



Anatomy for Fantasy Artists

An essential guide to creating action figures and fantastical forms

Glenn Fabry

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Description

This book by successful comic and fantasy artist Glenn Fabry, teaches you the principles of anatomy, from musculature and skeletal structure through to movement.

Develop your artistic style by breaking and bending the rules of anatomy through practical exercises and demonstrations, accompanied by incredible finished artworks. The step-by-step exercises help you to fully understand the subtle movements that combine to create expressions, and the flowing movements that constitute actions.

Anatomy for Fantasy Artists trains you in creating professional quality illustrations for comic book art, graphic novels, fantasy posters, sci-fi book covers and illustrations, and even computer games. In this book you will find valuable instructions from experts in the field, expanded from the original edition with additional pages that feature many more how-to, step-by-step illustrations.

Instruction starts with the basics of human anatomical drawing and musculature, facial expressions, hands and body language, and then follows with a review of the principles of perspective and composition. Subsequent sections instruct on ways to distort, develop, and transform the human figure, giving it features that range from monstrous or magical to super-agile or larger than life, including dynamic poses for superheroes and villains, as well as fantasy female poses.

Detailed artist's references and step-by-step instructions show how to build bodies that truly stretch the imagination. You also learn how to render characters in many different dynamic action poses, such as flying, spinning, punching, and jumping, as well as how to express each character's emotions through facial expressions. The cast of characters includes wizards, ogres, werewolves, winged avengers, goblins, aliens, enchantresses, barbarians, robots and more.

About the Author

Glenn Fabry is a British comics and fantasy artist known for his detailed, realistic work in both ink and painted colour. His notable works include *Slaine* and *Preacher* as well as numerous comics and covers for DC and Marvel Comics, including *Thor*, *Batman*, *Judge Dredd* and *Hellblazer*. In 1995 he won the Eisner Award for Best Cover Art.