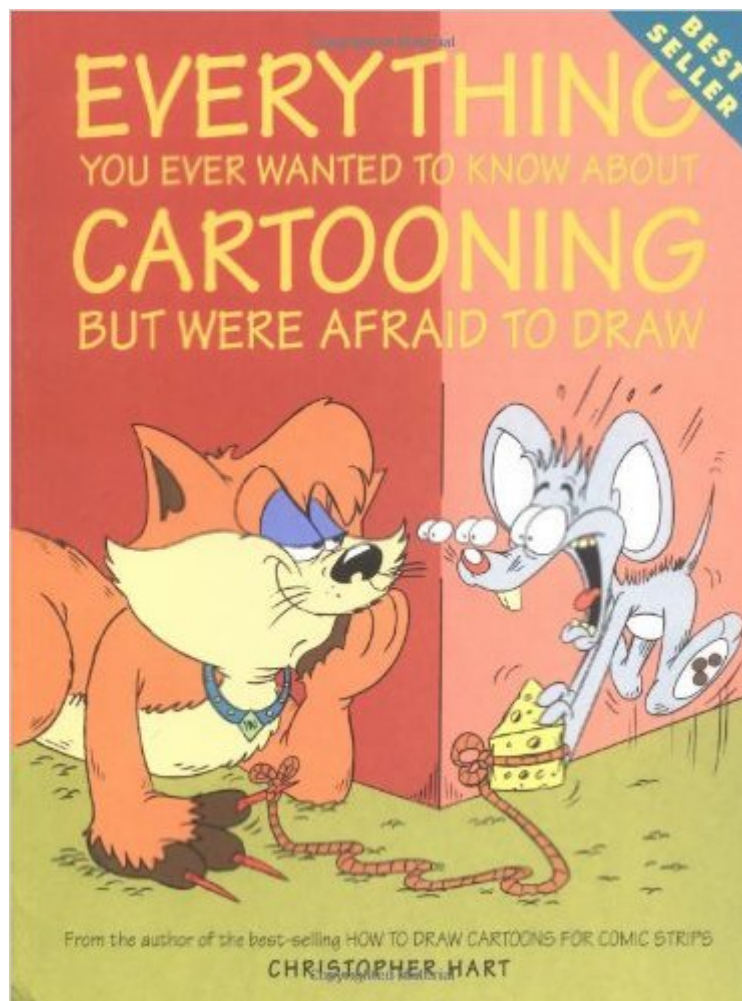


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# Everything You Ever Wanted To Know About Cartooning But Were Afraid To Draw (Christopher Hart Titles)



## Synopsis

Written by a master cartoonist with a combination of wit (which every cartoonist needs) and invaluable advice, *Everything You Ever Wanted to Know About Cartooning But Were Afraid to Draw* is the ultimate cartooning book. It serves as a complete course for beginners as well as a great tool for the most advanced cartoonist. Author Christopher Hart covers everything a cartoonist needs to know to tell a joke visually, from the effective use of layout, light, and shading to the techniques of conveying emotion. There are lessons in drawing characters in reaction shots and "œtakes," indicating specific settings such as underwater and nighttime scenes, and depicting various weather conditions. There is even an entire chapter devoted to creating special effects "from speed to explosions. Of special importance, Hart shows cartoonists how to find their own drawing style and how to develop a cast of characters. Written with boundless enthusiasm, this friendly yet authoritative book is filled with appealing, original comic strips and gags that Hart created especially to illustrate his lessons. Every artist who wants to draw cartoons will appreciate the insider's knowledge and tricks of the trade that Hart shares in this comprehensive sourcebook.

## Book Information

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## Customer Reviews

I am a fifth grade teacher and I bought this book for my class. The students just love it! This book is crammed full of really high-energy cartoon images with instructions on how to draw them. Every day, students ask to borrow this book. I have other art and cartoon books in my classroom, but this one is their all-time favorite.

This book is great! There are a ton of helpful tips and techniques that range from how to draw facial expressions and body types to how to draw ice cubes and water... and even how to convey wind or rain. The author, Christopher Hart, even explains why cartoon characters have only three fingers. This book is very clear, very informative and very funny! I highly recommend this book!

Everything this man draws is worth gold to beginning and intermediate (and probably advanced; I'm not that far yet) cartoonists! I bought this book for the cats, lions, and bears and discovered apes, skunk, mice, pigs and more, plus many human figures with hats, mustaches, etc. More importantly, it discusses the principles of layout, how to create distance, depth, the use of props, backgrounds, angles and silhouettes. Wheh! A lot to learn, but so much fun. One of Hart's best books!!

Reading all the praise here, I was pretty anxious to receive this book, **EVERYTHING YOU EVER WANTED TO KNOW ABOUT CARTOONING BUT WERE AFRAID TO DRAW**. I expected to get inspired and learn techniques in writing and drawing I had not perhaps even considered before. In this respect, I must admit I was somewhat disappointed. I had not read for long before I realized that what this book had to offer would not be of much use to me, as much of it felt quite obvious; not without relevance, certainly, but I didn't purchase this book to be told that "monsters get more effective if colorized green," or to study the contrast between a happy face and a sad face. Also, the drawings used to represent the points in the text, though undeniably very competently done, seem quite stereotypical to me. Of course, it would be a mistake to expect a book to do the process of creating a good strip for me, but in a book of this kind I find it of invaluable importance that the author is able to really inspire the reader to go ahead and make something good. However, if you have just discovered that you got a knack for drawing and want to try it out as a cartoonist, but need guidance in the (very) basic rules and techniques, this seems to me to be a pretty good book. However, if you are into cartooning already, I'd rather recommend Will Eisner's book **GRAPHIC STORYTELLING AND VISUAL NARRATIVE**.

I have had this book for a few years now and I love it. Hart gives lots of examples of a character in different situations. He also shows how to lay out your comic and gives advice on colors and such. This book /would/ have gotten the full 5 stars, but I felt that the section on animals could have either been expanded to include a basic rundown on construction for beginners, or left out entirely. The section is mainly about the relative height of animals to others and, above that, an intermediate

construction of the animal itself, plus a brief written guideline. I should be getting Hart's book on cartooning animals today, so hopefully that will be more of a help to me in the animal area. All in all, this book is great for those who are just starting out or need a refresher.

This book will help you transit from doodling to drawing cartoons. It is great for distracting your colleagues during long meetings, delighting younger children who should be concentrating on other things, and annoying your spouse who is trying to pay attention. Get it.

Without a doubt, Christopher Hart is one of the most prolific and talented cartoonist around. Having worked with companies such as Disney, his cartoon style is entertaining and stylistic as well. It's got personality and it will make you want to engross yourself in the book. If you've not read any book by Chris Hart, this is one of his best. However, it is a wonderful book with lots of helpful ideas on becoming a cartoonist yourself. It covers everything from how to place the features to costumes to animals. It would definitely be a useful starting (and ending) ground for anyone interested in this art.

Christopher Hart has brought many hours of both fun drawing and thoughtful learning in my artistic journey. Not only does he explain everything you need to know for beginners, but some fresh stuff for the experienced artist as well. I'm sure anyone of all ages will enjoy learning from this and all of his great books.

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