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Draw Comic Book Action



Synopsis

What does every aspiring comic artist REALLY want to draw? Action, of course! Learn how to render all aspects of adrenalin-filled movement, from jaw-dropping superhero antics to kick-ass fistfights. Techniques for drawing every dynamic action are explained, from body contact and flying through to fistfights, group rumbles and full-on battles. Clever exercises show how to achieve convincing movement, from dynamic standing poses, to running, swinging, flying and fighting. An Action File of comic character drawings in dynamic poses forms an invaluable resource for practice and reference.

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Customer Reviews

This book is very good at breaking down the whole idea of action in comic books, its short on words and sweet on the pictures. The best part about this book is that it shows most of the information via drawing and step by step build up of the figures. The only thing to remember is that this book will NOT teach ANATOMY! So if you would like to really benefit from it, its best to purchase an anatomy book for art along with it or to study anatomy before buying this book. All in all if you are decent with human anatomy then this book will be pure fun and it also provides many of the most common and dynamic comic book action poses and along with that some ideas on how to build a scene. So if you get his book, don't expect to get any anatomy lessons...those you need to find on your own but aside from that its a great launch pad for understanding and learning how to draw action for comic books. The next step to learning action for drawing would be to simply use comic books for

reference.

I am a college professor and I have taught classes for years on character art. This is a great source of supportive visual reference for my students to be inspired by and build a foundation of anatomy and form. Some of the best foreshortening pose techniques are in this book

My son and I like this book verse some of the others we have seen. Unlike others, the drawing instructions are more in detail so you can follow along easily. I didnt want to get another hard to learn drawing book, so this one was a win in our household.

Thank you Comic Book Action for this very helpful guide to unique figure positioning and sorting out tough foreshortening poses. Comic book and graphic novel artists are the best at visually telling a story from multiple viewpoints and perspectives.

Love it. Lee G. breaks everything down simply and gives clear concise examples. There is no anatomy in this book, but I did not buy it for anatomy. I bought it for form and help in getting started step by step. Anatomy comes later when you start to flesh in. I would HIGHLY recommend this book

If you want to know to how draw dynamic action poses for making a comic books than this book is highly recommended. It doesn't show anatomy drawing you must get a separate book for that. Overall this gives you proper insight to draw comics with dynamic features included a major example are fight scenes which are really cool. There are many cool looking sketches that can really catch your interest and some useful guides and techniques to help with you draw.

Lee gives pretty straight forward instructions on his process. I would recommend to any artist looking to make their action poses more fluid and less posey or stiff.

This book is wonderful,whether you are a beginner or a pro. This book provides some nuggets of info and has been a great help to me.

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