



Whoosh! 250 Ways to Get Motion into Your Drawings

Carlos Gomes Cabral

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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.

- The importance of a good silhouette
- Using lines of action to help create character's gestures
- 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.

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