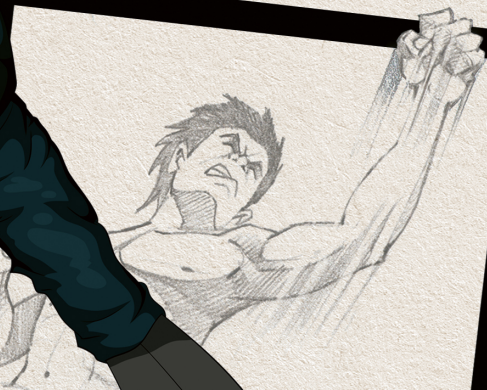
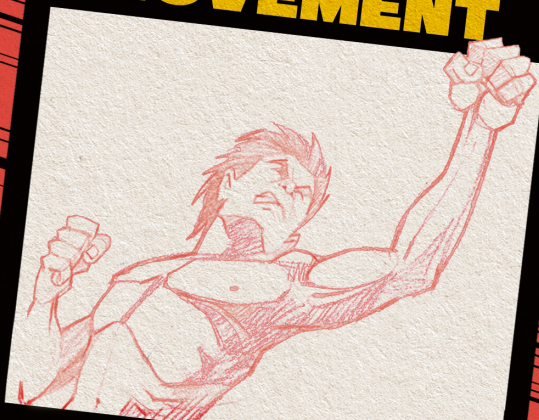


THE ART OF DRAWING **MANGA**



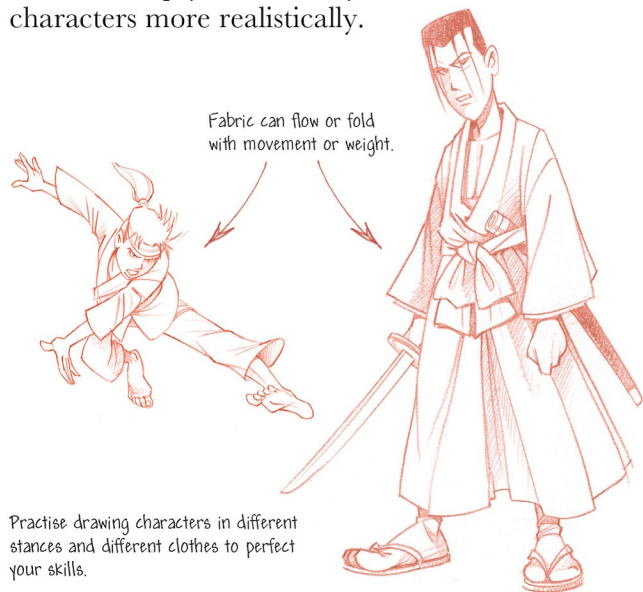
**ACTION
AND
MOVEMENT**



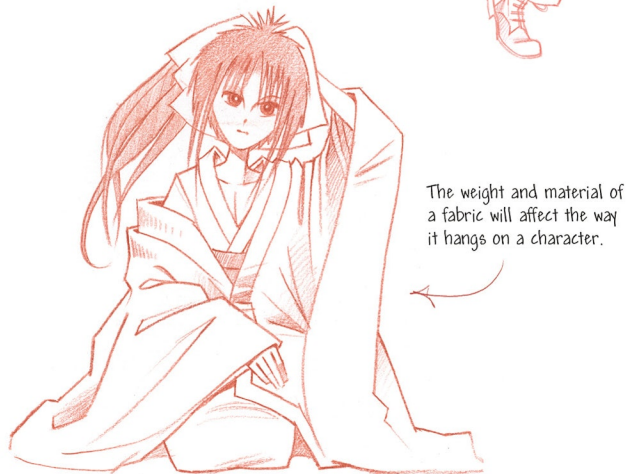
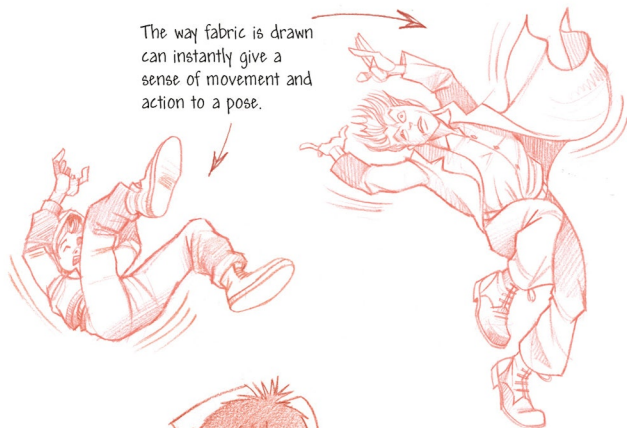
MAX MARLBOROUGH

Creases and folds

Clothes fall into natural creases and folds when worn. Look at real people to see how fabric drapes and how it falls into creases. This will help you to dress your characters more realistically.



The way fabric is drawn can instantly give a sense of movement and action to a pose.



Action poses

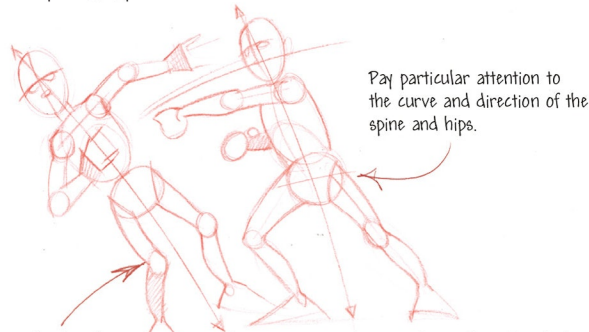
Motion and balance are important aspects to consider in your drawing. Use basic construction lines to create a variety of poses. Then build the drawing up from there.

Exaggerate the curve of the centre line to give movement and action to your figure.



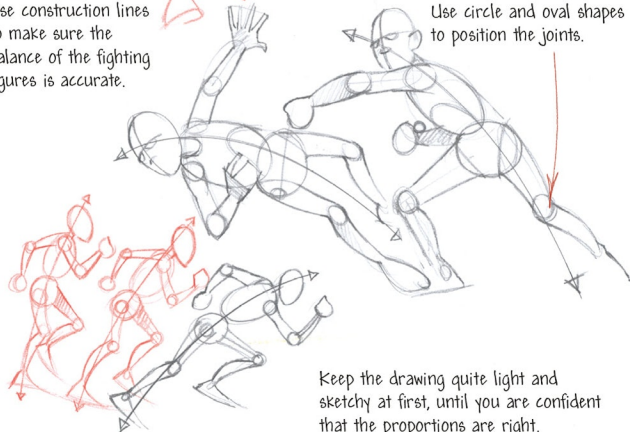
Add shading to any areas where light would not reach.

Studying real people to see how their bodies move, whilst performing different actions, will help you create more realistic drawings. You can always test the actions yourself if you're not sure.



Pay particular attention to the curve and direction of the spine and hips.

Use construction lines to make sure the balance of the fighting figures is accurate.



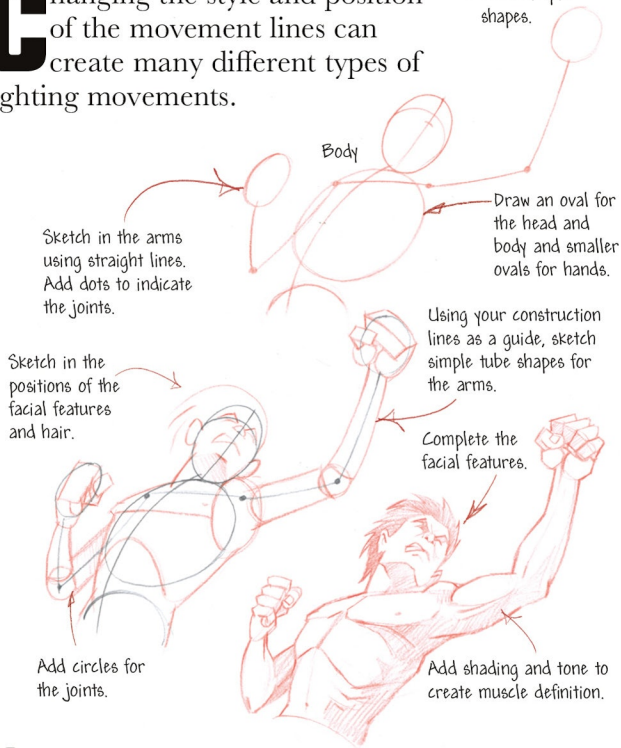
Use circle and oval shapes to position the joints.

Keep the drawing quite light and sketchy at first, until you are confident that the proportions are right.

Adding movement

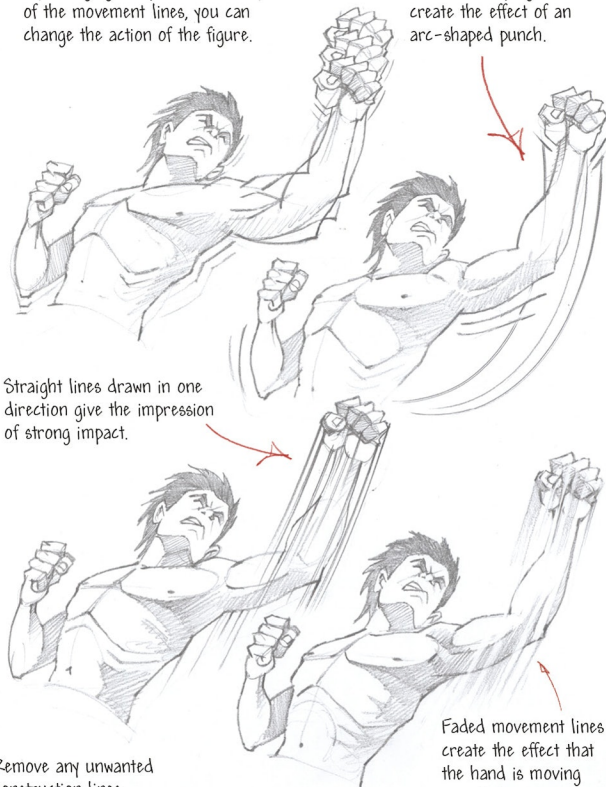
Changing the style and position of the movement lines can create many different types of fighting movements.

Start by sketching these simple shapes.



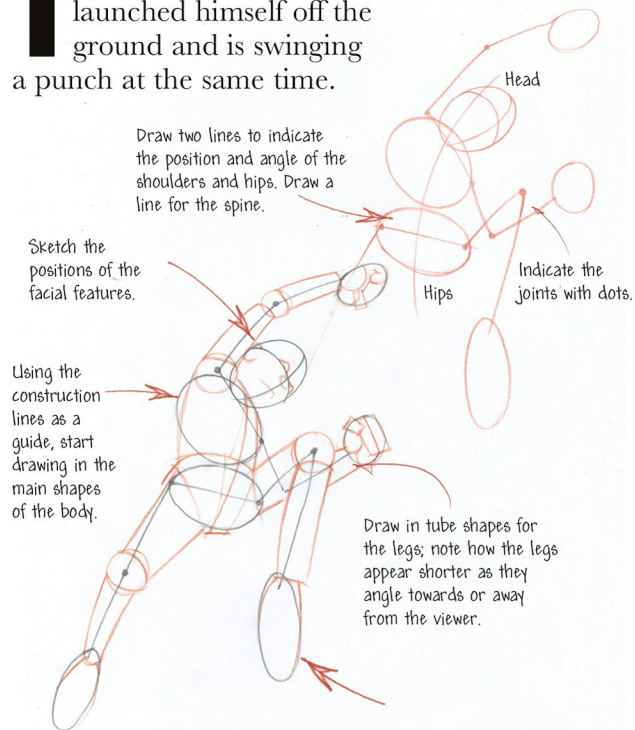
By changing the position and style of the movement lines, you can change the action of the figure.

Curved, sweeping lines create the effect of an arc-shaped punch.



Jumping fighter

This character has launched himself off the ground and is swinging a punch at the same time.

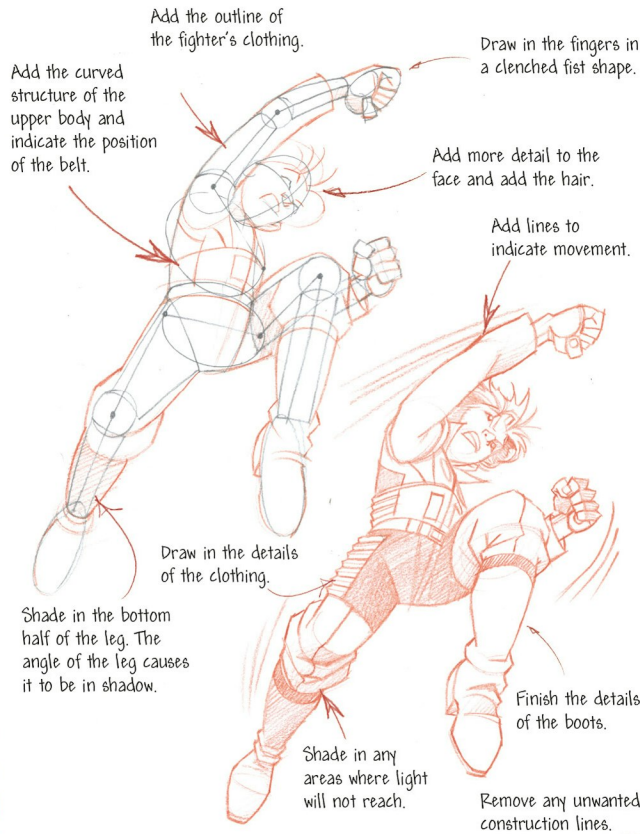


Draw two lines to indicate the position and angle of the shoulders and hips. Draw a line for the spine.

Sketch the positions of the facial features.

Using the construction lines as a guide, start drawing in the main shapes of the body.

Draw in tube shapes for the legs; note how the legs appear shorter as they angle towards or away from the viewer.



Add the outline of the fighter's clothing.

Draw in the fingers in a clenched fist shape.

Add the curved structure of the upper body and indicate the position of the belt.

Add more detail to the face and add the hair.

Add lines to indicate movement.

Draw in the details of the clothing.

Shade in the bottom half of the leg. The angle of the leg causes it to be in shadow.

Finish the details of the boots.

Shade in any areas where light will not reach.

Remove any unwanted construction lines.