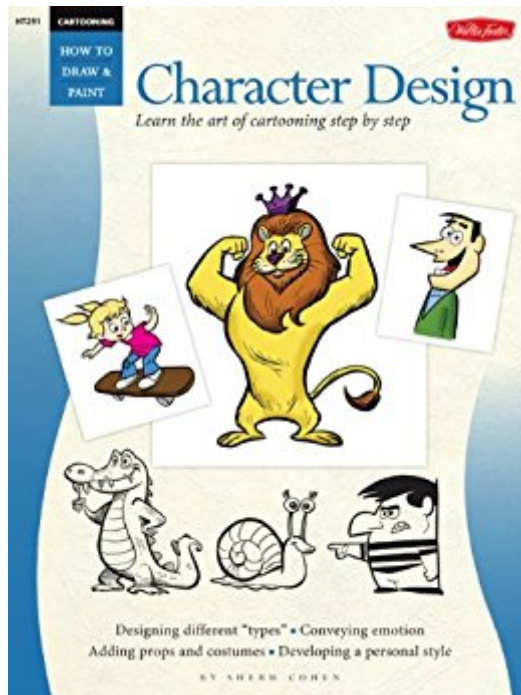The book was found

Cartooning: Character Design (How To Draw & Paint)

Synopsis

Learn the art of cartooning step by step.This addition to the Cartooning category of our How to Draw and Paint series features the guidance of accomplished cartoonist Sherm Cohen -- a co-director of The SpongeBob SquarePants Movie. The book teaches artists the basics of creating cartoon characters, from using basic shapes and conveying age and mood to adding props and costumes and much more. It also brings the artistic process up to date by touching on the use of computers in cartooning. Featuring step-by-step instructions and a wealth of original images, this book is a must-have resource for any aspiring cartoonist!

Book Information

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Customer Reviews

I purchased the kindle version a couple weeks ago and will be ordering the printed book in the near future just to have a copy. I have nearly every quality cartooning book published, and while all encompassing they tend to complicate the process with too many illustrations, too much talking, too many diagrams, and just too much stuff as far as I'm concerned. This book is the opposite, it is clear, simple, and concise. You will learn the fundamental truths about cartooning that will aid you

your entire life and/or career as a cartoonist. This is the most efficient book on cartooning and character design that I've seen, even if you're not into this style of cartooning it makes little to no difference. You can apply the knowledge in this book to painting with ketchup if you so desire. Without a doubt this is my favorite book on cartooning and design.One time through and it's obvious the author has spent considerable time honing his teaching ability. It's rare that someone with a high level of skill can express themselves adequately enough to teach, let alone to teach well, that by itself makes this book worth buying. It is not a step by step how to draw cartoons book, it's a step by step how to expressively design cartoons book. It is a masterpiece in my opinion, and part of the reason is the length of the book, only 32 pages, it's hardly any longer than a comic book.This book is the "20% effort for 80% of your results" type of book. This is the only one you'll need for cartooning. One word? Efficient.

Just to give this review some context, I'm a professor of information systems, film, & digital media and my specialty is 3D virtual worlds. Even though I work mainly in the 3D realm creating practical artifacts vs. innovative art, I enjoy books on (2D) drawing because they contain important fundamentals that translate well into the 3D world.What makes this book different from other character drawing books is two things: (1) the focus on "beans" (variations of) as the foundation for drawing faces and bodies; (2) the emphasis and examples on building emotions into character faces and bodies. True, Preston Blair covered bean style drawing in Cartoon Animation, but Sherm Cohen goes into more depth as well as covering all the basic body and facial features including hands, feet, eyes, noses, mouths, etc.The teaching style is wonderful. The author typically starts from first principles, then shows how to combine these principles to create more complex drawings. As an example, in the mood section the authors shows an expressionless face. He then shows how to tweak facial features to create the six basic emotions. The examples are shown in such a way that anyone reading and following along can easily draw variations of the six basic emotions. After you master that, the author describes four techniques for creating more variations of the six basic emotions: asymmetry, amplification, intensity, and combination.The bottom line: anyone can pick up this short book and start drawing entertaining characters in under an hour or so. Even if you never intend to draw cartoons for a living, there is tremendous benefit in knowing these techniques for, say, storyboarding videos or for adding your own characters to your powerpoint or other presentations.In fact, I am going to recommend this book to my digital marketing students, as a technique they can use to draw storyboards quickly for the commercials they create.I implore the author (Sherm Cohen) to create one more book on background design, that covers perspective,

cartoon buildings, and everyday objects.

This is an outstanding piece of work in teaching character design/cartooning. Only a person with tremendous experience can produce all the essentials in just 32 pages !!Format: The book is Large! 13.7 x 10.1, the drawings are so clear in this format, which is very important, for us to study and draw. We can just keep it open and start drawing. Drawings are all either in pencil or in black india ink using a brush, which is simply lovely.Concise: The book is small! :) only 30 pages. so it is very easy to work it through, refer, study and learn. no page is wasted. each page is packed with plenty of drawings with detailed notes, that are so refined and upto the point!Clear: The large format, clear lines and step by step approach, makes this book so clear and easy to follow.Workbook: The approach of the book is to take us in a workbook manner, as you study, draw, redraw, practice each of the pages progressively you will get to learn about various aspects of character design (and cartooning) is systematic manner. learning and mastering basic shapes, the Head, the features of the head, variations, body shapes, "Types", body language etc.. and if one sincerly works this book through, one would have become a character designer !.This would form perfect platform to launch into cartooning, animation and more advanced character design through books such as ,Cartoon Animation (The Collector's Series),The Animator's Survival Kit--Revised Edition: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators,Creating Characters with Personality: For Film, TV, Animation, Video Games, and Graphic NovelsSherm Cohen and Walter Foster.. Thank you!

There are things in this book that too many animators and artists are missing today. This should be a must read for anyone creating art. No, I will not list what they are, because I think people should buy the book.One of the areas it does cover that is a must is faces/heads, and how to properly get the portions right for the character you're creating.If you are an artist trying to sell their work and finding that you are constantly turned down, then it's time to pick up this book and become refreshed with some basics. Trust me, it will be of benefit.

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