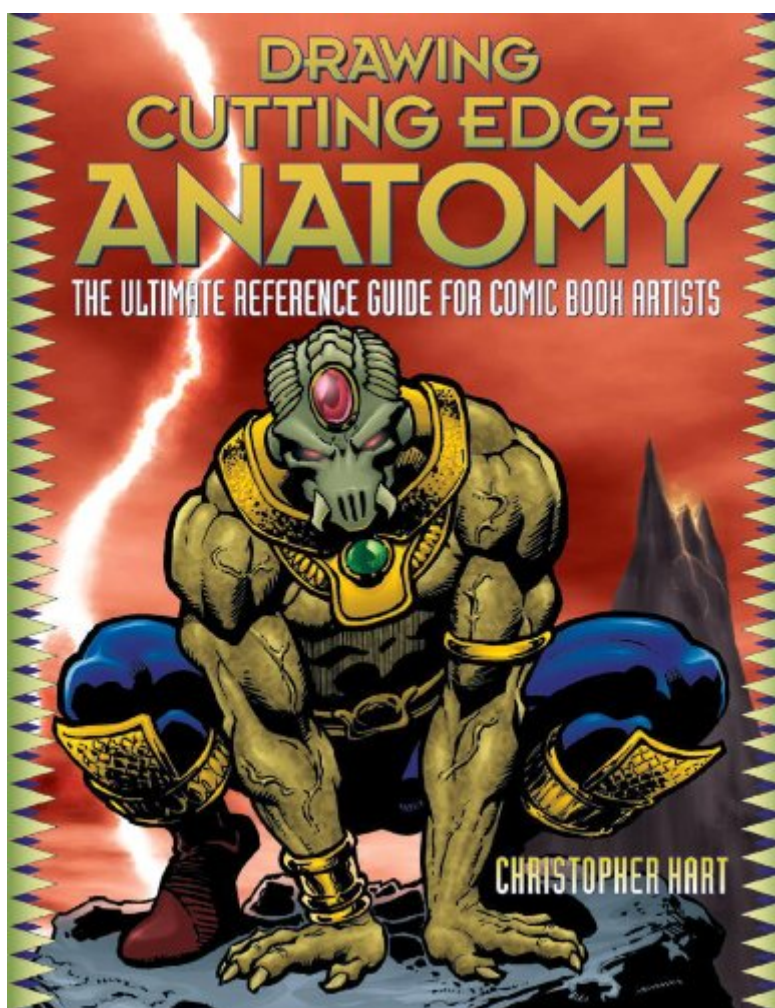


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# Drawing Cutting Edge Anatomy: The Ultimate Reference Guide For Comic Book Artists



## Synopsis

This drawing tutorial from best-selling author Christopher Hart shows artists how to draw exaggerated musculature of super-sized figures in action poses.

## Book Information

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## Customer Reviews

It is true that alot of the info in this book can be found elsewhere, but the info is important info now in a single book and not scattered in several others. I find it to be of value but will never take the place of two other anatomy books that I highly regard as useful.

The usefulness of this book to you depends on what kinds of drawing you do and your existing ability to draw people. This is not the book for you if you're just learning how to draw people or faces -- there are many better-suited books for that. Christopher Hart is quite prolific and has lots of great art books on many specific styles and subjects, and if this is your goal, you should look at either

some more general cartooning/drawing books or ones specifically about drawing faces, shojo characters, etc. "Making Faces" is a good book on facial expressions. If you're looking to improve your skills, and you're interested in comic-book style art, this is an amazing book. There is no shortage of anatomy-for-artists books out there, but this is the only one I've seen that is aimed at comic-book artists. Most anatomy books are designed as life- or figure-drawing courses, with pencil drawings of models standing or sitting. This book is designed to show you how to draw people in action, like fighting or dancing. It is a perfect blend of technical and accessible, using the proper Latin names for muscle groups and bones on one page, while showing you how to simplify those lines for characters in comics on the next page. It's like an intermediate between "How To Draw Cartoons" and "Dynamic Figure Drawing". There are great examples of which muscles are being used in specific actions like lifting a heavy object, leaping over a hurdle, and winding up a punch. Not the purview of fine artists, perhaps, but indispensable for anyone making comics or cartoons involving action. The only downside is that there is not much time spent on individual parts, like the eyes or hands, and no in-depth discussion of hair or fabrics, but there are many other books out there that fill the gap fine. Not for the total novice.

It's basically a book of example drawings and explanations. No actual tutorials or guides are found in this book. It's pretty disappointing.

This book is amazing, I also bought the simplified Anatomy because that is what I like, but bought this out of curiosity should I want to get a little more detailed in future, its a truly beautiful book. If you have never bought a Christopher Hart book, just buy one, you'll probably skip browsing reviews after that, he doesn't make crappy books!

It has a lot of good information. And I like the laid back writing style of the author. Good job!

Great art reference. It doesn't go super in depth with exact anatomy, but is a great approximation of it. Perfect for comic artists, people looking to get a better understanding of basic anatomy and muscle shapes, or those who do complex paintings/sculptures and like to start off with more basic shapes before layering on the finer details.

This is a book for a more comic style art but it still teaches you a lot about anatomy all you have to do is tone down the drawings muscles in this book and youve got regular anatomy! This really

helped me with names and faces so now if i remember some of the complicated name such as lateras for the outside thigh muscles i can put a face to it and know its the outer thigh muscle.  
Thanks Christopher hart!

I love this book! Christopher Hart has a way of breaking down anatomy and his illustrations are great even for an novice. Had to get it for the Kindle for on-the-go help.

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