How to Draw a Rocket

12 easy steps for beginners



What you'll need

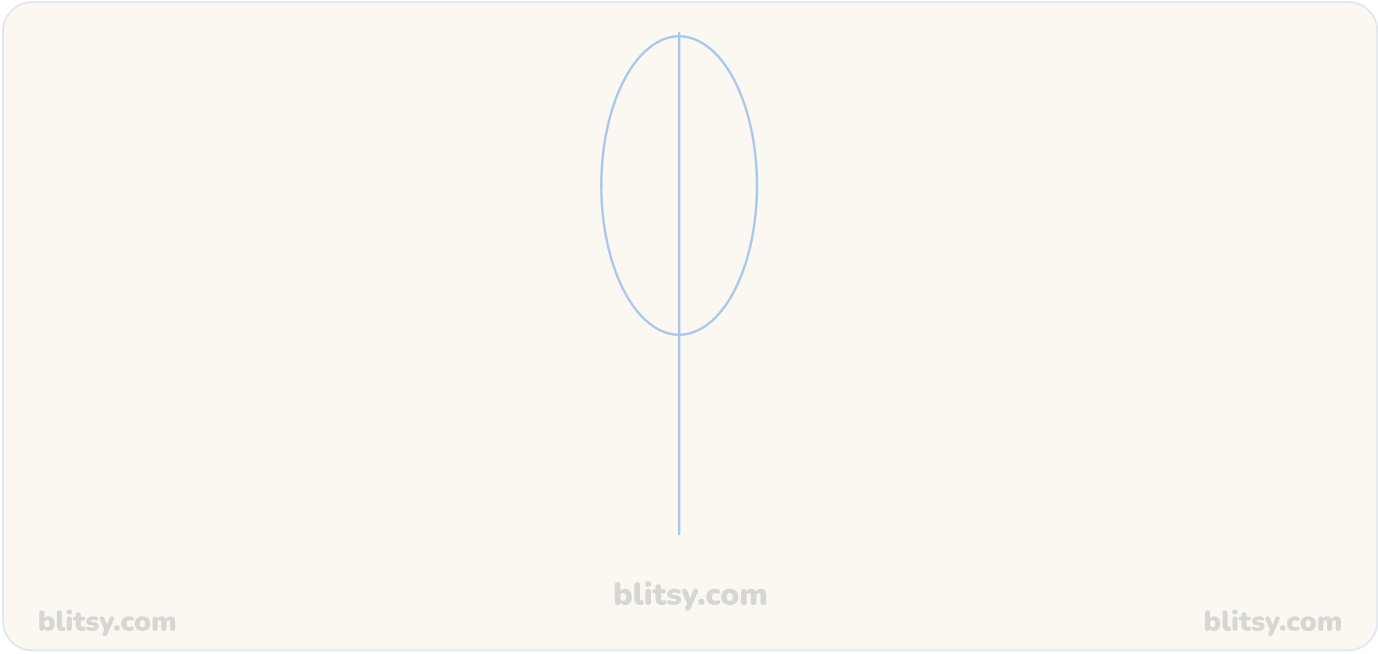
- A pencil
- An eraser
- A black marker
- Colored pencils
- Plain paper

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 →

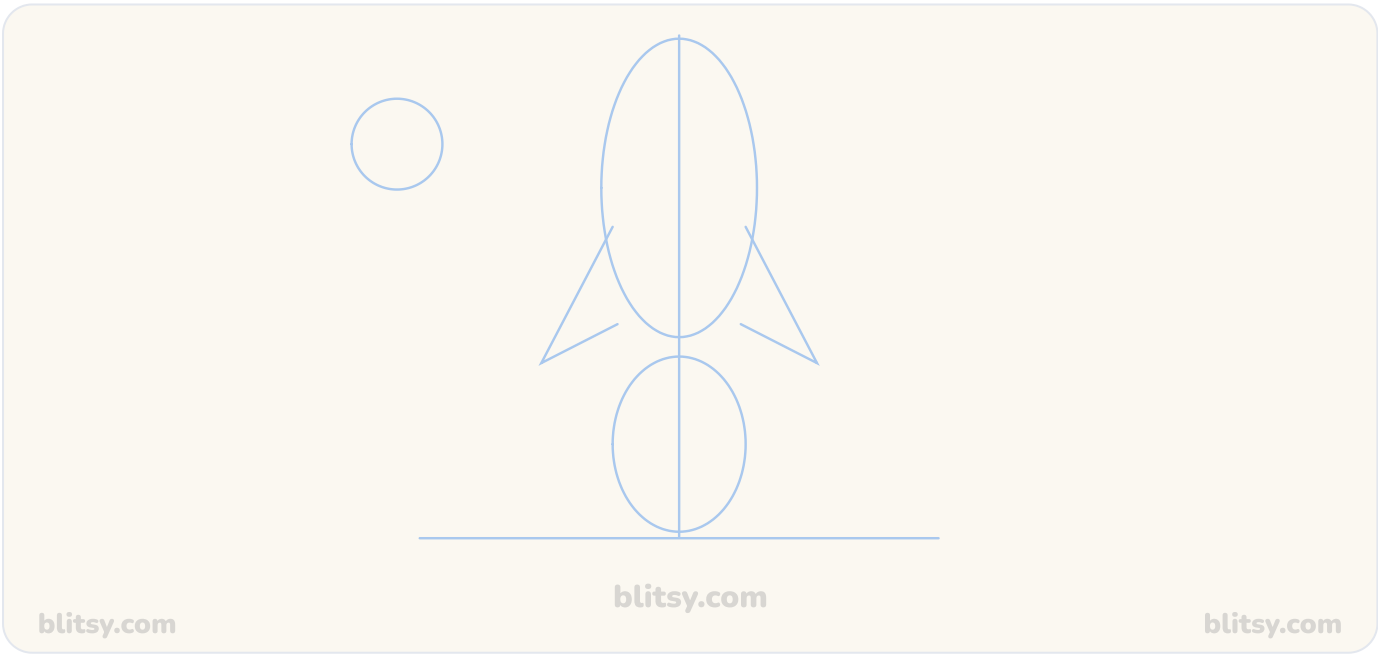
STEP 1 Draw a center line and a tall body oval



Start with a straight vertical line down the middle of your page, running almost from top to bottom. Then draw a tall, narrow oval over the top half of that line. This oval sets the size of the whole rocket, so keep it about three times taller than it is wide.

💡 **Tip:** Press so lightly that you can barely see the line.

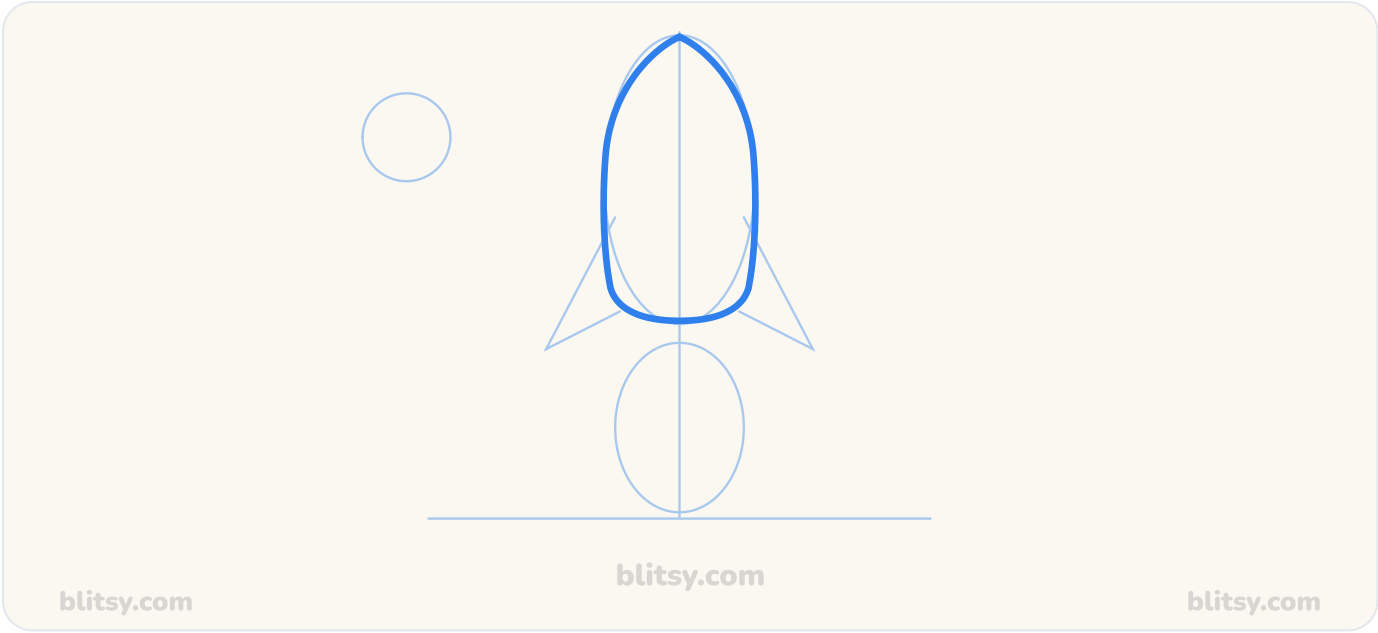
STEP 2 Add guides for fins, flame and smoke



On each side of the oval's lower half, draw a slanted triangle that points down and outward. Those are your fin guides. Under the oval, draw a smaller upright oval for the flame, then a flat line along the bottom of the page where the smoke will sit. I also put a small circle in the top left corner now, so I remember to leave space for a planet.

💡 **Tip:** Make both fin triangles the same size by checking them against the center line.

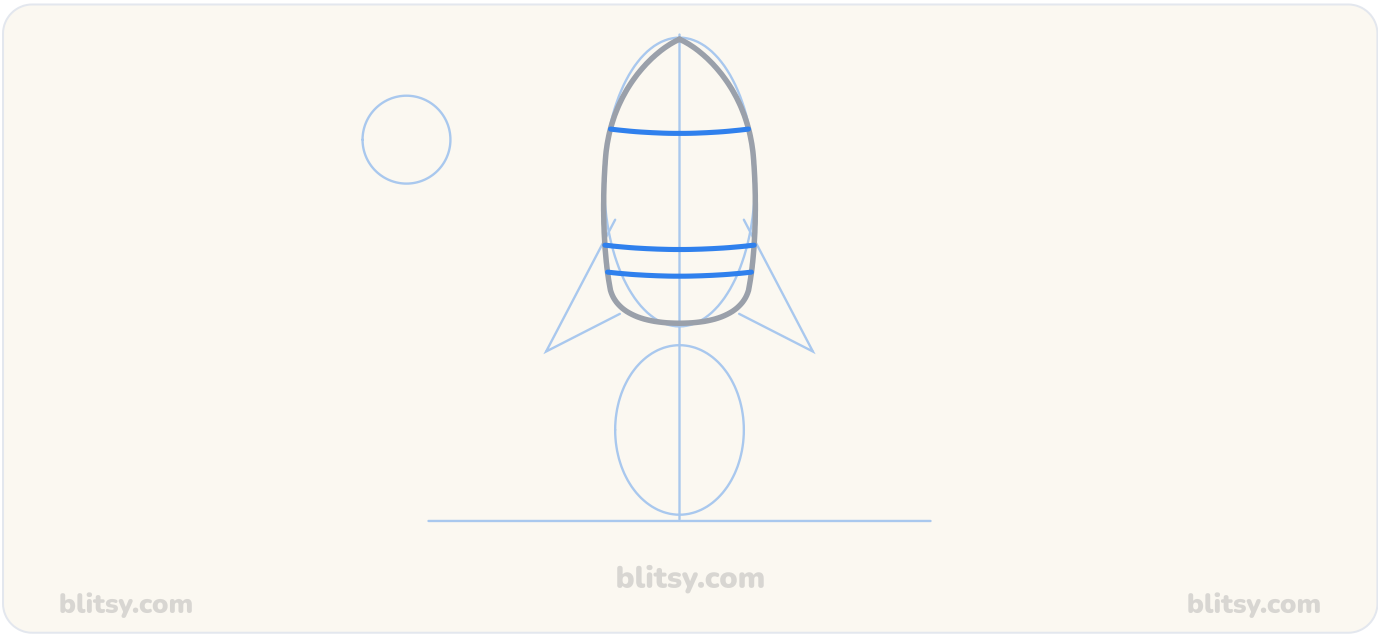
STEP 3 Trace the rocket body



Now draw the real body over the big oval. Begin at the top of the center line with a sharp point, then curve outward like the tip of a bullet. Let the sides run almost straight down, and round off the bottom into a gentle curve. The body should end up a little slimmer than the guide at the top and fuller near the bottom, which makes it look strong and steady.

💡 **Tip:** Draw one side, stop, then mirror it on the other side.

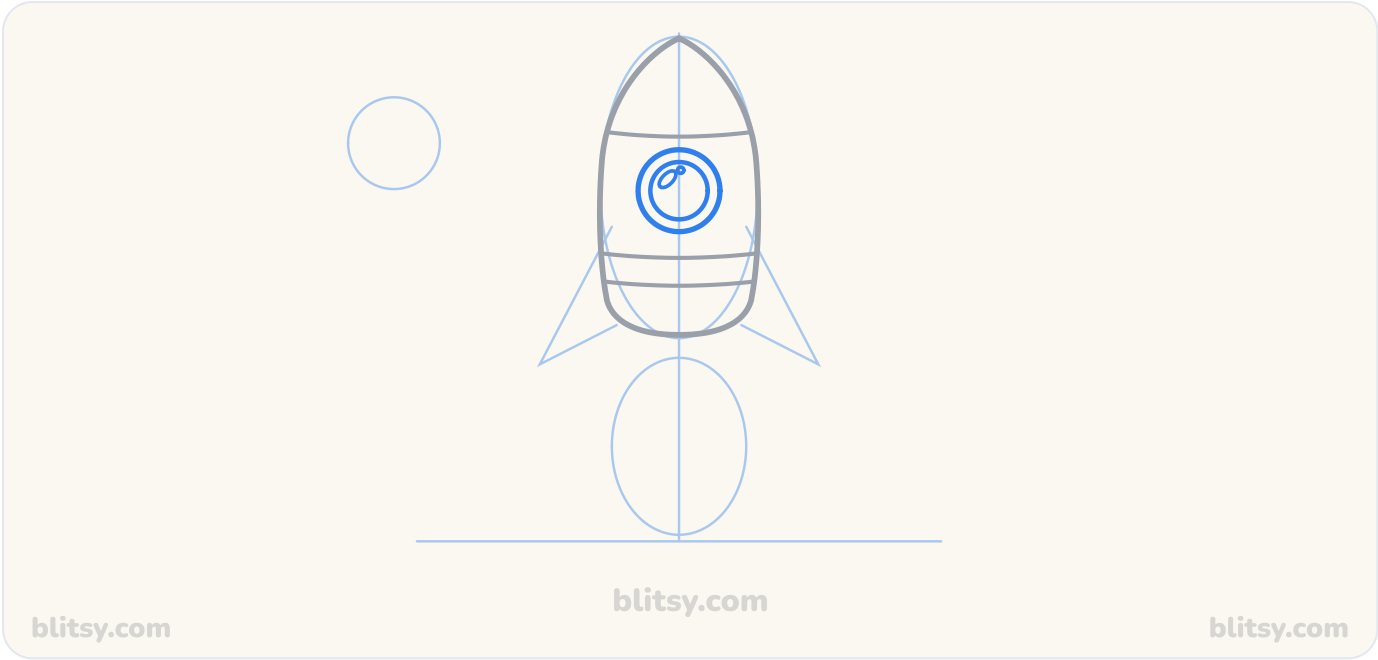
STEP 4 Mark the nose cone and a stripe band



About a quarter of the way down, draw a line across the body that dips slightly in the middle. Everything above it becomes the red nose cone. Lower down, below where the window will go, add two more dipping lines close together for a stripe. That small dip makes the body look round like a tube.

💡 **Tip:** Keep all three lines curving the same way so the body looks round.

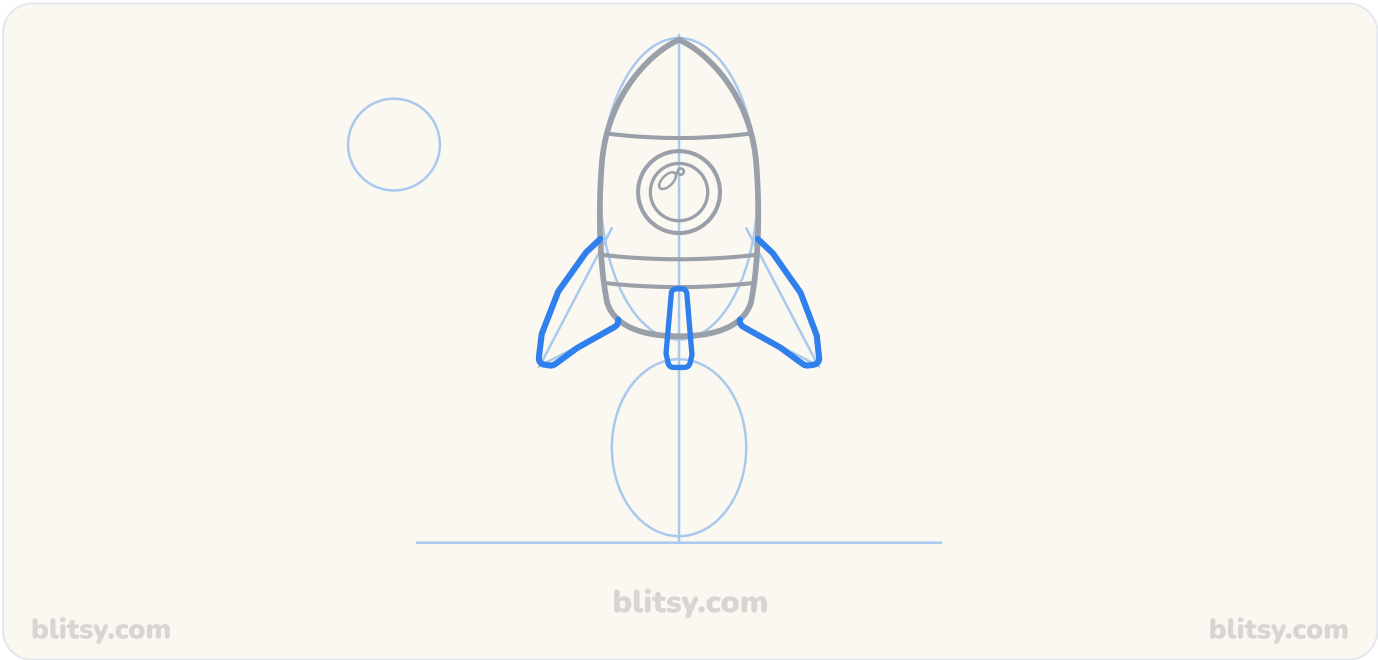
STEP 5 Add the round porthole window



Halfway between the nose line and the stripe, draw a circle on the center line. Inside it, draw a second, smaller circle to make a thick rim. Finish with a tiny slanted oval and a dot near the top left of the glass. That shine is what makes it read as glass.

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

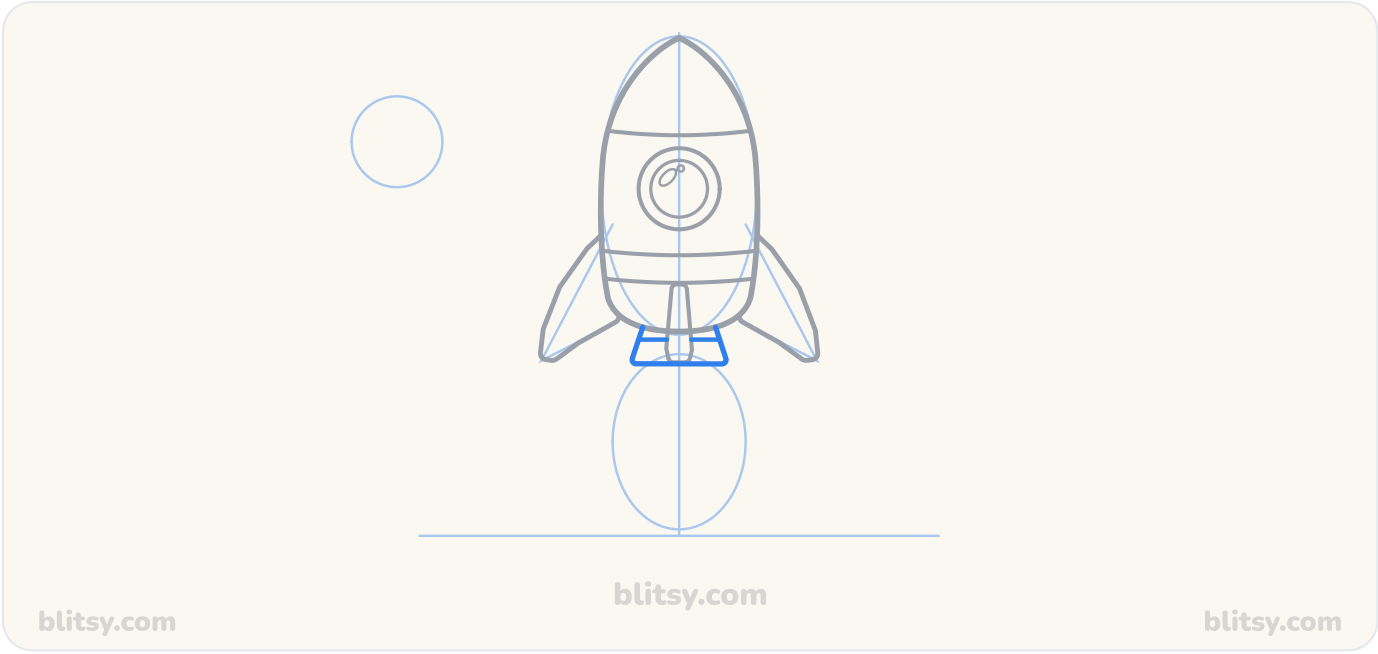
STEP 6 Draw two side fins and one center fin



Use the triangle guides to draw a curved fin on each side. Each one starts on the body near the stripe, sweeps out and down to a rounded tip, then comes back in at the bottom of the body. Then add a thin, rounded fin down the middle. It looks narrow because it points straight at you.

💡 **Tip:** Give the fin tips soft corners; sharp points look like arrows.

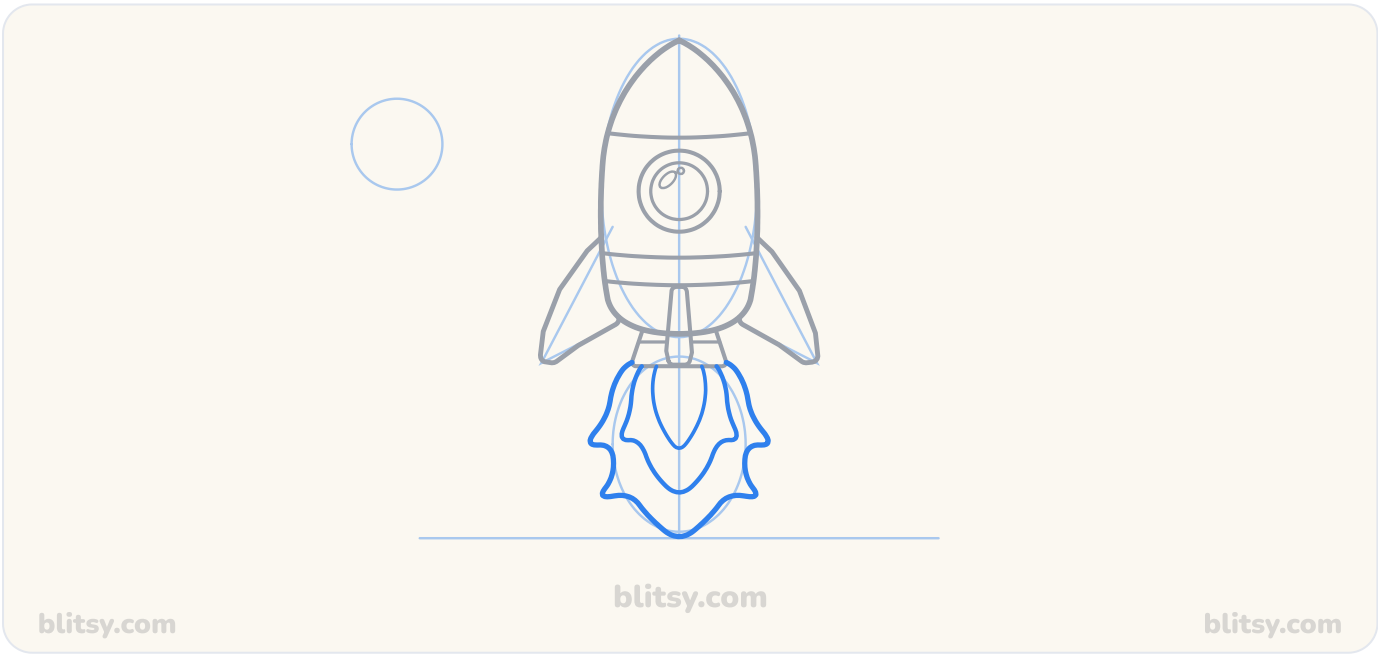
STEP 7 Add the engine nozzle



Under the rocket, draw a short shape that flares out toward the bottom, a bit like an upside-down bucket. Keep it narrower than the body. Add one line across its middle for a metal ridge. The middle fin covers part of the nozzle, so stop your lines where they meet the fin.

💡 **Tip:** Stop your pencil at the fin edge so the fin stays in front.

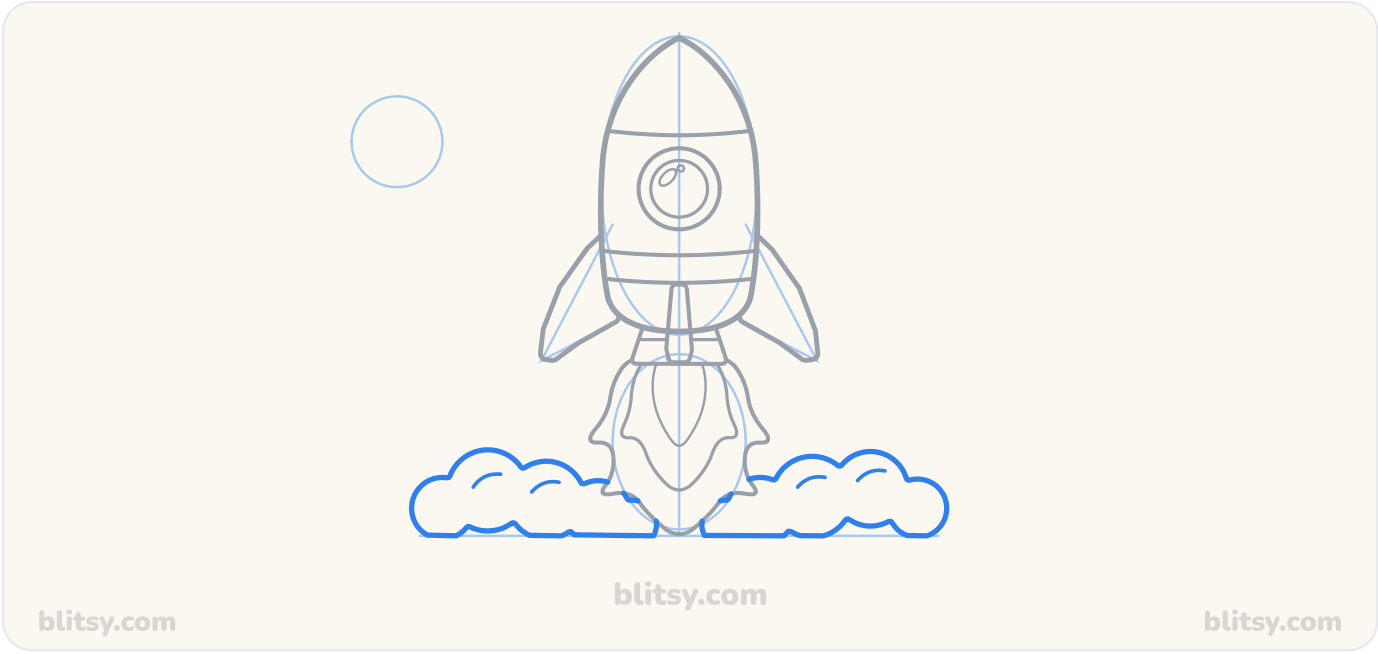
STEP 8 Draw the flame in three layers



From the bottom of the nozzle, draw a big flame that widens, then narrows to a point near the smoke line. Give each side two wavy flicker tongues so it looks alive. Inside it, draw a smaller flame with one tongue per side, and inside that, a simple teardrop. I always start with the outside flame, since smaller layers are easier to fit into a space you can see.

💡 **Tip:** Leave a clear gap between the three flame layers for coloring.

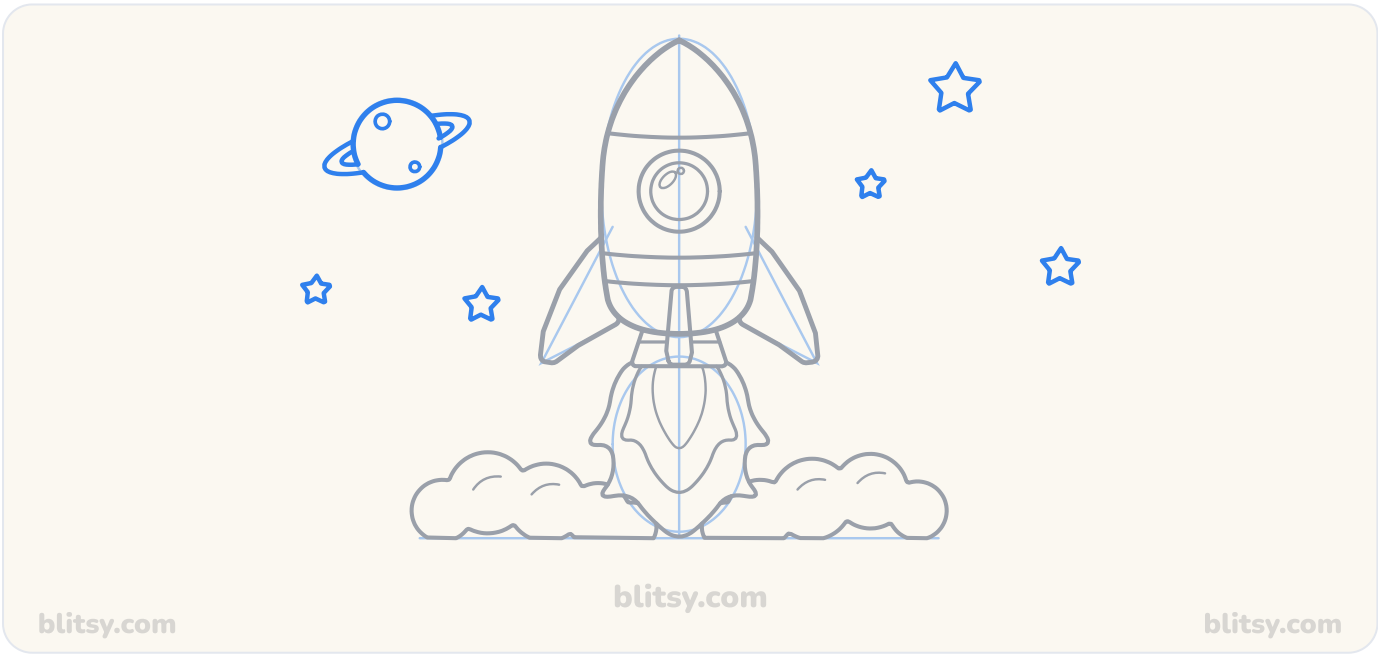
STEP 9 Build the puffy smoke clouds



On both sides of the flame, draw a row of bumpy cloud shapes resting on the flat smoke guide. Mix big and small bumps, and let them tuck behind the flame. Honestly, uneven clouds look more natural than neat ones. Add a few short curved strokes inside the clouds to make them look puffy.

💡 **Tip:** Draw the bumps as half circles that overlap a little.

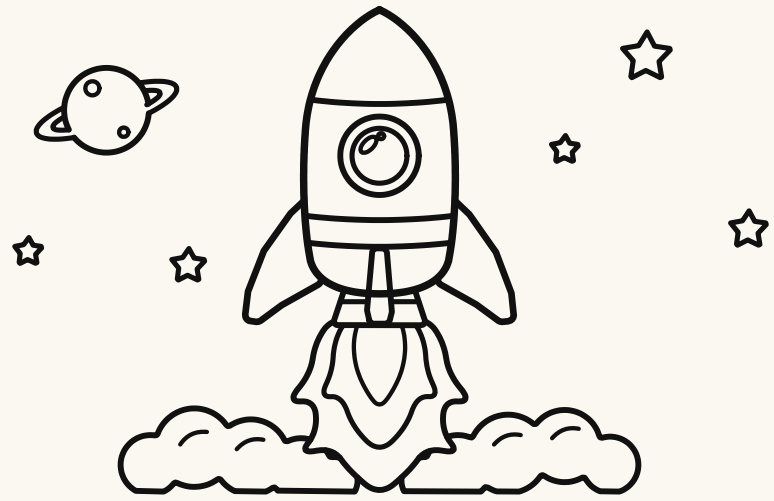
STEP 10 Add a ringed planet and some stars



Turn the small circle in the corner into a planet. Draw a flat, tilted oval ring around it, but let the back of the ring disappear behind the planet. Add two little craters. Then scatter five stars around the rocket in different sizes. Younger kids can draw simple dots or plus signs instead of five-pointed stars.

💡 **Tip:** Keep the stars away from the rocket so it stays the star of the page.

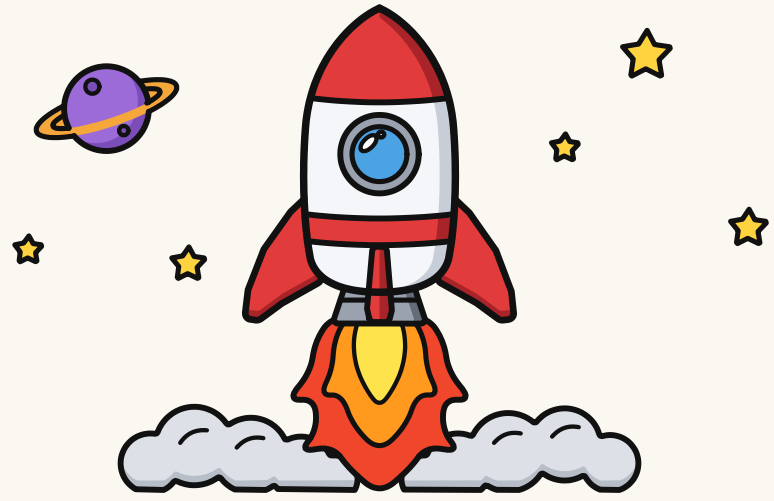
STEP 11 Ink your lines and erase the guides



Go over every keeper line with your black marker: the body, nose line, stripe, window, fins, nozzle, all three flame layers, the clouds, the planet and the stars. Once the ink is dry, erase the ovals, the triangles, the center line and the long smoke guide.

💡 **Tip:** Ink the small details with a lighter hand than the outline.

STEP 12 Color the rocket and the sky



Leave the body white, but shade a narrow strip down its right side with light gray. Color the nose cone red, along with the stripe and the fins, adding darker red on the right edges. The window gets blue glass with a gray rim, and the nozzle is gray. For the flame, go red outside, orange in the middle and bright yellow in the core. Finish with gray smoke, a purple planet with an orange ring, and yellow stars.

💡 **Tip:** Color the yellow core first so the red never smears into it.