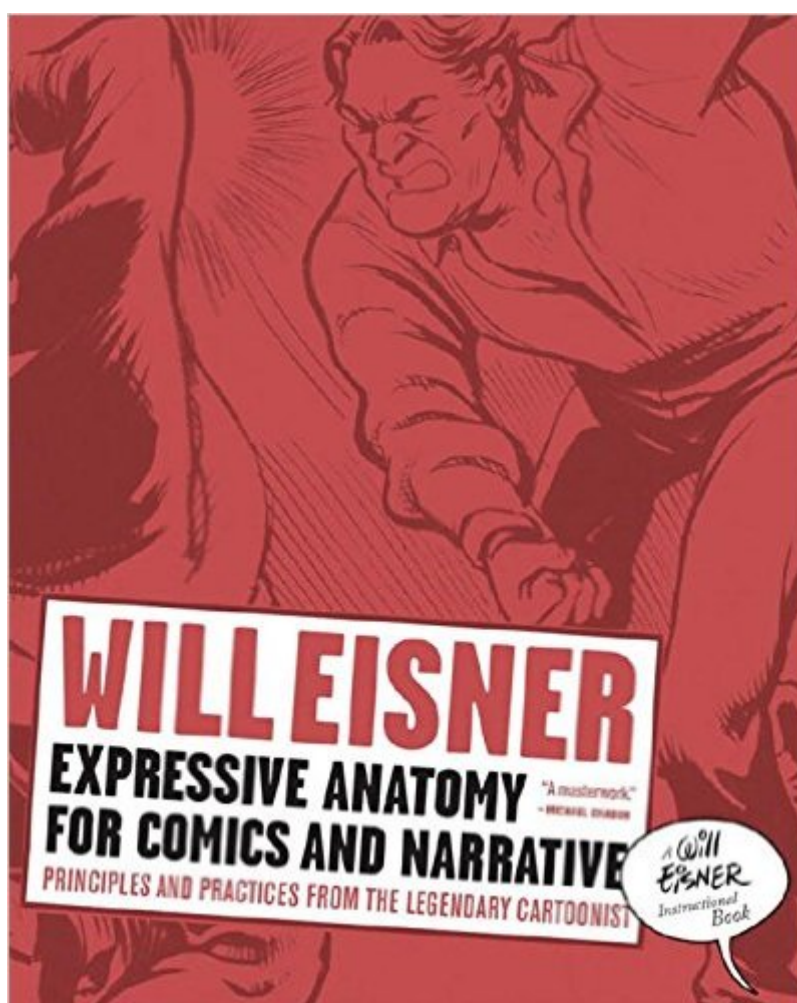


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Expressive Anatomy For Comics And Narrative: Principles And Practices From The Legendary Cartoonist (Will Eisner Library (Hardcover))



Synopsis

The final volume of Will Eisner's celebrated instructional trilogy explores the critical principle of body grammar in comics storytelling. Designed and outlined by Will Eisner before his death in 2005, this posthumous masterwork, the third and final book in the Will Eisner Instructional Series, finally reveals the secrets of Eisner's own techniques and theories of movement, body mechanics, facial expressions, and posture: the key components of graphic storytelling. From his earliest comics, including the celebrated *Spirit*, to his pioneering graphic novels, Eisner understood that the proper use of anatomy is crucial to effective storytelling. His control over the mechanical and intuitive skills necessary for its application set him apart among comics artists, and his principles of body grammar have proven invaluable to legions of students in overcoming what is perhaps the most challenging aspect of creating comics. Buttressed by dozens of illustrations, which display Eisner's mastery of expression, both subtle and overt, *Expressive Anatomy for Comics and Narrative* will benefit comics fans, students, and teachers and is destined to become the essential primer on the craft.

Book Information

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Customer Reviews

Born in New York City, Will Eisner (1917–2005) was the author of the legendary comic strip *The Spirit*, as well as fifteen graphic novels and three influential instructional textbooks. The comic industry's top awards, the Eisner Awards, are named in his honor.

Expressive Anatomy for Comics and Narrative is one of the three Will Eisner instructional books. The other two are Graphic Storytelling and Visual Narrative and Comics and Sequential Art. I bought the book to learn how to pose characters properly and create strong silhouettes. I'm glad to say that this book provides tons of examples selected from Will Eisner's years of comics. Will Eisner started the book but unfortunately passed away in 2005 before he could finish it. Enter Peter Poplaski, an artist who has worked long time beside him. Peter Poplaski was engaged to add the finishing touches for the book with some additional drawings. The majority of art work is still from Will Eisner's archive. The first few chapters explain the anatomy and how it affects movement. It offers a basic introduction to the latter chapters and is definitely not a substitute for an anatomy book. The core concept of the book is actually this: human actions come from reflex and emotions. The bulk of the book is devoted to showing examples of how certain feelings are expressed through body language and gesture. Each example is clearly explained and exceptionally easy to understand. Even if speech balloons are taken away from the example comic panels, readers will still know how the characters are feeling. Such is the power of a strong silhouette. Included are also many other techniques to help breathe life into characters, such as staging, composition, positioning of characters etc. This book is very useful for any artists who want to create believable characters people can relate to. I think I'll also be getting the other two books. (More pictures are available on my blog. Just visit my profile for the link.)

Got for help with figure drawings and study's ...

If you've ever taken an art class you do not need this book. It's full of fantastic drawings, but the info is pretty standard.

Yet another useful set of instructions and attitudes from Will Eisner. For story-telling artists, this goes with the other Eisner books. Everything here can be applied to today's static and sequential art.

Will Eisner's books are a must have for anyone interested in animation. I was classically trained in college of fine arts. I must say I love learning new techniques and these books do not disappoint.

This book arrived fast and was exactly what my aspiring artist wanted. Great resource material,

quality item, good investment! Recommended!

A very helpful addition to any anatomy library. I reference this often along with other more technical books. Good if you are interested in comic book art.

A well written instructional guide by a master of comics and storytelling. The Creator of the classic Spirit comic has much to teach

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