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Drawing in girls

Learning how to draw an adorable cartoon girl can be easy with our detailed directions and easy to follow illustrations. With a little creativity, see how fun it can be to bring a cartoon girl to life.In just five simple steps, we'll show you how to draw this cartoon girl perched on a pretty chair. You can draw this cartoon freehand while looking at your computer monitor or print out the page to get a closer look at each step.On each page, we'll show you an illustration of each step and then give you a description of how to draw it.Follow the red lines in each illustration to learn exactly what to draw in that step. The lines drawn in previous steps are shown in gray.Pencils ready? Let's get started...- Sketch a roughly heart-shaped figure for the head. Use an oval for the body. Show the neck as two short lines. Draw an oval at an angle for the top part of the legs.Form the foot with a smaller oval. Connect it to the knees with a very short straight line and a much longer one.Draw upside-down U-shapes and a straight line under them for the eyes. Show the nose as a J-shape with a straight line under it. Form the mouth with a broad curve and two short lines at the ends. Use a C-shape for the ear.Start to draw the arms with a U-shape. Draw another U-shape around it, and curve the tops for the shoulders. Show the back of the chair as an upside-down U-shape with a line through the middle.- Draw the cushion with curved and straight lines. Use straight lines to start the chair legs. Form a second leg with a J-shape. Shape her first leg with a curved line.Sketch the hair with a pointed oval shape and two comma-shaped figures. Form a comma-shaped figure above the oval. Add an S-shaped ponytail. Draw slanted triangles and curved lines for the closed eyes. Use a J-shape and two small curved lines for the nose.Form the mouth with a J-shape and two curved lines. Outline the dress with curved lines at the neck, arms, bust, and above the knee. Shape the hands with curved V-shapes and lines. Show the leg's outline with a curved line.Attach a backward J-shape for the shoe top. Add a second U-shape to the chair back. Show the chair seat with a straight line. Give the chair legs curled-up ends.Add texture to the hair with many curved lines. Draw comma-shaped eyebrows. Place a tiny curlicue in the ear. Use a small circle for the earring. Give the dress a collar and cuffs by attaching many small U-shapes. Show folds in the dress with some curved lines.Draw two J-shapes for more fingers. Add another shoe with a backward J-shape and three lines for the heel. Draw U-shapes and a long oval for the chair rungs. Make the cushion look plump with three short curved lines.For the chair back, use the centerline as a guide. Form an upper scroll and two side scrolls. Place a small circle above the upper scroll.Darken the hair band and eyebrows. Give dimension to the legs and back of the chair by thickening the scrolled lines. Shade the chair with short lines.There, your pretty cartoon girl is complete. Excellent effort. Your skills are getting better and better with each drawing, so now it's time to stretch your ability a bit further.- Continue to the next article to learn how to draw a gentle giraffe.See all How to Draw articles. A draw is a payment taken from construction loan proceeds made to material suppliers, contractors and subcontractors. That means the borrower doesn't have to pay them from personal funds while the project is ongoing. Draws also keep vendors happy because they're getting regularly paid.Deeper definitionAlmost all construction loans have extra funds that are withdrawn immediately and deposited in a locked account called an "interest reserve," which is based on the project's construction budget. Because the construction project can take a long time, contractors, material suppliers, and members of the construction team need to get paid at different stages. That's when they draw from the construction loan.Draws offer relief to borrowers from having to meet expensive payment schedules. Borrowers also don't get penalized by the draw, since they usually only have to make interest payments on the principal.Draws usually begin upon completion of a pre-designated stage, such as building under roof or pouring of the foundation. It also may occur periodically, typically once a month for the specified term, followed by a "final draw." They're subject to approval from the creditor, who verifies that the stage has been completed according to the terms of the contract.Do you owe money on a loan? Bankrate can help you dig yourself out. Draw exampleBob is a builder who can fix anything. He's hired by Wendy to renovate her home theater. It's an expensive job, so Wendy takes out a construction loan to help pay Bob and his subcontractors. Bob needs to buy new insulation for the home theater, and his materials vendor draws payment from Wendy's construction loan to cover his costs. Once Bob begins, he estimates it'll take six months to complete. After the first month, Bob needs to get paid. He shows Wendy's bank that he's met a predetermined construction milestone, and the bank lets him draw a payment from the loan for the month of work he performed. These easy step-by-step instructions will show you how to draw a cartoon girl. Simple shapes to start your cute cartoon girl. This cute gal starts out with a simple oval for a head. Draw a skinny rectangle for her neck, a funny-curved rectangle for the body, and long straight rectangles for legs. Draw an oval on the bottom of the each leg. Your feet look like ovals too, right? If you're drawing a cartoon of a girl, you need a funky hairdo. I think this girl is going to be blonde! Her hairstyle looks tricky but we'll start with a simple shape first. Draw a funny-slanted rectangle like this. Add the straight lines for arms, and small ovals for hands. Draw curved lines in the hair rectangle to add interesting shapes. Add sleeves at the top of the arms, and "flares" on the legs, a little more than half way down. This girl is wearing cute and comfy casual clothes, which some schools allow instead of a uniform, but you could easily add a pleated skirt and collar to make her into a more traditional schoolgirl. Draw a small rectangle on the left corner of the hair, and then draw a funny "S" shaped curve around the back of the head. For the fingers, draw curved triangles onto the ovals. Add other "s" type shapes on the feet to look like shoe tongues. Drawing simple lines in the triangles will make more fingers easily. Adding upside-down "T" shapes on the feet make shoe patterns. Connect the hair to the head with another "S" shaped curve. Lightly drawing a curved cross through the cartoon girl's face will help place the facial features correctly. Add ovals for eyes, a curved triangle for a nose, and a mouth. Don't forget eyebrows and eyelashes! She needs to look her best for the mall. She needs a little style, let's give her some. Draw a curved rectangle for a bracelet, and a square for a purse. Then add a strap and flap with simple lines. Coloring in the sleeves and shoes adds a little more style. Draw an oval design on her shirt. Cleaning up eraser marks is important. For a finishing touch, tracing the outline of the drawing with a dark line looks nice. If you're using color, remove excess pencil with an eraser and add the color before outlining the image - you don't want her blonde hair to look dirty! Or you could outline the drawing before scanning and adding color with your paint program. Even the most creative of us sometimes fall into a rut. Sadly, once you get stuck, it can be hard to get started again, especially when there's a gulf between your artistic vision and what you are actually able to produce. When you produce something dissatisfying, you may believe you've lost your ability, causing you to fall into an even deeper rut. We visualize creating art as we did when we were at the top of our game and forget all the practice that went into getting there. Fortunately, there are some tried-and-true exercises you can do to get your creative juices flowing again. Start by acknowledging to yourself that as much as you wish to be really creative, you will need to dust off your artistic skills, spend a bit of time practicing the basics again, and accept the fact that you're probably going to be dissatisfied with what you initially create. Make an agreement with yourself that you're going to do it anyway and that you will make a decent effort, not fool yourself with a feeble attempt. You know in your heart that it's only by practicing that you can get back into your art. Acknowledge your desire to be creative, and let that desire motivate you. Treat yourself to a painting sketchbook you're going to love, that you'll enjoy holding in your hand, that is pleasing to you before you've even done anything with it. A Moleskine with watercolor paper is a great choice, but there are all sorts of options, from large wire-bound sketchbooks to small leather-bound books you can carry with you in your pocket. When you're ready to use it for the first time, don't open it to the first page. Instead, open it to somewhere in the middle or near the back and start there. This immediately eliminates the pressure for the first thing in your new sketchbook to be something "good." For the next week, spend 15 minutes a day making marks in your sketchbook. Use a pencil, art pen, ballpoint pen, marker, paint, anything. It doesn't matter what you use as long as you spend 15 minutes wielding it on the paper without stopping for too long. Sit somewhere comfortable and draw in your sketchbook what you see, whether it's the whole scene around you or merely one small object. Don't cheat yourself by spending the 15 minutes thinking about what you might do. Put pencil to paper and move it around. The goal of this exercise isn't to produce a masterpiece, it's for you to turn the sketchbook page from an empty one into one with a picture on it. Spend a week doing this exercise each day. Don't do more than 15 minutes a day for seven days, even if you have the time or inclination. Set a timer and stick to the limit. If you begin to feel frustrated that you can't spend more time drawing, good. You're developing an itch. If, after a week, you've got your creative itch back, then run with it. If you haven't, keep it up for another week and add another artistic element to it. This could be visiting an art gallery or museum if there's one nearby (if they do free tours, take one), or browse the collection of a museum on the web. Perhaps try watching a how-to or biographical painting DVD (such as the "Impressionists" series or Simon Schama's "Power of Art") or reading a biography of a famous artist. Copy a painting by an artist you like, or dig out one of your own old paintings and try copying that. Keep at it, a little bit every day, and the itch to create will eventually reappear. People are (obviously!) everywhere, which makes them an obvious choice when it comes to creating art. Even if you're by yourself, you can still look in a mirror and find a person to draw. People are also, unfortunately, just about the most difficult subject to accurately capture. The ability to draw humans is regarded as one of the most admirable artistic skills. To get a feel for drawing people, you need to do more than look in a mirror; you need to get some help from outside sources. Before you jump in feet first, it helps to have a reason for wanting to draw people. Maybe you want to do a sketch of your Grandparents' wedding picture for their 50th anniversary, maybe your little sister is graduating high school, and you want to do a drawing of her in her cap and gown as a present for your parents. Whatever the reason, whenever you're creating art it helps to have an inspiration rather than just learning to do something simply to prove you can. The "great" artists often had muses. Mona Lisa was a real person, as are many of the other people in classic drawings. Is there a TV character you find attractive? A movie star? A singer? Why not choose them as your model? Having a specific person in mind gives you a framework to strive for, and when you're done you have a one-of-a-kind poster of your favorite celebrity to hang on your wall. Ultimately, give yourself a goal, and make sure you're inspired to meet that goal. Picking someone in particular to draw helps for two reasons: the first was that it motivates you to keep trying; the second is because it's easier to draw something you can see. Some people don't think art drawn from a reference is "real" art. Guess what? It is! There's no shame in using a model or photo to guide you along as you translate reality to paper. The "great" artists were well known for using references for their art. Monet's lily pads were real lily pads in his pond; as said before, Mona Lisa was a real person. Leonard da Vinci is perhaps one of the greatest artists of all time - not necessarily because he made the best art, but because he sought intrinsic truths through his art. Da Vinci's sketches detail human anatomy and provided an invaluable foundation in both the artistic and scientific fields. His search for understanding of the human body was so intense that he even visited morgues in order to perform autopsies and artistically capture what he saw. Drawing humans isn't just about what you can see; to really represent a person, it helps to know the science of the human body. While this seems tedious, you'll appreciate a foundation of knowledge on skeletons, muscles, tendons, et cetera. Just because you can't see it doesn't mean it's not important to the final drawing. Embrace your inner da Vinci. Now, this doesn't mean you should go out and do autopsies, but it does mean that you need to invest time in your education when it comes to understanding the human body. One of the more popular styles of drawing people is drawing cartoons. Cartoons seem simple, right? You get to forget all that stuff about anatomy for cartoons, right? You have to learn the rules before you can break them. Knowing how to maintain proportion, knowing how limbs bend, knowing how the body is connected (which is all stuff that studying anatomy will teach you!) then lets you alter those elements to craft your cartoon humans. In a cartoon, you have to draw characters consistently. Learning how to capture realistic humans gives you the skill to design and repeatedly produce your imaginary cartoon characters. From there, cartoon characters are all about imagination. Drawing cartoon people is one dash real-world anatomy, two dashes playtime! Don't get discouraged if you read up on accurate human proportions, learn about the skeletal and muscular systems, and find a muse you're compelled to capture, but your human drawings still aren't up to snuff. Don't give up! The most important thing you can do is keep at it. You came to this corner of the internet because you want to draw humans. Hold on to that spark! Keep working, keep learning, keep practicing, and one day you'll sit down to sketch and realize that drawing people is second nature to you!

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