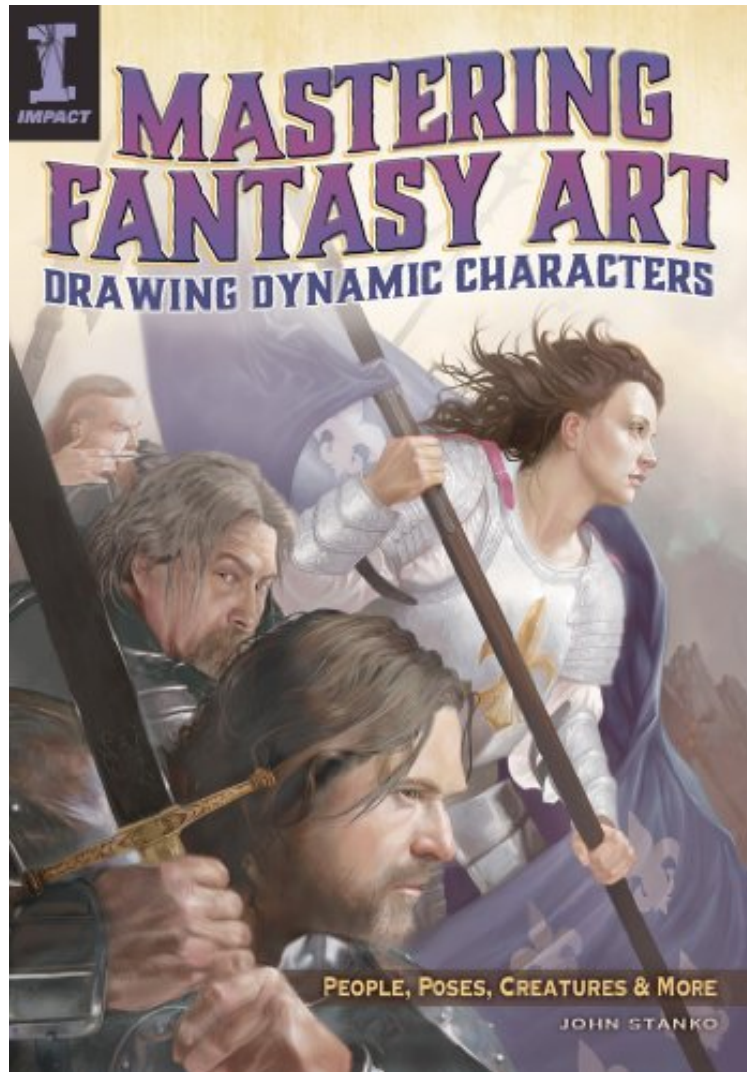


(Download ebook) Mastering Fantasy Art - Drawing Dynamic Characters: People, Poses, Creatures and More

Mastering Fantasy Art - Drawing Dynamic Characters: People, Poses, Creatures and More

Von John Stanko

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Von John Stanko : Mastering Fantasy Art - Drawing Dynamic Characters: People, Poses, Creatures and More before purchasing it in order to gauge whether or not it would be worth my time, and all praised Mastering Fantasy Art - Drawing Dynamic Characters: People, Poses, Creatures and More:

Kundenrezensionen Hilfreichste Kundenrezensionen 1 von 1 Kunden fanden die folgende Rezension hilfreich. Ein Buch für Anfänger Von A. Kunze Als ich das Buch bestellte ging ich von der Aufmachung davon aus, dass es sich hierbei

um ein Buch für fortgeschrittene Zeichner handeln wurde und wurde eines Besseren belehrt. Das Buch an sich ist sehr gut aufgebaut, die Erklärungen sind anschaulich und sehr gut dargestellt. Allerdings geht es in diesem Buch hauptsächlich um das Abzeichnen von Fotos und wie man aus den Fotos Fantasyfiguren abbildet. Der Zeichenstil ist top! Und man sieht Schritt für Schritt wie das Bild entsteht, kann sich ein Bild von den Zeichenschritten machen und wird gut an der Hand geführt. Für mich hat es relativ wenig Sinn gehabt das Buch zu behalten, da ich etwas anderes gesucht habe. Ich habe etwas für die Darstellung von Charakteren in Farbe gesucht, dieses Bild beschäftigt sich jedoch hauptsächlich mit schwarz-wei-Zeichnungen.

Kurzbeschreibung Bring the power of realism to your fantasy drawings! Great fantasy art transports viewers to a realm where the impossible becomes less so, and all manner of strange beasts and beings dwell. It takes more than fierce imagination to create these worlds. Great reference photos make it easier to draw what you actually see, providing that all-important link to reality that allows fantasy art to take flight. Mastering Fantasy Art shows you how to use photo references of models and props to create more accurate, interesting and unique characters and drawings. Start by learning the dos and don'ts of working with a model, how to set up your lighting, and what makes a strong reference photos versus a bad one. Then follow along with 16 step-by-step demonstrations as master gaming artist John Stanko brings to life wizards, sorceresses, barbarians, elves, vampires, dragons and more. Starting with individual characters and working toward compositions with multiple figures and action poses, you'll learn how to go beyond the reference to create bold and original fantasy scenes of your own imagining! 16 action-packed demonstrations offer expert advice and strategies for: Creating an imaginative cast of characters and creatures Selecting the best poses, perspective and lighting Developing authentic costumes and one-of-a-kind weaponry Composing a battle scene Seamlessly combining photo references with digital editing Drawing fantastic landscapes

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