



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

Tadashi Ozawa

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

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