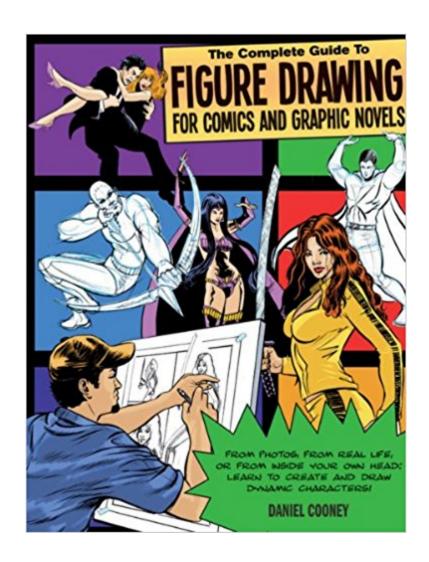The book was found

The Complete Guide To Figure Drawing For Comics And Graphic Novels

Synopsis

Written for art students and beginners who want to illustrate for comics and graphic novels, this book provides a thorough grounding in drawing the human form.   Explains how to pose and photograph models, and then use photos as reference for finished drawings Describes the essentials of creating sequential art, including backgrounds, facial expressions expressing emotion, poses suggesting action, and more Includes examples and principles on how to draw clothing and costumes Advises on writing dialogue that keeps the story action moving   This comprehensive self-teaching course for illustrators features more than 150 instructive color illustrations.

Book Information

Paperback: 192 pages

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Average Customer Review: 4.8 out of 5 stars   28 customer reviews

Best Sellers Rank: #136,696 in Books (See Top 100 in Books)   #21 inÂ Books > Arts & Photography > Drawing > Cartooning > Comics   #56 inÂ Books > Arts & Photography > Drawing > Specific Objects   #70 inÂ Books > Arts & Photography > History & Criticism > Themes > Human Figure

Customer Reviews

Dan Cooney is a successful illustrator and the author of Writing and Illustrating the Graphic Novel, also published in North America by Barronâ ™s.

This is an excellent reference, and a good read. The book covers the important elements from the basics of figure drawing to the advanced aesthetics of posing characters in graphic novels. Toward the end of the text is an especially good discussion of scene composition and layout of not only figures but "prop" and background detail as well. The arc of covered topics in the book fully rounds out what's needed to produce a compelling graphic novel, where you supply the talent! Provided examples are excellent. This is a solid and detailed text for both beginning and experienced graphic artists. I highly recommend this book.

I've owned several "comics artist how to" books, read many others from library etc ... And I'd say imo this one's the best, if you want a general overview of creating most if not all aspects of "I want to draw my own comic / graphic novel ... and publish it." etcToo many such books are the "draw a circle" and "here're all the bones and muscles" then "See? I can do it, why can't you?" sort.This one INSPIRES as it teaches.No ONE book is going to give you all you need (and NO number of books replace dedication and discipline to PRACTICE, and IMAGINATION) ... but if I had to choose the FIRST book to give any aspiring artist (for comics, from superhero to literary graphic novels) ... It'd be THIS one first!

This is a great book on learning fundamentals for drawing cartoon figures. There are so many things I like about it. The book is organized well and covers so many topics. Chapter 1 covered all the basics of the tools of the trade. This chapter was so good, I wished he had gone into some details about using some of the tools.Chapter 2 Head and Facial features is excellent. It provided everything I needed to know about proportions and detailed examples for eyes, eyebrows, nose etc. I especially loved the section on facial emotions. The main reason I ought the book was figure drawing. I am still working though this chapter, and still need lots more practice. He gives many examples and an interesting approach that I am still working on, that's different than the stick figure method. He uses solid shapes and lots of real life models. The most unique chapter is on clothing and fabric draping. It is exceptionally detailed on how fabric falls on folds over solid shapes. Using his techniques makes your clothes and figures look three dimensional and very rule. Chapter 5 on backgrounds was very informative. I generally keep my backgrounds simple as I don't do graphic novels but one panel cartoons, but the information was still very helpful about changing levels of detail, and line width and shades to make you backgrounds work as backgrounds and not over power your foreground. I look forward to using more interesting and detailed backgrounds as a result of this chapter. The book has interesting thing to say about using and changing perspective, but is not a book on perspective. For that you need a specific book to cover how to do perspective. I like the book a lot and recommend it to anyone wishing to improve or start cartooning.

Bought this one sight unseen out of desperation, based solely on the cover and examples of the author's work. This really has it all, and best of all, the book itself boasts an attractive design. So many "how to" art books are appalling to look at...In this book, you'll find a good mix of photographic references (ie, live models), line art and inked figures. In addition to showing you how to draw

figures in various still and action poses (the latter including battle stances, guns blazing, etc.), it also covers the basics: faces, hands, facial expressions, hair, the works, which was a pleasant surprise. Also covers various "camera angles," adding depth, and basic scene composition. Couldn't ask for more.

Good book.

It's well organized. Lots of good information and advice.However, as a 'complete guide', it may be a little daunting for the beginner, but it can definitely serve as a great reference book later.If you have already been through a few other basic figure drawing books or already have a solid background in sketching, it's a great addition to your library as well.

Great book. High quality materials and lots of content!

He loved it

<u>*Download to continue reading...*</u>

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