

Art of Drawing Manga: Action and Movement



A step-by-step guide to manga style drawing

- Easy step-by-step instructions, perfect for beginners to grow their confidence.
- Manga has established itself as a hugely popular art style among both teenagers and adults.
- Teaches aspiring artists all the basics including which materials to use when, values of light and dark, and how to use perspective in their drawings.

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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.

Fabric can flow or bill with movement or weight.

The weight and material of a fabric will affect the way it hangs on a character.

Practice drawing characters in different poses and different clothes to perfect your skills.

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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.

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

Copy shading to any areas where light would not reach.

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

Pay particular attention to the curve and direction of the eyes and legs.

Use circles and oval shapes to position the joints.

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

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

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Adding movement

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

Start by simplifying these simple shapes.

Draw an oval for the head and body, and smaller ovals for hands.

Using your construction lines as a guide, sketch simple tube shapes for the arms.

Complete the facial features.

Add shading and tone to create muscle definition.

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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 air-shaped punch.

Straight lines drawn in one direction give the impression of strong impact.

Each movement line creates the effect that the hand is moving very fast.

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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.

Indicate the joints with dots.

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.

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Add the outline of the fighter's clothing.

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

Draw in the fingers in a clenched fist shape.

Add more detail to the face and add the hair.

Add lines to indicate movement.

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

Draw in the details of the clothing.

Finish the details of the boots.

Shade in any areas where light will not reach.

Remove any unwanted construction lines.

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