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Freehand Figure Drawing For Illustrators: Mastering The Art Of Drawing From Memory

Synopsis

Draw the Human Figure Anywhere, Anytime For todayÃ¢â¬â„¢s in-demand comic creators, animators, video game artists, concept designers, and more, being able to quickly draw the human figure in a variety of action-packed poses is a requirement. But what do you do if you donÃ¢â¬â„¢t have models or photographic reference readily available? In Freehand Figure Drawing for Illustrators, artist and instructor David H. Ross provides an alternative solution, showing you how to master freehand figure drawing without visual reference by using a modern twist on the classic technique of blocking out the human figure in mannequin form. Step-by-step lessons guide illustrators from basic poses (standing, running, jumping) to extreme motions (throwing punches, high kicking). For on-the-go artists, Freehand Figure Drawing for Illustrators allows you complete freedom to bring your figures to life at any time.Ã Â

Book Information

Paperback: 208 pages

Publisher: Watson-Guptill (July 28, 2015)

Language: English

ISBN-10: 0385346239

ISBN-13: 978-0385346238

Product Dimensions: 8.5 x 0.6 x 10.8 inches

Shipping Weight: 1.8 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars   56 customer reviews

Best Sellers Rank: #60,768 in Books (See Top 100 in Books)   #26 inÃ Â Books > Arts & Photography > History & Criticism > Themes > Human Figure   #51 inÃ Â Books > Arts & Photography > Drawing > Figure Drawing

Customer Reviews

Dave Ross has created an invaluable tool for both students and professionals. While photos and models are useful, artists shouldnÃ¢â¬â„¢t be limited by the reference available to them. Dave gives the artist the means to build a figure from the imagination based on gesture, construction, and anatomy.--June Brigman, comics artist, co-creator of Power PackÃ Â from Marvel Comics, and professor of sequential art at the Savannah College of Art and Design

DAVID H. ROSSÃ Â is an illustrator who has worked with all of the major North American comic book publishers including Marvel Comics, DC Comics, and Dark Horse Comics. He has produced

storyboards for feature films, and prepared artwork and advised on special projects for television. For the past ten years, he has held workshops on drawing for comic books and has acted as co-coordinator and instructor of a successful three-year Sequential Arts diploma program at Max the Mutt College of Animation, Art, and Design in Toronto, Canada.Ã Â

Ross is an amazing illustrator and the book is inspiring. However I predict it takes years and years of practice (plus methods and tricks learned elsewhere) before one could even approach the level of competency expressed by the images in the book. Nonetheless, there are a *ton* of pages and a *ton* of exercises so the value is definitely there.

I specifically liked this book because it started off by explaining the basics and built from there. I wouldn't recommend this book for beginners, because I could see it being a little frustrating if you're just starting out. I appreciate that it actually talks in depth about perspective, because it can be very difficult to find books or websites that do more than briefly mention it.

I love this book because it is a kind of anti-high-faloot'n sort of primer on how to draw people without models. The little section on perspective is well-thought-out in chapter one , even if it is review for most artists who like to draw in a traditional way. However, when Mr. Ross introduces his idea of a "glass mannequin" -- it is here that the book is by far at its best. I cannot think of a better place to learn how to draw forshortened views and action poses. These lessons, which include simplified versions of heads, torsos, and limbs, should become standardized information for anyone even casually interested in drawing people. After this section, one can easily learn the next step, which is the "anatomization" of the simplified figures with more realistic musculature.There are plenty of clear examples that show the logical progression from the simplified Mannequin figures to the more finished figures. Now here's why I am unable to give the book five stars -- for all of its unpretentious tone, it does lean a bit too hard towards a not-always-satsifying comic book aesthetic. This is also the best thing about the book, as it does such a fine job cutting through whatever is unneeded in favor of the essence of things. But here and there, the stylization of the more finished figures -- in particular the heads -- is, for some, a tad kitschy. The usual overly-muscled dudes and busty girls could have been tempered with a few more normal figures and perhaps even some classical types. All said, though, this is really an outstanding reference book. Mr. Ross even had the good sense to include blank " practice areas" next to his examples, so you can try out some of the ideas in the book alongside his fine drawings. He seems to be saying, "just practice this and eventually you'll get

it!" We need more books like this one.

Super reference for a manikin in many different action poses. Covers perspective and foreshortening in the figure. Anatomy you have to learn somewhere else. For me, a beginner starting out with a stick figure gestures, it is a great book.

As stated by another reviewer, the first chapter could do with a lot more detail on drawing figures in perspective, which brought my rating down by one star. Figure Drawing for All It's Worth by Loomis does a better job explaining how to work out the measurements required to draw figures at differing angles using the box method shown in the first chapter.For those of you thinking of buying this for younger artists, the only pages I think you may have issues with are 156-159 which includes nipples on the breasts of the male and female figures, which can easily be blacked out without losing much of the integrity of the drawing. This book packs a lot of information in visual format and does not get bogged down with heavy text details which makes it a good resource for drawing basic action poses.

This book focuses highly on drawing the figure in perspective. To be honest, most figure drawing books only touch on the figure in perspective. This is a worthwhile buy for those learning to draw comics to realistic figures and helping you learn how to put them in perspective perspective

Really helpful by breaking down the human body using simple shapes. I definately recommend this book.

Superb book. Helpful, unpretentious, and to the point. Very readable book and wonderful reference teaching a glass mannequin technique that will help you draw with a model or without one.

Freehand Figure Drawing for Illustrators: Mastering the Art of Drawing from Memory Memory Exercises: Memory Exercises Unleashed: Top 12 Memory Exercises To Remember Work And Life In 24 Hours With The Definitive Memory Exercises Guide! (memory exercises, memory, brain training) Drawing: Drawing For Beginners - The Complete Guide to Learn the Basics of Pencil Drawing in 30 Minutes (How To Draw, Drawing Books, Sketching, Drawing ... Drawing Girls, Drawing Ideas, Drawing Tool) Memory Training: Train your brain to improve your memory (Unlimited Memory, Mental Health, Memory Techniques, Education & Reference, Study Skills,

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