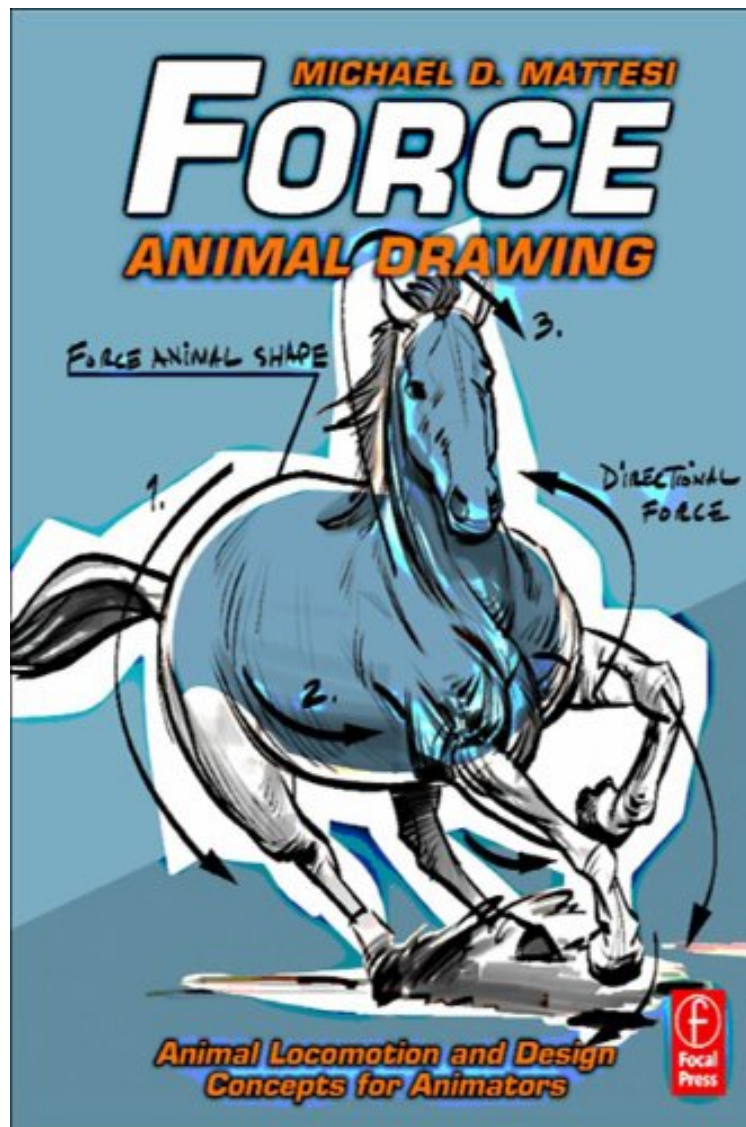


(Free and download) Force: Animal Drawing: Animal locomotion and design concepts for animators (Force Drawing Series)

## Force: Animal Drawing: Animal locomotion and design concepts for animators (Force Drawing Series)

Von Michael D. Mattesi

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Von Michael D. Mattesi : Force: Animal Drawing: Animal locomotion and design concepts for animators (Force Drawing Series) before purchasing it in order to gage whether or not it would be worth my time, and all praised Force: Animal Drawing: Animal locomotion and design concepts for animators (Force Drawing Series):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Two

paws up Von Parka[[VIDEOID:mo10LZXYX6A2VK]]The is the third book in the Force series, the other two being Force: Dynamic Life Drawing for Animators and Force: Character Design from Life Drawing. The two earlier books were on drawing humans. In this book, the similar concept of understanding and using force is used, this time for the goal of making animal drawings lively and natural. The book is theory based. It aims to give readers a broader understanding of how force works in animals. With some simple rules, the knowledge can be transferred to drawing other animals. The animals covered are arranged based on their speed, Plantigrades (slow land animals), Digitigrades (intermediate-speed land animals) and unguligrades (fast land animals). Only mammals are covered. There are bears, raccoons, kangaroos, dogs, cats (big ones also), elephants, horses, deers and many more. The section on birds is just a few pages. Mike Mattesi's examples featured are great, you can feel the energy of animals just by looking at their poses and gestures. I would actually recommend getting the first Force book as well to understand the concept of force better. This is a great book for artists who love drawing animals.

Kurzbeschreibung Many artists are unsure how to bridge the gap between the many basic 'how to draw' books and the more advanced ones dealing with the esoteric details of composition, perspective and anatomy. Force: Animal Drawing is the comprehensive guide to developing artistic animals that are creative, dynamic and anatomical, bridging the gap between foundational art and advanced techniques. Artists and animators alike all find animal inspiration when animating characters- be they human or inhuman. For a unique 'larger than life' character, readers will learn to apply the unique facets of animal movement, locomotion, expressions, facial features, physical build and personality to their traditional and digital art. Readers will also adapt key industry tricks and techniques to personify animal animations with key characteristics of a human's face. Explore the practical application of force theories and learn from today's leading character designers with the included artist interviews and an extended video tutorial via [www.drawingforce.com](http://www.drawingforce.com).  
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Praise for Previous Force Titles: " I have been illustrating professionally for 15 years. I am self taught, meaning I rely upon books and advice from peers. I've always noticed there was some elusive thinking or missing steps from my figure drawings that made them less dynamic. Burne Hogarth's books were very helpful but they didn't teach me how to get into the flow, how to the images Go Pow! 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, as an animator, it makes all the difference in the world. " Brian Leblanc "I have been illustrating professionally for 15 years. I am self taught, meaning I rely upon books and advice from peers. I've always noticed there was some elusive thin that was usually missing from my figure drawings that made them less dynamic. Burne Hogarth's books were very helpful but they didn't teach me how to get into the Flow. How to them them Go Pow! 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, as an animator, it makes all the difference in the world."--Brian Leblanc "I have been illustrating professionally for 15 years. I am self taught, meaning I rely upon books and advice from peers. I've always noticed there was some elusive thin that was usually missing from my figure drawings that made them less dynamic. Burne Hogarth's books were very helpful but they didn't teach me how to get into the Flow. How to them them Go Pow! 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, as an animator, it makes all the difference in the world."--Brian Leblanc  
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