

How to Draw Tintin

It's fun to draw cartoon characters, and with these handy tips, it can be a lot easier than you think. If you divide faces and bodies using a grid, you'll soon learn just where to place the eyes, nose and other features.



Scenes

Great cartoon figures need great cartoon scenes. Hergé spent a long time perfecting his backgrounds. Try drawing Tintin in interesting settings, doing different things.

Face

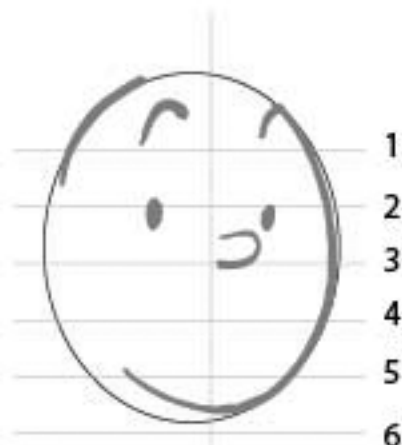
Follow these simple steps to draw Tintin's head and face. Once you've got it right, try different expressions.



First, draw an oval. Trace it lightly in pencil at first, then thicken the line. Divide the oval in half vertically (line x).

X

Next, draw six horizontal lines to help you place the features. The eyebrows are above line 1. The eyes are on line 2. The nose is on line 3, to the right of line x.



1

2

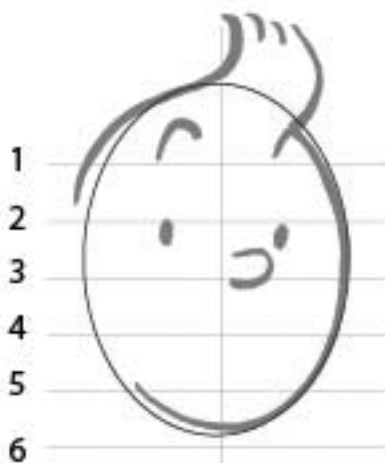
3

4

5

6

X



1

2

3

4

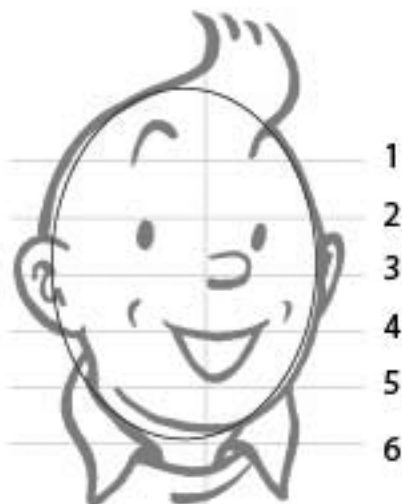
5

6

X

Now you can sketch in Tintin's hair. Make sure it twists upwards from the top of the oval, just right of line x. Note the two small hairs at the top, in the middle.

Now for the finishing touches. The ears should be between lines 2 and 4. The lower lip lies on line 5, and don't forget the smile lines and Tintin's shirt.



1

2

3

4

5

6

X



Full Figure

To help you draw a full figure of Tintin (or any person), think of him divided into five and a half equal segments, as shown to the right. An important point to remember is that the fingertips reach to just below segment three.



To help you draw figures moving, try lightly sketching simple stick figures first (shown in red). Then add the body and, finally, clothing.

Hands

You could draw a fab picture of Tintin, but if the hands are wrong it will upset the whole image. One good way of drawing hands is to draw a four-sided shape like a squashed square first. Then add the fingers and thumb.



This simple shape can be used as a basis for hands. This is because your palms are square-ish. (Look at them and see!)

