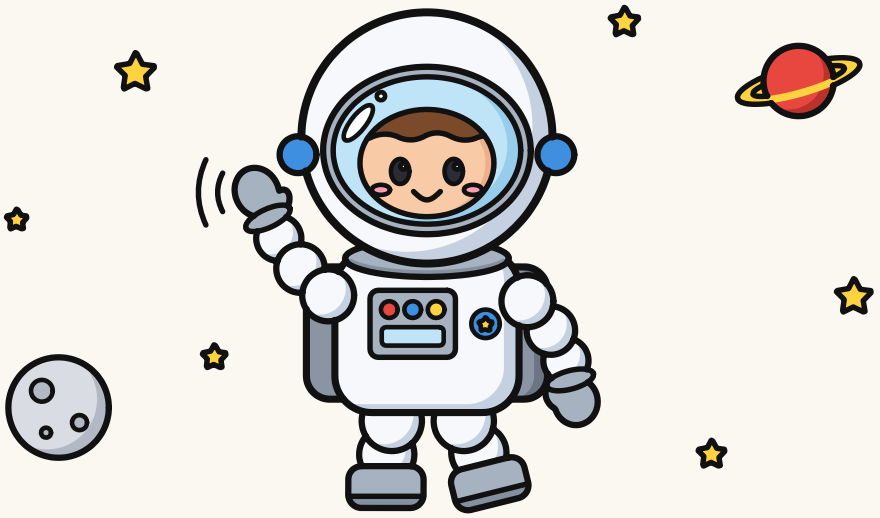
How to Draw an Astronaut

11 easy steps for beginners



What you'll need

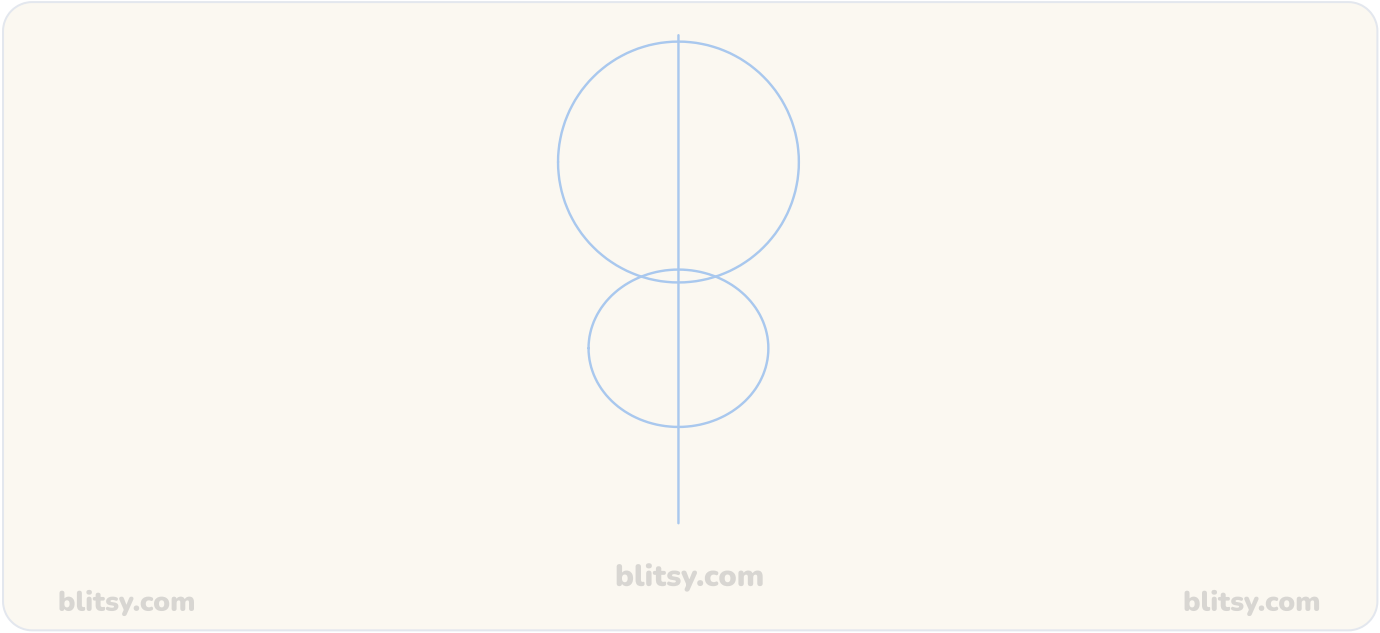
- A pencil
- An eraser
- A black fineliner
- Colored pencils
- Plain paper

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 →

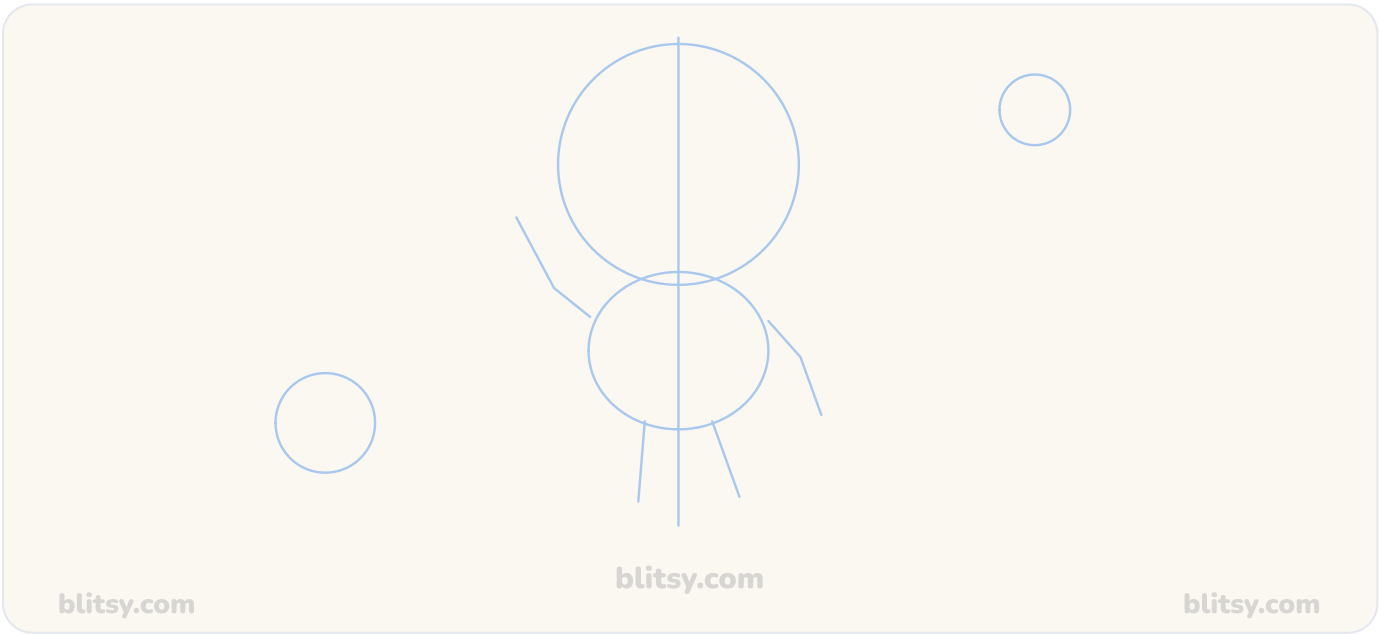
STEP 1 Sketch a big helmet circle and a body oval



Draw a light vertical line down the middle of the page. Near the top, draw a large circle centered on that line. Directly under it, add a smaller oval whose top tucks slightly inside the circle. In my version the oval is about two thirds as wide as the circle, and that difference is what gives the chibi look.

💡 **Tip:** If your circle wobbles, trace around a cup and keep moving.

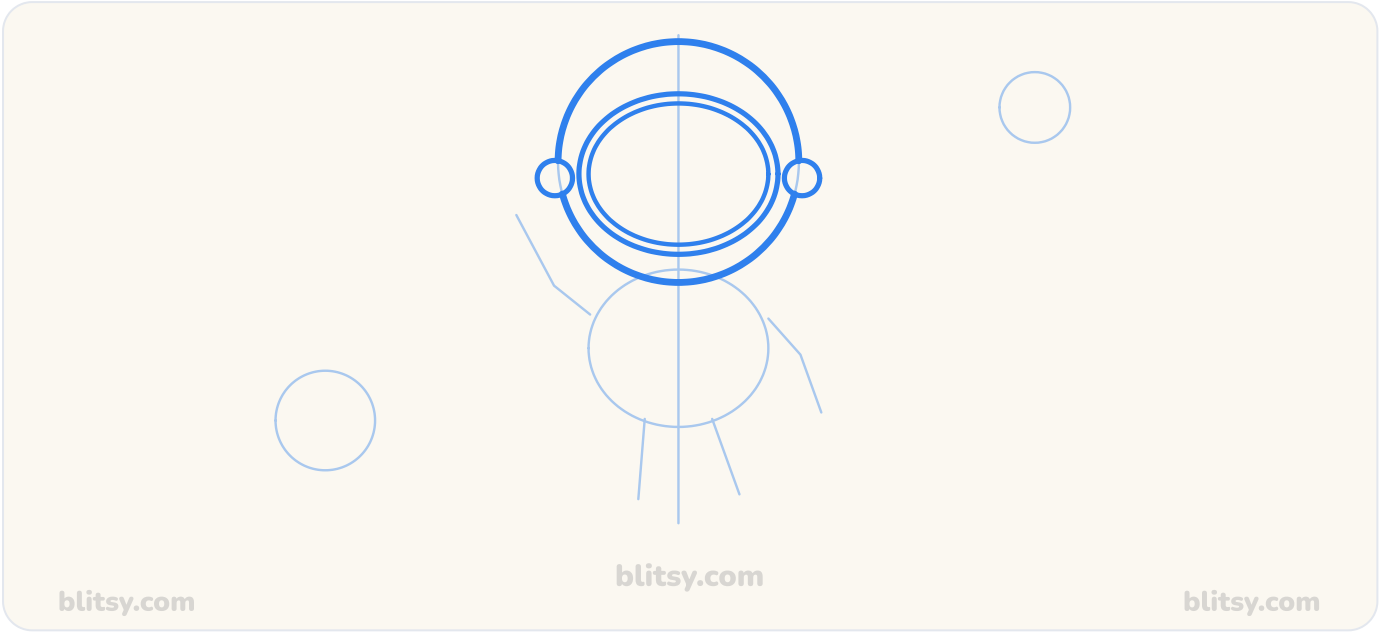
STEP 2 Add stick lines for the limbs and two space circles



From the upper left of the oval, draw a bent line going up and out; this will be the waving arm. On the right, draw a shorter line bending down. Two lines drop from the bottom for the legs, the right one angled outward as if it's kicking gently. Then place a medium circle low on the left for the moon and a small one high on the right for a planet.

💡 **Tip:** Bend the raised arm at the elbow so the wave looks relaxed, not stiff.

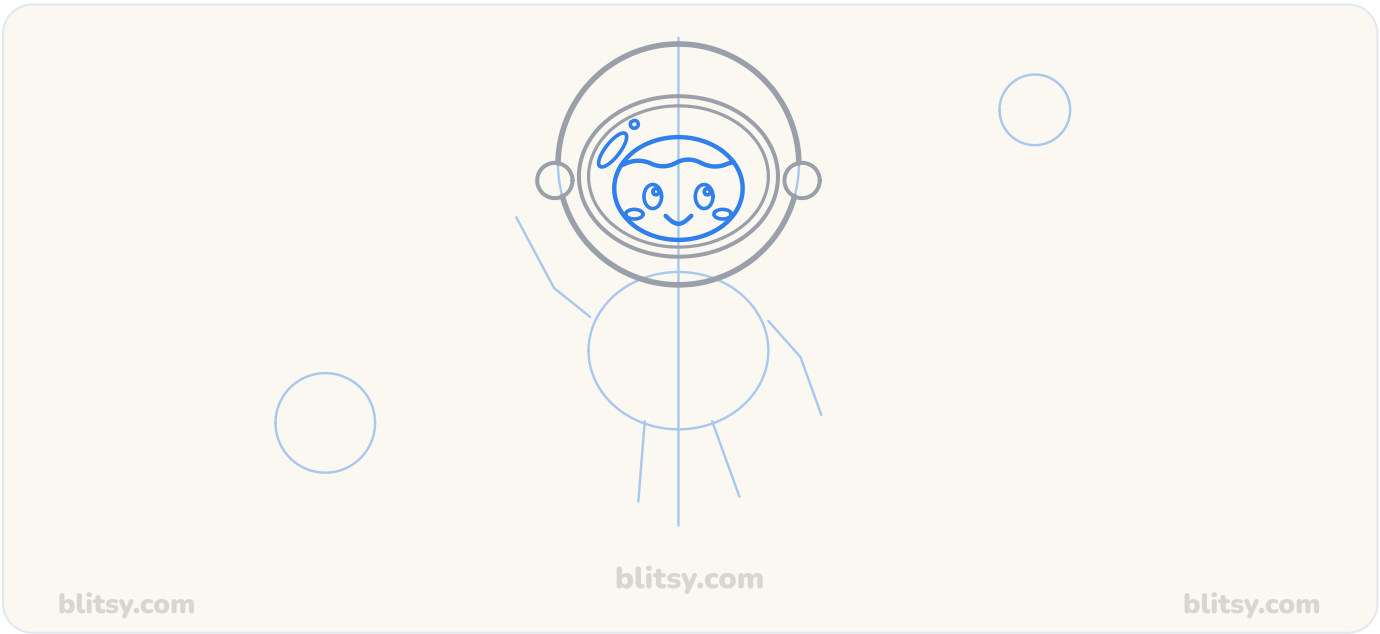
STEP 3 Draw the helmet, the visor and the ear knobs



Trace the helmet circle firmly. Inside it, draw a wide oval for the visor that sits slightly below center, then draw a second oval just outside it to make the visor's rim. Finish with a small circle on each side of the helmet. I place these knobs level with the middle of the visor, because higher up they start to look like ears on a bear.

💡 **Tip:** Leave a thick band of helmet showing above the visor, not a thin sliver.

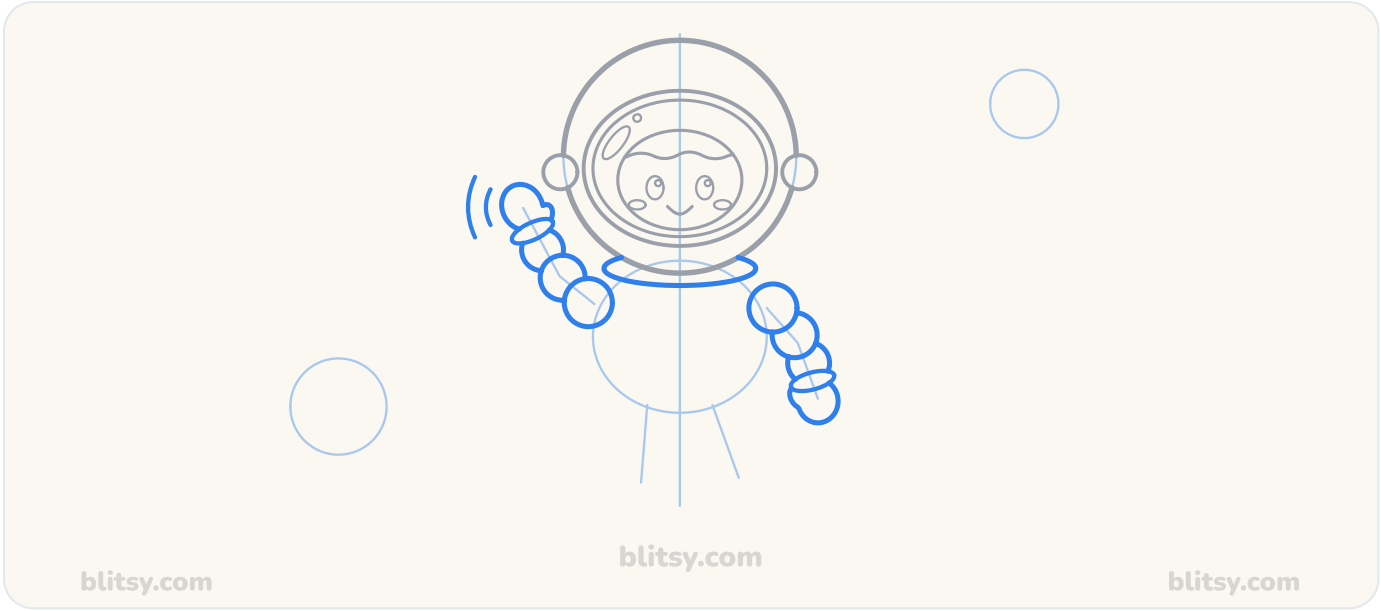
STEP 4 Draw a happy face inside the visor



Put a round face in the lower part of the visor, leaving a gap of glass all around it. Across the top of the face, draw a wavy line for the hair fringe. Two tall oval eyes go about halfway down, each with a tiny circle for sparkle, and a small curved smile sits between them. Add flat ovals on the cheeks. In the empty glass at the top left, draw a slanted streak and a dot for the shine.

💡 **Tip:** Space the eyes about one eye-width apart for the friendliest look.

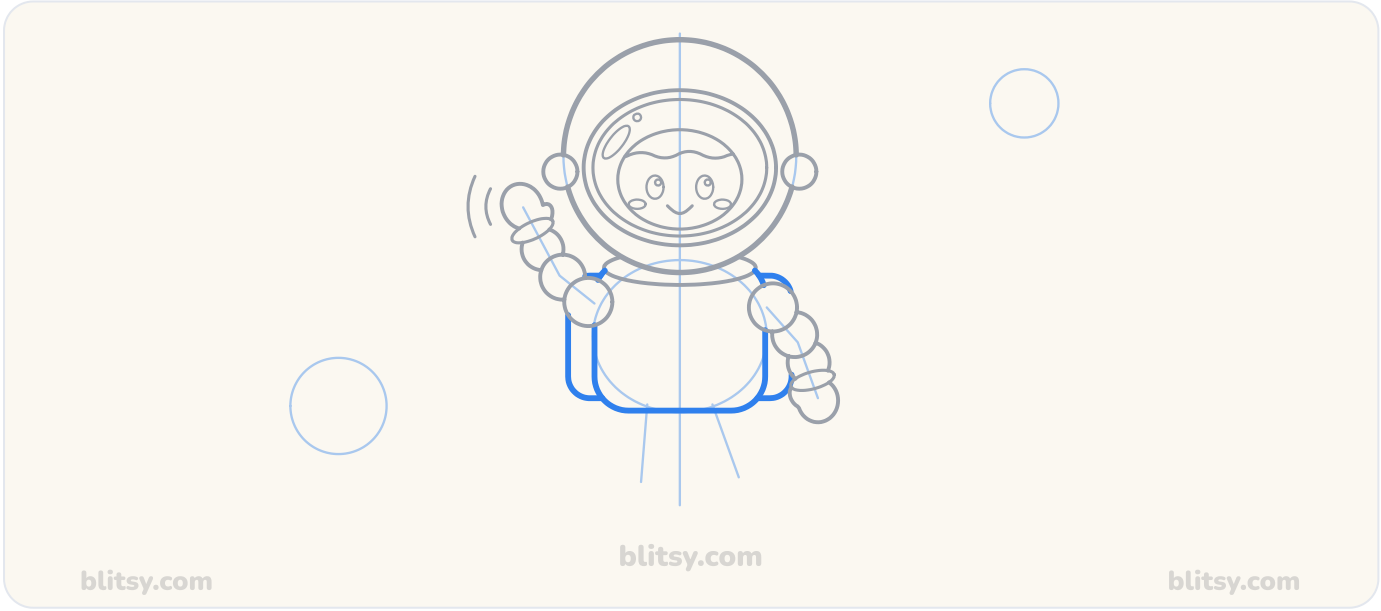
STEP 5 Add the collar and the two puffy arms



Draw a flat oval under the helmet for the neck ring. Now build each arm from three circles that overlap along the stick lines, getting slightly smaller toward the hand. On the raised arm, add a mitten glove with a thumb pointing toward the helmet. The other arm ends in a mitten facing down. Draw a thin oval cuff where each glove meets the sleeve, plus two curved wave marks beside the raised hand.

💡 **Tip:** Where two arm circles overlap, draw only the front one fully.

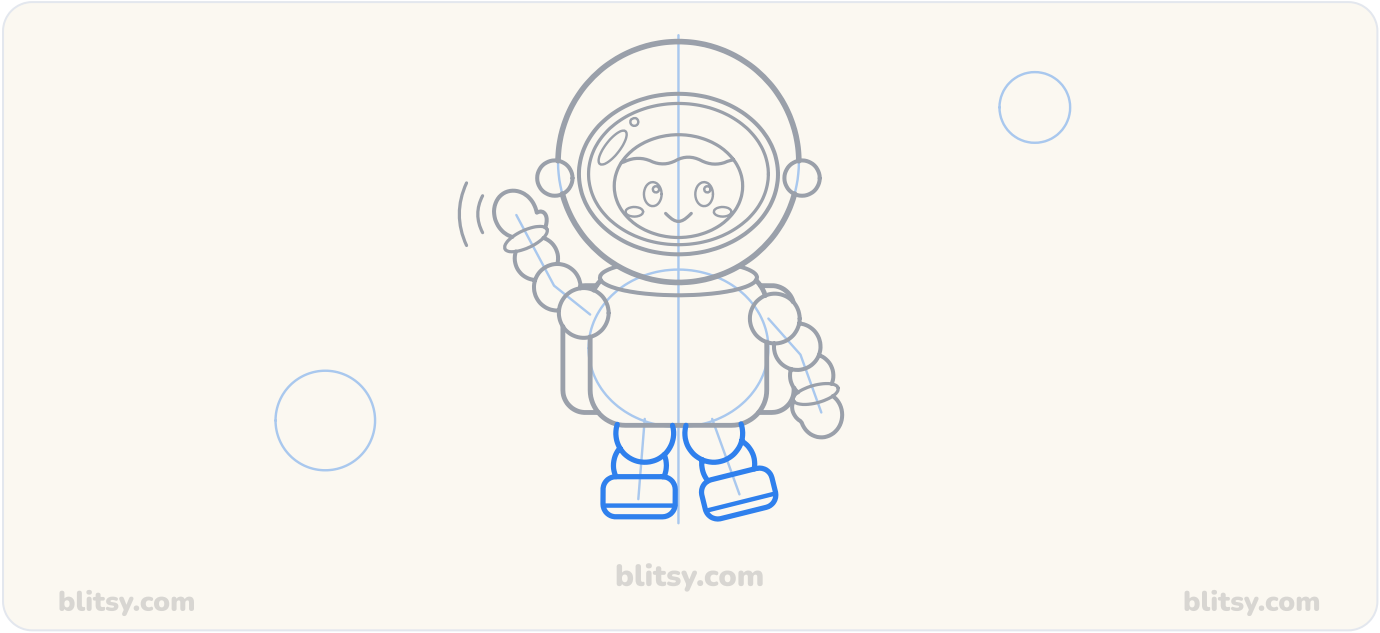
STEP 6 Draw the body and the backpack



Using the oval as a guide, draw a rounded box for the suit's body, tucked between the two shoulders and under the collar. Behind it, draw a second, wider rounded box for the life-support backpack. Only its sides peek out, so you're really just drawing two short curved edges. Stop every line where it reaches an arm.

💡 **Tip:** Round the corners generously; sharp corners make the suit look like a robot.

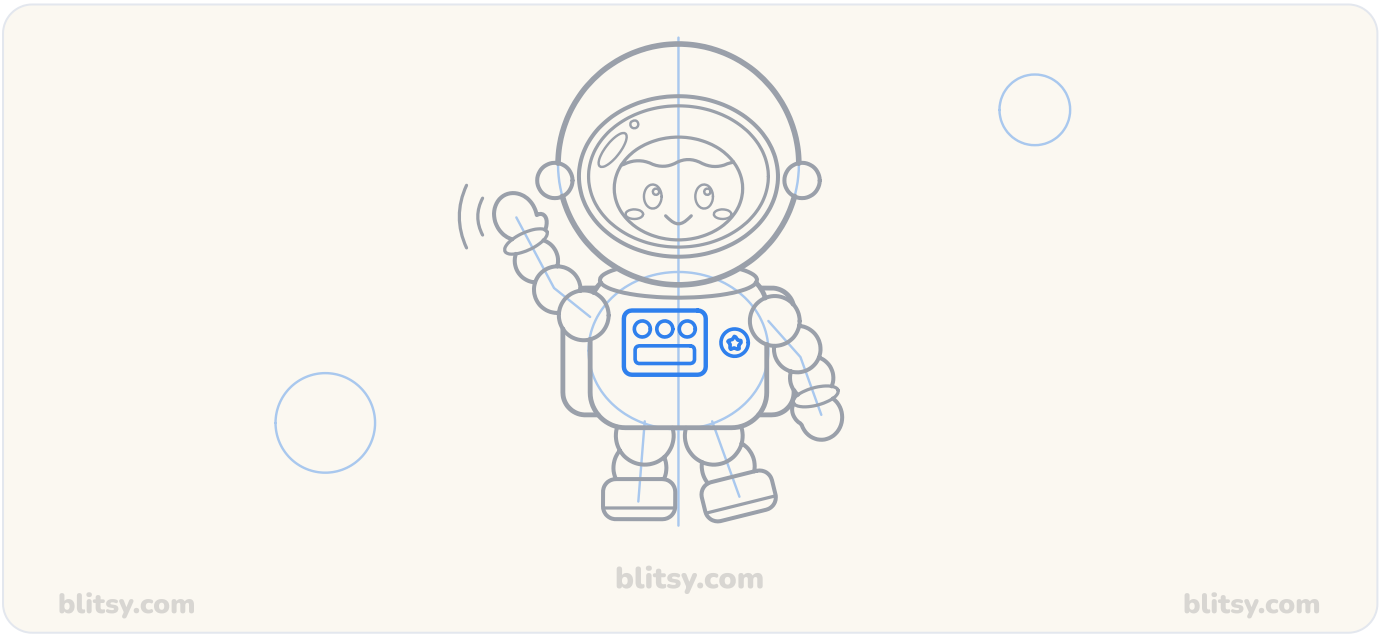
STEP 7 Add the legs and the chunky boots



Below the body, draw two puffy circles for each leg, one tucked under the other. Follow the leg guides, so the right leg drifts outward. Then add a wide rounded rectangle under each leg for a boot, tilting the right boot a little to match the leg. A straight line across the bottom of each boot makes the sole. Big boots help balance that huge helmet.

💡 **Tip:** Make the boots wider than the legs so they feel heavy and solid.

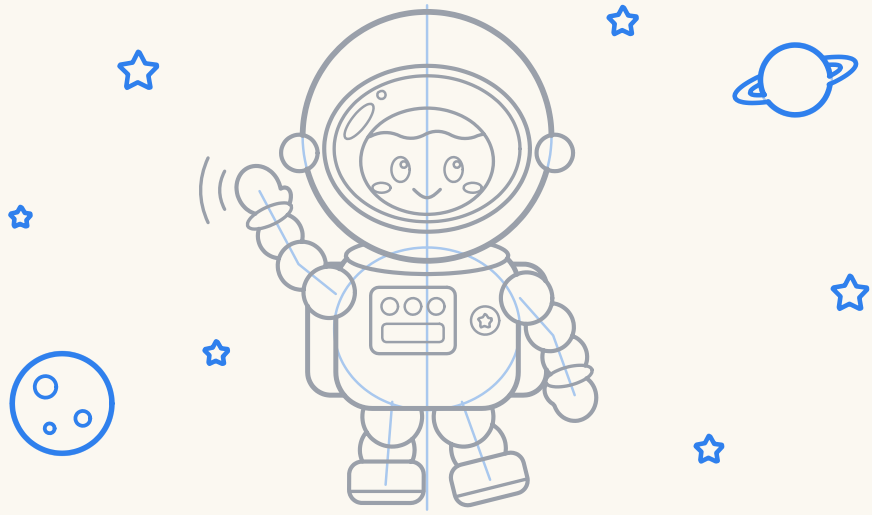
STEP 8 Draw the control panel and the star patch



On the left of the chest, draw a small rounded rectangle for the control panel. Inside, add three little circles in a row for buttons and a thin rectangle underneath for a screen. To the right of the panel, draw a small circle with a five-pointed star inside it. That patch is made up, which I'd recommend over copying a real flag, since it keeps the drawing simple.

💡 **Tip:** Draw the middle button first, then one on each side.

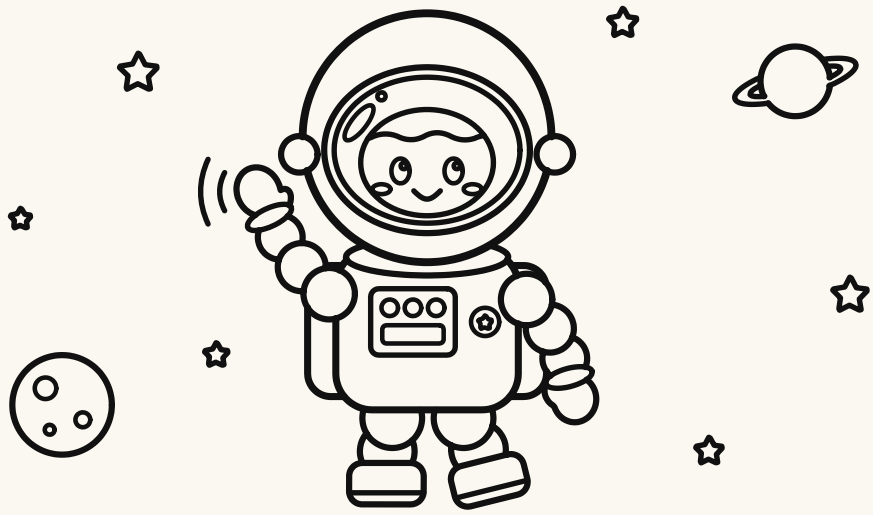
STEP 9 Add the moon, the planet and some stars



Trace the moon circle and add three craters of different sizes. Over the planet circle, draw a thin tilted ring, letting the back half of the ring disappear behind the planet. Then scatter about six stars around the empty sky. Honestly, five-pointed stars trip up plenty of grown-ups, so small kids can use dots or tiny crosses instead.

💡 **Tip:** Vary the star sizes so the sky feels deep instead of flat.

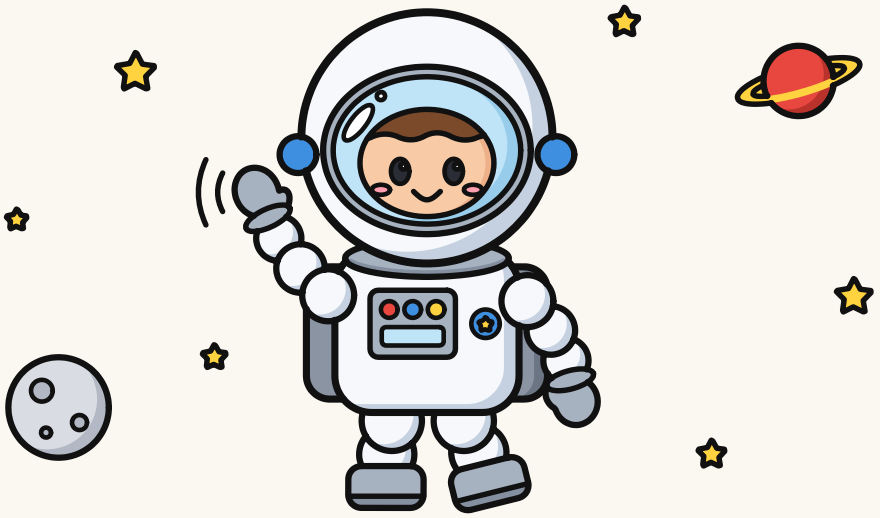
STEP 10 Ink every line and erase the guides



Go over all your keeper lines with the black pen: helmet, visor, face, arms, gloves, body, backpack, legs, boots, panel, patch, plus the space objects. Give the ink a minute to dry. Then erase the center line, the circle and oval guides, the stick limbs and the two space circles.

💡 **Tip:** Ink the face last, when your hand is warmed up and steady.

STEP 11 Color the astronaut and the sky



Leave the suit and helmet white, but add pale blue-gray along the right side of every puff and the helmet. That soft shadow is what makes white look round. Gloves and boots are gray, as are the visor rim, collar and panel. The backpack takes a darker gray. Color the glass light blue around a white shine, the face peach and the hair brown. Color one button red, one blue and one yellow, make the knobs blue, then add a gray moon, a red planet with a yellow ring and yellow stars.

💡 **Tip:** Shade white areas with very light pressure; you can always add more.