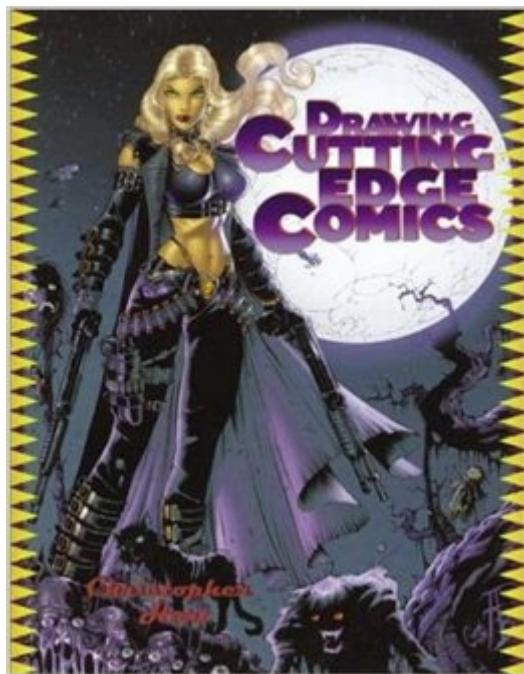# Drawing Cutting Edge Comics

Synopsis

Comic book artists are now developing cutting-edge, extreme comic book characters that go beyond the traditional heroes and villains. The heroes are grittier. The women are sexier. The pages are designed for maximum impact. Heroes have been turned into highly cool antiheroes, such as the famous characters Spawn and War Blade. Cutting-edge comics venture beyond the traditional boundaries to extreme anatomy, extreme costuming, extreme special effects, and extreme methods of storytelling.Drawing Cutting Edge Comics is the first-ever guide that shows readers, step by step, how to draw the radical characters and cutting-edge techniques that are the gold standard for designing extreme comics. Dozens of fantastic, how-to illustrations demonstrate the basics as well as how to create such intense coloring techniques as knockouts and glows. Plus, several leading cutting-edge artists describe how they spin original character designs, many created exclusively for this book.

Book Information

Series: Drawing Cutting Edge

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Average Customer Review: 4.0 out of 5 starsÂ Â See all reviewsÂ (68 customer reviews)

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Customer Reviews

The good thing about this book is that most basic drawing ideas are covered: faces, basic anatomy, and perspective. One of the articles I particularly like is the drawing comparison between different top artists (from using the same reference). It gives an idea of how to develop your own unique style rather than copying someone elses. The focus in the "cutting edge" comic market today is to give a "dark" feeling. Hence inking is exaggerated and skin tones are darker (compare Witchblade to Wonder Woman and you'll know what I mean). If you're interested in these aspects of drawing, then

this book will give you a taste that no current other book can offer.Despite the uniqueness of this book, the problem is that book is NOT a stand-alone (all-in-one) guide to drawing "Top-Cow" and "Chaos" style comics. If you are a newbie in drawing, then this book is more eye-candy than an aid to help you. You will have difficulties reaching Al Rio's level of quality on this book alone. There are little step-by-step instructions or diagrams. Since there are different artists contributing to different sections of the book, it can be a distraction. No offense, but I don't really think Chris Hart's artwork is "cutting edge." It looks rather cartoony as another reviewer said. Hence, I think this book can be better streamlined and edited. In addition, there should be more about shading, more about anatomy and poses, and more about creating impact. I think Andy Smith's "Drawing Dynamic Comics" has better basics than this book. In fact, it would be good to pick up that book as well because it gives a different perspective from another author. In any event, this book tries to do too much. I would rather have this book dump all the "basic stuff" and dig deeper into the advanced stuff.

The comic book equivalent of "extreme" sports. While comic book figures are obviously drawn "larger than life," this book takes that technique well over the top. If you're not distracted by recurring illustrations of women with proportions which don't remotely resemble reality (augmention notwithstanding), you won't mind this book.Instead, I recommend Hart's books "How to Draw Comic Book Heroes and Villains" for a less "extreme" treatment of his method, and "Human Anatomy Made Amazingly Easy" for general guidelines on drawing the human figure without a live model, and checking the proportions of your subject by "internal" reference.Others have suggested "How to Draw Comics the Marvel Way" (1978) instead, and I concur. I also highly recommend "The DC Comics Guide to Inking Comics" by Klaus Janson (2003) as a companion volume.Make sure you look at this one in the bookstore before deciding to buy it.

I personally don't believe a book exists that can really *teach* someone how to draw, but I still find how-to books useful for learning different techniques and for practicing different styles. I've owned several different drawing how-to books over the years but this one is by far my favorite. I actually lost my first copy after many years of carrying it around or keeping it at work with my art supplies until it finally up and walked off (probably into one of my ex-coworkers' collections but whatever, no use pointing fingers). I bought a replacement copy because after awhile I decided I just missed this book too darn much.This book is well written, simple, and the steps are shown very clearly. I also very much like the style. If you like to draw and are into instructional/drawing technique books than I

definitely think this book is worth having in your collection.

An accessible reference point, Drawing Cutting Edge comics is not a how-to book. For the most part, Hart tends to touch on topics without actually elaborating on them(as if he is writing because he has to and not simply because he wants to). From a reference vantage point, this book contains excellent material on basic anatomy and facial structure--including an extensive section regarding the face drawn from varying angles, etc. Also helpful for both beginning and advanced artists is the four page spread on drawing hands and feet in different positions. Hart attempts to present a comprehensive chapter on drawing more seductive females and will again this is good reference material, realize that Hart's females are simply cookie cutter models. You'll notice he uses the same body types and faces and only changes the hairstyle and costume. While it's a good section for those beginning to draw female comic characters, you'll need to keep in mind to create a more diverse selection of characters in your own work. Beyond that, the remainder of the book is basically Hart's take on creating unique characters. Yet again, while there are some good learning tips to be found, his characters are anything but unique and it is better to focus on your own creations while perhaps using Hart's illustration as a rough guide. Roughly one-sixth of this book is dedicated to "interviews" with artists, etc. which unfortunately fall short in that they only tell you what you already know and don't shed any new light on breaking into the comic world. At the end, there is a noteworthy selection on transforming comic book characters into tv animation characters. So in conclusion, while this book is not the pinnacle of artistic instruction, it does provide reference for several key elements of the trade.

Drawing: Drawing For Beginners - The Complete Guide to Learn the Basics of Pencil Drawing in 30 Minutes (How To Draw, Drawing Books, Sketching, Drawing ... Drawing Girls, Drawing Ideas, Drawing Tool) Draw Comics: How To Draw Comics For Beginners: Pencil Drawing Comic Book Step By Step (Drawing Ideas The Complete Guide to Drawing Comics Book) ANIME Drawing BOX set 5-in-1: Anime Drawing for Beginners, Drawing Anime Faces, Drawing Anime Emotions, Manga Drawing for Beginners, Anime Drawing Practical Guide Drawing Cutting Edge Comics Drawing Cutting Edge Fusion: American Comics with a Manga Influence Drawing: Drawing and Sketching,Doodling,Shapes,Patterns,Pictures and Zen Doodle (drawing, zentangle, drawing patterns, drawing shapes, how to draw, doodle, creativity) Drawing: Drawing For Beginners- The Ultimate Guide for Drawing, Sketching,How to Draw Cool Stuff, Pencil Drawing Book (Drawing, Learn How to Draw Cool Stuff) Drawing: Made EASY: Learn - Sketching, Pencil Drawing and

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