

How to Draw: The Best of Basic Training, Vol. 1

By Editors of Wizard: The Comics Magazine



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This giant 256-page book collects the best and most instructional "HOW TO DRAW" lessons from Wizard: The Comics Magazine's 14-year history.

LEARN SECRETS FROM THE GREATEST ARTISTS IN COMICS!

Jim Lee, Michael Turner, George Pérez, Joe Kubert, Adam Hughes, Greg Land,
Frank Cho, Joe Linsner, Greg Horn, Walt Simonson, Doug Mahnke, Darick
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OVER 50 ART LESSONS ON ALL ASPECTS OF COMIC ARTWORK! Anatomy, Facial Expressions, Body Language, Layout, Perspective, Movement & Motion, Proportions, Shadows, Backgrounds, Storytelling, Coloring, Dynamic Foreshortening, Photo Reference, Sex Appeal, Inking, Sound Effects, Metallic Surfaces, Textures, Energy Effects, Negative Space, Teens/Children, Action Scenes and sooo much more! Plus, get additional resources on the Tools of the Trade, Professional Tips and Mistakes to Avoid, How to Break into the Business and a sample script to practice on by Brian Michael Bendis.

THIS BOOK IS DESIGNED FOR BOTH THE ASPIRING ARTIST AND THE INTERESTED FAN!

The greatest artists, who have been creating your favorite comic books for Marvel, DC and Image Comics, wrote this book. See how they illustrate the techniques used in comic storytelling and be enlightened by hundreds of years of artistic expertise.





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How to Draw: The Best of Basic Training, Vol. 1 By Editors of Wizard: The Comics Magazine Bibliography

Rank: #909821 in BooksPublished on: 2005-03Binding: Paperback

• 256 pages



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