

I know they can be really hard, but try to enjoy the challenge!

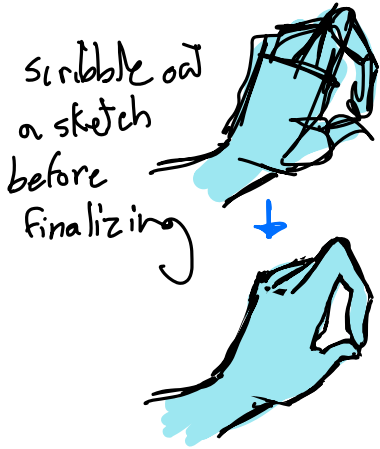
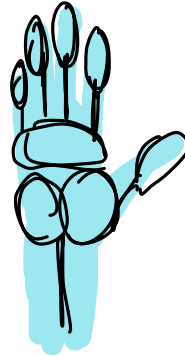
# Hands

## Basic Shape

sketch first

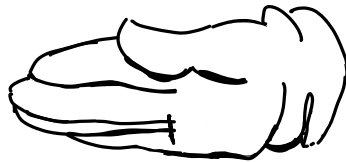
the middle two fingers often stick together

like figures, hand sketches vary between artists. I use different figures for different poses



Scribble out a sketch before finalizing

The thumb is a weird shape and the best way to figure it out is to draw until you get it



references are good as long as you are not tracing

Use tip of finger ovals for strange poses



super useful



the pinky finger bends the most, the pointer the least  
Thumb often curls in

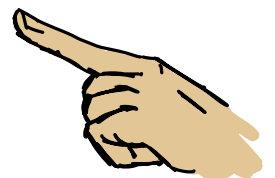
good for mostly relaxed poses

Use your own hand as a reference what is comfortable for you will likely look natural for your character

Dark skinned hands are paler on the palms (for my fellow white people) (same goes for feet)



Don't draw fingernails for most characters even realistic ones don't need entire nails



That also tells you where your thumb is