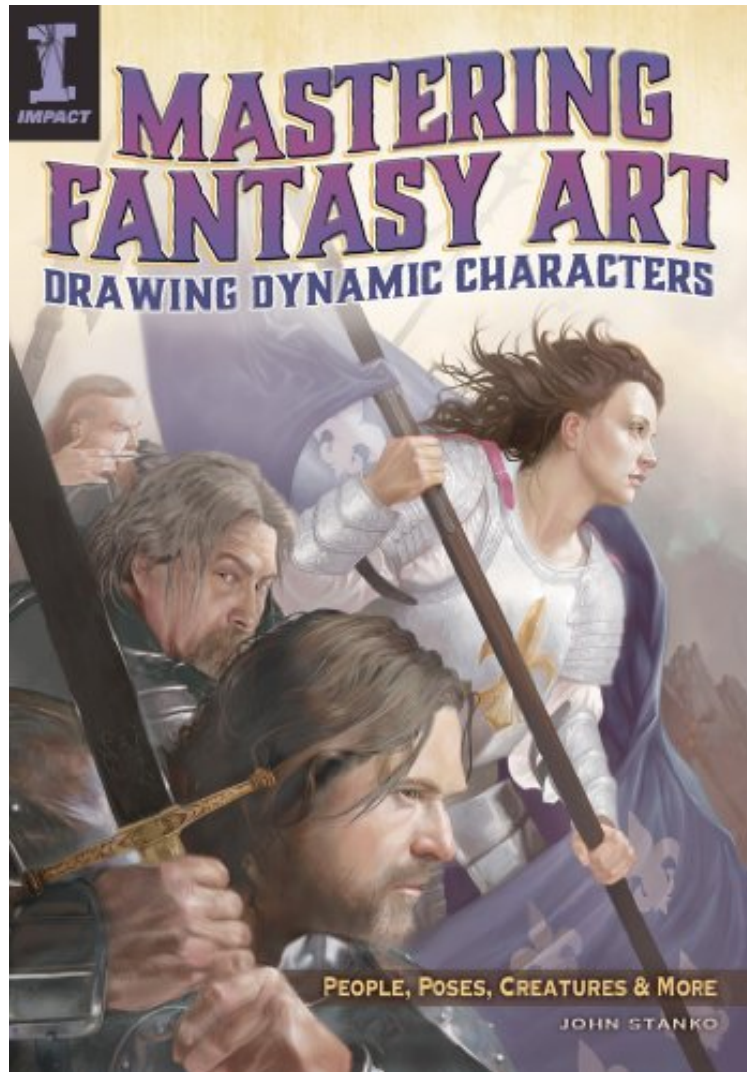


(Mobile book) Mastering Fantasy Art - Drawing Dynamic Characters: People, Poses, Creatures and More

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

John Stanko

ebooks / Download PDF / *ePub / DOC / audiobook



[Download](#)

[Read Online](#)

#930417 in eBooks 2014-05-16 2014-05-16 File Name: B00KI2JU24 | File size: 61.Mb

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:

1 of 1 people found the following review helpful. Great book. More color illustrations needed in a expanded edition. By diegoGreat book. John's method for illustrate scenes with a great pencil drawings. I expect more color illustrations in this book. But it's a really good book. 4 of 5 people found the following review helpful. I had sort of expected it to have a little more "oomph" but while I don't feel like it falls flat but I feel like there is ... By ebonpenIt's an okay book. Lovely artwork and helpful on drawing from models and applying it to your work but that's about it. I

had sort of expected it to have a little more "oomph" but while I don't feel like it falls flat but I feel like there is something lacking. The creatures part of the book is probably something that should have either been left out or more elaborate because it only contains how to draw a unicorn and a dragon, along with some elves and a single image of a rendered dwarf character. Overall the book is just okay and maybe occasionally I'll flip through it for an idea or two but it's not something I find myself drawing upon all of the time. 4 of 5 people found the following review helpful. Gives artists some good advice on harnessing useful tools. By Minutemarch I recently got to hear Robin Hobb speak on her writing and she said something very interesting. "If you want to make fantasy believable what is real and known in our world must be rendered accurately. If you get that right people are more likely to believe the fantastic." I don't believe this only applies to writing but to fantasy art as well. That's where this book comes in. Most aspiring artists soon learn if you're interested in really developing as an artist you're going to need to understand realism and there are a lot of pose books around, or online photo galleries, or you can use photos you have taken yourself to help you fill in the details your brain just won't hold. I have pose books and anatomy books and a gallery of references but this is the first book I have seen that deals with both taking your own reference photos and transforming that basic image into an original character (or even really using photos to draw from at all). The excellent artwork is monochrome pencil sketches, it doesn't deal with colour but it does deal with lighting, making composite images, dealing with models professionally and even making models out of clay to work from. It offers many good tools and idea for the artist and goes into how you can harness the power of photography, models and objects to improve your art. The section on fantasy creatures is limited but you can expand on the basics given here to compose your own references beyond what's offered which is another point in it's favour and what I think the purpose of this book is. Not to show you "this is how you draw a dragon" but "this is how you can use props and pictures of the natural world to create a believable fictional being." Once you know how to use these tools well you're not going to be limited to what's in this book. You can create your own looks, add colour, find your own props to incorporate into your art. I like what this book says and how it says it. I think it has a good message for aspiring and developing artists.

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