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How To Draw Anime & Game Characters, Vol. 3: Bringing Daily Actions To Life



Synopsis

For people who want to become a pro or those who want to show their original character designs, this book demonstrates how to enjoy drawing and fulfill your expectations. **ANIME & GAME CHARACTERS, Vol. 3** shows how to bring to life common and everyday mannerisms, ranging from impulsive expressions, cuteness, and to looks of surprise. Learning to draw these will enable you to double the charm of your characters.

Book Information

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Customer Reviews

This is a wonderful book for both professional artists and beginners. It breaks down figure drawing into simple cylinder forms which are easy to follow, and beginners will appreciate. Professionals will enjoy the different dynamic poses of the basic figure types (it shows poses from many different angles). It also demonstrates movement very well, showing how simple movement (walking, running) breaksdown, as well as martial art maneuvers such as low and high kicks, different styles of punches and jump kicks can translate smoothly into drawings. The art is clear, consise, and easy to follow, with several very good examples of males AND females. A good how-to book that can allow you to try many new poses for your figure drawing.

Ozawa does a wonderful job again! He inititally starts the book on drawing your character using perspective giving a numerous amount of pointers and examples. Then giving basic action poses (walking, running, sitting, standing, laying down, etc) and going into variations of those actions by using multiple examples of characters. A typical example page consists of a stick figure in a

particular pose, a block figure, and the actual finished character in the same pose. Front and back, or other view of the pose is common and he even gives pointers and tips of details to look out for. Besides teaching you how to draw real believable characters, this book is an excellent edition that you may later use as a reference book for poses. Like his earlier books, Ozawa covers nudity tastefully and this book can be used by young artists without fear. A book well worth the money, imo.

The third book in the series picks up right after the last with perspective. The first chapter is dedicated to it, and provides many great tips. It then moves on to basic character movements such as walking, running, sitting, sleeping, and much more. From there it even goes into greater detail by showing you variations of the previously mentioned movements, and a lot of them. After all, no two people are made the same. This is a great book for any artist period who wants to learn the different poses of the body.

I started off drawing a book by Burne Hogarth that taught me how to draw human anatomy. It was a great book and I felt as if I could draw anything after learning how to draw the muscles and the body in general. What I learned was that I couldn't whatsoever. I would try to draw someone walking using my own logic on what a person walking should look like and I would fail miserably. This book is great for anyone who has trouble drawing a person sitting, running or doing any lifelike pose realistically. This is the only book that I know of at the moment that teaches how to draw people that are WEARING clothes and actually doing something that people do in every day life.

I must say, I really enjoyed this book. I love how the book displays the body in different views and in different positions. This is especially useful when you can't draw a character from a certain sitting position. For those who are a little concerned about nudity, don't worry. There is some nudity, but it's mostly the guys. I really wouldn't call it nudity though, since they do not draw the nipples on the females at all. It's merely a silhouette of the naked form. Other than that, this book is a must have. It really shows daily activities (like the book suggests) it also has some activities like karaoke. I wouldn't call that a daily activity, but that pose can come in handy if one wishes to draw a karaoke scene in their manga.

This book is so good it's scary it teaches stuff from poses to movement step by step so you can get it really easy. At first I was terrible at drawing movement so every picture I drew was a character

standing but then I got this book at the library. And now I know how to draw people jumping running and much more. Very helpful and useful it should have ten stars. Cool as it gets the person who made this book worked for Studio Ghibli!~*~Purin~*~

This is by far the most in-depth and detailed How to Draw Manga book I have in my collection thus far. It holds true in its claim to bring "Daily Actions to Life", with illustrations that are full of life, and emotion. A lot of information is covered in this volume, and though this may be for a more experienced manga artist, it definitely presents the basic structure of drawing manga characters, which may also suit the beginner or novice. An all-in-one solution to drawing manga, in a very well presented manner.

I purchase this book to help me give my characters more of a sense of presence and it works. It shows through example how small actions can capture the characters personality and help make them seem more realistic to the audience. This book is good to have as a resource in your drawing library.

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