

The Explorers Guide To Drawing Fantasy Creatures

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HeartDrawing Nature for the Absolute
BeginnerFantasy World-BuildingMythical BeastsThe
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ExplorerThe Curious Explorer's Guide to the
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JourneyThe Explorer's Guide to Drawing Fantasy
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Explorer's Guide to Drawing Fantasy
CreaturesExplorers' Sketchbooks

Native

Learn to draw mythical and fantasy beasts with
3dtotal Publishing's essential compendium of 30

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different fantasy creatures.

The Lost Words

From Boston Globe–Horn Book Award winner Katherine Rundell comes an exciting new novel about a group of kids who must survive in the Amazon after their plane crashes. Fred, Con, Lila, and Max are on their way back to England from Manaus when the plane they're on crashes and the pilot dies upon landing. For days they survive alone, until Fred finds a map that leads them to a ruined city, and to a secret.

New Solutions for the Heart

A dragon artist's guide to better drawing Magnificent and powerful creatures, these dragons be, with bone-crushing jaws and razor-sharp teeth, it's difficult to tell whether you're dealing with a hotheaded nature or a wise and benevolent beast. Therein lies the trouble with drawing them from life. Make your dragon portraits more authentic (while avoiding loss of life and limbs) with the help of this guide. A follow-up to the fiercely popular DragonArt, this book features ALL NEW dragons and EVEN MORE detailed dragon anatomy instruction. 60+ step-by-step demonstrations cover a variety of dragons, including medieval, fairy and sea-dwelling varieties In-depth advice for drawing every part of the beast—eyes, ears, horns, wings, scale patterns, limbs and more Extra tips and tricks provided by your dragon guide, Dolosus It's everything you need to draw a variety of dragons—from enormous, ancient beasts with broken

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scales and fractured horns, to sleek, sinuous creatures with leathery skin and fancy frills. So steel your heart, prepare your trusty inking pen, and venture forth, brave artist—unleash the ferocious, extraordinary, original beasts that dwell within your fiery imaginings!

Drawing Nature for the Absolute Beginner

Shows readers how to draw stick figures and create their own unique stick world—art that is accessible and easily conveyed online through social media. Original.

Fantasy World-Building

Adventure, danger, and a thrilling global mission await 12-year-old Cruz Coronado as he joins an elite school for explorers. Cruz leaves his tranquil home in Hawaii to join 23 talented kids from around the globe to train at the Explorer Academy with the world's leading scientists to become the next generation of great explorers. But for Cruz, there's more at stake. No sooner has he arrived at the Academy than he discovers that his family has a mysterious past with the organization that could jeopardize his future. In the midst of codebreaking and cool classes, new friends and augmented reality expeditions, Cruz must tackle the biggest question of all: Who is out to get him, and why? Readers can get in on the excitement with puzzles and codes embedded throughout.

Mythical Beasts

Creatures in fantastic tales have captured people's imaginations for hundreds of years. Now fantasy fans can bring their imaginations to life and discover their inner artist by learning to draw their favorite fantastic creatures. Simple, step-by-step instructions teach readers to draw orcs, goblins, hags, and several other wicked creatures.

The Atlas Obscura Explorer's Guide for the World's Most Adventurous Kid

Native is about identity, soul-searching, and the never-ending journey of finding ourselves and finding God. As both a citizen of the Potawatomi Nation and a Christian, Kaitlin Curtice offers a unique perspective on these topics. In this book, she shows how reconnecting with her Potawatomi identity both informs and challenges her faith. Curtice draws on her personal journey, poetry, imagery, and stories of the Potawatomi people to address themes at the forefront of today's discussions of faith and culture in a positive and constructive way. She encourages us to embrace our own origins and to share and listen to each other's stories so we can build a more inclusive and diverse future. Each of our stories matters for the church to be truly whole. As Curtice shares what it means to experience her faith through the lens of her Indigenous heritage, she reveals that a vibrant spirituality has its origins in identity, belonging, and a sense of place.

Dragon Draw

Unleash the Beasts! For millennia historians, artists and scientists have chronicled their ideas and discoveries of mythological and magical monsters in encyclopedias known as bestiaries. From Asia to America, Japan to the jungles of South Africa, the vast menagerie of exotic and legendary creatures has populated the imaginations of all cultures for centuries. Beautifully illustrated and fantastically detailed, *Dracopedia: The Bestiary* is a modern, but no less unsettling reimagining of the ancient version. It is an A-to-Z artist's guide to animals of the legendary world. Some, like the griffin and yeti, may be familiar to you. Others--like the enigmatic questing beast and ferocious mantichore--may seem new and strange. Some may even haunt your dreams. Inside the bestiary, you will find: Secrets of each animal's evolution--origins, habitat, anatomy, diet and more. Fantastic illustrations created using pencil sketches and digital coloring. Four-stage demonstrations taking you from concept and design to under-painting and finishing details. By drawing on the forms and features of more pedestrian animals, you'll learn how to give shape to the bizarre creatures that roam the depths of your imagination, adding to the bestiary of the ages.

DragonArt Fantasy Characters

If you love dragons, magic is in the air! Learn to create your own dragons in a uniquely fun style. Author Piper Thibodeau walks you through drawing

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basics and how to design a dragon character, then gives you everything you need to know to detail and color your dragon. Includes instruction for both traditional and digital artists. A final start-to-finish demonstration takes you through all the steps for one dragon design.

Drawing Fantasy Creatures

Young artists can learn to draw top-quality artworks and laugh-out-loud comic strips in this easy-to-follow guide to cartoon art. Adam Clay provides a comprehensive overview of the whole cartooning process - from telling how readers how to develop their own style, through to how to put the finishing touches to their own comic strips. Topics include: • Body Basics • Animal Antics • Developing Characters • Pencils! Colour! Action! • On Location • Comic Strips. Handy reference charts are included to help draw especially tricky things such as hands, feet, movement lines and emotions. It also features a special FX section, including explosions, fight clouds and sound effects, to bring dynamic artwork to life!

Dare to Sketch

Return to the golden age of adventure with this gorgeously wrought, action-packed, globetrotting tale that combines the bravura storytelling of Kipling with the irresistible, illustrative style of Hergé's Adventures of Tintin. Behind the staid public rooms of an old world gentlemen's club operates a more mysterious organization: The Explorers Guild, a clandestine group

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of adventurers who bravely journey to those places in which light gives way to shadow and reason is usurped by myth. The secrets they seek are hidden in mountain ranges and lost in deserts, buried in the ocean floor and lodged deep in polar ice. The aim of *The Explorers Guild*: to discover the mysteries that lie beyond the boundaries of the known world. This beautifully produced combination graphic novel and adventure tale, set against the backdrop of World War I, concerns the Guild's quest to find the golden city of Buddhist myth. The search will take them from the Polar North to the Mongolian deserts, through the underground canals of Asia to deep inside the Himalayas, before the fabled city finally divulges its secrets and the globe-spanning journey plays out to its startling conclusion. "With its colorful cast, exotic locales, and intertwined fates, the book slowly addicts. A rousing throwback whose spinning plates never stop, even at the end," (Kirkus Reviews), *The Explorers Guild* is perfect for fans of the adventures of J.J. Abrams and C.S. Lewis.

Pocket Art: Portrait Drawing

Although cardiac surgery has made an enormous progress during the last decades, the discipline has to cope with essential changes: Patients are increasingly cared for by cardiologists and therefore referred to the surgeon in a later stage of disease. Consequently, they are more often in an increasingly serious state or in advanced age with significant comorbidities. In order to meet the requirements of these different patient groups, cardiosurgical treatments require

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special protectional strategies for the heart in order to perform the planned operations safely. This book presents the latest knowledge of modern techniques of myocardial protection taking into consideration the different patient groups and current scientific strategies. Furthermore, it discusses present and future scientific approaches in myocardial protection and preservation.

Stick Sketch School

"Simple, step-by-step instructions teach readers how to draw a wide variety of fantasy creatures, including background information about each"--

You Can Draw Manga Chibis

Give life to the beings that roam your imagination! Dragons may terrorize fantasy worlds, but they need peasants to munch on heroes to confront elegant elves, shrewd sorcerers and dreaded demons to battle. Following on the wings of the ferociously popular DragonArt, this book shows you how to conjure up your own fantasy realms by drawing inspiration from fairy tales, legends and (if you dare) things that go bump in the night. • Breathe the life into your beings by basing them upon fundamental human anatomy—proportions, facial expressions and gender-specific characteristics. • Color-coded, step-by-step demonstrations (simple enough that even the dullest of dwarves could follow along!) show you how to create a sordid cast of creatures, including goblins, orcs, sprites, angels, mermaids, centaurs, vampires,

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werewolves, banshees and more. • Accessorize each being by tailoring them with tusks, wings, hooves, daggers, armor and various apparel, from the fine garb of nobles to peasant rags. Copy each being as-is. Or, better yet, follow your own twisted imaginings to conjure up creatures from fantastic lands.

Atlas Obscura

Packed with helpful photographs, hundreds of techniques, and loads of expert instruction, *The Complete Book of Poses for Artists* is the perfect resource for artists of all skill levels. The human figure is one of the most difficult subjects to capture in drawing. *The Complete Book of Poses for Artists* combines photographs and illustrations that demonstrate how to accurately render the human form in hundreds of realistic poses using a variety of drawing media, including graphite pencil, charcoal, and pastel. The book guides artists through the process of drawing the human figure as it pertains to anatomy, proportions, volume, mass, gesture, movement, and expression. From there, the book reveals how these characteristics come together using light, shape, line, and form to accurately depict the human figure in a variety of everyday poses, including standing, sitting, reclining, and action. Each section features color photographs of people in several "core" poses (e.g., sitting, reclining, and action), as well as multiple variations of those poses. Step-by-step artist illustrations demonstrate how to render the core pose, whereas illustrations and professional tips demonstrate how to turn the core

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pose into a new variation. In addition, step-by-step drawing instructions and techniques demonstrate how to capture realistic poses as they differ from one person to the next across a range of human characteristics, such as age (child, teen, adult, senior citizen); body type (ectomorph, mesomorph, endomorph); gender; and activity (e.g., athlete, dancer, etc.). Packed with helpful photographs, hundreds of techniques, and loads of expert instruction, *The Complete Book of Poses for Artists* is the perfect resource for artists of all skill levels-and one that will be referred to over and over again.

Dragonart

When artists and designers explore or create a fictional setting, the milieu must be completely fleshed out, explained, and designed. In this book, comic and gaming art veteran Mark A. Nelson explores and demonstrates his methods for fashioning visually stunning, believable environments for fantasy creatures and characters. Scores of images and step-by-step examples illustrate how variation and experimentation lead to fresh, original designs for otherworldly beings, their environments, and their stories. Nelson discusses how to find ideas and borrow from history to add the strength of realism to a fantasy world. In describing the best ways to establish a habitat, he offers specifics about climate, terrain, flora, and wildlife. He shares insights into founding societies in terms of their means of survival, manner of warfare, spiritual practices, style of dress, and levels of technology. All visual creatives who work

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with imaginative material — illustrators, comic artists, and writers — will take a lively interest in this source of inspiration and practical knowledge.

The Explorers Guild

Features selections from the sketchbooks of forty artists, illustrators, and designers that capture their travels around the world in drawings and paintings.

Dungeons and Drawings: An Illustrated Compendium of Creatures

A beautiful, hardback, peep-inside guide to the Moominhouse - the perfect gift for Moomin fans young and old. Welcome to the Moominhouse! Full of secrets and extraordinary creatures, the curious explorer is rewarded by magical discoveries Little My is looking for her friend Moomintroll - where can he be? Help her as she searches through the Moominhouse from the cellar to the rooftop, and meet the most magical characters along the way. A beautiful and intricate peep-inside book based on the original stories and artwork of Tove Jansson.

How to Draw Orcs, Goblins, and Other Wicked Creatures

Renowned Japanese manga artist, international instructor, and illustrator of the Wedding Peach series Nao Yazawa guides you step by step through all phases of manga drawing, from developing characters to creating a story line and story boards.

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With this detailed guide, learn every aspect of how to draw manga, including poses, movement, perspective, and props. Starting with rough sketches, you'll learn to add ink, coloration, special effects, and finishing touches to create dynamic manga characters and stories. You'll also find tips on how to give your characters lively facial expressions and how to create backgrounds with simple perspective. Learn authentic manga drawing from a manga master.

Clueless in Tokyo

NEW YORK TIMES BEST SELLER Named a Fall Read by Vogue, Esquire, The Washington Post, TIME, Vanity Fair and O, the Oprah Magazine. One of Daily Mail and Financial Times's Best Books of 2018. "There are very, very few people who occupy the ground that Leonard Cohen walks on." —BONO The Flame is the final work from Leonard Cohen, the revered poet and musician whose fans span generations and whose work is celebrated throughout the world. Featuring poems, excerpts from his private notebooks, lyrics, and hand-drawn self-portraits, The Flame offers an unprecedentedly intimate look inside the life and mind of a singular artist. A reckoning with a life lived deeply and passionately, with wit and panache, The Flame is a valedictory work. "This volume contains my father's final efforts as a poet," writes Cohen's son, Adam Cohen, in his foreword. "It was what he was staying alive to do, his sole breathing purpose at the end." Leonard Cohen died in late 2016. But "each page of paper that he blackened," in the words of his son, "was lasting evidence of a burning soul."

The Nature Explorer's Sketchbook

What did Noah's Ark really look like? Who was David and whom did he fight? What would it look like if you lived in Jerusalem in the 1st century? Get up close and personal with everyday life during Bible times through photos, maps, and illustrations of the people, places, and buildings of the Bible. From ancient customs and photos of ancient artifacts, to major festivals, customs, and 1st century food—each two-page spread is filled with images and drawings that help bring life to the people and places we could once only read about. With fascinating but brief text and full-color captivating images, this is a reference kids will come back to again and again because it is truly a one-of-a-kind Bible experience. Immerse yourself in the sights and sounds, places and tastes of Bible times ... it's a journey you will never forget! The Bible Explorer's Guide: Is packed full of 1,000 amazing facts and fascinating photos showing everyday life during Bible times Features gorgeous full-color photography of people, places, and artifacts in 1st century Jerusalem Includes a Bible timeline and a who's who section with mini-biographies of people from both the Old and New Testaments Contains sections such as "Problems and Plagues in Egypt", "Trumpets, Feasts, and Holy Days", and "Enter the Gates of the Holy City" Is a great addition to any home or school library

Manga Drawing Deluxe

This debut book in the Pocket Art series is packed with expert technical guidance on drawing realistic

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portraits in pencil and stunning, inspirational examples. London-based artist Joanna Henly (a.k.a. Miss Led) guides you through every aspect of pencil portraiture with a lively, graphic approach to instruction—demystifying the complexities of the human face with step-by-step illustrations and expert tips. Get started with a quick overview of how to set up your work space, how to hold a pencil, and tips on mark making. A section on understanding the face begins with a look at its underlying structure (the skull and muscles) and includes guidance on capturing facial relationships from different angles. Then learn to accurately draw each individual feature—eyes, ears, nose, mouth, skin tones, and hair—with illustrations of their anatomy and examples of their differing shapes. You'll also find tips on rendering the facial expressions of your subjects. The exercises demonstrate and reinforce the skills as you go, while the incredible artwork inspires and motivates. With its compact size and sturdy flexi binding, you can carry this invaluable resource everywhere you go—in your backpack, bag, or pocket.

How to Draw Cartoons

If you're looking for an escape from ordinary life, the adventure starts here. The Explorer's Guide to Drawing Fantasy Creatures brings to light a fantastic realm of creatures so elusive and remote, they can be found only in myths, nightmares, and the work of artists like you. With years of perilous creature-drawing adventures behind her, Emily Fiegenschuh leads you step by step through the entire process,

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from expressive gesture drawings to beautifully detailed artwork, right down to all the gruesome details--like how to draw the leathery wings of dragons, the Minotaur's impressive physique, and the brilliant plumage of the Hook-Legged Bodeo. • 25 step-by-step demonstrations for creating a bevy of beasts that roam air, land and sea • Important basics of drawing, proportion and perspective to help you bring believability to your creatures • Instruction for adding living, breathing color to finished sketches • Expert tips on finding inspiration, developing personalities, designing costumes, and more. Grab your sketchbook, and venture forth, if you dare. Bring to life the creatures within these pages, as well as those lurking in the shadows of your own imagination.

How to Draw Fantasy Creatures

New York Times bestseller! The Atlas Obscura Explorer's Guide for the World's Most Adventurous Kid is a thrilling expedition to 100 of the most surprising, mysterious, and weird-but-true places on earth. For curious kids, this is the chance to embark on the journey of a lifetime—and see how faraway countries have more in common than you might expect! Hopscotch from country to country in a chain of connecting attractions: Explore Mexico's glittering cave of crystals, then visit the world's largest cave in Vietnam. Peer over a 355-foot waterfall in Zambia, then learn how Antarctica's Blood Falls got their mysterious color. Or see mysterious mummies in Japan and France, then majestic ice caves in both Argentina and Austria. As you climb mountains, zip-

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line over forests, and dive into oceans, this book is your passport to a world of hidden wonders, illuminated by gorgeous art.

The Explorer

The sketchbook has been the one constant in explorers' kits for centuries of adventure. Often private, they are records of immediate experiences and discoveries, and in their pages we can see what the explorers themselves encountered. This remarkable book showcases 70 such sketchbooks, kept by intrepid men and women as they journeyed perilous and unknown environments—frozen wastelands, high mountains, barren deserts, and dense rainforests—with their senses wide open. Figures such as Charles Darwin and Sir Edmund Hillary are joined here by lesser-known explorers such as Adela Breton, who braved the jungles of Mexico to make a record of Mayan monuments. Here are profiles, expedition details, and the artwork of pioneering explorers and mapmakers, botanists and artists, ecologists and anthropologists, eccentrics and visionaries. Here is the art of discovery.

The Curious Explorer's Guide to the Moominhouse

From bestselling Landmarks author Robert Macfarlane and acclaimed artist and author Jackie Morris, a beautiful collection of poems and illustrations to help readers rediscover the magic of the natural world.

Alphamals

This sketchbook helps kids look more closely at nature and capture what they discover with pencil, pen, and paint. The Nature Explorer's Sketchbook inspires exploration, creativity and observation, with beautiful sketchbook illustrations, ideas and tips, and plenty of space for kids to draw. 20 [ages of instruction and color illustrations followed by blank pages, with more hints and examples every ten pages. A perfect tool for home schoolers, environmental education programs, STEAM programs, or to give as a gift to young artists and nature lovers. Ages 10+

Dragonart Evolution

The Bible Explorer's Guide

An inspirational, instructional, and visually stimulating guide to sketching and drawing. Dare to Sketch is filled with practical tips about which materials to use, a variety of subject matter ranging from easy to more challenging, and wisdom about overcoming creative blocks and fear of making mistakes. A whimsical beginner's guide to sketching, covering all of the important basics: what kind of notebook to buy, what drawing materials to use, ideas for subject matter, and daily exercises. Includes inviting, inspirational, and idiosyncratic tips (don't start on the first page of your sketchbook!), Dare to Sketch is gorgeously illustrated with the author's unique and contemporary

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art style.

Dracopedia The Bestiary

A perfect introduction to Japan and Japanese culture, this illustrated culture and travel guide contains loads of original drawings as well as the Japanese script for key words and phrases. Some people take photos, but artist Betty Reynolds captures memories with her paintbrush and watercolors. *Clueless in Tokyo* provides an outsider's take on everyday life in Japan's capital city—a place where vending machines talk, toilets can be terrifying, and centuries-old festivals unfold against a backdrop of space-age architecture. During the seven years Reynolds lived in Japan, she filled thirty sketchbooks with everything that caught her eye. Whether it's fashion, food, sport, transport, seasonal rituals, or Japanese pastimes, each vibrant sketch is a delight, and Reynolds' witty hand-lettered captions in both Japanese and English provide an entertaining resource for beginning learners of the Japanese language. Adult students and travelers alike will find this Japan travel guide to be a charming and insightful addition to their trip.

How to Draw Cool Stuff

If you're looking for an escape from ordinary life, the adventure starts here. *The Explorer's Guide to Drawing Fantasy Creatures* brings to light a fantastic realm of creatures so elusive and remote, they can be found only in myths, nightmares, and the work of artists like you. With years of perilous creature-

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drawing adventures behind her, Emily Fiegenschuh leads you step by step through the entire process, from expressive gesture drawings to beautifully detailed artwork, right down to all the gruesome details--like how to draw the leathery wings of dragons, the Minotaur's impressive physique, and the brilliant plumage of the Hook-Legged Bodeo. 25 step-by-step demonstrations for creating a bevy of beasts that roam air, land and sea Important basics of drawing, proportion and perspective to help you bring believability to your creatures Instruction for adding living, breathing color to finished sketches Expert tips on finding inspiration, developing personalities, designing costumes, and more. Grab your sketchbook, and venture forth, if you dare. Bring to life the creatures within these pages, as well as those lurking in the shadows of your own imagination.

Explorer Academy: The Nebula Secret (Book 1)

Have you ever experienced the peace of walking through the woods or the excitement of a storm gathering on a beach? Artwork provides the ability for us to capture those moments and share them with others. Drawing Nature for the Absolute Beginner offers a great beginner's course on drawing nature. In their fun and friendly teaching style, Mark and Mary Willenbrink show you how to realistically capture the world around you. All you need to get started are some simple supplies, basic techniques, and inspiration. From field to forest, beach or mountain, begin with a structural sketch, apply values and

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textures, and, before you know it, you'll be drawing everything you see. You'll even learn how to render favorite wildlife such as chipmunks, deer and eagles! Follow along with easy step-by-step demonstrations to draw rocks, seashells, butterflies and even more developed nature scenes. Gain a working understanding of key concepts such as perspective, value and composition. Discover simple tools and tips you can use right away to improve your art. Your artistic journey can be as pleasant as your final destination with drawing instruction meant for everyone.

The Complete Book of Poses for Artists

Whether they're beasts, spirits, demons, or even aliens, most fantasy worlds are filled with monsters. Some are harmless—many more are deadly. Luckily for the discerning adventurer, this book is here to help distinguish between the two. As a popular series sold at conventions and on Etsy, animators Blanca Martinez de Riuero and Joe Sparrow have compiled three volumes into one deluxe edition. Each creature comes with a full-color illustration, a set of simplified statistics, a description, and a history section indicating its folkloric history and the scientific phenomena that may have influenced its creation. With creatures like the Archdevil, Dryad, Fire Bat, Gold Dragon, Smoke Devil, Bomb Plant, Ettin, and Spirit Fox, any tabletop player will find the perfect creature for their next campaign.

An Illustrated Journey

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Just for Kids: You Can Draw Manga Chibis shows how to draw in the chibi style using simple steps and easy-to-find art tools. Also included are tips and techniques for designing your own chibi characters. You can draw more than 30 chibi characters with the easy, step-by-step art projects in Just for Kids: You Can Draw Manga Chibis. Also included are tips and techniques you can use to design your own characters once you are comfortable with the art style. No complicated tools are needed; you can create your own chibi art using just a pencil, pen, markers, and paper! The book opens with helpful sections on tools and materials, essential drawing techniques, color basics, and an examination of typical chibi faces and bodies. The step-by-step projects that follow will show you how to draw chibi characters of all ages in any pose and from all angles. Included are templates for practice. In between drawing projects and templates, you will take a closer look at different chibi facial expressions, eyes, hairstyles, clothes, and hands and feet. Use these pages to modify the templates to create your own characters, which you can then draw walking, jumping, dancing, falling, and flying. Tips and techniques for drawing chibi characters abound. Written and illustrated by Samantha Whitten and Jeannie Lee, Just for Kids: You Can Draw Manga Chibis is perfect for beginning and intermediate artists, lovers of manga and anime, and more. You will love creating your own manga chibi characters!

The Explorer's Guide to Drawing Fantasy Creatures

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How to Draw Cool Stuff: Holidays, Seasons and Events is a step-by-step drawing guide that illustrates popular celebrations, holidays and events for your drawing pleasure. From the Chinese New Year to April Fools' Day, Father's Day to Halloween, Christmas and New Year s Eve - this book covers over 100 fun days, holidays, seasons and events, and offers simple lessons that will teach you how to draw like a pro and get you in the spirit of whichever season it may be! The third book in the How To Draw Cool Stuff series, this exciting new title will teach you how to create simple illustrations using basic shapes and a drawing technique that simplifies the process of drawing, all while helping you construct height, width and depth in your work. It will guide you through the creative thought process and provide plenty of ideas to get you started. The lessons in this book will also teach you how to think like an artist and remind you that you are only limited by your imagination!

The Draw Any Animal Book

Delve deep into a magical world of Kev Walker, and learn how to draw 30 fascinating, beautiful and curious creatures that wander through it. A renowned comic book artist and illustrator, Kev Walker will help you master the art of sketching and illustrating a collection of marvellous beasts through his how-to-art exercises, accompanied by his fascinating advice and the techniques used by professionals like himself. From elementals that stalk you at night or the beasts that lurk beneath the water to the sand creatures that wander the lonely deserts of North Africa, there is a

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whole world of terrifyingly beautiful monsters to learn of and inspire you. Find stunning finished illustrations along with exciting ideas, hints, and practical lessons on how to recreate the monster yourself, including suggestions for adding movement and texture. From there, morph this precious-looking book into your very own sketchbook-journal and record and design your own fierce creations on the interactive pages inside. Stick and paste inspiring photographs and drawings onto the pages, work little sketches onto the plain sheets, and paint the amazing minute details that appear on your own beast's form - this will be your personal and ultimate notebook journaling your dark adventures. With dozens of imaginative illustrations to inspire, discover this captivating bestiary now and create your own inky keepsake of these legendary creatures to treasure and share.

Fantastic Creatures and How to Draw Them

"How to draw fantasy creatures is a compendium volume of illustrations taken from the How to Draw series: How to draw dragons; How to draw fairies; How to draw vampires; and How to draw monsters" -- Verso.

The Flame

Illustrated instructions will have you drawing awesome, frightening, and delightful creatures in no time.

The Explorer's Guide to Drawing Fantasy Creatures

It's time to get off the beaten path. Inspiring equal parts wonder and wanderlust, Atlas Obscura celebrates over 700 of the strangest and most curious places in the world. Talk about a bucket list: here are natural wonders—the dazzling glowworm caves in New Zealand, or a baobob tree in South Africa that's so large it has a pub inside where 15 people can drink comfortably. Architectural marvels, including the M.C. Escher-like stepwells in India. Mind-boggling events, like the Baby Jumping Festival in Spain, where men dressed as devils literally vault over rows of squirming infants. Not to mention the Great Stalacpipe Organ in Virginia, Turkmenistan's 40-year hole of fire called the Gates of Hell, a graveyard for decommissioned ships on the coast of Bangladesh, eccentric bone museums in Italy, or a weather-forecasting invention that was powered by leeches, still on display in Devon, England. Created by Joshua Foer, Dylan Thuras and Ella Morton, ATLAS OBSCURA revels in the weird, the unexpected, the overlooked, the hidden and the mysterious. Every page expands our sense of how strange and marvelous the world really is. And with its compelling descriptions, hundreds of photographs, surprising charts, maps for every region of the world, it is a book to enter anywhere, and will be as appealing to the armchair traveler as the die-hard adventurer. Anyone can be a tourist. ATLAS OBSCURA is for the explorer.

Explorers' Sketchbooks

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In the 1920s and 30s, French artist Robert Lambry (1902–1934) created a series of charming step-by-step lessons for drawing animals for a weekly children's paper. They were later compiled into a book *Les Animaux Tels Qu'ils Sont* (Animals as They Are) and now, almost 100 years later, these beautiful lineworks will guide you to drawing perfection. Lambry breaks down the process of drawing realistic animals into a series of simple shapes and lines, enabling you to recreate even the most complex creatures in just a few steps. Use the no-slip, wood-free pages to copy 100 wonderful animals—including:

- Big creatures, like an elephant, rhino, giraffe, and hippo
- Small creatures, like a snail, frog, butterfly, beetle, spider, and fly
- All kinds of birds, like a swallow, peacock, turkey, heron, and swan
- Domestic animals, like a cat, dog, chicken, and cow
- A range of wild cats, like a tiger, lynx, lion, and panther
- Ocean creatures, like a whale, lobster, and seal
- And more!

Indulge the temptation to pick up your pencil, follow these elegant examples, and learn to draw any animal the Lambry way.

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