How to Draw Kuromi

11 easy steps for beginners



What you'll need

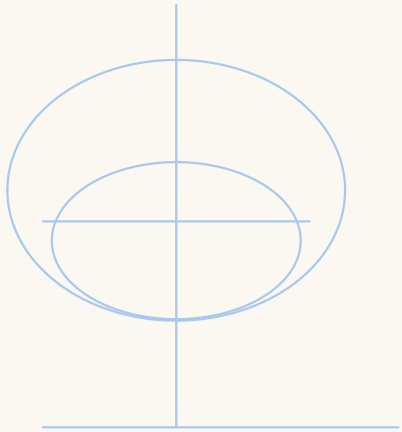
- A pencil
- An eraser
- A black fineliner
- Colored pencils or markers
- Plain paper

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 →

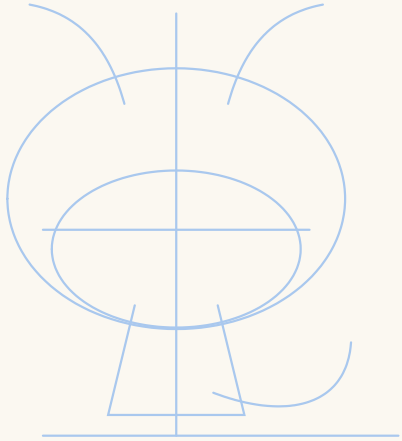
STEP 1 Draw the hood circle and face oval



Start with a large oval in the upper half of the page, a bit wider than tall. That's the hood. Inside it, low down, sketch a flatter oval for the face so its bottom almost touches the bottom of the hood. Add a vertical center line that runs all the way to the ground, a short ground line, and a cross line through the face oval just above its middle for the eyes.

💡 **Tip:** Press so lightly that you can barely see the lines. Every shape in this step gets erased later.

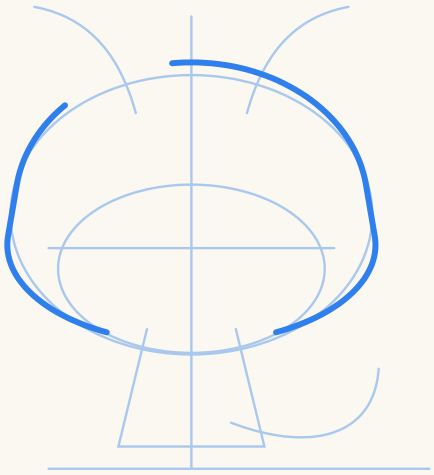
STEP 2 Sketch the ear, body and tail guides



From the top of the hood, pull two curved lines up and outward like a pair of antlers bending away from each other. These are the centers of her ears. Under the head, draw a small trapezoid for the body, sitting on the ground line. Finally, swing a curve out from the lower right of the body and up, where the tail will go.

💡 **Tip:** Keep the body short. It should be less than half the height of the hood, or she starts to look like a grown-up figure.

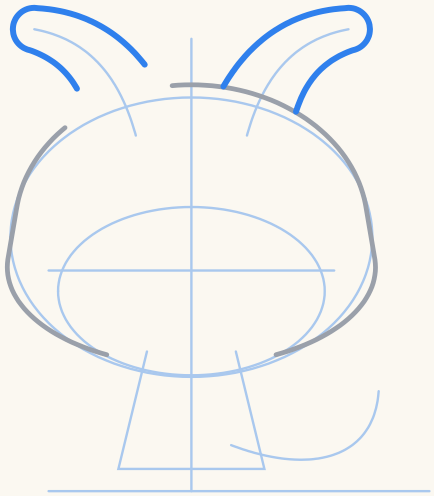
STEP 3 Outline the rounded hood



Go over the hood guide with a firmer line. Let the sides bulge out a little at cheek level and come back in toward the chin, almost like a rounded helmet. Leave small gaps near the top where the ears join, and another on the upper left where the bow will sit later.

💡 **Tip:** Draw one side, then the other, each starting at the top. Two short curves are easier to match than one big loop.

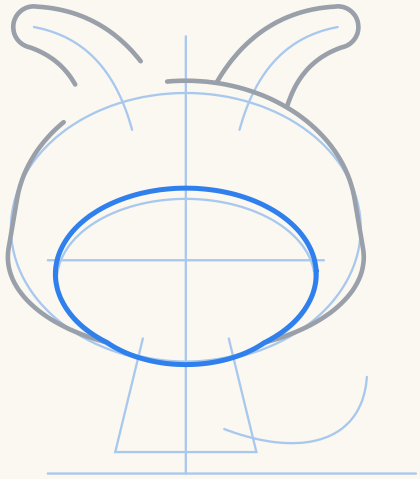
STEP 4 Add the two long hood ears



Draw each ear as a long, curved shape that follows its guide line. It's wide where it leaves the hood and slowly narrows toward a rounded tip that bends outward. I like the tips to tilt a touch downward, because it gives her that playful, floppy jester feel.

💡 **Tip:** Turn the paper as you go. Curved shapes come out smoother when your hand pulls the line toward you.

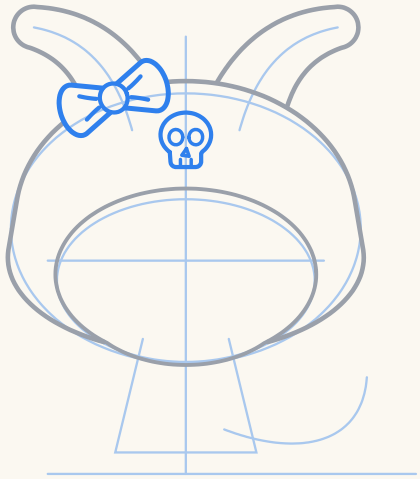
STEP 5 Draw the white face opening



Trace the face oval with a confident line, letting the chin dip just below the edge of the hood. The top of the face is fairly flat and the cheeks are round. This opening is the white area that makes Kuromi readable, so keep it big; a small face gets lost in all that dark hood.

💡 **Tip:** If the oval tilts, check it against your center line. Both halves should reach the same distance from it.

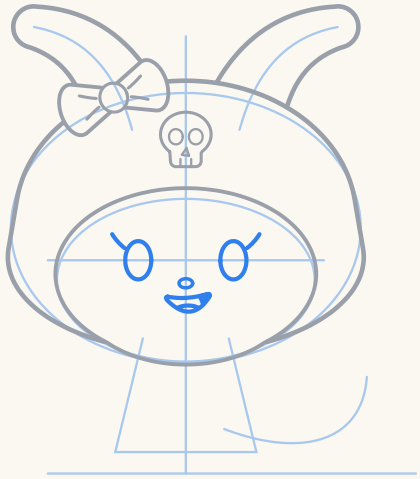
STEP 6 Add the skull emblem and the pink bow



On the hood's forehead, centered above the face, draw a small skull: a circle with a little rounded box under it for the jaw. Give it two round eye holes, a tiny triangle nose and two short teeth lines. Then, at the base of the ear on your left, draw a bow with a round knot and two loops that widen away from it, plus a couple of crease lines in each loop.

💡 **Tip:** Make the skull about as wide as one eye is tall. Bigger than that and it starts to compete with her face.

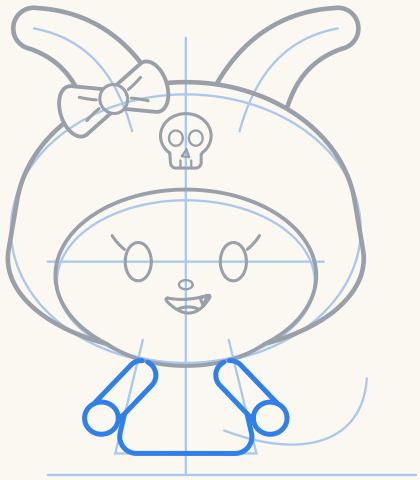
STEP 7 Draw the eyes and a cheeky grin



On the eye line, draw two upright ovals, set wide apart. Add one small lash flicking up from the outer top corner of each eye. Halfway between the eyes and a bit lower, place a tiny oval nose. Under it, draw a small open smile that's slightly wider on the right, with one little triangle fang hanging from the top edge and a curved line for the tongue.

💡 **Tip:** The one-sided fang is what turns a sweet smile into a mischievous one, so keep it small and on one side only.

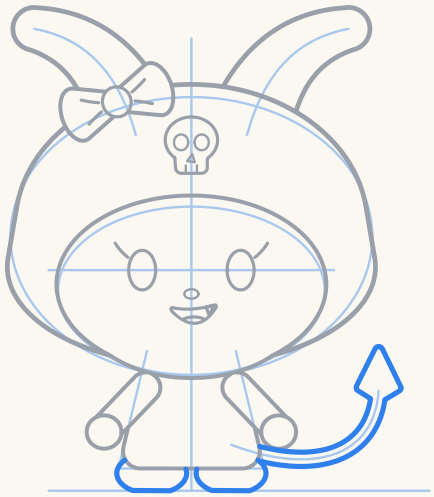
STEP 8 Draw the small body and short arms



Outline the body over its guide with soft, rounded corners. Then add two short, thick arms angled down and out, each ending in a round mitten hand. The arms overlap the sides of the body, so stop the body line where an arm crosses it.

💡 **Tip:** Give the arms real width, about as thick as the nose to mouth distance on the face. Thin stick arms look wrong on such a round character.

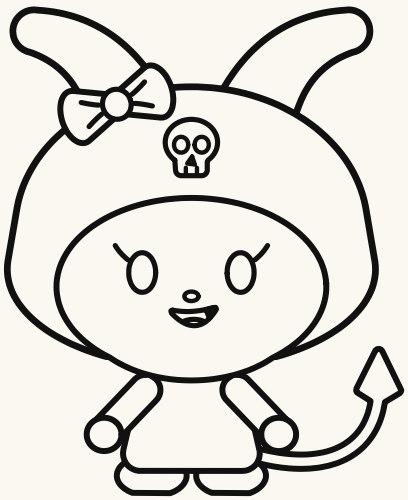
STEP 9 Add round feet and a spade tail



Under the body, draw two flat-bottomed ovals for the feet, resting on the ground line. Then trace the tail guide with two close parallel lines and finish it with a pointed spade shape at the tip, like the tip of an arrow.

💡 **Tip:** Draw the spade first and then connect the tail to it. It's easier to aim a line at a shape that's already there.

STEP 10 Ink the lines and erase the guides



Trace all the keeper lines with your fineliner. I slow down most around the lashes and the fang, since those tiny lines carry her whole expression. Wait until the ink is fully dry before erasing every guide oval, the center line and the trapezoid.

💡 **Tip:** Rest the side of your hand on a scrap of paper while you ink, so you don't smear the lines you just drew.

STEP 11 Color your Kuromi



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Color all the hood and body parts a very dark purple or soft black, leaving a slightly lighter strip along the left edges as a highlight. The skull and bow are pink, with darker pink in the shadows. Keep the white parts white with a little light gray at the edges, add light pink cheeks and tongue, and fill the eyes black, leaving a white dot of shine in each.

💡 **Tip:** Color the dark parts last if you use markers. Black ink can bleed into the white face if you work over it too soon.