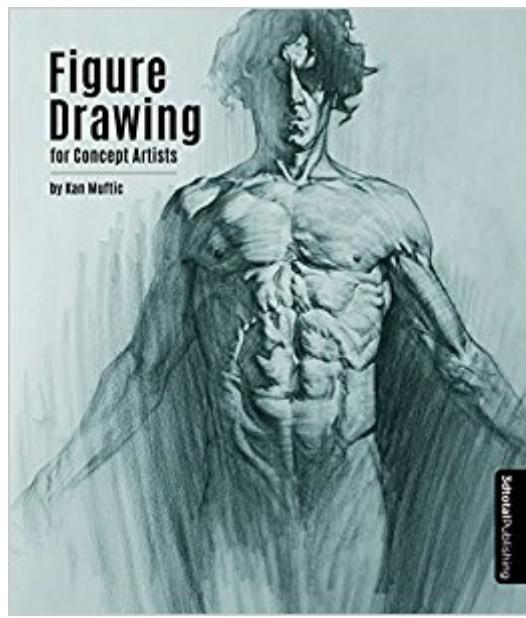


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# Figure Drawing For Concept Artists



## Synopsis

Figure Drawing for Concept Artists is an essential primer that aims to bring traditional figure drawing techniques and knowledge to every concept artist's skill set. Accessibly written and lavishly illustrated by Kan Muftic, a professional concept artist and respected industry practitioner, this book celebrates the common ground between traditional life drawing and the fast-paced world of the concept art industry. When drawing from life, an artist learns how to capture dynamic figures, diverse bodies, and challenging poses in a timed, live setting; skills that can be translated perfectly to the fast, intensive approach needed by contemporary concept artists. This book is an invaluable resource for digital artists wanting to ground their work in classical art skills, and traditional artists wanting to find their way into the concept art industry. Learn about the materials, tools, and observational skills needed to make successful life drawings, how to capture the forms of the human body on paper, and how to improve your character and concept art with a dynamic approach to figures and anatomy. Clean, readable, minimalist pages and stunning, insightful drawings make this book easy to follow and learn from, as well as inspiring to browse through at your leisure. Figure Drawing for Concept Artists offers a unique, up-to-date perspective on classical skills, with the contemporary practitioner in mind.

## Book Information

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## Customer Reviews

Kan MufticTraditionally trained in fine arts, Kan Muftic is currently working as an animation director on a Netflix project. He has worked as a visual development artist for many major projects and

franchises, with film credits including Guardians of the Galaxy, Doctor Strange, Godzilla and Jungle Book: Origins, and video game credits including Destiny and the Batman: Arkham series. Figure drawing has always been Kanâ's passion, and he has spent many years studying figure drawing and anatomy, which has had a significant influence on his professional work.

I bought this book from Target (it was cheaper to my surprise & delight. This is a seriously good figure drawing book, much better than I thought possible. The author cover several different types of figure drawing methods including the often elusive Frank Reilly Abstraction (both figure & portrait methods). This book is definitely in my top 3 figure drawing books and references. It would not be a stretch to name this my top (#1) go to figure drawing book, before long (haven't read the last two chapters. The author/artist himself (Kan Mufic) works for many types of companies and organizations. From traditional artwork (figure & portrait), fantasy and all in my forms of media including films and video games, such as The Guardians of the Galaxy, Godzilla (the newest movie) and Batman the Arkham series of video games. The author is seriously talented. I hope the author Kan Mufic will write a book strictly of the Frank Reilly Abstraction (& it's many variations for the figure and portrait). I would buy it in a heart beat. This is by far, one of the best art books I've bought in a long time, that I truly enjoy and am inspired from.

This is a great book! Now my daughter knows all the ways to draw a beautiful male and female ! Every, single, part!

Great book.

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