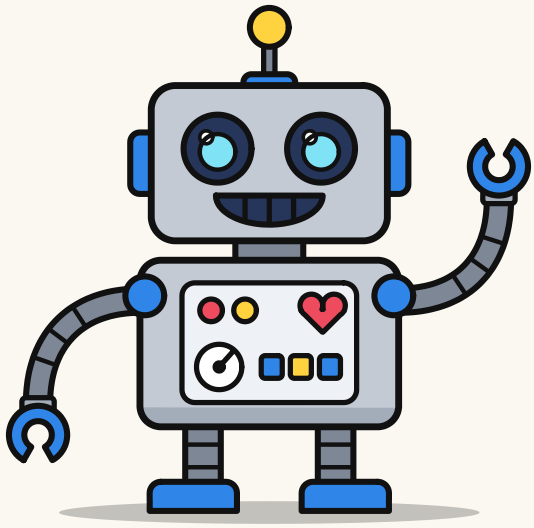
How to Draw a Robot

11 easy steps for beginners



What you'll need

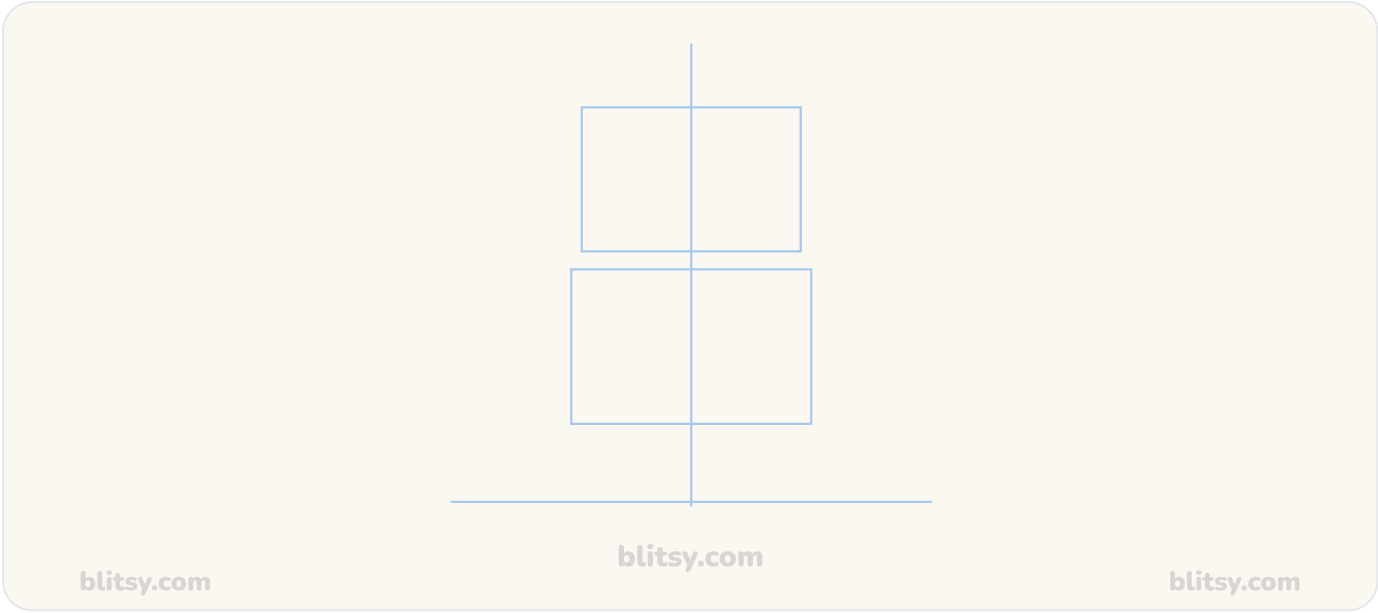
- A pencil
- An eraser
- A ruler (optional)
- A black marker or fineliner
- Colored pencils or markers
- Plain paper

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 →

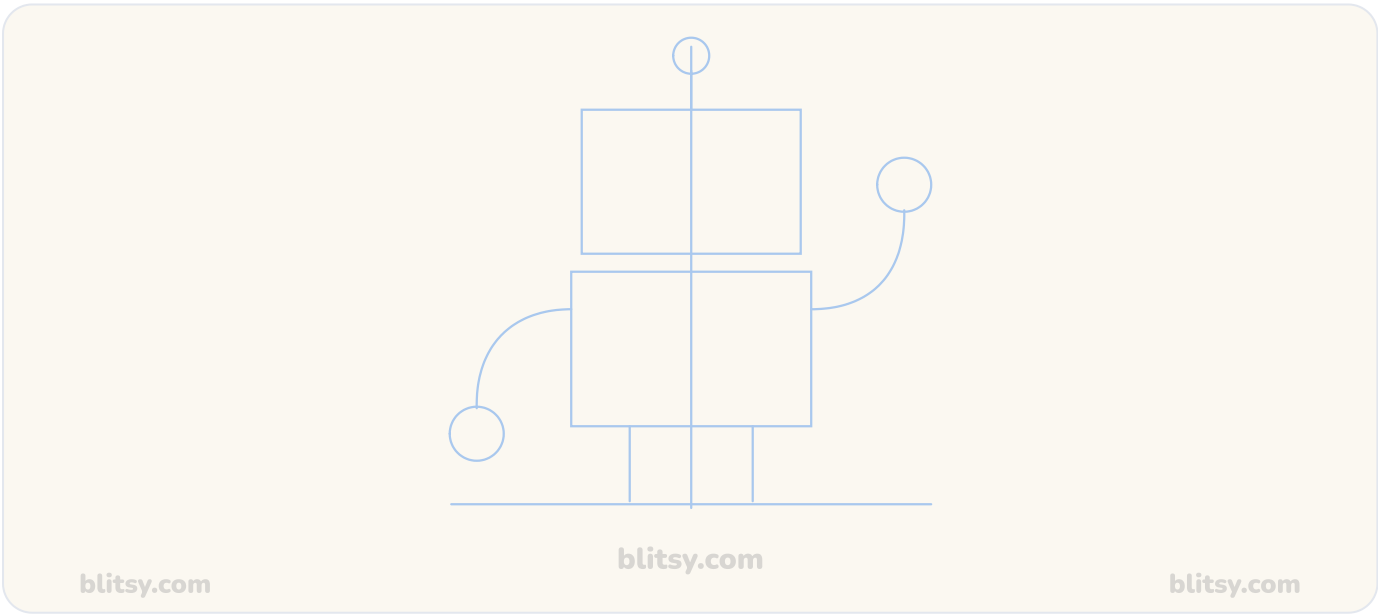
STEP 1 Sketch two boxes for the head and body



I always start with a light vertical line down the middle of the page. Draw a wide rectangle near the top for the head, then a slightly bigger rectangle below it for the body, leaving a small gap between them for the neck. Finish with a ground line near the bottom. Those two boxes decide the whole size of your robot, so take a moment to center them.

💡 **Tip:** Press lightly. These boxes are only a map, and you'll erase them later.

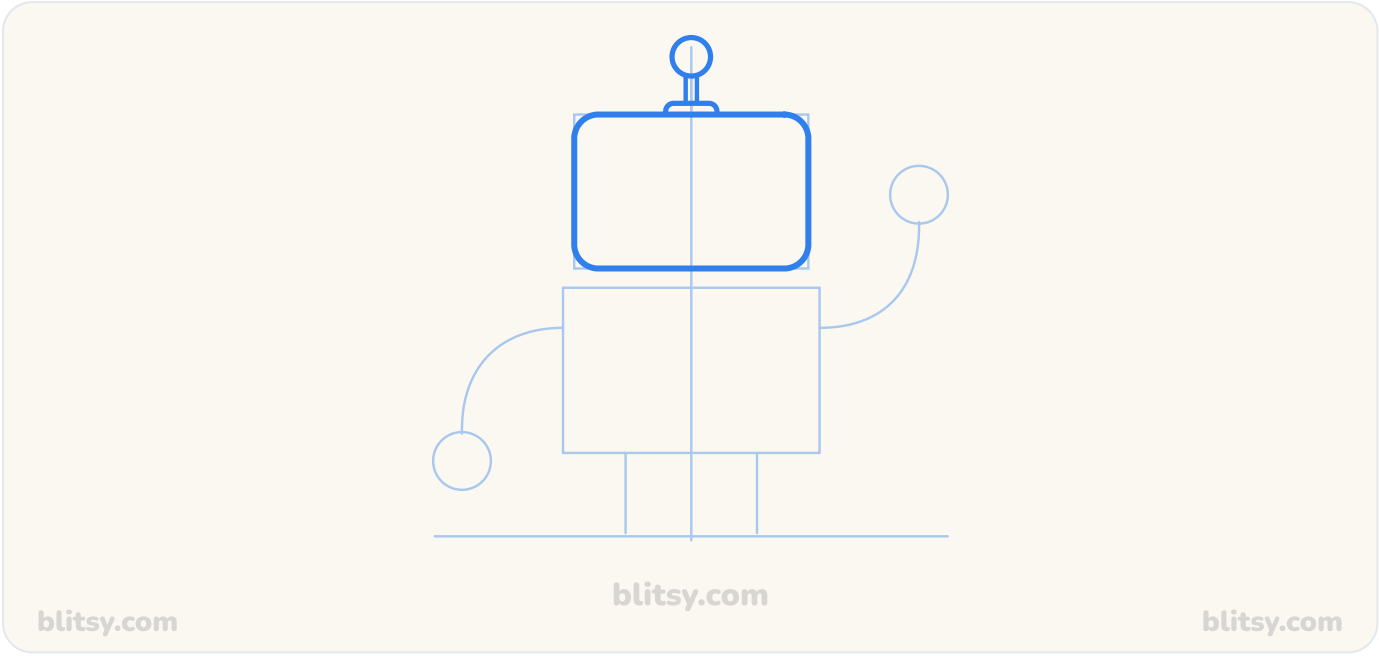
STEP 2 Add guides for the limbs and the antenna



From the left side of the body, curve a line out and down, and end it with a small circle for the hand. From the right side, curve a line out and then up, with another circle at the top; that's the waving arm. Draw two short lines down from the body to the ground for the legs, plus a line and a circle above the head for the antenna.

💡 **Tip:** Make the arm curves gentle and rounded, like a garden hose, so the tubes look bendy instead of stiff.

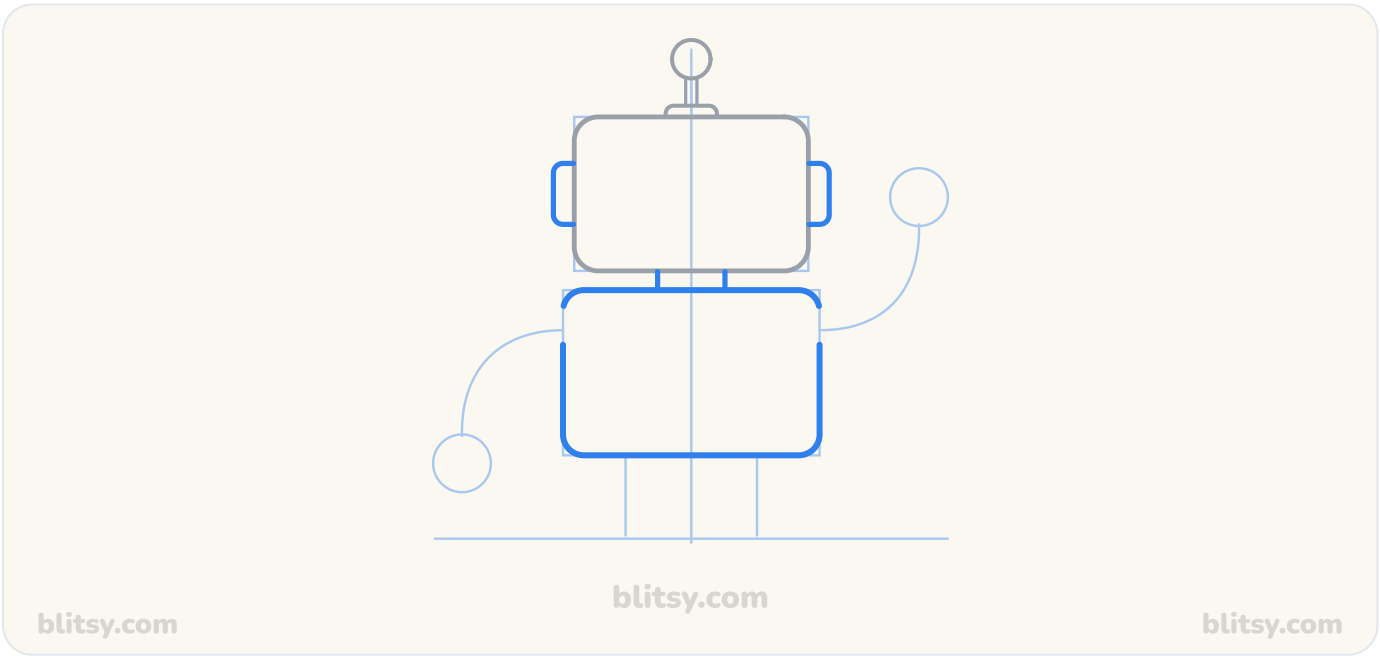
STEP 3 Draw the boxy head and the antenna



Trace over the head box with rounded corners. I round them quite a lot, because sharp corners make a robot look serious and soft ones make it friendly. On top, add a short flat cap, a thin stick and a round bulb at the very tip.

💡 **Tip:** Keep the antenna stick thin. A thick one looks like a chimney.

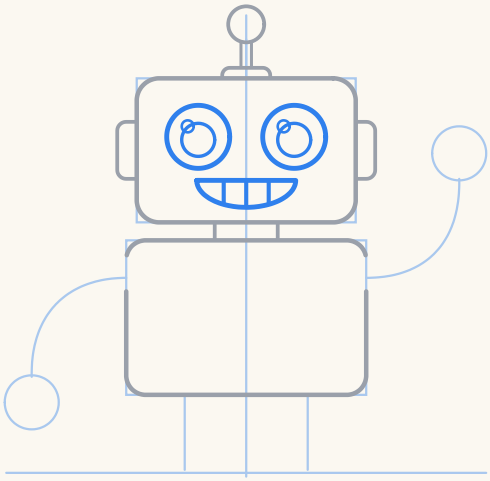
STEP 4 Add the side bolts, the neck and the body



Draw a small rounded rectangle on each side of the head, half hidden behind it, like ears. Connect head and body with a short, narrow neck. Then go around the body box with rounded corners, just as you did for the head.

💡 **Tip:** Make the neck much narrower than the head. That little pinch is what makes the head look like it sits on top.

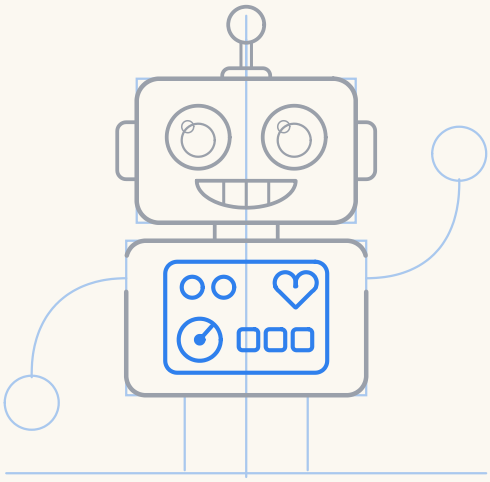
STEP 5 Give it screen eyes and a smiling grill



Draw two big circles in the upper half of the head (I trace a coin for these), with a smaller circle inside each and a tiny shine circle near the top left. Below the eyes, draw a flat line and hang a half circle under it for the mouth. Split the mouth with three short lines so it looks like a grill. Big eyes set close together are the secret to a cute robot face.

💡 **Tip:** Put both shine dots on the same side of each eye, or the robot will look cross-eyed.

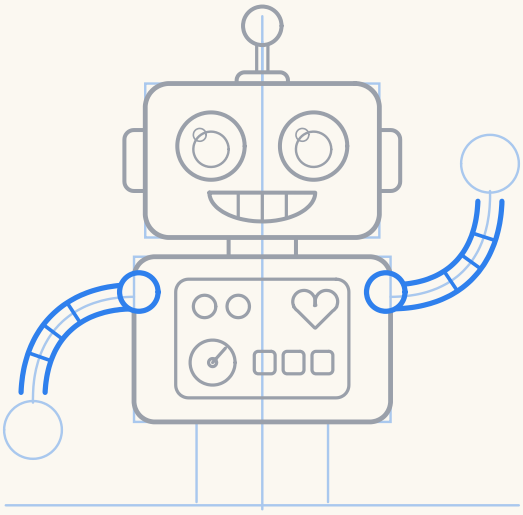
STEP 6 Draw the control panel with a heart light



Inside the body, draw a smaller rounded rectangle for the panel. Leave an even border all the way around it. In the top row add two little round buttons on the left and a heart on the right. Underneath, draw a round dial with a short needle, and a row of three small square buttons beside it.

💡 **Tip:** Draw the heart as two bumps and a point, and keep it about the size of the two buttons together.

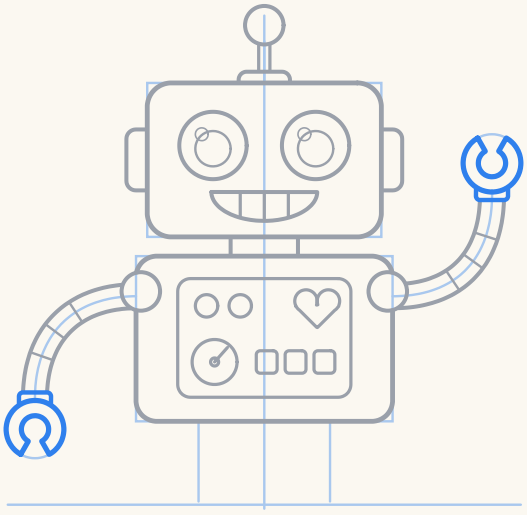
STEP 7 Build the bendy tube arms



Draw a round shoulder joint on each side of the body. Then go along each arm guide with two parallel lines, the same distance apart the whole way, to make a tube. Add three short lines across each tube so it looks like a bendy, ribbed pipe.

💡 **Tip:** If your two lines drift apart, the arm gets fat at one end. Check the gap every few centimeters.

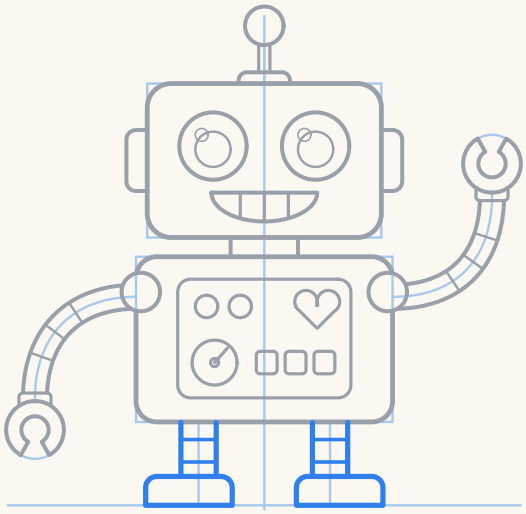
STEP 8 Add the claw hands



At the end of each arm, draw a small band for the wrist. Then turn each hand circle into a claw: a thick ring with a notch cut out of it. The left claw opens downward, and the waving claw on the right opens up toward the sky. That notch is what turns a plain circle into a robot hand.

💡 **Tip:** Younger kids can skip the notch and draw a simple ball hand. It still works.

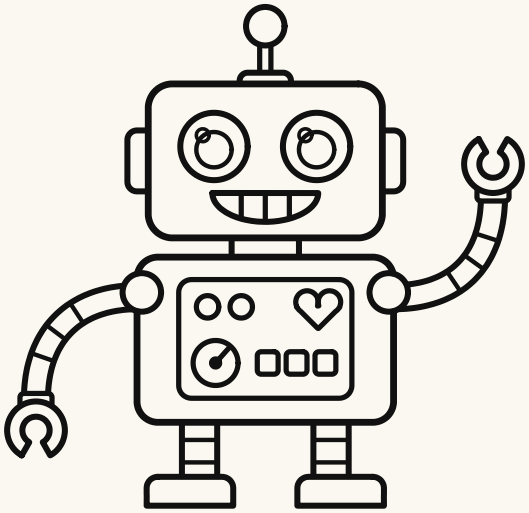
STEP 9 Draw tube legs and flat feet



Draw two short, straight legs from the body down toward the ground, with two lines across each for joints. Finish each leg with a long, flat foot that sits right on the ground line. Wide feet make the robot look steady, as if it could stand there all day.

💡 **Tip:** Let each foot stick out a little on both sides of its leg, more on the outside.

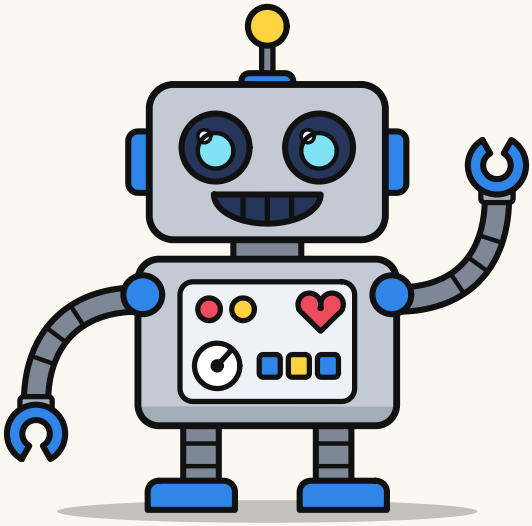
STEP 10 Ink the lines and erase the guides



Trace every line you want to keep with the black marker. Most beginners press too hard here and wobble, so go slowly on the long box edges and turn the paper for the round eyes. Wait for the ink to dry, then erase the boxes, the middle line and all the curved guides.

💡 **Tip:** Ink the big outer shapes first, then the small panel details last, when your hand is warmed up.

STEP 11 Color your robot



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Color the head and body silver gray, with a darker band along the bottom of the body for shading. Arms and legs are dark gray, and so are the neck and the antenna stick. Use blue for the claws, feet, side bolts, shoulder joints and antenna cap. Fill the eye screens and mouth navy, the eye glow light blue, the bulb and one button yellow, and the heart and other button red.

💡 **Tip:** Leave the little shine circles in the eyes white. They make the screens look like they're glowing.