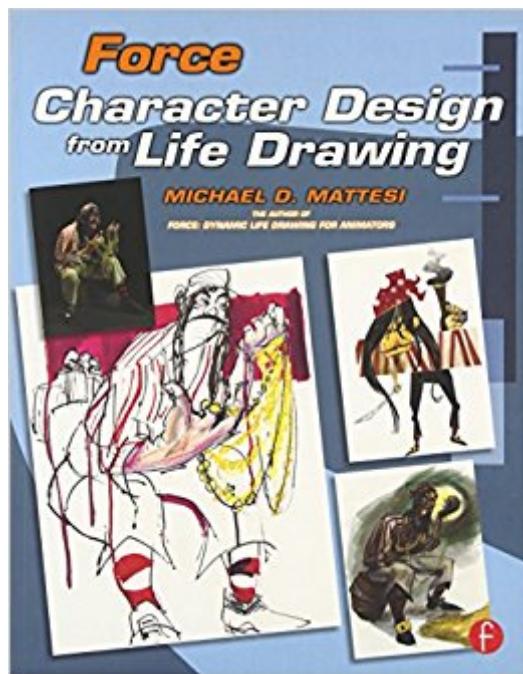


The book was found

Force: Character Design From Life Drawing (Force Drawing Series)



Synopsis

Design creative characters inspired by real people. Let Mike Mattesi show you how to use life drawing to discover the poses, features and personalities which form the basis of character and then build, develop and 'PUSH' your drawings to new heights of dramatic and visual impact for believable characters audiences can relate to. Packed with color illustrations and photographs of the models who inspired them. With step-by-step explanation of how the characters were developed and exercises for you to sharpen your skills this is everything you need to bring your characters to life.

Book Information

Series: Force Drawing Series

Paperback: 256 pages

Publisher: CRC Press; 1 edition (May 10, 2008)

Language: English

ISBN-10: 0240809939

ISBN-13: 978-0240809939

Product Dimensions: 8.4 x 0.6 x 10.9 inches

Shipping Weight: 1.8 pounds (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars 14 customer reviews

Best Sellers Rank: #198,165 in Books (See Top 100 in Books) #55 in Books > Textbooks > Humanities > Visual Arts > Drawing #74 in Books > Arts & Photography > Other Media > Digital #80 in Books > Arts & Photography > Drawing > Specific Objects

Customer Reviews

Director of the Entertainment Art Academy based in Southern California. He has been a professional production artist and instructor for almost 20 years with clients including Disney, Marvel Comics, Hasbro Toys, ABC, Microsoft, Electronic Arts, Dreamworks and Nickelodeon.

I really, really like this book. I'd recommend it to anyone who likes Mattesi's method. I took it to a life drawing class with me once and the next thing I knew, everyone was asking to look at it. I actually like to copy drawings from this book in order to get additional practice (on top of incorporating the tips).

There's only a couple character design books out there. Most notably Creating Characters with

Personality: For Film, TV, Animation, Video Games, and Graphic Novels. This new volume of Force takes on design from a more exploratory standpoint. One that can also lead to a foundation of more informed choices when working with Bancroft's methods later on. The text starts off with a review of the drawing techniques Mattesi laid out in the original Force. Not only the concepts of drawing with forceful lines and shapes, but also ensuring every aspect of your drawing make a statement about the subject. It's that thought process that leads to interesting designs. This book has no shortage of examples of experimental designs based off of posed models. Not only from the author, but also from several noted artists including Stephen Silver, Dean Yeagle & Ragnar. Each example includes explanations for the artistic choices made. Flipping through the pages of this book you, you won't find many of the tight, nailed down drawings you might expect from a character design book, but the principles Mattesi teaches build a strong foundation to create better, more interesting designs.

Great book

Very helpful! Loved to read and could extract some nice and clear insights, this book is full of illustrations and text instructions. It worth the price.

Highly recommended - even though I'm not an animator I found this book, and the previous book, excellent - it takes you past the anatomical and into the character of the model - 10 out of 10

GREAT product, as described. FAST shipping, very satisfied. A +++

Best book about Character design I know! The drawings are nice, but all the text information is really great. I learned a lot from this book.

Beautiful drawings, but lacking step by step approach. It jumps from photo to completed drawing or painting. Does not show how to develop the drawing or painting. It has more information and less instruction. I bought this for my wife, she did like the Disney style characters, but not the lacking of how to instruction.

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