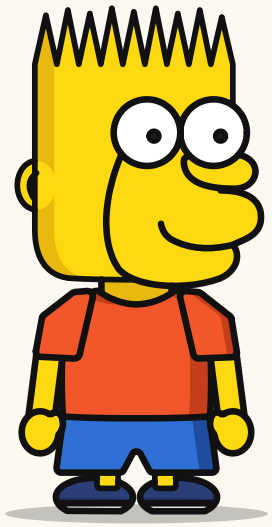
How to Draw Bart Simpson

11 easy steps for beginners



What you'll need

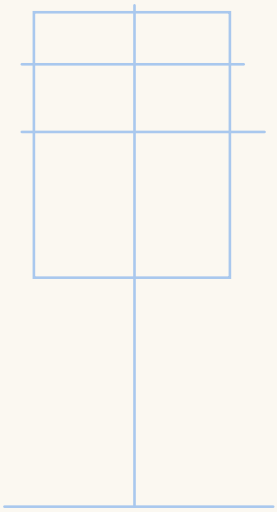
- A pencil
- An eraser
- A black fineliner
- Colored pencils or markers
- White paper

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 →

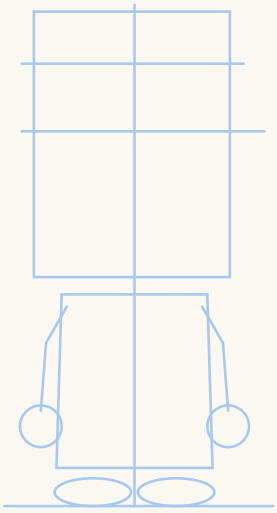
STEP 1 Draw a tall box for the head



Start with a light vertical center line and a flat ground line near the bottom of the page. Above the middle, sketch a rectangle that is taller than it is wide; this box holds the whole head. Add two level lines across it: one near the top where the spikes begin, and one a little above the middle for the eyes.

💡 **Tip:** Leave space on the right of the box, because the eyes and nose will poke out past it later.

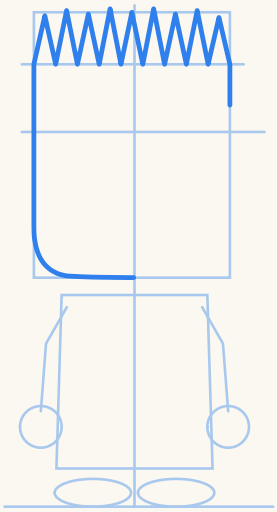
STEP 2 Block in the body with arm and foot guides



Bart is short, so his body is only about as tall as his head. Draw a second box under the head for the shirt and shorts together. Add slanted stick lines for both arms, a circle at the end of each for the hands, and two flat ovals sitting on the ground line for the sneakers.

💡 **Tip:** Keep a small gap between the head box and the body box; that gap becomes his neck.

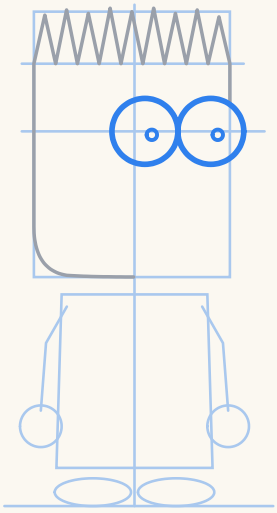
STEP 3 Outline the head and its nine spikes



Now the real lines begin. Across the top line of the box, draw a zig-zag of nine sharp triangles, all close to the same height. Run the outline straight down the left side and round the bottom corner. On the right, stop at the eye line. I leave that side open on purpose, because the eyes and muzzle will close it.

💡 **Tip:** Count the spikes out loud as you draw them; nine points is what makes it look like Bart.

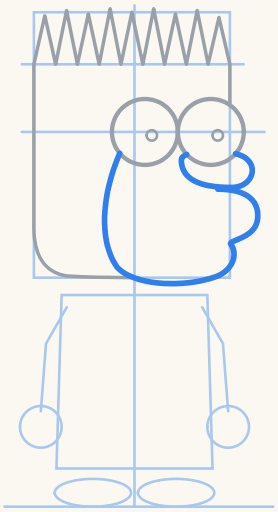
STEP 4 Add two big eyes that touch



Draw two large circles on the eye line, side by side so they just touch in the middle. Shift them toward the right half of the head, and let the right circle stick out past the head edge. That bulge gives the little head turn. Put a small black dot in each eye, both nudged to the right.

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

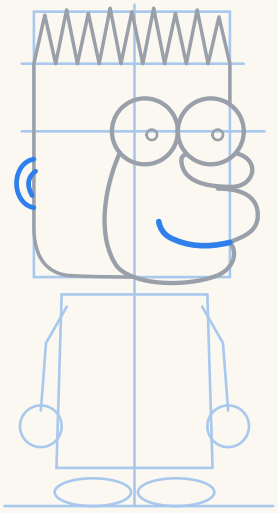
STEP 5 Draw the nose and the overbite muzzle



Under the eyes, add a short rounded nose that points to the right like a stubby thumb. Below it comes the muzzle, the part that really sells the character. Start a curve at the bottom of the left eye, swing it down past the chin, then push it forward into a big rounded upper lip with a small notch under it.

💡 **Tip:** Make the upper lip stick out farther than the chin; that overbite is half of his attitude.

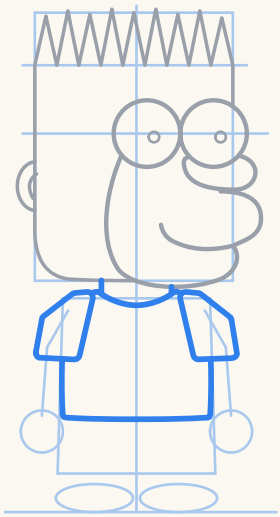
STEP 6 Give him a smirk and an ear



Start the mouth line at the notch and curve it back into the muzzle, then flick the far end upward. One raised corner reads as a smirk; two would turn it into a polite smile. On the left side of the head, roughly level with the nose, draw a half-circle ear with a small curl inside.

💡 **Tip:** Draw the ear smaller than you think. A large one pulls attention away from the face.

STEP 7 Draw the neck and the T-shirt

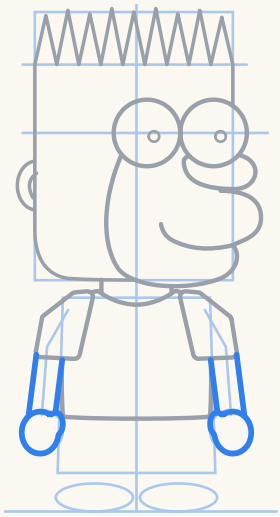


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A short neck connects the bottom of the head to a round collar. From the collar, draw the shirt as a simple box with slightly sloped shoulders and a straight hem. Add two short sleeves that angle outward, ending around the middle of the shirt.

💡 **Tip:** Curve the collar down like a shallow U; a flat collar makes the shirt look like a box lid.

STEP 8 Add the arms and simple hands

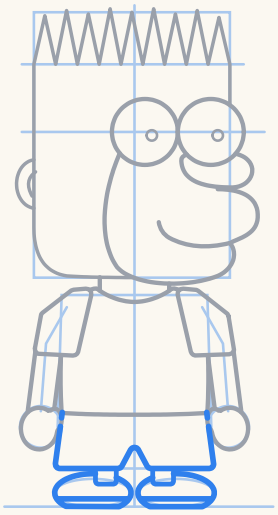


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Each arm is a thin tube coming out of the sleeve and running down along the guide line. Finish it with a round mitten hand and a small thumb bump on the inside. Most beginners make cartoon arms too thick, so check that each one is narrower than the sleeve opening.

💡 **Tip:** Let the hands hang a little lower than the shirt hem so they don't disappear behind it.

STEP 9 Finish with the shorts and sneakers

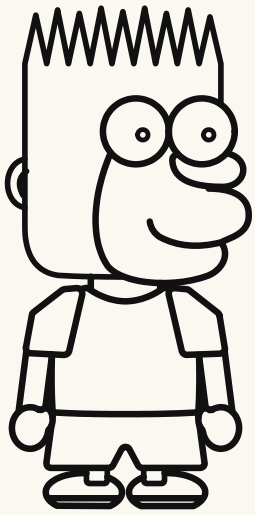


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The shorts start right under the shirt hem and stop well above the ground. Draw them as one wide shape with a small upside-down V between the legs. Below, two short thin legs lead to rounded sneakers whose toes point slightly outward. A straight line near the bottom of each shoe marks the sole.

💡 **Tip:** Keep the legs very short. Long legs change the whole character into somebody older.

STEP 10 Ink the outline and erase the guides

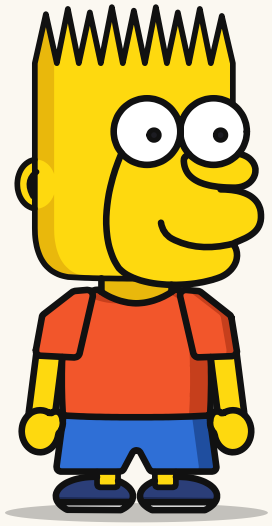


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Trace every keeper line with the black pen. I ink the face first while my hand is fresh, then the spikes, then work down to the shoes. Skip the helper boxes and stick lines. Once the ink has dried for a minute, erase all the pencil underneath.

💡 **Tip:** Turn the paper as you ink the spikes so every stroke pulls toward you.

STEP 11 Color your Bart



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Yellow goes on all the skin: head, ear, neck, then the arms and legs. The shirt is orange-red, the shorts are a medium blue and the sneakers are a darker blue with white soles. Leave the eyes white with black pupils. A deeper yellow down the back of the head and a darker orange on one side of the shirt add a bit of depth.

💡 **Tip:** Color the big yellow areas with small overlapping circles, which hides streaky pencil marks.