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Kids Draw Anime (Turtleback School & Library Binding Edition)



Synopsis

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Book Information

Series: Kids Draw

School & Library Binding: 64 pages

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Customer Reviews

Grade 3-6-Hart supplies simple instructions for creating the distinctive eyes, exaggerated expressions, and dramatic poses that characterize Japanese-style cartoon figures. Intending to get budding artists off on the right foot, he shows how each body part and posture begins with basic geometric shapes and then, rather than furnish start-to-finish directions, he skips from the sketched outline to a finished, colored example. The brief captions mix practical advice, such as, "The neck isn't just plopped on the shoulders. It begins inside the body," with inspirational comments, and the book closes on a high note with pulse-elevating pictures of two large monsters and a general melee. Though this book never gets beyond the drawing of single figures, it makes a good start for serious beginners; more practiced young cartoonists looking for historical background, an extensive gallery of character types, or instruction in composition and page design will get more from Hart's *Manga Mania* (Watson-Guptill, 2001). John Peters, New York Public Library Copyright 2002 Reed Business Information, Inc. --This text refers to an out of print or unavailable edition of this title.

Reviewed with Christopher Hart's *Mecha Mania*. Gr. 4-8. Granted, these aren't graphic novels, but they fit right in as many kids want to draw their own comics and create their own stories. By a familiar writer of how-to-draw books, these large-format paperbacks explain the basics of drawing in

the style of anime (Japanese animated films) and manga (Japanese comics). Hart's enthusiastic approach energizes the texts, and both books are loaded with full-color illustrations that will surely attract readers. Kids, for the younger end of the audience range, moves quickly through the preliminaries of sketching "big-eye" characters' physical attributes, then goes on to demonstrate how to put figures in motion and, using a few successive drawings, how to create some typical characters. Kids who want detailed anime instructions will need to look elsewhere; those who just want some basics will find plenty here. Mech Mania, aimed at older readers with more art experience, focuses on the futuristic robots, vehicles, and weapons found in anime and manga scenes as well as in video games. From the blueprints for a spaceship to advice on showing characters in action or revealing a robot's mood through its posture, this dynamic book offers a useful mix of creative inspiration and practical advice. Hart ends with an informative interview with the art director of Microsoft's Fasa Studio. Slick, heavy paper, vibrant colors, and sharply defined lines in the finished illustrations add to the appeal and make these books sturdier than most paperbacks. Carolyn Phelan Copyright © American Library Association. All rights reserved

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My daughter loves these!

I bought two of these for two of my grand daughters for Christmas. you should see how much better they have become. I am very glad i got them

I purchased this for an elementary school aged child who loves to draw and enjoys anime. She did enjoy the book. She is way past this level, now, but she did enjoy it - gave her a few ideas - when she was at a lesser level.

My son loves this book.

this one is good for the younger drawers who are just starting out. I did not like the draws so much. As they were a little childish for me but the 12 year old liked it and used it.

I just to a glips this book and I look at it and thought "anime?!" the answer was no. It was to cartoony. Yes it's a could book to draw cartoons but not anime. For instance look at Sailor moon, Rayearth or Yu-gi-oh then look at this book do they look a like? If you want to learn real anime don't

get this book you could get better ones for less. THIS IS A NOTE IF YOUR THINKING ABOUT GETTING ANY OF HIS MANGA MANIA BOOKS when you see the great art on the front it isn't his he hires people to do a whole chunk of the book and the front and back of the book for him then like only a small amount is his work and on the front of the book it says the book was by him. What did he do besides put no-anime characters in it?! That's what I'm still trying to find out. Back to this book if you can see the front of the book doesn't look good on the cover. If the covers bad isn't the book going to be the same? So If you want to learn anime I recommend books that at least look like anime.

It wasn't that helpful to me, but the book is specifically about teaching YOUNGER kids how to draw. I am SO sorry if the book doesn't teach you how to draw REFINED manga, because once again the book is for younger kids. I dunno, I just had to blab about that. This book is good. It tells you how to draw manga eyes, exaggerated emotions, manga noses, hands, feet, a little bit on the body, "action line", good guys and bad guys, little bit on anime robots, anime animals, little bit (very small) on the martial arts and some more advanced characters with how-to-draw steps and subsections for all that. 3 different artists drawing in this book and it's 64 pages. There's nothing immoral in this book, and I think it's a good primer. I recommend this book for people ages 7 to 10.

I found this book at my local library and decided to see what this book was about after seeing all the reviews on about this book. When I got home I started reading it, I realized that this book was not anime. I am a big anime and manga fan so I could tell. Christopher Hart can't draw anime correctly, his drawings are too American and not the Japanese type (like anime or manga is supposed to be). If you want to buy this book let me just tell you that you aren't drawing anime, you're drawing a cross between anime- and American cartooning. Which isn't really anime at all, so if you buy this book and give it to your kid, they'll think they're really drawing anime but aren't. For kids who just want to draw go ahead and buy this book. But if you seriously want to draw manga or anime I suggest a book by Hikaru Hayashi in his how to draw series which are accurate but sometimes not for younger kids.

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