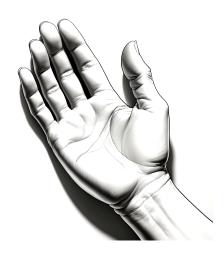
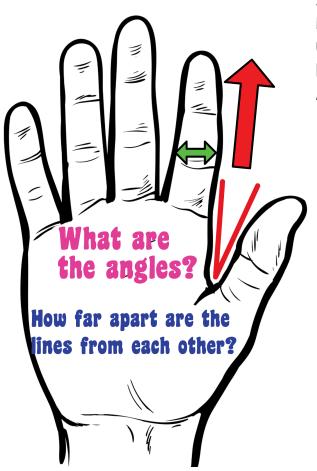


Stop trying to draw the whole hand. You're not summoning demons. Start small.



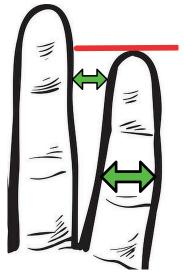
**Step 1: Look at the reference image provided.** Don't freak out. You're not drawing *a hand*— you're drawing *a shape*. One line. One curve. That's it.



## STEP 2: ZOOM IN (WITH YOUR EYES, NOT A MICROSCOPE)

Choose a small section of the hand. Just a sliver. A knuckle crease. A fingernail edge. The side of one finger. Ask yourself:

- What angle is that line going in?
- How long is it compared to the last one you drew?
- Where does it start and end?
  Now draw that tiny section.





## **STEP 4: CORRECT AS YOU GO**

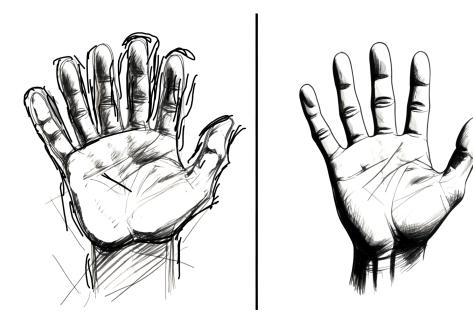
This is where most people mess up: They try to finish the hand before noticing it's lopsided.

Sketch loose.

Make a mess.

Make adjustments as you go.

Redraw. Refine.



A side-by-side comparison of a human hand drawing in progress: left side shows a rough pencil sketch of a hand with construction lines and loose outlines; right side shows a clean, refined version of the same hand with smoother, darker lines, grayscale, white background, high resolution, ideal for drawing reference