

**Fashion  
Croquis**

# How to draw Fashion Figure



**Essential  
figure  
drawing  
techniques  
for  
women's wear  
designers**

**IRINA V. IVANOVA**

[www.FashionCroquis.com](http://www.FashionCroquis.com)

- Basics of body proportions
- Freehand sketching for fashion figure
- Cutting method for fashion figure croquis
- Figure croquis manipulations
- Faces and hands drawing

# HOW TO DRAW FASHION FIGURE

Essential figure drawing techniques for women's wear designers

IRINA V. IVANOVA

**Fashion**  
**Croquis**



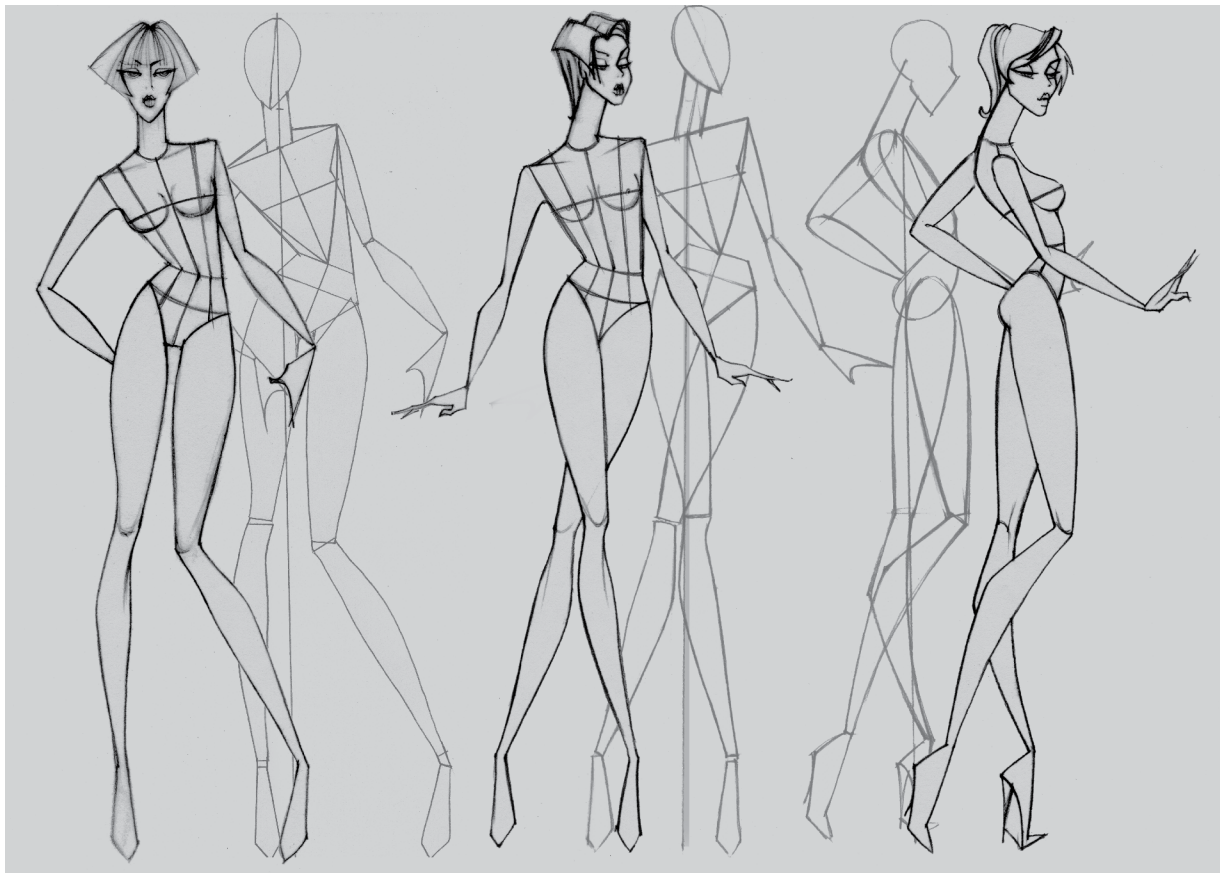
FASHION DRAWING:  
STYLISH AND ACCURATE



With dedication to memory of Maya F. Rybalkina.  
Teacher, mother and friend.

# How to draw fashion figure

Essential figure drawing  
techniques for  
women's wear designers



**by Irina V. Ivanova**

Art Design Project, Inc

How to draw fashion figure.

Essential figure drawing techniques for women's wear designers

by Irina V. Ivanova

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# CONTENTS:

## **Chapter 1:** **Basics of body proportions** **Pages 9-25**

- About this book.....10
- Basic body proportions for figure drawing.....10
- Basic requirements for any figure drawing.....11
- Standard 10 heads tall fashion women's figure. Basic lines.....12
- Women's croquis with different head/body proportions.....14
- Women's croquis with different shape/weight distribution.....16
- Women's croquis with different waist size.....17
- Women's croquis with different hip size.....18
- Women's croquis with different shoulders size.....19
- Women's croquis with different posture.....20
- Women's figure by size: apparel industry standards.....22
- Historical overview of women body proportions in art.....24

## **Chapter 2:** **Fashion figure schematics** **(wire skeleton study)** **Pages 27-35**

- Study body in static (no motion) position for front and side views.....28
- Study body in movement.....30
- Different body positions with wire skeleton.....32
- Common balance mistakes in figure drawing....34



## **Chapter 3:**

### **Sketching strategy**

#### **Pages 37-45**

- Step by step sketching strategy.....38
- Step #1. Choose the head -body proportions.....38
- Step #2. Choose the body style.....39
- Step #3. Focus on the right body movement.....40
- Step #4. Avoid sitting figure for fashion illustration.....44
- Step #5. Do not use excessive movement.....44
- Step #6. Avoid stiff static body poses.....45
- Step #7. Make sure your figure drawing is accurate.....45
- Step #8. Have strategy in place.....45
- Step #9. Develop a set of croquis.....45
- Step #10. Be patient.....45
- Step #11. Never be discouraged by mistakes!.....45

## **Chapter 4:**

### **Freehand sketching for 10 heads tall fashion figure (front view)**

#### **Pages 47-61**

- Freehand sketching of front view croquis.....48
- Freehand sketching of front view croquis at a glance.....60

## **Chapter 5 :**

### **Freehand sketching for 10 heads tall fashion figure (side view)**

#### **Pages 63-75**

- Side view. Static (no motion) position.....64
- Templates with different heel height.....65
- Freehand sketching of side view croquis.....66



## **Chapter 6 :** **Cutting method for fashion figure croquis** **Pages 77-91**

- Cutting method for front view croquis.....78
- Cutting method for front view croquis at a glance.....90

## **Chapter 7 :** **Figure croquis manipulations** **Pages 93-125**

- Manipulation #1. Creating plus size croquis using croquis with streamline body proportions.....94
- Manipulation #2. Creating back view croquis using the front.....100
- Manipulation #3. Creating croquis with right supporting leg using croquis with the left supporting leg.....110
- Manipulation #4. Creating croquis for maternity wear using streamline style croquis.....118
- Manipulation #5. Creating 9½ and 10½ heads tall croquis using 8½ heads croquis.....120
- Manipulation #6. Using the cutting method for creating a croquis with a new movement for arms and legs.....122

## **Chapter 8 :** **Faces and hands drawing** **Pages 127-147**

- Face shape styles.....128
- Step by step front view face drawing.....129
- Step by step side view face drawing.....133
- Step by step 3/4 view face drawing.....136
- Hairstyles.....140
- Gallery of hands.....144

## **Index:** **Pages 148-149**

## **About the author:** **Pages 150-151**

# Contents:

**Chapter 1.** Pages 9-25  
**Basics of body proportions**

**Chapter 2.** Pages 27-35  
**Fashion figure schematics (wire skeleton study)**

**Chapter 3.** Pages 37-45  
**Sketching strategy**

**Chapter 4.** Pages 47-61  
**Freehand sketching for 10 heads tall fashion figure (front view)**

**Chapter 5.** Pages 63-75  
**Freehand sketching for 10 heads tall fashion figure (side view)**

**Chapter 6.** Pages 77-91  
**Cutting method for fashion figure croquis**

**Chapter 7.** Pages 93-125  
**Figure croquis manipulations**

**Chapter 8.** Pages 127-147  
**Faces and hands drawing**

**Index**  
Pages 148-149

**About the author**  
Pages 150-151

# Chapter 1

## Basics of body proportions

## About this book

Do you want to draw fashion illustration but do not know where to start? This book can help with an overview of the essential principles of fashion figure drawing.

Do you want to develop your style in fashion drawing? Let's try! Just a reminder: a solid understanding of dos and don'ts in figure drawing is a must for any style of fashion illustration. We focus on fundamental principles and main logical concepts of figure drawing for fashion which are true to any style.

This book will help to

- learn the basic proportion for a human body (see page 11)
- chose body proportion for your croquis (see pages 16-21)
- understand the difference between movement and motion (see pages 30-31)
- learn basic rules for movement with wire skeleton (see pages 30-35)

## Basic requirements for any figure drawing

No matter how tall, short, skinny, curved, athletic style you chose for your fashion figure drawing, you should follow the basic rule for body proportions. Fashion drawing can look exaggerated (some times even grotesque) and still be accurate and useful. There are methods in every mode of stylization. A figure cannot be distorted arbitrary with no regard to certain rules and methods.

Let start from basics:

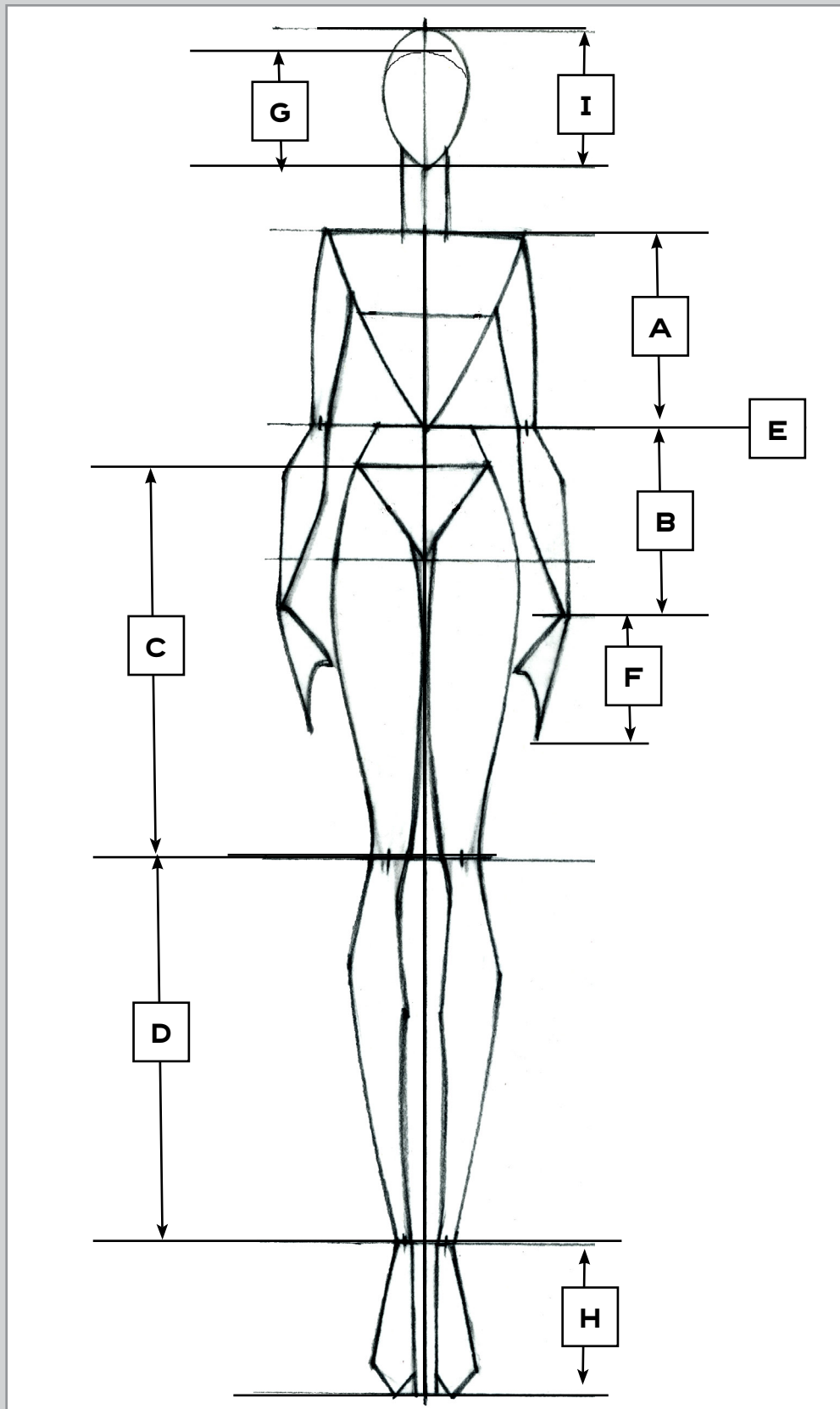
### Check out basic body proportions (see page 11):

- upper arm, as a rule, has the same length as the lower arm ( $A=B$ )
- upper leg, as a rule, has the same length as lower leg ( $C=D$ )
- elbows and waistline, as a rule, are on the same level (level E)
- length of a hand, as a rule, is equal to face size from chin level to hairline ( $F=G$ )
- length of a foot, as a rule, is equal or little bigger head size from chin level to the top of the head ( $H=I$ )
- keep fingertips in the middle or close to the middle of the thighs
- never allow tips of fingers to reach the level of the knees in a standing figure

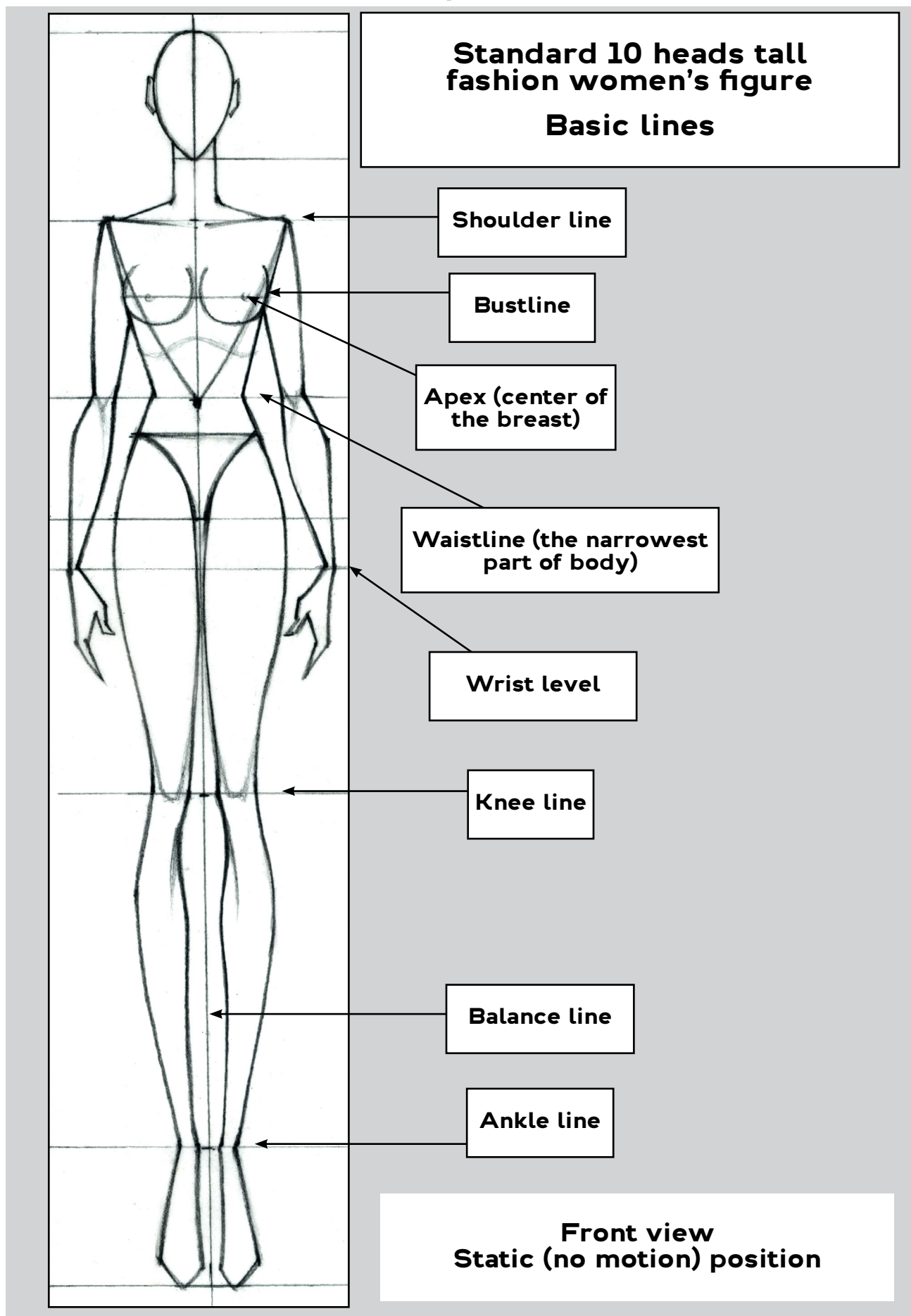
Follow the basic requirements for figure drawing, but the rest of body proportions (how wide will the hipline be, how small will the shoulder line be, how long will the neck be, etc.) is up to you.

We are all different! We have different body shapes and proportion.

## Basic body proportions for figure drawing







# How to Draw Fashion Figure Essential figure drawing techniques

## Chapter 1

**Back view**  
**Static (no motion) position**

**Shoulder line**

**Elbow line**

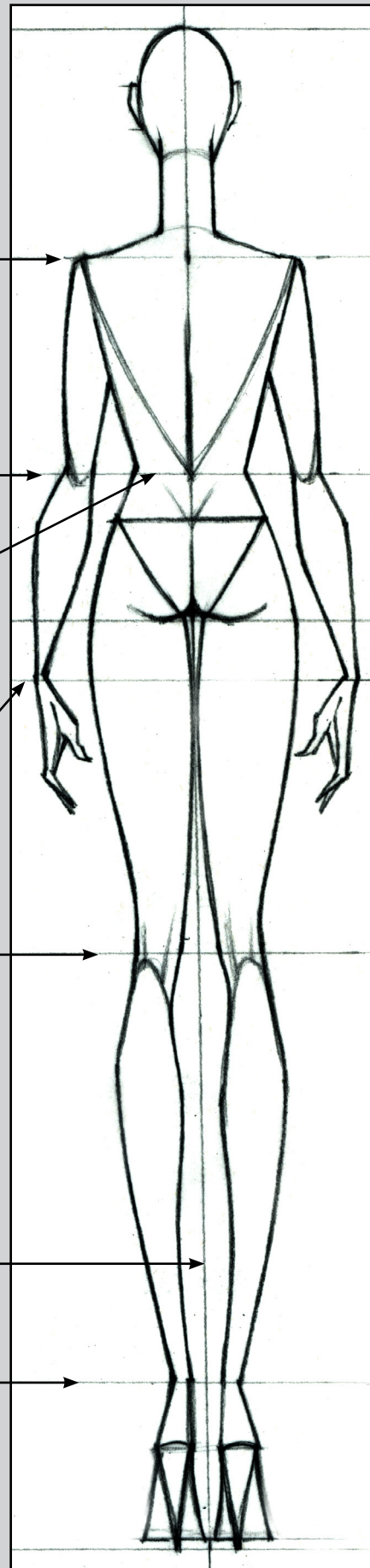
**Waistline (the narrowest  
part of body)**

**Wrist level**

**Knee line**

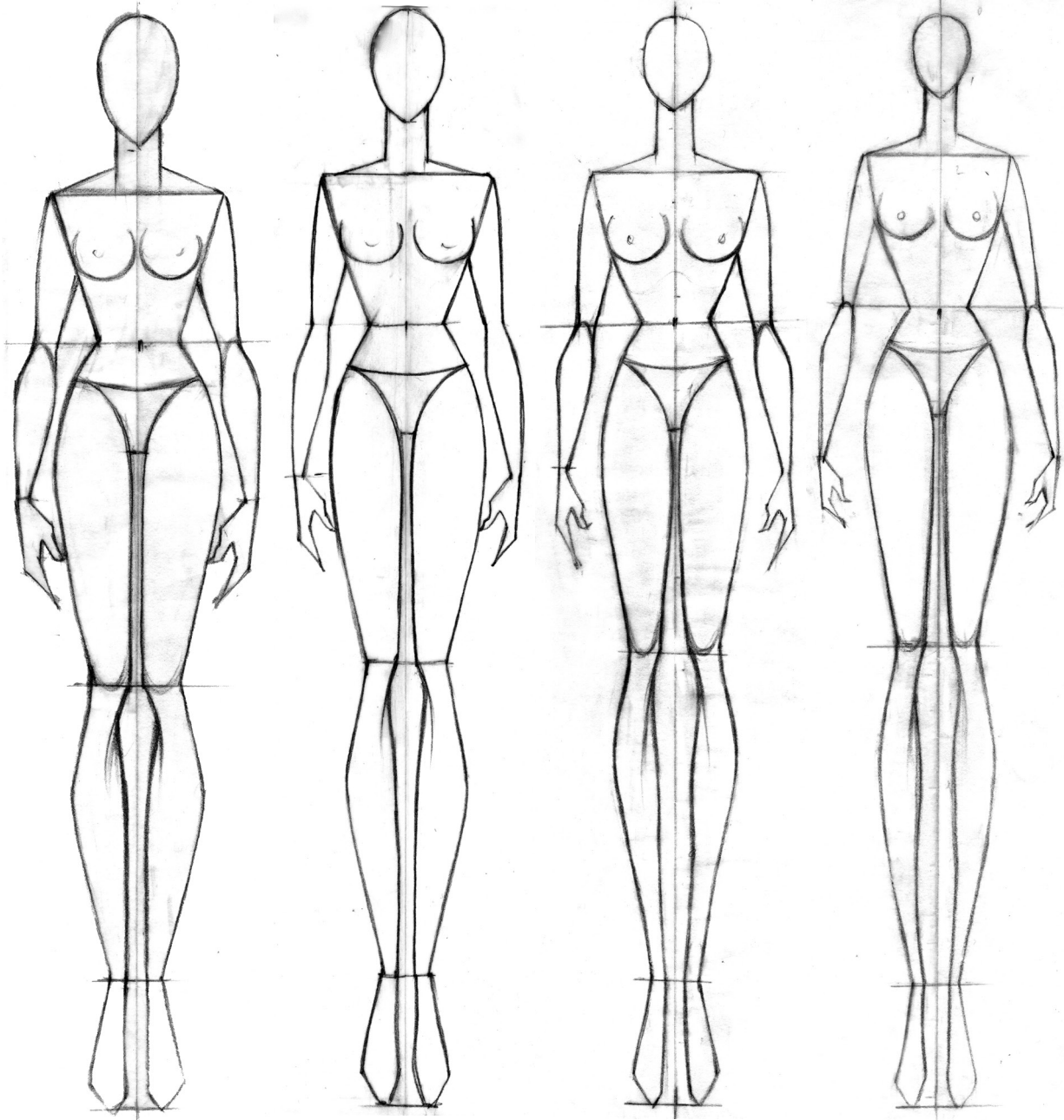
**Balance line**

**Ankle line**



**Women's croquis with different head/body proportions**

The same length of the body, but different proportions of head to overall size the body



8 heads tall  
croquis

10 heads tall  
croquis

12 heads tall  
croquis

14 heads tall  
croquis

The **size of the head** in proportion to the body is a starting point for fashion figure drawing. The average human is about 6 ½ -7 ½ heads tall. But when working on a fashion illustration project, you have to follow the different rules.

Fashion illustrators use different proportions and “style” of a body. As a rule, it is a figure with 8 ½, 9, 10 or sometimes even more heads tall with the extra length in the legs and neck.

### **What is fashion croquis?**

- In the art world, term croquis can define a sketch or quick drawing of any kind.
- In the fashion industry, fashion croquis is usually a term for a quick fashion sketch or even (sometimes) fully finished illustration.
- In fashion design, term “croquis” often used as a term for a figure drawing template.

In this book we will use word “croquis” as a term for figure drawing template and will use “template “ and “croquis” interchangeably.

There is no absolute fashion figure standard.

The ratio which measures head to body length in fashion figure drawing depends on the style and purpose of fashion illustrator or market for which fashion design is intended for.

Leonardo da Vinci used 8 heads tall figures for most of his drawings, Michelangelo used mostly 9 heads tall body proportion figures.

High fashion (Haute Couture) illustration depicting top-models can be and should be more exaggerated with 10-16 heads tall.

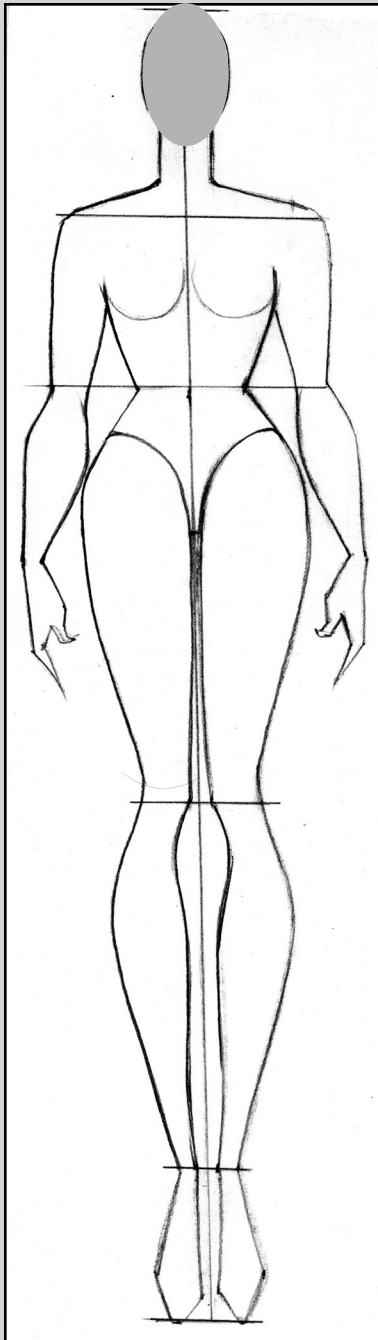
Fashion drawing for product development process for the mass market are required to be realistically or even naturalistically precise to give concrete information for specifications. So, figure drawing with 8-9 heads tall will be more appropriate.

It is practically impossible to cover with one set of proportions all multiplicities of body types by ethnicity, age, and natural anatomy.

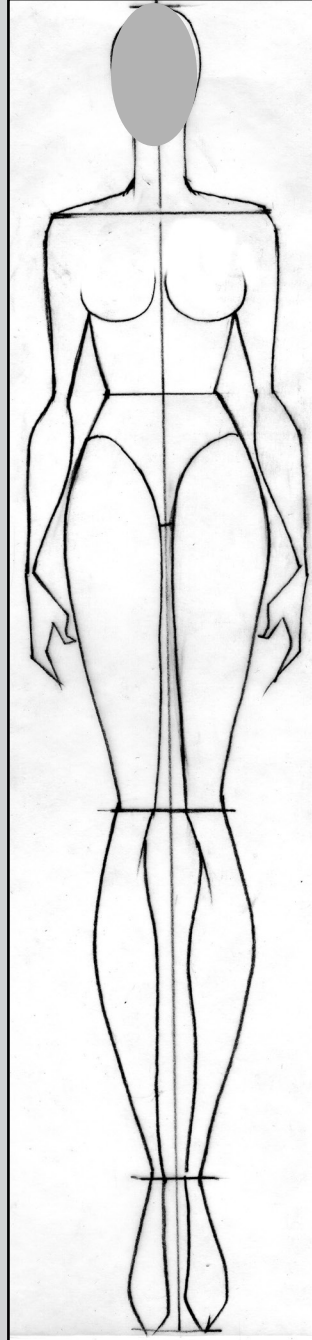
You can change body proportion drastically by switching from 8 heads tall to 14 heads tall figure (see page 14), or you can vary body drawing slightly by manipulation with a size of the waistline (see page 17), hip (see page 18) or shoulder (see page 19) area.

## Women's croquis with different shape/weight distribution

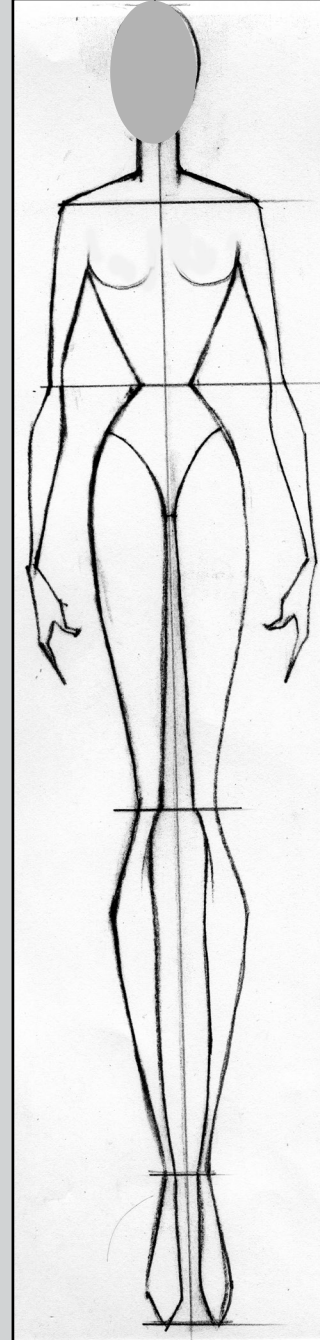
The same length of the body and the size of the head, but different body shapes



Curved  
figure type



Average  
figure type

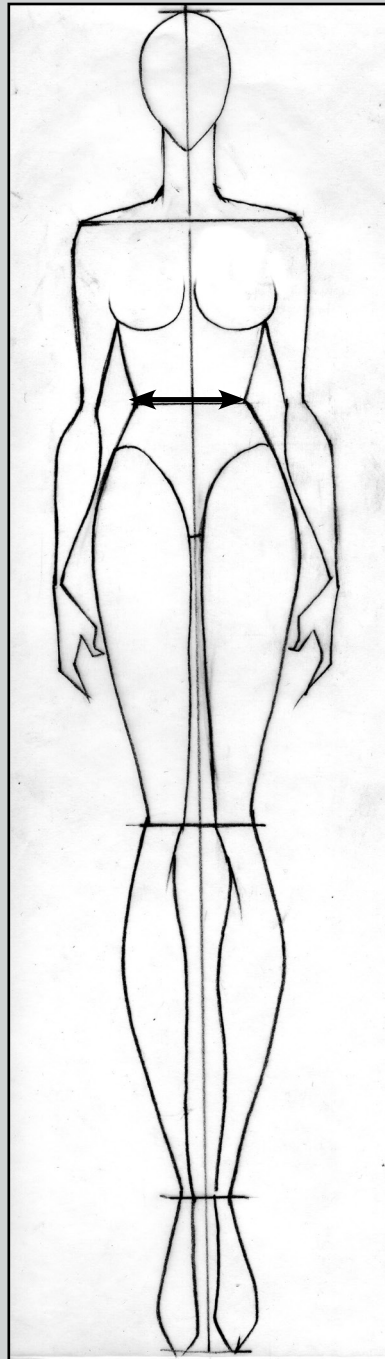


Streamlined  
figure type

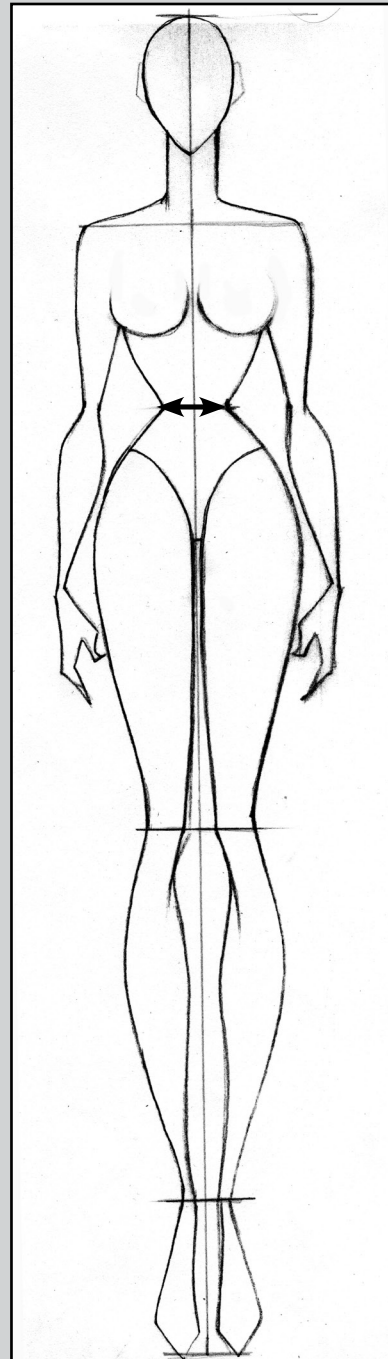


## Women's croquis with a different waist size

The same length of the body and the size of the head, but different waistlines



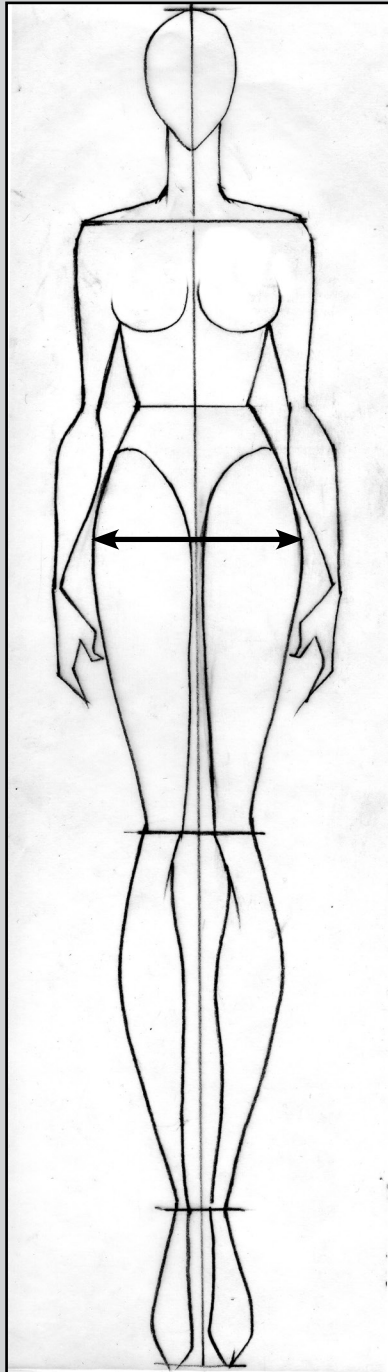
Average  
figure type  
with average waist



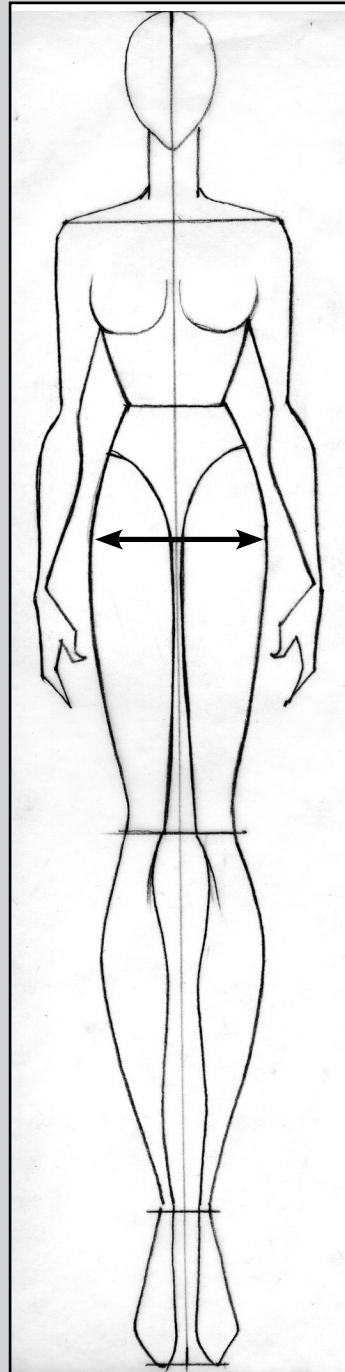
Average  
figure type  
with narrow waist

## Women's croquis with different hip size

The same length of the body and the size of the head, but different hip area



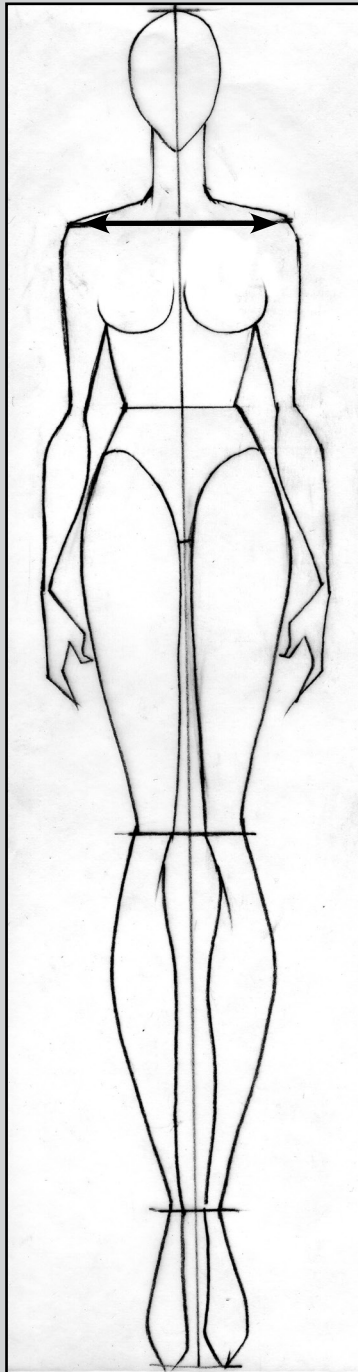
Average  
figure type  
with average  
hip



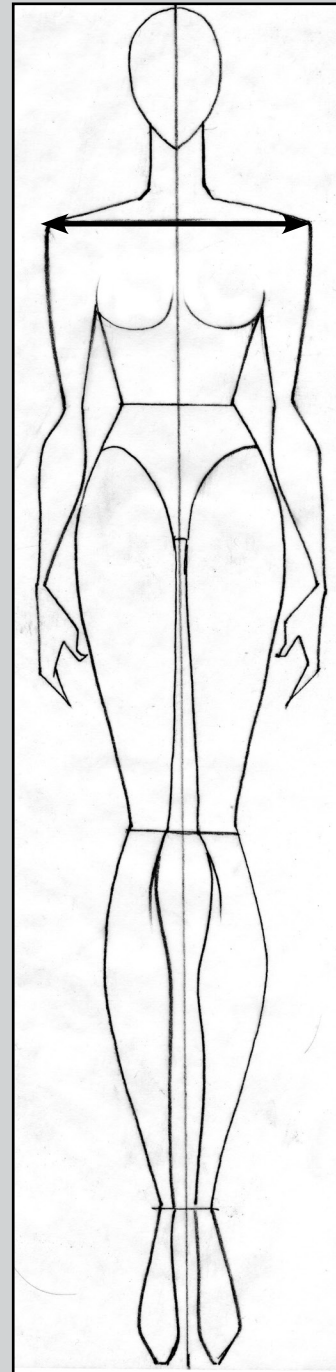
Average  
figure type  
with narrow  
hip

## Women's croquis with different shoulders size

The same length of the body and the size of the head, but different shoulders



Average  
figure type  
with average  
shoulders



Average  
figure type  
with wide  
shoulders

## Women's croquis with different posture



Pay attention to the distance between the body in the waistline area and balance line

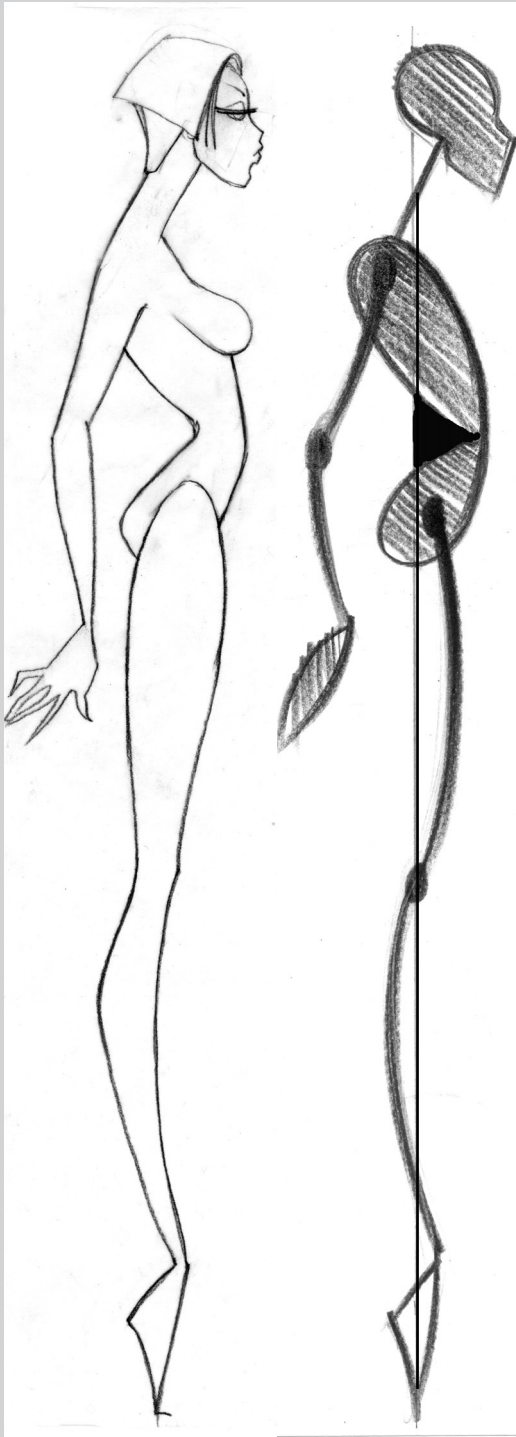
Balance line

Additional learning resources for the book available at [www.fashioncroquis.com/resources/figuredrawing](http://www.fashioncroquis.com/resources/figuredrawing)

Standard  
posture

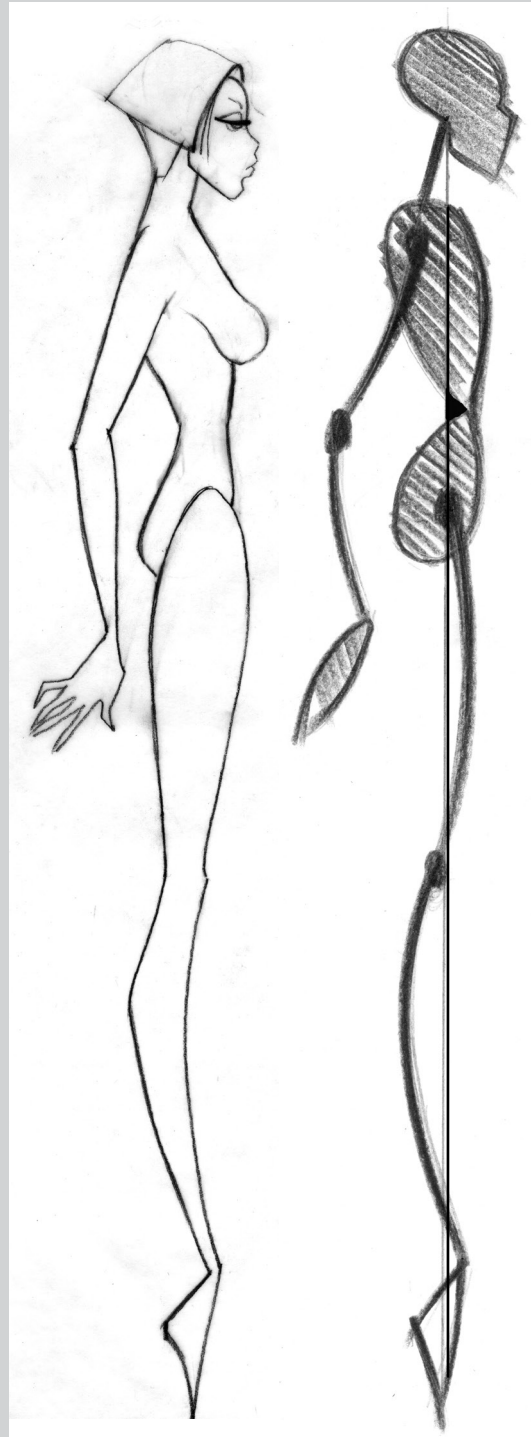
# How to Draw Fashion Figure Essential figure drawing techniques

## Chapter 1



### Slumped posture

Avoid placement of waistline area too far from balance line



### Too erect posture

Waistline area close to balance line will create a very unnatural side view



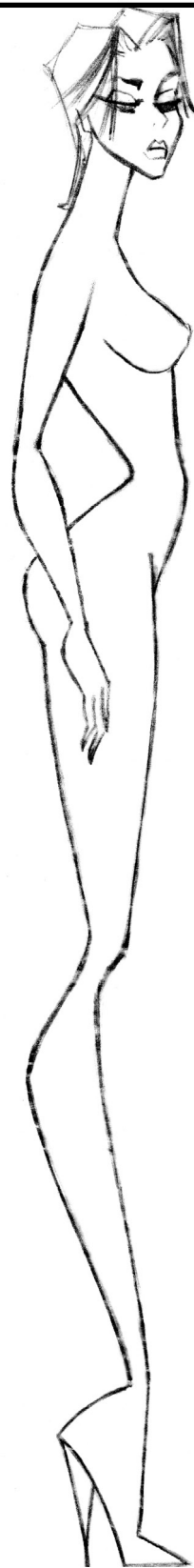
**Women's figure by size: apparel industry standards**



Women's size

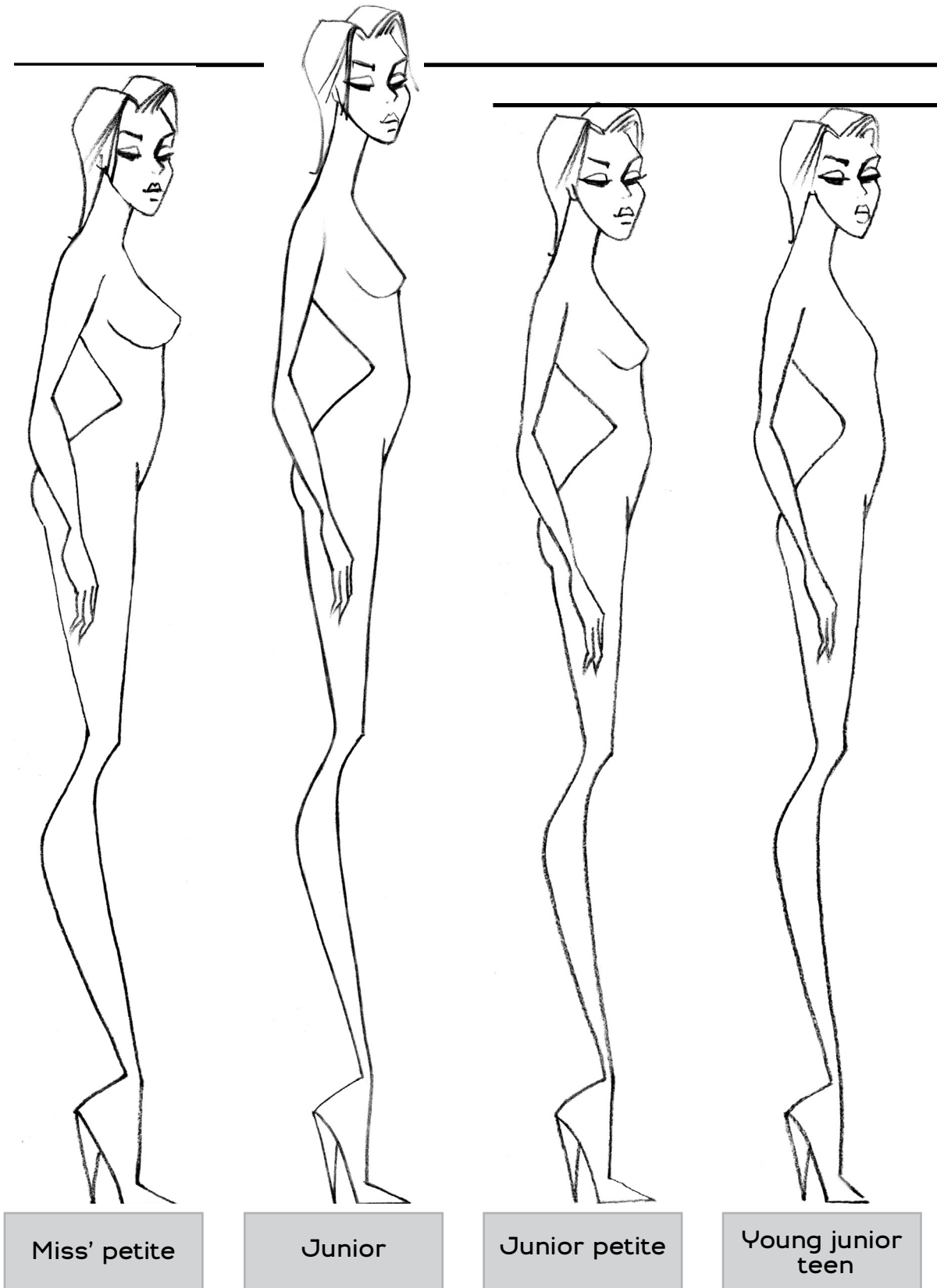


Half size



Misses' size

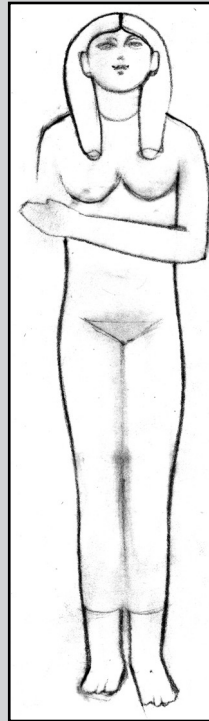
## Women's figure by size: apparel industry standards



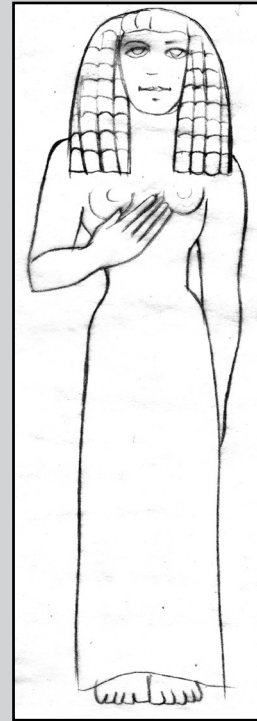
## Historical overview of women body proportions in art



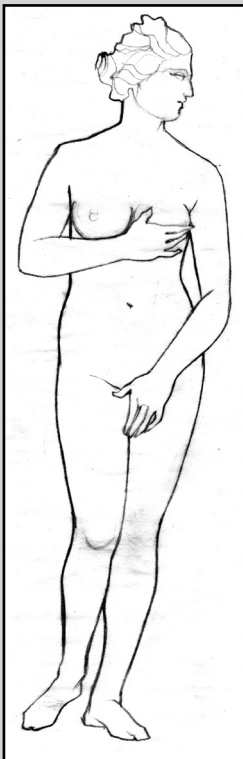
Venus of Willendorf.  
25000-21000 B.C.



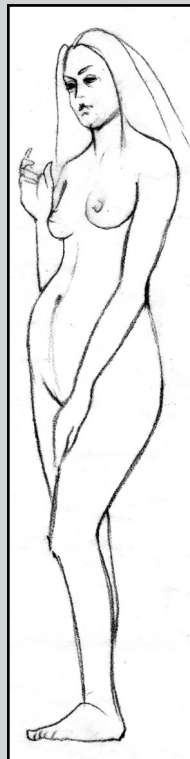
Egypt. Queen Khamerernebtty.  
2490-2472 B.C.



Early Greek Statue  
650 B.C.



Venus De Medici.  
3rd century B.C.

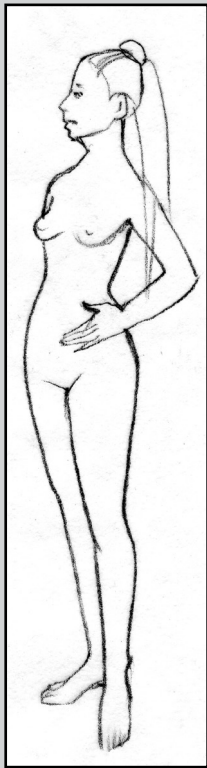


Hubert and Jan van Eyck.  
1432

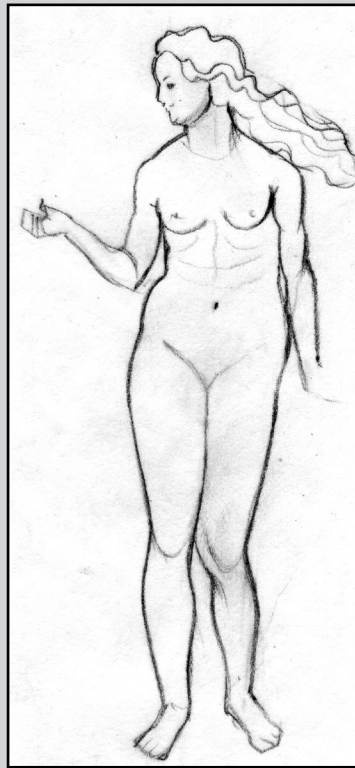


Sandro Botticelli.  
Birth of Venus. 1482

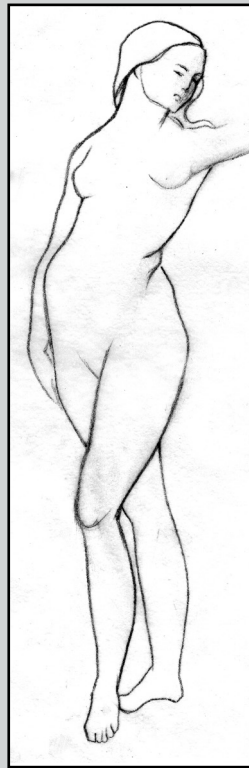
**Chapter 1**



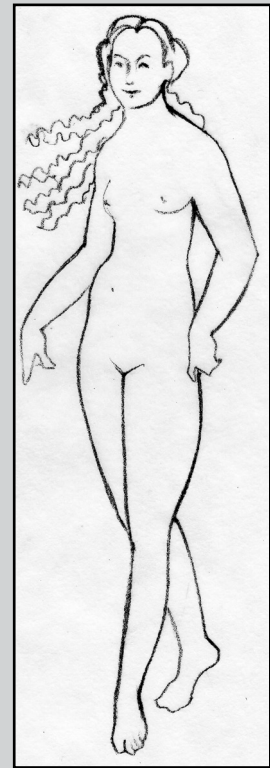
Hieronymus Bosch. about 1500



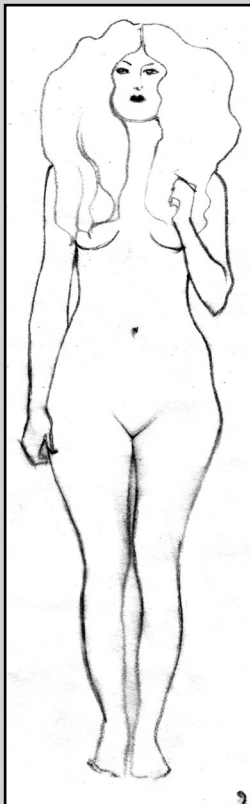
Albrecht Durer. Eve. 1504



Hans Baldung Grien. about 1540.



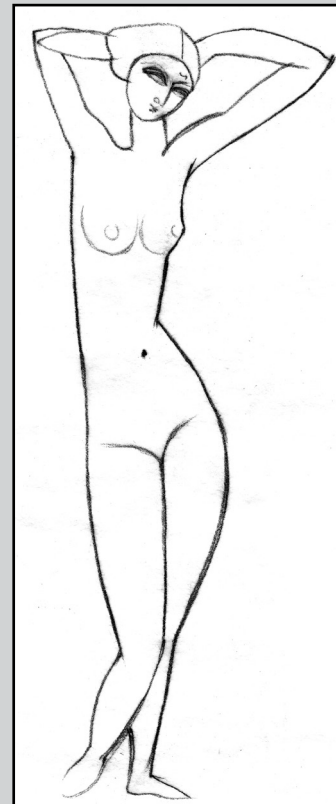
Lucas Cranach. Venus. about 1550



Klimt. Nuda Veritas. 1899



Pablo Picasso 1907



Modigliani. Caryatid. 1911

# **Contents:**

**Chapter 1.** Pages 9-25  
**Basics of body proportions**

**Chapter 2.** Pages 27-35  
**Fashion figure schematics (wire skeleton study)**

**Chapter 3.** Pages 37-45  
**Sketching strategy**

**Chapter 4.** Pages 47-61  
**Freehand sketching for 10 heads tall fashion figure (front view)**

**Chapter 5.** Pages 63-75  
**Freehand sketching for 10 heads tall fashion figure (side view)**

**Chapter 6.** Pages 77-91  
**Cutting method for fashion figure croquis**

**Chapter 7.** Pages 93-125  
**Figure croquis manipulations**

**Chapter 8.** Pages 127-147  
**Faces and hands drawing**

**Index**  
Pages 148-149

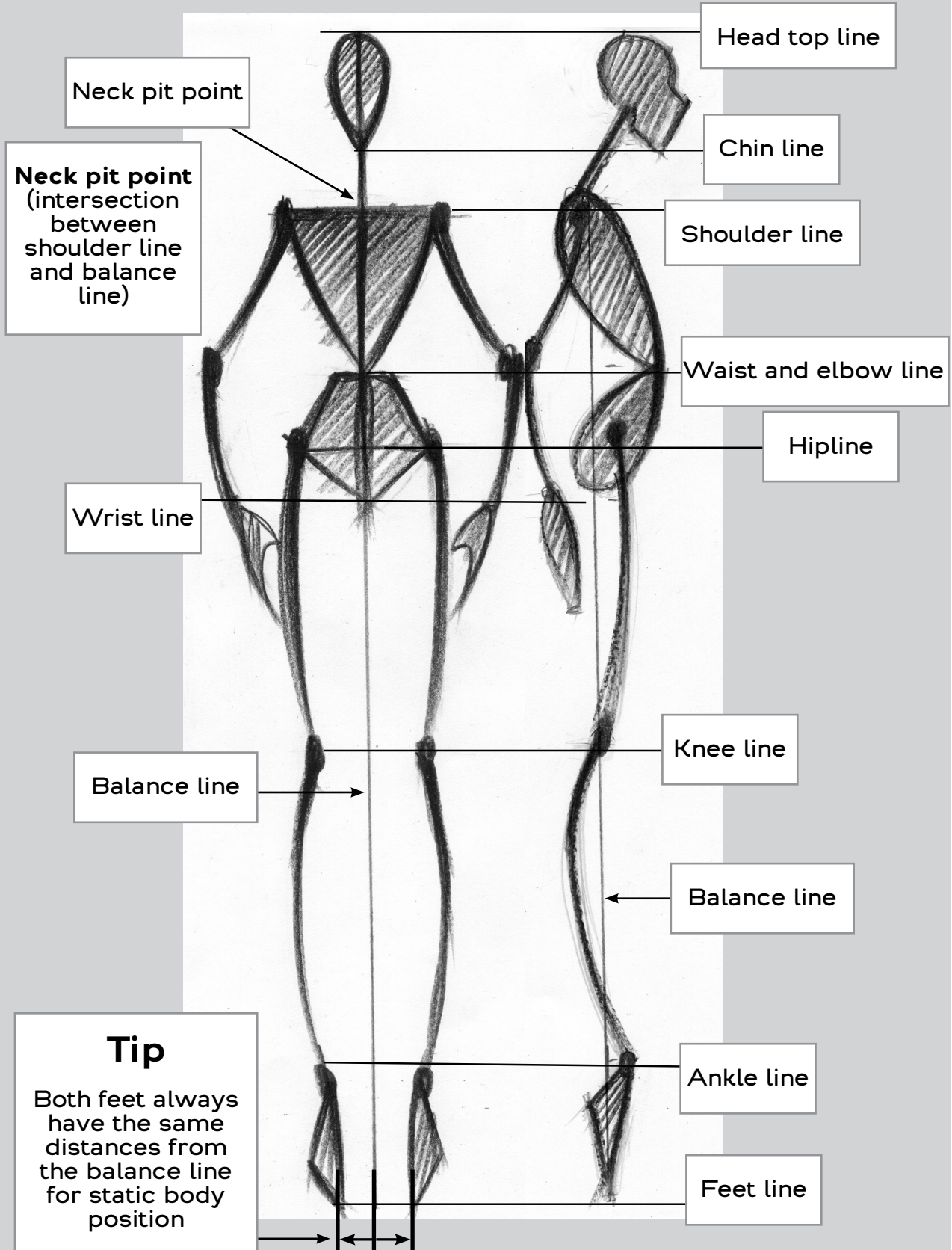
**About the author**  
Pages 150-151

# Chapter 2

## **Fashion figure schematics (wire skeleton study)**



## Study body in static (no motion) position for front and side views



## Chapter 2

**Tip**

Keep the wire skeleton next to any of your figure drawings as a guide to make sure you have the same levels for a head, chin, shoulder, waist, hip, wrist, knees, ankle, and feet lines

Center chest line

Center neck line

**Balance line** (plum or gravity line) is a perpendicular from neck pit point to floor level, and it identifies body balance

Center pelvis line

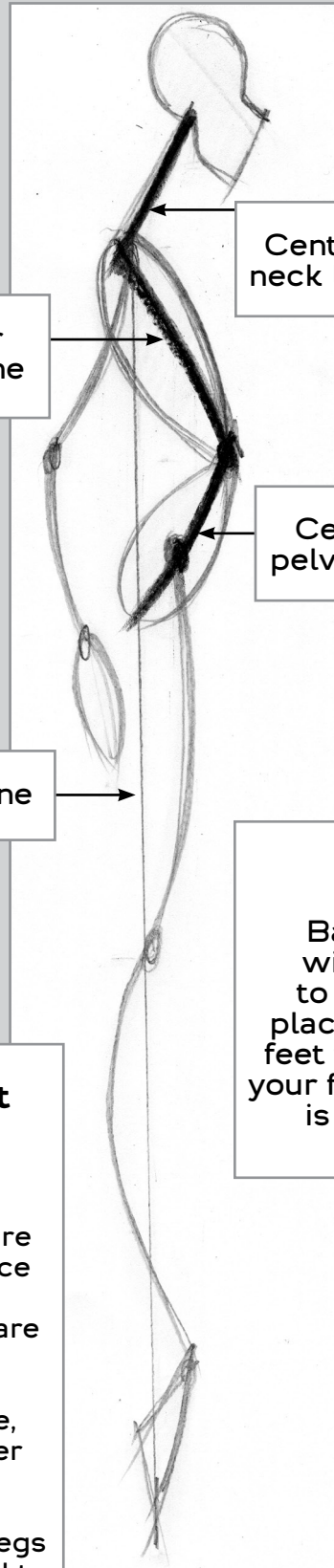
Balance line

**Tip**

Balance line will help you to coordinate placement of the feet to make sure your figure drawing is in balance

**Follow the rules for front view static (no motion) position**

- Shoulder, waist and hip lines are always perpendicular to balance line
- Shoulder, waist, and hip lines are always parallel to each other
- Both feet have the same distances from the balance line, so a balance line is in the center between feet
- The body weight is distributed equally on both legs so; both legs equally support the body weight (50% of weight per each foot)

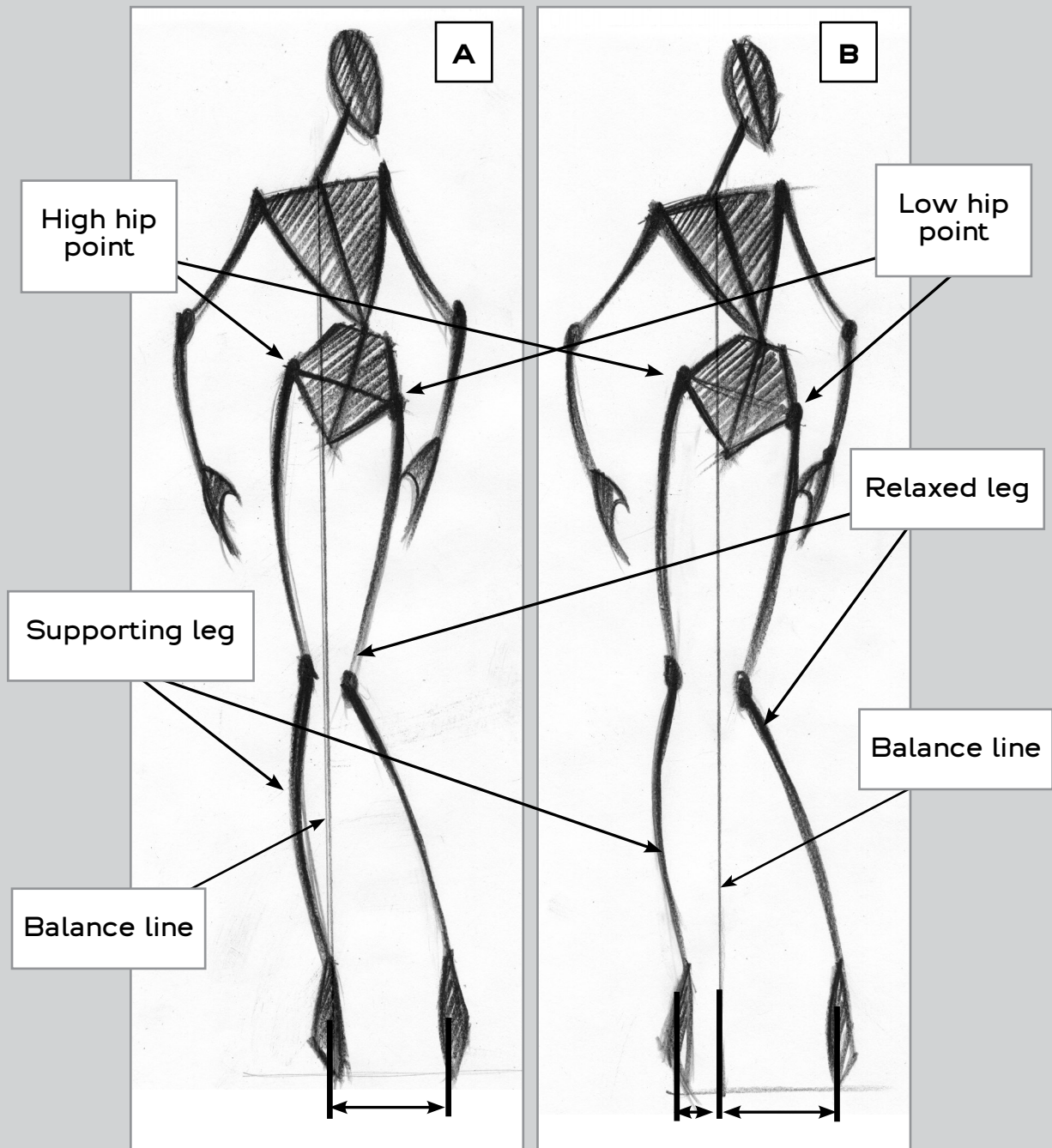




## Study body in movement

You may concentrate all weight of the figure on:

- both feet evenly (static) (see page 28)
- one foot only (movement) (see page 30 figure A)
- both feet unevenly (movement) (see page 30 figure B)



The supporting foot is on balance line

The supporting foot is not on balance line, but closer to balance line than relax foot

### Follow the rules for movement

- Shoulder, waist, and hip lines are never perpendicular to balance line in the movement
- Move shoulder and hiplines in the opposite direction to each other
- Always place supporting foot on balance line or closer to balance line than relaxed foot
- Supporting legs always started from the high point of the hipline and keep most or 100% of body weight
- Keep supporting foot precisely on the balance line if you want to carry the weight of the figure on this foot only
- Keep the balance line closer to supporting foot rather than to relaxed foot if you want to spread the weight of the figure on both legs

### How would you know which leg is supporting?

- The high hip point indicates the supporting leg (see page 30)
- The supporting foot is always close to balance line or on the balance line
- The supporting leg should always be straight because it carries all or most of the body weight

#### Tip

Make sure that the balance line will connect the pit point and the supporting foot.

Remember, the supporting foot and the balance line are "friends," so keep them together or close to each other.

#### Tip

The relaxed leg is the leg which does not carry the weight of the body at all or carries the less of the body weight

#### Tip

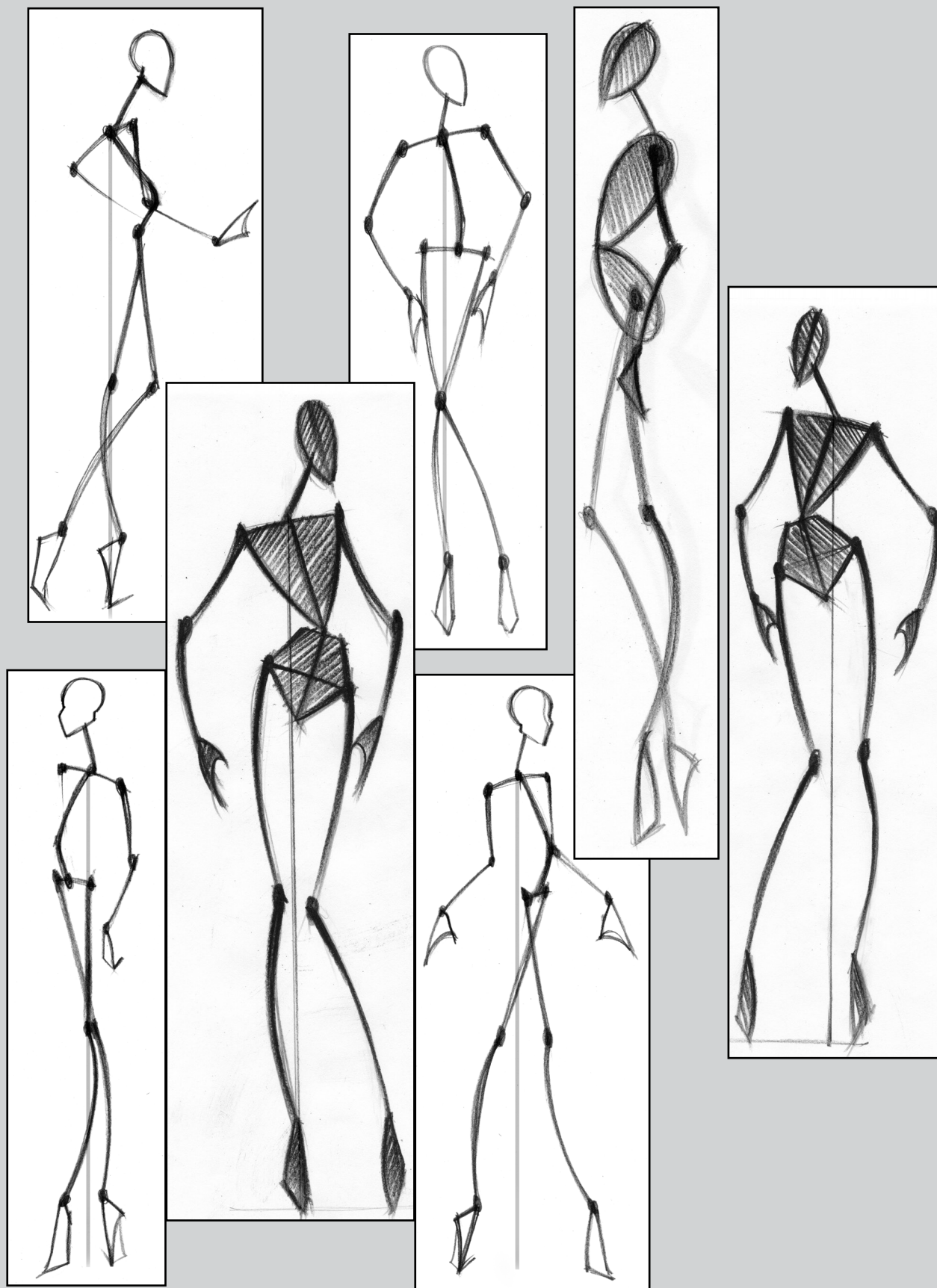
The balance line always comes closer to the foot supporting the volume of the body weight.

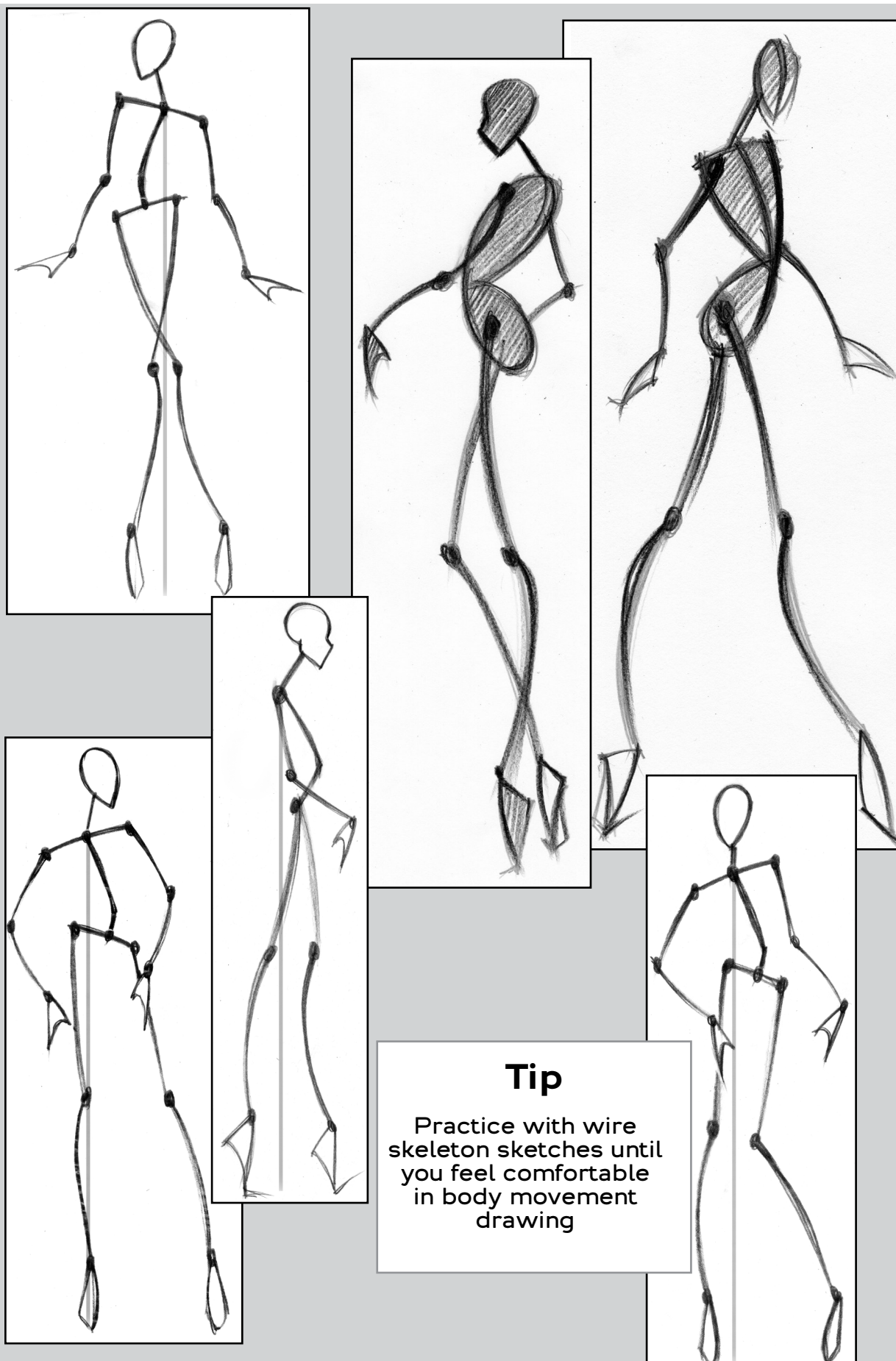
#### Tip

Body balance is a visual equilibrium of a body

**Difference between movement (motion) and static (no motion) positions are in the placement of shoulder, waistlines, and supporting legs**

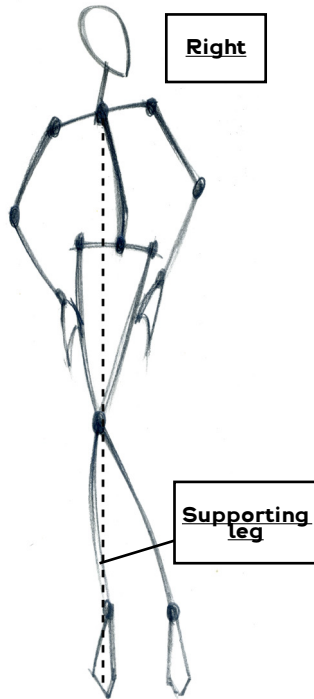
## Different body positions with a wire skeleton



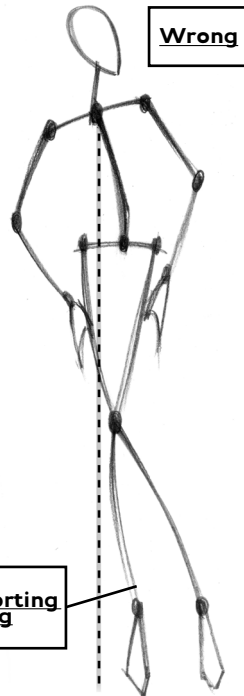




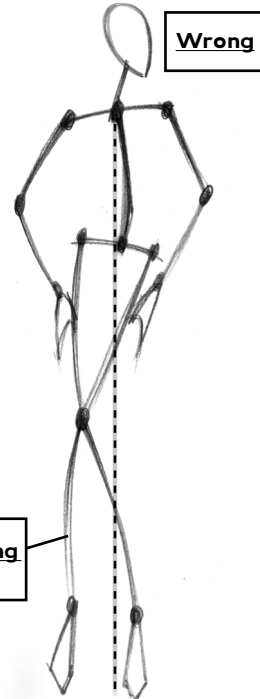
## Common balance mistakes in figure drawing



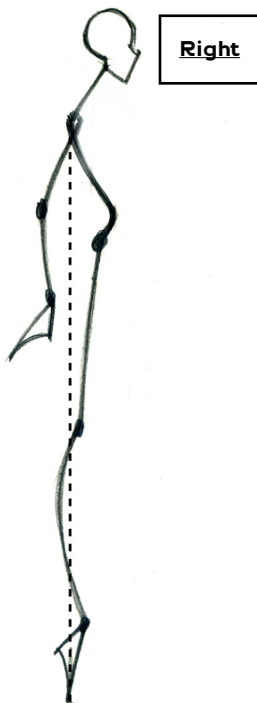
**Example #1**



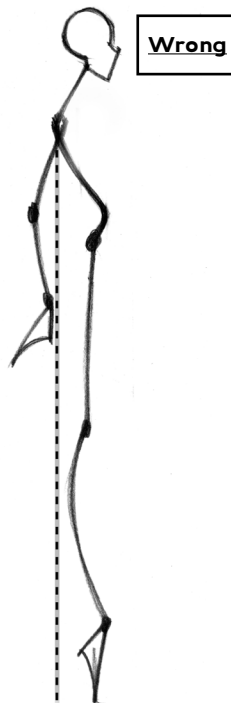
Do not place both feet on the same side of the balance line



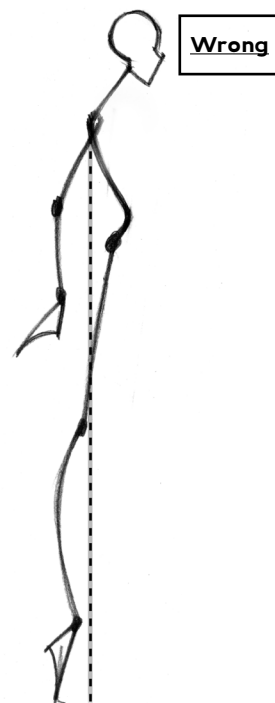
Do not place the relaxed foot close to the balance line



**Example #2**

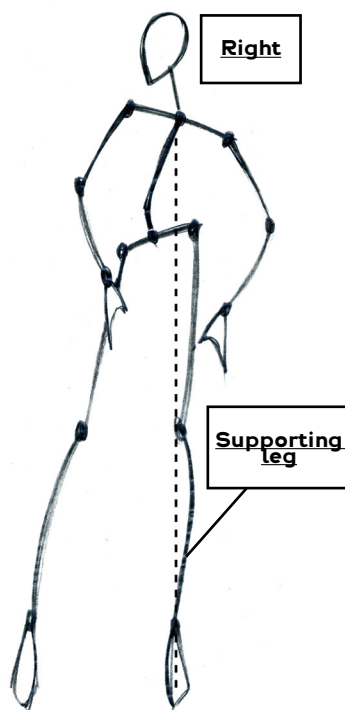
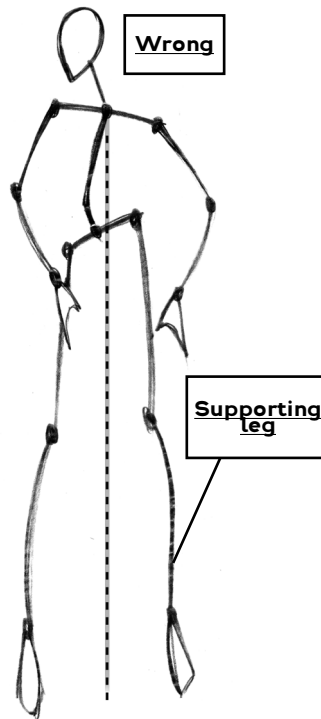


Do not place both feet on the same side of the balance line

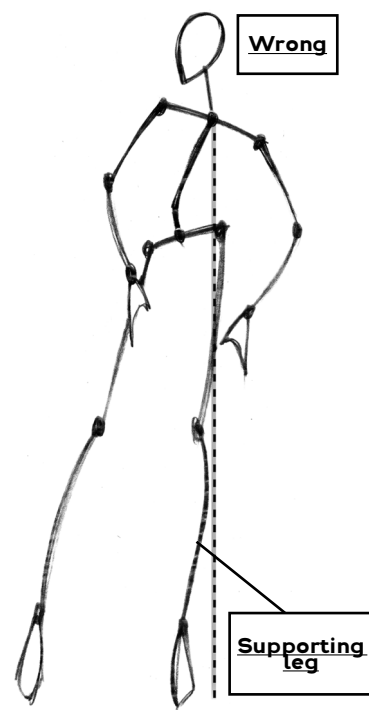


Do not place both feet on the same side of the balance line

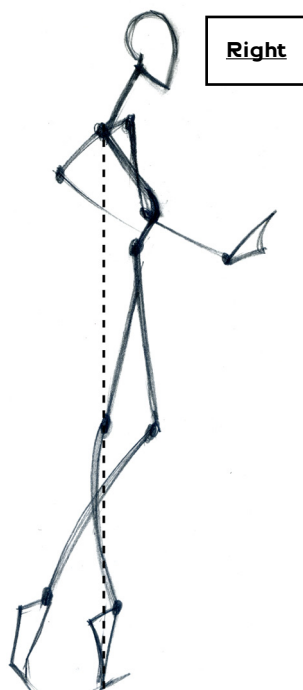
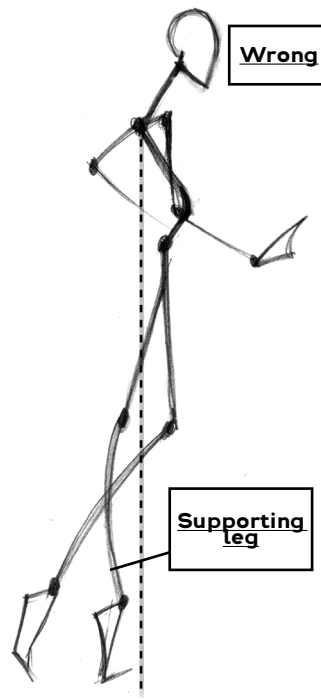
## Chapter 2

**Example #3**

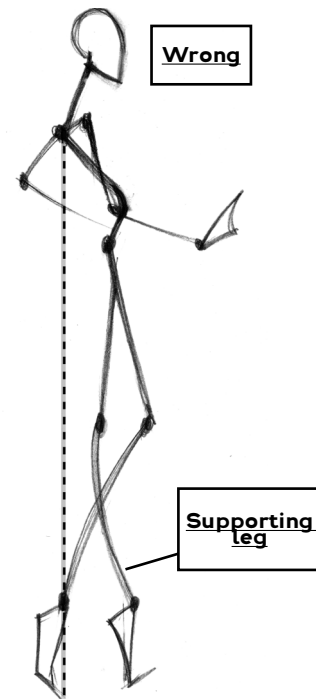
Do not place both feet on the same distance from the balance line for body in movement



Do not place both feet on the same side of the balance line

**Example #4**

Do not place both feet on the same side of the balance line



Do not place the relaxed foot on the balance line

# **Contents:**

**Chapter 1.** Pages 9-25  
**Basics of body proportions**

**Chapter 2.** Pages 27-35  
**Fashion figure schematics (wire skeleton study)**

**Chapter 3.** Pages 37-45  
**Sketching strategy**

**Chapter 4.** Pages 47-61  
**Freehand sketching for 10 heads tall fashion figure (front view)**

**Chapter 5.** Pages 63-75  
**Freehand sketching for 10 heads tall fashion figure (side view)**

**Chapter 6.** Pages 77-91  
**Cutting method for fashion figure croquis**

**Chapter 7.** Pages 93-125  
**Figure croquis manipulations**

**Chapter 8.** Pages 127-147  
**Faces and hands drawing**

**Index**  
Pages 148-149

**About the author**  
Pages 150-151



# Chapter 3

## Sketching strategy

## Step by step sketching strategy

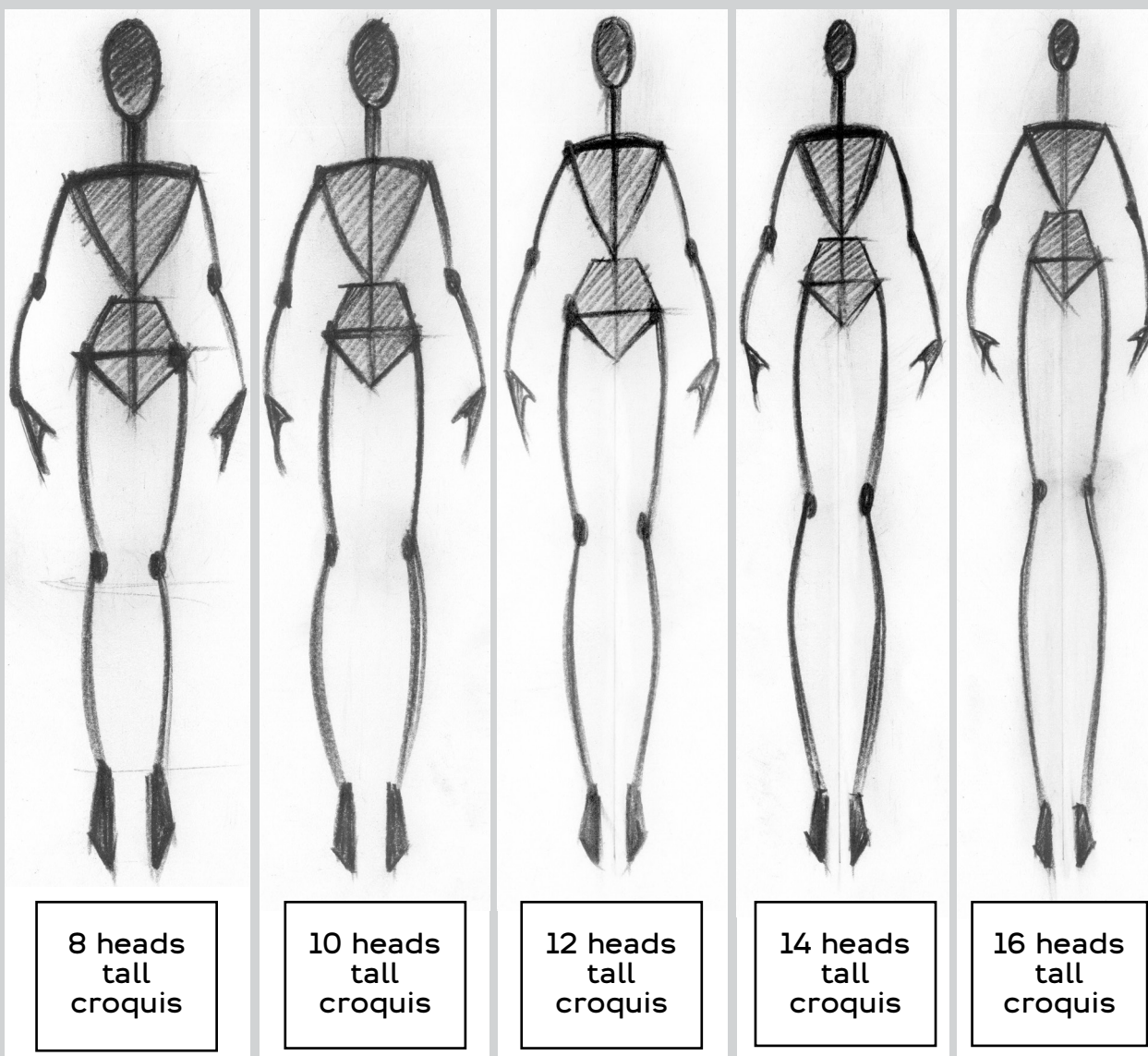
### Step #1. Choose the head-body proportions

Before you start drawing your croquis, think how many heads tall you want your croquis will be.

Ratio of the head to the size of the body is significant for fashion illustration.

Do a few simplified sketches with different size of the head. Look at all of them, choose the best proportions for your project and focus only on these proportions.

Do not draw yet any details. It is not important right now. Just think about overall head-body proportions.

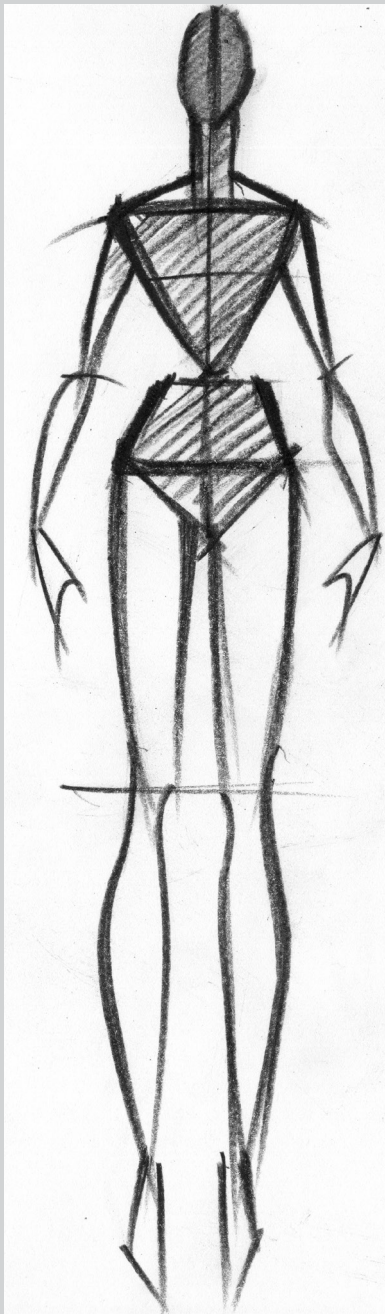


**Step #2. Choose the body style**

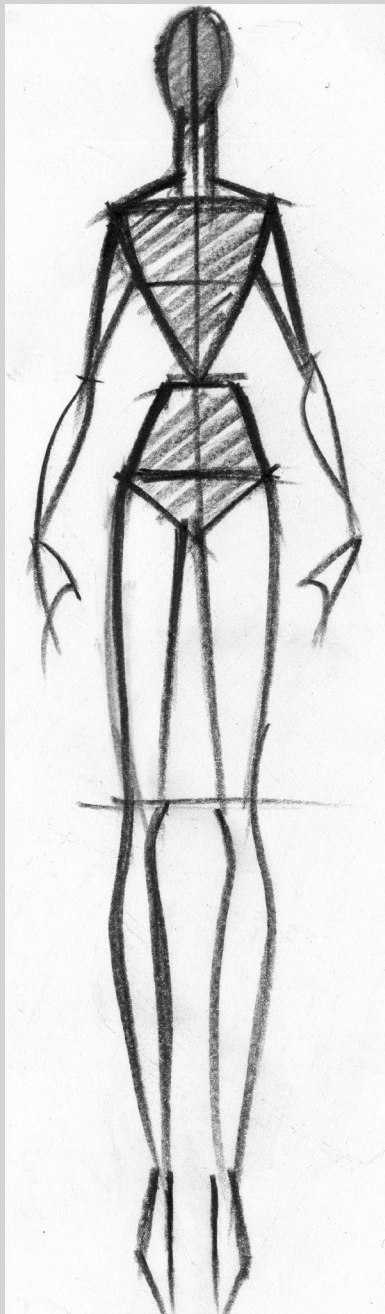
Choose the body style for your croquis after you pick your head-body proportions.

Decide what kind of body type or body shape you want. It could depend on the style of garment collection, the demography of your customer, or maybe just on your artistic preferences.

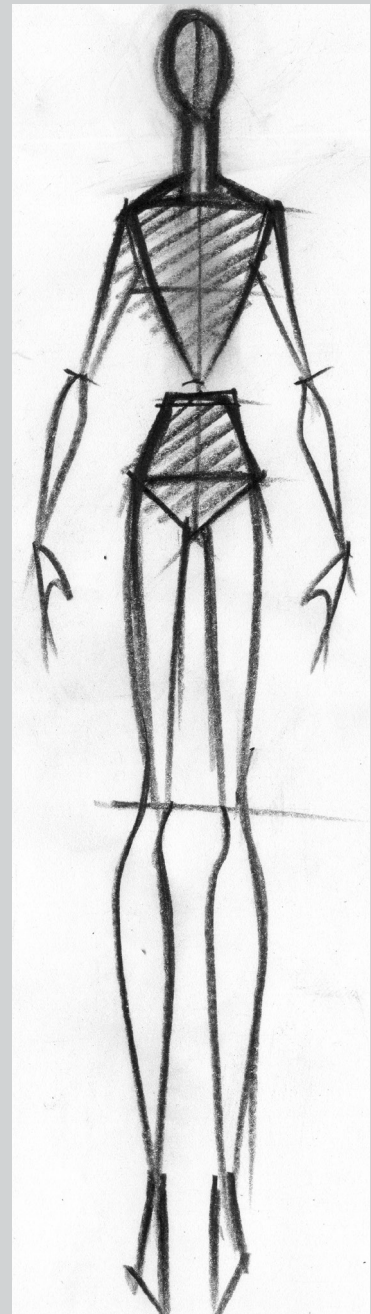
See the below figures with the same head size, but different body shapes.



12 heads tall  
curved  
figure type



12 heads tall  
average  
figure type



12 heads tall  
streamlined  
figure type



**Step #3. Focus on the right body movement**

Now focus on the right body movement for your croquis. An appropriate movement will show your garment in the best way, but the wrong movement may destroy it completely.

Example #1

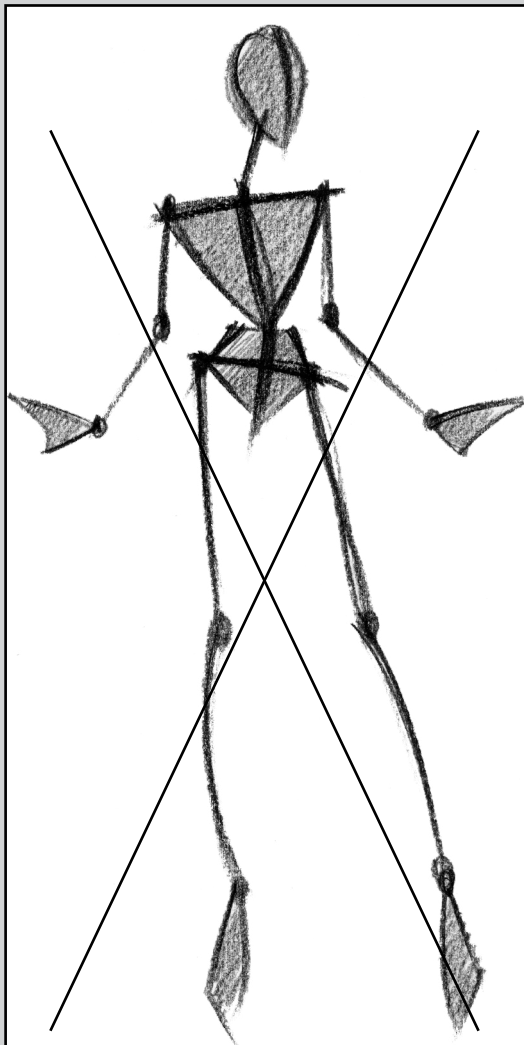
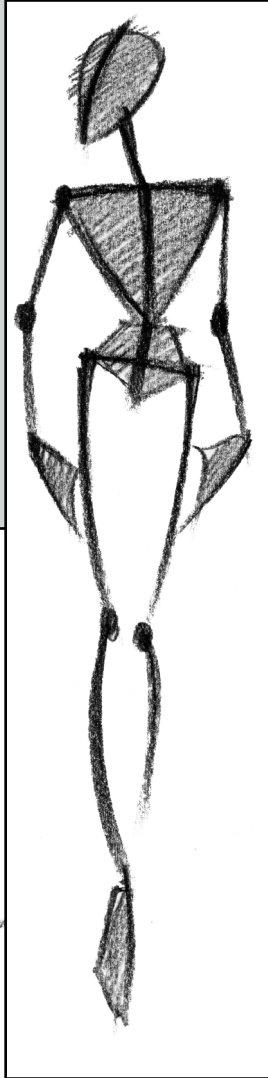
For a dress with train use side view croquis because it will be the only way to show the beauty of the train



## Chapter 3

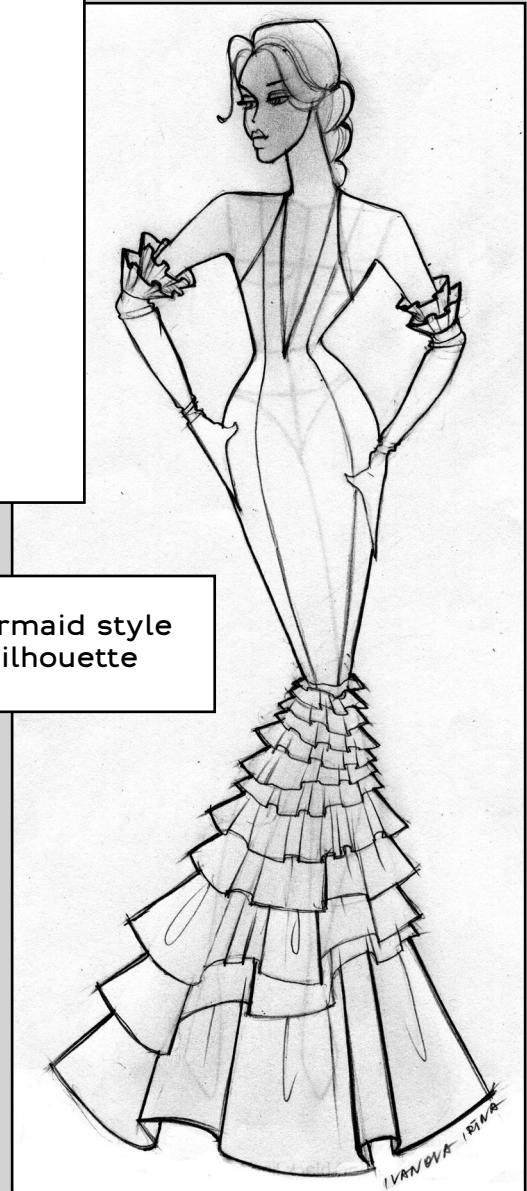
Example #2

For Mermaid silhouette use croquis with knees connected. Otherwise, it will be impossible for you to show this dress silhouette with tight fitting in the knee area



Wrong movement for Mermaid silhouettes

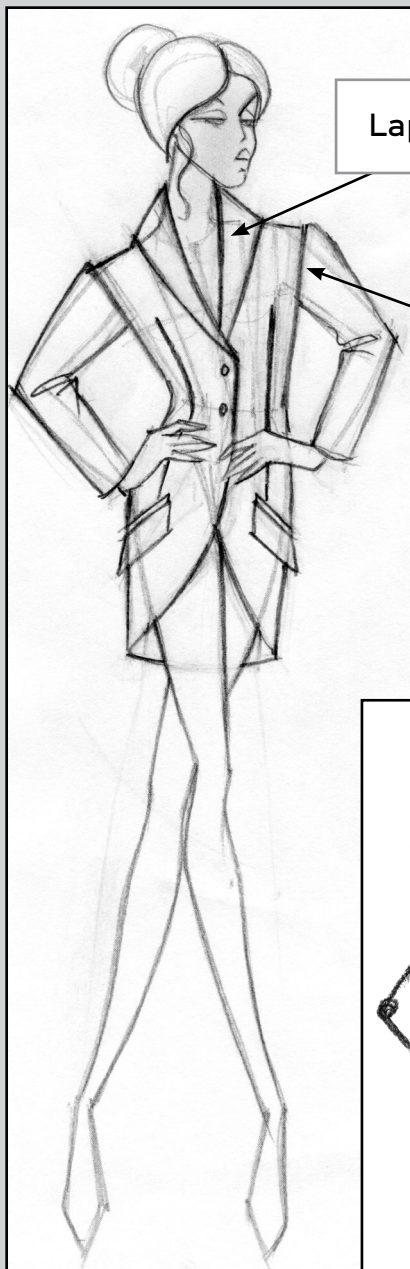
Mermaid style silhouette



# How to Draw Fashion Figure

## Essential figure drawing techniques

### Chapter 3

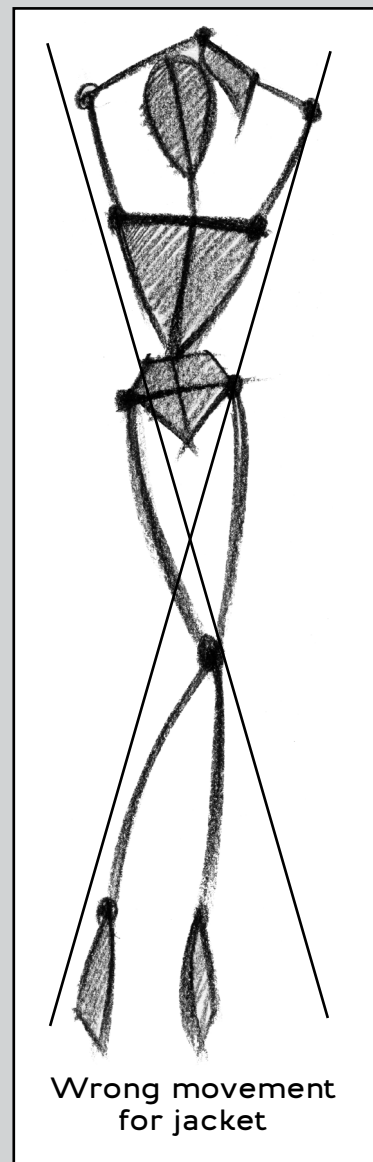


Lapel

Armhole

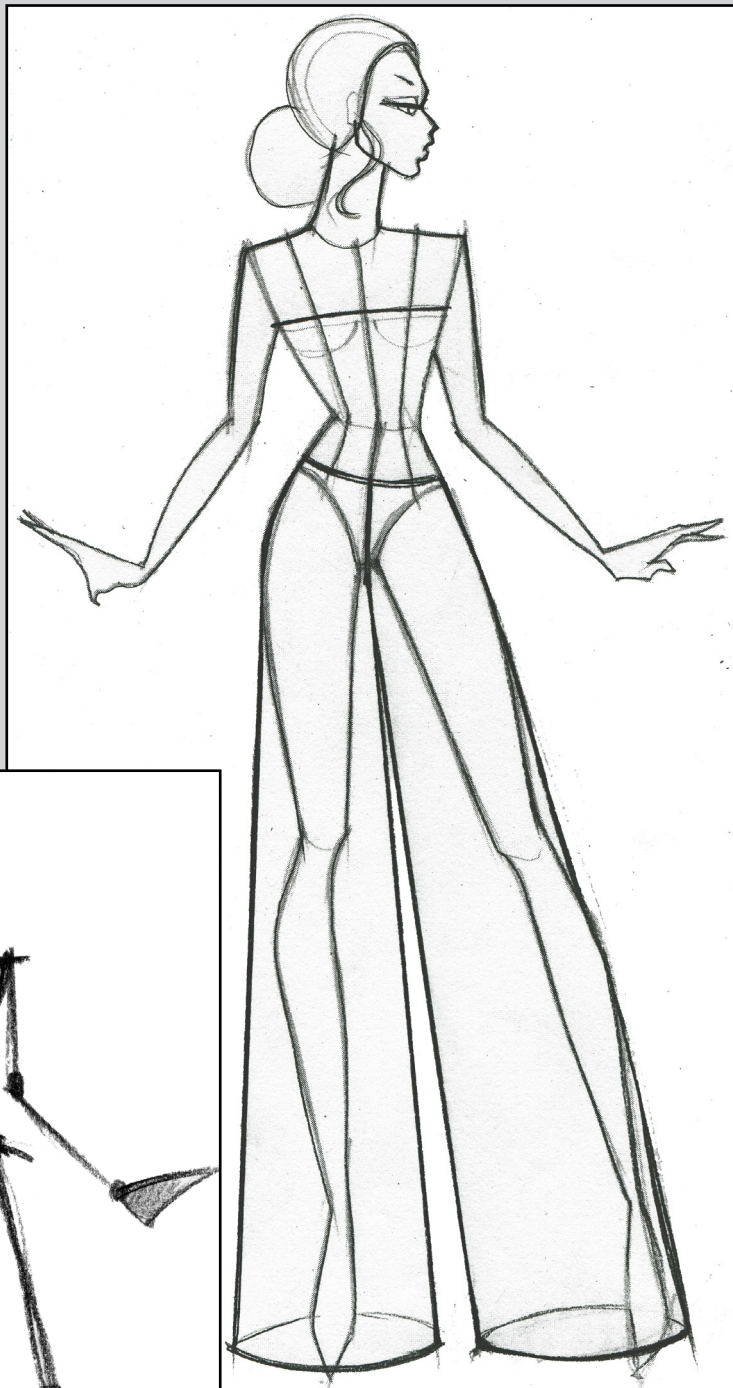
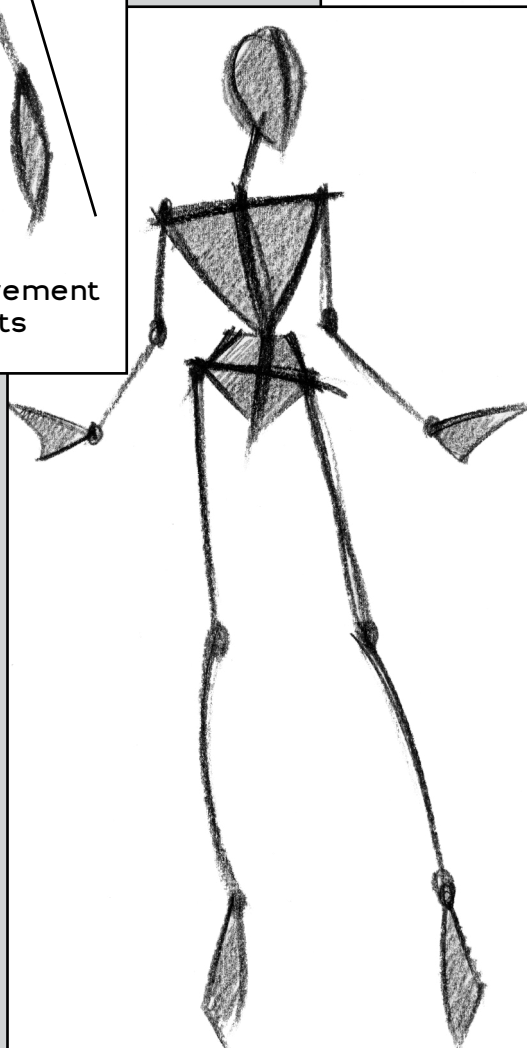
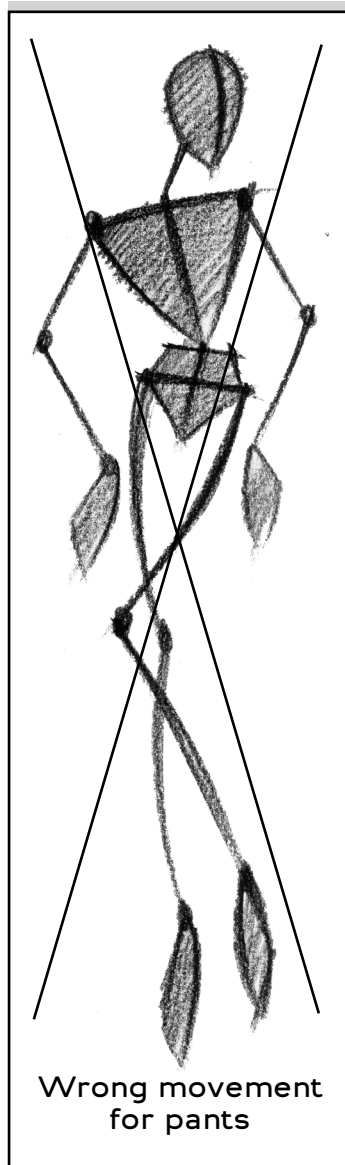
Example #3

Do not use for the jacket design a croquis with arms up because it will be entirely impossible for you to show correctly sleeve armhole and lapels



Wrong movement  
for jacket





Example #4

Avoid a croquis with  
knees connected  
for pants design because  
the illustration of pants  
will be confusing with a  
drawing for a skirt

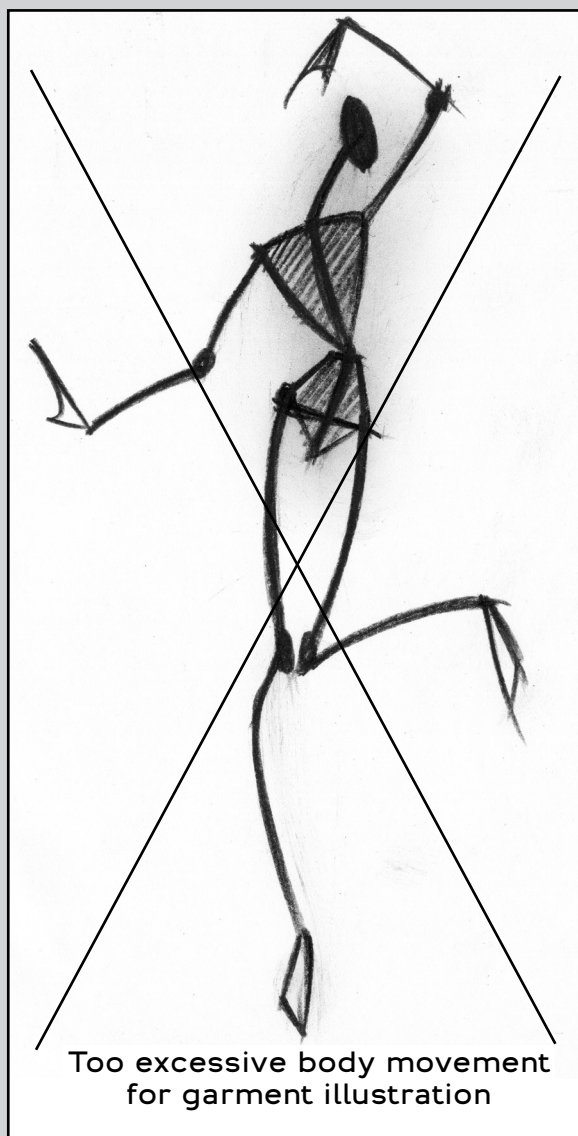


**Step #4. Avoid sitting figure for fashion illustration**

Do not draw **sitting figure** unless you are doing illustrations for an advertisement or editorial drawing. Use only standing or walking figures because it is the best way to show all garment design details.

**Step #5. Do not use excessive body movement**

Do not use **excessive body movement** in your illustration. Remember your goal is to show garment design but not a complex figure movement. Find the way to show movement without garment distraction.



### **Step #6. Avoid stiff static body poses**

Try to avoid stiff static body poses. Use poses which add mood to your fashion illustration without distorting the garment.

### **Step #7. Make sure your figure drawing is accurate**

Check and double check the accuracy of your croquis before you start using it for fashion illustration.

### **Step #8. Have strategy in place**

Select body type, proportions and movement for your figure. Start with general outlining before you draw face and small details.

### **Step #9. Develop a set of croquis**

Develop a set of croquis (a few figures in movement with the same body style and proportions).

Use your set to draw your garment collection. It will increase your productivity and let you focus on your primary goal – garment design.

You can always change body style and proportions of your croquis when you start a new project.

So, consider having a different set of croquis for different projects. For example, one set of croquis for a top model style and another set for women with curves.

### **Step #10. Be patient**

At first, keep your figure drawing not detailed. Start slowly with loose, simple pencil line. Become comfortable with measuring and cultivate correct drawing habits. Make sure that all parts of the figure are correctly related and proportioned in the way you want. The drawing process will be more accurate and spontaneous after a while.

### **Step #11. Never be discouraged by mistakes!**

Learn from your mistakes.

Each mistake can make you a better designer and illustrator.

# Contents:

**Chapter 1.** Pages 9-25  
**Basics of body proportions**

**Chapter 2.** Pages 27-35  
**Fashion figure schematics (wire skeleton study)**

**Chapter 3.** Pages 37-45  
**Sketching strategy**

**Chapter 4.** Pages 47-61  
**Freehand sketching for 10 heads tall fashion figure (front view)**

**Chapter 5.** Pages 63-75  
**Freehand sketching for 10 heads tall fashion figure (side view)**

**Chapter 6.** Pages 77-91  
**Cutting method for fashion figure croquis**

**Chapter 7.** Pages 93-125  
**Figure croquis manipulations**

**Chapter 8.** Pages 127-147  
**Faces and hands drawing**

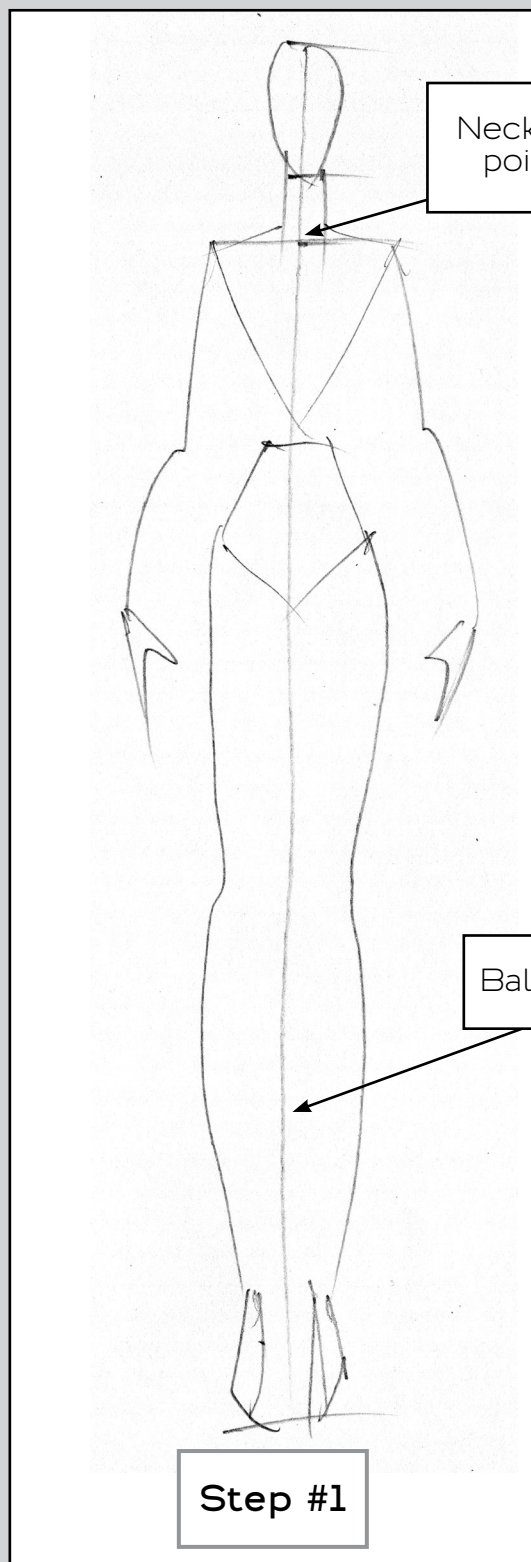
**Index**  
Pages 148-149

**About the author**  
Pages 150-151

# Chapter 4

**Freehand sketching  
for 10 heads tall  
fashion figure  
(front view)**

## Freehand sketching of front view croquis



### Tip

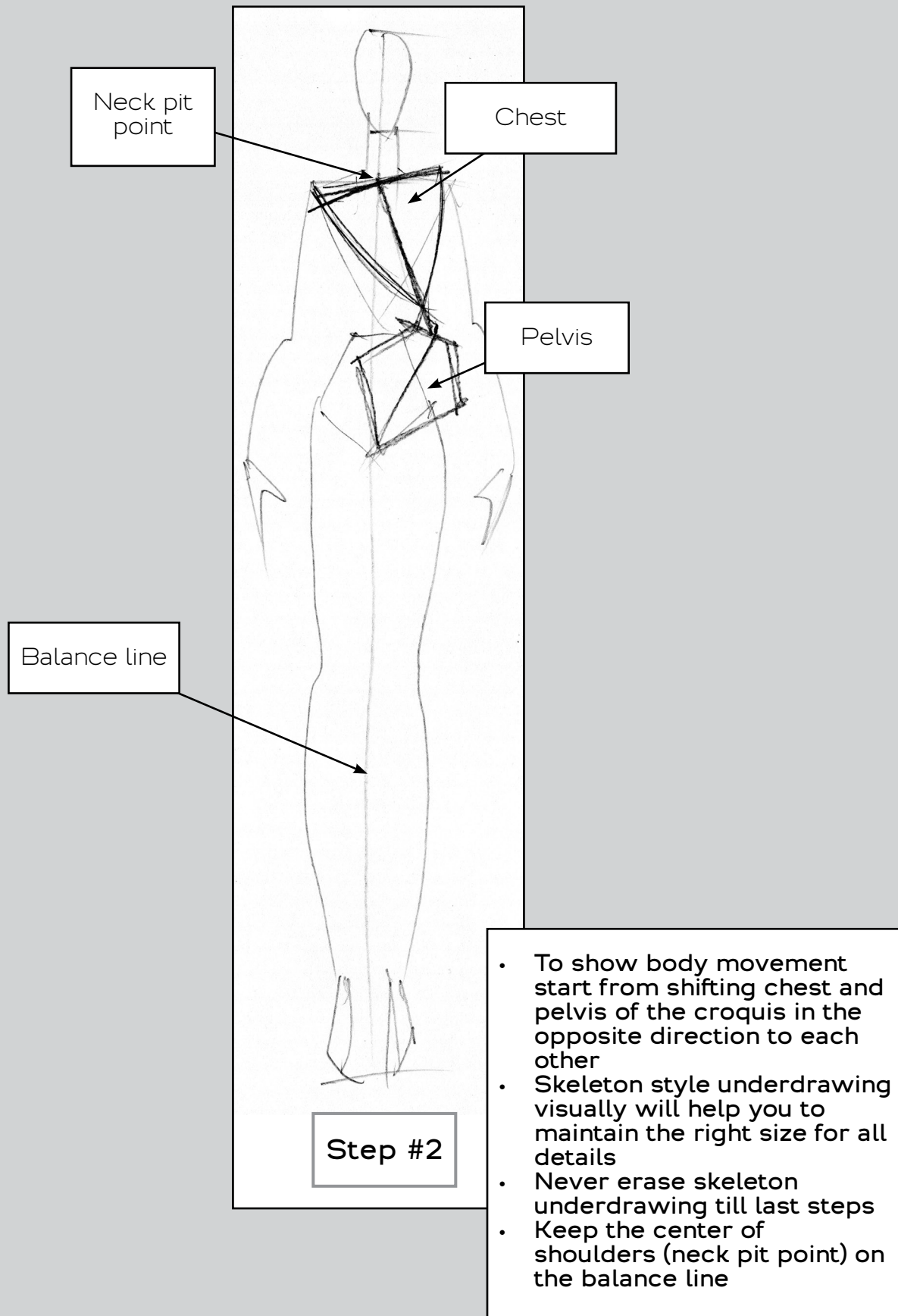
Start from wire skeleton!

### Tip

Coordinate placement of the feet for correctly balanced body movement with balance line

- Use wire skeleton as an underdrawing for your future template with chosen head - body proportions (see page 38) and body style (see page 39)
- This underdrawing will be your visual guide for the whole sketching process till final steps
- Keep all lines very loose and light
- Do not forget about balance line (see page 28)!

## Chapter 4



## Freehand sketching of front view croquis (continued)

### Tip

A supporting foot is always on the side of a high hip point

High hip point

Low hip point

Knee level

Supporting leg

### Tip

Always keep the balance line and the supporting foot together or close to each other

Balance line

Supporting foot

- Place the supporting foot on the balance line
- Draw line for the leg to connect supporting foot and high hip point
- Do not finalize supporting leg yet
- Keep leg slightly curved in the knee level

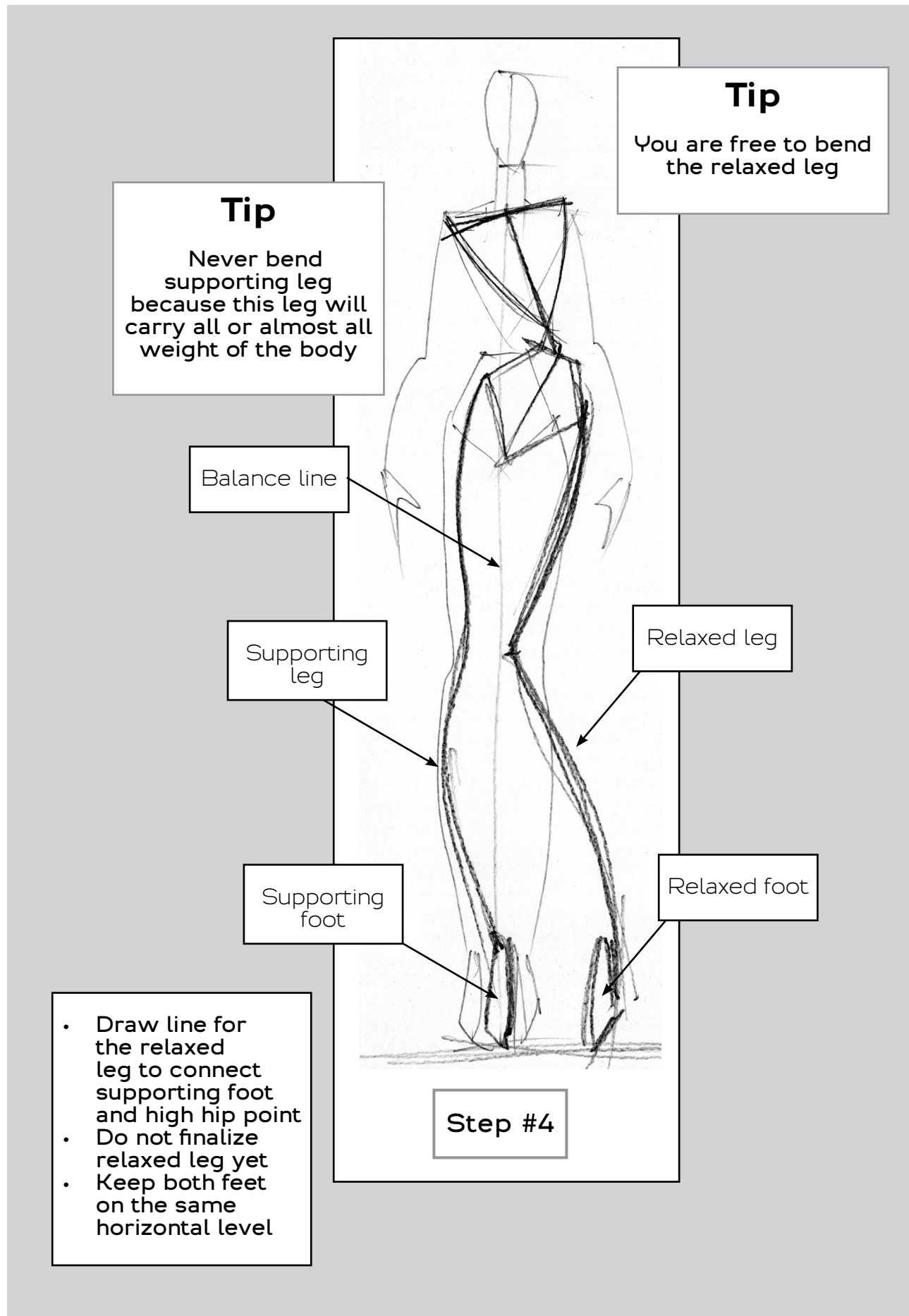
Step #3

### Tip

Remember that knee level always in the middle of the leg



## Chapter 4



**Freehand sketching of front view croquis (continued)****Tip**

With the same body and legs position you are free to draw any movement for arms and hands

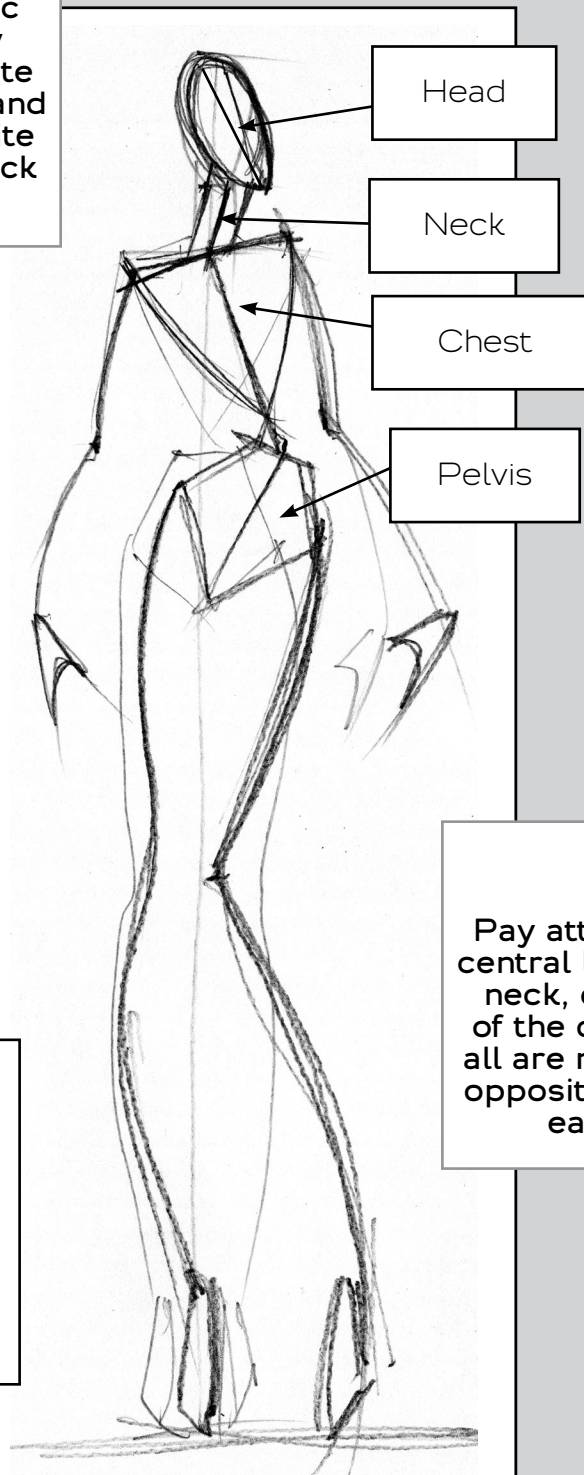
- Draw lines for both arms
- Outline simplified shape for both hands
- Do not finalize arms and hands drawing yet

Step #5

## Chapter 4

**Tip**

For more dynamic movement draw neck in the opposite direction to chest and head in the opposite direction to the neck

**Tip**

Pay attention to the central lines for head, neck, chest, pelvis of the croquis. They all are moving in the opposite direction to each other

- Draw neck and head
- Make sure neck is placed precisely in the center of the shoulder line
- Do not finalize head and neck drawing yet

**Step #6**

**Freehand sketching of front view croquis (continued)****Step #7**

- Connect shoulders and waistline for outlining of the upper body shape

**Step #8**

- Add shape to connect neck and shoulders smoothly



# How to Draw Fashion Figure

## Essential figure drawing techniques

### Chapter 4



Step #9

- Add volume to arms



Step #10

- Finalize the relaxed leg

## Freehand sketching of front view croquis (continued)



- Finalize the supporting leg



- Add curve lines to show the connection between pelvis and legs





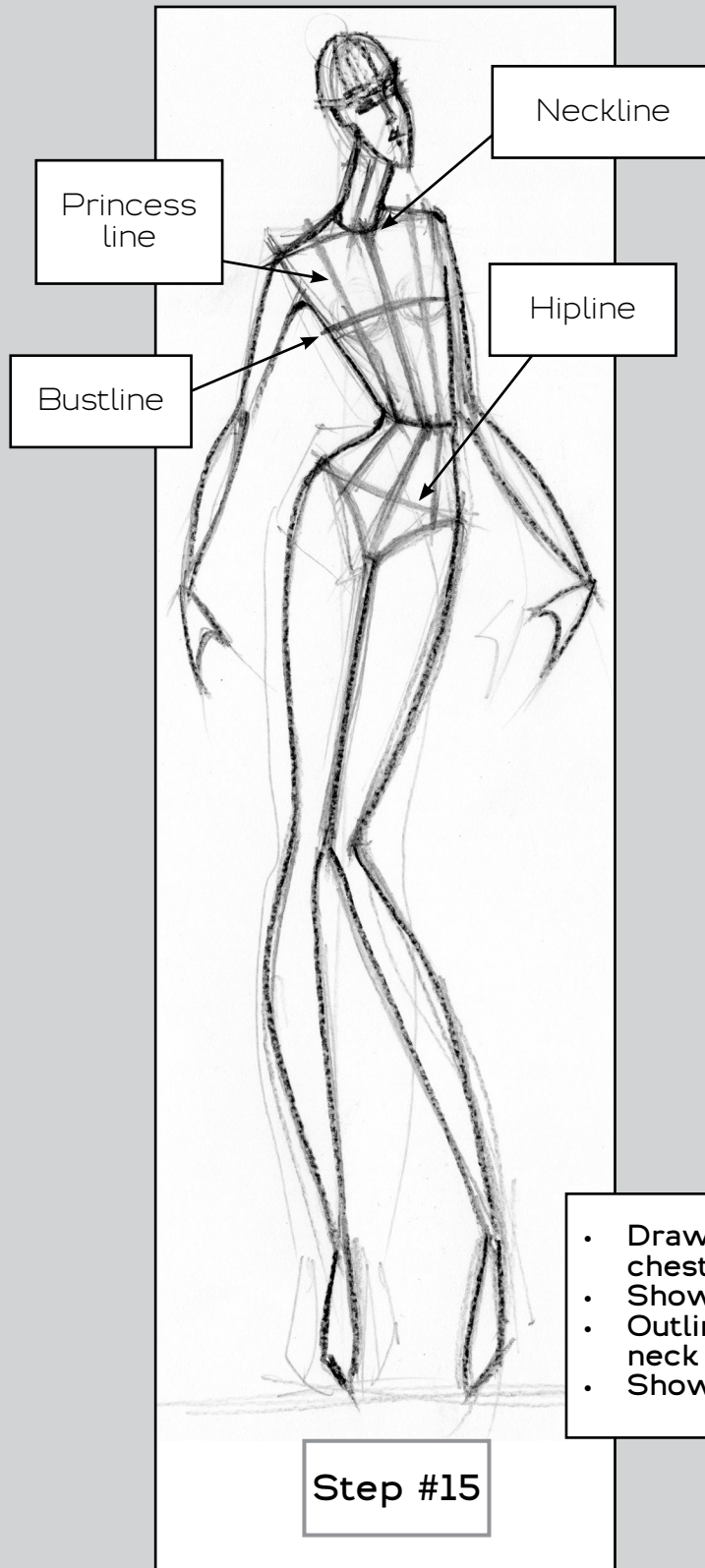
**Step #13**

- Soften connections between all body parts
- Show basic shape for hair
- Draw more detailed face outlining



**Step #14**

- Show essential placement for face details

**Freehand sketching of front view croquis (continued)****Tip**

Never erase all technical lines (central line, hipline, bustline, princess line) on the final croquis because you need them for garment drawing

- Draw princess line for chest and pelvis
- Show hipline
- Outline the bottom of the neck for the neckline
- Show bustline

**Step #15**



### Tip

Do not overdo  
makeup or  
hairstyle  
rendering unless  
you have a project  
specifically  
for makeup or  
hairstyle

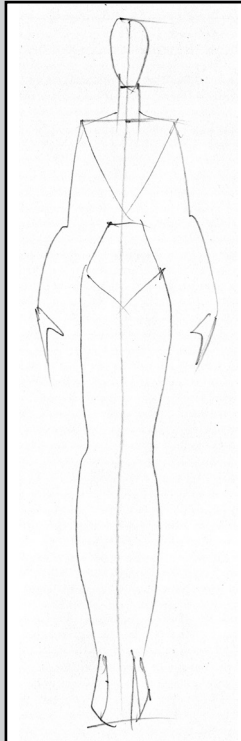
Additional learning  
resources for the book  
available at  
[www.fashioncroquis.com/  
resources/figuredrawing](http://www.fashioncroquis.com/resources/figuredrawing)

- Erase all unnecessary lines
- Check body symmetry for arms, hands, legs, feet
- Now it is a time for the final outlining

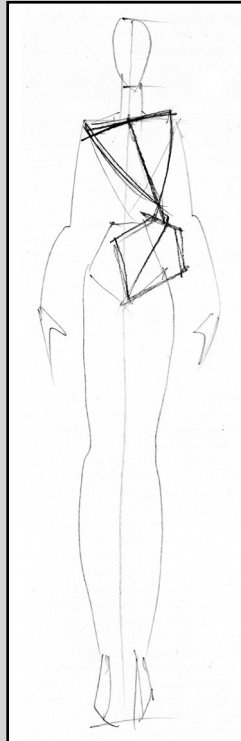
**Step #16**



# Freehand sketching of front view croquis at a glance



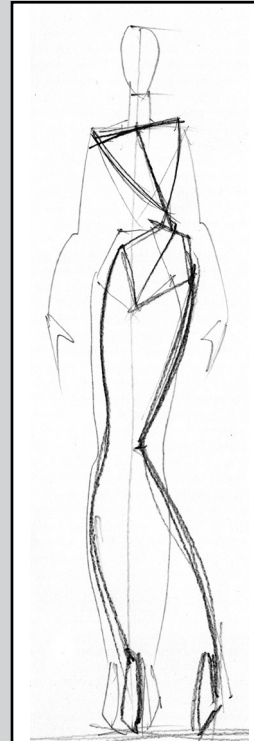
Step #1  
See page 48



Step #2  
See page 49



Step #3  
See page 50



Step #4  
See page 51



Step #5  
See page 52



Step #6  
See page 53



Step #7  
See page 54



Step #8  
See page 54



Step #9  
See page 55



Step #10  
See page 55



Step #11  
See page 56



Step #12  
See page 56



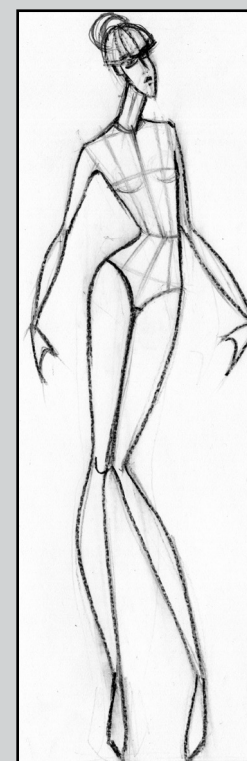
Step #13  
See page 57



Step #14  
See page 57



Step #15  
See page 58



Step #16  
See page 59

# **Contents:**

**Chapter 1.** Pages 9-25  
**Basics of body proportions**

**Chapter 2.** Pages 27-35  
**Fashion figure schematics (wire skeleton study)**

**Chapter 3.** Pages 37-45  
**Sketching strategy**

**Chapter 4.** Pages 47-61  
**Freehand sketching for 10 heads tall fashion figure (front view)**

**Chapter 5.** Pages 63-75  
**Freehand sketching for 10 heads tall fashion figure (side view)**

**Chapter 6.** Pages 77-91  
**Cutting method for fashion figure croquis**

**Chapter 7.** Pages 93-125  
**Figure croquis manipulations**

**Chapter 8.** Pages 127-147  
**Faces and hands drawing**

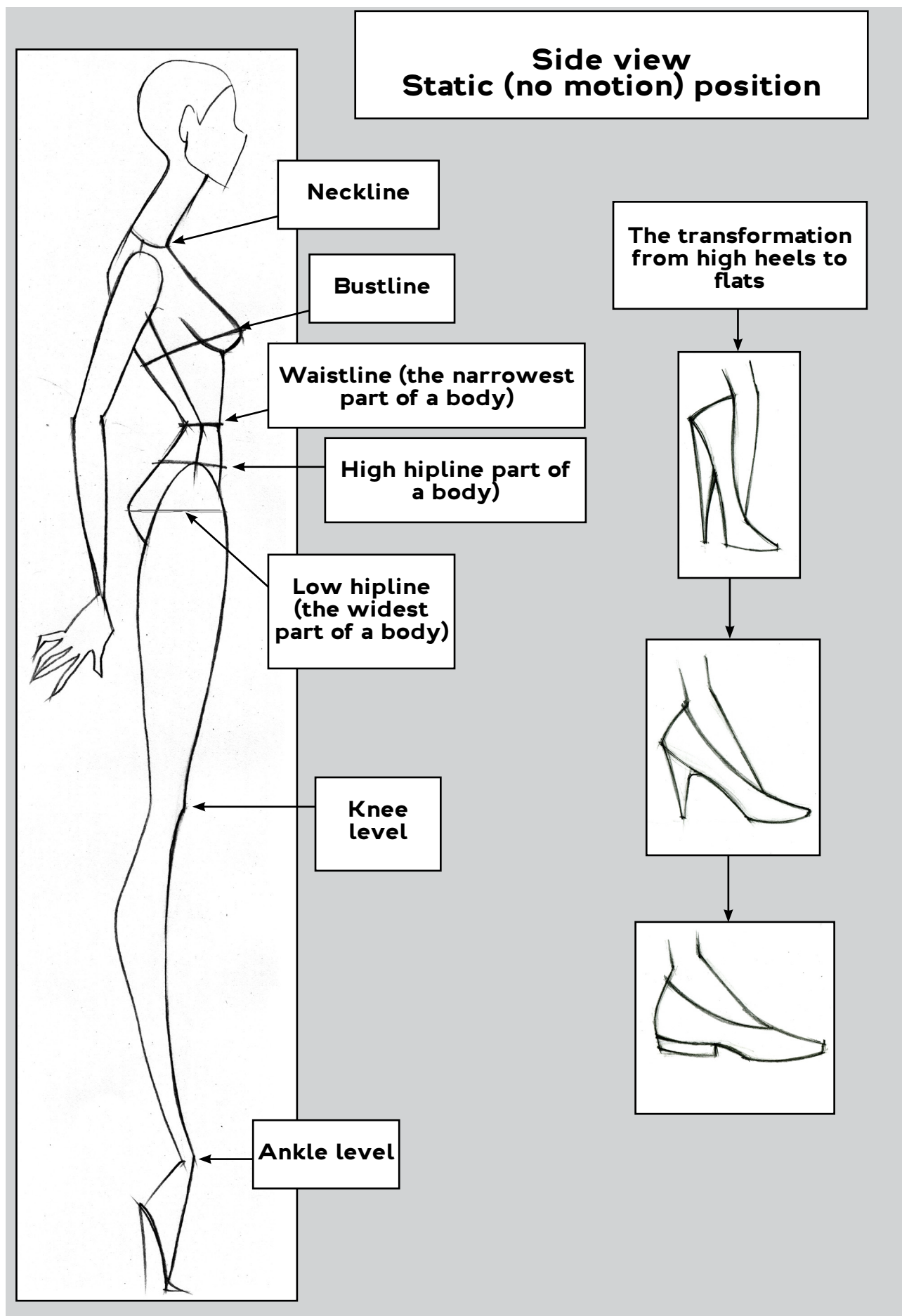
**Index**  
Pages 148-149

**About the author**  
Pages 150-151

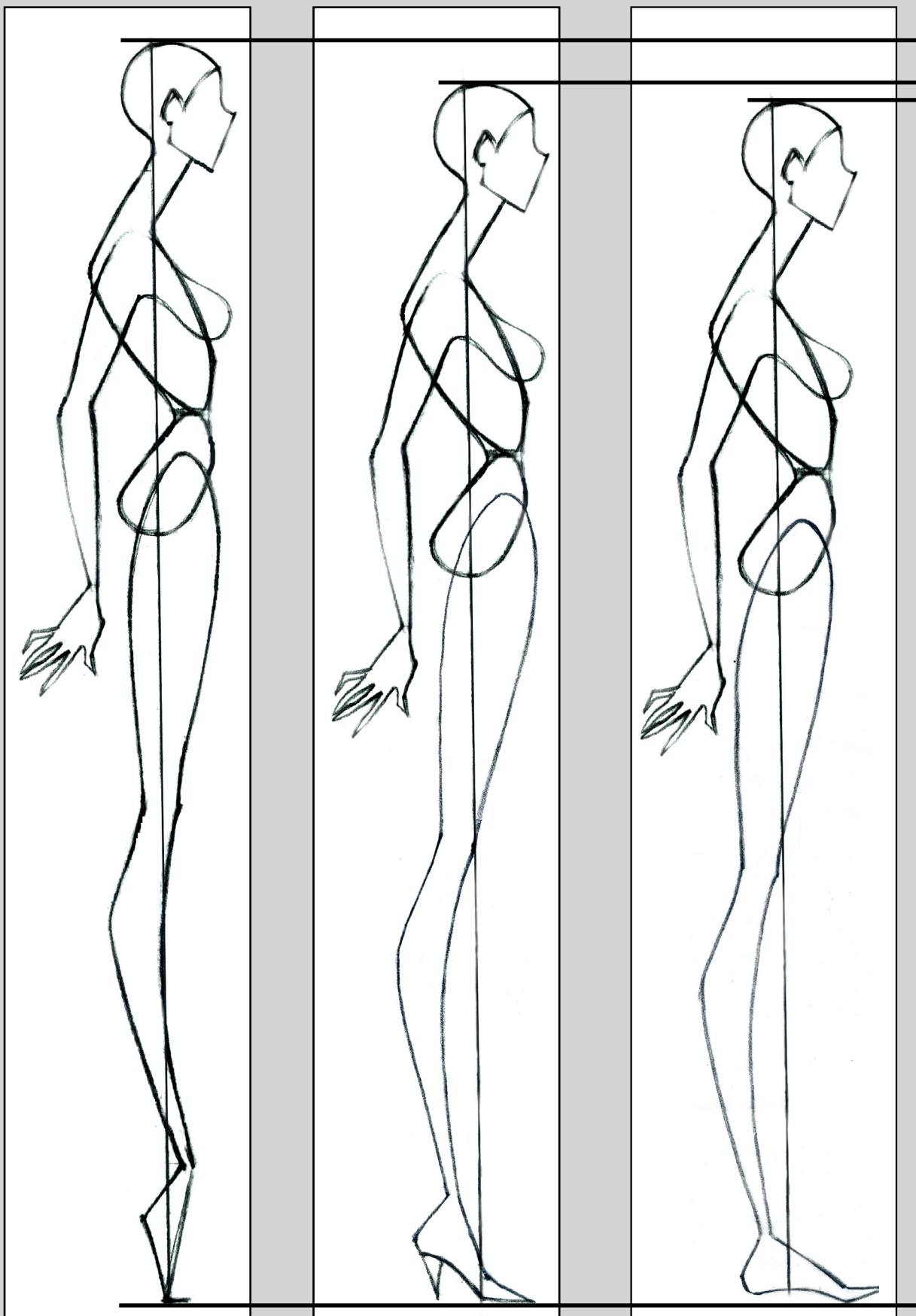


# Chapter 5

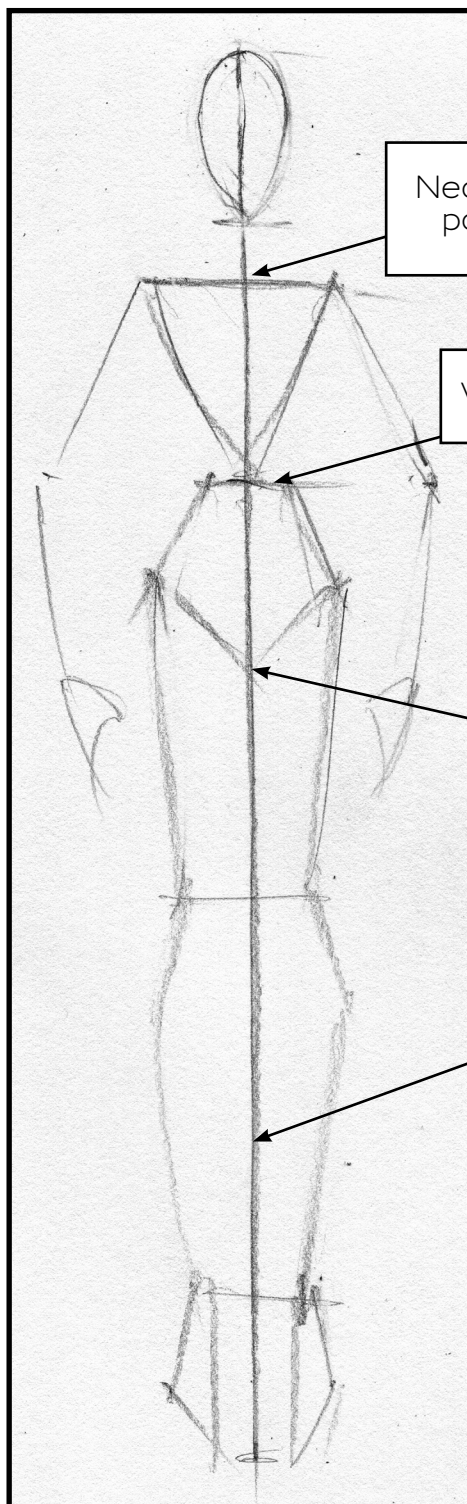
**Freehand sketching  
for 10 heads tall  
fashion figure  
(side view)**



## Templates with the different heel height



## Freehand sketching of side view croquis



Neck pit point

Waistline

Crotch point

Balance line

Step #1

### Tip

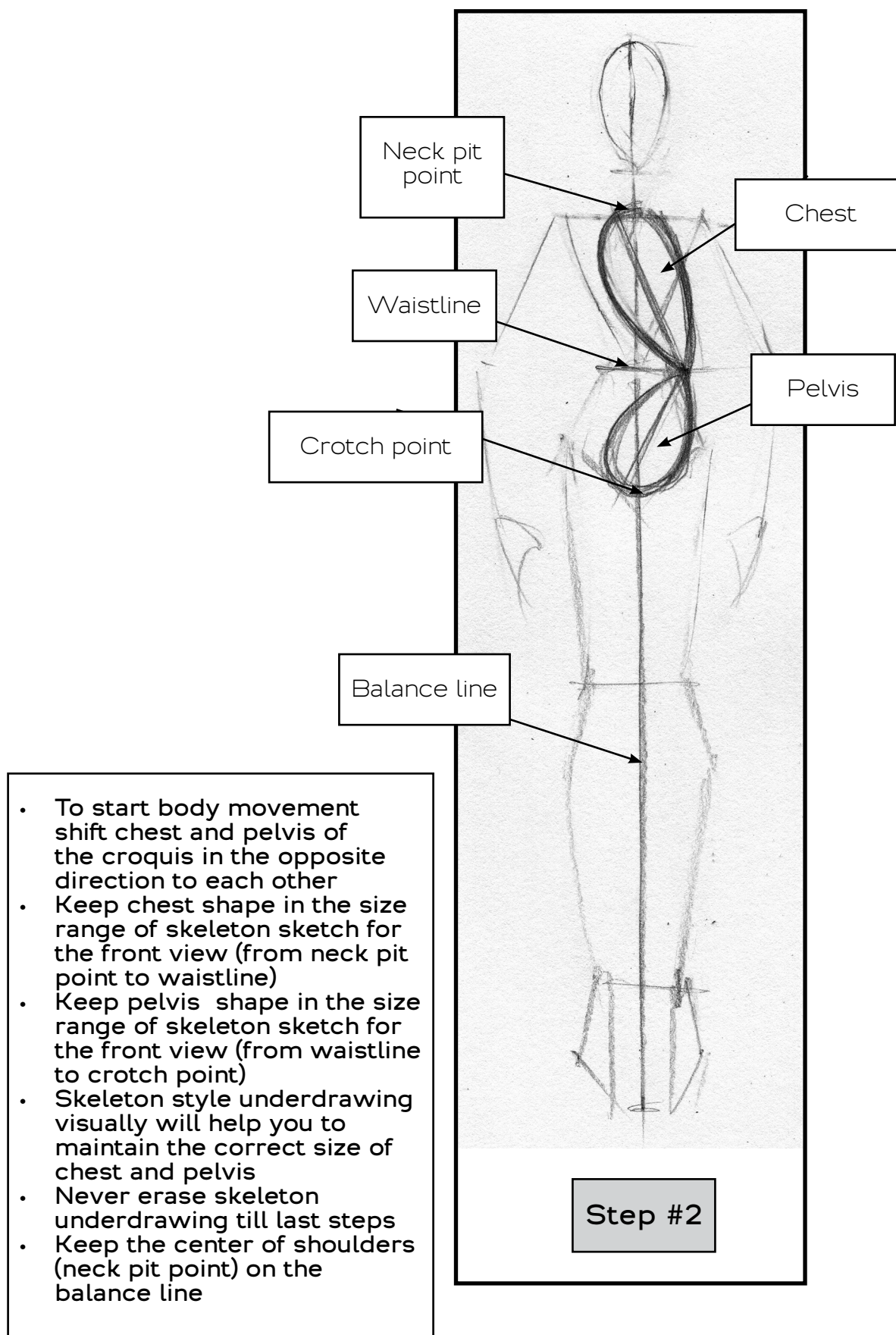
Always start figure drawing from skeleton sketch as a background

### Tip

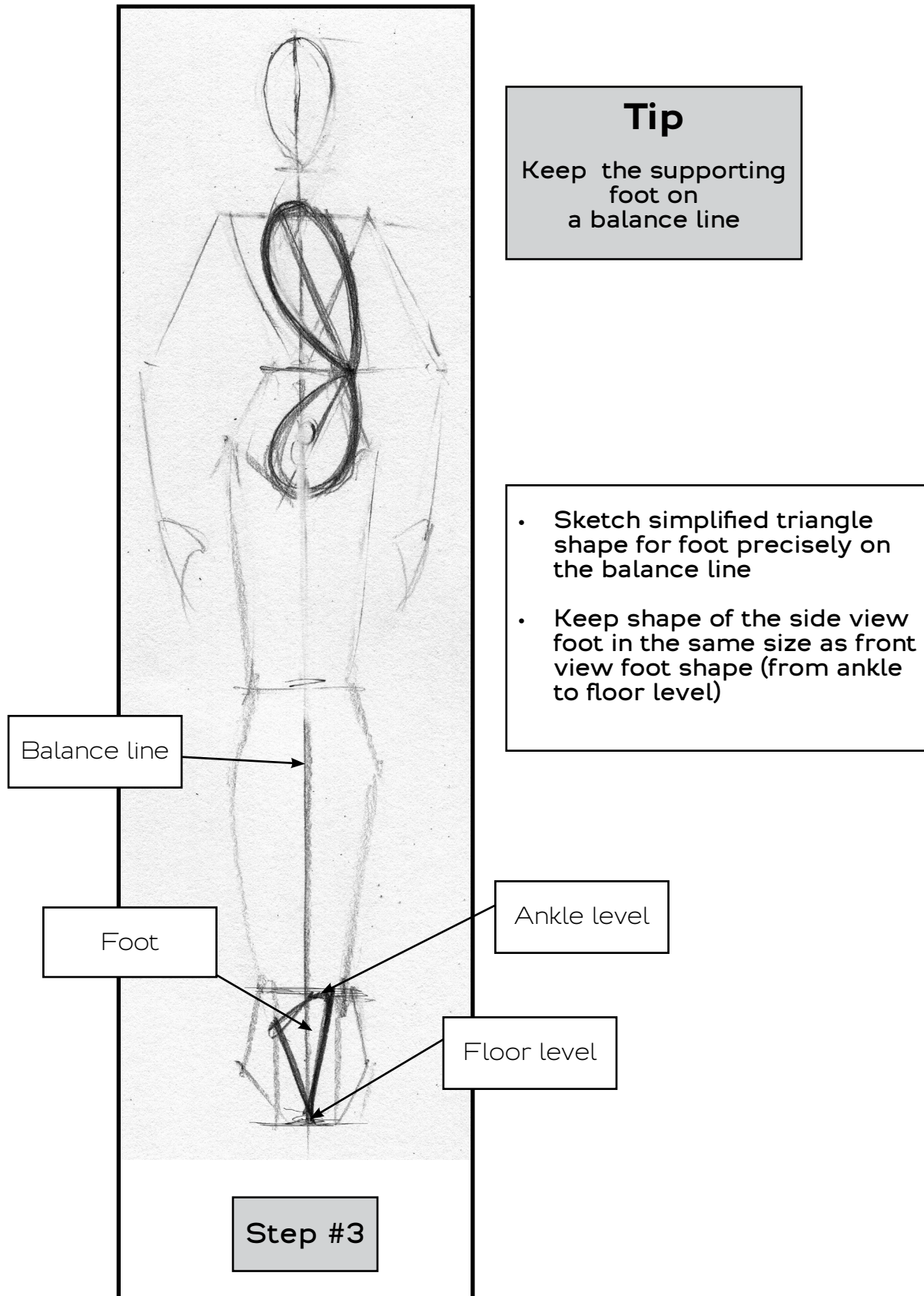
You can copy your skeleton sketch from front croquis (see page 48) if you want to keep front view and side view croquis in the same proportions

- Use as an underdrawing skeleton sketch of your future template with chosen head - body proportions (see page 14) and body style (see pages 16-19)
- This underdrawing will be your visual guide for the whole sketching process till final steps
- Keep all lines very loose and light
- Do not forget about the balance line (see pages 28-31)!

## Chapter 5

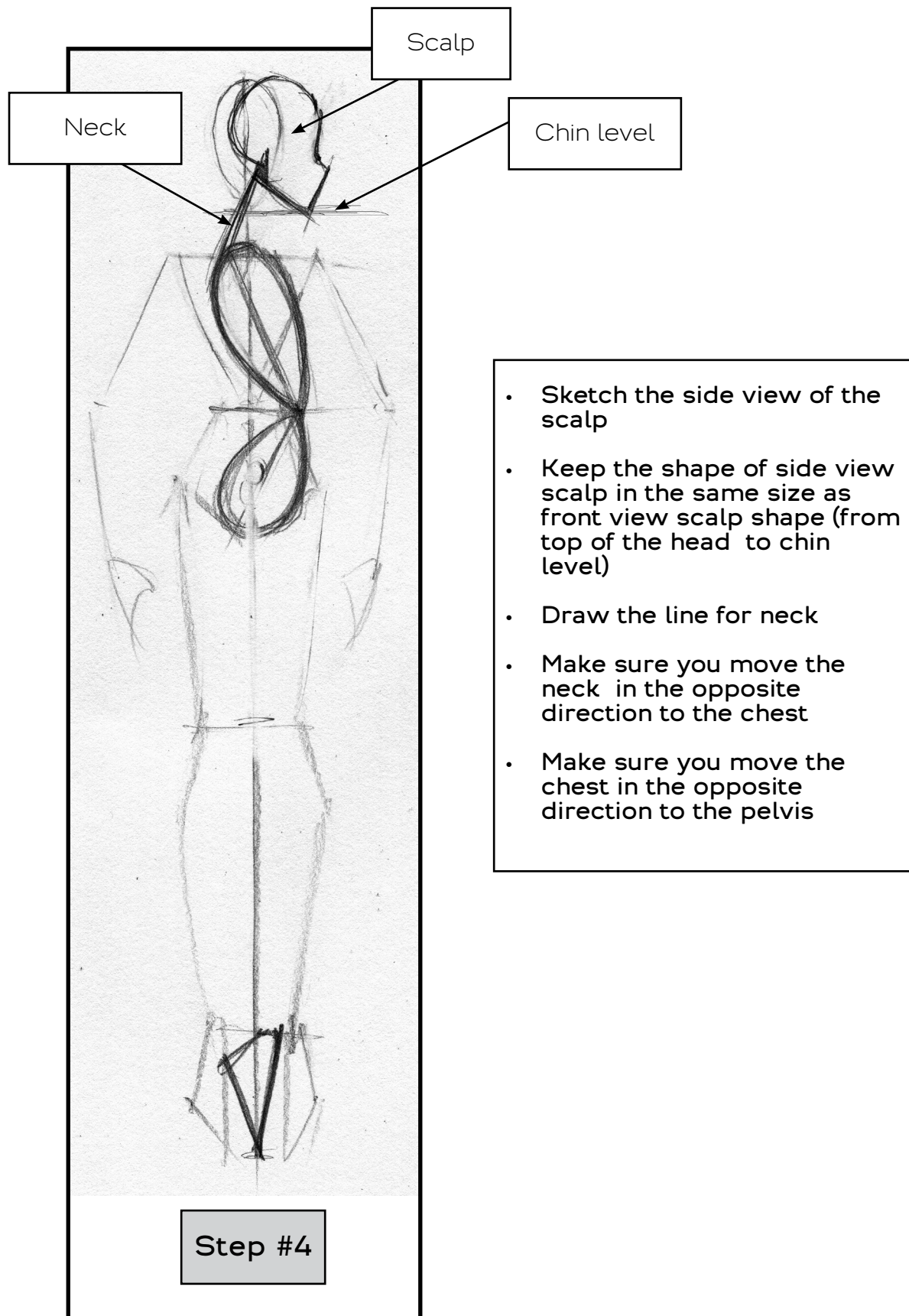




**Freehand sketching of side view croquis (continued)**

## How to Draw Fashion Figure Essential figure drawing techniques

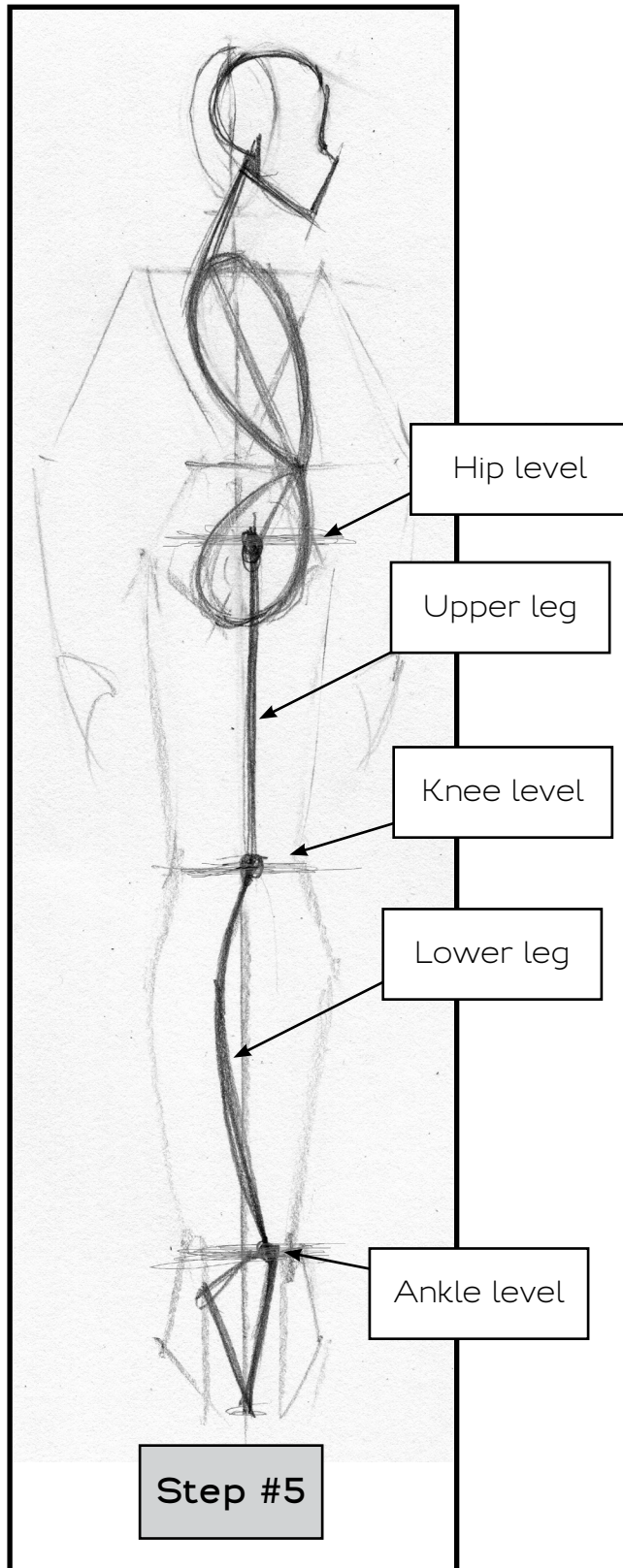
### Chapter 5



## How to Draw Fashion Figure Essential figure drawing techniques

### Chapter 5

#### Freehand sketching of side view croquis (continued)



#### Tip

Keep knee level in the middle of a leg

- Sketch leg bones to connect pelvis and foot
- Keep knee level in the middle between the hip and ankle
- Keep lower leg slightly curved from the knee level down



# How to Draw Fashion Figure

## Essential figure drawing techniques

### Chapter 5

#### Tip

Hand and face have the same length

#### Tip

Elbow level is in the middle of an arm

- Sketch arm bones starting from shoulder line
- Keep elbow and waist line at the same level
- Keep the same length for upper and lower arms
- Keep hand length approximately as the length of the face

Shoulder line

Upper arm

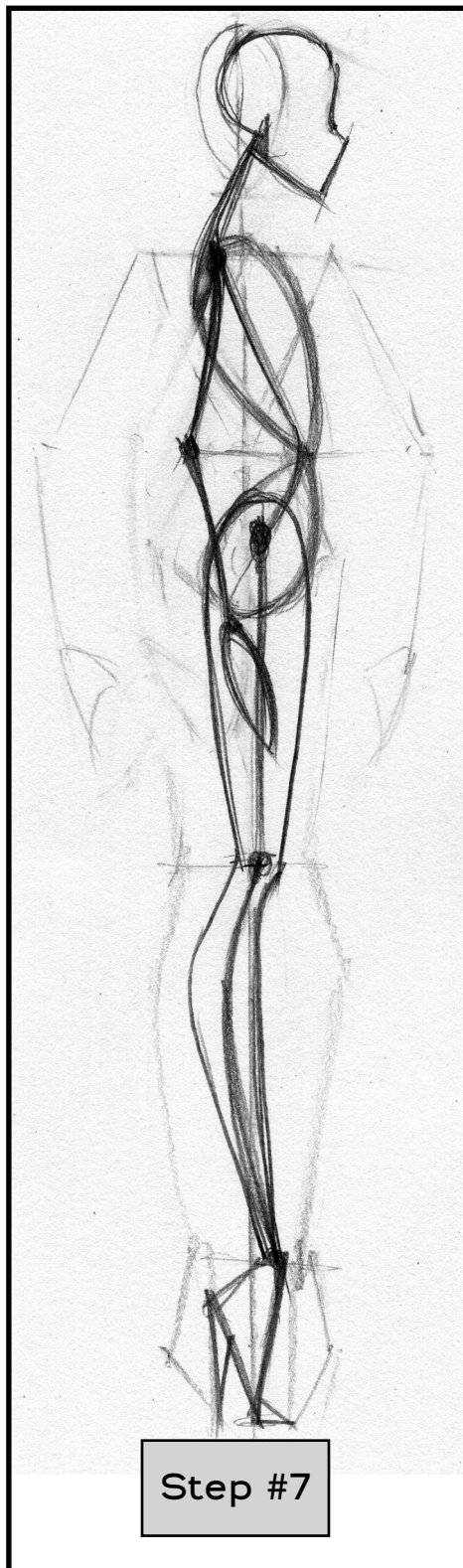
Elbow and waistline level

Lower arm

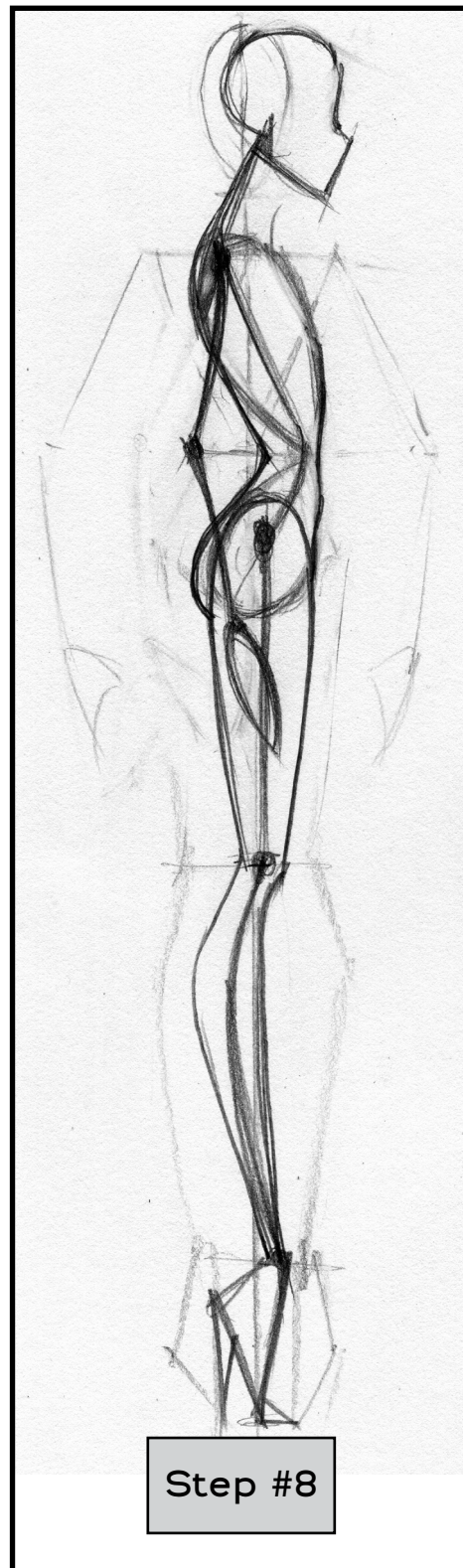
Hand

Step #6

**Freehand sketching of side view croquis (continued)**



- Finalize the leg outlining

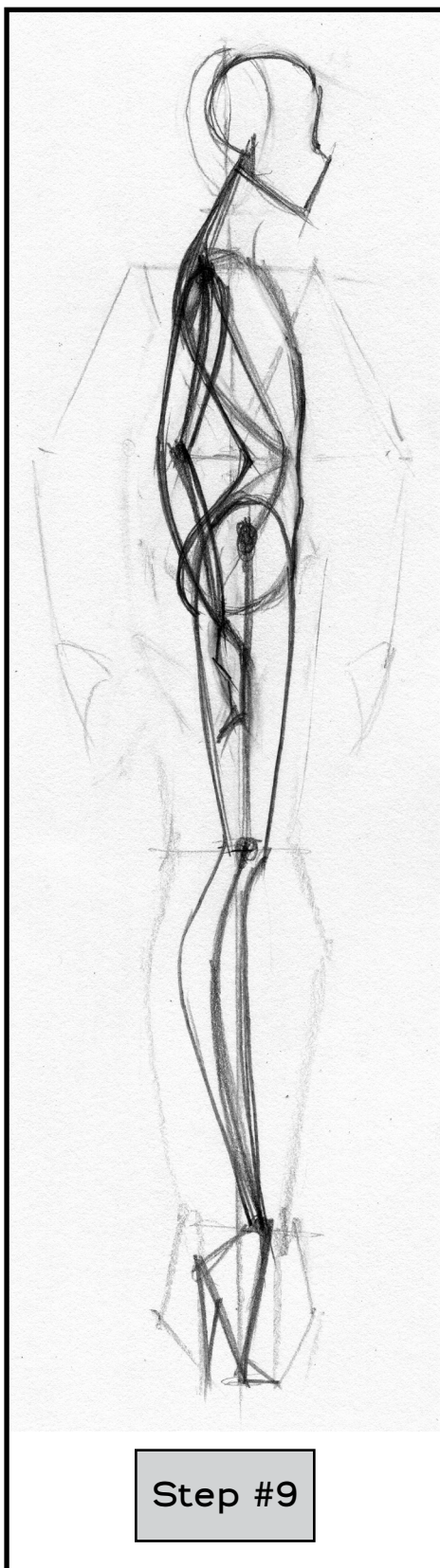


- Add more body to buttocks
- Show outlining of back in waist area

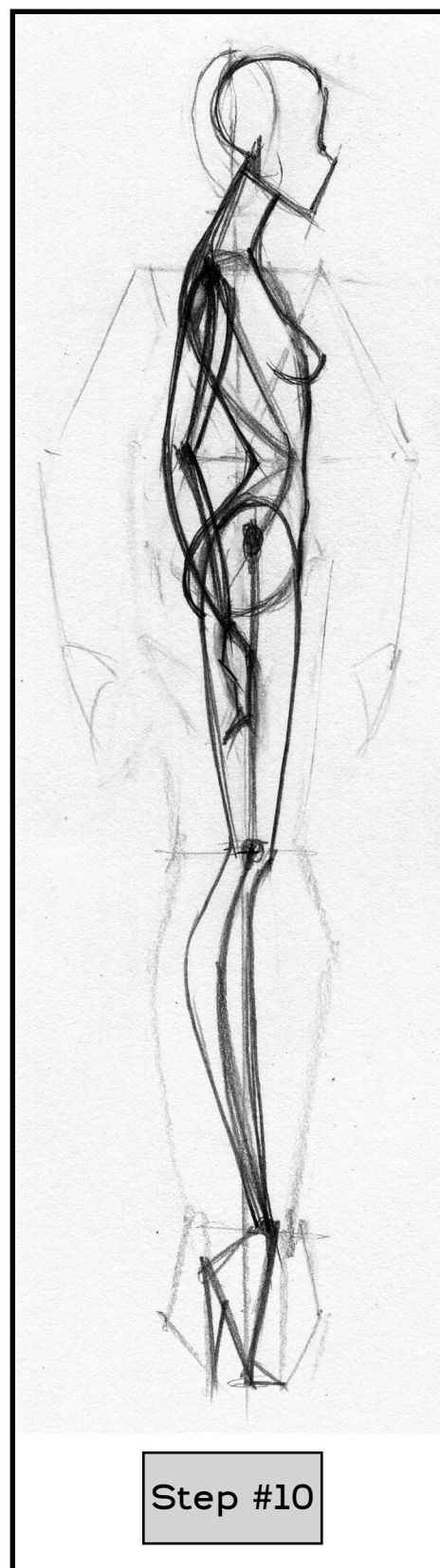


## How to Draw Fashion Figure Essential figure drawing techniques

### Chapter 5

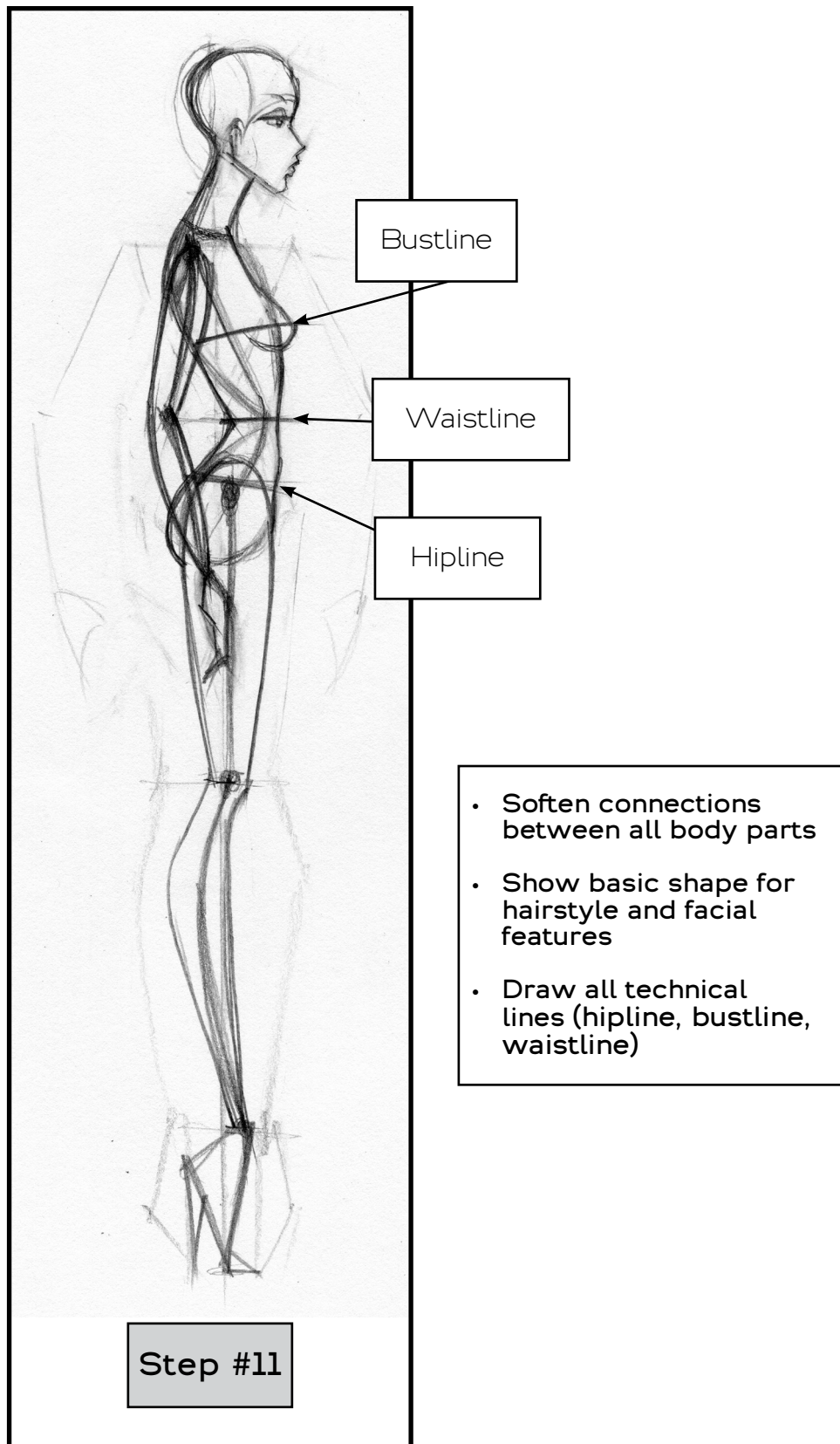


- Finalize the arm outlining

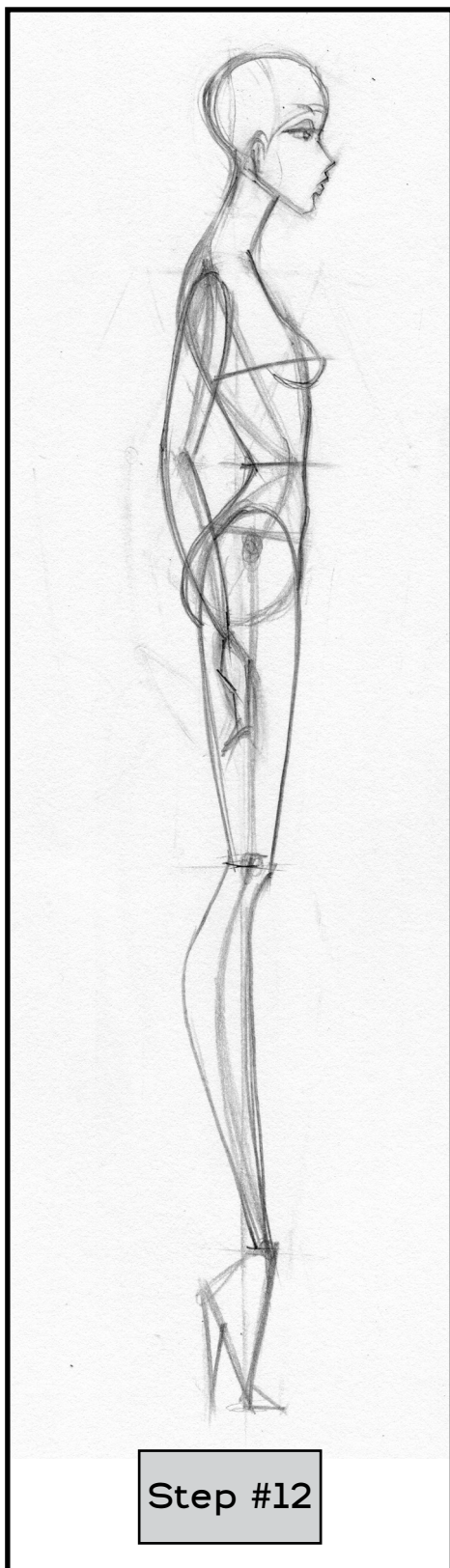


- Add shape to the breast area
- Finalize the neck outlining

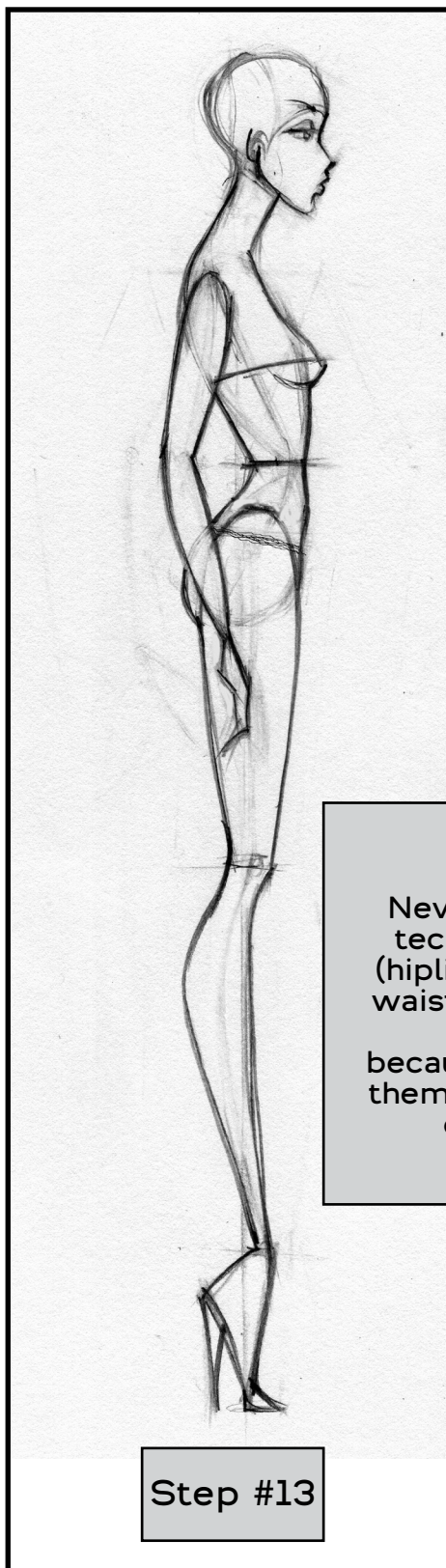
**Freehand sketching of side view croquis (continued)**







- Erase all unnecessary lines
- Check everything before final outlining



- Do final outlining

### Tip

Never erase all technical lines (hipline, bustline, waistline) on final croquis because you need them for garment drawing

# **Contents:**

**Chapter 1.** Pages 9-25  
**Basics of body proportions**

**Chapter 2.** Pages 27-35  
**Fashion figure schematics (wire skeleton study)**

**Chapter 3.** Pages 37-45  
**Sketching strategy**

**Chapter 4.** Pages 47-61  
**Freehand sketching for 10 heads tall fashion figure (front view)**

**Chapter 5.** Pages 63-75  
**Freehand sketching for 10 heads tall fashion figure (side view)**

**Chapter 6.** Pages 77-91  
**Cutting method for fashion figure croquis**

**Chapter 7.** Pages 93-125  
**Figure croquis manipulations**

**Chapter 8.** Pages 127-147  
**Faces and hands drawing**

**Index**  
Pages 148-149

**About the author**  
Pages 150-151

# Chapter 6

## Cutting method for fashion figure croquis



## Cutting method for front view croquis

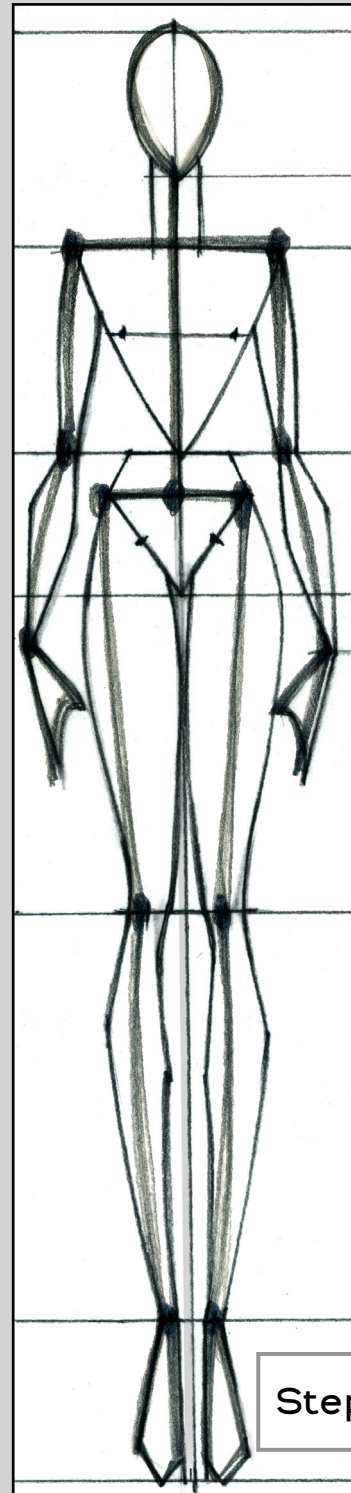
If you do not have experience in drawing, you can try the cutting method



The cutting method gives you an opportunity to gain experience gradually

Step #1

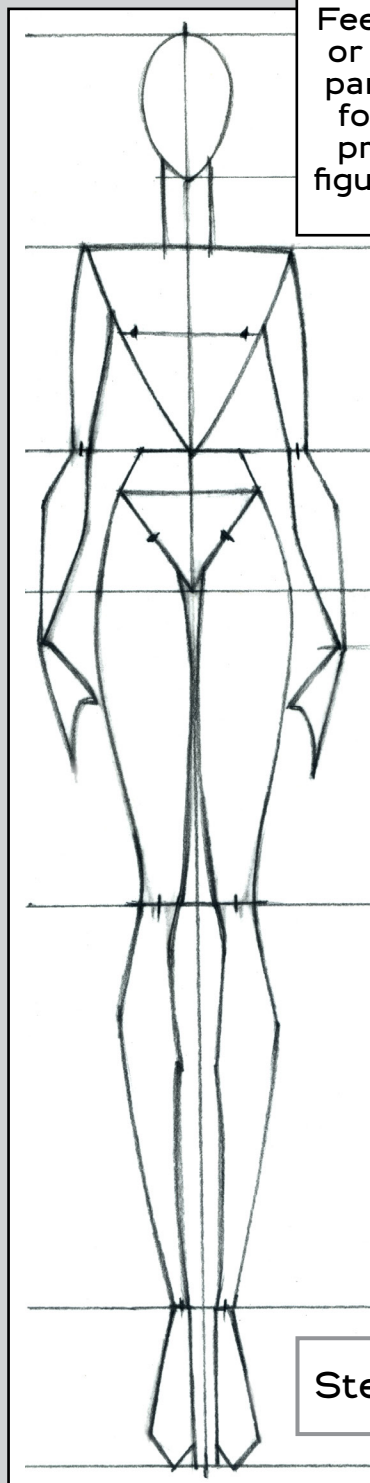
- Chose the basic head-body proportions for the croquis



Step #2

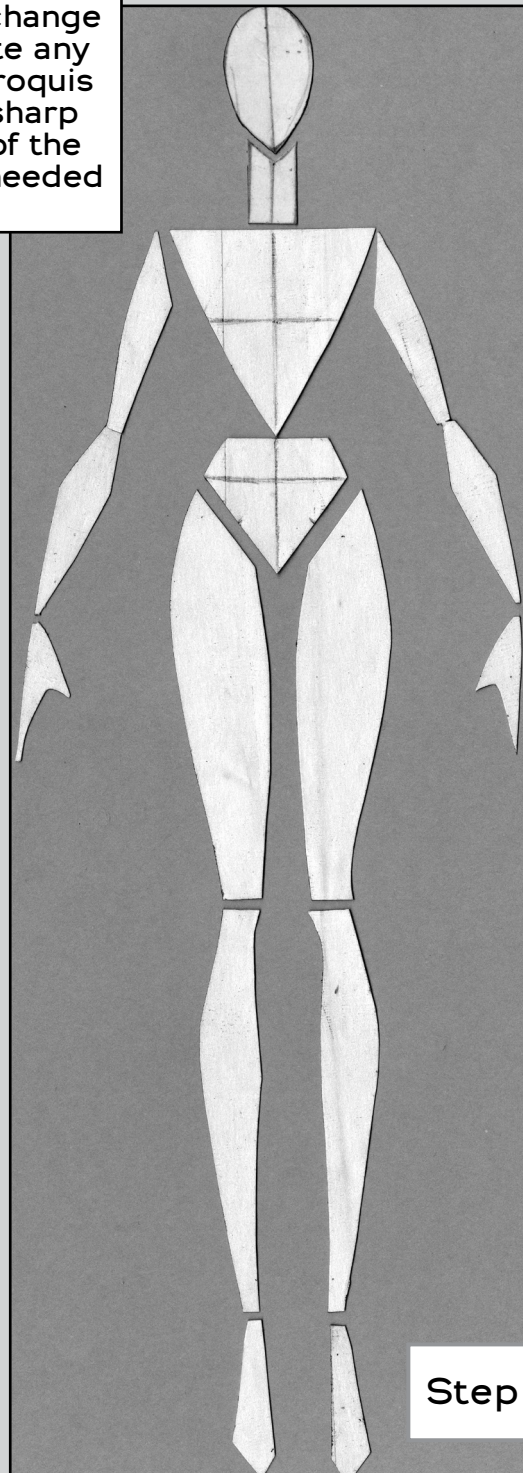
- Apply the basic body shape for the skeleton sketch

## Chapter 6



Step #3

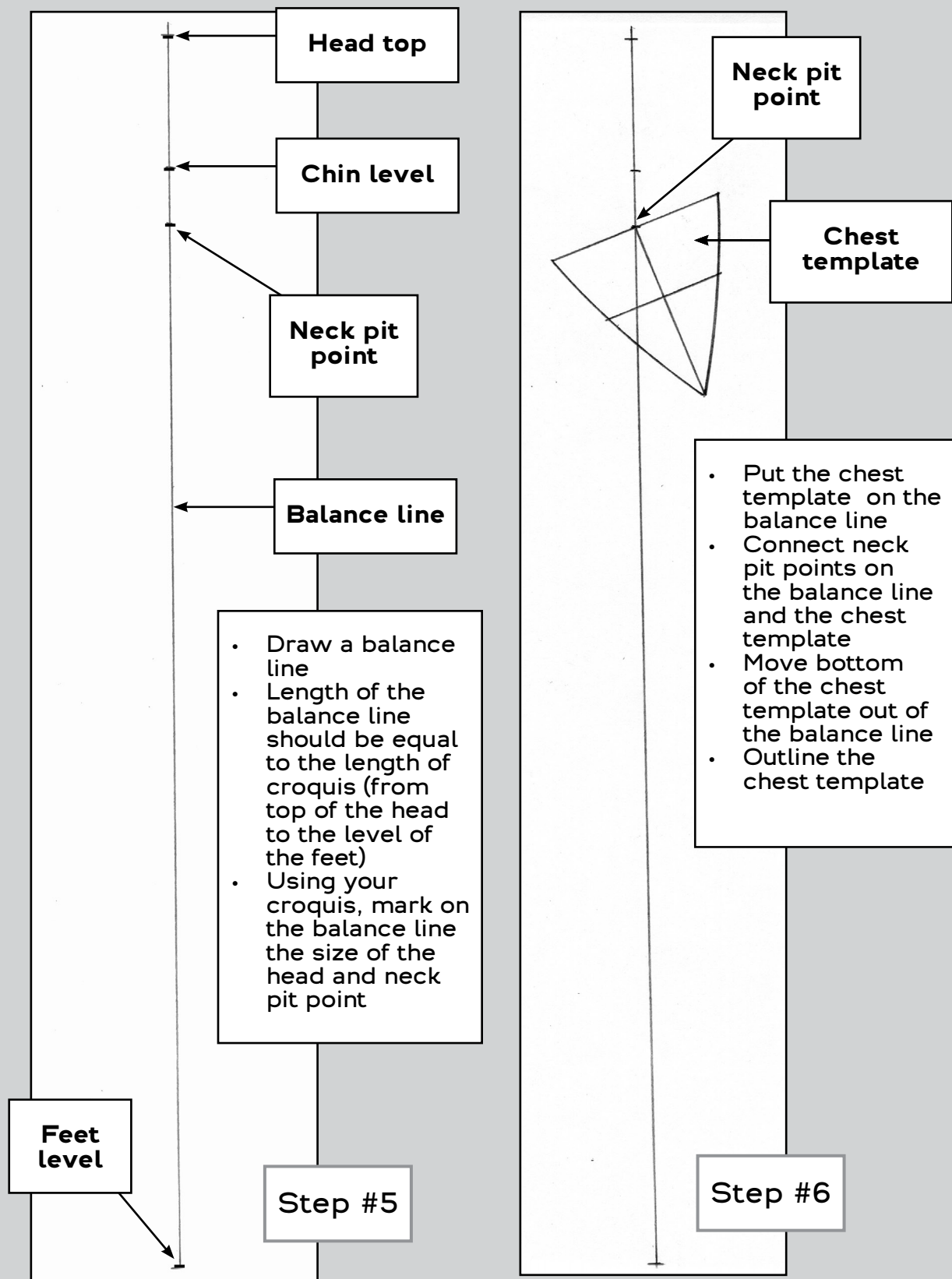
- Erase all unnecessary line
- Croquis is ready to use
- You can laminate the croquis before cutting to make it lasts longer



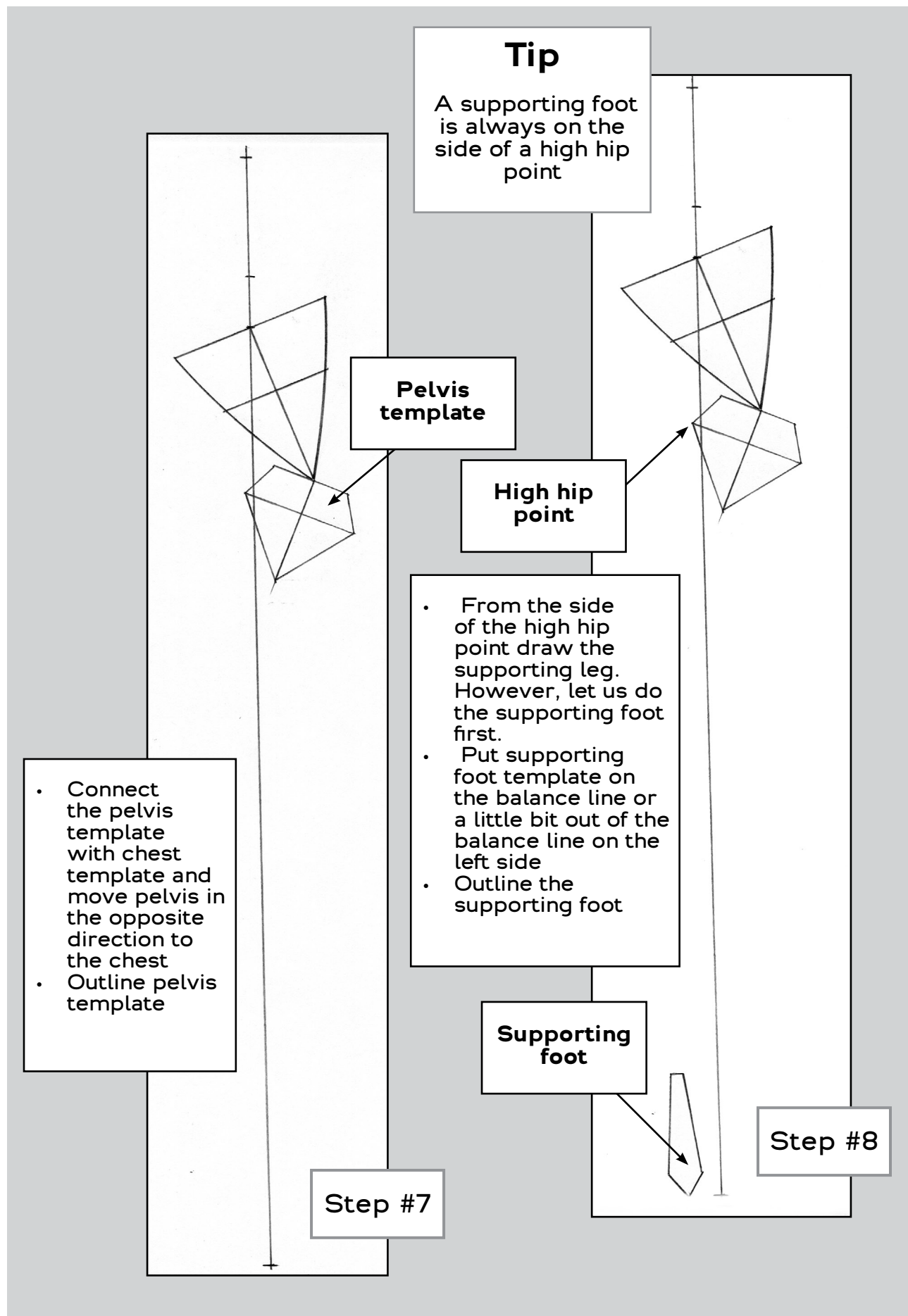
Step #4

- Cut your croquis into separate pieces: head, chest, pelvis, upper arms, and legs, lower arms and legs, hands, feet

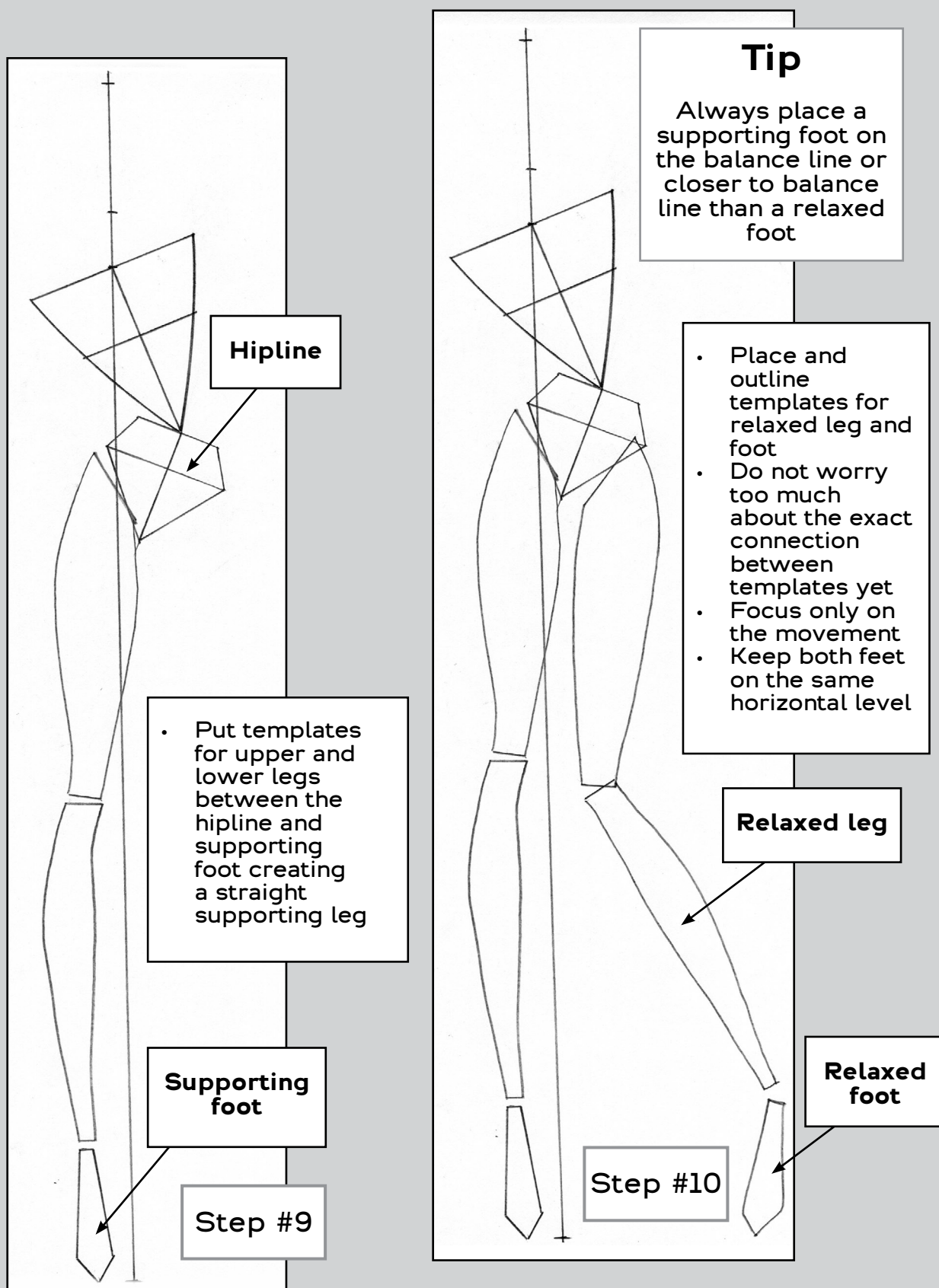
## Cutting method for front view croquis (continued)



## Chapter 6

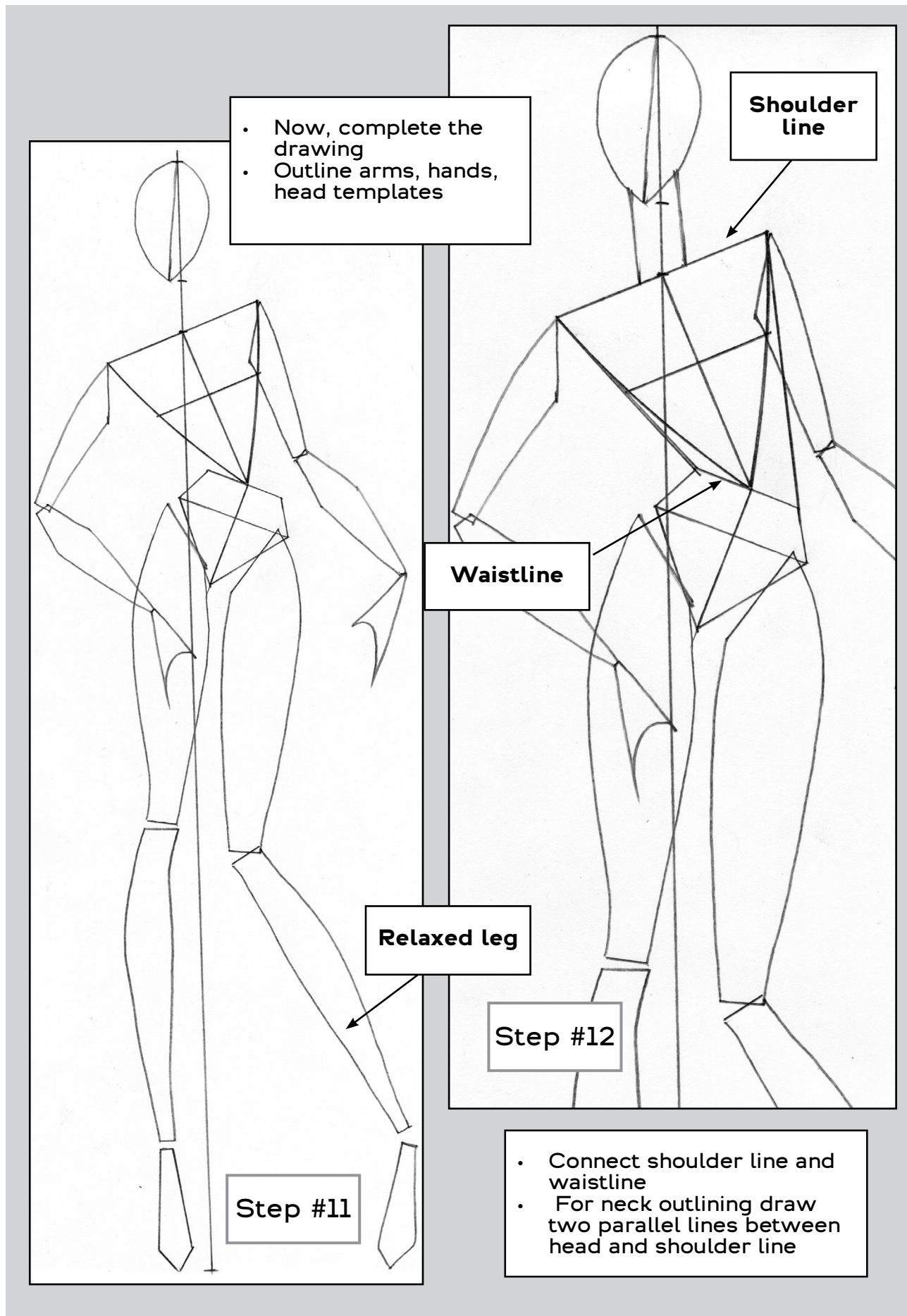


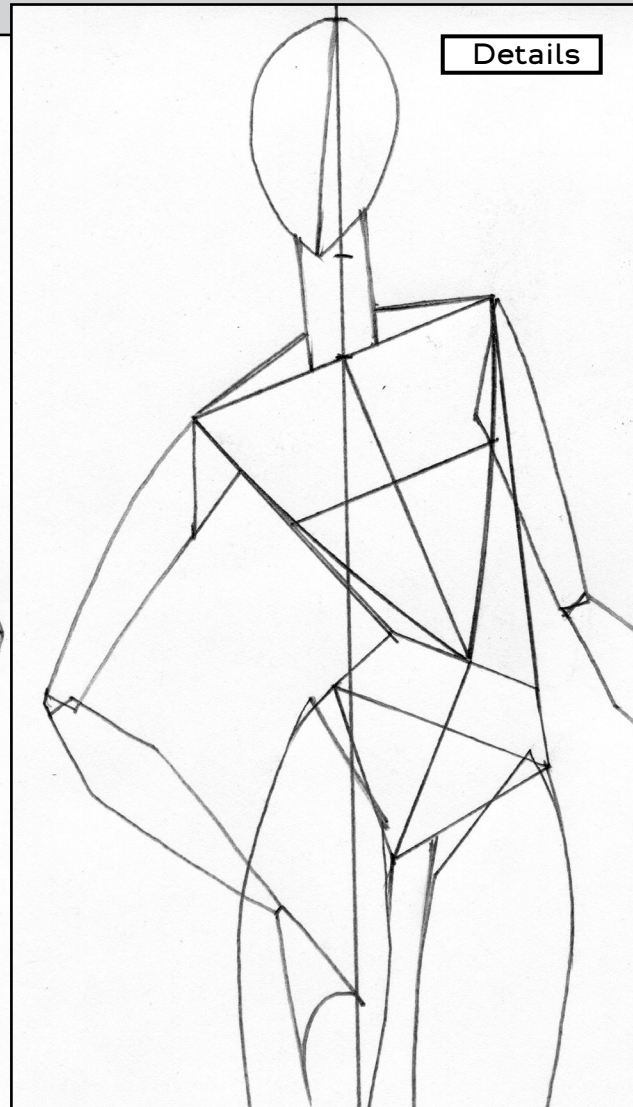
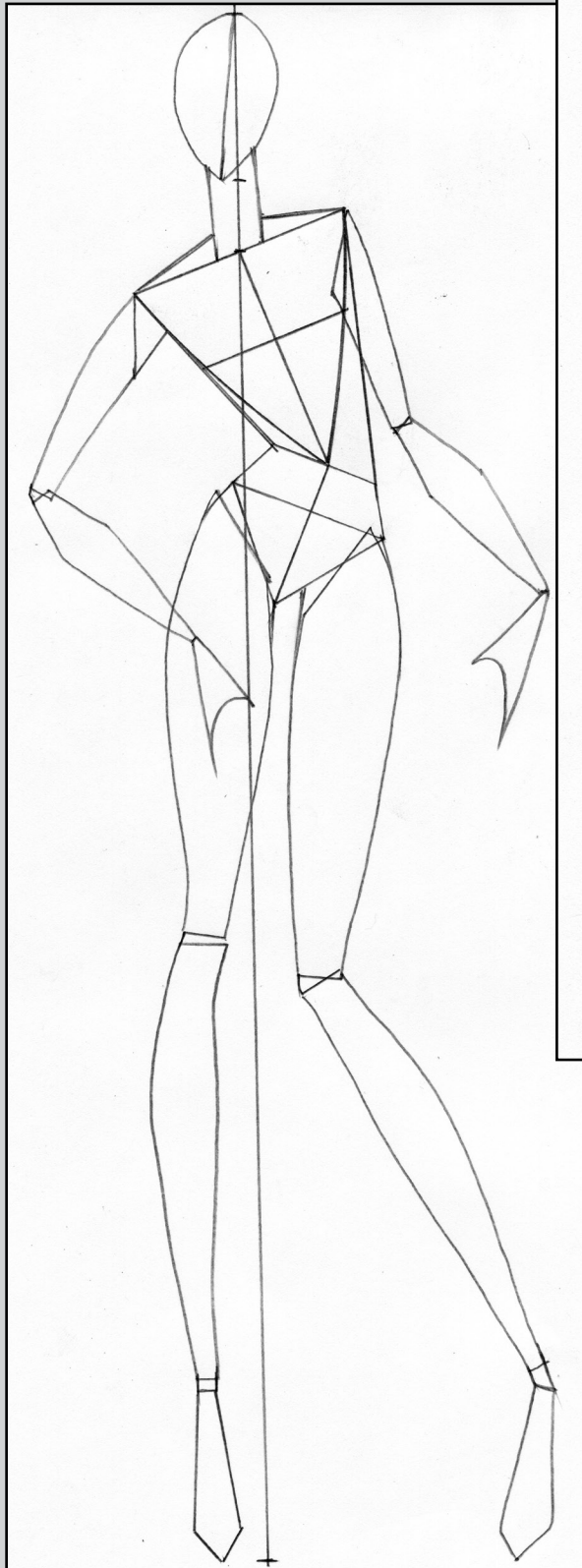
## Cutting method for front view croquis (continued)





## Chapter 6

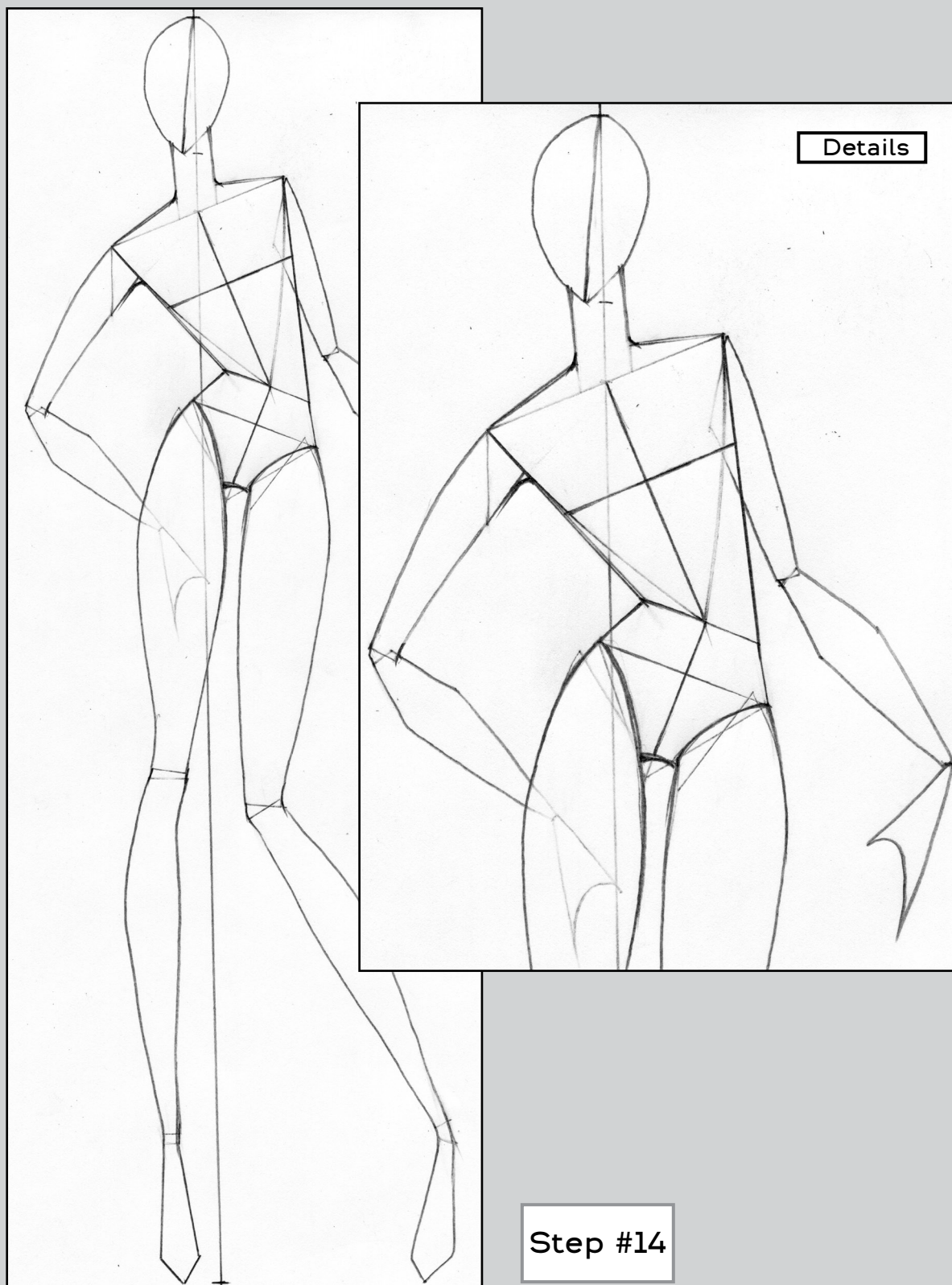


**Cutting method for front view croquis (continued)**

- Add extra shape to the shoulder area
- Connect upper legs and pelvis
- Connect lower legs and upper legs
- Connect lower legs and feet
- Connect upper arms and lower arms

**Step #13**

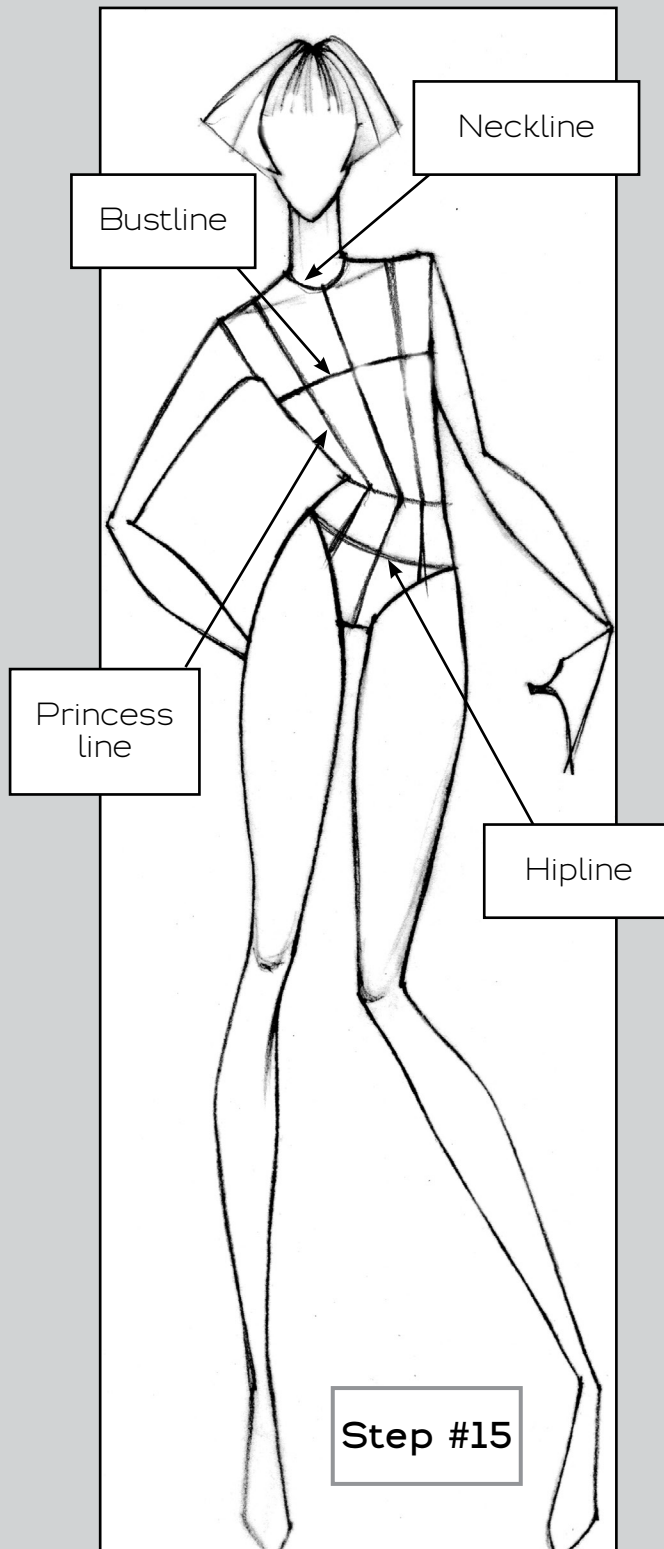




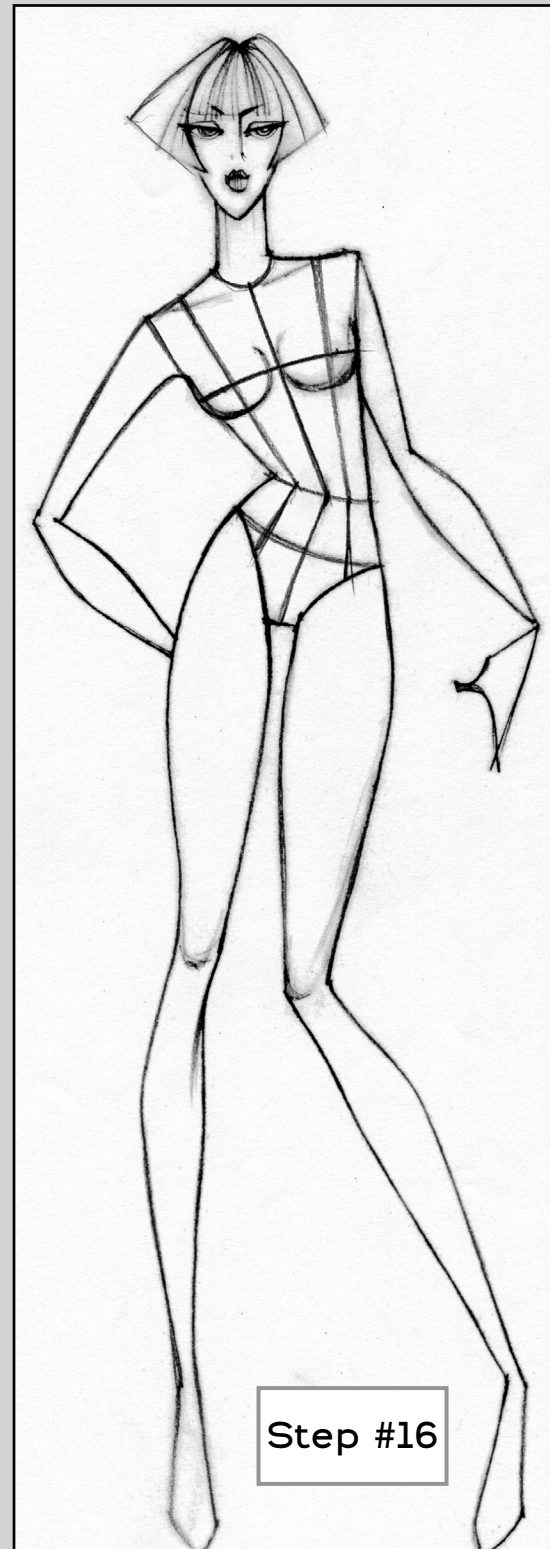
**Step #14**

- Erase all unnecessary lines
- Finalize pelvis outlining
- Check all details

## Cutting method for front view croquis (final steps)

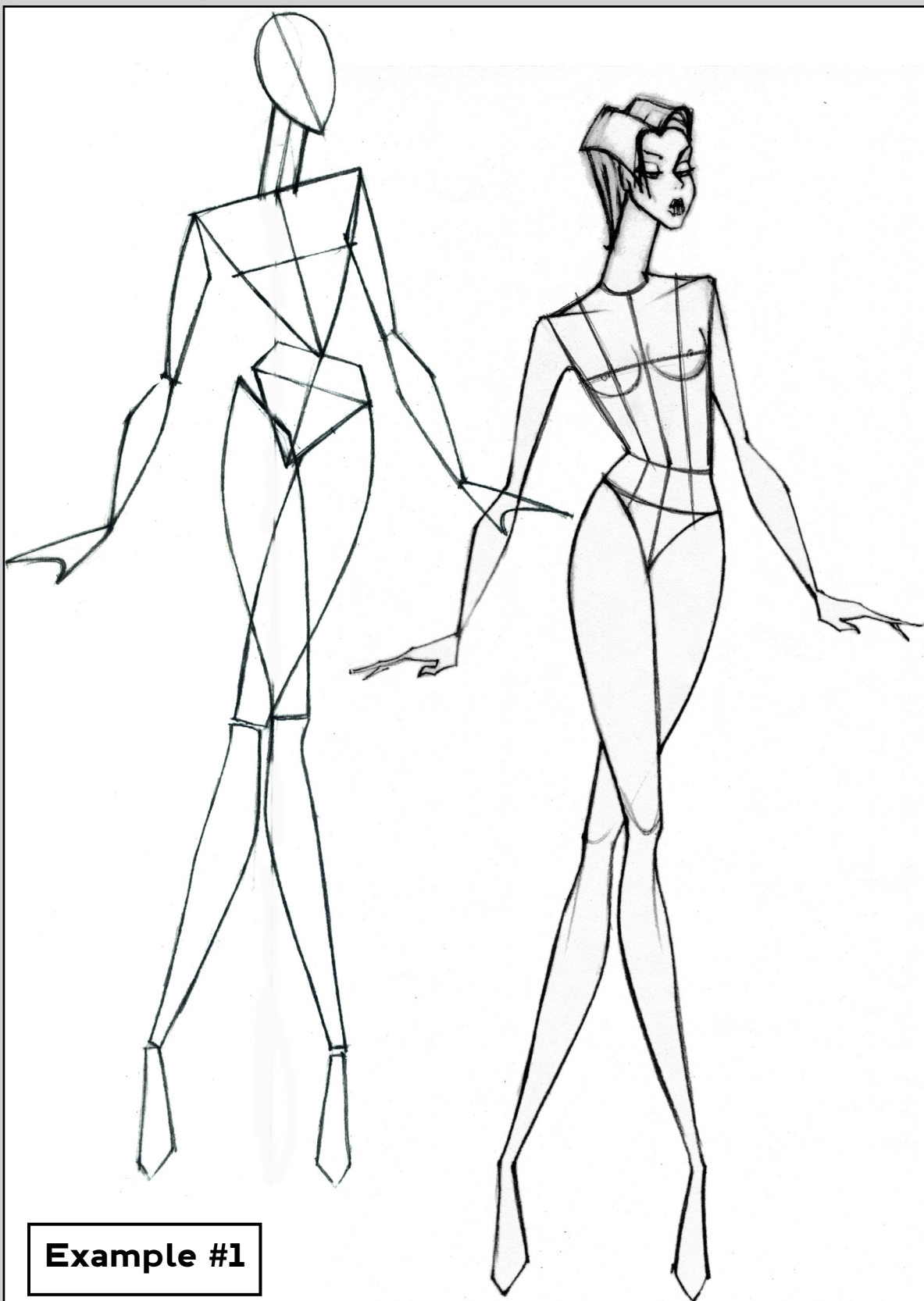


- Draw princess line for chest and pelvis
- Show hipline, bustline and neckline
- Check everything before final outlining



- Do final outlining
- Draw face features

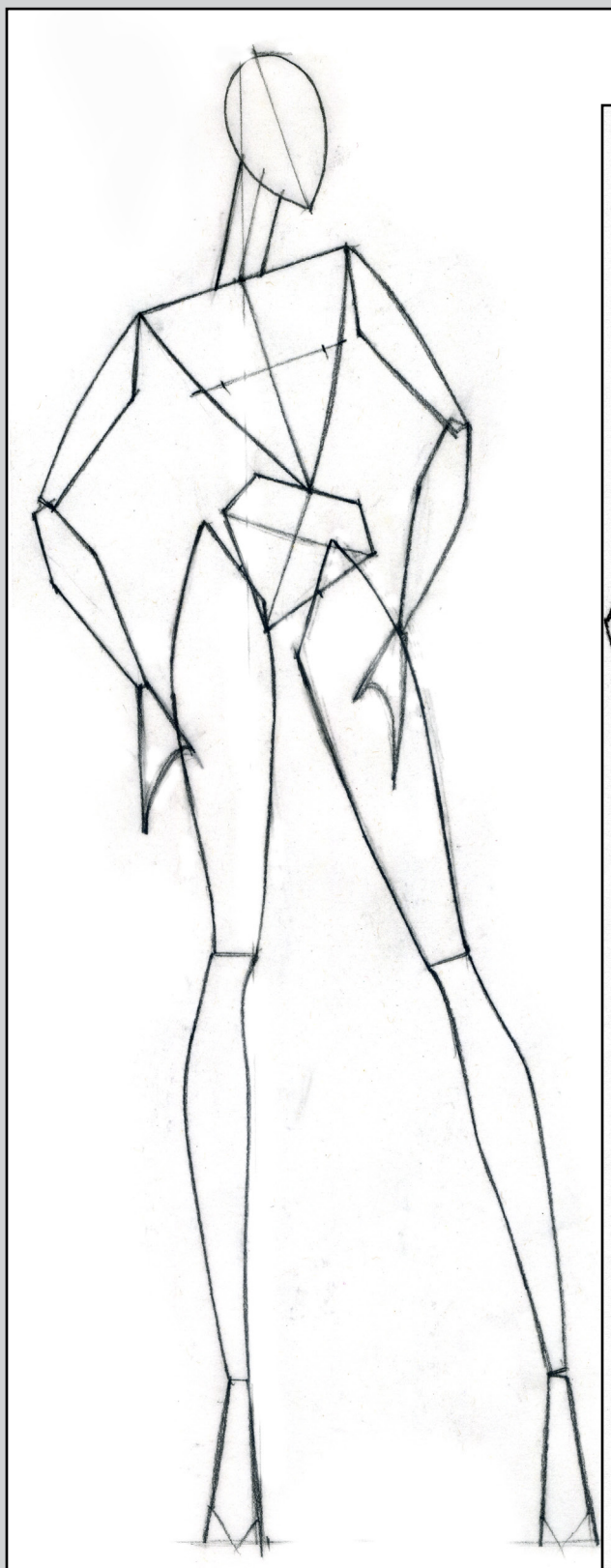
## More croquis by cutting method



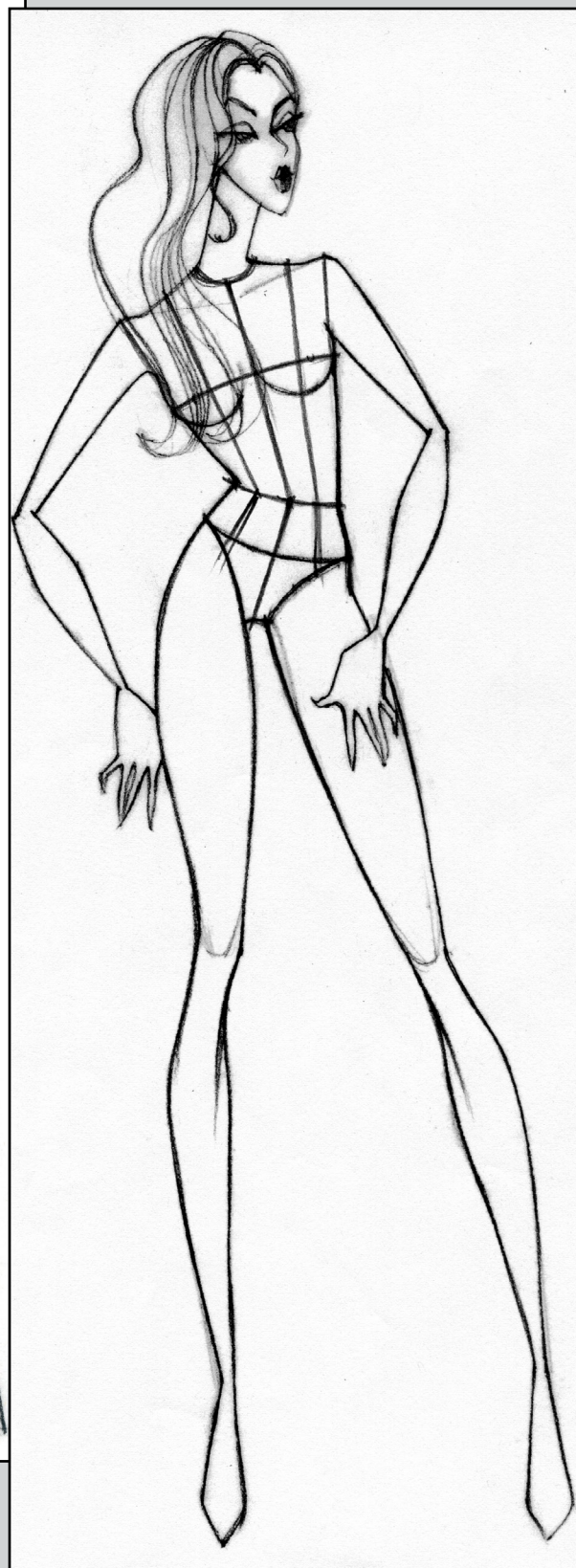
**Example #1**

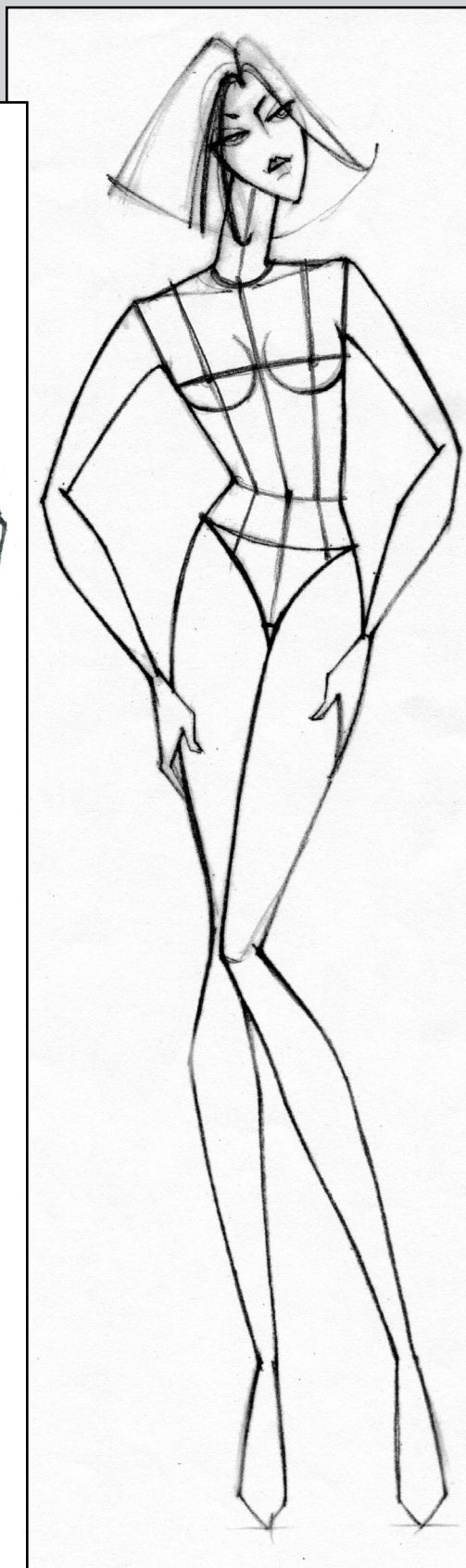
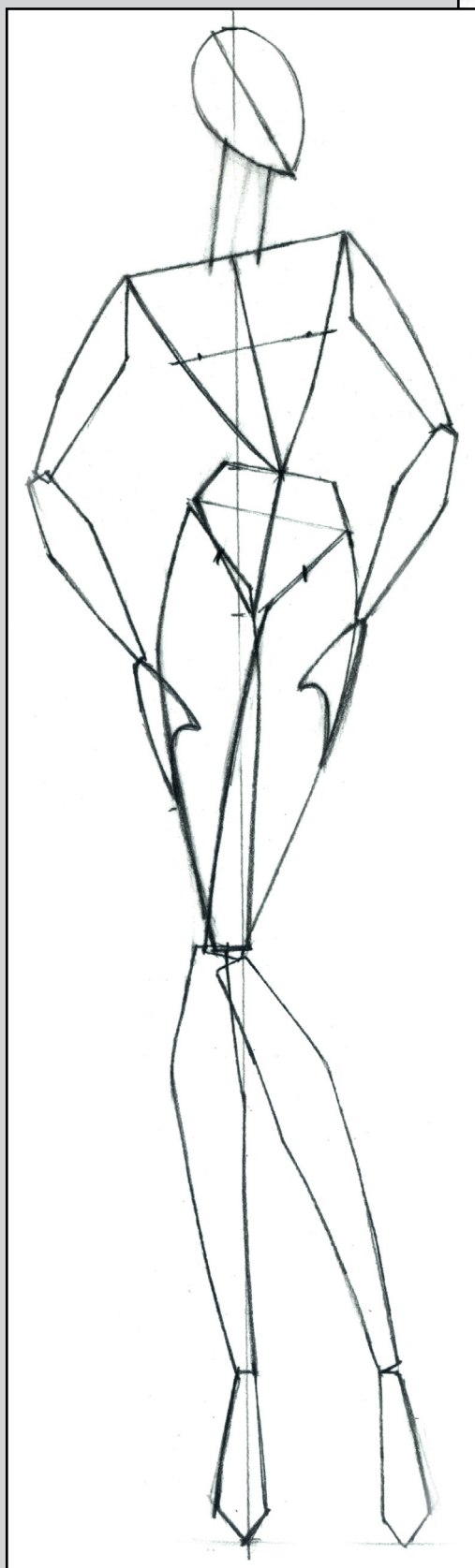


**More croquis by cutting method (continued)**



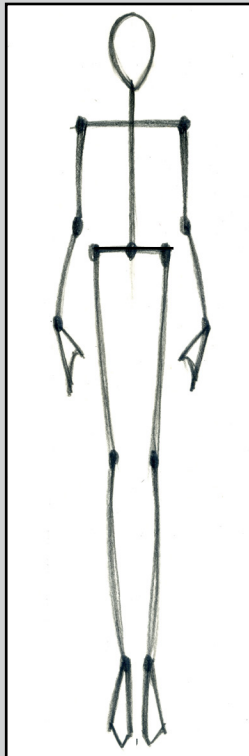
**Example #2**



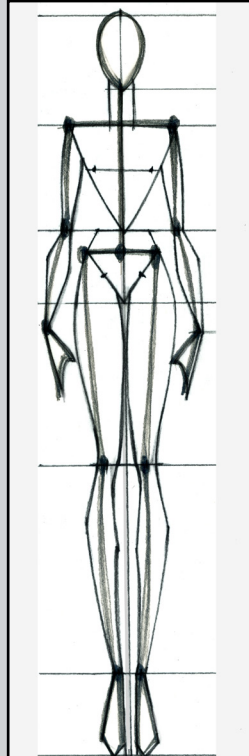


**Example #3**

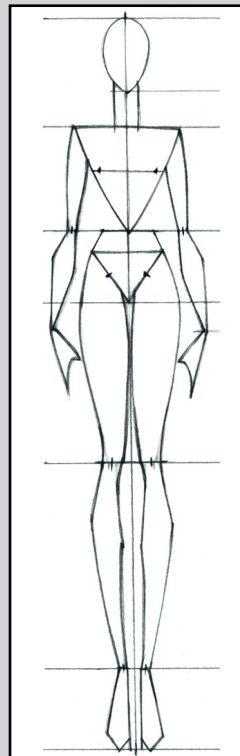
# Cutting method for front view croquis at a glance



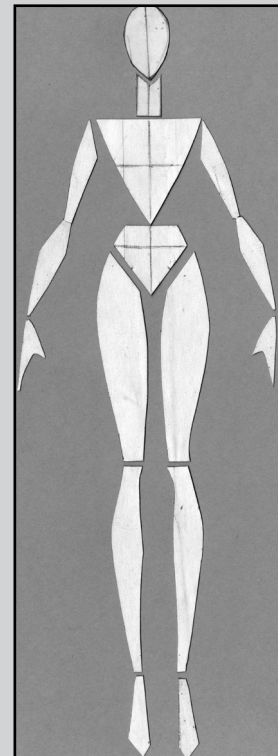
Step #1  
See page 78



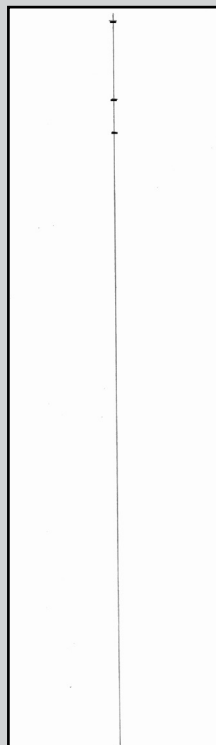
Step #2  
See page 78



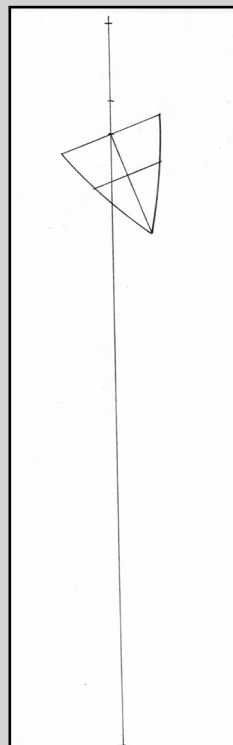
Step #3  
See page 79



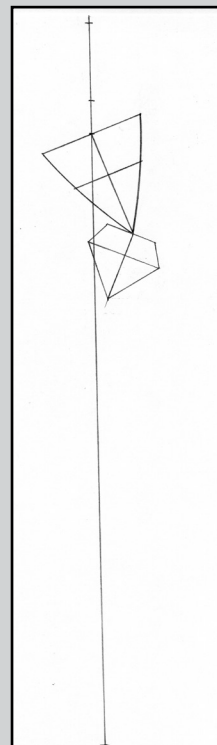
Step #4  
See page 79



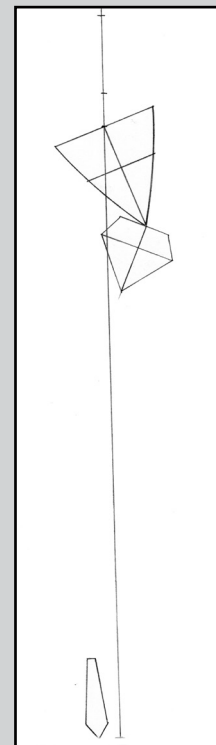
Step #5  
See page 80



Step #6  
See page 80

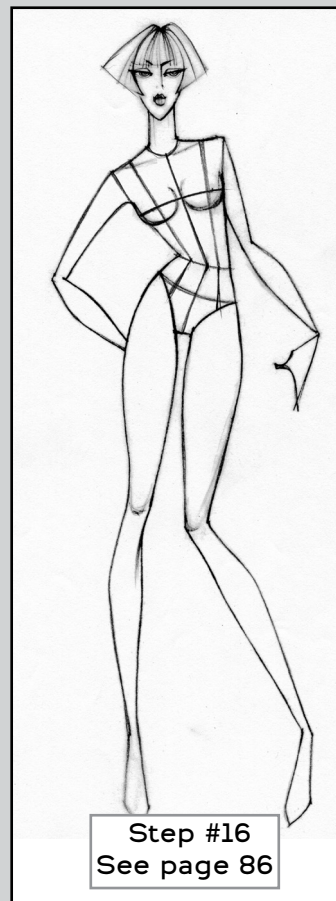
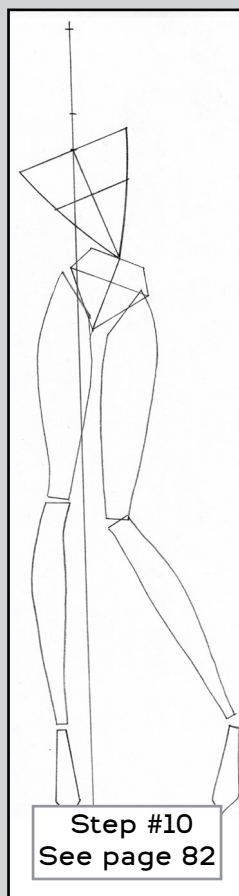
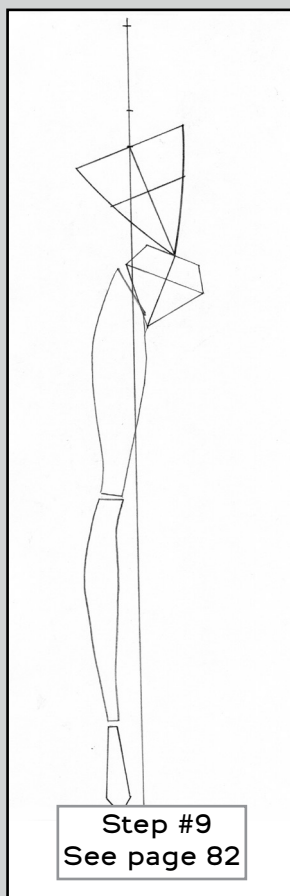


Step #7  
See page 81



Step #8  
See page 81







# **Contents:**

**Chapter 1.** Pages 9-25  
**Basics of body proportions**

**Chapter 2.** Pages 27-35  
**Fashion figure schematics (wire skeleton study)**

**Chapter 3.** Pages 37-45  
**Sketching strategy**

**Chapter 4.** Pages 47-61  
**Freehand sketching for 10 heads tall fashion figure (front view)**

**Chapter 5.** Pages 63-75  
**Freehand sketching for 10 heads tall fashion figure (side view)**

**Chapter 6.** Pages 77-91  
**Cutting method for fashion figure croquis**

**Chapter 7.** Pages 93-125  
**Figure croquis manipulations**

**Chapter 8.** Pages 127-147  
**Faces and hands drawing**

**Index**  
Pages 148-149

**About the author**  
Pages 150-151

# Chapter 7

## Figure croquis manipulations

## Croquis manipulations

### Manipulation #1

Creating plus size croquis using croquis with streamline body proportions

### Wire skeleton

### Tip

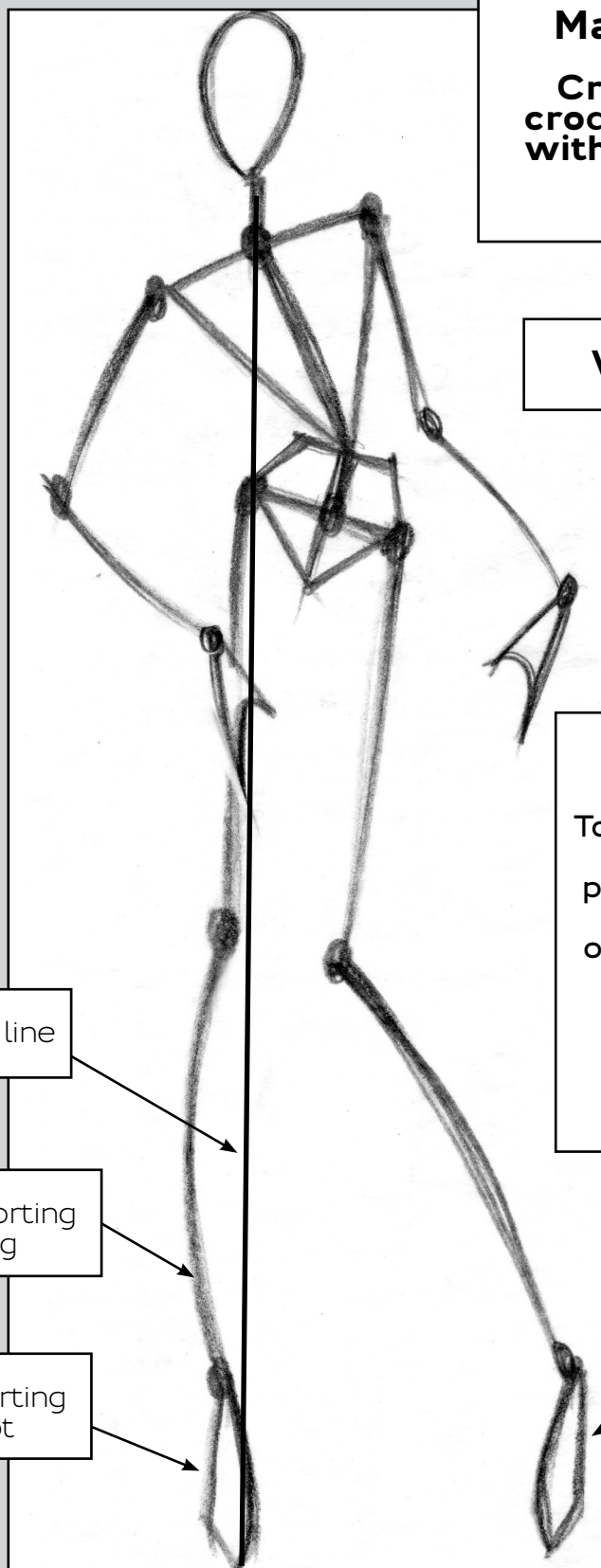
To create plus size croquis follow step by step process (see pages 14-19) or outline your existing front view croquis and make a few adjustments (see pages 95-99)

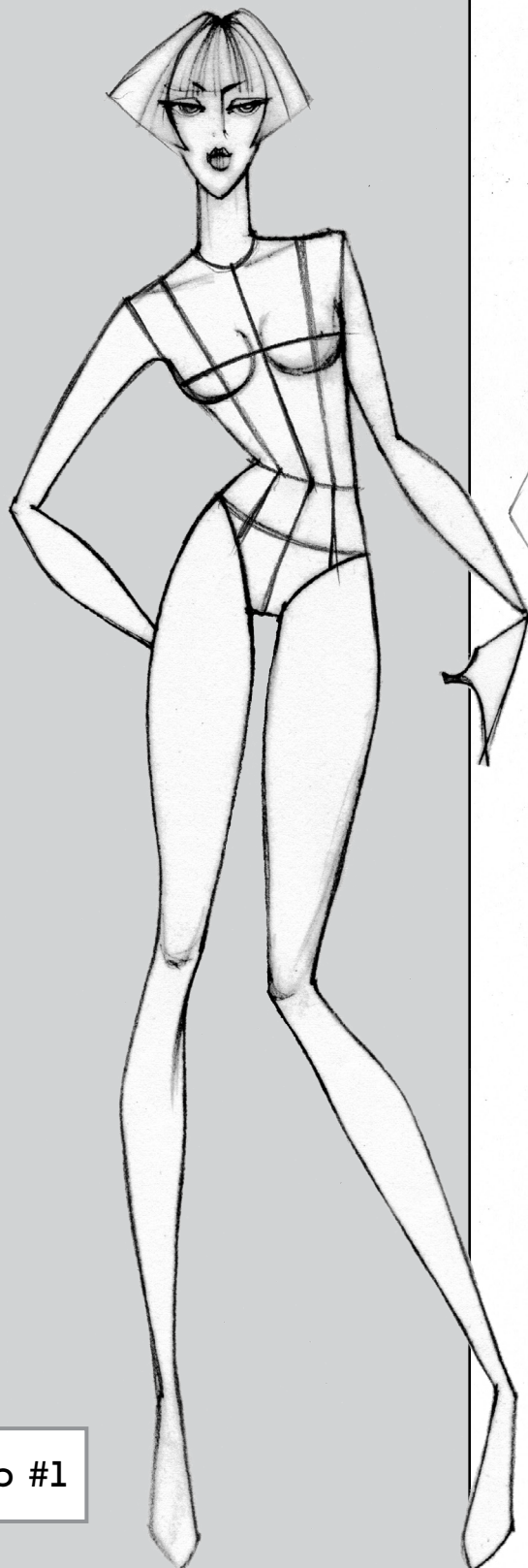
Balance line

Supporting leg

Supporting foot

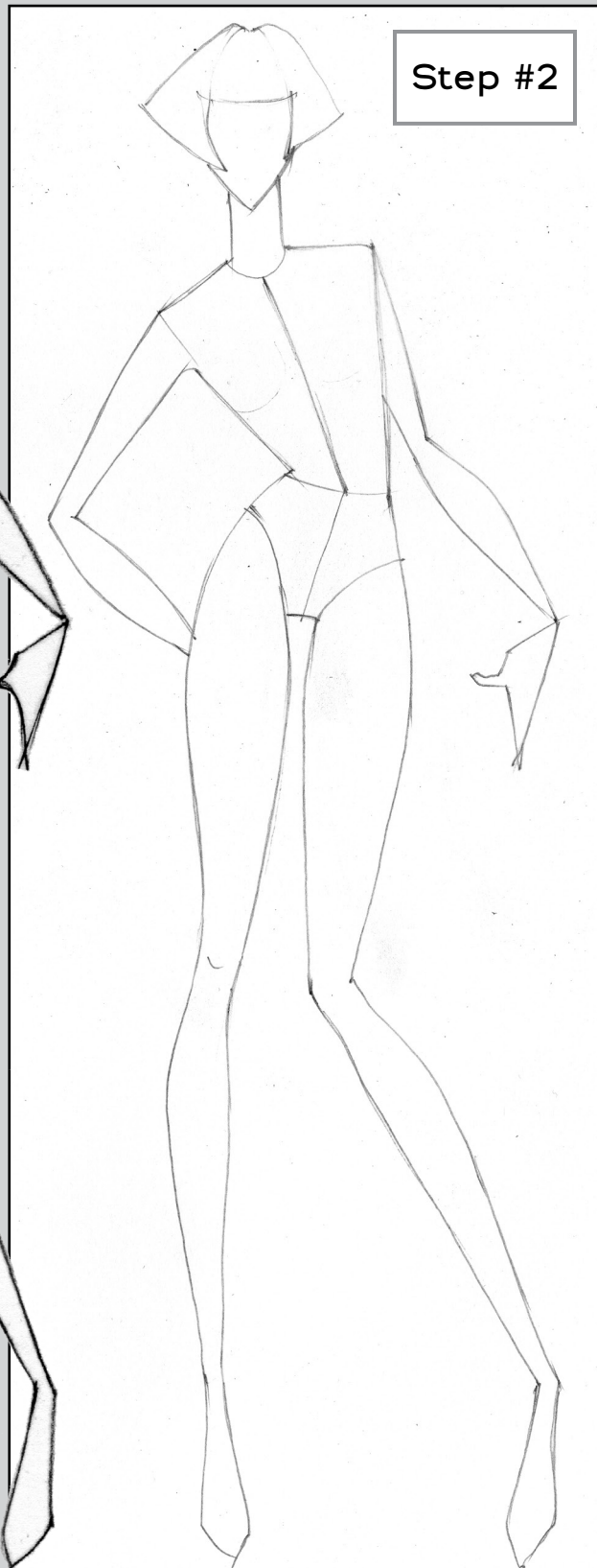
Relaxed foot





**Step #1**

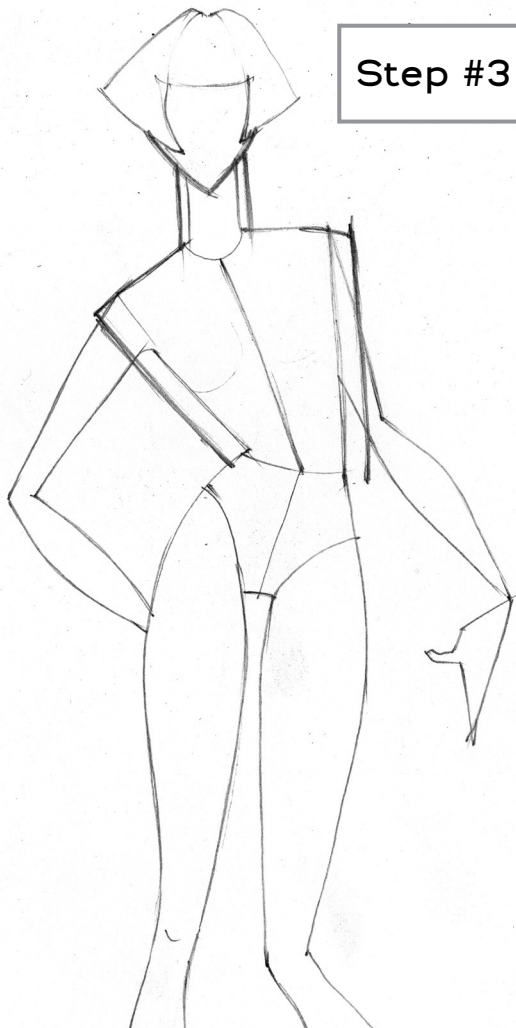
- Chose any streamlined figure croquis as a foundation for plus size croquis



**Step #2**

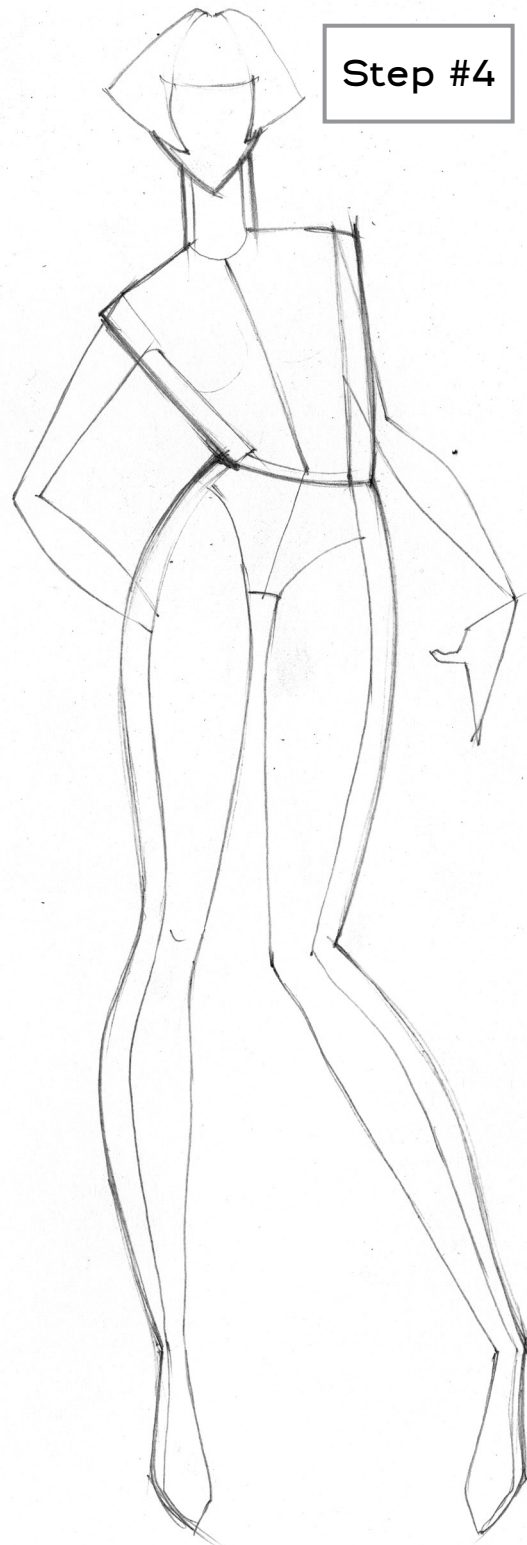
- Outline a croquis
- Keep your line light
- Do not trace any small details



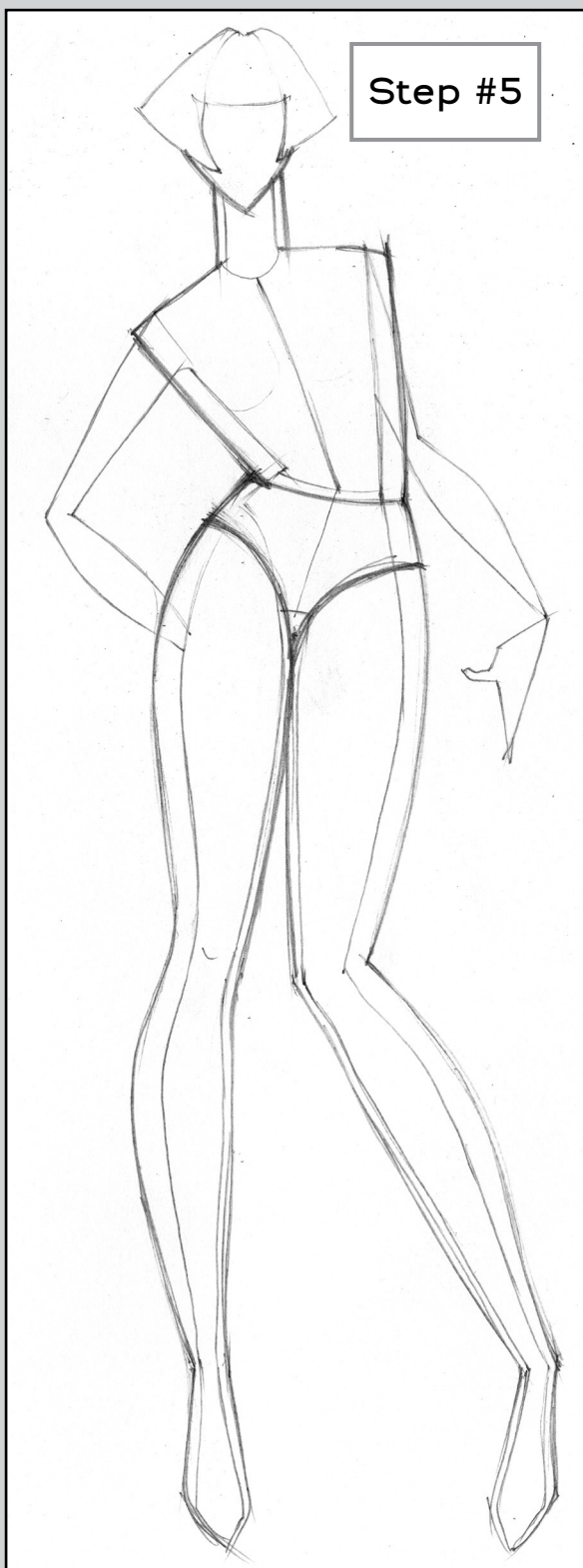
**Croquis manipulations (continued)****Step #3**

**Manipulation #1**  
**Creating plus size  
croquis using croquis  
with streamline body  
proportions (continued)**

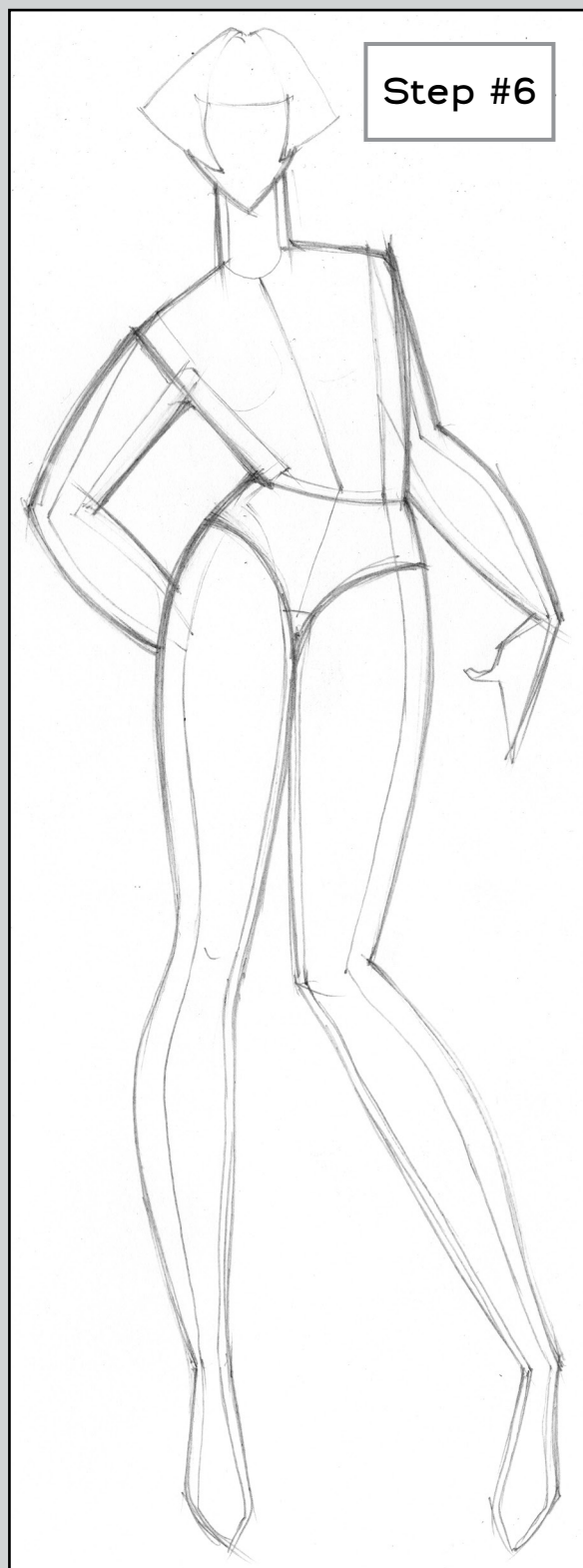
- Add extra volume to face, neck, and chest

**Step #4**

- Add extra volume to the legs



- Add additional extra volume to the legs if necessary



- Add extra volume to arms and hands

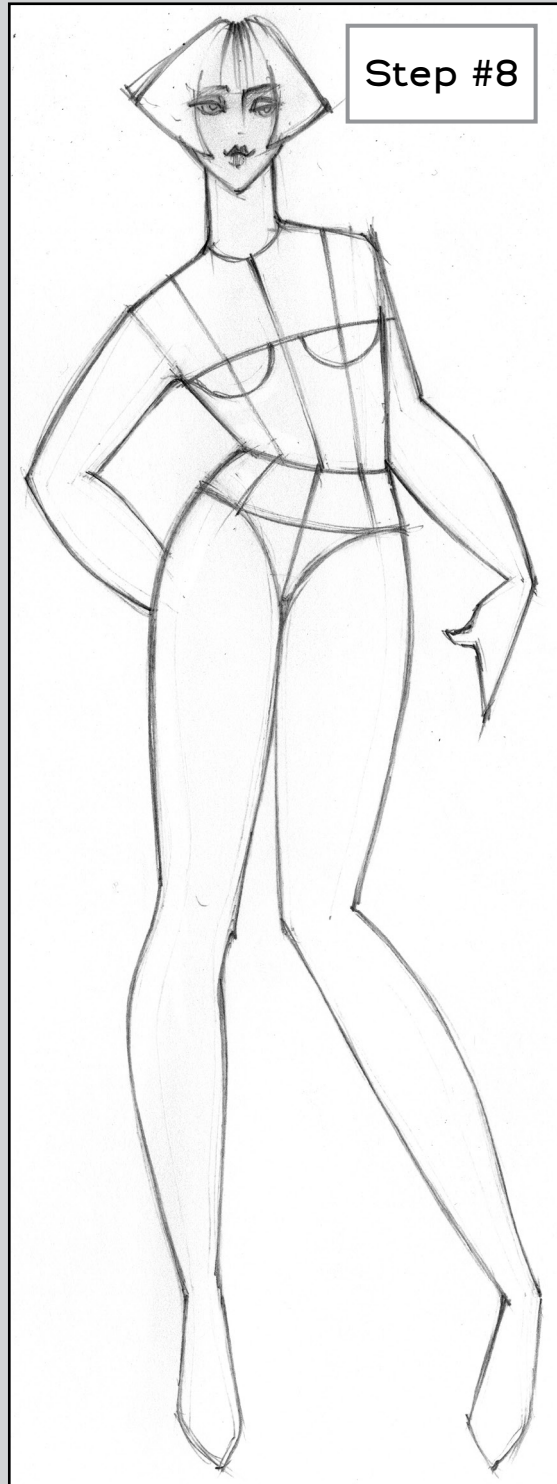
## Croquis manipulations (continued)



Step #7

**Manipulation #1**  
**Creating plus size  
 croquis using croquis  
 with streamline body  
 proportions (continued)**

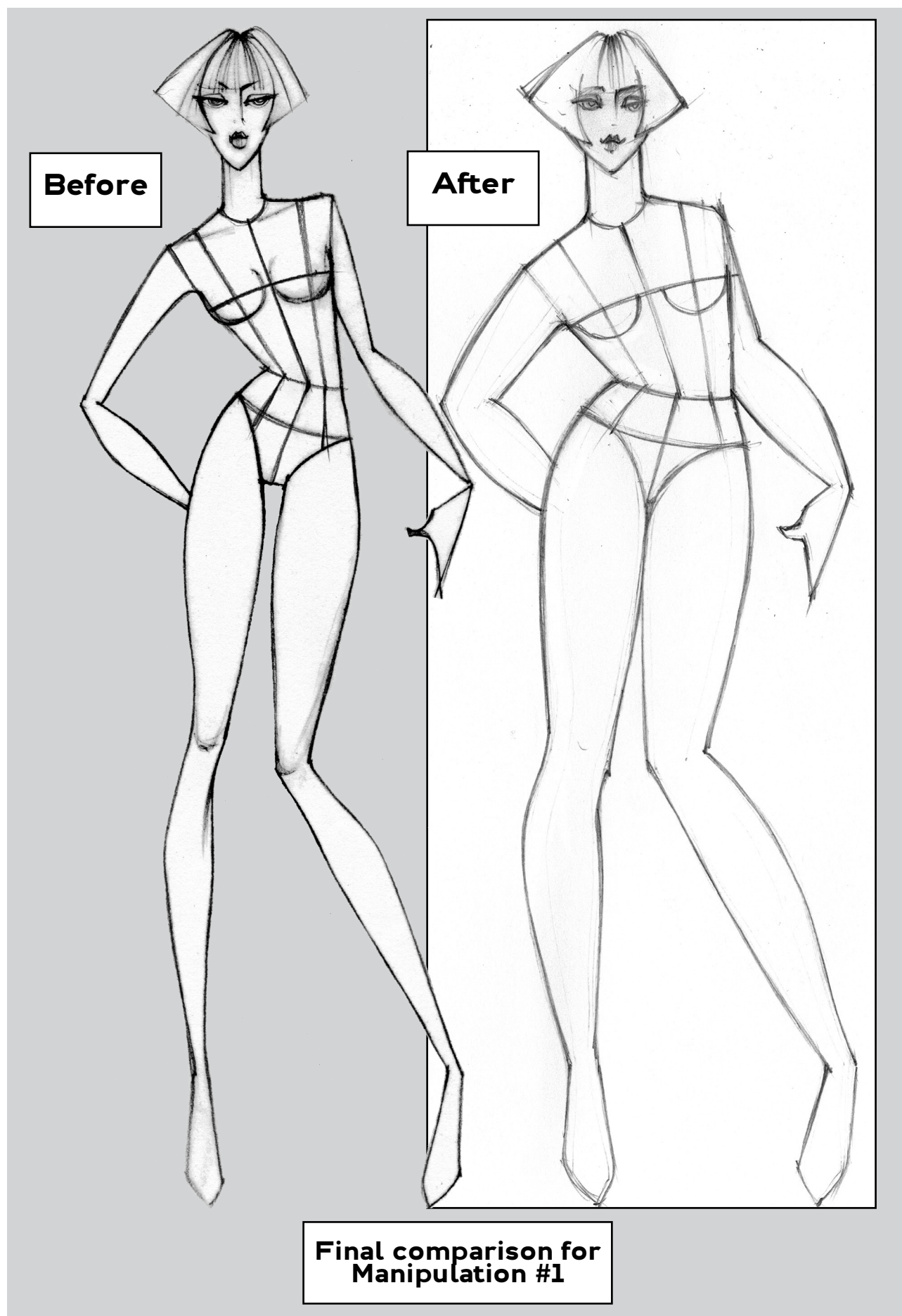
- Erase all unnecessary lines (preliminary outlining)
- Show face features



Step #8

- Check all details and overall body proportions
- Show center, waist, upper hip, bust, and neck lines







## Croquis manipulations (continued)

### Manipulation #2 Creating back view croquis using the front view

The easiest way to create a back view of the croquis is to use the front view croquis as a foundation.

Just outline the front view croquis and make adjustments for details (head, hands, feet, back).

High  
hip point

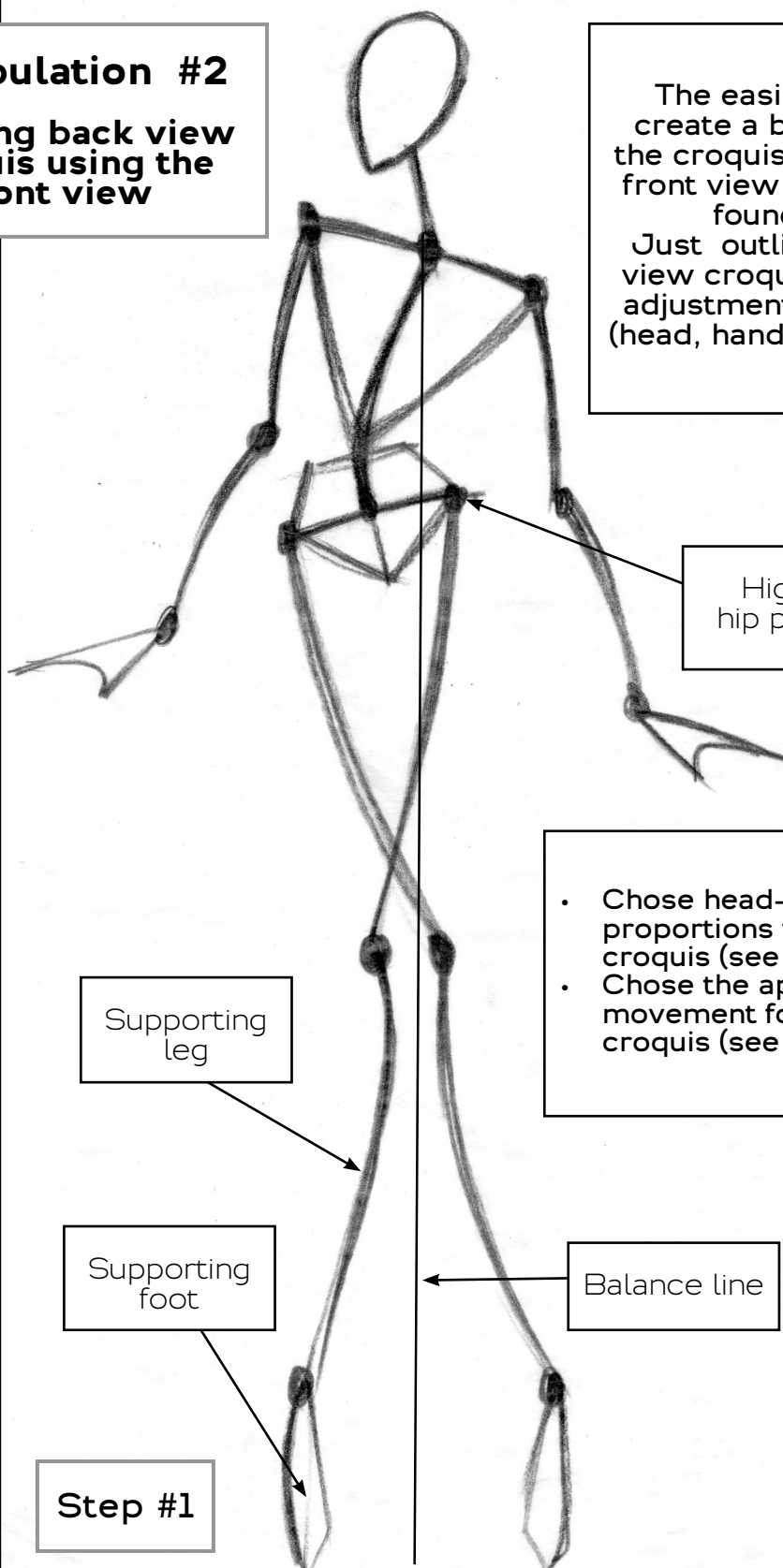
- Chose head-body proportions for future croquis (see page 38)
- Chose the appropriate movement for future croquis (see pages 40-44)

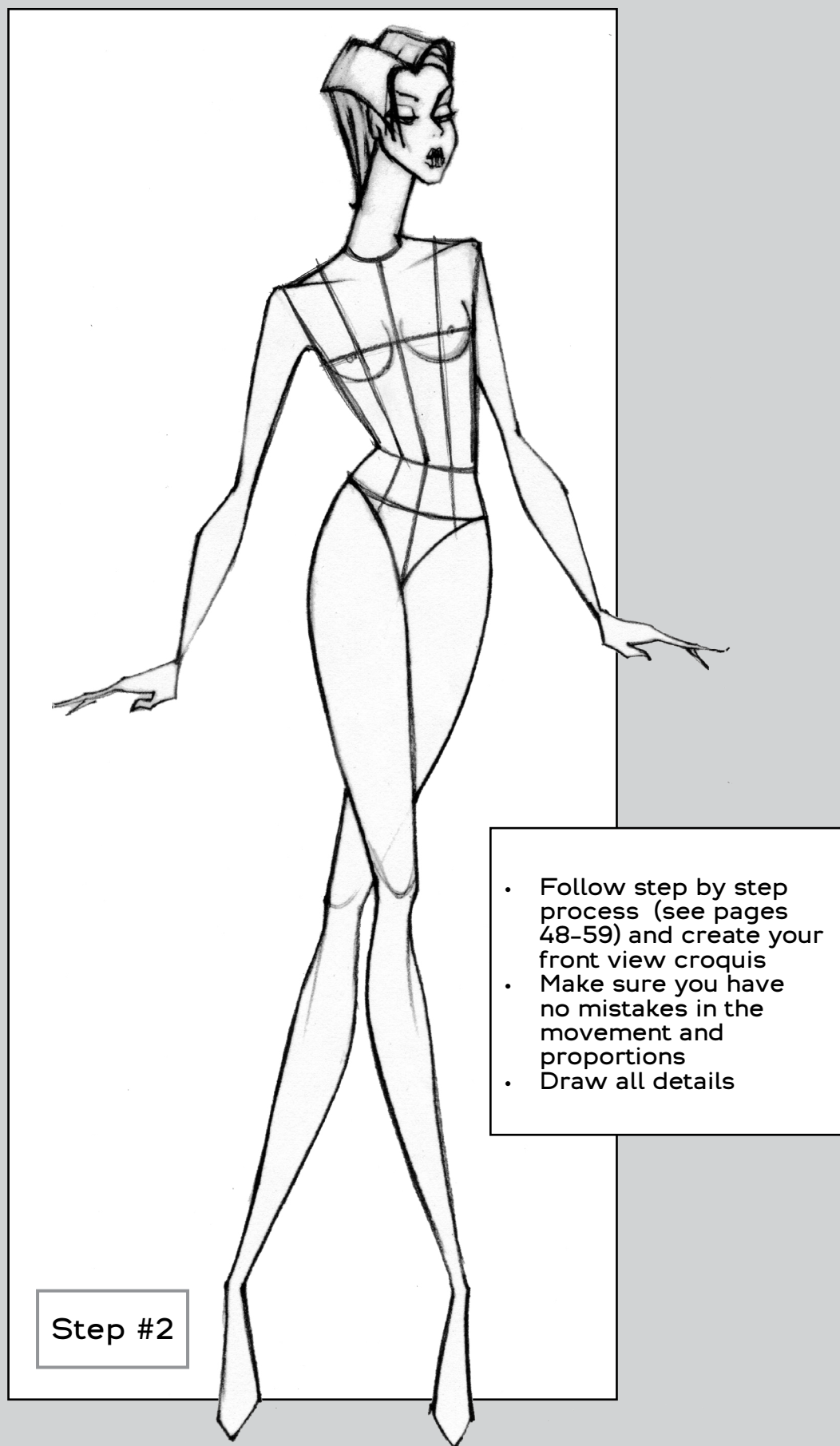
Supporting  
leg

Supporting  
foot

Balance line

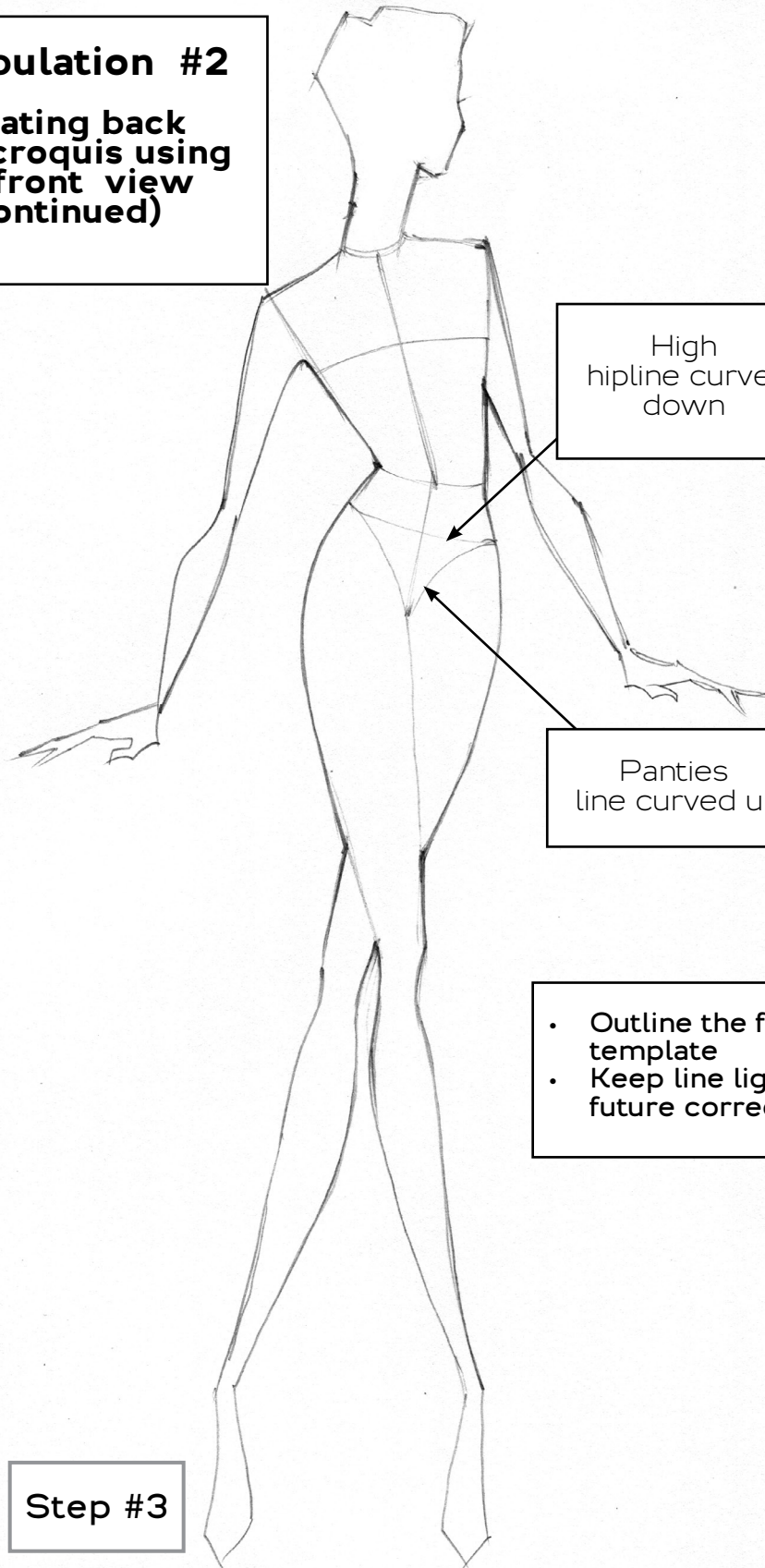
Step #1





**Croquis manipulations (continued)****Manipulation #2**

**Creating back view croquis using the front view (continued)**



High  
hipline curved  
down

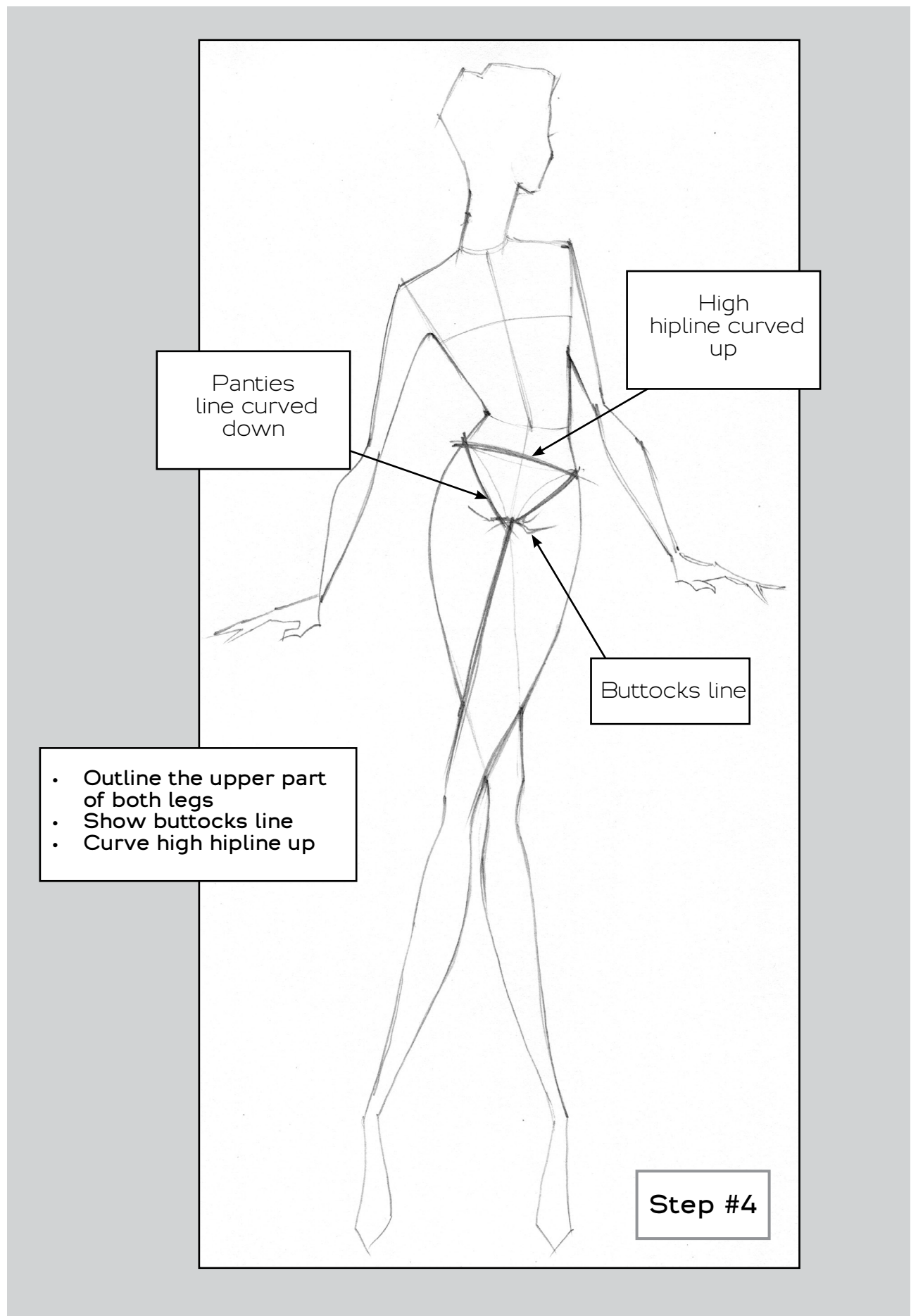
Panties  
line curved up

- Outline the front view template
- Keep line light for future corrections

**Step #3**

## How to Draw Fashion Figure Essential figure drawing techniques

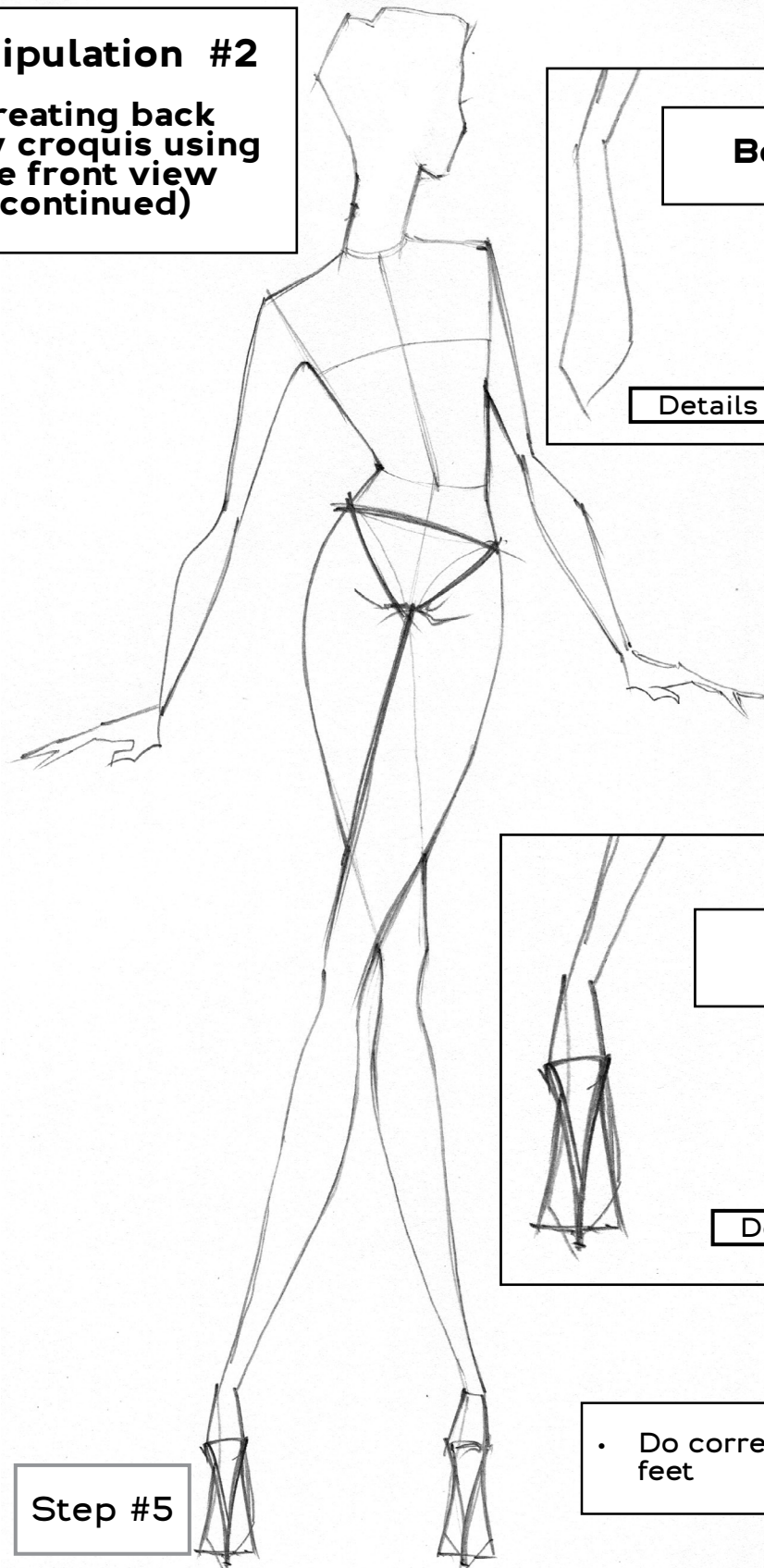
### Chapter 7





**Croquis manipulations (continued)****Manipulation #2**

Creating back view croquis using the front view (continued)



Step #5

**Before**

Details

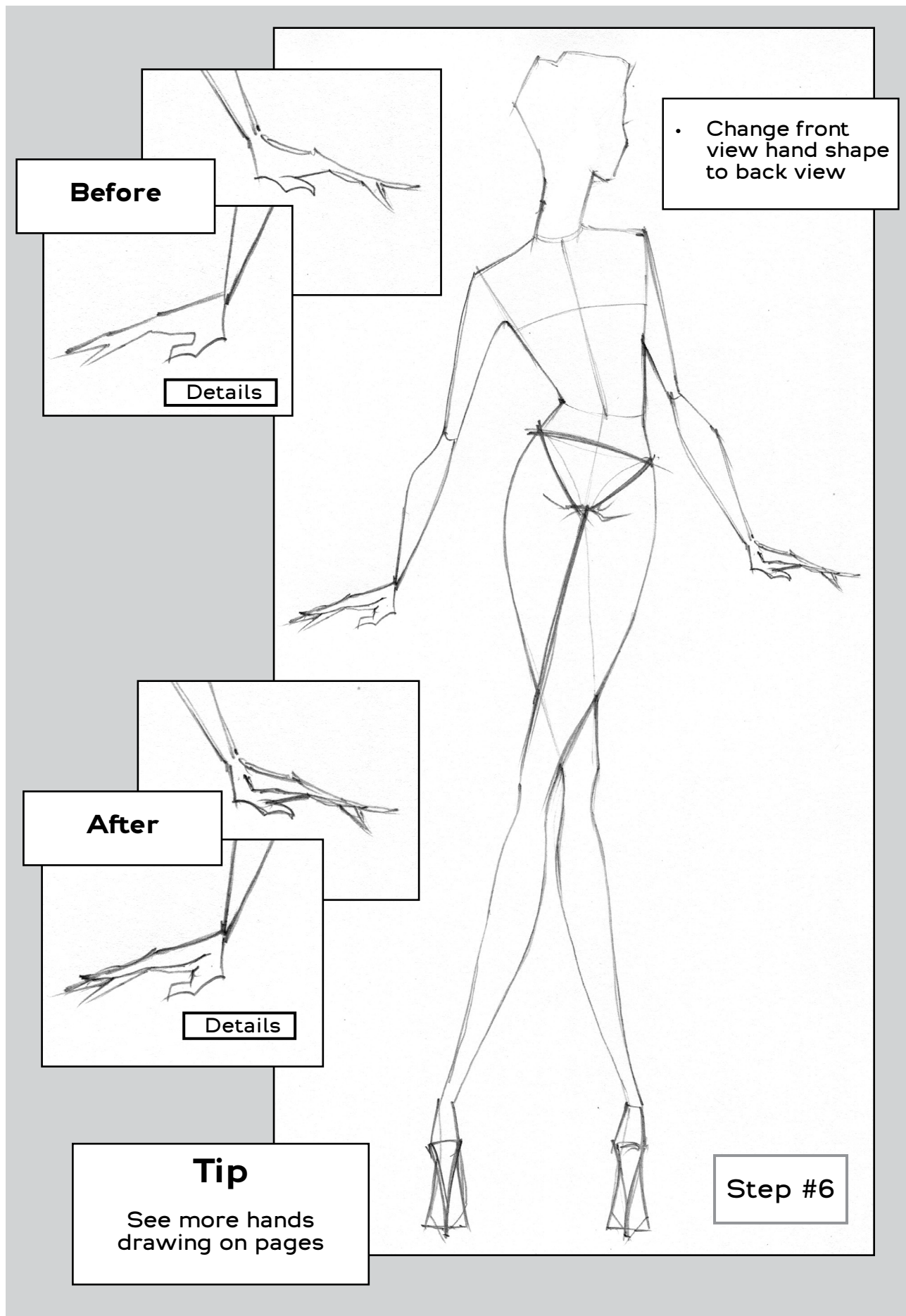
**After**

Details

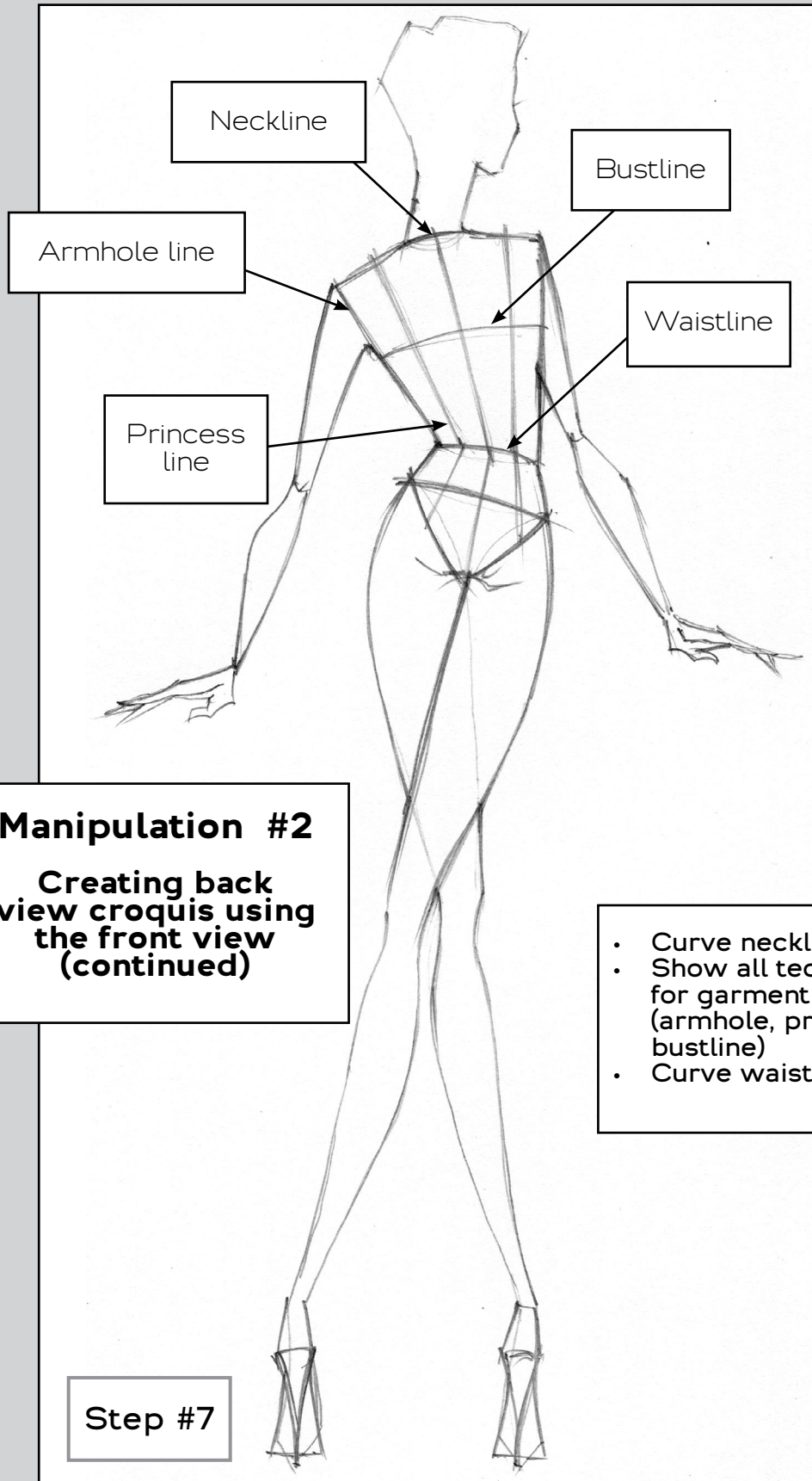
- Do corrections for the feet

# How to Draw Fashion Figure Essential figure drawing techniques

## Chapter 7

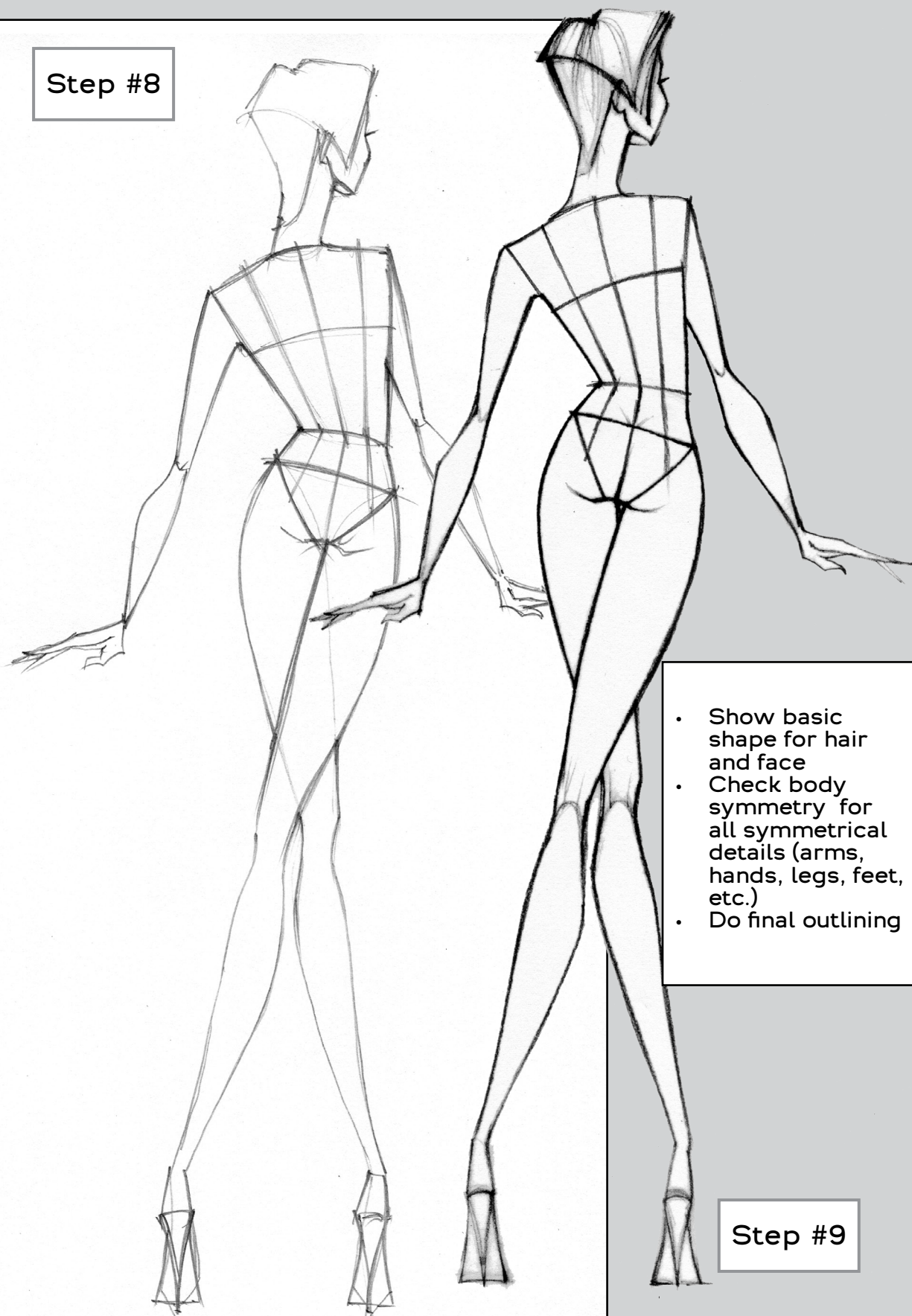


## Croquis manipulations (continued)





Step #8



- Show basic shape for hair and face
- Check body symmetry for all symmetrical details (arms, hands, legs, feet, etc.)
- Do final outlining

Step #9

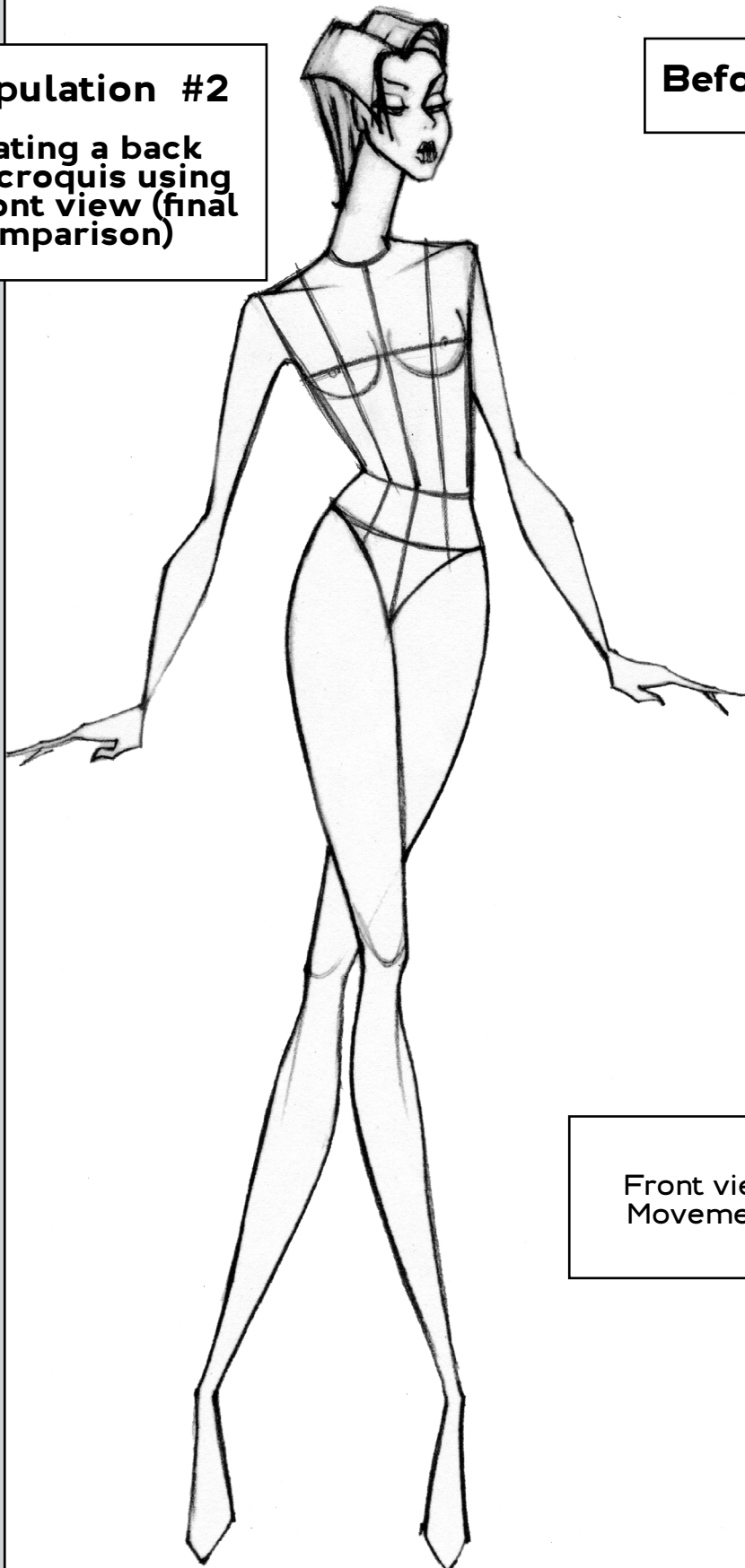


## Croquis manipulations (continued)

### Manipulation #2

Creating a back view croquis using the front view (final comparison)

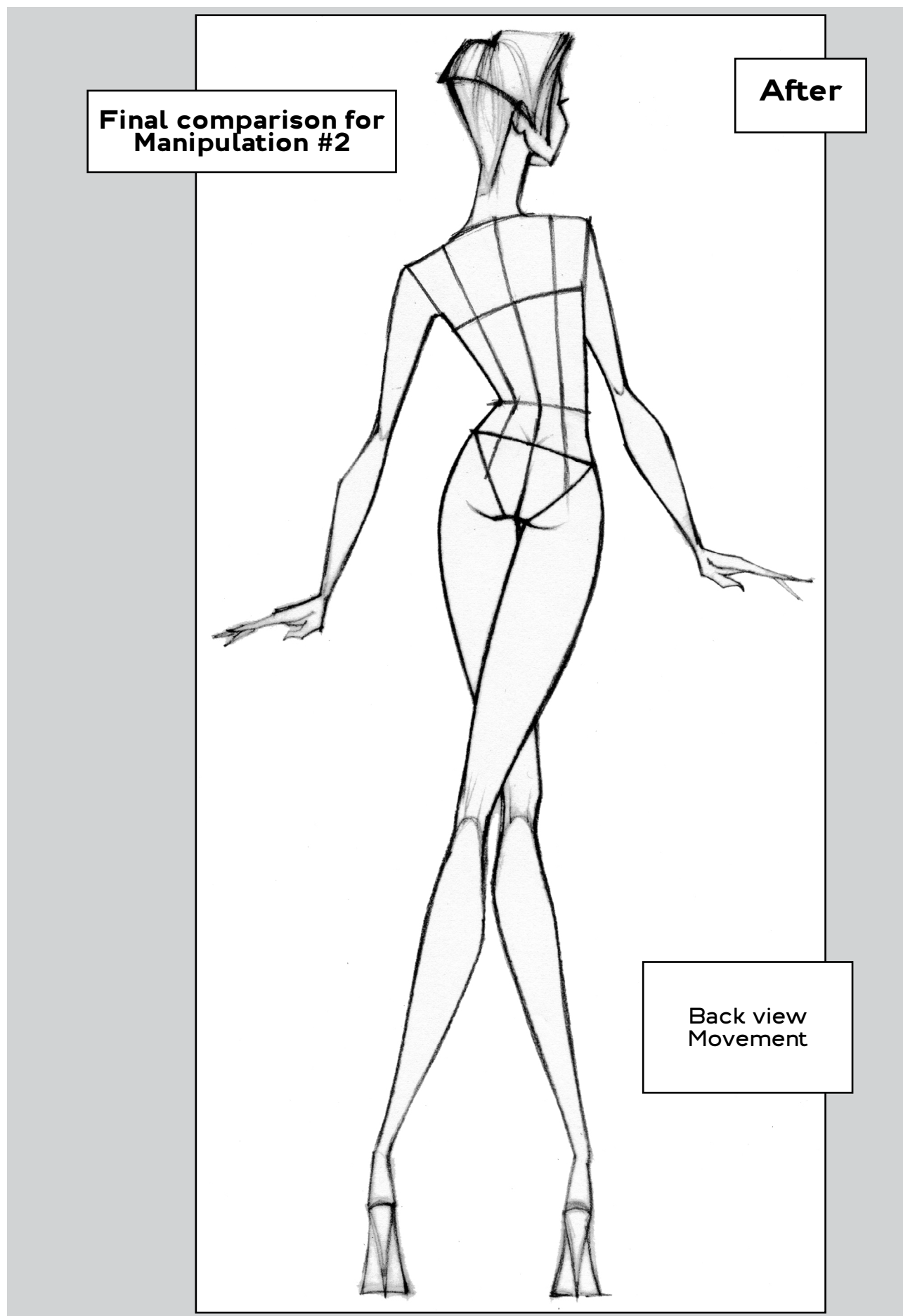
Before



Front view  
Movement

# How to Draw Fashion Figure Essential figure drawing techniques

## Chapter 7



# How to Draw Fashion Figure Essential figure drawing techniques

## Chapter 7

### Croquis manipulations (continued)

#### Manipulation #3

Creating croquis with right supporting leg using croquis with the left supporting leg

#### Wire skeleton

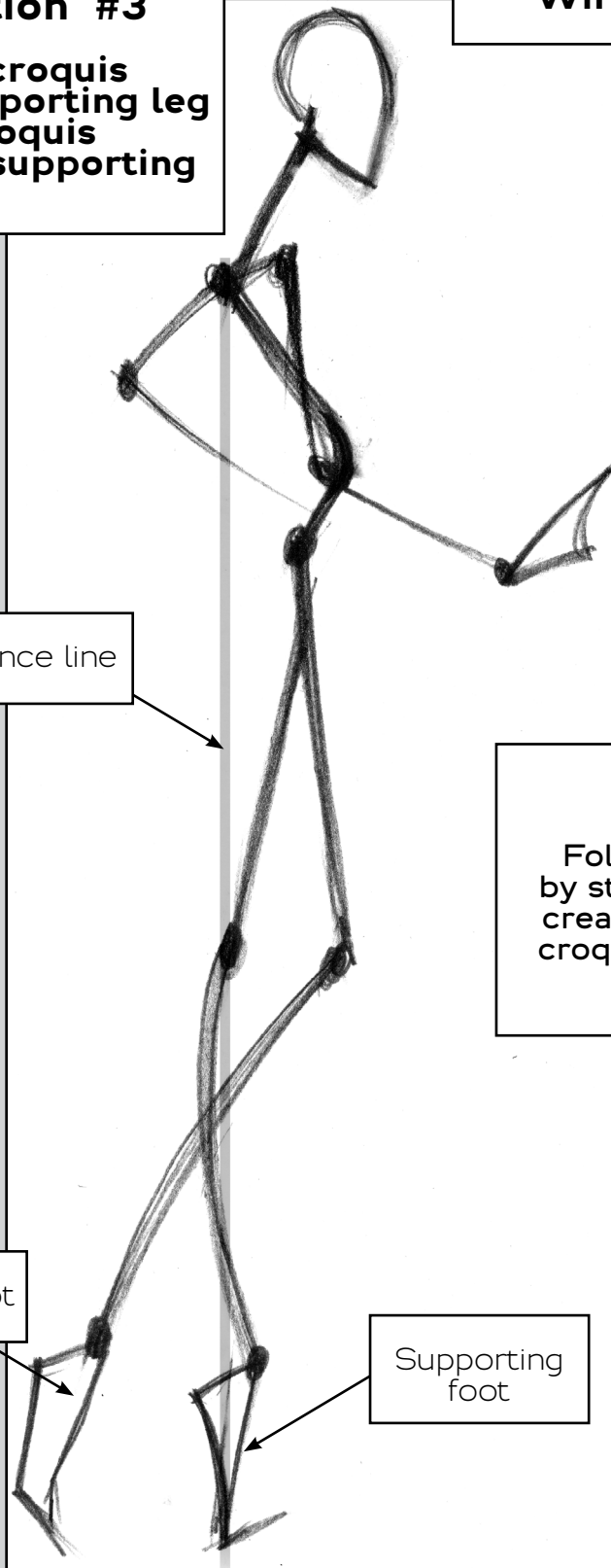
Balance line

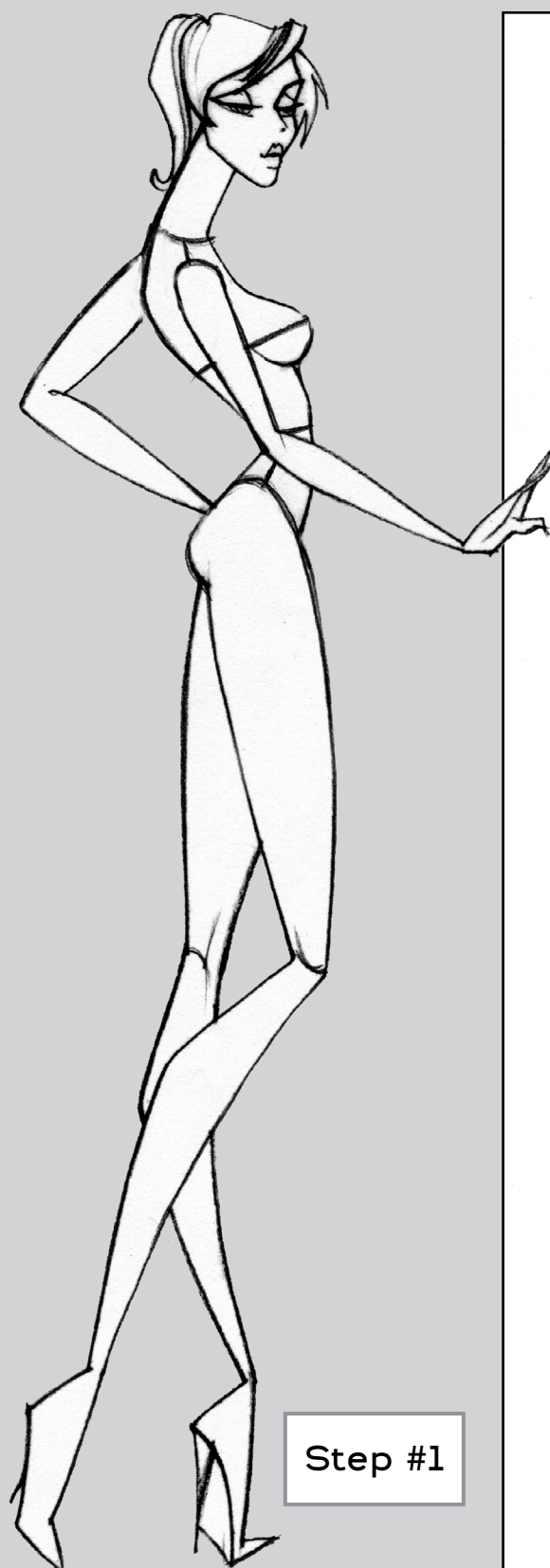
#### Tip

Follow the step by step process to create a side view croquis (see pages 66-75)

Relaxed foot

Supporting foot





**Step #1**

- Chose a side view croquis as a foundation for future manipulation



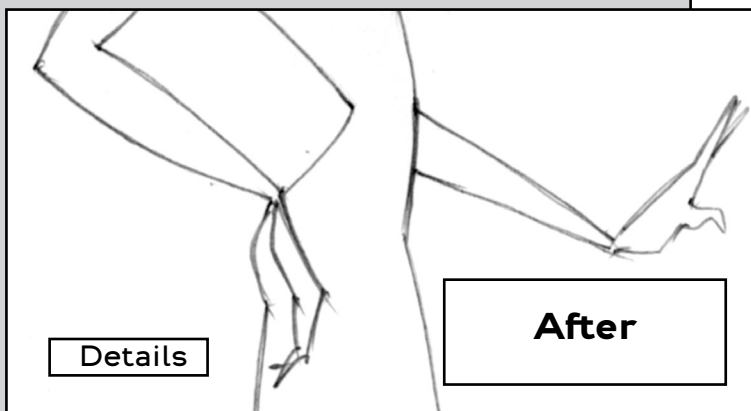
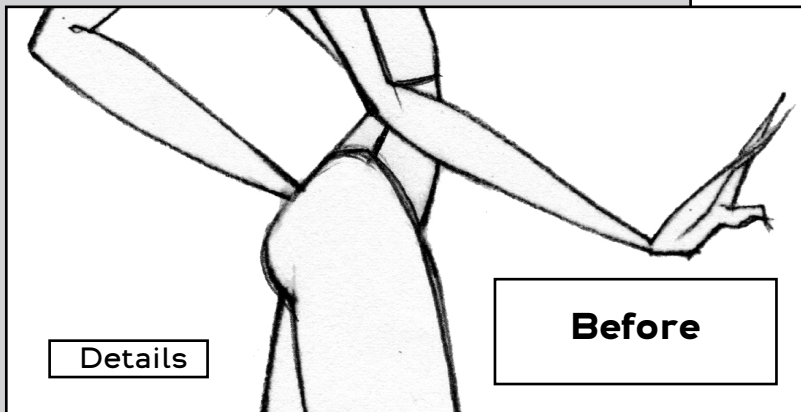
**Step #2**

- Outline a croquis
- Keep your line light
- Do not trace any small details

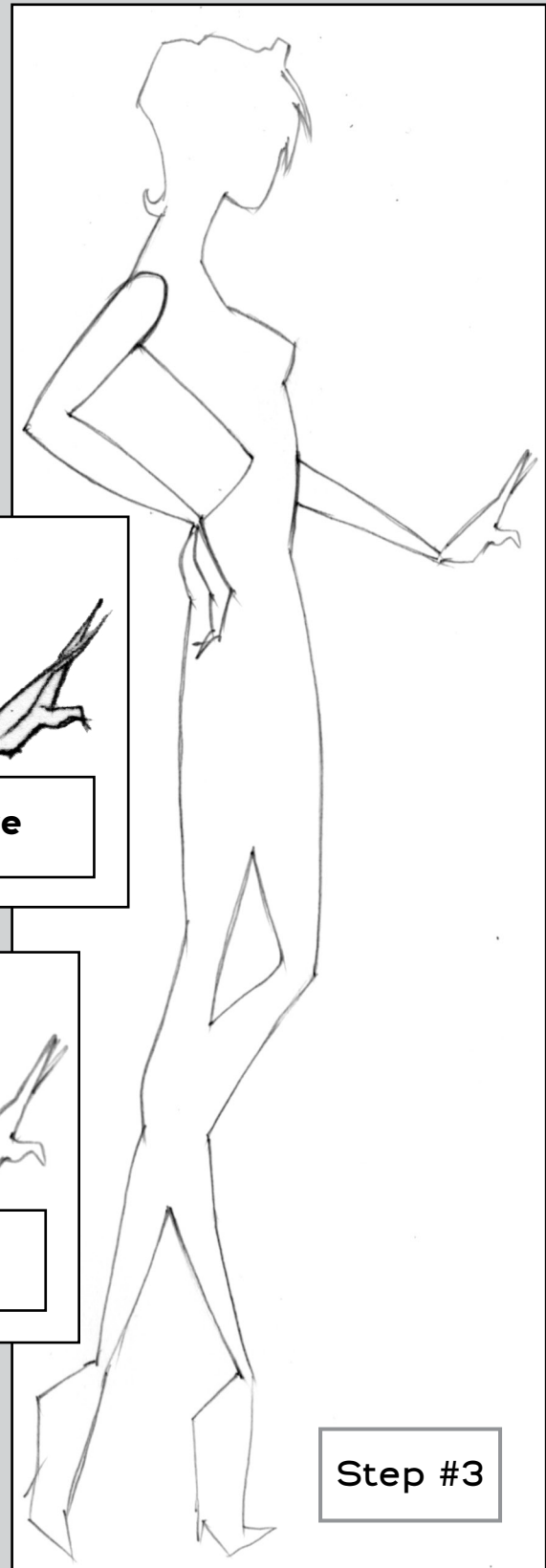


**Croquis manipulations (continued)****Manipulation #3**

**Creating croquis  
with right supporting leg  
using croquis  
with the left supporting  
leg (continued)**



- Do corrections for arms and hands



## How to Draw Fashion Figure Essential figure drawing techniques

### Chapter 7



- Do corrections for head

# How to Draw Fashion Figure Essential figure drawing techniques

## Chapter 7

### Croquis manipulations (continued)

#### Manipulation #3

Creating croquis with right supporting leg using croquis with the left supporting leg (continued)

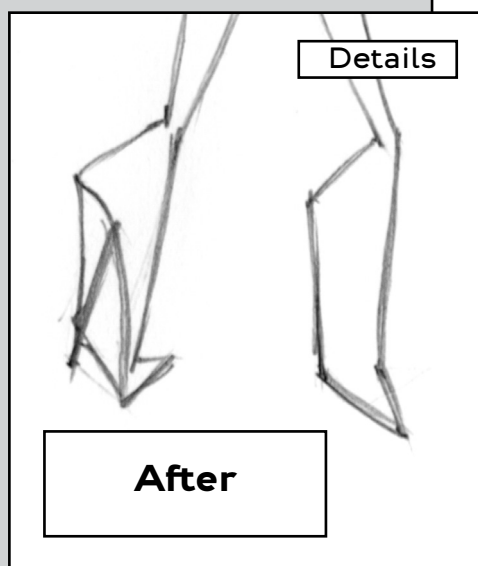
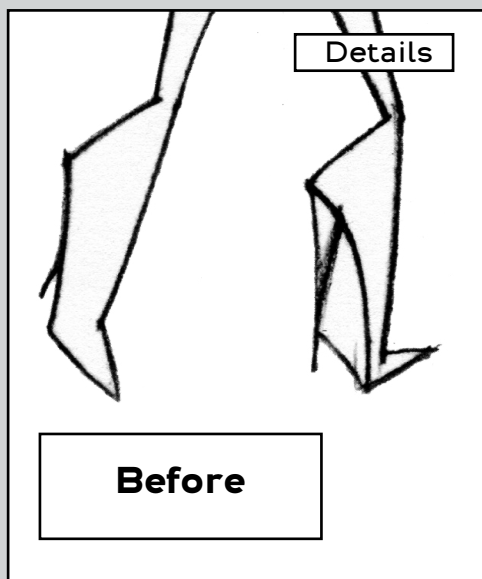


- Do corrections for legs
- Show neck, bust and waistlines



## How to Draw Fashion Figure Essential figure drawing techniques

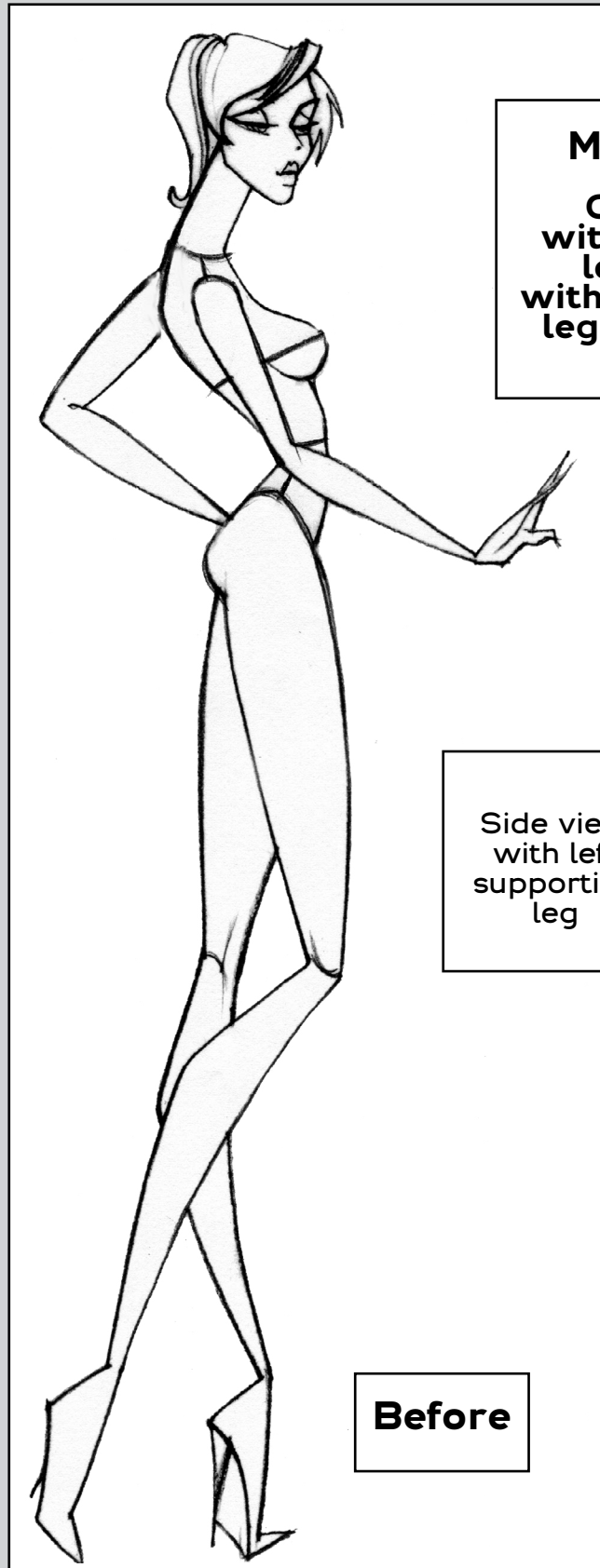
### Chapter 7



- Do corrections for feet



## Croquis manipulations (continued)

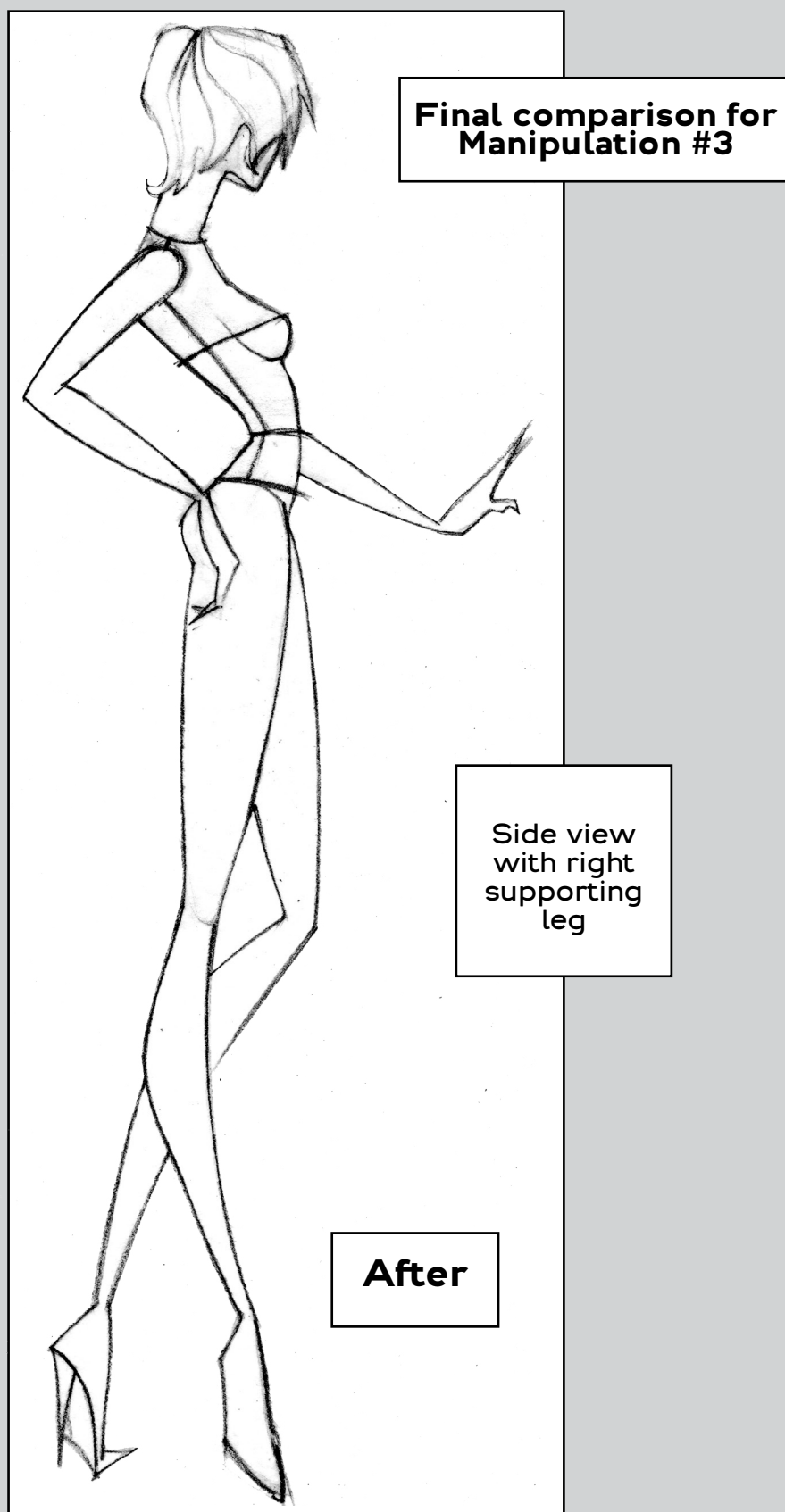


### Manipulation #3

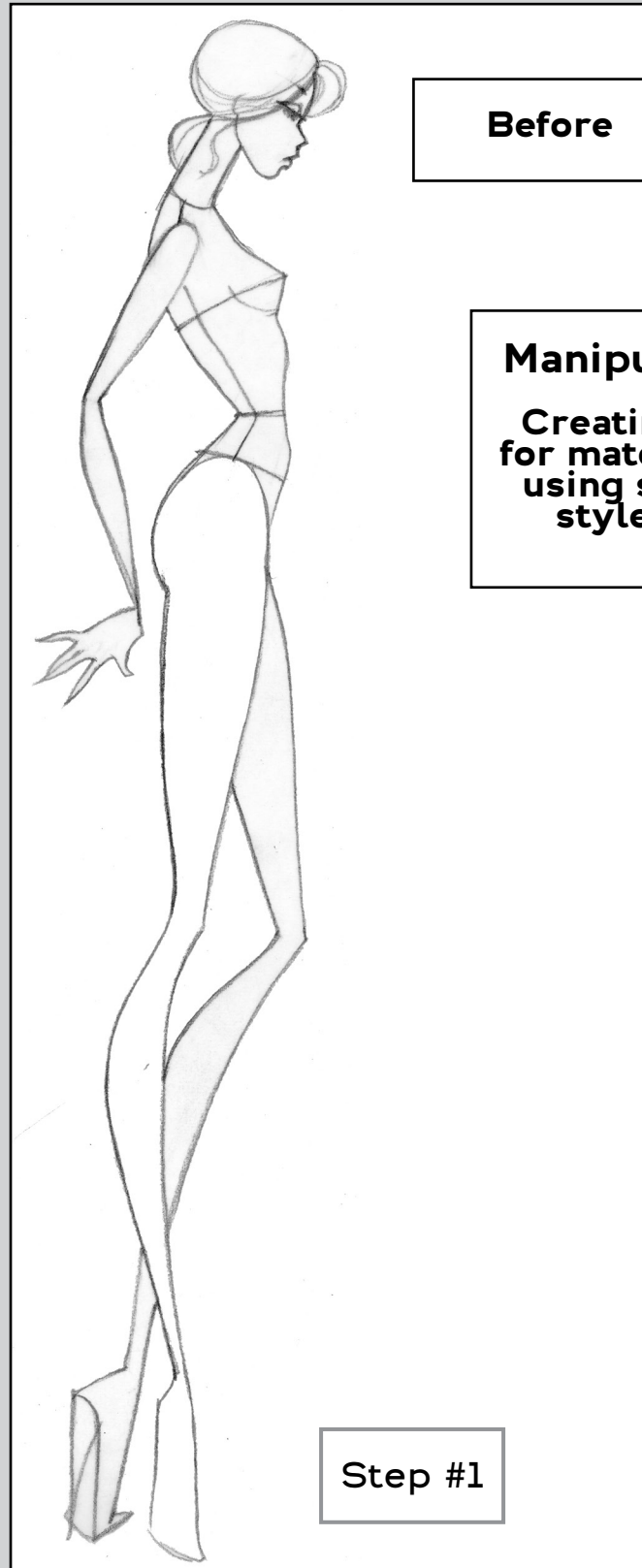
Creating croquis  
with right supporting  
leg using croquis  
with the left supporting  
leg (final comparison)

Side view  
with left  
supporting  
leg

**Before**



## Croquis manipulations (continued)



**Before**

### **Manipulation #4**

**Creating croquis  
for maternity wear  
using streamline  
style croquis**

**Step #1**

- Chose a croquis for future manipulations

# How to Draw Fashion Figure Essential figure drawing techniques

## Chapter 7



- Add extra shape to the stomach area



After

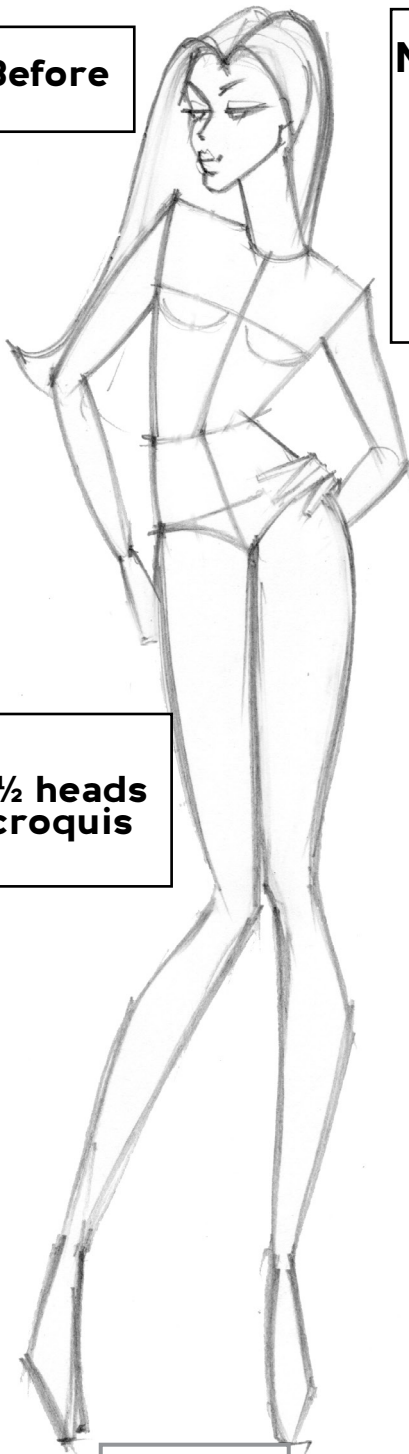
- Finalize the croquis outlining

**Final comparison for Manipulation #4**



## Croquis manipulations (continued)

**Before**



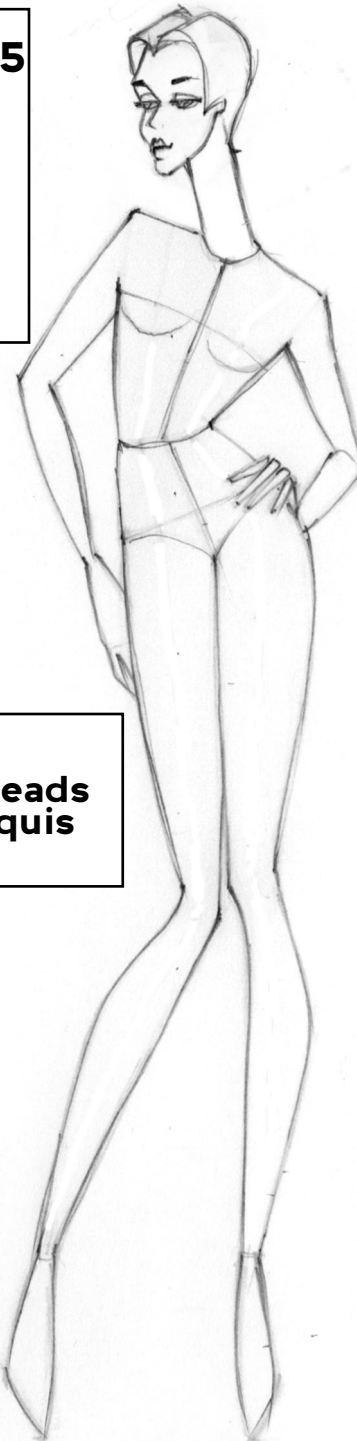
**8½ heads  
croquis**

**Step #1**

- Chose a croquis for future manipulations

**Manipulation #5**

**Creating 9½ and  
10½ heads tall  
croquis  
using 8½ heads  
croquis**



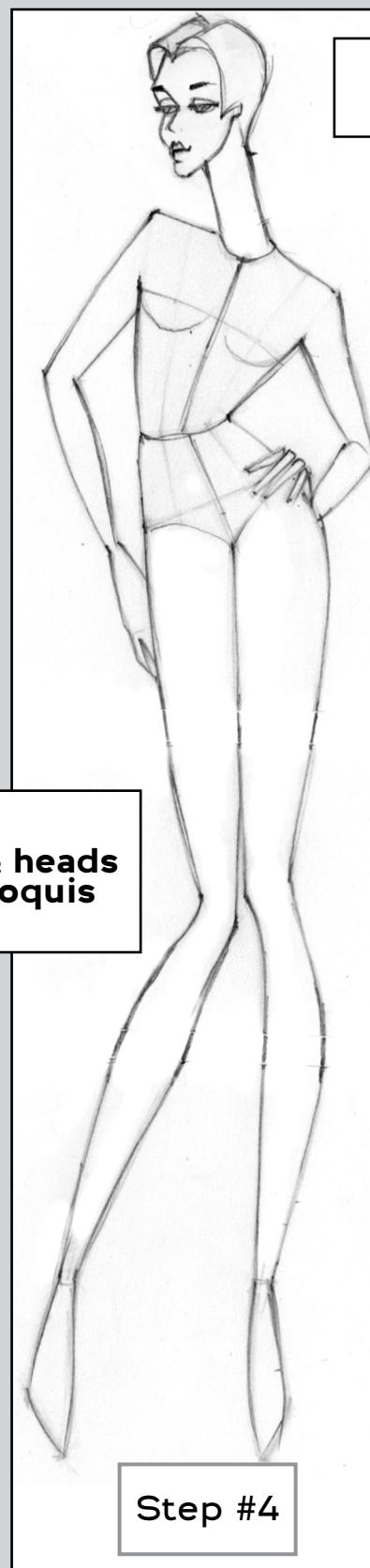
**9½ heads  
croquis**

**Step #2**

- Redraw the head and make it smaller
- Redraw the neck and make it longer



- Cut the croquis in the middle of the upper and lower legs
- Spread your cutouts evenly



- Redraw the croquis and smoothly connect all parts of legs

**After**

**10½ heads  
croquis**

## Croquis manipulations (continued)

### Manipulation #6

Using the cutting method for creating a croquis with a new movement for arms and legs



### Tip

Follow the step by step process to create a croquis with different body movement

### Step #1

- Chose the croquis for movement manipulations



- Cut out arm and leg from a croquis which you want to use for manipulations



- Cut out separately each small portion of arm and leg from a croquis for future manipulations



## Croquis manipulations (continued)

### Manipulation #6

Using the cutting method for creating a croquis with a new movement for arms and legs (continued)



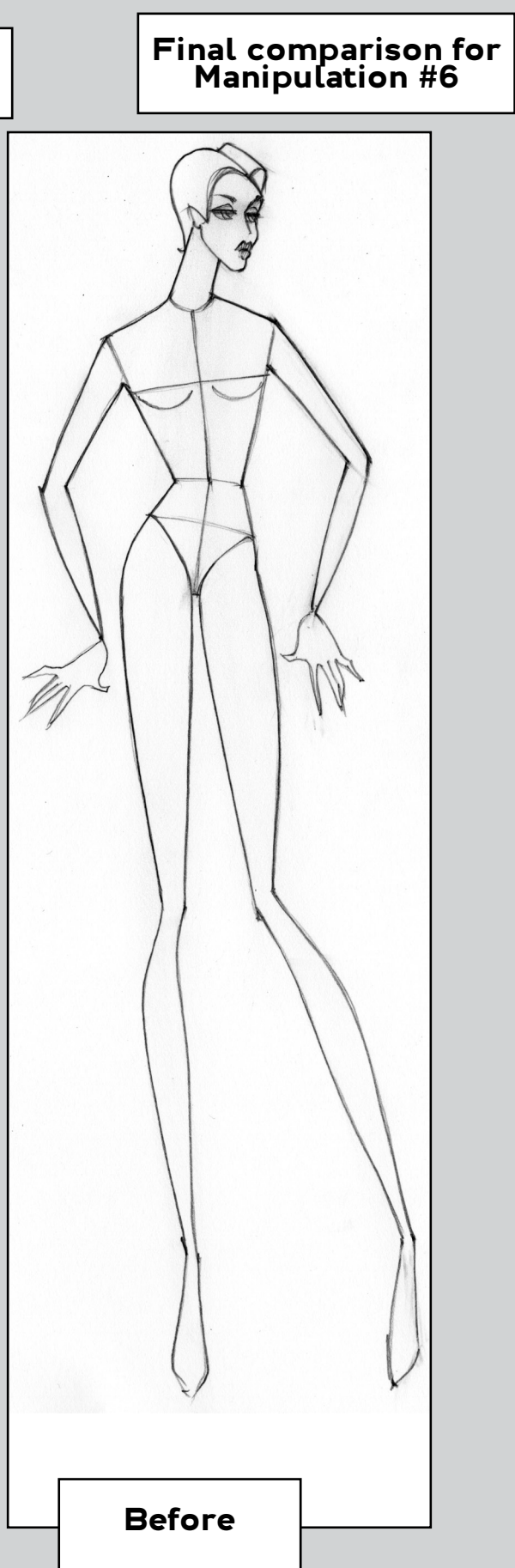
Step #4

- Move all cutouts till you find the desired movement for your croquis





- Outline the final croquis with smooth connections between all parts of the cutouts



# **Contents:**

**Chapter 1.** Pages 9-25  
**Basics of body proportions**

**Chapter 2.** Pages 27-35  
**Fashion figure schematics (wire skeleton study)**

**Chapter 3.** Pages 37-45  
**Sketching strategy**

**Chapter 4.** Pages 47-61  
**Freehand sketching for 10 heads tall fashion figure (front view)**

**Chapter 5.** Pages 63-75  
**Freehand sketching for 10 heads tall fashion figure (side view)**

**Chapter 6.** Pages 77-91  
**Cutting method for fashion figure croquis**

**Chapter 7.** Pages 93-125  
**Figure croquis manipulations**

**Chapter 8.** Pages 127-147  
**Faces and hands drawing**

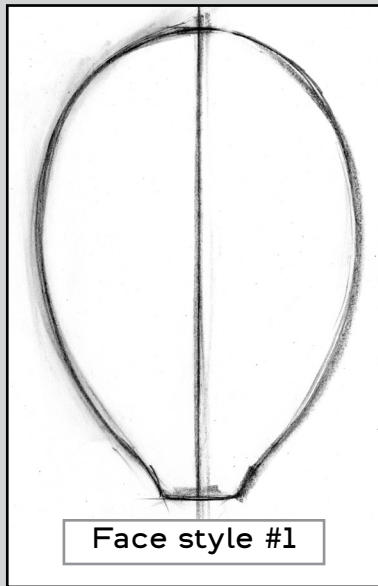
**Index**  
Pages 148-149

**About the author**  
Pages 150-151

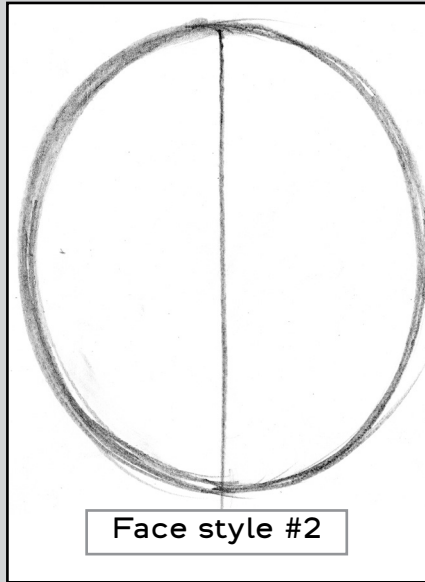
# Chapter 8

## Faces and hands drawing

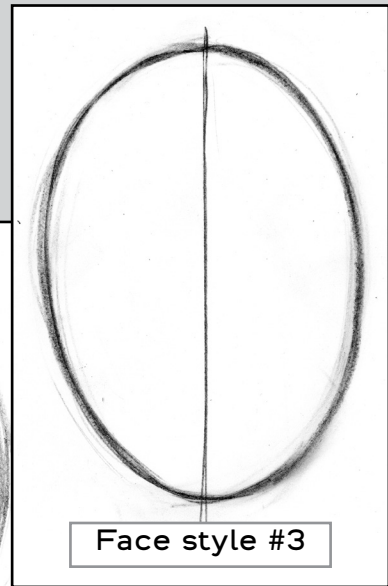
## Face shape styles



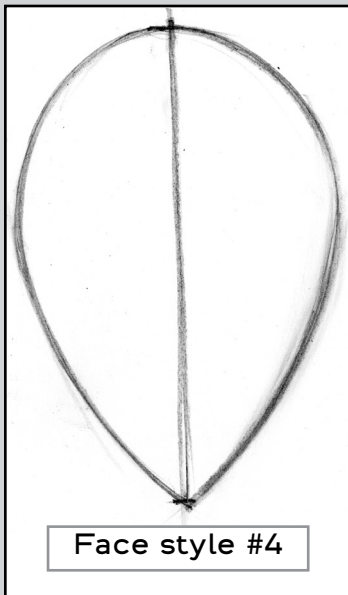
Face style #1



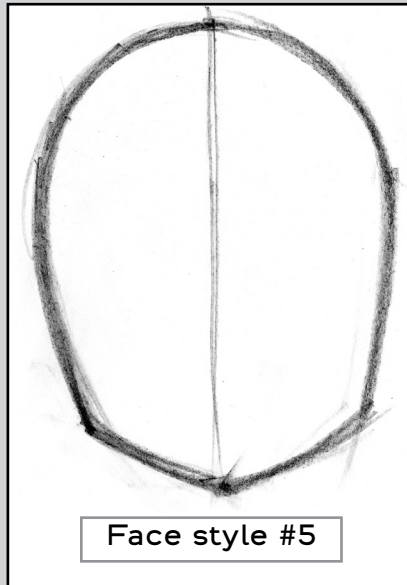
Face style #2



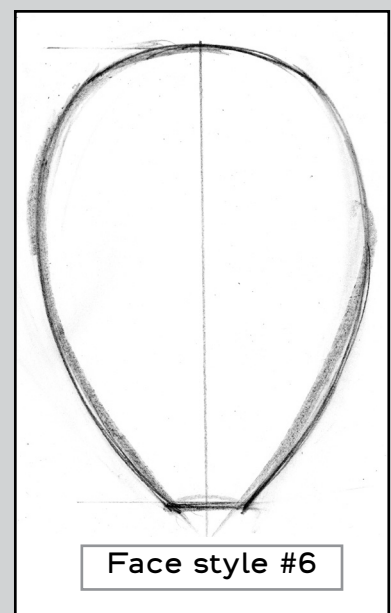
Face style #3



Face style #4



Face style #5



Face style #6

### Tip

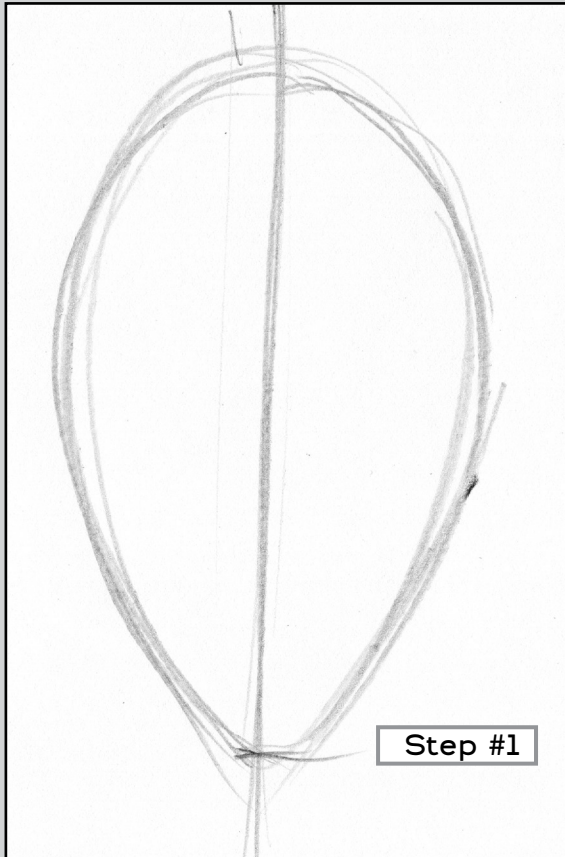
Always keep the central line for face sketching to maintain the face symmetry

### Tip

There are no one standard for face shape, so you are free to choose any face style you like



## Front view face drawing

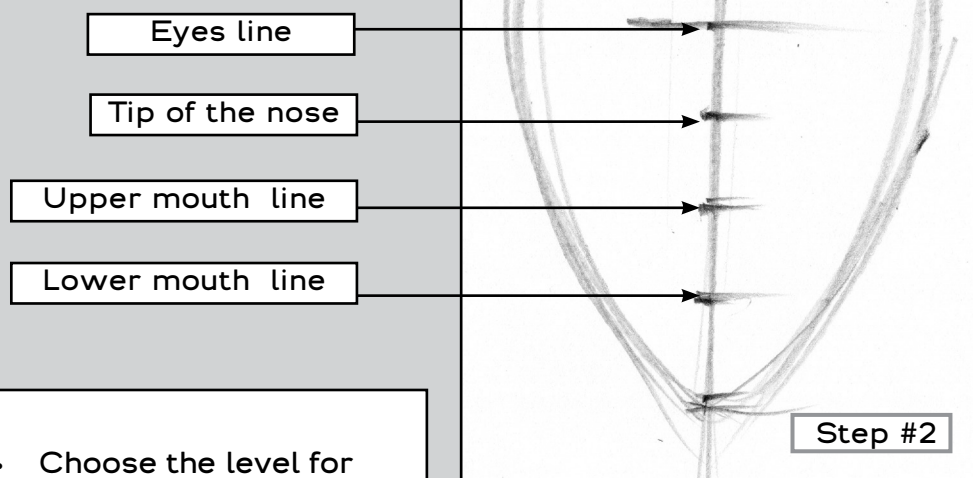


Step #1

- Outline basic shape for the face
- Do not show any details yet

### Tip

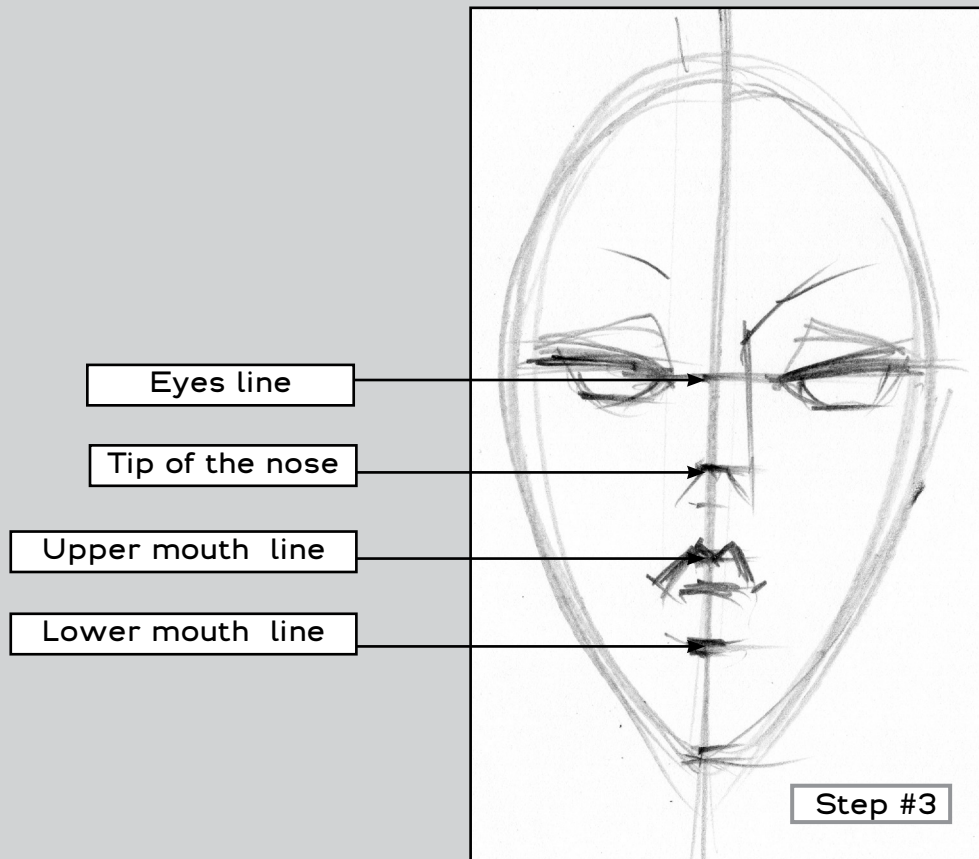
Stylize and simplify face drawing as much as you can when create a fashion illustration



Step #2

- Choose the level for eyes, nose, lips
- Do not show any details yet

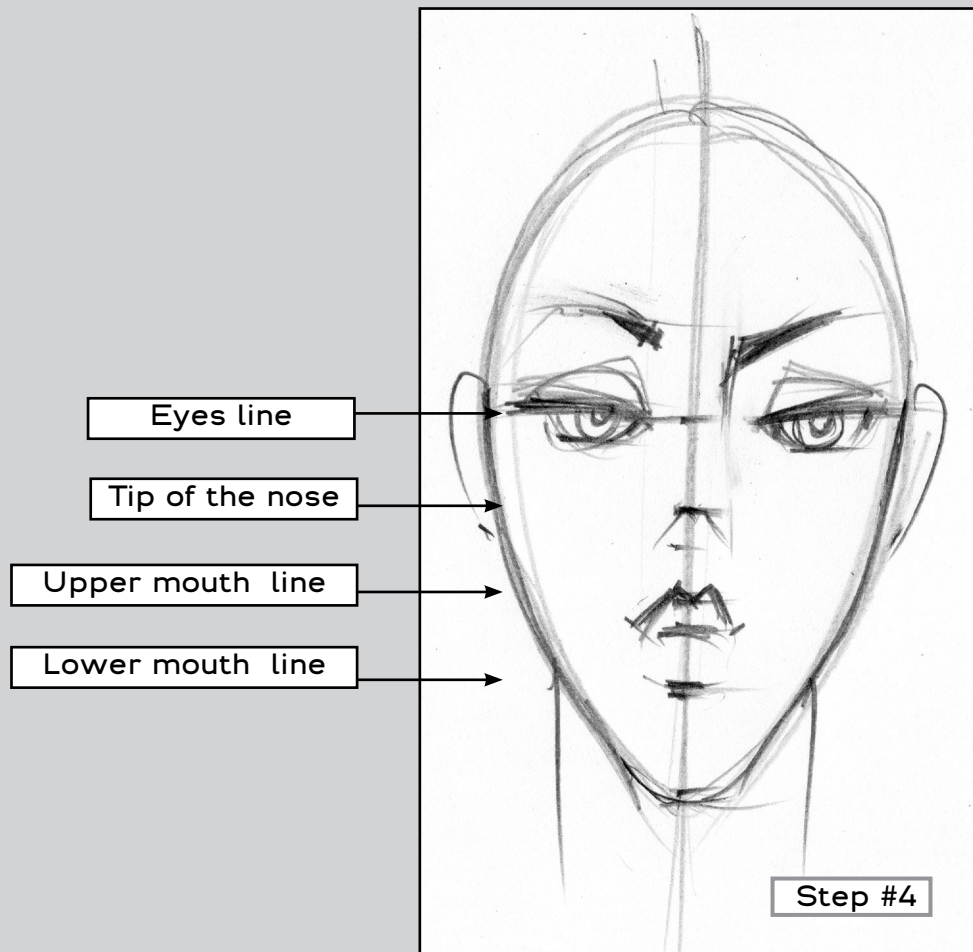
## Front view face drawing (continued)



- Sketch basic shapes for eyes, lips, nose, and eyebrows
- Do not rush to finalize face features
- Move to next step only if you satisfy with a basic outlining
- Keep line very light

### Tip

There are no right or wrong style for lips, ears, or eyes, so you are free to choose any facial features you like



- Add more details
- Show ears somewhere from the top level of eyes till the bottom level of the nose
- Make sure all features are symmetrical

### Tip

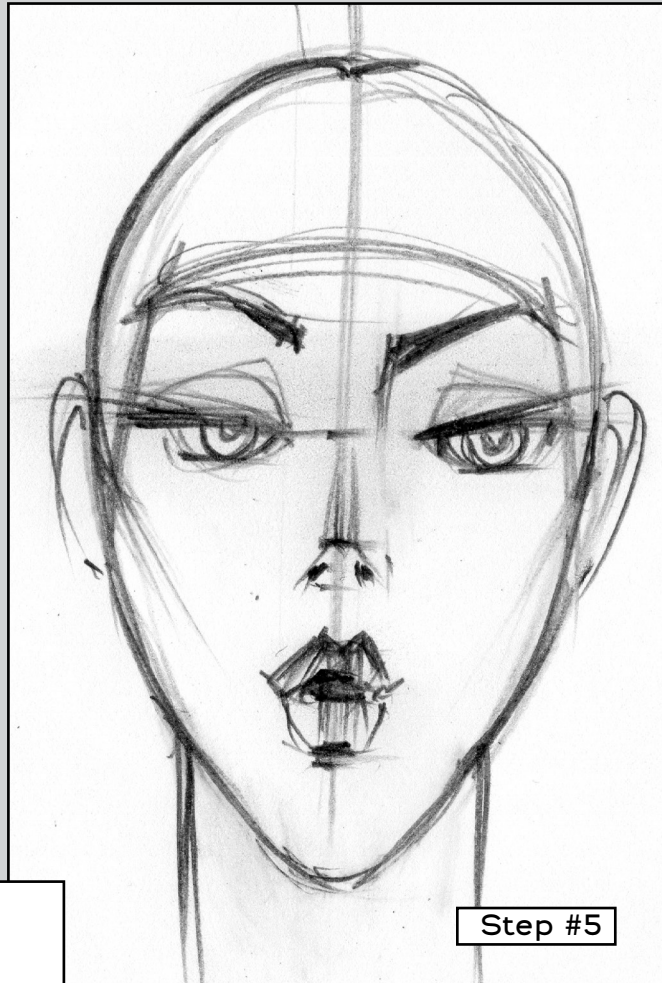
Try different face styles till you find your way to draw them

## Front view face drawing (continued)

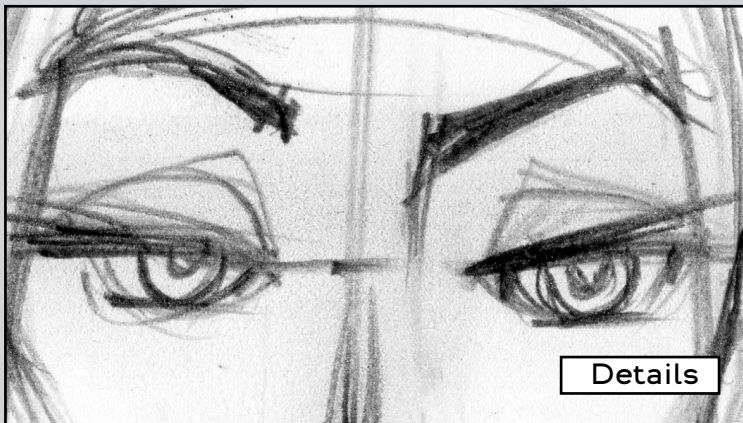
### Tip

Please remember that face drawing is optional. You can create excellent illustration without drawing facial features

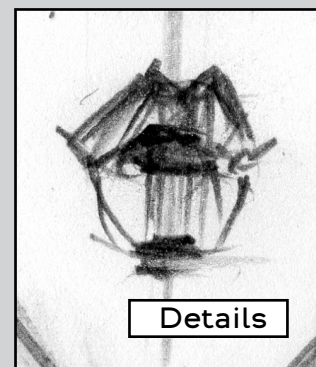
- Clean up sketch
- Do not overdo it



Step #5



Details



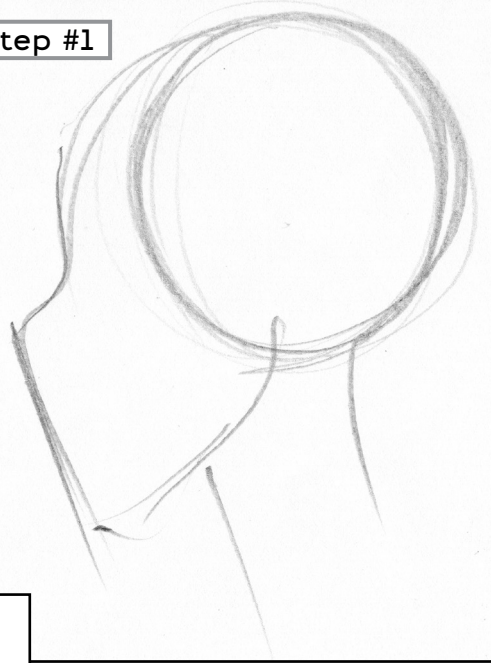
Details

## Side view face drawing

### Tip

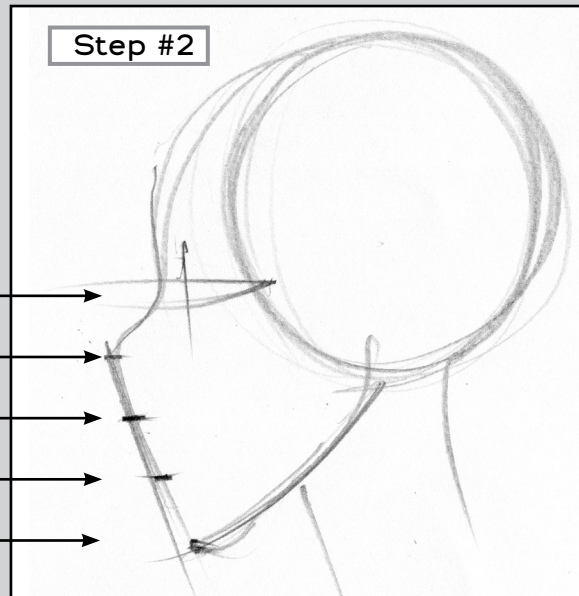
Choose face proportions you like

Step #1



- Outline basic shape for the face
- Do not show any details yet
- Keep it as simple as you can

Step #2



Eyes line

Tip of the nose

Upper mouth line

Lower mouth line

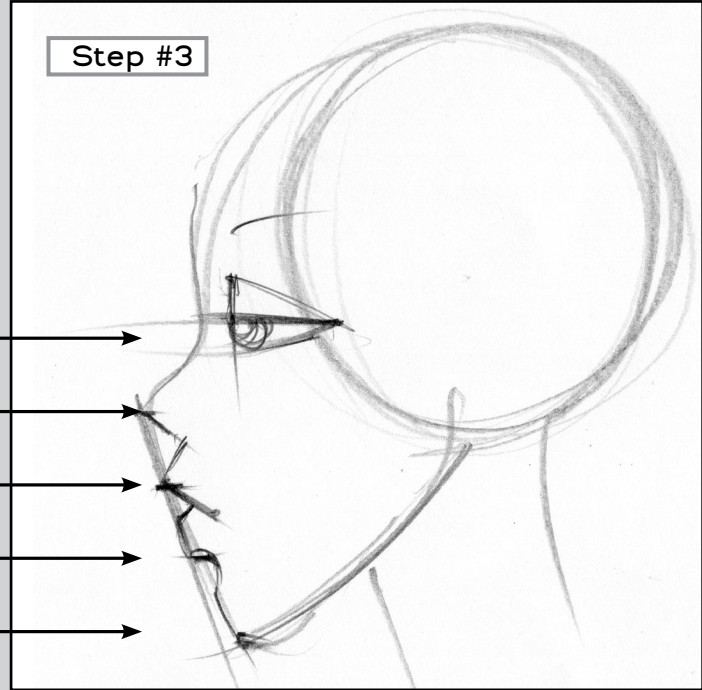
Chin line

- Choose the level for eyes, nose, lips
- Do not show any details yet



## Side view face drawing (continued)

Step #3



Eyes line

Tip of the nose

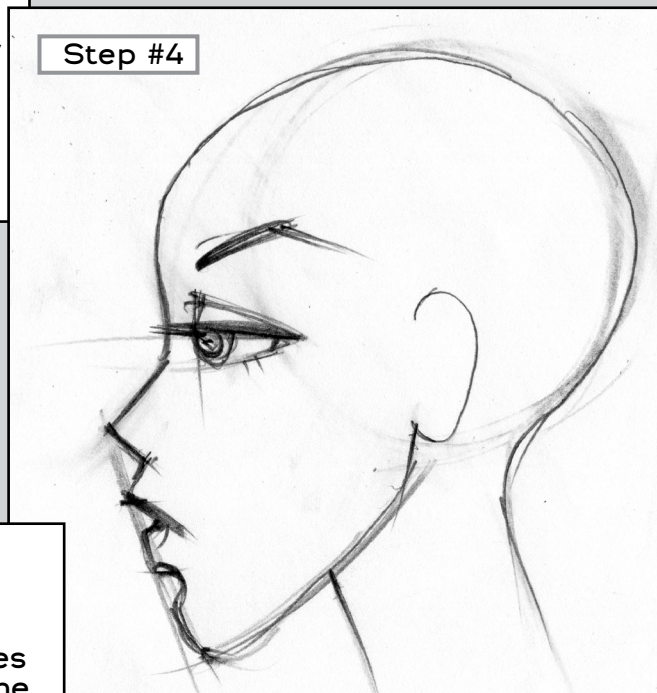
Upper mouth line

Lower mouth line

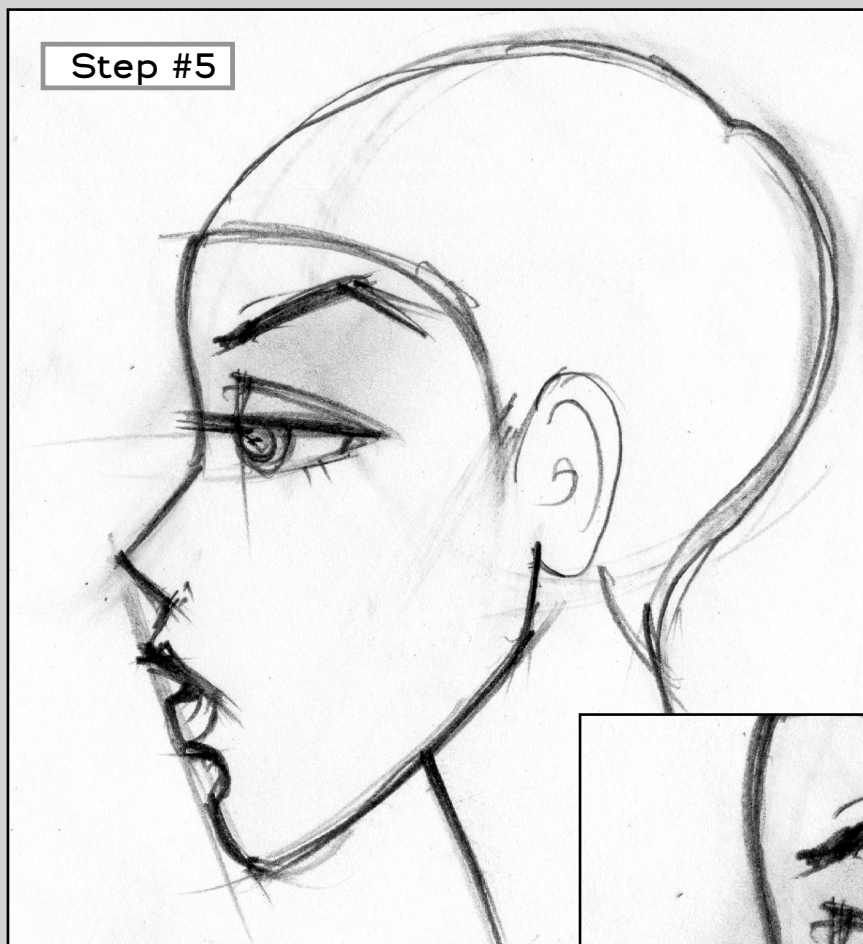
Chin line

- Sketch basic shapes for eyes, lips, nose
- Do not rush to finalize face features
- Move to the next step only if you satisfy with a basic outlining
- Keep line very light

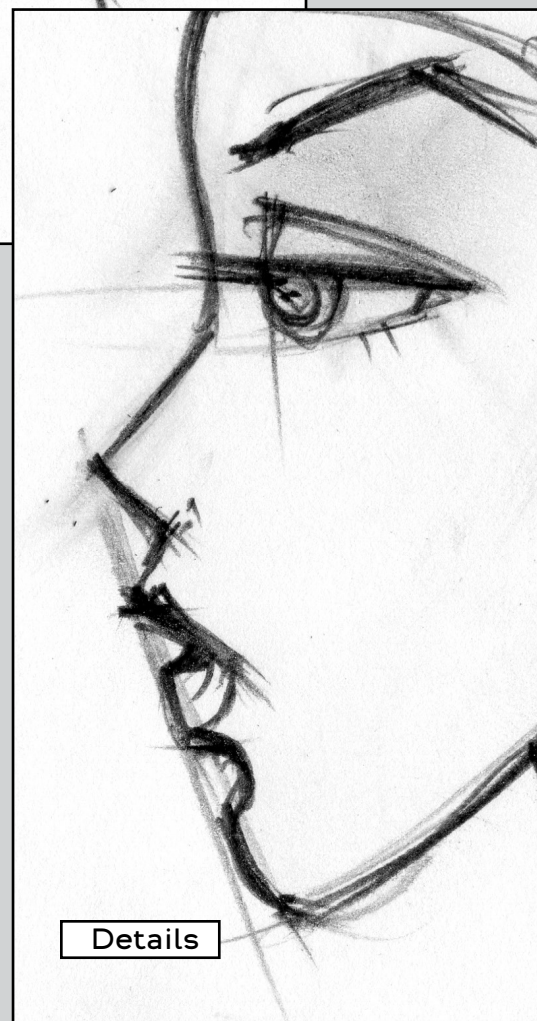
Step #4



- Add more details
- Show ears somewhere from the top level of eyes till the bottom level of the nose



- Finalize face features

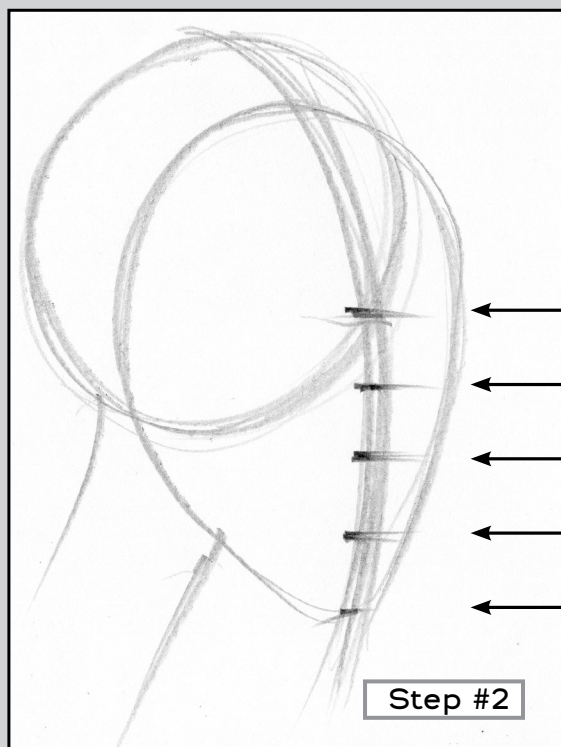


## 3/4 view face drawing

- Outline basic shape for the face
- Do not show any details yet
- Always keep the central line for face sketching to maintain the face symmetry



- Choose the level for eyes, nose, lips
- Do not show any details yet



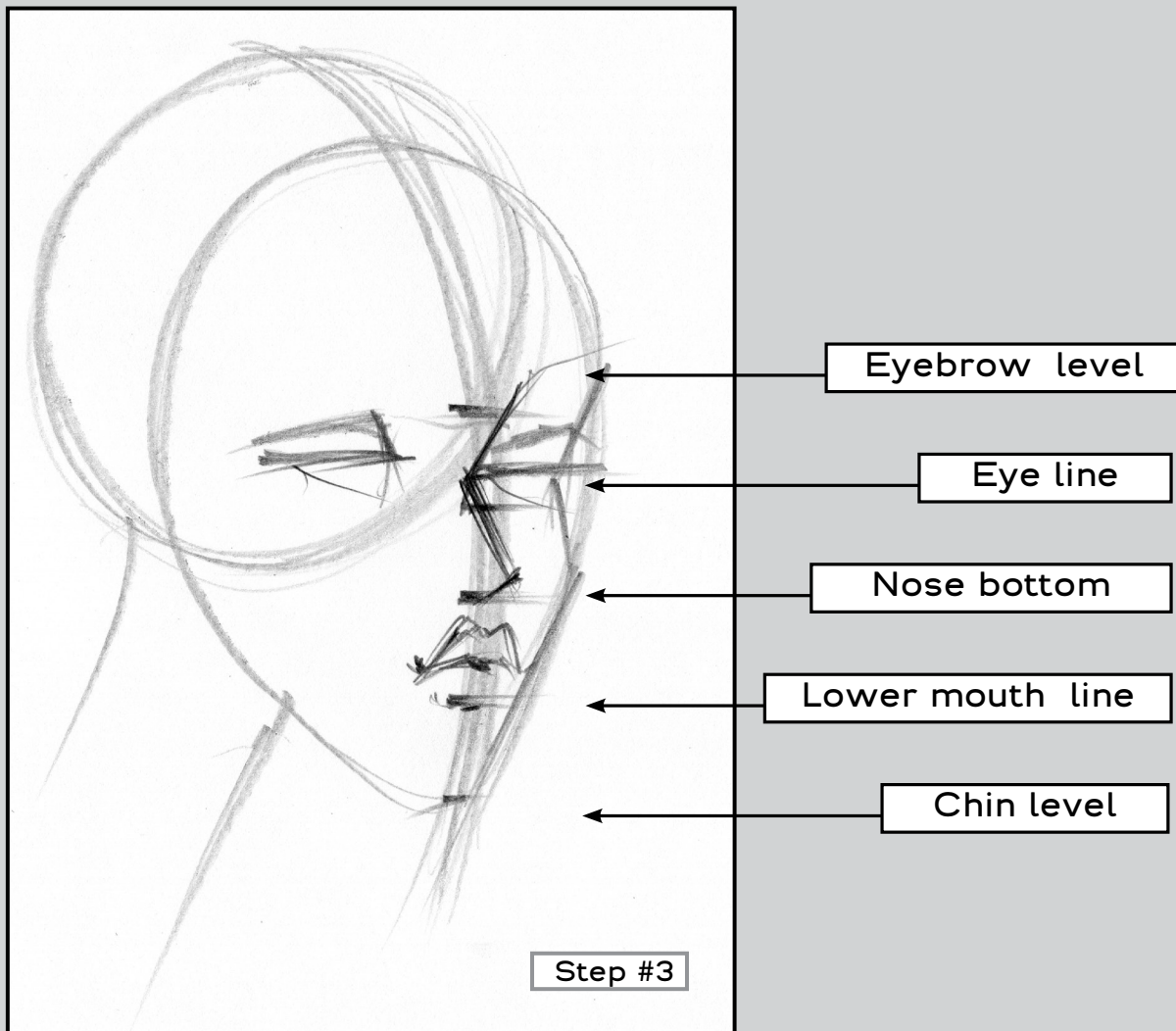
← Eyebrow level

← Eye line

← Nose bottom

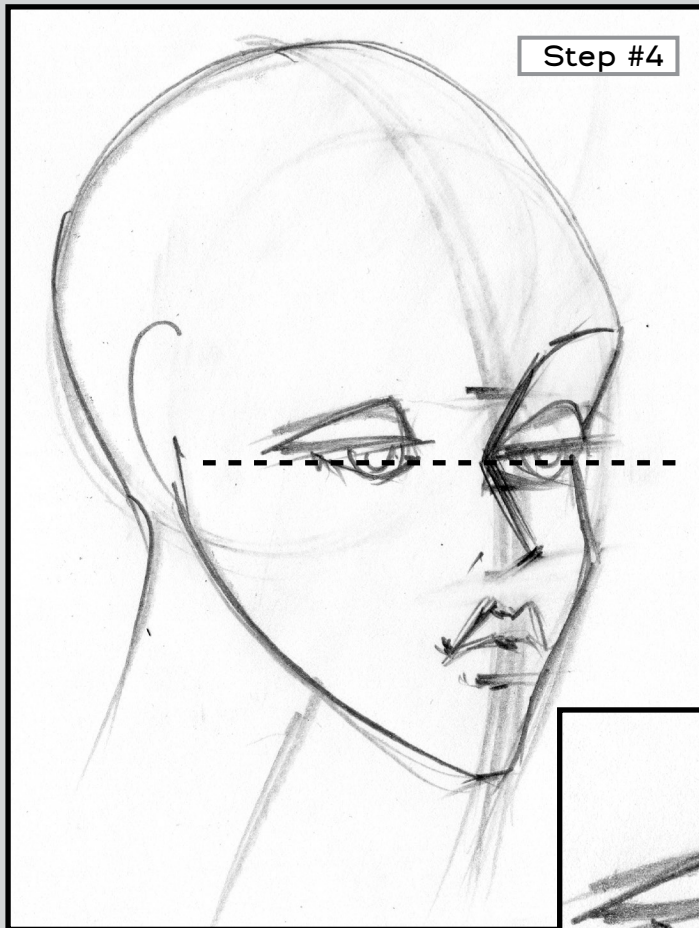
← Lower mouth line

← Chin level



- Sketch basic shapes for eyes, lips, nose, and eyebrows
- Do not rush to finalize face features
- Move to next step only if you satisfy with a basic outlining
- Keep line very light

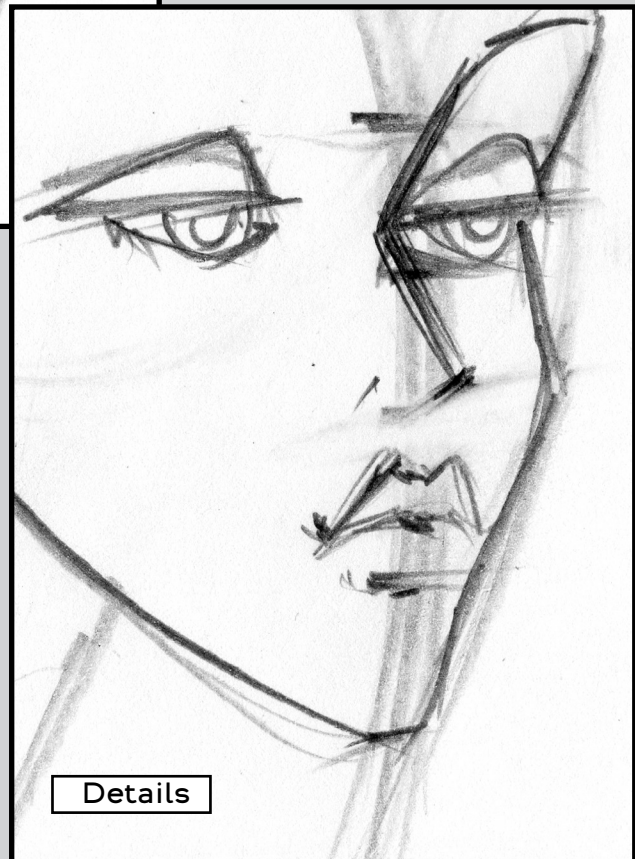


**3/4 view face drawing (continued)**

- Sketch basic shapes for eyebrows and ears
- Do not rush to finalize face features

Keep eyes and nose bridge on the same level

- Add more details
- Keep nose and lips on the central line



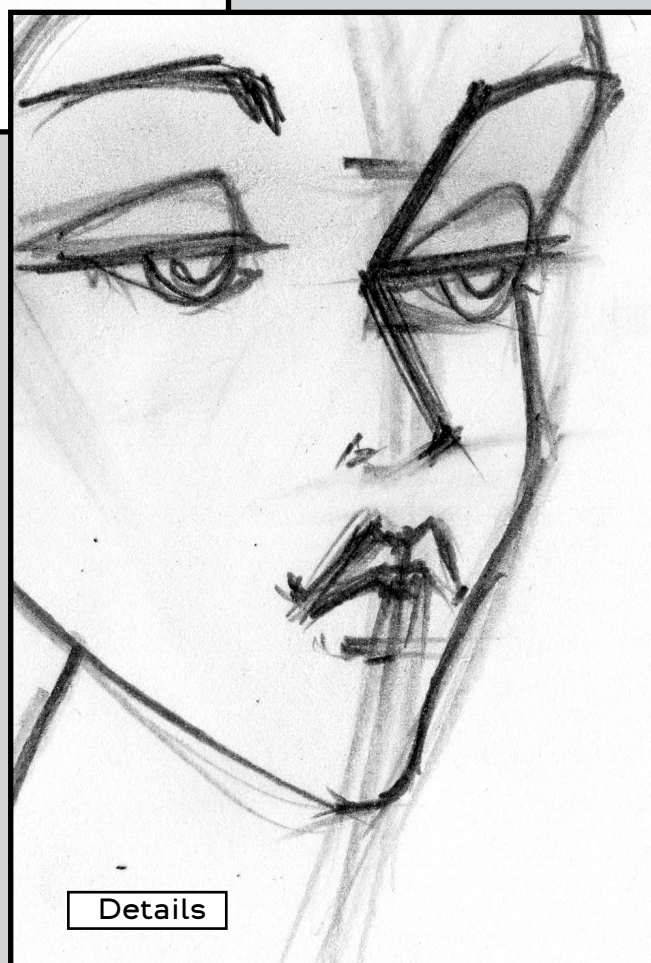


## Chapter 8

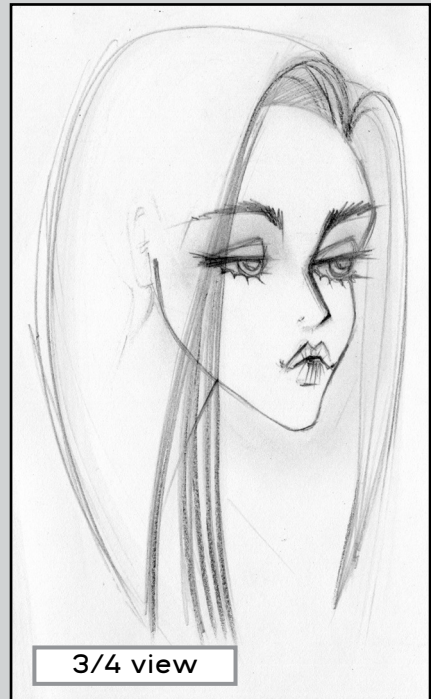


Do not draw eyebrows too close to eyes

- Finalize face features
- Do not overdo it



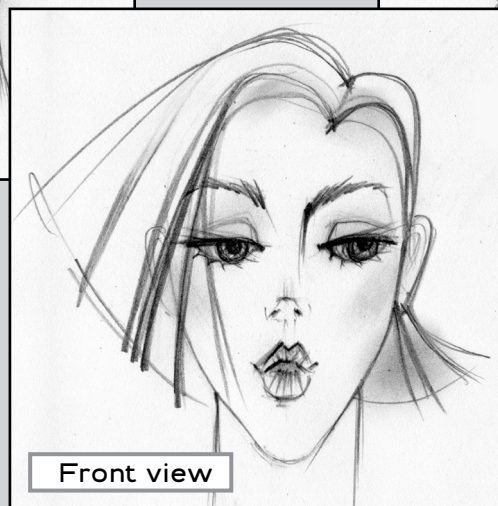
## Hairstyles



### Style #1



### Style #2

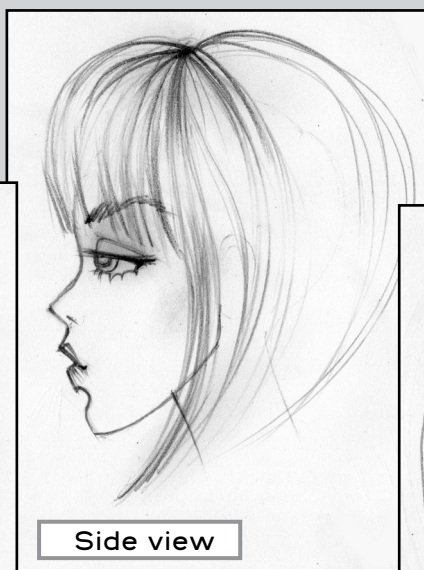




## Chapter 8



3/4 view



Side view



Front view

### Style #3



3/4 view



Side view



Front view

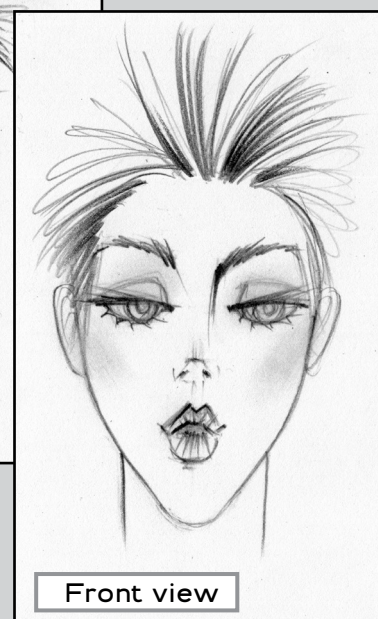
### Style #4

## Hairstyles (continued)

**Style #5**

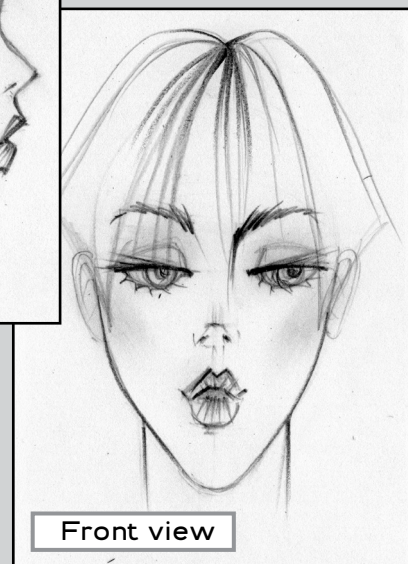


**Style #6**

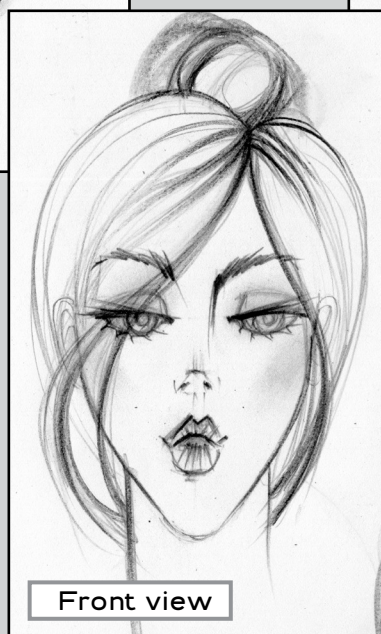




## Chapter 8



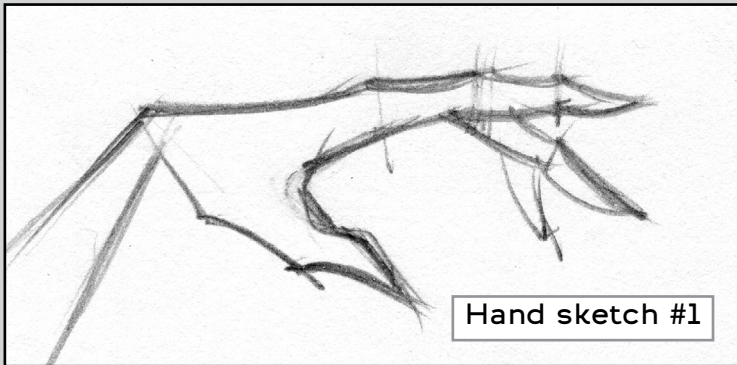
**Style #7**



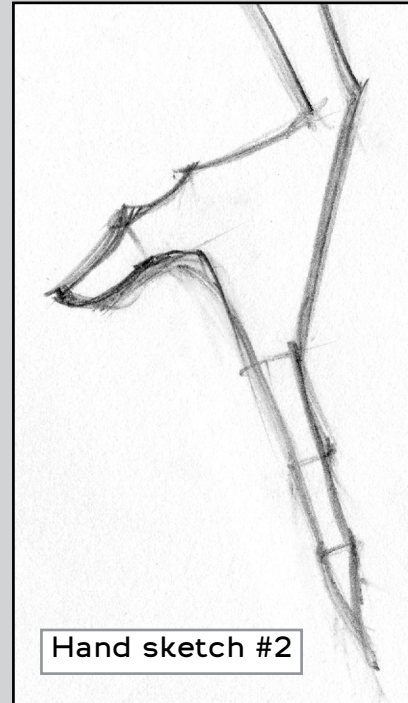
**Style #8**



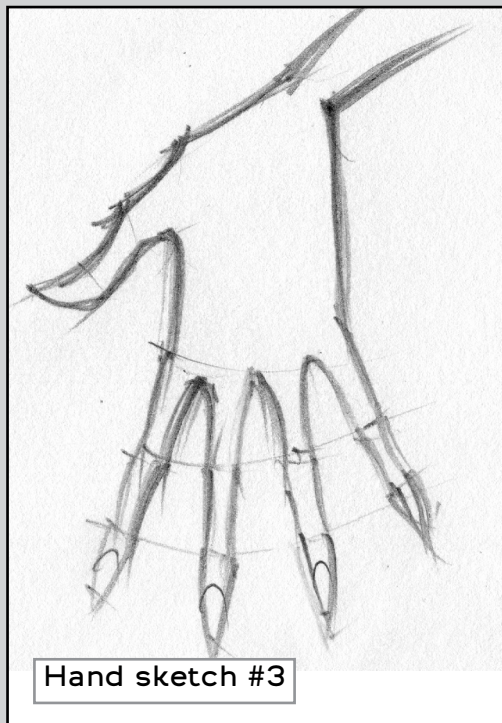
## Hands sketching



Hand sketch #1



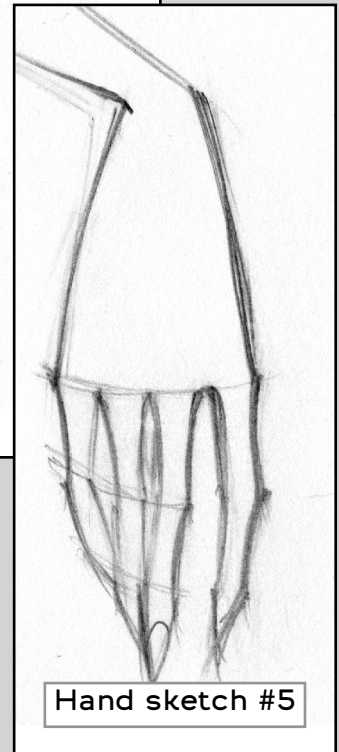
Hand sketch #2



Hand sketch #3



Hand sketch #4



Hand sketch #5

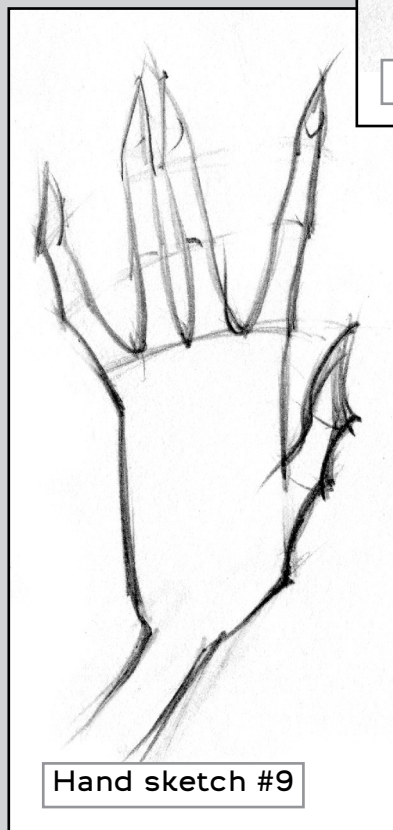
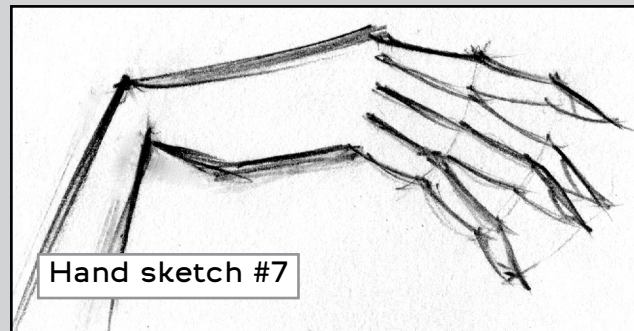
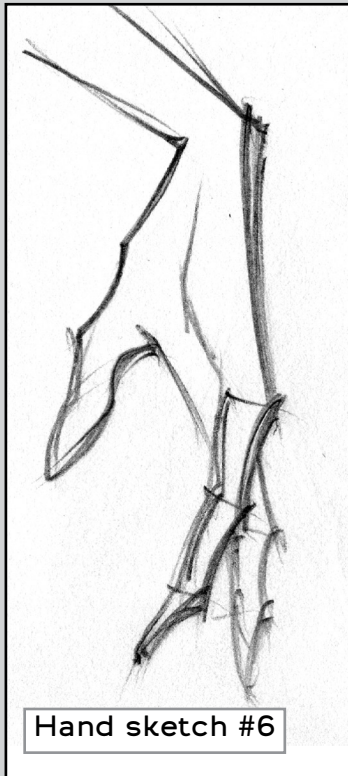
### Tip

It will save your time if you find for yourself the easiest and fastest way to draw hands

### Tip

Make many sketches to improve self-confidence

## Chapter 8



### Tip

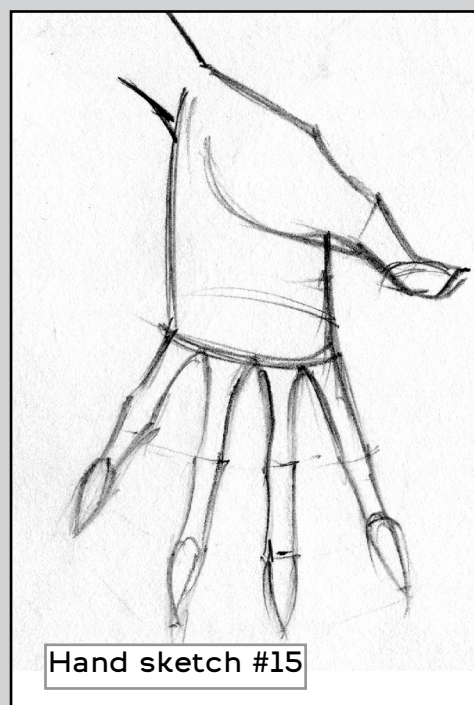
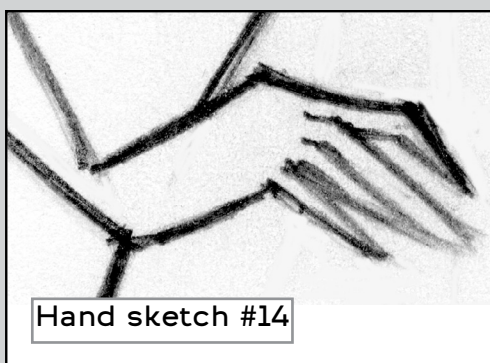
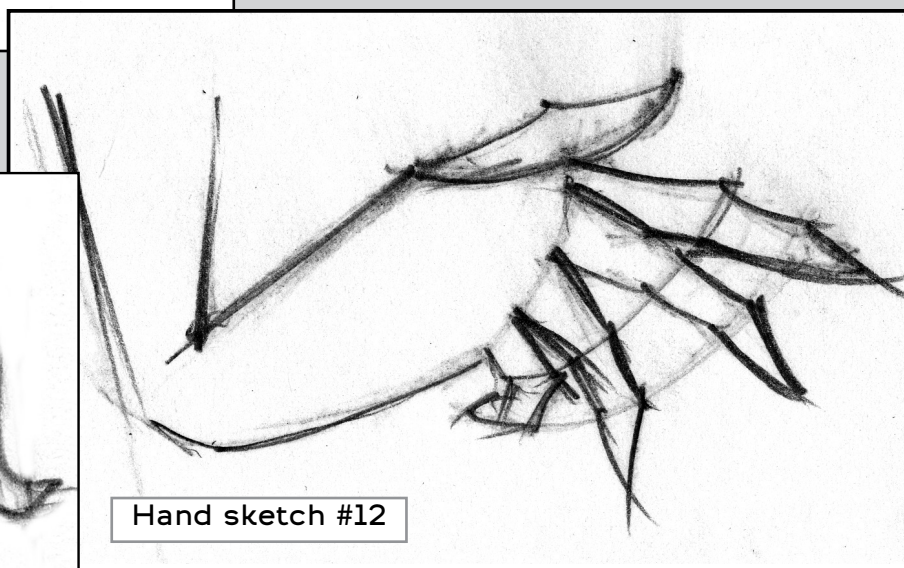
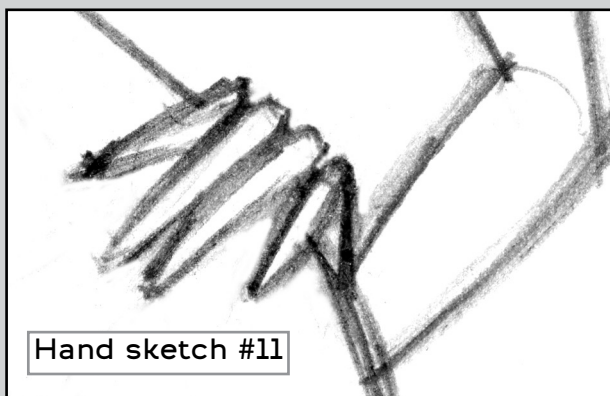
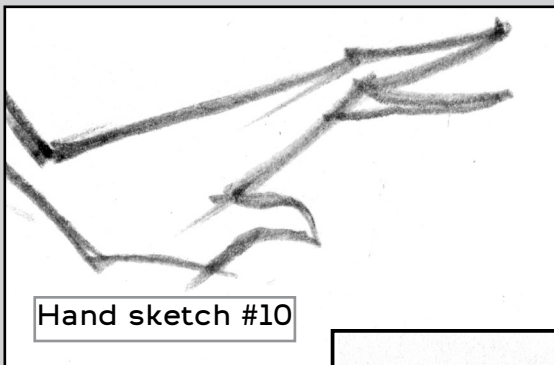
Hands sketching is one of the most challenging part of a body to draw for any artist or illustrator

### Tip

Collect your favorite Illustrations and copy them. It is the fastest and easiest way to learn

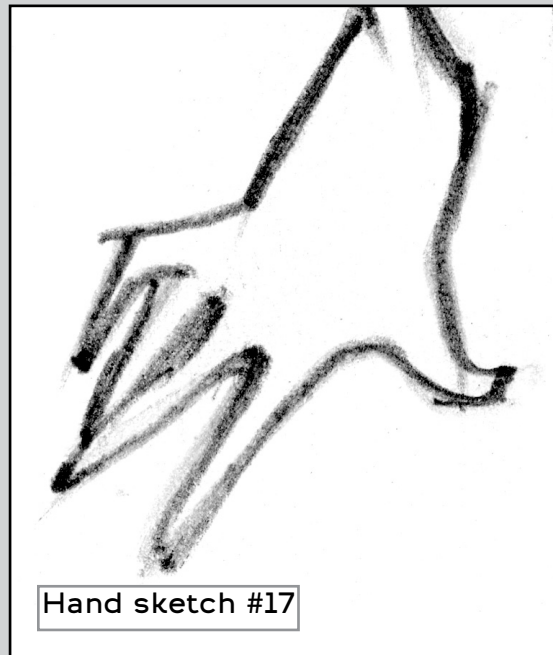


## Hands sketching (continued)





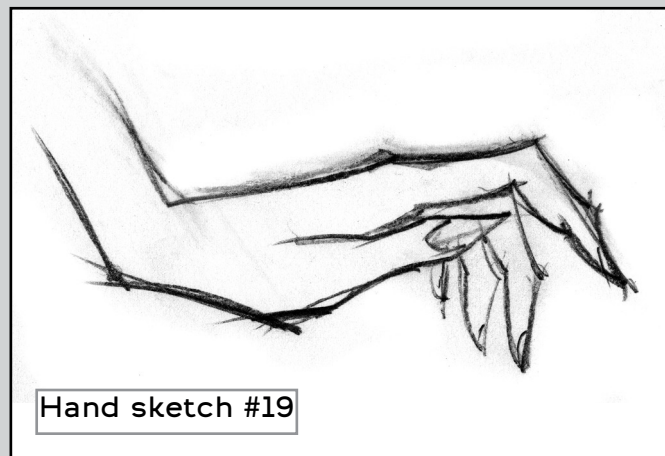
Hand sketch #16



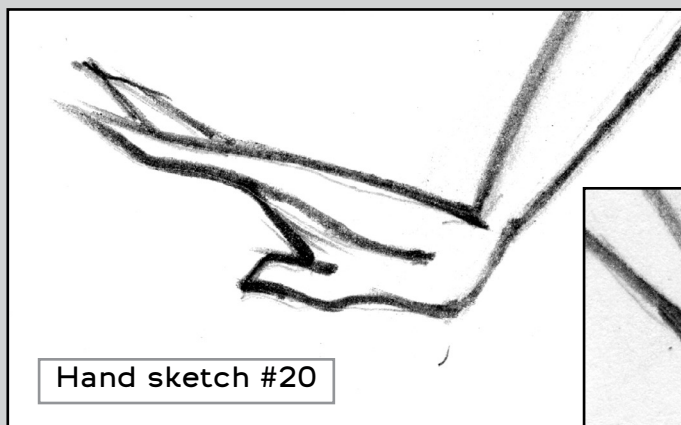
Hand sketch #17



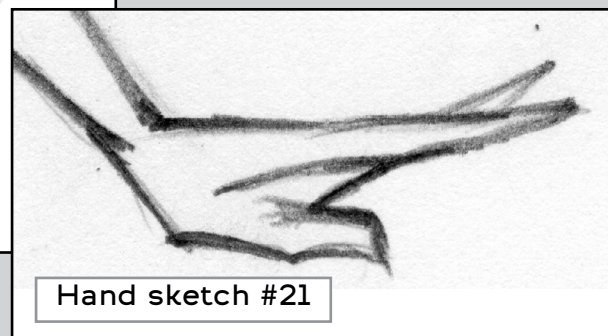
Hand sketch #18



Hand sketch #19



Hand sketch #20



Hand sketch #21

# Index

## A

apex 12  
average figure 16, 17, 18, 19

## B

balance line 12, 13, 20, 28, 29, 30, 42, 48, 49, 50, 51, 66, 67, 68, 80, 94, 100, 110  
body movement 5, 30  
body shape 39, 54, 78  
body style 6, 39, 45, 48, 66  
body weight 29, 31  
body proportion 10, 15  
bustline 12, 58, 64, 74, 86, 106

## C

chest 29, 49, 53, 58, 67, 69, 79, 80, 81, 86, 96  
chin 28, 69, 80, 133, 134, 136, 137  
croquis 1, 5, 6, 7, 8, 10, 14, 15, 16, 17, 18, 19, 20, 38, 39, 40, 41, 42, 45, 48, 49, 50, 52, 53, 54, 56, 58, 60, 66, 67, 68, 70, 72, 74, 75, 77, 78, 79, 80, 82, 84, 86, 87, 88, 90, 93, 94, 95, 96, 98, 100, 101, 102, 104, 106, 108, 110, 111, 112, 114, 116, 118, 119, 120, 121, 122, 123, 124, 125  
curved figure type 16  
cutting method 7, 78, 87, 88, 122, 124

## E

ears 130, 131, 134, 138  
eyebrows 130, 137, 138, 139  
eyes 129, 130, 131, 133, 134, 136, 137, 138, 139

## F

face 7, 10, 57, 71, 96, 98, 107, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139  
fashion figure 1, 4, 6, 7, 8, 10, 15, 47, 63, 77, 94  
freehand sketching 1, 6, 8, 47, 48, 50, 52, 54, 56, 58, 60, 63, 66, 68, 70, 72, 74  
front view 5, 28

## G

gravity line 29

## H

hairstyles 7, 140, 142  
hand 71, 144, 145, 146, 147  
hands sketching 144, 145, 146  
head-body proportions 38, 78  
hip point 30, 81

## J



jacket 42

## L

lips 129, 130, 133, 134, 136, 137, 138

## M

motion 5, 6, 10, 12, 13, 28, 29, 31, 64

## N

neck pit point 28, 48, 49, 66, 67, 80

nose 129, 130, 131, 133, 134, 136, 137, 138

## P

pants 43

pelvis 29, 49, 53, 56, 58, 67, 69, 70, 79, 81, 84, 85, 86

pit point 28, 29, 31, 49, 66, 67, 80

plus size 7, 94, 95

posture 5, 20, 21

princess line 58, 86, 106

proportion 10, 15, 79, 118, 120, 122

## R

relaxed foot 31, 51, 55, 82

relaxed leg 30, 51, 82, 83

## S

side view 5, 28

silhouette 41

size 5, 7, 10, 14, 15, 16, 17, 18, 19, 22, 38, 39, 49, 67, 68, 69, 80, 94, 95

skeleton 10–155

sketch 66, 67, 78, 132, 144, 145, 146, 147

static 5, 6, 28, 29, 30, 31, 45

streamlined figure 16

supporting foot 30, 31, 50, 51, 68, 81, 82

supporting leg 30, 50, 51, 94, 100

## T

template 6, 65, 150

## U

underdrawing 48, 49, 66, 67

## W

waistline 12, 13, 64, 66, 67, 74, 83, 106

weight distribution 16

wire skeleton 5, 8, 10, 27, 29, 32, 33, 48

## **ABOUT THE AUTHOR**

Author of the book Irina V. Ivanova is a fashion designer and visual artist: the creator of the Fashion Croquis book series.

Irina's expertise in fashion design and visual art is fused in her experience of teaching college-level classes, such as Fashion Illustration, Technical Drawing For Fashion, Fashion Figure Drawing, Costume And Fashion Design.

Irina's classic figure drawing training combined with professional fashion design education and experience makes her an effective teacher for fashion figure drawing. 20 + years of teaching college-level courses made this book possible.

Irina creates her books and visual art in her home-based studio in Hallandale Beach, Florida, USA.



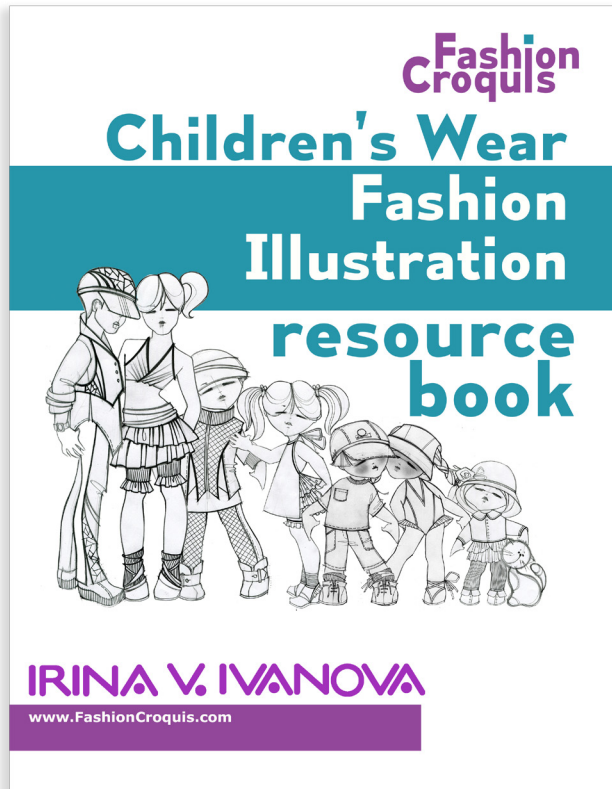
## How to Draw Fashion Figure Essential figure drawing techniques

On this page you can see some examples of Irina's fashion illustrations from her \*Ruff Couture\* collection of drawings.



## Fashion Croquis books series

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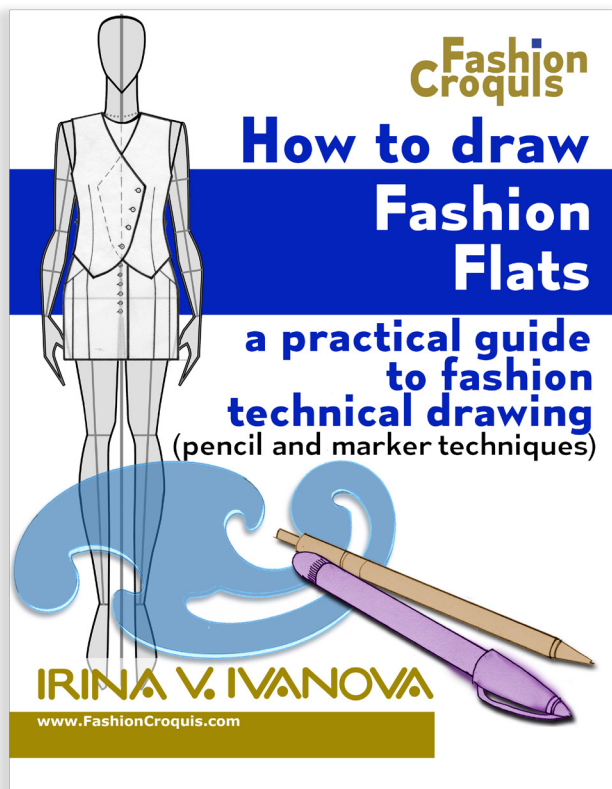
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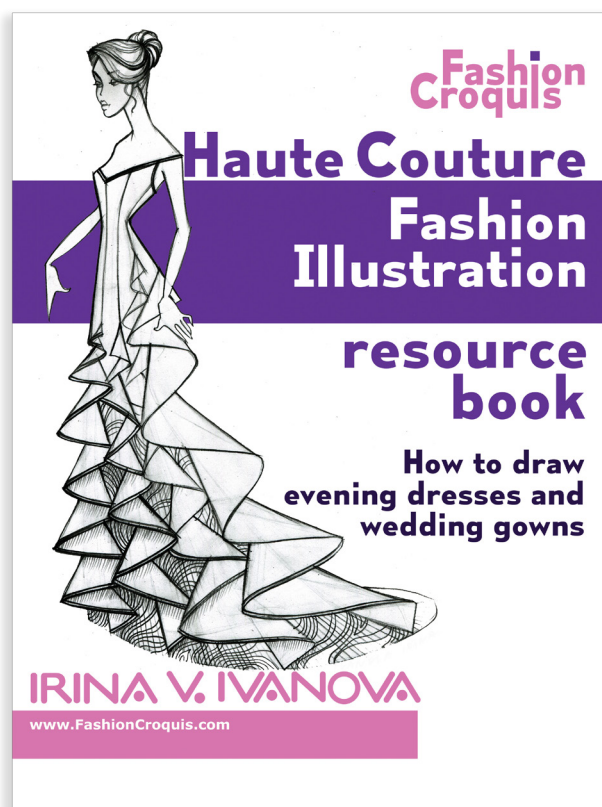
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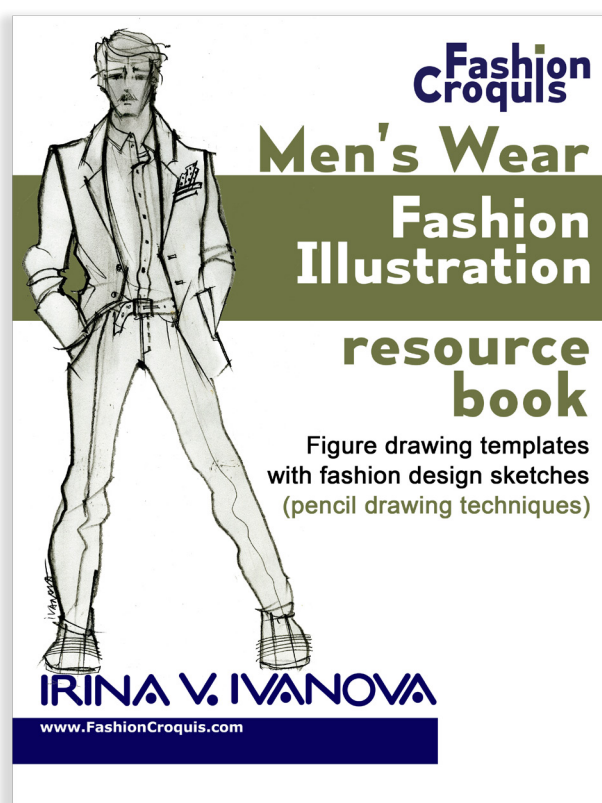
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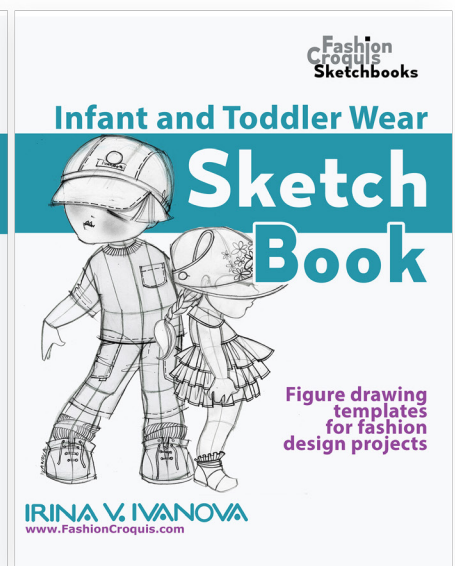
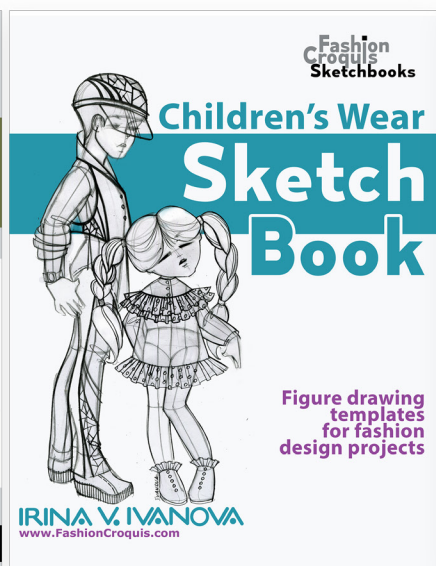
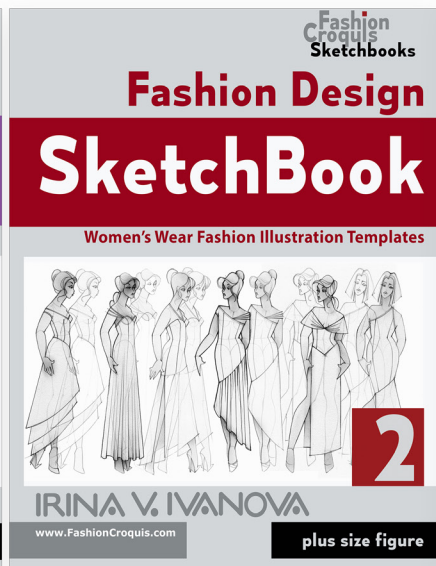
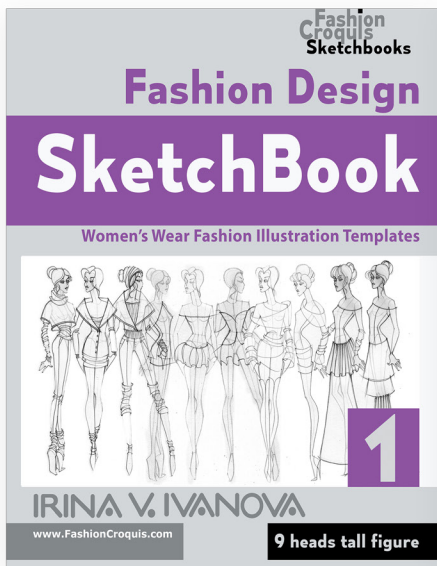
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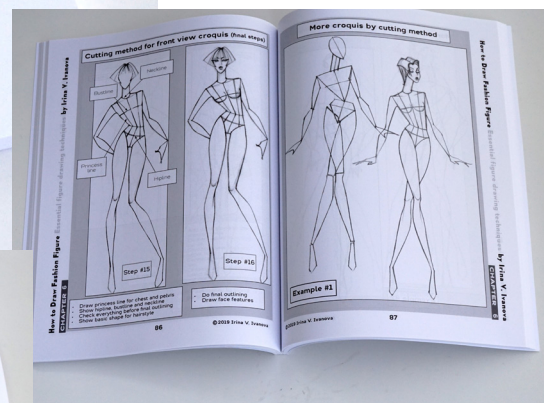
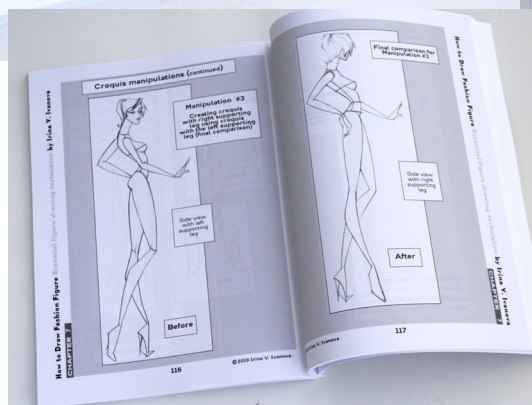
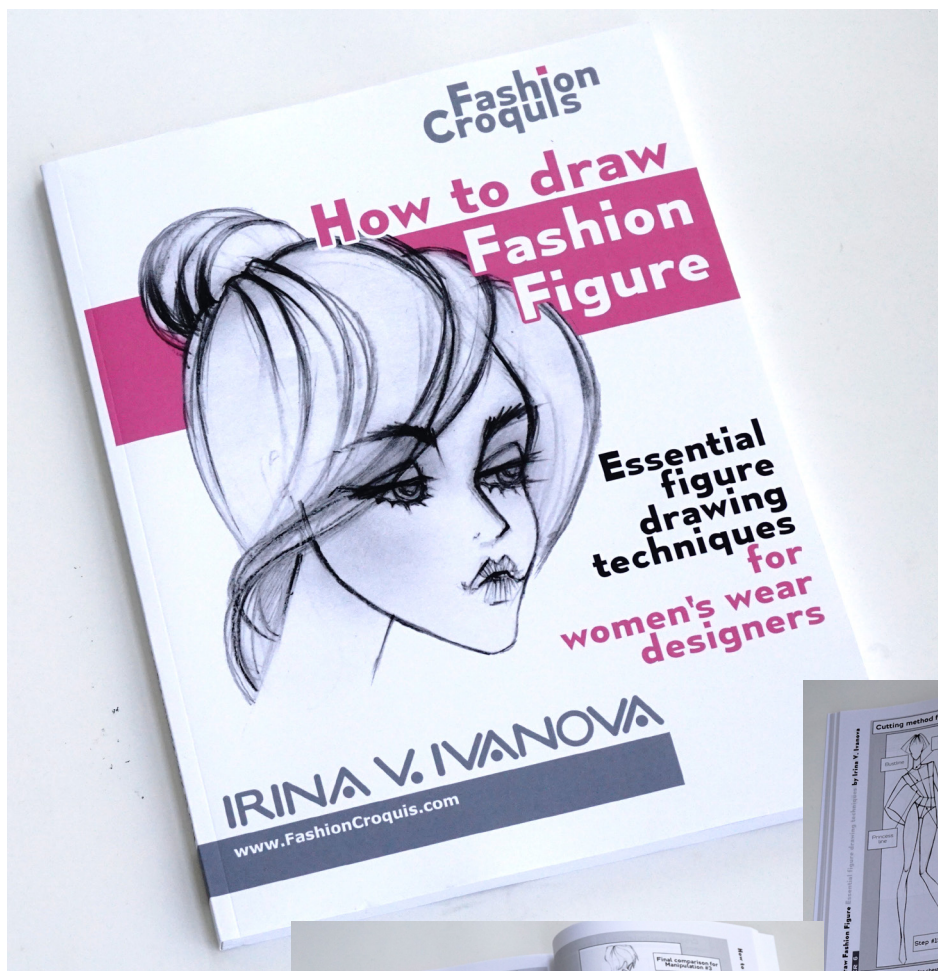
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