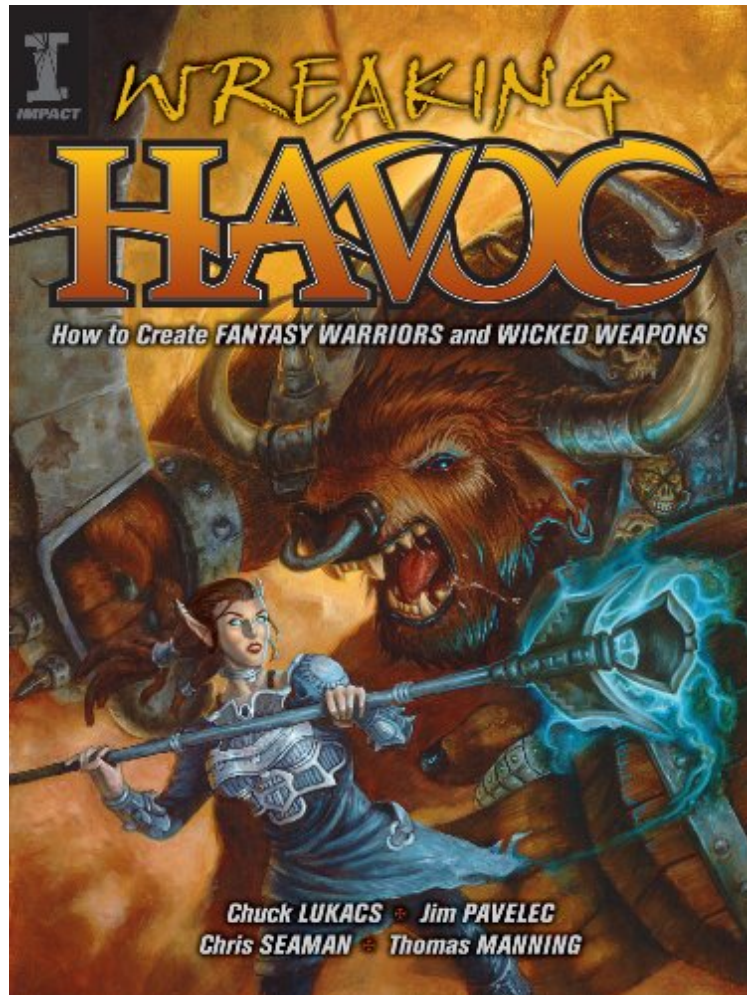


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Wreaking Havoc: How To Create Fantasy Warriors And Wicked Weapons

Jim Pavelic, Chuck Lukacs

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Jim Pavelic, Chuck Lukacs : Wreaking Havoc: How To Create Fantasy Warriors And Wicked Weapons before purchasing it in order to gage whether or not it would be worth my time, and all praised Wreaking Havoc: How To Create Fantasy Warriors And Wicked Weapons:

1 of 1 people found the following review helpful. Good instruction book.By VickyAnother gift for my son. He really liked this one. He loves to draw these type of characters but has some trouble. This really helped him work through some of the rough spots.6 of 6 people found the following review helpful. Best Frickin' How to Fantasy Art Book Ever!By KittyI purchased this book because I have the book Hellbeasts by the artist James Pavelic. I was thoroughly impressed with the explanations and the artwork in Mr. Pavelic's first book. When I received Wreaking Havoc I was equally as impressed and pleased with this new book. Mr. Pavelic and the 3 other artists did a fantastic job explaining

their craft. I was very interested to compare their unique styles and techniques. I highly recommend this book to anyone interested in learning how to create excellent quality fantasy artwork. 5 of 7 people found the following review helpful. Copying and tracing defeats the purpose of art. I was a bit disappointed after reading the good reviews. I guess I expected more, but the company, Impact, seems to target the very, very inexperienced artists. They really don't give a whole lot of detail and don't emphasize enough on the different types of weapons and armor or the archetypal beings. They don't really emphasize much on anatomy either. Now the only Impact book series that I would really recommend are the ones with the stock photos in them. Gives a lot of ideas on poses and such (which I really struggle on for some reason). I mean, a step-by-step book is not a good teaching tool at all when it comes to art. Art is about practice, not tracing or copying. Copying teaches nothing, repetition does (and there is a MAJOR difference between the two). A book that an aspiring artist really needs to get when looking to improve technique or form is an anatomy book. I've found that an anatomy book taught me most because I kept my own style, but improved on it through good references of different body parts such as the arm and chest area. Tips help massively too in those types of books. Actually, a book I recommend for both beginners and experts alike is Christopher Hart's "Simplified Anatomy for the Comic Book Artist". He really knows how to explain muscles in terminology that everyone can understand and he gives comparison pictures between the old style and new style of comics. He also gives a lot of references on the different types of major muscles and has a whole section devoted to each. Even if you're not a comic book artist, his book is definitely worth a look at if you're more into cartooning types of art styles than realism.

Four top gaming artists share their secrets for creating fantasy battle scenes complete with warriors, a fearsome armory of weaponry and a cast of monstrous creatures that wreak havoc! Read this book and enter a realm where human warriors coexist with giants, monsters and many other mythical creatures both mundane and magical, all battling for survival. Four artists who have dared to venture this way before (and won reputations as masters of fantasy illustration) are here to lead you through this wicked world, sharing their fiercest techniques for creating your vilest imaginings. Take up your pen and brush, and follow through 15 step-by-step character demos as well as 39 mini-demos on rendering fearsome armor, swords and other weaponry. Here's what lies ahead: Archetypal Humanoids. Quite an unusual group, containing such diverse beings as humans, elves, dwarves, gnomes and brutish, foul-smelling orcs. Exotic Humanoids. Two arms, two legs and a head . . . the rest is all up to you. Begin your imaginings here with Medusa, Creagal, hateful Lich, nasty trolls and bitter Iraxus. Creatures. Dragons, gargoyles, ogres, Venusians and Minotaurs . . . embodiments of pure evil found only in the darkest places. Environments. 5 full-spread scenes, from tense to tranquil, feature the native habitats of popular fantasy warriors. To make your battle scenes believable, this book will arm you with a thorough understanding of line, color, lighting and composition. Then venture forth, if you dare, with strong shapes, fluid lines and an unhinged imagination. Let havoc ensue!