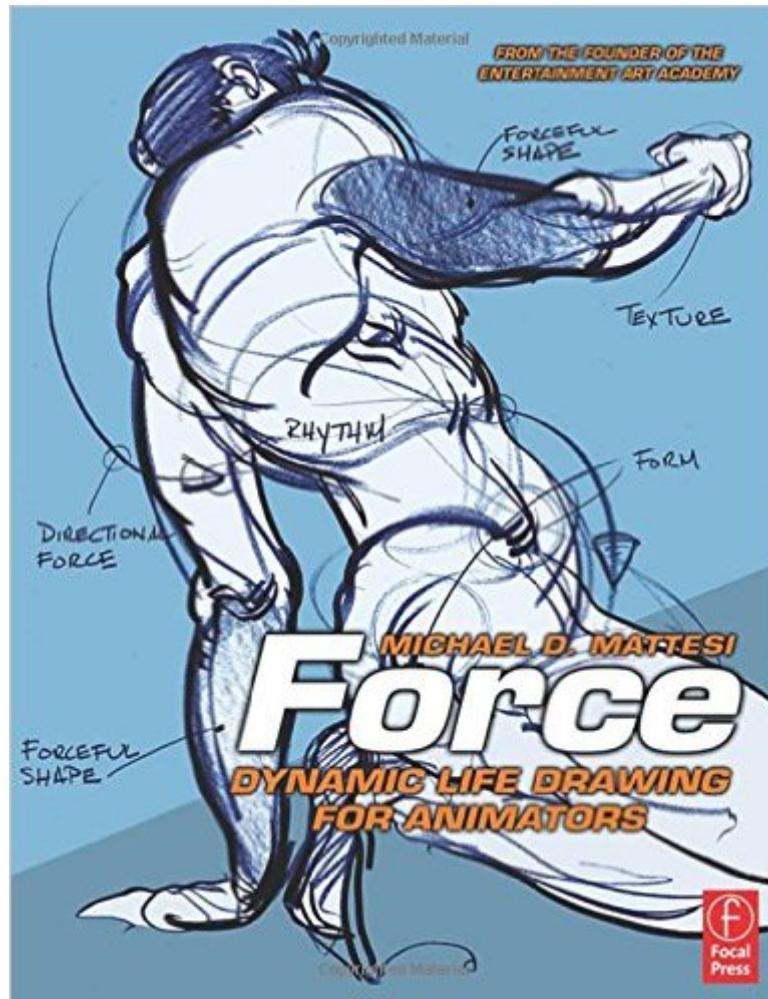


The book was found

Force: Dynamic Life Drawing For Animators (Force Drawing Series)



Synopsis

Force: Dynamic Life Drawing for Animators Capture the force in your life drawing subjects with this practical guide to dynamic drawing techniques - packed with superb, powerfully drawn examples that show you how to:

- * Bring your work to life with rhythmic drawing techniques
- * Create appealing and dynamic poses in your drawings
- * Experience the figure's energy in three dimensional space
- * Use the asymmetry of straight and curved lines to clarify the direction of force in the body
- * Build on your foundational anatomy and figure drawing skills to animate your drawings
- * Apply the theory of force to your on-location and animal drawing observations

Whether you are an animator, comic book artist, illustrator or fine arts' student you'll learn to use rhythm, shape, and line to bring out the life in any subject while Mike Mattesi's infectious enthusiasm will have you reaching for your pencils! Mike Mattesi is the owner and founder of Entertainment Art Academy (www.enterartacad.com) based in Southern California. He has been a professional production artist and instructor for the last fifteen years with clients including Disney, Marvel Comics, Hasbro Toys, ABC, Microsoft, Electronic Arts, DreamWorks and Nickelodeon. Audience level: Intermediate to advanced

Book Information

Series: Force Drawing Series

Paperback: 244 pages

Publisher: Focal Press; 2 edition (September 10, 2006)

Language: English

ISBN-10: 0240808452

ISBN-13: 978-0240808451

Product Dimensions: 0.8 x 8.5 x 11 inches

Shipping Weight: 1.8 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (79 customer reviews)

Best Sellers Rank: #29,651 in Books (See Top 100 in Books) #3 in [Books > Computers & Technology > Digital Audio, Video & Photography > Video Production](#) #6 in [Books > Arts & Photography > Drawing > Cartooning > Anime & Cartoons](#) #10 in [Books > Arts & Photography > Other Media > Digital](#)

Customer Reviews

I have been illustrating professionally for 15 years. I am self taught, meaning I rely on books and the advice of my peers. I've always noticed there was some elusive thing that was usually missing from my figure drawings that made them less dynamic. Burne Hogarth's books were very helpful, as in

Dynamic Figure Drawing (Practical Art Books). But they didn't teach me how to get into the flow. How to make them go POW!! Remember those John Buscema roughs in How to Draw Comics the Marvel Way? I used to think that his talent was the ONLY thing that made his work so forceful. This book gives you the direction to feel out these forces and shapes. I used to think that these things couldn't be taught. When Mr. Mattesi's lessons click in your brain, you are truly feeling this power. For me it makes all the difference in the world. Brian LeBlanc

My copy of the original edition of Force has seen plenty of wear and tear since I try to always keep it handy when I'm drawing. But that one's going into retirement for this new expanded version. Rather than the complex anatomies of some books and the stick figure and cylinder creations of others, Mattesi follows the animator's axiom of drawing verbs rather than nouns. Capturing the dynamic motion of a pose that is the prime factor in an appealing drawing. This isn't an animation book per se, but no one interested in animation or any other form of figure drawing should pass up the lessons Mattesi teaches. The benefits of conveying movement and sheer LIFE in a still drawing can't be ignored. Also with this version coming from a bigger publisher in Focal Press, the overall image quality is far higher than the somewhat pixel-y look of the pictures in the original. Plus an extra 50 or so pages of instruction isn't too shabby.

This book definitely is an off-shoot of James McMullan's High Focus approach to drawing, although Mattesi discusses many of his own concepts as well. It is similar to High Focus in that it teaches its readers: to see the figure as being made up of three dimensional forms, to use the all important hierarchical approach, NOT to just copy the figure using measurements and negative space estimations, to feel the forms as they are being drawn, and view drawing as a very interactive experience. It is different from McMullan's approach in that Mattesi strongly emphasizes the importance of finding directional and applied "forces" (hence the name) throughout the figure. This becomes a very important concept for animators because of the nature of animating. In the figure drawings, the forces, the squashes, and the stretches are all exaggerated, just as an animator has to exaggerate his or her key drawings in this manner. Also, the drawings in the book tend to reflect Mattesi's background in animation, whereas McMullan's drawings are more realistic. I believe this book is written specifically for animators. However, the classically trained artist has much to learn from this book as well.

Length: 0:25 Mins

Here's a very useful book not just for animators, but for anyone who do character drawings. It's called Force: Dynamic Life Drawing for Animators, authored by Michael D. Mattesi. First of all, this is a book for intermediate and advanced artists. Foundational knowledge of anatomy is required to fully appreciate and follow along with the lessons. This book is about creating realistic poses for life drawing. Examples show how forces inside the body and outside (gravity or objects) act on the human figure, and how the body reacts to the force. There are lots of tips and illustrated examples on strong and memorable poses, such as the using of structure and form, overlaps, foreshortening, silhouettes etc. The explanations are clear and simple, even very sketchy illustrated examples bring the point across with very few lines. While many instructional drawing books teaches how to draw, this book teaches how to think before drawing. Whenever I draw, I always remind myself of the tips to help prevent my characters from being too static. Additionally, there are also chapters on handling clothing, drawing on location and drawing animals. (More pictures are available on my blog. Just visit my profile for the link.)

The way the examples are drawn in the book is through beautiful sweeping gestures, all of them very full of motion. The book contains very little analysis of the body's physical presence, but this is not a downside at all. Mattesi emphasizes the balance and weight and volume of the form instead of going back to the dreary analysis of human biology (completely necessary to know) that is in so many of my other books. I wouldn't recommend it for the FIRST life drawing or figure drawing book, but perhaps after a year or so of study of muscular structure. For the price, this book is huge, and an amazing deal. A must-have for any figurative artist or animator.

Covers exactly as it says, to bring life and force to your figure drawings. Whether your an animtor, an illustrator, or comic artist, this book is essential to giving life to your figure drawings. Mattesi covers shape, flow, form, and how to approach a figure by seeing the "forceful" forms of the figure, giving your figures weight. I just wish he covered a "step by step" in more detail, from the beginning force lines to the finished figure...but he gives thumbnails on how to approach a figure. I'm currently using this book coupled with the Vilppu Drawing Manual, and they seem to go hand in hand. Highly Recommended!

[Download to continue reading...](#)

Force: Dynamic Life Drawing for Animators (Force Drawing Series) Drawing: Drawing For Beginners - The Complete Guide to Learn the Basics of Pencil Drawing in 30 Minutes (How To

Draw, Drawing Books, Sketching, Drawing ... Drawing Girls, Drawing Ideas, Drawing Tool) Force: Character Design from Life Drawing (Force Drawing Series) ANIME Drawing BOX set 5-in-1: Anime Drawing for Beginners, Drawing Anime Faces, Drawing Anime Emotions, Manga Drawing for Beginners, Anime Drawing Practical Guide Drawing: Drawing and Sketching, Doodling, Shapes, Patterns, Pictures and Zen Doodle (drawing, zentangle, drawing patterns, drawing shapes, how to draw, doodle, creativity) Drawing: Drawing For Beginners- The Ultimate Guide for Drawing, Sketching, How to Draw Cool Stuff, Pencil Drawing Book (Drawing, Learn How to Draw Cool Stuff) Drawing: Made EASY: Learn - Sketching, Pencil Drawing and Doodling (Drawing, Zentangle, Drawing Patterns, Drawing Shapes, How To Draw, Doodle, Creativity) Drawing For Beginners: The Ultimate Crash Course on How to Draw, Pencil Drawing, Sketching, Drawing Ideas & More (With Pictures!) (Drawing On The Right ... Analysis, Drawing For Beginners) The Spinning Blackboard and Other Dynamic Experiments on Force and Motion The Nine Old Men: Lessons, Techniques, and Inspiration from Disney's Great Animators The Animator's Survival Kit, Expanded Edition: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators The Animator's Survival Kit: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators Action Anatomy: For Gamers, Animators, and Digital Artists Physics for Animators Action Analysis for Animators Drawing Emojis Step by Step with Easy Drawing Tutorials for Kids: A Step by Step Emoji Drawing Guide for Children in Simple Steps (Drawing for Kids) (Volume 7) Drawing For Beginners: The Ultimate Guide To Successful Drawing - Learn The Basics Of Drawing And Sketching In No Time! (Drawing, How To Draw Cool Stuff, Sketching) Drawing: 48 Incredible Tips on Drawing for Beginners. Teach Yourself How to Draw Cartoons With This Drawing for Beginners Book (how to draw, drawing, things to draw) Dynamic Figure Drawing Drawing Anime Faces: How To Draw Anime For Beginners: Drawing Anime And Manga Step By Step Guided Book (Anime Drawing Books)

[Dmca](#)