



# Whoosh! 250 Ways to Get Motion into Your Drawings

By Carlos Gomes Cabral

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**Whoosh! 250 Ways to Get Motion into Your Drawings** By Carlos Gomes Cabral

The best cartoonists jam-pack their work with action that moves the story along. So how do you capture this kind of motion in your work? *Whoosh! 250 Ways to Get Motion into Your Drawings* can help. Cartoonist and illustrator Carlos Gomes Cabral shares his tips and tricks to help you create attention-grabbing drawings that practically leap off the pages.

- The importance of a good silhouette
- Using lines of action to help create character's gestures
- How to use basic shapes to suggest movement
- The best positions to increase drama in a scene
- How to tell a compelling narrative with art alone

And if all that isn't enough, ten great artists share their trademark secrets for bringing their own drawings to life! Whether you work digitally on a computer or at a drawing table with a good old-fashioned pencil, this book will help you develop the skills you need to create movement and drama?and take your dynamic drawing skills to a whole new level.

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*By Carlos Gomes Cabral*

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## **Whoosh! 250 Ways to Get Motion into Your Drawings** By Carlos Gomes Cabral Bibliography

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## **Editorial Review**

### **Review**

“This is an incredibly detailed, helpful book. Whatever your artistic skill, you will find helpful ideas, although this book will probably be more helpful to someone who already has some drawing experience, rather than a complete novice. Reading through the suggestions will open your eyes to the amount of skill and artistry that go into graphic novels, and give you a deep appreciation for illustrators’ work.

Implementing these techniques into your own drawings will be sure to bring your characters to life.”

—*San Francisco Book Review*, [www.sanfranciscobookreview.com](http://www.sanfranciscobookreview.com)

### **About the Author**

Carlos Gomes Cabral has loved drawing and comic books since he was a kid. He has a Bachelor’s degree in Information Technology and is a skilled programmer, but his passion for the arts is what drives him. In 2012 he was asked to write about cartoon drawings by the editor of the Tuts site, and his articles became a massive hit. Since then, he has done freelance work for clients around the globe.

## **Users Review**

### **From reader reviews:**

#### **Lauren Cook:**

Why don't make it to be your habit? Right now, try to prepare your time to do the important action, like looking for your favorite publication and reading a guide. Beside you can solve your condition; you can add your knowledge by the guide entitled Whoosh! 250 Ways to Get Motion into Your Drawings. Try to make the book Whoosh! 250 Ways to Get Motion into Your Drawings as your good friend. It means that it can to be your friend when you experience alone and beside those of course make you smarter than previously. Yeah, it is very fortunated for yourself. The book makes you more confidence because you can know anything by the book. So , we need to make new experience and knowledge with this book.

#### **June Ross:**

As people who live in the actual modest era should be update about what going on or facts even knowledge to make these individuals keep up with the era that is always change and advance. Some of you maybe will probably update themselves by examining books. It is a good choice for you personally but the problems coming to an individual is you don't know what type you should start with. This Whoosh! 250 Ways to Get Motion into Your Drawings is our recommendation to make you keep up with the world. Why, as this book serves what you want and wish in this era.

#### **Candy Smith:**

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**Heather Garcia:**

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