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How To Draw Amazing Manga - Regular Edition: (132 Pages): Step By Step Japanese Comic Art And Anime (How To Draw Comics & Manga Book 5)





Synopsis

Approximately 132 Full Colour Pages ***Regular Edition*** Take Note: ***This Edition is the the Regular Edition. This version may work on most readers but it is recommended to click on the "Author's Name" or " Dropdown Menu" to view other options available*** This book is Also Available in these Editions: - Black & White Saver Edition- High Definition (HD) Edition- Fixed Format (Comic Style Layout) Edition (HD)- Trade Paperback (Printed Full Colour: 132 pages)- Printed in a Bundle with "How to Draw Anatomy for Comics" (264 pages: Full Colour)_____ "How to Draw Amazing Manga" by Stan Bendis Kutcher is a book that focuses on the popular drawing methods of manga. By some definitions "Manga" is known as "Japanese comic art", which is exactly what this book will be focusing on. In this "Anime-influenced" self-help book, the author explains in easy to follow, step-by-step methods to apply the following towards drawing manga: * human anatomy vs. manga anatomy (the eyes, nose, mouth, ears, hands, expressions) * which materials to use * drawing basic shapes * using perspective * backgrounds and clothing principles * putting it all together * Much, MUCH more! Chapter Overview: Chapter 1 - Drawing Materials * Drawing Manga Eyes Chapter 2 - Drawing The Nose * Drawing The Mouth * Drawing The Ears Chapter 3 - Dynamic Manga Hair * Drawing The Complete Head * Facial Expressions Chapter 4 - Drawing Hands * Body Proportion Basics * The Basics Of Clothing And Drapery Chapter 5 - How Perspective Works * The Essence Of Backgrounds Chapter 6 - Putting It All Together - Start To Finish This introductory guide takes the reader from simplified first steps, right to the detailed construction of drawing manga. Practical and easy to follow, these pages will help you to multiply your ability of "Drawing Amazing Manga".

Book Information

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Customer Reviews

This book is a step-by-step guide to drawing, Manga-style, parts of the human body, plus scenery.

° WHY YOU SHOULD BUY THIS BOOK ° The author is clearly an accomplished expert who shows you how to get started drawing Manga, via step-by-step illustrations.

° Top 3 Things I liked ° | Easy way to navigate via the EXTREMELY DETAILED Table of Contents, to an area that interests me.

° | Step-by-step instructions make it much easier for a beginner to get started.

° | The detailed list of drawing materials and supplies, right at the front of the book.

° Things I didn't like ° nothing.

° Special Note: The chapter on Perspective is really excellent.

° RATING OF KEY FEATURES ° | Readability: Well-written, simple to understand, with easy steps.

° | Quality of Charts/Figures: Outstanding graphics, outstanding drawings.

° | Quality of Table of Contents: Outstanding--very helpful.

° | Quality of Editing: Very professional. I did not see errors, and the extensive Table of Contents shows a lot of work put into this little gem.

° | Usefulness: Very useful and very practical for a beginner to get started.

° SUMMARY ° All in all, an excellent guide to getting started with drawing Manga. Well written, excellent graphics, well-edited.

¡ Recommend! « A Review by Chris Lawson

I got this book when it was free but knowing what I do now I would certainly have bought it. The one thing I will say is that this is not something to look at on your phone though, but on a nice 50 inch television it was very nice and I enjoyed all of the details. This is great for a person like me who is a hobbyist who wants to get better.

Great job with this book. Very informative and interesting and useful to any artist who has an even slight interest in manga. Loved it.

This book was horrible. The illustrations were so bad. THIS is why people learn to draw bad anime drawings. Take some figure drawing classes. Then learn manga/anime proportions. Then use your knowledge of human anatomy to draw good manga! You still need to learn anatomy. Don't learn from this book.

Like Drawing Anatomy for Comics, How to Draw Amazing Manga is a simple and easy to follow guide. It also has picture breakdowns of all the steps, but unlike the Anatomy for Comics, it touches on more advanced techniques. Manga is the Japanese style of comic books, and they tend to exaggerate their features and actions, creating drama and tension by looks alone. In this book, Stan teaches us how to draw the exaggerated features of the manga, showing us the difference between the distorted features and the traditional features. He teaches us how to make the traditional manga eyes and hair, two of the most recognized features of a manga character. Within this book, you will also learn about draping clothing, creating defining poses, and the difference a little motion will make. There is even a section on scenery, and how to best utilize the foreground, middle ground and backgrounds of your manga scene. As someone with no drawing skills at all, I was pleasantly surprised at how easy these guides were to follow! The steps were very easy to follow, and I believe that anyone looking to draw manga characters could benefit from this book!

Stan Bendis Kutcher has created an exceptionally complete drawing book that may be focused on artists who create `manga, 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. As Kutcher introduces his book, `Manga is in essence comic art or characters done in Japanese way and style. Anime is the sequential `animation' of imagery which would include many of these eastern Japanese stylistic elements found in manga. Unlike more traditional western comic art and animation, manga and anime have many characteristics in common which consistently makes the style recognizable. In manga the backgrounds are often more lush and realistic while the actual figure may at times be more stylized. 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.' From that statement of definition of this art form

Kutcher proceeds to share the materials needed for creating manga drawing and from that point the lessons are on! He divides his book into chapters that slowly advance the reader from the materials to the completed drawing: Drawing Materials - Drawing Manga Eyes, Drawing The Nose, Drawing The Mouth, Drawing The Ears, Dynamic Manga Hair, Drawing The Complete Head, Facial Expressions, Drawing Hands, Body Proportion Basics, The Basics Of Clothing And Drapery, How Perspective Works, The Essence Of Backgrounds, and Putting It All Together - Start To Finish. The illustrations of each phase are very clear and easy to decipher and understand, and as usual Kutcher is a fine teacher. And in addition, the non-student will discover the intricacies of manga and enhance the pleasure of seeing the secrets behind the magic. Grady Harp, April 14

This book was awful. To begin with, it was formatted in such a way that the image actually took up one fourth of the screen. Secondly, everything was disgustingly overdone. Not all men have a figure like John Cena. Please. Real manga has standards, and none of them were met. The chins look like they've come straight from Caillou, for pete's sake ! I found the eyes were also revoltingly simplified. If you want to see real manga, try Mark Crilley or Christopher Hart. Don't waste your time on this garbage.

i dumped---it was screwing with my kindle and I purchased the black and white version and the HD version hoping one would work. It's not worth my time and so I moved on. I would not get this as a download--get it in hard copy--will save you some headaches.

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