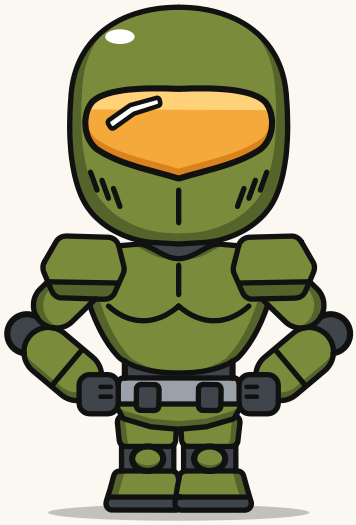
How to Draw Master Chief

11 easy steps for beginners



What you'll need

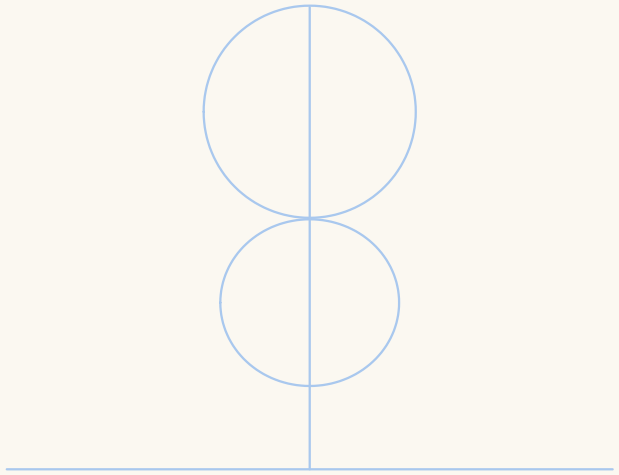
- A pencil
- An eraser
- A black marker
- Colored pencils
- Plain paper

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 →

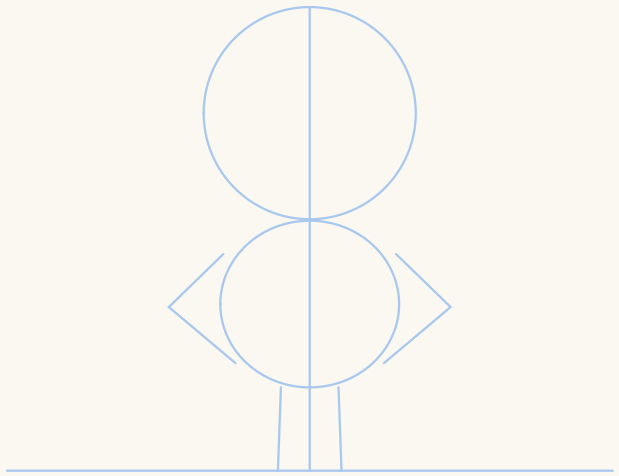
STEP 1 Sketch the helmet circle and body oval



Start with a soft ground line near the bottom of the page and a straight line down the middle. High on that line, draw a big circle for the helmet, then a slightly smaller oval under it for the body. I make the helmet almost half of the whole height, because that oversized head turns a tall soldier into a chibi.

💡 **Tip:** Keep your pencil loose and light. These shapes are scaffolding, not part of the final picture.

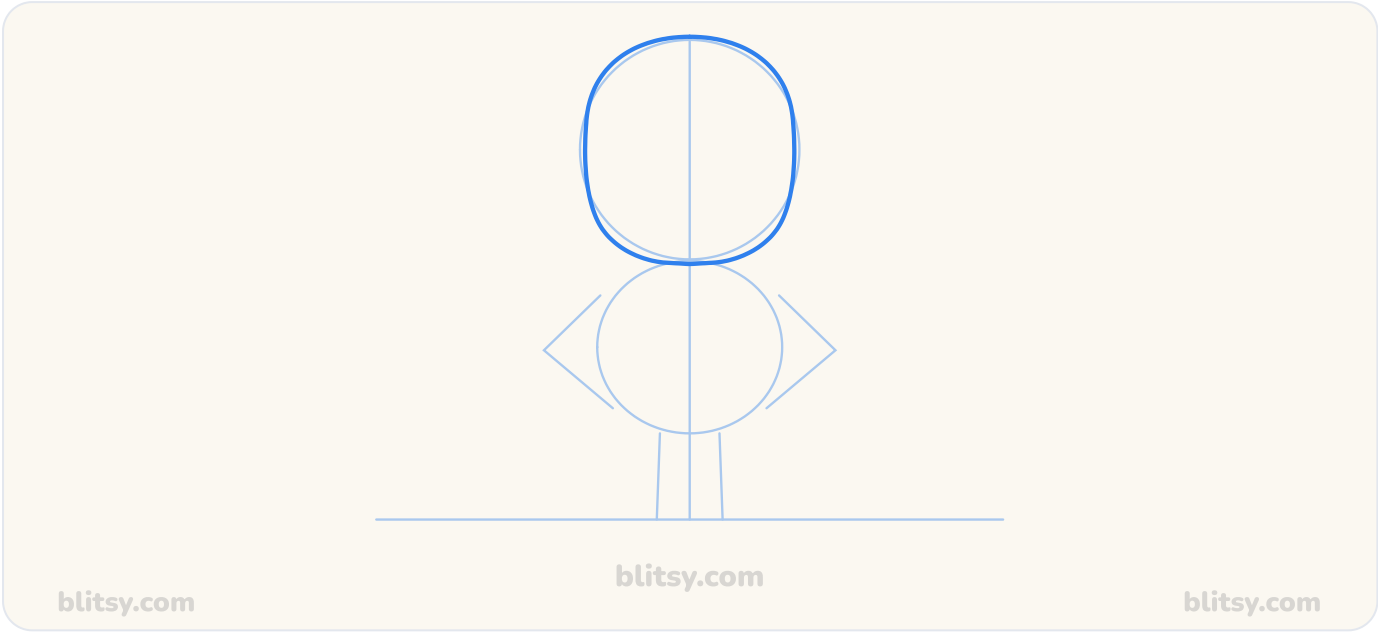
STEP 2 Add bent arm guides and leg lines



From each upper side of the body oval, draw a line going down and out to an elbow point, then back in toward the bottom of the oval. Each arm now looks like a sideways V, which is the fists-on-hips pose. Below the oval, draw two short leg lines to the ground, close together. Check that both V shapes poke out the same distance.

💡 **Tip:** Put both elbow points at the same height, or one shoulder will look dropped.

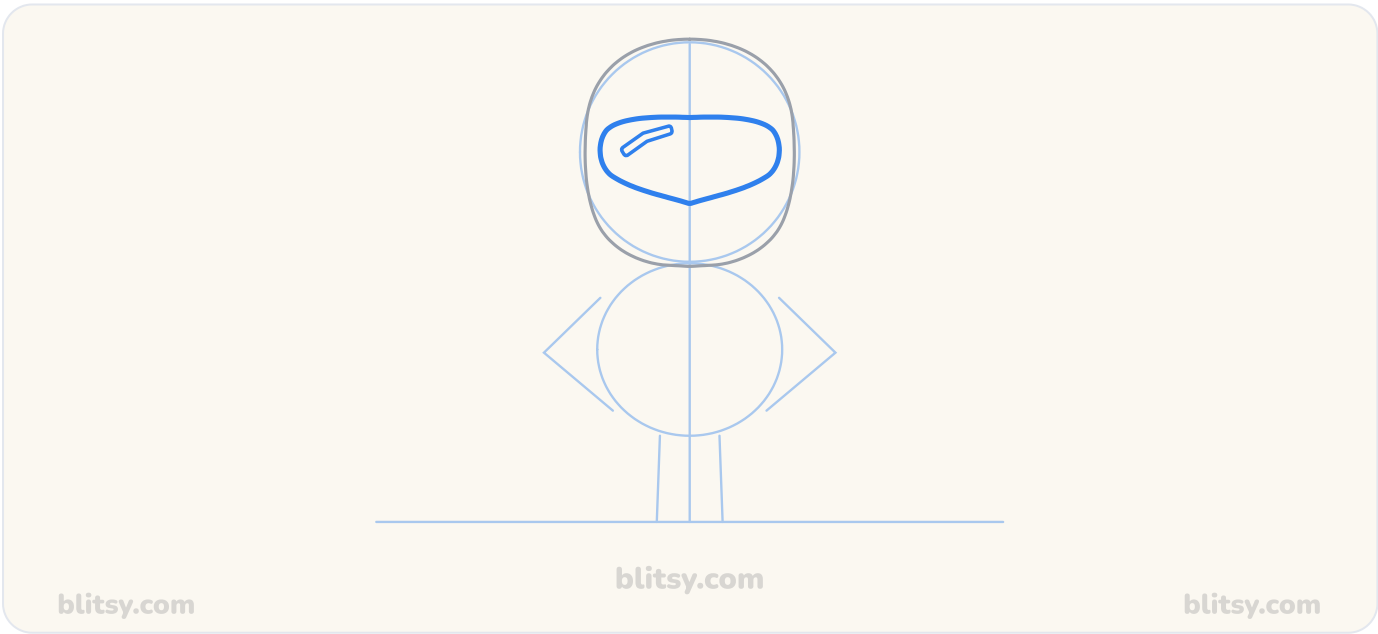
STEP 3 Draw the rounded helmet



Trace around the big circle with a firmer line. Keep the top round, let the sides run fairly straight, and tuck the bottom in so the chin is a bit narrower than the forehead. A little squareness at the jaw makes it feel like hard armor instead of a ball.

💡 **Tip:** Turn your paper as you draw the curve, so your wrist always pulls the pencil in a comfortable direction.

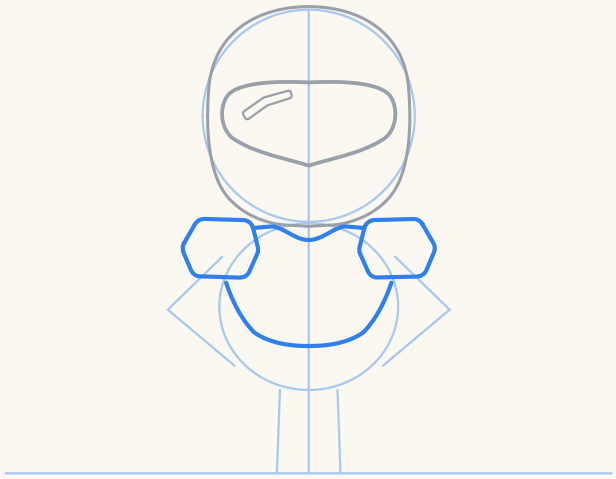
STEP 4 Draw the wide visor and its shine



Across the middle of the helmet, draw the visor. Its top edge is almost flat, its sides curve around, and its bottom edge dips down to a soft point in the center. Leave a band of helmet showing on both sides. Then sketch a thin slanted streak in the upper left of the visor, which will stay white later as a shine.

💡 **Tip:** Make the visor wide but not tall. It should fill about two thirds of the helmet's width.

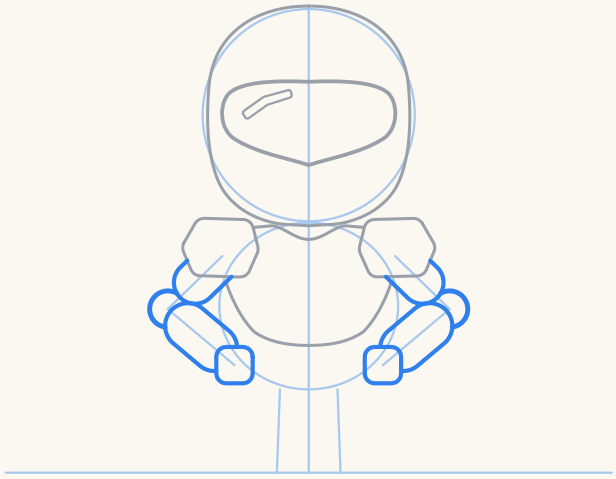
STEP 5 Shape the chest plate and shoulder pads



Just under the chin, draw the chest plate. It's broad at the top, with a small dip in the middle of the collar, and it narrows as it reaches the waist. Over each top corner, draw a chunky shoulder pad with flat-ish sides and rounded corners. I want these pads to stick out past the chest, since that wide shoulder line is a big part of the Spartan look.

💡 **Tip:** Draw the left pad, then copy its size on the right by counting how far it reaches past the chest.

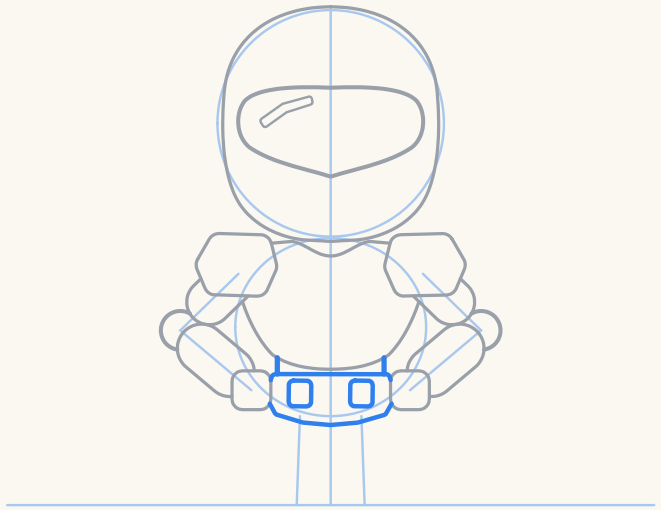
STEP 6 Draw the arms with the fists on the hips



Following your V guides, draw a short, thick upper arm coming out from under each pad. At the elbow point, add a small circle for the joint. From there, a chunky forearm angles back in toward the hip and ends in a rounded square fist. The fists should land right where the waist will be, on the outer edge of the body.

💡 **Tip:** Draw the forearm thicker than the upper arm. Bulky gauntlets make him look strong.

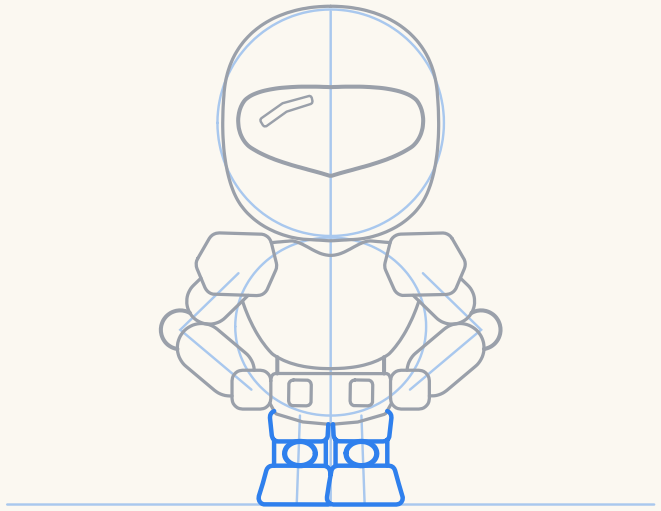
STEP 7 Add the waist, belt and pouches



Under the chest plate, draw a narrow strip for the waist, then a wider hip shape below it that rounds off at the bottom. Draw a line across the top of the hips to mark the belt. Add two small rounded squares on the belt for pouches, one on each side of the middle, leaving space between them and the fists.

💡 **Tip:** Don't crowd the belt. If the pouches touch the fists, slide them closer to the center.

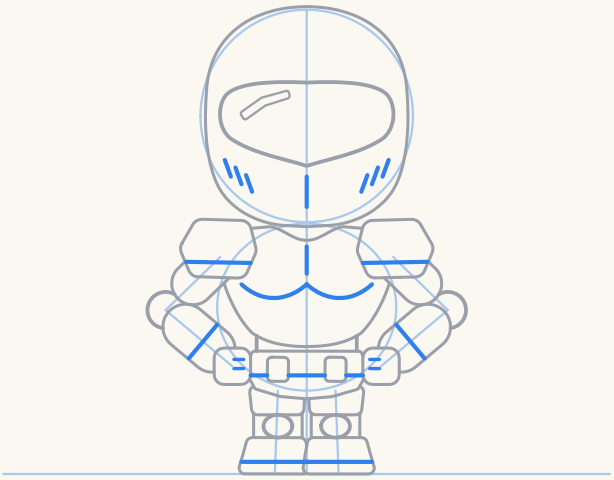
STEP 8 Draw the legs, knee pads and boots



Two short legs come down from the hips. Draw a thigh plate under the hips, a small oval knee pad, and a big boot that widens at the sole and sits flat on the ground line. A little gap beside each knee pad shows the under-suit. Tiny legs keep the big helmet looking playful.

💡 **Tip:** Stand the boots flat and level on the ground line, so he looks planted and steady.

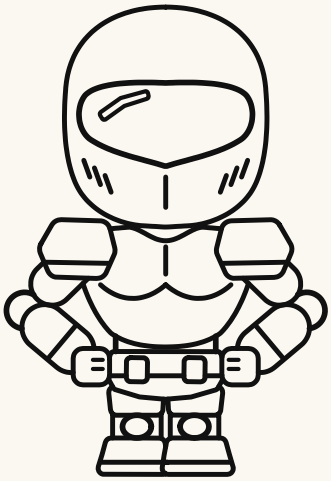
STEP 9 Add the vents and armor lines



Now for the details that say Halo. Draw three short slanted vents on each cheek of the helmet and one short ridge under the visor point. On the chest, add a curved line under each side and a short center line. Put one line across each shoulder pad and forearm, one under the belt, one across each boot for the sole, and two tiny finger lines on each fist.

💡 **Tip:** One or two lines per part is plenty. Extra lines make chibi armor look busy instead of tough.

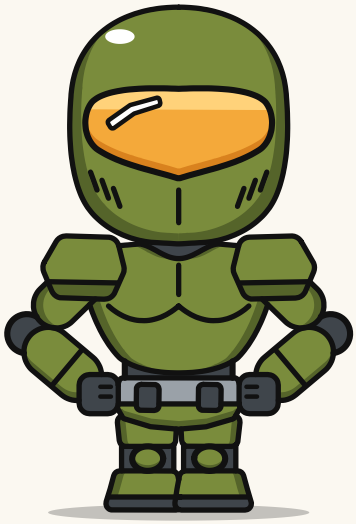
STEP 10 Ink the drawing and erase the guides



Trace every line you're keeping with your black marker. I do the outer silhouette first and the vents and panel lines last, when my hand is warmed up. Skip the circles, the V shapes and the leg lines from the start. Wait a minute for the ink to dry, then erase all the pencil.

💡 **Tip:** Ink the long helmet curve in two or three smooth strokes instead of many short, scratchy ones.

STEP 11 Color the armor and the gold visor



blitsy.com
blitsy.com
blitsy.com

Fill the helmet, chest, shoulder pads, arms, thighs, knee pads and boots with olive green. Use dark gray for the neck, waist, elbows, the gaps at the knees, the fists, pouches and boot soles, and mid gray for the belt. Color the visor orange with light yellow along its top, and keep the shine streak white. Last, add dark green along the outer edges of the armor.

💡 **Tip:** Leave a small white oval on the top left of the helmet. It makes the armor look polished.