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How To Draw Anime & Game Characters, Vol. 1: Basics For Beginners And Beyond



Synopsis

If you are anime/manga collector or fan, you have had a burning desire to learn how to draw the popular characters by yourself. However, you may be worried that you cannot draw as well as people in art clubs or in cartoon clubs because drawing is difficult - don't worry, many people feel the same way. This series was written to help those who are interested in drawing, but are worried about the challenges involved with it. If you change the way you look at an object - even just a little, you can succeed.

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Customer Reviews

Really helpful and well explained. I've always wanted to try to draw anime but could never really find the motivation to do so. This book fixed that and it's actually helping me get better. I've been practicing the drawings in the book almost everyday. Although it teaches an older anime style, it will still help in establishing a foundation of universally useful drawing principles.

This book shows a little bit about figure drawing. Nothing about anatomy in this book. There is no step by step tutorials. Most of the book is teaching with examples that have notes. This book can be used to learn anime drawing, but knowing how to draw, and knowing figure drawing should be known for it.

My son is enjoying this book. Highly recommend seller and book. On time shipping.

Far and away the best of the English "How to Draw Manga" books. The art style is clean and the layout is well-done, with no issues of whether you should be reading left-to-right or right-to-left (a definite problem in some Japanese conversions). Best of all, Ozawa starts from the very basics, and urges you to do the exercises from the beginning. Sure, drawing cubes isn't exciting, but even for a non-beginners, it's a useful warm-up that improves technique. With the reassuring statement "if you can hold a pencil and draw straight lines, you can draw, " he skillfully leads the reader to develop or improve drawing skills. He also includes something I've never seen in a comics manual before: Drawings from different ability levels. He shows stuff by absolute beginners, intermediate, advanced and professional and critiques the problems and positives. Personally, I found this extremely helpful and reassuring. He also marks the time it took to create some of the professional drawings: Again, very reassuring that these things took time and weren't dashed off in minutes. Finally, Ozawa covers a broad range of character styles, from generally realistic to the SD (simple deformed) type. For each, he includes plenty of detail on what makes such characters work and why. These books can be hard to find, so if you're interested in this subject, don't wait. Get your copy now.

I bought this book from , without so much as a picture of the cover, because there aren't many "how to draw manga" books out there, and I need as much reference as I can get! Unfortunately, this still isn't the "Ultimate How to Draw Manga" book, I don't think it exists yet, but this comes very close. I've been drawing for over 20 years now, so I don't need some steps that I think beginners would benefit from, that never seem to make it into these "how to" books. I felt a twang of discomfort seeing the pictures in this one, going by it's ratings, my style falls somewhere in between "intermediate" and "very close but..." levels and not the "pro" level, but perhaps with some of the lessons in this book, I'll finally cross that threshold! The art is beautiful, looking like a cross between Disney and manga, it illustrates several different genres, and has pages and pages of examples of each "type" of character. Lots of "how to draw guys" too, which is a subject often ignored in "how to" books and tutorials. I highly recommend this book, even for the "non-beginner," it has lots to show!

I bought this book for my granddaughter. She likes it very much. My other granddaughter saw it and started using it to draw Anime. It seems to be a good book on drawing Anime because both girls were able to follow the drawing guidance. They are 10 and 12 years old.

The book cover is different, but the content is still good. The book is easy to understand has

effective tips for starter and draws out the common problems of novices would had along with bad habits. In addition, the book focus on the basics such as 3rd dimensional, full body figure, and the basically 3 style of drawing.

How to draw anime & game characters vol. 1 was an excellent how to draw book. I was surprise on how the author tells you how to start from a cube to a 3-D anime or game character. Tadashi provides examples and practice drawing right from the start. He tells you to draw cubes and provides clear examples on what not to do, how to fix it and improve your drawing. The book also shows how to draw as a beginner, intermediate, and advance drawing. As you progress, Tadashi also shows you how to draw the face, ears, hair, hands (I had a hard time drawing the hands, but ever since Tadashi shows you how to step by step to draw a hand. Drawing hands is easier than ever!), body, motion and eyes. He also provides drawings from other artist and shows them how to improve on their character. The book was very easy to understand and i reccommend to anyone who wants to start drawing or better themselves as a artist.

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