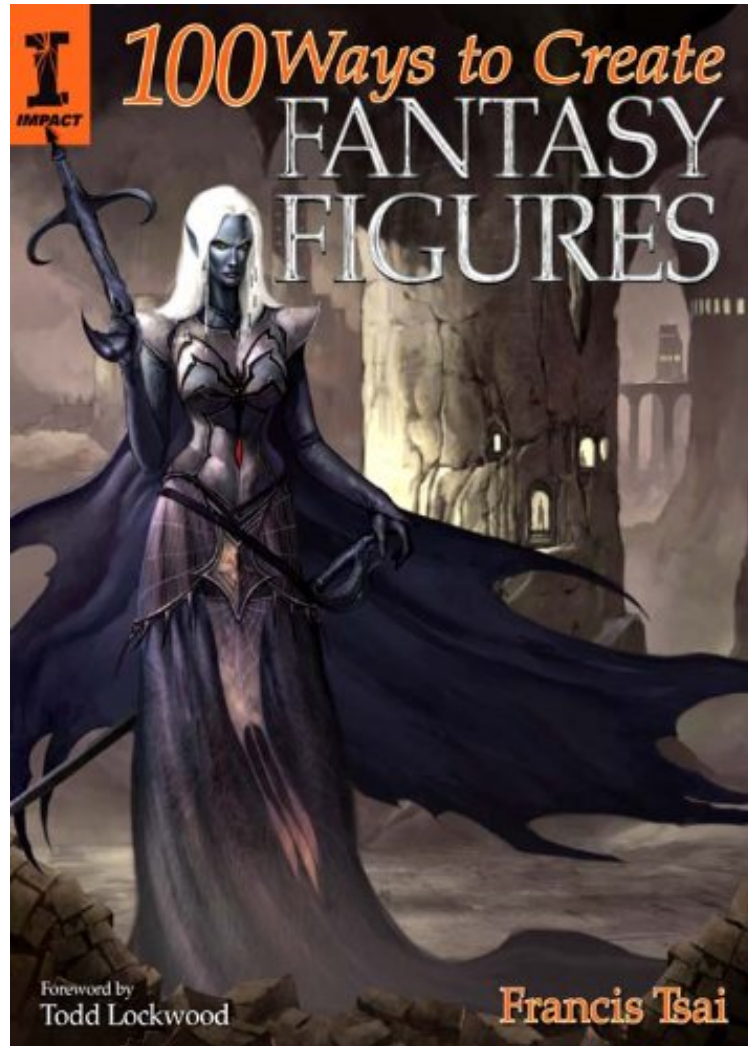


## 100 Ways to Create Fantasy Figures

*Francis Tsai*

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**Francis Tsai : 100 Ways to Create Fantasy Figures** before purchasing it in order to gauge whether or not it would be worth my time, and all praised 100 Ways to Create Fantasy Figures:

2 of 2 people found the following review helpful. Underwhelming and Sadly Disappointing By Walter This title had some genuinely useful material in it, but didn't present it near as in depth as it could and therefore should have. The author presents almost every concept with only one example image and while many of them are good at conveying the idea, others are not; more variety in the pictures would have helped explain each point much better, for me at least. The text was too small. Reading it was difficult and somewhat frustrating. On top of that, the text in the copy I received faded through shades of color as if the printer was running low on ink. It's irritating to try to read. Now I can't blame anyone for that, but with the font already tiny and thin, it became very difficult to read. All in all, this book was poorly executed I feel, when it could have been so much better with some added depth, variety and different printing

choices. 1 of 1 people found the following review helpful. How could I not buy it? There was a Drow woman on the cover! By Eric Vaughan Since I made the decision to hone my own fantasy arts for future career hopes, I have been stockpiling the most helpful books to supplement my library with views, techniques, and ideas from those that work the field. I will with no shame say that the primary reason that I bought the book, was that the fantasy artisan Francis Tsai chose a Drown woman as the cover, and as one who finds them aesthetically pleasing, couldn't help myself. This book was on my birthday list, but could only be found here, so Happy Birthday to me, as I was not disappointed in the least. Francis Tsai delivered a great instructional book with a venerable wealth of imagery in a "1 through 100" lesson format, of useful and interesting ways to get your fantasy creations from thought bubble to finished rendering. I am beginning to suspect that he loves the Drow as much as I do, because they are used much in the instruction. As one who finds their look interesting too, well, sweeeet. Impact publishing makes many a book to help the artisan get past the "white paper fright" of getting their feet wet in putting their fantasy works to paper, and getting the confidence to hone and learn. This book will do just that. Inspiration and confidence on tap. 7 of 8 people found the following review helpful. Totally Dissapointed By Kilyeacute;n Balaacute;z I was totally suprised by the content. My first and most mayor problem was, that it does not basically describe you WHAT and WHY. It just says this and that. Like shows you a manticore and says "sometihimes animals are chosen to represent a character trait". It wont give you any indepth ideas, ways to think, to draw tips to express yourself. Even if i exlude the main problem and the purpose of the book, i still find the content lacking. It shows "Archetypes" of haracters like : The ghost, and shows a picture of the forgewraith, but thats it...no more examples, tips why it looks like that or what is that archetipe or how is it distinct from other stuff. For its 127 pages it barely hold any content. Its like a DD fanart collection of creatures. (and i have seen better from that) I gave it 1 star because i do like the idea, that is based on actually working fantasy world like DDI gave it another star for its price, and some decent pictures that give me ideas i can use later on.

100 exciting and ingenious ways to design and draw better fantasy figures - from developing characters to adding costumes, props and backdrops. Hollywood concept designer Francis Tsai shares tips and tricks for creating imaginative figures, giving readers a unique opportunity to gain guidance from a real pro.

About the Author Francis Tsai is a renowned conceptual designer who has just completed work on the Teenage Mutant Ninja Turtles movie for Warner. He was the principal artist for Darkwatch and has worked on many other fantasy gaming assignments, as well as pen and paper role playing games, manuals and trading cards. He is a regular contributor to ImagineFX magazine.