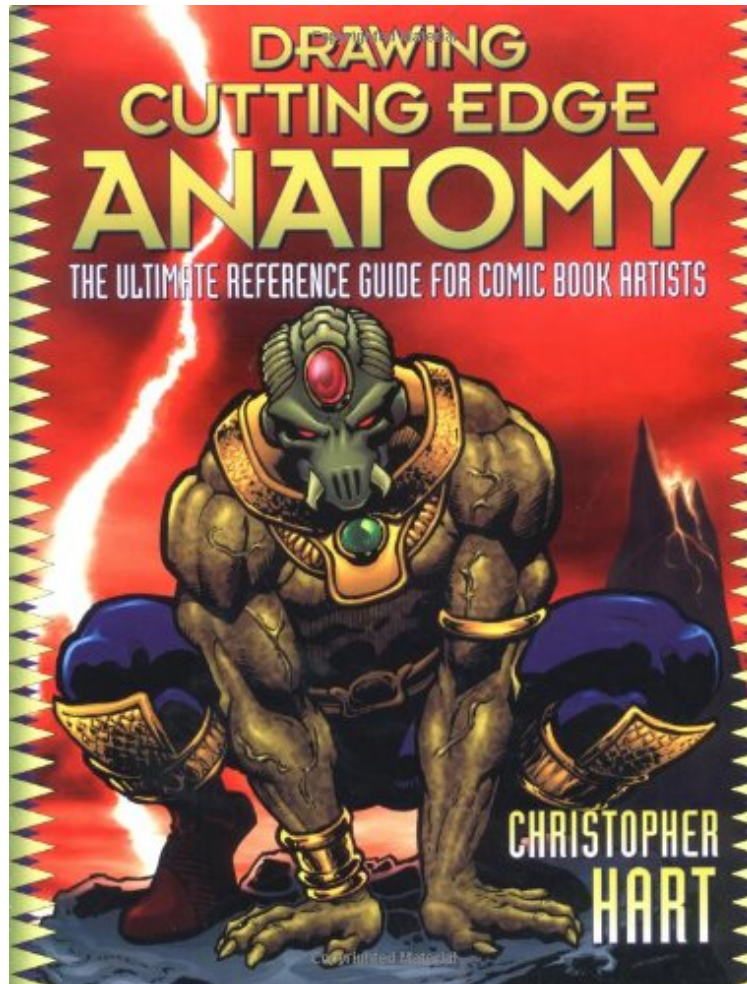


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# Drawing Cutting Edge Anatomy: The Ultimate Reference for Comic Book Artists

Christopher Hart

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**Christopher Hart : Drawing Cutting Edge Anatomy: The Ultimate Reference for Comic Book Artists** before purchasing it in order to gage whether or not it would be worth my time, and all praised Drawing Cutting Edge Anatomy: The Ultimate Reference for Comic Book Artists:

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you if you're just learning how to draw people or faces -- there are many better-suited books for that. Christopher Hart is quite prolific and has lots of great art books on many specific styles and subjects, and if this is your goal, you should look at either some more general cartooning/drawing books or ones specifically about drawing faces, shojo characters, etc. "Making Faces" is a good book on facial expressions. If you're looking to improve your skills, and you're interested in comic-book style art, this is an amazing book. There is no shortage of anatomy-for-artists books out there, but this is the only one I've seen that is aimed at comic-book artists. Most anatomy books are designed as life- or figure-drawing courses, with pencil drawings of models standing or sitting. This book is designed to show you how to draw people in action, like fighting or dancing. It is a perfect blend of technical and accessible, using the proper Latin names for muscle groups and bones on one page, while showing you how to simplify those lines for characters in comics on the next page. It's like an intermediate between "How To Draw Cartoons" and "Dynamic Figure Drawing". There are great examples of which muscles are being used in specific actions like lifting a heavy object, leaping over a hurdle, and winding up a punch. Not the purview of fine artists, perhaps, but indispensable for anyone making comics or cartoons involving action. The only downside is that there is not much time spent on individual parts, like the eyes or hands, and no in-depth discussion of hair or fabrics, but there are many other books out there that fill the gap fine. Not for the total novice. 0 of 0 people found the following review helpful. It's pretty disappointing. By Vincent D. It's basically a book of example drawings and explanations. No actual tutorials or guides are found in this book. It's pretty disappointing.

This drawing tutorial from best-selling author Christopher Hart shows artists how to draw exaggerated musculature of super-sized figures in action poses.

From School Library Journal Adult/High School While it won't replace a more traditional study of anatomy, this book covers the basics in good detail, always relating the discussion of bones and muscle groups to the exaggerated physiology found in comic books. The illustrations are lavish, often in full color, with black and white used for the drawings where color would obscure the lesson being imparted. A mixture of comic-book-proportioned anatomical drawings and finished art helps to show the transition between fact and presentation, with the text highlighting what has been emphasized as well as what has been left out to get the proper look. The last part of the book includes a discussion of how the comic-book business works and several interviews with artists, all of which drift from the topic of anatomy somewhat but is still useful and interesting. Attractively presented and educational, this title will be popular with comic-book fans who like to draw. Paul Brink, Fairfax County Public Library, VA Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved. About the Author CHRISTOPHER HART is the world's bestselling author of drawing and cartooning books. His books have sold more than 7.4 million copies and have been translated into 20 languages. Renowned for up-to-the-minute content and easy-to-follow steps, all of Hart's books have become staples for a new generation of aspiring artists and professionals, and they have been selected by the American Library Association for special notice.