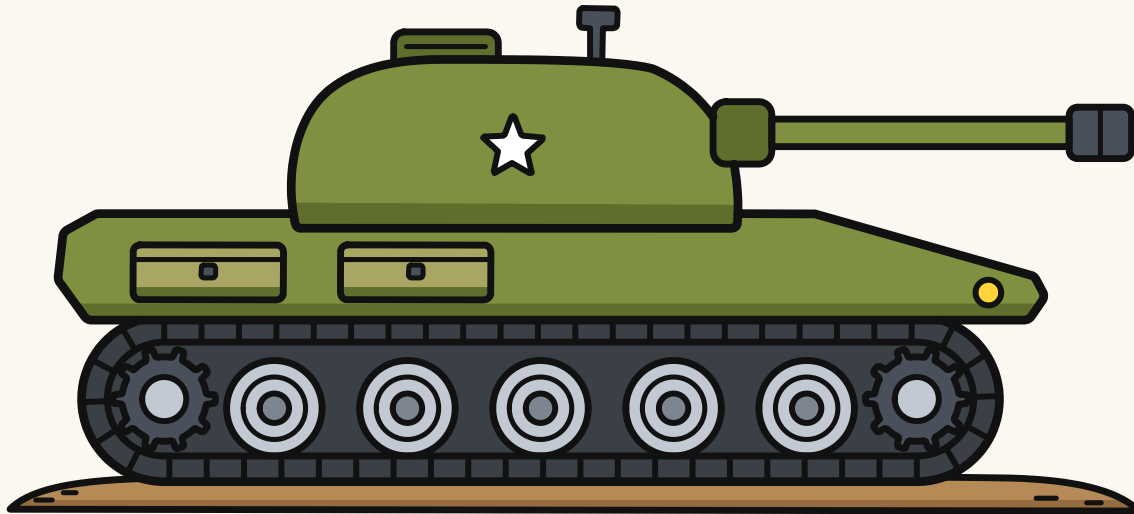


How to Draw a Tank

12 easy steps for beginners



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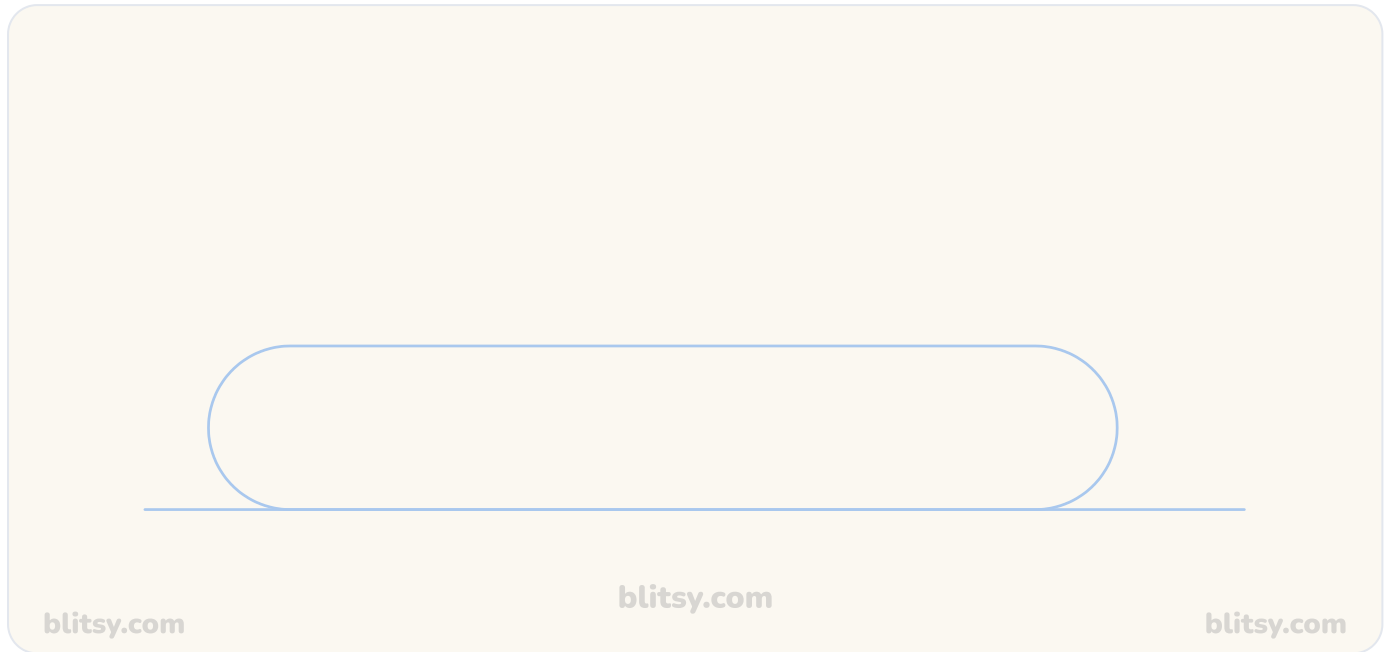
What you'll need

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

How to use this guide

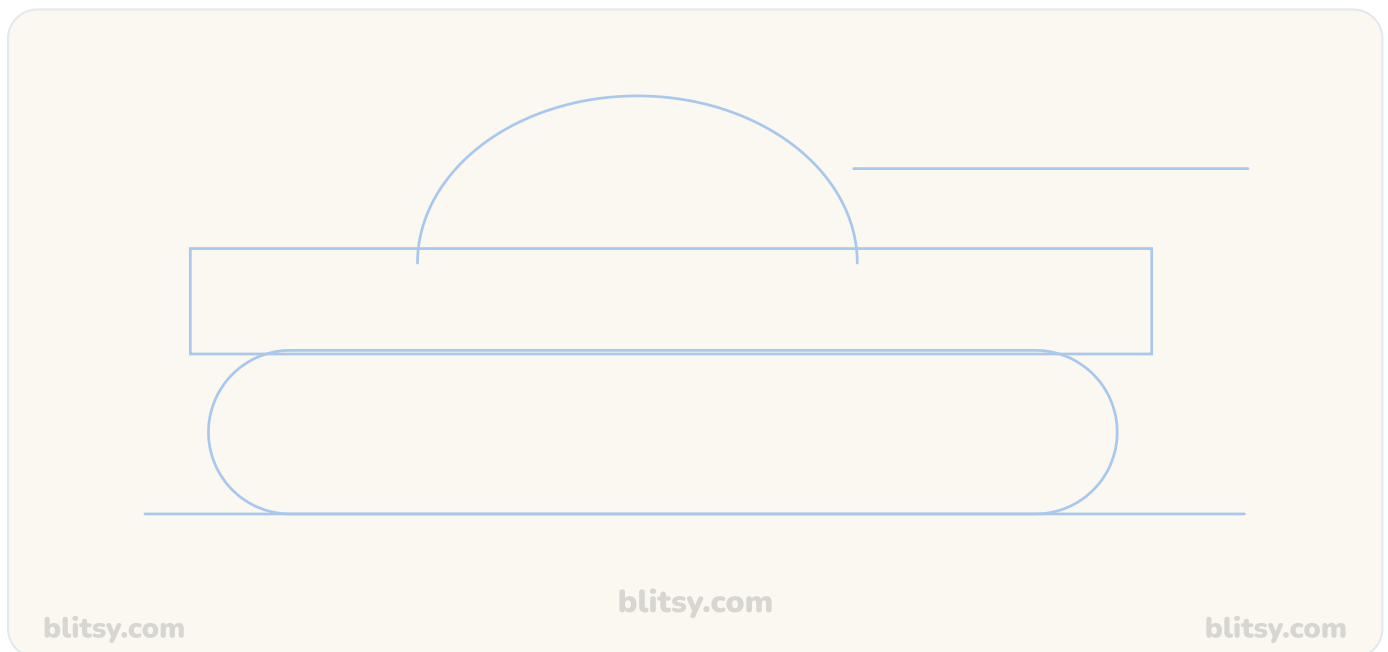
New lines for each step are shown in **blue**; lines you already drew are gray. Draw lightly first, then ink and erase near the end.

[Read the full tutorial online →](#)

STEP 1 Draw a ground line and the track loop

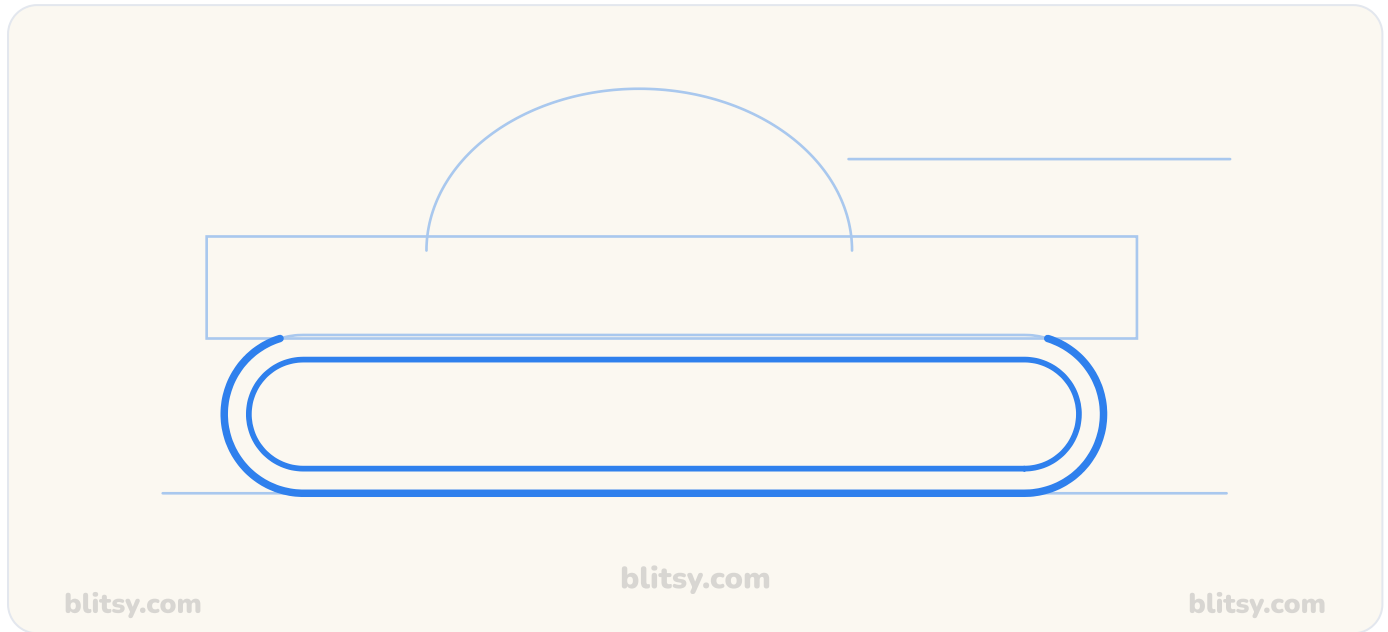
Near the bottom of the page, draw one long, flat line for the ground. Sitting right on it, sketch a long loop with round ends, like a stretched-out racetrack. I make this loop about four times longer than it is tall. That long, low shape is what tells everyone it's a tank.

 **Tip:** Draw the two straight sides first, then join them with the curved ends.

STEP 2 Sketch guides for the hull, turret and gun

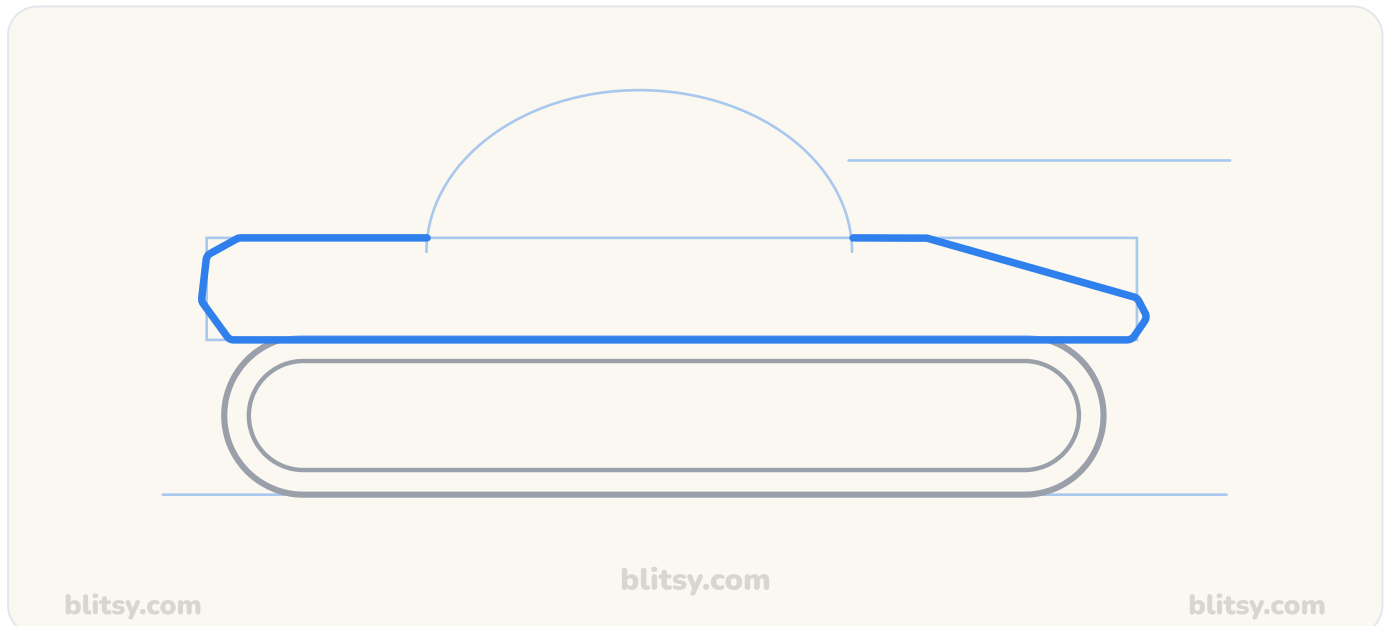
Above the loop, draw a flat rectangle that's a bit longer than the track; its bottom edge rests on top of the loop. On top of that box, a little left of center, add a half oval for the turret. Then draw one straight line sticking out to the right from the front of the half oval. That line shows where the gun barrel will go.

 **Tip:** Keep these guides faint enough to vanish under one pass of the eraser.

STEP 3 Trace the track outline

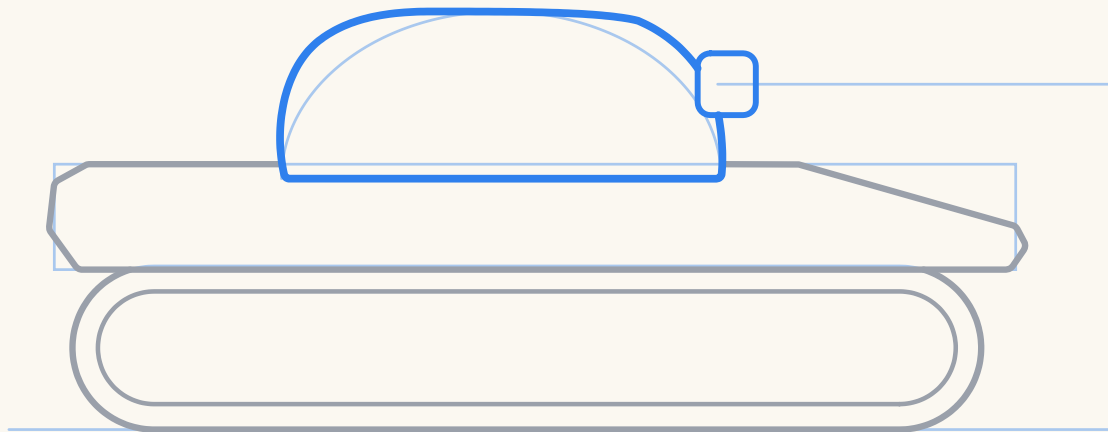
Go over the outside of the loop with a firm line, stopping where it tucks under the hull box. Then draw a second loop inside the first, about a finger's width in. The space between the two lines is the track band, the rubber and steel belt that the tank rolls on. Keep that gap the same width all the way round.

 **Tip:** Rotate the paper as you go around each curved end.

STEP 4 Draw the sloped hull

Now turn the hull box into a real shape. Round off the back corner, keep the top flat for most of the length, and then let the front slope down at a long angle to a short blunt nose. That slanted front plate gives the tank its forward-leaning look. Don't draw the part of the top edge where the turret will sit.

 **Tip:** Use a ruler for the long slope if your hand wobbles.

STEP 5 Shape the rounded turret

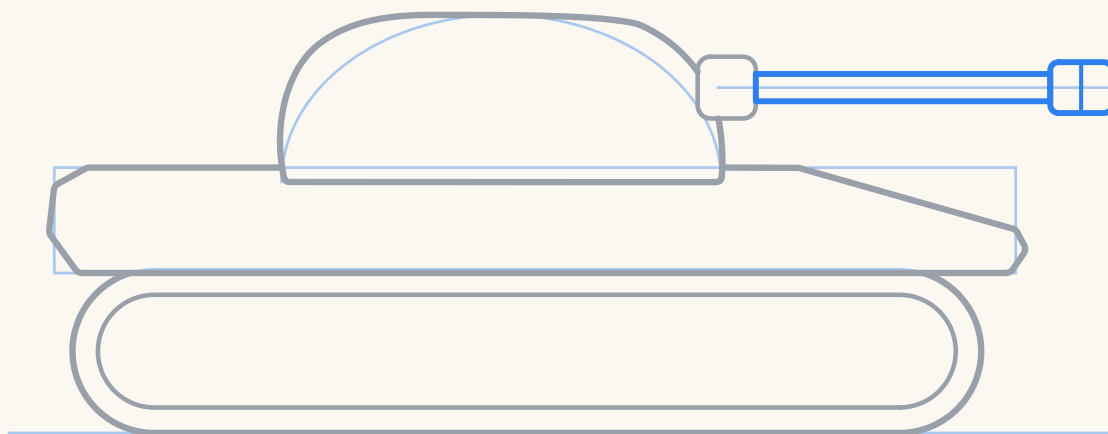
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Use the half oval as your guide, but flatten the top and let the front curve down a little more steeply than the back. The turret should cover about half the hull's length. On the front of the turret, add a small rounded block called the mantlet. It's the piece the gun barrel pokes out of.

 **Tip:** Make the turret bottom a straight line that sits on the deck.

STEP 6 Add the gun barrel and muzzle

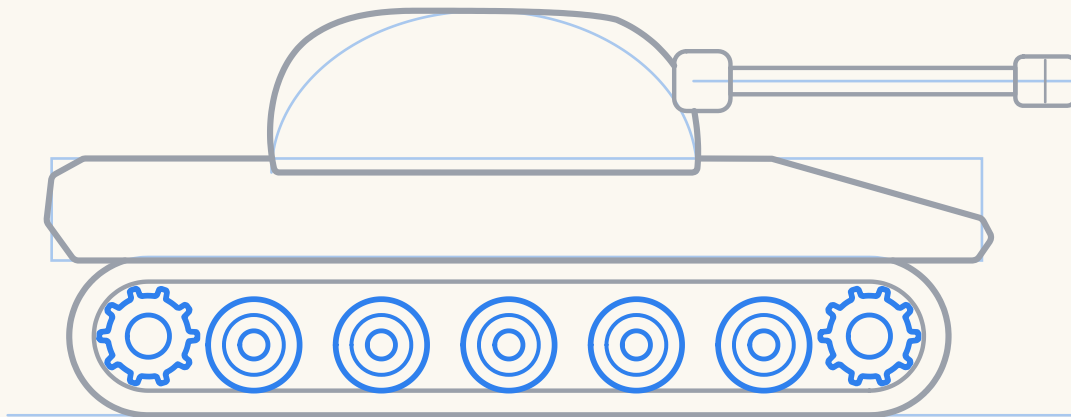
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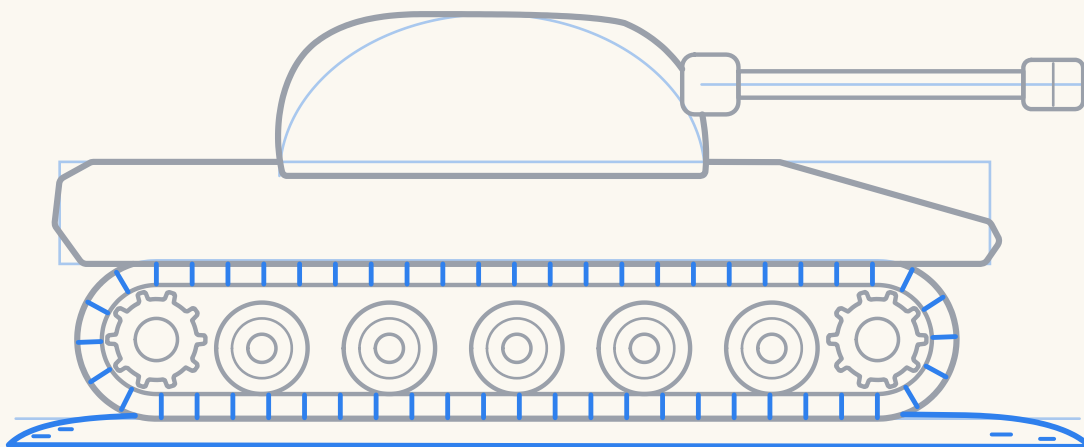
Following the straight guide line, draw two long parallel lines from the mantlet out to the right. At the end, add a slightly taller rectangle for the muzzle and split it with one short line down the middle. I let the barrel reach a little past the front of the hull, because a short barrel makes the tank look stubby.

 **Tip:** Check that the two barrel lines stay the same distance apart.

STEP 7 Draw the sprockets and road wheels

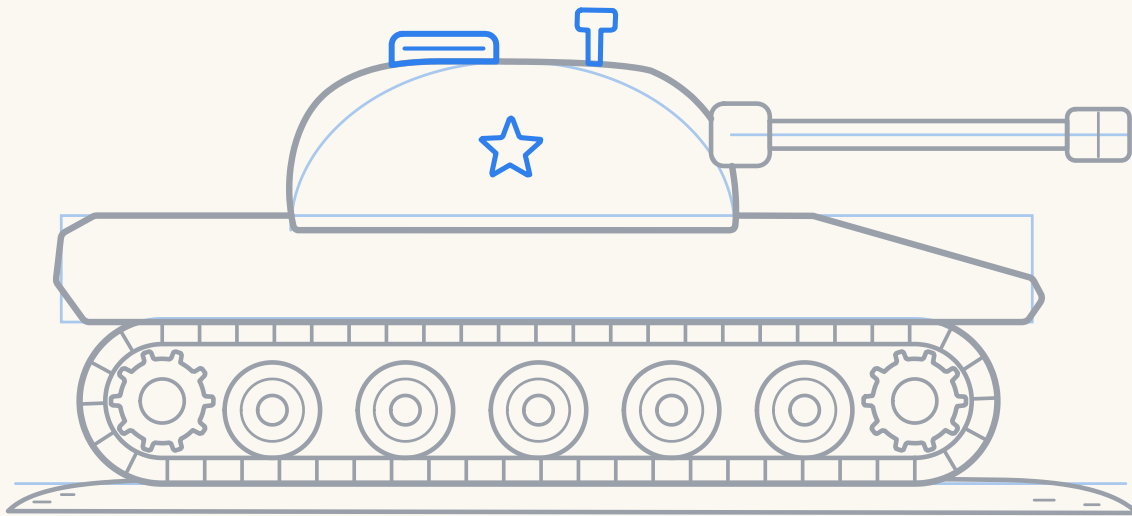
Inside each curved end of the track, draw a round gear with small teeth all around it. These are the sprockets, and their teeth grip the track and pull it around, which is how a tank moves. Between them, draw five road wheels in a row along the bottom. Give every wheel a ring and a little hub circle in the middle.

 **Tip:** Space the five wheels evenly before adding any rings.

STEP 8 Mark the treads and the dirt

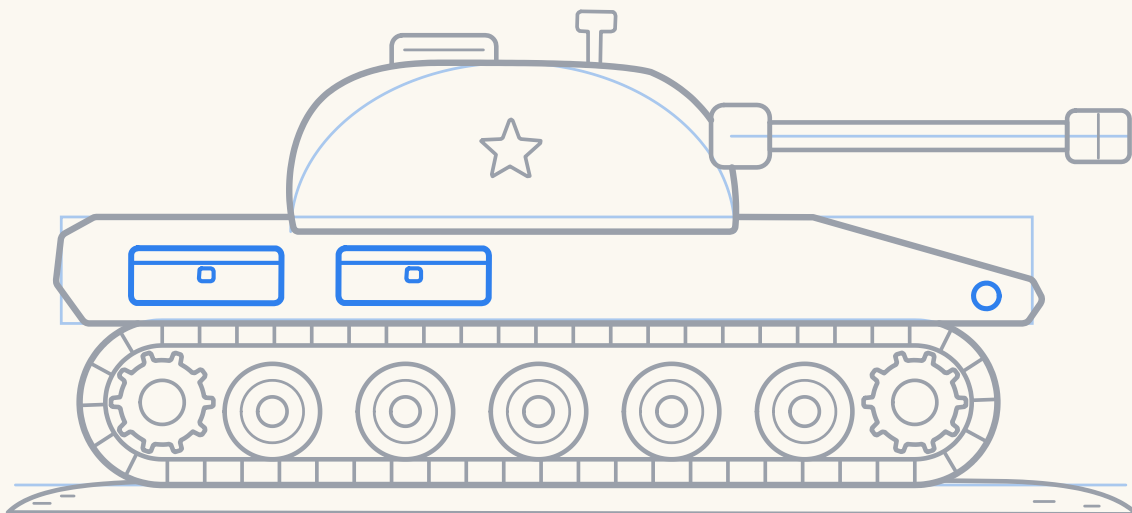
Across the track band, draw short lines from the inner edge to the outer edge, spaced evenly like the rungs of a ladder. On the curved ends, angle them so they point toward the center of the sprocket. Under the tank, sketch a low strip of dirt with ends that dip down, plus a few dashes for pebbles.

 **Tip:** Draw every tenth mark first, then fill in between them.

STEP 9 Add the hatch, periscope and star

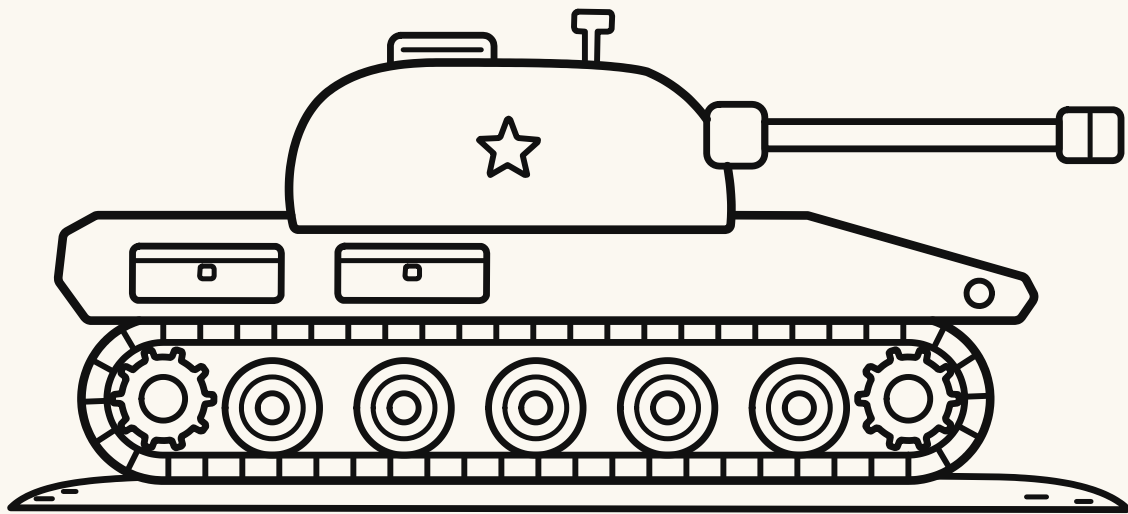
On top of the turret, draw a short rounded box for the hatch, with a thin line across it for the lid. A bit further forward, add a periscope: a thin post with a small flat box on top. It lets the crew see out without opening the hatch. Finish with a simple five-point star on the turret side.

 **Tip:** Start the star at the top point and go around without lifting the pencil.

STEP 10 Draw the storage boxes and headlight

On the side of the hull, under the turret, draw two long boxes with rounded corners. Add a lid line near the top of each one and a tiny square latch in the middle. Then put a small round headlight on the sloped front. Younger kids can skip the latches.

 **Tip:** Line up the tops of both boxes with each other.

STEP 11 Ink the lines and erase the guides

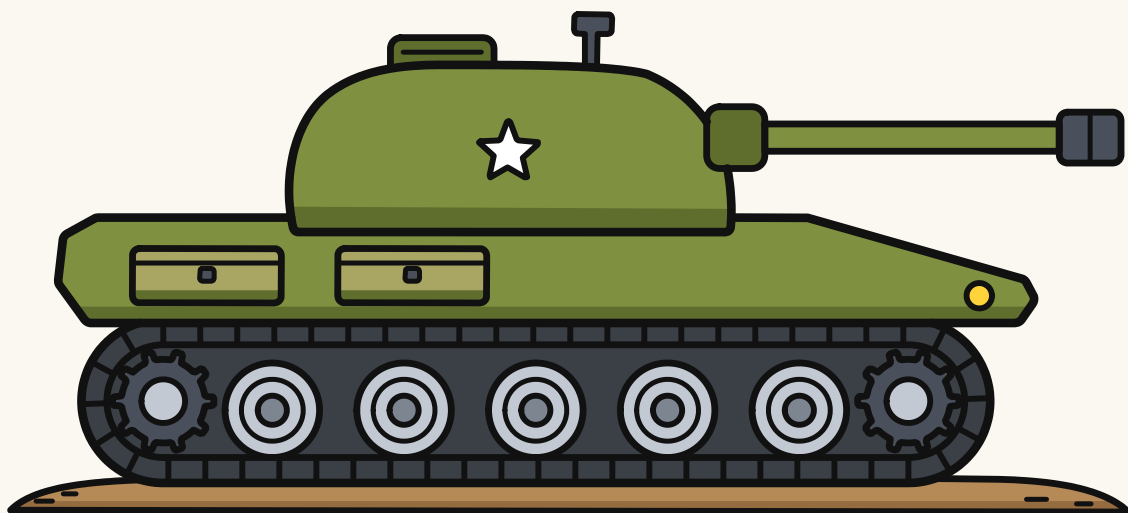
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Trace every line you want to keep with the fineliner. I go from top to bottom: turret and barrel first, then the hull, and the track with its wheels last. Wait a minute or two for the ink to dry before erasing. Then rub out the box, the half oval, the barrel line, the first loop and the ground line.

Tip: Ink the wheel circles in small arcs rather than one big swing.

STEP 12 Color the tank

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Fill the hull and turret with olive green, and the barrel too. Use dark green along the bottom of the hull and turret for shadow, and on the hatch and mantlet. The storage boxes are khaki, the star stays white and the headlight is yellow. Color the track black, the road wheels light gray and the sprockets and muzzle dark gray. Tan finishes the dirt.

Tip: Leave the white star alone and color carefully around it.