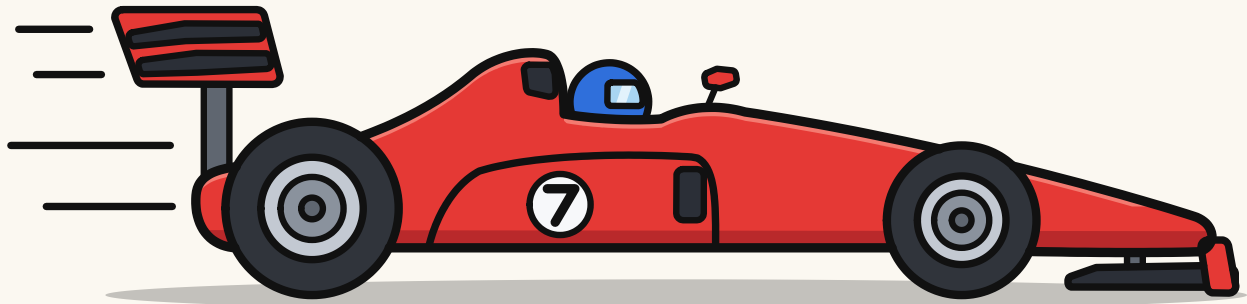


How to Draw a Race Car

12 easy steps for beginners



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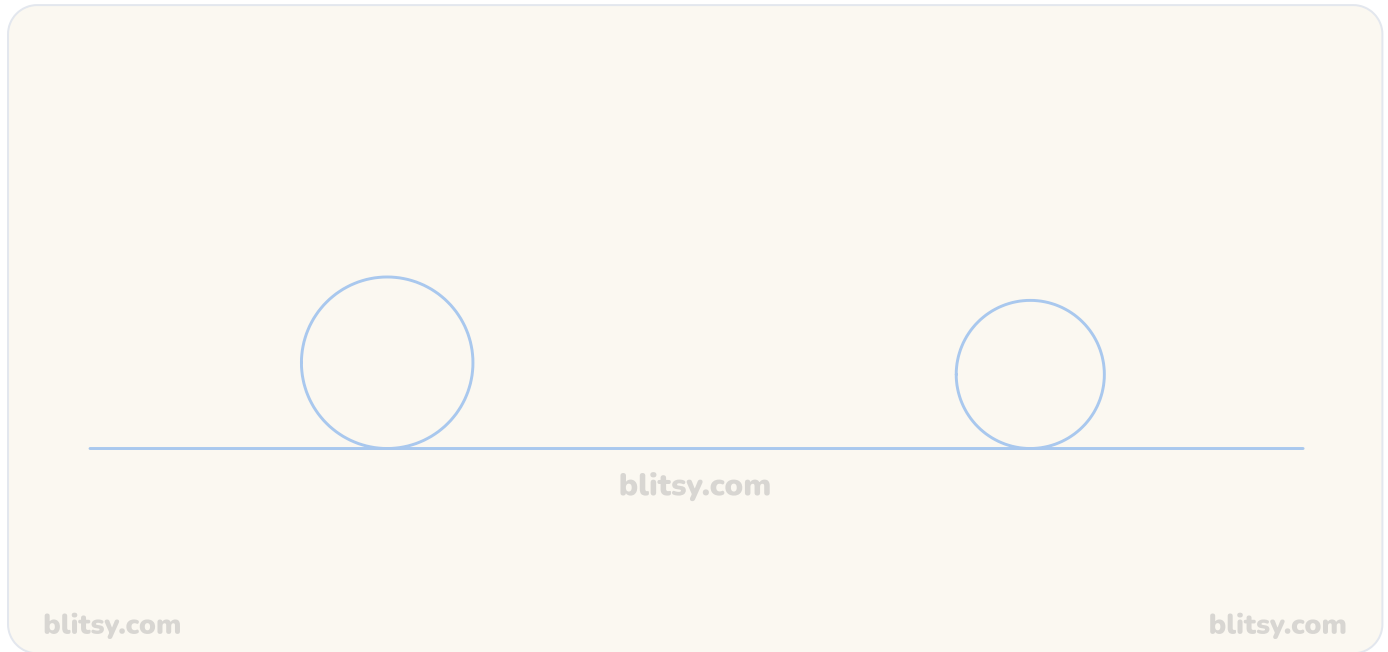
What you'll need

- A pencil
- An eraser
- A black fineliner
- Colored pencils
- Paper turned sideways

How to use this guide

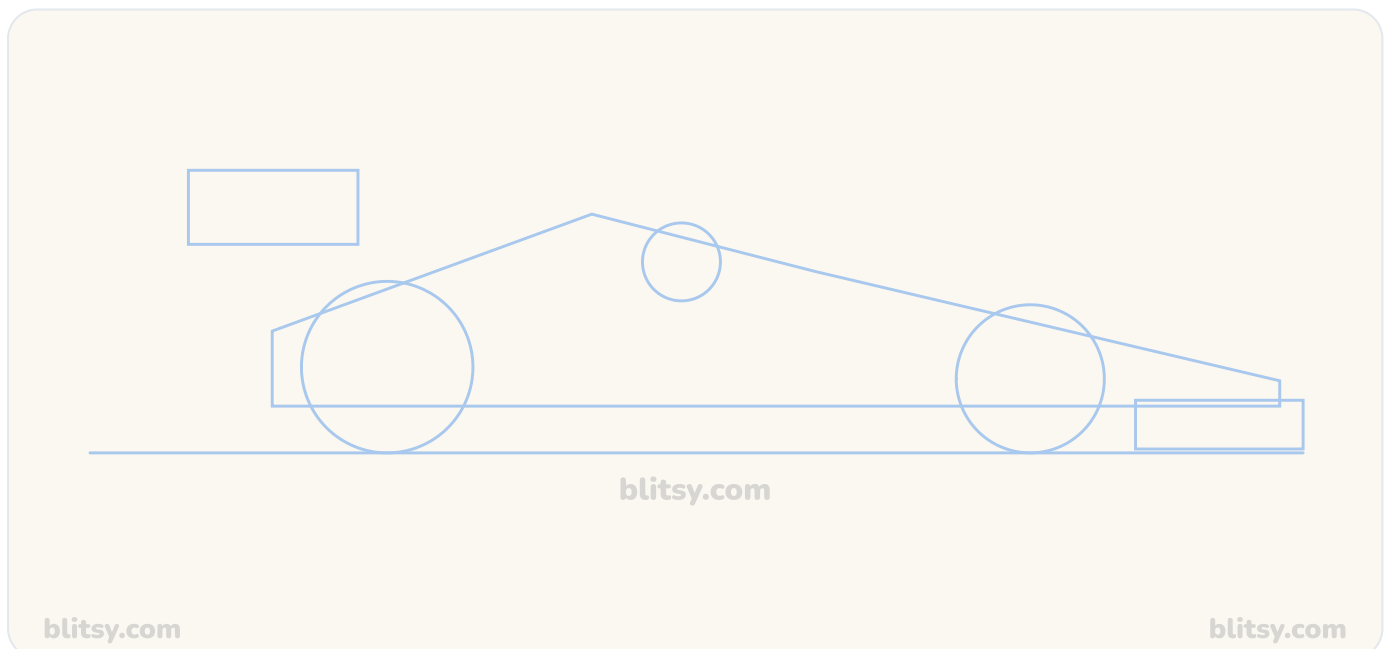
New lines for each step are shown in **blue**; lines you already drew are gray. Draw lightly first, then ink and erase near the end.

[Read the full tutorial online →](#)

STEP 1 Draw a ground line and two wheel circles

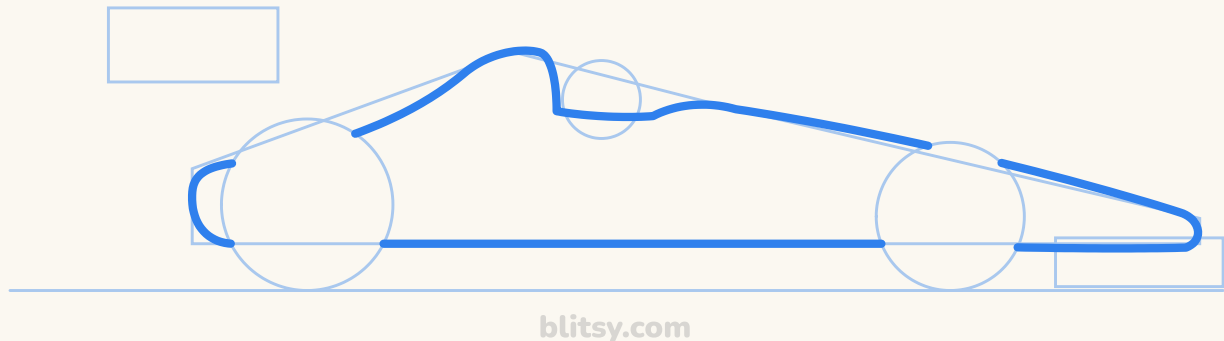
Turn your paper sideways and draw a long, light line near the bottom third. Put a big circle on it toward the left, and a slightly smaller one far to the right. Leave a gap of about three and a half big wheels, because a short gap turns a race car into a go-kart.

 **Tip:** Trace a coin if your circles keep coming out lumpy.

STEP 2 Sketch a wedge, a head circle and two wing boxes

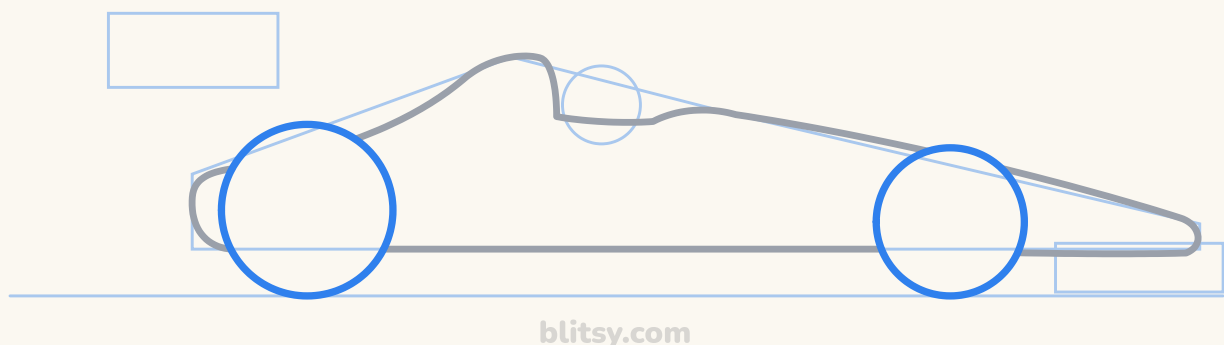
Draw a long wedge over the wheels: low and blunt at the back, peaking a little behind the middle, then sloping down past the front wheel. Add a small circle near the peak for the driver's head. Then place one box above and behind the rear wheel and a flat box in front of the front wheel to mark the wings.

 **Tip:** Press so lightly that the lines are barely there.

STEP 3 Trace the race car's body outline

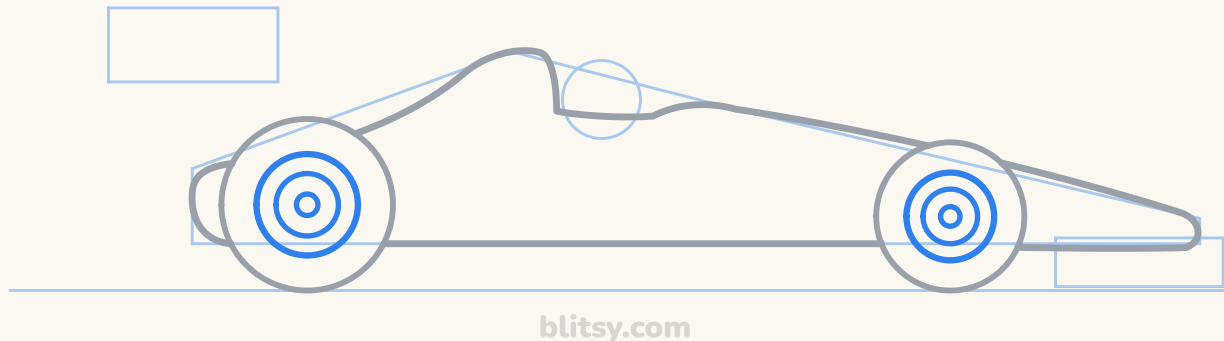
This is the most important line in the drawing. Start at the rounded back end, rise along the engine cover into a little hump behind the head circle, then dip down for the cockpit. A long, gentle slope carries the nose down to a rounded point, and the bottom edge runs flat. I stop the outline wherever it meets a wheel guide, because the tires will cover those parts.

 **Tip:** Draw the long nose slope in one slow, steady pull.

STEP 4 Go over the tires with firm circles

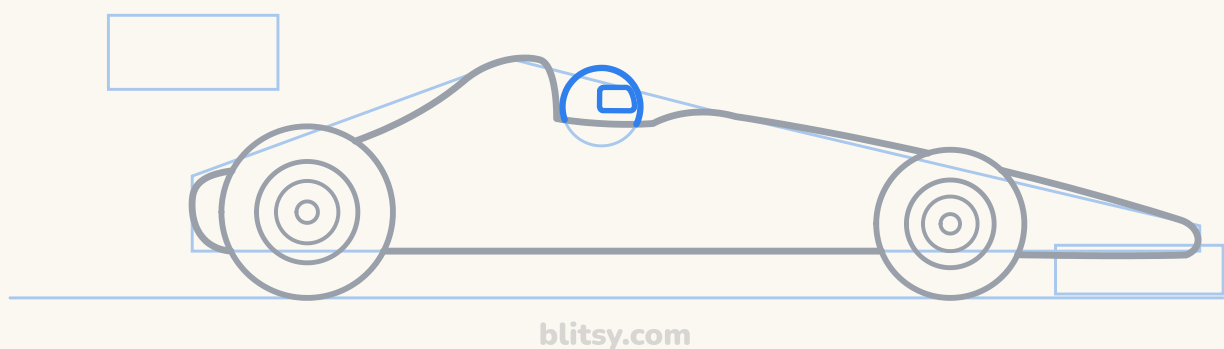
Trace both wheel guides again, this time with a confident line. Racing tires are wide and chunky, and they sit in front of the body, so nothing should cross them. Notice that the back tire is bigger than the front one. That small difference is what makes the car look ready to leap forward.

 **Tip:** Spin the paper a little as you go around each circle.

STEP 5 Add rims and wheel centers

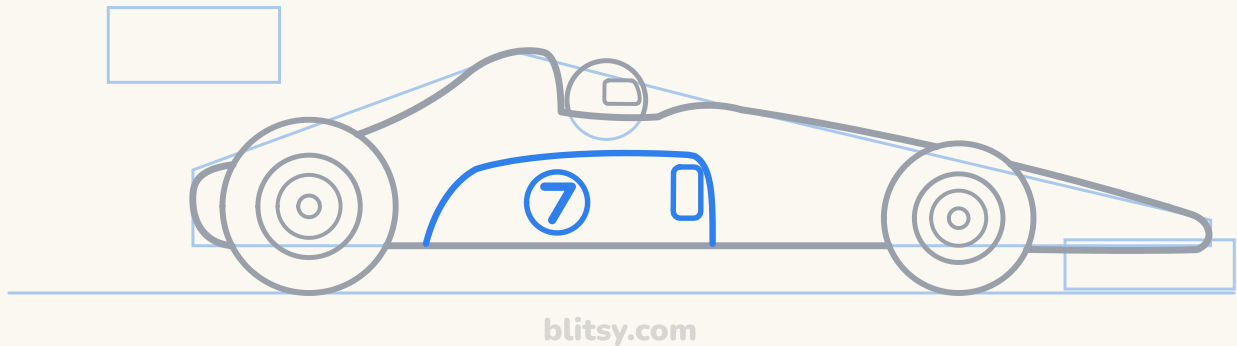
Inside each tire, draw a circle a bit more than half as wide for the rim. Put a smaller circle inside that, and then a tiny dot-sized circle right in the middle. Keep all three centered on the same point. If they drift, the wheel looks wobbly, like it's about to fall off.

 **Tip:** Mark the center with a dot first and circle around it.

STEP 6 Draw the driver's helmet and visor

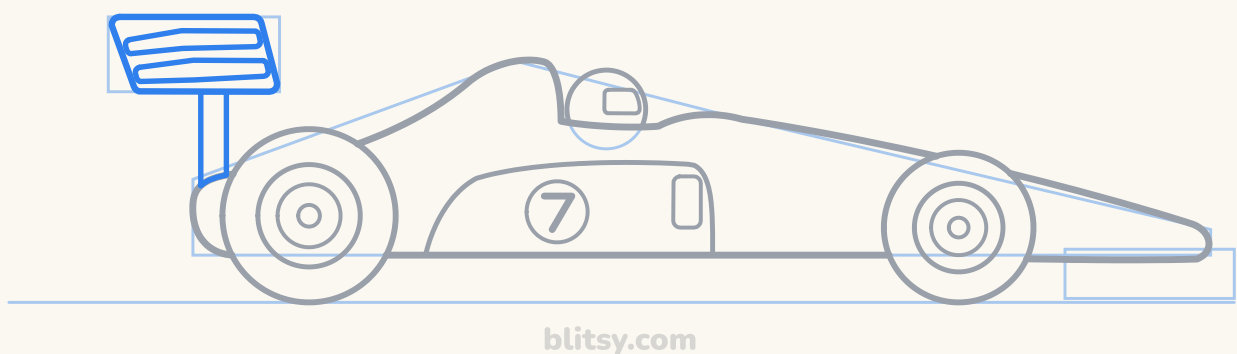
Go over the head guide, but only the part above the cockpit edge; the driver's shoulders are hidden inside the car. Then draw a short, rounded slot on the front of the helmet for the visor. Kids often make the head too big here. Only the top of the helmet should show, which keeps the car looking low.

 **Tip:** Keep the visor on the side facing the nose.

STEP 7 Shape the side pod and the number disc

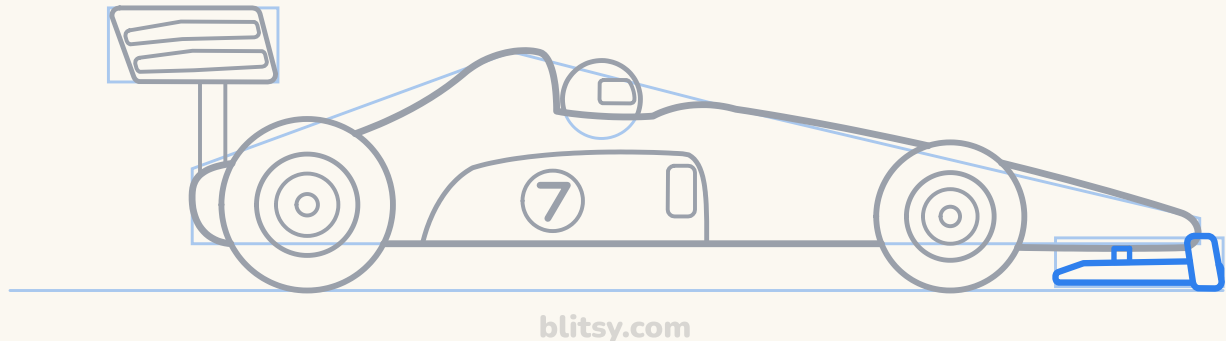
Below the cockpit, draw a curved line that rises from the floor, runs flat toward the front and drops down with a rounded corner. That's the side pod. Put a small tall rectangle at its front for the air intake. Then add a circle on the pod and write a big 7 inside with two straight strokes.

💡 **Tip:** Pick a number with straight lines, like 1, 4 or 7.

STEP 8 Build the tall rear wing

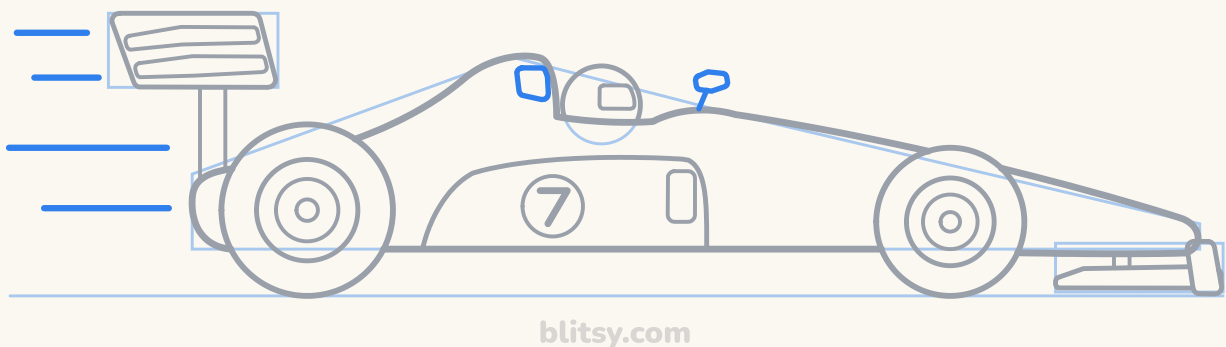
Turn the back box into a slanted plate with rounded corners. Inside it, draw two long, thin slats stacked one above the other, then connect the wing to the back of the car with one sturdy post. It looks like a wing that sits higher than the helmet, because it gives the car its racing silhouette.

💡 **Tip:** Slant both slats the same way so the wing looks neat.

STEP 9 Add the front wing and its strut

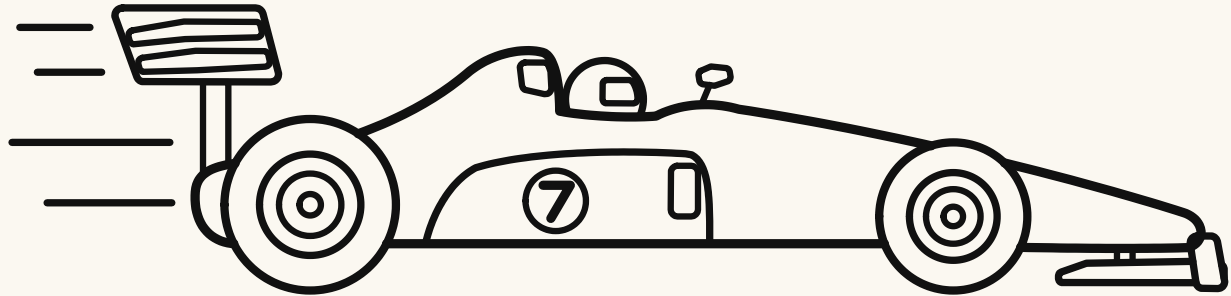
Under the tip of the nose, draw a long, flat wing that sits just above the ground line. Give it a small upright plate at the very front. A short strut joins the wing to the underside of the nose. This part is small and fiddly, so younger kids can draw the wing as a simple flat bar and skip the strut.

Tip: Leave a sliver of space between the front wing and the ground.

STEP 10 Finish with a mirror, an airbox and speed lines

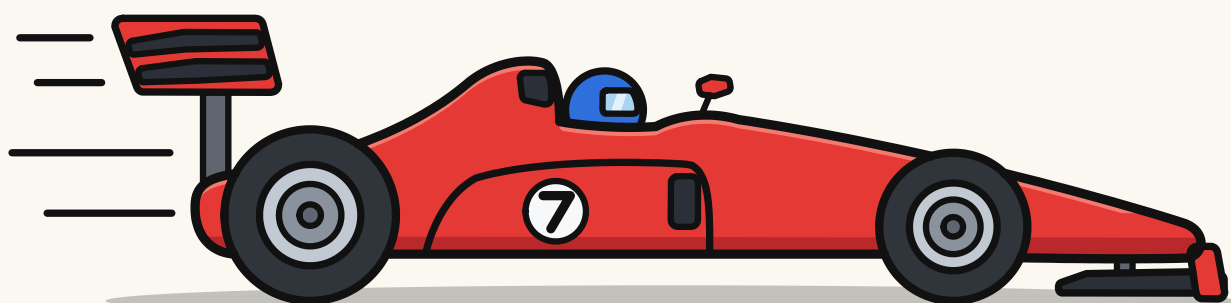
Draw a tiny mirror on a short stick just in front of the cockpit. Behind the helmet, at the top of the hump, add a small rounded square for the airbox opening. Then sweep a few straight lines out behind the car. Make them different lengths and space them unevenly; identical lines in a neat stack look like a ladder instead of motion.

Tip: Draw speed lines from the car outward, in quick flicks.

STEP 11 Ink the keeper lines and erase the guides

Go over every line you want to keep with the black pen. My order is the body first, then the wings and helmet, and the small wheel circles last, when my hand has warmed up. Wait until the ink is properly dry. After that, erase the ground line, the wedge, the head circle and the two wing boxes.

💡 **Tip:** Test the ink with a fingertip in a corner before you erase.

STEP 12 Color the race car

Color the body bright red, along with the wing end plates and the mirror. Press harder along the bottom for a darker strip, and leave a thin light edge on top so the paint looks glossy. The helmet is blue with a light blue visor, the number disc stays white, and the tires, slats and intakes go black. Finish with light gray rims, dark gray centers and a soft shadow underneath.

💡 **Tip:** Color the big red areas in long strokes that follow the nose.