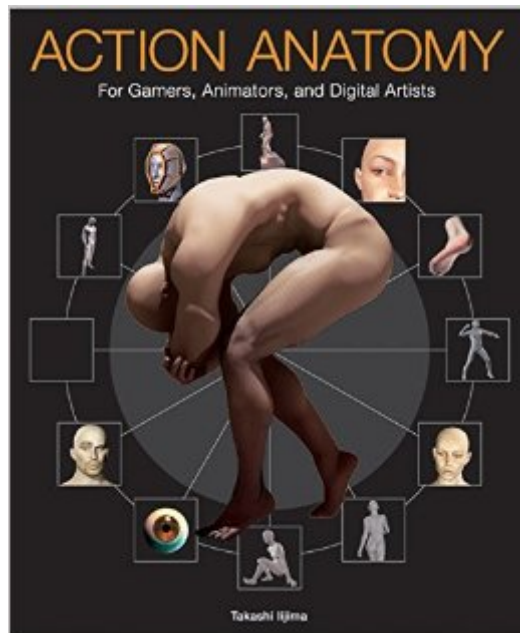# Action Anatomy: For Gamers, Animators, And Digital Artists

Synopsis

Experience real human body structures and movements with this indispensable guide to the the digital expression of anatomical mechanisms. Impressive graphic details, along with clear explanations, explore the character animation of each body part and movement as illustrated for art directors, designers, and animators. Packed with 650 full-color computer-graphic visuals, and covering more than 280 useful topics, with commentaries on every body part, bone, and muscular movement, this comprehensive body-animation graphic manual is a must have for every digital artist and designer!

Book Information

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Average Customer Review: 3.9 out of 5 stars See all reviews (7 customer reviews)

Best Sellers Rank: #329,744 in Books (See Top 100 in Books)   #71 in Books > Arts & Photography > Drawing > Cartooning > Anime & Cartoons   #149 in Books > Arts & Photography > Other Media > Digital   #623 in Books > Computers & Technology > Programming > Graphics & Multimedia

Customer Reviews

I bought this book sight unseen hoping that it would provide some nice pictures of action poses that I could use in game art. But I am happy to say that this book proved to be much much more.The first half of the book breaks down the human body, piece by piece, with lots of pictures and discussion in a friendly non-clinical way. Then the book goes into things like proportions and different body shapes depending on age, fitness, gender etc,. Then it goes into the "action" poses. There are stop-motion pictures of walking, running, sitting, standing, walking up and down stairs, jumping, throwing, and others.This book is a really tremendous all-around reference for drawing/modelling/animating the human body.

i got this book for my boyfriend who is going into video game design because i think it is very

important to understand how the human body looks and works if you are going to be drawing people. the book provides great basic knowledge on how to create people and includes chapters on movement, facial expressions, different body parts, etc. while this book focuses mainly on women (it seems that nearly all books of this type do), male design is also appropriately discussed. great pictures and examples as well as explanation; not step-by-step, but a general how-to. i would definetely reccomend this book if you know someone who is starting out in a design/graphic field.

this book goes through the fundamentals of anatomy then takes it for a spin with 3d art applications in mind. each general body part is given it's own section. towards the end of the book, the author then puts the information given to practical application by showing how the body reacts to standing, sitting, walking, and many other everyday aspects of life. i'm not a 3d artist, but there are many aspects of the book that is applicable to all artists. anatomy is the most important thing to learn when rendering the human body.

I bought this as a gift. The giftee said it was what he wanted and thanked me for getting it

Action Anatomy: For Gamers, Animators, and Digital Artists How to Draw Action Figures: Book 2: More than 70 Sketches of Action Figures and Action Poses (Drawing Action Figures, Draw Action Figures Book, How Draw Action Poses, Draw Comic Figures) An Atlas of Animal Anatomy for Artists (Dover Anatomy for Artists) An Atlas of Anatomy for Artists (Dover Anatomy for Artists) Anatomy: A Complete Guide for Artists (Dover Anatomy for Artists) Action Analysis for Animators Gamers Unite!: The Video Game Revolution (Pop Culture Revolutions) Cryptocurrency: Guide To Digital Currency: Digital Coin Wallets With Bitcoin, Dogecoin, Litecoin, Speedcoin, Feathercoin, Fedoracoin, Infinitecoin, and ... Digital Wallets, Digital Coins Book 1) Constructive Anatomy (Dover Anatomy for Artists) Albinus on Anatomy (Dover Anatomy for Artists) Art Students' Anatomy (Dover Anatomy for Artists) The Artist's Guide to Human Anatomy (Dover Anatomy for Artists) A Handbook of Anatomy for Art Students (Dover Anatomy for Artists) The Animator's Survival Kit, Expanded Edition: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators The Animator's Survival Kit: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators The Nine Old Men: Lessons, Techniques, and Inspiration from Disney's Great Animators Force: Dynamic Life Drawing for Animators (Force Drawing Series) Physics for Animators Photography: DSLR Photography Secrets and Tips to Taking Beautiful Digital Pictures (Photography, DSLR, cameras, digital

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