

Proporzioni E Canoni Anatomici Stilizzazione Dei Personaggi

Jenean Morrison has followed the same winning recipe from Volume 1 of the Pattern and Design Coloring Book. Volume 2 contains repeat patterns, florals, geometrics, paisleys and abstract prints, on the FRONTS of pages only! Coloring difficulty ranges from easy to quite challenging, so colorists of all ages will love these designs!

Il volume, pubblicato nell'ambito delle celebrazioni per il 450° anniversario della morte di Michelangelo (Caprese Michelangelo, 1475 - Roma, 1564) offre un interessante percorso per comprendere l'influenza di Michelangelo nelle arti visive, nell'architettura e nel design nel corso del Novecento. Attraverso numerosi saggi critici, viene illustrato il progressivo abbandono della retorica fiorita attorno all'artista fino agli anni quaranta, improntata a un eroico titanismo, sottolineando come il linguaggio di Michelangelo abbia assunto man mano un significato esistenziale, offrendosi anche come esempio formale per la politica della ricostruzione, fino a riacquistare lo status di un vero e proprio mito nazionale a ridosso dei festeggiamenti per il centenario dell'unificazione italiana. In questo contesto, il volume da conto delle celebrazioni che si svolsero nel 1964 e nel 1975 in occasione dei centenari michelangeloeschi, e i dei restauri che portarono al rifiorire di Casa Buonarroti. Accanto a una scelta di disegni di Michelangelo, e presentata una ricca selezione di opere di artisti del Novecento e contemporanei. Completa il volume una bibliografia aggiornata.

Most figure drawing books tend to avoid anything remotely sensual, let alone risqué or provocative. That's not this book! Intended for both experienced and beginner manga, hentai and comic book artists, Drawing the Female Figure will teach you the tricks of the trade when it comes to creating female characters with serious sex appeal. Learn how to master a shapely figure, add personality, gesture and movement, and accurately portray the special characteristics of the female form. Annotated drawings -- from sketches to finished designs -- and detailed instructions from a master manga illustrator explain step by step how to draw the body, face, hairstyles, underwear, cleavage, boobs, and much ?more. You'll also learn how to create a variety of different poses and angles for your characters. A book full of inspiration to help you develop your skills, build your confidence, and most importantly, get you drawing!

Account of travels of Carl von Linne in Lapland in 1732; includes descriptions of Lapps and of flora.

Splendors and Miseries of the Brain

An Introduction to the Prehistory of Europe c.2000-700 B.C.

Rules for Drawing Caricaturas

Raffaello Borghini's Il Riposo

An Essential Reference for the Practicing Artist

A Guide to Innovation, Invention, Imagination, and Creativity

In a fascinating work of history, Jonathan Sumption brings alive the traditions of pilgrimage prevalent in Europe from the beginning of Christianity to the end of the fifteenth century. Vividly describing such major destinations as Jerusalem, Rome, Santiago de Compostela and Canterbury, he examines both major figures - popes, kings, queens, scholars, villains - and the common people of their day. With great sympathy he evokes their achievements and failures, and addresses the question of what motivated such extraordinary quests.

George Brant Bridgman (1865-1943) was a Canadian-American painter, writer, and teacher in the fields of anatomy and figure drawing. Bridgman taught anatomy for artists at the Art Students League of New York for some 45 years. Constructive Anatomy: Illustrated by George B. Bridgman. Excellent book of anatomical drawing instruction. Ideal for beginning to intermediate artists, begins with instruction on drawing hands and works its way through the human body giving detailed instruction on how to draw realistic human figures. The drawings that are presented here show the conceptions that have proved simplest and most effective in constructing the human figure. The eye in drawing must follow a line or a plane or a mass. In the process of drawing, this may become a moving line, or a moving plane, or a moving mass. The line, in actual construction, must come first; but as mental construction must precede physical, so the concept of mass must come first, that of plane second, that of line last. Masses of about the same size or proportion are conceived not as masses, but as one mass; those of different proportions, in respect to their movement, are conceived as wedging into each other, or as morticed or interlocking.

This volume offers a brand-new "sketching to plan" tin can crammed full of sketching fundamentals for you to use when creating your own manga, as well as suggestions and ideas to help your artwork improve. This book is a brilliantly condensed can of artwork, jam-packed with a wide range of styles, ranging from renditions that are realistic without being slavishly naturalisitc to stylized "abstracted" and "exxagerated" renditions.

Raffaello Borghini's Il Riposo (1584) is the most widely known Florentine document on the subject of the Counter-Reformation content of religious paintings. Despite its reputation as an art-historical text, this is the first English-language translation of Il Riposo to be published. A distillation of the art gossip that was a feature of the Medici Grand Ducal court, Borghini's treatise puts forth simple criteria for judging the quality of a work of art. Published sixteen years after the second edition of Giorgio Vasari's Vite, the text that set the standard for art-historical writing during the period, Il Riposo focuses on important issues that Vasari avoided, ignored, or was oblivious to. Picking up where Vasari left off, Borghini deals with artists who came after Michaelangelo and provides more comprehensive descriptions of artists who Vasari only touched upon such as Tintoretto, Veronese, Barocci, and the artists of Francesco I's Studiolo. This text is also invaluable as a description of the mid-sixteenth century reaction against the style of the 'maniera,' which stressed the representation of self-consciously convoluted figures in complicated works of art. The first art treatise specifically directed toward non-practitioners, Il Riposo gives unique insight into the early stages of art history as a discipline, late Renaissance art and theory, and the Counter-Reformation in Italy.

Re Figured

Sketching Manga-style: Sketching to plan

Create impressive comics and Manga art in world-class graphics software, 2nd Edition

A Social and Political History

How to Draw: Manga Boys

A beginner's guide to creating compelling comics and manga art

Offers step-by-step illustrations teaching techniques for drawing a selection of male manga characters displaying a variety of poses and expressions.

Splendors and Miseries of the Brain examines the elegant and efficient machinery of the brain, showing that by studying music, art, literature, and love, we can reach important conclusions about how the brain functions. discusses creativity and the search for perfection in the brain examines the power of the unfinished and why it has such a powerful hold on the imagination discusses Platonic concepts in light of the brain shows that aesthetic theories are best understood in terms of the brain discusses the inherited concept of unity-in-love using evidence derived from the world literature of love addresses the role of the synthetic concept in the brain (the synthesis of many experiences) in relation to art, using examples taken from the work of Michelangelo, Cézanne, Balzac, Dante, and others

A hands-on guide to perspective provides exercises designed to make drawing perspective effortless and easy.

The earliest rock art◊in the Americas as elsewhere◊is geometric or abstract. Until◊Early Rock Art in the American West,◊however, no book-length study has been devoted to the deep antiquity and amazing range of geometrics and the fascinating questions that arise from their ubiquity and variety. Why did they precede representational marks? What is known about their origins and functions? Why and how did humans begin to make marks, and what does this practice tell us about the early human mind? With some two hundred◊striking◊color images and◊discussions◊of chronology, dating, sites, and styles, this pioneering investigation of abstract geometrics on stone (as well as◊bone, ivory, and shell)◊explores its wide-ranging subject from the perspectives of ethnology, evolutionary biology, cognitive archaeology, and the psychology of artmaking. The authors◊ unique approach instills a greater respect for a largely unknown and underappreciated form of paleoart, suggesting that before humans became◊Homo symbolicus◊or even◊Homo religiosus, they were mark-makers◊Homo aestheticus.

The Historic Urban Landscape Approach and the Future of Urban Heritage

The Wit & Wisdom of Tyrion Lannister

How to See It, how to Apply it

Modern Japan

The Bronze Age in Europe

— *in* *Two Volumes*

Travel as a concept is universally attractive and the opportunities for fun, engaging branding and marketing in this sector are arguably limitless. Glamour and appeal aside, travel is a hugely competitive, multi-million pound industry and marketers of all sectors can learn important lessons from it. Catering for mass consumer travel, from business travel and adventure travel, to specialist and niche technology as they have by the changing habits and desires of travellers themselves. The Escape Industry presents an expert view of travel marketing and branding, focusing particularly on how travel has been utterly transformed for both consumers and providers since the beginning of the 21st century. Mark Tungate focuses on some of the travel industry's most famous brands and shares how they have survived the digital transition. Tungate traces the evolution of this fascinating industry, from nineteenth century trailblazers such as Thomas Cook and The Ritz, to today's innovations such as TripAdvisor, Couchsurfing and Airbnb, and explores the branding secrets that have enabled them to survive. A lively read full of incidents, anecdotes, unexpected encounters and a ground-breaking report from the final frontier. Includes a checklist of 100 essential travel tips.
Offers step-by-step instructions on painting five different types of dogs and puppies along with six pull-out reusable tracings.

English summary: Salvatore Romano (1875-1955) was one of the most important art collectors of the early twentieth century. In 1946, as homage to the city that had become his home, he offered his collection to Florence. Romano himself, along with his son, determined the exhibition of the different objects, juxtaposing famous works with pieces by anonymous medieval craftsmen, often from the thirteenth century. The exhibition was a success. Descriptions provided in this volume provide a useful guide to the museum and its collection. Appendix with English translation Italian description: Salvatore Romano (1875-1955) fu uno dei massimi cultori d'arte della prima metà del Novecento. Nel 1946 donò a Firenze, la città che lo aveva ospitato fin dal 1924, un nucleo coerente di oggetti, come contributo morale e culturale alle profonde ferite della guerra. L'esposizione fu un successo. Le descrizioni fornite in questo volume forniscono una guida utile al museo e alla sua collezione. Appendice con la descrizione in italiano. Glossario, biografie degli artisti e un ricco apparato arricchiscono il volume. Appendix with English translation

The Roman statesman, philosopher and playwright Lucius Annaeus Seneca dramatically influenced the progression of Western thought. His works have had an unparalleled impact on the development of ethical theory, shaping a code of behavior for dealing with tyranny in his own age that endures today. This Companion thoroughly examines the complete Senecan corpus, with special emphasis on the letters to Lucilius. The authors place Seneca in the context of the ancient world and trace his impressive legacy in literature, art, religion, and politics from Neronian Rome to the early modern period. Through critical discussion of the recent proliferation of Senecan studies, this volume compellingly illustrates how the perception of Seneca and his particular type of Stoicism has evolved over time. It provides a comprehensive survey of Seneca's works, including the classics, comparative literature, history, philosophy and political theory, as well as general readers.

Fondazione Salvatore Romano

Evan Penny

With an Essay on Comic Painting

The Cambridge Companion to Seneca

Early Rock Art of the American West

La scultura italiana del XXI secolo

Beauty and ugliness are two sides of the same coin; by ugliness we usually mean the opposite of beauty and we often define the first in order to understand the nature of the second. But the various depictions of ugliness over the centuries are richer and more unpredictable than is commonly thought. The striking images and anthological quotations in On Ugliness lead us on an extraordinary journey through the passions, terrors and nightmares of almost three thousand years, where acts of rejection go hand in hand with touching instances of empathy, and an aversion to deformity is accompanied by seductive violations of all classical canons. With his characteristic wit and erudition, Umberto Eco draws on examples in art and literature from ancient times to the present day. Abundantly illustrated with demons, madmen, vile enemies and disquieting presences, with freaks and the living dead, On Ugliness is conceived for a vast and diverse readership, and is an invaluable companion volume to On Beauty.

Ranging from the Tokugwa period to the present day, this text provides a concise and fascinating introduction to the social, cultural and political history of modern Japan. Tipton covers political and economic developments and shows how they relate to social themes and developments. Her survey covers traditional political history as well as areas growing in interest: gender issues, labor conditions and ethnic minorities.

The history of totalitarian states bears witness to the fact that literature and print media can be manipulated and made into vehicles of mass deception. Censorship and Literature in Fascist Italy is the first comprehensive account of how the Fascists attempted to control Italy's literary production. Guido Bonsaver looks at how the country's major publishing houses and individual authors responded to the new cultural directives imposed by the Fascists. Throughout his study, Bonsaver uses rare and previously unexamined materials to shed light on important episodes in Italy's literary history, such as relationships between the regime and particular publishers, as well as individual cases involving renowned writers like Moravia, Da Verona, and Vittorini. Censorship and Literature in Fascist Italy charts the development of Fascist censorship laws and practices, including the creation of the Ministry of Popular Culture and the anti-Semitic crack-down of the late 1930s. Examining the breadth and scope of censorship in Fascist Italy, from Mussolini's role as 'prime censor' to the specific experiences of female writers, this is a fascinating look at the vulnerability of culture under a dictatorship.

This is a how-to guide to the essential techniques for capturing fantastic buildings, alien architecture, alternate realities, and ancient citadels. Exploring different media - traditional and digital - this text takes you step-by-step through the techniques you need for turning your own ideas into finished art.

The Escape Industry

Censorship and Literature in Fascist Italy

Constructive Anatomy

The Acrylic Artist's Handbook

Lachesis Lapponica

Reconnecting the City

Discover the tools to tell your own manga story with Clip Studio Paint and develop your digital drawing skills
Key FeaturesA helpful guide to gain a clear understanding of Clip Studio Paint and create your own manga stories with key images printed in colorLearn to put CSP into practice by implementing it in real-world drawing scenariosDiscover how to apply digital drawing techniques to your creation using CSPBook Description
Clip Studio Paint is a versatile digital painting program for creating manga and illustrations, helping artists expand their digital portfolio. This software is packed with tools that make panel laying, speech adding, toning, and editing much easier. This easy-to-follow guide is clearly divided into chapters covering drawing tools, interface customization, and using various visual effects so you can focus on specific techniques in detail one at a time. Learn Clip Studio Paint is a comprehensive introduction for those who are new to Clip Studio Paint that will have you up to speed in no time. You'll start by experiencing what it's like to create manga digitally and find new ways to shape your drawing. Next, using practical tips and rich visual references, the book shows you how to apply techniques to your creations, giving you the opportunity to expand your range of visual expression. As you advance, you'll explore how to create special effect brushes using an in-depth example, along with discovering how to color, blend, and edit your art digitally. Finally, you'll find out how to print, use the Clip Studio Paint Assets, and learn how to create unique and inspiring art that stands out from the rest. By the end of this Clip Studio Paint book, you'll have gained a clear understanding of its tools and be able to start telling your own manga story using your improved digital drawing skills. What you will learnExplore Clip Studio Paint and create your own manga storiesFamiliarize yourself with the CSP ecosystemUse Clip Studio Paint Pro's inking tools and find ways to customize your artExplore the flexibility of the brush engine in Clip Studio Paint ProUse palettes to generate colors between foreground and background colorsFind out alternative ways of coloring your manga art using black, white, and greyDiscover how to use layer blending to add textures to your imagesWho this book is for If you're just starting out as a digital artist or want to switch to Clip Studio Paint from a different graphics software package, then this book is for you. Those with no prior knowledge of digital art or intermediate-level users looking to explore the unique features of Clip Studio Paint will also find this book useful.

Historic Urban Landscape is a new approach to urban heritage management, promoted by UNESCO, and currently one of the most debated issues in the international preservation community. However, few conservation practitioners have a clear understanding of what it entails, and more importantly, what it can achieve. Examples drawn from urban heritage sites worldwide - from Timbuktu to Liverpool Richly illustrated with colour photographs Addresses key issues and best practice for urban conservation

"Learn to use and enjoy this wonderful but underrated painting medium."--Back cover.

Evan Penny makes the kind of sculpture that is so realistic, so detailed and so obviously a display of skill that it literally stops people in their tracks.But this alone isn't why the artist's work grabs a viewer, holds onto their gaze and then begins to choreograph their movements around the solid objects he has planted in their space.Penny's standing nude figures and portrait heads invite you to stare, to examine every wrinkle, bump, fleshy imperfection and intimate crevasse.Penny's lifelike figures, modelled with great craftsmanship out of aluminium, silicone, epoxy resin and pigments, have a physical, highly sensuous presence.Nevertheless, they seem artificial. The work reflects on how the human image is presented by modern technologies such as photography, electronic image editing, offset printing and 3D scanning.English, German and Italian text.

Dogs & Puppies in Acrylics

How to Draw and Paint Fantasy Architecture

The Geometric Enigma

On Ugliness

La Mosa i que

Tending to Illustrate Some Districts, which Have Not Been Described by Mr. Eustace, in His Classical Tour : in Two Volumes

Music is rooted in the heart of Western culture. The absence of music from the usual publications of medieval history and history of art of the Middle Ages is understandable, considering the rarity of sources. And yet, throughout the last decades, an intense activity of historico-musicological research has been carried out internationally by a select group of specialized scholars. The ambitious goal of this work is to set medieval music within its historical and cultural context and to provide readers interested in different disciplines with an overall picture of music in the Middle Ages; multi-faceted, enjoyable, yet scientifically rigorous. To achieve this goal, the most prominent scholars of medieval musicology were invited to participate, along with archaeologists, experts of acoustics and architecture, historians and philosophers of medieval thought. The volume offers exceptional iconography and several maps, to accompany the reader in a fascinating journey through a network of places, cultural influences, rituals and themes.

Offers advice on how to make use of the functions of both sides of the brain to improve creativity and develop problem-solving abilities

Take your comics and illustrations to the next level with the powerful art tools in Clip Studio Paint 1.8 Key FeaturesOvercome “interface overwhelm” with a practical breakdown of the Clip Studio interfaceComprehensive guide on the Clip Studio Paint with detailed coverage of all the tools and concepts of designing comics Streamline your workflow to create faster and easier using Clip Studio’s featuresBook Description Clip Studio Paint, the successor to Manga Studio, is used by over four million illustrators and comic creators around the world. This book will guide you through every step of learning this software, from system requirements and installation, all the way through to exporting your work for print or the web. Learn how to create new documents, customize tools to fit your working style, use ruler tools to create anything from straight lines to intricate backgrounds, add 3D elements, create comic panels using the specialized panel tools, utilize screentones and materials, add text and word balloons to your comics, create sound effects, easily flat and color your comics using reference layers, and bring your drawings to life using the animation features. By the end of this book, you will be able to navigate the Clip Studio Interface and program preferences, customize the various tools, and be able to create your own black-and-white and color illustrations and comics from start to finish. What you will learnUnderstand the differences between Clip Studio Paint Pro and EXDiscover how to navigate and customize the user interface Creating custom tools that fit your unique style of illustrationUsing the ruler tools to create intricate perspective shots and complex symmetryDiscover how to use 3D elements in your workLearn how to create lettering and word balloons to bring your comic stories to lifeUnderstand the process of digital art creation from pencils to inks to colorUnderstand how to use the animation tools available in Clip Studio PaintWho this book is for If you are a beginning digital artist or are switching to Clip Studio from another graphics software, this book is for you. This book is excellent for those with no knowledge of digital art up to intermediate users looking to explore the unique features of Clip Studio Paint.

Provides basic shapes and other techniques of cartooning, followed by illustrated, step-by-step instructions for drawing cartoon villains, superheroes, manga characters, and more.

Pattern and Design Coloring Book

Dialogo Di Pittura

Draw Manga!

Champ Fleury

A Guide for Manga, Hentai and Comic Book Artists

Drawing Perspective

This book provides an account of the development of European culture and society during the Bronze Age, the time span between c. 2000 and 700 BC. It was a period of remarkable innovation, seen for instance in the development and growth of metallurgy as a major industry, the spread of trading contacts, the origins of urbanism and the beginnings of social stratification. The study is divided chronologically into two, the earlier and later Bronze Age, giving a clear picture of the nature of the radical changes which occurred in the period as a whole. The geographical area covered, from the Atlantic shores across Europe into the Soviet Union and from northern Scandinavia to the Mediterranean, is too vast to be taken as one unit, and has been broken down into five regions; each is discussed in terms of settlement form, burial practices, ritual and religious sites, material culture, economic and social background, and trading patterns. The book describes and develops common themes that link together the different areas and cultural groups, rather than taking the typographical approach often adopted by Bronze Age specialists, and uses the results of radiocarbon dating to establish an objective chronology for the period. The text is generously illustrated and fully documented with radiocarbon dating tables and extensive bibliography. Our understanding of Bronze Age Europe is still increasing, but no other book of this scope had been written before this, in 1979. It is a major study of its time of interest to anyone looking beyond popular accounts of the day.

This book showcases the best and most humorous quotes from George R.R. Martin’s favourite character Tyrion Lannister, the worldly, jaded, funny, highly intelligent, cynical, womanizing star of the books. A perfect stocking-filler for every fan of the books, and of HBO’s award-winning television series.

Proporzioni e canoni anatomici. Stilizzazione dei personaggiDrawing the Female FigureA Guide for Manga, Hentai and Comic Book Artists

Michelangelo e il Novecento

Proporzioni e canoni anatomici. Stilizzazione dei personaggi

Historical Atlas of Medieval Music

The History of Napoleon

Drawing on the Artist Within

How Iconic and Innovative Brands Built the Travel Business