

**HOW TO DRAW MANGA: SKETCHING
MANGA-STYLE VOLUME 1: SKETCHING AS
COMPOSITION PLANNING (HOW TO DRAW
MANGA (GRAPHIC-SHA NUMBERED)) BY
HIRAKU**



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This volume offers a brand-new "sketching to plan" tin can crammed full of sketching fundamentals for you to use when creating your own manga, as well as suggestions and ideas to help your artwork improve. This book is a brilliantly condensed can of artwork, jam-packed with a wide range of styles, ranging from renditions that are realistic without being slavishly naturalistic to stylized "abstracted" and "exaggerated" renditions.

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- 184 pages

Features

- Used Book in Good Condition

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38 of 38 people found the following review helpful.

A great tool to start you off in the right direction.

By Charsya Paul

I was really surprised when I was actually able to get this book in my hands!!! I waited so many months before I could order this book! Any way, this book is comprised from three different artists', Hikaru Hayashi, (my fav by the way) Takehiko Matsumoto, and Kazuaki Morita. These three artists' teamed up to compile a book with their own renditions of sketching manga. Basically this book is a giant rough sketch book showing you the basic shapes they used to get their art work to look the way it does. This is actually helpful in a lot of ways. It is preparing you on how to do this so that you can have an idea on how to draw your own manga masterpieces. Toward the end of the book, they give examples of some of the artist's work and how to improve the color on the artwork.

The contents of this book includes:

Chapter one: Sketching while planning

Differences between standard

Sketching and Manga sketch frontline Part 1

Drawing a female character standing

Drawing a close-up of a female characters face

A look at the Manga character standing

Drawing the figure in reverse

Manga sketching forms the foundation of planning

Chapter Two: The fundamental in sketching a face Manga style

The basics of sketching a face layout

(using circles and X's)

Reduction of the head rendered

Using a Circle and X layout

The steps in drawing a face

Drawing the same face

Drawing an assortment of faces

The basics in drawing the head

Conceiving of the head as a solid

The basics in drawing the head

The face's musculature, and expressions

Drawing facial expressions based on muscle movement

Chapter three: The fundamentals in drawing a figure manga style

The backbone forms the base of composition

The backbone travels the length of the torso

The backbone is the source of movement

Adding arms and legs after completing the torso

The steps in drawing a figure

Guideline defining the backbone from the front

Drawing a standing pose using

the bone and the axial line

Using the axial line to draw

A front view standing pose with presence

Standing poses and the center of gravity

Noting the spacing between the feet when drawing

The body's structure

Major body parts and their names

Muscles affecting the exterior contours

Distinguishing the genders

Figure drawing

Proportional differences

Makeup of the primary joints and movement

1. Basic neck structure and movement

2. Basic spine structure and torso movement

3. Basic shoulder and arm

connections and movement

4. Basic leg structure and movement

5. Basic hand and finger structure and movement

6. Basic leg structure and movement

Chapter four: From sketching to design

The fundamentals of stylization

Character design techniques using stylization

Stylized face design

Stylized figure design

Techniques for designing distinctive characters

Thin and trim build

Powerful and muscular builds

Grotesquely muscular build

Slender female characters

Freindly super deformed (ultra stylized) characters

The reality behind key poses

Composition technique: Imagining a box

What constitutes a three deminsional figure

Placing A figure in a box

The steps in drawing a figure from a box

Techniques in dressing characters

The ABCs of drawing clothes

The reality behind dressing characters

Drawing dynamic poses

Cover character designing frontline

Coloring characters

Coloration improvement Techniques

The improved Palette

Improved finished artwork

Artists' discuss the true nature of manga sketching

All-in all this book rocks! It is the complete how to draw book I know. It is jam packed with hepful drafts to get you on the right track. This book is not for beginners though. I think this book would be suited for those more along the lines of intermediate to advance. This book is a must buy! Add it to your how to draw arsenal

now!

16 of 17 people found the following review helpful.

Good Mid-Level Reference

By Peter Parker

This book covers a modern technique used by professional artists. If you have no drawing experience whatsoever, this might not be a good place to start. Those who have spent some time learning basic techniques and can produce basic figures could will definitely profit from this book.

The brilliant part is complete sets of images showing pros creating a new drawing from scratch, with detailed notes on each step. Given sufficient talent, you could eliminate some steps and duplicate what the artists are doing to finish drawings faster.

However, by skipping directly to what the pros apparently do now, the beginning artist misses the building blocks of learning that those same pros went through to get where they are today. Generally a beginning book starts with simple shapes, basic anatomy, perspective, etc. Mastery of fundamentals gives an artist the freedom and capability to create any character and pose.

The analogy to this is the first impressionist master painters. Every one of them was first trained as a classical painter. Picasso could paint in photographic realism if he wanted. His mastery of the fundamentals made his cubist work great.

If you have the basics already, this is a wonderful reference, and I would recommend it to beginners as well so long as they also get references that teach fundamentals.

9 of 10 people found the following review helpful.

A great drawing book regardless of style.

By Amazon Customer

Over the years I've slowly put together a sizable library of these How to Draw Manga books without even realizing it.

That being said, I'll be the first to admit that the usefulness of some of these books is kind of hit or miss. But the Manga Sketching books are fantastic drawing resources regardless of whether you want to draw in a Manga style or not.

This book is really more grounded in basic figure drawing techniques than other How to Draw Manga books that are largely caged in by the conventions of Japanese comic art. It's also a heftier book at being almost 60 pages longer than some of the other books in the series.

A major section of the book is dedicated to a broad survey of human anatomy, and I would say it does a better job on the subject than many books that focus strictly on anatomy for artists. There's 9 pages dedicated to the head & neck alone. And all of the examples feature the body in motion, which is far more helpful in seeing how the body fits together than a bunch of stiff poses.

Much of the rest of the text is about design tips to solidify the body type you're shooting for or "enhancing a sense of presence" as the manga books often put it, which boils down to creating more interesting, dynamic poses.

Good figure drawing has many basic principles, no matter what style is laid on top of it. "Sketching Manga Style" is a fantastic resource to have around.

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