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Manga Matrix: Create Unique Characters Using The Japanese Matrix System



Synopsis

Manga Matrix presents an easy grid method for mastering manga, an increasingly popular comic style. Using this unique Japanese system, artists can plot and cross-section elements on a matrix diagram to create an infinite number of original characters, creatures, and multiformed beasts. Angels, demons, dragons, monsters, and robots are all included in this book, along with descriptions of costumes and personalities for each. Manga Matrix is unlike any other manga instructional guide and is an invaluable resource for both the budding artist and the polished professional.

Book Information

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Customer Reviews

This is a very good book filled with good information on how this artist logically compiles characters, but it's not easy to understand at times and the artist can be very vague and inconsistent on many details making this book a very tough read to process. Pros: This book presents a logical step-by-step process one could use to create unique characters. Gives a detailed working flow on how to CREATE, not just conceptualize, a character visually from head to toe. Example say your creating a half-robot character this book has a tree for the whole body and you can go into detail on what was robot and what was human from say something general like the torso right down to the fingernails. Much different from other general books like the "How to Draw Manga" series and others that just give a broad idea of how to start or just one or two examples of a specific character already made. Another good thing this book has going for it is how he has many different branches of creatures such as angels, devils, and dragons categorized with lots of suggestions so you can build or get inspiration if your stumped. Cons: The Artist is very vague on many details and his

explanations leave something to desire. This is the way HE does his character design so likewise much of his workflow sounds like it comes from a long history of trial and error mixed with experience and he is having to explain something he most likely put together from different sources and compile them the best he can. As well he can be inconsistent on some details telling you to do one thing on one group of creatures but telling you to do something different later on, will be explaining one thing but leave you asking "But what happens next?" or "Wait, what do I do now?

The main purpose of this book is to systematically pre-design your characters and do it in a way that is logical, formulaic and archetypically sound. I almost wrote that I didn't think it was 'for beginners', but thought the better of it when I remembered those that inspired me in my youth and younger days... They were not giving me 'step by step' instruction, instead they inspired me by their work instilling in me the desire to do my own work, and to imagine. What Tsukamoto-san has done here is just that, with the added benefit of laying out a methodology of creation. I can see this of greatest benefit to those starting out who have various characters laid out in the scheme, but who lack the skills to 'invent' the soul of that character. This book is to explain and punctuate that skill. When first I paged through after opening my mailer envelope from ... my initial impression was the flash of inspiration I got when I first (in the early 1970's) saw the work of Brian Froud... or when I was perusing the works of Roger Dean or Frank Frazetta or Boris Vallejo... or reading over and over again the works of Jean Giraud's (Who created work under the name Moebius) "The Air Tight Garage" in Metal Hurlant. Not to mention Fred Schrier or Dave Sheridan's spectacular works of wonder. It is that that makes me say to who ever takes the time to read this review, please do yourself a favor, get this book. Keep it by your desktop, close at hand and read it in the still of the evening when you want to dream, or in the heat of creation when you need to find that one thing to fill the gap. It is that good! Even though the mythologies are primarily 'foreign' (being from the ancient Shinto and archaic Japanese cultures, though not completely!)

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