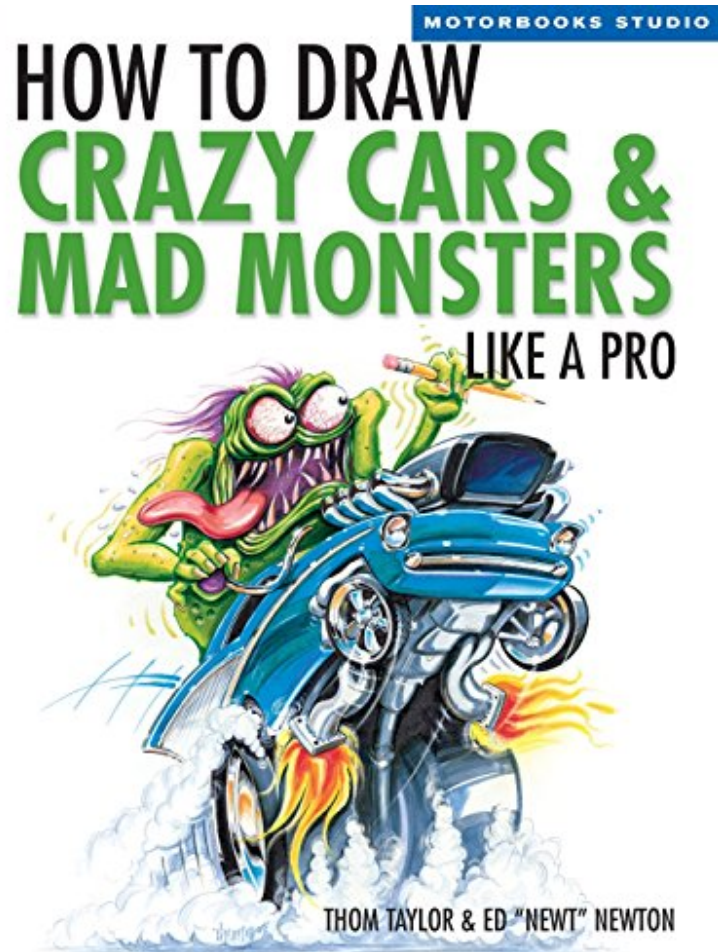


(Download pdf) How To Draw Crazy Cars Mad Monsters Like a Pro (Motorbooks Studio)

How To Draw Crazy Cars Mad Monsters Like a Pro (Motorbooks Studio)

Thom Taylor, Ed "Newt" Newton
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#444907 in Books Thom Taylor 2007-01-15 Original language: English PDF # 1 10.75 x .50 x 8.251, .80 #File Name: 0760324719144 pages How to Draw Crazy Cars and Mad Monsters like a Pro | File size: 70.Mb

Thom Taylor, Ed "Newt" Newton : How To Draw Crazy Cars Mad Monsters Like a Pro (Motorbooks Studio) before purchasing it in order to gauge whether or not it would be worth my time, and all praised How To Draw Crazy Cars Mad Monsters Like a Pro (Motorbooks Studio):

1 of 1 people found the following review helpful. Excellent Book By Mystic Seer Great book. These books do as advertised but don't forget, you need some talent to draw good anything. The book isn't going to give you talent. The book WILL give you some solid techniques for drawing monsters and hot rods, just understand that you're going to need to practice and that no art book can make you a good artist without having some talent. 4 of 4 people found the following review helpful. Not Quite What I Expected By dustyrose1973 I purchased this book for my high school aged nephew as he enjoys art and drawing. I was thinking this was going to be more of a step-by-step instruction book for

Ed Roth style cartoons but there was very little actual instruction. Most of the book is text along with finished examples of animation. This would be great for Ed Roth fans, gear head and others interested in the history of the art style but it was not what I was looking for. If you are looking for an actual "How To" drawing book then you should consider something else. 2 of 2 people found the following review helpful. More than a 'How-To', A must have for auto-art historians
By Glitterkat59 - Frustrated Artist
As much as Ed Roth, Ed Newton (who did a lot of art for Ed Roth's projects), might be the alpha-center of what a lot of artrodders consider the most profound period of automotive art, ever. Still today, the lowbrow art culture borrows heavily from the designs of Ed Newton/Roth from 40+ years ago. From a strictly clinical standpoint as a how-to book, you will get out of it what you want. But to me, the real beauty of this book is Ed Newton's remembrances, insights and anecdotal stories. They will inspire you to pick up the closest ball-point pen and scrap of paper and draw some rats in old GTO's or T-bucket Roadsters ! The inspirational aspect of this book was immeasurable to me. Ed's sketches and T-Shirt art from the late 60's and early 70's brought back some very fond memories of sitting in math class in 1972 and drawing twisted Roadrunners and Mustangs instead of paying attention, or wondering how many lawns I need to cut to get the "Mopar Madman" sweatshirt I saw in the back of Car Craft magazine !! He also gives many props to other great caricature artists like Dave Deal. I would call this book a "Must Have" for auto-art fans and historians as well as appreciators of old and new Rat Culture.

Chopped, slammed, channeled, blown . . . in the late '50s and early '60s all of these features lent themselves nicely to the rise of hot rod art that caricaturized the already severe design traits associated with these cars. Usually, the rods and customs in this art were piloted by slobbering, snaggle-toothed "monsters" with bulging, bloodshot eyes. Thanks to the iron-on T-shirt boom of the '70s and a raft of younger artists working today, hot rod monsters have persevered. Now award-winning car-designer Thom Taylor and legendary kustom culture figure Ed Newton reveal the tricks and techniques used by masters past and present to render these whack rods and their warts-and-all drivers. Beginning with a brief history of the form, the authors examine figures like Stanley Mouse, Ed Roth, and Newton himself, then reveal how those pioneers influenced modern artists like Keith Weesner, John Bell, and Dave Deal, to name a few. In addition to offering chapters covering topics like equipment, perspective, light sources, and other technical considerations, Taylor expands on the cartooning, proportion, and color chapters from his previous works, applying them to the subject at hand. Also includes dozens of examples of the form from many of the above-mentioned artists and more.

From the Back Cover
In this follow-up to How to Draw Cars Like a Pro