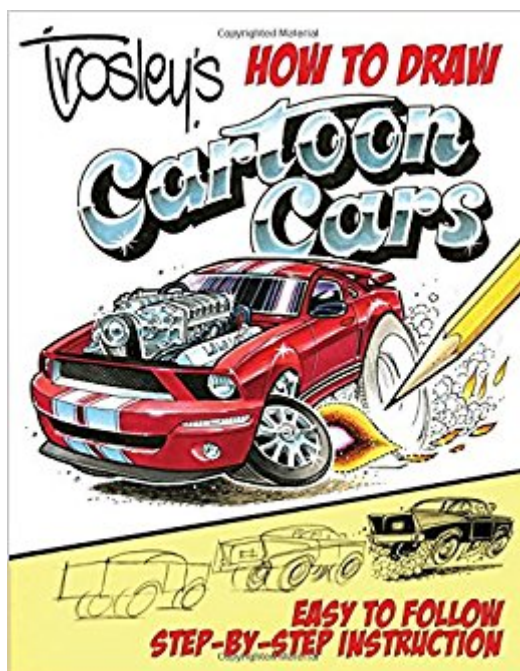


The book was found

Trosley's How To Draw Cartoon Cars



Synopsis

The name George Trosley may not be instantly recognizable to many motoring enthusiasts, but his work certainly is. Over the years, people have become familiar with George Trosley's work through the magazine pages of CARtoons, Hot Rod Cartoons, Street Rodder, Car Craft, Popular Hot Rodding, Super Chevy, and many more. His Krass & Bernie cartoon ran for many years as did a "How to Draw" column that is the basis for this book. In Trosley's How to Draw Cartoon Cars, he takes you through the process step-by-step of drawing your favorite cars, starting with the basics such as profiles, point of view, speed, attitudes, custom graphics, and coloring. You learn to draw components including wheels, engines, and accessories. Then you are treated to step-by-step lessons on many different body styles: Corvettes, Mustangs, pickup trucks, off-road trucks, muscle cars, hot rods, and a few race cars as well. If you are a budding artist, closet cartoonist, or just want to learn how to draw your own hot rod or muscle machine, this book shows you how it's done. Trosley is one of the best in the business today, and this volume will be a great addition to your automotive or art library.

Book Information

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Customer Reviews

I received this book as part of the LibraryThing Early Reviewers group. If you're a fan of the classic hot rod era, then you've probably seen those fantastic monster-driven, distorted rods adorning T-Shirts by Ed Roth and the like. This genre was popularized by the various paper publications of the day, like Hot Rod Magazines and CARToons. George Trosley's huge-engined and fat-ended cars are old friends that made CARToons one of my favorite magazines of the day. First, a

disclaimer - I'm also an illustrator, although it's been a while since my last professional work so take my comments with a grain of salt. Trosley takes a basic-form theory of drawing that many will find familiar, especially if you've taken a drawing course. The idea is to break down complex shapes into components that build up to the ultimate form. This is a great way of getting the distortion into cars that aren't really there (like twisting the car's normally rigid rectangular-box into an arc). Trosley does a great job of showing the fundamentals - first with basic car shapes then a few pages showing the technique of exaggeration and perspective - the effect is fantastic. While the book does jump right into drawing, I need to point out that it might be a little too advanced for someone who hasn't had a basic drawing class - it's difficult for many people to think in three-dimensions and envision where things should be placed when pushed to a receding edge. That being said, I've been wanting to experiment with the car form for some time and this provides some great clues. This book is perfect for me.

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