

# DRAWING AHSOKA

## TANO FROM *THE CLONE*

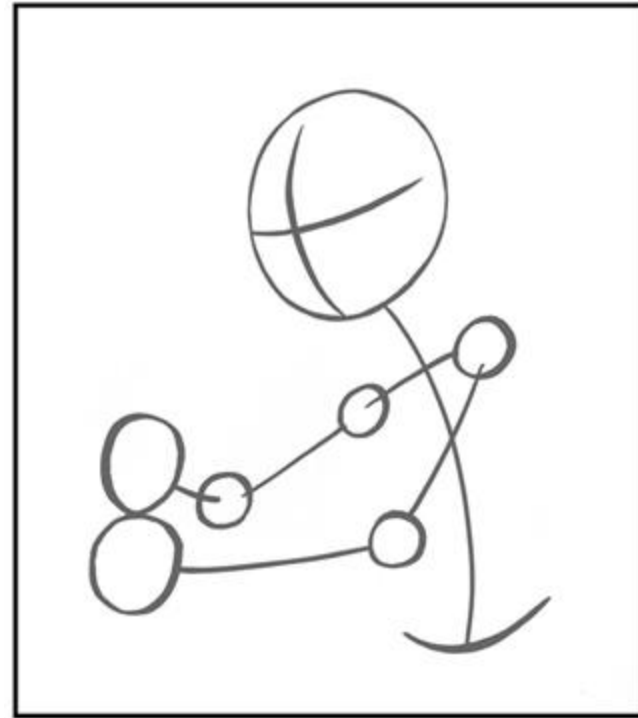
### *WARS*

Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

Discovered by Master Plo Koon, Ahsoka Tano is a Togruta girl who was raised in the Jedi Temple. She graduated to Padawan at an early age, in part, as an effort by Master Yoda to teach her new Master, Anakin Skywalker, a greater sense of responsibility, but it was also necessitated by the Clone Wars. Regardless the reason for her advancement, Ahsoka remained eager, almost overly so, to prove herself worthy of her status as a Padawan.

*Star Wars* illustrator [Grant Gould](#) explains with these easy-to-follow steps on how to draw Ahsoka Tano. Steps 1-5 are to be drawn lightly with a pencil. No pen, no dark lines. Finished lines and details will come at the end.

Download the instructions for this tutorial here as well:  
[Draw Ahsoka Tano](#)



#### **Step One:**

Drawing lightly with a pencil, create a framework using basic shapes like circles and ovals. This will tell you where the shoulders are, elbows, etc.



**Step Two:**

Now it's time to flesh out your body shapes a bit more. Again, very lightly with your pencil, draw the arms, belt, lightsaber handle, head and torso.



**Step Three:**

Once you have the basic structure of the body in place, you can start adding in details, such as her face and head decorations. Feel free to erase and redraw your lines until they look just right.



**Step Four:**

Take a look at each piece of clothing on Ahsoka, such as her gloves and belt, and fill in the details accordingly. Also be sure to add those final touches to her lightsaber handle.



**Step Five:**

Go over your final lines with a pen or marker. Once your ink lines are dry, erase the pencil lines. Or use heavier pencil lines over the lighter ones. However you decide to finish your drawing is completely up to you!

# DRAWING ANAKIN SKYWALKER FROM *THE* *CLONE WARS*

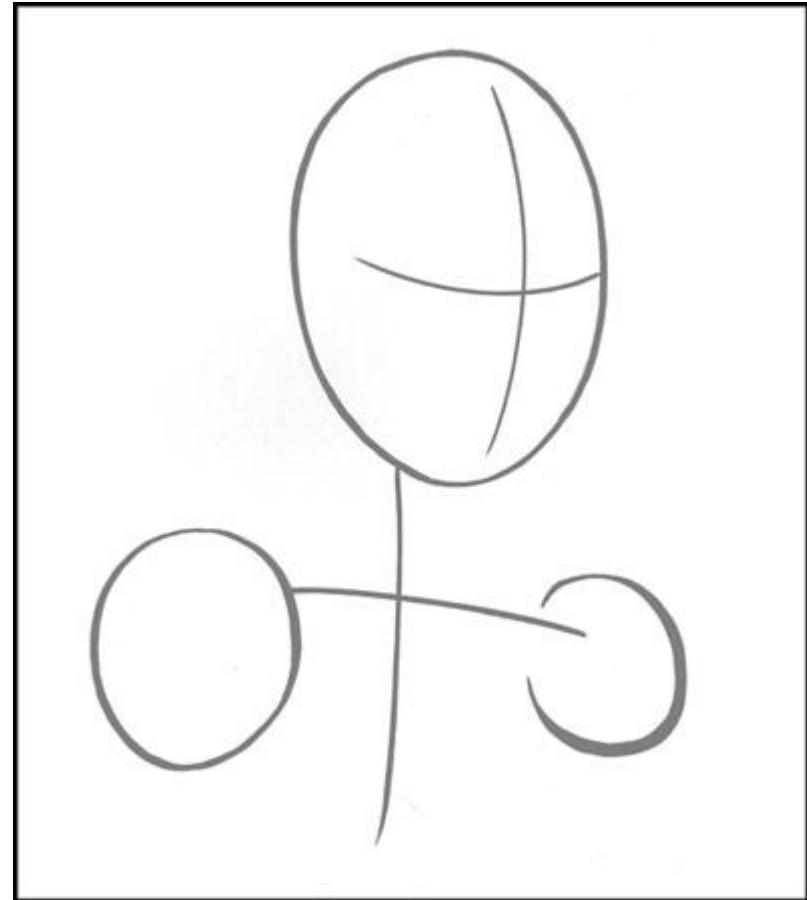


Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

*Star Wars* illustrator [Grant Gould](#) explains with these easy-to-follow steps on how to draw Anakin Skywalker from *Star Wars: The Clone Wars*. Steps 1-4 are to be drawn lightly with a pencil. No pen, no dark lines. Finished lines and details will come at the end.

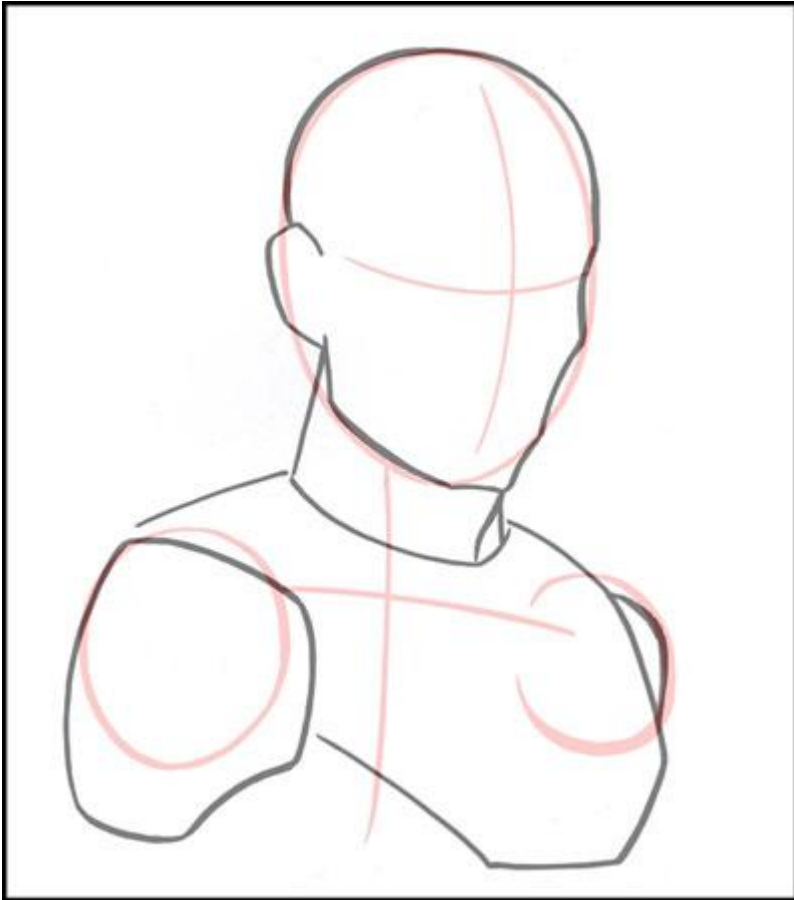
Download the instructions for this tutorial here as well:

[Draw Anakin Skywalker](#)



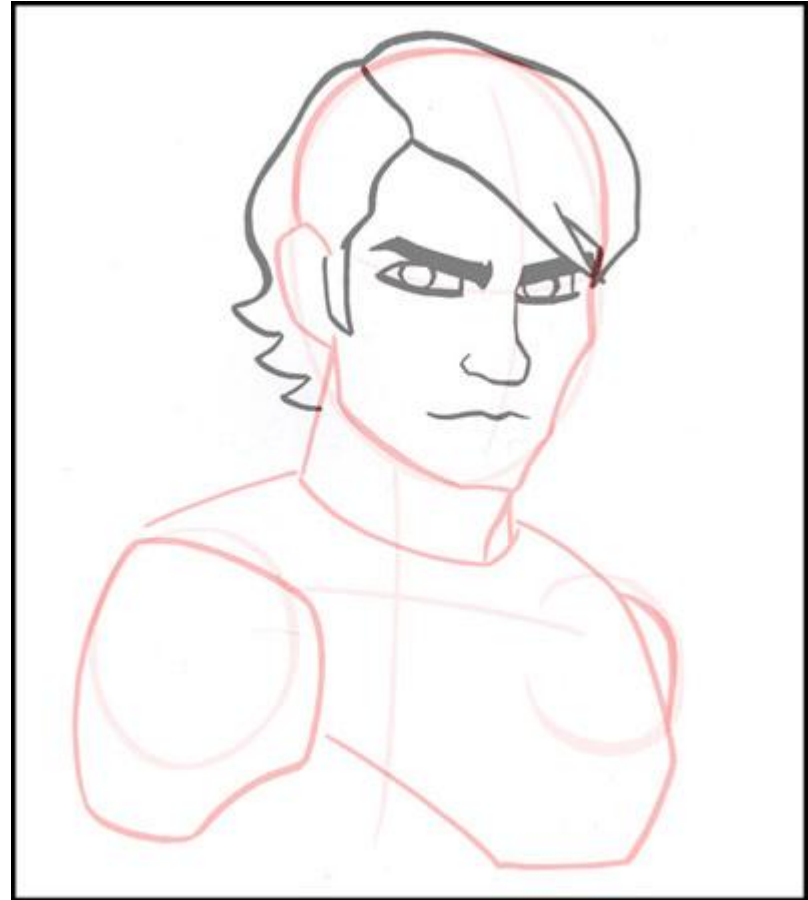
## Step One:

Drawing lightly with a pencil, create a framework using basic shapes like circles and ovals. The key is to start simple and flesh it out as you go.



**Step Two:**

Draw the head, chest and shoulders of Anakin. Very lightly with your pencil, create the body and armor outlines over your framework.



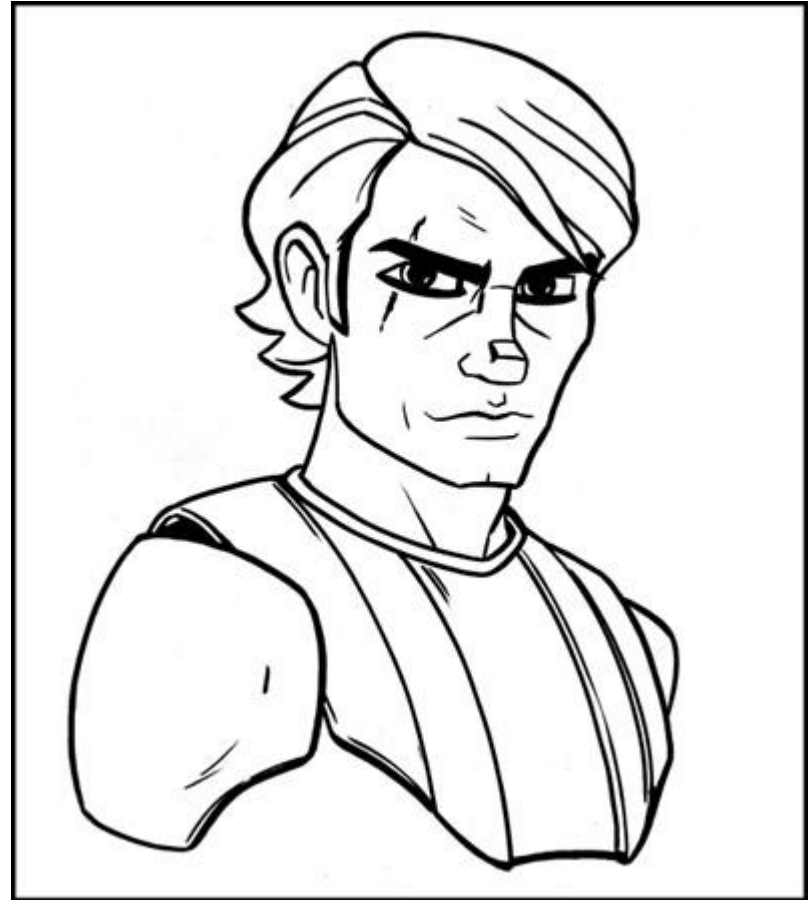
**Step Three:**

Now's a good time to draw Anakin's hair, eyebrows, nose, and mouth. And don't be afraid to erase and redraw lines if need be. Practice makes perfect!



#### **Step Four:**

Now that you have the framework down and all of Anakin's major facial features, you can start adding more details such as the lines in his hair, the scar on his face, shading on his nose, the indents on his armor, etc. It can be helpful to use images from *The Clone Wars* as a reference too.



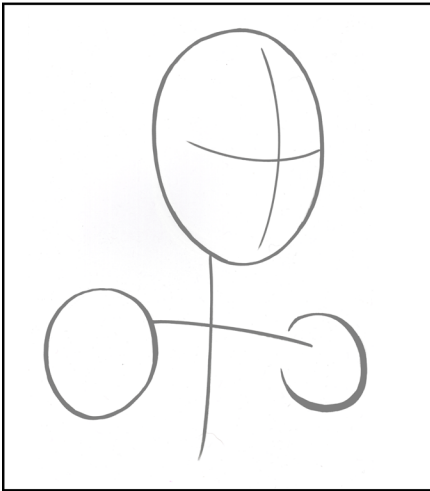
#### **Step Five:**

Go over your final lines with a pen or marker. Once your ink lines are dry, erase the pencil lines. Or use heavier pencil lines over the lighter ones. However you decide to finish your drawing is completely up to you!



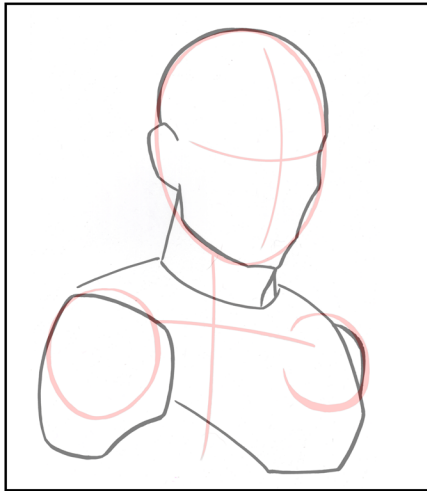


# LEARN TO DRAW ANAKIN SKYWALKER



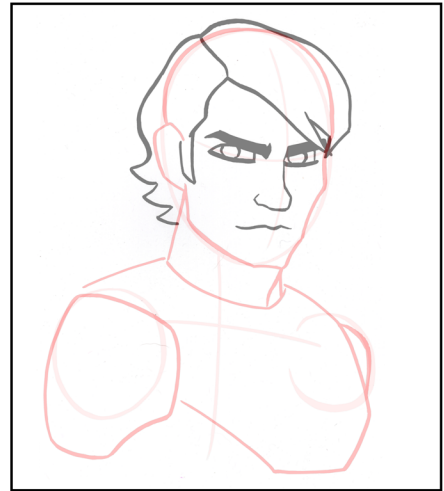
## Step 1

Drawing lightly with a pencil, create a framework using basic shapes like circles and ovals. The key is to start simple and flesh it out as you go.



## Step 2

We want to draw the head, chest, and shoulders of Anakin. Very lightly with your pencil, create the body and armor outlines over your framework.



## Step 3

Now's a good time to draw Anakin's hair, eyes, eyebrows, nose, and mouth. And don't ever be afraid to erase and redraw lines if need be. Practice makes perfect!



## Step 4

Now that you have the framework down and all of Anakin's major facial features, you can start adding more details, such as the lines in his hair, the scar on his face, shading on his nose, the indents on his armor, etc. It can be helpful to use images from *The Clone Wars* as reference, too!



## Step 5

Go over your final lines with a pen or marker. Once your ink lines are dry, erase the pencil lines. Or use heavier pencil lines over the lighter ones. However you decide to finish your drawing is completely up to you!



For more fun and helpful tips on how to draw your favorite Star Wars characters, visit the official website: [StarWars.com](http://StarWars.com)

## Drawing an ARC Trooper Helmet

[Share](#)  [Email](#)  | [Archives](#)

September 23, 2010

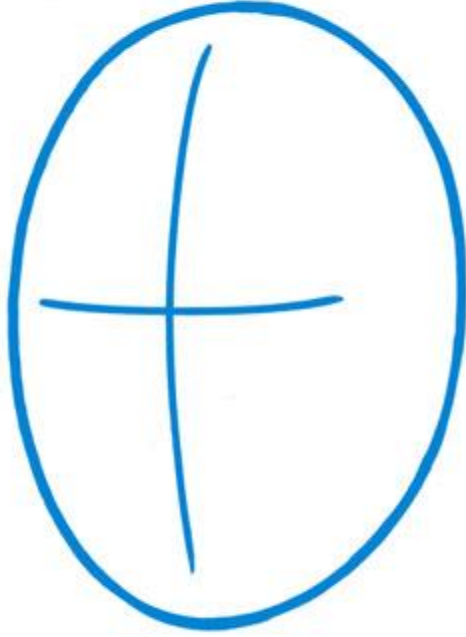


Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

*Star Wars* illustrator [Grant Gould](#) explains with these easy-to-follow steps how to draw the [ARC trooper](#) helmet from Season 3 of *The Clone Wars*.

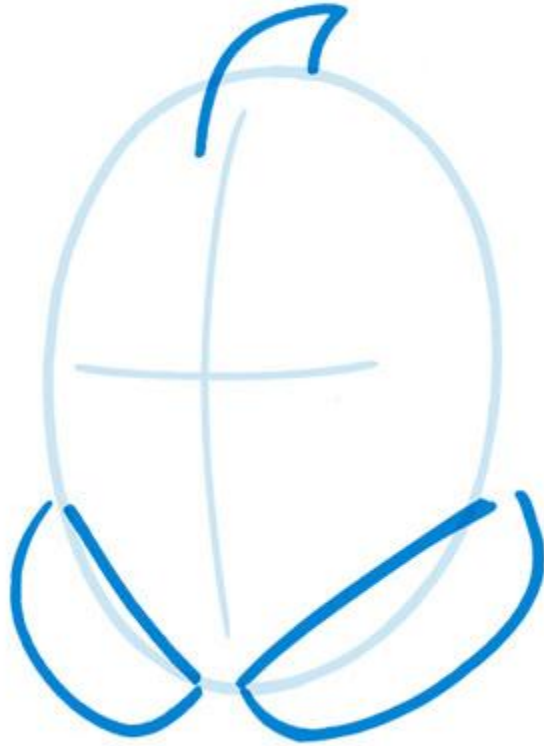
Steps 1-4 are drawn lightly with pencil. No pen, no dark lines. Finished lines and details will come at the end.





**Step One:**

Using a pencil, begin with very simple, light strokes. Start with an oval shape and a couple quick, curved lines to show you where the center of the trooper's helmet will be, as well as the visor. Remember, for these early steps, it's best to keep your lines very light. This way you can erase and redraw them if need be.



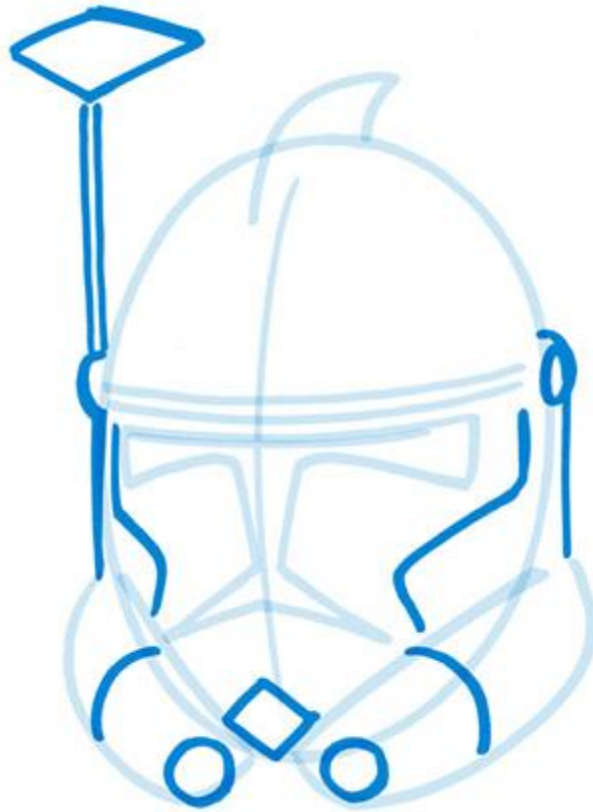
**Step Two:**

Continue adding in some of the basic shapes of the helmet by drawing two "bumps" along each side where the clone's jaw would be (they should almost look like Twinkies). And you can also draw an outline of the fin at the top of the helmet. The fin at this stage looks a lot like a shark fin.



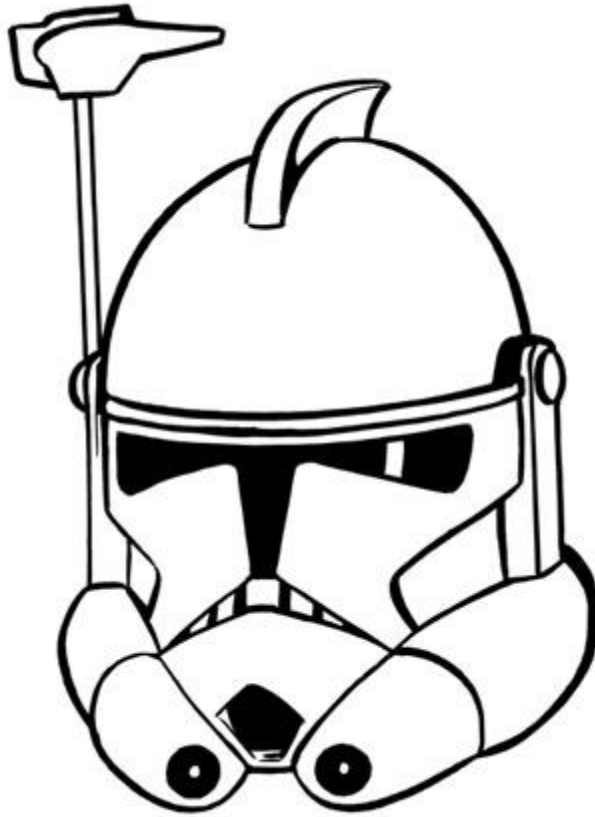
**Step Three:**

Now we want to draw in the visor, which you'll notice is slightly different from the usual clone visors we've seen thus far in *The Clone Wars*. These are the new ARC troopers, adapting more of an Episode III appearance, so take note of the shapes here. You can also add in a couple parallel lines above the eye/visor area. Again, make sure your pencil lines are very light. We don't want to make anything too final yet; you may still want to make a few changes to your sketch.



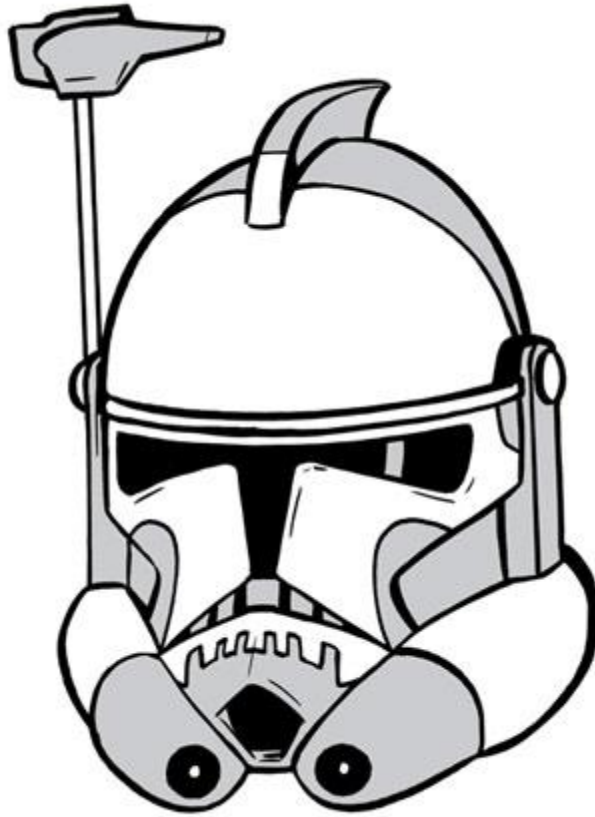
**Step Four:**

It's time to add in the last batch of basic shapes, as you can see in the example image here. Once these are drawn in, you'll have a good sketch to work with -- if something looks strange or out of place, this is a good place to go in, erase, and redraw it. As we move on to Step 5, it's time to start creating your final image!



**Step Five:**

Now, using bolder pencil lines or a pen, you can use your lighter sketch lines as a guide, and essentially trace what you've created thus far. Having basic shapes and a rough sketch will help give you the confidence and skill to create a great looking final drawing. When you're done with your final lines, you can fill in certain areas, too, such as the visor.



**Step Six:**

Now, since this is an ARC trooper, you can go in and add the last details to the helmet, making it stand apart from other troopers. Feel free to use a pencil to lightly shade in areas. If you prefer, you can even give the helmet its own unique markings -- you can design it to look however you like!





**Step Seven:**

And here's a color version that I created digitally in Photoshop. You can use markers or crayons or whatever you like -- it's completely up to you!

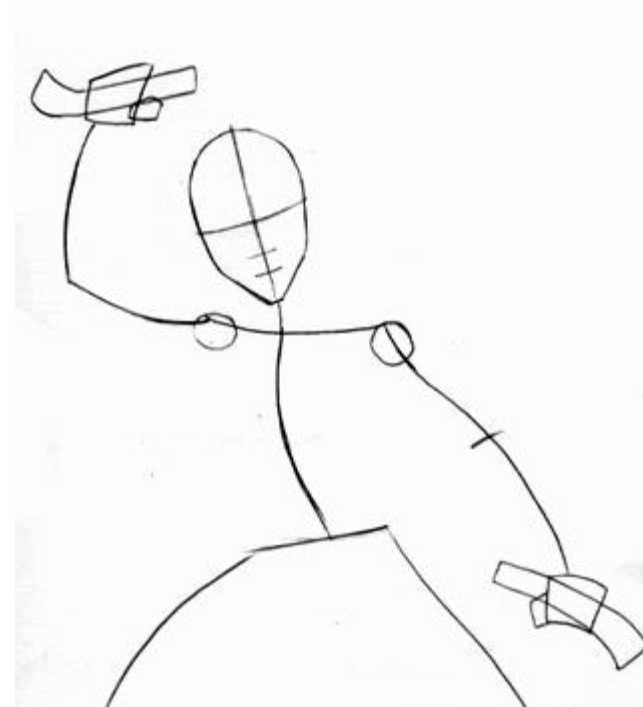
# DRAWING ASAJJ VENTRESS FROM *THE CLONE WARS*



Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step

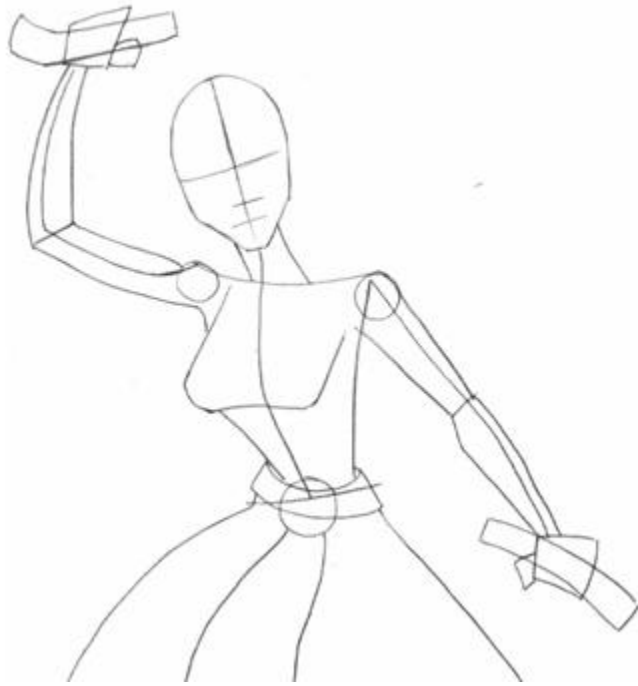
series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

*Star Wars* illustrator Cynthia Cummins explains with these easy-to-follow steps on how to draw Asajj Ventress from *Star Wars: The Clone Wars*. Steps 1-4 are to be drawn lightly with a pencil. No pen, no dark lines. Finished lines and details will come at the end.



## **Step One:**

Start with drawing a few lines to capture the pose of the figure. Draw with a light hand, not too much pressure. Keep your lines loose and energetic.



**Step Two:**

Using simple shapes, and following the lines you drew in Step 1, draw her arms and body. Don't be afraid to draw through overlapping

shapes. You'll erase some of those lines later.



**Step Three:**

Start defining and shaping the body contours and add her facial features.



**Step Four:**

Lightly sketch in some details of her clothes and face.



**Step Five:**

Grab your colored pens and start inking! If you want to get fancier, try using Copic markers or Microns. Afterwards, erase the pencils lines you no longer need.



### **Step Six:**

Color Asajj with colored pens, or professional Copic Markers. You can also scan your inked image and color it in Photoshop, or use watercolors if you like. Have you tried colored pencil? Add some white highlights with white colored pencil, gouache or white acrylic. Deleter White, often used by comic book artists, is also very effective for highlights. Experiment with art supplies until you get the results you like best.



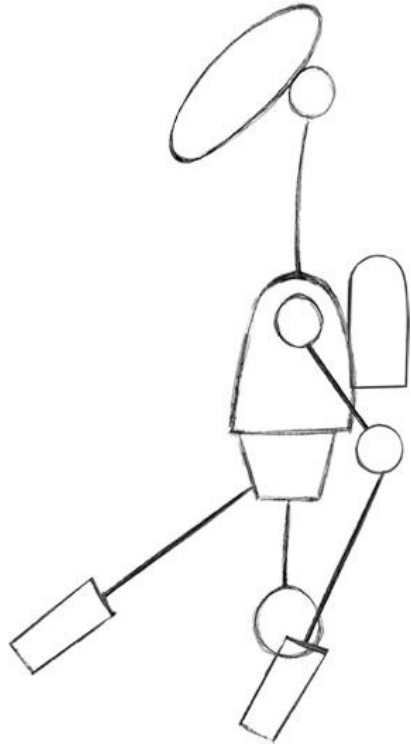
### **Step Seven:**

Here's the final art with lightsabers! Remember to draw daily. And when possible draw from life -- either at the zoo, in the park, at school, anywhere. Remember, it takes lots of practice to become a skilled artist. Stick with it and you'll yourself transform over time into an amazing artist. Good luck!

# DRAWING BATTLE DROIDS

## FROM *THE CLONE WARS*

Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star*



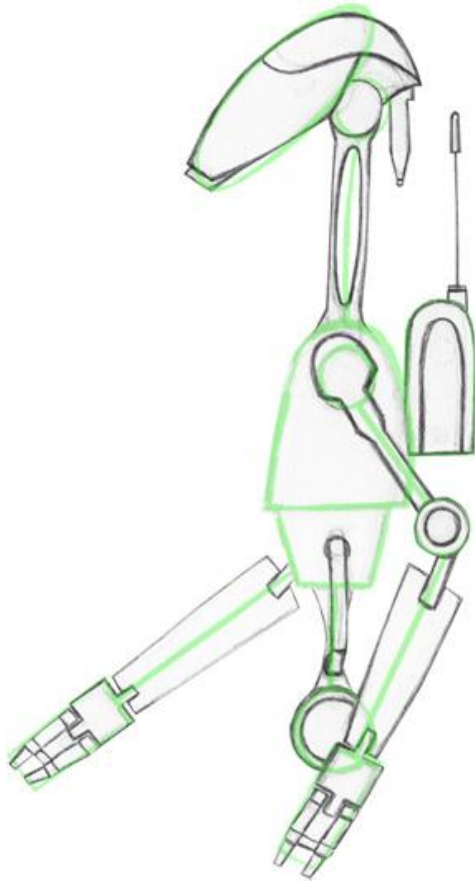
### Step One:

Draw lightly with pencil all the basic shapes that make up a battle droid, like the ovals, circles, rectangles, and connecting lines. This will help place where the head, arms, body and back pack will go. This is also where you decide the outline for your pose.

*Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

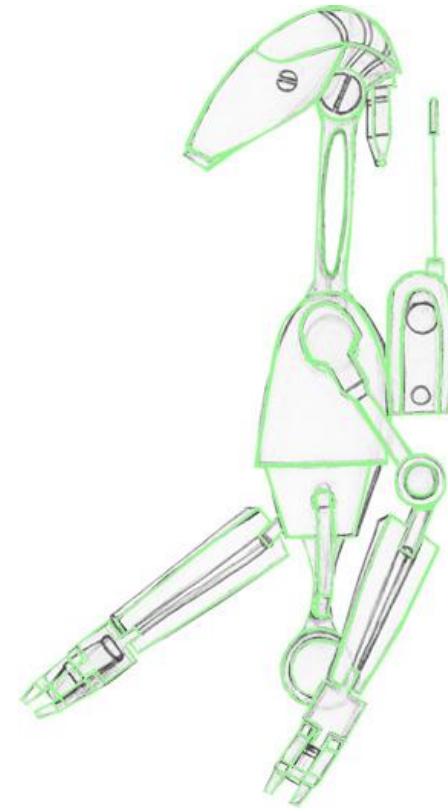
*Star Wars* illustrator [Nicole Falk](#) explains with these easy-to-follow steps on how to draw Battle Droids from *Star Wars: The Clone Wars*. Steps 1-5 are to be drawn lightly with a pencil. No pen, no dark lines. Finished lines and details will come at the end.





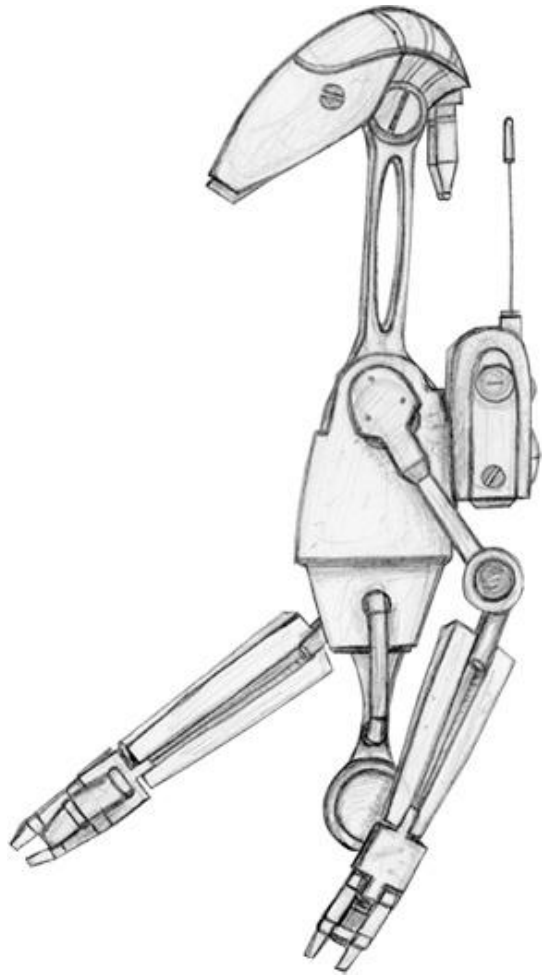
### Step Two:

Next sketch in the shapes of the battle droid on top of your original outline. Battle droids have a long curved head ending in a point; then an "S" curve from the point in the back of the head to the middle of the head. Drop in one of the antenna-like-ears off the back of his head. The neck is a long pole with an oval in it. Add in some little details to the backpack like the antenna. Form the arms, since they are droids there are some nice easy lines to follow like straight lines and circles. The hands are just some squares and rectangles.



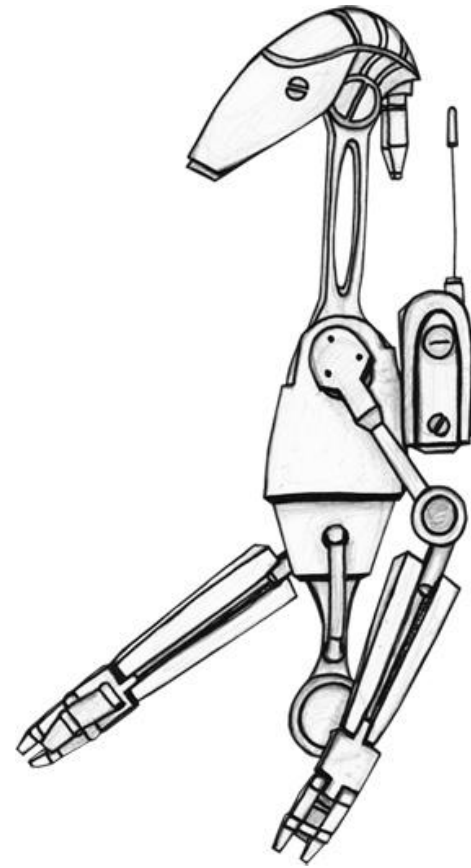
### Step Three:

Now you can start adding in the lines that create a more detailed and 3-D look. The eyes are just some half circles, as well as the top of his neck. Add in the curved lines to the top of the head above the "S" curve and some more curved lines underneath the "S" curve. For the arms, draw in some angled lines off the corners of the rectangles and connect them in order to give them a 3-D appearance. Also add in the thumb with a few more rectangles.



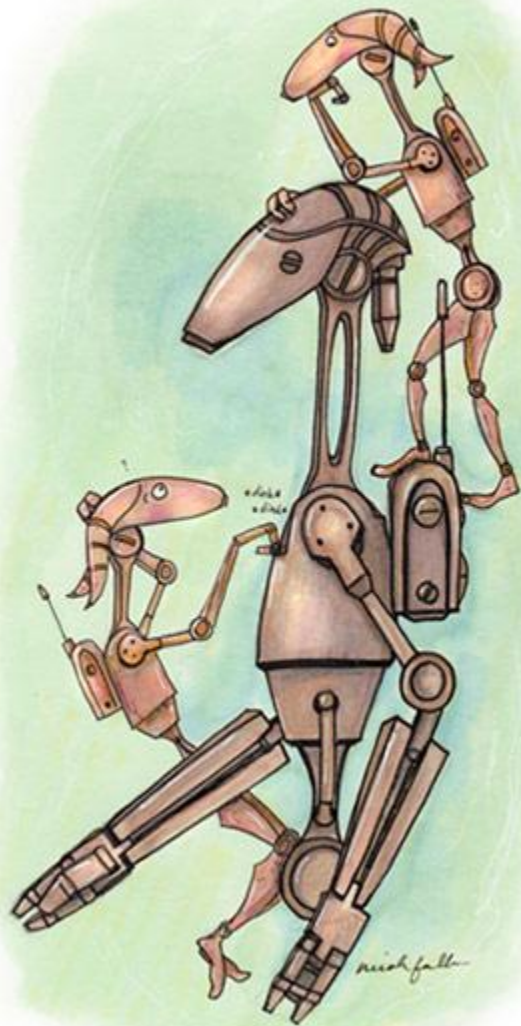
**Step Four:**

You are almost there. Here is where you can add in more details. Add in some shading or maybe a little battle damage. Check out your toys or some battle droid photos for more ideas on how to detail the battle droid.



**Step Five:**

Is the battle droid drawn how you like? Roger, roger. Then you can go over the pencil with some dark pencil or ink. Use a pen, a dark-colored pencil or a fine tip marker. Be careful, stay on those lines, after all your hard work, keep this part clean!



**Step Six:**

Now you can color your battle droid anyway you want. You can use colored pencils or crayons, watercolors or markers. You can even color it on the computer. It's completely up to you. Now that you can draw a battle droid -- let your imagination go! Draw them how you want to see them, like I do.

# Drawing Cad Bane

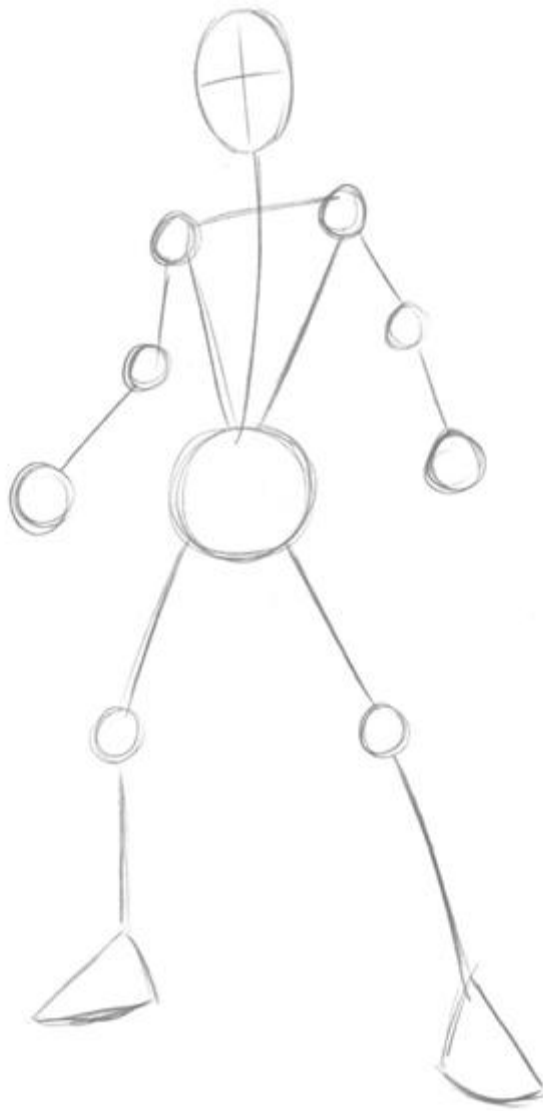
[Share](#)  [Email](#)  | [Archives](#)

March 20, 2009



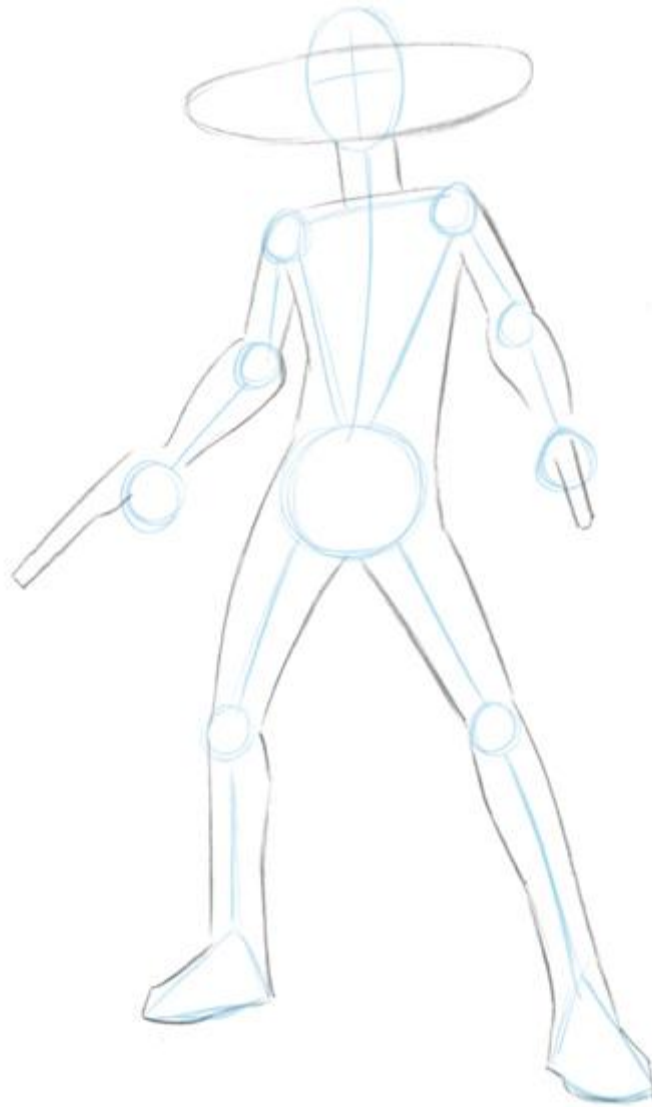
Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

*Star Wars* illustrator [Grant Gould](#) explains with these easy-to-follow steps how to draw the ruthless bounty hunter Cad Bane from *The Clone Wars* animated TV series.



### **Step One:**

You want to create a simple framework before anything else, so for Step 1 we'll be drawing only basic shapes. Use lines and circles to represent Cad Bane's head, knees, elbows, hands, etc.



### **Step Two:**

Once your stick figure framework is done, then you can go in and start fleshing out Cad's body shapes a bit more, such as his legs and arms. Do this lightly with your pencil so that if it looks wrong, you can erase and try again. Use your lines from Step 1 to guide you. Cad Bane has a wide brim hat, so be sure to draw an oval from his chin to his forehead that extends far beyond his shoulders to either side.





### **Step Three:**

Now that your basic shapes and pose are in place, it's time to lightly pencil in some of the more detailed areas, such as his forearms (he has forearm gauntlets that look somewhat similar to Boba Fett's), his side holsters, his face, and so on. Keep your lines loose and light, and don't be afraid to erase and redraw.



#### **Step Four:**

It's time to create your final pencil drawing. Just go over the lines and shapes you've already drawn, but this time make it a bit darker. Feel free to use shading, if you like. The amount of detail that goes into your final pencil drawing is completely up to you. Flesh it out until you're happy with how it looks.



### **Step Five:**

If you want to add pen or marker lines to your drawing -- a process called "inking" -- simply go over your pencil lines. When you're happy with how it looks, go over the piece with an eraser and that will get rid of your pencil lines so that only your inked lines remain. Another option is to use a light table (sold at art supply stores) and place a blank sheet over your pencil drawing and then draw on top of that. That way your pencil version stays intact and you can try it again as much as you like. You can also make photocopies of your pencil drawing and use those to practice on. Remember it doesn't have to be perfect the first time. Practicing is the key to getting better!



### **Step Six:**

If you want, color your drawing as well. Some people like to use crayons or markers, and some like to color their images digitally. I scanned my drawing into the computer program Photoshop and colored it digitally.

# Drawing Chewbacca

[Share](#)  [Email](#)  | [Archives](#)

April 4, 2011



Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

*Star Wars* illustrator [Jessica Hickman](#) explains with these easy-to-follow steps how to draw Chewbacca the Wookiee from the Season 3 finale of *The Clone Wars*.

Steps 1-4 are drawn lightly with pencil. No pen, no dark lines. Finished lines and details will come at the end.



### **Step One:**

First draw shapes for Chewbacca's head, arms and torso. Keep your pencil lines nice and loose so you can easily erase any mistakes.





**Step Two:**

Next add a little more detail to his face and body. He has small eyes and a round nose. Play around with the placement of his arms and legs until you're happy where they are.



**Step Three:**

Now you can add a little more detail! Draw his bandoleer (going down from his shoulder, across his chest, to his hip). You can give Chewie a little smile too.



**Step Four:**

Start adding more detail to his bandolier. Chewbacca has a lot of long fur all over his body. His hands are sometimes hidden by his fur. Don't forget to draw his toes! You can also make several copies of this detailed drawing of Chewbacca and try different colors on his fur and bandolier!



### **Step Five:**

I like to color with markers, but you can use anything you want -- crayons, colored pencils, or the computer! For this step, I start out with darker markers for the shadows on his body.



### **Step Six:**

Next add in the colors! Chewie's fur is a light brown color with darker patches. Wait until the markers are completely dry, then go over it with the ink outlines, that way you don't have to worry about the wet markers making the ink run. It can be hard to get a nice, smooth line. Practice makes perfect! There is a lot of detail, so be patient and take your time.

When you're done with inking, add some white paint for the final, strong, white highlights -- like the dots in the eyes, for example. Now you're done! Don't forget to sign your drawing before you show it to family and friends!

# DRAWING CLONE

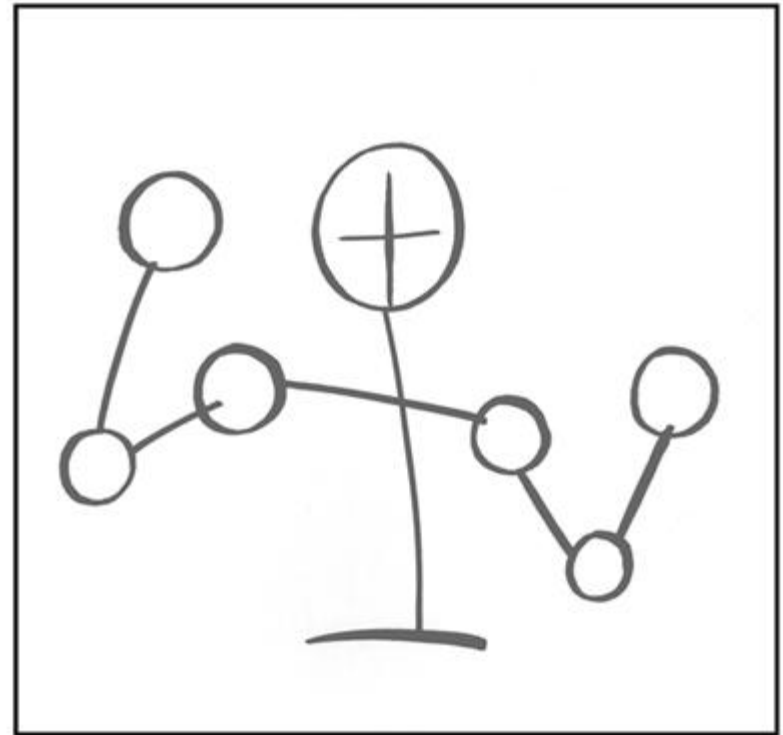
## CAPTAIN REX FROM *THE CLONE WARS*

Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

Anakin Skywalker's second in command during the Clone Wars, Clone Captain Rex (CC-7567) was a freethinking and aggressive soldier's-soldier. Gruff, no-nonsense and tough as nails, Rex voiced his professional opinion to even the highest-ranking Jedi. In command of the famed 501st Clone Trooper Battalion, Rex and his men were assigned to patrol the most lawless and dangerous sectors of the galaxy within the feared Outer Rim.

*Star Wars* illustrator [Grant Gould](#) explains with these easy-to-follow steps on how to draw Captain Rex. Steps 1-5 are to be drawn lightly with a pencil. No pen, no dark lines. Finished lines and details will come at the end.

Download the instructions for this tutorial here as well:  
[Draw Clone Captain Rex](#)



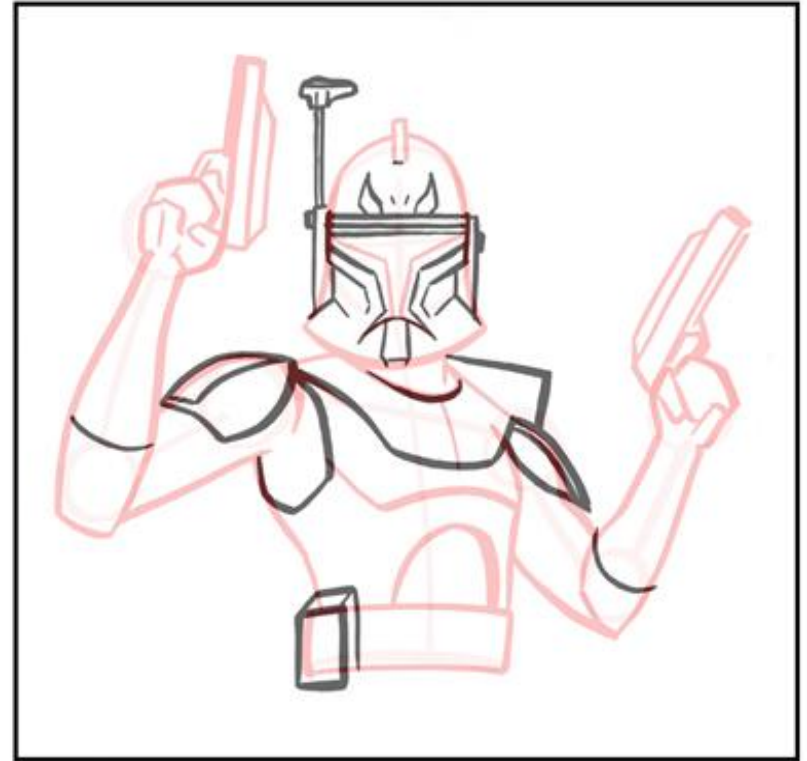
### Step One:

Drawing lightly with a pencil, create a framework using basic shapes like circles and ovals. This will tell you where the shoulders are, elbows, etc.



### Step Two:

Now it's time to flesh out your body shapes a bit more. Again, very lightly with your pencil, draw the arms, belt, blasters, head and torso.



### Step Three:

Once you have the basic structure of the body in place, you can start adding in details, such as the helmet lines and shoulder plates. Feel free to erase and redraw your lines until they look just right.



**Step Four:**

Continue to add details to Rex's armor, belt and blasters. Be sure to draw his fingers as well. Illustrating hands and figures can be tricky. A good way to teach yourself how to draw them more accurately is to take digital photos of your own hands in various poses. You can then use those photos as reference for when you're drawing.



**Step Five:**

Go over your final lines with a pen or marker. Once your ink lines are dry, erase the pencil lines. Or use heavier pencil lines over the lighter ones. However you decide to finish your drawing is completely up to you.



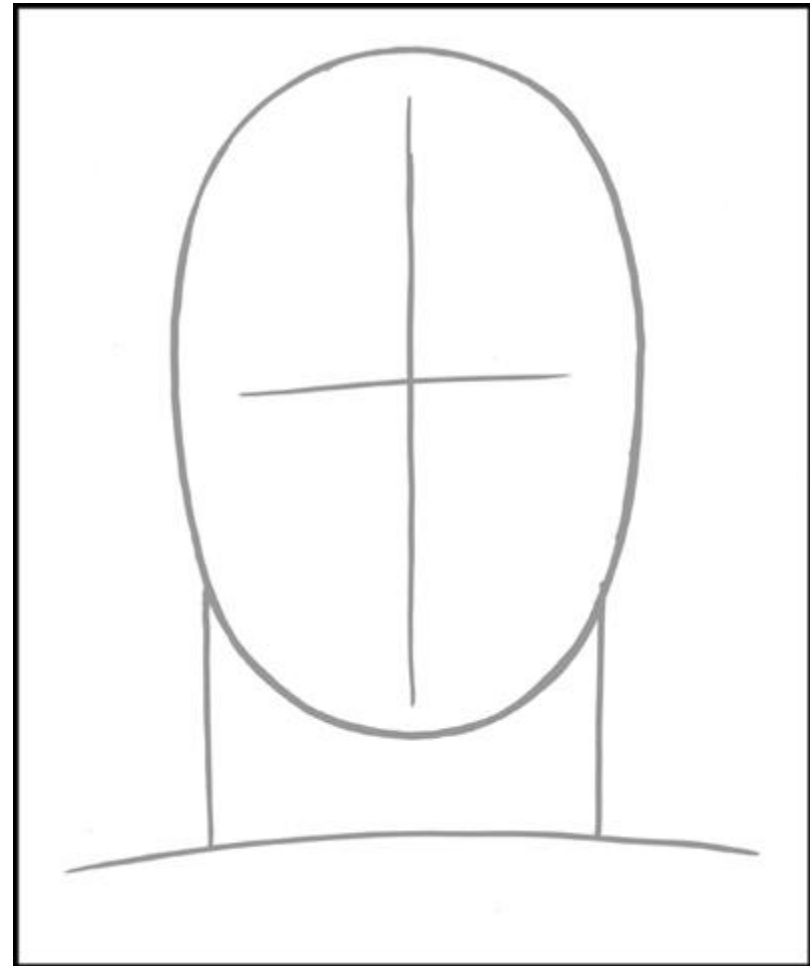
# DRAWING A CUSTOMIZABLE CLONE TROOPER

Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

*Star Wars* illustrator [Grant Gould](#) explains with these easy-to-follow steps how to draw and customize your own clone trooper. Draw lightly Steps 1-4. Finished lines and details will come at the end.

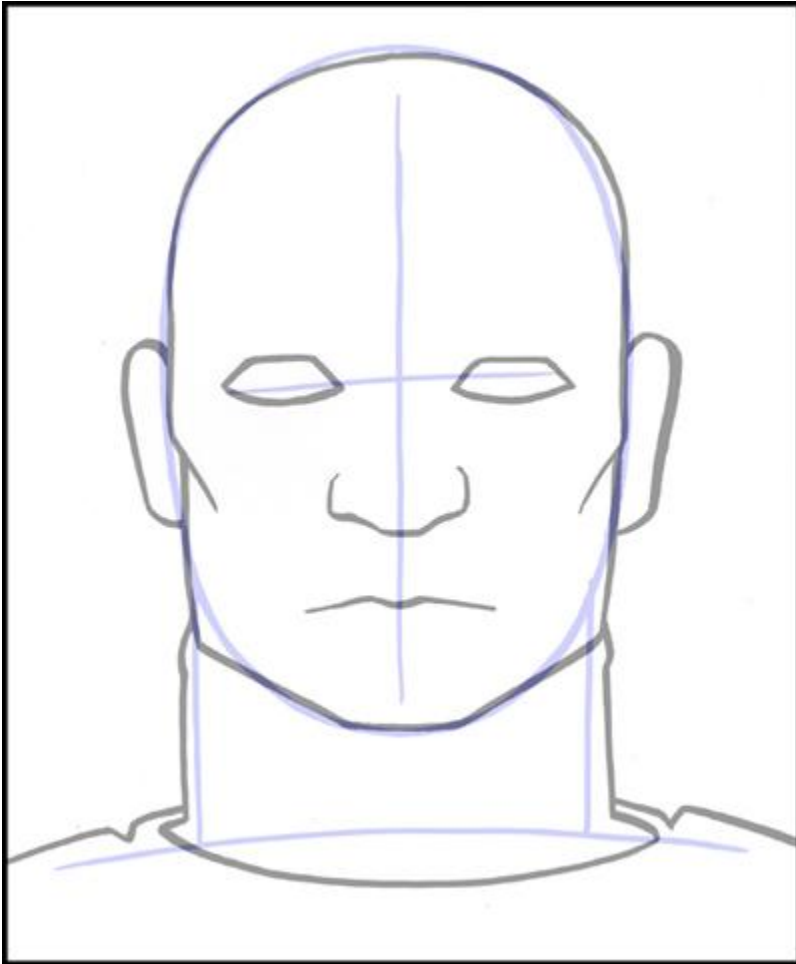


Draw lightly Steps 1-4. Finished lines and details will come at the end.



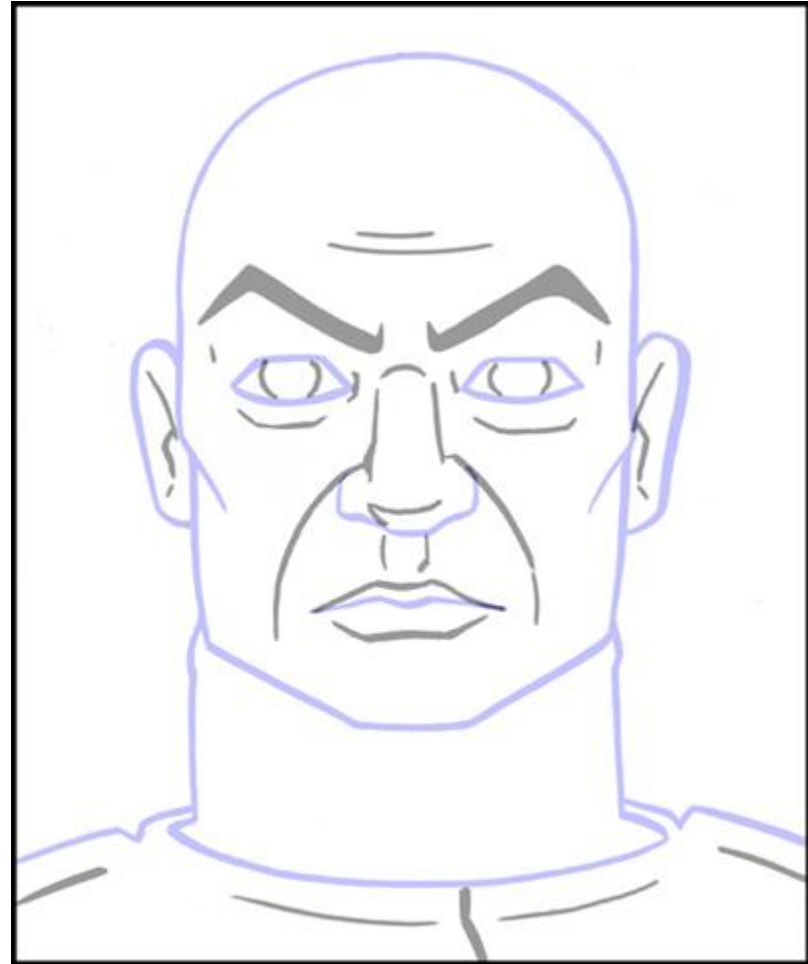
## Step One:

It's best to start with simple shapes. Draw an oval for the clone's head, and then add a curved line for his collar area, as well as lines to show where his neck will be. Place a big plus sign directly in the middle of the oval. This will help you know where the eyes and nose should go. Be sure to draw this step with very light pencil strokes. You don't want to start using dark lines until you get to the final step.



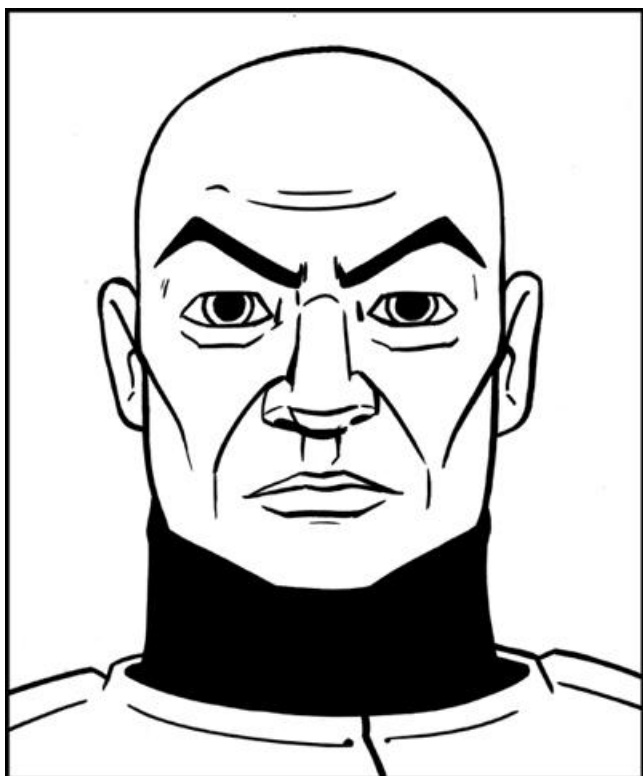
### **Step Two:**

Now that the basic framework is in place, you can start drawing the shapes of his head. Look at the example to see where his cheeks, eyes, nose and mouth should go, as well as his ears. You can also give more of a definitive outline to his neck and the ridges of his armor. Be sure to keep your lines light and loose. Don't be afraid to erase and redraw as much as necessary to get it looking just the way you want it to.



### **Step Three:**

Start adding some details, such as his pupils, eyebrows, the lines around his nose and mouth, and his lips. It's really up to you how much detail to add. Just have fun with it and keep your lines light, and then when you're happy with how it all looks, you can move on to Step 4.



**Step Four:**

Now that everything is in place, it's time to finalize your drawing and go over your light pencil lines with darker lines. Use a pencil, pen, or marker -- anything you want. Be sure to fill in the black of his neck, as well as his pupils.



**Step Five:**

This is where the fun begins! You can design the clone to look however you want. You can give him any hair style, add a scar to his face, color it in, leave it black and white. It's yours to design, and when you're done, you can give him a cool nickname!

# DRAWING A CLONE TROOPER

Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga, as well as new faces and creatures from *Star Wars: Episode III Revenge of the Sith* (available on DVD Nov. 1). So get your pencils and paper ready!

The Republic clone trooper represents the future of galactic warfare. Being far more advanced than the battle droid armies. As discovered in *Attack of the Clones*, the clones were grown from genetic material taken from an extremely skilled bounty hunter named Jango Fett in the cloning facilities of Tipoca City, on Kamino. Growth acceleration was key to the clones' development as they were constantly trained in fighting techniques, piloting skills and battlefield tactics.

Clone troopers wore hard white armor, their identical faces concealed behind a t-shaped visor. In the first units, color-coded armor showed rank, with green troopers being sergeants, blue being lieutenants, red being captains, and yellow being commanders. By the end of the war, color-designation came to signify not rank, but individual units, who often became more customized with mission specific gear and armor modifications such as the Galactic Marines, the Shock Troopers, the Attack Battalion and the Star Corps. (As you draw your own clone troopers, you can decide what their color scheme will be.)

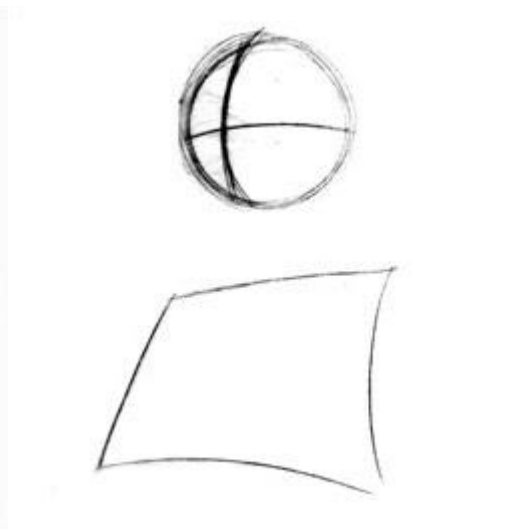
During the Clone Wars, the clones fought alongside the Jedi Masters who led them into battle, creating a lifelong bond that only soldiers understand. But in *Revenge of the Sith*, fans see clone troopers at their deadliest, following Order 66 given by the Emperor to exterminate all Jedi from the Jedi Temple and various battlegrounds on planets scattered throughout the galaxy.

*Star Wars* webstrip illustrator Tom Hodges explains his super-easy steps on how to draw your very own clone trooper.



## Step One:

Start with the circle. Always start with the circle when drawing any character -- even ones with weird heads.



## Step Two:

On the circle, divide your center of the face/helmet and the eye line guide. This is a 3/4 view which is very common when drawing characters. This allows you to show both the front and part of the side of the character. At this point, it helps to throw in a basic shape to the

body to help you along the way further.



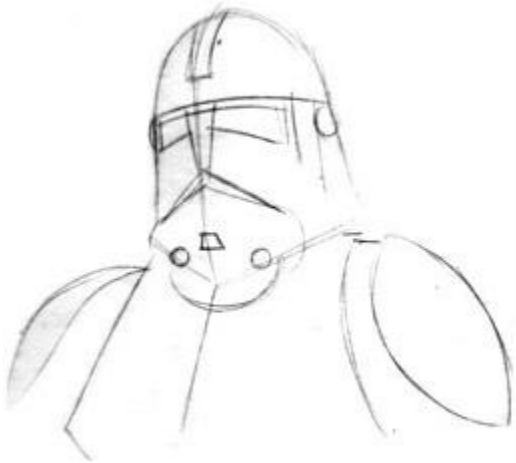
**Step Three:**

Now start to create more "guides" to your clone trooper. Bring the center of the face/helmet line further, the clone's "mouth" which is just a basic triangle without the bottom line. Put a small circle on the side of the large circle of where the ear would be. Add the shoulders and a collar of his armor.



**Step Four:**

Start bringing more shapes and details into the piece. The lower lines for the helmet, the break off of the shoulder and chest armor. And you'll notice another "eye line" slightly under the existing line.



**Step Five:**

This is where the fun begins! Now is the time to add some details such as the visor and "mouth" lines, the "speakers" on the front of the mask and the shortened "fin" on top of the helmet.



**Step Six:**

Start to really take those bits and pieces and put this puzzle together. The helmet details, as you can see are just a matter of taking what you did in Steps 4 and 5 and filling in the blanks. It is all basic lines and shapes.



### **Step Seven**

The straps on the chest armor have a series of lines across that need to be filled in. Work on adding more detail to the helmet's "mouth" lines. You can also figure out various details you need to add by looking at pictures of clones as well as clone action figures. You might also find small X's in certain spots over the clone. This is to save you time. If you're going to ink the piece in the next step the X's will make it so you won't have to fill those in with pencil and you can use your colored pencils or markers.



### **Step Eight:**

I use a Rapidograph pen with India Ink and a brush for the larger areas. But you can use Micron pens, Uni-Ball pens and Sharpie Markers -- or anything you're comfortable with like waterproof markers. Erase your lines, and you have a crisp, clean clone trooper!



**Step Nine:**

I did this in Adobe Photoshop, you can do it with crayons, color pencils, markers -- whatever you choose. I went with the 501st "Vader's Legion" motif on this guy. You can just about go with any color scheme you like. Create your own color scheme for your clone. Make it your own design!





# DRAWING GENERAL GRIEVOUS

Ever wanted to draw *Star Wars* characters just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga, as well as new faces and creatures from *Star Wars: Episode III Revenge of the Sith*. So get your pencils and paper ready!

First introduced in the *Star Wars: Clone Wars* micro-series, General Grievous is known for not only his fighting skills, but also for his collection of lightsabers that he takes as trophies when he defeats his Jedi opponents. Part machine, part alien -- Grievous' appearance strikes fear into hearts of all who cross his path. As the leader of the Droid Army, Grievous led his troops on many successful missions and ultimately became part of the plot to kidnap Chancellor Palpatine in *Revenge of the Sith*.

*Star Wars* comic book artist Doug Wheatley explains his easy steps to draw General Grievous with examples below.

Steps 1-8 are to be drawn lightly with a pencil. No pen, no dark lines. Finished lines and details will come at the end in the last step.



### **Step One:**

Draw an oval shape; draw a horizontal line near the bottom of the oval, and then draw two slightly curved vertical lines as shown above. The horizontal line is where we will eventually put General Grievous' eyes, so we will call it the "eye line." The first curved line from left to right represents the side of his head so will call it the side line, the second curve line represents the center of his head so, we will call it the center line.



### **Step Two:**

Next, we draw Grievous' cheeks and the lower part of his face plate. Start near the top of the oval on the right hand side. Draw a slightly curved line out from the oval and stop just before you reach the eye line. Then draw a line straight down and then back toward the bottom of the oval. Next draw a slightly curve line down toward the bottom of the page and square it off and do the same thing on the left side starting your line near the top of the "side line." But remember to leave room for his fang like teeth at the bottom of his face plate as shown above. Now you can add the teeth!



### **Step Three:**

Draw two egg-shaped ovals with arrows run up Grievous' forehead. Remember the top of the ovals should rest just above the "eye line" as shown above. We can also add his ultrasonic vocabulators, those are the four bars at the bottom of the face plate, next to the teeth.



**Step Four:**

On the left inside of the oval, draw an ellipse as shown above. This is where we will draw his ear piece.



**Step Five:**

The ear piece! Inside the ellipse, draw two cylinders, the first so that it appears to be coming out of the ellipse. Draw the second smaller cylinder so that it appears to be coming out of the first cylinder, then draw a curved line so that it caps the second cylinder.



**Step Six:**

Now we must draw General Grievous' transmitting antenna. Draw a triangle like shape so that it look like it is sitting on the ear piece. Make sure you cut a half circle out of the triangle where the ear piece is as shown above. At this point our drawing is starting to take shape and is beginning to look like General Grievous.

**Step Seven:**

Now we can add the eyes inside the egg shaped ovals, on the eye line. You can add some wrinkles around the eyes if you like! Also, beginning at the top of the General's head, draw an large oval that ends at his teeth, the draw a smaller oval inside the first as shown above. This is Grievous' collar. Just under the antenna, you can add his neck tubes. Don't forget the two wires on either side of his teeth.

**Step Eight:**

We are almost finished! Now we can erase the construction lines so that just the shapes we want are visible. We can now start to "finish" our drawing. Here, we will add details like scratches and dents to his face plate. We can also add shadows in the eyes and on his head. This will make Grievous look three dimensional.

**Step Nine:**

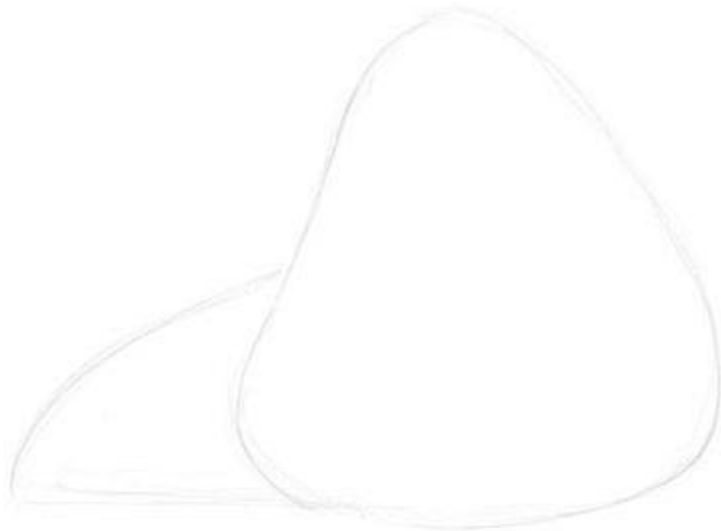
You've done it! You have just drawn one of the greatest bad guys in *Star Wars* history, General Grievous!

# DRAWING JABBA THE HUTT

Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

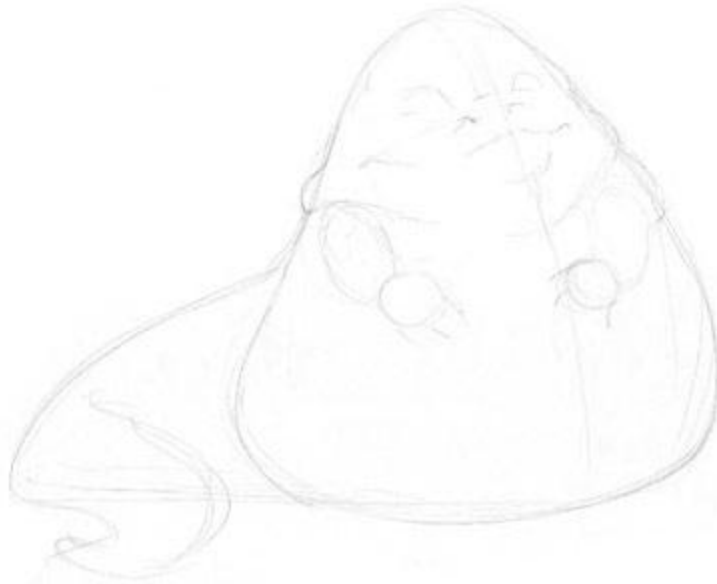
As one of the most notorious crime lords of the Outer Rim Territories, Jabba the Hutt was one of the last unsightly characters smuggler Han Solo wanted to cross paths with in *A New Hope*, and Princess Leia wasn't too happy to hang out with his crew in *Return of the Jedi* either. But Jabba's slug-like legless body makes him a fun character to draw. *Star Wars* illustrator Katie Cook explains with these easy-to-follow steps on how to draw the slimy crime boss Jabba the Hutt.

Steps 1-4 are to be drawn lightly with a pencil. No pen, no dark lines. Finished lines and details will come at the end.



## **Step One:**

Start by drawing an eggplant shape to provide a frame for Jabba's large body. Add a slug-like tail coming off his side. Jabba doesn't have too much of a form, so make him pudgy and round.



**Step Two:**

Lightly begin to rough in where his facial and body features will be. Draw two ovals for his eyes, two slits for his nose, a wide mouth, little T-rex dinosaur-like arms, and a little curl to his tail. Draw roll after roll of gooey, green rolls of flesh.



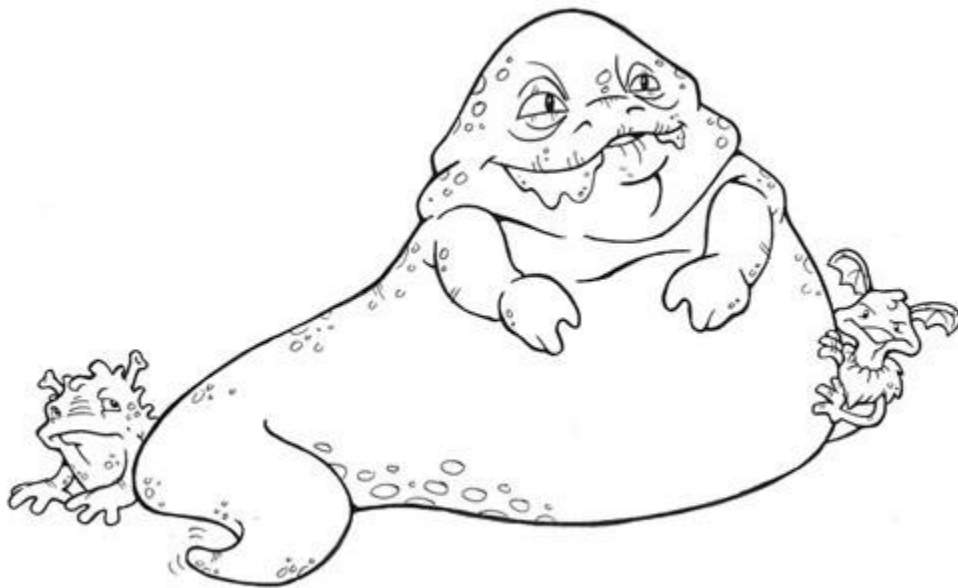
**Step Three:**

Now that you have Jabba's basic form and his features sketched, add more folds to his skin and details to his eyes and face. Refine the lines around the body as you go, erasing some of the earlier lighter lines.



**Step Four:**

Give Jabba some personality by adding slime dripping from his ever-so-smug lips, wrinkles and pock-marks on his skin, and even more rolls of fat. Draw a few of his sidekicks like the jester Salacious Crumb peeking out from behind his mass or the frog-dog Bubo looking in on the scene. Now that you have a finished pencil drawing, it's ready for inking!



**Step Five:**

For inking, use any pen or marker that you're comfortable with. I use Pigma Micron Pens, but any good black pen or marker will work great! When you're done make sure your ink is dry and then erase all the pencil lines so you'll be left with nice, clean black lines.

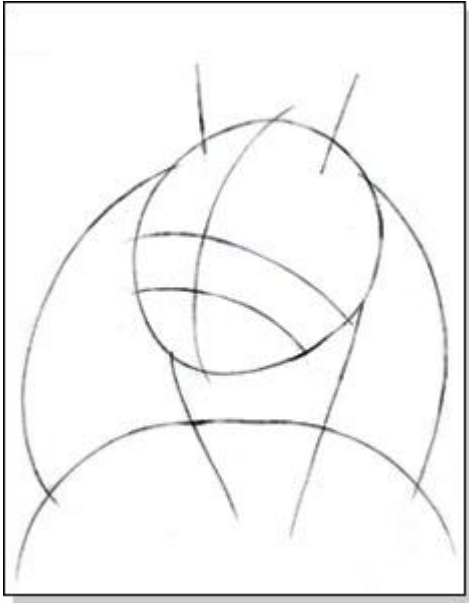


### **Step Six**

It's time for color, color, color! Use markers, crayons and colored pencils! Look at *Star Wars* books to see the different ways to color Jabba and his friends, or give him your own wacky colors. Have fun!



# DRAWING JAR JAR



## Step One:

From his curvy, floppy ears to his egg-shaped eyes, Jar Jar is a hodgepodge of overlapping shapes of various sizes! To begin, draw an oval for his head. Dissect it with a vertical, curvy line. Also draw two horizontal lines -- these guidelines, which you eventually will erase, are used to indicate his nostrils and mouth. Towards the top of his head, lightly draw two lines to represent where you

will place his eyes. The long, rounded lines on either side of his head are his ears. Draw simple lines for the neck and shoulders.



## Step Two:

Draw his eyes as egg shapes. Next draw two kidney-bean shapes for nostrils. Jar Jar has a wide, expressive mouth, so draw the upper and lower lips along those the two horizontal guidelines you drew in Step 1.



### Step Three:

In this step, define the shape of his shoulders. Notice I didn't feel I had to follow the exact placement of the guidelines I drew in Step 1. Instead, I wanted them to be a bit more sloped. Also draw those wavy lines along the outer edges of his ears.



### Step Four:

I used a red pencil in this step as a visual aid for you to see which lines I'm referring to, but you can keep drawing with your regular pencil. As you can see, I've added the folds of his eyelids, drew in the teeth, and refined his jaw line. NOTE: Whenever you draw teeth -- on Jar Jar, Jedi Knights or in your own original characters -- keep them simple and suggestive and not too detailed.



### **Step Five:**

I used a blue pencil to demonstrate the process in this step. I've drawn his vest, given better shape to his shoulders and tightened up those goofy ears a bit more!



### **Step Six:**

In this step, you can see I haven't yet erased all the stray lines, and felt confident in jumping right in with ink, knowing which lines I want to keep and inking only those. Experiment with line, using different sized pens and varying pressure to create a sense of weight, texture and shadow. Try using gum erasers instead of that No. 2 pencil eraser you may still be using.



### Step Seven:

As you continue to ink Jar Jar, add a bit more detail to his ears and neck and then erase all the pencil marks.



### Step Eight:

If you've drawn on printer paper for practice, try coloring with colored pencil (markers work nicely on printer paper, but also bleed through easily, so be sure to put a protective sheet of paper on your table first). If you used Bristol paper or illustration board, play around with washes of watercolor combined with a bit of colored pencil for detail and highlights. Or scan the inked piece and color it in Photoshop. Make it your own painting, in whatever way you want! And don't forget to send your finished work of art to *Bantha Tracks!*





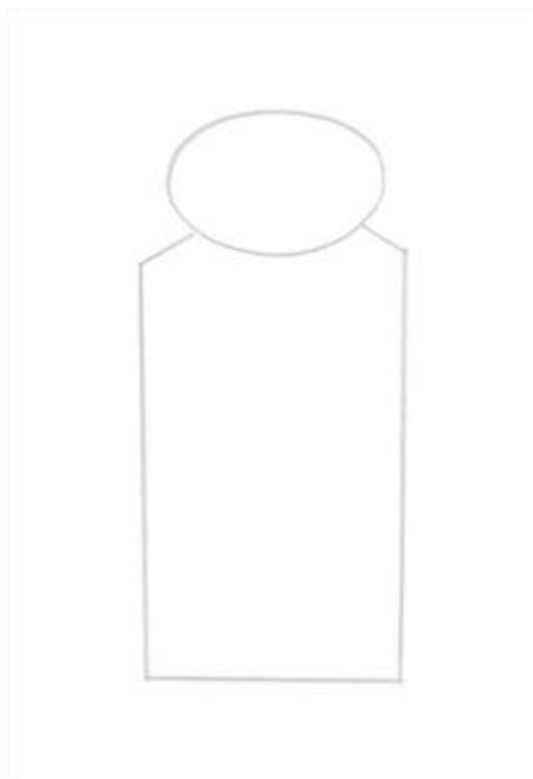
# DRAWING A JAWA

Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

As the galaxy's best recyclers, Jawas understand the true value of a discarded droid better than anyone. They comb the deserts of Tatooine in search of scrap metal and abandoned droids. Using their makeshift weaponry, they can shut down droids and drag them to their treaded homes on wheels known as sandcrawlers. Appearing as meter-tall humanoids they are completely hidden behind rough, handwoven robes. Their faces are hidden within the dark folds of a cowl, all except their glowing yellow eyes.

*Star Wars* illustrator [Grant Gould](#) explains with these easy-to-follow steps on how to draw a Jawa.

Steps 1-5 are to be drawn lightly with a pencil. No pen, no dark lines. Finished lines and details will come at the end.



## Step One:

It's always best to start with basic shapes. When drawing a Jawa, start with an oval shape for its head and then create a rectangle to provide a frame for the body that is a bit wider than the head. Make sure you slant the shoulders a little. Jawas are short creatures, so you don't want to make the rectangle too long.



## Step Two:

Draw two circles on the head for eyes, and then add little oval-shaped feet at the lower corners of the rectangle. You can also draw an "X" in the top half of the rectangle. This will provide a basis for the Jawa's belts in Step Four.



**Step Three:**

Now that you have the basic body template, add the robe shapes, as well as the Jawa's arms. From the shoulders, draw quick sloping lines, and then draw half-circles for hands. For the Jawa's hood draw a triangular shape that slants a little to one side.



**Step Four:**

Now you get to start adding more detail, but keep it loose and light. Add some folds in the Jawa's robes, and draw boxes along his belt -- because that's where you'll be drawing his pouches and bags. You may want to have part of his hood drape over one of his eyes, too, as seen in the sample.

**Step Five:**

Now you're ready to fill in all the final details. Use your pencil to lightly shade in the dark parts of the Jawa, such as his hands and face. Spend some time fleshing out the belts, pouches, feet, and robes. The great thing about Jawas is they all carry different gizmos and gadgets, so you can add almost anything you want. In this example the Jawa a little stun gun, so that when he finds a stray droid, he can capture it without harming it.

**Step Six:**

Once you're happy with the look of your pencil drawing, add ink. Use any pen or marker that you're comfortable with. For this, I used a Faber-Castell brush pen. Carefully draw over your pencil lines, and once you're done (made sure the ink is dry) go ahead and erase your pencil lines. This will give your drawing a nice, crisp look.





**Step Seven:**

Some of you may want to add color, too. Try using crayons, colored pencils, markers, or even the computer. This example is colored in a software program called Photoshop. Another fun trick is to take your final black and white drawing to a copy shop and make several copies so that you can practice coloring on different sheets and not worry about ruining the original. The more you practice, the better you'll get!

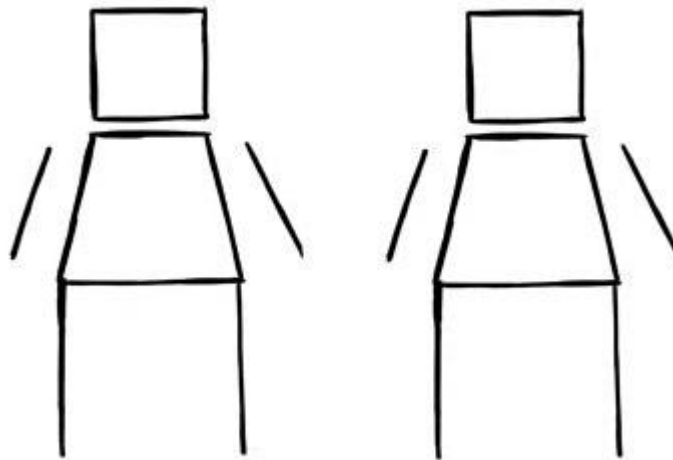
# DRAWING LEGO HAN SOLO AND STORMTROOPER

Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

[LEGO \*Star Wars\* II: The Original Trilogy](#) takes the fun of LEGO customization and combines it with the epic story and characters from *A New Hope*, *The Empire Strikes Back* and *Return of the Jedi*. Two of the game characters to choose from include the wily Han Solo and the stormtrooper who always seems to be hot on his heels.

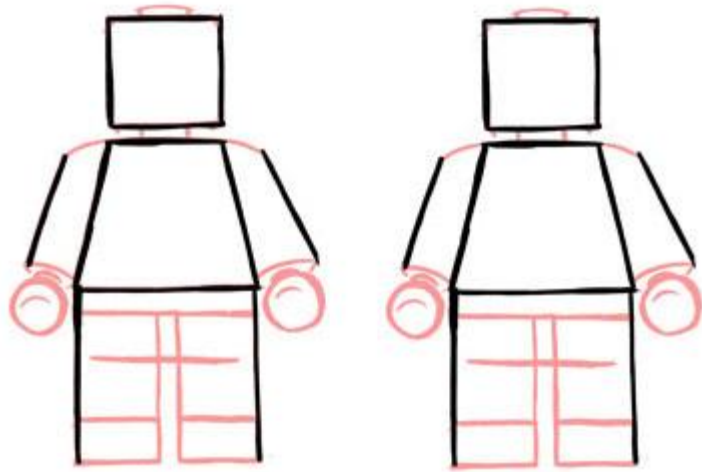
*Star Wars* illustrator [Grant Gould](#) explains with these easy-to-follow steps on how to draw Han Solo and a stormtrooper from the LEGO *Star Wars* II: The Original Trilogy video game.

Steps 1-7 are to be drawn lightly with a pencil. No pen, no dark lines. Finished lines and details will come at the end.



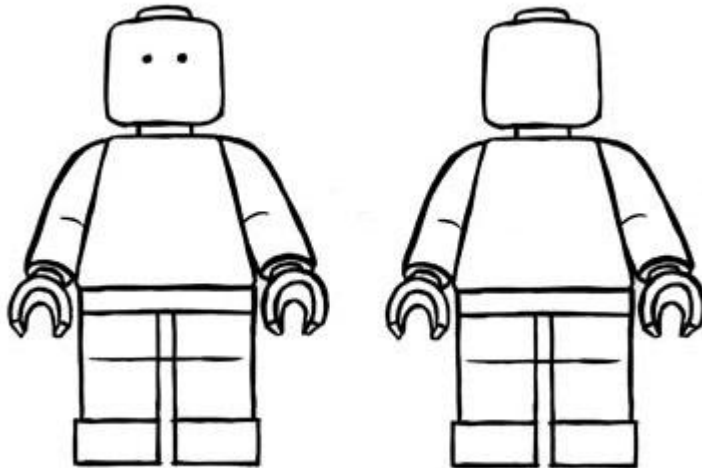
## Step One:

Creating LEGO *Star Wars* characters begins with a few basic shapes. Follow the example shown, and be sure to use light pencil lines until your drawing is finished so that you can easily erase mistakes and make changes.



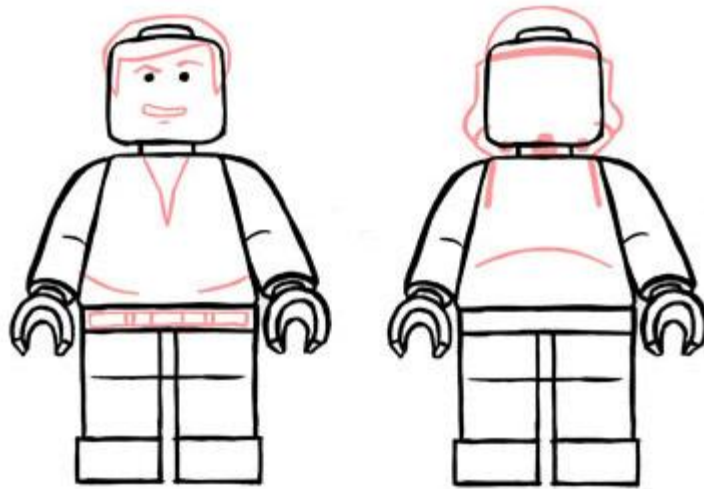
### Step Two:

Once you have the basic shapes in place, start adding a few more features, such as the hands, feet, and shoulders. Most *LEGO Star Wars* characters share the same body type, so at this point both Han Solo and the stormtrooper are still going to look the same.



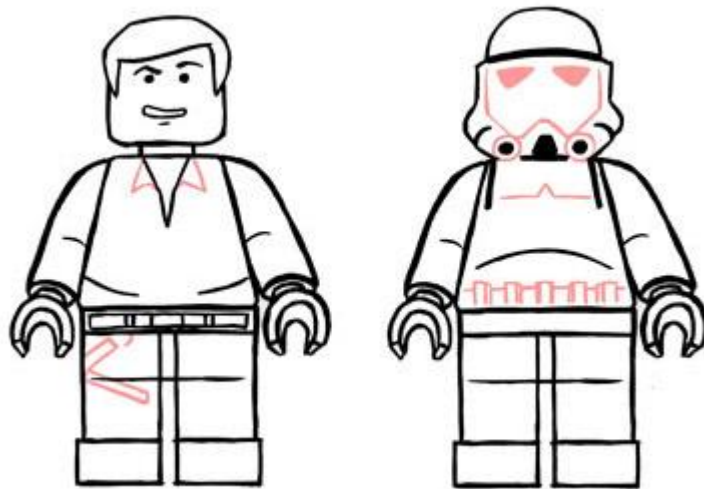
### Step Three:

Get ready to round corners and finalize the look of your *LEGO Star Wars* bodies. For Han put two dots on the head for eyes. For the stormtrooper, leave the eyes off, because you won't see them through his helmet. Make a photocopy of this drawing so that in the future you can use tracing paper to easily make more characters, or download the template below to decorate any way you want.



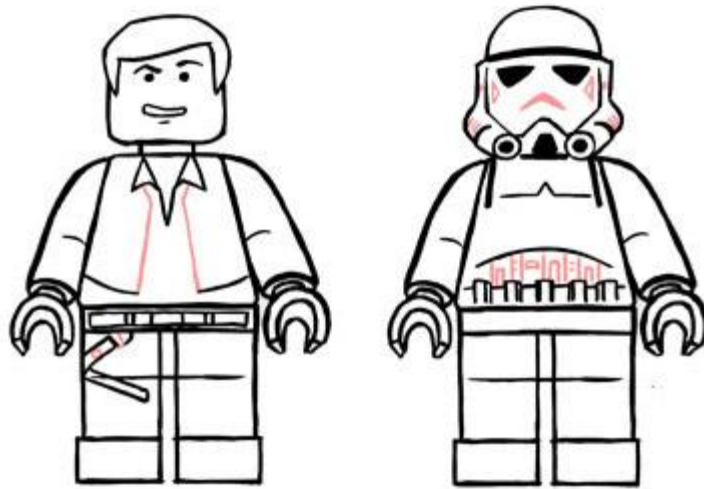
**Step Four:**

Start adding clothing and head details to Han Solo and the stormtrooper. Follow the guidelines shown in the example. And as always, draw lightly, so you can easily erase and start over if you make a mistake.



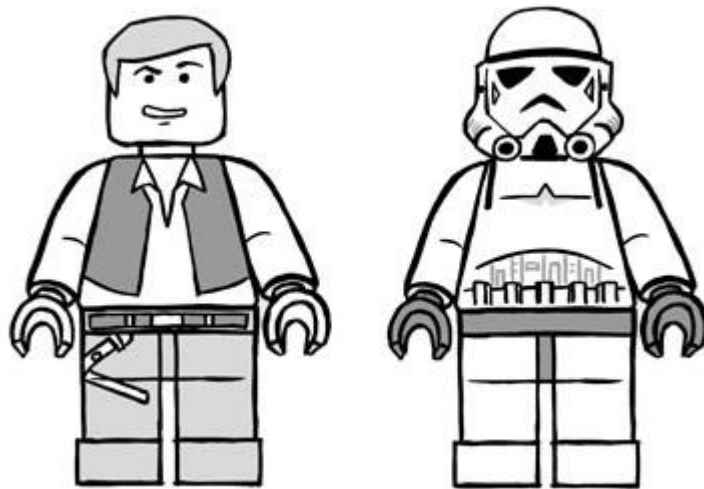
**Step Five:**

Be sure to erase the top of Han's head peg once the hair is taking shape, and the same goes for the portion of the stormtrooper's head covered by his helmet. As you add the details shown in the example, you'll see the characters really starting to take shape.



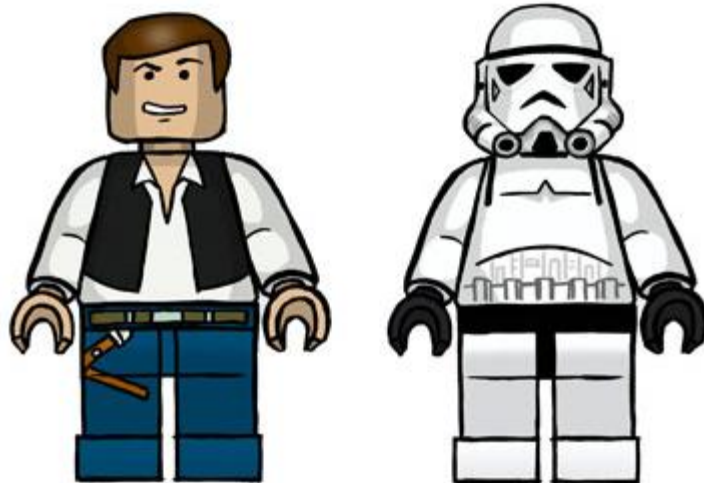
### Step Six

You're almost done! Just add a few more details, such as the "mouth" on the Stormtrooper's helmet. At this point you may even want to start using darker pencil lines, or even an ink pen, to give your drawing a more completed look.



### Step Seven:

Now that Han Solo and the stormtrooper are done, you may want to lightly shade in the dark areas of their costumes with a pencil. And that's all there is to it! Congratulations on creating your own LEGO *Star Wars* drawing!



**Step Eight:**

Some of you may want to color your drawing, too. This can be done with crayons or markers, or even on a computer! May the Force be with you!

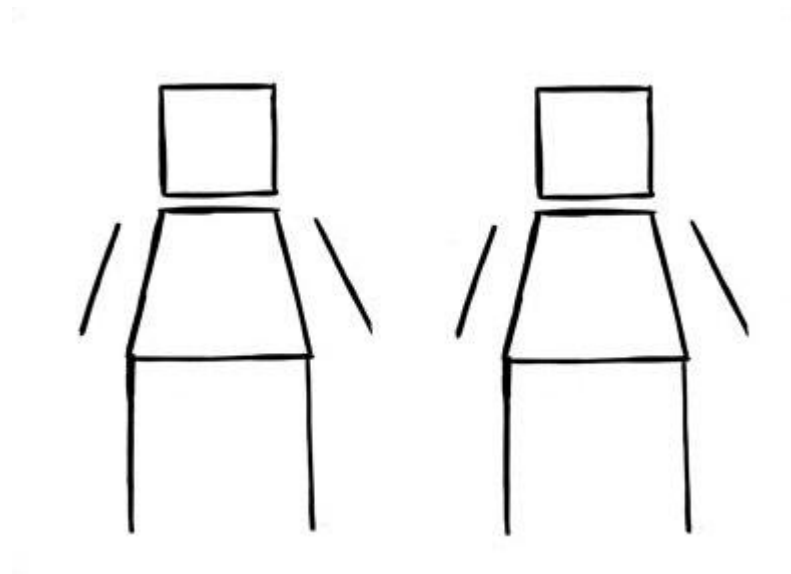
# DRAWING LEGO LANDO AND CHEWBACCA

Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

[LEGO \*Star Wars\* II: The Original Trilogy](#) takes the fun of LEGO customization and combines it with the epic story and characters from *A New Hope*, *The Empire Strikes Back* and *Return of the Jedi*. Two of the game characters to choose from include the *The Empire Strikes Back* versions of Lando Calrissian and everyone's favorite Wookiee -- Chewbacca.

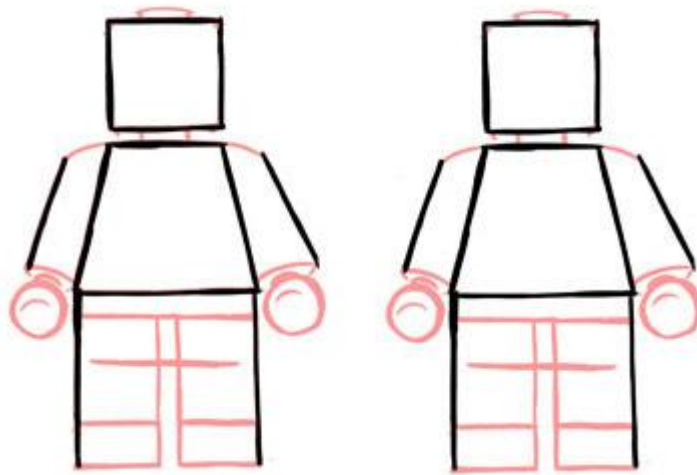
*Star Wars* illustrator [Grant Gould](#) explains with these easy-to-follow steps on how to draw Lando and Chewie from the *LEGO Star Wars II: The Original Trilogy* video game.

Steps 1-7 are to be drawn lightly with a pencil. No pen, no dark lines. Finished lines and details will come at the end.



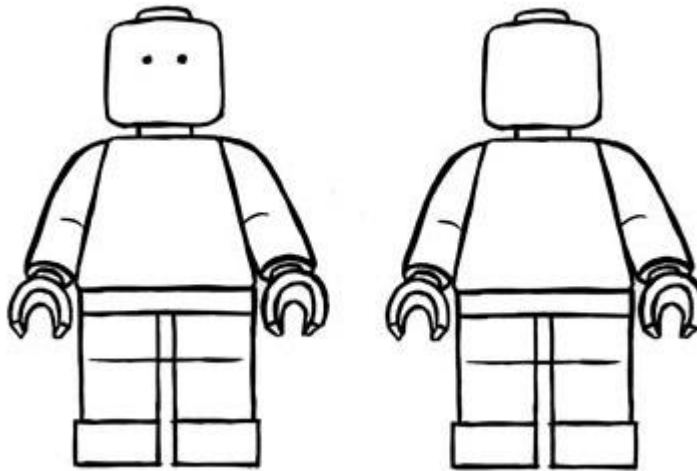
## **Step One:**

Creating *LEGO Star Wars* characters begins with a few basic shapes. Follow the example shown, and be sure to use light pencil lines until the drawing is finished so that you can easily erase mistakes and make changes.



**Step Two:**

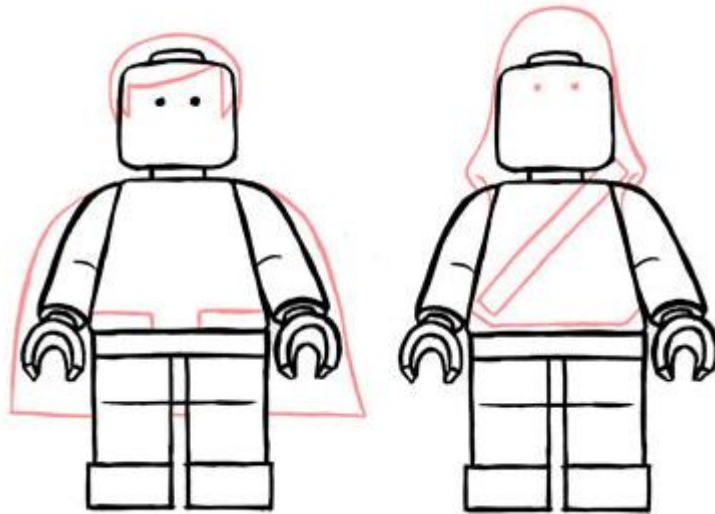
Once the basic shapes are in place, add a few more features such as the hands, feet, and shoulders. Most LEGO *Star Wars* characters share the same body type, so at this point both Lando and Chewbacca are still going to look the same.



**Step Three:**

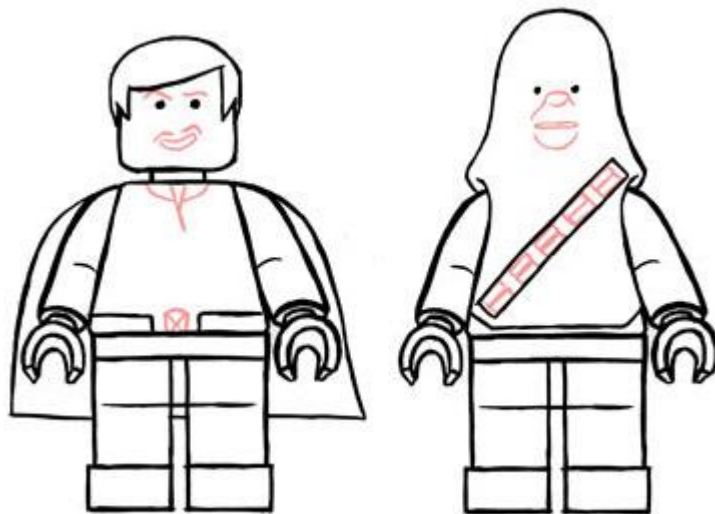
Get ready to round corners and finalize the look of the LEGO *Star Wars* bodies. For Lando you can put two dots on the head for eyes. Make a photocopy of this drawing so that in the future you can use tracing paper to easily make more characters, or download the template below to decorate any way you want.





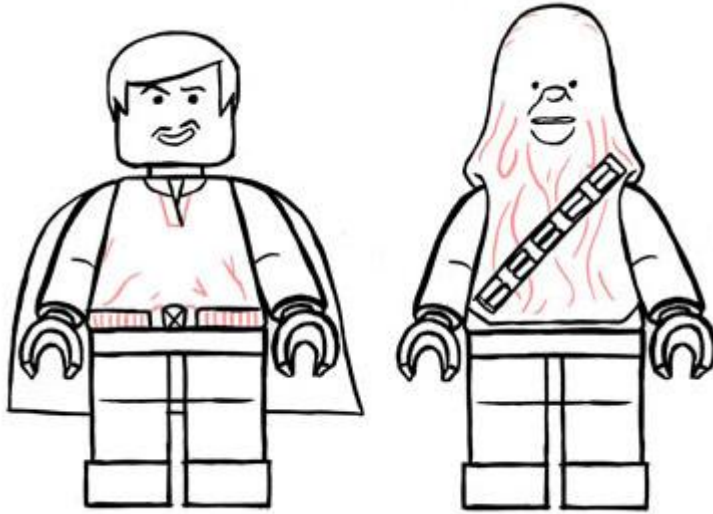
**Step Four:**

Start adding clothing and head details to Lando and Chewbacca. Follow the guidelines shown in the example and note the shape of Chewbacca's head. As always, draw lightly, so you can easily erase and start over if you make a mistake.



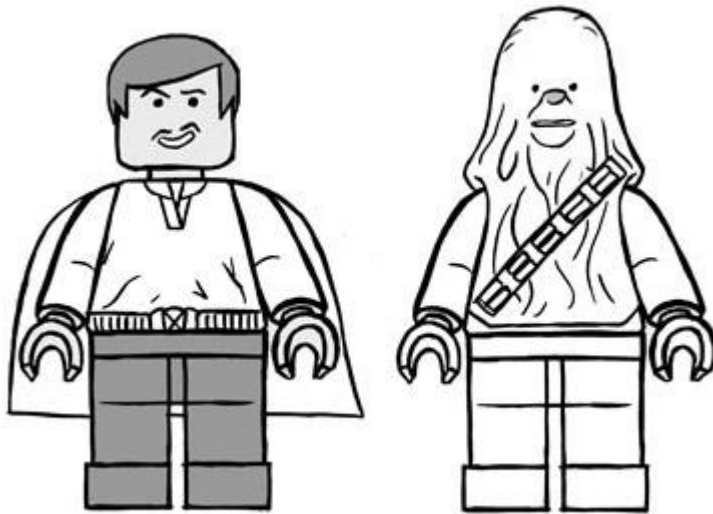
**Step Five:**

Erase the top of Lando and Chewbacca's head pegs once their hair and outlines are taking shape. Add more details such as their mouths and other lines shown in the example.



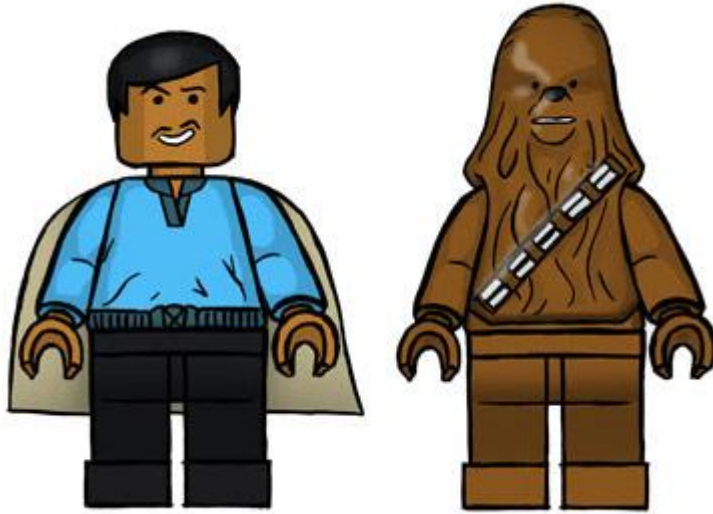
### Step Six

You're almost done! Just add a few more details, such as the wavy hair on Chewbacca. At this point you may even want to start using darker pencil lines, or even an ink pen, to give your drawing a more completed look.



### Step Seven:

Now that Lando and Chewbacca are done, you may want to lightly shade in the dark areas with a pencil. And that's all there is to it! Congratulations on creating your own LEGO *Star Wars* drawing!



**Step Eight:**

Some of you may want to color your drawing, too. This can be done with crayons or markers, or even on a computer!

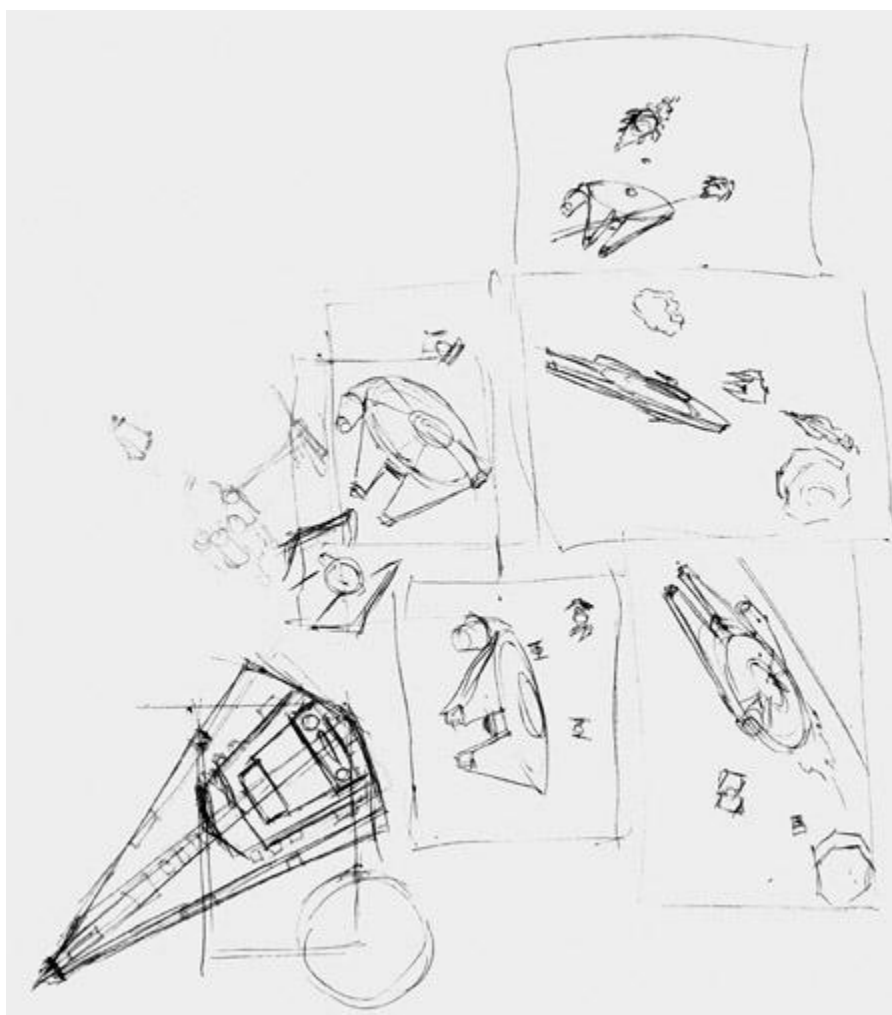
# DRAWING A MILLENNIUM FALCON BATTLE

Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

*Star Wars* illustrator [Brent Woodside](#) explains with these easy-to-follow steps on how to draw a massive battle with the *Millennium Falcon*!

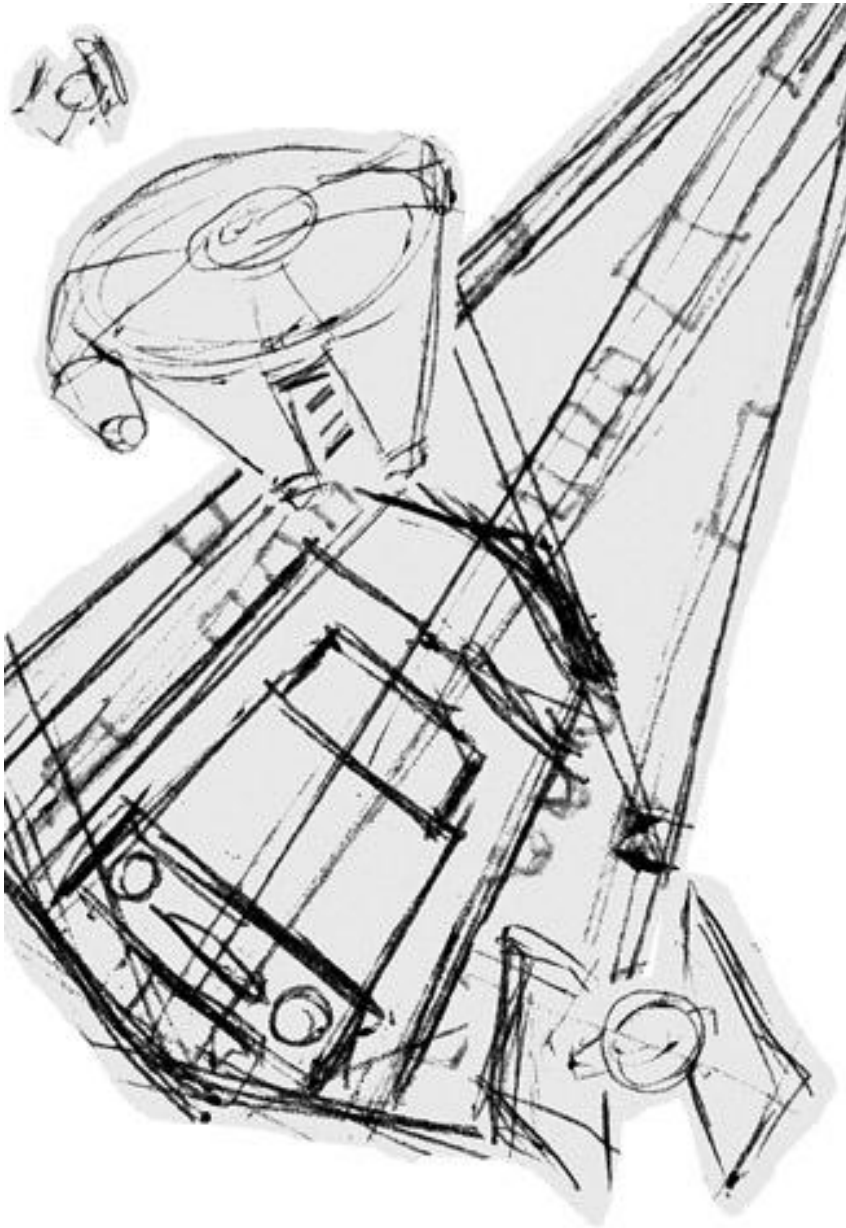
## Step One:

To begin, look through your *Star Wars* comics, magazines, books and posters, as well as images here on Starwars.com like the one above. Notice how battles look with different ships. Note the angle of ships as they speed through space chasing after one another.



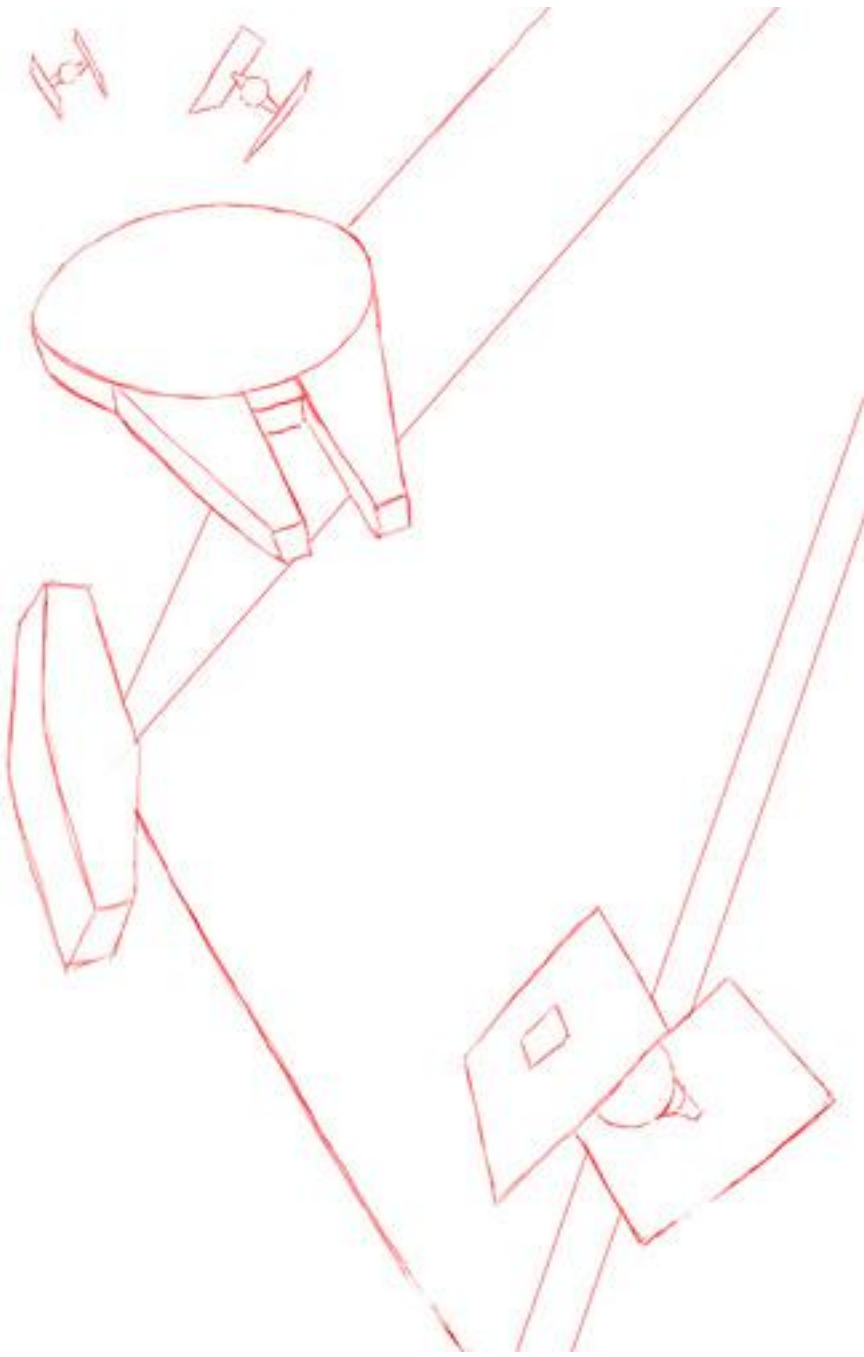
## Step Two:

Look over the reference and let your imagination run wild, or draw with directly from your reference. If you draw with direct reference you will have an image that will look very similar to the original picture. If you want to try to make up a battle from scratch, it's helpful to first try out your ideas into by drawing little sketches called "thumbnails." These will help you decide what the image is going to look like. It is a good idea to do several of them.



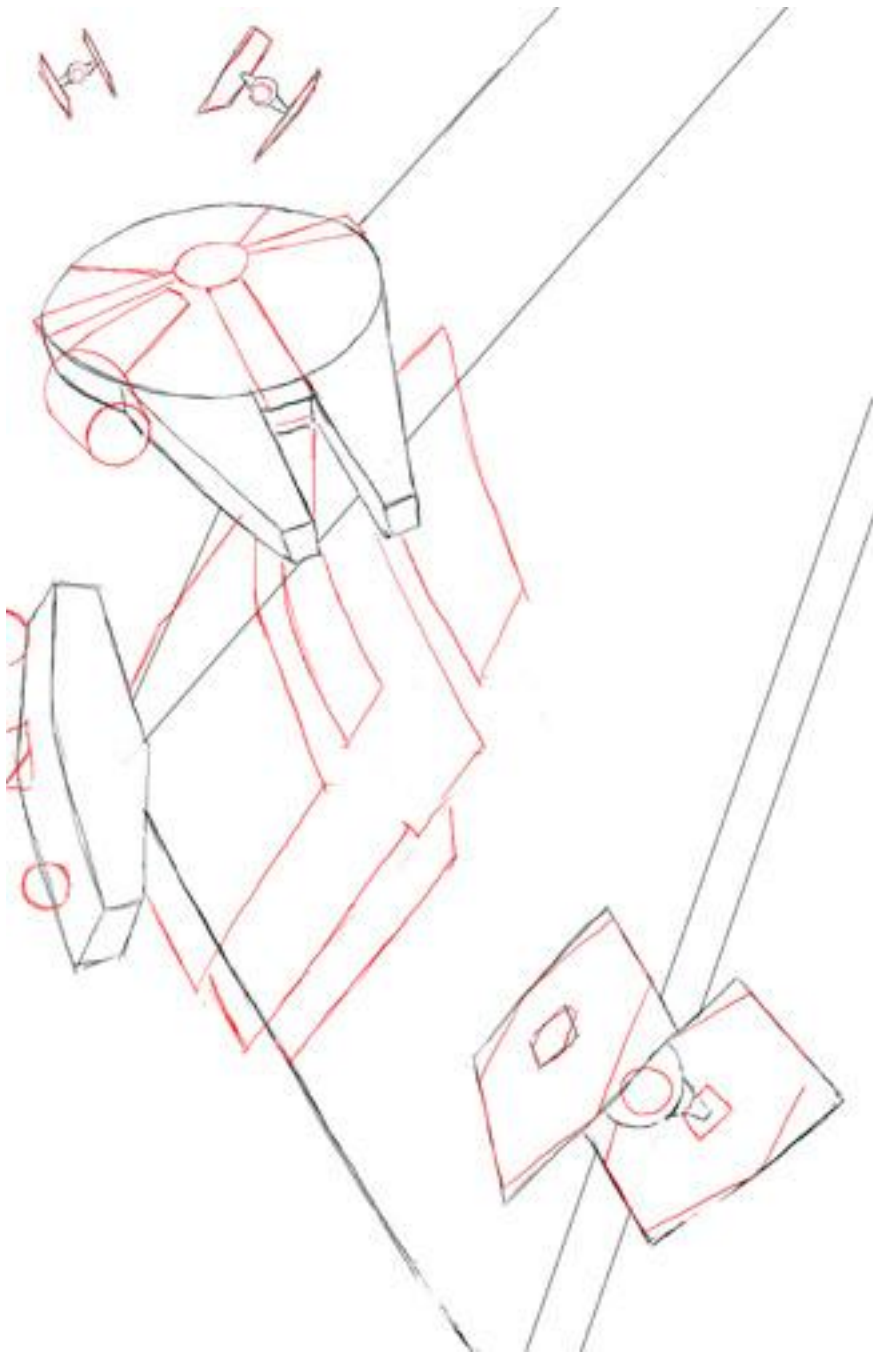
### **Step Three:**

When you decide on a thumbnail you like it is time to develop it into a concept. Here are two different thumbnails to create a concept sketch.



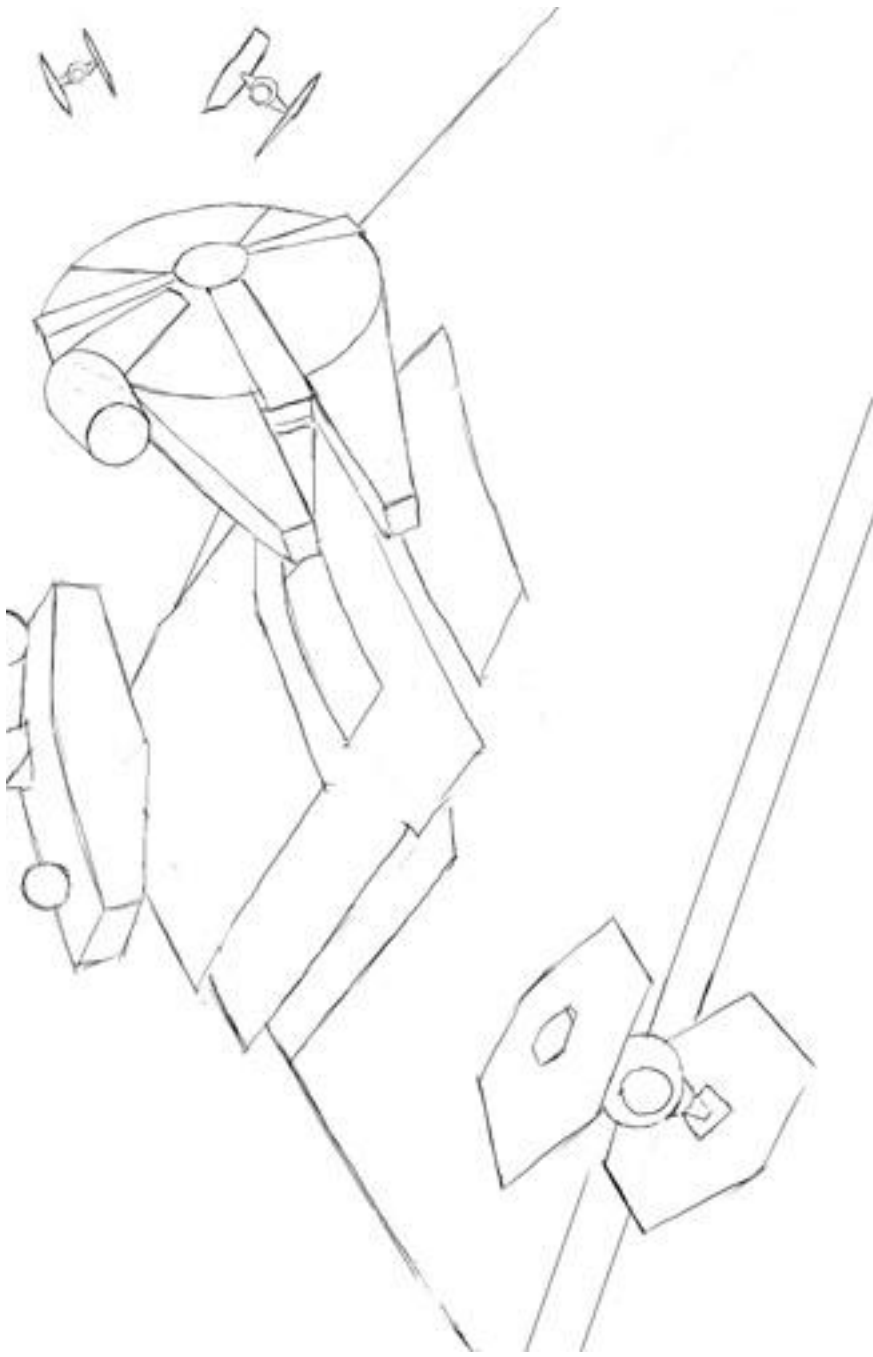
**Step Four:**

Once you have a clear idea of your layout it is time to draw the image full size. Look for the basic shapes of the objects in the picture. Draw them out as simple shapes like circles, squares, and cones that make up the main objects, in this case the ships.



**Step Five:**

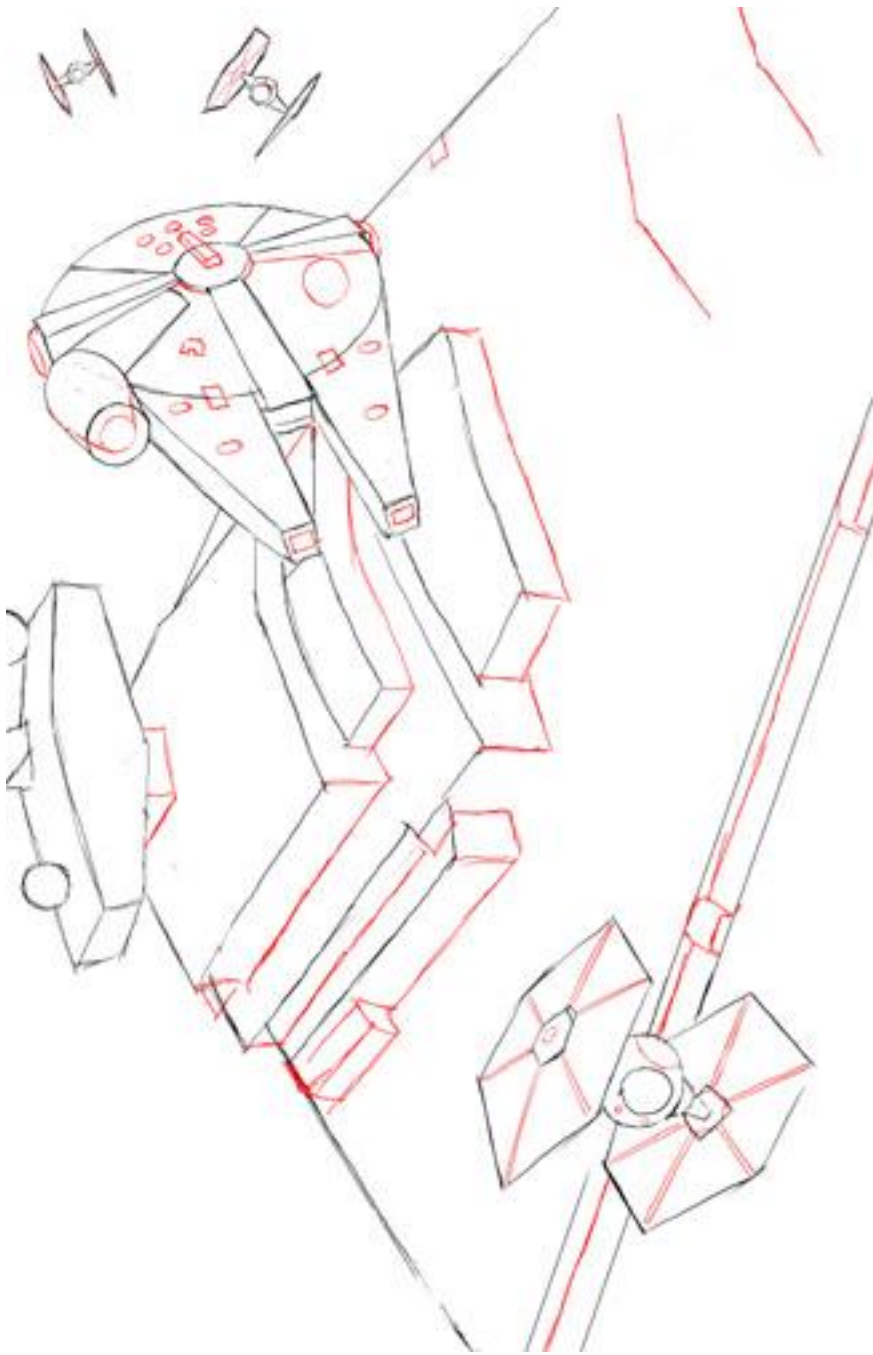
The first level of details should be spread throughout the picture. Try to look for the most important shapes that identify the objects. Notice the hexagonal shapes of the TIE fighter wings, the outrigger cockpit of the *Falcon* and the boxy shapes on the top of the Star Destroyer. Make sure to draw your details evenly throughout the drawing. Don't focus on one area too much because you might have to change the position or size of something later.



**Step Six:**

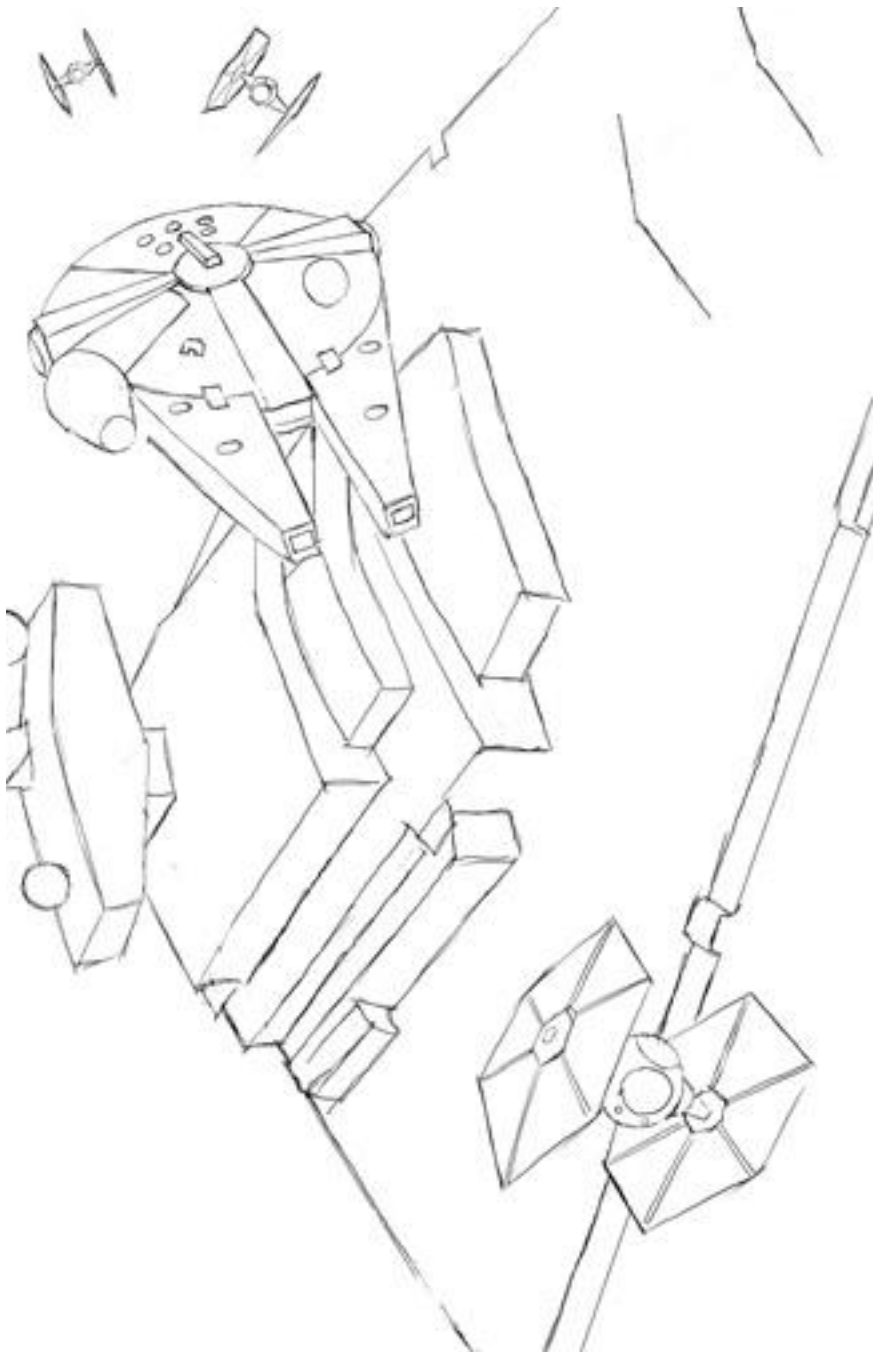
Once you have these new lines in place go back and erase out the lines that no longer make sense. Also clean up the lines that will be used.





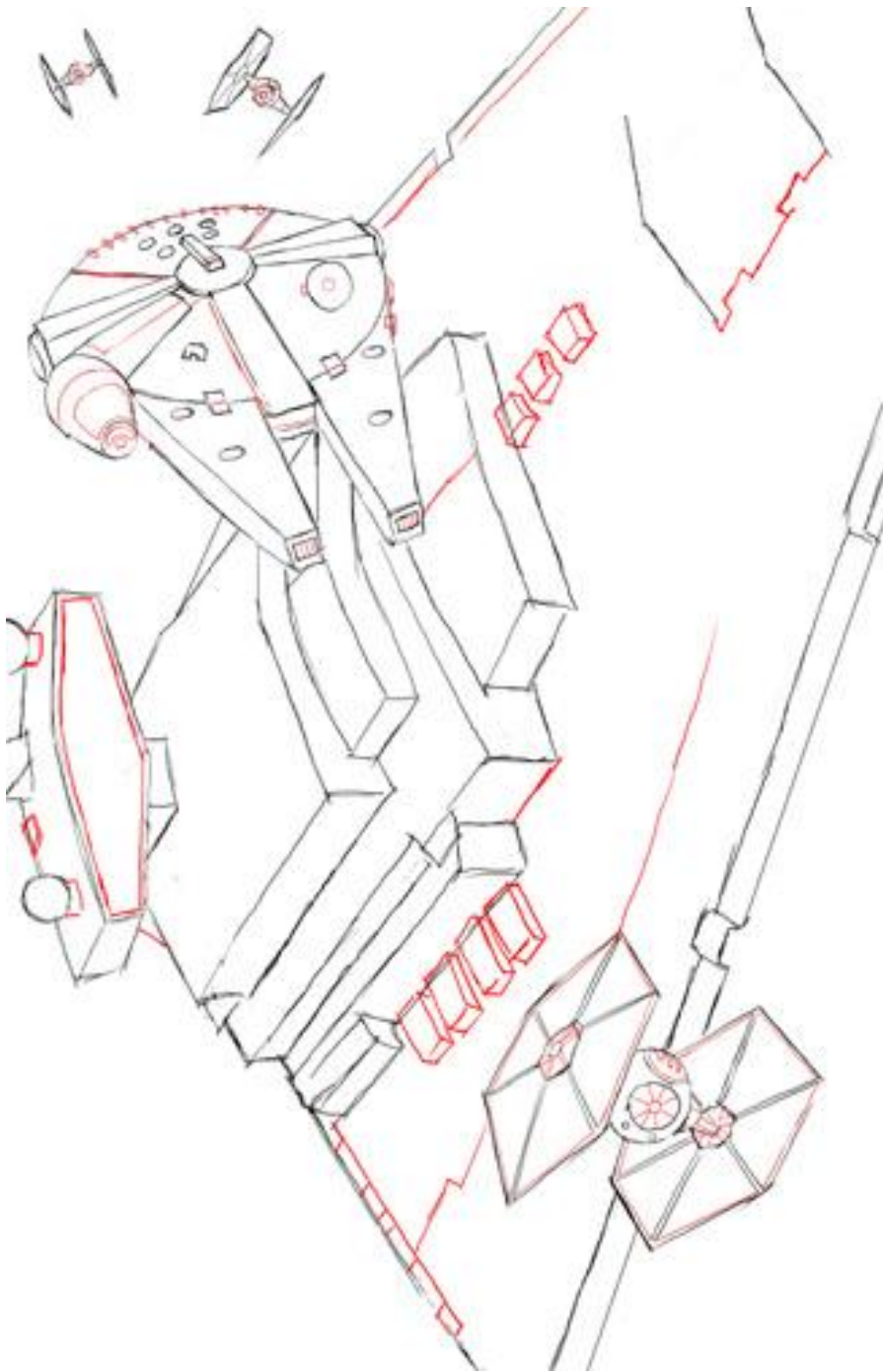
**Step Seven:**

For the next layer of details you will need to go back to your reference and look for the major details that make the ships identifiable. You might even have to find it helpful to look closely at a toy of the space ship to look for the smaller details.



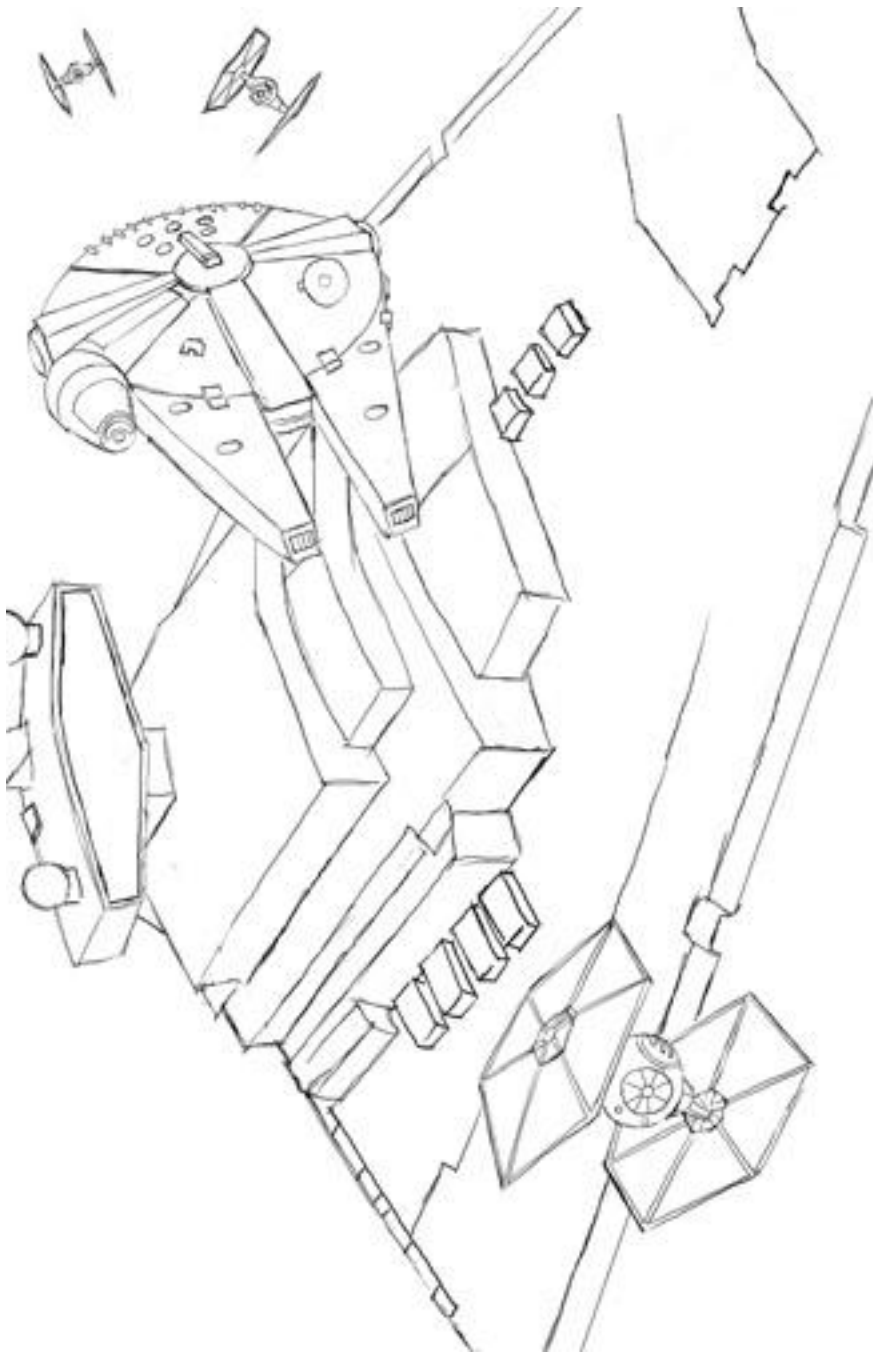
**Step Eight:**

Again clean up all the unnecessary lines left after your last update.



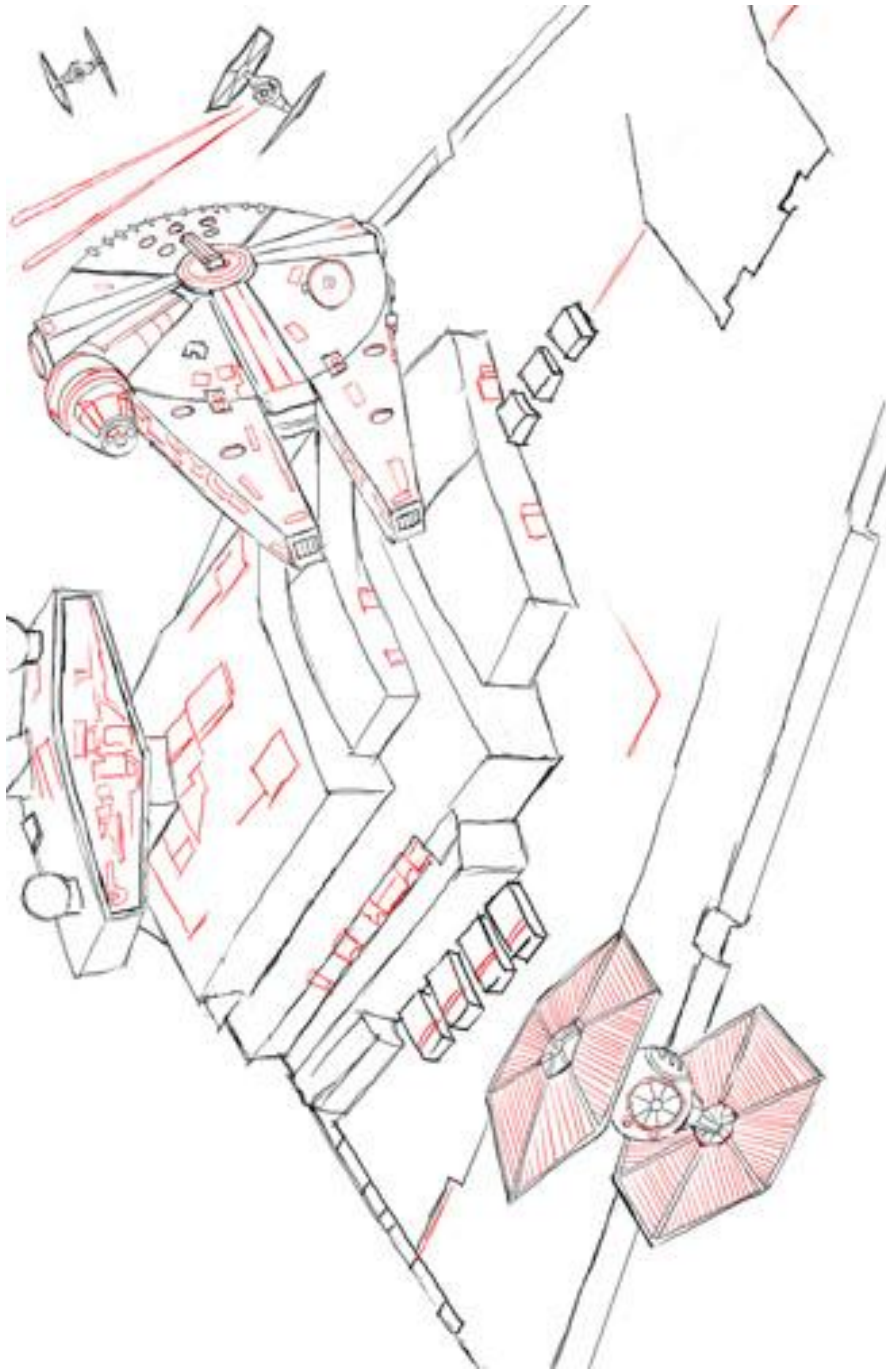
**Step Nine:**

The next bunch of details is usually more specific. Don't skimp on these because they will make the drawing more believable.



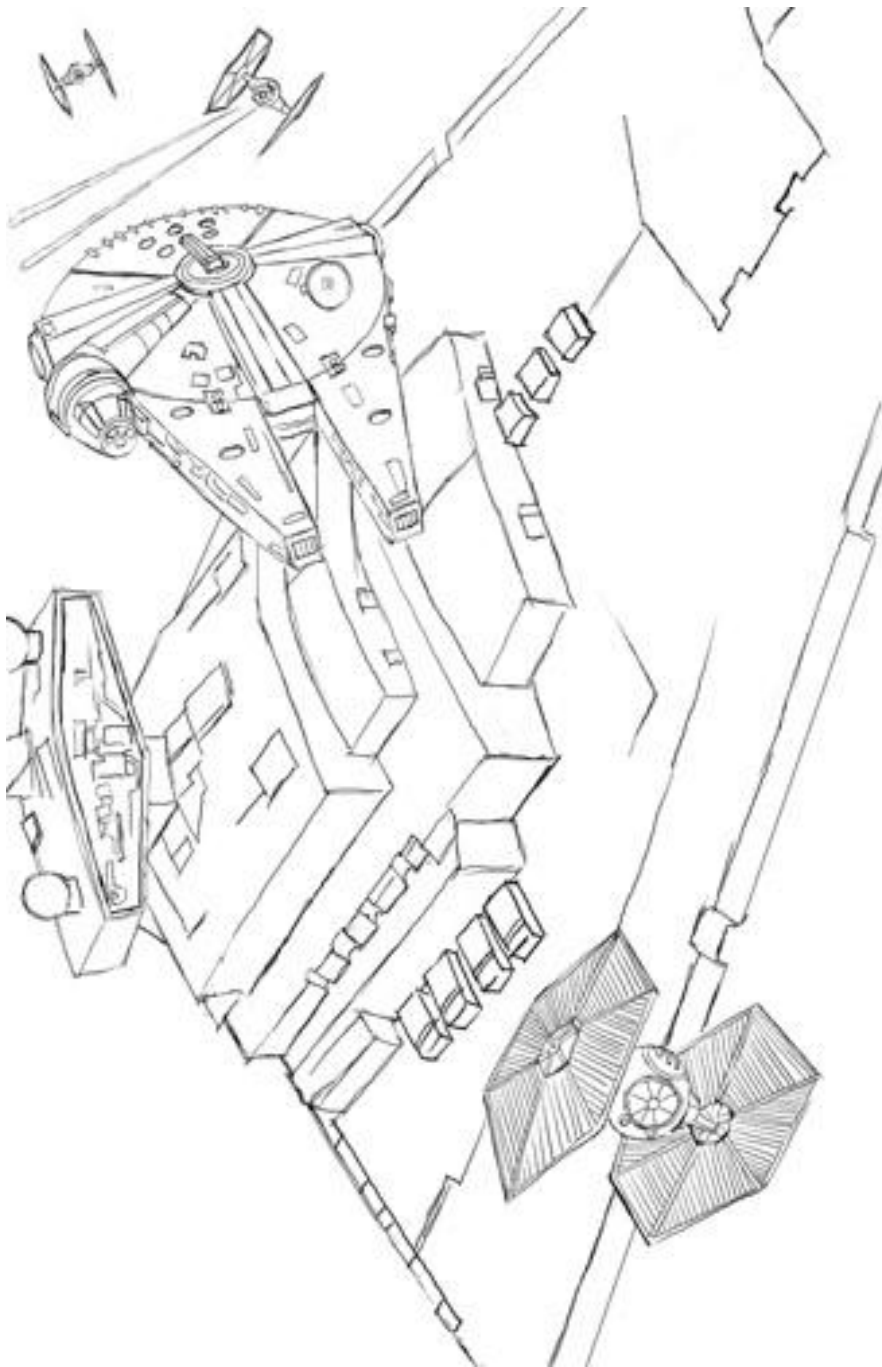
**Step Ten:**

Check for lines that no longer make sense and clear them out, or they will cause you confusion later.



**Step Eleven:**

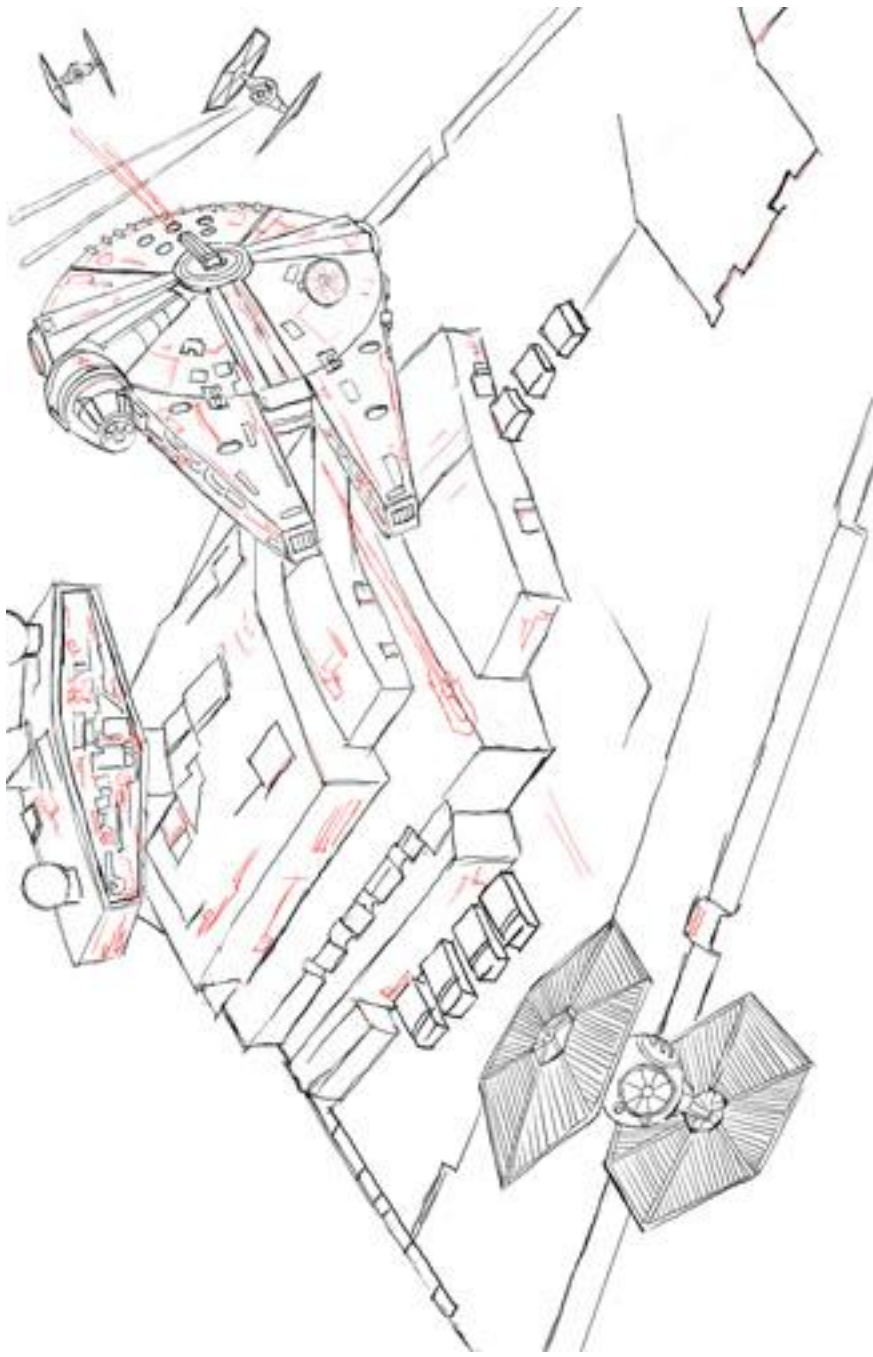
Now for some very tiny little details and textures. Look at your reference and try to figure out what the details are, and how they work. An understanding of this will help you to illustrate it. Complex machines like the *Millennium Falcon* won't look like machines without their little details.



**Step Twelve:**

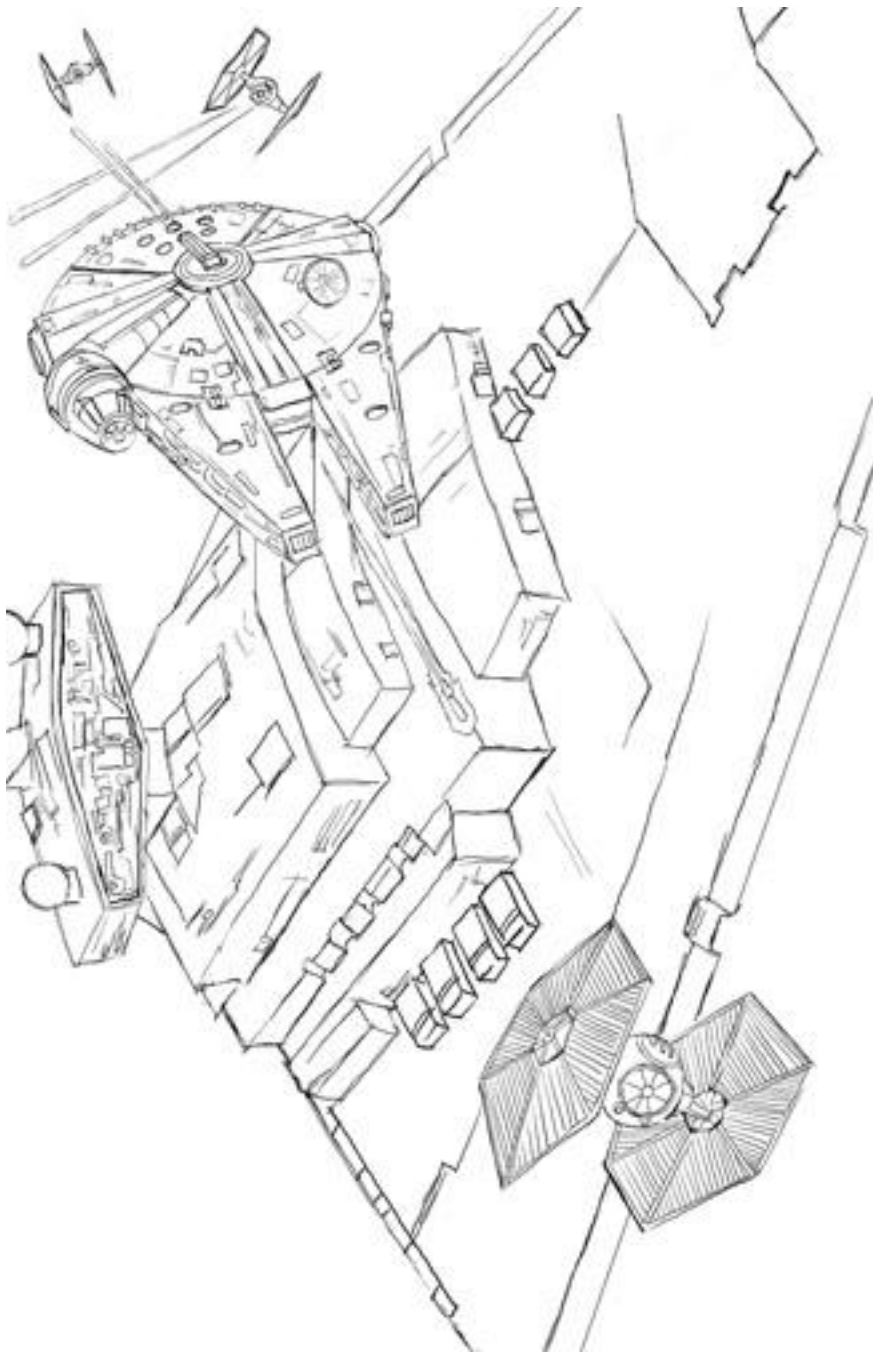
Clean up the lines again. This stage of the drawing is just as important as drawing the lines.





**Step Thirteen:**

These are the final details. Look for anything you might have forgotten before and get it in there. At this point you might take a break from the drawing and come back to it. This will give you a new outlook on the drawing and pick up on things you had not realized you missed.



**Step Fourteen:**

This is the final clean up stage. Make sure the lines you have make sense and work well together.



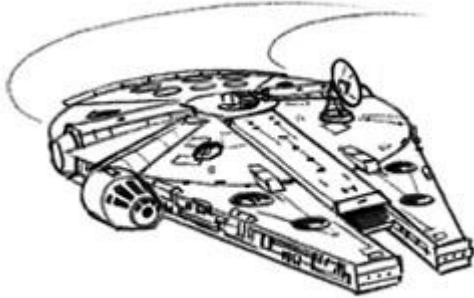


**Step Fifteen:**

Coloring and shading is up to you. Try using really basic colors like a coloring book and then decide on a light source and lighten and darken accordingly. Good luck!

# DRAWING THE *MILLENNIUM*

## *FALCON*



Ever wanted to draw *Star Wars* characters just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved and memorable characters in the saga. So get your pencils and paper ready!

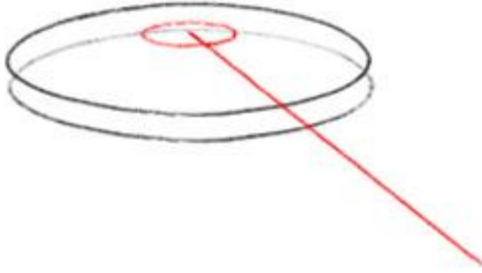
To show you how to draw Han Solo's fastest hunk of junk in the galaxy -- the *Millennium Falcon*, *Star Wars* illustrator Chris Trevas explains his easy drawing steps with examples below.

Steps 1-7 are to be drawn lightly with a pencil. No pen, no dark lines. Finished lines and details will come at the end.



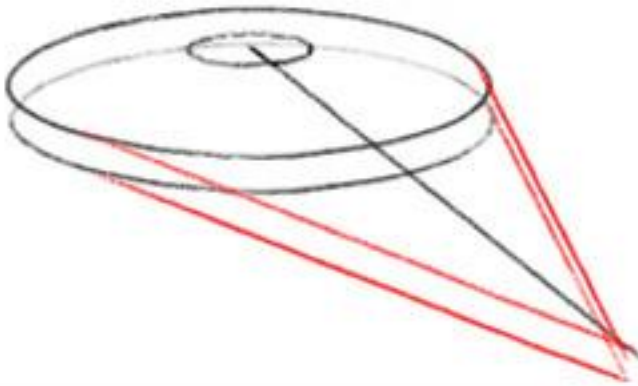
### **Step One:**

Start by drawing two ellipses, one on top of the other. An ellipse is what a circle looks like from an angle, similar to an oval, but not as rounded at the sides. In the early days George Lucas used to describe the *Millennium Falcon* as a "Flying Hamburger," think of these two ellipses as the bun.



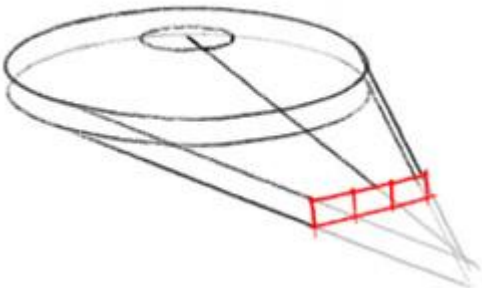
**Step Two:**

Now draw a smaller ellipse within in the top ellipse. It should be just a little above the center. From the center of this new small ellipse draw a straight line angled down and to the right. This line will be the direction the *Millennium Falcon* is pointing.



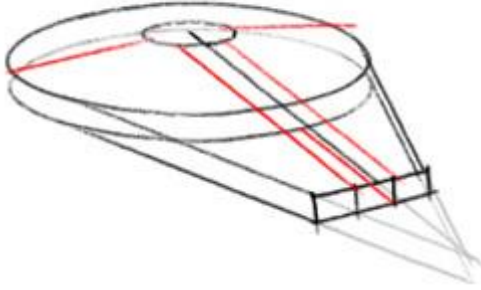
**Step Three:**

Draw a straight line coming from each side of the larger top ellipse to a point on the center line. Then draw two more lines from the sides of the lower ellipse parallel to the lines coming from the top one. You now have a big triangle coming off the front of the "Hamburger."



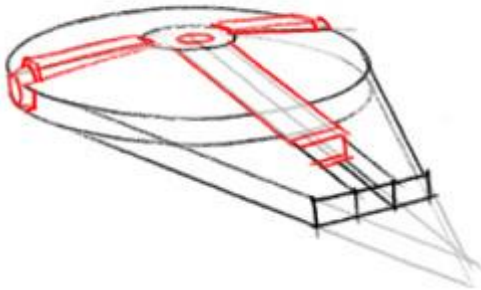
**Step Four:**

Cut the front off of this big triangle by drawing a wide rectangle. The sides of this rectangle will be straight up and down. The top and bottom of the rectangle are angled from this point of view. The corners will be where the sides cross the lines drawn in Step Three. Divide this rectangle into three smaller equal size rectangles with two more short lines.



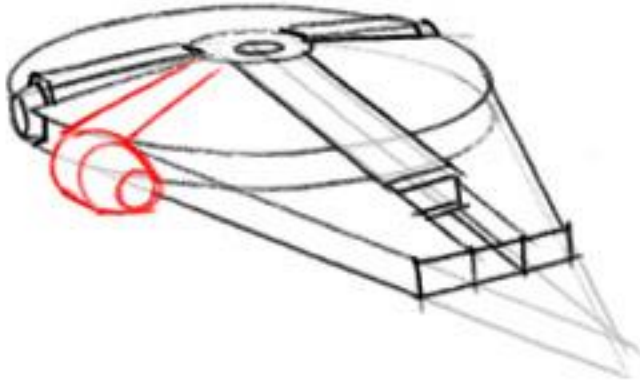
**Step Five:**

Draw two long straight lines from the top of the new center rectangle to the small ellipse on top of the "Hamburger." These lines should be parallel to the center line we drew in Step Two. Draw one more line from the bottom right corner of the small center triangle. This one should be parallel to the rest but you can stop short at the edge of the bottom large ellipse. Now draw two lines from the small center ellipse out to each side of the larger ellipse. These will be angled like the front rectangle.



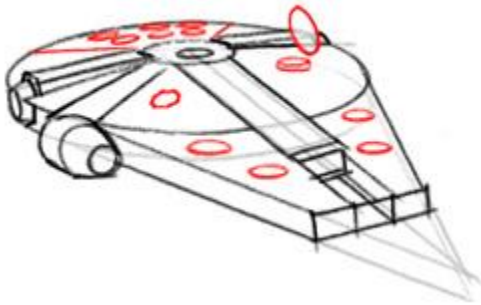
**Step Six:**

The lines out to the sides are the guides for drawing the raised areas that divide the front and back of the ship. Draw the long rectangles and angled sides for them. At the end of each of these draw a tapered cup shape. These cups don't stick out any further than sides of the "Hamburger Bun." Draw an even smaller ellipse inside the top center ellipse. This is the gunner's window. Draw the center rectangle between the front wedge shapes now. Follow the earlier guidelines but make it a little wider. It will stop short of the wedge shapes so you will also draw a little bit of the bottom rectangle too. Now the *Millennium Falcon* is really taking shape!



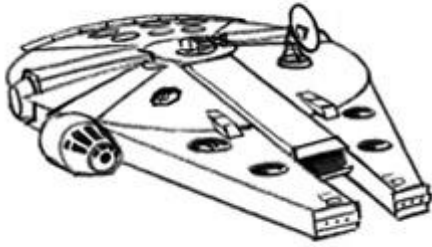
### Step Seven:

Han and Chewie need a place to sit! Add a cockpit and the hallway to it. The cockpit is a cup shape with a short cylinder behind it and the hallway angles in towards the center of the ship. George Lucas referred to the cockpit as an olive off to one side of the hamburger.



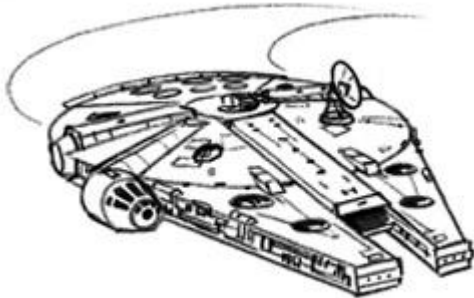
### Step Eight:

Now all the main shapes of the ship are drawn and you can lightly erase the lines you don't need and start to darken up the others. It's time for the details! There are two round holes on each of the front wedges and an octagonal hole between the cockpit hallway and the center rectangle. Draw a group of six ellipses on the back end for the rear vents of the engine. Also add a line to either side of these vents. The radar dish is a simple ellipse with a couple more below it to make the base.



**Step Nine:**

More detail! Add the bracket to support the radar dish and a small cone in the center of it. The gun turret on top is basically a box with four cylinders sticking out. Across the back behind the engine vents add the wide stabilizer fin. Shield generators go to each side of the center rectangle. Add some shadows in the gap under the center rectangle and within the holes. Don't forget the cockpit windows!



**Step Ten:**

Draw some more detail lines and the different color panels on the ship's hull. Along the edges add the "meat" of this flying hamburger, you can keep it simple by drawing some lines and boxes. I also like to add a sweep behind the *Falcon* coming from the engines to give it that extra burst of speed!

## Drawing *Clone Wars* Obi-Wan Kenobi

[Share](#)  [Email](#)  | [Archives](#)

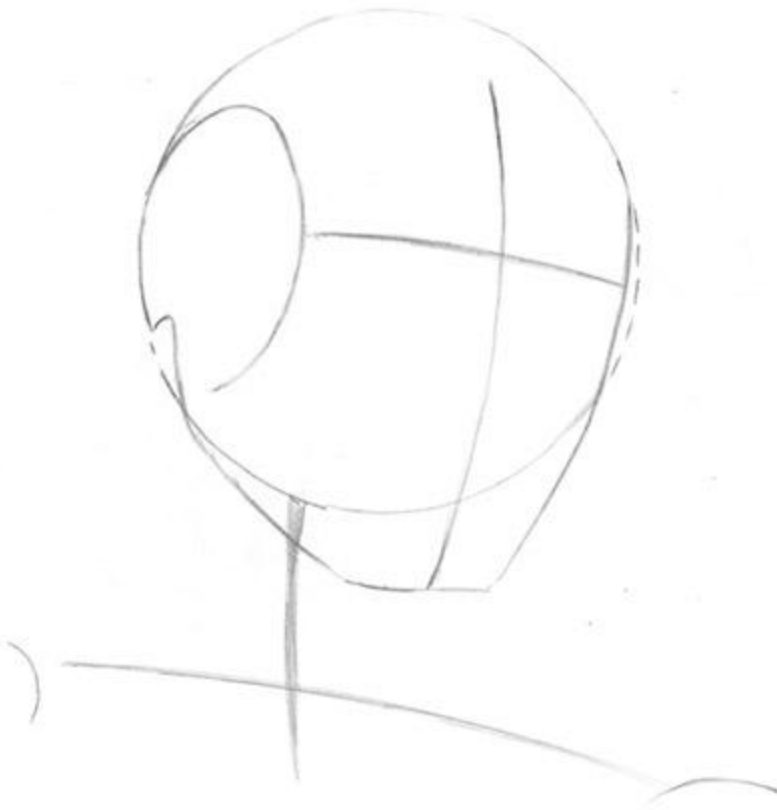
May 5, 2010



Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

*Star Wars* Topps cards artist Alexander Buechel explains with these easy-to-follow steps on how to draw Obi-Wan Kenobi from *The Clone Wars*.

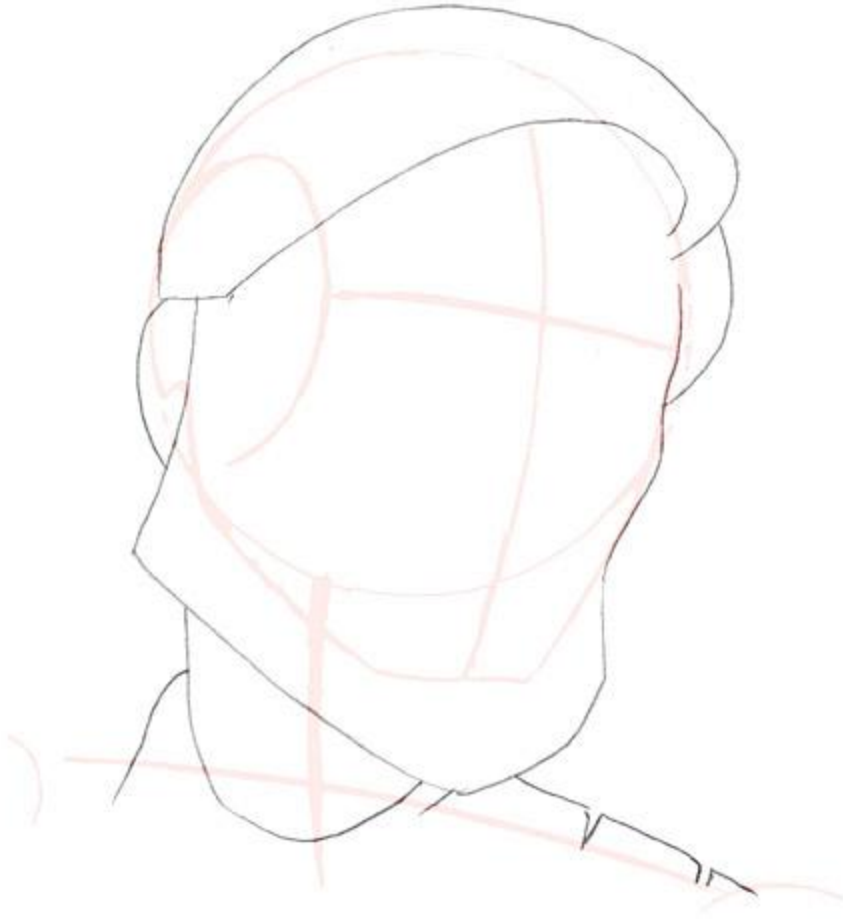
Steps 1-4 are drawn lightly with pencil. No pen, no dark lines. Finished lines and details will come at the end. New steps are shown in blue.



**Step One:**

Start by lightly mapping out the character with simple shapes. This will allow you to build on top and make sure all proportions stay as planned.





**Step Two:**

In this step start to map the outer edges of the image with the original lines still showing. It helps to determine sizes and locate the features of the face.



**Step Three:**

Following the original guide lines, draw in the eyes, eyebrows, nose and inner edges of his beard.



**Step Four:**

Now that all the basic features are well in place, continue to add detail to the hair, beard and lightly draw in some areas to show features and shadows.



**Step Five:**

Now that the whole figure is drawn, use a marker or press harder with the pencil and follow the drawing to get a finished piece. Add some light shading if wanted to give the piece a nicer finish.



**Step Six:**

This would be an example of some shading and finish work for the drawing.



**Step Six:**  
Color your drawing with pens, crayons or colored pencils.

# DRAWING PLO KOON

Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga, as well as new faces and creatures from *Star Wars: Episode III Revenge of the Sith* (now available on DVD).

With his face hidden behind a forked face mask, Jedi Master Plo Koon sat on the Jedi Council when Jedi Master Qui-Gon Jinn first presented young Anakin Skywalker as a possible Padawan learner. He also fought alongside his fellow Jedi against Geonosians and battle droids in the Geonosian execution arena. Unfortunately, even with his battlefield experience in the Clone Wars, he had no idea of the fatal casualty that awaited him once Order 66 was in play.

*Star Wars* illustrator [Russell Walks](#) explains with easy-to-follow steps (in the form of a fun poem!) on how to draw Jedi Master Plo Koon.

Steps 1-7 are to be drawn lightly with a pencil. No pen, no dark lines. Finished lines and details will come at the end.



**Step One:**

Plo Koon is the Jedi who's hardest to draw, with those tubes on his head that connect to his jaw. Nevertheless, why not give it a shot? For with us the Force is, though Yoda we're not.

The "O"s in Plo Koon are the keys to this art. There's one in his head shape, so that's where we'll start. Then add another one on the right side. There's one on the left, too -- See it trying to hide?



**Step Two:**

So far you've done well, but there are more "O"s to go. There're six on his face; Look closely. Go slow. Draw a few on the left and some more on the right, but be really careful and keep your lines light.





**Step Three:**

Next, draw four ovals -- one more in each eye, and two near his jaw line, midsized, and chin-high. A few squiggles later, the mask is roughed out. And we're starting to see what this drawing's about.



**Step Four:**

At the base of his chin, on each side of the mask, add those long, skinny probe things. What are they? Don't ask. And now things get tougher. We start to refine. So draw with more pressure, and darken your line.



**Step Five:**

Now darken the neckline and work on his face. Draw the vents on his nose-piece in just the right place. And please notice too that the long skinny probes are connected at last to the tubes on his lobes.



**Step Six:**

Our line drawing's done, but it doesn't look right. We still need some shadows - - some dark with the light. Let's start with the goggles. They're not simply black. They're gray where the light hits, and dark towards the back.



**Step Seven:**

The same thought applies as you make your next mark. Where shadows are heavy, your shading is dark. But even a mask that's as black as the night may look strange where light strikes it. The darks can look light.



**Step Eight:**

To finish your artwork, work more on the head. First, sharpen your pencil -- one must have good lead. A robe with a collar, and Plo Koon is done. Thank you for playing -- I hope you had fun!

# DRAWING QUI-GON JINN

Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

While Jedi Master Qui-Gon Jinn did admirably train his apprentice Obi-Wan Kenobi to become one of the noblest Jedi in the saga, he is best known for his determination in making certain a young Anakin Skywalker was given a chance by the Jedi Council to train in the ways of the Force.

*Star Wars* illustrator Tom Hodges explains with these easy-to-follow steps on how to draw Qui-Gon Jinn.

Steps 1-5 are to be drawn lightly with a pencil. No pen, no dark lines. Finished lines and details will come at the end.



Step One: It all boils down to shapes. Start with some ovals for the head and ears, as well as a couple of lines for his neck. Sketch triangle shapes (think paper airplanes) for his Jedi collar. We're also going with a 3/4 view of Qui-Gon so draw lines to place his eyes, nose and mouth.



Step Two: Next draw his hairline and a triangle shape for where his nose will be. I think my nose placement looks a bit more like a Star Destroyer, doesn't it?



Step Three: Now we start to add in some random details on his eyes, nose, cheek bones, moustache and beard. Don't get too hung up on all the detail yet. You may have adjustments to make later. This is also a great place to check out your reference materials like toys and books to make sure you're getting it right.



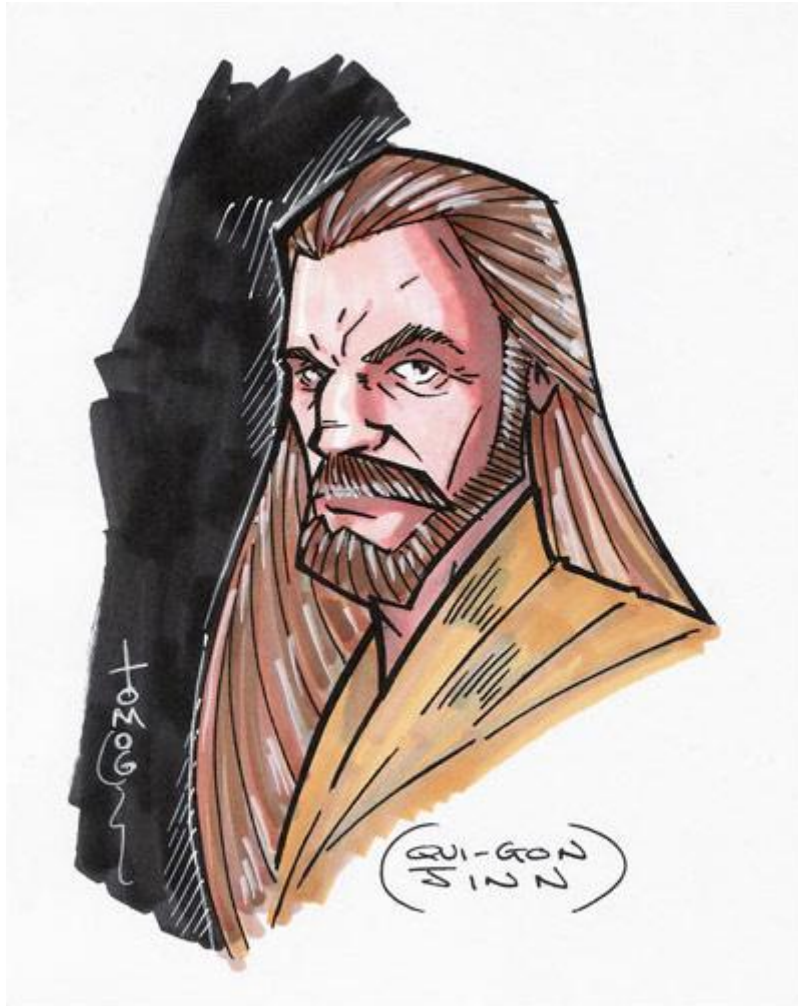
Step Four: Continue to fill in more details such as additional hair on his head, moustache and beard. Age his face a bit. Did you know Qui-Gon was supposed to be almost 80 years old?



Step Five: Take a darker pencil and now get detail crazy. Double check your reference materials for little details about his nose and other facial features. But remember to make it your own!



Step Six: Now it's time to add ink to your drawing. Use something like a Uni-Ball pen or a fine-point Sharpie on the lines you want to keep, and erase the ones you don't.



Step Seven: Add some color. I went ahead and used Prismacolor markers here. I added in the white hair details with a white gel pen. Use whatever you can on this -- crayons, color pencils, markers, computer programs -- whatever you feel will work or is at your disposal! Have fun experimenting with different tools.



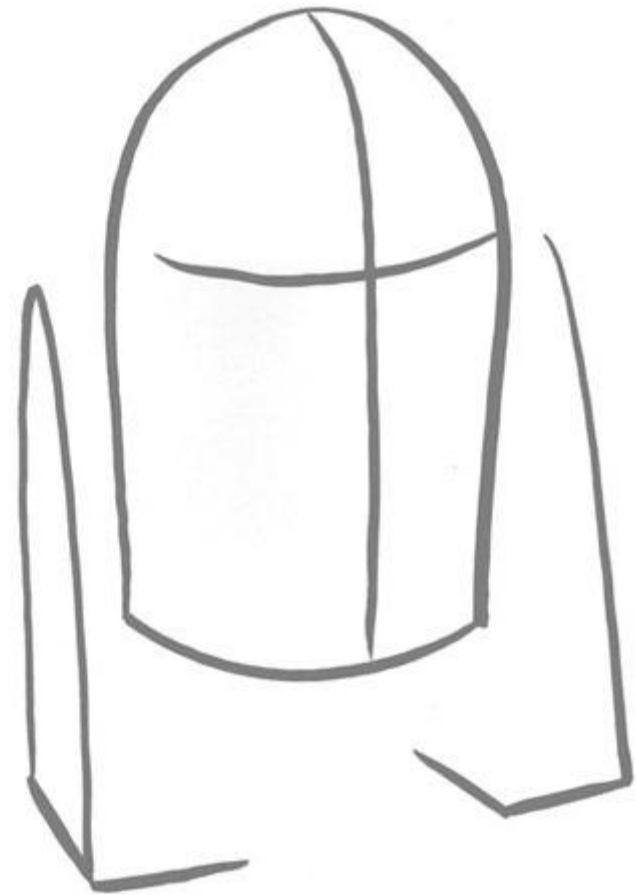
# DRAWING R2-D2

Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

The spunky and adventurous astromech droid R2-D2 not only is an excellent ship mechanic and computer expert, but his bravery towards his friends helps them get out of tricky situations all throughout the saga. He's no ordinary droid, that's for sure. He's also a postal superstar, with hundreds of R2-D2-styled mailboxes popping up across America. Try finding one of the cool R2-D2 mailboxes near you and draw his portrait!

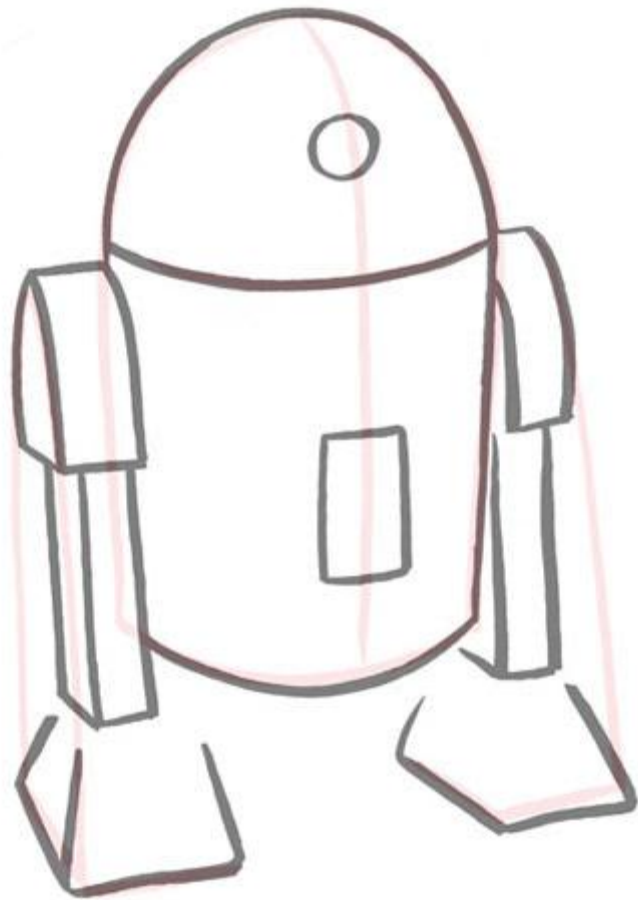
*Star Wars* illustrator [Grant Gould](#) explains with these easy-to-follow steps on how to draw a cartoon-style R2-D2.

Steps 1-5 are to be drawn lightly with a pencil. No pen, no dark lines. Finished lines and details will come at the end.



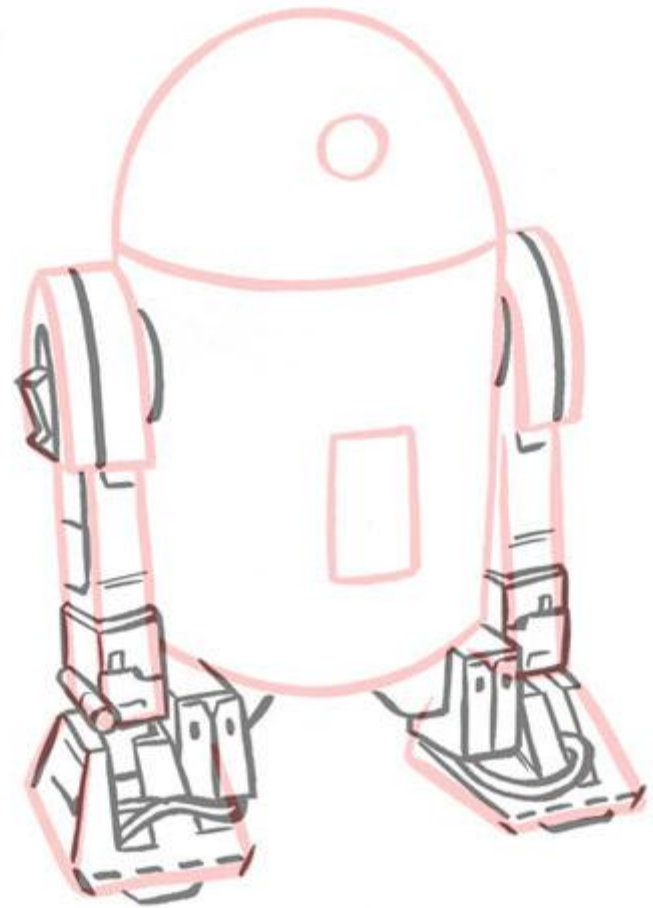
## Step One:

First begin with the basic shapes. For R2-D2's main body, it will look like an oval with a flattened bottom. Across the body draw the "T" lines to give you an idea of where to place the "eye" in Step Two. You're also creating the main structure lines for R2-D2's legs as well.

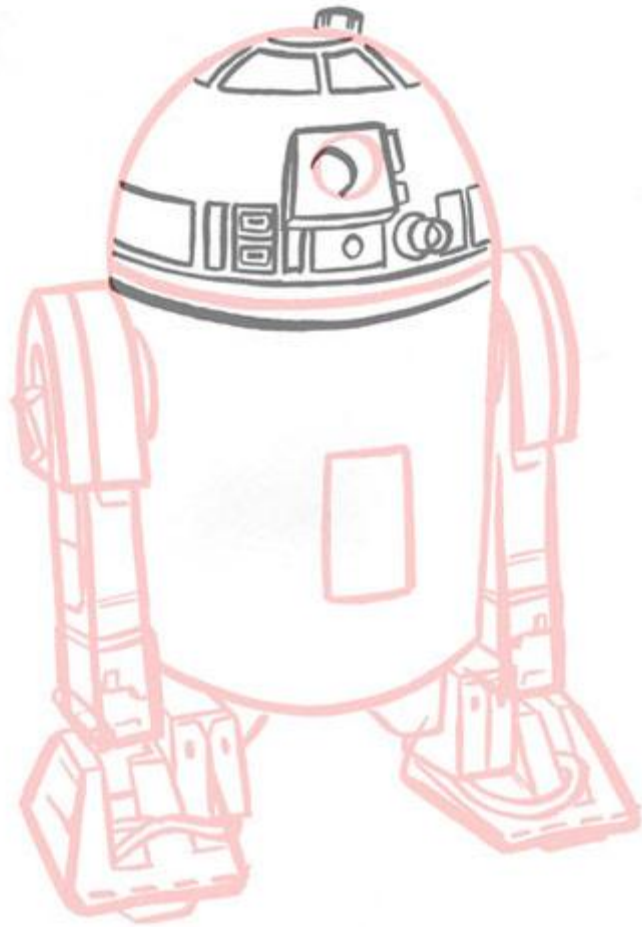


### Step Two:

Draw a small circle near the top of the dome (this is Artoo's "eye") and use the "T" shape to darken in the area that separates the dome from body. Next draw a rectangle along the centerline as shown. Use this step to flesh out Artoo's legs a bit more, too. When this step is complete, you should have a pretty good idea of where the rest of the details will fit in.

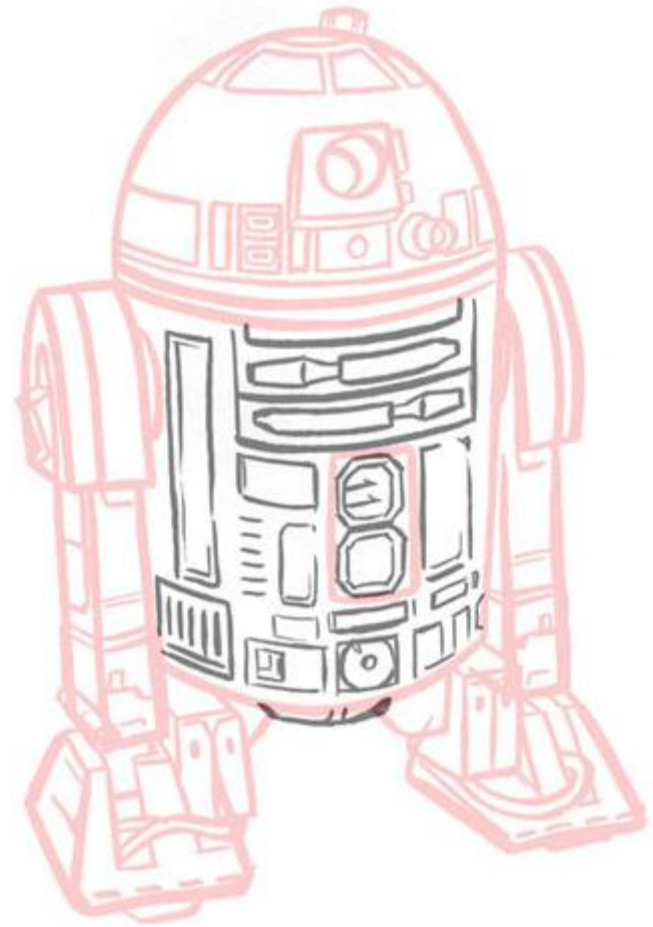


Instead of drawing in all of Artoo's details (and he's got a lot of them) at once, try tackling the drawing one section at a time. Let's begin with the legs. Use a steady, thick line over your previous pencil work, and start adding in the details as shown in the sample image. As with most of the droids in *Star Wars*, there are a lot of little gizmos and shapes to be found, so don't get too worried about this stage. If you miss one or two tiny details, that's okay! As long as the basic shapes and forms are there, your Artoo drawing will be a success!



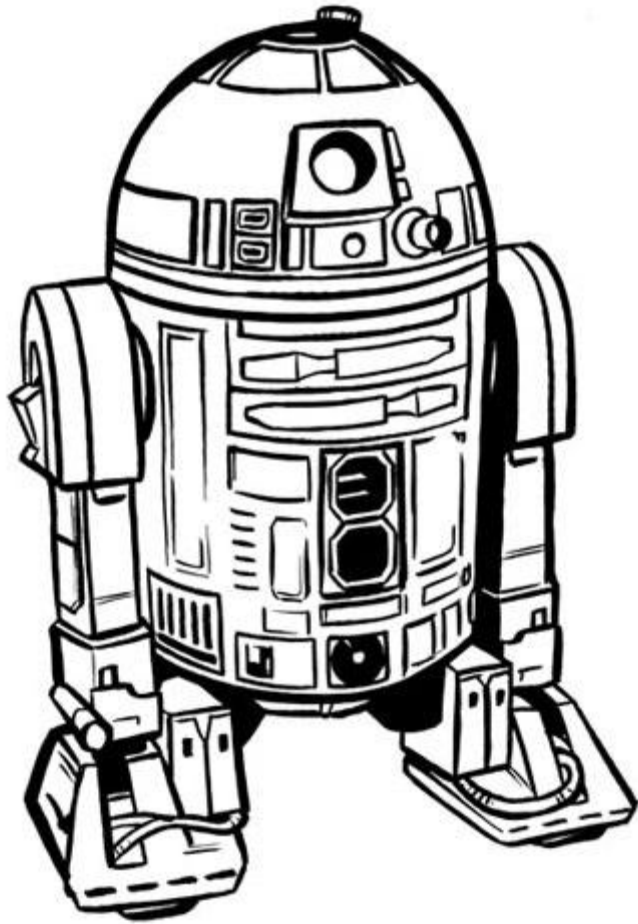
#### **Step Four:**

Next up, draw Artoo's dome. Most of these details are fairly simple, so again, using the sample image as your guide, fill in the missing shapes. Be sure your lines are appropriately rounded, because as we know, Artoo's dome is round. Try to think of it as the top of a sphere. If you have an Artoo action figure, keep it in front of you while you're drawing to use as a guide! Sometimes having an actual 3-D shape as reference can help a lot, especially while drawing droids.

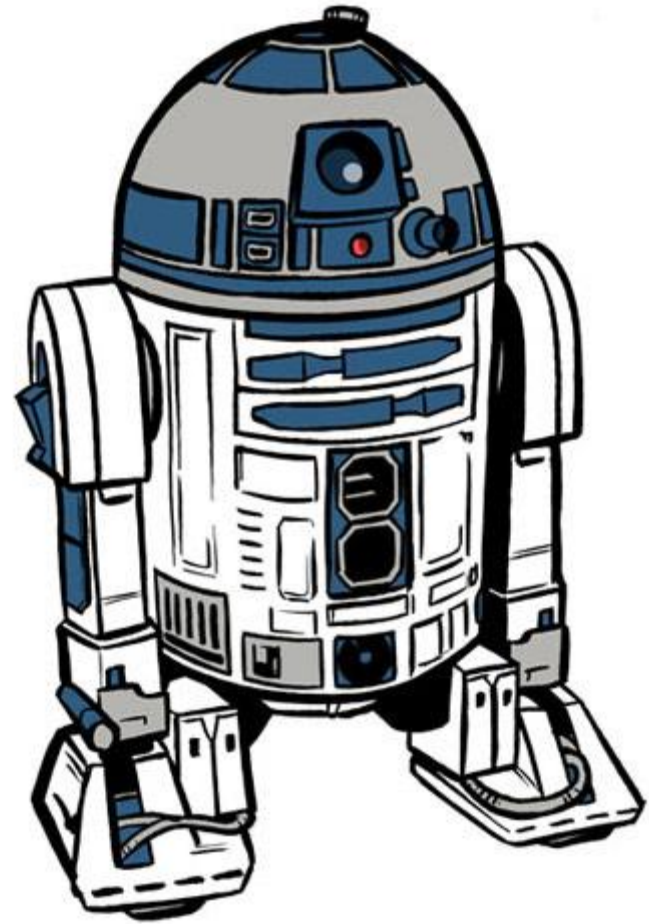


#### **Step Five:**

The last section to draw is Artoo's mid-section, or "main body." Use that rectangle you drew earlier as a guide, as well as the surrounding areas. Again, don't be too worried about each and every tiny detail. The key is to focus on basic shapes. Focus on one shape at a time then move on to the next.

**Step Six:**

Your Artoo drawing is almost complete! In this step, go over your final lines with a pen or marker. I like to use artist brush pens, though they take some getting used to. Once your ink lines are dry, erase the pencil lines. Or use heavier pencil lines over the lighter ones. However you decide to finish your drawing is completely up to you. Be sure to darken in the shadowed spots as shown in the sample.

**Step Seven:**

If you want to color your Artoo drawing, first photocopy your final drawing and use that to color him in. This way you can try different methods and you won't have to worry about making a mistake on your original. There are many ways to add color. Use crayons, markers, colored pencils, or even use your computer if you have a painting program.



**Step Eight:**

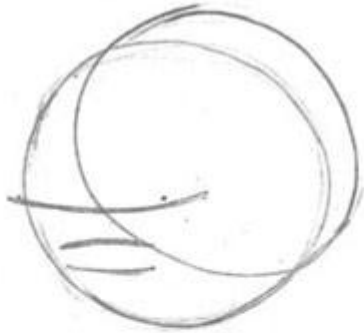
This is the final image colored in Photoshop. I added a desert background (much like the scenes we see in *A New Hope*) and played around a little by adding some extra shadows and colors.

For more fun and helpful tips on how to draw your favorite *Star Wars* characters, read all about the new book *You Can Draw: Star Wars* from DK Publishing.



# DRAWING THE RANCOR MONSTER

Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.



## Step One:

To begin, start by drawing two circles which will represent the rancor's head. Where a human is more oval shaped, the rancor's head will be more barrel shaped. Make a curvy line across the front circle which will represent his eyes. The two lines below this show where his mouth will be.

This towering hulk of muscle and reptilian flesh known as the rancor monster walks on two stubby legs and uses his long arms to capture prey thrown in his shadowy chamber beneath Jabba the Hutt's throne room.

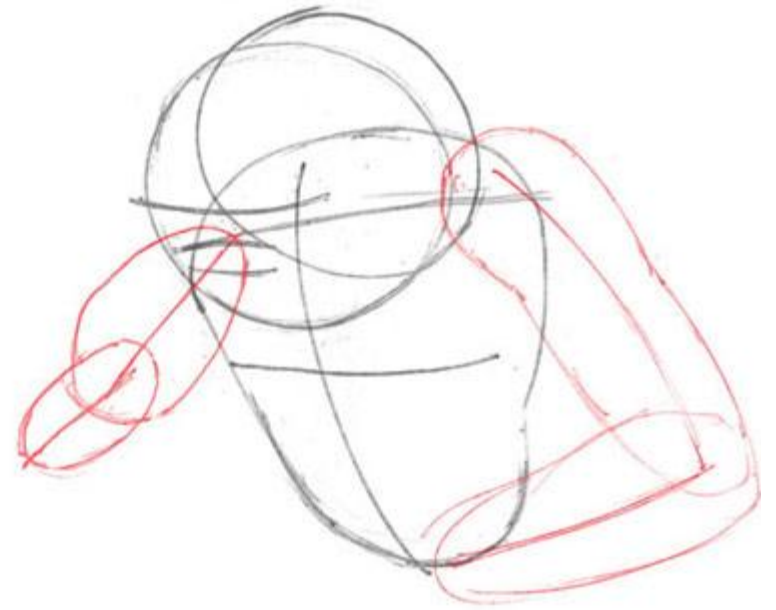
*Star Wars* illustrator [David Rabitte](#) explains with these easy-to-follow steps on how to draw the ferocious rancor monster from *Return of the Jedi*.

Steps 1-6 are to be drawn lightly with a pencil. No pen, no dark lines. Finished lines and details will come at the end.



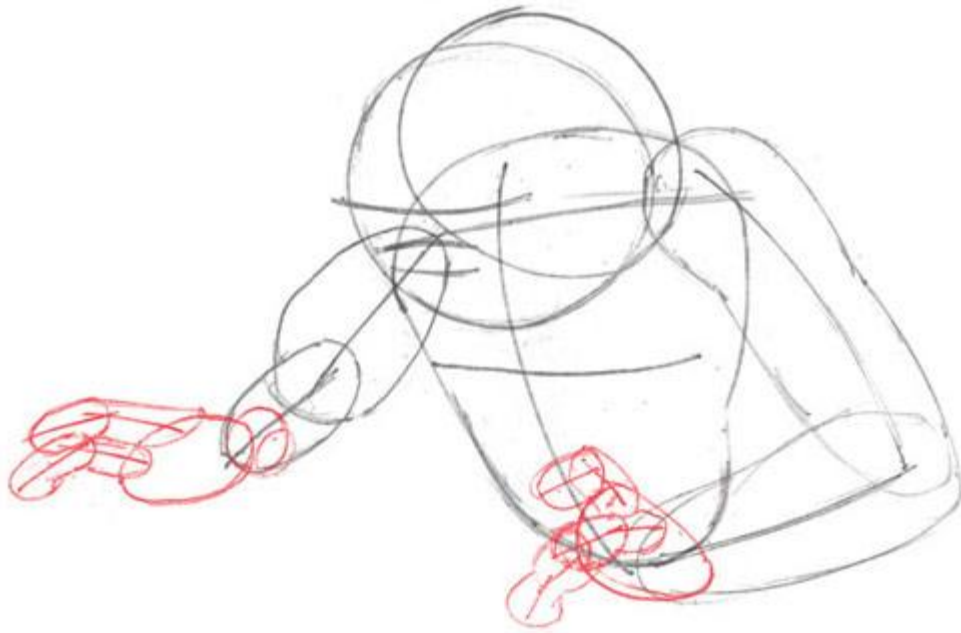
### Step Two:

Next is his body. Don't worry about changing different color pencils; I just do this to show each step in the process. Draw a potato shape with the top wider than the bottom. The body is turned toward the left so draw a long curved vertical line facing that direction. Draw two more lines horizontal, one across the top which will show the position of his shoulder blades. This line should be leaning down to the left, to make the rancor's pose feel more natural. Draw the second line across about halfway down the chest, except angle it slightly upwards as shown here.



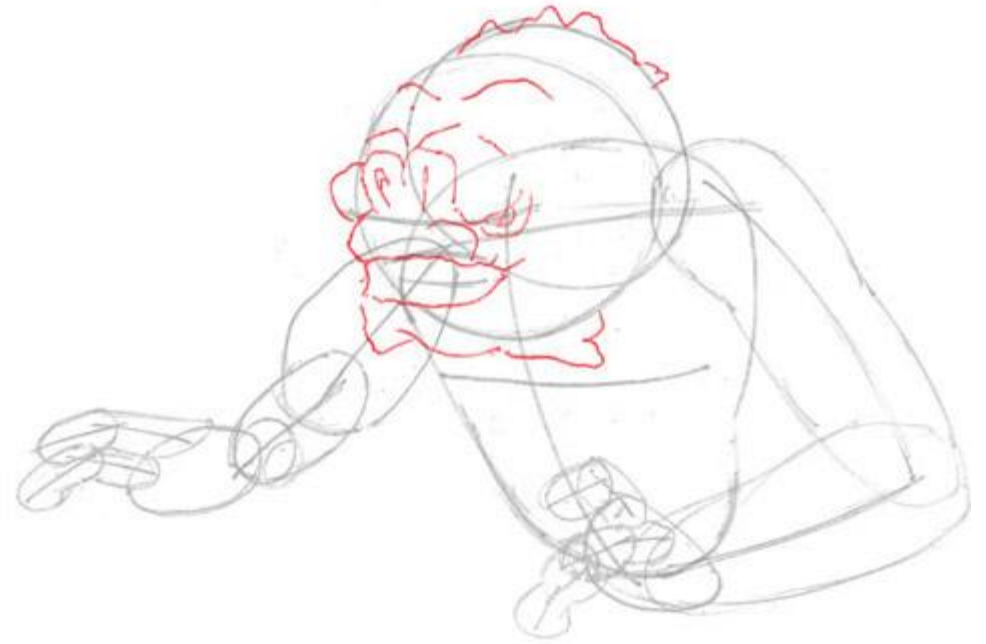
### Step Three:

Now it's time to add his arms. On the right, draw a line down from his shoulder blade and then across as if his arm is bending at the elbow. His other arm is partially hidden by his body so we only draw the forearm. It's in perspective so draw two ovals overlapping each other to give the illusion of the arm coming forward, the back oval representing the muscles and the front oval the wrist.



#### Step Four:

Here's a trickier step -- the rancor's hands. Draw two ovals at the end of each arm. These will be his palms. For his two main fingers, draw two lines from the end of each palm, bent in the middle, followed by roughly drawing the shape of each finger around the lines.



#### Step Five:

We can finally get into tightening up the picture and add some detail. Draw the bumps on his head, which go all the way down his back. Draw in the eyes on either side of his head. Then draw his huge nostrils, which sit right between his beady eyes! The rancor has a really rough skin texture, so feel free to add lots of bumps all over his skin. (NOTE: It's a good idea at this point to find some photo reference if you want your picture to look just like the real thing! Check your *Star Wars* books, or if you have the *Return of the Jedi* movie on DVD at home, have a look at it and pause the image where he shows up.)





**Step Six:**

Add detail to his shoulder, chest, arms and hands. Don't forget his claws -- it's not much good if the rancor can't catch his prey!



**Step Seven:**

Here's the fun part. You can now add his best feature -- his teeth. *Raarr!* Make sure they look sharp but uneven and different sizes. Most would take care of their teeth better than that, but not the rancor! As long as he can eat, he's happy.



### **Step Eight:**

Finish by adding more detail to his skin and shading under his arms. Also darken the inside of his mouth. You can also add some minor details to make your drawing really stand out. For instance his right arm has a shackle which apparently held him captive at one point, but he obviously ripped himself free of that! He also has a small hook and rope on top of his head; perhaps the rancor Keeper used it to lead him along.



### **Step Nine:**

You may also want to draw a background of the pit where he would wait, as Jabba the Hutt would mercilessly drop unsuspecting victims into the rancor's lair. If you wish, add some color for this final look. I used Photoshop, but you may also want to color with marker, coloring pencil or paint, or even use all three. Great job, you're done!

# DRAWING THE REEK

Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

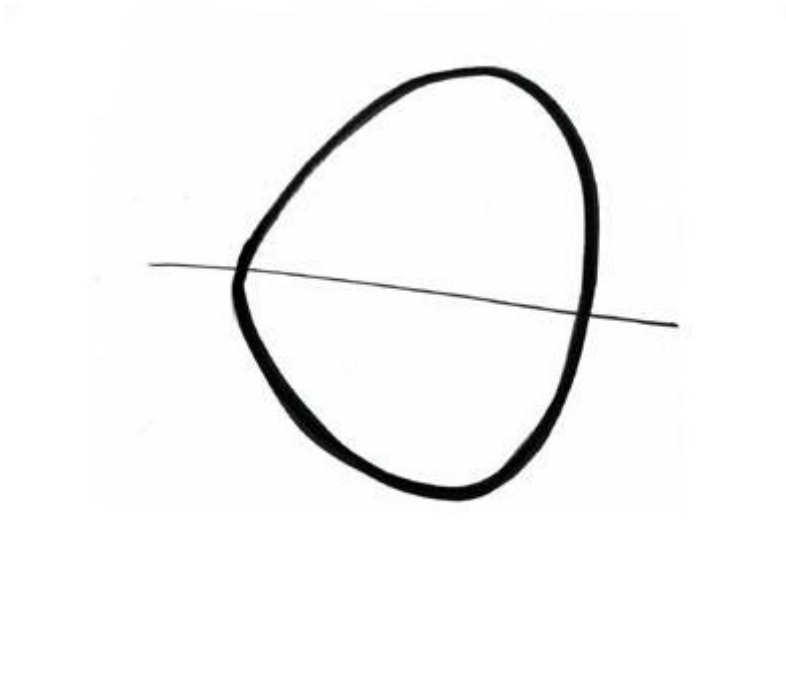
As one of three deadly creatures unleashed in the Geonosian execution arena, the reek was dispatched to kill Anakin Skywalker, Padmé Amidala and Obi-Wan Kenobi in *Attack of the Clones*.

*Star Wars* illustrator Randy Martinez explains with these easy-to-follow steps on how to draw the reek.

"One of my favorite things in the *Star Wars* universe are the many creatures and beasts that make up the zoology of that galaxy far, far away," Martinez explains. "Some of my favorite creatures are from the Arena scene in *Attack of the Clones* such as the powerful reek that was sent out to bring Anakin Skywalker to his demise."

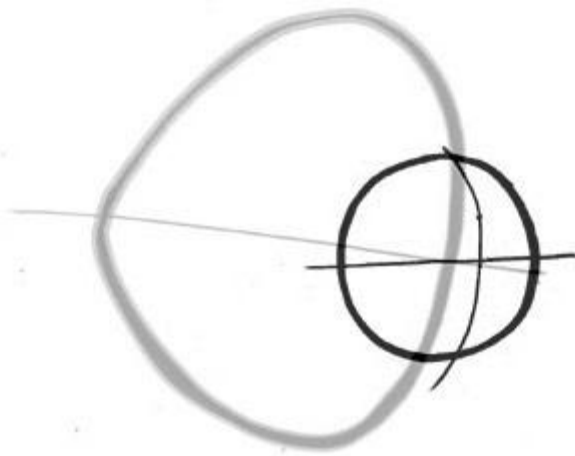
"While looking at the reference image, pay close attention to the reek's most distinctive characteristics," Martinez suggests. "Note the stocky body, the big horns, and the hump begin."

For steps 1-6 draw lightly with a pencil. No pen, no dark lines. All the finished lines and details will come at the end in the last step.



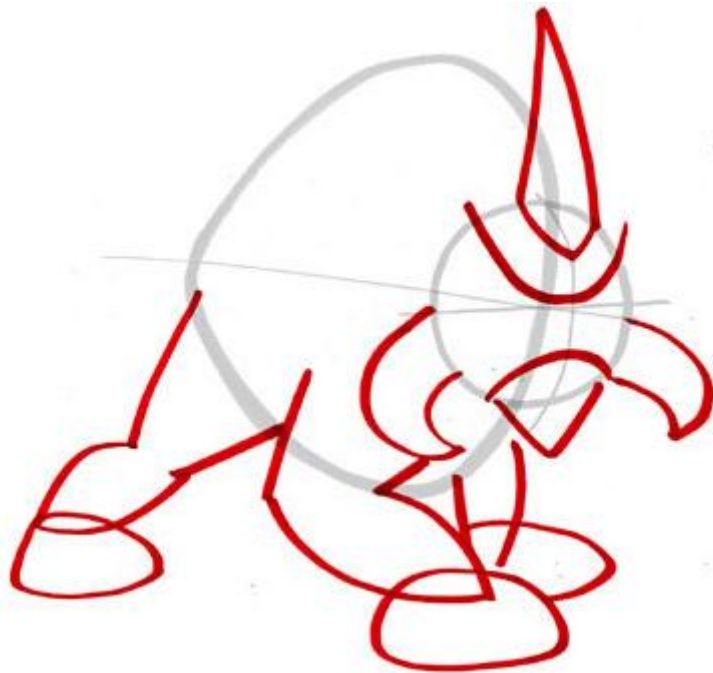
## **Step One:**

Start with the most basic triangle shape of its body. Then draw a line through the middle. This is a guideline for placement of other shapes like the head.



**Step Two:**

Draw a circle where the guideline intersects with the right side of the body shape. Next draw some guidelines through the head shape. It's very important to draw the vertical line curved to the right as a reference for later details.



Now it's time to draw some of the reek's smaller shapes. I have drawn them in red here, but you continue to draw them lightly with your pencil. Be sure to keep the shapes simple. Use the guidelines to place the shapes in their proper place. Note some of the lines I have made (like the brow). They aren't shapes but it's good to draw the basic lines to help build up the features.



**Step Four:**

Now that you have the basic shapes and lines, draw some of the even smaller shapes like the eyes and toes. I've drawn these shapes in green, but you continue with light pencil.



**Step Five:**

Continue on with some of the smaller details like the nose and some of the bigger bumps and folds on its body. Follow the lines that I have drawn here in blue.



**Step Six:**

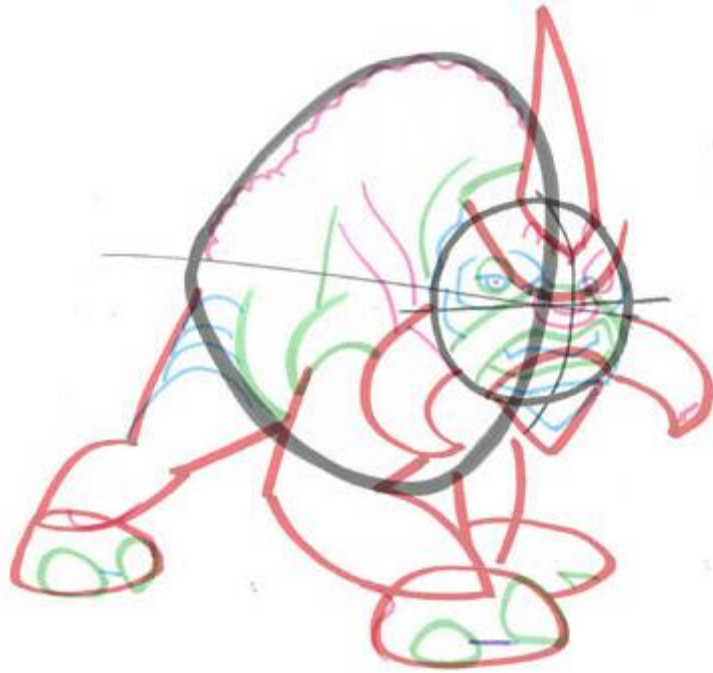
Finally, draw some of the really small details like the bumps on the reek's back, the ring in his nose. Follow the lines I have drawn here in Pink.



**Step Seven:**

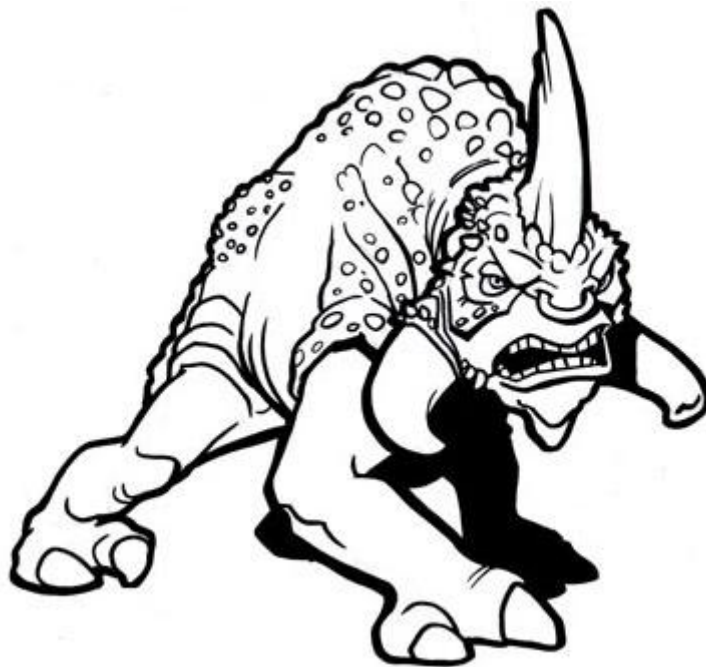
Now, your piece should look something like this. It looks like a mess right now, but you have successfully built up all that you need to make the permanent lines precisely where you want them! Now you want to use a fine tip marker. Draw over *only* the lines you want to keep. For instance, you don't want the guidelines you drew at the beginning of this lesson. Take your time.





**Step Eight:**

Now erase all the pencil lines. Since you drew lines with a marker, the eraser will only erase the pencil lines you don't want. Now, you can add fine details like bumps, spikes, wrinkles, teeth, spots, or whatever else you may want to add to your creation.



**Step Nine:**

Congratulations! You have drawn your very own reek. It should look something like this. At this point you can go back and beef up some of the lines and add color too.



**Step Ten:**

This is how I would finish up mine! Feel free to add your own funny characters as well!

For more fun and helpful tips on how to draw your favorite *Star Wars* characters, read all about the new book *You Can Draw: Star Wars* from DK Publishing.



# **DRAWING STARKILLER**

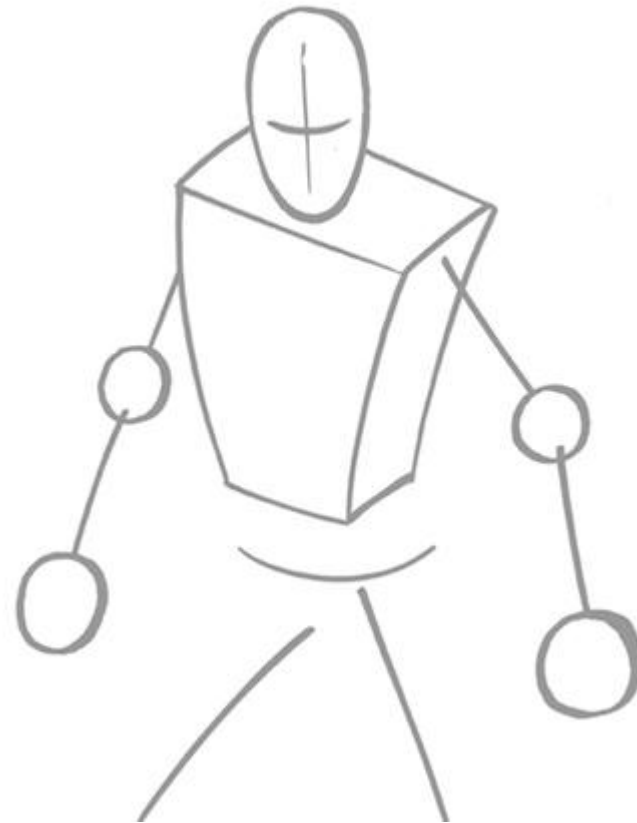
## **FROM *THE FORCE UNLEASHED***



Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

As Darth Vader's secret apprentice, Starkiller has been trained by the Dark Lord of the Sith to hunt down the last of the galaxy's Jedi. Vader has spent years personally training the Apprentice in the ways of the Sith in secret. As he grew stronger in the ways of the Force, Vader began testing the Apprentice by sending him on secret missions. Vader assigned his apprentice the codename "Starkiller," and provided him with an advanced prototype starship, the Rogue Shadow, to aid in his missions. With these early trials complete, the Apprentice is now ready to embark on his most dangerous missions yet: the hunt for rogue Jedi -- in the new LucasArts game [The Force Unleashed](#).

*Star Wars* illustrator [Grant Gould](#) explains with these easy-to-follow steps on how to draw Starkiller from the LucasArts game *The Force Unleashed*. Steps 1-5 are to be drawn lightly with a pencil. No pen, no dark lines. Finished lines and details will come at the end.



### **Step One:**

It's best to start with basic shapes. Draw a simple framework using ovals, boxes, and lines to signify the character's pose and body parts. Circles can show where the elbows and hands will be, and a curved line can represent the waistline. Be sure to draw this step with very light pencil strokes. You don't want to start using dark lines until you get to the final step.



### Step Two:

Now that you have Starkiller's framework in place, you can start creating more solid body shapes. Give him an angled jaw line, and flesh out the arms and hands a bit more. Draw a line across his chest to help show placement of his shoulder armor, and feel free to lightly sketch in a few belt lines, as well as the edges of the cloth that hangs down from his abdomen. At this stage, we're still building the basic shapes to serve as guidelines for the next few steps, so keep your lines light and loose.



### Step Three:

Ready to add details? It's best to focus on each area separately, so start with Starkiller's head. Give him some ears, as well as the essential facial features: nose, mouth, eyes, etc. There's no need to draw more than a few lines here. At this point we're marking where everything needs to be, and then later we can come back and flesh it out to our heart's content. Give him a hairline and some cheekbone lines. This is also a good time to draw his armor, which basically swoops over his shoulders and chest.



#### **Step Four:**

Next up draw his hands and arms. Starkiller has some pretty ragged, torn-up sleeves, and chunks of cloth that are wrapped around his arms, so it gives you some liberty to be as clean or as messy as you like in terms of detail here. He's also got a tattoo on his left arm that you can have peeking through some of the ripped-off portions of his sleeve. Hands and fingers can be difficult to draw, so try posing your own hands and using them for reference if you like.



#### **Step Five:**

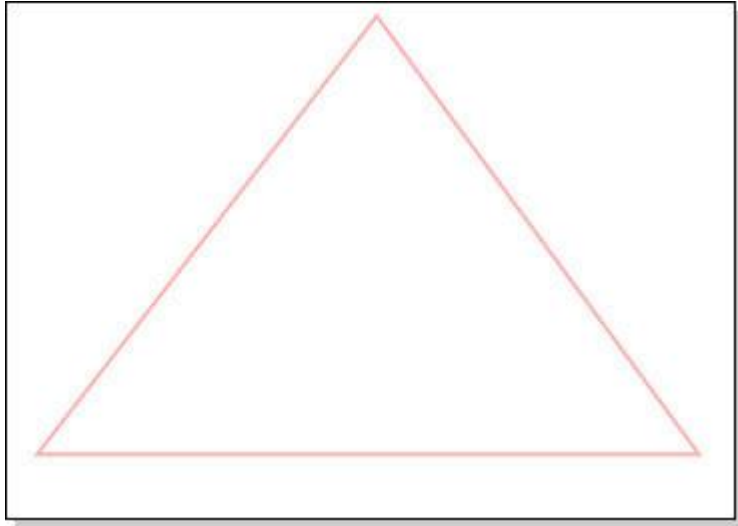
You're almost finished! Next draw his belts and waist area. Starkiller has a ton of belts, and -- much like his arms -- you have a lot of freedom in how detailed or simplistic you want to get with drawing this particular area. Make sure he has at least three or four belts though. At this point you should also create his lightsaber. Use a ruler to lightly pencil a straight line from his hand to up and past his head (as shown in the example), because you don't want a crooked lightsaber. You can draw the blade with wavy lines or straight lines -- different artists draw lightsabers in their own ways, so feel free to give it your own style!



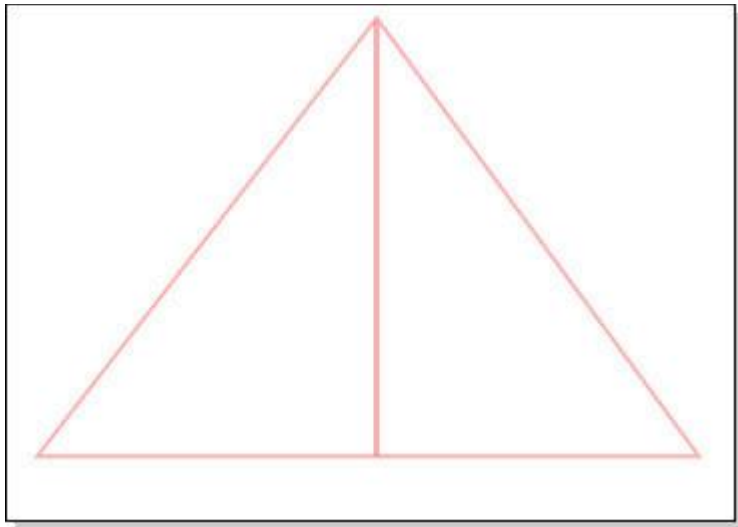
### Step Six:

Now that Starkiller is pretty well fleshed out, it's time to create your final drawing, and you can do this using darker pencil lines or a pen. Simply go over your lines and pick and choose what you think should be in the final illustration. Add more details here, too, such as more lines on his face, folds or shadows in his outfit, or even some pencil shading or marker coloring. However you want to finish your Starkiller picture is completely up to you!

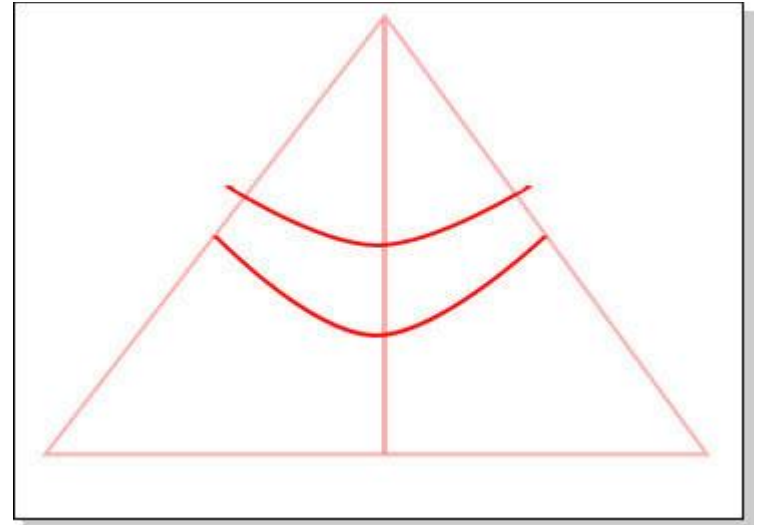
# DRAWING YODA



**Step One:**  
Lightly draw a triangle.

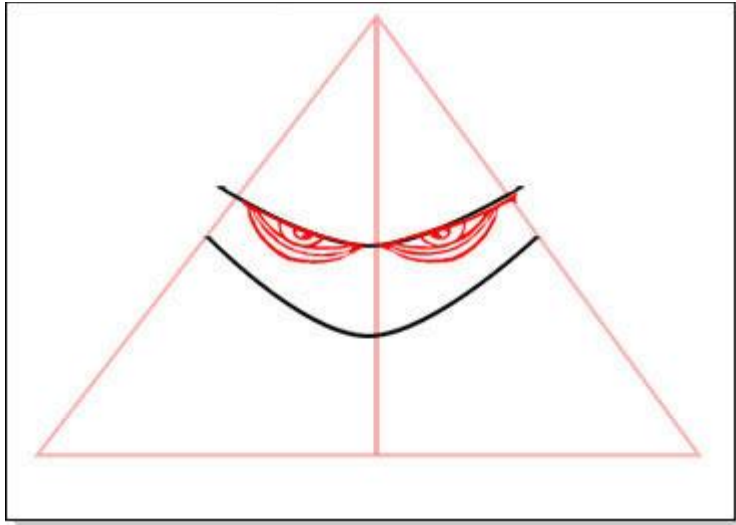


**Step Two:**  
Draw a light line down the middle of the triangle.



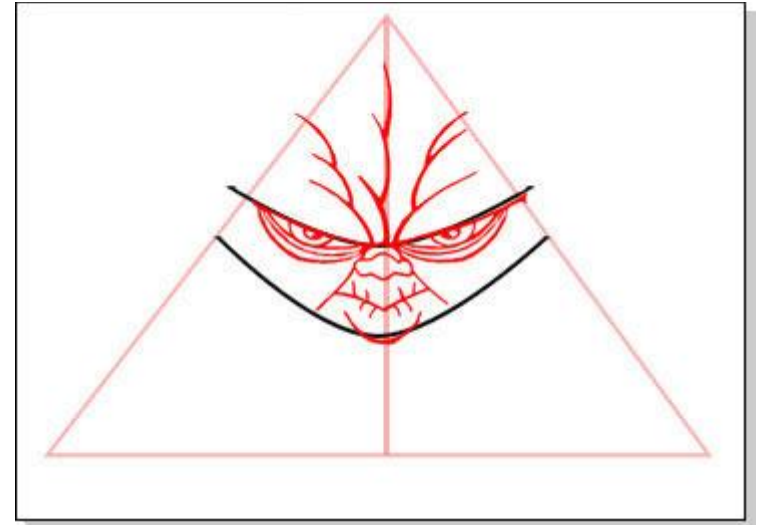
Next draw two smiley-face shaped lines.





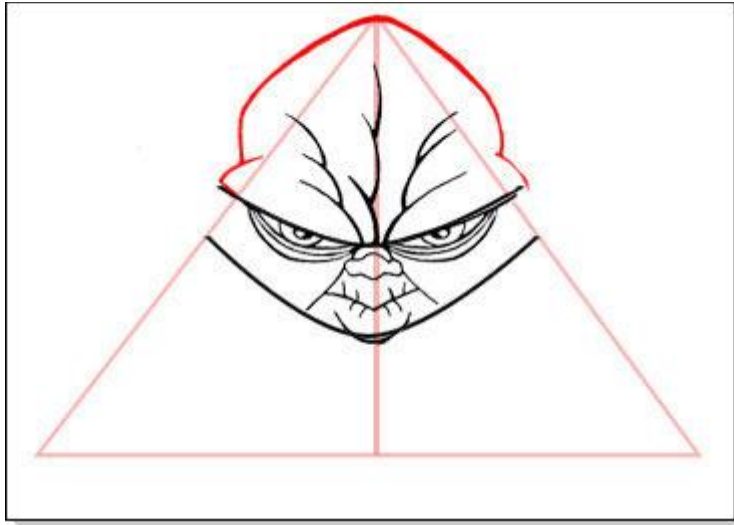
#### **Step Four:**

For Yoda's eyes, on the top curved line draw three more small curved lines, starting from the center guide line you drew. Now draw Yoda's pupils in the center of the small curved lines.



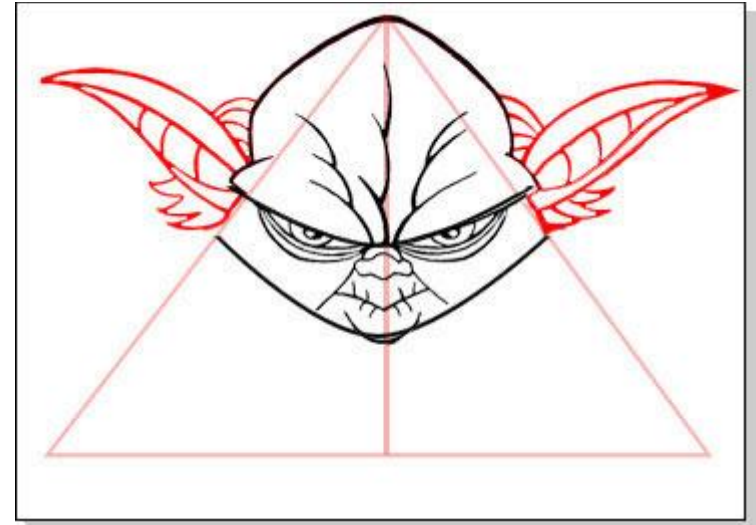
#### **Step Five:**

Next up are Yoda's nose, mouth and wrinkles. Draw a few lines for the wrinkles on Yoda's head. Next draw Yoda's mouth and nose. Use the guidelines to help you draw these features on his face. Draw the same thing on one side of the triangle as you are on the other side.



**Step Six:**

For Yoda's head, on the top of the triangle draw a curved line down toward the top curved guide line. Leave a little space to draw in one smaller curve on each side. Do this on the left and right side of the triangle.



**Step Seven:**

For Yoda's ears draw a few curved lines outward away from the triangle. Add a few additional curved lines to create Yoda's hair. Draw the same thing you do on one side as you would the other.





**Step Eight:**

In the first step of making Yoda's robe, draw several curved lines, using the triangle and guidelines to assist you. Once again you will be repeating what you do on the right onto the left side.



**Step Nine:**

Finally, draw the rest of Yoda's robe.



**Step Ten:**

Erase any guidelines you made at

the beginning and make any additional changes you feel needed.



**Step Eleven:**

Lastly, add color with markers, crayons or paint.

# Drawing Yoda Vs. Battle Droids



Ever wanted to draw *Star Wars* characters and vehicles just like the professional comic book artists? In this step-by-step series, *Star Wars* artists and illustrators show you how to draw some of the most beloved characters in the saga.

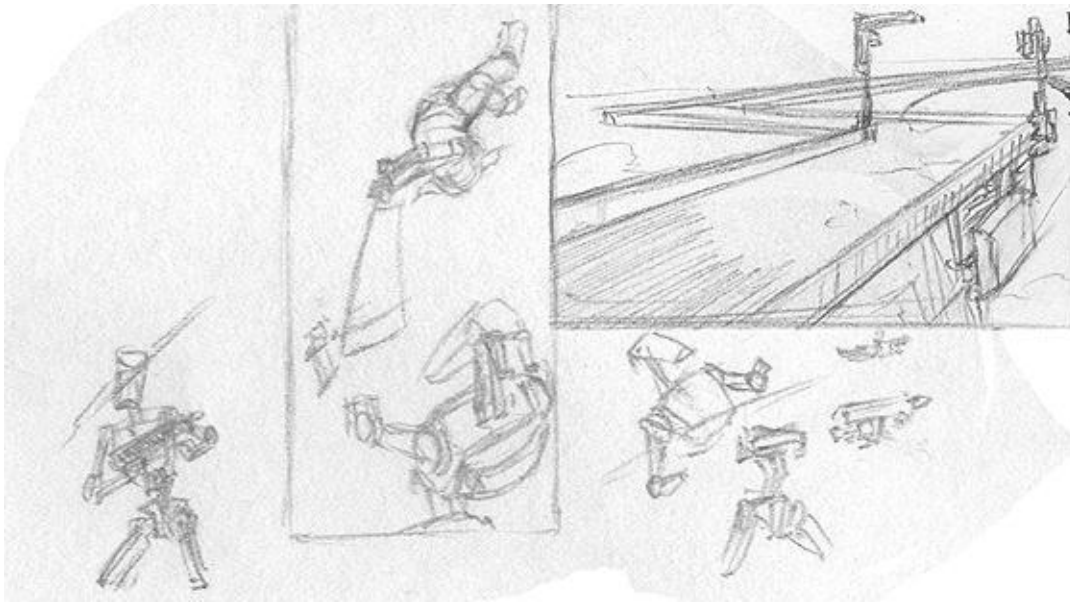
*Star Wars* illustrator [Brent Woodside](#) explains with these easy-to-follow steps on how to draw a battle between Jedi Master Yoda and a gang of battle droids.

Steps 1-5 are to be drawn lightly with a pencil. No pen, no dark lines. Finished lines and details will come at the end.



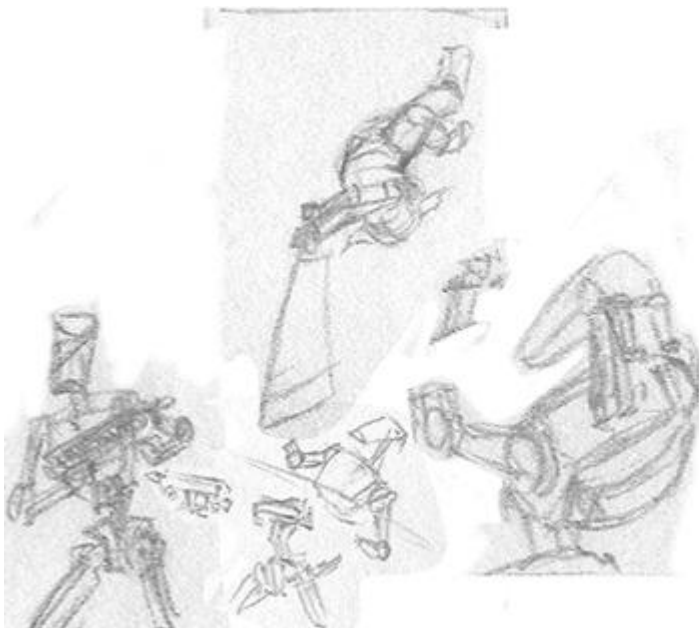
### Step One:

Before you start drawing find a good reference to get ideas. *Clone Wars* Director Dave Filoni does a good job covering the little details with his sketches. Notice how Yoda's skin and lightsaber change color in different lighting environments. His skin is always a more yellow green compared to the more blue green of his lightsaber blade.



### Step Two:

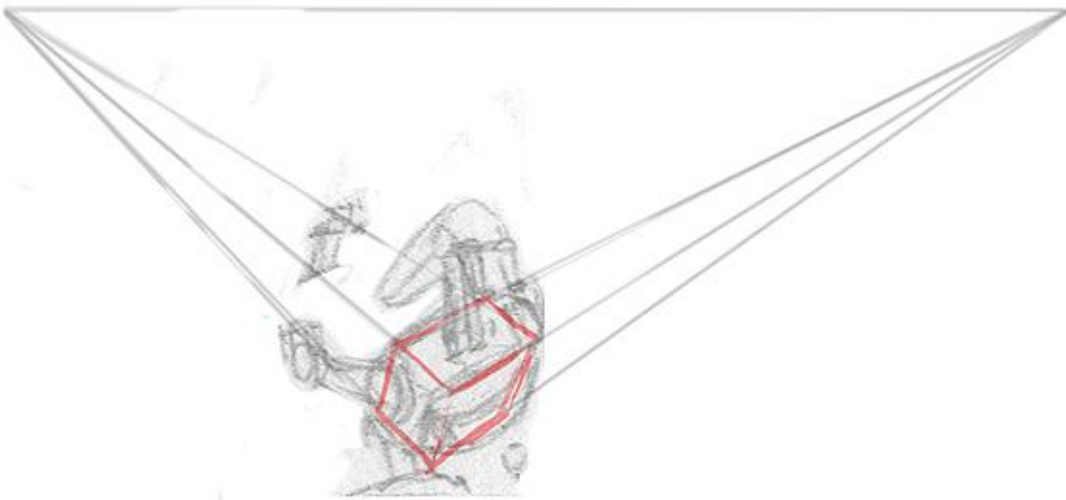
I decided I wanted an action-packed scene with Yoda fighting battle droids. For the location I wanted something interesting and unique, so I started sketching. I never came up with a background I liked all that much so I used one I had previously doodled in my sketch book. Keeping a sketch book of characters in poses and environments rendered using perspective is a really good idea. I suggest using it everyday; you will improve your drawing skills and give yourself a valuable resource to fall back on when you are stumped for ideas.





### Step Three:

Cut up your sketches and move them around to see where you'd like to arrange characters in the scene.

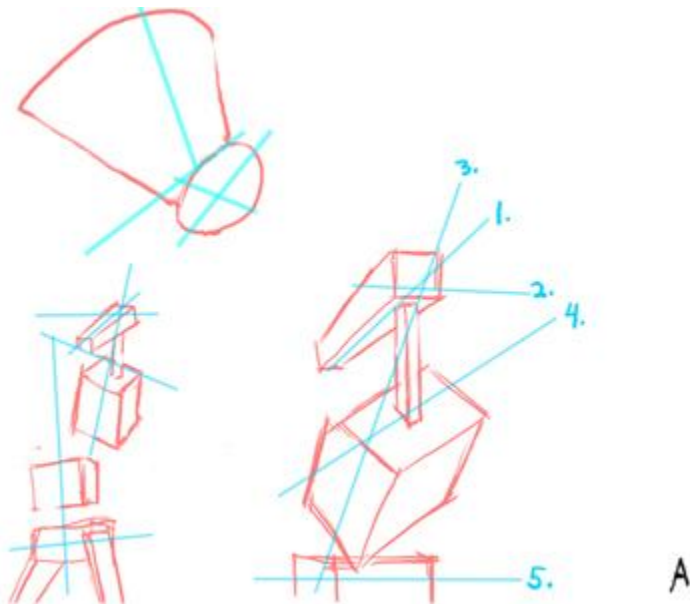


### Step Four:

If you are familiar with the concept of perspective then you will recognize the 3-D red box in the center of the droid. The box shows you how to use perspective to make your battle droid fit into 3-D space. The black lines that follow the contours of the box to the above line are perspective lines, and the above line is the horizon line.

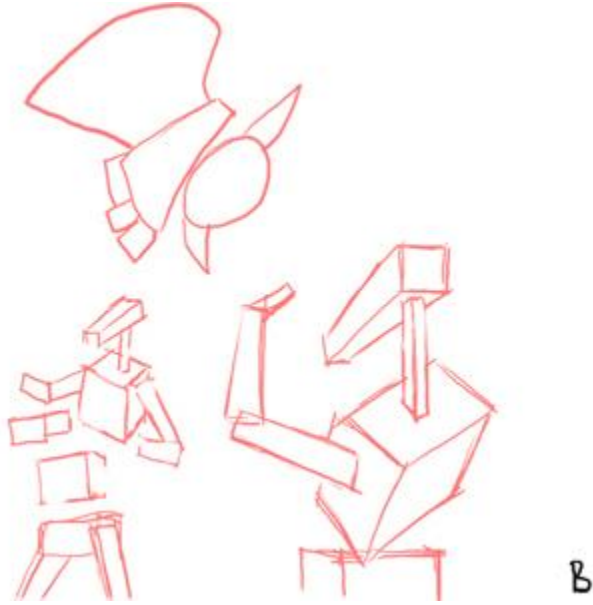
### Step Five:

In this step I do the basic rendering of the droids and Yoda. I broke it down further into six smaller steps to make it easier to follow.

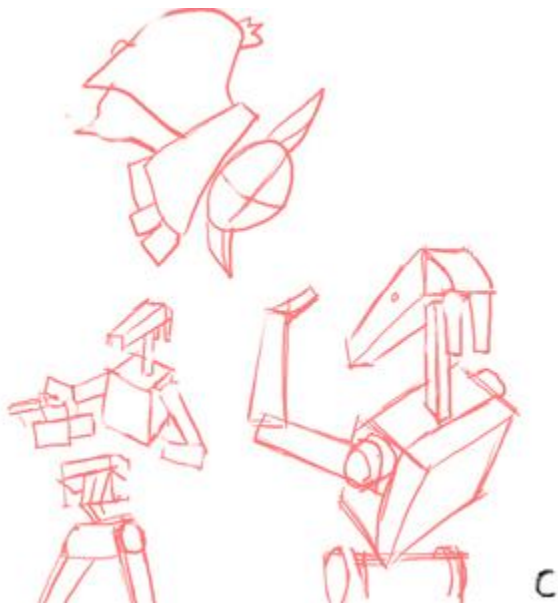


A - From the sketch, I look for the basic shapes of the characters and use the blue lines as perspective approximations. Line 1 shows the angle of the length of the head and line 2 shows the angle of the width of the

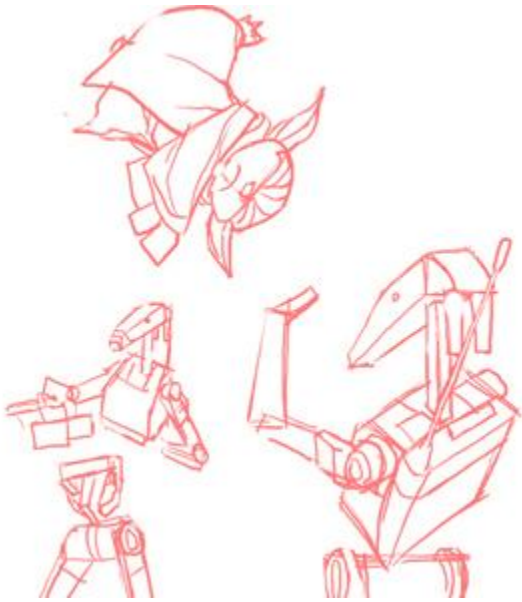
head. Line 3 shows the angle of the length of the body and line 4 shows the angle of the width. Line 5 shows the angle of the hips. These lines may seem confusing at first, but they will help your drawings a lot.



B - Simple rectangles in the approximate shape of the arms are added next. Make sure they correspond with the look of your sketch. For Yoda, start adding the most obvious traits like his ears and short stubby little arms.



C - If you have a battle droid action figure it will be very handy for the rest of this piece. Look for major parts then break them down into simple shapes, like the cylinders at the shoulder and hips. Add Yoda's little hands and feet and start defining where his facial features will line up.



D

D - Continue adding details from all the reference you can gather like the geometric shapes that make up the battle droids arms and the way Yoda's cloak wrinkles when he is moving.

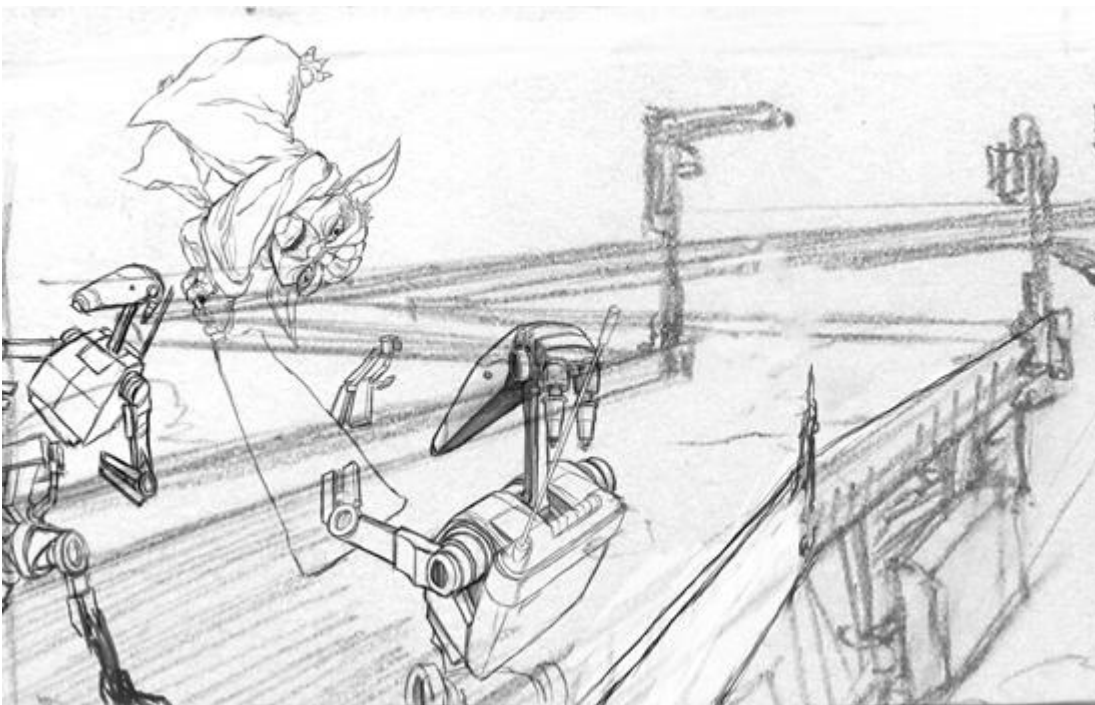


E

E - Here the figures really start to come alive. I added the arc of the lightsaber and separated the droids forearm. Here you also see Yoda's face detail take shape, the forehead bumps and the bags under the eyes are important features to add. On the droids refine the details even more.



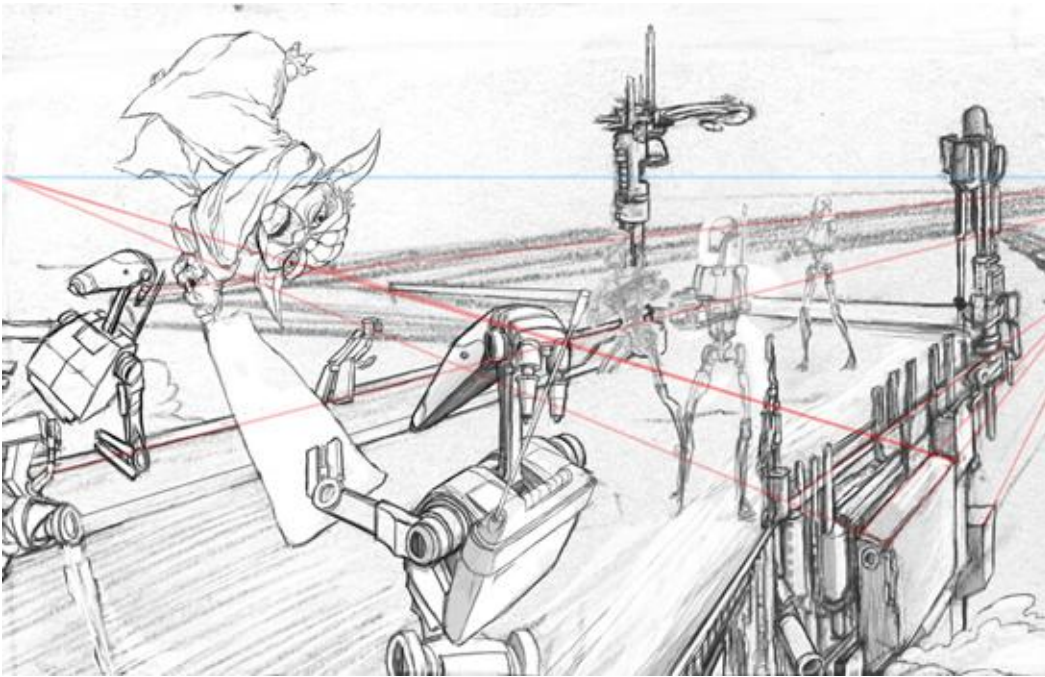
F - After some erasing and redrawing of the finer details I use this as my finished line drawing. Notice how the basic shapes from A are still there.



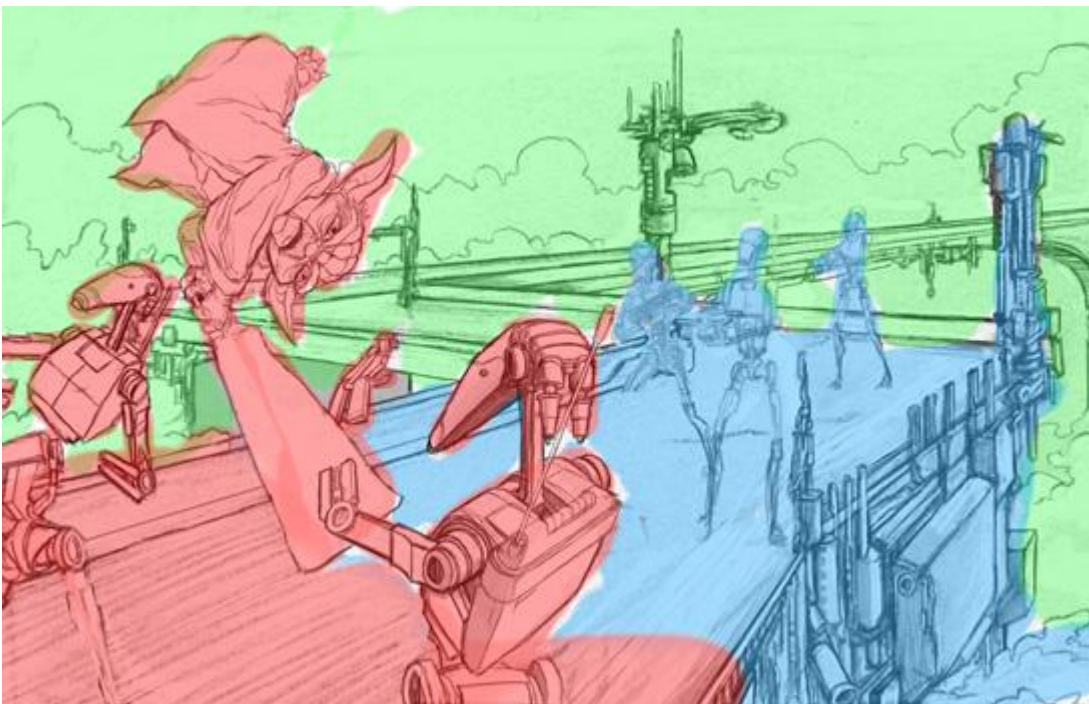


**Step Six:**

Next add the lines to the background, or pencil in the background. Use the original sketch as reference and start adding in details.

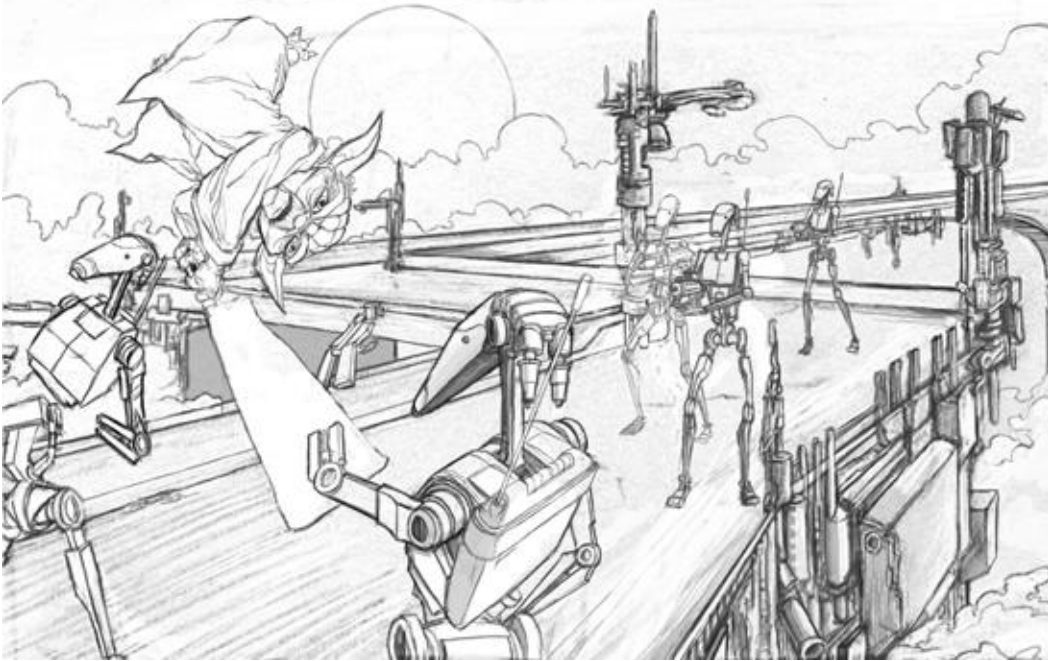
**Step Seven:**

Perspective will also affect the background in a major way. As an example the blue line is the horizon line and the red lines are the perspective lines. See how all the parts line up with the perspective lines? In the middle ground I start adding extra characters; the wide angle of the piece requires it.



### Step Eight:

I make sure there is a clear foreground, middle ground, and background as I work on the details. Foreground: red, middle ground: blue and background: green. When people look at pictures this is something they subconsciously look for. If the different layers of the picture are not clear it will cause a general unease about the picture, even if the person viewing it cannot say for sure what the problem is.



### Step Nine:

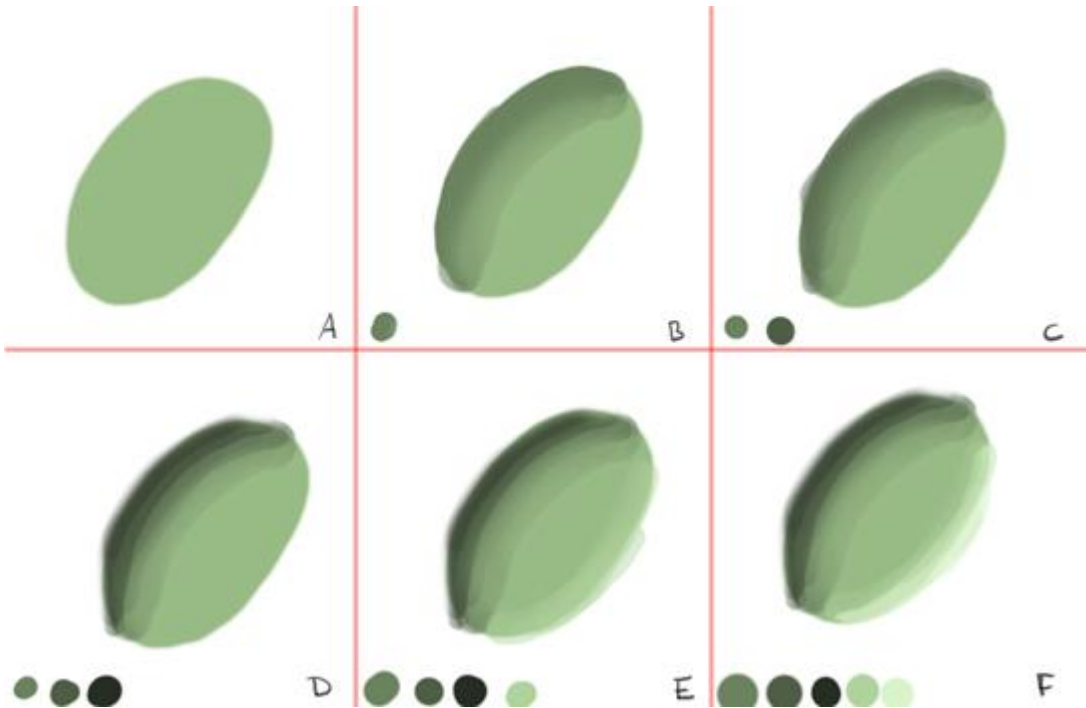
At this point it would be handy to have a battle droid action figure again. The different angles and details would be hard to find online. I add in a blaster and arm to the closest battle droid and finish off the details of all characters involved. This is my finished pencil rendering, next comes the colors.





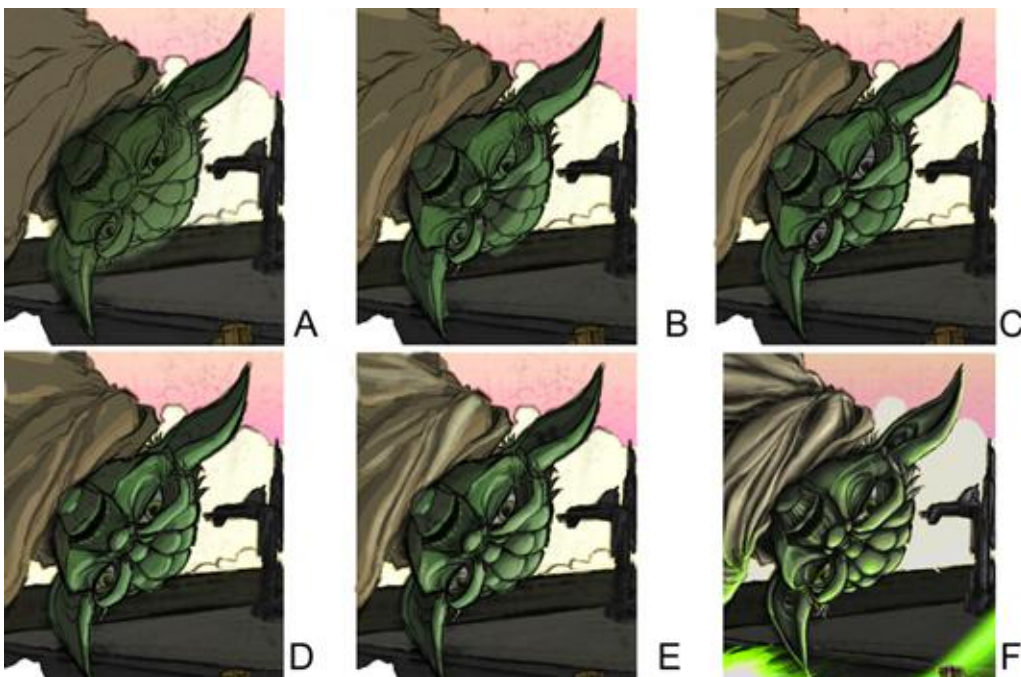
### Step Ten:

Next I added the basic colors. It is important thing to keep in mind which colors are going to work well together, and create focus on the central part of the piece. I decide to stay away from deep reds and blue greens so the blaster bolts and lightsaber will be more profound.



### Step Eleven:

After applying my base colors I decide on which direction the light source is coming from. I lighten and darken according to how light would hit the shapes of the drawing. Yoda's head is a good example it is oblong so light would hit it in the same way it would hit a football. If you have trouble with this concept, go into a mostly dark room with a flashlight. If you have some *Clone Wars* action figures then set them up and shine the flashlight from the appropriate direction. If no figures are available, you can use a ball, some boxes and such. Just think of the most basic shapes of the characters in the picture.



### Step Twelve:

These steps show how you build colors using the technique from Step 11.



### Step Thirteen:

The colors of the painting are significantly built up at this point. However, if you look closely you can still see the original blobs used to map out the lighter areas from Step 12. A wide angle picture like this one has to use all of its space or it might as well be cropped down to a more manageable size.



### **Step Fourteen:**

I decided the distant background could have lots added and it would tell a much better story. Because of the incredible concept art of Ryan Church I opt to make this location Cato Neimoidia. I penciled in things that would be appropriate for that location, such as Neimoidians, crowded sky lanes, bridge cites and more battle droids.



### **Step Fifteen:**

I painted the bridge cities into the background first. It was important to keep them from being too dark, otherwise they would have caused confusion and blended into the bridge's pylons on the middle ground. The haze helps direct your focus back to the vibrantly dark colored Yoda, by taking away from the vibrancy and darkness of other objects in the picture. I added even more droids in the distant background. Because they are so far off I skipped the penciling stage and just blobbed them out with paint. I put multiple lines of traffic in the distant background that partially follow the angle of Yoda's descent. I built up the blur effect of Yoda's movement by painting strokes of similar colors to his cloak and shades of blue.