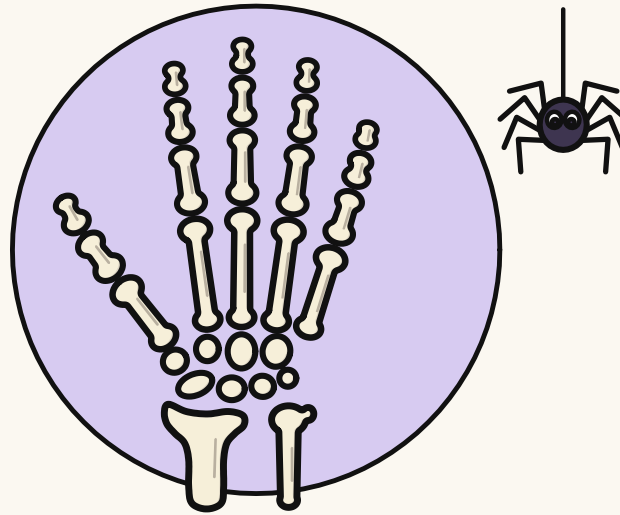


How to Draw a **Skeleton Hand**

12 easy steps for beginners



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What you'll need

- A pencil
- An eraser
- A black fineliner
- 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 Sketch a palm shape and the wrist

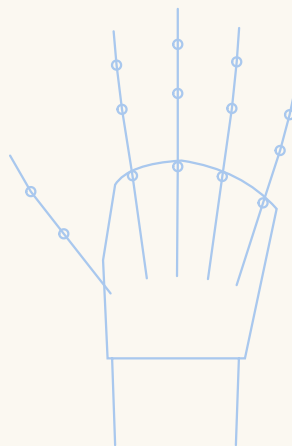
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Start in the lower middle of the page with a soft shape for the palm. It is narrow at the bottom, wider at the top, and the top edge curves like a gentle hill. From the bottom corners, run two lines straight down to the edge of the page for the wrist and forearm.

 **Tip:** Leave more room above the palm than below it. The fingers take up almost half the hand's height.

STEP 2 Add finger lines and joint dots

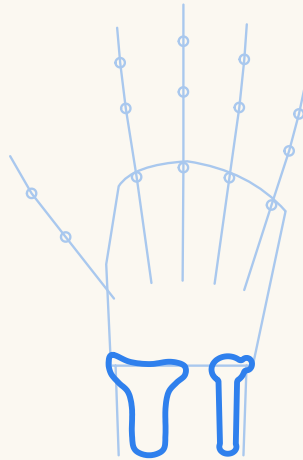
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Draw five lines that start low inside the palm and fan out upward. The middle one is the longest, the little finger is the shortest, and the thumb line leans out to the left at a wide angle. Put small circles where each knuckle bends: three on every finger line and two on the thumb. The first row of dots sits near the top of the palm shape, where the knuckles are.

 **Tip:** Spread the lines a little wider at the top than at the bottom, so the fingers don't crowd each other.

STEP 3 Draw the two forearm bones

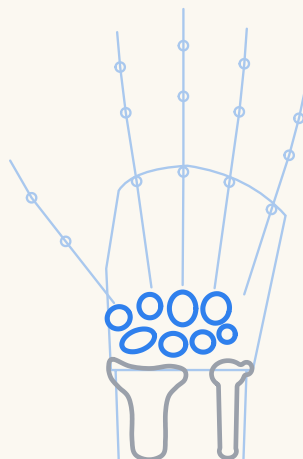
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On the thumb side, draw the radius: a wide top that narrows into a straight shaft, a bit like a tall cup. On the little finger side, draw the ulna, a slimmer bone with a round head and a tiny knob on its outer edge. Keep a clear gap between them.

 **Tip:** Make the radius roughly twice as wide as the ulna. That size difference is what makes it look real.

STEP 4 Fit in the eight little wrist bones

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Just above the forearm bones, draw two rows of small rounded shapes, four in each row. In the top row, the third one from the thumb side is the biggest. In the bottom row, the bone on the thumb side is a longer oval and the one on the far right is a tiny dot. Real wrist bones are lumpier, but pebbles read well and are easier.

 **Tip:** Think of a little pile of pebbles. Each one should have a thin ring of paper around it.

STEP 5 Draw the five long palm bones

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These are the metacarpals, one for each finger. Start each one at the top of the wrist bones and follow its guide line up to the first joint dot. Give every bone a slightly flat base, a thin middle and a round knob at the top, where the knuckle is. The thumb bone is shorter, starts at the lowest pebble on the far left and points out to the left.

 **Tip:** Draw the middle palm bone first and use it as a ruler for the others.

STEP 6 Add the two thumb bones

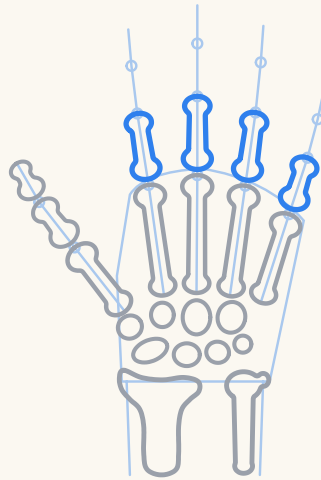
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Keep following the thumb line out past the knuckle. Leave a small gap, draw one bone up to the next joint dot, leave another gap, then finish with a shorter bone that ends in a soft round tip. Only two bones here, not three. Most beginners I watch expect three.

 **Tip:** Tilt the second thumb bone up a tiny bit more than the first, which gives the thumb a relaxed bend.

STEP 7 Draw the first row of finger bones

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Now go to the four fingers. Right above each palm knuckle, after a small gap, draw the first finger bone up to the next dot. The middle finger gets the longest one and the little finger the shortest.

 **Tip:** Check the gaps by eye. If one gap is twice as big as the rest, the finger will look broken.

STEP 8 Add the second row of finger bones

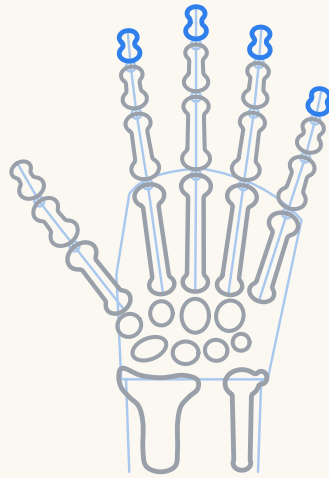
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Each finger gets a second, shorter bone above the first. I make it about two thirds the length of the bone below it, with the same round ends but a thinner middle. Follow the fan of the guide lines.

 **Tip:** Turn your paper sideways if your hand blocks the view of the little finger.

STEP 9 Finish with the tiny fingertip bones

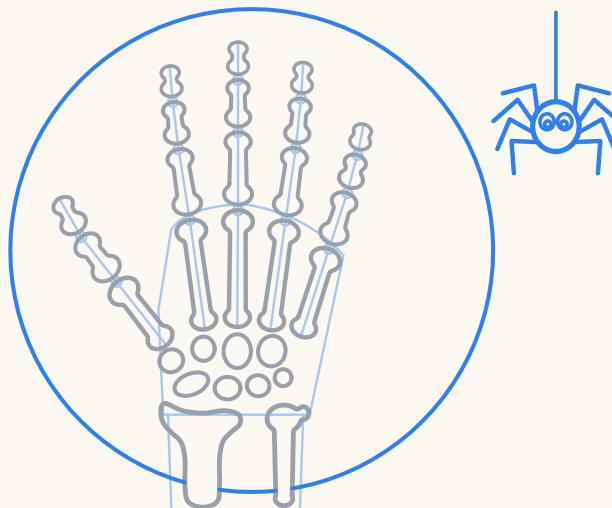
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The last bone on each finger is the smallest of all. Draw it short, with a round base and a slightly blunt tip. Count the finger bones once you're done: three on each finger plus two on the thumb makes 14. Together with the 8 wrist bones and 5 palm bones, that is all 27 bones of a real hand.

Tip: Stop and count before you ink. Fixing a missing bone in pencil takes seconds.

STEP 10 Draw a moon and a little spider

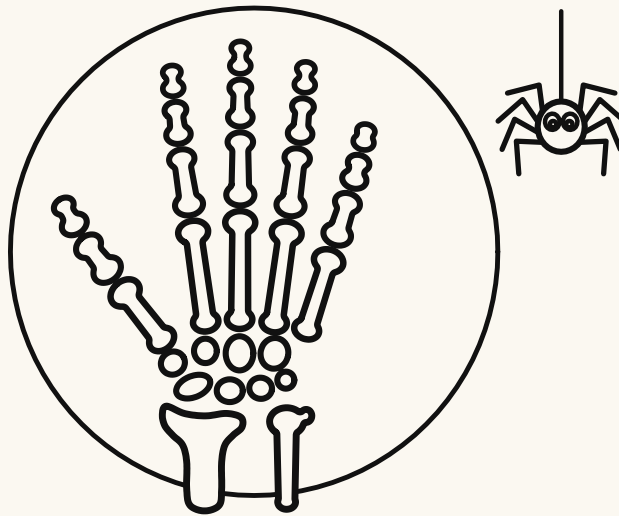
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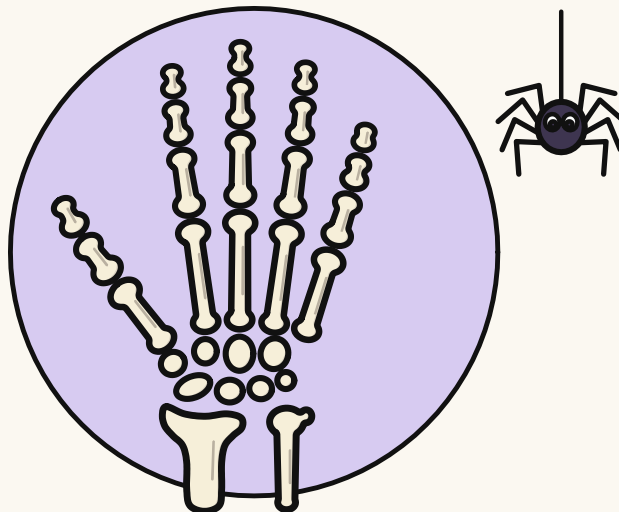
For a Halloween mood, draw a big circle behind the hand, centered a little above the wrist. Stop the line wherever it touches a bone, so the bones stay in front. On the right, hang a spider from a straight thread: a round body, two eye circles with dots, and four bent legs on each side that go up to a knee and then down.

Tip: Skip the spider if small details frustrate you. The moon alone already frames the hand.

STEP 11 Ink the bones and erase the guides

Trace every bone, the moon, the thread and the spider with your black pen. Leave out the palm shape, the finger lines and the joint dots. Let the ink dry for a minute, then erase all the pencil guides. Without them, the gaps between bones look clean.

 **Tip:** Go around small bones in one slow loop instead of short scratchy strokes.

STEP 12 Color the bones and the moon

Color every bone a soft cream. Add light gray along the right edge of each bone, as if light came from the upper left, then draw a thin gray line inside the longer bones. Fill the moon with lavender, working around the bones carefully. The spider is dark purple with white eyes.

 **Tip:** Color the lavender in small circles. It hides the pencil strokes on a large area.