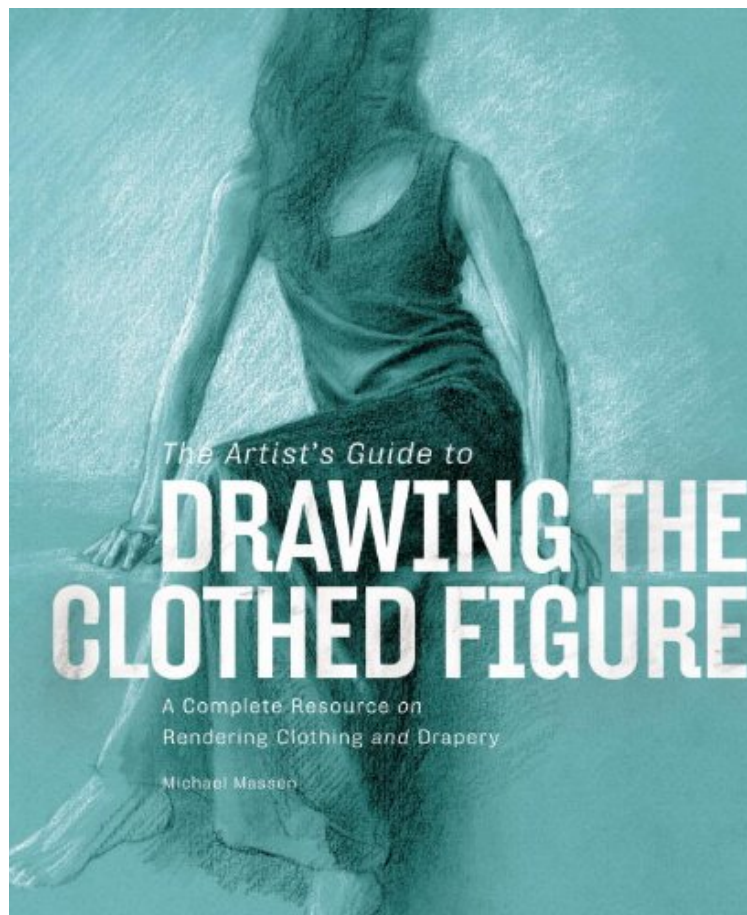


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## The Artist's Guide to Drawing the Clothed Figure: A Complete Resource on Rendering Clothing and Drapery

Von Michael Massen

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**Von Michael Massen : The Artist's Guide to Drawing the Clothed Figure: A Complete Resource on Rendering Clothing and Drapery** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Artist's Guide to Drawing the Clothed Figure: A Complete Resource on Rendering Clothing and Drapery:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Guter Ratgeber zum Thema FaltenwurfVon alpoZum Thema Faltenwurf gibt es nur wenig brauchbare Literatur. Im Unterschied zu diversen Bchern ber Modezeichnen werden Kleidungsstcke in ihren Gesetzmigkeiten an Menschen mit durchschnittlichen Proportionen und in Alltagsposen veranschaulicht und das dahinterstehende Regelwerk (Schwerkraft, Dehnung, Stoffeigenschaften ...) sehr schlssig grafisch dargestellt und beschrieben.Was mir allerdings auch in diesem Werk fehlt ist eine breite Auseinandersetzung mit der Malerei. Man knnte etwa an einem Gemlde die

verwendeten Schattierungen und deren Verteilung analysieren und so Tipps für eine verbesserte Plastizität anbieten.

**Kurzbeschreibung** In order to effectively draw clothing and drapery, an artist must recognize the basic shapes of clothing and how the principles of physics act upon those shapes. Beginning with the basic shapes of clothing and the anatomy of folds, and progressing to final rendering techniques of both sculpted and loose drapery on solid forms including how motion affects wrinkles, folds, and waves, *The Artists Guide to Drawing the Clothed Figure* presents a novel and completely thorough approach to understanding the mechanics of drapery. This comprehensive resource examines the mechanical principles behind the formation of folds: simple wave patterns, intersecting wave patterns, and tertiary effects upon these two, such as twisting and flowing forms. The book breaks down all clothing into three types: sculpted forms, loose drapery, and, most especially, tubes. Once these mechanics are established, various techniques for rendering clothing are presented, including how factors such as the stiffness, thickness, or texture of a particular material can affect the appearance of an article of clothing. Throughout, the author examines examples from master draftspersons old masters, cartoonists, illustrators, and fashion illustrators, including Leonardo da Vinci, Ingres, Degas, Joseph Christian Leyendecker, Charles Dana Gibson, Raphael, and Will Eisner to see how they interpreted this information. From the Hardcover edition.

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ber den Autor und weitere Mitwirkende MICHAEL MASSEN is an artist and graphic designer. His clients have included Scholastic, HarperCollins Publishers, Estée Lauder, Goldman Sachs, NW Ayer, and Workman Publishing. In 1993, he was awarded the National Sculpture Society Young Sculptors' Award and was recognized by the Art Students League of New York with two scholarships. He has an MFA from the New York Academy of Art and a BA from the College of Letters of Wesleyan University. He has had exhibitions around the country and in New York City.