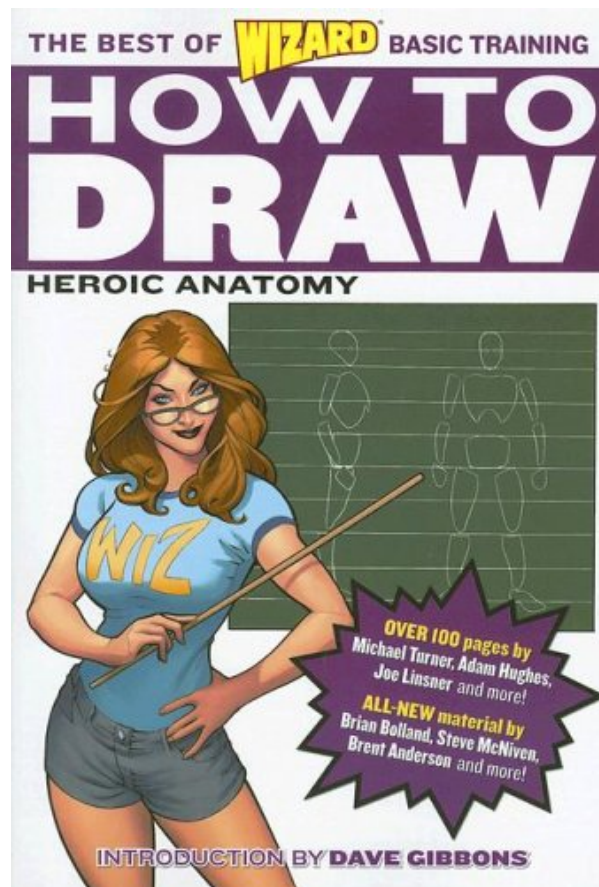
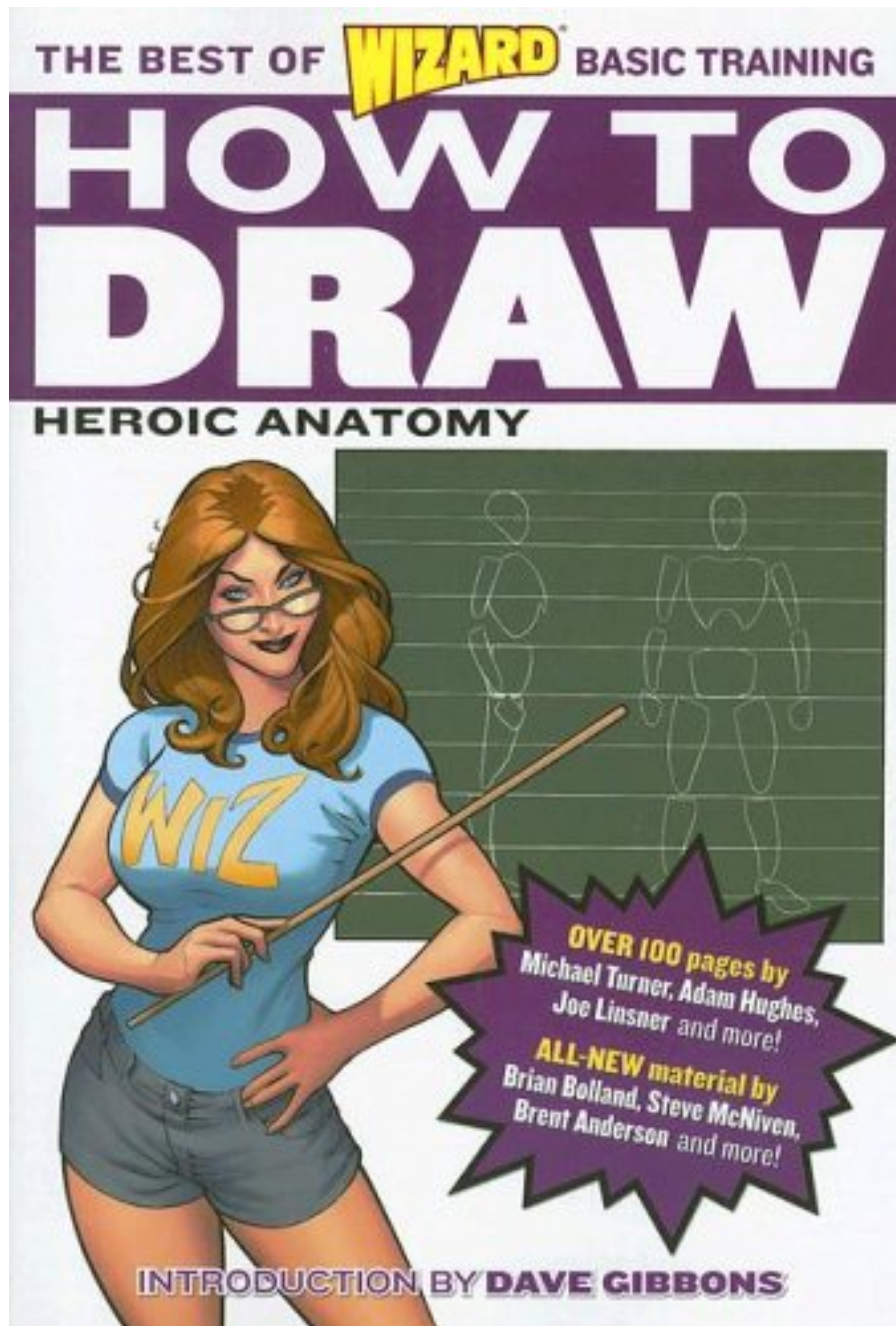


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- Binding: Paperback
- 120 pages

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0 of 0 people found the following review helpful.

A Book to Remember

By randy

Everything on the book was perfect except for tiny marks and the fact that it could of been more protected using hard cardboard other then that a lovely product.

5 of 5 people found the following review helpful.

Too much information re-hashed from the first book.

By Maya Papaya

This is book #2 in what I think is going to be a series of 5 books. (it could be more than 5) As a Heroic anatomy book - as it's titled - it's pretty poor. The fist book was an intro to drawing book which wasn't all that bad, gave great tips, and was a good get you going down the right path book. But these books are labeled #1 - #2 (so far) which dictates step by step drawing course, or learning pattern. NO WAY - DO NOT GET THAT IMPRESSION. In this second book being that these are articles from wizard magazine, and collected by different artists tips on drawing anatomy, but this one is all over the place. It's all about the same thing: Anatomy. Only it's not a consistent anatomy book. All these artists draw a little differently, and it's not any real direct path, or teachings on how to draw anatomy. Not only that. The good articles are reprinted from the first book in the series (Exactly the same articles) The Turner article, and Hughes articles are in here again. This book is also thinner, and just isn't much of an anatomy drawing book. If you want to draw (heroic, and feminine) anatomy for comics book I would suggest books by Hogarth, and some good reference material. Knowledge of anatomy is a must. As sick as it sounds you can find it in medical autopsy books. The musculature must connect to the bone correctly in the right places. There are many comic book "drawers" that just don't get that.

14 of 18 people found the following review helpful.

Just so-so

By Carlo R. Montoya

I don't own the first book of the Wizard How to Draw series so my review is unrelated to it.

Since this book is a compilation of articles written/illustrated by different comic book artists, it doesn't cover topics in depth. So my advice to future buyers is to not expect a stepwise tutorial about "comic book anatomy." This book's primary audience are people who already know how to draw correct human anatomy and would want to know how to "exaggerate" it to "superhero/superheroine" proportions.

Now, I must admit that I didn't like a few of the articles. However, there are some that are noteworthy in my opinion and they're the following:

\* Blocks & Cubes - Ty Templeton

- Although I wouldn't want to suggest that you actually start drawing the human body using spheres, ovoids, cubes, and cylinders, they're useful in imagining human movement. Ty also corrected my misconception that the elbows and knees

are ball-and-socket joints. They're hinge joints. Our shoulders do the rotating.

\* Dynamic Perspective - Brent Anderson

- He talks about curvilinear perspective. We normally don't see the world this way because planes don't have windows under our feet but a flying superhero would. I don't live in a big city like New York but I think New Yorkers who find time to look up would also see this kind of view.

\* Structure; Head & Torso; and Facial Expression - Kevin Maguire

\* Eyes; Noses; Mouths - Brian Bolland (Batman: The Killing Joke)

\* Hair - Steve McNiven

- I always have a hard time with hair because I'm trying to learn how to draw it from different sources - realistic or like a cartoon - instead of learning how to draw "comic book" style hair. I now know that drawing "comic book" hair doesn't have to consider individual hair strands but rather masses of them.

\* Feet - Darick Robertson

\* Woman - Joseph Michael Linsner

\* Sultry Women - Adam Hughes

\* Sex Appeal - Michael Turner

\* Proportions - Dale Keown

Ultimately, in addition to excellent artistic anatomy and general step-by-step drawing books, drawing from real life or near it would prepare you to become a comic book artist of some fame instead of a second-rate, substitute for one.

I think I would be investing in a digital camera so that I can take pictures of hands, feet and poses of friends and relatives :)

I'm giving this book 3 stars. I would have given it 4 but \$ 19.95 is too pricey for this thin book. I think \$ 9.95 or even \$ 8.95 should be the right price for it.

If Wizard is reading this then may I suggest you guys actually hire the best comic book line-artists (as opposed to comic book painters like Alex Ross, Jon J. Muth, etc.) known for certain aspects of their work to write their biographies (When did they started drawing? How did they enter the comic book industry? What's their typical day like? What inspires them? Who did/do they look up to within and without the comic book industry?). I think this would make a better book(s), wouldn't you say?

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