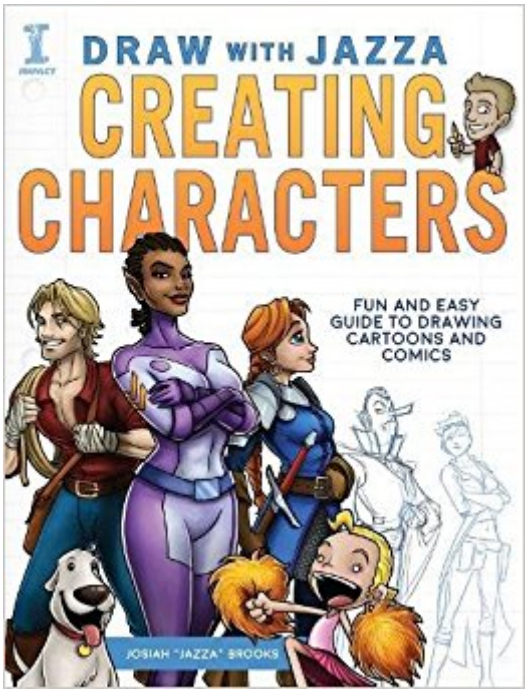
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Draw With Jazza - Creating Characters: Fun And Easy Guide To Drawing Cartoons And Comics



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Synopsis

Imagine, Design and Draw Your Own Characters! Draw With Jazza YouTube star Josiah Brooks breaks down an easy-to-follow method that will help you to invent and draw original characters time and time again. Whether sci-fi or steampunk, comic book heroines or tattooed action heroes, animal familiars or alien races, you will discover the limitless possibilities of creating your very own characters for comic books, cartoons, video games and more! No matter what your skill level, you can draw from concept to finished art with confidence. Jazza shows you how as he walks you through The Design Process!Discover. Learn techniques just like the pros use for developing characters--their backstory, personality and physicality; decide your drawing style; and explore and organize your inspiration.Design. Use brainstorm sketching to refine your character's persona. Use simplified lines and shapes to draw men and women, practice poses and play with body shapes, sizes, ages and outfits.Develop. Refine your best ideas by choosing features, color schemes, settings and context to reflect your end goal.Deliver. Finish your concept art with character turnarounds, expression sheets, pose variations and more to create a complete picture of your characters and their world.

Book Information

Paperback: 144 pages
Publisher: IMPACT (November 8, 2016)
Language: English
ISBN-10: 1440344949
ISBN-13: 978-1440344947
Product Dimensions: 8.2 x 0.4 x 10.9 inches
Shipping Weight: 1.2 pounds (View shipping rates and policies)
Average Customer Review: 4.8 out of 5 stars 81 customer reviews
Best Sellers Rank: #30,689 in Books (See Top 100 in Books) #4 inÃ Â Books > Arts & Photography > Drawing > Cartooning > Comics #9 inÃ Â Books > Arts & Photography > Drawing > Cartooning > Anime & Cartoons #634 inÃ Â Books > Comics & Graphic Novels

Customer Reviews

Josiah "Jazza" Brooks is an artist and animator best known for the educational and entertainment content on his YouTube channel Draw with Jazza. In 2012, Josiah created his channel to share his self-taught techniques for character design, illustration and animation, and the channel grew rapidly in popularity. As his community grew, he began producing stand-alone educational content and

artist resources for his website, www.jazzastudios.com.

The book is broken up into five stages of the design process. This is a design book more than a how to draw the book. However, there a lot of tutorials in Stage 2, so you will learn how to draw as well.Through the design process, you learn how to focus on portions of your entire project through these stages, so you do not get overwhelmed, and it's how the process works in a studio setting if you're interested in that kind of work.I don't want to give too much away, but here's what you learn in each stage:Stage 1 - you learn to research and develop your character before you start designing him/her. The book poses a lot of great questions that will bring more life to the character(s) you're designing. You also get a few pages on the different styles used in comics and animation. I didn't know what these styles were called before, so that was nice.Stage 2 - This is the stage where you design your character and there are some tutorials to help with character anatomy. Mostly human anatomy. There is no animal anatomy in this book. You'll also get a blurp on character personalities and archetypes.Stage 3 - You learn to polish the character design.Stage 4 - You learn to properly present your characters for yourself or a client, such as turnarounds and poses.Stage 5 - There are various characters that Jazza takes you through the design process and we see how each process works with actual characters.Overall, I like the simplicity of the book. The pages were easy to read through. I got through it in a day. I'm studying through it again, but the simplicity allows for anyone to jump right in and get started. Even during the discovery stage, I used a few of the questions to shape out a character I'm working on and I was able to design and create him in a day. That time frame will vary of course, but the questions helped spark a lot of ideas.This book is appropriate for all ages. I'm in my 30s, and I plan to buy one for my 13-year-old nephew and my 17-year-old godson. It's easy for anyone to understand and a great addition to your library. Update: I showed my older brother the book and I will be getting it for him on his birthday.I wanted to leave this to the end so you wouldn't think my review was skewed. I've been a fan of Jazza's content online for almost four years, and that does not sway my opinion of this book. One thing I hate is when people do videos to get you to pay for their content, but you end up getting the same old stuff. So I looked at this book with a critical and skeptical eye because of that reason. I am happy to say that I've gained new knowledge here; very helpful knowledge. Very few books are written about character design. There's only one other good one that I know of. This book is the culmination of a lot of growth from this artist, and he knocked it out of the park.

The book doesn't just cover the drawing aspects of creating characters, but actually going through

the imagineering process. Jazza goes through the creative process on creating the backend part of the characters (the world, the characters life, what affects them, etc). He book is the best reference I have seen that helps keep the creative juices going and even helps dissolve having any creative blocks.

This book is a wonderful addition to my collection. It's easy to understand for all levels of ability and most ages. Jazza breaks down the process into easy to follow steps that you can use for character design or when designing any concept. It directly relates to what I am learning in art school, highly recommend.

Jazza brings all of his expansive talents into a single book! You will learn something by reading this book period. There is so much knowledge its a guarantee that you will gain something about being a better artist. As a long time Jazza viewer I am happy to say this book holds up to the normal content I consume from him daily. Side note best dedication I've ever seen. Well Played Jazza.

Fantastic, This book gives you clear and anatomically correct details on how to go about drawing and designing characters. Flipping through the pages everything is extremely visually appealing. The guidelines and overall content truly helps you learn how to create an interesting character. Thank you jazza for letting me add this into my personal collection time to start my studies!

Bought this as a gift for my daughter - who specifically asked for it. I took the time to look through it when she got it and I was really impressed with the drawings, the step by step guides, and the overall quality of the book itself. I'd recommend this for anyone who is wanting to learn to draw people better. I did notice that this helped my daughter to figure out several issues she was having with drawing people.

just got the book and love it. one of my fav drawing books

I have purchased a (Ahem) LOT of how to draw books in almost every one of them they start off with draw a circle shade a circle which makes it a sphere! Woopie. ÃƒÂ Ã Å¸Ã ËœÃ â ™While fundamentals are important information sometimes you want dessert before the meal (sorry if I lost you in the analogy). I think the way the layout is set up in this book it truly gets the artist to read first then jump in to the drawing break down process. It helps the artist to think before they draw which if

they are having artist block it gives them an idea to work with instead of looking at a blank page and getting frustrated with the process. This is a great way to come up with your own original content!! This review is not sponsored by Jazza lol however secretly wishes he would send me 21 Draw (Oh my is that another book Jazza is featured in with other artists?) for a Christmas gift?!?
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