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How To Draw Anime & Game Characters, Vol. 1: Basics For Beginners And Beyond



Synopsis

If you are anime/manga collector or fan, you have had a burning desire to learn how to draw the popular characters by yourself. However, you may be worried that you cannot draw as well as people in art clubs or in cartoon clubs because drawing is difficult - don't worry, many people feel the same way. This series was written to help those who are interested in drawing, but are worried about the challenges involved with it. If you change the way you look at an object - even just a little, you can succeed.

Book Information

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Customer Reviews

Far and away the best of the English "How to Draw Manga" books. The art style is clean and the layout is well-done, with no issues of whether you should be reading left-to-right or right-to-left (a definite problem in some Japanese conversions). Best of all, Ozawa starts from the very basics, and urges you to do the exercises from the beginning. Sure, drawing cubes isn't exciting, but even for a non-beginners, it's a useful warm-up that improves technique. With the reassuring statement "if you can hold a pencil and draw straight lines, you can draw," he skillfully leads the reader to develop or improve drawing skills. He also includes something I've never seen in a comics manual before: Drawings from different ability levels. He shows stuff by absolute beginners, intermediate, advanced and professional and critiques the problems and positives. Personally, I found this extremely helpful and reassuring. He also marks the time it took to create some of the professional drawings: Again, very reassuring that these things took time and weren't dashed off in minutes. Finally, Ozawa covers a broad range of character styles, from generally realistic to the SD (simple deformed) type. For

each, he includes plenty of detail on what makes such characters work and why. These books can be hard to find, so if you're interested in this subject, don't wait. Get your copy now.

I... Well actually my dad bought this book for me (I bought volume 3), and trust me this book is worth every single penny! It talks about the basics like the face, body, poses, and more! The main reason I bought this book was to learn how to improve my anime eyes; and let me tell you, being the amateur I am, they've improved ALOT! I would show a scan of one of my practice sheets, but it's not allowed, oh well! XDI made a drawing of a kitty girl with the instructions the book gives you...*can't imagine all the critiques she would get from the author* But anyway, the book tells you to compare your drawings with other drawings, and it takes you think: "Man, I used to draw like THAT?" At least that's how I did...lolOne of the things I loved about this book was that the author shows us these drawings made from 100% Amateurs, Intermediate *sp* and Advanced artists, plus professional versions of the drawings. It tells you WHAT'S wrong with the drawings, the errors etc. And that helps ALOT because these drawings have very common errors. May I add that the mascots are, hmm how do I put this...KAWAII?! (japanese for cute...heh) The author uses these adorable mascots that briefly explain you things like "We must learn the basics!"; that adds humor to the book, and that alone made me more confident of myself, and killed the thought of "Oh it'll probably be too hard for me". But let me tell you, if you put your heart and time to it, and practice with this book, you'll be a kick-arse anime artist in no time! And remember, if your first straight line comes out horrible, don't worry, by time you'll get it right, because practice makes perfect =3 If you plan on becoming an anime artist or illustrator or whatever, thi book MUST be on your bookshelf, you won't regret it. ^_^\n

I hesitated to buy this book at first because I was worried that it was one of those cheap, 12 page, how to draw book meant for 2nd graders. This book is not! It is pretty thick for a drawing book. I really liked the exercise suggestions, they helped a lot with my drawing. One quibble and that is not enough to bring down my rating, some of the translation is obscure (fringe for bangs, etc.) but you can usually figure out what was meant. This book is well worth it if you enjoy anime.

I bought this book from , without so much as a picture of the cover, because there aren't many "how to draw manga" books out there, and I need as much reference as I can get!Unfortunately, this still isn't the "Ultimate How to Draw Manga" book, I don't think it exists yet, but this comes very close. I've been drawing for over 20 years now, so I don't need some steps that I think beginners would

benefit from, that never seem to make it into these "how to" books. I felt a twang of discomfort seeing the pictures in this one, going by its ratings, my style falls somewhere in between "intermediate" and "very close but..." levels and not the "pro" level, but perhaps with some of the lessons in this book, I'll finally cross that threshold! The art is beautiful, looking like a cross between Disney and manga, it illustrates several different genres, and has pages and pages of examples of each "type" of character. Lots of "how to draw guys" too, which is a subject often ignored in "how to" books and tutorials. I highly recommend this book, even for the "non-beginner," it has lots to show!

Yeah, as the title says this is a book with just the basics. It's not a step by step "how to draw" book as you would first think, it's rather a book on "test and learn", for example it shows a variety of characters and tells things like "separated eyes express loneliness, the small mouth expresses a delicate nature", so this book will only teach you how to design plain characters and it's wonderful for beginners like me; In no way must be considered a complete "How to Draw Anime" lesson, but it's perfect for start cooking, even if you don't even know how to hold your pencil (that was my case some months ago when I bought it). If you're a complete beginner buy this book, I gave it 5 stars because it helped me a lot, but keep this mind: drawing characters is one thing, to give life to them is something else... for that buy the Volume 2, or do some research.

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