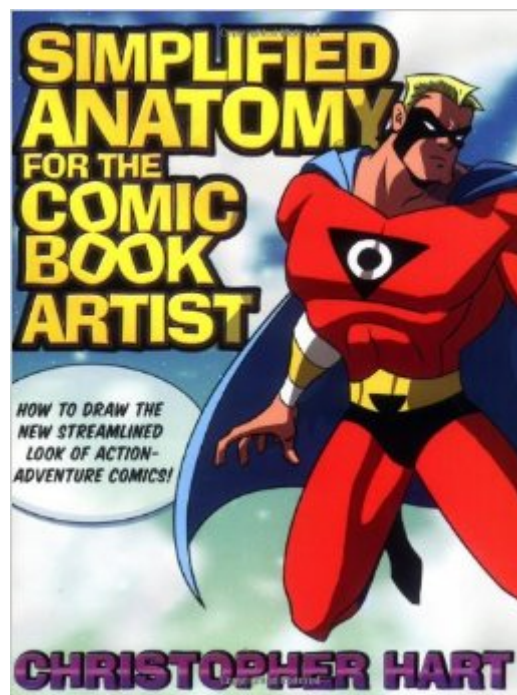


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# Simplified Anatomy For The Comic Book Artist: How To Draw The New Streamlined Look Of Action-Adventure Comics!



## Synopsis

Maybe you've noticed. Today's superheroes and action heroes aren't as brawny and muscular as they used to be. In fact, almost all the characters in comic books and on TV have a fresh, new look—simplified, streamlined, edgier, with a hint of anime/cartoon design, and appealing to kids and adults alike. Now Christopher Hart, the superhero of how-to-draw books, has come to the rescue of artists everywhere with *Simplified Anatomy for the Comic Book Artist*. Anatomy has always been a difficult subject, but for this book Hart uses his straightforward approach to show a simpler way. In clear step-by-step illustrations and text, he shows: how to draw streamlined figures in poses; body types and muscles; the mechanics of facial expression; how to know which muscles to eliminate in a simplified drawing; grouping muscles; muscle contours versus bone contours; muscles in classic comic-book poses like flying and punching; and more. Now artist can stop struggling with the fine points of anatomy and start creating modern looking heroes and heroines with help from *Simplified Anatomy for the Comic Book Artist*.

## Book Information

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## Customer Reviews

*Simplified Anatomy for the Comic Book Artist* is comic art instruction Guru Christopher Hart's latest book and one of his best yet. Hart has been doing comic art instruction books for many years with a long list of titles to his credit. In this latest book, Hart tackles the modern, more simplified, and streamlined comic book art. Inspired by recent animated series such as *Batman*, *Teen Titans*, and *Justice League*, we are seeing more and more comics today being produced in this more simplified, animated looking style. This modern style has done a couple of things for the comic industry. First,

it's far less time consuming to produce this type of art than traditional comic art...less time means less money. Second, and no knock on those artists, but obviously you can get away with somewhat less talent with this style as there is a minimum of detail required. Finally, much of this art today is being produced on computer, again saving time and money. This certainly accounts for the recent popularity of this style of art. Hart takes a step-by-step approach to his instructions. On one page he shows an example of a piece of art done in traditional style and next to it, the same piece done in the simplified style. Basically this is simply a matter of less definition being added to the character. Less muscle definition, fewer or no bone structure outlines to the face and body, hair designed as "one piece" as opposed to drawing several lines of hair and curls, etc...The examples are striking in their sheer minimalism. Now, this isn't merely a matter of taking out lines, but rather a complexly different approach to drawing figures. There's a whole change in thinking about how to construct the anatomy in this approach. Remember, you're not going for realism anymore.

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