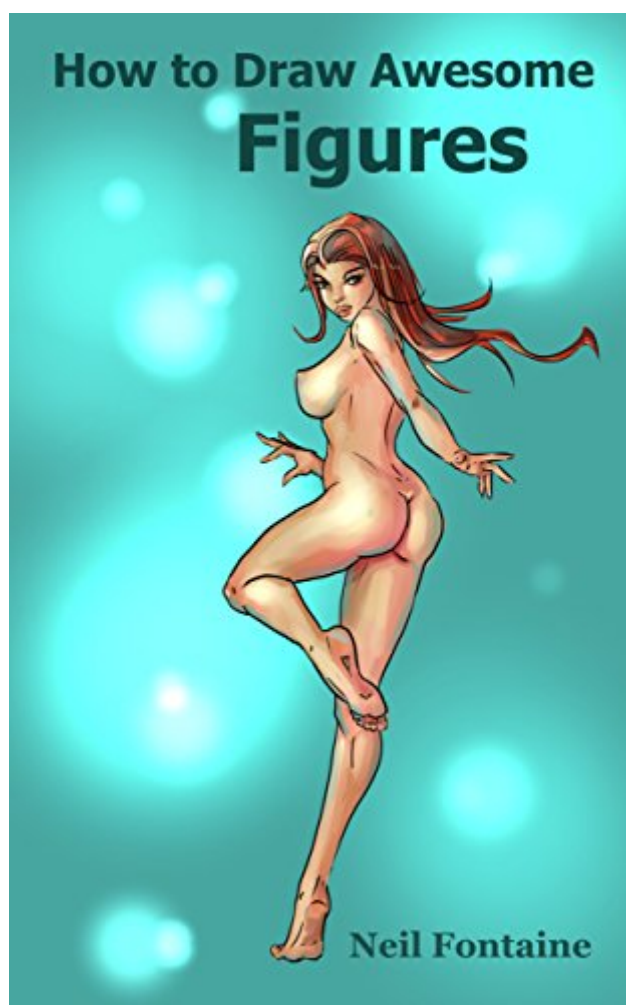


The book was found

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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Customer Reviews

Length: 2:18 Mins

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.

If you are looking to improve the look of your characters, making them proportionally more appealing, then this is the book for you. It has taught me many things I wanted to learn, and a few things I never knew I needed to learn. I have only had this book for a short time, but already I can see a marked improvement in my drawings as my understanding of how the human body looks and moves has improved. It doesn't cover how to draw the different parts of the body, but it explains from the outset that it only intends to cover the figure (proportions, poses, etc) so it does its job well. I felt that the teaching style is clear and concise, in much the same way as Neil's art video courses are. Highly Recommended

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 new found 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.

This book is AWESOME!!!! I'm a teacher, and I am CONSTANTLY being ridiculed by my students about HOW bad my drawing is. Even my stick figures on the board are bad. So, I decided to pick up a book and try to learn to draw a bit better. While this book focuses on the figure, it has helped me

so much! Probably the part that helped the most was talking about being proportional. You just don't realize how off a whole drawing is if the proportions are wrong. The author gives you a method using stick type figures to make the figure proportional...that section alone improved my stick figures! The kids said today, Hey, Mrs. B, looks like you've been practicing! I can't wait to keep improving! Like I said, this book is awesome! It's easy to understand and the illustrations really help. I highly recommend.

Neil, this is John J Joseph, I just wanted to write you this quick message to tell you how FANTASTIC your book is. I am learning so much from it. I have 4 video courses also but with your book I can really take my time and learn what you are teaching on each page. I spent a week on 3 pages to really learn what you are teaching. My goal is to want to learn how to draw PINUPS...lol and I know it will take a long time to develop the skills to be able to really draw them the way I want. I also want to learn how to paint them one day, so I will be getting your course on Manga Studio 5. In closing, I really recommend your book to all beginning art student who want to learn how to draw the human body. Thank you. John J Joseph P.S. with respect...your girlfriend is really cute...a great model...!

Well, my little backstory goes like this: I took art classes in college, and had a professor who was featured in art-related magazinesâ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 youâ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 skillsâ. Thereâ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 authorâ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 âarmatureâ 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!

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How to Draw Action Figures: Book 2: More than 70 Sketches of Action Figures and Action Poses

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