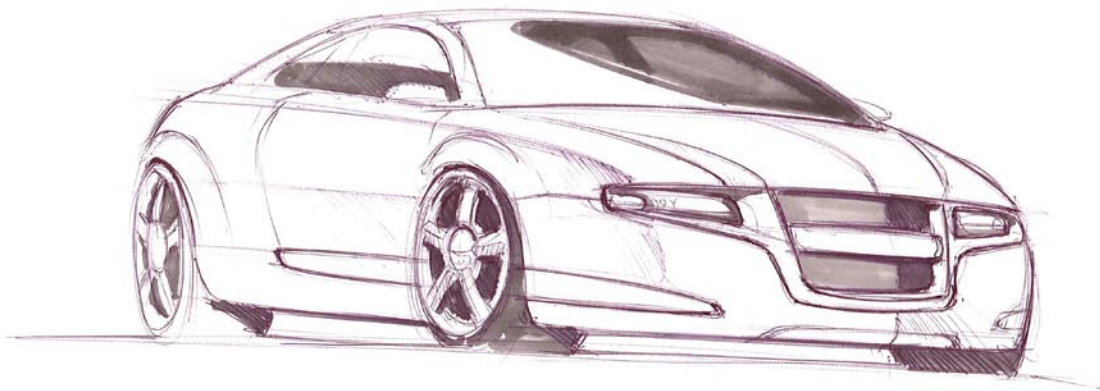


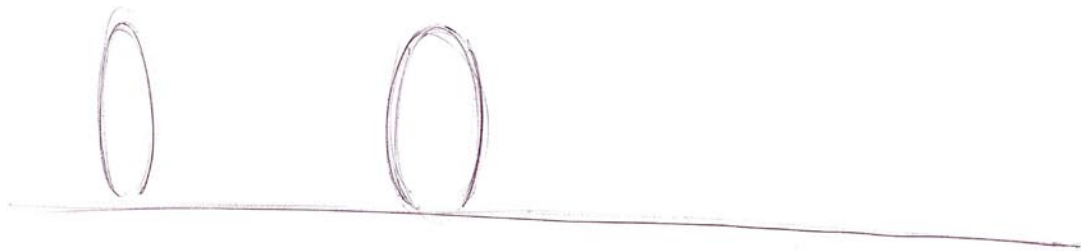
Quick Start Guide



This Quick Start Guide shows you how to draw an amazing car in under 30 minutes.

Step 1

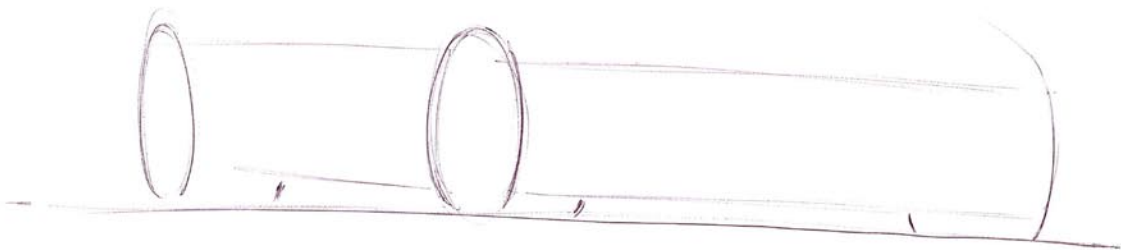
Draw a horizontal line and then just draw two ellipses, side by side. These should be reasonably separated but not too far apart.



Step 2

Determine the width of the car. In the illustration, I drew the far right-hand side of the car, which determines the width of the car. You can also draw in that far right hand front wheel. Now draw in the baseline – the bottom line of the car; and draw in the center line as well. You now have a few reference points to work from when you begin to draw the other parts of the car.

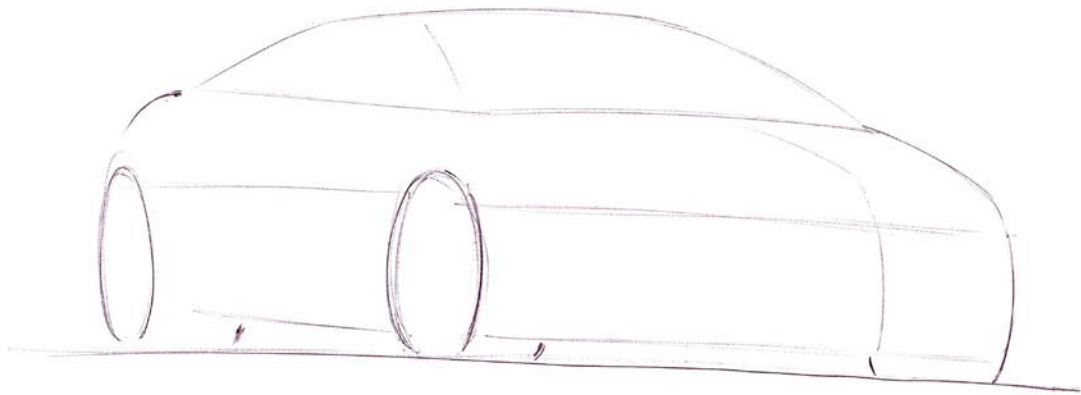
Toward the middle of the car, just draw a horizontal line across, roughly about $\frac{2}{3}$ to $\frac{3}{4}$ up the height of the front wheel. This represents the height that the headlights will go in or the height of the bumper bar, depending on whether you want a lower front or a slightly more upright front. It represents a 'belt line' that goes around the entire car there.



Step 3

Move up from the hood and begin to draw in the windscreen, the baseline, and the belt line. These start to flesh out the overall proportion of the car, giving a very basic outline of the car with the width and the proportions drawn in.

Don't forget to draw in the centerline to be used for a later stage when we begin to work the headlights and the other details.

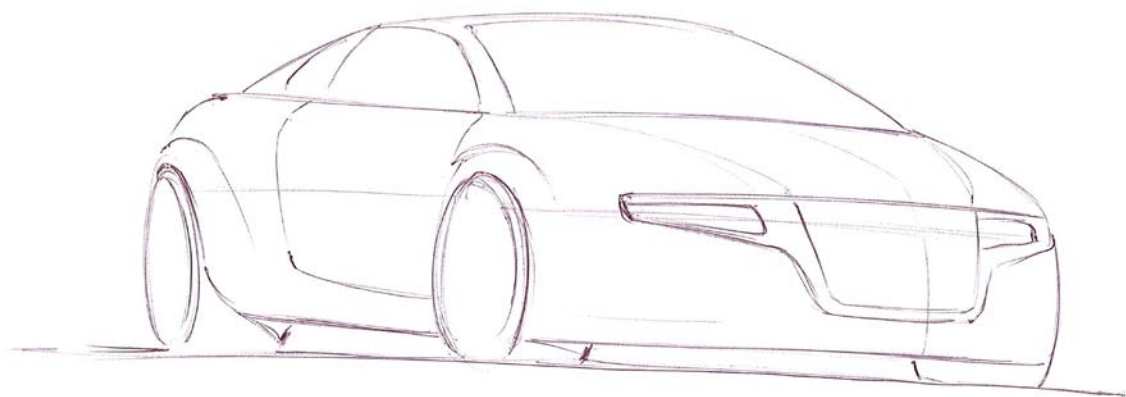


Step 4

From that horizontal line that you drew through the middle, you can roughly begin to draw in the grille and the headlights, working off the centerline. The headlight on the left-hand side will be a little bit wider than the headlight on the right-hand side. This helps to indicate that there is a curve at the front of the car.

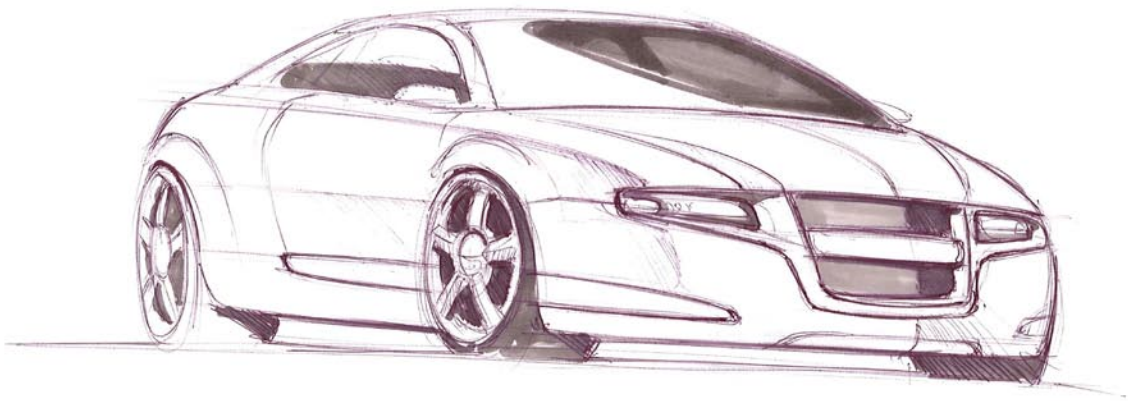
Begin to draw in your wheel flares around the wheels, sketch in the outline of your rims, start marking out your side window and drawing in the doors. The door that I have drawn in has a little bit of shape. You can use your door line to indicate the profile through the side of the car or to indicate that there might be a sill that runs along through that – a specific line, or a belt line around the glass there.

Notice that there is also a crease line that runs through the body, and you can use the doors to help define those shapes. From there, you can just keep working in the details that you want. In designing, coming out with your own designs is an easier way of drawing cars than trying to draw existing cars that are out there because you do not have to worry so much about proportions. That is, having the car that you want and the way that you want it to look, as opposed to attempting to realistically represent an existing car.



Step 5

Start putting in a few more little details on the design that you want, such as reflections (see Gloss Surfaces Cheat Sheet). You can now see that it is all very loose and very quick. Observe where I have scribbled in lines lightly and then gone over them again with heavier lines once I have decided that those are the lines that I like. You can also add in the rim detail at this stage.



This drawing is quite loose, but I have not had to deal with that much perspective – for instance, the angle of the wheels is fairly straightforward: two simple ellipses. The drawing has come together quite quickly and freely, but above all, it is effective, as it's got impact. With this technique and practice, you can produce a quick sketch that takes only about half an hour to do.

Also with practice, you will learn where to put the black for the wheels, the little shadows under the wheels, the little bits of reflection, and other details. Essentially, I learned this by studying other people's drawings. Scrutinizing what other people have done is a very good way to develop your techniques and to learn styles.

Materials used

This is just a simple pen drawing, using a little bit of marker at the end to help define shapes and reflections.

Quick Start Tips

Just go for it. Draw in a line for the ground, two ellipses for the wheels, sketch in the overall body shape, add in the windows, and add in more detail as you go. Don't worry if it is not perfect. Trace over it again on a new piece of paper – keep the bits you like, fix the bits you don't.