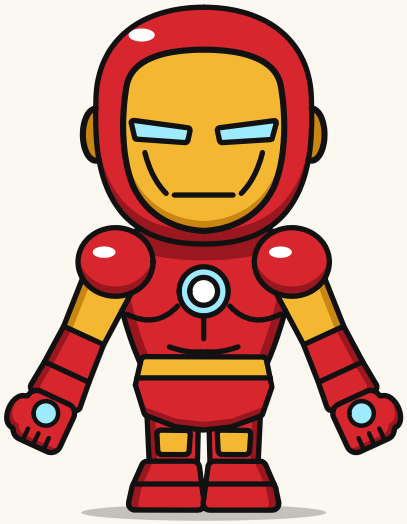
# How to Draw Iron Man

11 easy steps for beginners




## What you'll need

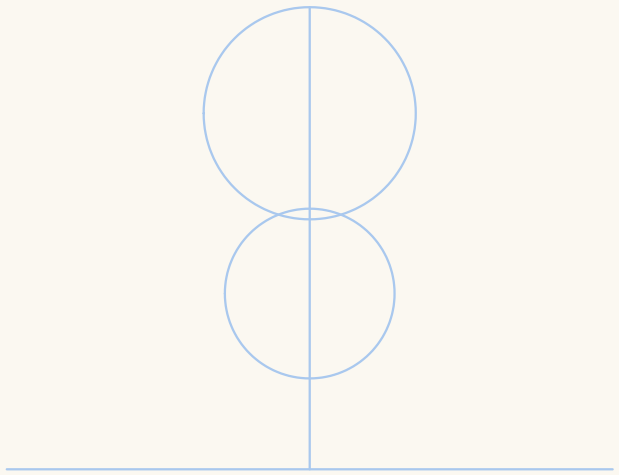
- A pencil
- An eraser
- A black fineliner
- Colored pencils or markers
- Plain paper

## 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 →**

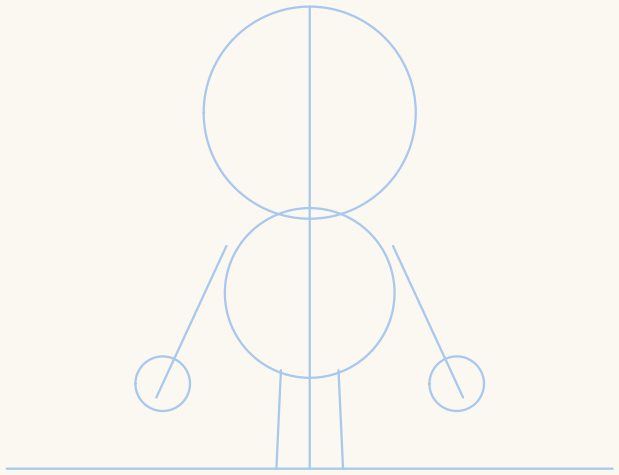
## STEP 1 Sketch a big head circle and a smaller body circle




Lightly draw a ground line near the bottom of the page and a vertical line through the middle. On the upper part of that line, draw a large circle for the helmet. Below it, add a smaller circle for the body so the two just overlap. The head circle should be noticeably bigger, because a huge helmet on a little body is what makes him chibi.

💡 **Tip:** If your circles wobble, trace them a few times very softly. One of those faint loops will look right.

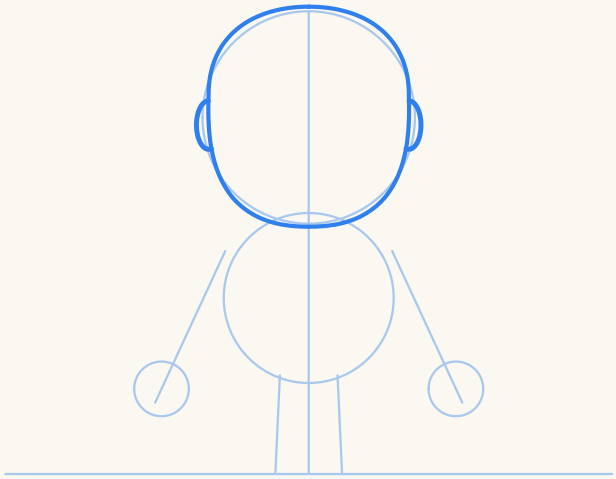
## STEP 2 Add arm guides, hand circles and leg lines




From the top corners of the body circle, draw a straight line slanting down and outward on each side. Put a small circle at the end of each line for a hand, roughly level with the bottom of the body circle. Then add two short, nearly straight lines from the body down to the ground for the legs, leaving a narrow gap between them.

💡 **Tip:** Angle both arm lines the same amount. A quick upside-down look shows any difference.

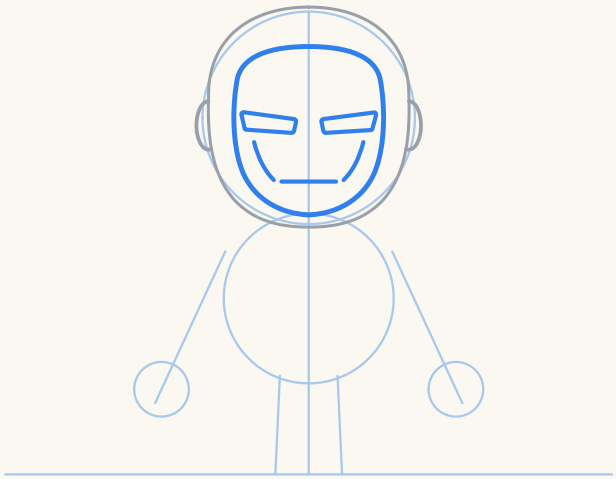
## STEP 3 Draw the round helmet



Go around the head circle with a smooth line, keeping the top domed and the sides almost straight. As you reach the bottom, curve the line inward so the chin is a little narrower than the forehead. Add an upright oval on each side, half hidden behind the helmet, for the round ear pieces.

💡 **Tip:** Let the helmet sit a touch outside the guide circle on top. A taller dome makes him look cuter.

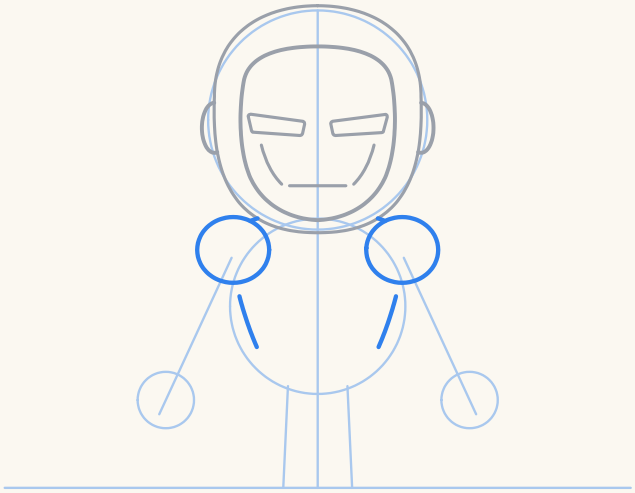
## STEP 4 Draw the faceplate and the eye slits



This is the step that makes him Iron Man. Inside the helmet, draw the faceplate as a rounded shape that leaves a red border all the way around it. Halfway down, add two long, narrow eye slits, slightly higher at the outer ends. Finish with a short flat mouth line and a gently curved line under each eye that runs down toward the mouth corners.

💡 **Tip:** Keep the eye slits thin and wide apart. Fat, close eyes make the mask look like a sleepy cat.

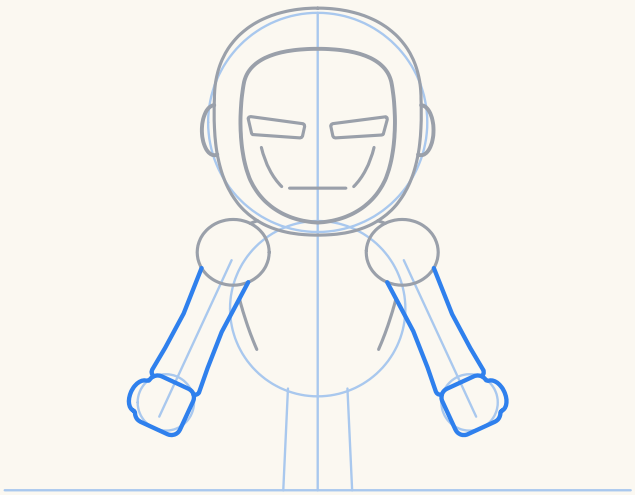
## STEP 5 Shape the chest armor and shoulder pads



Under the chin, draw the sides of the chest sloping in toward a narrow waist, a bit like a shield turned upside down. Then place a big round pad over each shoulder, overlapping the chest and the top of the arm guide. I make the pads about a third as wide as the helmet; that's enough to look strong without hiding the body.

💡 **Tip:** Draw the shoulder pads after the chest so you can see exactly where they overlap.

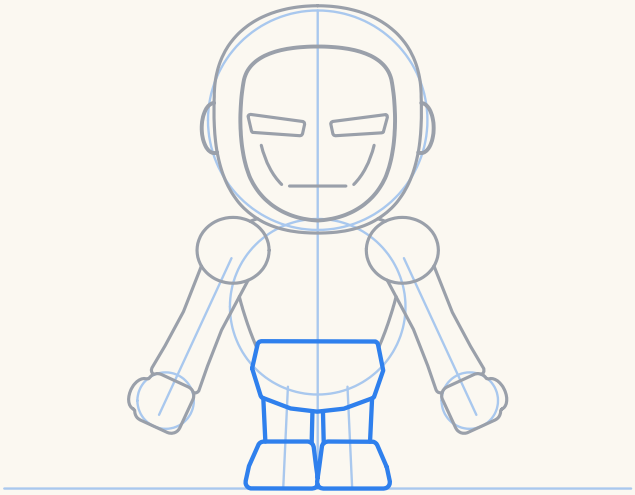
## STEP 6 Draw the arms and open hands



Following the slanted guides, draw each arm as a tube coming out from under the shoulder pad. Let it widen slightly at the wrist, where the gauntlet flares. At the end, draw an open hand facing you: a rounded square with the fingers pointing down and a small thumb bump on the outer side. The hand should touch the wrist with no gap.

💡 **Tip:** Think mitten, not five fingers. Simple hands stay neat at this small size.

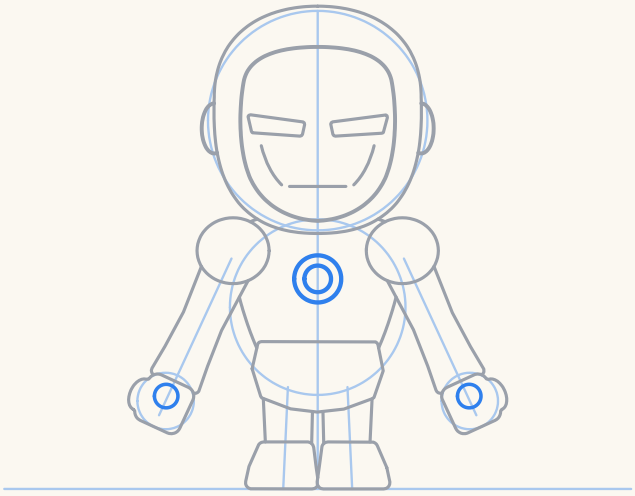
## STEP 7 Add the hips, then the legs and boots



Across the waist, draw a band for the hips that narrows to a soft point between the legs. Under it, two short straight legs come down along your leg guides. Each one ends in a chunky boot that gets slightly wider at the sole and sits flat on the ground line. Short legs keep him balanced under that big helmet.

💡 **Tip:** Make both boots touch the ground line. Even a small lift makes him look like he's floating.

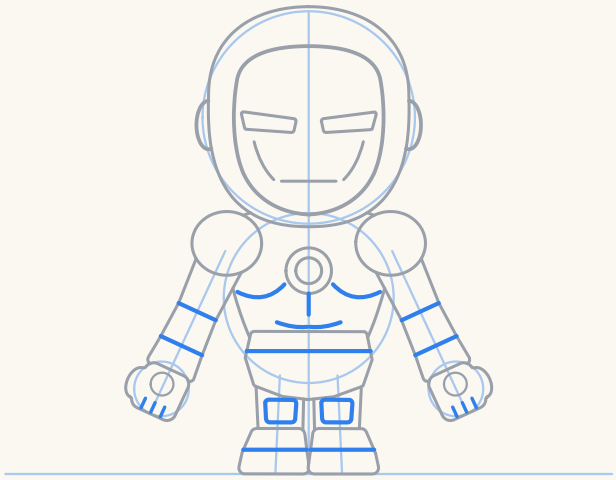
## STEP 8 Draw the arc reactor and palm lights



Right in the middle of the chest, draw a circle about the size of one eye slit is long, then a smaller circle inside it. That's the arc reactor, the light every kid looks for first. On each hand, add one small circle in the palm for the repulsor lights.

💡 **Tip:** Place the reactor a little above the middle of the chest. Too low and it starts to look like a belly button.

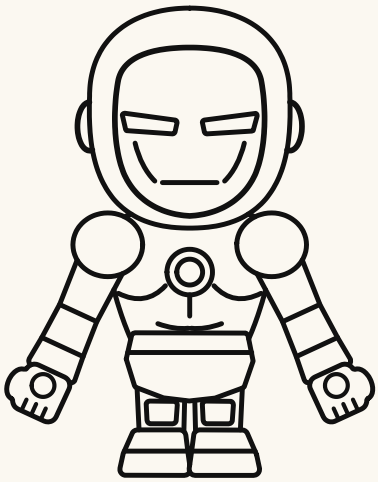
## STEP 9 Add the armor panel lines



Now the suit gets its segments. Draw a curved line under each side of the chest with a short line down the center, then a small curve lower down for the stomach plate. On each arm, draw one line across at the elbow and another near the wrist. Add a belt line across the hips, a small rounded panel on each thigh, a line around each boot, and three short finger lines on each hand.

💡 **Tip:** Stop when each body part has one or two lines. More than that and the armor turns into a cluttered grid.

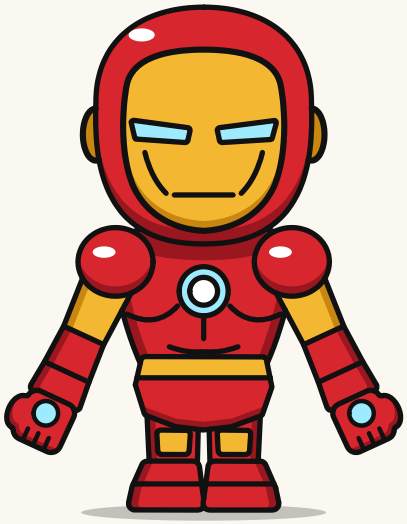
## STEP 10 Ink the outlines and erase the guides



Go over every line you want to keep with the black pen. I ink the big outer shapes first and the small panel lines last, which keeps my hand steady for the fiddly bits. Leave the guide circles and lines alone. Once the ink is dry, erase all the pencil underneath.

💡 **Tip:** Ink the eye slits slowly with short strokes. Their sharp corners are what give the mask its look.

## STEP 11 Color the armor red and gold



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Color the helmet, chest, forearms, hands, hips, lower legs and boots red. The faceplate and upper arms go yellow, like the belt and thigh panels, with orange for the ear pieces. Use light blue for the eyes, palm circles and the reactor ring, and leave the reactor center white. Last, run dark red along the outer edges of the red parts and orange along the bottom of the gold ones.

💡 **Tip:** Leave a tiny white spot on the helmet and each shoulder pad. It makes the metal look polished.