

Graphic-sha Publishing

2023-2024

How To Draw Manga Catalog



Drawing * How To Draw Manga *



Art Book * Colouring



Graphic-sha Publishing
2023-2024 How To Draw Manga Catalog

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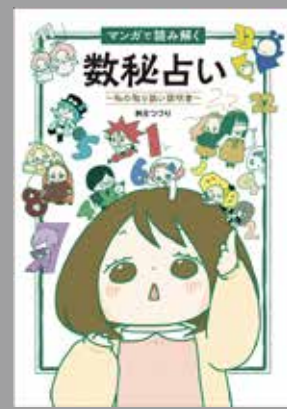
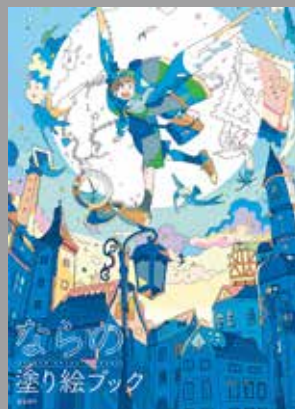
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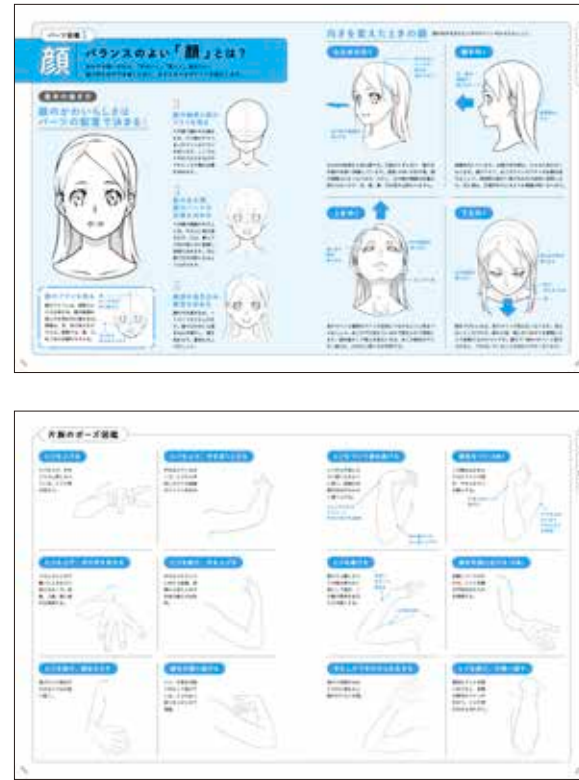
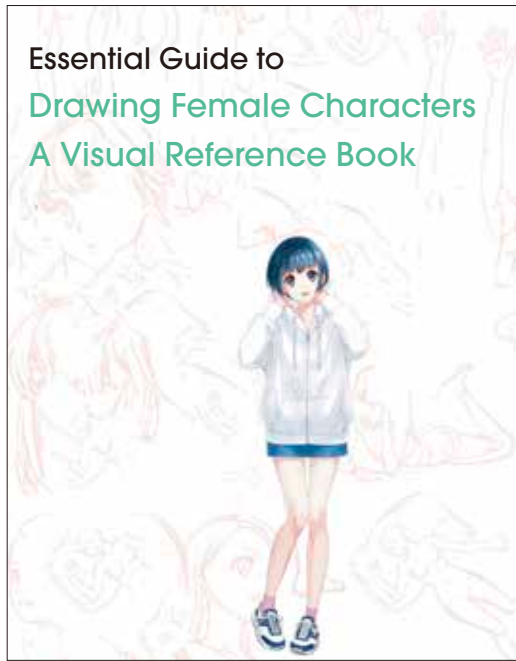
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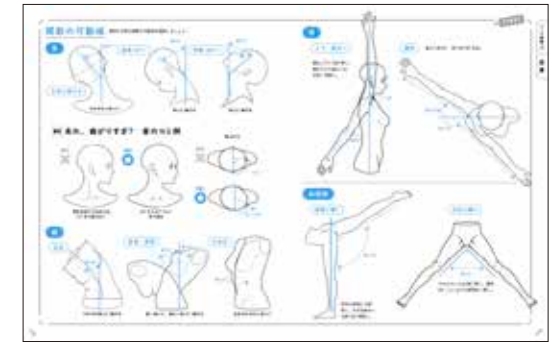
Drawing

Essential Guide to Drawing Female Characters A Visual Reference Book



With this book, you can create any type of female character you desire! Draw your character's face as pretty as you want it to be. You can also make her hair silky and airy, and you can extend the arms and legs to create a supple and graceful look. Pay close attention to the curves of your character's torso. Choose the right makeup and clothes, and give your character a truly fashionable look. Anything is possible! Attractive characters are always filled with the artist's attention to detail. This book will aid you in creating truly attractive female characters. With this goal in mind, this book offers more than nine hundred sample illustrations. It is packed with examples and various techniques that cover everything from the major facial and body parts to character poses.

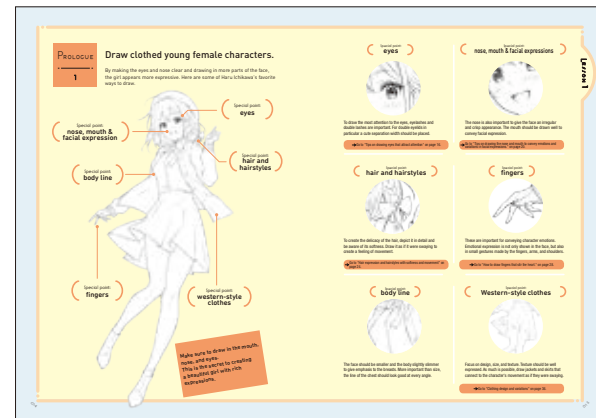
Daisuki Komori/Mochiusagi
-
200 pages
182 x 232 mm
Paperback
Retail Price: JPY 2,200
978-4-7661-3711-8
-
作画に役立つ!
女の子キャラデッサン・パーツ図鑑
-
Rights sold: S-Chinese, T-Chinese,
French, Spanish



- Contents
- Visual Reference 1: Face • Hair – Face, Eyes, Eyebrows, Nose, Mouth, Ears, Facial Expressions, Hair Styles
- Visual Reference 2: Arms • Hands – Arms, Crossed Arms, Hands, Hand Poses
- Visual Reference 3: Legs • Feet – Legs, Leg Poses
- Visual Reference 4: Torso • Whole Body – Balance Point, Sitting, Lying Down, Bodylines
- Visual Reference 5: Fashion – Clothes, Makeup, Shoes

Guide to Drawing Young Female Characters by Three Professional Illustrators Specialist Drawing Methods

Professional illustrators, with over 600k followers on social media, openly share their expertise on how to draw attractive female characters.



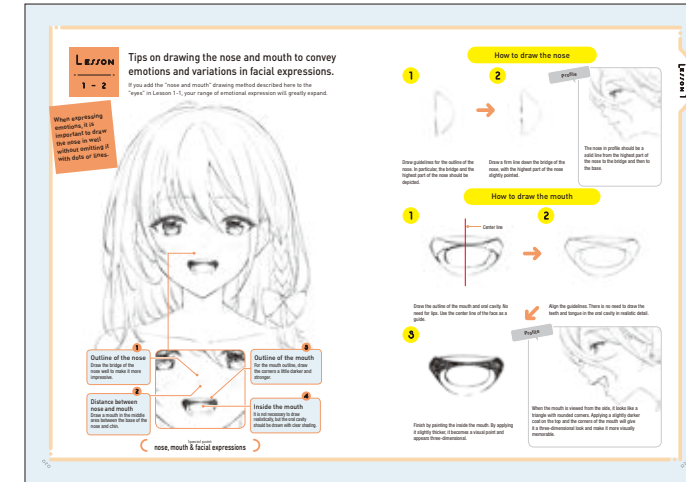
This is the first book which is gathering all three illustrators, acknowledged experts in female character drawing, reveal their own proper methods. These methods are particular to each illustrator and strongly reflect their personal style.

In this book, the individuality of each illustrator is emphasized, so the reader can easily learn their techniques and philosophies. Similar publications have never offered these opportunities before.

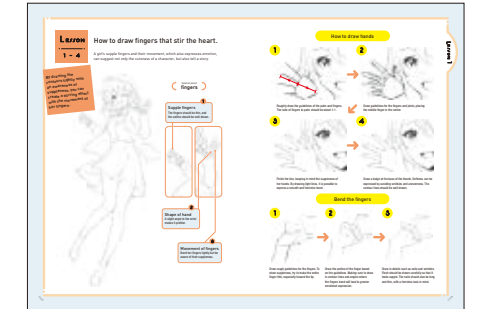
There is a section included in this book that provides step-by-step explanations for drawing characters. This is a must-read, not just for fans of each illustrator, but also for professional and amateur illustrators and Manga artists.

Graphic-sha
-
160 pages
257 x 182 mm
Paperback
978-4-7661-3538-1
-
プロ絵師3人が教える
女の子キャラの描き方
スペシャリストのデッサン流儀
-
Retail Price: JPY 2000
Rights sold: French, German,
Spanish, Italian, S-Chinese,
T-Chinese, Korean, Russian

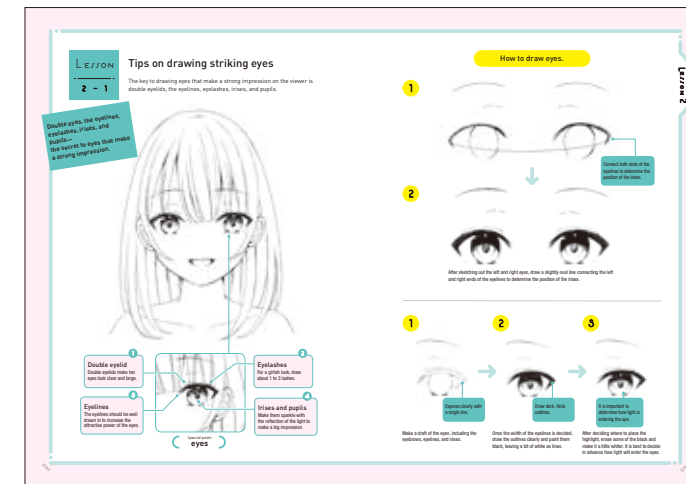
① Haru Ichikawa (Twitter 146k)



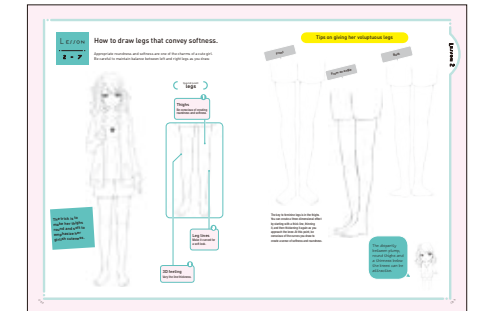
• Point •
Haru has a good reputation for drawing faces, and has a technique for drawing delicate emotions with lines. The trick is to learn blank spaces in the eyelashes and eyeliner. Also, pay attention to the drawing the nose and mouth, which is different from other artists.



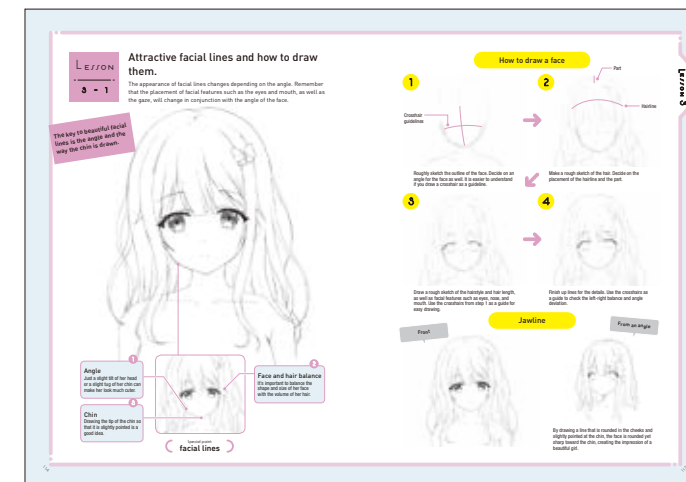
② Hiyori Sakura (Twitter 129k)



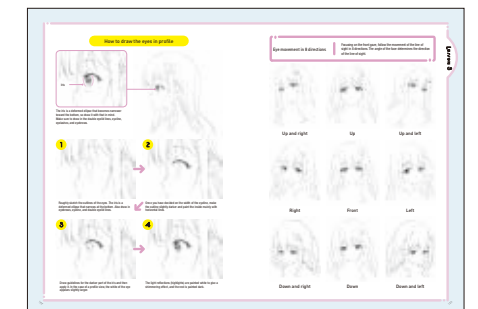
• Point •
Hiyori has a popular style of "Bishojo Illustration", which is now the mainstream among young Manga lovers. Illustrations of girls in uniform are very popular. It features highlights in the eyes and long eyelines on the left and right.



③ TwinBox (Twitter 342k)

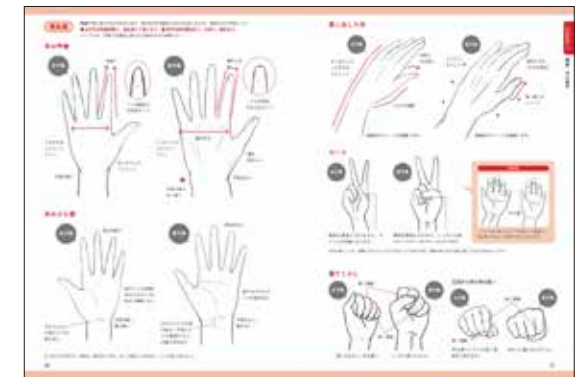


• Point •
TwinBox is very well known as the one who is good at drawing beautiful girls, with curvaceous bodies, in a fluffy atmosphere. Here, you will learn how to draw soft body lines and how to draw cute faces.



Attractive Female Characters: Techniques for Expressive Posing and Rendering

Your Illustrations Will Look So Much Better! This Book is Jam Packed with Techniques for Creating Captivating “Hands”



In drawing, hands tend to be neglected when compared to the face and torso. However, understanding the “expressive posing and rendering effects” of hands will make your illustrations look so much better. When used properly your character’s hands can express a range of emotions. In addition, it should be noted that hands only properly convey the meaning “hand” when used in conjunction with your character’s pose. Honestly, by adding the idea of “expressive posing and rendering effects” to the hand, all of your illustrations will become more lively than ever.

This book introduces techniques for drawing hands, from the basics to drawing hands that communicate a variety of expressions. Techniques are described step-by-step, from beginning to the finished product, so that even beginners can easily follow along and understand the process.

This book is chock full of techniques that every artist should know, because a proper understanding of the methods for producing emotion with hands/fingers will improve anyone’s art.”

Hikaru Hayashi
 -
 176 pages
 182 x 257 mm
 Paperback
 Retail Price: JPY 2,000
 978-4-7661-3689-0
 -
 女子キャラを魅せる!
 「手」の演技&演出テクニック
 -
 Rights sold: S-Chinese, T-Chinese,
 French, Spanish

Artist Profile

Born in Tokyo in 1961. After graduating from Tokyo Metropolitan University, Faculty of Humanities, debuted as a manga artist professionally. Received Business Jump Encouragement Award and Honorable Mention. Studied under manga artists Hajime Furukawa and Noriyoshi Inoue. After making his professional debut with the nonfiction manga *Aja Kong Story*, he established the manga and design production office “Go Office” in 1997. Hayashi has published more than 270 books on manga techniques in Japan and overseas. List of publications includes: *How to Draw Costumes 1-4*, *Super Manga Drawing*, *Super Perspective Drawing*, *Character Pose Data Book: School Uniforms/Girl's Body* (Graphic-sha), *Manga Basic Drawing series* (Hobby Japan), *Manga Basics Drill series* (Kosaido Publishing Co., Ltd.), and many others.

Contents

- LESSON 1 Introduction – Hand Basics: Hand Structure, Drawing Procedures and Key Points, Finger Differentiation, etc.
- LESSON 2 Hands that Express “Feeling”: Eight Feelings (States of Being) “Joy, Anger, Sadness, Anger + Surprise, Madness, Harmony,” “Chin in Hands” Poses, etc.
- LESSON 3 Communicative Hands, Hands that Sign: Conveying Cheerfulness and Fun, the Peace Sign, Fist, Appealing Hands, etc.
- LESSON 4 Hands Convey the Subconscious Mind: Folded Arms, Tips for Changing Expression with a Single Fingertip, Crossed Fingers, etc.”

Attractive Male Characters: Techniques for Expressive Hand Posing and Rendering

The Ultimate Guide for Those Seeking to Improve their Manga Skills!

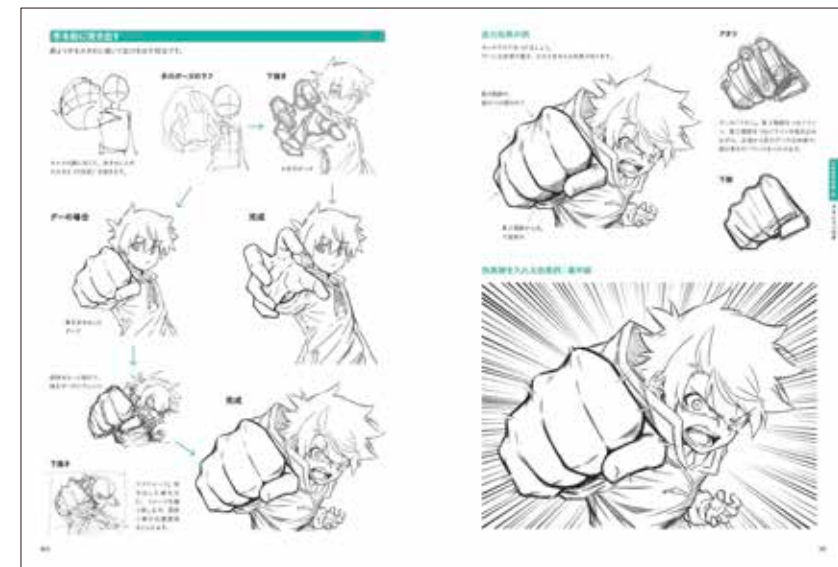
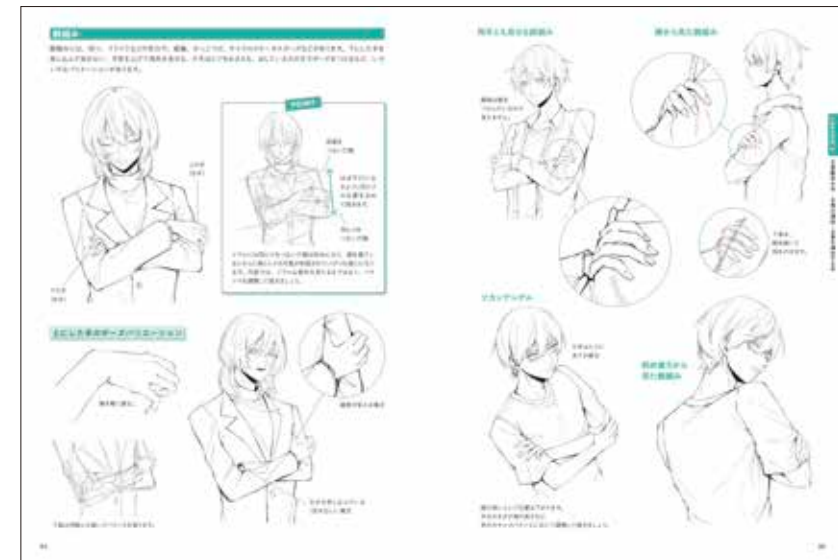


POINT

- Learn to draw hands to improve your manga illustrations!
- Effective for various genres: BL (Boy's Love), action, idol manga, and more.

For those ready to take the next step and advance their manga drawing skills, this book is essential! You'll be able to convey emotions through hands alone. This book is the male character version of the highly acclaimed *Attractive Female Characters: Techniques for Expressive Hand Posing and Rendering*. This book features a wide array of hand drawings, depicting different body types, from young boys and youths to middle-aged and elderly characters. The collection provides poses applicable to various illustration and manga styles, such as idol, BL, action, and fantasy.

Hikaru Hayashi (Go Office)
-
176 pages
182 x 257 mm
Paperback
Retail Price: JPY 2,000
978-4-7661-3803-0
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男子キャラを魅せる!
「手」の演技&演出テクニック



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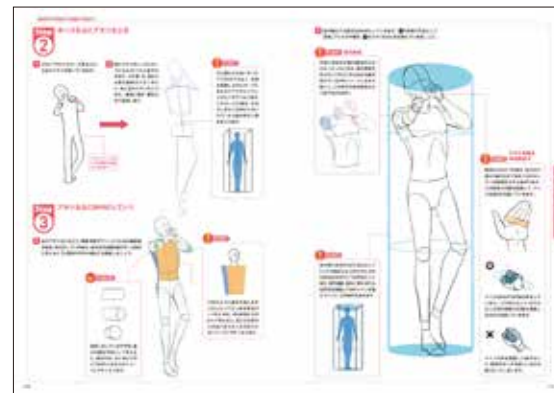
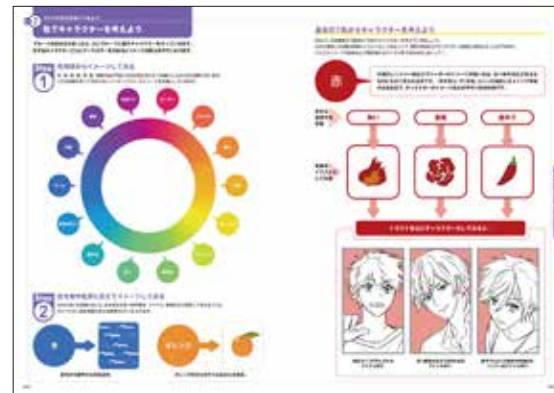
- LESSON 1: Male Hands – Overview: Basics of Hands, Structure: Male Hand Structure, Drawing Various Types of Hands
- LESSON 2: Expressing Emotions and States of Mind through Hands: Eight Emotions (Physical States) Joy, Anger, Sadness, Happiness, Surprise, Expressionless, Unhinged, Peaceful, With Key Points for Each Emotion, and Various Male Idol Hand Poses
- LESSON 3: Everyday Hand Gestures – Portraying Hands Through Daily Life: Greetings, Conveying Intention, Waiting, Hands Touching the Body, and more
- LESSON 4: Hands in Action: Combat, Defensive Poses, Extended Hands, Dynamic Expressions, and more

Author Profile

Manga artist born in Tokyo in 1961. He has created over 270 “Manga Technique” books both domestically and internationally, including the *How To Draw Manga series* from Graphic-sha.

Stunning! How to Draw Male Idol Characters

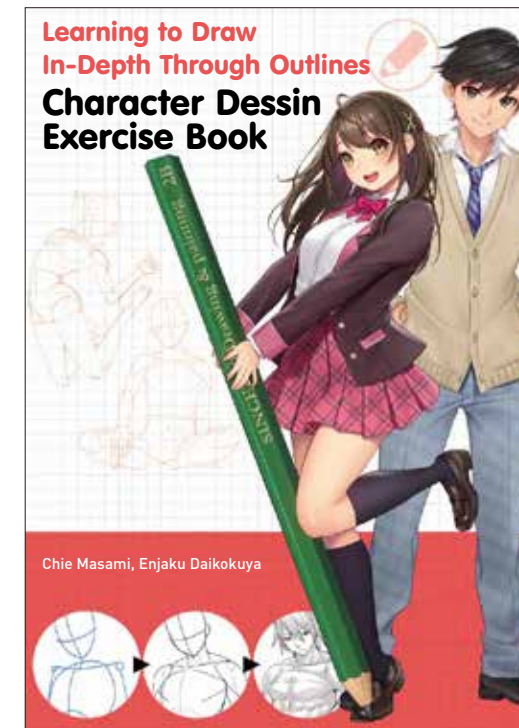
You Can Draw Gorgeous Male Idol Characters!



This is a technique book for drawing attractive male idol characters. It caters to those who simply wish to draw because of the current craze surrounding male idol character themed video games and anime. From character design, to creating attractive poses - including effective ways to orient your character in a picture - this book is packed with know-how gained by the author through his experiences producing a number of OTOME game (a story-based video game where a female player tries to develop a relationship with another character).

cocokanata
-
160 pages
257 x 182 mm
Paperback
Retail Price: JPY 2,000
978-4-7661-3404-9
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魅せる!アイドル男子の描き方
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Rights sold: French, Russian,
Italian, T-Chinese

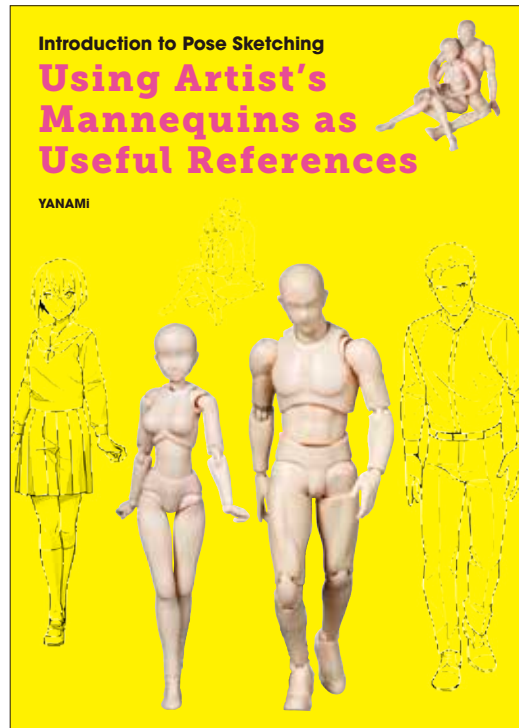
Learning to Draw In-Depth Through Outlines Character Dessin Exercise Book



This groundbreaking book allows beginners to understand the body's "frame," and various joint positions, based off the often overlooked underlying skeleton of the character. You will learn to flesh out your outlines, add much needed detail, and simply improve your overall drawing ability through the techniques in this volume. Chapters are divided by gender, age, and pose for your convenience. Using methods for beginners that focus on first drawing outlines — instead of the commonly accepted method of tracing — allows for natural learning based on skeletal structure and how muscles and fat attach to this most basic of human structures.

Chie Masami,
Enjaku Daikokuya
-
176 pages
257 x 182 mm
Paperback
Retail Price: JPY 2,000
978-4-7661-3398-1
-
アタリから徹底的に描いて覚える
キャラデッサン作画練習帳
-
Rights sold: French, Russian

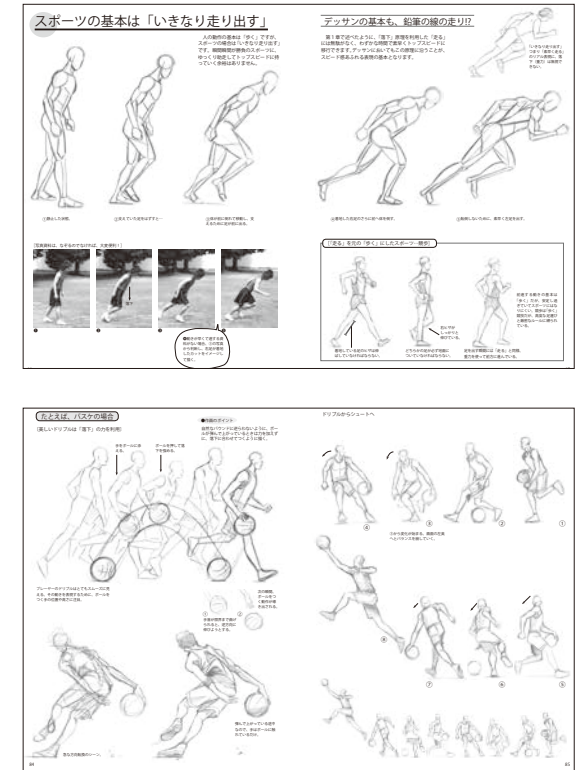
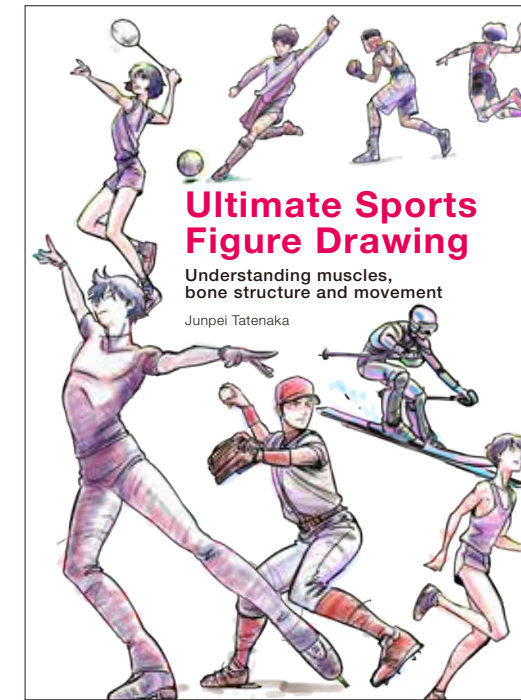
Introduction to Pose Sketching Using Artist's Mannequins as References



Artist's mannequins are articulated dolls where each of the doll's joints mimics the movement of a human joint. It is often difficult to effectively capture the idea of movement in poses found manga. That is why artist's mannequins are indispensable items for anyone who wishes to improve their drawing skills. First, this book uses commentaries to break down the various points in order to create sketches using artist's mannequins. Next, aside from basic poses such as "walking," "running," and "sleeping," we adopt heavily used manga-like compositions like, "schools," "rooms," "action sequences," etc., to help understand the techniques for drawing situation-specific poses. Finished drawings show how to sketch clothing to match each pose.

YANAMI
-
200 pages
257 x 182 mm
Paperback
Retail Price: JPY 2,000
978-4-7661-3217-5
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デッサンドールで覚える
ポーズデッサン入門
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Rights sold: French, S-Chinese,
T-Chinese, Korean

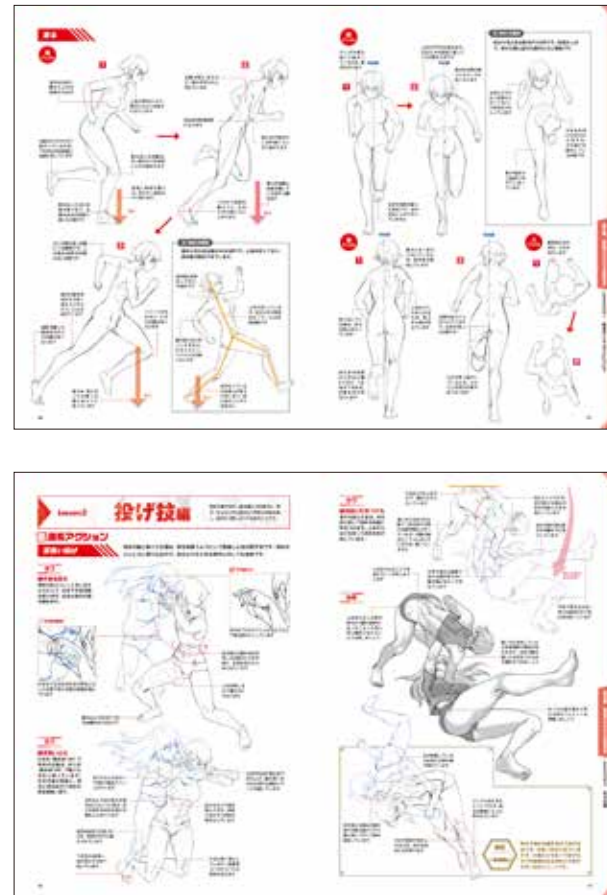
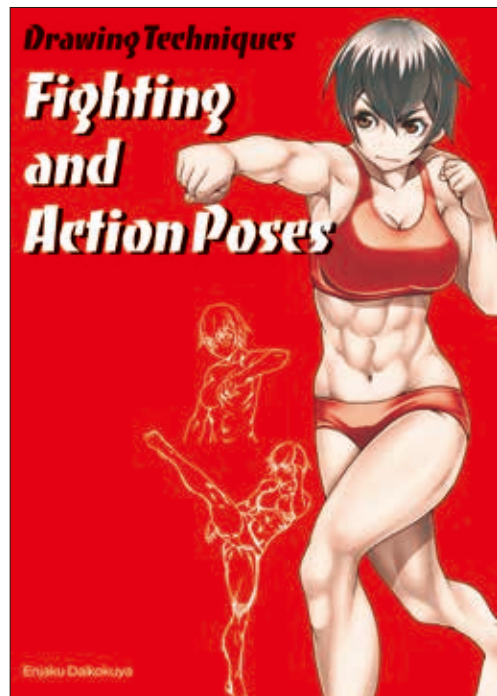
Ultimate Sports Figure Drawing Understanding muscles, bone structure and movement



Muscles are what cause bodily movements. Underneath those muscles is the foundation of the body – the bone structure. Of course, muscles cause joints to move, but when drawing "movement" simply rendering the muscles won't be. It is crucial to apply fundamental laws of muscular strength, gravity, and inertia (including centrifugal force) within your character's movements. This book provides a clear understanding of movement by showing you how to sketch bone structures and then adding the proper muscles. Additionally, through the use of various sports scenes, this book shows how to effectively portray the effects of muscular strength, gravity, and inertia – all of which are foundations for producing realistic movement – on your character.

Junpei Tatenaka
-
200 pages
257 x 190 mm
Paperback
Retail Price: JPY 2,000
978-4-7661-3183-3
-
スーパースポーツデッサン
増補改訂版
-

Drawing Techniques Fighting and Action Poses



This is a super useful book for a variety of drawing projects – whether creating manga, anime, or video games. It thoroughly explains how to best draw attractive fighting poses. Each action pose begins with a description of the body position before providing sketches of muscle and joint movements. This book is specifically assembled to allow the reader to see and compare action pose drawings in three different stages of construction. This book thoroughly covers drawing methods for achieving dynamic fighting poses – like “throwing,” “joint-locks” etc. – that haven’t been covered by any other publications, while also covering basic movements – such as running and jumping – and “strike attacks” – like punching and kicking.

Enjaku Daikokuya
-
144 pages
257 x 182 mm
Paperback
Retail Price: JPY 2,000
978-4-7661-3250-2
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格闘 & アクションポーズ
作画テクニック集
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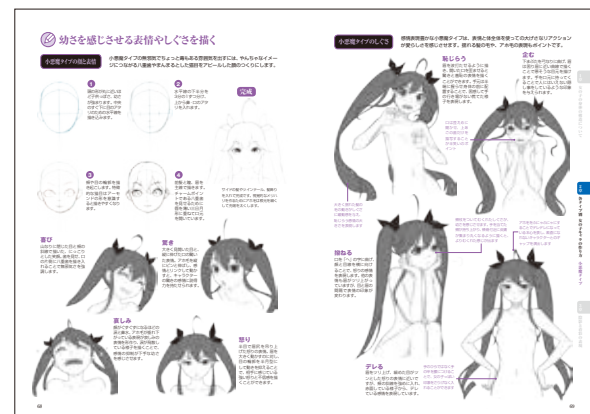
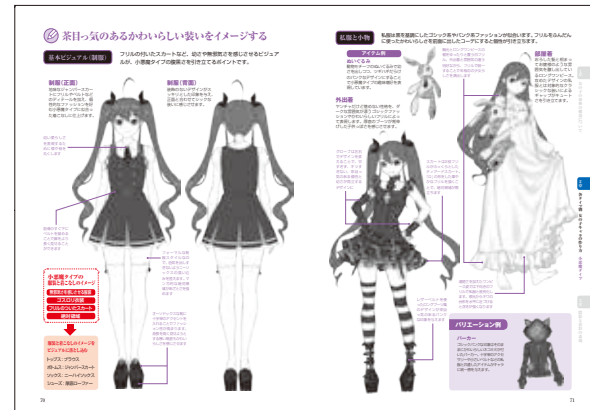
Creating Attractive Fantasy Characters Ideas and Drawing Techniques



This is the ultimate character design book that explains the design process by creating eight different fantasy themed characters. “Fantasy” is a classic genre in young adult novels and video games. In this book, the author gives lectures on creating characters that will be attractive to anyone and explains techniques on how to draw attractively, including the proper use of character expressions, costume design, and methods for conceiving of new ideas. This book is truly a great reference book for all.

pyz
-
144 pages
257 x 182 mm
Paperback
Retail Price: JPY 2,000
978-4-7661-3211-3
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魅力的なファンタジーキャラを作る
発想 & 作画テクニック
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Rights sold: S-Chinese, T-Chinese

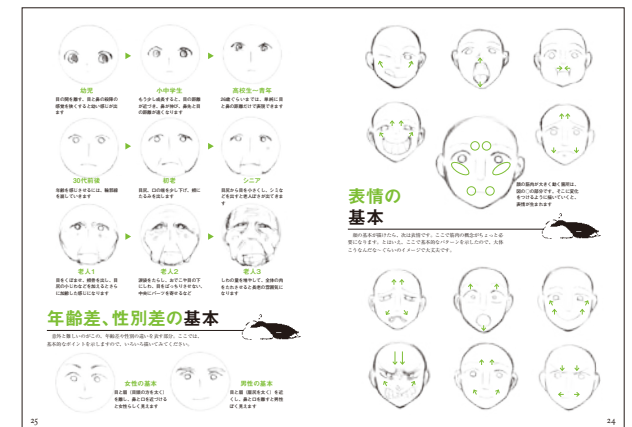
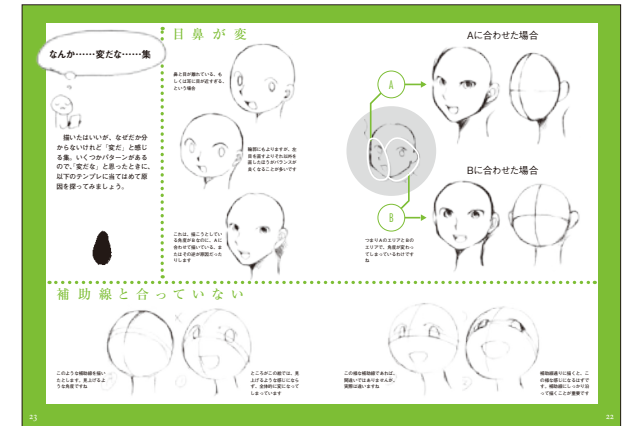
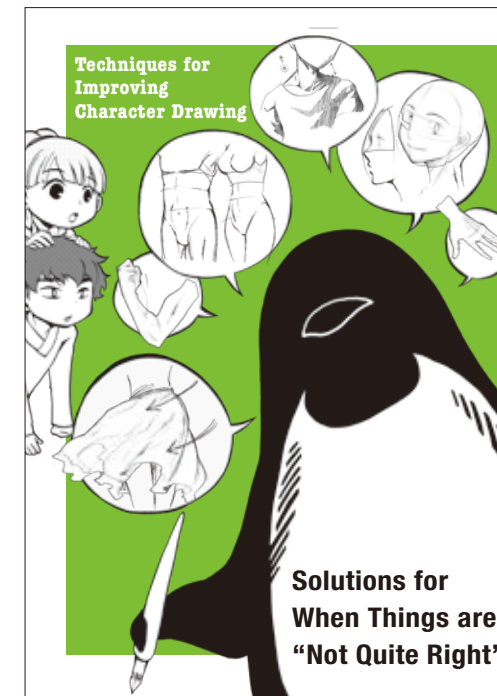
How to Portray Sexy & Cute Girl Characters



Methods for the design, portraying and painting of charming characters – this book covers a wide range of topics to help you become capable of creating and rendering attractive female characters that are full of personality. This book deals with a variety of character types: heroin, active girl, cool girl, mischievous, rebel, reserved, queen-like, etc. Techniques for rendering body shapes, facial expressions, mannerisms, poses, and costumes for each character type are thoroughly explained to aid you in your quest to draw the perfect character. In addition, this book introduces methods for adding shadows that create depth as well as painting methods that will make your drawings look much more attractive.

Chie Masami
 -
 144 pages
 Full color throughout
 257 x 182mm
 Paperback
 Retail Price: JPY 2,000
 978-4-7661-3210-6
 -
 セクシー & かわいい 女の子キャラの
 作り方
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 Rights sold: T-Chinese

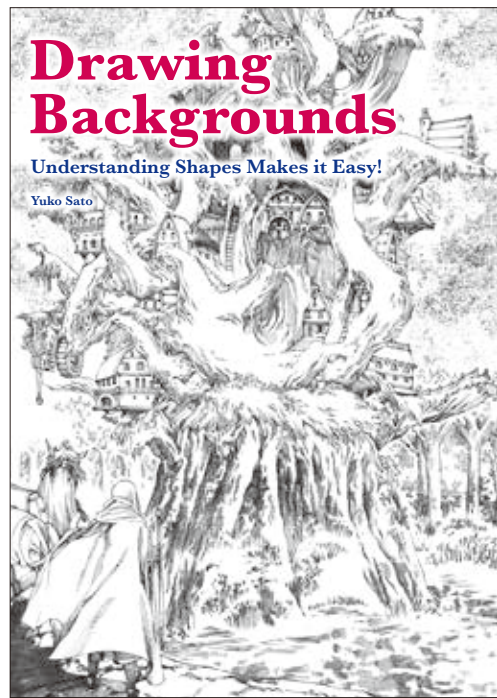
Techniques for Improving Character Drawing Solutions for When Things are “Not Quite Right”



Active Manga artist and illustrator, Yasaiko Midorihana, shares tips on how to improve your character drawing. When drawing a character, everyone comes across problems like: “Something doesn’t look right,” or “I can’t figure out the correct structure,” or “How can I draw hair that sways in the wind?” This book has the answers to these questions – It provides thorough explanations by dividing the whole body into: The face, the hands, the legs, and the torso. All explanations are in manga and illustration format. Drawing methods for faces, hair, hands, arms, feet, the torso, and entire bodies are all packed into this book. In addition, you will find rendering methods for hair and clothes.

Yasaiko Midorihana
 -
 160 pages
 257 x 182 mm
 Paperback
 Retail Price: JPY 2,000
 978-4-7661-3080-5
 -
 「なんか変だな」を解決！
 キャラクター作画上達テクニック
 -
 Rights sold: German, S-Chinese

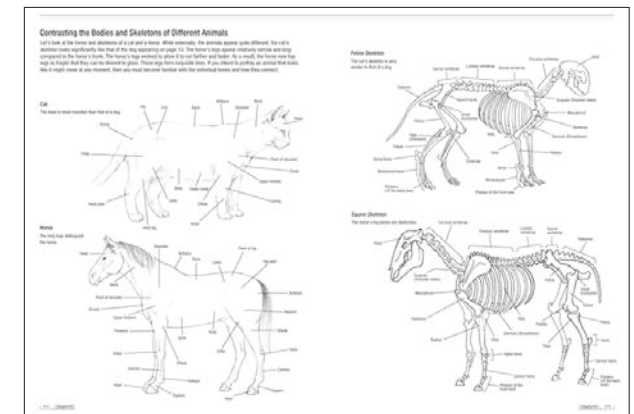
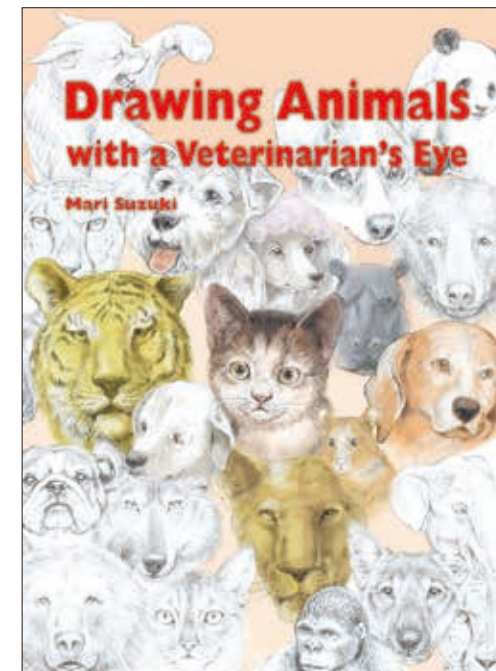
Drawing Backgrounds Understanding Shapes Makes it Easy!



When drawing illustrations and manga, deciding to include realistic and persuasive backgrounds will affect the overall impression of the artwork. Indeed, rendering backgrounds is one of the most common roadblock experienced by artists. This book thoroughly covers background drawing based on three different themes: natural objects, artificial objects, and rendering & effects. Advanced lessons include methods for digitally adjusting manually rendered images and approaches for completing drawings by applying techniques. In addition, this book provides easy-to-understand explanations on perspective drawing, which is of course beneficial to mastering illustrations.

Yuko Sato
-
160 pages
257 x 182 mm
Paperback
Retail Price: JPY 2,000
978-4-7661-3204-5
-
形で捉えて簡単に描ける!
背景パーツの描き方
-
Rights sold: French, Italian,
T-Chinese

Drawing Animals with a Veterinarian's Eye



The author, who is a professional veterinarian, provides meticulous explanations on how to draw a host of animals, focusing on dogs, cats, and other household pets. Dogs and cats are used as the basis for drawing other four-legged creatures, because they display a wide range of movements and can be easily observed. If you use this book to begin practicing drawing animals, you will be able to apply these techniques to any other animal. Animals' skeletons, skeletal proportioning, and joint positions form the basis of their movements and expressions.

Mari Suzuki
-
176 pages
257 x 188 mm
Retail Price: JPY 2,400
Paperback
978-4-7661-2066-0
-
獣医さんがえがいた動物の描き方
-
Rights sold: English for Asia,
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Korean

Learn the Basics from This Best Series!! How To Draw Manga Basic Titles



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Manga Sketching Techniques

MORE HOW TO DRAW MANGA

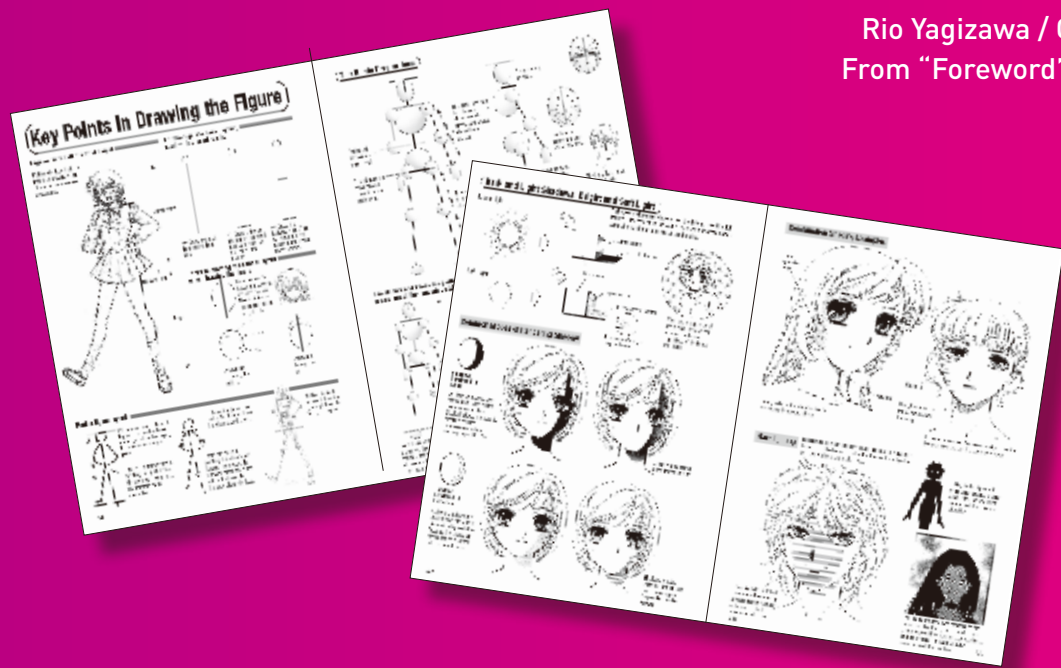
Manga allows you to communicate many things. It is capable of communicating momentary feelings, like "I'm hungry," as well as multifaceted issues such as "How should we, the human race be ideally?"

Somewhere along the line, *manga* artists sprouted up overseas and became no longer limited to Japan. Today, *manga* is regarded internationally as an aspect of Japanese culture.

I have discussed *manga* with other friends in the field, and everyone tends to agree that learning to draw with a pen was the first biggest hurdle.

Doodling, a familiar pastime we indulge in at our leisure, lies at *manga's* origins. Anything I cannot draw in pencil I certainly will not be able to draw in pen—at first, anyway. This fact still holds true. It is important that you feel unlimited in drawing your favorite *manga* and anime characters using a regular or mechanical pencil. Once you have mastered a wide range of things in pencil, then you will be able to enjoy rendering your *manga* in pen as well. It is based on that final sentiment that I have written this book.

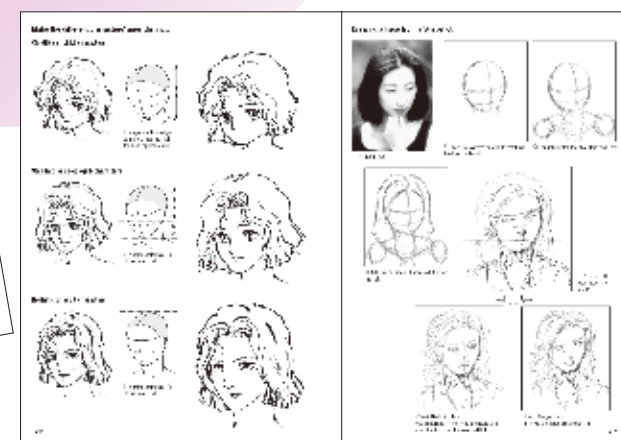
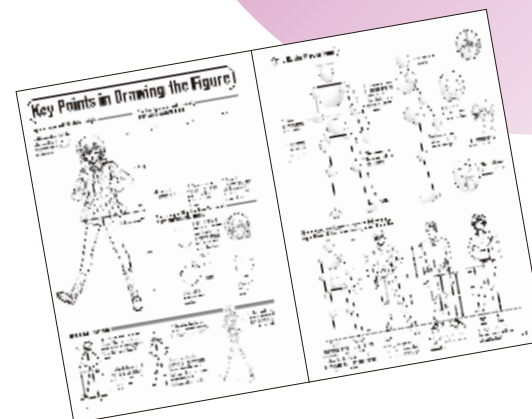
Rio Yagizawa / Go Office
From "Foreword" of Vol.1



MORE HOW TO DRAW MANGA Vol. 1 The Basics of Character Drawing

by Go Office
Paperback, English
116 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1306-3
Rights sold: Korean, Chinese, Spanish, French
マンガの技法 第1巻
Retail Price: JPY 1,400

The foundation to drawing a character is the penciled under drawing. An under drawing that has somehow gone astray, once penned, ultimately results in artwork that just will not pull together or lacks balance. This volume explains in thorough detail how to handle the pencil, before the pen ever touches the drawing. Using actual examples of how a well or poorly penciled under drawing can affect the final work, this book passes along many helpful pointers. Use this book to learn the absolute basics of penciled artwork, *manga*-style!



MORE HOW TO DRAW MANGA Vol. 2 Penning Characters

by Go Office
Paperback, English
128 pages 10in. x 7 in. (257mm x 182mm)
ISBN4-7661-1307-1
Rights sold: Chinese, Spanish, French
マンガの技法 第2巻
Retail Price: JPY 1,400

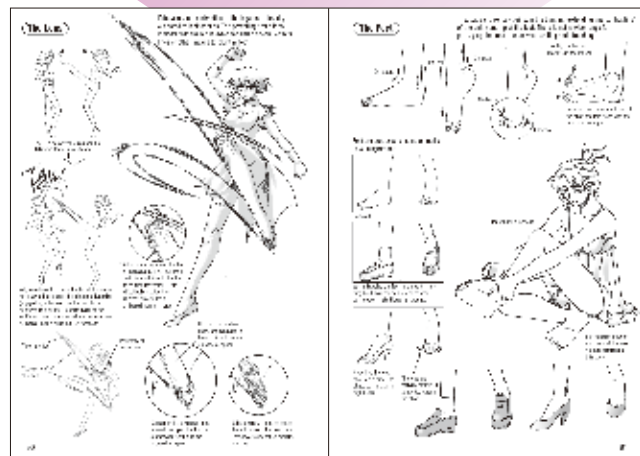
It's time to learn the basics of inking and two indispensable stroke types: strokes with tapered and even ends. Combining tapered lines with blunt, even lines allows for the production of balanced artwork. Applying discretion in using tapered and even lines when drawing figures will help you establish whether a character is good or bad. We recommend this book for artists having trouble instilling their characters with life or who just feel their characters are lacking.



MORE HOW TO DRAW MANGA Vol. 3 Enhancing a Character's Sense of Presence

by Go Office
Paperback, English
128 pages 10in. x 7 in. (257mm x 182mm)
ISBN4-7661-1308-X
Rights sold: Chinese, Spanish, French
マンガの技法 第3巻
Retail Price: JPY 1,400

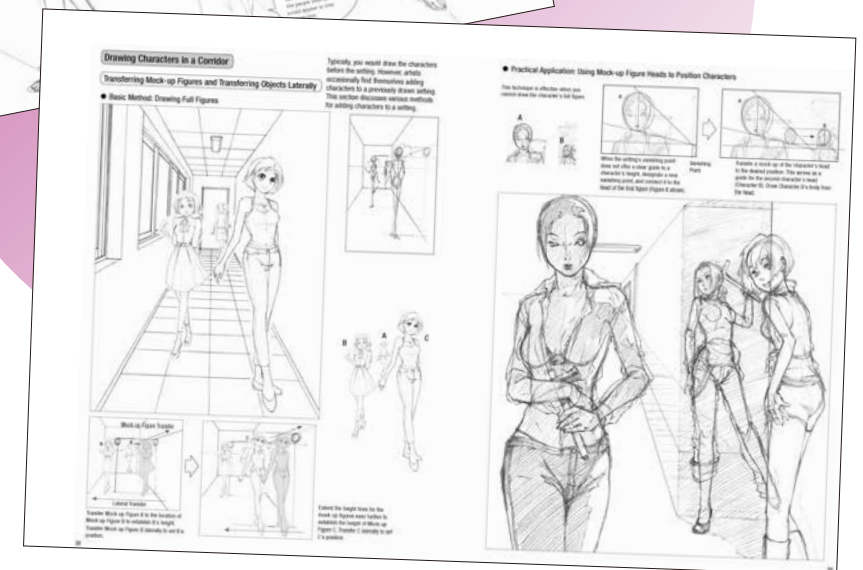
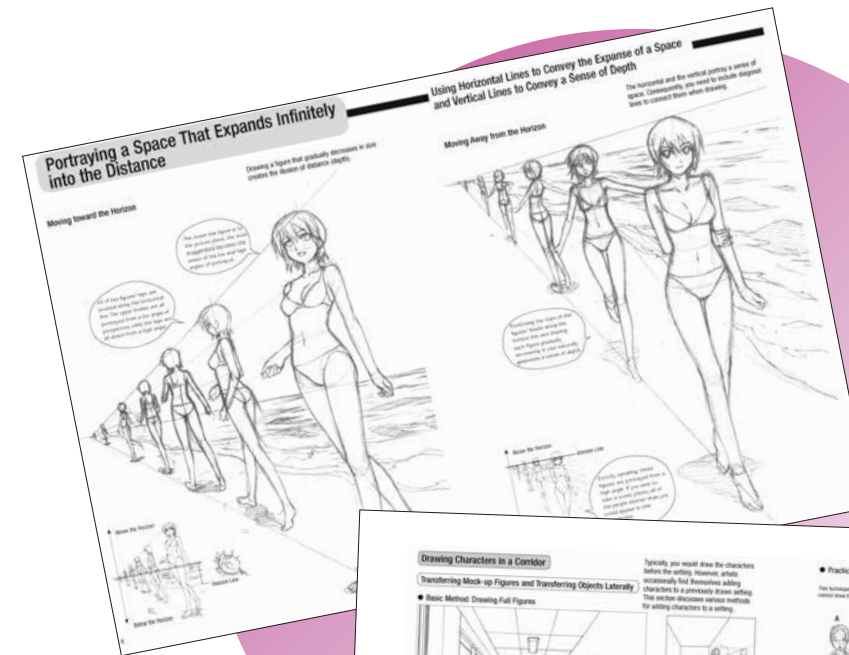
This third volume in the *More How to Draw Manga* series takes a focused look at tone work and discusses how to use shadows and tone as a means of enhancing a character's sense of presence as well as explains in detail techniques for imbuing a character with a sense of presence by suggesting movement.



Sketching Manga-Style

Conventional sketching entails careful observation followed by drawing. In contrast, "manga sketching" consists of putting to paper an image that has already been composed in the mind's eye. In other words, *manga* sketching does not rely solely on experience or knowledge. Rather, it is an art that also involves conceptualizing and planning what to draw based on whatever the artist's intent might be and then creating.

This series covers a set of techniques never discussed in previous publications. These books focus on planning and artistic intent, teaching new artists how to hone their minds without sharpening a pencil.



MORE HOW TO DRAW MANGA Vol. 4 Mastering Bishoujo Characters

by Go Office
Paperback, English
128 pages 10in. x 7 in. (257mm x 182mm)
ISBN4-7661-1467-1
Rights sold: Chinese, Spanish
マンガの技法 第4巻
Retail Price: JPY 1,400

Female characters that have an unusual quality or dual sided personality constitute a key feature in *manga* (e.g. giving a timid impression but being vivacious or a tomboy in actuality, etc.). In order to draw such a character, the artist must convey this information so that the reader can realize at a glance that the character is "shy" or "a tomboy." This book introduces strategies to allow you to impart distinguishing features on such a character so that your readers will recognize immediately these qualities. Read this single volume and learn the essential techniques in giving distinctive qualities to your characters.



Sketching Manga-Style Vol. 1 Sketching to Plan

by Hikaru Hayashi, Takehiko Matsumoto,
Kazuaki Morita
Paperback, English
184 pages 10in. x 7.4in. (257mm x 190mm)
ISBN978-4-7661-1653-3
Rights sold: Chinese, Korean, Thai, German, Italian, Spanish
スーパーマンガデッサン
Retail Price: JPY 2,000

Manga sketching does not rely on sketching from a model, photograph, or other visual reference. *Manga* sketching is artistic planning that adroitly condenses "realistic" representation (as opposed to "realism") together with abstraction and exaggerated, stylized portrayals. This volume explains in meticulous detail how to draw characters' faces and bodies using copious sketches by two young animation directors, who are currently active in the field of *manga* and *anime*. This book also discusses how *manga* sketching techniques may be effectively applied to character design.

Sketching Manga-Style Vol. 2 Logical Proportions

by Hikaru Hayashi
Paperback, English
184 pages 10in. x 7.4in. (257mm x 190mm)
ISBN978-4-7661-1684-7
Rights sold: Chinese, Korean, Thai, German, Italian, Spanish, French
スーパー何頭身デッサン
Retail Price: JPY 2,000

Proportion sketching allows the artist to develop head-to-body ratios so that they allow the viewer to differentiate the various characters and distinguish between the two genders. It also allows the artist to draw characters in dynamic or striking poses and design characters that suit a variety of genres and settings. This volume explains to the reader how to use *manga* sketching to devise head-to-body ratios that make each character distinct. It also covers how to proportion realistic, attractive characters as well as adorable, ultra-stylized *chibi* characters and teaches how to stylize figures.



Sketching Manga-Style Vol. 3 Unforgettable Characters

by Hikaru Hayashi
Paperback, English
184 pages 10in. x 7.4in. (257mm x 190mm)
ISBN978-4-7661-1798-1
Rights sold: Chinese, Korean, Thai, German, Italian, Spanish, French
スーパーキャラデッサン
Retail Price: JPY 2,000

Sketching as an art form concerned with the quality and volume of information requires three skills: skill in communication, skill in composition, and skill in visual portrayal. The artist taps into these three skills while carrying out a clear plan. *Manga* sketching, which goes one step further, involves the skill of making the fantastic seem plausible. It also involves skills in determining the quality of the information to be conveyed and how much of it to convey. These last two skills form the focus of this book.



Sketching Manga-Style Vol. 4 All about Perspective

by Hikaru Hayashi
Paperback, English
200 pages 10in. x 7.4in. (257mm x 190mm)
ISBN978-4-7661-1893-3
Rights sold: Chinese, Korean, German, Italian,
Spanish, French
スーパーバースデッサン
Retail Price: JPY 2,000

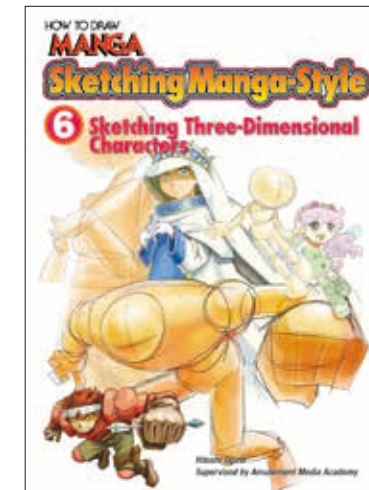
This book is two volumes condensed into one: a manual that thoroughly explains the basic techniques in drawing one-point, two-point, and three-point perspective plus other perspective techniques as well as an advanced manual that offers and explains numerous, specific, practical examples. This publication is an in-depth, useful, must-have for all.



Sketching Manga-Style Vol. 5 Sketching Props

by Hikaru Hayashi
Paperback, English
200 pages 10in. x 7.4in. (257mm x 190mm)
ISBN978-4-7661-1985-5
Rights sold: Chinese, Korean, German, Italian, Thai, Spanish, French
スーパーキャラ Mono デッサン
Retail Price: JPY 2,000

A single pair of glasses can alter the impression a character projects. In addition to a character's hairstyle, clothes, the type of shoes, bag, hat and other personal effects, can eloquently convey to the reader about a character's personality and daily existence. Weapons that a character might wield, such as a sword or gun, are elements indispensable to a fantasy setting. This book is an outstanding handbook, comprehensively discussing the techniques in depicting large and small props that make a character stand out.



Sketching Manga-Style Vol. 6 Sketching Three-Dimensional Characters

by Hitoshi Ogino, Supervised by Amusement Media Academy
Paperback
160 pages 10in. x 7.4in. (257mm x 190mm)
ISBN978-4-7661-2081-3
Rights sold: Chinese, Korean, German
スーパーアタリデッサン
Retail Price: JPY 2,000

Beginning with a layout sketch allows you to produce a composition that has volume. A layout refers to an extremely important process that allows an artist to capture his or her target image in a three-dimensional manner. Most professional artists begin their artwork with this step, and some consider a composition 70% complete at the layout stage. This book is an instructional *manga* sketching manual that focuses on "layouts."



Sketching Manga-Style Vol. 7 Expressive Sketching

by Kawara Yane, Takita, and Hikaru Hayashi
 Paperback
 192 pages 10in. x 7.4in. (257mm x 190mm)
 ISBN978-4-7661-2087-5
 Rights sold: Chinese, German
 スーパー表現デッサン
 Retail Price: JPY 2,000
 For Fantasy Comics

Sketching characters entails creating drama. A fictional world within the *manga* that is teeming with drama sets off and showcases the artwork. This volume's topic is "Expressive Sketching." This unparalleled book in the field of *manga* sketching will help you develop themes you need to design characters, cultivate your ability to dramatize these themes, and reinforce your skills in communicating these themes.



Sketching Manga-Style Vol. 8 Designing Sparkling Characters

by Junichi Sugamoto
 Paperback
 176 pages 10in. x 7.4in. (257mm x 190mm)
 ISBN978-4-7661-2106-3
 Rights sold: Chinese
 スーパーキャラクター実践セミナー
 Retail Price: JPY 2,000

Professionals often debate whether the story or the characters should come first when producing a work of *manga* or *anime*. But the truth is if you have designed your characters properly, then the story will naturally unfold on its own. This book is an innovative instructional manual that will teach you key, practical techniques, brimming with the "sustenance" you need to design a character.



Sketching Manga-Style Vol. 9 Using Textures to Portray Characters

by Kawara Yane, Takita, and Hikaru Hayashi
 Paperback
 184 pages 10in. x 7.4in. (257mm x 190mm)
 ISBN978-4-7661-2144-5
 Rights sold: Chinese, German, French, Italian
 スーパーマンガ表現デッサン
 Retail Price: JPY 2,000

In order to portray the particular mood or atmosphere that a character projects, an artist really has to observe texture and then portray it when sketching. An artist can only give a character a sense of presence once he or she has portrayed "texture." This volume focuses on and explains "observing" and "sketching" to enable the reader to portray a host of character types ranging from graceful, charming, girlish characters to fantasy-genre, otherworldly characters.

ULTIMATE MANGA LESSONS

Graphic-sha Publishing, the first to release *manga* manuals dedicated to the techniques used by Japanese *manga* artists proudly announces a new pocket-sized series, *How to Draw Manga: Ultimate Manga Lessons*. A unique project featuring 100% fresh and new content, this series is a must-have for those seeking to create authentic *manga*. Once you start reading, you won't want to stop!





ULTIMATE MANGA LESSONS 1 Drawing Made Easy

by Go Office
Paperback, English
144 pages 8.3in. x 5.8in. (210mm x 148mm)
ISBN4-7661-1601-4
Rights sold: French, Chinese, Thai, Finnish
マンガの描き方徹底ガイド 1
Retail Price: JPY 1,000

The foundation for drawing *manga* begins with the artist copying the works of an admired *manga* artist. The artist learns the traits of the characters' faces and figures while replicating the eyes, the mouth, and other features and recreating the overall images projected. The first chapter of this volume painstakingly explains the artistic development process beginning with copying professional artists' work to the point where the beginning artist is able to produce his or her own original *manga*. The second chapter covers the basics of a character's face and body, as well as portraying backgrounds. Chapter Three demonstrates how characters from professional *manga* artists' work are portrayed.

ULTIMATE MANGA LESSONS 2 The Basics of Characters and Materials

by Go Office
Paperback, English
144 pages 8.3in. x 5.8in. (210mm x 148mm)
ISBN4-7661-1602-X
Rights sold: French, Chinese, Thai, Finnish
マンガの描き方徹底ガイド 2
Retail Price: JPY 1,000

Creating artwork on a single sheet of *manga* drawing paper contains countless factors that must be learned. Using what can be gleaned from the original *manga* drawing as its springboard, the first chapter covers in minute detail the uses of materials and tools of the trade. Chapter Two approaches character basics from various angles. Chapter Three introduces techniques for portraying or dramatizing characters.



ULTIMATE MANGA LESSONS 3 Drawing Sensational Characters

by Go Office
Paperback, English
144 pages 8.3in. x 5.8in. (210mm x 148mm)
ISBN4-7661-1603-8
Rights sold: French, Chinese, Thai
マンガの描き方徹底ガイド 3
Retail Price: JPY 1,000

Manga with an assortment of characters without much variation lacks balance. But how does one make characters distinct? This book answers that question. You will find this volume chock-a-block with techniques for distinguishing characters by making use of a wide range of characteristics: the eyes, hairstyle, height and age differences, etc., and it even includes how to distinguish a villain.



ULTIMATE MANGA LESSONS 4 Making the Characters Come Alive

by Go Office
Paperback, English
144 pages 8.3in. x 5.8in. (210mm x 148mm)
ISBN4-7661-1604-6
Rights sold: Chinese, Thai, German
マンガの描き方徹底ガイド 4
Retail Price: JPY 1,000

This volume includes explanations of artistic tricks from the basics of figure drawing to the fundamentals in portraying movement, adding a variety of motions: walking, running, movement with torsion, kicking, throwing and the list goes on. What's more, this gem of a book even shows pointers in drawing unconscious, common, everyday gestures and movements.



ULTIMATE MANGA LESSONS 5 A Touch of Dynamism

by Go Office
Paperback, English
144 pages 8.3in. x 5.8in. (210mm x 148mm)
ISBN4-7661-1605-4
Rights sold: Chinese, Thai, German
マンガの描き方徹底ガイド 5
Retail Price: JPY 1,000

Action is an integral component of *manga*. *Manga* without action lacks impact. Yet, some find themselves at a loss as to how to portray speed and dramatization techniques. This book teaches such beginning artists artistic techniques used by professional Japanese *manga* artists. A must-have!



ULTIMATE MANGA LESSONS 6 Striking the Right Note

by Go Office
Paperback, English
144 pages 8.3in. x 5.8in. (210mm x 148mm)
ISBN4-7661-1606-2
Rights sold: Chinese, Thai
マンガの描き方徹底ガイド 6
Retail Price: JPY 1,000

This book unfolds using a unique format, whereby an entire work of *manga* is created as if it were a cinematic feature being formulated and shot. This volume features topics such as casting the actors (i.e. designing characters), creating the set (i.e. establishing and portraying the setting and setting up the background), dramatizing memorable scenes (i.e. camera work, lighting, detailed dramatization), and other totally new contents.

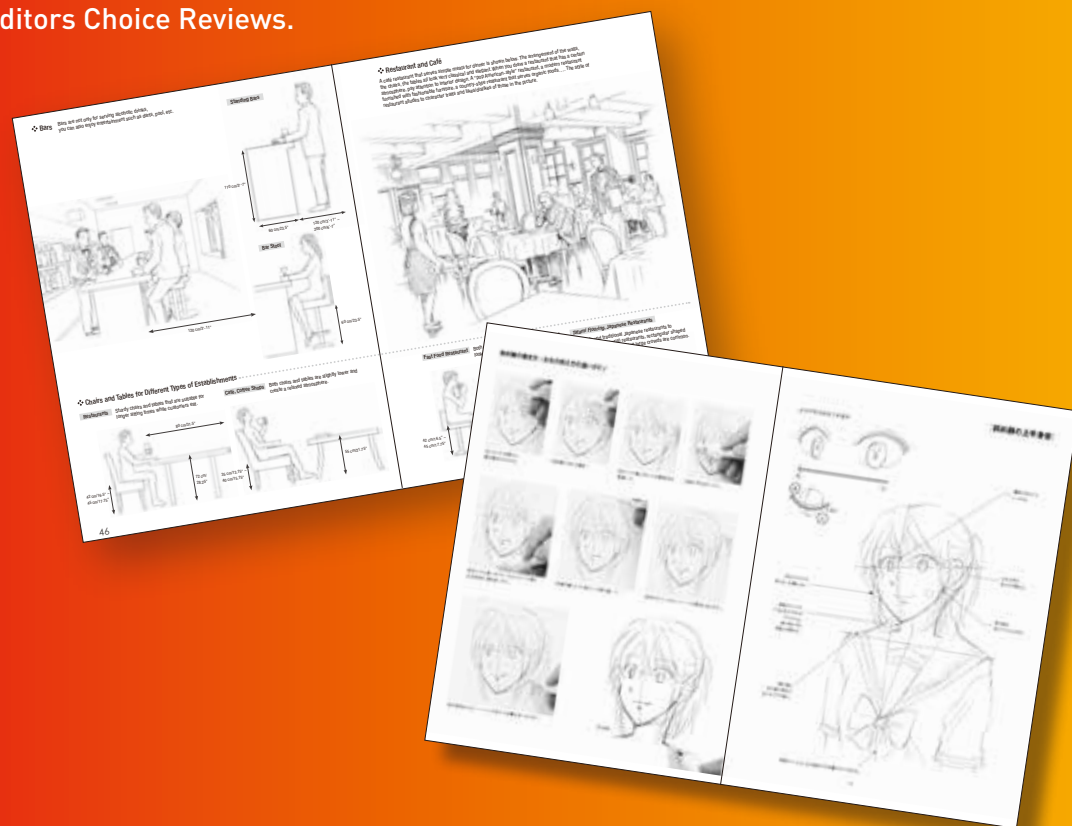


Visual Reference Books for both beginners and experts

HOW TO DRAW MANGA

You don't have to travel all the way to Japan to master the art of manga. Instead, let the masters come to you!

Each book in this critically acclaimed series is packed with step-by-step illustrations and invaluable advice from leading Japanese comic artists and animators. "Clear, concise and amazingly easy to follow," raves Gerry Poulos of Editors Choice Reviews.



1 HOW TO DRAW MANGA Vol. 1 Compiling Characters

by the Society for the Study of Manga Techniques
Paperback, English
116 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-0911-2
Rights sold: Spanish, German, Polish, T-Chinese, Korean, Thai, French, Portuguese, Dutch
マンガの描き方 ① キャラクター篇
Retail Price: JPY 1,200

This is an authentic instructional book aimed at the advancement of *manga* and prepared by a group of assistants to the popular *manga* artist, Yu Kinutani. It begins with the use of drawing utensils and covers character faces, full bodies, arms, legs, etc. Everything is presented using an easy-to-understand "block" method of instruction.



2 HOW TO DRAW MANGA Vol. 2 Compiling Techniques

by the Society for the Study of Manga Techniques
Paperback, English
120 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-0912-0
Rights sold: Spanish, German, Polish, T-Chinese, Korean, Thai, French
マンガの描き方 ② 作画篇
Retail Price: JPY 1,200

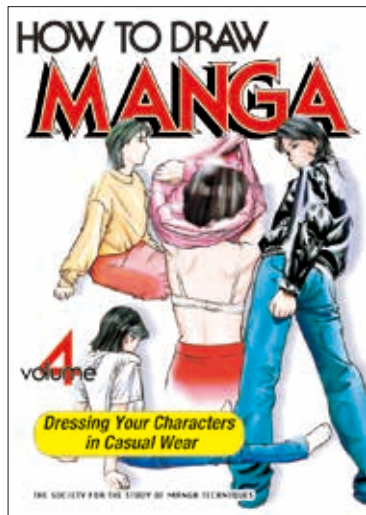
The second in a surprise hit series. A host of techniques are introduced, including the motion lines and structure lines that always appear in *manga*, along with shading techniques and how to express texture. You won't find another instructional guide as easy to follow or as awesome.



3 HOW TO DRAW MANGA Vol. 3 Compiling Application and Practice

by the Society for the Study of Manga Techniques
Paperback, English
124 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-0913-9
Rights sold: Spanish, German, Polish, T-Chinese, Korean, Thai, French
マンガの描き方 ③ 応用・実践篇
Retail Price: JPY 1,200

The thing that can make or break a *manga* is the expression of machines/automata. Those *anime*-like whirring and thwacking mecha sounds create real excitement. In this book, the basics from the first two books in the series are used in expressive techniques to create outrageous imaginary automata, cars, motorbikes, explosions, fires, imaginary animals, ocean waves, clouds and other effects.



4 HOW TO DRAW MANGA Vol. 4 Dressing Your Characters in Casual Wear

by the Society for the Study of Manga Techniques
Paperback, English
128 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1114-9
Rights sold: Chinese, Korean, Thai, French
衣服の描き方 私服篇
Retail Price: JPY 1,450

This volume shows the shape of pants, jeans, T-shirts, sweatshirts, and skirts of plain clothes and undergarments in a series of different movements and angles. The drape and change in shape is diagrammed with photograph-like illustrations.



5 HOW TO DRAW MANGA Vol. 5 Developing Shoujo Manga Techniques

by the Society for the Study of Shoujo Manga Techniques
Paperback, English
132 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-0918-X
Rights sold: Spanish, Chinese, Korean, Thai
マンガの描き方 ④ 少女マンガ篇
Retail Price: JPY 1,437

The techniques used in *manga* for girls are now so widely used today that they have come to define modern *manga* techniques. They are indispensable for you to draw characters more realistically and to pay close attention to back grounds. This volume is a definitive compendium that reveals these techniques in extraordinary detail and precision.



6 HOW TO DRAW MANGA Vol. 6 Martial Arts & Combat Sports

by Hikaru Hayashi
Supervised by Kunichika Harada
Paperback, English
148 Pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1212-1
Rights sold: Spanish, Chinese, Korean, Italian
格闘技の描き方
Retail Price: JPY 1,500

As expected, skill in drawing powerful, combat scenes showing judo, karate, kendo, boxing, and other similar sports is an indispensable element to sports *manga*. For that reason, this volume in the acclaimed *HOW TO DRAW MANGA* series provides the reader with thorough explanations for drawing the martial arts and combat sports. This book methodically covers everything from basic movements to practical applications of the sports to actual *manga* scenes.



7 HOW TO DRAW MANGA Vol. 7 Amazing Effects

by Mikio Kawanishi
Paperback, English
148 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1031-5
Rights sold: Chinese, Korean
マンガ上達塾
Retail Price: JPY 1,200

Cool-looking characters only don't make a *manga*. The use and assembly of the frame effect all elements of the direction. In this volume, image, character, vocals and the direction of the frame are thoroughly explained.



8 HOW TO DRAW MANGA Vol. 8 Super Basics

by Angel Matsumoto
Paperback, English
192 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1274-1
Rights sold: Spanish, Korean, Chinese
はじめてのマンガ講座
Retail Price: JPY 1,400

This is a guide explaining *manga* creation and illustration styles to novices interested in trying their own hands at *manga* and comic books. The book's writing style and illustrations are all extremely straightforward. A comprehensive volume, this guide covers all of the key elements from the basic concepts in creating *manga* to techniques in character development, panel divisions, and developing *manga* with backgrounds. This is a must have not only for beginner artists, but also for those looking to know the very basics in *manga*.



9 HOW TO DRAW MANGA SPECIAL Colored Original Drawing

by the Society for the Study of Manga Techniques
Paperback, English
120 pages (96 pages in color)
10in. x 7in. (257mm x 182mm)
ISBN4-7661-0946-5
Rights sold: Spanish, Chinese, Korean, Thai
カラー原画の描き方
Retail Price: JPY 1,900

The media used for color genga (original drawings) are felt markers. COPIC sketch markers are particularly popular, because they allow the artist to use a wide variety of styles and can be used with an airbrush. This publication presents in great detail COPIC sketch techniques, giving consideration to suitability with the paper and even includes techniques of combining markers with pastels and other media. It is an unparalleled, innovative manual, proving excellent reference for the beginner and professional alike.



10 HOW TO DRAW MANGA Getting Started

by K's Art
Paperback, English
128 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-0917-1
Rights sold: Polish, Korean, Dutch, Italian, German, Chinese
さあマンガを描こう
Retail Price: JPY 1,165

For people who want to start drawing *manga*, this book gives a good overall picture of what it requires. First, one learns what drawing tools are needed, then how to use them, how to draw characters, and fill in the tones. From there, one learns how to make it all look *manga*-like, and how to handle backgrounds. It's all here in this single volume.



11 HOW TO DRAW MANGA Maids & Miko

by the Society for the Study of Manga Techniques
Paperback, English
152 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1214-8
衣服の描き方
Retail Price: JPY 1,450

In this volume, which targets all levels of *manga* artists, from those first starting out to the highly advanced, explanations of techniques in drawing maid uniforms and the traditional dress of *miko* (maiden in the service of a Shinto shrine) are provided along with copious amounts of images. Examples of explanations are those provided on the pieces making up the uniform most commonly used in illustrations. This is a unique publication, focusing on maids and miko, a topic not previously attempted.



12 HOW TO DRAW MANGA Giant Robots

by Hikaru Hayashi
Paperback, English
128 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1206-7
Rights sold: English, Polish, T-Chinese, Korean, Italian, Thai
ロボットの描き方
Retail Price: JPY 1,400

In this book, Chapter 1 is divided into the different parts of the body, starting with the head, explaining directions in designing the eyes or mouth, and then proceeding down towards the trunk and the hands and feet. In Chapter 2, techniques in incorporating weapons, wings, and other extras to the robot learned in Chapter 1 to create a new design are explained. In Chapter 3, android designs are presented. This book is indispensable to those creating *manga* with an interest in robots.



13 HOW TO DRAW MANGA Super Tone Techniques

by Unkaku Koyama
Paperback, English
136 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1113-3
Rights sold: Chinese, French, Korean
美少女スーパートーンテクニック
Retail Price: JPY 1,400

This is a complete collection of tone techniques for drawing *manga*, from the fundamentals to actual use. When drawing the expressions of a character, how should tone be used? This volume is full of knowledge for gaining complete command of the use of tone.



14 HOW TO DRAW MANGA Colorful Costumes

by Tadashi Ozawa
Paperback, English
136 pages 10in. x 7in. (257mm x 182mm) Full color
ISBN4-7661-1186-9
アルバイト少女の制服図鑑
Retail Price: JPY 1,980

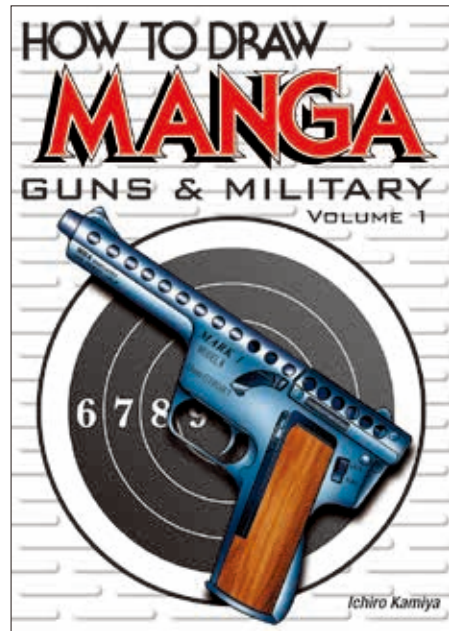
This volume was inspired by the young women found working in cafes and restaurants clad in those absolutely charming uniforms. Snowy white aprons, and crisply starched dresses—haven't we all felt the urge at some time to try these costumes out on our own, characters? Most likely all artists involved in original character design have. This guide features various popular uniforms and costumes and offers explanations on details based on careful research on the actual dress. Select an interesting uniform or costume to try on one of your own characters.



15 HOW TO DRAW MANGA Girls' Life Illustration File

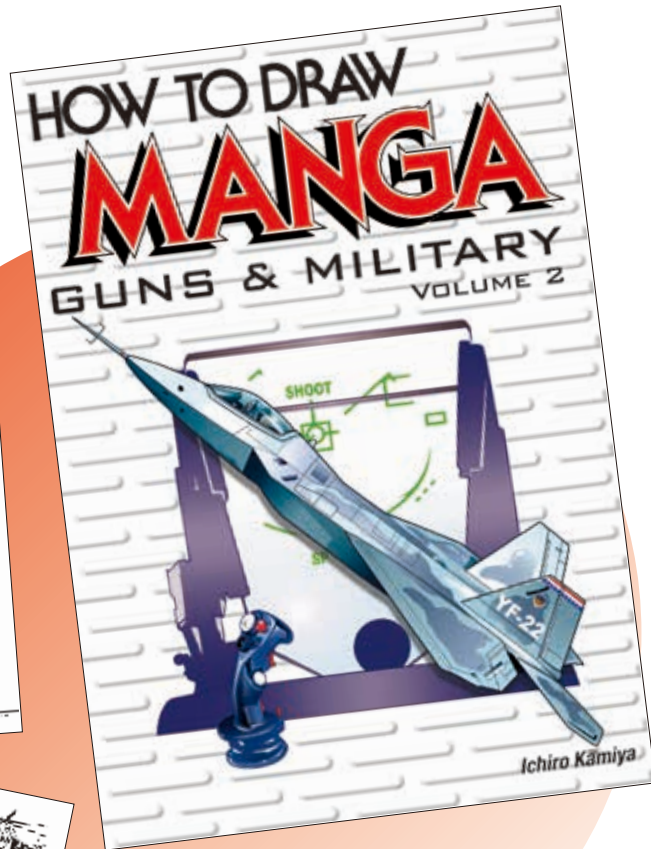
by Kazuko Tadano
Paperback, English
132 pages 10in. x 7in. (257mm x 182mm)
79 pages in color,
ISBN4-7661-1138-9
Rights sold: Korean
GIRLS' LIFE イラストファイル
Retail Price: JPY 1,980

When designing characters, what a girl's room looks like and what small items she possesses can be surprisingly difficult to imagine. What do girls always carry around in their small bags? This volume answers that question and more. This is the "show everything" resource on a girl's lifestyle. Six individual characters with distinct characters have been used as the basis for revealing the private lives of girls.



16 HOW TO DRAW MANGA Guns & Military Vol. 1

by Ichiro Kamiya, with Shin Weda
 Paperback, English
 136 pages 10in. x 7in. (257mm x 182mm)
 ISBN4-7661-1128-1
 マニアックサイバー GUN & ミリタリー
 Retail Price: JPY 1,980



17 HOW TO DRAW MANGA Guns & Military Vol. 2

by Ichiro Kamiya, with Shin Weda
 Paperback, English
 136 pages 10in. x 7in. (257mm x 182mm)
 ISBN4-7661-1262-8



Even if you can draw characters, you cannot draw machines – this is the book for you. For drawing various guns, accouterment, mechanics of combat planes and warships we introduce the essentials for developing a basic knowledge. Apart from the trove of knowledge and data that makes up the pictorial materials, there are the basics of character types and story concepts. Not only will this volume become your brave ally you can also enjoy it as reading material and a fountainhead of knowledge.



18 HOW TO DRAW MANGA Super-Deformed Characters Vol. 1 Humans

by Gen Sato
 Paperback, English
 128 pages 10in. x 7in. (257mm x 182mm)
 ISBN4-7661-1415-9
 Rights sold: Spanish, French, Thai
 チビキャラの描き方 人物編
 Retail Price: JPY 1,400

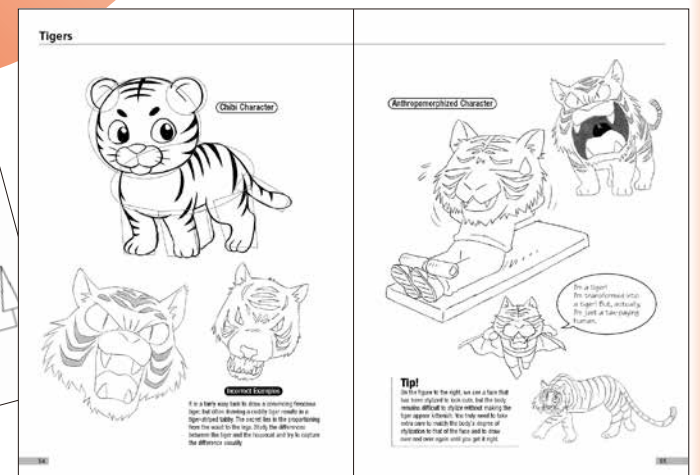
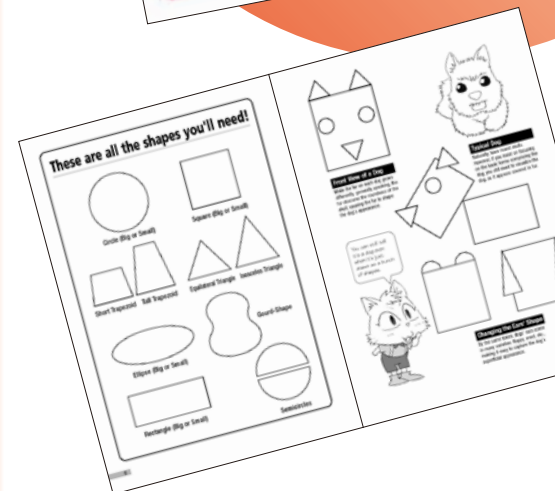
It is no exaggeration to say that today one cannot discuss Japanese *manga* techniques without touching on figure stylization methods. In this book, we thoroughly explore this topic, starting with the thought process and techniques used to draw a "chibi character" generated using such techniques. This must read is chock full of advice on drawing "chibi chara" (super-deformed characters), which encounter in *manga*, *anime*, video games, and other media.



19 HOW TO DRAW MANGA Super-Deformed Characters Vol. 2 Animals

Paperback, English
 128 pages 10in. x 7in. (257mm x 182mm)
 ISBN4-7661-1416-7
 Rights sold: Thai, French
 チビキャラの描き方 動物・モノ編
 Retail Price: JPY 1,400

This volume focuses on animals and (animated) inanimate objects. It starts by introducing key points in drawing animals in that delightful *chibi* character/ultra-stylized manner. The book also contains instruction on anthropomorphism or how to make animated objects that frequently appear in *manga* and *anime* seem to move and talk like human beings. Create your own animal or animated object characters while having fun looking at the abundant sample illustrations provided.





20 HOW TO DRAW MANGA Female Characters

by Hikaru Hayashi
Paperback, English
128 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1029-3
Rights sold: Spanish, German, Polish, Chinese, Korean, Thai, French,
Portuguese, Italian

女のコの描き方
Retail Price: JPY 1,200

This unique book explains the female figure in the Japanese *manga* style and how to draw female *manga* characters covering everything from the basic drawing techniques to their wide application.

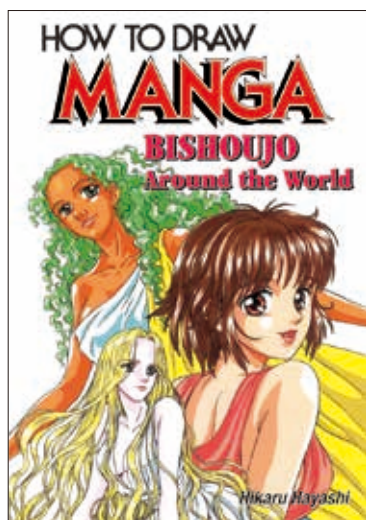


21 HOW TO DRAW MANGA BISHOUJO - Pretty Gals

by Hikaru Hayashi
Paperback, English
128 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1034-X
Rights sold: Spanish, German, Polish, Chinese, Korean, French, Thai, Dutch

美少女キャラの描き方
Retail Price: JPY 1,200

Battle scenes are indispensable for drawing *manga*. Focusing on Chinese martial arts, pro-wrestling techniques, Aikido and other fighting arts, this book covers nearly every type of fighting scene that appears in *manga*.



22 HOW TO DRAW MANGA BISHOUJO Around the World

by Hikaru Hayashi
Paperback, English
128 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1035-8
Rights sold: German, Chinese, Korean, Spanish

世界の美少女の描き方
Retail Price: JPY 1,200

Introducing *BISHOUJO* (beautiful girls) from various countries, this volume shows the trick for how to distinguish faces, skin color, and national costumes. Also, the fashion sense of the *BISHOUJO* from ancient India and prehistoric times are also thoroughly explained.



23 HOW TO DRAW MANGA Illustrating Battles

by Hikaru Hayashi
Paperback, English
128 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1033-1
Rights sold: German, Polish, Chinese, Korean, French, Thai, Dutch, Italian,
Spanish

バトルの描き方
Retail Price: JPY 1,200

Battle scenes are indispensable for drawing *manga*. Focusing on Chinese martial arts, pro-wrestling techniques, Aikido and other fighting arts, this book covers nearly every type of fighting scene that appears in *manga*.



24 HOW TO DRAW MANGA Occult & Horror

by Hikaru Hayashi
Paperback, English
128 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1111-7
Rights sold: Polish, Chinese, Korean, Spanish, French, German

オカルトの描き方
Retail Price: JPY 1,400

This unique guidebook and reference demonstrates the techniques for evoking fear and eeriness and how to draw spooks, ghosts, and things without an actual presence. The snow fairies and water nymphs of Japanese lore, the representative apparitions and devils of Asian and European countries are presented in the Japanese *manga* style. How to draw their various expressions is also collected in this volume.



25 HOW TO DRAW MANGA Bodies & Anatomy

by the Society for the Study of Manga Techniques
Paperback, English
132 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-0916-3
Rights sold: Spanish, Chinese, Korean, French, Thai, Italian, German, Polish

からだの描き方
Retail Price: JPY 1,480

A *manga* consists of showing characters' moves. One can learn to draw most *manga*-like poses and moves using this one book. The secret is in following these anatomically accurate drawings shown in exploded view. Slightly erotic poses are also covered.



26 HOW TO DRAW MANGA Making Anime

Joint publication by Yoyogi Animation Gakuin & A.I.C.
Paperback, English
132 pages (32 pages in color) 10in. x 7in. (257mm x 182mm)
ISBN4-7661-0914-7
Rights sold: Spanish, Korean, Chinese
アニメの描き方
Retail Price: JPY 1,500

This book, which was co-authored by the animation production company, A.I.C., and Yoyogi Animation Gakuin, an animation institute presents the minimum amount of required knowledge and maximum amount of techniques necessary to produce original pencil drawings in a scene. It represents the main or "key" poses in an action by showing the reader the work process up to the point where a finished animated work has been created.



27 HOW TO DRAW MANGA Male Characters

by Hikaru Hayashi
Paperback, English
128 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1030-7
Rights sold: Spanish, Polish, Chinese,
Korean, Thai, French, German, Italian
男の描き方
Retail Price: JPY 1,280

This book is a companion volume of Techniques for Drawing Female *Manga* Characters focusing how to draw boys and young men. There are many expressive techniques drawing boys and young men such as moving scenes, fitting uniforms and expressing age, etc.



28 HOW TO DRAW MANGA Couples

by Hikaru Hayashi
Paperback, English
128 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1032-3
Rights sold: Chinese, Korean, French, Spanish, Polish
ふたりの描き方
Retail Price: JPY 1,280

In the world of *manga*, the couple is indispensable. Drawing men and women separately may not be difficult, but drawing them together is a challenge. Pairing various couples, this unique collection explains how to draw couples from scene to goal, and from basic to finished drawings.



29 HOW TO DRAW MANGA Putting Things in Perspective

by K's Art
Paperback, English
136 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-0920-1
Rights sold: Spanish, Chinese, Korean
パースの描き方
Retail Price: JPY 1,400

Perspective is an inseparable part of every *manga* background. The background gives the scene realism. This book uses one-point perspective to teach simply how to draw buildings, diverging roads, and various other scenes. Two-point and three-point perspectives are also introduced along with how to draw standing crowds.



30 HOW TO DRAW MANGA Pen & Tone Techniques

by Ryo Toudo
Paperback, English
124 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-0915-5
Rights sold: Spanish, French
ペンとトーンのテクニック—マンガ入門
Retail Price: JPY 1,165

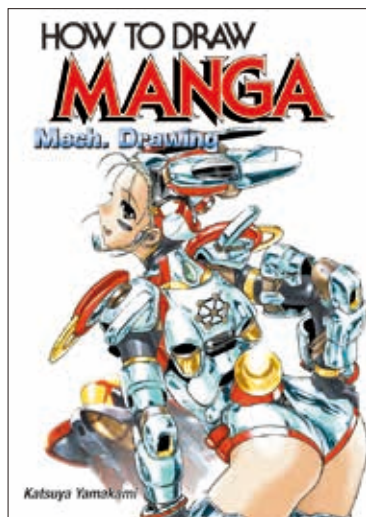
To excel as a *manga* artist, one must know how to draw with round-tipped pens, coupler pens and G-pens. Besides that, how to use screen-tones, gradations, grainy tones and other double layering techniques as well as paper cutting techniques are important elements to acquire. This book focuses exclusively on those pen and tone techniques using an easy-to-understand *manga* format.



31 HOW TO DRAW MANGA More about Pretty Gals

by Hikaru Hayashi
Paperback, English
128 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1112-5
Rights sold: Chinese, Korean
女の描き方 ②
Retail Price: JPY 1,450

This book shows the techniques for drawing very charming and womanly enactment and fully explains a woman's capricious poses and the expression of the bodyline. Also, clothes, accessories, make-up, and various other materials and how they rest on the body are thoroughly explained.



32 HOW TO DRAW MANGA Mech. Drawing

by Katsuya Yamakami
Paperback, English
128 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1355-1
Rights sold: Spanish, Chinese, Italian
メカの描き方—基本描写から発想まで
Retail Price: JPY 1,400

From bicycles to robots and space stations, mechanical drawing can be done with the use of just 4 elements (metal, glass, rubber, plastic). Once you have learned the element expression techniques, all you need to do next is accurately design the form and you've made a mechanical drawing! As you can see, this book provides an easy-to-understand explanation of the basics. In order to meet the expectations of the reader, this book introduces all sorts of ideas to bring out the true potential of mechanical function as a way to create fantastic mechanical drawings with a personal touch.



33 HOW TO DRAW MANGA Costume Encyclopedia Vol. 1 Everyday Fashion

by Hikaru Hayashi, Go Office & Kimiko Morimoto
Paperback, English
240 pages 10in. x 7.4in. (257mm x 190mm)
ISBN4-7661-1213-X
Rights sold: Chinese, Thai
コスチューム描き方図鑑
Retail Price: JPY 2,400

In this volume, manga characters appear as models, and the book illustrates aspects that serve as fashion points showing the characters in various poses and angles. This volume boasts more than 4000 images. With this as reference, the reader should be able to design an original costume with ease by combining the collars, sleeves, cuffs, and other dress details provided.



34 HOW TO DRAW MANGA Costume Encyclopedia Vol. 2 Intimate Apparel

by Hikaru Hayashi, Go Office & Kimiko Morimoto
Paperback, English
240 pages, 10in. x 7.4in. (257mm x 190mm)
ISBN4-7661-1217-2
Rights sold: Chinese, Thai
コスチューム描き方図鑑 2
Retail Price: JPY 2,400

While one would think undergarments are standard fixtures on *manga* characters, they can be unexpectedly tricky for artists to draw. This book includes more than 4000 illustrations showing details of these garments worn on a figure in addition to a detailed history of intimate apparel. Moreover, it enables the reader to make practical use of the illustrations provided to create easily their own fantasy costume designs. This volume is chock full of ideas ready for use!



35 HOW TO DRAW MANGA Costume Encyclopedia Vol. 3 Sexy Sports Wear

by Go Office, Hikaru Hayashi & Kimiko Morimoto
Paperback, English
240 pages, 10in. x 7.4in. (257mm x 190mm)
ISBN4-7661-1424-8
Rights sold: Chinese, Thai
コスチューム描き方図鑑 3
Retail Price: JPY 2,400

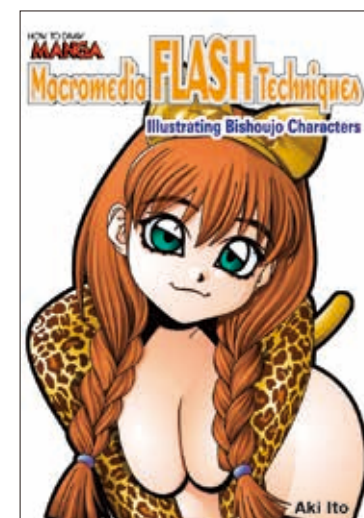
This collection of sports-related uniforms applicable to all fields of art, including *manga*, book illustration, and animation, is full of sexy offshoot costumes such as race-queen and cheerleader uniforms. Featuring more than 3000 images, this volume presents sports uniforms from a wide range of angles. To boot, the end of the book also includes a discussion of basic uniform structure and design. A handy collection of illustrations—it's amazing something like this was not published earlier.



36 HOW TO DRAW MANGA Animals

by Hikaru Hayashi
Paperback, English
140 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1115-X
Rights sold: Korean, Chinese, Thai
動物の描き方
Retail Price: JPY 1,400

Based on the concept of learning to draw animals by starting with a single line (head and backbone), this volume provides tips on drawing animals without having to go through the steps of practicing complicated skeletal and muscular structures. The book faithfully traces techniques from drawing, realistic images to techniques of deformation used to make figures appear cute and cuddly. This book is an optimal basic reference for those involved in *manga*, illustration, animation, and the fine arts, as well as prospective *manga* artists.



37 HOW TO DRAW MANGA Macromedia Flash Techniques Illustrating Bishoujo Characters

by Aki Ito
Paperback, English
144 pages 10in. x 7in. (257mm x 182mm) Full color
ISBN4-7661-1393-4
美少女 CG FLASH ワンダーテクニック
Retail Price: JPY 2,200

You've probably heard before that FLASH is something used to make lively, interactive, web-based interfaces or animated movies. FLASH is certainly well suited for those applications, but did you know you could use it to create computer graphics that put Photoshop to shame? FLASH-based Bishoujo drawing techniques are quite advanced, and in this book we'll show you the complete, essential, start-to-finish techniques of six pioneering FLASH masters. We've literally stuffed the pages with tips on everything from how to draw with FLASH to how to make your Bishoujo cuter. At the end of each section, you'll find a gallery showcasing each artist's work.



38 HOW TO DRAW MANGA Ninja & Samurai Portrayal

by Team Esaka
Paperback, English
136 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1502-3
Rights sold: Spanish, French, Thai, Italiani
時代劇キャラを描こう!
Retail Price: JPY 1,600

Remember those super slick samurai and ninja that we see gracing *manga*, *anime*, and movies? Have you ever tried to draw one on your own, only to discover you have nothing to use as reference? You want to draw a samurai, but you're not sure how the hair should be handled, or how he wields his sword. And, exactly what sort of clothing did ninja really wear? Questions, questions, questions. Well, we created this volume, which introduces characters appearing in historical *manga*, *anime*, etc. in a fun format, to help out such struggling artists. At the end of the book, characters designed for *anime* or *manga* use appear. Check out this book and create your own historical characters!



39 HOW TO DRAW MANGA Creating Stories

by Junichi Sugamoto
Paperback, English
140 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-0919-8
Rights sold: Chinese, Korean, French
マンガの創り方 ストーリー篇
Retail Price: JPY 1,400

Which one comes first, the story or the characters? Without the essential story, the vibrant illustrations at which you have excelled with the aid of the *HOW TO DRAW MANGA* series, won't become a *manga*. It was once true that creating characters was the key element for a *manga*. Now, even if the illustrations are less than spectacular, the story is the key element. This unique book concentrates on the fundamentals of making a *manga*.



40 HOW TO DRAW MANGA Dressing Your Characters in Suits & Sailor Suits

by the Society for the Study of Manga Techniques
Paperback, English
176 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1036-4
Rights sold: Chinese, Korean
衣服の描き方 スーツ・セラー服篇
Retail Price: JPY 1,450

The feel, thickness and solidity of material and its drape cannot be distinguished. Separated and explained by pose, movement, and angle, the approximately 800 plates in this volume introduce how to draw the ever-present suit and sailor suit.



41 HOW TO DRAW MANGA Costume Encyclopedia Vol. 4 Kimono & Gowns

by Go Office, Hikaru Hayashi & Kimiko Morimoto
Paperback, English
240 pages, 10in. x 7.4in. (257mm x 190mm)
ISBN4-7661-1671-2
コスチューム描き方図鑑 4
Retail Price: JPY 2,400

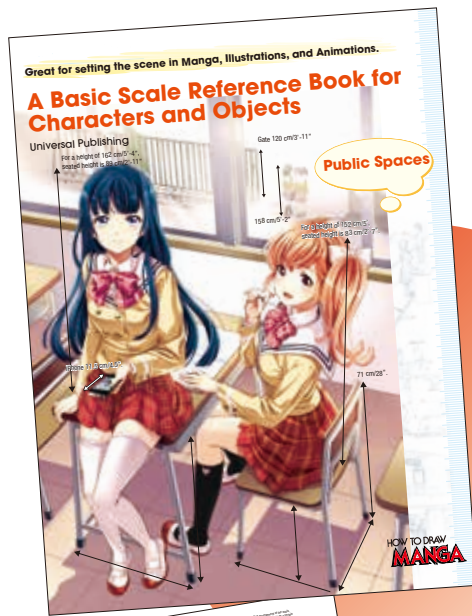
Kimono and gowns appear elaborate and intricate, but their basic forms are actually quite simple. All kimono share a single, basic design, while gowns may be generally arranged into three groups. Using a little ingenuity to modify these basic designs allows the artist to generate a myriad of variations. This volume is crammed full of tips in how to tweak basic kimono and gown designs. The reader will find more than three thousand figure poses useful in the creation of new *manga*, illustrations, and fashion designs.



46 HOW TO DRAW MANGA A to Z: Understanding All of the Basics of Manga Creation

by Sanae Narita
Paperback
160 pages 10in. x 7.4in. (257mm x 190mm)
ISBN978-4-7661-2204-6
Rights sold: Chinese, German, Russian
やさしいマンガの描き方
Retail Price: JPY 1,800

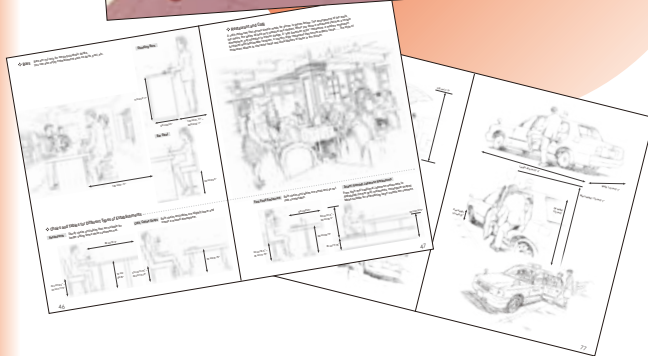
This is a primer that teaches how to draw *manga*. It comprises six chapters, the first of which covers the necessary materials and tools, the second discusses how to draw figures, the third covers the process, the fourth chapter teaches how to draw backgrounds, the fifth discusses character design, and the sixth explains how to construct a *manga* story. Pick up this volume and try your hand at creating a *manga* with impact.



HOW TO DRAW MANGA A Basic Scale Reference Book for Characters and Objects Public Spaces

by Universal Publishing
Paperback
176 pages 10in. x 7.4in. (257mm X 190mm)
ISBN: 978-4-7661-2436-1
Rights sold: German, French, S-Chinese
キャラとモノの基本スケール図鑑 パブリック編
Retail Price: JPY 2,000

When artists who draw Manga and illustrations think, "I want to draw such-and-such a scene," they purposefully give special consideration to the size of each object in the scene and draw those objects together with a character in order to depict the scene more realistically. For example, if they intend to draw a character getting on a bus, the size of both the bus and the character must be drawn to the appropriate size. In addition, artists must consider how big they should draw the seat in which the character sits? This book describes the size of backgrounds and objects in public spaces that frequently appear in Manga and illustrations by comparing them to the size of a human figure. It is a "practical scale encyclopedia" that will allow you to draw well-balanced Manga and illustrations.



HOW TO DRAW MANGA A Basic Scale Reference Book for Characters and Objects Daily Life

By Universal Publishing
Paperback
176 pages 10in. x 7.4in. (257mm X 190mm)
ISBN: 978-4-7661-2453-8
Rights sold: Chinese
キャラとモノの基本スケール図鑑 パーソナル編
Retail Price: JPY 2,000

This is a sequel to the much-discussed innovative and practical first edition. In this book, which takes daily life as its focal point, you will learn to consider the appropriate size of various everyday objects. It is a scale reference work that allows you to draw appropriately sized objects by comparing them to the size of a human figure. In particular, this book goes so far as to touch closely upon the relationship between an object and the size of the hand holding it. For example, between a plastic bottle and a hand. You might think that the size of a plastic bottle cap differs depending on the size of the plastic bottle, but in reality bottles use the same sized caps. Though the size of the plastic bottle may vary, what is really important when you draw one is to capture the appropriate size ratio while considering overall balance. This book will teach you how to do exactly that with objects that you touch frequently in your daily life.

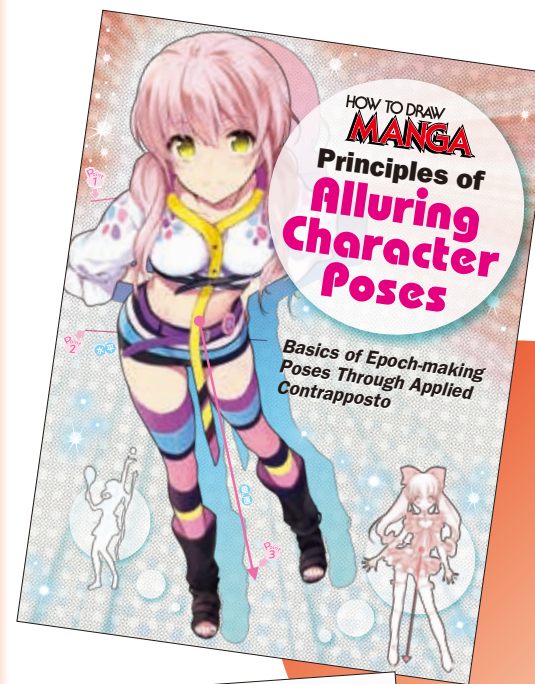


HOW TO DRAW MANGA Principles of Alluring Character Poses Basics of Epoch-making Poses Through Applied Contrapposto

By Tatsuya Ihara
Paperback
176 pages 10in. x 7.4in. (257mm X 190mm)
ISBN: 978-4-7661-2485-9
Rights sold: German
絵になるキャラポーズの法則
Retail Price: JPY 2,000

You have drawn a lot of girl characters and, though you are able to draw their faces in a pretty manner, they do not seem to be complete. It might be the character's pose that is spoiling everything. Do you know why fashion models look so fabulous? They have beautiful figures to begin with of course, but they use "contrapposto" as a technique applied to their posing in order to make themselves even more beautiful.

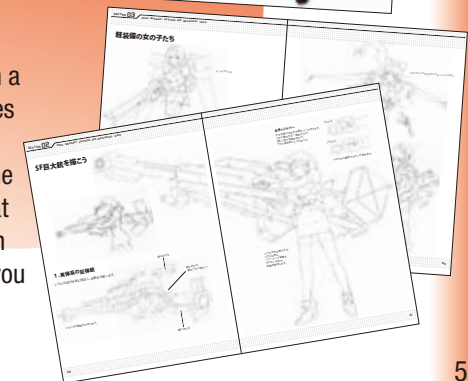
"Contrapposto," a visual arts concept in which human figures are drawn standing with most of their weight on one foot, began in ancient Greece and was inherited first by ancient Rome and then Renaissance Europe. "Contrapposto" teaches you the secret of drawing completely animated and attractive characters by concentrating on something other than their faces and expressions. In particular, drawing a character putting weight on one foot gives that character a more dynamic or, alternatively, a more relaxed appearance. Let's dramatically transform your drawings using "contrapposto".



HOW TO DRAW MANGA Drawing Imaginary Weapons and Mecha-Girls From Handguns to Space Battleships

By Hideki Matsuoka
Paperback
168 pages 10in. x 7.4in. (257mm X 190mm)
ISBN: 978-4-7661-2484-2
Rights sold: German
空想武器とメカ少女を描く
Retail Price: JPY 2,000

This is a must-have book for drawing the cool imaginary weapons and cute girls that appear in computer games and the world of science fiction. Mecha might seem complex at first sight, even though its foundation is derived from a simple cube. However, by simply adding ingenious lines to circles and squares you can give depth and a three-dimensional feel to these shapes. This book introduces the clues you need to invent your own imaginary weapons, and the skills to draw them, by referencing the actual shapes of various weapons that already exist. In the end you will learn to add a weapon of your own invention to a girl character. With this book you will greatly expand the variety of girls you can draw wearing power suits and weapons.



HOW TO DRAW MANGA Various Styles of Robots and Powered Exoskeletons

by Kasumi Kaworu
Paperback
176 pages 10in. x 7.4in. (257mm X 190mm)
ISBN:978-4-7661-2323-4
Rights sold: Chinese
ロボットを描く
Retail Price: JPY 2,000

Robots often appear in Science Fiction Manga. One tip for drawing them well is to pay attention to the boxes and connection points that make up the joints. This book will explain how to draw robots and powered exoskeletons, from the basics all the way to real-world application, by using sample drawings with specific characteristics. Also, this book will introduce variations on many different mechanical parts that will prove indispensable when you draw your own original robots and powered exoskeletons.



HOW TO DRAW MANGA Manga School Vol. 2, Character Design

by Ryo Hirata
Paperback
168 pages 10in. x 7.4in. (257mm x 190mm)
ISBN978-4-7661-2166-7
Rights sold: Chinese, Korean
マンガの学校 2 キャラクターの描き方
Retail Price: JPY 2,000

This book discusses how to conceive characters' "design." While producing skillfully drawn artwork and creating skillfully designed characters are two different things, if you, the creator, lack the basic artistic techniques, then you will find yourself unable to translate what you have inside your head onto paper. This volume discusses basic art techniques and theories that you will need to draw proficiently in Chapter 1. Chapter 2 covers techniques that will allow you to portray your characters in a more appealing fashion. This chapter goes beyond discussing personal preferences or sensory portrayals, such as how to make characters "cute" or "attractive," and rather offers copious explanations on the roles and functions of various characters within a given *manga* story.



Samurai & Ninja Action Scene Collection

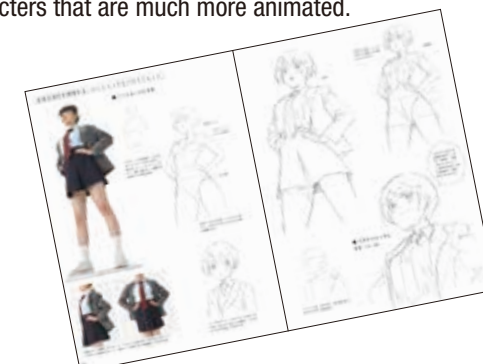
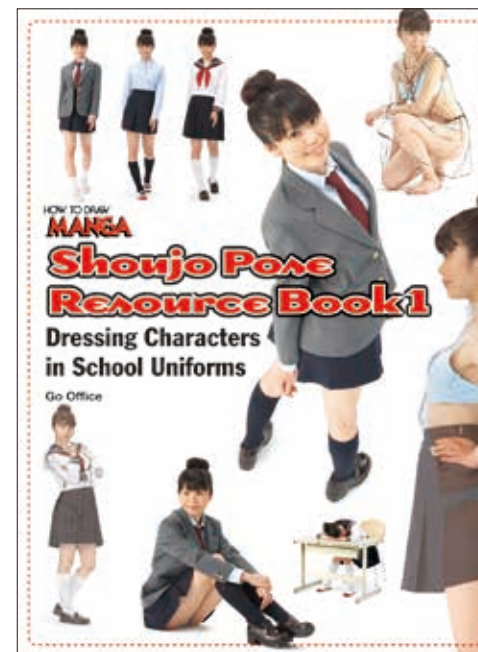
by HOMEROOM
Paperback, English
176 pages 10in. x 7in. (257mm x 182mm)
ISBN978-4-7661-1670-4
実写版 アクションポーズ集
Retail Price: JPY 2,800

Period works with a historical flavor are currently all the rage in the comic and game worlds. Realizing the interests of today, we bring to our readers this photo collection featuring samurai and ninja action scenes. This volume comes chock-a-block with samurai in formal attire, samurai wielding spears, *ronin*, public officials, *okappiki* (informants, undercover police), master swordsmen Yagyu Jube'e and Miyamoto Musashi, the *Shinsen-Gumi* police, the *yamabushi* Buddhist mountain priests, ninja, and a host of other characters from the past in a wide variety of useful poses.

HOW TO DRAW MANGA Shoujo Pose Resource Book 1: Dressing Characters in School Uniforms

by Go Office
240 pages 10in. x 7.4in. (257mm X 190mm)
ISBN:978-4-7661-2174-2
Rights sold: French, Italian
キャラポーズ資料集 女のコの制服編
Retail Price: JPY 2,400

In *manga*, it is necessary to know how to draw various poses. There are a wide variety of books concerning poses available, but you cannot see the body line when looking at a book of poses with clothed figures. Also, by looking at a book of naked poses, you cannot grasp the positional relationship between clothes and body parts. This book comments on and compares over 1000 poses of girls dressed in school uniforms and swimsuits, while providing easy to understand texts and illustrations that explain the relationship between body and clothing. By making clear the positional relationships between the female body parts - shoulder, chest, hips, groin - and clothing - the collar, the hem, the pocket - you can draw *manga* characters that are much more animated.



HOW TO DRAW MANGA Shoujo Pose Resource Book 2: Actions in Everyday life

by Go Office
240 pages 10in. x 7.4in. (257mm X 190mm)
ISBN:978-4-7661-2203-9
Rights sold: S-Chinese, French, Italian
キャラポーズ資料集 女のコのからだ編
Retail Price: JPY 2,000

Using over 1000 photos, this book thoroughly analyzes and explains the face, body shape, and structure of girls as they appear in *manga*, illustrations, etc. This is not just a simple book of poses. It is an "Illustrated Reference Book of the Human Body for Artists." This book will show you how to polish your drawing skills by projecting an image onto the body, from above, of the following imaginary lines: the *Median Line* (captures the direction of a body), the *Tectonic Line* (captures the inclination of a body) and the *Center-of-Gravity Line* (captures the center of gravity). This book contains many additional important tips to improve your overall drawing ability.



Drawing & Painting Techniques by Medium

Drawing & Painting Techniques by Medium (Watercolor)

How to Draw Creative Watercolor Illustrations [Sketches Included]



This book provides visual instructions, using more than 750 photographs, on how to draw watercolor character illustrations. It is designed for beginners who want to get started with watercolor character illustrations.

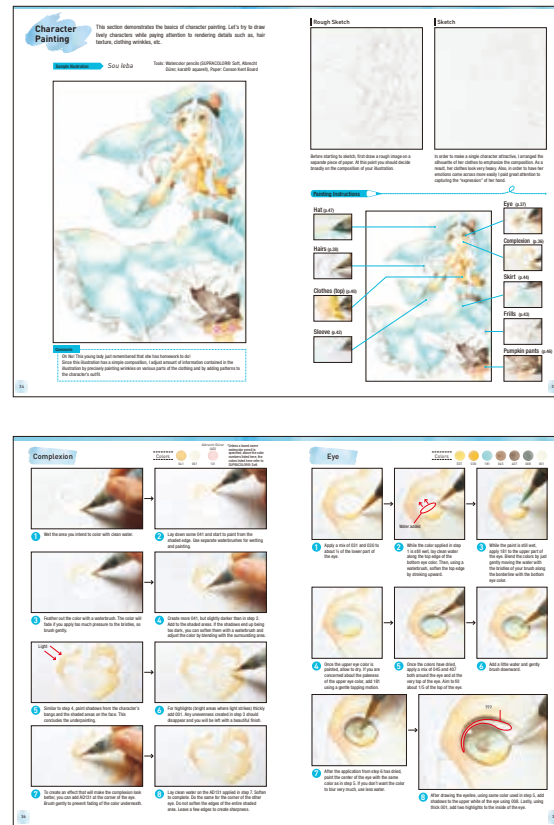
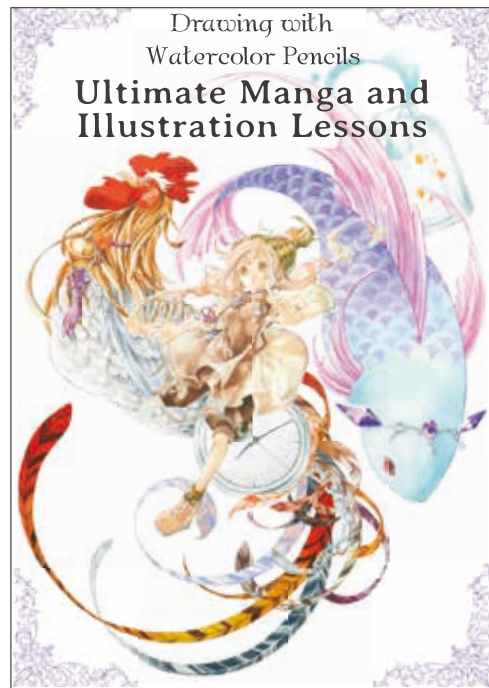
One of the features of natsuki, the author, is her ability to produce rich colors even with watercolors! She also creates a well-balanced look with a variety of color schemes.

This book includes eight line drawings at the end, and provides the step-by-step coloring process for three of them.

Artists SNS
Twitter @natuki1016
89K followers.

natsuki
-
144 pages
257 x 182 mm
Paperback
Retail Price: JPY 1,800
978-4-7661-3634-0
-
創作水彩イラストの描き方 [下絵付]
-
Rights sold: French

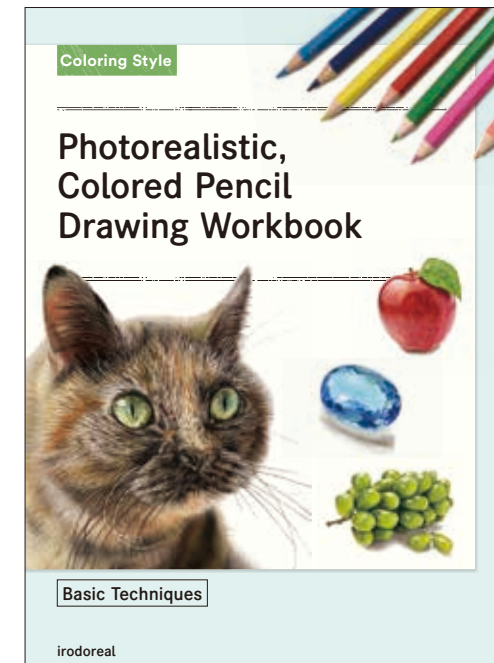
Drawing with Watercolor Pencils Ultimate Manga and Illustration Lessons



If you want to color illustrations with watercolor pencils but you don't know how, or if you want to know techniques for coloring illustrations nicely using watercolor pencils, then this is the book for you! This illustration technique book will help novice watercolor pencilers who have both of the above mentioned difficulties. It provides step-by-step, thorough instructions for detailed coloring techniques on various motifs. It begins with "Basic Coloring" and then moves on to motifs such as: "Human Figures," "Textures," and "Backgrounds." In the advanced section, a number of more detailed rendering methods are listed. It will surely help you to create delicate and vibrant illustrations!

Kon Kojima
-
160 pages
257 x 182 mm
Paperback
Retail Price: JPY 1,800
978-4-7661-3064-5
-
水彩色鉛筆で描く
コミックイラストレッスン
-
Rights sold: Russian,S-Chinese,
T-Chinese

Coloring Style Photorealistic, Colored Pencil Drawing Workbook [Basic Techniques]



Make anyone look twice or even three times! This book explains how to draw photorealistic, colored pencil drawings. It provides thorough step-by-step instructions for sixteen sample drawings with over five hundred fifty photos. Popular motifs for beginners, such as apples, jewels, and cats, have been carefully selected, and the colored pencil painter unit, *irodoreal* – popular on social networking sites – provides detailed how-to instructions on drawing. Aside from basic techniques, this book reveals advanced techniques invented by *irodoreal* members. This book comes with rough sketches of all sixteen sample drawings, so you can enjoy colored pencil art immediately. **The group, and individual members, have over 190K followers on Twitter in total.**

irodoreal
-
144 pages
182 x 257 mm
Paperback
978-4-7661-3536-7
-
塗り絵式
写真にしか見えない
色鉛筆画上達ドリル
[基本編]
-
Rights sold: English, T-Chinese

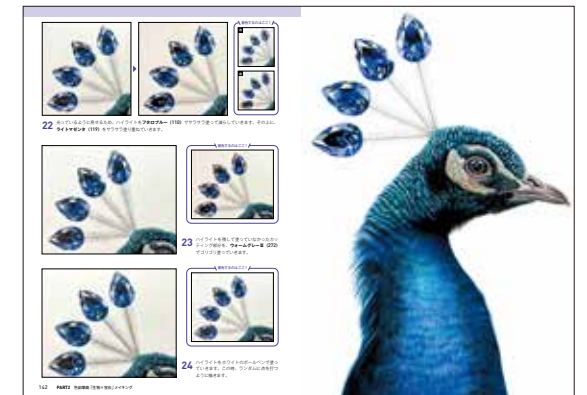
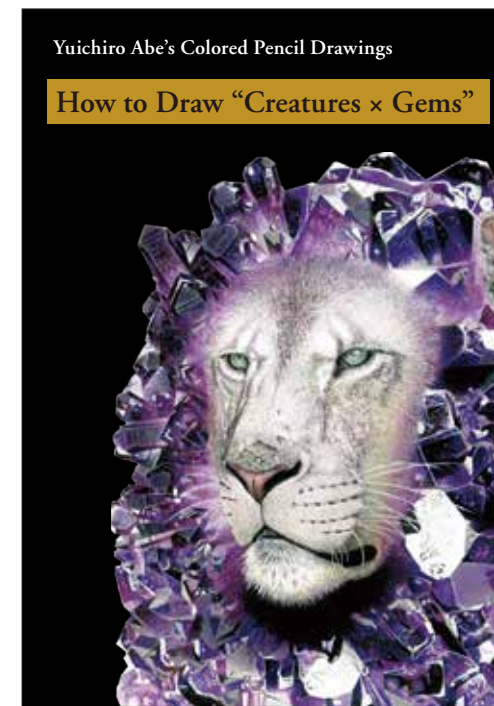
Coloring Style Photorealistic, Colored Pencil Drawing Workbook [Animals]



You will surely read this twice, or perhaps even three times! This book provides detailed instructions on how to draw photorealistic, sixteen colored pencil, drawings along with a total of over five hundred fifty step-by-step photographs! This is the ultimate guide to drawing lifelike animals of all kinds! Cats, dogs, rabbits, and other popular animal motifs are carefully selected for beginners. There are tips for drawing all kinds of animals, including their distinctive crystal-clear eyes and fluffy fur. In addition to basic techniques, this book shares advanced techniques developed by members of the artistic group *irodoreal*. Includes line drawings of all sixteen works.

irodoreal
-
160 pages
182 x 257 mm
Paperback
Retail Price: JPY 1,700
978-4-7661-3715-6
-
塗り絵式
写真にしか見えない
色鉛筆画 上達ドリル
[動物編]
-
Rights sold: English

Yuichiro Abe's Colored Pencil Drawings: How to Draw "Creatures × Gems"



This is the first publication of Yuichiro Abe, a young colored pencil artist known for his "Creatures × Gems" series. Abe's drawings have been gaining attention on social media and he is becoming well-known for his "photorealistic" style. This book reveals Abe's colored pencil drawing techniques and the creation of his twelve works in "Creatures × Gems," along with abundant photos and step-by-step instructions. The book also enables you to learn amazing colored pencil drawing techniques that will allow you to produce photorealistic phantasmic animals of your own. There are even fifteen line drawings that help you get started right away.

Twitter: 107k followers.

Yuichiro Abe
-
176 pages
257 x 182 mm
Paperback
Retail Price: JPY 2,000
978-4-7661-3635-7
-
安部祐一朗の色鉛筆画
「生物×宝石」の描き方
-
Rights sold: T-Chinese

GG ILLUSTRATION & MAKING BOOK

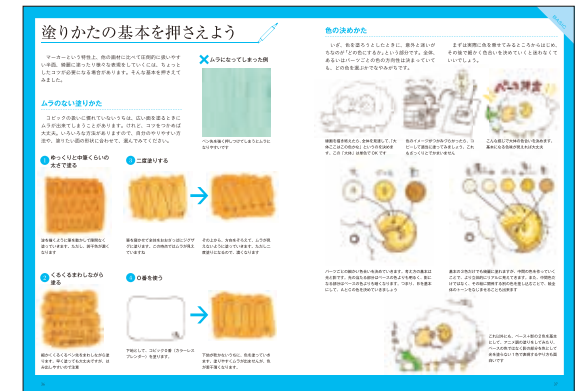


This is the first collection of works by GG, an illustrator who creates a one-of-a-kind world view using analog art materials. This book contains over one hundred illustrations! It includes not just past works, but also new works specifically drawn for this book. It also includes the complete making of illustrations, such as “Alcohol ink art,” “Fountain pen ink,” “Pen drawings,” and “Digital illustrations.” All of which are being published for the first time! You can enjoy both the illustrations themselves, which are jam-packed with GG’s beautiful world-view, and the making of those illustrations.

Twitter: 55k followers

GG
-
160 pages
257 x 182 mm
Paperback
Retail Price: JPY 2,300
978-4-7661-3631-9
-
孳々
ILLUSTRATION & MAKING BOOK
-
Rights sold: S-Chinese

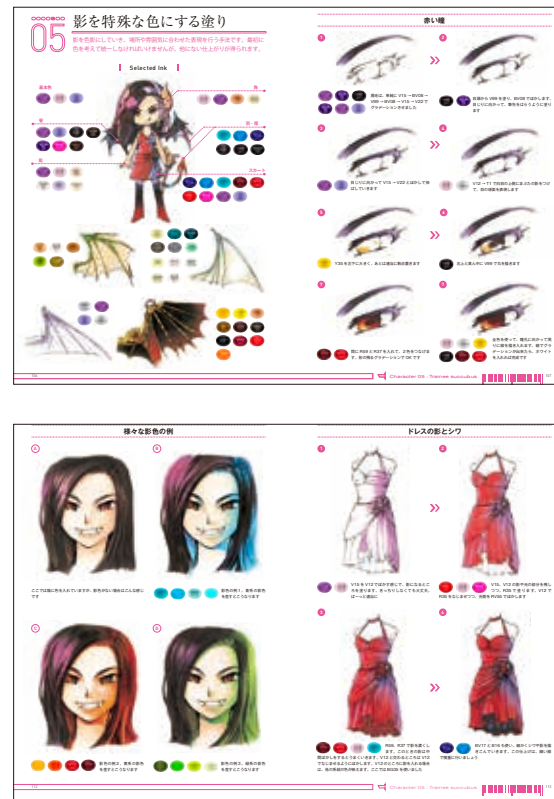
How to render eye-catching textures with COPIC markers! Enlarged.



COPIC markers are very popular drawing materials used all around the world. This long-awaited book provides techniques for rendering exciting textures using COPIC markers. From basic techniques to entire color sample sheets, this book provides step-by-step visual instructions for rendering textures for a variety of materials, from metals to bricks. Drawings introduced in this book are powerful, and quite realistically rendered. Nobody would ever guess that they were drawn with COPIC markers!

Yasaiko Midorihana
-
176 pages
257 x 182mm
Paperback
Retail Price: JPY 1,800
978-4-7661-3683-8
-
コピックで出来る!
魅力的な質感の描きかた+
-
Rights sold: T-Chinese, English,
French, German

How to Render Attractive Characters with COPIC Markers



This is the second installment of Midorihana's COPIC marker technique books. The first installment was chock full of techniques for rendering the textures of various materials like metal, wood, fabric, stone, and even water. Now, the second installment provides must-know COPIC marker coloring techniques that will aid any artist in creating truly attractive characters. This book covers a comprehensive range of topics including coloring variations that use gradation and shading, as well as providing examples using single colors, multiple colors, pale colors, and deep colors in a variety of different styles. From basic techniques to rendering light and shadow, this book offers illustrated easy-to-understand, thorough explanations on various techniques that must be understood when coloring characters. This book will surely enable you to master coloring methods. So, let's begin!

Midorihana, Yasaiko

-
160 pages
257 x 182 mm
Paperback
Retail Price: JPY 1,800
978-4-7661-3305-9

-
コピックで出来る!
キャラクターを魅せる
色の塗りかた

-
Rights sold: T-Chinese, English,
French, Russian

An Encouragement of Effortless Drawing: Easy Methods that Improve Quality



"How is it so easy to render texture?" – introducing eye-opening drawing tips in five steps, along with demonstrations on how to apply them using example illustrations.

From common interior elements like curtains, blinds, sofas, and shelves to light sources, forests at night, and the ground in a bird-eye-view, this book introduces techniques for easily, neatly, and quickly drawing backgrounds and small items (props) that are "essential or desired" whether they are situated indoor or outdoor.

This book uses five different situations: a room in the early afternoon where feathers float around, a forest at dusk, a cityscape in daytime, an anime opening style, and small tricks to help progress of character designing, and, explains twenty-five techniques along with the making of example illustrations. From how to capture shapes of objects to applying colors, this book provides a one-stop guide.

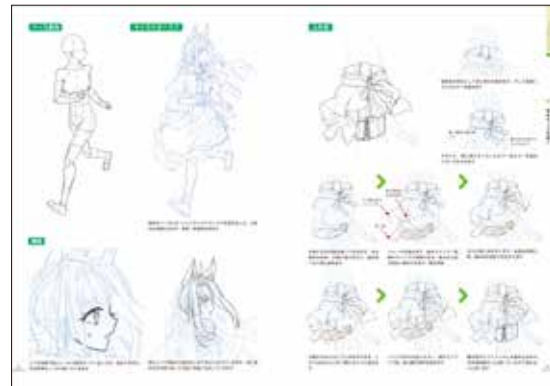
Izuchi

-
144 pages
257 x 182 mm
Paperback
Retail Price: JPY 2,000
978-4-7661-3701-9

-
時短、簡単、クオリティアップ!
ラク技で描く背景&プロップ

Progressing from Pose to Characterization Base Model Creation Techniques

Solving Common Problems with Characters
Using Posable Mannequins



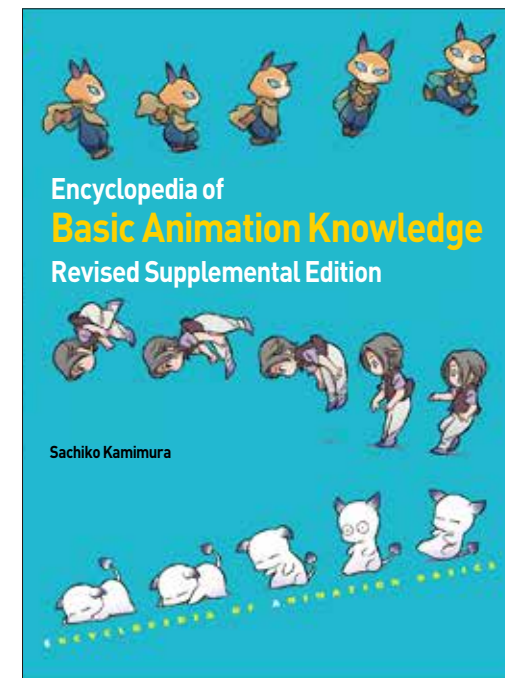
If you use a drawing mannequin or a 3D model to produce reference poses, somehow the liveliness of the character is not properly brought forth.

This book is perfect for solving such problems. It has techniques that allow you to make use of all the benefits of a drawing mannequin or 3D model while still infusing your characters with personality. Since the techniques use a drawing mannequin or 3D model as their base, you will always be able to flawlessly draw not only poses, but also clothing (including wrinkles).

This book shows techniques through the use of twelve poses for each male and female figure!

Izuchi
-
160 pages
182 x 257 mm
Paperback
Retail Price: JPY 2,000
978-4-7661-3727-9
-
ポーズ→キャラ化が捗る!
素体作成テクニック

Encyclopedia of Basic Animation Knowledge— Revised Supplemental Edition

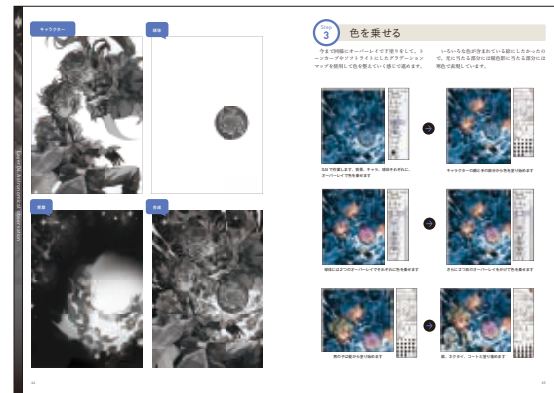


This book explains the terms and techniques essential to novice junior animators. Chapters 1 through 3 carefully explain the animation production process using illustrations.

- Chapter 1 - Animation Can Be Done Like So
- Chapter 2 - Animation Proposals Can Be Done Like So
- Chapter 3 - Animation Production Documents
- Chapter 4 - Digital Drawings
- Chapter 5 - Animation Glossary

Sachiko Kamimura
-
224 pages
257 x 190 mm
Retail Price: JPY 2,800
Paperback
978-4-7661-3331-8
-
アニメーションの基礎知識大百科
(増補改訂版)
-
Rights sold: French, Italian,
S-Chinese, T-Chinese, Korean

Grisaille Method: Creating Vibrant Paintings Time-Saving and Coloring Techniques



Point!

- Make use of the digital painting programs, CLIP STUDIO and SAI
- Monochrome painting → Apply color layer over the monochrome painting → Complete!

Using the Grisaille method allows the amount of time spent “painting colors” – agony to many people – to be drastically reduced! Since colors can be altered whenever one pleases, this method is extremely convenient for works that are likely to be redone or just when painting for fun. Moreover, this book reveals techniques for painting with vivid colors, often considered a weakness of the Grisaille method. This book provides detailed explanations on methods for applying Grisaille to not just “thick coat” style painting, but also gradation, watercolor-style, anime, posterization, high contrast painting, etc.

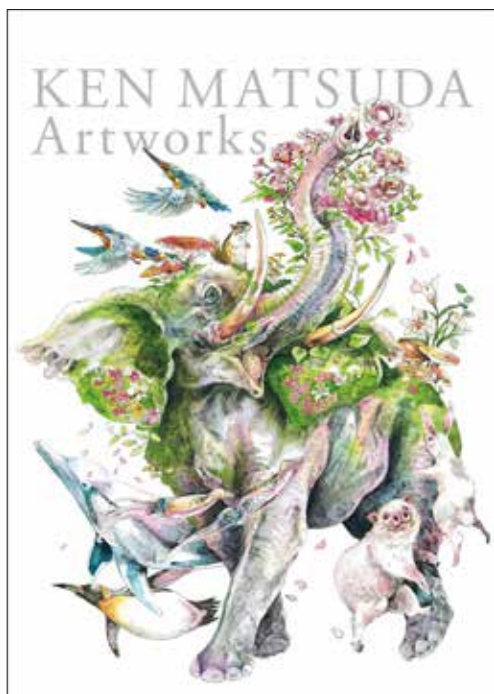
Izuchi

-
144 pages
257 x 182 mm
Paperback
Retail Price: JPY 2,000
978-4-7661-3395-0

-
グリザイユ画法で鮮やかに描く
時短&色彩表現テクニック

Art Books

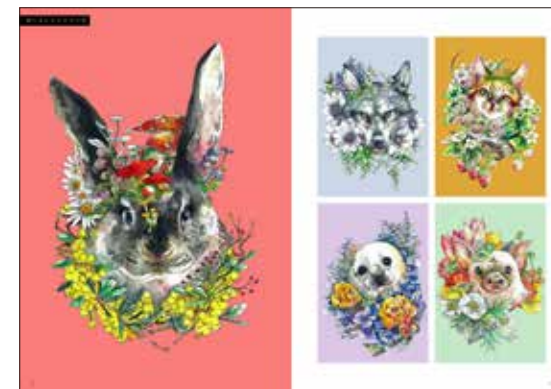
Ken Matsuda Artworks



Ken Matsuda, a topical illustrator who uses vividly colored pens and watercolors to draw animals and plants symbiotically, has his first collection of works presented here. The themes here are “amphibians and reptiles,” “animals,” “birds,” “water,” “creatures,” etc. There are approximately one hundred items presented, including those drawn from Matsuda’s work from 2016 to 2019, and some made specifically for this book. This is truly a powerful book that also includes Matsuda’s first publicly released “Drawing Technique” section with a commentary by the artist himself. Any fan will surely covet the charm that fills this Matsuda book. Please be sure to enjoy all of the lively illustrations and their delicate brushstrokes and vivid colors.

Ken Matsuda
 -
 160 pages
 297 x 210 mm
 Paperback
 Retail Price: JPY 2,300
 978-4-7661-3332-5
 -
 マツダケン作品集

Celebration of Color Ken Matsuda Art Work II



This is the second volume of a collection of works by the popular social media illustrator Ken Matsuda. Here he illustrates the “symbiosis of animals and plants” in brilliant color. This wonderful book offers over one hundred fifty illustrations – including those drawn especially for this book – under the five themes of: “Series Collection,” “Four Seasons,” “Backgrounds + Animals,” “Flowers,” and “Reincarnation” (which is a first for Ken). The book also includes a section on the making of the illustrations, an interview with the artist, and commentary on each work by Ken Matsuda himself! This book is packed with Ken Matsuda’s charm and is sure to be coveted by his fans. It also comes with stickers specially made by the author.

Ken Matsuda
 -
 194 pages
 210 x 297 mm
 Paperback
 Retail Price: JPY 2,700
 978-4-7661-3664-7
 -
 千彩万華 マツダケン作品集II

Pixel Vistas

A Collection of Contemporary Pixel Art



Pixel art has recently spread across the globe as a representative art genre of a new era. This surge in pixel art has rapidly permeated a variety of fields, from online community posts and independent video games all the way to fashion and advertising. This book presents an overview of pixel art, as well as a collection of works and interviews from fifty leading, globally active, pixel art creators. It also covers the thought methods used by each artist in their creations and provides the backgrounds for the projects undertaken. It surely provides a depth of focus that internet surfing and social media browsing alone cannot possibly match.

Graphic-sha Publishing

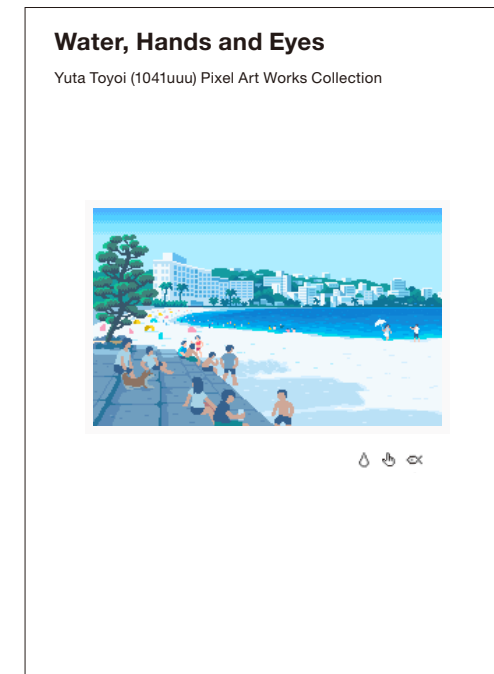
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256 pages
257 x 182 mm
Paperback
Retail Price: JPY 2,700
978-4-7661-3272-4

-
ピクセル百景

-
Rights sold: S-Chinese, T-Chinese

Water, Hands and Eyes

Yuta Toyoi (1041uuu) Pixel Art Works Collection



This is the first collection of works by Yuta Toyoi (1041uuu). Toyoi has had a significant impact on the recent trend of pixel art through the creation of delicate dot animation that portrays poetic landscapes and various objects. This book includes his major works, organized by era, as well as his thoughts and creative methodology.

Artist Profile

Born in Fukushima prefecture in 1990. Illustrator. He mainly creates animated GIFs of landscapes made with dots and publishes them on social media.

Twitter: 80.9K Followers

Yuta Toyoi

-
160 pages
182 x 252 mm
Paperback
Retail Price: JPY 2,300
978-4-7661-3746-0

-
水と手と目
豊井祐太 (1041uuu)
ピクセルアート作品集

A Collection of Works by the Artist Tsukku: Kakurigami in the Village of Beasts

A Bewitching yet Nostalgic Japanese Fantasy



This is the first collection of works by illustrator Tsukku. Interwoven among the fantastical story of “The Village of Beasts” are approximately one hundred beautiful illustrations – some of which were drawn specifically to match the story. This book also provides an explanation for the worldview/setting of the “Village of Beasts” and the making of the illustrations. Fans of this type of art and story-making won’t be able to get enough!

Twitter: 22K Followers

Tsukku
-
160 pages
182 x 257 mm
Paperback
Retail Price: JPY 2,300
978-4-7661-3699-9
-
獣の里のかくり神 つっく作品集
-
Rights sold: T-Chinese

Fantasy Landscape Art & Technique Collection



The author joined Square Enix as a designer and artist and has worked on the development of some of the company’s most popular video games, including the Final Fantasy series and the *Mana* series. This book provides a comprehensive explanation of various techniques cultivated by artists – who can be considered masters of fantasy backgrounds – through their *Fantasy Landscape* series and popular video games.

Here you will find eighty-two masterpieces – all of which incorporate key technical aspects of background painting.

The author’s original *Fantasy Landscape* series, published mainly on social networking services, can be classified into five categories. This book includes technical points regarding each category that the author has been sure to emphasize. It also includes rarely seen rough sketches! With one hundred and fifty illustrations and a total of forty pages – twenty pages of illustrations and twenty pages of technical explanations – this book contains a wealth of data and beautiful art!

English sample pages are available.

R.E.C
-
160 pages
182 x 257 mm
Paperback
Retail Price: JPY 2,200
978-4-7661-3710-1
-
幻想風景画集&メイキング・テクニック

A Collection of Illustrations: Flowers and Girls

Showcasing Female Artists' Delicate Brushwork and Expression



This book is an illustrated anthology with "Flowers & Women" as its main theme. It contains beautiful illustrations by twelve up-and-coming artists who have charmingly depicted the truly gorgeous interplay between various types of female characters and the flowers that adorn them. Interviews with the featured artists are also included at the end of the book.

[Artists]
Buchi, Keiko, YUE, potg, mashu, Minami, Haruki Niwa, Hinano, Yukorin, Suzu Sakuraba, Ayata, Toaru ocha

Graphic-sha Publishing

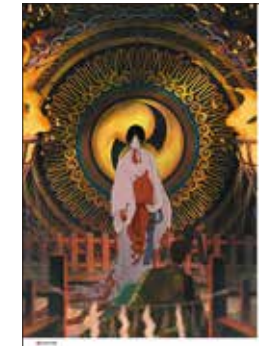
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176 pages
257 x 182 mm
Paperback
Retail Price: JPY 2,000
978-4-7661-3684-5

-
百花繚乱 FLOWER and GIRLS STYLE ILLUSTRATIONS

-
Rights sold: S-Chinese, T-Chinese

MYSTERIOUS: JAPANESE STYLE ILLUSTRATIONS

Showcasing Female Artists' Delicate Brushwork and Expression



An Anthology of Illustrations by Twelve Illustrators!

This book contains works by twelve up-and-coming illustrators under the main theme of "Japanese world view illustrations that have a sense of mystery."

The book features character depictions of "gods" and "monsters" that evoke a sense of Japanese fantasy. There are also fantastic landscapes and motifs that evoke a sense of nostalgia and familiarity, a magnificent worldview depicted with meticulous detail, and lustrous colors that reflect an awareness of traditional Japanese colors, etc.

Inspired by the theme of "Japonesque" the twelve artists here have created a book that will allow you to enjoy a mysterious and beautiful world of harmony. This book is perfect for fans of each artist, those seeking inspiration, or as a gift for artistic and non-artistic friends alike.

Graphic-sha Publishing

-
176 pages
257 x 182 mm
Paperback
978-4-7661-3632-6

-
妖し JAPANESE STYLE ILLUSTRATIONS

-
Rights sold: S-Chinese, T-Chinese

HIGH FANTASY STYLE ILLUSTRATIONS

Absolutely Full of “Western Fantasy” Style Illustrations!



This book is an anthologized illustration collection with the main theme being “Western fantasy,” which can safely be termed “mainstream” among fantasy styles.

This volume contains beautiful and spectacular illustrations by sixteen artists, each of whom depict the fantastic and magnificent world of fantasy in their own captivating way. At the end of the book, there are interviews with the featured artists. The delicate depictions of wonderful scenes and enchanting characters will be the perfect reference for all those who aspire to become fantasy artists!

Graphic-sha Publishing

-
176 pages
257 x 182 mm
Paperback
978-4-7661-3636-4

-
幻想世界
HIGH FANTASY STYLE
ILLUSTRATIONS

Ten Years of Akihito Yoshitomi Character Sketches



Akihito Yoshitomi is a manga artist who has released many works, including his masterpiece *EAT-MAN*. This is a collection of character sketch illustrations he has been drawing as a hobby for more than 10 years, apart from his work.

Yoshitomi’s detailed brushwork, his striking depictions of female characters, and the speed at which he draws these wonderful works are all based on the huge number of sketches he does every day for relaxation and practice. More than 500 manga sketches, mostly of characters, were selected from a variety of drawings – including pencil, colored pencil, dip pen, millipen, brush pen, and digital. The book’s 500+ sketches mainly deal with characters and include the dates and materials used to draw them. It also includes Making-of descriptions and interviews. The book is full of ideas that will be useful not only to Yoshitomi fans, but also to anyone who draws or makes art. This book is both a manga technique book and a collection of artistic works.

YouTube: Subscribers: 597K

Twitter: 46K Followers

Akihito Yoshitomi

-
224 pages
182 x 257 mm
Paperback
Retail Price: JPY 2,500
978-4-7661-3646-3

-
吉富昭仁 キャラクタースケッチ
10Years

-
Rights sold: S-Chinese

natsuki Artworks



This is the first artwork collection of illustrator, natsuki. With artwork published from 2014 through 2021, this book offers over one hundred of natsuki's creations. It includes illustrations for the *Yatagarasu* series (author: Chisato Abe, published by Bungeishunju Ltd) and *Fukuro no tsuki* (author: Emeru Komatsu, published by KADOKAWA) as well as brand new illustrations entitled *Hyakki yagyo no sekai (The World of the One Hundred Demon Nocturnal Parade)*. The book also presents the making of the illustrations and commentary by natsuki herself! It is absolutely packed full of natsuki's fascinating illustrations and is a must-have for those who love her artwork.

natsuki
-
160 pages
210 x 297 mm
Paperback
Retail Price: JPY 2,300
978-4-7661-3508-4
-
名司生 Art Works
-
Rights sold: S-Chinese

Subject & Object
Ryuto Miyake Artwork Collection



Birds, animals, fish, insects, plants, flowers, vegetables, food, cuisine, sweets, tools, clothes, furniture..... This book is a splendid garden of images that gathers together an extensive collection of Miyake's drawings.

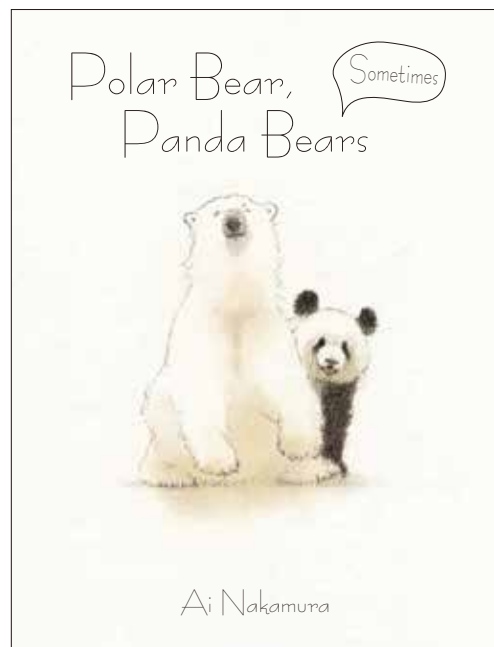
Ryuto Miyake has created delicate and warm illustrations of objects ranging from run-of-the-mill, everyday use items to plants and animals. He is an internationally acclaimed illustrator whose works are predominantly seen in fashion magazines and other forms of cultural media. Gathering together over eight hundred fifty of Miyake's drawings, this book is a truly expansive artwork collection.

A select list of clients (not limited to)
Apple / Bottega Veneta / Frieze / GUCCI / KIRIN / Lawrence King Publishing / The Gourmand / TOYOTA / 21_21 DESIGN SIGHT

Ryuto Miyake
-
192 pages
128 x 182 mm
Paperback
Retail Price: JPY 2,300
978-4-7661-3573-2
-
Subject & Object 三宅瑠人作品集

Polar Bear, Sometimes Panda Bears

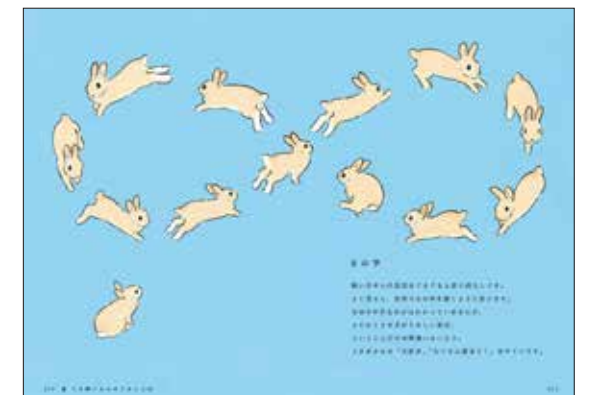
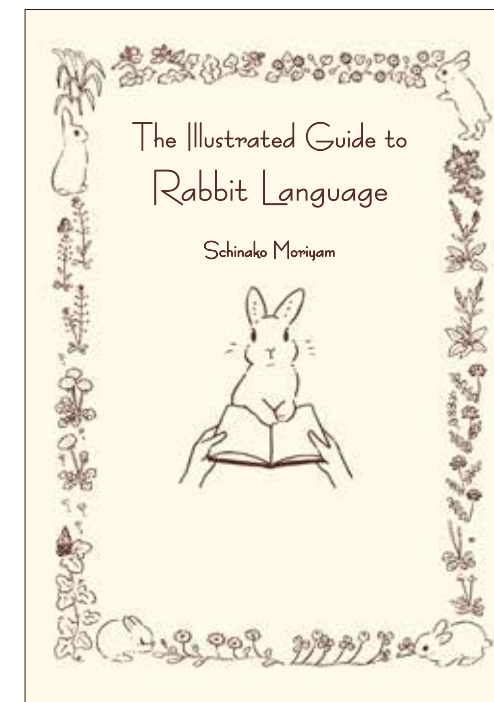
Overflowing Cuteness – A Collection of Watercolor Works



This book contains a collection of watercolor painting by polar bear lover and watercolor artist Ai Nakamura. Her light and delicate watercolor painting style succeeds in bringing about calm feelings in anyone who gazes upon these wonderful animal paintings. In addition, Nakamura includes her own uniquely styled panda bear paintings mixed among the polar bears. This book shows the making of polar bear and panda bear drawings for the first time. It contains more than one hundred of Nakamura's watercolor artworks.

Ai Nakamura
 -
 195 pages
 148 x 195 mm
 Paperback
 Retail Price: JPY 1,600
 978-4-7661-3657-9
 -
 しろくま、ときどきパンダ

The Illustrated Guide to Rabbit Language



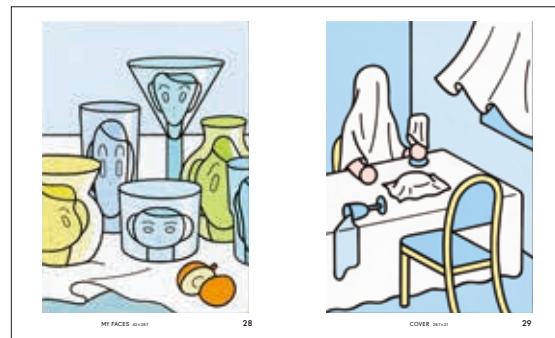
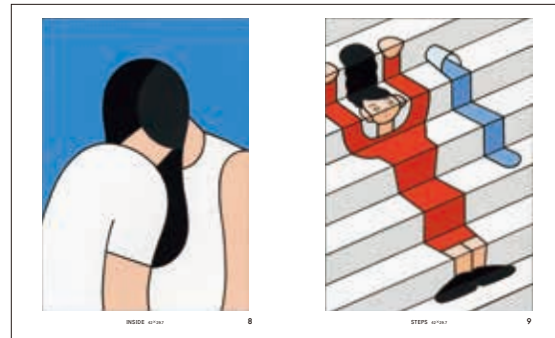
A must-have for rabbit lovers everywhere, this tome is packed with gorgeous illustrations by renowned artist Schinako Moriyama. This rabbit-replete picture book for all ages is brimming with adorable references to rabbits from around the world, curated and delivered with the joy and excitement of a true aficionado of our cuddly friends. Almost every page proudly features a new work of art by illustrator Schinako Moriyama, who is treasured among rabbit owners both in Japan and overseas.

Proverbs about Rabbits from: Spain, Germany, France, Finland, Poland, Ukraine, Komi Republic, Turkey, China, Korea, Mongolia, Hausa people, Senegal, Thailand.

Schinako Moriyama
 -
 144 pages
 182 x 128 mm
 Paperback
 978-4-7661-3462-9
 -
 うさことば辞典
 -
 Rights sold: S-Chinese,
 T-Chinese (6th Printing)

DISCOVER

Collection of unpis Artwork



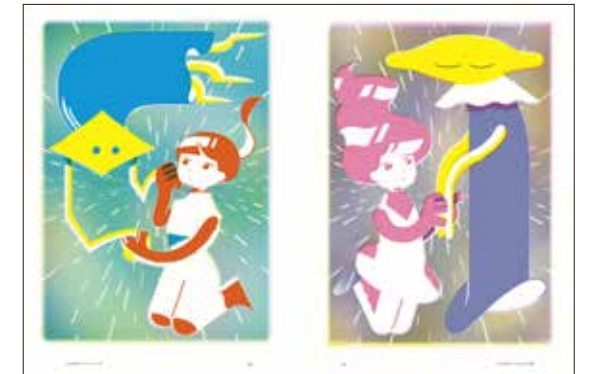
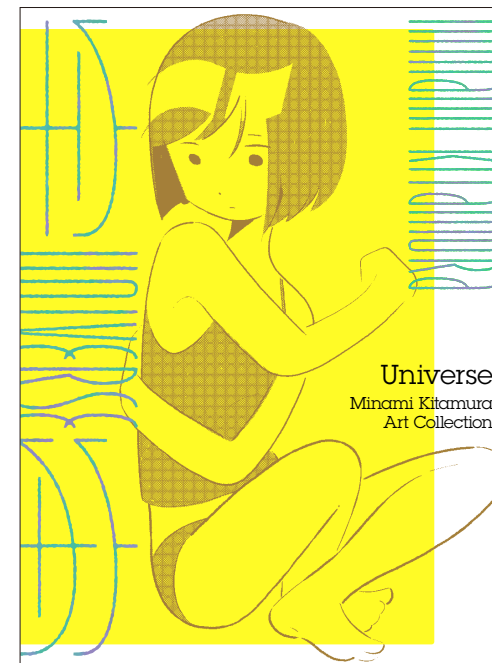
This is the first collection of works by unpis, whose works examine various elements of everyday life under a new light, thus bringing about new discoveries. This fascinating book presents a sought-after artist who is known for her beautiful, unconstrained lines, pop colors that bring about depth, and motifs that seem to speak to you. It includes gallery pages that can be cut out and displayed, as well as stickers!

A select list of clients: IKEA, Mister Donut, UNIQLO, etc.,
Instagram: 25K Followers

unpis
-
160 pages
182 x 220 mm
Paperback
Retail Price: JPY 2,500
978-4-7661-3552-7
-
Discover unpis 初作品集

Universe

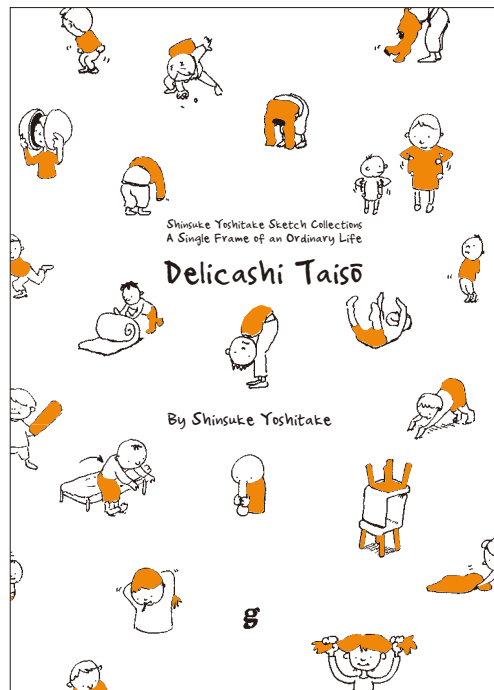
Minami Kitamura Art Collection



From the bedroom to different planets, these girls stand proud in their own unique landscapes...
Presenting a visual journey through the world of Minami Kitamura, which has garnered overwhelming support from fellow creators.
A first collection of works by up-and-coming illustrator Kitamura, whose specialty is depicting scenes of women with a wildly original fusion of everyday sensibility and science fiction imagination. This visual guide to her unique world features many new drawings as well as zines, comics, and episodes from talk session. This represents a long-awaited collection of works from an artist who embodies the possibilities of contemporary illustration that does not follow current trends.

Minami Kitamura
-
162 pages
257 x 182 mm
Paperback
Retail Price: JPY 2,300
978-4-7661-3534-3
-
宇宙 北村みなみ作品集

Shinsuke Yoshitake Sketch Collections:
A Single Frame of an Ordinary Life
Delicashi Taiso



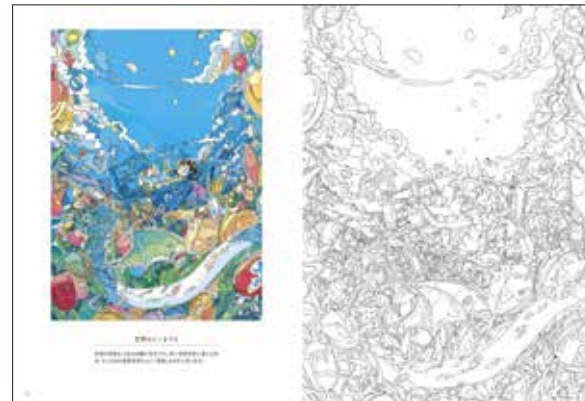
This is a collection of illustrations independently published during the early career of Shinsuke Yoshitake, now a popular children's book author. Yoshitake uses his very unique viewpoints to create illustrations based on a scene or an action that occurs in our everyday lives. This book introduces hand-drawn sketches that capture heartwarming and funny, but also surreal daily life. Yoshitake's best-selling picture book, *Ringo kamo shirenai* was published in English (It Might Be an Apple) and French (*C'est peut-être une pomme*). His books have been well received by both children and adults the world over.

Shinsuke Yoshitake
-
294 pages
182 x 130mm
Paperback
978-4-7661-2899-4
-
デリカシー体操
-
Rights sold: S-Chinese, T-Chinese,
Korean

Colouring Books

A Coloring Book – By Illustrator Narano

Cheerful and Cute – A New Style of Coloring Book

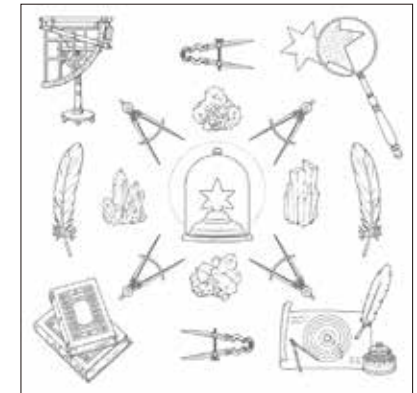
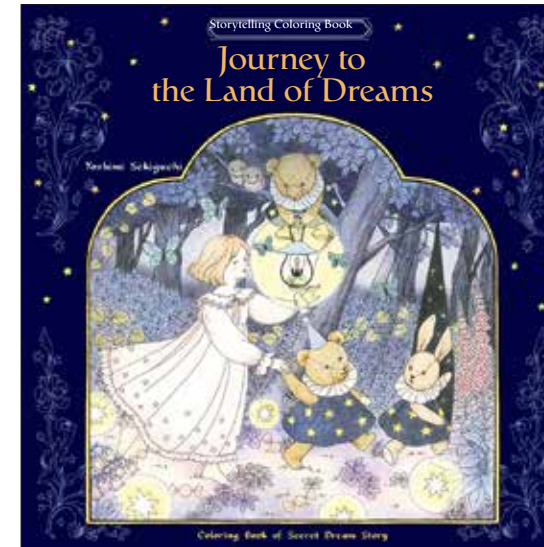


This is the first coloring book by illustrator Narano. She tends to draw a “heartwarming, yet somehow melancholic world.” This book offers up thirty-five coloring pictures, including five newly drawn pictures specifically for this book. This book also provides some pointers regarding how best to color the pictures.

Narano
 -
 80 pages
 187 x 257 mm
 Paperback
 Retail Price: JPY 1,400
 978-4-7661-3725-5
 -
 ならの塗り絵ブック
 -
 Rights sold: English, French, German, Russian

Storytelling Coloring Book: Journey to the Land of Dreams

This Fantastic Coloring Book is Perfect for Yourself or as a Gift!



A Coloring Book for Adults that Tells a Story!

Here, you can enjoy coloring cute, fantastical pictures that follow a theme based on the dream worlds traveled by a young girl. Between the coloring pages, this book provides you with stories that will help expand your imagination, all the while immersing you in our story world.

This book also includes beautifully colored illustrations by the author – Hanging Garden, World of Constellations, Deep Sea Forest, the Royal Rabbit Family and the Princess...

Let your imagination run wild with the stories and color the pictures of this dazzling dream world.

Twitter: 8K followers.

Yoshimi Sekiguchi
 -
 80 pages
 250 x 250 mm
 Paperback
 Retail Price: JPY 1,300
 978-4-7661-3596-1
 -
 物語のあるぬりえブック
 夢の国への旅
 -
 Rights sold: French

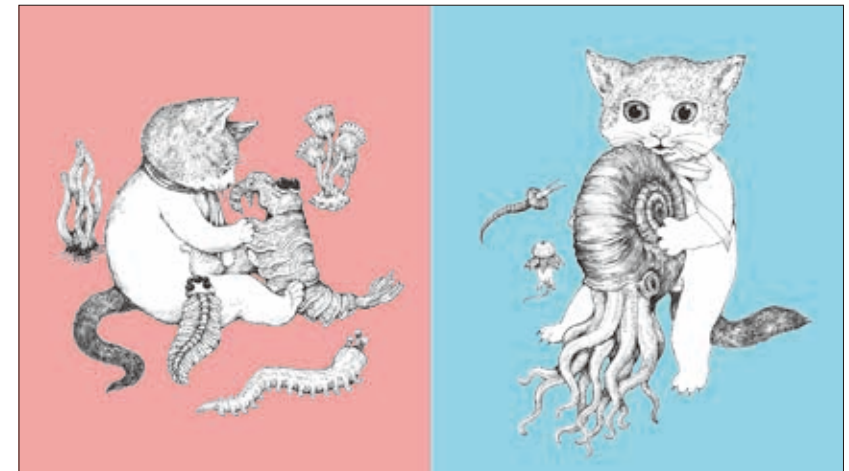
Ken Matsuda Coloring Book



A coloring book with beautiful illustrations by Ken Matsuda is now available! A collection of 46 coloring pages including past works presented by Ken Matsuda and some new works created for this book.

Ken Matsuda
-
72 pages
182 x 257 mm
Paperback
Retail Price: JPY 1,600
978-4-7661-3454-4
-
マツダケン塗り絵集
-
Rights sold: French, Russian

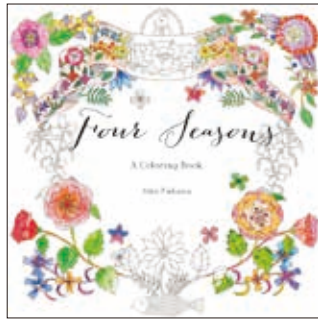
Yuko Higuchi's Magical Colouring MUSEUM



Kittens roam about in a museum full of strange encounters. Plants, mushrooms, birds, mammals, reptiles, minerals, ancient creatures – the kittens encounter each, one after another.

The whimsical worldviews illustrated by Yuko Higuchi captivate us and we are attracted to them before we even know it.

Yuko Higuchi
-
96 pages
245 x 215 mm
Paperback
978-4-7661-2777-5
-
Rights sold: English, Russian, Italian



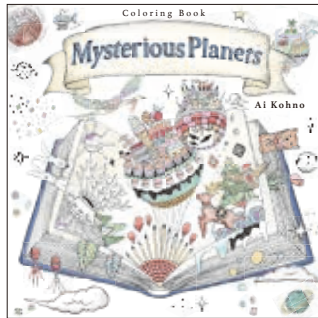
Four Seasons
Aiko Fukawa

-
96 pages, 250 x 250 mm, Paperback
978-4-7661-2689-1
Rights sold: English, French, Spanish, Swedish



Present
Aiko Fukawa

-
96 pages, 250 x 250mm, Paperback
978-4-7661-2856-7



Mysterious Planets
Ai Kohno

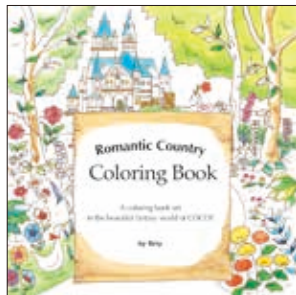
-
96 pages, 250 x 250 mm, Paperback
978-4-7661-2870-3
ふしぎな星
Rights sold: English



Amusing Coloring Book
Woodland Kingdom
Toshiyuki Fukuda

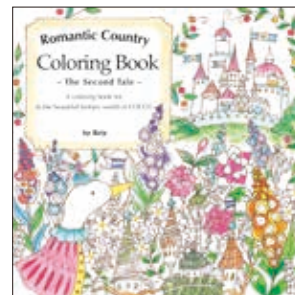
-
96 pages, 190 x 190mm, Paperback
978-4-7661-2857-4
森の王国
Rights sold: English

Romantic Country Coloring Book



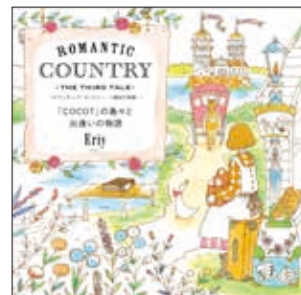
A coloring book set in the beautiful fantasy world of COCOT
Eriy

-
96 pages, 250 x 250 mm,
Paperback, Retail Price: JPY 1,200
978-4-7661-2739-3
Rights sold: English



- The Second Tale -
The Tale of the Secret Forest
and the Animals of COCOT
Eriy

-
96 pages, 250 x 250 mm,
Paperback, Retail Price: JPY 1,200
978-4-7661-2796-6
Rights sold: English, French



- The Third Tale -
The Tale of Encountering
the Islands of COCOT
Eriy

-
96 pages, 250 x 250 mm,
Paperback, Retail Price: JPY 1,200
978-4-7661-2867-3

Full English text is available.

Visual Hobby Guides

Dress-up Plush Dolls A Book For Making Your New Favorite Plush Doll



- The dolls come in three sizes: large, medium and small!
- Seven different kinds of clothes!
- Fifteen sample hairstyles!

This is the first book to introduce techniques for making small plush dolls that look like your favorite anime, game, manga characters and singers or actors!

More and more people want to make their own stuffed toys that emulate their favorite characters. Loads of people even take pictures of their plush dolls amid beautiful scenery or delicious-looking sweets and upload them to social media!

This book, by a famous stuffed animal pattern maker, is the first of its kind to explain exactly how to create plush dolls that look just like your Fav. With abundant step-by-step photos and patterns, even beginners will feel at ease making their own plush dolls. This book allows anyone to make their own authentic plush dolls, just like they were learning directly from the pros!



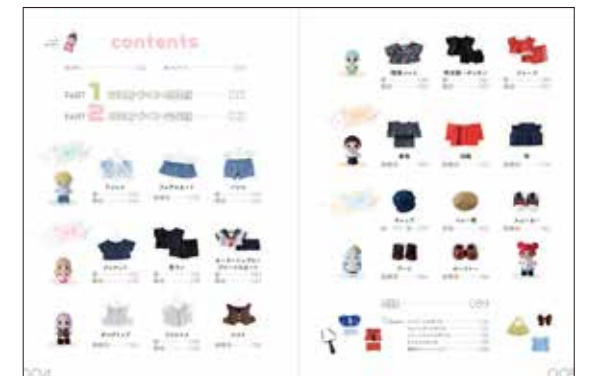
Azusa Hirakuri
-
128 pages
257 x 182 mm
Paperback
Retail Price: JPY 1,600
978-4-7661-3678-4
-
きせかえできるぬいぐるみ
てづくり推しぬい BOOK
-
Rights sold: French, German,
T-Chinese, Korean

A Book For Making Your New Favorite Plush Doll ~Clothing Edition~

All You Need Is Some Sewing & Fabric Glue!



- Twenty six items!



The second installment of *A Book For Making Your New Favorite Plush Doll* provides instructions on how to make clothes and accessories for large, medium, and small sized plush dolls. It features items such as school uniforms, traditional Japanese clothing, hats, and sneakers.

- Includes step-by-step photos of the creation process and patterns for all sizes (Large, Medium, Small)
- Provides easy to understand and detailed explanations for beginners
- Create adorable clothes using just fabric glue and hand sewing

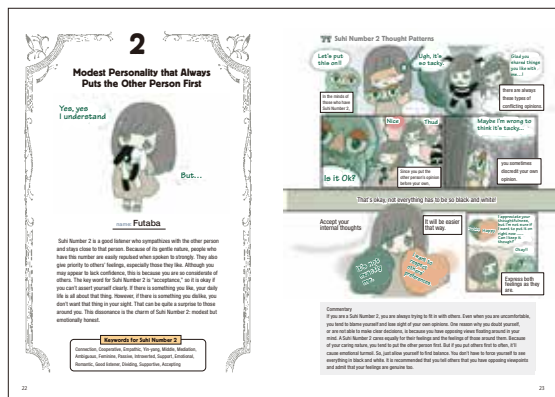
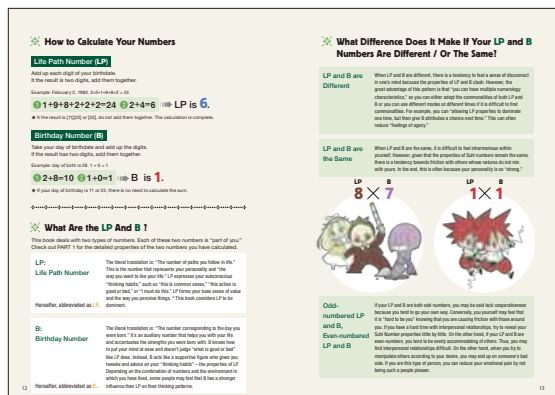
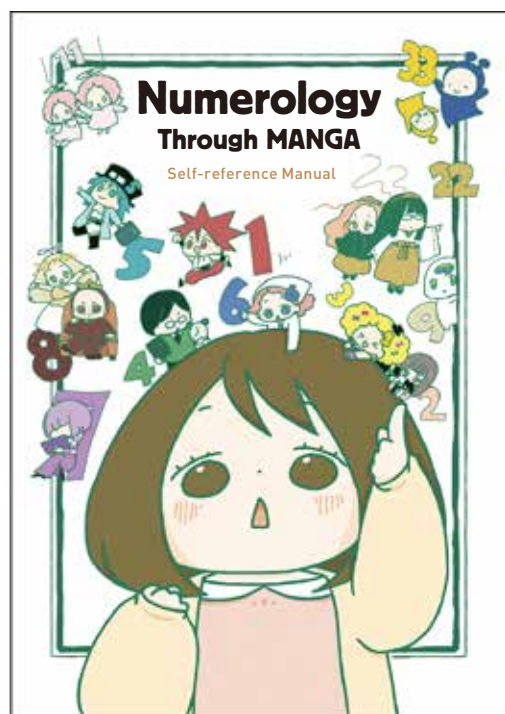
You will surely find clothing that you'll want to use to dress your beloved plush doll. Some of it will make your doll look just like your favorite!

<The Basics> T-shirt, Pants, Flared Skirt, Jacket, Dress, Suspender Skirt
<School> Boy's School Uniform, Sailor Collar Blouse, Pleated Skirt, Tank Top, Dress Shirt, Vest, V-neck Shirt, Long Biker Jacket, Wide Pants, Track Suits, School Uniform Ribbon, Tie <Japanese Traditional Garments> Kimono, Haori, Hakama <Hats> Baseball Cap, Beret
<Shoes> Sneakers, Boots, Loafers

Tacute/Azusa
Hirakuri(Supervisor)
-
128 pages
182 x 257 mm
Paperback
Retail Price: JPY 1,600
978-4-7661-3764-4
-
てづくり推しぬい BOOK
~お洋服編~
-
Rights Sold: Korean

Numerology Through MANGA – Self-reference Manual

Question: How Can I Live Life “My Way?” Answer: With Manga!!



This new book on numerology uses manga to lay out methods for, “How to live your life as you wish” by deciphering daily thought patterns based off of your birthdate. People have two kinds of numbers, their Life Path Number (LP) and their Birthday Number (B), both of which reveal thought patterns. By using the personified character associated with each number, this book carefully explains the characteristics and properties of these two types of numbers, as well as the causes and remedies for the unclear mind caused by your number combination. It contains the three most valuable characteristics of any valuable book. It is: “Easy to understand,” “Colorful,” and “Cute!”
Twitter: 12K followers

Tsuzuri Masumoto
-
240 pages
148 x 210 mm
Paperback
Retail Price: JPY 1,500
978-4-7661-3650-0
-
マンガで読み解く数秘占い
~私の取り扱い説明書~
-
Rights sold: French

Shikigami



Shikigami is a Japanese-style fantasy manga set in the ancient past. The location is a world where gods, spirits, and humans coexist. The story revolves around the gods who rule the four seasons, most particularly *Akigami*, the god of fall. As *Akigami* interacts with the gods who rule the other seasons he also interacts with humans, despite the fact that it is forbidden for gods and spirits to do so. As a result of *Akigami*'s rule-breaking behavior, he has been alienated by the other gods, spirits, and even his own servants. The story takes many twists and turns mainly centered around various spirits' ulterior motives, the duties of the gods, and troubles that quietly arise without anyone even knowing.

Yasaiko Midorihana
-
288 pages
B&W throughout
210 x 148mm
Paperback
Retail Price: JPY 900
978-4-7661-3158-1
-
四季神-陸月-
-
Rights sold: German



Graphic-sha Publishing Co., Ltd.

1-14-17 Kudan-kita, Chiyoda-ku, Tokyo 102-0073, Japan
Tel: +81-3-3263-4318

Contact

World (except Asian countries)

Takako Motoki: t.motoki@graphicsha.co.jp

Yuki Yamaguchi: y.yamaguchi@graphicsha.co.jp

Asian countries

Ryoko Nanjo: nanjo@graphicsha.co.jp

Mika Onoda: rights@graphicsha.co.jp

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Catalog design: Shinichi Ishioka

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