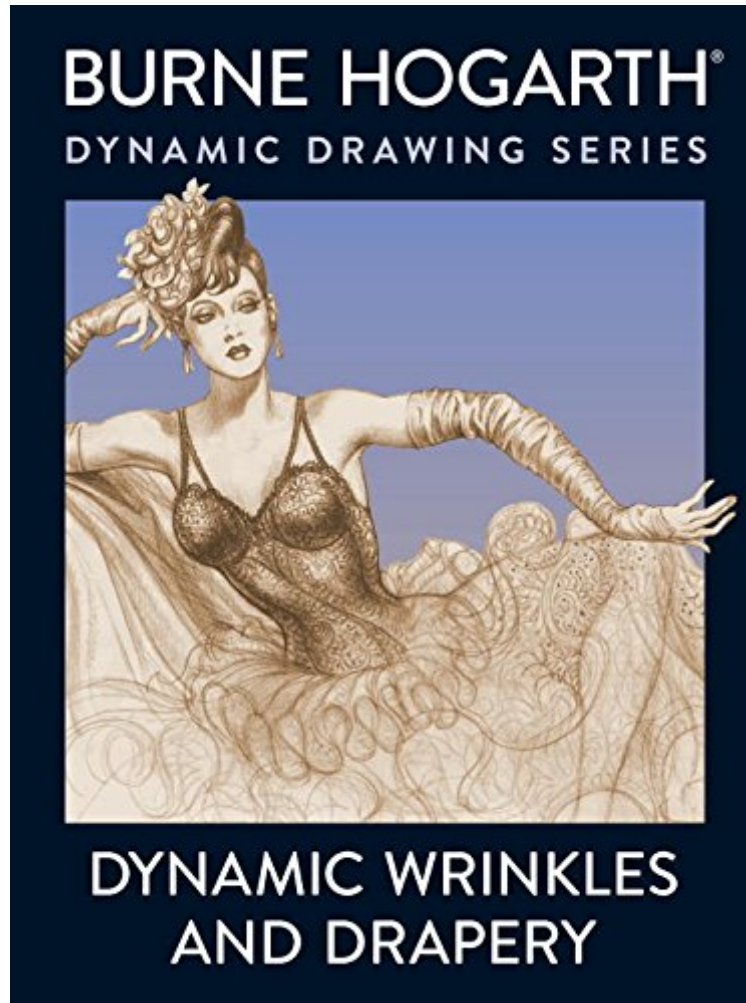


(Download pdf) Dynamic Wrinkles and Drapery: Solutions for Drawing the Clothed Figure

Dynamic Wrinkles and Drapery: Solutions for Drawing the Clothed Figure

Burne Hogarth

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#236491 in Books Random House 1995-10-01 1995-10-01 Original language: English PDF # 1 11.00 x .40 x 8.301, 1.10 #File Name: 0823015874144 pages | File size: 60.Mb

Burne Hogarth : Dynamic Wrinkles and Drapery: Solutions for Drawing the Clothed Figure before purchasing it in order to gauge whether or not it would be worth my time, and all praised Dynamic Wrinkles and Drapery: Solutions for Drawing the Clothed Figure:

1 of 1 people found the following review helpful. AwesomeBy CoreI flipped through the book after ordering to see what kind of art tool/reference I had gotten my hands on. Turns out I got a gem. (Well as far as I am concerned) Who knew that wrinkles in cloths, could make such a HUGE (I cannot emphasize this enough!!!) difference. All of this artist characters look so lively and realistic.. and some of the ladies in the book actually look voluptuous and the guys look all rugged and manly. And' its really the outfits and the way there drawn out, that make all the difference in the

world. Honestly from flipping through front to back, this looks like it will be an extremely useful tool for myself if I put my nose to the grind stone. I am truly impressed by the artist work. Mr. Burne Hogarth really kicks some butt and knows what he is doing. (The back of the book cover tells of what he's currently up to, and about some rewards he has received) I will definitely be checking out his other books after seeing this. (When I get the cash...) Because I feel like even though I draw just for the fun of it, I feel like I would be doing myself wrong by not looking at the others. This book is just that good. (From the Images) I have not read the book yet. But drawing is about visuals, so that is what I am going from. There is about an equal amount of text vs art. You will have to check out the other reviews as far as how good things are explained in the book. 1 of 1 people found the following review helpful. Positive review By MEH First, I'm a sculptor, not a drawer or painter. With that in mind, this, like all of Burne Hogarth's lessons provides hints and excellent technical guidelines for placing realistic wrinkles on pieces. It lists the reasons for the folds and easily extrapolates from 2D to 3D. If you are interested in creating realism in your drawings this will probably help, whether you are a beginner or accomplished artist. 2 of 2 people found the following review helpful. Student Artist-Modeler-Animator: By Gregory Kramida As most Hogarth's books, this one is not at the least descriptive. The drawings are a bit more frequent, and you may find it useful. Some of the drawing I did not enjoy too much, but, all-in-all, they still demonstrate the proper material. The author provides 4 decent approaches to the illustration of wrinkles in different situations, mostly differentiating dependent on the type of physical movement the character (human, in all cases) makes. Most of the book talks about drapery, but there is some information on how to apply the same principles onto skin. This is a must-have for a character designer, whether you work in 2D or 3D. It will provide a beginning artist with the basic understanding of the dynamics of drapery and clothes, but it won't be much use for a medium-to-experienced studio artist, especially when she/he draws from life.

Understanding how the body moves is the key to rendering clothing, as world-renowned artist Hogarth demonstrates in this unique book.

About the Author BURNE HOGARTH (1911-1996), hailed as the Michaelangelo of the comic strip, was one of the most iconic cartoonists and influential arts educators of the twentieth century and remains so today. After attending the Chicago Art Institute and Academy of Fine Arts at the age of fifteen, Hogarth began an illustrious career in arts education, fine arts, illustration, advertising, and comics, and became recognized as one of the earliest creators of the graphic novel. Best known for his innovative illustrations of the syndicated Sunday Tarzan, Hogarth broke fresh ground in the newspaper comic strip by combining classicism, expressionism, and narrative in a powerful, new way. As cofounder of the School of Visual Arts one of the world's leading art schools she brought his unique approach to art into the classroom. His passionate lectures on anatomy and art history formed the foundation for The Burne Hogarth Dynamic Drawing Series that continues to teach and influence artists and animators worldwide. Hogarth's art has been exhibited in many important galleries around the world including the Louvre in the Muse des Arts Decoratifs and Marseilles Bibliothque. He traveled the world throughout his life receiving numerous international awards and accolades.