



How to Draw Anime & Game Characters, Vol. 4: Mastering Battle and Action Moves

Tadashi Ozawa

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An enemy is creeping up on the hero, when the hero suddenly does a half-spin and sends him flying with a back roundhouse kick! Then the hero jumps up and on the way down delivers a punch to the enemy. Action scenes are the highpoints of a story. This book selects action and movements often used in popular combat games and explains these motions to allow you to master drawing them quickly starting out by tracing and, later, to draw your own original character performing.

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From reader reviews:

John Glass:

A lot of people always spent all their free time to vacation as well as go to the outside with them family members or their friend. Do you realize? Many a lot of people spent that they free time just watching TV, or perhaps playing video games all day long. In order to try to find a new activity this is look different you can read any book. It is really fun for you. If you enjoy the book you read you can spent 24 hours a day to reading a guide. The book How to Draw Anime & Game Characters, Vol. 4: Mastering Battle and Action Moves it is extremely good to read. There are a lot of people who recommended this book. These people were enjoying reading this book. When you did not have enough space to develop this book you can buy typically the e-book. You can more simply to read this book from a smart phone. The price is not to fund but this book features high quality.

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