How to Draw Comic Book Heroes and Villains; 9780823022458; Christopher Hart; Watson-Guptill, 1995; 1995; 144 pages

Covers how to create your own original comic book characters, draw fight scenes, design special powers, and invent imaginary creatures, with a section on how the comic business works. ISBN 0-8230-2245-5


Comic book heroes and villains are made to move, jump, leap, and soar. But when you start to position your figure in dynamic poses, things can get tricky—unless you’ve taken care to maintain its essential building blocks. This is done by taking a moment to sketch out a solid rib cage, collar bone, pelvis, and the other major bones before executing the finished drawing. Covers how to create your own original comic book characters, draw fight scenes, design special powers, and invent imaginary creatures, with a section on how the comic business works. ISBN 0-8230-2245-5


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Midwest Book Review. About the Author. CHRISTOPHER HART is the world's bestselling author of drawing and cartooning books. His books have sold more than 7.4 million copies and have been translated into 20 languages.