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# Whoosh! 250 Ways To Get Motion Into Your Drawings



## Synopsis

The best cartoonists jam-pack their work with action that moves the story along. So how do you capture this kind of motion in your work? *Whoosh! 250 Ways to Get Motion into Your Drawings* can help. Cartoonist and illustrator Carlos Gomes Cabral shares his tips and tricks to help you create attention-grabbing drawings that practically leap off the pages. It's all in the details: sometimes simplicity, rhythm, the position of a shadow, the use of a speed line, or even an exaggerated expression can make all the difference. Cabral walks you step-by-step through 250 fantastic techniques, including:

- The importance of a good silhouette
- Using lines of action to help create character
- How to use basic shapes to suggest movement
- The best positions to increase drama in a scene
- How to tell a compelling narrative with art alone

And if all that isn't enough, ten great artists share their trademark secrets for bringing their own drawings to life! Whether you work digitally on a computer or at a drawing table with a good old-fashioned pencil, this book will help you develop the skills you need to create movement and drama—and take your dynamic drawing skills to a whole new level.

## Book Information

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Average Customer Review: 5.0 out of 5 stars [See all reviews](#) (5 customer reviews)

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## Customer Reviews

I can't recommend this book enough! The artwork is absolutely stunning and there are so many useful tips that you end up wishing that the last page never arrives. I've been following Carlos for a while and he's by far my favorite artist. Also, the book is filled with tips from other awesome artists, which makes the experience even more delightful. One thing I found very different from other books is that this is an image-oriented book. Every page has, at least, three drawings! Love, love, love this book. A must have for illustrators and storytellers.

A good book with a misleading title. The title leads you to believe it is a compilation of 250 techniques for advanced artists to inject a better sense of movement and dynamics into their work. But instead it is basically a great PRIMER for those looking to get into learning 2d illustration. I say primer because it only touches on each of the basic and later advanced skills necessary to be a successful sequential art illustrator. The book itself cannot give you much more than basic knowledge of what you will NEED to learn in order to inject motion into your illustrations. IF you own ZERO books on 2d illustration this book would be excellent in pointing you towards the TYPE of books or classes you will need to buy/take in order to be a successful illustrator.

I buy more books on watercolor, illustrating and cartooning than I should. One reason for this is most books only have a limited amount of insight. Some only deal with one or two styles. This book has the pages jam-packed with ideas and ways to think about adding action to your comics. Although it assumes you have some drawing skills, it does give you wee bit of advice on the basics at the front. The rest of the book is quickly dedicated to motion and movement. It scores bonus points for including tips from several published artists. You can thumb to any page at random and get inspired. Not to many books do that. BUY THE BOOK!

Woosh is a book that use to help add action lines into my comics and drawings. A definite gem for comic book artists.

Great book on making better comics.

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