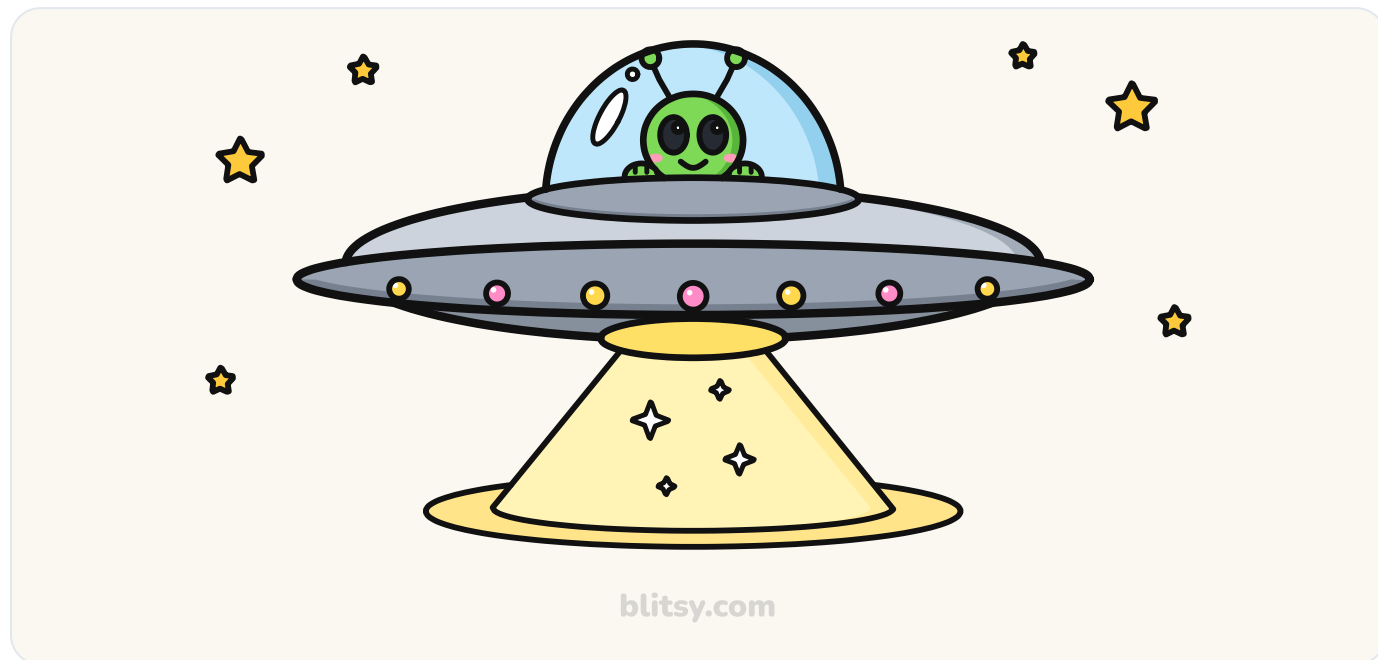


How to Draw a UFO

12 easy steps for beginners



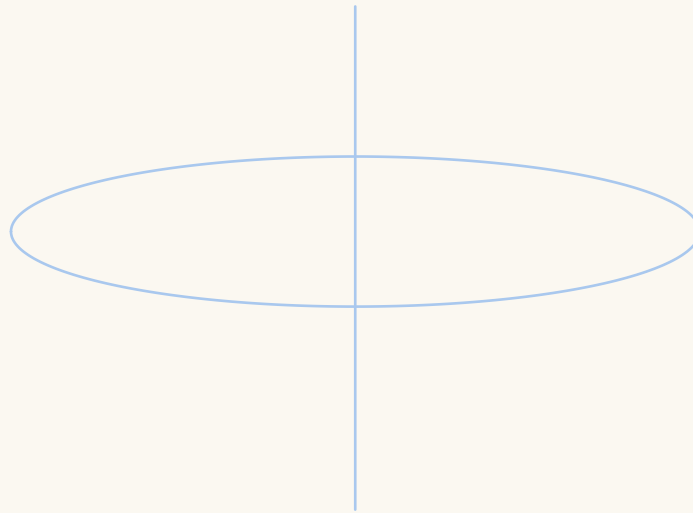
What you'll need

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

How to use this guide

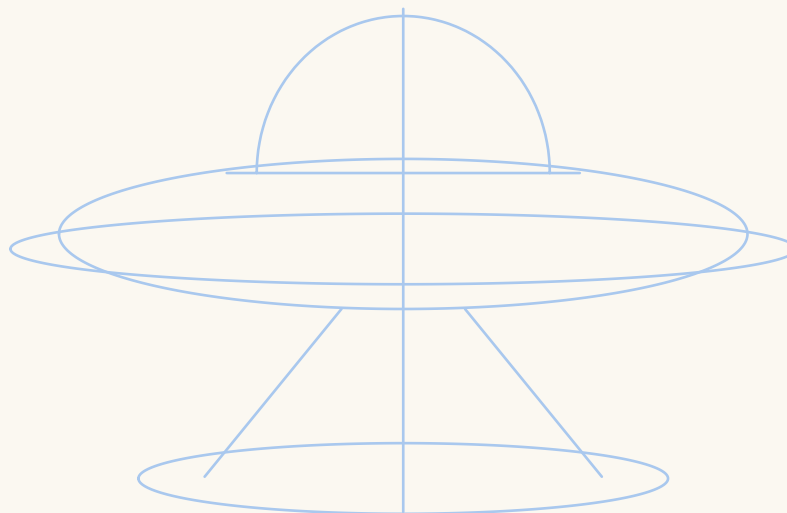
New lines for each step are shown in **blue**; lines you already drew are gray. Draw lightly first, then ink and erase near the end.

[Read the full tutorial online →](#)

STEP 1 Draw a center line and a wide oval

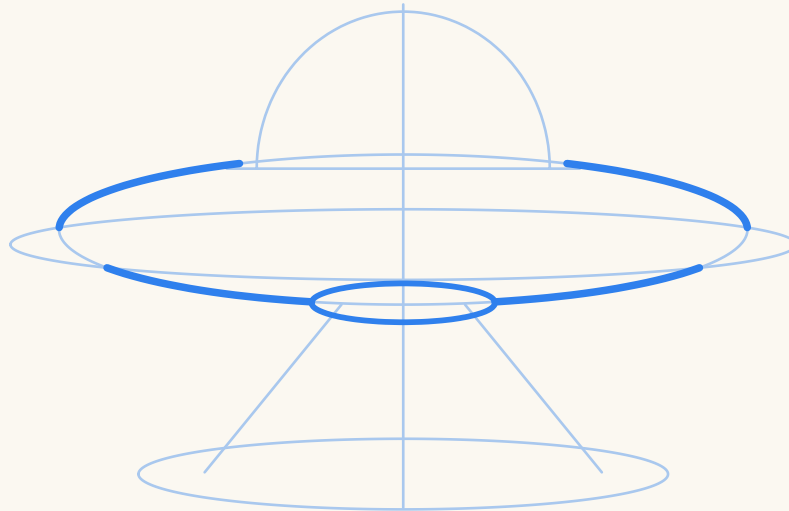
Turn your paper sideways and draw a vertical line down the middle. Across the upper half of that line, draw a long, flat oval that is about four or five times wider than it is tall. This is the body of the saucer, and it sets the size of everything else, so give it most of the page width.

 **Tip:** Sketch the oval in two halves, left then right, meeting on the line.

STEP 2 Add guides for the rim, dome and beam

Draw a second oval just a little lower than the first, wider but even flatter. That's the rim that sticks out around the saucer. On top, sketch a half circle sitting on a short flat line for the dome. Then draw two slanted lines spreading down from under the ship and a flat oval on the ground where they end. Together they make a cone of light, and my advice is to keep these extra lines really faint.

 **Tip:** Keep the dome narrower than half of the big oval, or the ship looks top-heavy.

STEP 3 Outline the saucer disc and the hatch

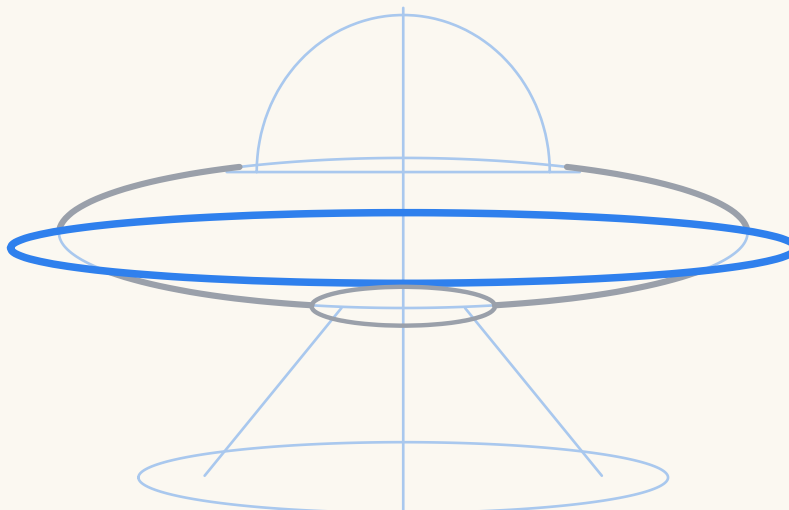
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Go over the first oval with a firmer line, but leave two gaps: one at the top where the dome will sit, and one across the middle where the rim covers it. Under the ship, draw a small flat oval on the center line. That's the hatch the light comes out of. I like to place it so it overlaps the bottom of the saucer a little, which makes it look attached.

 **Tip:** Stop the pencil at the guides rather than drawing through them.

STEP 4 Draw the wide rim band

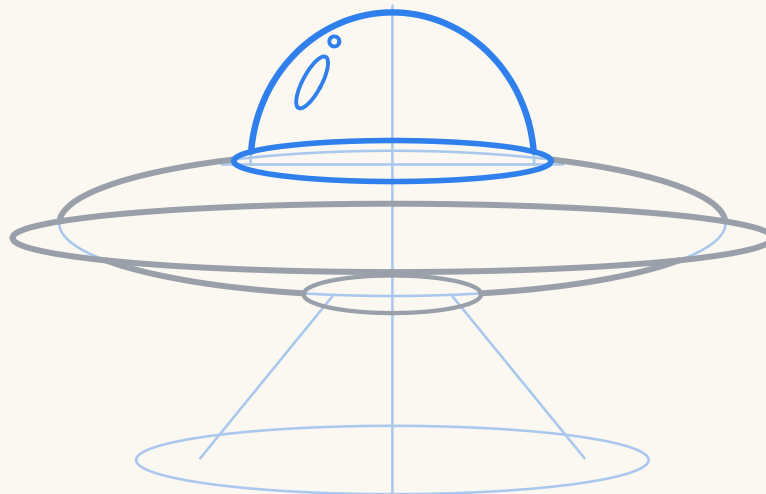
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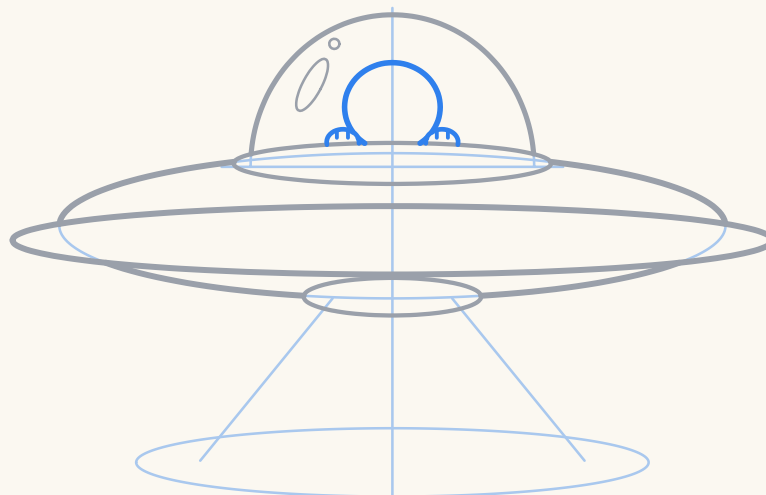
Trace the second, wider oval as one complete loop. Because it's drawn in front of the disc, it doesn't need any gaps. I think of this band as the part that turns a pebble into a flying saucer, so let its ends poke out past the disc on both sides.

 **Tip:** Turn your paper as you go so your hand follows the curve comfortably.

STEP 5 Add the collar and the glass dome

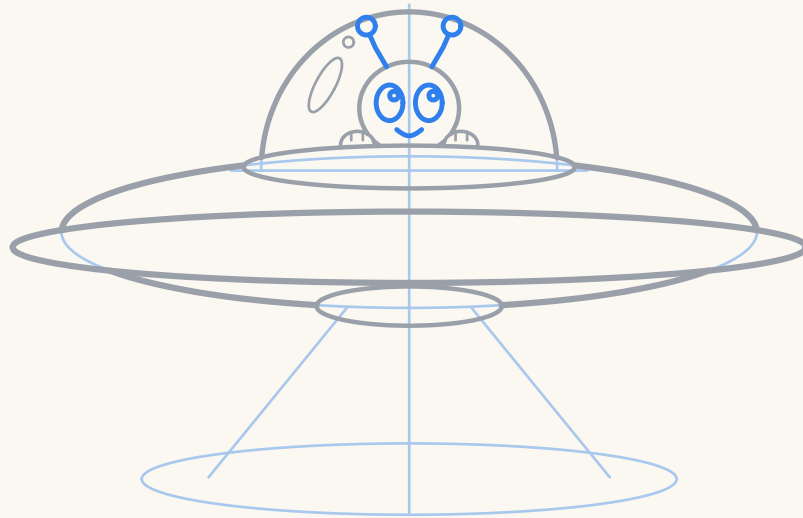
At the top gap, draw a small flat oval for the collar the dome sits in. Then curve the dome up from the collar's ends, using the half circle guide. Inside the glass, near the upper left, add a slanted skinny oval and a tiny circle. Those two marks are the shine, and they're the reason the dome will look like glass later.

 **Tip:** Put the shine on the same side every time you draw glass.

STEP 6 Draw the alien's head and hands

In the middle of the dome, draw a round head that sinks behind the collar at the bottom. On each side of it, add a small rounded bump resting on the collar with two short lines on top for fingers. Keep the head about a third as wide as the dome. Any bigger and the alien looks squashed inside its own ship.

 **Tip:** Hands that overlap the head a little make the alien look like it's leaning forward.

STEP 7 Give the alien big eyes and antennae

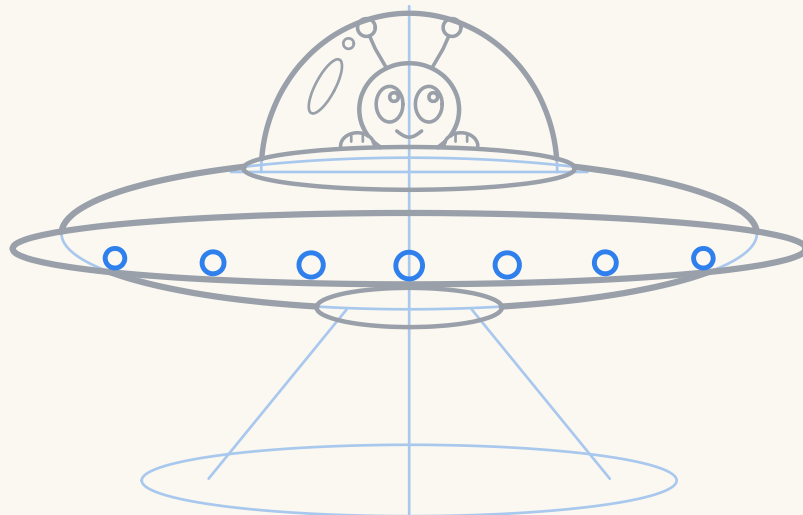
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Draw two tall ovals for eyes, close together and a bit above the middle of the head. Add a tiny circle in the top right of each one for the sparkle. A short curved smile goes underneath. Last, draw two thin antennae from the top of the head, leaning outward, with a small ball on each tip.

 **Tip:** Big eyes set low on the face read as friendly, not spooky.

STEP 8 Draw a row of round lights

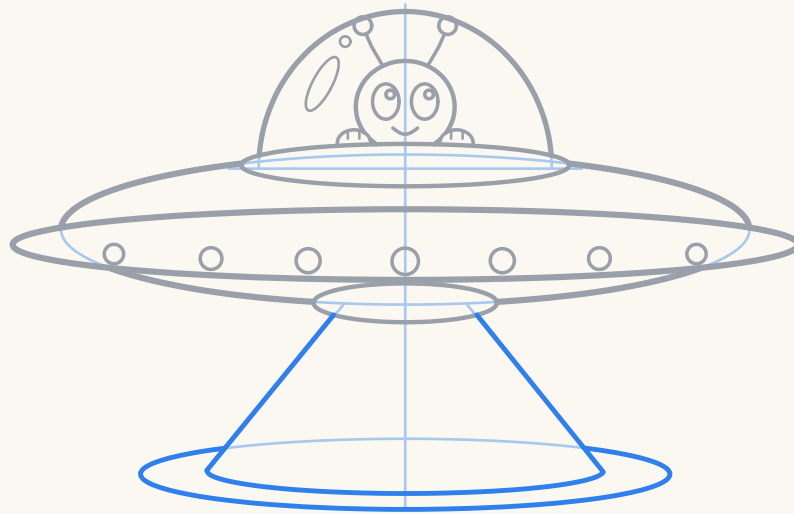
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Along the lower half of the rim band, draw seven circles in a gentle curve. Make the middle one the biggest and let them shrink toward the ends. That small change in size makes the rim look like it's wrapping around a round ship. I start with the center light and work outward, so the row stays even.

 **Tip:** Count the spaces between lights, not the lights, to keep them evenly spread.

STEP 9 Draw the glowing light beam

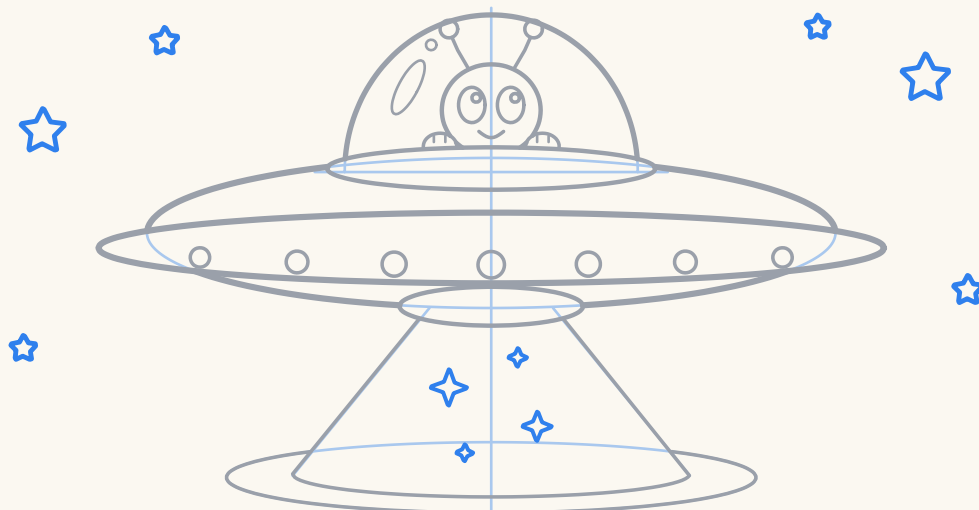
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Follow the two slanted guides from the hatch down toward the ground. Join their bottom ends with a curve that dips downward, like the front edge of a circle on the floor. Then trace the ground oval around it, leaving out the part that's hidden inside the beam. Using a ruler for the two straight sides is completely fine.

 **Tip:** Start each beam line right at the edge of the hatch so nothing floats.

STEP 10 Add sparkles and stars

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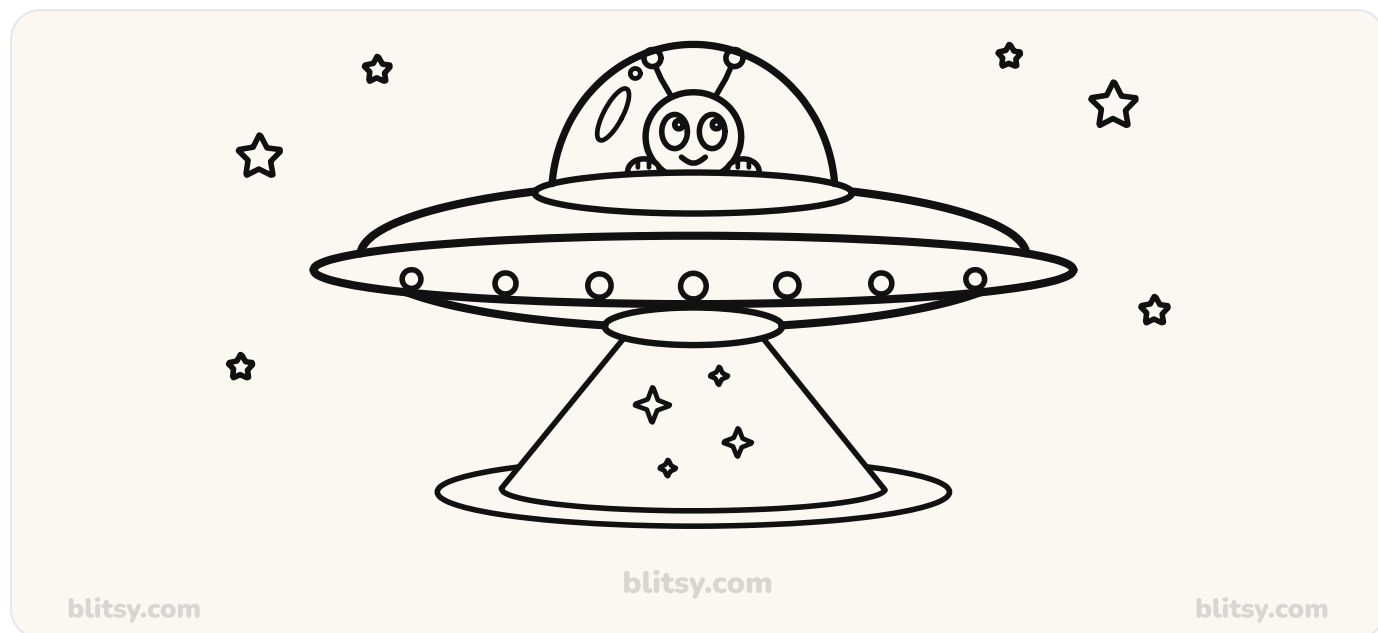
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Inside the beam, draw four little sparkles with four pointy tips each, in a mix of sizes. Then scatter six five-pointed stars in the empty sky around the saucer. Honestly, stars are tricky for a lot of people, and younger kids can swap them for dots or small crosses without losing anything.

 **Tip:** Leave a clear gap between every star and the ship.

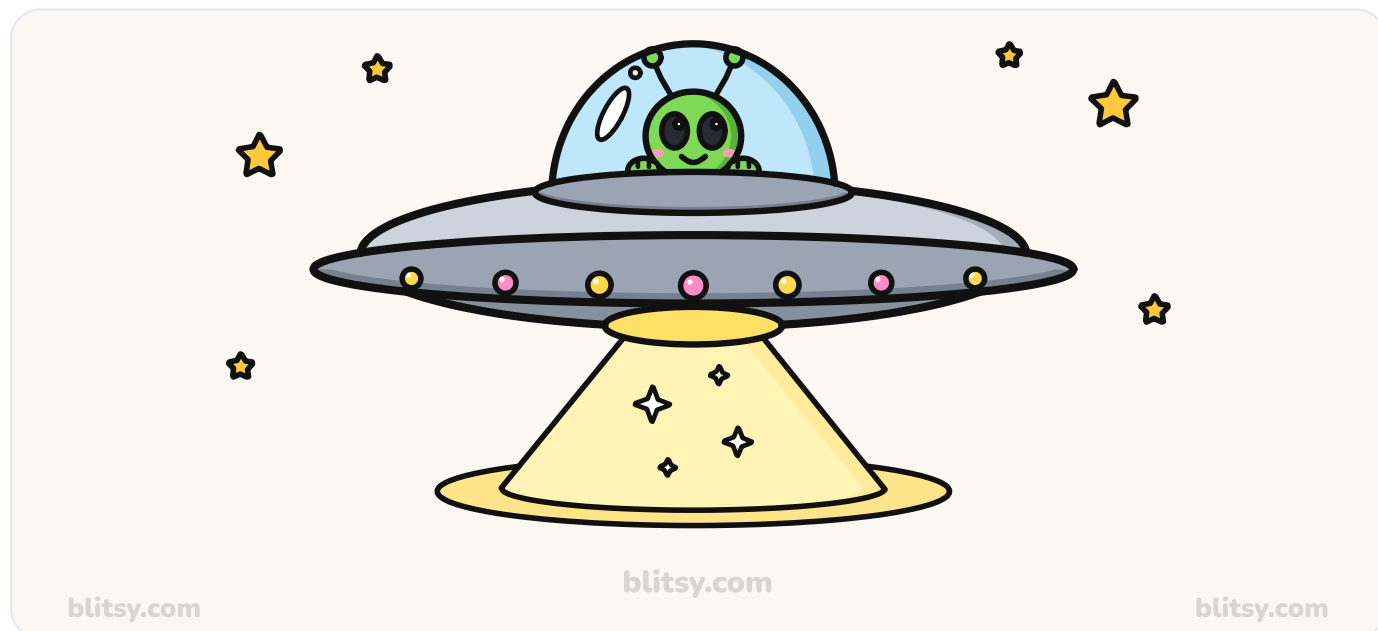
STEP 11 Ink the lines and erase the guides



Trace every keeper line with your black fineliner: the disc, rim, collar, dome, alien, lights, hatch, beam, ground glow, sparkles and stars. Wait a minute for the ink to dry. Then erase the center line, all the guide ovals, the half circle and the two slanted beam guides.

Tip: Ink small features like the fingers with a lighter, slower hand.

STEP 12 Color the UFO and its beam



Color the top of the saucer light gray and the rim and collar a darker gray, then press harder along the right edges for shade. The underside below the rim gets the darkest gray. Make the dome light blue but leave the shine white. Your alien is green with dark eyes and pink cheeks. Finish with yellow and pink lights, a pale yellow beam, a deeper yellow hatch and ground glow, and yellow stars.

Tip: Color the beam with soft side-to-side strokes so it looks like light.