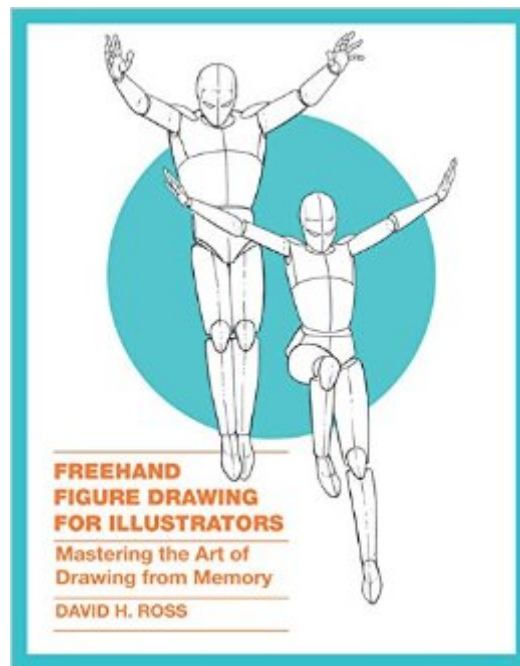


The book was found

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



## Synopsis

Draw the Human Figure Anywhere, Anytime For today'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 don'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.

## Book Information

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## Customer Reviews

Okay, first of all, I am not a great artist, so this book review might be a little short. :) I enjoy art (somewhat) but I wish I could draw better (believe me, I'm working on it!). I've actually started art classes with a fantastic art teacher (and I'm with friends and my sister so it's great!!!) so my sketches will hopefully improve with time. Anyway, this book (*Freehand Figure Drawing for Illustrators*) caught my interest and I got it. I have yet to read it word for word, but I'm working on it. As a beginning artist, a lot of this stuff goes way over my head but it makes sense still. I really appreciate all the example drawings that are throughout the book. Mr. Ross (the author) doesn't just tell you what to do, he explains it through his drawings. The book also progresses in difficulty,

starting with describing how to draw different points of view by placing the vanishing points at different places and such. (This is about where I am in my art hobby - I'm actually supposed to do a drawing that contains vanishing points for my art class this week!) He then explains how to draw mannequins, how they are different, and what they should look like for different angles. (I can't wait to get to this point because it looks so interesting!) Each part of the body (torso, muscle-type for each gender, how the torso and hips are connected, etc.) is explained and illustrated to show how a person would stand and what it would look like from each angle. Later on in the book, head construction, including the eyes, nose, and ears, are explained in detail. There are great illustrations to refer to from different angles; for example, on pages 98 and 99, there are 7 different drawings of the ear, all from different angles. It's so cool and very, very helpful!

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Figure It Out! Drawing Essential Poses: The Beginner's Guide to the Natural-Looking Figure  
(Christopher Hart Figure It Out!) Figure It Out! Human Proportions: Draw the Head and Figure Right  
Every Time (Christopher Hart Figure It Out!) American Showcase: Artists'  
Representatives/Illustrators & Designers, 23rd Edition, Book 1 & 2 (SET) (200 Best Illustrators  
Worldwide) (No. 23) ANIME Drawing BOX set 5-in-1: Anime Drawing for Beginners, Drawing Anime  
Faces, Drawing Anime Emotions, Manga Drawing for Beginners, Anime Drawing Practical Guide  
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