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# How To Draw Anime & Game Characters, Vol. 4: Mastering Battle And Action Moves



## Synopsis

An enemy is creeping up on the hero, when the hero suddenly does a half-spin and sends him flying with a back roundhouse kick! Then the hero jumps up and on the way down delivers a punch to the enemy. Action scenes are the highpoints of a story. This book selects action and movements often used in popular combat games and explains these motions to allow you to master drawing them quickly starting out by tracing and, later, to draw your own original character performing.

## Book Information

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## Customer Reviews

I got books 2 and 3 in this set before I got this one, so I knew that there would be a lot of useful information for me to use. I make computers games and draw manga, and these are my favorite resources I use to figure out just how to draw an anime style character without making things look awkward. This book isn't my favorite of the three I own in the series. It shows very thoroughly all kinds of brawling and physical hand to hand techniques, but I found there to be a lack of battle and action moves that involve weapons, which is a must for sci-fi stories and so on. Since 6 of 7 pictures on the front and back had weapons, I expected a little more instruction in that respect. Another note would be that they show so many different angles of the same move (about 4 pages per pose) that it seems a bit redundant the first time through. However, since I see how knowing these angles is really necessary for any kind of game with a 3d effect. Things I liked about this book are the good descriptions of the important points. It's also easy to use the index or simply flip through to find what you are looking for because it's well organized. It's clear and easy to understand as well.

If you view this book as just a drawing book, then I can understand some of the negative reviews. For example, one of the reviewers complained that the author spent too much time on the drawings for a side kick. And that reviewer was absolutely right. The reason is: this is really an ANIMATION book. And all those "redundant" drawings that the author is spending time on are the Key Frames and Passing Frames that are ABSOLUTELY CRITICAL for creating great animations. For example, take Macromedia Flash, draw in those key and passing frames. Then draw in the inbetweens, and you have FANTASTIC animated action sequences. I know, because I've done it! Viewed as an animation book, this is THE DEFINITIVE BOOK for martial-arts, anime animation. Buy the Animator's Survival Kit by Richard Williams, along with this book and you will have a complete course on anime animation.

If you've gotten Ozawa's other books, then you already know how detailed his books get! This volume is no different and goes a step further by showing you actions in progress such as showing you each movement of a person walking. Then he shows you how to do the same action but at different angles and foreshortening. There's so much info in here that it'll take you awhile to digest all the information in it. It's stacked full of drawings and side notes! There are quite a lot of action moves in this book, specifically hand-to-hand combat. No instructions on drawing weapons even though the cover shows them. Quite unlike Martial Arts & Combat Sports and Illustrating Battles editions, this book prep you to think in 3 dimensions and animation-type movement. If you're set on making animations and video games in the future, this book is the best way to learn spatial relations and seeing your characters more than just one or two-dimensionally. If you're into making manga, getting this book won't hurt at all but you're probably better off getting the Illustrating Battles or Martial Arts & Combat Sports book initially. Like his other editions, this book is young-reader friendly and covers nudity well using block, wire, and wooden model figures.

The fourth book in this series dedicates its time to showing action and battle moves. It starts off with a small section on motion and the human bone and muscle system, then moves into detail on action moves such as running and walking from many different angles. The bulk of this book is on battle moves, and they have a ton to show you. Everything from chops and punches to roundhouses and elbow strikes is right in this book from many different angles. The only reason I gave this book four instead of five stars is because I really think they could have gone into more detail on the muscle systems, and there are no weapons in this book. Although they show it on the cover, they don't show how to animate your characters with weapons. A small downside, but it still is a great book to

learn many different types of action especially battle moves.

after getting the first three volumes of this series i admit to being a bit over-expectant of this volume. not to mention i am also guilty of judging it by its cover. as usual it starts off with some useful information about movement or anything it could be covering in this book, which i like very much and has very useful tips. however towards the part of the book where it begins to have illustrations of kicks and punches and stuff, i was utterly disapointed. the cover suggests that the book contains something on sword fighting or knife-fighting, or graceful battles, but was completly off. the battles in this book are like street fights, something i was totally not interested in. All it has is overly-masculine people throwing elbow jabs and drop kicks. there is an even distribution of girls and boys in this book, but none of them seem to be at all related to the kind of battles on the cover or back page. i suggest before buying this book you understand it will NOT give that many battle moves. it never even touches upon knives or swords. and pretty much the only action moves are people going from a walk to a run.

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