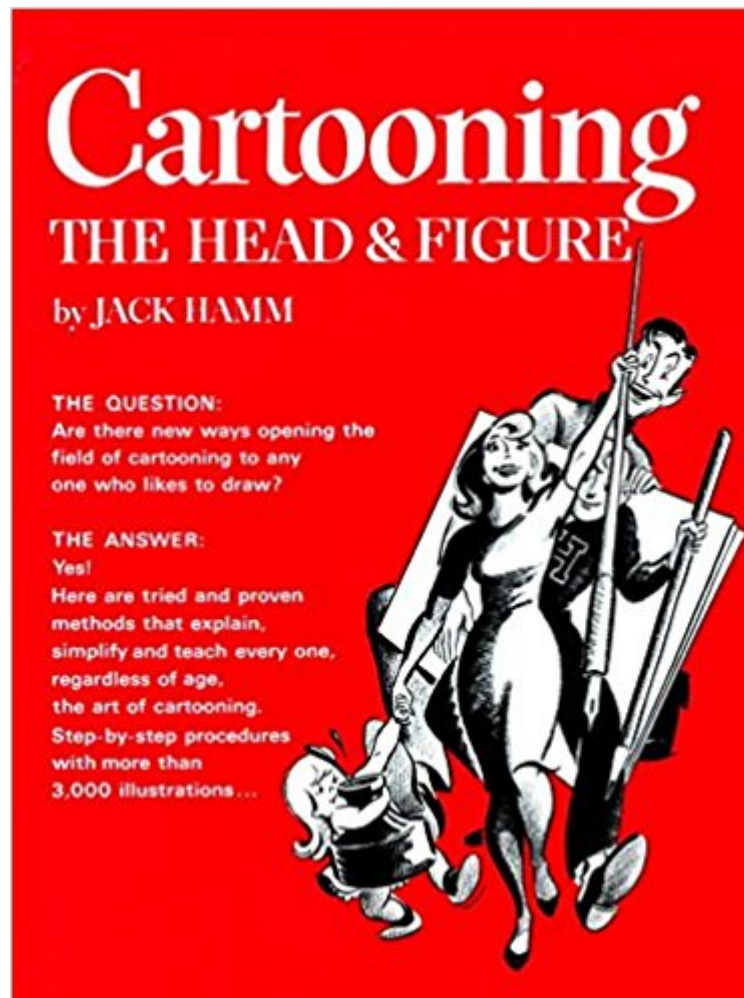




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# Cartooning The Head And Figure



## Synopsis

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 . . .

## Book Information

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## Customer Reviews

Jack Hamm is one of the best-selling authors of art instruction books. With nearly a million copies sold, his books have helped aspiring artists of every age and level of ability learn to draw and improve their technique.

I have pretty much all of Andrew Lommis' books on drawing but somehow still feel intimidated by FunWithAPencil probably because of its uber professionalism. But then I started taking a how to draw course by TheGreatCourses and was open and receptive to authors in the field of art I've never even heard of such as Jack. I stumbled across this book whilst researching his figure drawing book and decided to get Cartooning instead because I am a BASIC beginner whose decided to kill her ego and just go all the way way back to the basics. I love how this book doesn't intimidate or condescend me at all and instead shows that art can be begun by the most basic lopsided child's circle and still have personality! He's basically breaking down the human anatomy into its most basic shapes instead of hounding you with fancy Latin words and different parts of the anatomy that

are drawn so meticulously that you don't know whether you are supposed to copy them down or not. The book is formatted in a surprisingly self paced feel which is interesting given the time it was created in- a time when everyone had to go to college conform and get a degree and a job and then just stick with what you got. But I absolutely love how Jack gives you just the right amount of information. This book is almost like an artists recipe with equal parts words for info and the FYI folks and equal parts pictures examples and demos! As one reviewer said about giving it as a gift to a ten year old and the ten year old just automatically classified it under "oh a book."

\*wompwompwoooooomp\* I wouldn't recommend this to a child simply because it's A) educational B) meant for the serious doodler Besides, children these days in the year 2017 don't read or draw anymore, so why would you give them a book? For their birthday? I'd only recommend this book to the parents of a child who is obviously gonna be our next Stan Lee , with a serious imagination that just cannot be contained in ones head :)

This is fun, easy, instructive; for amateur 'doodlers' and serious apprentices alike; and even people who already draw cartoons can learn something new... and find out how cartoons were made in the past. It's pretty interesting, even for those who draw cartoons on a computer. The style of the cartoons in this book is somewhat old fashioned. Don't expect instructions for modern style, extensively elaborated cartoons or manga here. But in any case this book still is a recommended resource, as the techniques always are current and easily can be adapted for digital drawing.

I first got this book years ago, playing around with cartooning and such. Been doing it ever since and have bought this book a few times over to replace used and beat up copies. This particular copy I bought for a 10 year old's birthday. And being 10 years old, he opened it and classified it under 'oh a book' and went outside to play with his birthday party buddies. But that's what kids do. Ha ha, what a shame, cause this book is great. Great reference book for different angle hands, postures, and especially the section on facial expressions, which is cross referenced with each other. There is a lot of information in this book, and very clearly, er, illustrated. Your reading it to help learn and practice drawing, not learn a history of cartooning or how to make a living doing this, and the book doesn't weigh itself down with these things. If you need a good practice reference book, pick it up. I would find it hard to believe, if anyone happened to mention, that any western cartoonist didn't have this on his desk or within easy reach. Standard book for a cartoon artist's collection. If your thinking of buying this but worrying about it's publication date, remember that cartooning hasn't changed that much. The mediums have, but you still have to cartoon the head and figure. Pencils

and Ink will never die, regardless of the advancement of RGB graphic assimilation.

This book is a sort of encyclopedia of cartoon styles. It is a very useful reference. I would say that it will be more helpful for someone who has been drawing a bit than a total newbie. It does not cover any of the basic fundamentals of drawing, so if you have never drawn before, you may want to start with a simpler book. The best simple cartooning book that won't overwhelm someone who has never drawn at all is Al Ross's *Cartooning Fundamentals*. In my opinion, it is one of the best books on drawing that exists.

This book is a clearly written, easy to follow, detailed and concise handbook on cartooning the head and figure by using several different styles and variations, and emphasizing humor and exaggeration. This fully illustrated reference contains over 3,000 step-by-step diagrams and illustrations and is structured into sixteen carefully organized sections that cover the basic and not so basic principles of cartooning. It includes general topics like caricatures, cartooning styles and techniques, the head and face, the standing, walking and running figure, different positions for the figure, and emotions and facial expressions (the alphabetized catalog of 150 emotions and expressions alone is worth the price of this book). He also goes into specific topics like hands, feet and clothing, pretty girls, babies and children, and sports cartoons. As an added bonus he includes additional topics such as Advertising Applications for Cartoons and Special Problems which cover specific characters like hobos, tramps and the military, and conversations, special attires and crowds, among others. By studying this book as if it were a textbook on a course, doing all the exercises and reviewing each section afterwards, my cartoons have come to life in a very, very short time. The invaluable and practical advice in this book is essential for any artist's reference library and can be particularly useful for beginners, cartoonists, animators, characters designers, and comic book artists. It also serves as a great source book for ideas.--Reviewed by M. E. Volmar

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