

## Vanishing Point By Jason Cheeseman Meyer

Discover the fast, fun art of drawing comic portraits! Face Off shows you how to draw life like never before. Caricaturist Harold Hamernik shares the secrets to capturing the sillier side of friends, family, celebrities, strangers—any face that crosses your path. 40 step-by-step demonstrations show you how to sketch whimsical and expressive likenesses while developing your own quick, loose, improvisational style. You'll get expert instruction on: • Drawing eyes, noses, mouths and other features. • Creating portraits in front, three-quarter and profile views. • Adding color to your caricatures, either by hand or via computer—instruction you won't find in any other book! • Tips for making a likeness more masculine (skip the eyelashes), more feminine (lengthen the neck), younger, older, sexier, goofier—all while making a portrait your subject will love. • How to draw hair as two simple lines, why drawing the parts of a face in the same order every time can cut minutes off your work, and tons of other handy tricks of the craft! Practice the simple techniques in this book, then start drawing! It's the most fun you can have with paper, pencils and markers!

In this sequel to the classic bestseller *Perspective!* For the Comic Book Artist, David Chelsea takes perspective to a whole other level—by exploring the most dramatic viewpoints employed by today's artists. Many of these techniques have been carefully guarded secrets for centuries. But David, and his hollow-headed friend, Mugg, make them accessible to a new generation of artists, cartoonists, illustrators, and animators. In *Extreme Perspective!* For Artists, you'll learn how to • Render complicated multi-sided objects in perfect perspective • Create accurate shadows and reflections from your own imagination • Master the most difficult kinds of curvilinear perspective systems • Draw eye-popping images in fisheye perspective • Use your computer to create elaborate scenes quicker and more easily • ...

And much, much more!  
Whether you specialize in drawing - even cartooning and animation - or prefer media such as acrylic, oil, pastel, or watercolor, a good knowledge of perspective is invaluable. It is the foundation of all great paintings and drawings, no matter what medium. Perspective shows you everything you need to know to make objects look three dimensional. Practice the methods of measuring and dividing areas proportionately; then learn how we perceive depth and distance, and how to render it correctly on paper or canvas. You will learn the basics and beyond, covering concepts like foreshortening; cast shadows; reflections; and even one-, two-, and three-point perspective. And once you have a good grasp of the basics, it's easy to graduate to more complex and irregular forms. This comprehensive guide will show you how.

At last—the first guide to drawing comics digitally! Artists! Gain incredible superpowers...with the help of your computer! The DC Comics Guide to Digitally Drawing Comics shows how to give up pencil, pen, and paper and start drawing dynamic, exciting comics art entirely with computer tools. Author Freddie E Williams is one of DC Comics' hottest artists and a leader in digital penciling and inking—and here, in clear, step-by-step directions, he guides readers through every part of the digital process, from turning on the computer to finishing a digital file of fully inked comic art, ready for print. Creating a template, sketching on the computer, penciling, and finally inking digitally are all covered in depth, along with bold, timesaving shortcuts created by Williams, tested by years of trial and error. Step into the digital age, streamline the drawing process, and leap over the limitations of mere physical drawing materials with *The DC Guide to Digitally Drawing Comics*.

People, Poses, Creatures and More

Drawing Cutting Edge Anatomy

People and Poses

Learn the Secrets of Curvilinear, Cylindrical, Fisheye, Isometric, and Other Amazing Drawing Systems that Will Make Your Drawings Pop Off the Page

Character Design from the Ground Up

From the Legendary Creator of Spider-Man, The Incredible Hulk, Fantastic Four, X-Men, and Iron Man

Bayesian Artificial Intelligence

Offers instructions and advice for creating realistic fantasy drawings using reference photographs of models and props, with sixteen step-by-step examples.

Covers basic anatomy and how to modify images for a more dramatic look, discusses inking and coloring techniques, compares comic book illustrations to animation, and offers advice for getting into the industry.

Graphic novels.

Explains and provides step-by-step instructions on how to draw manga battle scenes, covering fighting, blows, punches, kicks, slaps, throws, grabs, and grappling.

How to Draw

Cartoon Animation

DragonArt Fantasy Characters

Mastering the Art of Drawing from Memory

Make Your Sketches Come to Life

The Complete Guide to Self-Publishing Comics

Color Theory

Teaches comic book artists about artistic perspective, covering one, two, and three-point perspective, using circles, drawing the human figure, and explaining the horizon and vanishing point

This drawing tutorial from best-selling author Christopher Hart shows artists how to draw exaggerated musculature of super-sized figures in action poses.

In *Cartoon Animation*, acclaimed cartoon animator Preston Blair shares his vast practical knowledge to explain and demonstrate the many techniques of cartoon animation. By following his lessons, you can make any character—person, animal, or object—come to life through animated movement! Animation is the process of drawing and photographing a character in successive positions to create lifelike movement. Animators bring life to their drawings, making the viewer believe that the drawings actually think and have feelings. *Cartoon Animation* was written by an animator to help you learn how to animate. The pioneers of the art of animation learned many lessons, most through trial and error, and it is this body of knowledge that has established the fundamentals of animation. This book will teach you these fundamentals. Animators must first know how to draw; good drawing is the cornerstone of their success. The animation process, however, involves much more than just good drawing. This book teaches all the other knowledge and skills animators must have. In chapter one, Preston Blair shows how to construct original cartoon characters, developing a character's shape, personality, features, and mannerisms. The second chapter explains how to create movements such as running, walking, dancing, posing, skipping, strutting, and more. Chapter three discusses the finer points of animating a character, including creating key character poses and in-betweens. Chapter four is all about dialogue, how to create realistic mouth and body movements, and facial expressions while the character is speaking. There are helpful diagrams in this chapter that show mouth positions, along with a thorough explanation of how sounds are made using the throat, tongue, teeth, and lips. Finally, the fifth chapter has clear explanations of a variety of technical topics, including tinting and spacing patterns, background layout drawings, the cartoon storyboard, and the synchronization of camera, background, characters, sound, and music. Full of expert advice from Preston Blair, as well as helpful drawings and diagrams, *Cartoon Animation* is a book no animation enthusiast should be without.

The industry-standard manual for aspiring inkers and working professionals returns in a new expanded edition. Gain insights into the techniques, tools, and approaches of some of the finest ink artists in comics, including Terry Austin, Mark Farmer, Scott Williams, Alex Garner, and many more. This expanded edition features new art and text by author Gary Martin and a bonus chapter on digital inking by artist Leo Vitalis. Also included are eight full-sized blue-lined art boards featuring pencil art by top comics illustrators, present and past, to use for practice or as samples to show editors and publishers. Along with pen, brush, and stylus, no inking tool is more useful than *The Art of Comic-Book Inking*.

The Noble Approach

100 Ways To Create Fantasy Figures

Perspective

How to Draw Fantastic Beings and Incredible Creatures

A History of the City of Saint Paul, and of the County of Ramsey, Minnesota

Stan Lee's How to Draw Comics

Drawing for Product Designers

Vanishing Point/Perspective for Comics from the Ground UpIMPACT

Cover subtitle: An Essential guide to color-- from basic principles to practical applications.

Master perspective like the pros! *Vanishing Point* shows you how to conquer the fundamentals of perspective drawing and then equips you with technical tricks and tools that make dynamic and complex scenes a snap. This complete guide helps you build your understanding of perspective to an intuitive level so you can draw anything you can imagine. Inside you'll find: Complete instruction on drawing in one-, two- and three-point perspective and four- and five-point curvilinear perspective (where "straight" lines are drawn as curves).

Curvilinear perspective has not been taught in any other perspective book - until now! Full-color, step-by-step demonstrations move you beyond the theories and let you practice the techniques in real scenes. A special chapter on drawing curves helps you break out of the box and draw cylinders, ellipses, cars and, most importantly, people in perfect perspective. Shortcuts and tips show you how to create believable perspective in no time flat. No matter what your skill level, *Vanishing Point* offers you a new way of looking at perspective and lets you draw as though you have decades of drawing experience - even if you don't. You'll learn everything you need to know to pour your imagination on the page with power and confidence.

In *Stan Lee's How to Draw Comics*, Stan Lee reveals his secrets for: • Costumes • Penciling, Inking & Coloring • Lettering & Word Balloons • Digital Advances • Perspective & Foreshortening • What Makes Great Action • Page & Panel Layout • Covers • Creating a Portfolio • Getting Work When it comes to comic books, one name says it all: Stan Lee. His characters are classics. His industry knowledge is vast. His creativity is boundless. And now, he's sharing what he knows with you, Grasshopper! His cohorts have always been—and still are—some of the best in the business: Jack Kirby, John Romita, Sr., Neal Adams, Gil Kane, Mike Deodato, Jr., Frank Cho, and Jonathan Lau, and many others, Stan includes their work here and discusses what exactly makes it so great. He touches on all the important stuff: anatomy, foreshortening, perspective, action, penciling, inking, hand lettering vs. digital lettering, color, character and costume design, panel flow, materials and tools, computers, file formats, and software. He includes an overview of the history and development of the comic book industry, and there's an extensive section on various types of covers—the super important element that makes the reader want to pick up that comic! In a world where good battles evil at every turn and the hero fights valiantly to get the girl, no stone is left unturned! Here you'll also find info on all the small details—that really aren't so small: word balloons, thought balloons, whisper balloons, bursts, sound effect lettering, and splash pages! And KA-BLAMMM! . . . once you've created your art, then what? Lest you think Stan would turn you out into the wilderness without a road map, fellow traveler, there's also information on preparing and submitting your portfolio, on getting work, and on suggested reading and schools. Stan Lee's *How to Draw Comics* features a cover that reunites long time collaborator John Romita Sr. and original cover artist of *How to Draw Comics* the Marvel Way. John Romita Sr. was most famous for his collaboration on *The Amazing Spider-Man* with Stan Lee! It's time for a new approach . . . "a cornucopia of cutting-edge, techno-savvy instructions to lead you down the freshly laid yellow brick road of creativity." It's time for a book that takes you on the new journey of creating comic books for the 21st century and beyond! *Excelsior!*

The Art of Comic Book Inking (Third Edition)

Western Massachusetts

The Pirate Primer

Writing and Illustrating the Graphic Novel

Extreme Perspective! For Artists

Drawing and Sketching Objects and Environments from Your Imagination

The DC Comics Guide to Digitally Drawing Comics

Take Control of Your Comics-Making Destiny! Creating your own comic is easier than ever before. With advances in technology, the increased connectivity of social media, and the ever-increasing popularity of the comics medium, successful DIY comics publishing is within your reach. With *The Complete Guide to Self-Publishing Comics*, creators/instructors Comfort Love and Adam Withers provide a step-by-step breakdown of the comics-making process, perfect for any aspiring comics creator. This unprecedented, in-depth coverage gives you expert analysis on each step—writing, drawing, coloring, lettering, publishing, and marketing. Along the way, luminaries in the fields of comics, manga, and webcomics—like Mark Waid, Adam Warren, Scott Kurtz, and Jill Thompson—lend a hand, providing "Pro Tips" on essential topics for achieving your comics-making dreams. With the insights and expertise contained within these pages, you'll have everything you need and no excuses left! It's time to make your comics!

100 exciting and ingenious ways to design and draw better fantasy figures - from developing characters to adding costumes, props and backdrops. Hollywood concept designer Francis Tsai shares tips and tricks for creating imaginative figures, giving readers a unique opportunity to gain guidance from a real pro.

All stories have characters, and whether it's a film, game, book, or comic, all characters need to be designed. Character design has become a distinct discipline in the entertainment industry, and character designers are employed by film and game companies across the globe to bring life to scripts and ideas. In this book, illustrator and character designer Kevin Crossley provides a complete overview of character design. Starting with the basics of materials, equipment, and software, Kevin will explain the processes professional character designers follow to develop characters for publishing, games, and film. From ideas and thumbnails, anatomy and reference, through effective drawing, 3D mock-ups and full turnarounds, Kev explains how a character designer works to achieve professional results.

Presents a guide to stylized figure anatomy for artists wishing to emulate one of today's popular streamlined comic book styles, with step-by-step demonstrations and studies of major muscle groups, heads, hands, and feet.

How to Draw Amazing Caricatures & Comic Portraits

Perspective for Comics from the Ground Up

How to Achieve a Professional Look in Your Artwork

Face Off

Dynamic Anatomy

Perspective Drawing Handbook

**Crafting a perfect rendering in 3D software means nailing all the details. And no matter what software you use, your success in creating realistic-looking illumination, shadows and textures depends on your professional lighting and rendering techniques. In this lavishly illustrated new edition, Pixar's Jeremy Birn shows you how to:**

**Master Hollywood lighting techniques to produce professional results in any 3D application** Convincingly composite 3D models into real-world environments Apply advanced rendering techniques using subsurface scattering, global illumination, caustics, occlusion, and high dynamic range images Design realistic materials and paint detailed texture maps Mimic real-life camera properties such as f-stops, exposure times, depth-of-field, and natural color temperatures for photorealistic renderings Render in multiple passes for greater efficiency and creative control Understand production pipelines at visual effects and animation studios Develop your lighting reel to get a job in the industry

**Provides instruction on drawing objects and environments from the imagination, constructing accurate perspective grids, and experimenting with various mediums.**

**Introduces the principles of drawing, combining the five basic geometric shapes with elements of line, mass, perspective, light, and shading for assignments using simple forms and progressing to more complex objects.**

**Presents a guide to the "inking" process, introducing the techniques and textures that make comics so visually appealing.**

**How to Draw the New Streamlined Look of Action-Adventure Comics!**

**Force: Character Design from Life Drawing**

**Digital Lighting and Rendering**

**Comic Artist's Photo Reference - People & Poses**

**An Essential Guide to Color-from Basic Principles to Practical Applications**

**Illustrating Battles**

**How to Draw Manga**

Praised by critics and teachers alike for more than 40 years, Burne Hogarth's *Dynamic Anatomy* is recognized worldwide as the classic text on artistic anatomy. Now revised, expanded to include 65 never-before-published drawings from the Hogarth archives, and completely redesigned, this award-winning reference explores the expressive structure of the human form specifically from the artist's, rather than the medical anatomists', point of view. The 350 remarkable illustrations—150 now in full color—explain the proportions and anatomical details of male and female figures in motion and at rest, always stressing the living form in space. Meticulous diagrams and fascinating studies examine the rhythmic relationship of muscles and their effect upon surface forms. Still other drawings help artists understand foreshortening and how to establish the figure convincingly in deep space. In addition, the text provides a historical overview that includes works by Michelangelo, Picasso, and other master artists. *Dynamic Anatomy* presents a comprehensive, detailed study of the human figure as artistic anatomy. By emphasizing the relationship of mass to movement, this time-honored book goes far beyond the factual and technical elements of anatomy to give readers the practical methods they need to draw human figures that come alive on paper.

For today's in-demand figure artists—comic creators, animators, video game artists, concept designers, etc.—it is necessary to be able to quickly draw the human figure in a variety of action-packed poses. In *Freehand Figure Drawing for Illustrators*, David Ross shows readers how they can master freehand figure drawing without visual reference by using a modern twist on the classic technique of blocking out the human figure as a mannequin. Step-by-step lessons guide aspiring 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 them complete freedom to bring their figures to life at any time.

DIVConcisely written text accompanied by more than 150 simply drawn illustrations together demonstrate vanishing points and eye level and explain such concepts as appearance versus reality and perspective distortion. /div

Master perspective like the pros! *Vanishing Point* shows you how to conquer the fundamentals of perspective drawing and then equips you with technical tricks and tools that make dynamic and complex scenes a snap. This complete guide helps you build your understanding of perspective to an intuitive level so you can draw anything you can imagine. Inside you'll find: • Complete instruction on drawing in one-, two- and three-point perspective and four- and five-point curvilinear perspective (where "straight" lines are drawn as curves). Curvilinear perspective has not been taught in any other perspective book - until now! • Full-color, step-by-step demonstrations move you beyond the theories and let you practice the techniques in real scenes. • A special chapter on drawing curves helps you break out of the box and draw cylinders, ellipses, cars and, most importantly, people in perfect perspective. • Shortcuts and tips show you how to create believable perspective in no time flat. No matter what your skill level, *Vanishing Point* offers you a new way of looking at perspective and lets you draw as though you have decades of drawing experience - even if you don't. You'll learn everything you need to know to pour your imagination on the page with power and confidence.

The Art of Comic Book Inking

Fun and Easy Guide to Drawing Cartoons and Comics

Book/CD Set with 1000+ Color Images

The Magician's Nephew

Curvilinear Perspective

Mastering the Language of Swashbucklers and Rogues

Perspective for Comic Book Artists

Supercharge your drawing with the power of photo reference! An essential foundational tool for any aspiring artist! To draw a character consistently and convincingly over an entire story or series, you need a serious reference library--all professionals use them. Inside, find more than 500 awesome-quality color photos depicting popular poses, props, outfits and activities for extraordinary and everyday comic characters--people pointing at heroes flying in the sky, lifting large objects, cowering in fear from impending doom and even doing battle in hand-to-hand combat. Lit with a superior two-source technique, these photos expose dramatic, muscle-revealing shadows and figure contours to add depth, realism and weight to every illustration. Use reference photos to: • Trick viewers into seeing 3-D places, people and things by leveraging art techniques like foreshortening, shading and perspective. • Breathe realism and action into drawings by referencing muscular models ranging in age, gender and ethnicity, brandishing guns, swords and knives while wearing everything from capes and street clothes to spandex shorts. • Explore the nuances of common facial expressions like pain, anger, fear, frustration, joy, shock, confusion and smug satisfaction. • Create dynamic poses including standing, sitting, flying, lifting, punching, kicking, screaming, drinking, laughing, sword-fighting, ducking...and more!

Create creative characters inspired by real people. Let Mike Mattesi show you how to use life drawing to discover the poses, features and personalities which form the basis of character and then build, develop and 'PUSH' your drawings to new heights of dramatic and visual impact for believable characters audiences can relate to. Packed with color illustrations and photographs of the models who inspired them. With step-by-step explanation of how the characters were developed and exercises for you to sharpen your skills this is everything you need to bring your characters to life.

As the power of Bayesian techniques has become more fully realized, the field of artificial intelligence has embraced Bayesian methodology and integrated it to the point where an introduction to Bayesian techniques is now a core course in many computer science programs. Unlike other books on the subject, *Bayesian Artificial Intelligence* keeps mathematical detail to a minimum and covers a broad range of topics. The authors integrate all of Bayesian net technology and learning Bayesian net technology and apply them both to knowledge engineering. They emphasize understanding and intuition but also provide the algorithms and technical background needed for applications. Software, exercises, and solutions are available on the authors' website.

Supercharge your drawings with the power of photo reference! Almost every professional comic artist uses photo reference. Finding really good photo reference is crucial to capturing accurate lighting, foreshortening and body language in your drawings. Sure, you can surf the 'net or flip through catalogs to find a few poses . . . or consult generic photo reference to draw a character consistently and convincingly over an entire issue or series, you need a serious reference library. In this book, you get over 1,100 awesome-quality, color photos—500+ in the book and 600+ on the CD-ROM—all created specifically for you, the professional or aspiring comic artist. Inside you'll find: Handsome, muscular men and gorgeous, fit women in dynamic mechanics Poses including jumping, kicking, punching, standing, ducking, lifting, flying, sitting, smoking, drinking, kissing, screaming, laughing, covering, shooting, sword-fighting and more Superior lighting that creates dramatic, muscle-revealing shadows 7 fantastic art demos by professional comic artists Unless you have a team of superheroes willing to pose for you, be the most important tool in your photo reference library. Get started today drawing the pictures that will launch or advance your comic book career!

This extraordinary volume examines the life and animation philosophy of Maurice Noble, the noted American animation background artist and layout designer whose contributions to the industry span more than 60 years and include such cartoon classics as *Duck Dodgers* in the 24 ½th Century, *What's Opera, Doc?*, and *The Road Runner Show*. Revered throughout the industry, Noble's work has become a benchmark for the current generation of animators, story artists, and designers. Written by Noble's longtime friend and colleague Tod Polson and based on the draft manuscript Noble worked on in the years before his death, this illuminating book passes on his approach to animation design from concept to final frame, illustrated with sketches and stunning original artwork.

An essential guide featuring basic principles, advanced techniques, and practical applications

Basic Drawing

Simplified Anatomy for the Comic Book Artist

Draw With Jazzz - Creating Characters

From Visual Space to the Constructed Image

Mastering Fantasy Art - Drawing Dynamic Characters

Drawing Cutting Edge Comics

Imagine, Design and Draw Your Own Characters! Draw With Jazzz YouTube star Josiah Brooks breaks down an easy-to-follow method that will help you to invent and draw original characters time and time again. Whether sci-fi or steampunk, comic book heroines or tattooed action heroes, animal familiars or alien races, you will discover the limitless possibilities of creating your very own characters for comic books, cartoons, video games and more! No matter what your skill level, you can draw from concept to finished art with confidence. Jazzz shows you how as he walks you through *The Design Process!* Discover. Learn techniques just like the pros use for developing characters--their backstory, personality and physicality; decide your drawing style; and explore and organize your inspiration. • Design. Use brainstorm sketching to refine your character's persona. Use simplified lines and shapes to draw men and women, practice poses and play with body shapes, sizes, ages and outfits. • Develop. Refine your best ideas by choosing features, color schemes, settings and context to reflect your end goal. • Deliver. Finish your concept art with character turnarounds, expression sheets, pose variations and more to create a complete picture of your characters and their world.

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