Draw a puppy

Complete phone guide · 25 drawing pictures

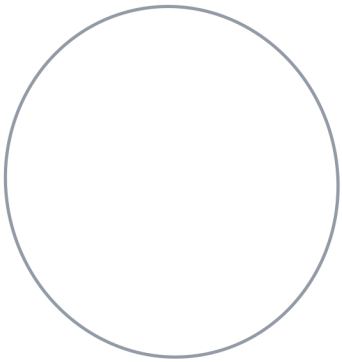


Follow every picture in order. Fit the page to your screen width; swipe to continue.

Paper and pencil + eraser.

Orange: new marks. Black: keep. Gray: erase only the named guides.

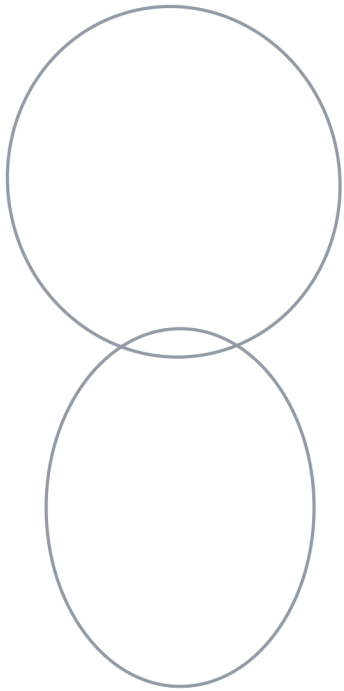
1. Place the large head



- Draw a light oval near the top of the page, tilted slightly so its right side is higher.
- Make it a little taller than it is wide and leave room on both sides for floppy ears.

> Keep the head oval light enough to erase.

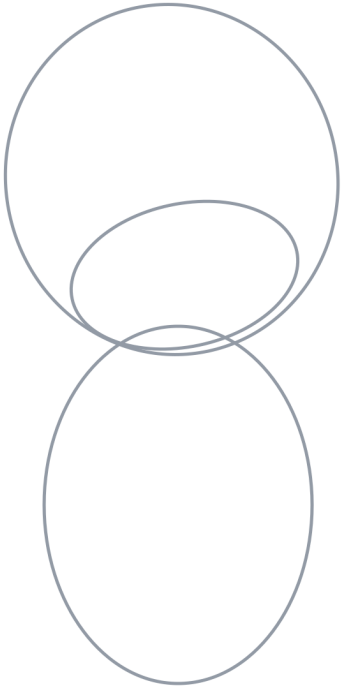
2. Place the seated body



- Below the head, add a tall oval about the same height but only four-fifths as wide.
- Let its top overlap the bottom of the head a little; leave space below for broad paws.

> The body sits under the head, not beside it.

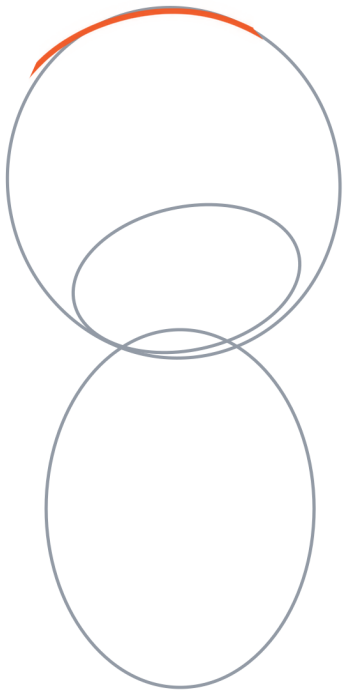
3. Place the broad muzzle



- Inside the lower part of the head, draw a wide light oval about two-thirds of the head's width.
- Tilt it with the head.
- Its bottom rests close to the head's lower edge.

> Leave space above the muzzle for two eyes.

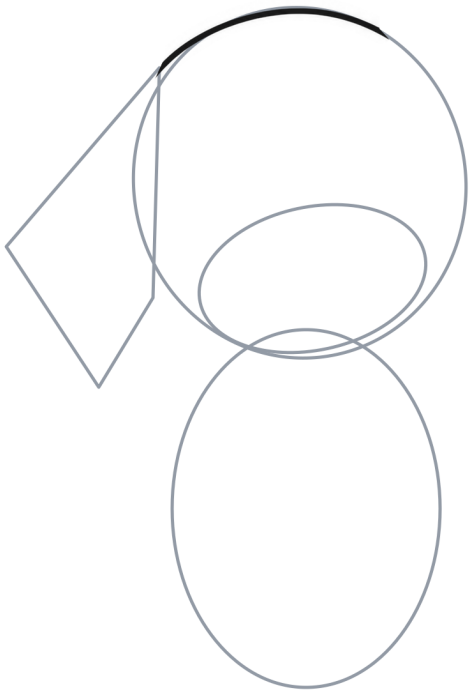
4. Draw the curved head top



- Follow the upper part of the head oval with a broad arch.
- Stop at the upper sides where the ears will join; leave the gray side and lower guides in place.

> Keep both ear joins open.

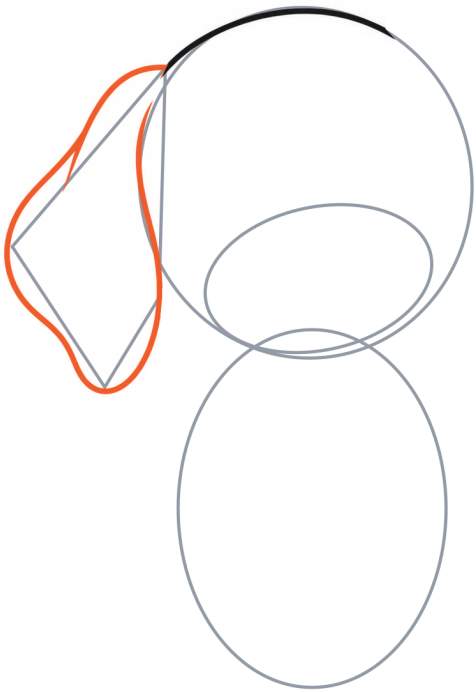
5. Plan the first hanging ear



- Mark its top on the head's upper-left side, an outer bend to the left, a rounded bottom just below the chin, and an inner join beside the cheek.
- Connect these lightly into a long hanging shape.

> The ear hangs beside the face rather than across it.

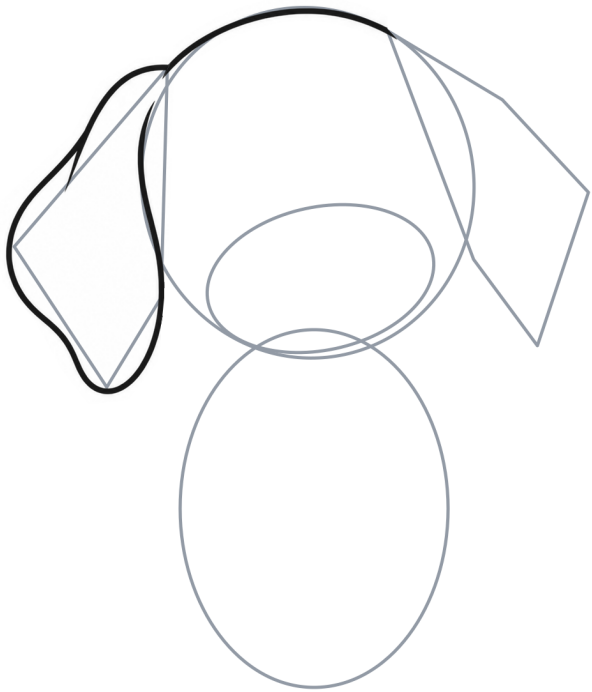
6. Round the first ear and add its fold



- From the top join, curve through the outer bend and around the low rounded end.
- Bring the inner side back toward the head.
- Add the short inward fold near the upper outer bend.

> Keep the bottom soft and rounded; stop both ends at the head.

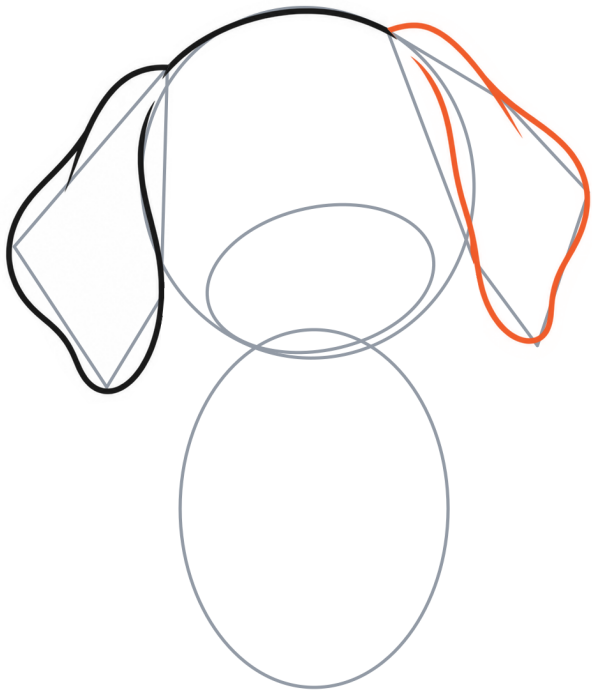
7. Place the other ear



- Use the same four-part idea on the right: top join, outside bend, rounded low end and inner cheek join.
- This ear starts higher because the head tilts.

> Its bottom is a little higher than the left ear's bottom.

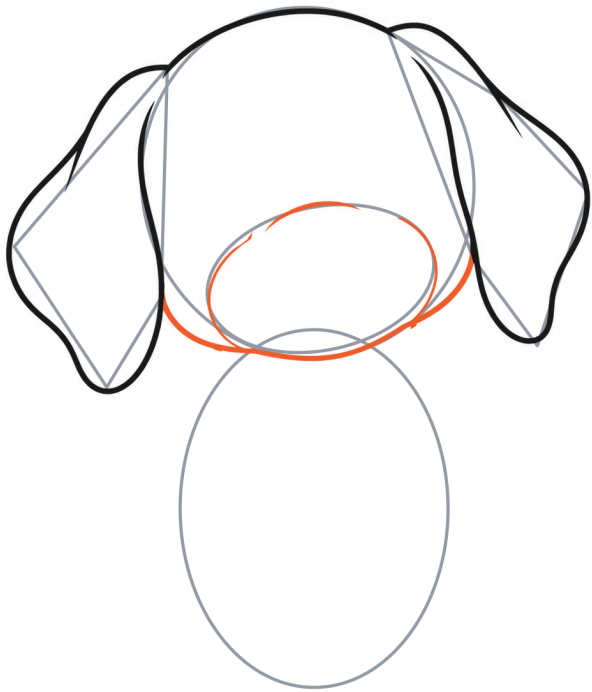
8. Round the second ear



- Curve around the right scaffold, rounding its bends and bottom.
- Bring the inner edge up beside the face and add its short upper fold.

> The inner ear edge leaves room for the cheek.

9. Round the cheeks and muzzle



- Join the lower sides of the head with a broad curved chin.
- Around the small muzzle oval, draw two side curves and a short top arc.
- Leave the small gaps below the future eyes.

> The muzzle stays inside the head and meets the lower cheek line.

10. Place the eyes on the tilt



- Draw a light rising line above the muzzle.
- Place an upright oval at each end, with the right one higher.
- Keep the two eye ovals about one muzzle-width apart from outside edge to outside edge.

> Each eye sits above a side of the muzzle.

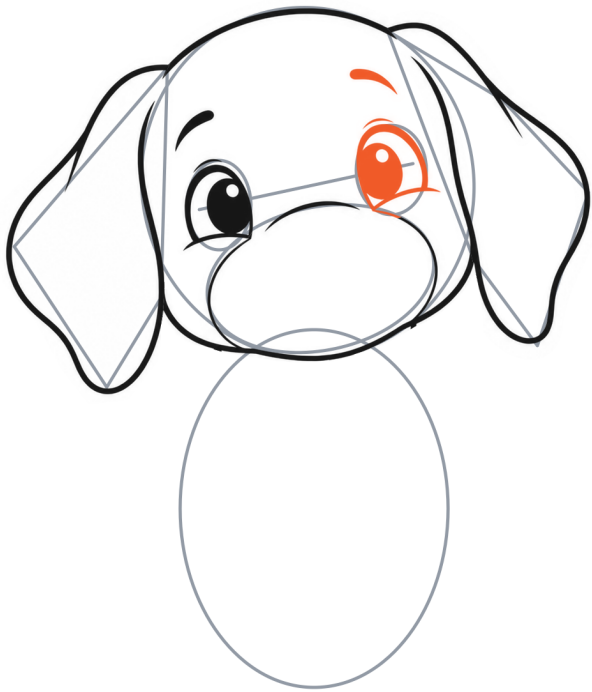
11. Make the first complete eye



- Round the left eye's upper arch and add its short lower edge.
- Draw an oval pupil inside and fill around a small white highlight.
- Add the small lid curve and a curved eyebrow above.

> Keep the highlight white and the eyebrow separate.

12. Repeat the eye on the right



- Repeat the arch, lower edge and oval pupil around the higher guide.
- Leave a white highlight, then add its lid curve and eyebrow.

> Follow the head’s tilt instead of forcing both eyes level.

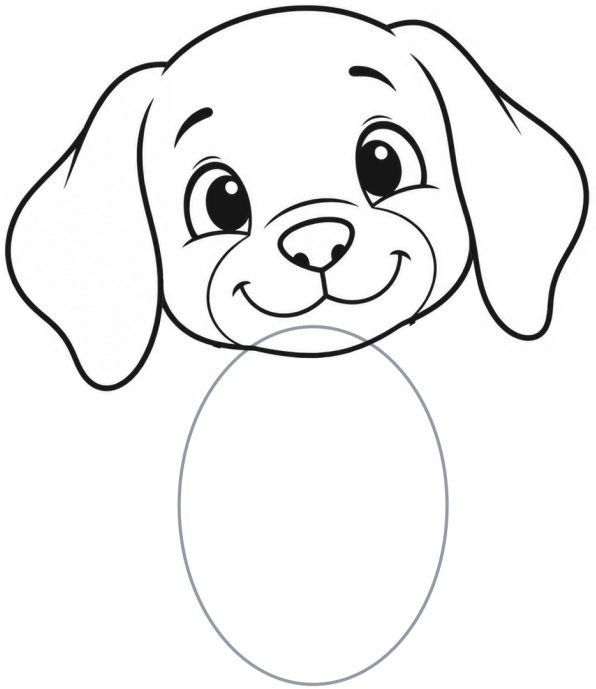
13. Place the nose and smile



- Centre a small rounded triangle in the muzzle's upper half and darken its two lower corners.
- From its bottom point, draw a short line down and two smiling curves.
- Finish each smile end with a small corner mark.

> The nose line meets the middle of the smile.

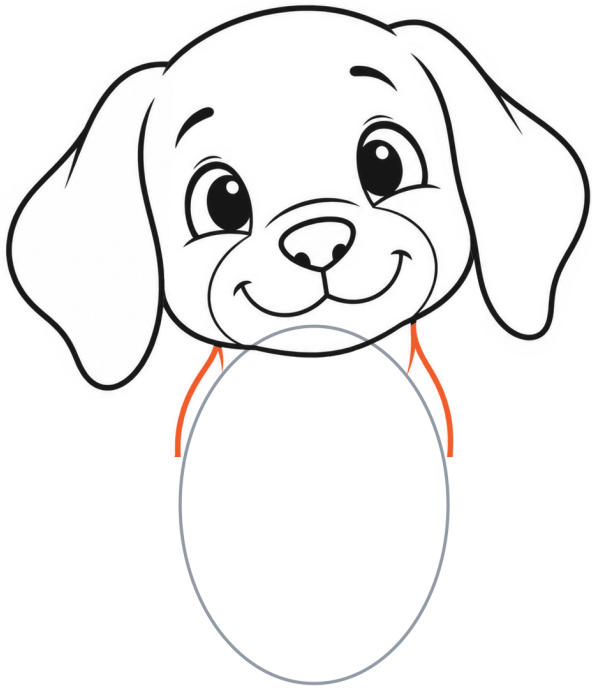
14. Erase the face guides



- Erase the head oval, muzzle oval, ear scaffolds, eye ovals and sloping eye line.
- Keep every dark face and ear mark.
- Leave the light body oval for the seated pose.

> Gray face guides disappear; the finished expression stays.

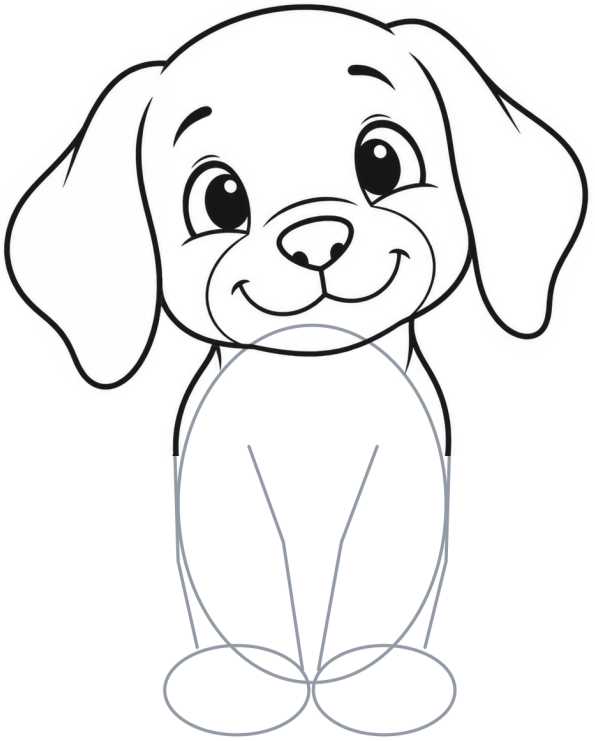
15. Shape the chest



- Begin below each cheek and follow the upper sides of the body oval downward.
- Stop around the oval’s middle, where the front legs will continue.
- Add the two short folds beside the neck joins.

> Do not close the lower body oval in black.

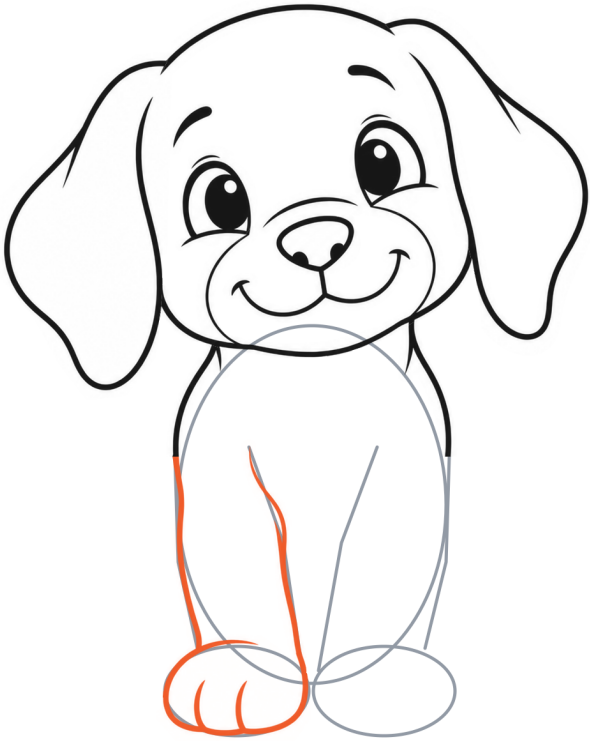
16. Place the front legs and paws



- Mark two broad, low paw ovals side by side below the body.
- Each is about half the body's width.
- Lightly connect the chest sides and two inner starting points to the paw tops with tapering bent lines.

> Keep a narrow gap between the paw ovals.

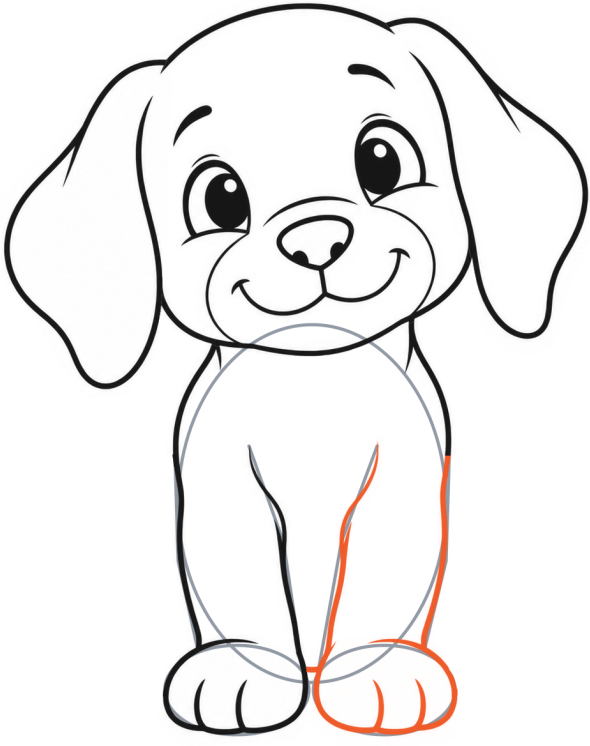
17. Build one complete front leg and paw



- From the left chest, curve down the outside guide to the paw.
- Round its sides and bottom, then return up the inner leg toward the chest.
- Keep the small inner leg fold and add two short toe curves rising from the paw's bottom.

> The paw is closed, and both toe curves stop inside it.

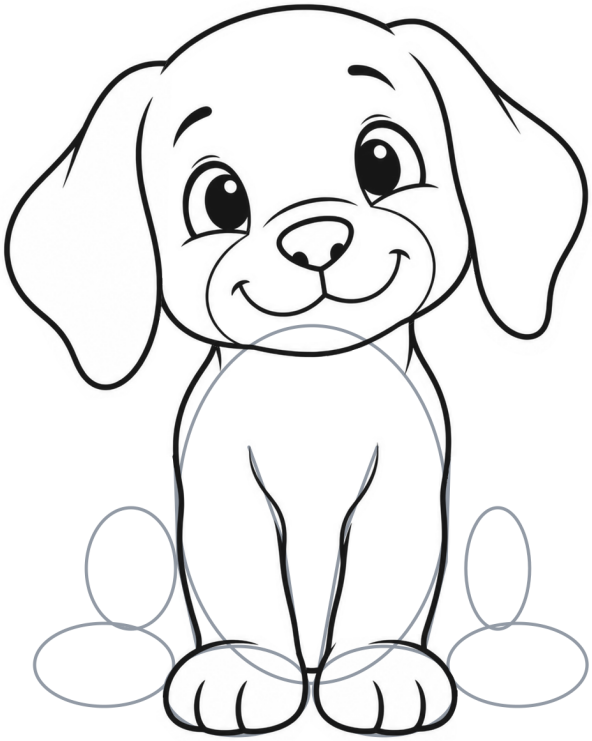
18. Build the second front leg and paw



- Repeat on the right, using the same low oval and tapering leg construction.
- Add its inner fold and two toe curves.
- Join the legs with the short visible body line above the gap between the paws.

> Keep the two front paws separate.

19. Place the haunches and back paws



- Add slim haunch ovals outside the lower body, then low paw ovals beneath them.
- Their bottoms sit slightly higher than the front paws.
- Let each back paw’s inner end overlap a front paw guide.

> The front paws will hide those overlapping inner ends.

20. Build the left back leg



- Round the left haunch beside the body and curve down to its paw.
- Draw only the paw edge visible outside the front leg; stop at that black edge.
- Add the short haunch fold and two toe curves.

> Do not draw a hidden line through the front paw.

21. Build the right back leg



- Repeat the rounded haunch and low paw on the right.
- Stop the hidden paw edge at the front leg, then add its short haunch fold and two toe curves.

> Count four paws, with the back pair slightly higher.

22. Place the raised tail



- Behind the right haunch, mark two joins and a tip about one paw-height above them.
- Connect the three points lightly to show the tail's upward direction.

> The lower tail join stays behind the haunch.

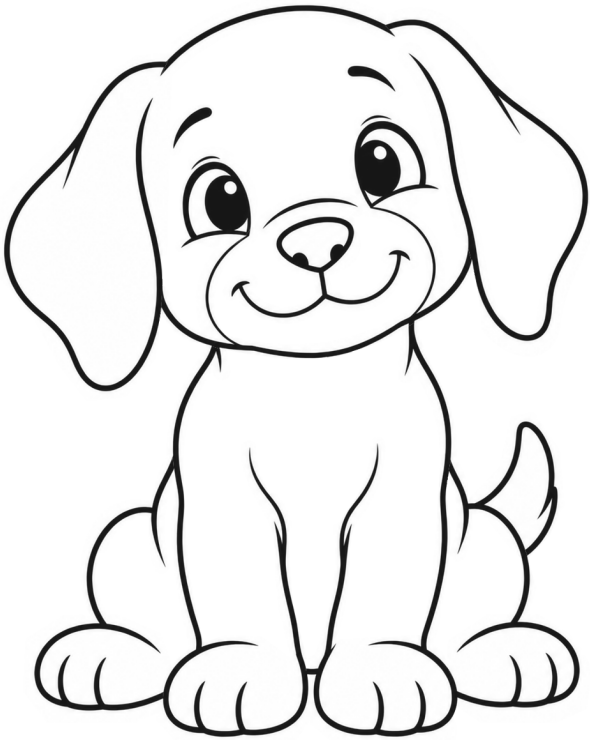
23. Round the tail



- From the upper haunch join, curve up to the tail tip.
- Round it softly, bow the outside edge to the right and return to the lower join.
- Add the short inner tip crease.

> Both tail edges meet the haunch; no line crosses the leg.

24. Erase the body guides



- Erase the body oval, bent leg lines, all paw and haunch ovals, and the tail scaffold.
- Keep the complete black legs, four paws, folds, toe curves and tail.

> Only gray construction marks disappear.

25. Check the sitting puppy



- Check the tilted smiling face, two floppy ears, four separate paws and raised tail.
- Keep the full seated body; colouring is optional.

> The back paws remain behind the front paws.