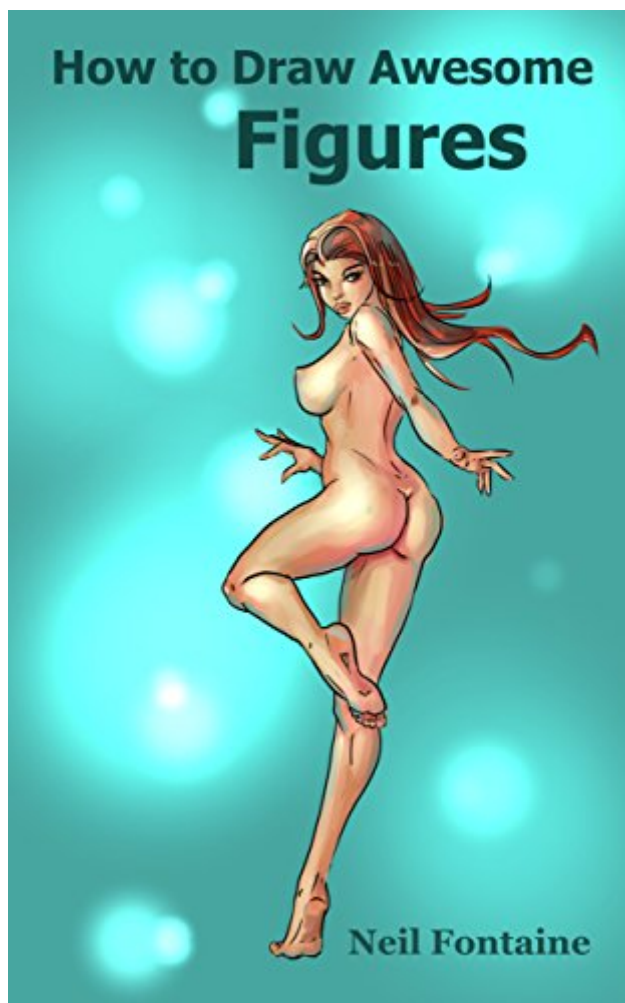


The book was found

How To Draw Awesome Figures



Synopsis

If you want to draw awesome figures for comics, concept art, video games, fine art, etc, then this is a must have book to add to your collection. Unlike a lot of how to draw books, this book teaches you the how and why so that you fully understand what you are drawing. In How to Draw Awesome Figures, you will learn proportions, mannequin, blocking in the figure with shapes, anatomy, poses, and more! Look inside and check it out.

Book Information

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Photography

Customer Reviews

I found this book to be great for those that have some basic knowledge in the art realm. Not for the beginners, but will greatly assist those who love drawing characters for fun or even graphic artist. I'm not an artist by no means, but I did want to spruce up my artistic abilities for some sketches for a prototype (clothing). How to Draw Awesome Figures put everything in perspective as far as proportions go. I also found the step-by-step teachings to be very helpful. The layering technique helps a lot in building characters (both male and female). It goes in depth and breaks down the

importance of knowing basic anatomy when drawing figures. So detailed that the chapter on muscles are color coded for better understanding and comprehension for application. I'm getting there and I know with much practice and this book, I'll be right where I need to be. I recommend this book to those who are seeking to hone their craft as an artist.

I've tried a couple of different books before to improve upon my drawing skills before with little success, but not being one to give up I figured it was worth it to give this book a shot. I can in all honesty say that I am seriously impressed by the amount of valuable information in this book! As I said, my drawing skills were a bit lacking to put it mildly, yet this book has really helped me to understand why it was that I struggled so much when it came to drawing the human figure. My proportions would always be off, but I couldn't seem to get why that was the case or what I needed to do to fix it. Neil's ability to deliver simple to understand and concise directions in combination with the step by step pictures used to illustrate his point made all the difference. I found that by explaining the necessary aspects of anatomy, instead of trying to explain it in its entirety, relieved a lot of the anxiety and confusion. To put it quite simply: It made sense. It really helped me to change the way I approached drawing the human figure and has given me a new and strong foundation that had been lacking. While I'm still moving through the book, I have made serious improvements in my work and have a newfound confidence that I didn't have in my work. I would definitely recommend this book to those who are looking for a concise guide that is simple to follow and anyone wanting to improve upon their skills.

Well, my little backstory goes like this: I took art classes in college, and had a professor who was featured in art-related magazines. How is that for excellent? Well, Neil Fontaine is no slouch himself, and he gets right on the job of guiding budding artists through the step by step process of what it means to be able to draw human figures with accurate proportions. Yes, it is only too true that if you plan on creating artwork for graphic novels, animation, anime, what have you, your work may lose their intended effect without mastery of the human form in all its nuances of movement, muscularity, and action. Though I have been drawing for years, I did come away with knowledge of how I can re-invigorate my past skills. There's no doubt I may be rusty these days, as the majority of artwork I do now is on the computer, and not many figures in motion. I like the method used to get our feet wet; the author's twist on the geometric shape placement was well above the standard of traditional drawing guide books, in which lines and circles are the predominant thing

used to create a kind of basic pre-sketch "armature" of the person. Seeing triangles and rectangles being used as the building blocks, was refreshing. Kudos, Neil, and I will be sure to visit your online gallery on Deviant Art when I get a chance!

For those who have decided to become an artist, whether traditionally or digitally, this book will prove no doubt useful. Now, the content of the book is not wide, don't expect to be reading large sections of text, as with other books on the art of figure drawing. But that's not to say this book does not require a strong sense of focus. If you plan to buy this book, a word of advice: Take the time to understand each section. This book is good for those just starting out, but I advise you pair this book with "Figure Drawing: Design and Invention" which provides fantastic reference and additional techniques involving Figure Drawing. With these two books well studied, I'd be willing to assume you can draw any kind of person. With anatomy under your belt, (Figure Drawing: Design and Invention), you can go into this book, and really experiment with what they discuss. Even improvise, how you'd want something to look. Bottom Line: This book provides you with enough information and techniques to draw well, but with a book on Human Anatomy, You can draw realistically.

I'm really enjoying Neil W's book. I bought it to help me learn how to create characters for children's illustrations and thus far I can say though I'm only a third through the book I'm already thinking about signing up for his Udemy class. His writing style, emphasis on technique, the practice exercises are so straight forward and to the point that you'll start to pick up on things very quickly. I've tried other books in the past but I think Neil's easy going style really helps to crystallize the material. It's a great find and I'll definitely purchase his course once I'm done. Thanks for the labor of love

"How to Draw Awesome Figures" is required reading (and exercise!) for anybody who wants to draw comic figures in a way that is both fantastic and accurate, anatomically-speaking. Neil Fontaine offers a wealth of tips and techniques to improve your drawing skills, and this is a book that can help drawers from beginners to advanced. The book will help you learn how to properly proportion your figure, put them in poses, and make everything look great. Fontaine's teaching style within the book is simple, clear, and concise, and I was able to pick up on some terrific techniques by following along with this book.

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How to Draw Action Figures: Book 2: More than 70 Sketches of Action Figures and Action Poses (Drawing Action Figures, Draw Action Figures Book, How Draw Action Poses, Draw Comic Figures)

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