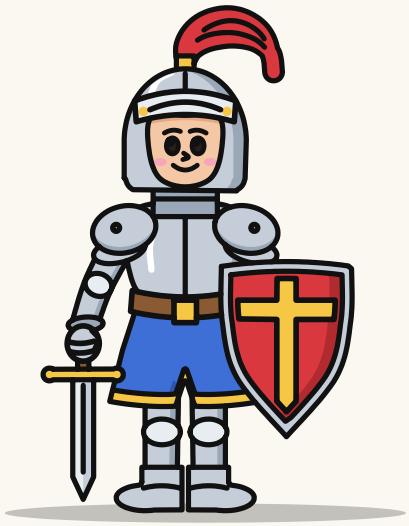
How to Draw a Knight

12 easy steps for beginners



What you'll need

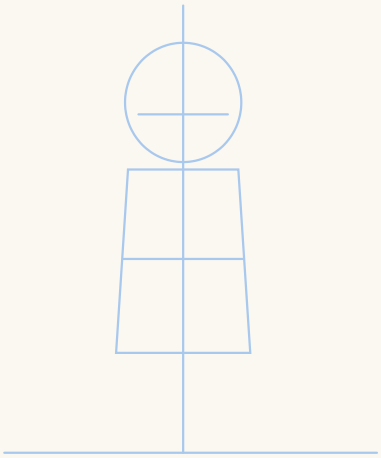
- A pencil
- An eraser
- A black marker or fineliner
- Crayons or colored pencils
- Plain paper

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 →

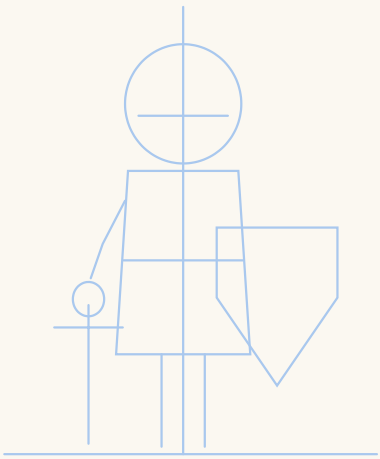
STEP 1 Draw a center line, the head circle and a body box



When I teach this, I start with a light ground line near the bottom and a straight line up through the middle of the page. Near the top, draw a big circle for the head with a short cross line just under its middle for the eyes. Below it, sketch a box that gets a little wider at the bottom, and split it with a line across the middle for the waist.

💡 **Tip:** Make the head circle big. A large head is what keeps a cartoon knight friendly instead of stiff.

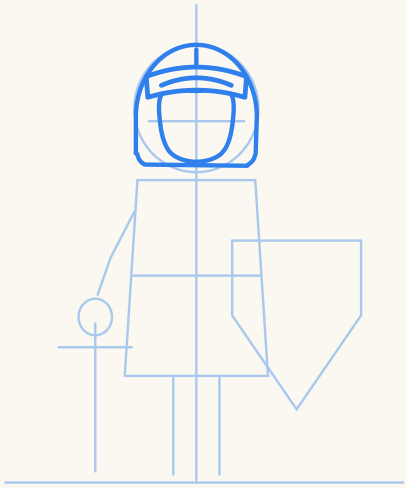
STEP 2 Add guides for the arm, the legs, the sword and the shield



On the left, draw a bent stick arm from the shoulder down to a small hand circle at hip height. Right under that hand, a long vertical line with a short cross line becomes the sword. Two straight lines under the box mark the legs. On the right side, sketch a shield shape: a box with a pointed bottom that overlaps the body.

💡 **Tip:** Let the sword line stop just above the ground, so the tip looks like it rests on the grass.

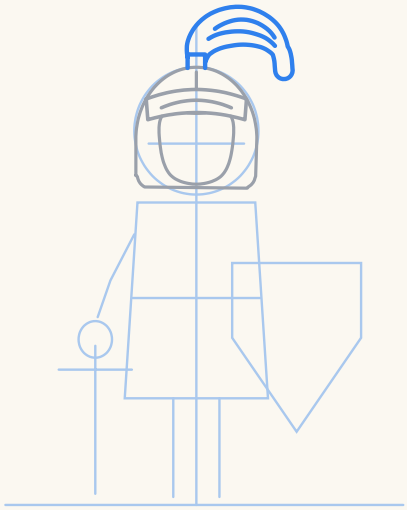
STEP 3 Draw the round helmet and the raised visor



Trace around the head circle to make a rounded helmet that comes down past the chin and ends with a flat bottom edge. Inside it, draw a U shape for the face opening. Across the forehead, add a curved band for the visor, pushed up and open, with one long slit line in it. A short line on top of the dome marks the ridge.

💡 **Tip:** Keep the face opening wide. If it gets too small, there's no room left for his eyes and smile.

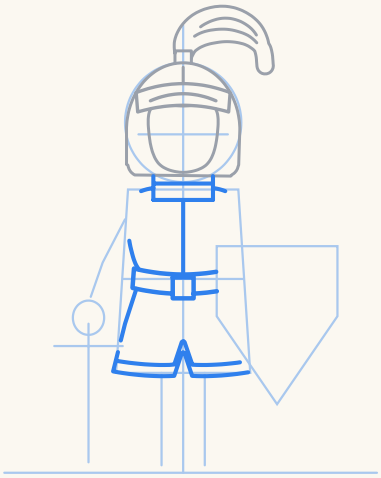
STEP 4 Add a curly feather plume



Draw a little square socket on the very top of the helmet. From there, a feather curls up and over to the right, fat in the middle and thin at both ends, with a round tip that hangs down. Two curved lines inside it follow the same direction as the feather.

💡 **Tip:** I let the plume lean to one side. A plume that sticks straight up looks like a paintbrush.

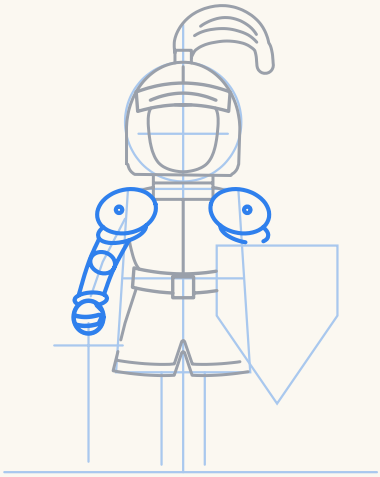
STEP 5 Draw the neck guard, breastplate, belt plus tunic



Under the helmet, a short rounded box makes the neck guard. The breastplate is a rounded barrel shape with one line down the center. Across the waist line goes a curved belt with a square buckle. Below the belt, the blue tunic flares out to just above the knees, with a small split in the middle and a trim line along the bottom.

💡 **Tip:** Curve the belt slightly downward in the middle. It makes the body look round, not flat like paper.

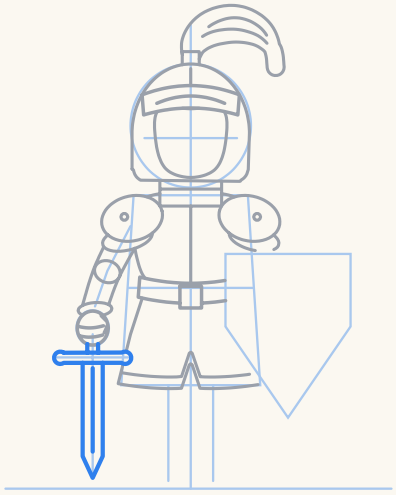
STEP 6 Add the shoulder plates, the arm and a mitten gauntlet



Each shoulder gets a round plate shaped like half a pancake, with a smaller curved plate peeking out underneath and a little rivet dot on top. Follow the stick arm with two lines so it has real width, and put a round elbow plate at the bend. At the end, draw a cuff and a big mitten-shaped gauntlet with two finger lines and a thumb.

💡 **Tip:** Draw the arm as wide as a thumb on your paper. Thin stick arms make armor look empty.

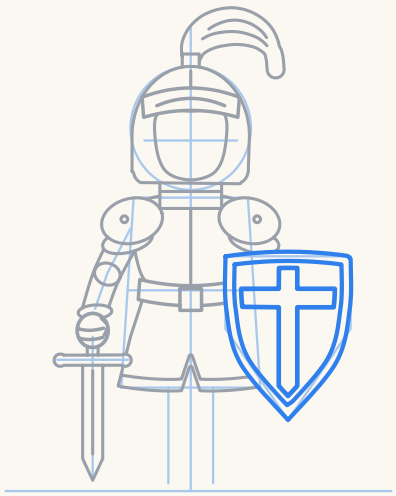
STEP 7 Draw a sword pointing down



Under the gauntlet, show a short bit of handle. Then draw the crossguard, a long bar with rounded ends. The blade hangs below it as two straight lines that meet in a point near the ground, with one thin line down the middle. His hand rests on top, so the sword looks calm.

💡 **Tip:** Use the edge of a book or ruler for the two blade lines. Wobbly blade edges are hard to hide later.

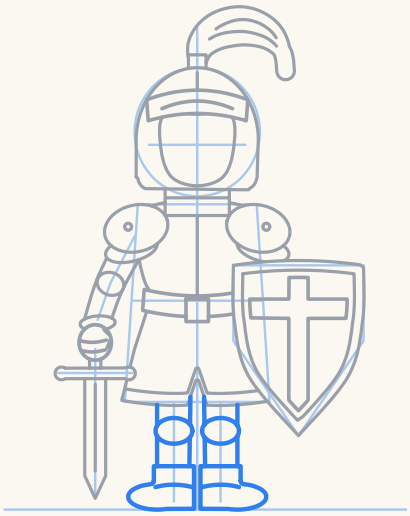
STEP 8 Draw the shield with a gold cross



Go over the shield guide with a smooth outline: a slightly curved top, straight sides and soft curves down to a point. Draw a second outline just inside the first to make the metal rim. In the middle, add a wide cross whose arms stop at the rim.

💡 **Tip:** The rim should be about the same width all the way around, even down at the pointy bottom.

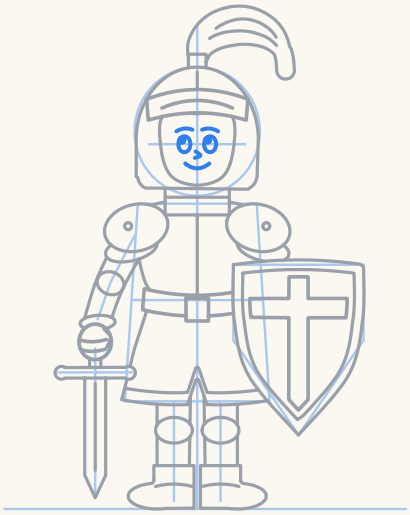
STEP 9 Add armored legs and round boots



Below the tunic, draw two wide legs, each with an oval knee plate halfway down. The metal boots are rounded at the toes and point a little outward, sitting flat on the ground line. One curved line across each boot shows where the plates overlap.

💡 **Tip:** Leave a small gap between the legs, so they don't melt into one wide block.

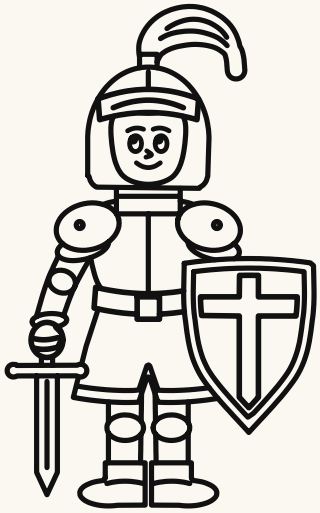
STEP 10 Give him a friendly smiling face



Put two oval eyes on the eye line, each with a white shine dot, and short curved brows above them. A tiny hook makes the nose, and a simple curved line is the smile. I stop there, because the helmet already frames the face.

💡 **Tip:** Keep the eyes close together in the opening. Wide-set eyes can make him look surprised.

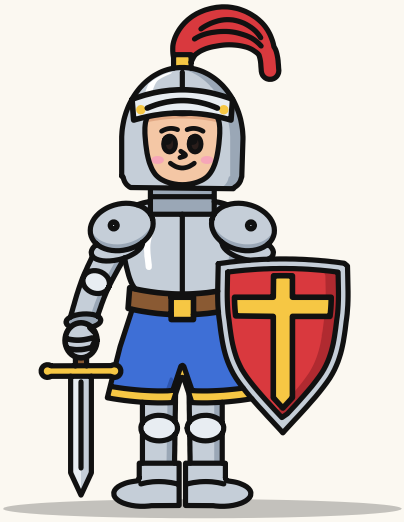
STEP 11 Ink your lines and erase the guides



Trace every keeper line with the black marker. Most beginners press too hard here, so go slowly and let the pen do the work. When the ink is dry, erase all the light pencil guides.

💡 **Tip:** Ink the small face first while your hand is steady, then move on to the long shield and sword lines.

STEP 12 Color your knight



I color all the metal gray first, the sword blade too. The tunic is blue, the plume and shield red, and the cross, the crossguard plus the trim yellow. Use brown for the belt and handle, peach for the face and a touch of pink on the cheeks.

💡 **Tip:** Press harder with the gray on one side of each armor piece. That darker edge makes the metal look round and shiny.