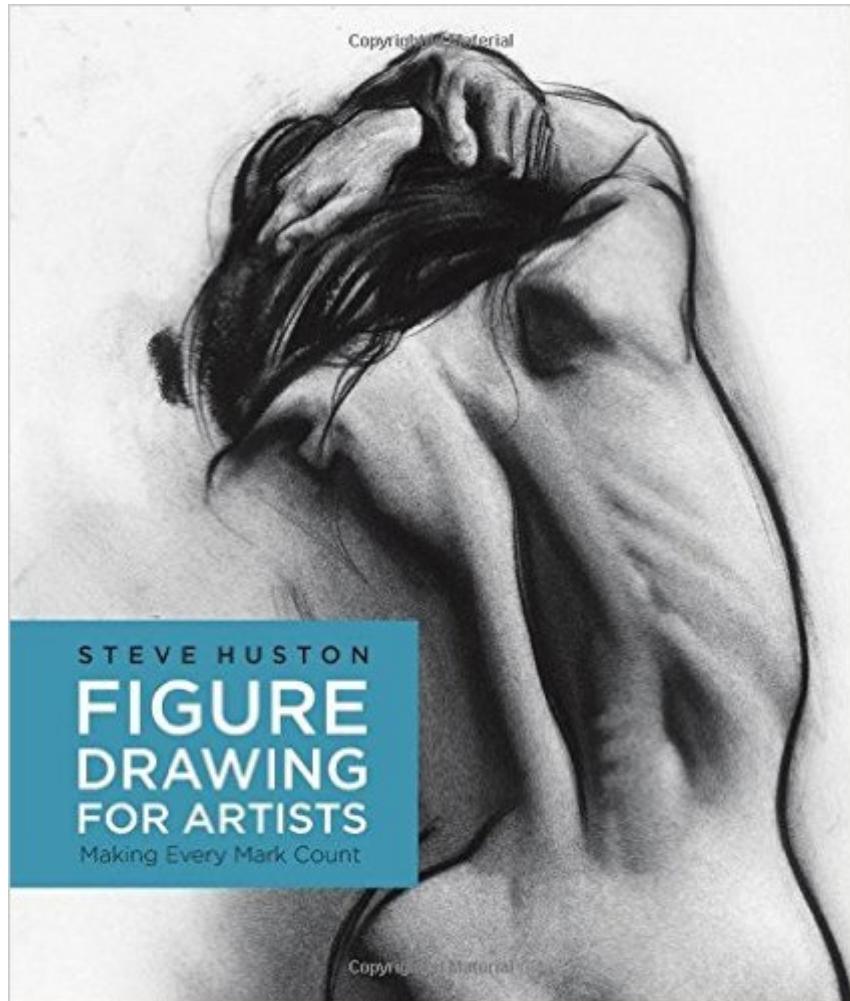


The book was found

# Figure Drawing For Artists: Making Every Mark Count



## Synopsis

How often does an aspiring artist read a book or take a class on drawing the human body, only to end up with page after page of stiff lifeless marks rather than the well-conceived figure the course promised? Though there are many books on drawing the human figure, none teach how to draw a figure from the first few marks of the quick sketch to the last virtuosic stroke of the finished masterpiece, let alone through a convincing, easy-to-understand method. That changes now. In *Figure Drawing for Artists: Making Every Mark Count*, award-winning fine artist Steve Huston shows beginners and pros alike the two foundational concepts behind the greatest masterpieces in art and how to use them as the basis for their own success. Embark on a drawing journey and discover how these twin pillars of support are behind everything from the Venus De Milo to Michelangelo's Sibyl to George Bellow's Stag at Sharkey's, how they're the fundamental tools for animation studios around the world, and how the best comic book artists from the beginnings of the art form until now use them whether they know it or not. *Figure Drawing for Artists: Making Every Mark Count* sketches out the same two-step method taught to the artists of DreamWorks, Warner Brothers, and Disney Animation, so pick up a pencil and get drawing.

## Book Information

Flexibound: 192 pages

Publisher: Rockport Publishers (June 1, 2016)

Language: English

ISBN-10: 1631590650

ISBN-13: 978-1631590658

Product Dimensions: 8.6 x 0.8 x 10 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars See all reviews (32 customer reviews)

Best Sellers Rank: #8,861 in Books (See Top 100 in Books) #2 in Books > Arts & Photography > History & Criticism > Themes > Human Figure #2 in Books > Arts & Photography > Drawing > Specific Objects #6 in Books > Arts & Photography > Drawing > Figure Drawing

## Customer Reviews

The two most fundamental concepts in Steve Huston's approach to figure drawing are structure and gesture—“the parts and the relationship between the parts.” To understand and use the idea of structure well, it's best to think like a sculptor, meaning we build our drawing and painting (as in sculpture) through a series of constructed forms. Think of it as the scaffold on which to hang

your designs and rendering techniques.â •œConstructed forms automatically feel three dimensional when done well because the lines move over the form. Another way to think of it is that every mark we make, whether carefully rendered or loosely sketched, should act as a visual arrow.â •œGesture is the connection, the relationship between the shapesâ | Gesture is the lifeline embedded inside any living formâ | This gestural idea makes your art look naturalâ | It keeps our drawings from looking stiff, mechanical, and pieced together. Itâ ™s what gives the subject a lively and organic quality.â •Gesture is the long axis curve of the structure. â •œGesture is defined by the long axis because all body parts connect end to endâ | Any artist who just focuses on the pieces ends up with pieced-together results. Artâ ™s job is to orchestrate life into something powerful, effecting, and meaningfulâ "something greater than the individual partsâ | Gesture is the chefâ ™s secret sauce.â •œThe longer and more graceful the gestural curve, the more smoothly the eye moves over the various formsâ | Always err on the side of the more dynamic. That means, if the gesture is curved, make it more curved. If the shadow is dark, make it a little darker.â •Huston also discusses contrapposto poses, where the bodyâ ™s weight is unevenly distributed, generally causing hips and shoulders to adjust at opposing angles.

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

Figure Drawing for Artists: Making Every Mark Count Figure It Out! Drawing Essential Poses: The Beginner's Guide to the Natural-Looking Figure (Christopher Hart Figure It Out!) 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 Seize the Day: Living on Purpose and Making Every Day Count 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) Drawing Atelier - The Figure: How to Draw in a Classical Style The Anatomy of Style: Figure Drawing Techniques Drawing Anime Emotions: From Zero Step to Professional Drawing (Anime Drawing by Li Shen) (Volume 2) Five Green and Speckled Frogs: A Count-and-Sing Book Surviving a Mass Killer Rampage: When Seconds Count, Police Are Still Minutes Away [50P Free Preview] Millionaires don't count (Harlequin comics) Ten Count, Vol. 2 Ten Count, Vol. 1 Ten Count, Vol. 1 (Yaoi Manga) Frida Kahlo and the Bravest Girl in the World: Famous Artists and the Children Who Knew Them (Anholt's Artists) The Natural Way to Paint: Rendering the Figure in Watercolor Simply and Beautifully Essential Guide to the Steel

Square: How to Figure Everything Out with One Simple Tool, No Batteries Required The 6-Figure Speaker: The Ultimate Blueprint to Build a Business as a Highly-Paid Professional Speaker

[Dmca](#)