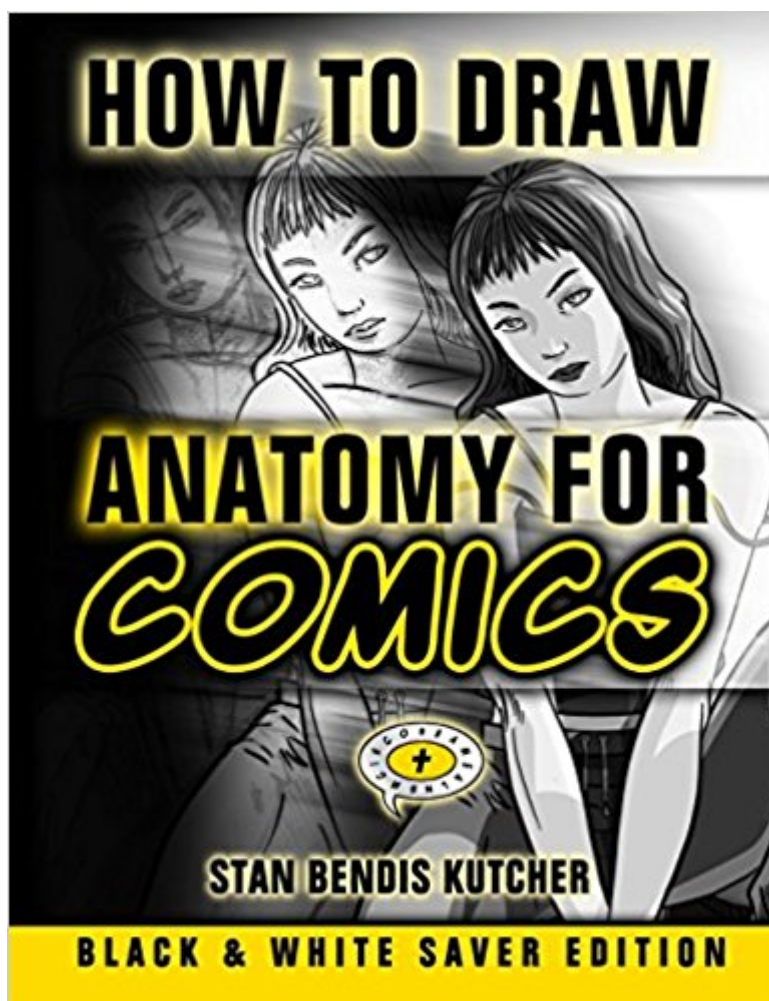


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# How To Draw Anatomy For Comics - Black & White Saver Edition



## Synopsis

Approximately 132 Pages Printed in Black & White \_\_\_\_\_ Take Note:

\*\*\*This is the Black & White Saver Edition\*\*\* - This Edition is for those who want to save on printing costs. This book is Also Available in these Digital Editions: - Regular Edition - High Definition (HD) Edition - Fixed Format Edition (Kf8) (Comic Style) (HD) - Black & White Saver Edition (Digital) - This book is Also Available in a full Colour Printed Edition \*\*Please click on the Author to view other book options available\*\* \_\_\_\_\_ In "How to Draw Anatomy for Comics", Stan Bendis Kutcher explains in easy to follow, step-by-step methods for applying the following towards anatomy and comics: \* which materials to use \* drawing basic shapes \* using perspective \* using poses \* the golden ratio \* how to draw the human body step-by-step (the eyes, nose, mouth, ears, neck, torso, arms, hands, legs and feet.) \* putting it all together \* Much, MUCH more! Chapter Overview: Chapter 1 - Materials Chapter 2 - The Basic Shapes Chapter 3 - Perspective Chapter 4 - Basic Human Anatomy Chapter 5 - The Golden Ratio Chapter 6 - In Detail Chapter 7 - Putting It All Together This introductory guide takes the reader from the basic first steps, right to the detailed trimmings of drawing comic anatomy. Practical and easy to follow, these pages will help you to unlock the comic artist just waiting to break free.

## Book Information

Paperback: 130 pages

Publisher: CreateSpace Independent Publishing Platform (June 27, 2014)

Language: English

ISBN-10: 1499238681

ISBN-13: 978-1499238686

Product Dimensions: 8.5 x 0.3 x 11 inches

Shipping Weight: 14.1 ounces (View shipping rates and policies)

Average Customer Review: 3.5 out of 5 stars 31 customer reviews

Best Sellers Rank: #481,978 in Books (See Top 100 in Books) #99 in Books > Arts &

Photography > Drawing > Cartooning > Comics #404 in Books > Arts & Photography > Graphic Design > Commercial > Illustration #10263 in Books > Comics & Graphic Novels > Graphic Novels

## Customer Reviews

Stan Bendis Kutcher is the Author and Illustrator of the books "How to Draw Anatomy for Comics" and "How to Draw Amazing Manga". He has been active in the graphic art and illustration industry

for over 14 years. Kutcher loves perfection, but forces himself to learn the art of being messy. His books focuses on teaching unique illustration methods to kids and adults alike. His interests are Space, almost any sport, foosball as well as the skill of maintaining aquariums. Kutcher believes that by creating things and developing ones talents, all forms part of the calling given to us by the true Creator.

I found this book very interesting, even though I'm not an "arty" person. I like the way in which the author explains step-by-step how to draw each part of the human body. I actually got it - and I REALLY can't draw! But I'm good at Maths - that's why I enjoyed the part about the "Golden Ratio". I never knew that there are Maths in art, never mind comics. I must admit, after reading this book, I realised that art (and especially comics) is more interesting than I thought! I would definitely recommend this book to anyone who likes to learn the basics about comics illustrations.

Very impressive and chocked full of pertinent information for the anatomical novices out there in the artistic world. Toby v

Easy to follow, complete instructions.

It is okay. Has some good information. Not sure it is worth the price though.

Every page in the kindle book is a picture. In some ways it's cool so you can blow it up to look at detail but my eyes suck so reading this was difficult

It's okay. Needs more detail

Quick and brief: It's a good free book you can use to get a small foundation of anatomy for your comic characters.

Stan Bendis Kutcher has created an exceptionally complete drawing book that may be focused on artists who create comics, but is so well written and filled with a plethora of visual diagrams that it could just as easily be a textbook for basic figure drawing classes in art schools. But comic art is the goal here and Kutcher states that goal well: `Comic art or sequential art is a means to capture a sequence or moment in time by telling a story. The aim of this book is to advance your

understanding of anatomy so that your overall quality will improve in both the short and long term.' He divides his book into chapters that slowly advance the reader from the materials to the completed drawing. In the opening chapter he thoroughly discusses materials, listing all the items necessary from pencil and ink and paper and including digital mediums to draw with, mixed media - very complete and accompanied with photographs of each of the tools needed just to make it simple. Next he advances to Basic Shapes (forms from one to 3 dimensional), then Perspective. His major chapter is on basic anatomy and he offers ample illustrations in drawings, muscle diagrams, and skeletons including how to create poses. This is followed by a brief but very clear explanation of the Golden Rule - and here he discusses the Fibonacci Spiral or the Golden Spiral is achieve the beautiful line. In chapter six ('In Detail') he teaches in extreme how to draw the head, eye, nose, mouth, ears, neck, torso and hips, the back, arms, hand, fist, legs, feet with drawings of models that show how to build from blocks to human form. Then comes the magic - 'Putting it all together' - and this chapter is so fine it could be hung on gallery walls. He takes multiple figures and starts from the initial line drawing, goes through all the steps in the preceding chapters and comes up with many characters that are very impressive. Stan Bendis Kutcher is a very fine artist, and now he proves he is as fine a teacher. All artists approaching the figure should buy this book! Grady Harp, October 13

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