How to Draw Mario

12 easy steps for beginners



What you'll need

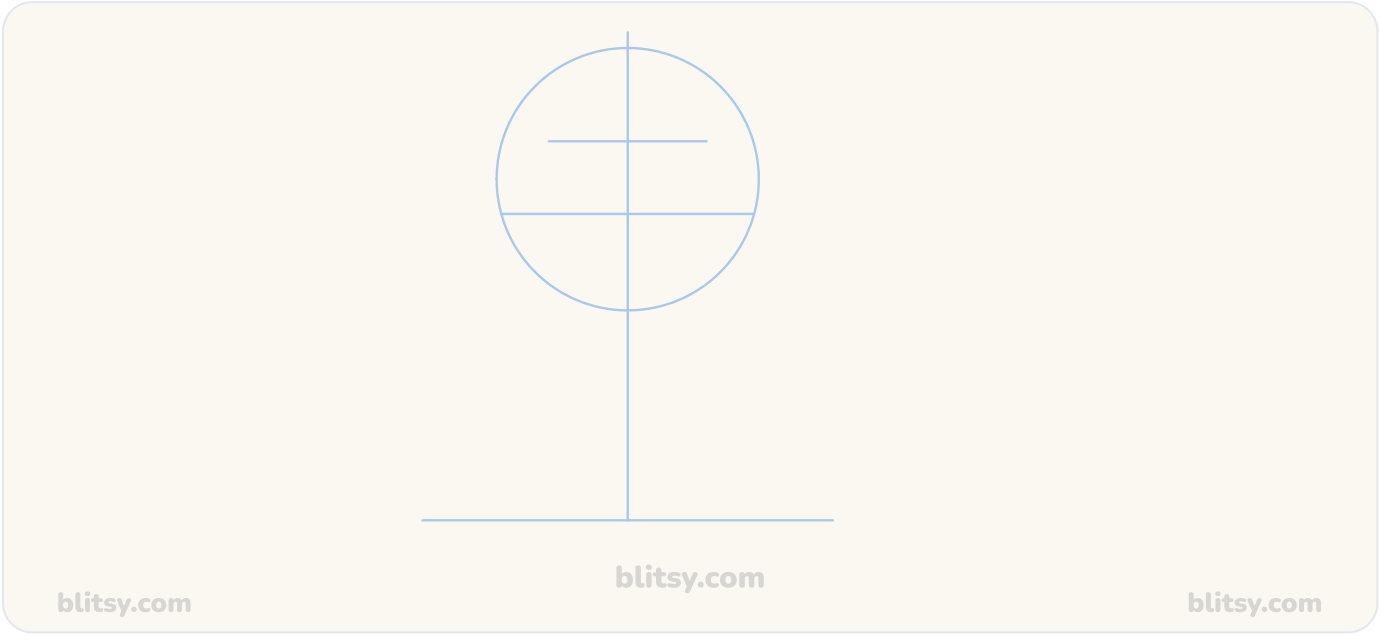
- A pencil
- An eraser
- A black fineliner
- Colored pencils or markers
- White paper

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 →

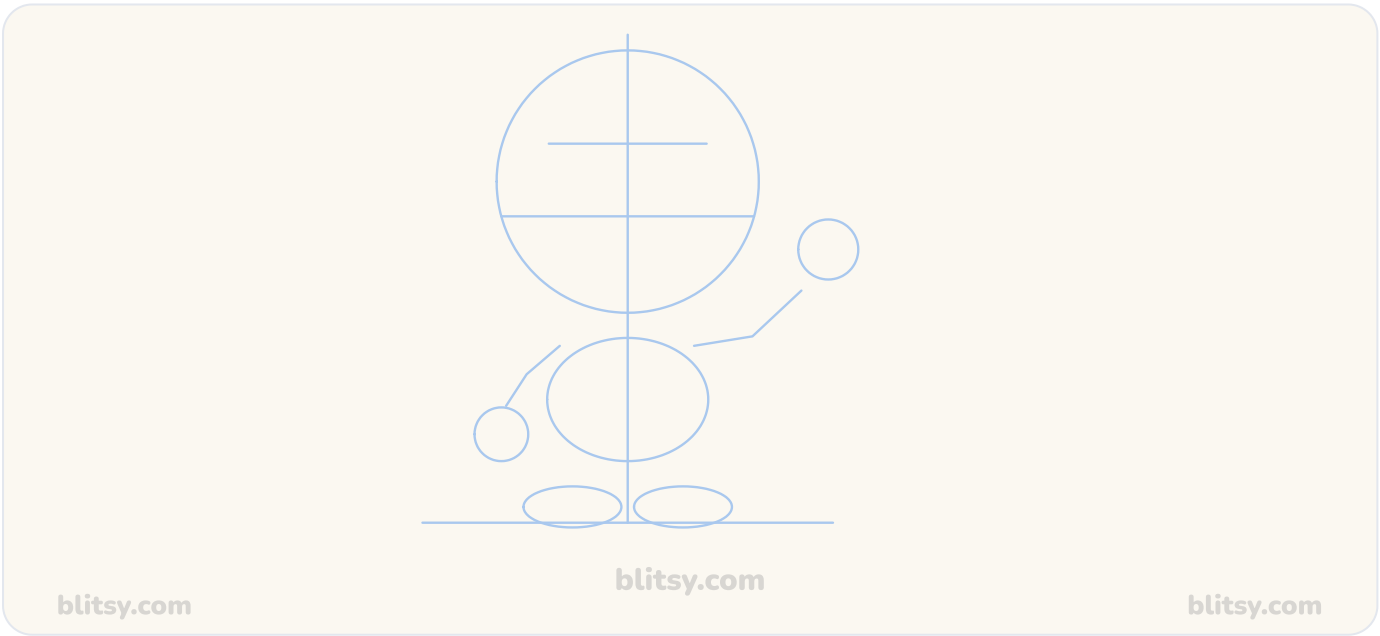
STEP 1 Draw a big head circle and a center line



Chibi characters are mostly head, so this circle should fill a bit more than the top half of your page. Press lightly. Run a vertical line from the top of the circle down to a flat ground line, then add a level line across the lower circle for the eyes and a shorter one higher up where the cap ends.

💡 **Tip:** If your circle comes out lumpy, go around it again lightly instead of erasing; the outline will cover the extra lines later.

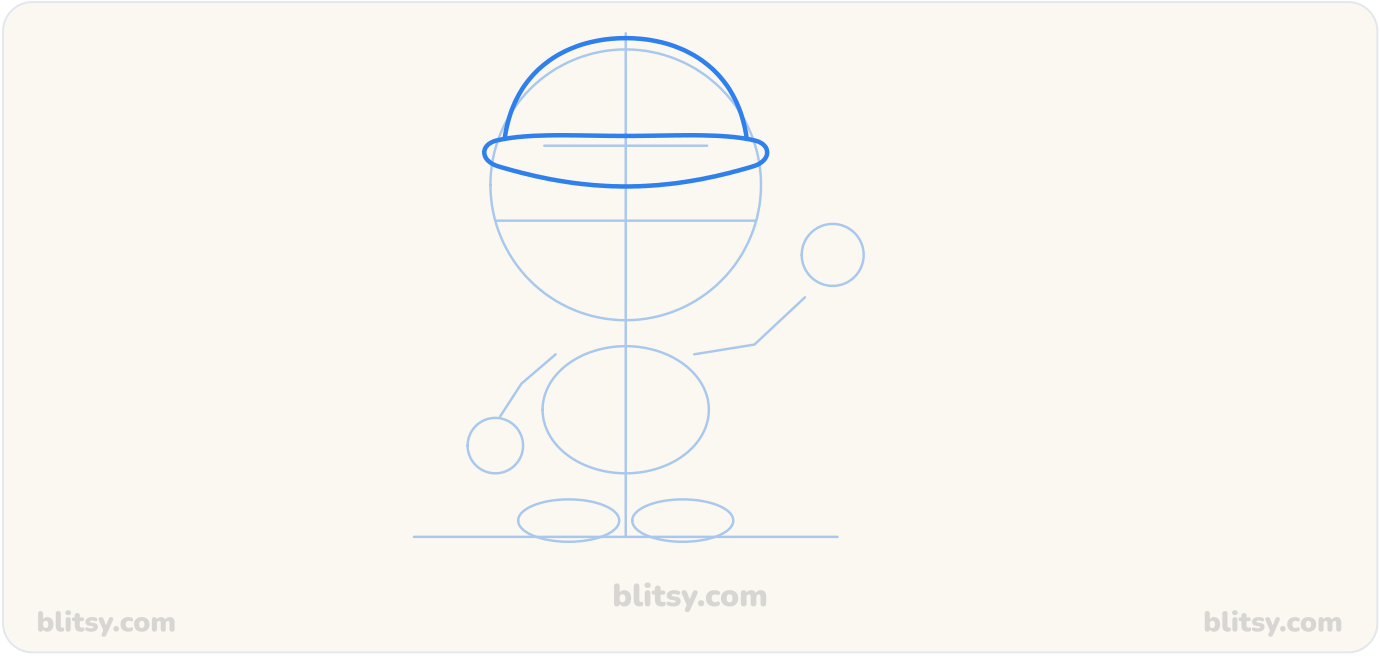
STEP 2 Sketch guides for the body and limbs



Under the head, draw a small oval for the body, about two thirds as wide as the head. Add stick lines for the arms: one hangs down at an angle, the other bends at the elbow and points up beside his face. Put a circle at each arm's end for the hands and two flat ovals on the ground line for shoes.

💡 **Tip:** Keep the raised hand well away from the head circle, or the glove and the hair will crowd each other.

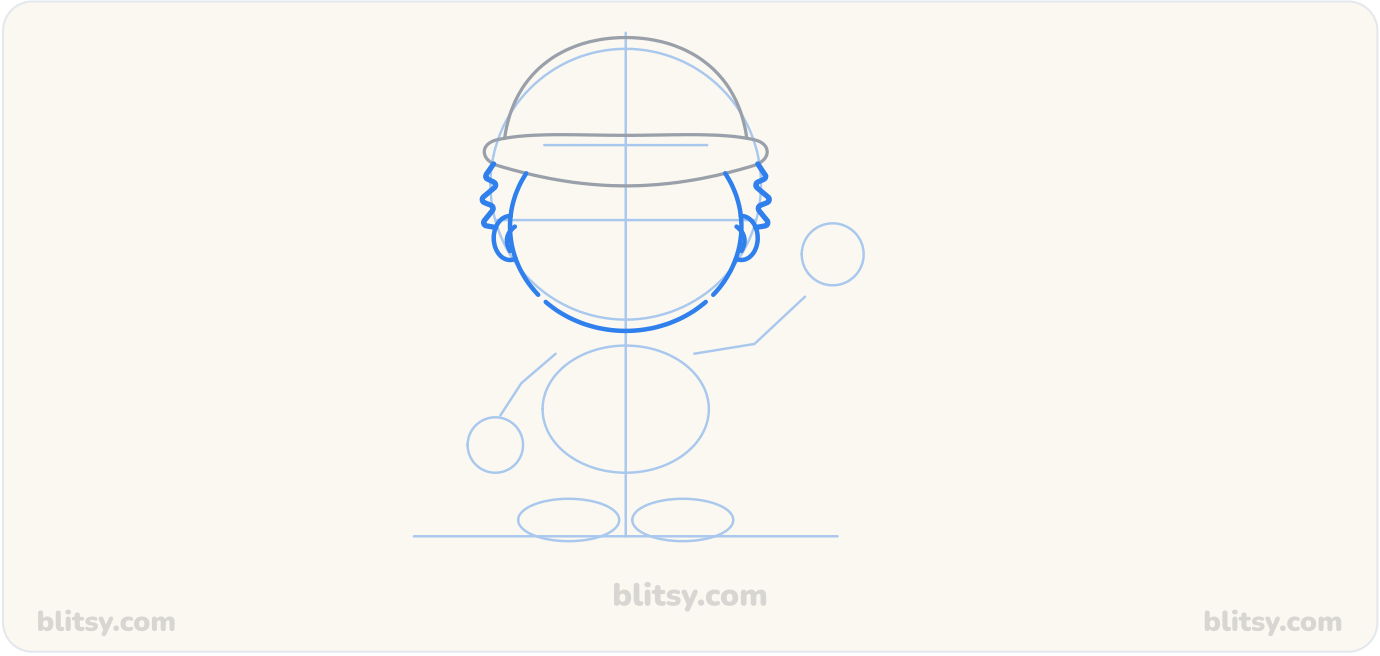
STEP 3 Draw the cap dome and its curved brim



The cap is the first real outline, so press a little harder now. Draw a rounded dome over the top of the head circle, slightly wider than the circle at its base. Below it, add the brim as a long band that is thin at the ends and bulges down in the middle, the way a cap bill looks when someone faces you.

💡 **Tip:** Let the brim stick out past the dome on both sides by about a finger width; that overhang is what makes it read as a cap and not a helmet.

STEP 4 Shape the round face, then add ears and hair



His face is a wide oval that starts under the brim and follows the head circle down. Add a small ear on each side at eye level. Behind the ears, draw his brown hair as a bumpy tuft poking out under the cap. I keep it a bit messy on purpose, because neat hair makes him look like someone else.

💡 **Tip:** Draw the hair tufts with short up-and-down wiggles, about four bumps per side.

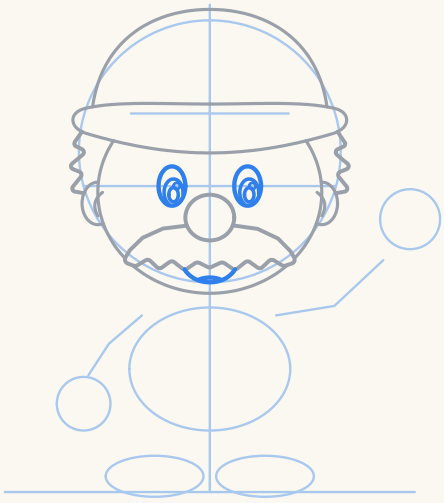
STEP 5 Add the big nose and the mustache



Put a large circle right in the middle of the face, just below the eye line. Yes, really that big. Under it, draw the mustache as one wide shape reaching almost to the cheeks, with rounded bumps along the bottom edge. Most beginners make it too thin, and the face loses its charm.

💡 **Tip:** Draw the nose after the mustache outline is planned, so the nose can overlap the top of the mustache.

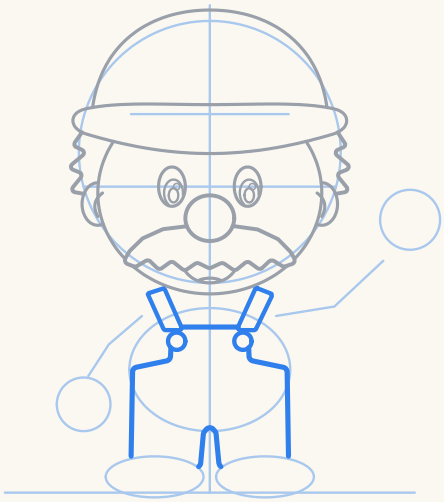
STEP 6 Draw the eyes and a small smile



On the eye line, draw two tall ovals, one on each side of the nose. Inside each, add a smaller oval for the blue iris in the lower half, a dark pupil in it and a tiny circle of shine near the top. Under the mustache, a short open smile with a little tongue is enough, since most of the mouth hides behind the hair.

💡 **Tip:** Put both shine circles on the same side of the eyes so he looks straight at you.

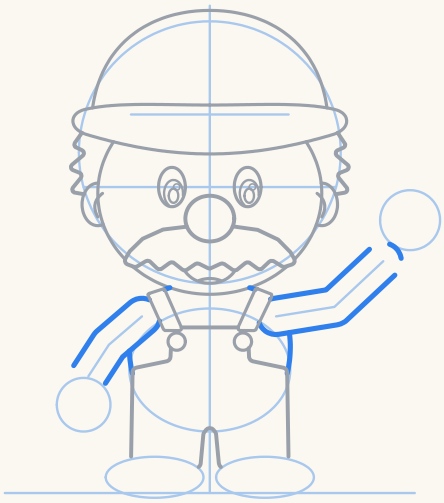
STEP 7 Draw the overalls and two buttons



The overalls come before the shirt because they sit on top of it. Draw a square bib on the chest, widen out at the waist and run two short, wide pant legs down to the shoe ovals with a small gap between them. Two straps go from the bib corners up over the shoulders, with a round button where each one meets the bib.

💡 **Tip:** Keep the pant legs short and chunky; long legs break the chibi look straight away.

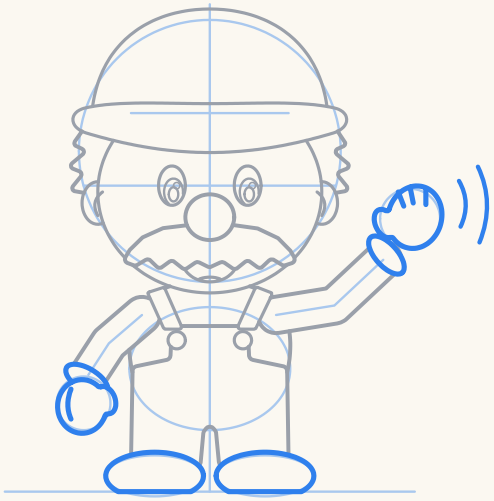
STEP 8 Add the shirt and the waving arms



The red shirt only shows where the overalls don't cover it, at the shoulders and beside the bib. Draw the sleeves around your arm guides as two tubes with rounded elbows. The raised arm has a clear bend, which turns the pose into a wave.

💡 **Tip:** Make both sleeves the same thickness from shoulder to wrist; a sleeve that narrows to a point looks like a noodle.

STEP 9 Draw the gloves and chunky shoes



Each glove starts with a ring-shaped cuff at the end of the sleeve. The lowered hand is a round mitten with a thumb bump. For the waving hand, draw an open mitten with three short finger lines on top and two curved motion lines beside it. The shoes are big rounded shapes with flat bottoms on the ground line.

💡 **Tip:** Make the shoes slightly wider than the pant legs, which keeps him steady on his feet.

STEP 10 Add the cap badge and eyebrows



Draw a white circle on the front of the cap, centered on your guide line. Inside it, sketch a simple block letter M. Then add two thick, arched eyebrows peeking out under the brim for a friendly, slightly surprised look.

💡 **Tip:** Draw the M as two tall posts first, then join their tops with a V; it stays centered more easily that way.

STEP 11 Ink the lines and erase the guides



Go over every keeper line with your black pen. I start with the face and mustache, because a wobble there shows the most, and do the shoes last. Skip the circles and stick arms. Let the ink dry for a minute before you erase, or it will smudge.

💡 **Tip:** Use a slightly thicker line for the outside outline and a thinner one for inside details like the eyes and fingers.

STEP 12 Color your Mario



The cap and shirt are red, and so is the M; leave the circle behind it white. The overalls are blue with yellow buttons. Skin parts get peach. Hair, brows and shoes are brown, the mustache is black and the gloves stay white. A darker red on one side of the cap and a darker blue on the overalls make him look rounder.

💡 **Tip:** Add a light pink spot on each cheek last; it makes the face feel warm and happy.