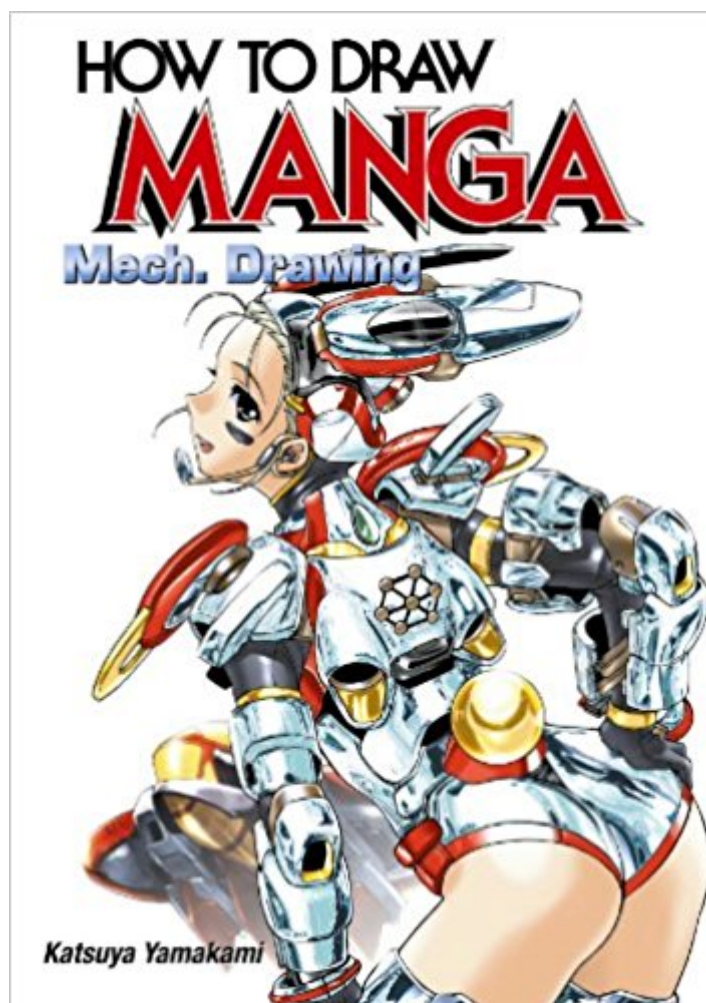


The book was found

How To Draw Manga: Mech. Drawing (How To Draw Manga) (v. 32)



Synopsis

From bicycles to robots and space stations, mechanical drawing can be done with the use of just 4 elements (metal, glass, rubber, plastic). Once you have learned the element expression techniques, all you need to do next is accurately design the form and you've made a mechanical drawing! In order to meet the expectations of the reader, this book introduces all sorts of ideas to bring out the true potential of mechanical function as a way to create fantastic mechanical drawings with a personal touch.

Book Information

Paperback: 128 pages

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Average Customer Review: 4.6 out of 5 stars 11 customer reviews

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Photography > Drawing > Cartooning > Manga #4315 in Books > Comics & Graphic Novels >

Manga > Fantasy #9404 in Books > Arts & Photography > History & Criticism

Customer Reviews

Was given as a gift, the person loved it.

This book provides examples of many, many different ways to incorporate mech into your drawings, from vehicles to people with augmentations. I enjoyed browsing through the book looking at all the different ways of adding mechanical parts to objects, and the different techniques for converting shaped into machines. The attention to detail is excellent

Nothing much to be said here, since the other reviewers have hit the nail on the head. My fav section is towards the end, where the author showcases MECHA art, including the classic good/evil giant robots. His design themes are modern, and even without violating copyrights of popular anime series like Gundam, you still get to see intricate designs that will guide you in drafting your own stuff. Plus the section with sci fi weapons, for giant MECHA robots, is excellent. BTW this is not really a

"beginner's book

This is one of the best mecha drawing books I have come across and I recommend that this go into the library of every manga artist or aspiring artist. The book covers basic forms and how to build them into mecha designs piece by piece. It also shows various types of shading and shading used to make mecha look realistic to the viewer.

Being mechanical drawing challenged, I found this book helpful and informative on drawing different kinds of vehicles, and piecing together various mechanical elements. I think the idea of the book is "If you know how the object is pieced together and how it works, ultimately it is easier to draw." That being said, I think the only thing that could improve the book would be more instruction on drawing mecha; like examples on various types of mecha, and ideas on creating your own mecha. Other than that minor detail, I enjoyed the book, and recommend it to anyone who wants to learn how to draw cars, motorcycles, planes, etc., and also learn how they are built.

I'll break it down like this; the book goes over several mechanical things. Cars, Planes, Helicopters, and Mechas. (note there is nothing really on boats and only several pages on Mechas). It also goes over the main textures of mechanical objects. After reading the book and then drawing you can really feel an improvement. Now I feel it is much simpler to draw easier subjects such as people. The only downside I feel is that it really doesn't go into depth on guns. There is about 4 pages total on guns. Half of which is on Mecha's guns. (don't buy this book if you want to learn about drawing guns). Overall the book is a very helpful reference, it is probably not for beginner drawers though. I recommend it strongly for anyone who wants to improve in their area of drawing.

;))

excellent

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