



Figure Drawing with Virtual Models: Getting the Most Out of Poser Artist

By Les Pardew

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Figure Drawing with Virtual Models covers basic figure drawing using virtual models created with the new software package from E-frontier. Learn how to create/customize an electronic model to draw from, in a variety of poses. Cover the elements of figure drawing, from proportions and skeletal structure to facial features, lighting, and motion. If you don't have ready access to human models, now you can use virtual models! Figure Drawing with Virtual Models is designed to be of use to artists even without the software package and can be used as a stand-alone drawing book.

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Bibliography

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Editorial Review

Review

1. The human figure: Learning the proportions of the figure. 2. Figure construction: Learning to construct the figure starting with the action line and then adding a simple manikin. The Figure is then drawn over the manikin. 3. Anatomy: Learning about the human form including the skeletal structure and muscles of the body. 4. Faces and Features: A closer look at the individual features of the face and body. 5. Posing the Figure: What to consider when posing the figure. 6. Composition: A brief lesson in composition of figurative drawings taken from the great masters. 7. Lighting: How to light the figure 8. Dynamic Motion: How to make your figure drawings come to life with dynamic motion.

About the Author

Les Pardew is a recognized leader in the world of interactive entertainment. He is a video game and entertainment industry veteran with more 20 years of industry experience. His artwork credits encompass film and video production, magazine and book illustration, and more than 100 video game titles, including numerous market-leading choices. Les has also authored or co-authored 13 books on game art and game design for teens, digital art and 2D and 3D animation, drawing, and virtual models. Les started his career in video games doing animation for Magic Johnson Fast Break Basketball for the Commodore 64, He went on to help create several major games, including Robin Hood Prince of Thieves, Star Wars, Wrestle Mania, NCAA Basketball, Stanley Cup Hockey, Jack Nicklaus Golf, Where in the World/USA is Carmen Sandiego?, StarCraft Brood Wars, Rainbow Six, Cyber Tiger Woods Golf, and many others. An accomplished instructor, Les has taught numerous art and business courses, including teaching as an adjunct faculty member at Brigham Young University's Marriott School of Management. As a business leader, Les has founded two separate game development studios. He is also a favorite speaker at video game conferences and events.

Users Review

From reader reviews:

Enrique McLean:

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