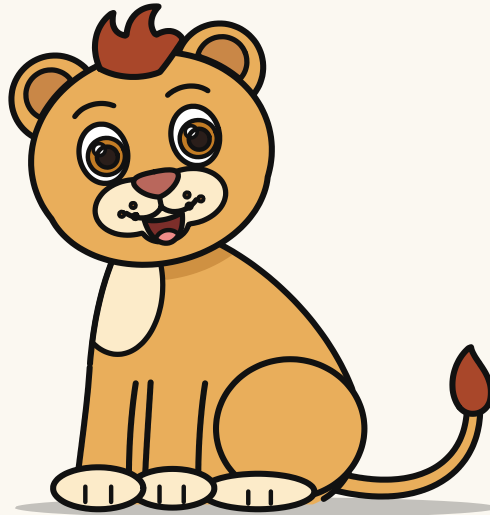


How to Draw Simba

12 easy steps for beginners



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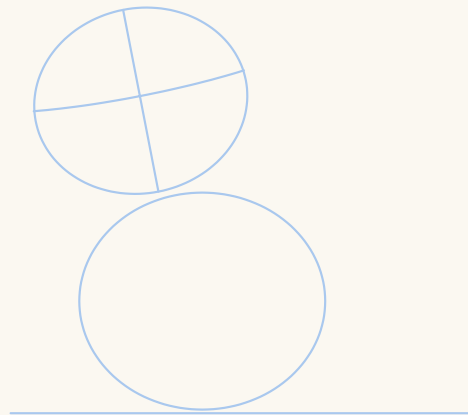
What you'll need

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

How to use this guide

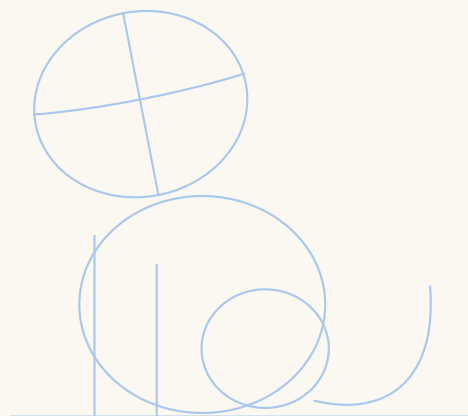
New lines for each step are shown in **blue**; lines you already drew are gray. Draw lightly first, then ink and erase near the end.

[Read the full tutorial online →](#)

STEP 1 Sketch a tilted head oval and a body oval

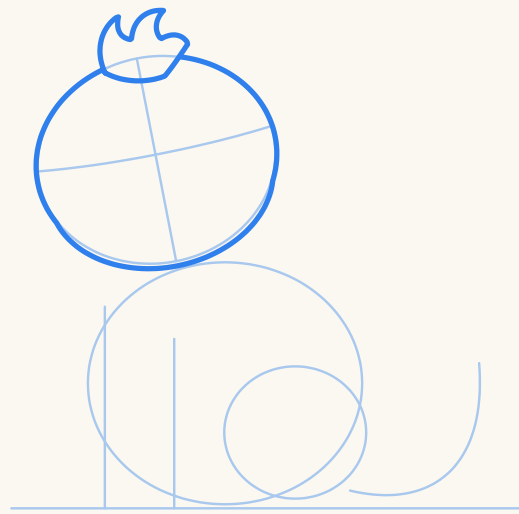
Draw a flat line near the bottom of the page for the ground. Up top, a little to the left, sketch a wide oval for the head, then tip it slightly so one side sits lower. Below it, overlapping a bit, add a bigger oval for the body that touches the ground line. Finish the head with a cross: one line down the middle and a gentle curve across, both following the tilt.

 **Tip:** Keep the head oval nearly as wide as the body. Cubs look young because their heads are so big.

STEP 2 Add guides for the haunch, the legs and the tail

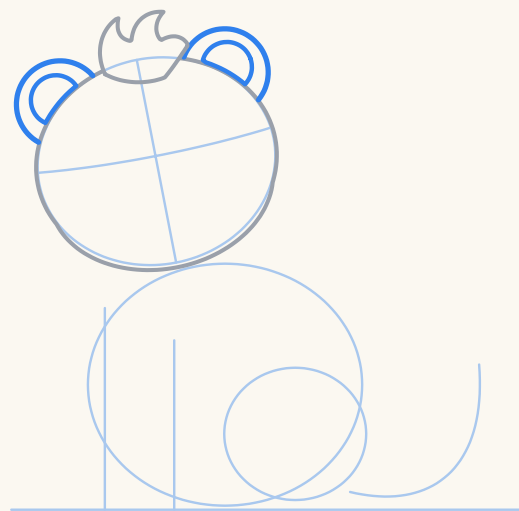
Inside the right half of the body oval, draw a circle that rests on the ground. That's the back haunch, the folded back leg you see from the side. Two straight vertical lines on the left mark where the front legs will stand. Then pull one long curve out from behind the haunch along the ground and up into a hook for the tail.

 **Tip:** Place the two leg lines close together. Wide apart, they make the cub look like it's doing the splits.

STEP 3 Outline the round head and the hair tuft

Now go over the head oval with a firmer line, keeping the cheeks full and round. On top, slightly off-center, draw a small tuft made of three soft flicks that lean forward. Don't close the head line under the tuft, because the hair sits in front of it.

 **Tip:** Stop at three flicks. More than that starts to look like a grown-up mane.

STEP 4 Draw two big round ears

Simba's ears are large for his size and almost perfect circles. Put one on each upper corner of the head so they peek out from behind it. Add a smaller circle inside each one for the inner ear. Only draw the parts that show above the head outline.

 **Tip:** Tilt the ears along with the head. If they sit level while the face leans, it looks off.

STEP 5 Shape the slim body and back haunch

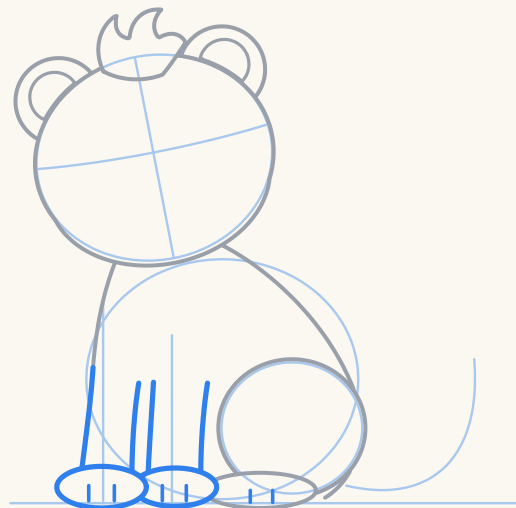
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Start just under the chin on the left and bring a line down for the chest. On the right, draw the back as a long slope from behind the head down to the ground, curving around at the bottom like a rounded hill. Then trace the haunch circle and add a flat oval in front of it for the back paw.

Tip: Let the back slope gently. A hunched, steep back makes him look like an adult cat.

STEP 6 Add front legs and oversized paws

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Follow the two leg guides with straight, slightly tapered lines that start inside the chest. You don't need a line across the top, since the legs grow out of the body. At the bottom of each leg draw a wide oval paw, clearly wider than the leg. Two short lines on every paw split the toes.

Tip: Make the paws bigger than feels right. Oversized feet are the giveaway for any baby animal.

STEP 7 Draw a thin tail with a fluffy tip

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Trace the tail guide with two lines close together, starting from behind the haunch. A cub's tail is thin, so keep the gap narrow. At the top, draw a teardrop-shaped tuft that points up. You'll color it the same red brown as the hair on his head.

Tip: Narrow the tail a touch as it rises. A tail that stays thick all the way looks stiff.

STEP 8 Draw the muzzle, the nose and an open smile

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Low in the face, draw two puffy cheek bumps side by side with a smaller chin bump below. Where the cheeks meet, place a rounded, upside-down triangle for the nose. Under it, drop a short line that splits into two curved smile lines. Between them, add a small open mouth shaped like a U, with a tongue at the bottom.

Tip: Turn the ends of the smile lines upward. That small lift is what makes the face playful.

STEP 9 Add the chest patch and whisker dots

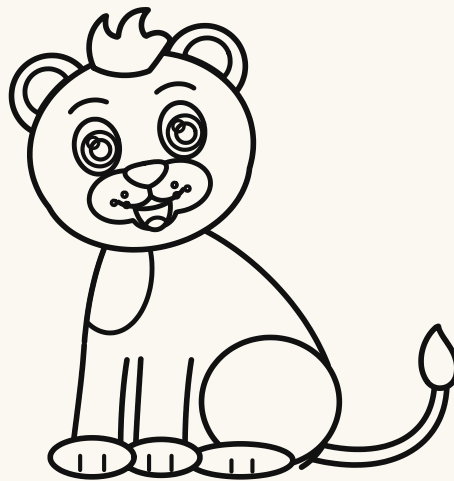
Draw a tall rounded patch on the front of the chest, right under the chin. It turns cream later and gives the body some shape. Then put three tiny dots on each cheek puff for whiskers. Space them a little apart so they don't blur together after coloring.

 **Tip:** Small kids can skip the chest patch. The drawing still works without it.

STEP 10 Draw big shiny eyes and raised brows

Sit two tall ovals on the cross line, one on each side, with a gap about the width of the nose between them. Inside each oval draw a round iris, a smaller pupil and a little shine circle near the top. Above the eyes, add two short brows arched upward. Raised brows read as curious, which suits a cub.

 **Tip:** Put both shine circles on the same side. If they point different ways, the eyes look crossed.

STEP 11 Ink Simba and erase the guides

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With your fineliner, trace every line you want to keep. When I do this I start with the face, because that's where a wobble shows most. Leave the ovals, the cross and the leg guides alone. Let the ink dry for a minute, then erase all the pencil underneath.



Tip: Turn your page as you ink round shapes like the paws, so your hand always pulls the pen toward you.

STEP 12 Color your Simba

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Use golden yellow for the head and body, plus the legs and tail. The muzzle, chest patch and paws are cream. Color the hair tuft and the tail tip red brown, the irises amber and the nose a soft pink brown. Fill the inner ears light brown and the tongue pink. A darker yellow under the chin adds a shadow.



Tip: Color in small circles instead of back and forth. It hides the stroke marks on big areas like the body.