

Mastering Manga 2 Level Up With Mark Crilley

It's THE book on manga from YouTube's most popular art instruction Guru! There's more to manga than big, shiny eyes and funky hair. In these action-packed pages, graphic novelist Mark Crilley shows you step-by-step how to achieve an authentic manga style—from drawing faces and figures to laying out awesome, high-drama spreads. You'll learn how a few basic lines will help you place facial features in their proper locations and simple tricks for getting body proportions right. Plus, you'll find inspiration for infusing your work with expression, attitude and action. This is the book fans have been requesting for years, packed with expert tips on everything from hairstyles and clothing to word bubbles and sound effects, delivered in the same friendly, easy-to-follow style that has made Mark Crilley one of the "25 Most Subscribed to Gurus on YouTube." Take this opportunity to turn the characters and stories in your head into professional-quality art on the page! Packed with everything you need to make your first (or your best-ever) manga stories!

- 30 step-by-step demonstrations showing how to draw faces and figures for a variety of ages and body types
- Inspirational galleries featuring 101 eyes, 50 ways to draw hands, 40 hairstyles, 12 common expressions, 30 classic poses and more!
- Tutorials to create a variety of realistic settings
- Advanced lessons on backgrounds, inking, sequencing and layout options

Renowned manga artist and comics creator Camilla D'Errico's beginner's guide to drawing her signature Japanese-style characters. From comics to video games to contemporary fine art, the beautiful, wide-eyed-girl look of shoujo manga has infiltrated pop culture, and no artist's work today better exemplifies this trend than Camilla D'Errico's. In her first instructional guide, D'Errico reveals techniques for creating her emotive yet playful manga characters, with lessons on drawing basic body construction, capturing action, and creating animals, chibis, and mascots. Plus, she gives readers a behind-the-scenes look at her character design process, pointers on creating their own comics, and prompts for finishing her drawings. Pop Manga is both a celebration of creativity and an indispensable guide that is sure to appeal to manga diehards and aspiring artists alike.

Learn to draw in 30 days with Emmy award-winning PBS host Mark Kistler Drawing is an acquired skill, not a talent--anyone can learn to draw! All you need is a pencil, a piece of paper, and the willingness to tap into your hidden artistic abilities. With Emmy award-winning, longtime PBS host Mark Kistler as your guide, you'll learn the secrets of sophisticated three-dimensional renderings, and have fun along the way--in just 20 minutes a day for a month. Inside you'll find: Quick and easy step-by-step instructions for drawing everything from simple spheres to apples, trees, buildings, and the human hand and face More than 500 line drawings, illustrating each step Time-tested tips, techniques, and tutorials for drawing in 3-D The 9 Fundamental Laws of Drawing to create the illusion of depth in any drawing 75 student examples to help gauge your own progress

Bring your own manga characters to life! With millions of fans around the world, manga is a beloved art form. Now you, too, can learn how to draw your favorite characters from Japanese comics and anime! Manga Art for Intermediates shows you how to draw detailed clothing, facial expressions, and other features, like hair and accessories. With gradual steps and helpful tips, this book will have you creating your own colorful characters in no time at all! Learn to draw: Gothic Lolita Shonen Hero Bride Groom Nekojin ("cat people") Yokai Victorian Man Female Warrior The authors have done all the work for you. Just follow their simple, straightforward instructions, study the step-by-step drawings, and you'll soon have your own collection of fantastic manga characters!

Cartooning the Head and Figure

Brody's Ghost

Inspiration and Techniques from an Expert Illustrator

Manga Art for Intermediates

Drawing Basics and Video Game Art

Mastering Manga with Mark Crilley

Remembering the Kanji

The world of manga (Japanese comics) has captured the imagination of artists, both aspiring and professional alike. Now best-selling artist and art instructor Mark Crilley presents the most complete look yet at the variety of creative options available in the world of manga. Crilley fills each chapter with gorgeous, original artwork created with a variety of tools (pencils, colored pencils, digital art, pen and ink, and more) and in a variety of manga-inspired styles. He pairs each piece with information on the materials used and the inspiration that led to its creation. Manga Art provides readers a one-of-a-kind chance to hear from one of the leading artists in the field of manga instruction, as he reveals the unlimited possibilities of manga and the creative secrets behind over 100 pieces of original, never-before-seen artwork.

When Brody comes face to face with a ghost, she tells him he is a ghost seer and she needs his help catching a killer.

Master the basics of drawing chibis—super-small sidekicks, pets, and alter egos that are essential to manga cartooning—with The Manga Artist 's Workbook: Chibis, by Christopher Hart, a bestselling author in the field of art instruction. The workbook highlights important techniques for creating the chubby rounded bodies, sweet doe eyes, and action poses that make each character unique. With tracing paper, blank practice pages, and exercises, this sketchbook and art tutorial rolled into one as a portable journal will help you master this popular aspect of drawing manga.

THE QUESTION: Are there new ways of opening the field of cartooning to any one who likes to draw? THE ANSWER: Yes! Here are tried and proven methods that explain, simplify and teach every one, regardless of age, the art of cartooning. Step by step procedures with more than 3,000 illustrations . . .

Supercute Animals and Pets: Christopher Hart's Draw Manga Now!

Draw Your Own Manga

How to Draw the Coolest, Cutest Characters, Animals, Mascots, and More

The Cartoonist's Big Book of Drawing Animals
Drawing Pokemon Step by Step Vol 2
A Graphic Novel That Teaches You How to Draw
Akiko: The Training Master

Master how to draw super tiny and adorable chibi characters! This book (and your fuzzy-costumed tour guide Mochy) will teach you everything you need to know about drawing chibis! From the word "short" in Japanese, this manga illustration style features cute characters with big heads, tiny bodies and adorably exaggerated facial expressions. Play with proportions to create highly stylized itty-bitty chibis or unusually tall ones, using their big eyes and giant personalities to convey animated emotions, from surprised and joyful to sad and mad. • 32 step-by-step lessons cover everything from proportions and poses to clothing and digital coloring. • Create every kind of chibi: boys, girls, pets, witches, fairies and anthropomorphic characters. • Learn how to turn your friends, family and yourself into adorable chibis! • Includes a chapter dedicated to making chibi crafts, such as phone cases, greeting cards and do-not-disturb signs. Show everyone how awesome your chibis are!

This One Summer meets The Edge of Seventeen in this poignant coming-of-age YA graphic novel about two childhood friends at a crossroads in their lives and art from the author of Mastering Manga. Megan and Cass have been joined at the brush for as long as they can remember. For years, while spending summers together at a lakeside cabin, they created art together, from sand to scribbles . . . to anything available. Then Cass moved away to New York. When Megan finally convinces her parents to let her spend a week in the city, too, it seems like Cass has completely changed. She has tattoos, every artist in the city knows her. She even eats chicken feet now! At least one thing has stayed the same: They still make their best art together. But when one girl betrays the other's trust on the eve of what is supposed to be their greatest artistic feat yet, can their friendship survive? Can their art? It's spring—a time for new beginnings. This is Miki Yoshida's final year of high school, and she's determined to make this the best year yet. Miki is in control until Hiro Sakurai shows up. The tall, handsome new student is hiding something, and Miki wants to know what. As she breaks down Hiro's defenses, she is unnerved by how much she cares about him. Too bad he is the one guy who can't care for her back. But Miki is falling for Hiro, and nothing's going to stop her from getting close to him—not even his dangerous secret.

After losing his job, his girlfriend, and his home, Brody learns that things can get even worse when he begins seeing a ghostly teenage girl watching him in the street. What he hopes is a hallucination proves all too real when the ghost tells him she needs his help hunting down a dangerous killer, and that he must undergo training from the spirit of a centuries-old samurai to unlock his hidden ghost talker powers.

Classic to Cutting-Edge Art Techniques for Winning Video Game Design

Art of Drawing Manga

More How to Draw Manga

Principles and Practice in Second Language Acquisition

Draw Comic Book Action

Power Up with Mark Crilley

How to Draw Pokemon Character Like Mega Charizard Y, Mega Sharpedo, Mega Venusaur and Others

When Akiko 's Smoovian friends, Poog, Mr. Beeba, Gax, and Spuckler Boach, swing by to pick her up in an astroshuttle, she 's feeling bored with her "normal" life and more than ready to go—anywhere. What she doesn 't know is that King Froptoppit has enrolled them all in the Intergalactic Space Patrollers Training Camp on Zarga Baffa. Every planet in the universe relies on patrollers for protection, but no one from Smoo has ever graduated. Akiko and her crew are the planet 's last hope. After a freak accident at nearby Virpling Canyon, Akiko 's crew faces the ultimate final exam. Will Akiko go home, leaving the rescuing to others? Or will she stay and risk everything?

The popularity of manga continues to row, inspiring interest in learning how to draw in this exciting style of comics. Estudio Joso creates the ultimate guide to illustration—384 pages of manga instruction. The Monster Book of Manga is divided into sections focusing on the most figures and themes—Girls, Boys, Samurais, Monsters, and more. Each illustration is broken down into six stages accompanied by step-by-step instructions, taking the artist from initial back-and-white sketches to the final color piece. They are all accompanied by practical suggestions, hints, and tips.

All of Chris Hart 's how-to-draw titles are best-sellers. And the best-sellers among all of his best-sellers are the ones about animals. How to Draw Cartoon Animals, just one example, appears regularly on the BookScan Top 50 Art Books list, with more than 190,000 copies sold. Now The Cartoonist 's Big Book of Drawing Animals is ready to roar onto the market! All the most popular animals are here, including dogs, cats, horses, penguins, lions, tigers, bears, and elephants, as well as the favorite sidekick animals—pigs, kangaroos, giraffes, turtles. Simple step-by-step drawings show how to capture every cartoon emotion, from cutesy-sweet to begging to scheming, and how to create every box-office type, from baby animals to villain animals to clueless animals and much more. Faces, bodies, paws, feet, wings, tails—every part of dozens of animals is explained in this bumper book by the world 's leading author of instructional art books. It 's a mega-menagerie for cartoonists!

A guide to drawing manga which discusses the form's history and styles, materials, narrative structure and layout, characters, settings, and the work process.

The Fun, Easy Way to Learn to Draw in One Month or Less

Collected Edition

Fast Draw Manga Challenge

Miki Falls: Summer

Pop Manga

Manga Drawing Class

Basic Anatomy for the Manga Artist

This book shows aspiring artists exactly how to handle anatomy and muscles, hands and nails, seductive outfits, extreme hairstyles, body language and facial expressions -- everything you need to draw these powerful women of fantasy.

Focusing on the charming and adorable pets and animals that enrich manga stories, *Supercute Animals and Pets* teaches readers how to draw animals from a fox, to a cow, to a penguin, all in the style of manga. After an introduction to basic body constructions, faces, tails, legs, and more, readers will have a chance to follow along Hart's in-depth step-by-steps, and will even be invited to draw on their own, right in the book's pages.

This second book in the popular series used by the Tokyo Animation College shows you how to get started using color, laying out frames, drawing speech balloons and more.

Learn to draw manga and anime characters with 50+ easy step-by-steps in three styles: manga-style humans, chibi-style humans, and creatures. Each lesson features eight steps in total and breaks down the character with a simple process: identify the basic lines and forms of the body; add volume and details; and ink and color. Introductory pages include facial expressions, hairstyles, age groups, friends and foes.

The Drawing Lesson

A systematic guide to reading the Japanese characters

Manga Art

Mastering Manga 3

Mark Crilley's Ultimate Book of Drawing Hands

The Monster Book of Manga

How to Draw Manga

Offers step-by-step instructions for drawing manga, including tips on penning distinctive characters, making corrections, and creating depth.

Read *This Comic and Start Drawing Today!* Nominated for a 2017 Eisner Award For the first time ever, drawing instructor and graphic novelist Mark Crilley brings his easy-to-follow artistic instruction to aspiring artists in the form of a comic book, providing you with a one-of-a-kind how-to experience. In *The Drawing Lesson*, you'll meet David—a young boy who wants nothing more than to learn how to draw. Luckily for David, he's just met Becky—his helpful drawing mentor. Page by page, Becky teaches David (and you!) about the essential fundamentals that artists need in order to master drawing, all in a unique visual format. In panel after panel, Crilley provides lessons on shading, negative space, creating compositions, and more, with accompanying exercises that you can try for yourself. Are you ready to start your drawing lesson today?

Can love survive? It's winter, and a bitter chill of desperation has settled over Miki and Hiro. Far from home, the young couple treks through the frozen north, with Akuzu's powerful agents hot on their trail. Miki knows they are determined to tear her and Hiro apart. But she has different plans. With the help of an unlikely ally, Miki and Hiro endure a daring journey, battling freezing conditions and frightening forces just to be together. Miki is certain they can make it, hoping that love really does conquer all.

A course on comics creation offers lessons on lettering, story, structure, panel layout, and much more, providing a solid introduction for people interested in making their own comics. Original.

Chibi! The Official Mark Crilley How-to-Draw Guide

Level Up with Mark Crilley

The Basics of Character Drawing

You Can Draw in 30 Days

Miki Falls: Spring

Learn Clip Studio Paint

A Guided Sketchbook for Creating Fantasy & Adventure Characters

Brody gets a pivotal lead in his search for the Penny Murderer and his quest to save his ex-girlfriend's life! But to follow it, Brody has to break ties with his ghostly guide Talia, just when he needs her most! * From multiple Eisner nominee Mark Crilley (Akiko, Miki Falls)! * Brody's quest races toward its climax! * Bargain-priced 96-page digest!

Master the skills to create your very own manga! Expert manga artist Mark Crilley guides you to another level with this powered-up drawing book. Complete your Crilley collection with this third installation, which elevates the instruction to focus on drawing methods to help you create distinctive and detailed professional-level manga art. Through 40 in-depth step-by-step demonstrations not covered in other *Mastering Manga* books, Mark reveals his secrets for adding color, how to draw manga-style animals, ways to use photo reference, his preferred art supplies and how to fix character inconsistencies. The book is broken down into three sections: • **Characters and Styles.** Learn how to draw characters in every manga style--elegant Shojo, angular Dark Fantasy, action-packed Shonen and cute cartoon. Includes non-human characters like animal familiars (realistic or chibi) and aliens. Break-out lessons focus on anatomy, hairstyles and all genres of clothing, from classic anime uniforms to fantasy costuming. • **Poses and Action.** Make your characters bold, memorable and full of vitality. Get the most out of your poses by learning how to create natural, standing and dynamic running poses, plus sword fights, romantic Shojo interactions and stances for animals, manga monsters, chibi cuties and mech a robots. Advanced lessons include how to convey a sense of motion, tips on body language and how to effectively using foreshortening. • **Finishing Touches.** Elevate your art with Mark's professional instruction on completing your comic. These final lessons include page layouts, logo design, how to place a character in a setting, correctly using dialogue and speech bubbles, advanced costume design (fantasy armor, wings, and more) and how to create attention-grabbing cover art. "Manga is all about fresh concepts and fascinating characters. You've got ideas. You've invented new characters. There's a whole world waiting to see what you've come up with!" --Mark Crilley

What does every aspiring comic artist REALLY want to draw? Action, of course! Learn how to render all aspects of adrenalin-filled movement, from jaw-dropping superhero antics to kick-ass fistfights. Techniques for drawing every dynamic action are explained, from body contact and flying through to fistfights, group rumbles and full-on battles Clever exercises show how to achieve convincing movement, from dynamic standing

poses, to running, swinging, flying and fighting An Action File of comic character drawings in dynamic poses forms an invaluable resource for practice and reference

From the best-selling artist and YouTube art instructor, this book features step-by-step lessons that show you how to draw professional-quality portraits, landscapes, travel sketches, and animals using only two ordinary pencils. Great art doesn't have to be expensive. For the cost of a regular graphite writing pencil and an equally ordinary black colored pencil, you can create drawings worthy of framing and displaying. In this straightforward, aspiring artist's guide to rendering a variety of popular subjects with only two pencils, artist and art instructor Mark Crilley presents a direct, approachable, and achievable method for drawing just about anything. The Two-Pencil Method breaks down Crilley's techniques across six chapters of five lessons each. In each lesson, you'll learn how the two-pencil method can add depth and shading, allowing you to create bold and distinctive drawings that go beyond mere sketchbook doodles. The book moves from a primer on drawing basics to step-by-step examples of still lifes, landscapes, animals, travel sketches, and portraits. With each chapter, Crilley's confident and encouraging voice and expert insights demonstrate how to achieve stunning artistic results from the simplest of art materials.

The Revolutionary Approach to Drawing It All

My Last Summer with Cass

Drawing Words and Writing Pictures

Making Comics: Manga, Graphic Novels, and Beyond

Chibis: Easy-to-Follow Lessons for Drawing Super-Cute Characters!

Mastering Manga Drawings

Draw Like the Experts

When fourth grader Akiko finds a spacecraft hovering outside her window one night, she begins the adventure of a lifetime. She is whisked off to the planet Smoo to lead a team searching for the King of Smoo's kidnapped son. Akiko the head of a rescue mission? She's afraid to be on the school's safety patrol! So begins the adventures of Akiko, wherein she meets her team — Spuckler Boach, Gax, Poog, and Mr. Beeba — and sets off on a journey across Smoo to find a prince and become a leader.

This book contains step by step instructions of how to draw your favorite New Pokemon Characters in a picture book format. Intermediate Level artists will find this book good to start with whereas complete beginners might have to practice more. You can check out other books in our Pokemon Art Book Series including New Pokemon Characters, Pokemon GO Characters and Pokemon Sun and Moon Characters. We recommend beginners to start with the Pokemon GO characters as they are easy to draw compared to the characters from other series. All the steps in our books are visually depicted in a very detailed manner and are self explanatory. Hence there are no written instructions required. You can also color the final characters, partly using this book as a coloring book too This book contains following Pokemon characters: Learn To Draw Absol Learn To Draw Doduo Learn To Draw Mega Absol Learn To Draw Mega Altaria Learn To Draw Mega Audino Learn To Draw Mega Charizard Y Learn To Draw Mega Gallade Learn To Draw Mega Latios Learn To Draw Mega Salamence Learn To Draw Mega Scizor Learn To Draw Mega Sharpedo Learn To Draw Mega Slowbro Learn To Draw Mega Swampert Learn To Draw Mega Tyranitar Learn To Draw Mega Venusaur We hope that you enjoy this book.

For anyone with manga mania, this guided sketchbook will be an endless source of instruction and inspiration. In easy-to-follow lessons interspersed with high-quality pages for hands-on practice, bestselling author Hart shows how to bring manga's faeries, warriors, villains, sci-fi figures, and monsters to life. The pad encourages students to sketch right along with Hart, mastering the skills to draw characters' heads, expressions, bodies, outfits, and dynamic action poses. Has Miki fallen too hard? It's summer, and Miki Yoshida is learning all about love. Her senior year has blossomed with promise ever since she gained Hiro Sakurai's confidence. Now, she's resolved to keep his trust as he reveals more about his secret mission and warns: "Don't get involved." But Miki fears his work might do more harm than good, and she takes control—with disastrous results. How can trying to make things right turn out so dangerously wrong?

A Step-by-Step Guide to Creating Your Own Manga Drawings

The Manga Artist's Workbook

How to Draw the Alluring Women of Japanese Comics

Miki Falls: Winter

Beyond the Basics

The Two-Pencil Method

Mastering Manga 2

This book focuses on the pronunciation and reading of the Kanji presented in Remembering the Kanji V. 1. The Kanji in this volume are organized into groups based on the building blocks of the characters to facilitate their study.

Take your comics and illustrations to the next level with the powerful art tools in Clip Studio Paint 1.8 Key Features Overcome “ interface overwhelm ” with a practical breakdown of the Clip Studio interface Comprehensive guide on the Clip Studio Paint with detailed coverage of all the tools and concepts of designing comics Streamline your workflow to create faster and easier using Clip Studio's features Book Description Clip Studio Paint, the successor to Manga Studio, is used by over four million illustrators and comic creators around the world. This book will guide you through every step of learning this software, from system requirements and installation, all the way through to exporting your work for print or the web. Learn how to create new documents, customize tools to fit your working style, use ruler tools to create anything from straight lines to intricate backgrounds, add 3D elements, create comic panels using the specialized panel tools, utilize screentones and materials, add text and word balloons to your comics, create sound effects, easily flat and color your comics using reference layers, and bring your drawings to life using the animation features. By the end of this book, you will be able to navigate the Clip Studio Interface and program preferences, customize the various tools, and be able to create your own black-and-white and color illustrations and comics from start to finish. What you will learn Understand the differences between Clip Studio Paint Pro and EX Discover how to navigate and customize the user interface Creating custom tools that fit your unique style of illustration Using the ruler tools to create intricate perspective shots and complex symmetry Discover how to use 3D elements in your work Learn how to create lettering and word balloons to bring your comic stories to life Understand the process of digital art creation from pencils to inks to color Understand how to use the animation tools available in Clip Studio Paint Who this book is for If you are a beginning digital artist or are switching to Clip Studio from another graphics software, this book is for you. This book is excellent for those with no knowledge of digital art up to intermediate users looking to explore the unique features of Clip Studio Paint.

Step by Step, How to Draw Manga with Over 90+ Illustrations! (Seriously Scroll up and Look Inside!) Comes with A lot of Illustrations! Amazing Hidden Techniques! Comes with BONUS Normally Sold at \$9.97 for FREE, Only for TODAY! Here Is A Preview Of What You'll Learn Inside... Materials When You're Starting Out The Fundamental Elements of Arts Do Warm-ups Before You Start Techniques on How to Draw the Face - Eyes, Mouth, Nose and Ears Drawing the Face in Different Angles How to Draw the Hair and Different Hairstyles Using the Anatomy Model in Drawing the Body - Hands, Trunk and Legs Making your Character Do Some Actions Designing your Character Clothes, Accessories and Shoes! Things Included in The Book (Scroll up and Look Inside!) Over 90+ Colorful Drawings Hand Held Step by Step Instructions with ILLUSTRATIONS! Extra Bonuses Included in the Book!

Manga Anatomy Like You've Never Seen It! You know that manga faces are different from those of regular, American-style comic book characters. But did you know that manga bodies are also different? Well, they are, and Christopher Hart is here, once again, to tell you all about it in his signature accessible style. This book is loaded with clear step-by-step instructions and illustrations, anatomical charts and information, and before-and-after comparisons you won't find anywhere else—all tailored to creating authentic Japanese-style manga. And in addition to the breakdowns of the various sections of the body, you'll also learn how all the different elements—including faces and costumes—come together to form complete characters. *Basic Anatomy for the Manga Artist* contains everything you need to know. No aspiring mangaka (manga artist) should be without it.

Manga Mania Bishoujo

Akiko on the Planet Smoo

Create impressive comics and Manga art in world-class graphics software, 2nd Edition

50+ Step-by-Step Characters and Creatures

30 drawing lessons from the creator of Akiko

The present volume examines the relationship between second language practice and what is known about the process of second language acquisition, summarising the current state of second language acquisition theory, drawing general conclusions about its application to methods and materials and describing what characteristics effective materials should have. The author concludes that a solution to language teaching lies not so much in expensive equipment, exotic new methods, or sophisticated language analysis, but rather in the full utilisation of the most important resources - native speakers of the language - in real communication.

"This book supports my own 30-year crusade to demonstrate that games are an art form that undeniably rivals traditional arts. It gives detailed explanations of game art techniques and their importance, while also highlighting their dependence on artistic aspects of game design and programming." — John Romero, co-founder of id Software and CEO of Loot Drop, Inc. "Solarski's methodology here is to show us the artistic techniques that every artist should know, and then he transposes them to the realm of video games to show how they should be used to create a far more artful gaming experience ... if I were an artist planning to do video game work, I'd have a copy of this on my shelf." — Marc Mason, Comics Waiting Room Video games are not a revolution in art history, but an evolution. Whether the medium is paper or canvas—or a computer screen—the artist's challenge is to make something without depth seem like a window into a living, breathing world. Video game art is no different.

Drawing Basics and Video Game Art is first to examine the connections between classical art and video games, enabling developers to create more expressive and varied emotional experiences in games. Artist game designer Chris Solarski gives readers a comprehensive introduction to basic and advanced drawing and design skills—light, value, color, anatomy, concept development—as well as detailed instruction for using these methods to design complex characters, worlds, and gameplay experiences. Artwork by the likes of Michelangelo, Titian, and Rubens are studied alongside AAA games like *BioShock*, *Journey*, the Mario series, and *Portal 2*, to demonstrate perpetual theories of depth, composition, movement, artistic anatomy, and expression. Although *Drawing Basics and Video Game Art* is primarily a practical reference for artists and designers working in the video games industry, it's equally accessible for those interested to learn about gaming's future, and potential as an artistic medium. Also available as an eBook

Level UP and master more manga with YouTube's most popular art instructor, Mark Crilley! It's here! The highly anticipated follow-up to the best-selling *Mastering Manga* provides everything you need, regardless of your skill-level, to learn how to draw manga like a pro. Graphic novelist and YouTube's most popular art instructor Mark Crilley is back to lead you on your artistic journey. No matter what your experience, *Mastering Manga 2* will have you creating manga in no time. You'll master the basics of facial and body proportions as your drawing skills increase to the next level. Clear and easy step-by-step instruction will walk you through the mechanics of how to draw manga. You'll learn to create characters in diverse settings and scenes, as well as a variety of styles. Lessons on background and perspective will help you pull it all together into a full manga story panel. More than 30 step-by-step demonstrations!

- Proportion. Learn to draw all types of bodies, faces, ages and ethnicities in profile, from behind, and more, including how to turn a full-sized character into an adorable chibi.
- Clothing and body language. Reveal your character's personality through hairstyles, expressions, clothing styles and accessories.
- Useful poses. Tweak 16 classic manga poses to make them your own, or follow along with specific step-by-step demonstrations on drawing characters sitting, fighting, kissing and more.
- Environments. Create all types of habitats and moods using forest elements, rain, and the effects of water and weather.
- Anatomy of a manga panel. Learn how to choose the correct composition, background, depth and balance to create the most effective panel layout for your story. Grab a pencil and learn all the secrets needed to bring your manga story to life!

Discover the simple secrets to drawing amazing hands, from popular YouTube instructor Mark Crilley Whether you're drawing superheroes, manga and anime characters, robots, highly detailed photorealistic figures or anything in between, hands can be the most challenging aspect of creating compelling characters that gesture, communicate, and truly come to life. In simple step-by-step lessons along with plenty of full-color examples, popular instructor and author Mark Crilley takes you from the basics to the finer points. All you need is paper, pencil, and eraser.