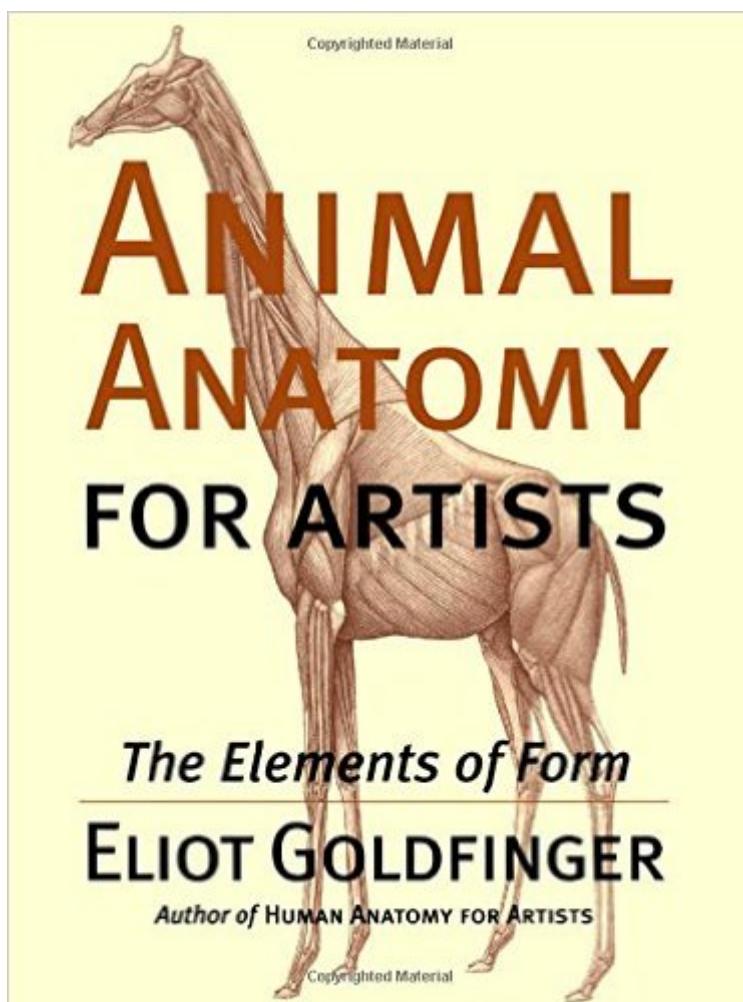


The book was found

Animal Anatomy For Artists: The Elements Of Form



Synopsis

From the author of the classic *Human Anatomy for Artists* comes this user-friendly reference guide featuring over five hundred original drawings and over seventy photographs. Designed for painters, sculptors, and illustrators who use animal imagery in their work, *Animal Anatomy for Artists* offers thorough, in-depth information about the most commonly depicted animals, presented in a logical and easily understood format for artists--whether beginner or accomplished professional. The book focuses on the forms created by muscles and bones, giving artists a crucial three-dimensional understanding of the final, complex outer surface of the animal. Goldfinger not only covers the anatomy of the more common animals, such as the horse, dog, cat, cow, pig, squirrel, and rabbit, but also the anatomy of numerous wild species, including the lion, giraffe, deer, hippopotamus, rhinoceros, elephant, gorilla, sea lion, and bear. Included are drawings of skeletons and how they move at the joints, individual muscles showing their attachments on the skeleton, muscles of the entire animal, cross sections, photographs of live animals, and silhouettes of related animals comparing their shapes and proportions. He offers a new and innovative section on the basic body plan of four-legged animals, giving the reader a crucial conceptual understanding of overall animal structure to which the details of individual animals can then be applied. The chapter on birds covers the skeleton, muscles and feather patterns. The appendix presents photographs of skulls with magnificent horns and antlers and a section on major surface veins. Incredibly thorough, packed with essential information, *Animal Anatomy for Artists* is a definitive reference work, an essential book for everyone who depicts animals in their art.

Book Information

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Customer Reviews

This is a very detailed book and a must have for those that need to know more about animal anatomy. This book does layout the skeletal and muscular design of the used animals very well. One thing that it does not give you is a detailed description of exactly how the joints move or muscles work. But overall a must have if you are doing an animal study for sculpture or 3-d modeling.

Artists who plan on focusing on animals had better pick up a copy of *Animal Anatomy For Artists: The Elements Of Form*: a virtual 'Bible' of animal anatomy, is features over five hundred original drawings and over seventy photos which painters, sculptors, and illustrators can use to understand the underlying anatomy of a range of common and wild animals. Forms created by muscles and bones provide artists with a three-dimensional figure of the final surface of the animal, while *Goldfinger* provides discussions of how each piece of animal anatomy interacts with another.

I started using this book for my animal drawing students I teach at a university in southern California I've been at for more than 10 years. I used it to replace "Animal Anatomy for Artists" book by Ellenberger, Dittrich, and Baum (Dover Publications). The reason is that THIS book has more variety of animals with up-to-date terminologies which is more user friendly for the artists, a larger variety of animal bone and muscle references and illustrations (Including rhino, hippo, giraffe, elephants, etc.) which the other book has only a few. This book also shows a breakdown muscle by muscle attachment points and also some photographs of the animals being examined. The only weak spot is that in some of the diagram illustrations of biomechanic range of motion on some of the animals (particularly the horse) the range of motion is extremely exaggerated and unrealistic. Having been a horse trainer for years and knowing these animals extremely well, there are some ROM drawings that are not accurate at all. Other than that, if you don't look at those particular bone illustrations for that reference, the book is pretty good. I am using this book both for slides, homework, and in class studies.

I am a doll maker, and am working on animal dolls. This helps with making the skeleton and muscles. It is a very detailed book, and it has like Rhino and Giraffe and Bear anatomy. Recommended Highly!

I got *Goldfinger's* human anatomy book, but in comparison, this is even better. Great multitude of

drawings and diagrams of different species of animals, from bones to muscle to final skin with great angles. Highly recommend it. And many of the reviews here were very helpful.

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I'm very pleased with the variety of mammals whose skeletons and musculatures are depicted in this book. However, this reference guide contains the skeletal and muscular systems of only one species of bird: the chicken. I'd suppose this would be an adequate guideline for many related birds - the grouse, the turkey, the pheasant, the peafowl, etc. (depending on what type of sculpture the artistic user is making, and on how much photo reference they have in front of them). Of course, the book doesn't display anatomical renderings of figures from any of the other vertebrate animal classes (fish, amphibians, and reptiles). I have learned information I didn't know before, even having read far less than the whole book (as of August 16, 2016). I'm sure I'll discover more and more new-to-me knowledge as I continue to use the book. I would definitely recommend this piece of reference material to any artist, especially if their favorite class of vertebrates is *Mammalia*.

The book has excellent reference drawings of skeletal and muscular systems of several quadruped animals like a dog, horse, lion, pig and several more. It also includes other kinds of animals like a rabbit, squirrel and a chicken. It even has explanatory diagrams showing where the basic muscles originate and inserts. It's a great book for artists who need references for animals

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