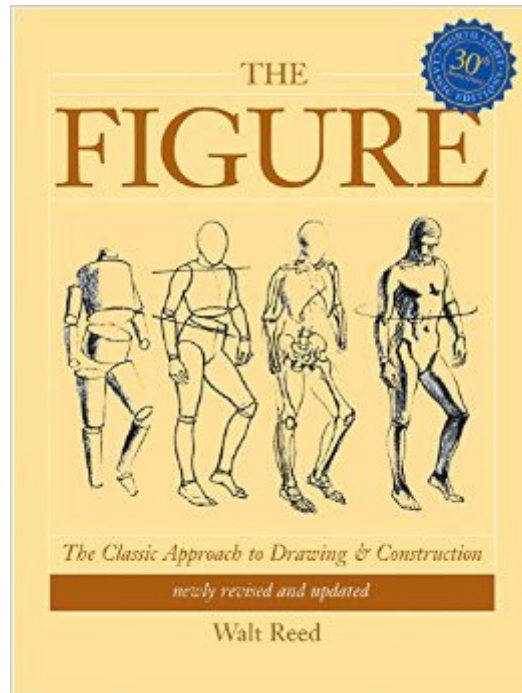


The book was found

The Figure: The Classic Approach To Drawing & Construction



Synopsis

This classic figure drawing book has been in circulation for more than 30 years and has helped generations of beginning artists learn to master the challenging art of figure drawing. Master illustrator Walt Reed shows you how to reduce complex figures into a variety of basic shapes that are easy to master, helping you to reach your goal of producing lifelike drawings. Tested through years of classroom use, the principles stressed here bring clear insights into drawing the human form. You'll find a logical, step-by-step method for mastering the construction and proportions of all figure types. First the basic forms are analyzed the proportions of the various parts and their relations to the total figure. You'll then learn how these parts are connected and how they move and find exercises in drawing the complete figure in any position, engaged in a variety of activities. Also included are detailed studies of anatomy examining bone and muscle structure plus special instructions for drawing such intricate parts of the body as the head, hands and feet. You'll learn:

- How relative body proportions change at different ages
- How bones and muscles affect the surface of the figure
- How to create many types of faces from the same model
- How different lighting angles affect facial shadows
- How to select the most descriptive pose

"Concentrate on this basic form figure until you can do anything you want with it. Draw it in as many positions as possible," Walt Reed says in his introduction. "Practice of this kind will help train your hand and your mind in the proportions, construction, and relationships of the individual forms so that you will never forget them."

Book Information

Paperback: 144 pages

Publisher: North Light Books; 30th edition (October 15, 1984)

Language: English

ISBN-10: 0891340971

ISBN-13: 978-0891340973

Product Dimensions: 9 x 0.4 x 12 inches

Shipping Weight: 1.1 pounds (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (25 customer reviews)

Best Sellers Rank: #83,683 in Books (See Top 100 in Books) #31 in [Books > Arts & Photography > Drawing > Specific Objects](#) #69 in [Books > Arts & Photography > Drawing > Figure Drawing](#)

Customer Reviews

Easily one of my favorite-ever figure books(!)-If you've ever seen the bestselling How To Draw

Comics The Marvel Way, a major teaching that stands out is its emphasis on spheres, cubes, and cylinders when learning to draw anything & everything, including the human figure. Well this is **exactly** what Walt Reed's The Figure is essentially all about. The teachings here were developed in & represent the Famous Artists School, and the figure basics here are really excellent yet seemingly standard fare. I've even seen some of these principles repeated by recent Japanese animation & comicbook instructionals. Yes, these principles are definitely great; it's the style & way these principles are communicated that makes this book seem a little bit dated, which may be why this isn't currently more popular. Reed's instruction here is presented with a combination of work by various artists and black & white photos of nude models, giving this entire effort a very mixed-media effect in its overall design. It was created in 1976, updated in 1984, and while the photos are generally well done, the models here look very much to be from that time, and maybe even earlier. Also included: drawings, etchings, paintings & sculptures; all by various masters in the history of western art. Add to this the book's physical dimensions- 9" x 12" x 1/2"- and this is really not a simple looking how-to-draw type book. Yet the teaching here really **is** simple & effective! It's basically about building the figure with cylinders, although spheres & cubes are depicted as well.

This is a very easy to use, clear and practical guide to constructing the figure from imagination. "Classic approach" here simply means the methods that have been handed down from the Masters of the renaissance, where art and science came together. For instance, ideas of perspective, which are analytical and mathematical, were applied to art to create realism. Similarly the constructive approach is based somewhat in the lines of geometry, and attempt to reduce all objects and forms to be a composition of a few basic forms. This resulted in the usage of sphere, box, cylinder etc. to construct any three dimensional figure, including of course the human figure. There were no hard and fast rules as to what these basic forms were. Some would use cones, cuboids etc. This book is a very clear exposition on the use of constructive approach to drawing the figure. The Figure is analyzed using the basic forms first, to get a sense of proportion, relationships etc. The idea of using two glasses (glasses with which we drink water etc.) as the two parts of the body: the upper torso and the pelvis, is amazingly an effective tool, in studying the relationship of these two major forms of the figure. same is done to study the upper and lower arms, upper and lower legs. The book aids in seeing the figure as made up of these simple forms, which results in clear understanding of the underlying structure which is easy to cast into memory, and can be applied both in life drawing as well as drawing from imagination. There are parts of the book that deals in details about the body and the movable parts.

[Download to continue reading...](#)

Drawing: Drawing For Beginners - The Complete Guide to Learn the Basics of Pencil Drawing in 30 Minutes (How To Draw, Drawing Books, Sketching, Drawing ... Drawing Girls, Drawing Ideas, Drawing Tool) Figure It Out! Drawing Essential Poses: The Beginner's Guide to the Natural-Looking Figure (Christopher Hart Figure It Out!) ANIME Drawing BOX set 5-in-1: Anime Drawing for Beginners, Drawing Anime Faces, Drawing Anime Emotions, Manga Drawing for Beginners, Anime Drawing Practical Guide The Figure: The Classic Approach to Drawing & Construction Figure It Out! Human Proportions: Draw the Head and Figure Right Every Time (Christopher Hart Figure It Out!) Drawing: Drawing and Sketching, Doodling, Shapes, Patterns, Pictures and Zen Doodle (drawing, zentangle, drawing patterns, drawing shapes, how to draw, doodle, creativity) Drawing: Drawing For Beginners- The Ultimate Guide for Drawing, Sketching, How to Draw Cool Stuff, Pencil Drawing Book (Drawing, Learn How to Draw Cool Stuff) Drawing: Made EASY: Learn - Sketching, Pencil Drawing and Doodling (Drawing, Zentangle, Drawing Patterns, Drawing Shapes, How To Draw, Doodle, Creativity) Drawing For Beginners: The Ultimate Crash Course on How to Draw, Pencil Drawing, Sketching, Drawing Ideas & More (With Pictures!) (Drawing On The Right ... Analysis, Drawing For Beginners) Figure It Out: A thin book on Figure Drawing Drawing Emojis Step by Step with Easy Drawing Tutorials for Kids: A Step by Step Emoji Drawing Guide for Children in Simple Steps (Drawing for Kids) (Volume 7) Drawing For Beginners: The Ultimate Guide To Successful Drawing - Learn The Basics Of Drawing And Sketching In No Time! (Drawing, How To Draw Cool Stuff, Sketching) Drawing: 48 Incredible Tips on Drawing for Beginners. Teach Yourself How to Draw Cartoons With This Drawing for Beginners Book (how to draw, drawing, things to draw) Freehand Figure Drawing for Illustrators: Mastering the Art of Drawing from Memory Human Figure Drawing: Drawing Gestures, Postures and Movements Drawing People for the Absolute Beginner: A Clear & Easy Guide to Successful Figure Drawing Drawing the Head and Figure: A How-To Handbook That Makes Drawing Easy Figure Drawing Master Class: Lessons in Life Drawing Minecraft: Minecraft Creations Handbook: The Ultimate Minecraft Construction Book. Best Minecraft Construction and Building Book (minecraft secrets, minecraft handbook, minecraft construction) Classic Human Anatomy in Motion: The Artist's Guide to the Dynamics of Figure Drawing

[Dmca](#)