



Manga Mania Video Games: How to Draw The Characters & Environments of Manga Video Games

Christopher Hart

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This latest entry in Christopher Hart's wildly popular Manga Mania series provides aspiring manga artists with the expertise they need to master basic manga drawing skills, and serves as a guide to developing characters and worlds for the video game environment. Young artists will learn how to draw manga characters that are widely featured in popular video games such as Disney's Kingdom Hearts. A variety of subjects are covered, including 3-D character modeling (from "wire mesh" grid to finished figure), attack weapons, character costumes, rotations (visual characters from all directions), dramatic lighting, flow charts, game mapping, and more.

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