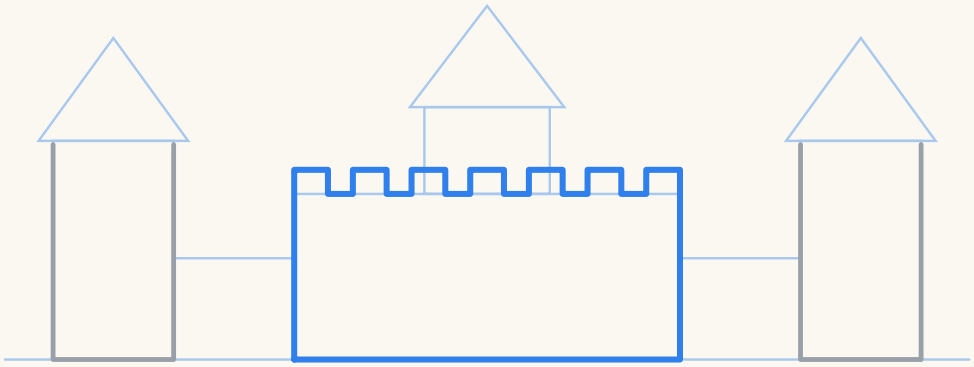
STEP 3 Outline the two side towers



Go over the sides and bottom of both tower boxes with a firmer line. Leave the tops open. A cone roof will cover them later, and an extra line there would only show through. I like to draw the long sides with a ruler and the short bottom freehand.

💡 **Tip:** Press a little harder now, but still not as hard as you will with the marker.

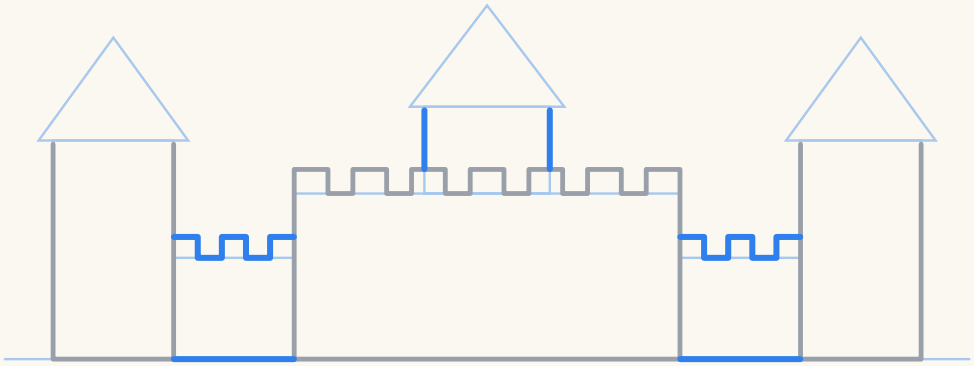
STEP 4 Cut the battlement notches into the keep



Here's the part that makes it a castle. Along the top of the keep, draw a row of square bumps with square gaps between them, like the top of a chess rook. Start and end with a bump at each corner and space the rest evenly; seven fit nicely. Draw the keep's sides and bottom too. Rushed notches come out lopsided, so take them one at a time.

💡 **Tip:** Mark all the bump positions with tiny dots before you draw a single square.

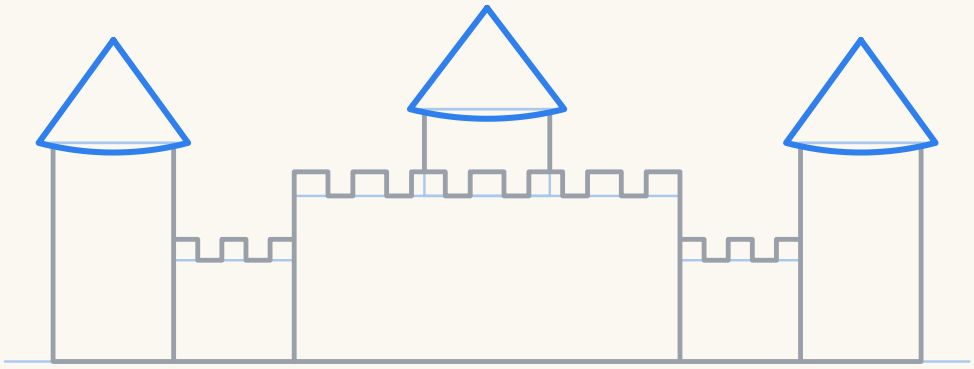
STEP 5 Draw the walls and the middle tower



Each connecting wall gets the same notched top as the keep, only smaller: three bumps fit between a side tower and the keep. Their tops sit lower than the keep's, which gives the castle its stepped look. Then trace the two sides of the middle tower up to the roof triangle.

💡 **Tip:** Keep the wall bumps about half as wide as the keep's bumps.

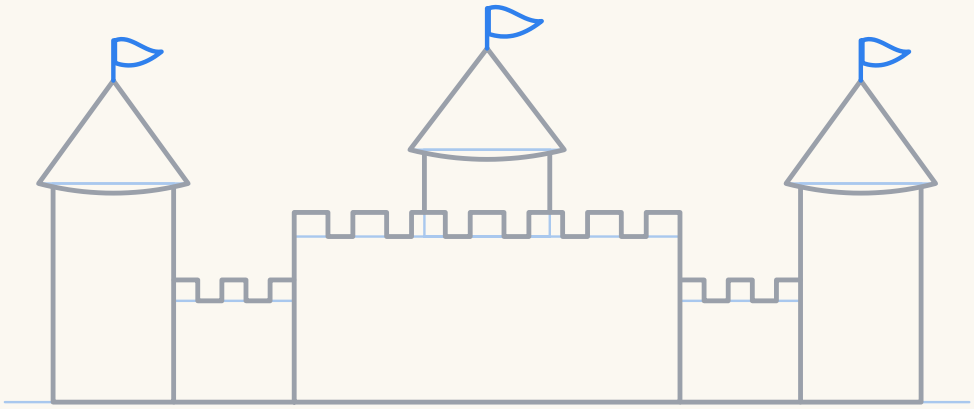
STEP 6 Shape three cone roofs



Trace each roof triangle, but curve the bottom edge down a little instead of drawing it straight. That small smile-shaped curve is the trick that turns a flat triangle into a round, cone-shaped roof. Let the curve cover the top of the tower. The middle roof is the tallest of the three, which pulls the eye to the center.

💡 **Tip:** Draw both slanted sides first and finish with the curved base.

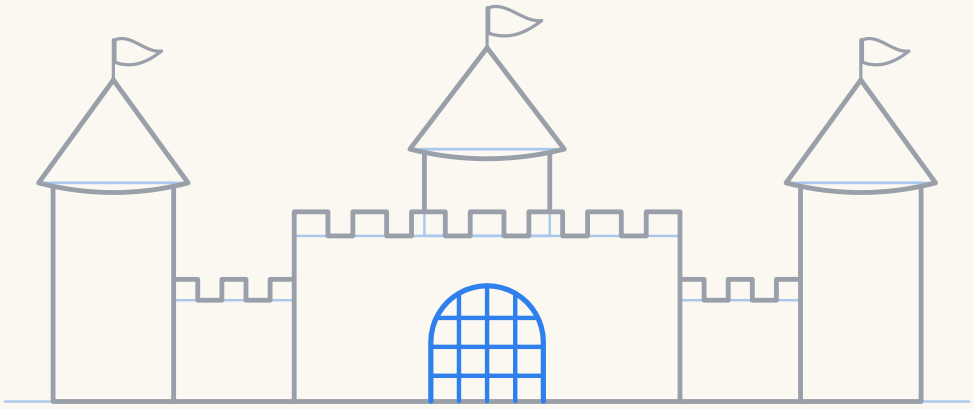
STEP 7 Put a flag on every roof



From the tip of each roof, draw a short upright pole. At the top, add a small pennant that points right and waves a little. All three flags face the same way because the same wind blows on all of them; flags pointing in different directions look oddly busy.

💡 **Tip:** Make the middle flag a touch bigger than the two side flags.

STEP 8 Draw the arched gate and its portcullis



Centered at the bottom of the keep, draw a tall gate: two straight sides with a round arch on top. It should reach about halfway up the keep. Inside it, add three upright bars and three crossing ones to make the portcullis, the iron grid that drops down to block the entrance. Stop the grid lines exactly at the arch.

💡 **Tip:** Draw the middle bar first, then one on each side at equal distances.

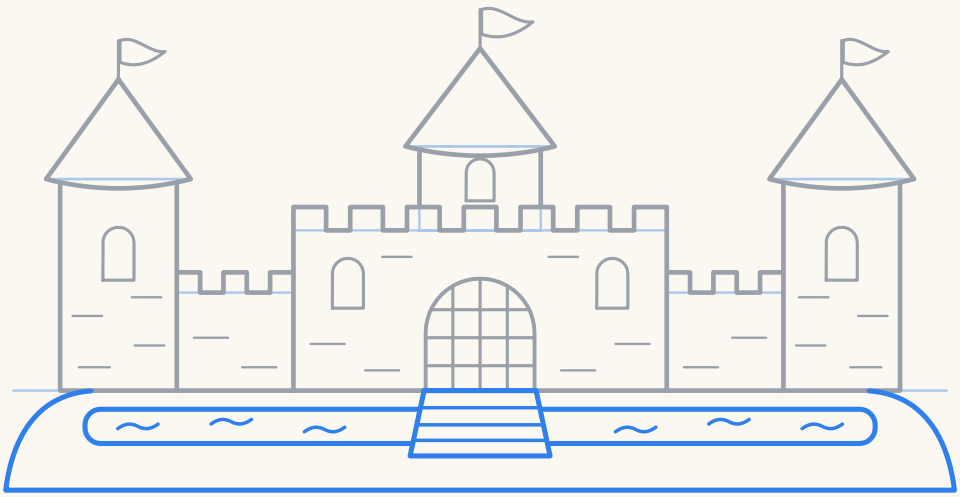
STEP 9 Add windows and a few stone blocks



Give each side tower one arched window near the top, put two on the keep beside the gate, and fit a small one on the middle tower. Then sprinkle short dashes across the walls to suggest stone blocks. I stop at two or three per wall, because covering every inch with bricks makes the castle busy and hard to color.

💡 **Tip:** Stagger the stone dashes so no two sit straight above each other.

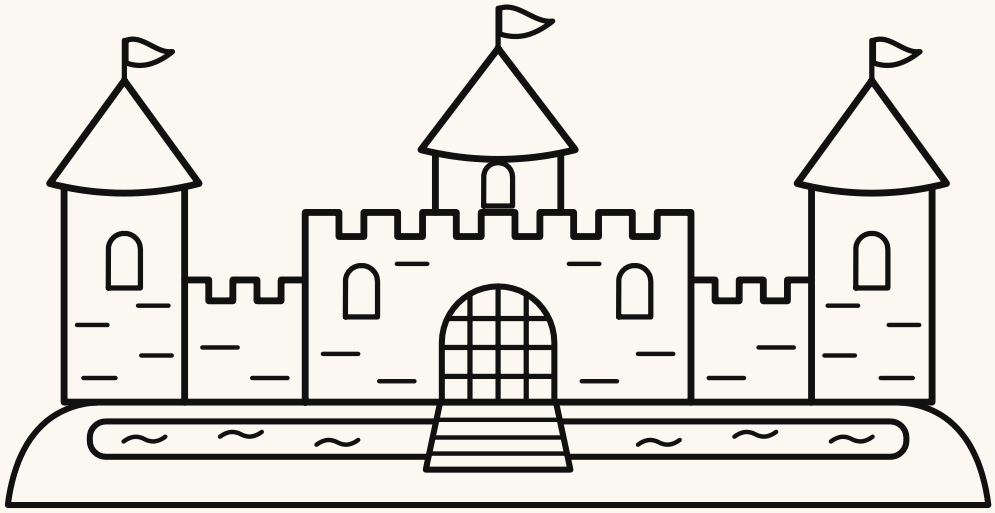
STEP 10 Lay the drawbridge, moat and hill



Under the gate, draw the lowered drawbridge as a shape that widens as it comes toward you, with three plank lines across it. Behind it, draw a long band with rounded ends for the moat and add a few wavy ripples. Last, curve a hill line down from each side tower and join the two ends with a straight line along the base.

💡 **Tip:** Draw the moat's ripples as tiny sideways S shapes.

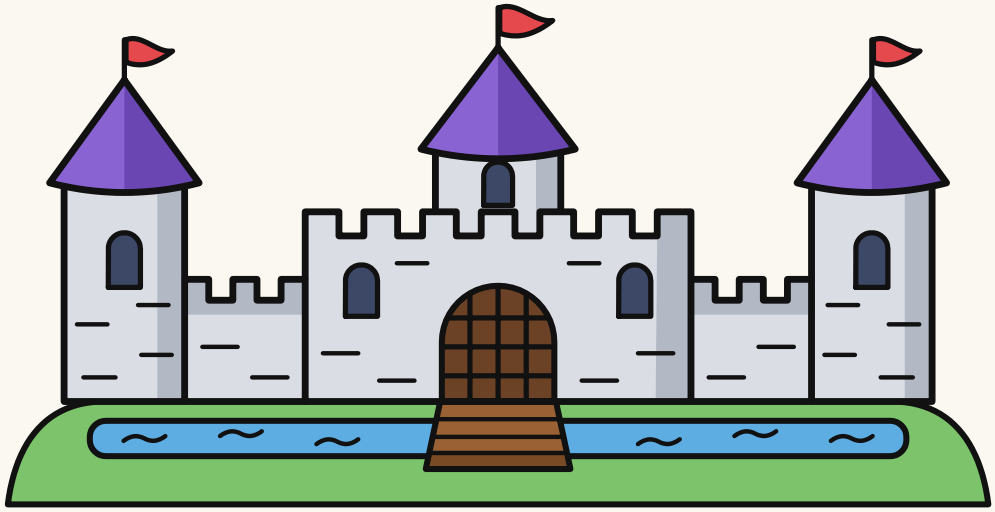
STEP 11 Ink the keepers and erase the guides



Trace every line you want to keep with the black fineliner, working from the top down so your hand doesn't drag across fresh ink. The battlement notches are the slowest bit; I turn the paper for them. Let the ink dry, then erase the ground line, the boxes and the roof triangles.

💡 **Tip:** Use a ruler for the inked walls too, but lift it straight up so it doesn't smear.

STEP 12 Color your castle



Shade the walls and towers light gray, then add darker gray down the right side of each tower and under the wall battlements, as if the sun shines from the left. Color the roofs purple with deeper purple on their right halves. Flags go red, windows dark blue, the gate and drawbridge brown. Finish with a blue moat and a green hill.

💡 **Tip:** Color the light gray first, then layer the darker gray right over it.