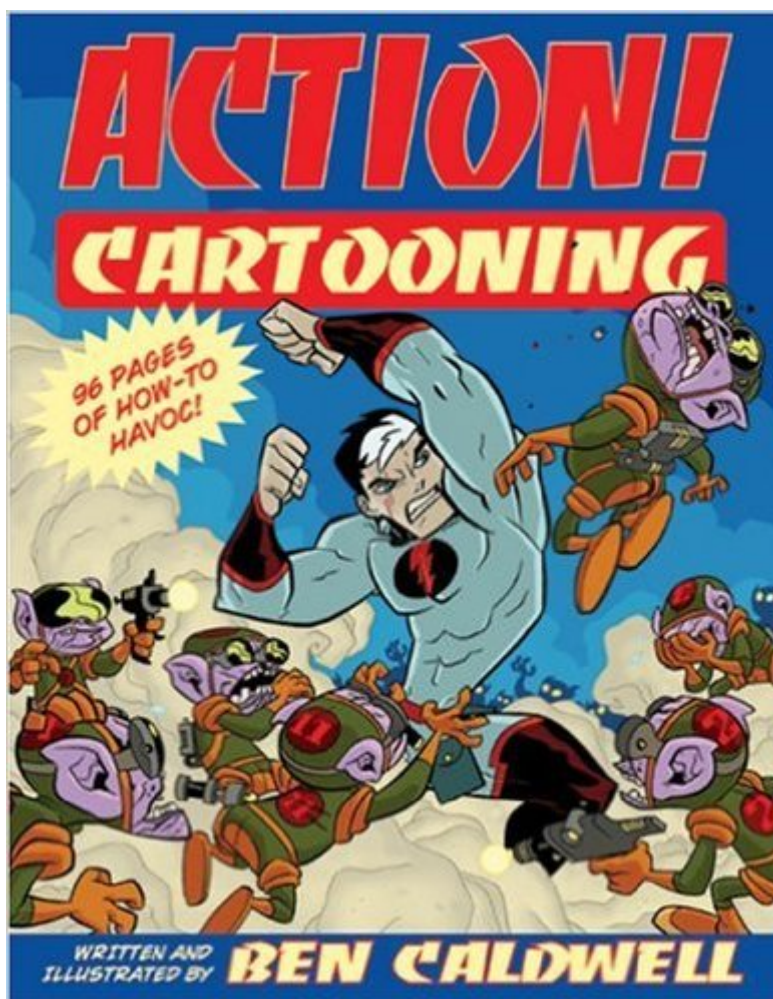


The book was found

Action! Cartooning



Synopsis

The best book on a hot new subject! This jam-packed how-to by a former Marvel Comics cartoonist offers everything a budding artist needs. Written and illustrated by a former Marvel Comics[™] artist with brilliant hand-done images throughout, this graphic handbook of cartooning is without equal. It's simply larger, better illustrated, and more in depth than any similar title on the market. In elaborate detail, it focuses on superheroes and their atmospheric world filled with speed and movement. Every aspect of creating cartoons is taught: the supplies, developing mood, and the techniques that endow characters with personality. See how to draw a variety of faces (female, heroic, cute, gaunt), and give the appearance of age. From the skeleton to the torso, to the arms, hands, and legs, follow every stroke that goes into producing bodies of all shapes and sizes. Finally, there's instruction on sending those figures into running, jumping, punching, kicking action in a fully realized scene. With advice so thorough, any amateur can become a pro.

Book Information

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Average Customer Review: 4.8 out of 5 stars Â Â See all reviews Â (46 customer reviews)

Best Sellers Rank: #433,798 in Books (See Top 100 in Books) #79 in Â Books > Children's Books > Arts, Music & Photography > Art > Cartooning #90 in Â Books > Arts & Photography > Drawing > Cartooning > Anime & Cartoons #5886 in Â Books > Arts & Photography > History & Criticism

Age Range: 8 and up

Grade Level: 3 and up

Customer Reviews

I very rarely write comments on books, but I had to make an exception for this book because it is far and away so much better than all the other books I own on cartooning. I keep it close by my desk for regular reference. When I teach my children to draw, this is the book we ALWAYS come back to. I'll

probably buy a second copy soon because I am wearing my first copy out and I simply can't imagine not having this book around. Unlike other cartooning books that I find to be annoyingly wordy or too simple, this book is PACKED with vital, detailed, HOW-TO instructions on drawing dynamic figures in exciting poses. It gives you a full, easy method on how to draw ANY pose in 3-D, from ANY visual angle. It provides plenty of step-by-step instructions so you can practice this same method over and over until you master it. It provides detailed instructions and examples of important techniques like overlapping and fore-shortening, so your characters have depth, and can appear as if they are jumping off the page right at you. It gives amazing details on basic anatomy - both male and female. It shows how to draw difficult body parts like hands and feet. It also provides valuable information on character design, like explaining facial features that make a character appear young or old; how to make a character look heroic, charming, tough, or mixing these features to suggest hints of various personality traits. For example, you can mix features to create an intelligent looking, tough guy. It explains how to draw various expressions - not from templates - but how you can design your own. Most art books I buy I feel could have been cut down to half their size. But not this book - this book fits everything into only 80 pages, but every page gives you something of real value.

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