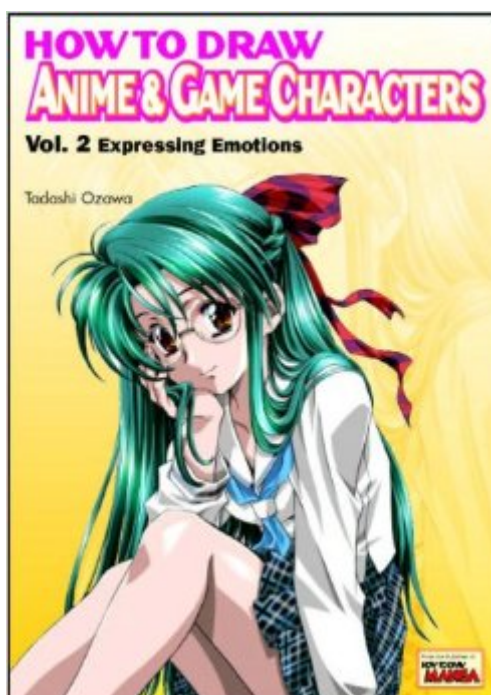


The book was found

How To Draw Anime & Game Characters, Vol. 2: Expressing Emotions



Synopsis

In this series, the author who has helped new talent to develop, including GHIBLI and MAD HOUSE, explains character design step by step using his own expertise and teaching materials. In the second volume, learn to master character's emotions and facial expressions!

Book Information

Paperback: 158 pages

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Average Customer Review: 4.4 out of 5 stars [See all reviews](#) (33 customer reviews)

Best Sellers Rank: #442,936 in Books (See Top 100 in Books) #92 in [Books > Arts &](#)

[Photography > Drawing > Cartooning > Anime & Cartoons](#) #124 in [Books > Arts & Photography >](#)

[Drawing > Specific Objects](#) #16304 in [Books > Comics & Graphic Novels](#)

Customer Reviews

I took a chance on this book because its title, "Expressing Emotions", promised to reveal the content I've been seeking for so long: a book that shows how to create facial expressions for a range of emotions. And this book really does that, and does it well. Another book by the same artist, Tadashi Ozawa, offered a similar promise, but failed to deliver. Let's Draw Manga: Bodies And Emotions doesn't focus on faces at all; it focuses only on expressing emotion by posing the body in certain ways. Indeed, half the drawings don't have faces at all. Another book, Manga Moods, shows a huge range of emotions, but with only a single picture for each emotion and no advice on drawing. Half this book is dedicated to facial expressions, and the other half gives corresponding full-body versions of some of these expressions. Everything is very well-annotated, with a number of notes on each drawing explaining exactly what was done to achieve the emotive effect. The drawings are clean and well-done, and the text is very clear. But what could be a strength for this book turns out to be a weakness as well. Fourteen characters are used, a broad range of male and female characters typical of various styles of anime and games. Each character is shown with 14 facial expressions, then later with eight full-body poses. But pretty much the same 14 expressions are used for all the characters, and it just doesn't feel like it's enough to express the full range of emotions.

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