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KEY=DRAWING - SCHWARTZ SIMS

Poses for Artists Volume 1 - Dynamic and Sitting Poses

An Essential Reference for Figure Drawing and the Human Form

Createspace Independent Publishing Platform This book was created by an artist who understands that sometimes, you just need a creative nudge to help get the pencil moving and break that pesky block. By simplifying the human form, we hope to remove the inevitable anxiety that comes with drawing a person, and speed-up your art, over time, increasing your own understanding of human anatomy, proportions and movement.

ART MODELS PARIS015

Figure Drawing Pose Reference;figure Drawing Pose Reference

The Complete Book of Poses for Artists

A Comprehensive Photographic and Illustrated Reference Book for Learning to Draw More Than 500 Poses

Walter Foster The Complete Book of Poses for Artists combines hundreds of photographs and illustrations helping demonstrate how to accurately render the human form in hundreds of realistic poses - the perfect resource for artists of all skill levels.

Art Models Saju027

Figure Drawing Pose Reference

Art Models 7

Dynamic Figures for the Visual Arts

Art Models Artists in search of figures in intense action—flying through the air, punching, kicking, and crouching—will find more than 100 poses of male and female models in 28 categories of dynamic movement in the latest addition to the Art Models series. Informed by diverse sources such as baroque art, with its moody lighting and twisting figures, and comic books, with heroic figures in strong stances and suspicious crouches, this visual reference will inspire any artist—comic book artists, animators, video game designers, and illustrators—interested in depicting drama. A section of time-stopping photos of actions including jumping, falling, or swinging a sword offers artists a series of expertly photographed views that would be very challenging to achieve with a studio model. Art Models 7 also presents a number of the series' trademark stationary poses photographed in 24-point rotation and shot in the round. For artists who work in fine detail, close-ups and dramatic perspectives have been added for numerous positions and can be found on the companion disc in resolutions up to 20 megapixels.

Fantasy Art Book

200 pages collection of Digital Art, pencils, sketches and digital painting processes done by the artist Javier Charro.

Art Models MonikaT013

Figure Drawing Pose Reference

ART MODELS JENNI001

Figure Drawing Pose Reference;figure Drawing Pose Reference

Art Models Vaunt039

Figure Drawing Pose Reference

Virtual Pose 3

North Light Books The next best thing to working with a live model, Virtual Pose(r) 3 provides professional and student artists with an accurate and convenient method of viewing the human form--without needing access to a live model and studio sessions. Digital artist Mario Henri Chakkour has created a CD-ROM and companion book that features models in 70 high resolution poses, images which can be zoomed in on and rotated 360 degrees. Painters, sculptors, and other artists will welcome the opportunity to study at length each detail and subtlety of the human form, giving them a deeper understanding of shape, form, and gesture.

Art Models Adhira224: Figure Drawing Pose Reference

Art Models Anastasia039

Figure Drawing Pose Reference

ART MODELS ALYSSAD024

Figure Drawing Pose Reference;figure Drawing Pose Reference

Art Models 4

Life Nude Photos for the Visual Arts

Book & CD-ROM. While no book can replace a live model, this photographic guide to the human form provides an array of figures for those who do not have access to live models. The latest in the series, this guide features two new models and an entirely new collection of photographs. Posed in a variety of classical and modern positions, the models appear in a clear, clean environment that is void of distractions and enhances the figure. All of the high-resolution photographs were painstakingly edited and adjusted to yield all the nuances of the figures. The PC- and Mac-compatible companion CD-ROM contains 24 photographs per pose that, in total, comprise a full 360-degree view. Each angle of every pose can be enlarged, enabling artists to zoom in on specific body parts to discover their intricate detail or project the photos to lifelike proportions. The CD also offers the flexibility of numerous viewing options -- on a computer screen, printed out, projected for a group, or via a high-definition television when connected through a computer.

Art Models 8

Practical Poses for the Working Artist

Whether for work on a finished piece, trying a new technique, or getting in some practice time, artists can work when and where they want using the Art Models series. Chosen specifically for artists who sell their work, Art Models 8 features 174 all-new figure studies by 55 different models, both male and female, that represent a wide range of physiques and diversity. The poses include individuals and couples in natural, relaxed postures—from standing and sitting to lying down. A judicious amount of photo retouching has been done, not to make the models more glamorous, but to remove distractions. The PC- and Mac-compatible DVD-ROM included in the book features high-resolution photos in JPG format. This popular image format allows the photos to be viewed and manipulated in any way an artist might find useful, such as combining images or rotating them. Images can be viewed on a computer screen, printed out, projected for a group, or via a high-definition television. Each angle of every pose may also be enlarged, enabling artists to zoom in on specific body parts to achieve a higher level of detail.

Art Models 6

The Female Figure in Shadow and Light

Whether trying a new technique, getting in some practice time, or working on a finished piece, this figure study enables artists to create their choice of model, pose, and view whenever and wherever they'd like. The latest addition to the series will help artists become proficient in incorporating chiaroscuro or light and dark lighting—a technique used by the great masters to produce drama and depth in their paintings—to define the human form. Additional expressions and body details highlighting challenging areas such as the face, hands, and feet in even greater detail augment the disc. Varieties of body types—ranging from thin to plus-size—and ethnicities are included. Poses have been carefully chosen to illustrate important effects such as foreshortening and perspective changes. With this guide, artists can achieve longer drawing sessions than they could when drawing from a model directly. While viewing from many angles and at their own pace is often impossible for artists in a studio session, it becomes as easy as putting in the disc and opening any photo. A judicious amount of photo retouching is done—not to make the models more glamorous or plastic but to remove distractions that detract from the models' essence. The PC/Mac-compatible DVD-ROM features more than 2,500 high-resolution JPEG photos providing a number of viewing options—on a computer screen, printed out, projected for a group, or via a high-definition television. Each angle of every pose may also be enlarged, enabling artists to zoom in on specific body parts to achieve a higher level of detail.

Art Models 5

Life Nude Photos for the Visual Arts

Whether for work on a finished piece, trying a new technique, or getting in some practice time, this figure study enables artists to work when and where they want with their choice of model, pose, and view. The latest in the series features 12 new male and female art models—as well as Becca from the previous book—in a collection of poses selected by readers and visitors to the authors' website. The contrast has also been increased in many of the photos to provide deeper, more challenging shadows. While the guide includes individuals and couples with a wide range of body types in natural, relaxed stances as well as some inspired by classical works of art, the primary focus is on dynamic poses—twisting, scrunching, reaching, and even fighting. Poses are precisely lit, revealing every area of the model, and have been carefully chosen to illustrate important effects such as foreshortening and perspective changes. A judicious amount of photo retouching is done, not to make the models more glamorous or plastic, but to remove distractions that detract from the essence of the models. The PC- and Mac-compatible DVD-ROM included in the book features more than 1,200 high-resolution photos available in a number of viewing options—on a computer screen, printed out, projected for a group, or via a high-definition television. Each angle of every pose may also be enlarged, enabling artists to zoom in on specific body parts to achieve a higher level of detail.

Art Models Cath012

Figure Drawing Pose Reference

ART MODELS SARA HANN031

Figure Drawing Pose Reference; figure Drawing Pose Reference

Art Models Lynette B016

Figure Drawing Pose Reference

Art Models Ben P003

Figure Drawing Pose Reference

Art Models Irina V661

Figure Drawing Pose Reference

ART MODELS ANA IV309; FIGURE DRAWING POSE REFERENCE

ART MODELS JOHN V012

Figure Drawing Pose Reference;figure Drawing Pose Reference

ART MODELS STEPHANIER032

Figure Drawing Pose Reference;figure Drawing Pose Reference

Art Models AdhiraLeo020

Figure Drawing Pose Reference

Art Models NadiaR007

Figure Drawing Pose Reference

Senshistock to Go

Poses for Drawing Reference

SenshiStock To Go! is a full color, 8.5 x 11" book with 144 professionally photographed, full body models in form fitting clothing for your drawing reference and art creation pleasure. There's a wide variety of poses, models, and props. There's perspective, action, weapons, romance, comedy, drama, and more. The photos in this book are a Creative Commons license, so they can be used for personal and commercial projects! Happy drawing!

Art Models Saju049

Figure Drawing Pose Reference

Life Drawing for Artists

Understanding Figure Drawing Through Poses, Postures, and Lighting

Rockport Publishers Life Drawing for Artists teaches a contemporary approach to figure drawing that includes both the familiar poses—standing, sitting, lying down—but also how to capture figures in movement and in more dynamic and engaging positions. Author **Chris Legaspi** is a dedicated, life-long artist and admired instructor who is known for his dynamic figurative drawings and paintings, and as a successful illustrator in the entertainment industry. Whether you are an aspiring illustrator, art student, or a professional artist looking to develop your abilities, **Life Drawing for Artists** shows how to build your skills by combining fundamental building blocks, such as gesture lines, shape and design, structure, value control, and edge or line control. You'll focus on different skills while working on both quick timed drawings and longer detailed drawings. The book covers important topics, such as drawing different views, understanding perspective, foreshortening strategies, and how to deal with various lighting conditions. The examples and tutorials explore virtually every pose scenario, as well as many active and dynamic movements. Breathe drama into your figures as you master the fundamentals with this fresh approach to life drawing. The **For Artists** series expertly guides and instructs artists at all skill levels who want to develop their classical drawing and painting skills and create realistic and representational art.

Art Models KylieB004

Figure Drawing Pose Reference

The Art of Nude Life Modeling Illustrated

Visual Art Female Nude Work of Art Muse Inspirational Drawings Creative Process Human Art Form Drawing Class Learn to Draw

the Female Form Body Poses Pencil Artwork Naked Pictures Parts of the Body Naked Woman

Collection of 31 Original female nude art drawings and sketches from nude life modeling sessions. These drawings range from the 1960's through the 1990's. Several body types and body poses are modeled. This is a wonderful artistic example of the female human form. All of these original drawings appear on the right hand side of the page, the left side pages are blank for your own sketching, story writing or notes. This is Volume 1 and we are working on Volume 2 now. An art model poses for any visual artist as part of the creative process, providing a visual reference for the human figure in a work of art. However, more than being simply the subject of art, models are often thought of as muses, a source of inspiration, without whom the art would not exist. The most common types of art works that use models are figure drawing, figure painting, sculpture and photography, but almost any medium may be used. Art models are often paid professionals with skill and experience but are rarely employed full-time, and artists may also rely on friends and family to pose. Paid art models are usually anonymous and unacknowledged subjects of the work. Models are most frequently employed for art classes or by informal groups of artists that gather to share the expense of a model. Models are also employed privately by professional artists. Although commercial motives dominate over aesthetics in illustration, its artwork commonly employs models. For example, Norman Rockwell used his friends and neighbors as models for both his commercial and fine art work. An individual who is having their own portrait painted or sculpted is usually called a "sitter" rather than a model, since they are paying to have the work done rather than being paid to pose. Beginning with the Renaissance, drawing the human figure from living models was considered the most effective way to develop the skill of draftsmanship. In the twentieth century, it became established that it is best to draw from life, rather than copying two dimensional images such as photographs. In addition, an artist has a connection to drawing another human being that cannot exist with any other subject. Models for life drawing classes are usually nude. In the classroom setting, where the purpose is to learn how to draw the human form in all the different shapes, ages and ethnicity, there are no real limitations on who the model can be. In some cases, the model may pose with various props, one or more other models, against real or artificial background, in natural or artificial light. The role of art models has changed through different eras as the meaning and importance of the human figure in art and society has changed. Nude modeling, nude art and nudity in general are at times subject to social disapproval, at least by some elements in society. -Wikipedia

Out in the Open

The Complete Male Pelvis

North Atlantic Books This is everything you ever wanted to know about the pelvis but were afraid to ask. Louis Schultz examines the male pelvis under the dual lens of culture and science. North American culture prizes male strength, upper-body bulk, and muscularity, but ignores male genitalia for anything other than sexual function. The author strives to increase knowledge of this body region with a guide to male pelvic anatomy and a discussion of male sexual pleasure and emotions.

ART MODELS AYAME050

Figure Drawing Pose Reference;figure Drawing Pose Reference

The Artist's Guide to Drawing the Clothed Figure

A Complete Resource on Rendering Clothing and Drapery

Watson-Guptill Publications A comprehensive resource on the covered figure introduces clothing and drapery as basic shapes before illustrating how the mechanics of physics can cause them to bend, wrinkle and fold in predictable ways, demonstrating how to use key concepts to render clothing in any medium while citing the examples of masters from Raphael to Walt Disney.

Art Models AnaRebecca002

Figure Drawing Pose Reference

Art Models Becca425

Figure Drawing Pose Reference

Evelyn De Morgan: 101 Masterpieces

Osmora Incorporated Evelyn De Morgan (1855 - 1919) was an English Pre-Raphaelite painter. During her lifetime Evelyn De Morgan produced approximately 102 oil paintings and over 300 drawings. At first glance, works like *Flora* (1894), *Cadmus and Harmonia* (1877), *Eos* (1895) and *Night and Sleep* (1878) appear to be that of a typical mid-century literary painter influenced by the work of Spencer Stanhope, Watts and Burne-Jones. Consequently, this was the way in which most contemporary critics assessed her paintings: Many do reflect the usual conventions and literary themes of late Victorian art with its Pre-Raphaelite traces and neo-classical tendencies. However, looking closer, one discovers Symbolist works that employ the language of Christian allegory to reveal the artist's engagement with the contemporary issues of her time. These works may be divided into three categories: spiritualist allegories, depictions of sacred heroines, and war paintings.

From Durer to Bouguereau: 80 Figure Paintings and Drawings

Osmora Incorporated This volume of Figure Painting and Drawing Series contain 80 works from Adriaen van de Velde, Albrecht Durer, Alexey Venetsianov, Anne-Louis Girodet, Annibale Carracci, Christoffer Wilhelm Eckersberg, Edgar Degas, Eugene Delacroix, Ferdinand Georg Waldmüller, Francesco Hayez, Gustave Courbet, Henri de Toulouse-Lautrec, Jacopo Pontormo, Jean Auguste Dominique Ingres, Jean-Francois Millet, Michelangelo, Orest Kiprensky, Paul Gauguin, Peter Paul Rubens, Pierre Puvis de Chavannes, Pierre-Auguste Renoir, Pierre-Paul Prud'hon, Rembrandt Harmenszoon van Rijn, Theodore Chasseriau, Theodore Gericault and William-Adolphe Bouguereau.

Comic Artist's Essential Photo Reference

People and Poses

Penguin Supercharge your drawing with the power of photo reference! An essential foundational tool for any aspiring artist! To draw a character consistently and convincingly over an entire story or series, you need a serious reference library--all professionals use them. Inside, find more than 500 awesome-quality color photos depicting popular poses, props, outfits and activities for extraordinary and everyday comic characters--people pointing at heroes flying in the sky, lifting large objects, cowering in fear from impending doom and even doing battle in hand-to-hand combat. Lit with a superior two-source technique, these photos expose dramatic, muscle-revealing shadows and figure contours to add depth, realism and weight to every illustration. Use reference photos to:

- Trick viewers into seeing 3-D places, people and things by leveraging art techniques like foreshortening, shading and perspective.
- Breathe realism and action into drawings by referencing muscular models ranging in age, gender and ethnicity, brandishing guns, swords and knives while wearing everything from capes and street clothes to spandex shorts.
- Explore the nuances of common facial expressions like pain, anger, fear, frustration, joy, shock, confusion and smug satisfaction.
- Create dynamic poses including standing, sitting, flying, lifting, punching, kicking, smoking, screaming, drinking, laughing, sword-fighting, ducking...and more!