contents

Introduction 6

BASICS

Tools 8
Opportunities 10
Inspiration 12
Developing ideas 14
Storyboarding 16

CHAPTER ONE:

DRAWING THE CHARACTERS
AND THEIR WORLDS 18

HEROES

Faces 20

Expressions 22

Bodies 24

Archetypes 26

Action 28

Foreshortening 30

Case study:

Aerial battle 32

HEROINES

Faces 34

Bodies 36

Costume and hair 38

Adornment 40

Archetypes 42

Dynamic posture 44

Action 46

Case study:

WIZARDS

Faces 50 Beards 52

Costume 54

Powers 56

Goddess in the library 48

BEASTS

Dragons 58

Mega monsters 60

Horses 62

Horses and hybrids 64

Other creatures 66

MAN BEASTS

Orcs and trolls 68

Hybrids 70

ORNAMENTATION

Armour 72

Weapons 74

Totems and masks 76

Patterns 78

FANTASY WORLDS

Basic perspective 80

Advanced perspective 82

Castles 84

Scale 86

Architecture 88

Case study: Set design 90

CHAPTER TWO:

PAINTING, INKING

AND DIGITAL ART 92

PAINTING AND INKING

Equipment 94

Applying ink 96

Marker figure 98

Marker set design 100

Watercolours 102

Oils and acrylics 104

Painting a figure 106

Painting a landscape 108

DIGITAL ART

Hardware and

software 110

Photoshop 112

Painter 114

3D hero 116

3D ogre 118

3D landscape 120

Case study:

Album sleeves 122

Format and

presentation 124

Index 126

Credits 128

