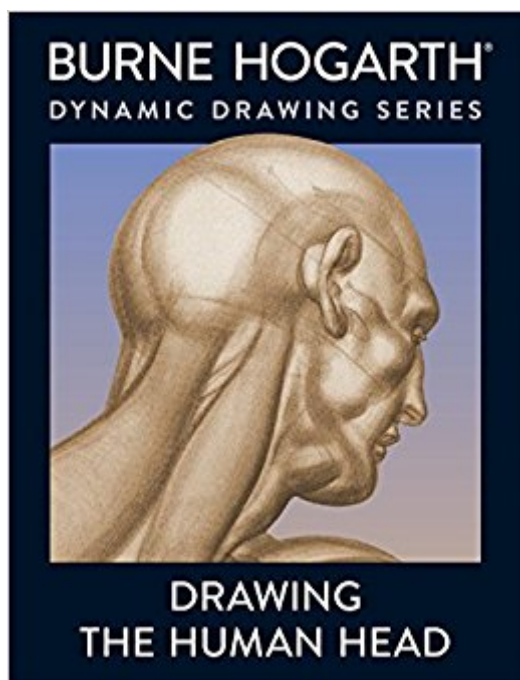


The book was found

Drawing The Human Head



Synopsis

In 300 extraordinary drawings, Hogarth shows how to draw the head from every angle, age the face from infancy to old age, and delineate every feature and wrinkle.

Book Information

Paperback: 160 pages

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Average Customer Review: 4.4 out of 5 stars 57 customer reviews

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Customer Reviews

BURNE HOGARTH (1911–1996), hailed as the “Michaelangelo of the comic strip,” was one of the most iconic cartoonists and influential arts educators of the twentieth century and remains so today. After attending the Chicago Art Institute and Academy of Fine Arts at the age of fifteen, Hogarth began an illustrious career in arts education, fine arts, illustration, advertising, and comics, and became recognized as one of the earliest creators of the graphic novel. Best known for his innovative illustrations of the syndicated Sunday Tarzan, Hogarth broke fresh ground in the newspaper comic strip by combining classicism, expressionism, and narrative in a powerful, new way. As cofounder of the School of Visual Arts—one of the world’s leading art schools—he brought his unique approach to art into the classroom. His passionate lectures on anatomy and art history formed the foundation for The Burne Hogarth Dynamic Drawing Series that continues to teach and influence artists and animators worldwide. Hogarth’s art has been exhibited in many important galleries around the world including the Louvre in the Musée des Arts Décoratifs and Marseilles’s Bibliothèque. He traveled the world throughout his life receiving numerous international awards and accolades.

Crazy, Sexy, Cool. I have drawn for many years and am deeply ashamed that this is my first Hogarth book. He adds his own style, yet reminds you of principles. His style is worth copying while you develop your own. His work is classic. Get this one, Andrew Loomis, Jack Hamm, Betty Edwards, David H. Ross, and perhaps Douglas R. Graves to tell you it's ok to have a step by step approach; and then all the others are for fun-zies, fine-tuning your approach, fleshing out your ideas on portrait drawing. These books are the core standards in my humble opinion.

I've got two other books on drawing the head, and neither come close to this. Also, the head section of general art books aren't as good as this. Hogarth is not just a good artist, he's a good teacher. He explains things simply and clearly, with many, many examples. He walks you through the understructure of the skull and face, then deals with the placement and drawing of facial features. He shows you how your drawing needs to change as the head rotates. He gives examples of great head drawings from a variety of different sources. To me, the first 35 pages alone were worth the money. They deal with ways to understand and draw the cranial and facial masses. Then he gives details on how to draw all the features, hair, aging elements, etc. And there's something else: the way he shades his drawings helps you understand the placement of features. Other books isolate facial features; you can't see the relationships. This books shows you how everything fits together, in different light directions and from various angles. Hogarth is excellent. There is a problem with the production though: the printing runs into the binding. The far right of the left pages, and the far left of the right pages, can barely be read. That's the only reason this isn't a 5 star review.

Maybe 3-1/2 stars... A popular, intermediate-level effort- It's definitely great for memory drawing, and it's recommended mainly for this reason...In recent decades there have been 3 main teachers in learning to draw heads from memory. For cube-based construction we have Æ George Bridgman. For ball/sphere-based construction we have Æ Andrew Loomis. And for oval/ellipse-based construction, we have the famous teacher of the Dynamic Drawing series- comicbook artist Burne Hogarth. Many of today's Japanese animation & comicbook instructionals are using some of these very same principles, along with some of the teachings by the Famous Artists School. My current interest is in oval & cube-based construction, and it's exclusively *oval-based* construction that is emphasized in this book. For me, the *best* section in this book is the 2nd of its 6 sections- which is oval-construction simplified. It's just 21 pages out this book's 160- but it's actually worth getting if you're interested in drawing from memory. The rest of the book, in

my opinion, is mainly filler- to justify an entire book on this subject. In fact, Burne Hogarth's 1st book, Dynamic Anatomy, gives us a *very* brief intro into this exact same oval-based construction, and I think many people will prefer getting Dynamic Anatomy for this reason. I highly recommend getting the 1990 printing *original* version of Dynamic Anatomy- since I'm not a fan of the new, 'revised and expanded' version available today. Really, the *main* sections in this book that seem interesting to me are that 2nd, 5th, and maybe 6th sections. In the 5th, many different head-types are depicted and compared, including about 30 specific ethnicities- giving this book a somewhat 'international' feel. The 6th section is a 'gallery' of heads as shown in ancient sculpture, as well as more modern western art. It's interesting information overall; just not really necessary in learning to draw heads from memory. In short: For *beginners*, I highly recommend getting Drawing the Head and Figure by Jack Hamm before getting this. For everyone else, this book is *moderately* recommended, although I greatly prefer Dynamic Anatomy. P.S. For photo-reference of different ethnicities, check out Facial Expressions: A Visual Reference For Artists; also here on !

I have been wanting this book for a long time. I got it from the library so much, I knew I should have gotten it sooner so I could mark it where I wanted to. This book takes your heads to the next level. I plan on getting all of Hogarth's books in the future.

Great purchase

As a professional fine artist, I recommend buying every book by Burne Hogarth and learning it in and out. I bought this book for that exact purpose, and I plan on studying every page.

This was more about the anatomy of the human head and not so much how to draw it. For someone learning the art of portraits, yes it helps to understand muscle and bone structures, but I would have rather it discuss drawing as well.

I love to draw faces and needed a really good book! This book is absolutely wonderful, it gives every artist all the information they need to draw realistic faces, the diagrams and samples are excellent. I am so happy I purchased this book.

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