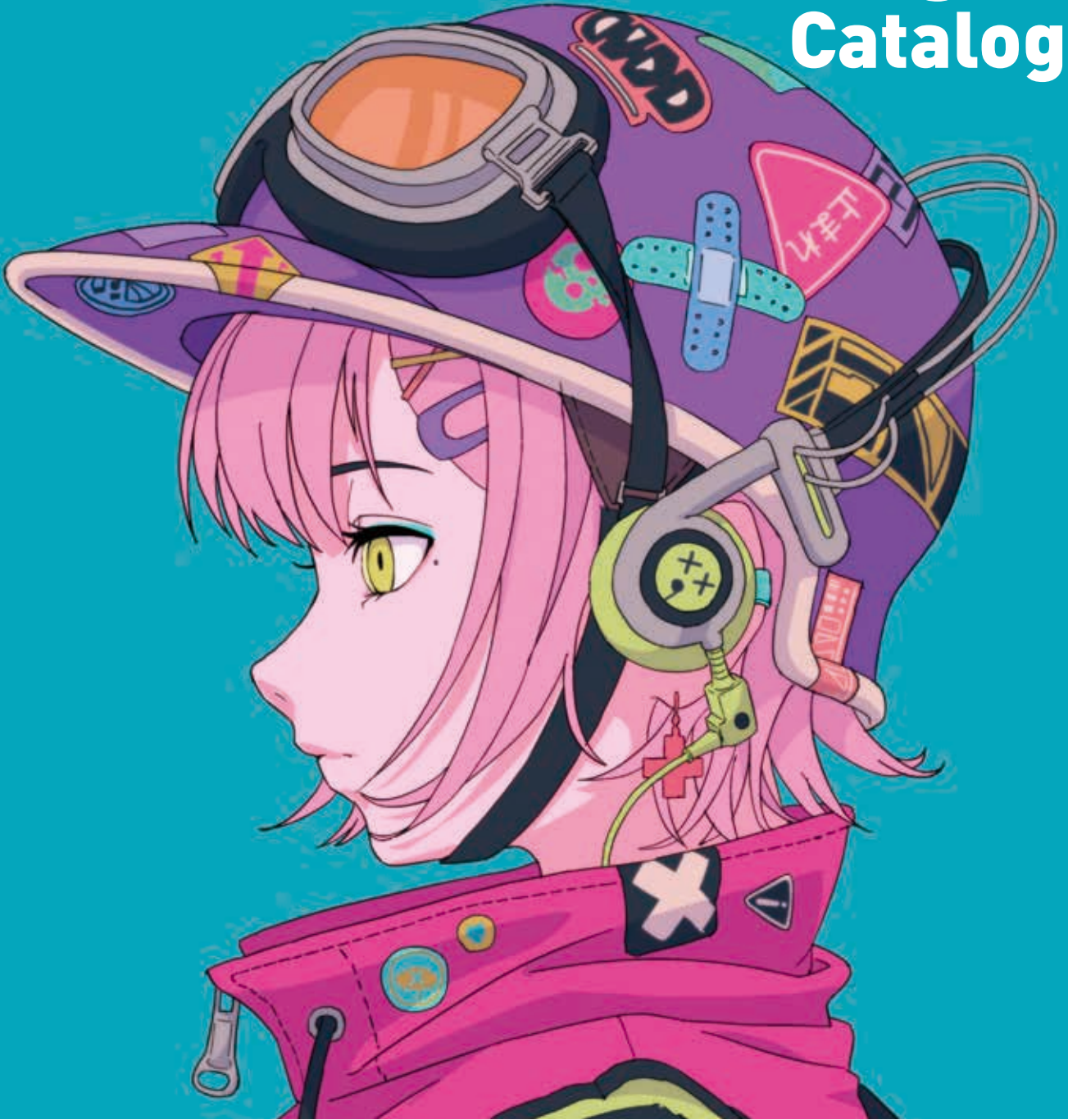


Graphic-sha Publishing

2024-2025

How To Draw Manga Catalog



Drawing * How To Draw Manga *



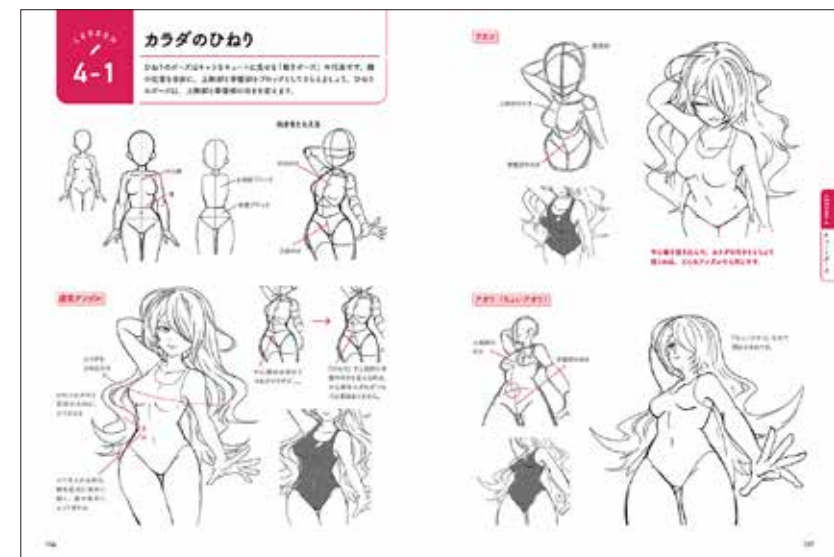
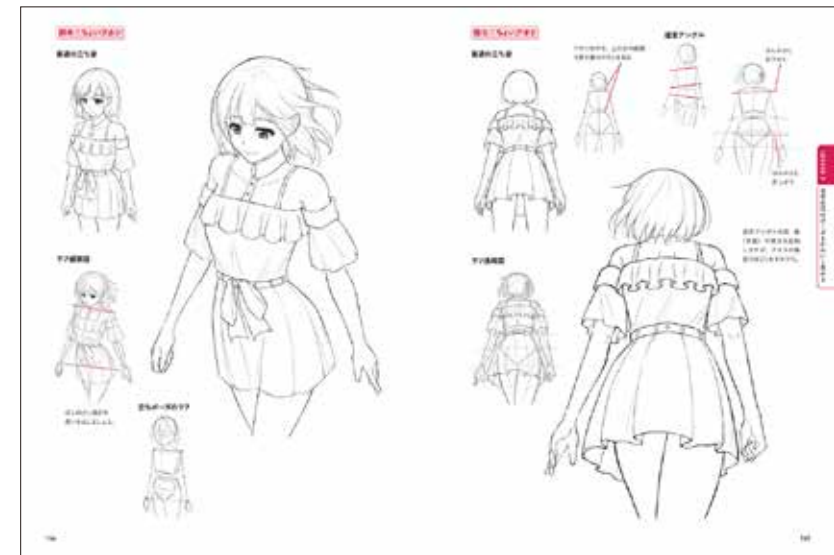
Art Book



Attractive Female Characters! The Secret to Drawing Thighs

Optimal Techniques for Drawing Thighs that Create Appealing Characters

Learn to draw impressive female characters with just one book!



POINT

- The first how-to book on drawing thighs, perfect for creating truly appealing characters.
- Targets every level of drawing skill: Beginner to Advanced
- Provides examples of a variety of poses.

Properly rendering a character's thighs is a sure-fire way to make your characters impactful. This book explains the effects of rendering thighs and introduces key points, such as angles and poses. It covers character drawing, as well as how to draw faces, hair, and clothing. It even goes into methods for adding shadows. Whether you're a beginner or an advanced artist looking to improve your skills, this book caters to everyone's needs.

Hikaru Hayashi (Go office)

-
176 pages
257 x 190 mm
Paperback
Retail Price: JPY 2,000
978-4-7661-3849-8
-
女子キャラを魅せる!
ニーショットの極意

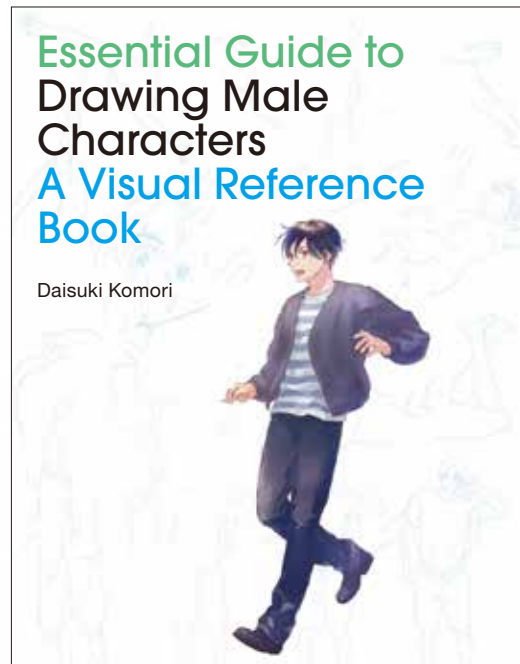
Author Profile

Born in Tokyo in 1961. He has produced over 270 "manga technique books" both domestically and internationally, including the How To Draw Manga series.

Contents

- PROLOGUE: What is a Thigh-Up Shot?: Representative thigh-up shots Three main points for drawing representative thigh-up shots and their basic angles
- LESSON 1 How to Draw the Thigh-Up Shot: Choosing a theme, drawing procedures, considering the head-body ratio, distinguishing proportions, and more (10 topics)
- LESSON 2 Normal Angle vs. Upward and Downward Angles: About upward and downward angles, comparing upward/downward composition with normal angles (3 topics)
- LESSON 3 Making Everyday Poses Look Cute: Tips for enhancing cuteness, showcasing movement, using upward and downward angles, and more (4 topics)
- LESSON 4 Cute Poses: Body twists, gravure poses (2 topics)

Essential Guide to Drawing Male Characters A Visual Reference Book

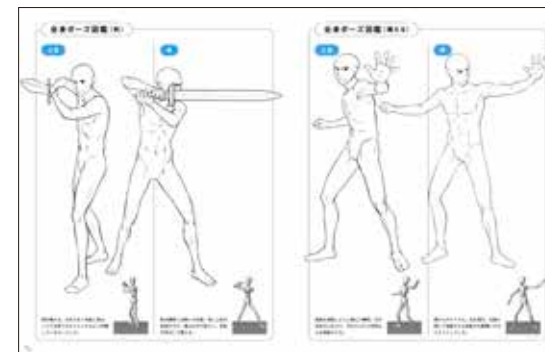


POINT

- Contains approximately 900 examples categorized by body part.
- Covers faces, full bodies, clothing, and more.

This book is the male version of *Essential Guide To Drawing Female Characters: A Visual Reference Book*. Features 900 examples of the major elements of male characters. From faces to full bodies, this book is packed with practical examples to help with poses and character design when you're feeling lost. A must-have for everyone from beginners to advanced artists who want to draw anything ranging from Boy's Love genre drawings, to action manga, to idol illustrations.

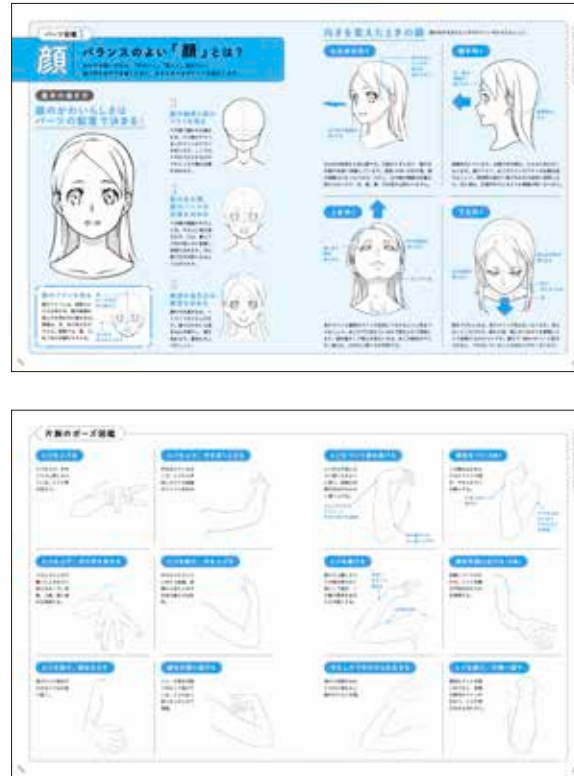
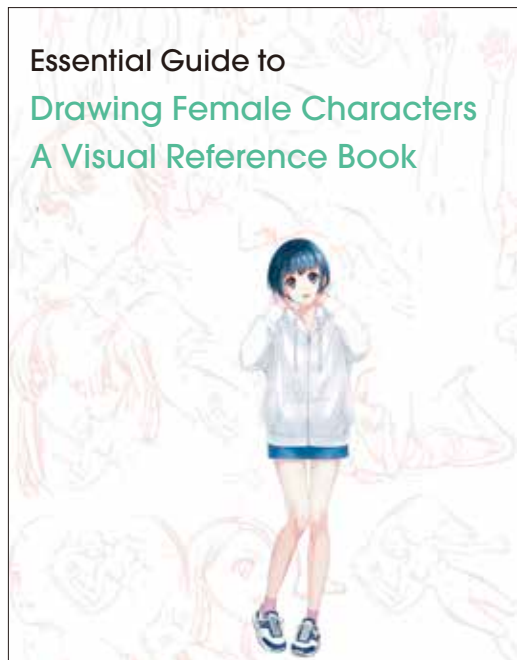
Daisuki Komori
 - 200 pages
 234 x 182 mm
 Paperback
 Retail Price: JPY 2,200
 978-4-7661-3875-7
 - 作画に役立つ!
 男の子キャラデッサン・パーツ図鑑
 -
 Rights sold: T-Chinese, Korean, Russian



Author Profile
 Part-time instructor at Tokyo Animator Gakuin. Illustrator. Manga artist. Author and supervisor of over 30 manga technique books.

Contents
 Visual Reference 1: Faces, Hairstyles / Visual Reference 2: Arms, Hands / Visual Reference 3: Legs, Feet / Visual Reference 4: Torso, Whole Body / Visual Reference 5: Clothing

Essential Guide to Drawing Female Characters A Visual Reference Book



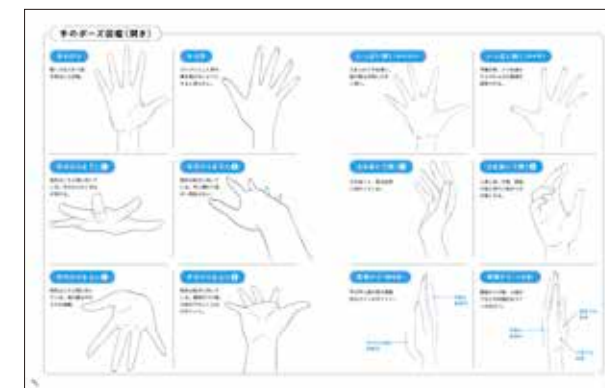
With this book, you can create any type of female character you desire! Draw your character's face as pretty as you want it to be. You can also make her hair silky and airy, and you can extend the arms and legs to create a supple and graceful look. Pay close attention to the curves of your character's 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
232 x 182 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, Korean, Russian



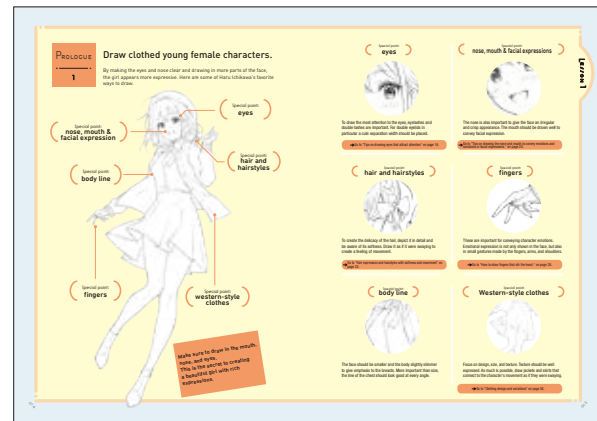
Contents

- 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

7,000+ copies sold

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.

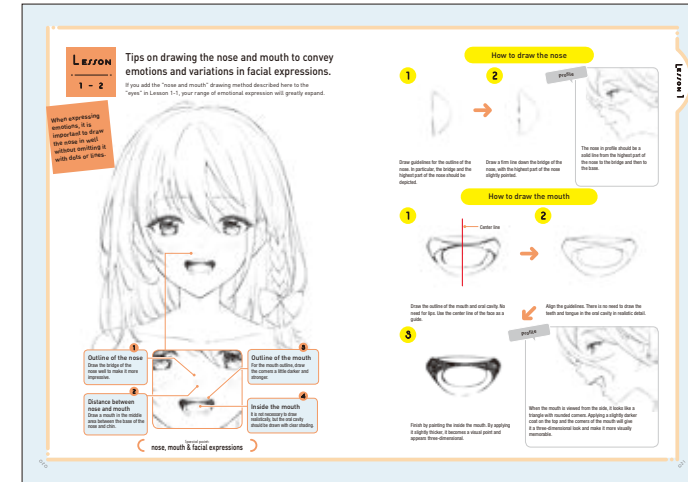
There is a section included in this book that provides step-by-step explanations for drawing characters. This is a must-read, not just for fans of each illustrator, but also for professional and amateur illustrators and Manga artists.

Graphic-sha
-
160 pages
257 x 182 mm
Paperback
Retail Price: JPY 2000
978-4-7661-3538-1

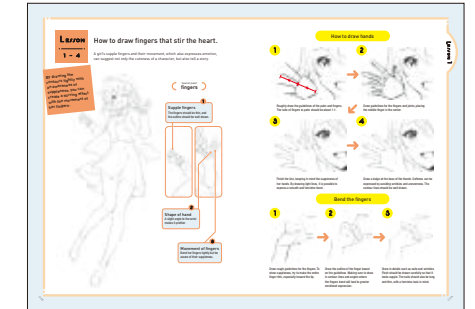
プロ絵師3人が教える
女の子キャラの描き方
スペシャリストのデッサン流儀

Rights sold: French, German,
Spanish, Italian, S-Chinese,
T-Chinese, Korean, Russian

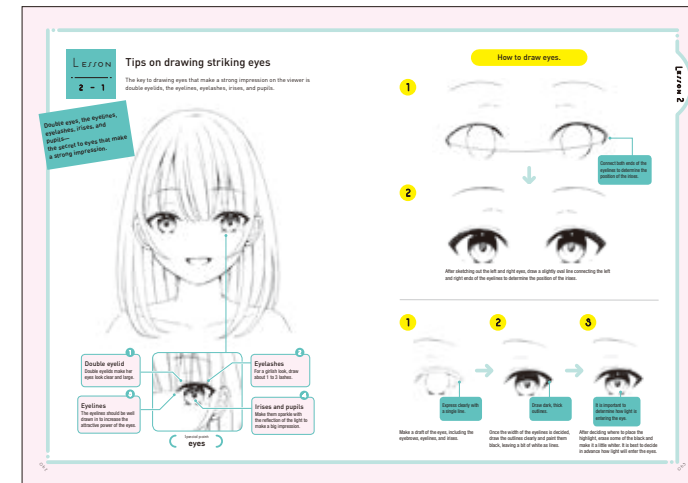
① Haru Ichikawa (X 146k Followers)



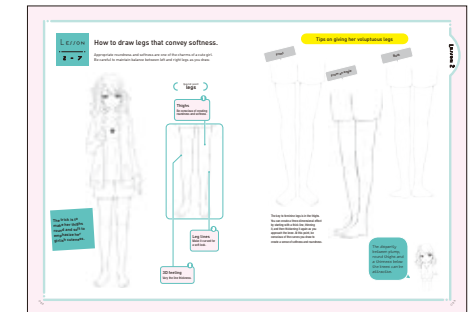
• Point •
Haru has a good reputation for drawing faces, and has a technique for drawing delicate emotions with lines. The trick is to learn blank spaces in the eyelashes and eyeliner. Also, pay attention to the drawing the nose and mouth, which is different from other artists.



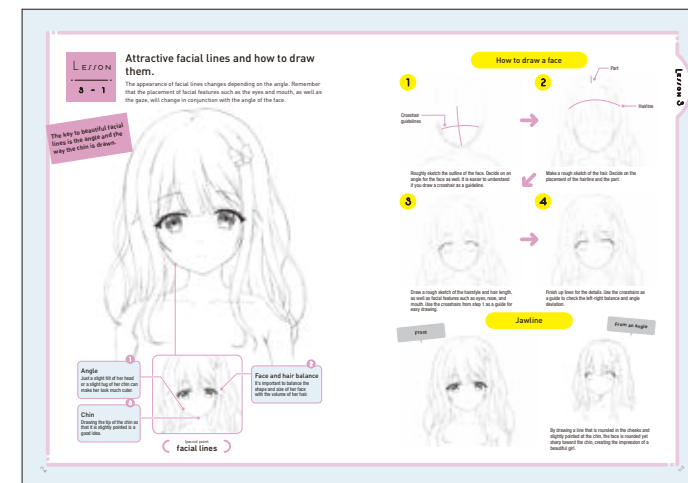
② Hiyori Sakura (X 129k Followers)



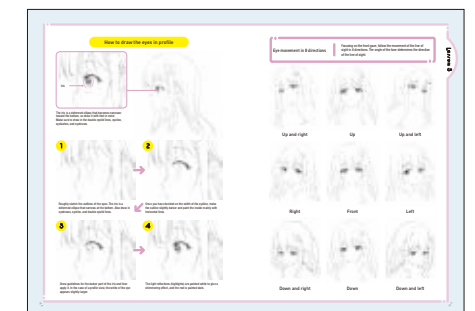
• Point •
Hiyori has a popular style of "Bishojo Illustration", which is now the mainstream among young Manga lovers. Illustrations of girls in uniform are very popular. It features highlights in the eyes and long eyelines on the left and right.



③ TwinBox (X 342k Followers)



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

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.

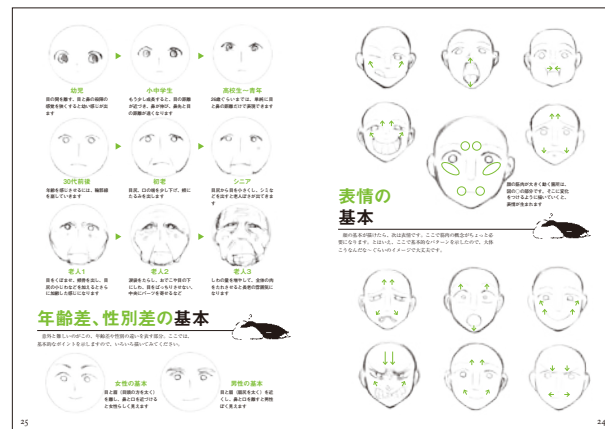
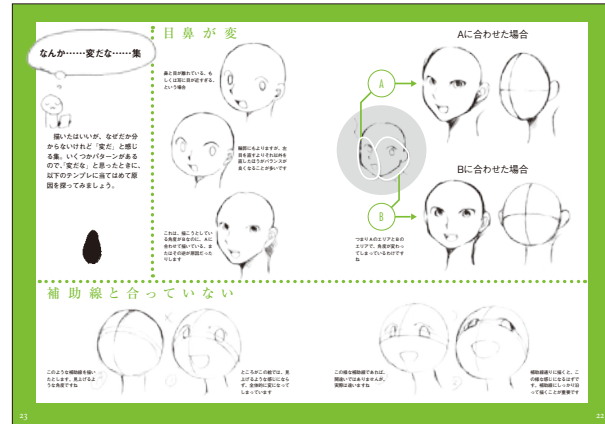
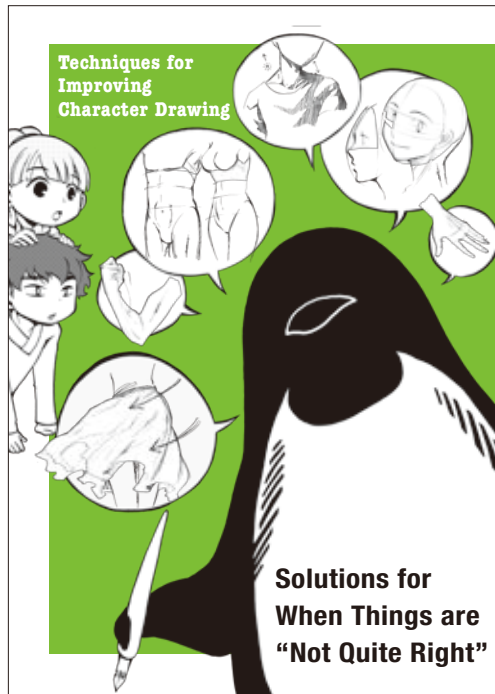
This book is chock full of techniques that every artist should know, because a proper understanding of the methods for producing emotion with hands/fingers will improve anyone’s art.”

Full English text is available.

Hikaru Hayashi
 -
 176 pages
 257 x 182 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,

Techniques for Improving Character Drawing

Solutions for When Things are “Not Quite Right”

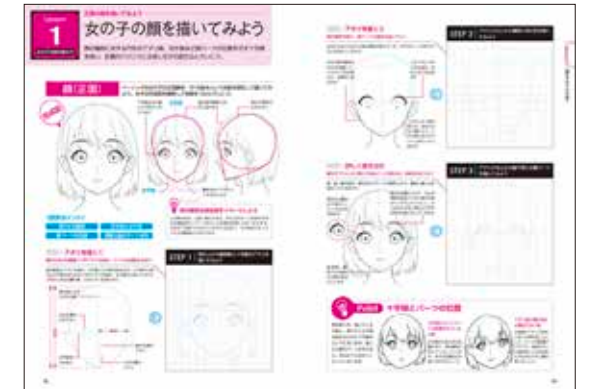
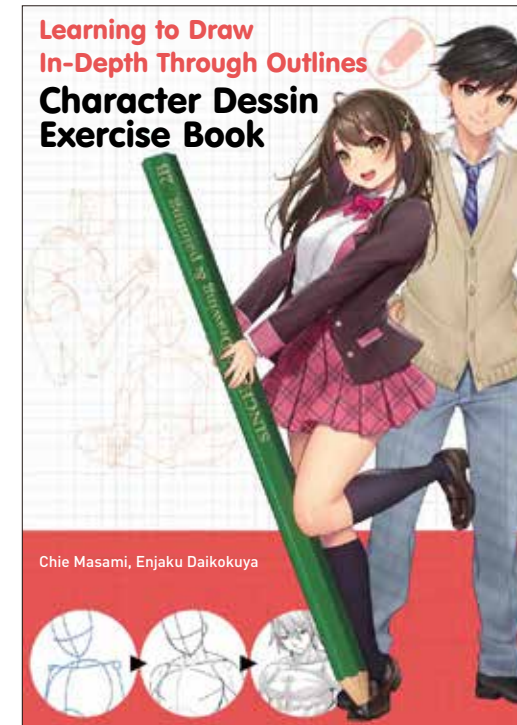


Active Manga artist and illustrator, Yasaiko Midorihana, shares tips on how to improve your character drawing. When drawing a character, everyone comes across problems like: “Something doesn’t look right,” or “I can’t figure out the correct structure,” or “How can I draw hair that sways in the wind?” 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

Learning to Draw In-Depth Through Outlines

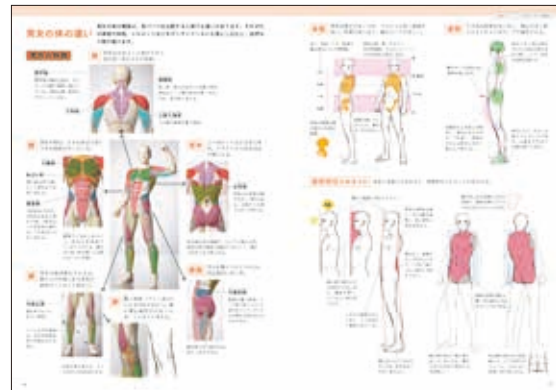
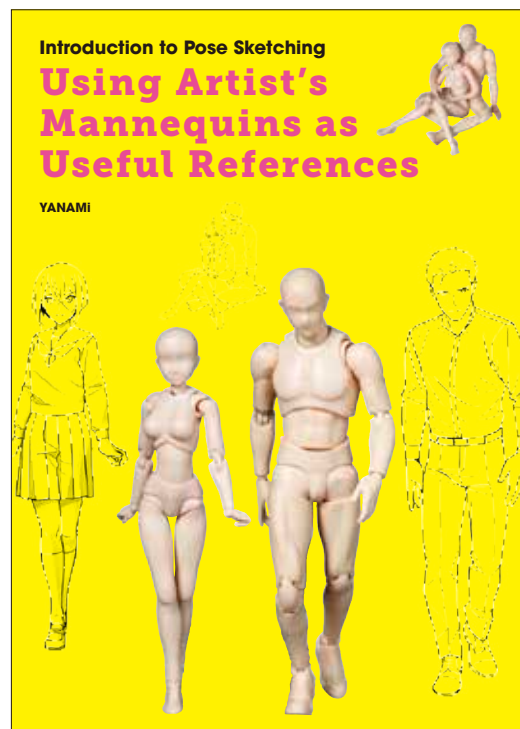
Character Dessin Exercise Book



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

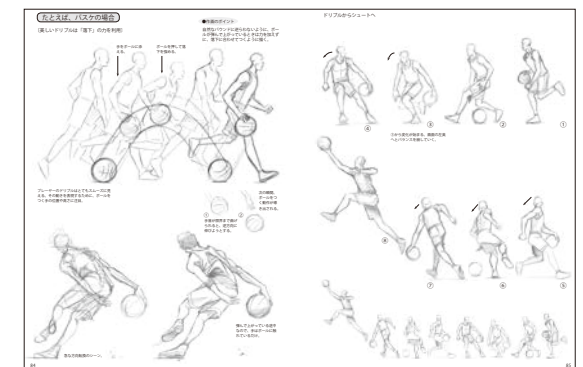
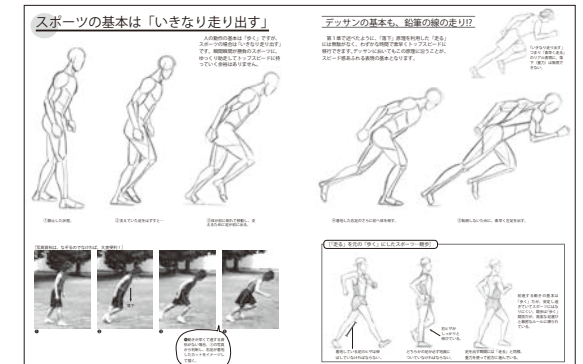
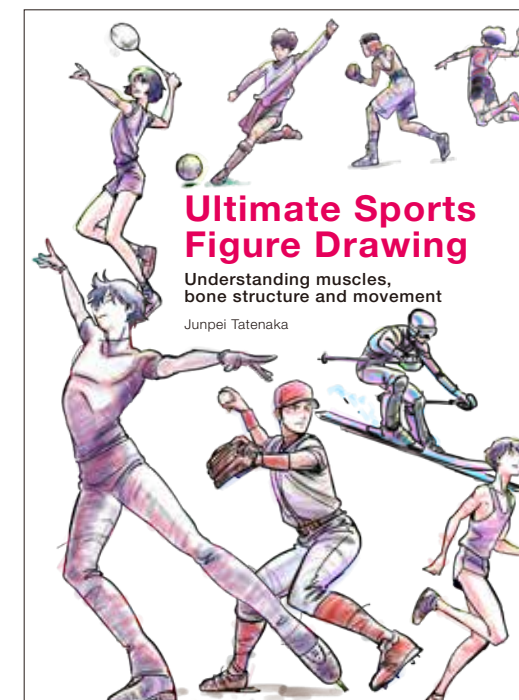
Introduction to Pose Sketching Using Artist's Mannequins as References



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
 -
 デッサンドールで覚える
 ポージングデッサン入門
 -
 Rights sold: French, S-Chinese,
 T-Chinese, Korean

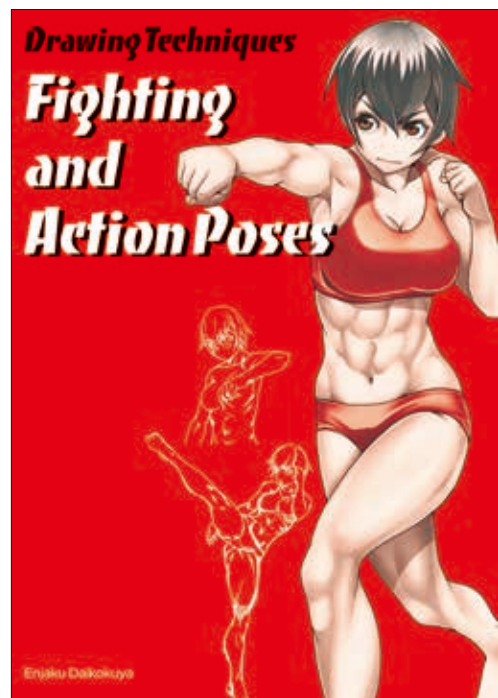
Ultimate Sports Figure Drawing Understanding muscles, bone structure and movement



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
-
格闘 & アクションポーズ
作画テクニック集
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Rights sold: T-Chinese, Korean,
Russian

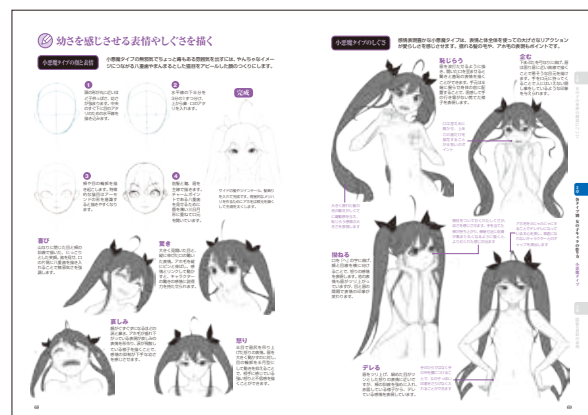
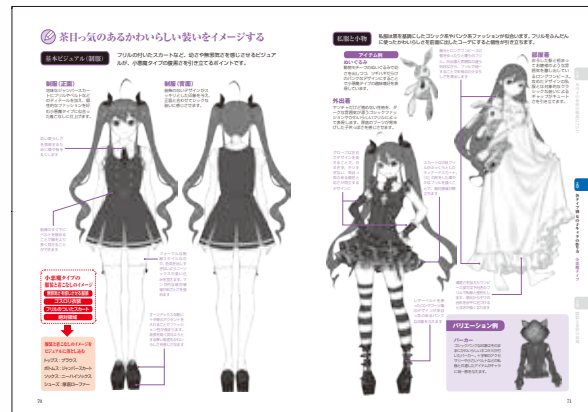
Creating Attractive Fantasy Characters Ideas and Drawing Techniques



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
-
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
-
Rights sold: S-Chinese, T-Chinese

How to Portray Sexy & Cute Girl Characters

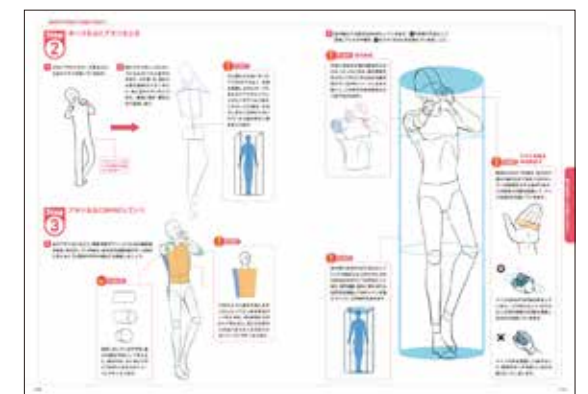
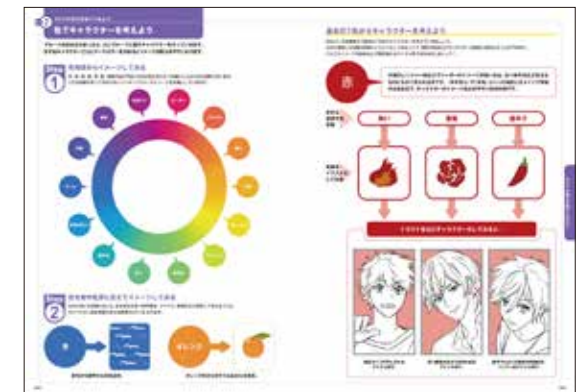


Methods for the design, portraying and painting of charming characters – this book covers a wide range of topics to help you become capable of creating and rendering attractive female characters that are full of personality. This book deals with a variety of character types: heroin, active girl, cool 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
-
Rights sold: T-Chinese

Stunning! How to Draw Male Idol Characters

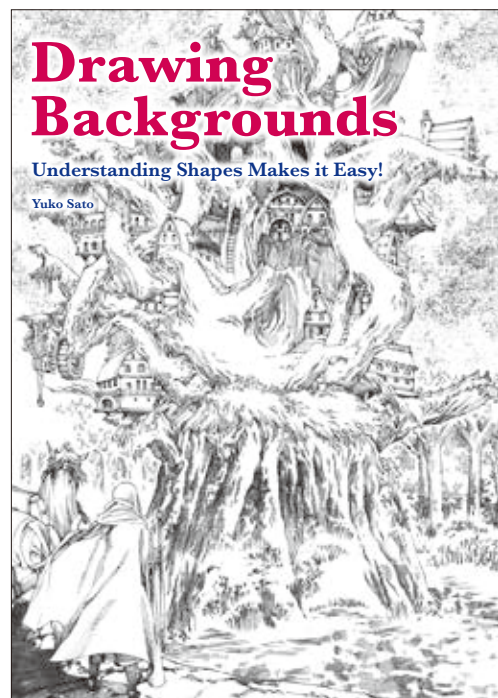
You Can Draw Gorgeous Male Idol Characters!



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
-
魅せる!アイドル男子の描き方
-
Rights sold: Russian, T-Chinese

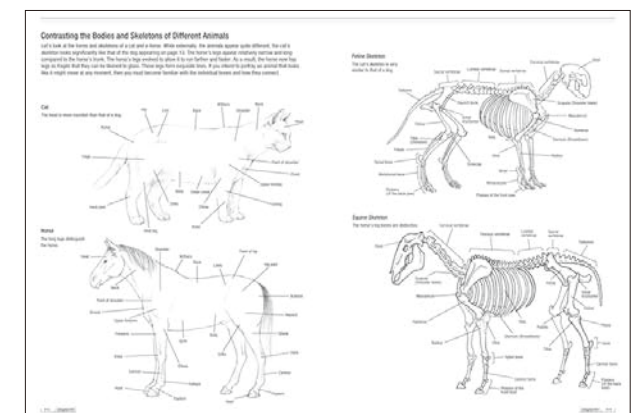
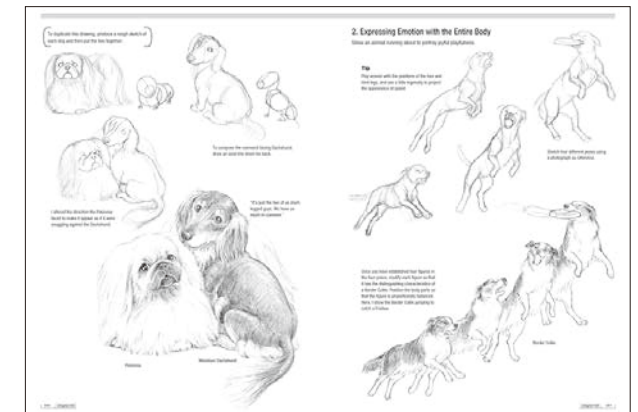
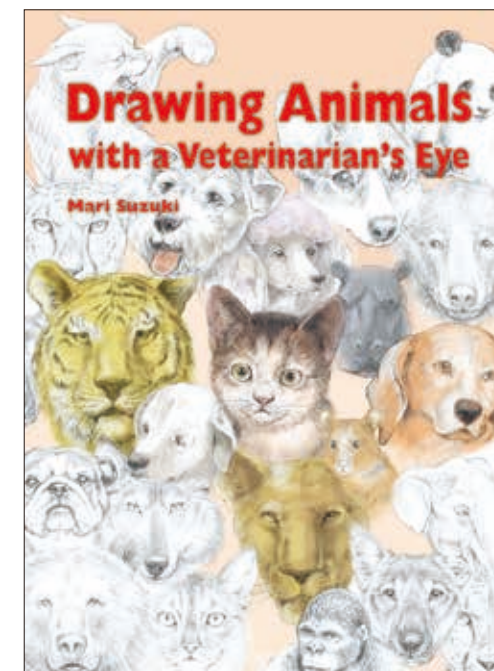
Drawing Backgrounds Understanding Shapes Makes it Easy!



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
Paperback
Retail Price: JPY 2,400
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,
French, Italian, Russian, Korean

Learn the Basics from This Best Series!!

How To Draw Manga Basic Titles



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Image drawing (p.22): Umemaru Tenjin

Manga Sketching Techniques

MORE HOW TO DRAW MANGA

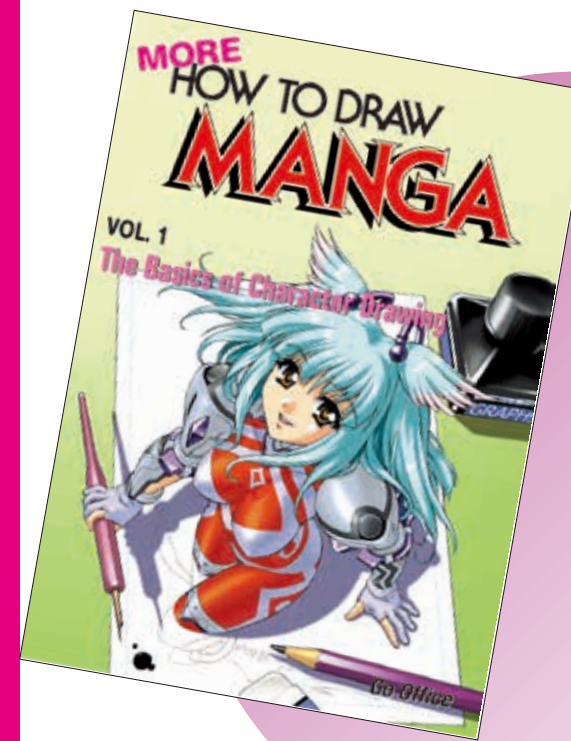
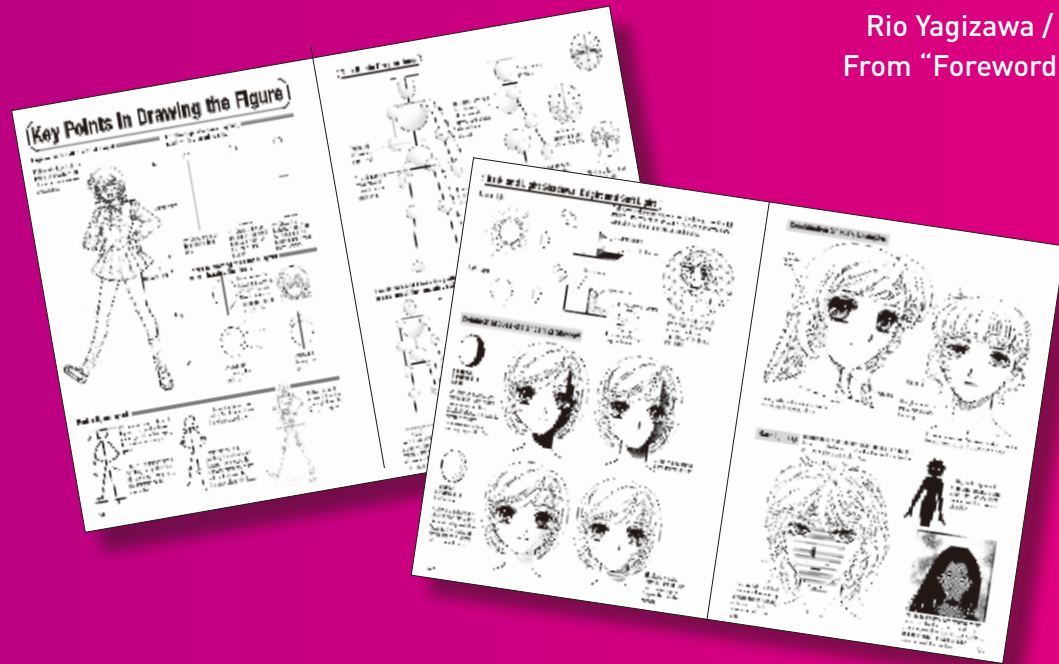
Manga allows you to communicate many things. It is capable of communicating momentary feelings, like "I'm hungry," as well as multifaceted issues such as "How should we, the human race be ideally?"

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.

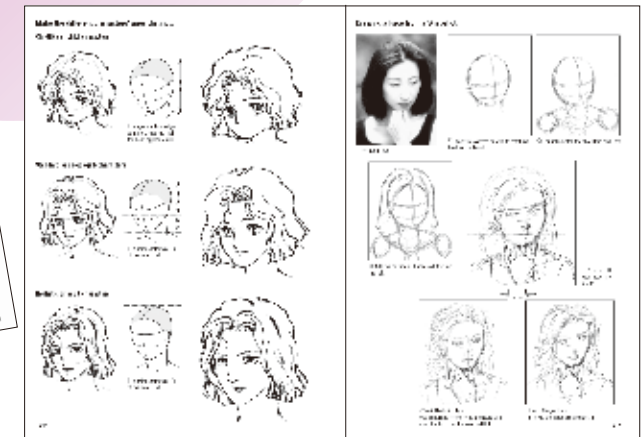
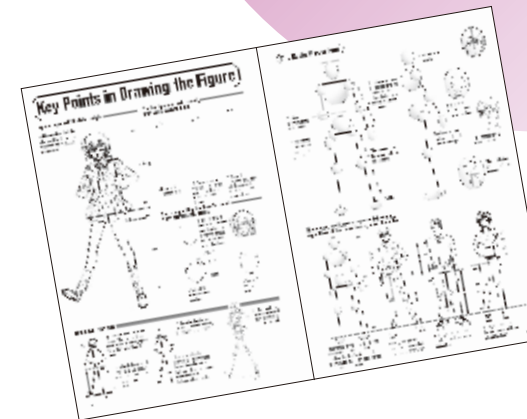
Rio Yagizawa / Go office
From "Foreword" of Vol.1



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: French, Russian, Spanish
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: French
マンガの技法 第2巻
Retail Price: JPY 1,400

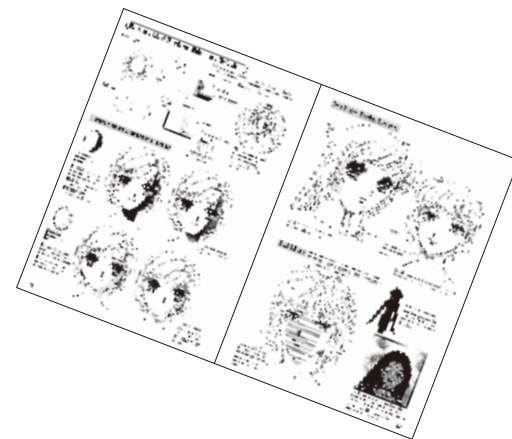
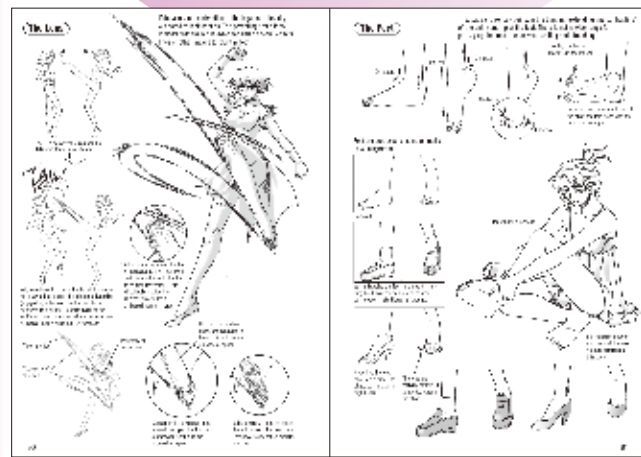
It's time to learn the basics of inking and two indispensable stroke types: strokes with tapered and even ends. Combining tapered lines with blunt, even lines allows for the production of balanced artwork. Applying discretion in using tapered and even lines when drawing figures will help you establish 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: French, Russian
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.



MORE HOW TO DRAW MANGA Vol. 4 Mastering Bishoujo Characters

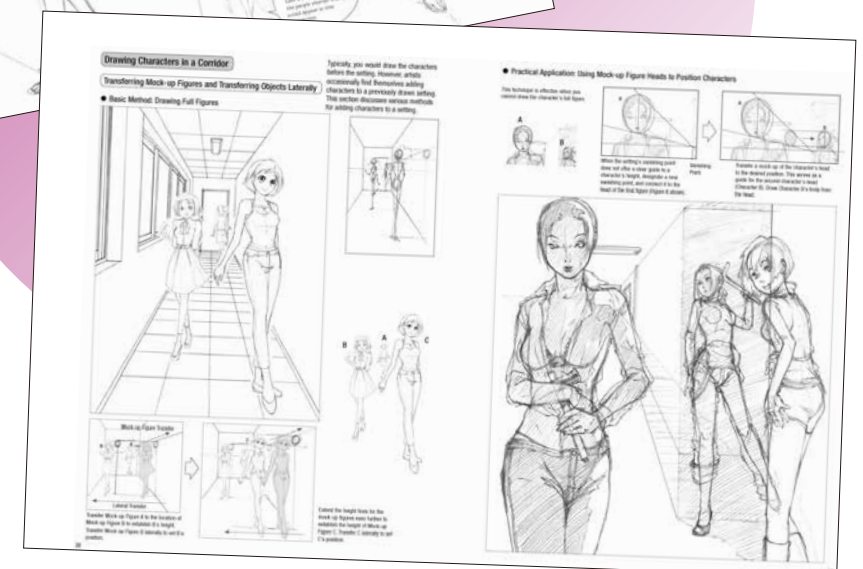
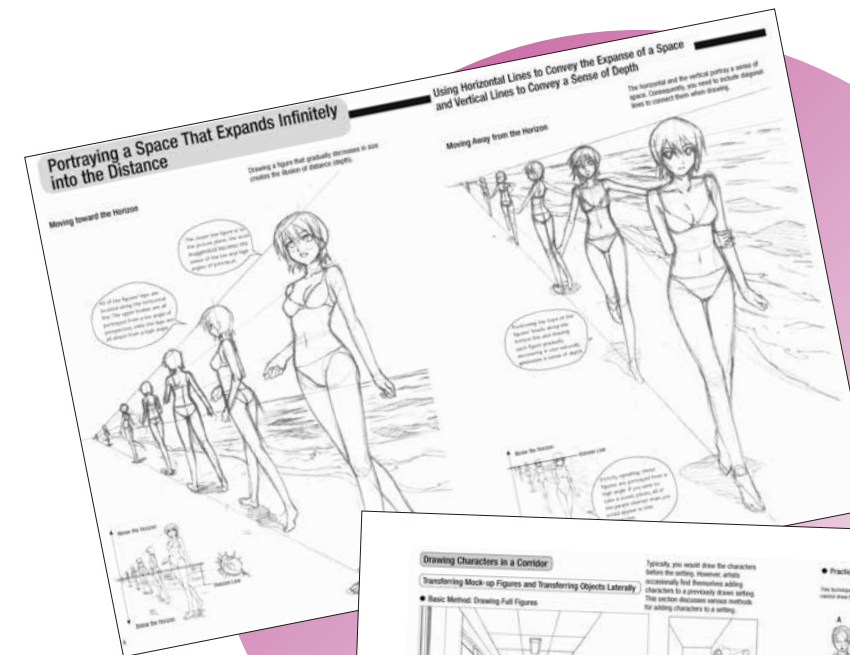
by Go office
Paperback, English
128 pages 10in. x 7 in. (257mm x 182mm)
ISBN4-7661-1467-1
Rights sold: Russian, Spanish
マンガの技法 第4巻
Retail Price: JPY 1,400

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

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.





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: S-Chinese, German, Italian, Spanish, French
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: S-Chinese, 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: S-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: S-Chinese, Korean, German, Italian,
Spanish, French
スーパーパースデッサン
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: S-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: 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: 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
 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: German
 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, Russian, S-Chinese
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)
ISBN4-7661-1602-1
Rights sold: French, S-Chinese, Thai
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, S-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: S-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: S-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: S-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.

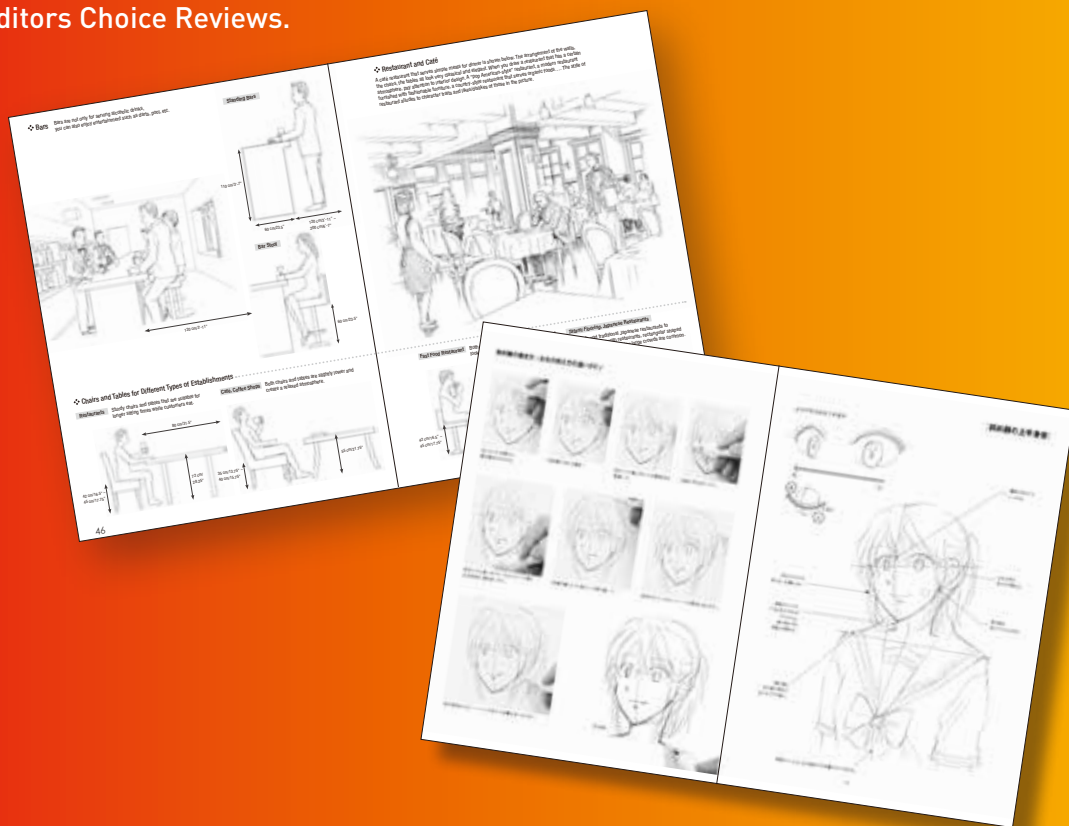


Visual Reference Books for both beginners and experts

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!

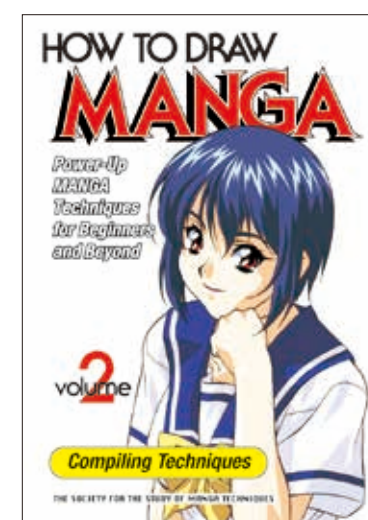
Each book in this critically acclaimed series is packed with step-by-step illustrations and invaluable advice from leading Japanese comic artists and animators. "Clear, concise and amazingly easy to follow," raves Gerry Poulos of Editors Choice Reviews.



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, Thai, French
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, Thai, French
マンガの描き方② 作画篇
Retail Price: JPY 1,200

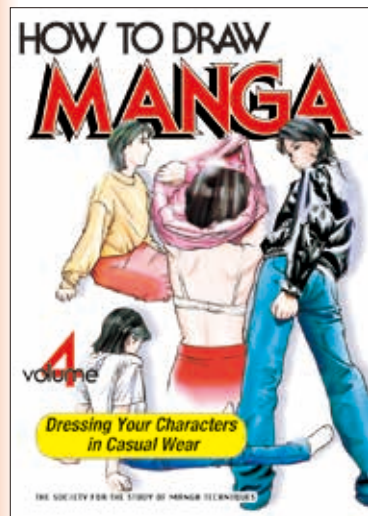
The second in a surprise hit series. A host of techniques are introduced, including the motion lines and structure lines that always appear in *manga*, along with shading techniques and how to express texture. You won't find another instructional guide as easy to follow or as awesome.



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, 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: 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)
ISBN4-7661-0918-4
Rights sold: Spanish, 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, 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
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, S-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, 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: Italian, Thai
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: Italian, Thai
ロボットの描き方
Retail Price: JPY 1,400

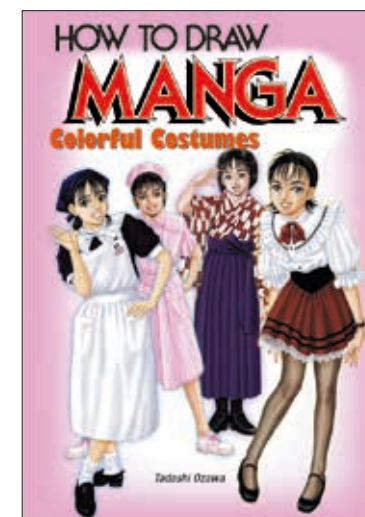
In this book, Chapter 1 is divided into the different parts of the body, starting with the head, explaining directions in designing the eyes or mouth, and then proceeding down towards the trunk and the hands and feet. In Chapter 2, techniques in incorporating weapons, wings, and other extras to the robot 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: French
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

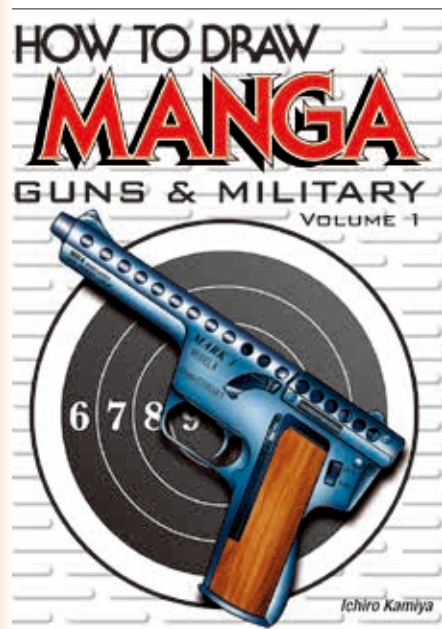
This volume was inspired by the young women found working in cafes and restaurants clad in those absolutely charming uniforms. Snowy white aprons, and crisply starched dresses—haven't we all felt the urge at some time to try these costumes out on our own, characters? Most likely all artists involved 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

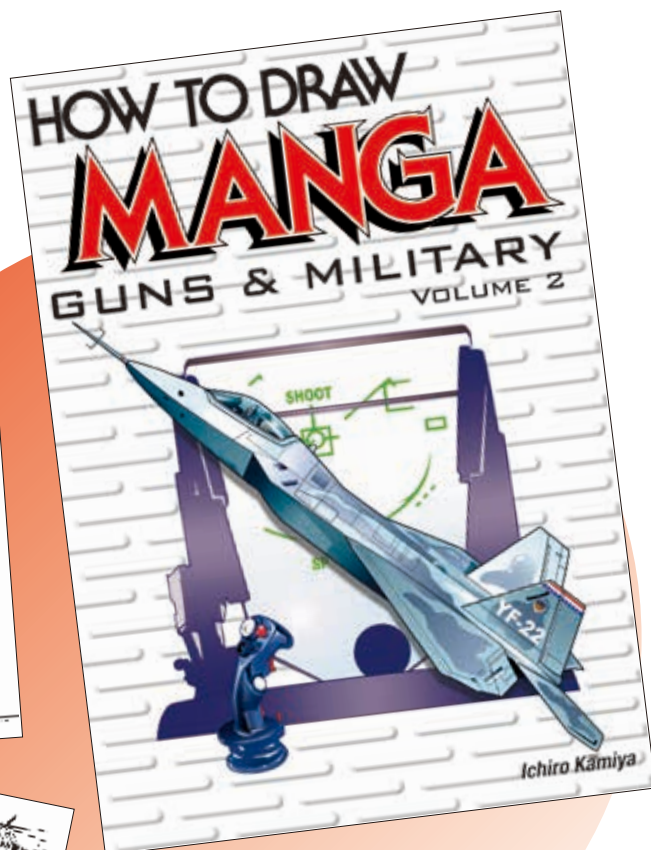
by Kazuko Tadano
Paperback, English
132 pages 10in. x 7in. (257mm x 182mm)
79 pages in color,
ISBN4-7661-1138-9
GIRLS' LIFE イラストファイル
Retail Price: JPY 1,980

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

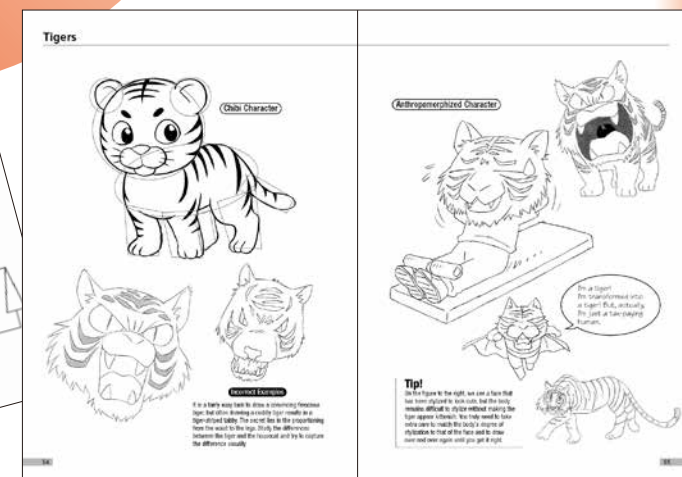
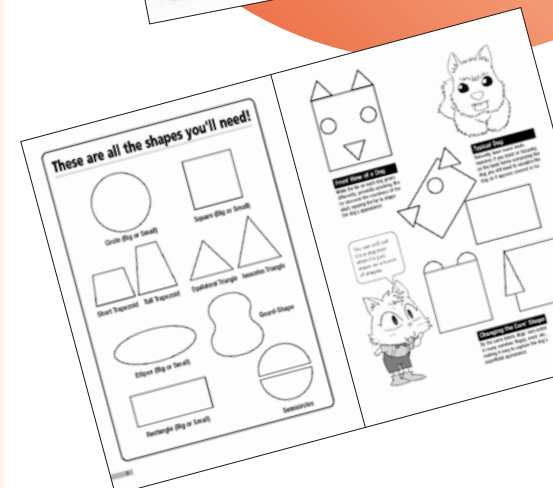
It is no exaggeration to say that today one cannot discuss Japanese *manga* techniques without touching on figure stylization methods. In this book, we thoroughly explore this topic, starting with the thought process and techniques used to draw a "chibi character" generated using such techniques. This 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.

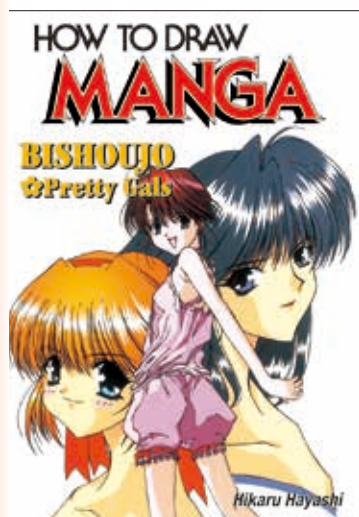




20 HOW TO DRAW MANGA Female Characters

by Hikaru Hayashi
Paperback, English
128 pages 10in. x 7in. (257mm x 182mm)
ISBN4-7661-1029-3
Rights sold: Spanish, Thai, French, Italian
女のコの描き方
Retail Price: JPY 1,200

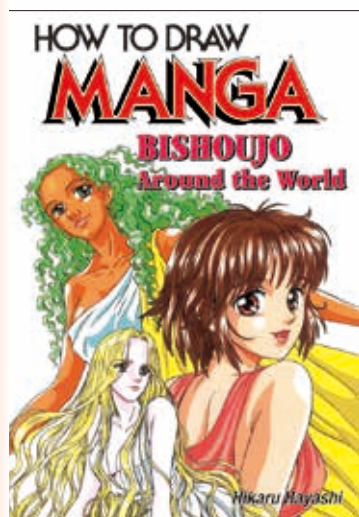
This unique book explains the female figure in the Japanese *manga* style and how to draw female *manga* characters covering everything from the basic drawing techniques to their wide application.



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, S-Chinese, French, Thai
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: 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: French, Thai, 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: 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, French, Thai, Italian
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
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, Thai, French, Italian
男のコの描き方
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: S-Chinese, Spanish
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, S-Chinese
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
ペンとトーンのテクニック—マンガ入門
Retail Price: JPY 1,165

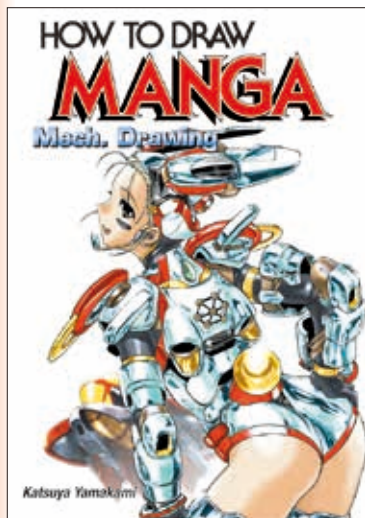
To excel as a *manga* artist, one must know how to draw with round-tipped pens, coupler pens and G-pens. Besides that, how to use screen-tones, gradations, grainy tones and other double layering techniques as well as paper cutting techniques are important elements to acquire. This book focuses exclusively 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
女のコの描き方 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)
ISBN4-7661-1334-1
Rights sold: 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)
ISBN4-7661-1213-9
Rights sold: 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: Thai
コスチューム描き方図鑑 2
Retail Price: JPY 2,400

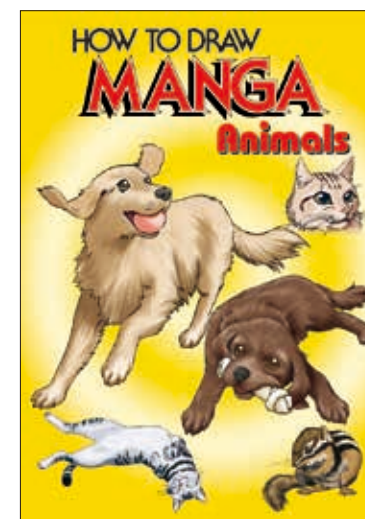
While one would think undergarments are standard fixtures on *manga* characters, they can be unexpectedly tricky for artists to draw. This book includes more than 4000 illustrations showing details of these garments worn on a figure in addition to a detailed history of intimate apparel. Moreover, it 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: Thai
コスチューム描き方図鑑 3
Retail Price: JPY 2,400

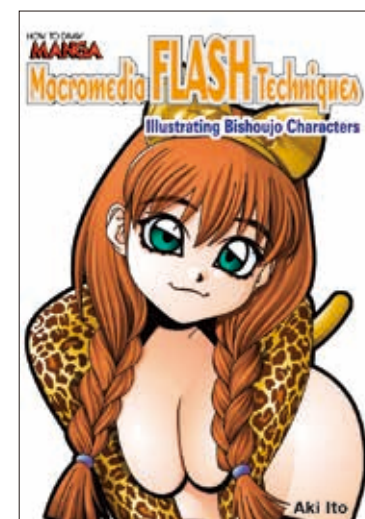
This collection of sports-related uniforms applicable to all fields of art, including *manga*, book illustration, and animation, is full of sexy offshoot costumes such as race-queen and cheerleader uniforms. Featuring more than 3000 images, this volume presents sports uniforms from a wide range of angles. 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: Thai
動物の描き方
Retail Price: JPY 1,400

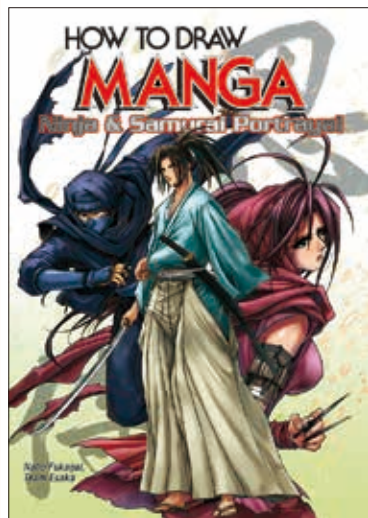
Based on the concept of learning to draw animals by starting with a single line (head and backbone), this volume provides tips on drawing animals without having to go through the steps of practicing complicated skeletal and muscular structures. The book faithfully traces techniques from drawing, realistic 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, Italian
時代劇キャラを描こう!
Retail Price: JPY 1,600

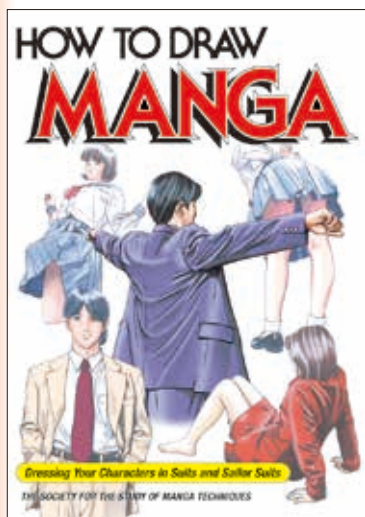
Remember those super slick samurai and ninja that we see gracing *manga*, *anime*, and movies? Have you ever tried to draw one on your own, only to discover you have nothing to use as reference? You want to draw a samurai, but you're not sure how the hair should be handled, or how he wields his sword. 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
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
衣服の描き方 スーツ・セーラー服篇
Retail Price: JPY 1,450

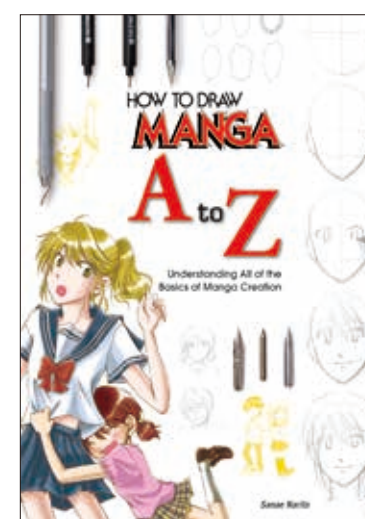
The feel, thickness and solidity of material and its drape cannot be distinguished. Separated and explained by pose, movement, and angle, the approximately 800 plates in this volume introduce how to draw the ever-present suit and sailor suit.



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

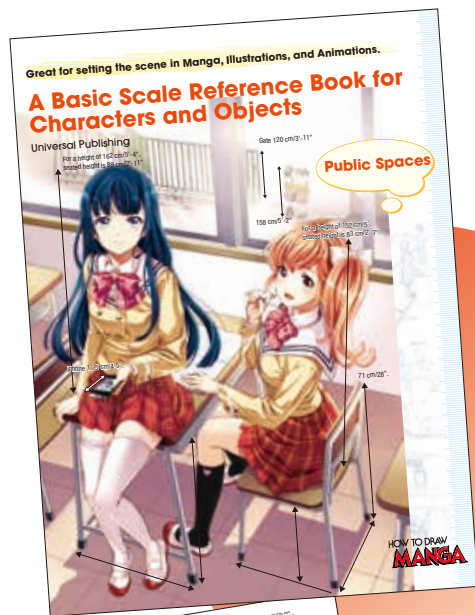
Kimono and gowns appear elaborate and intricate, but their basic forms are actually quite simple. All kimono share a single, basic design, while gowns may be generally arranged into three groups. Using a little ingenuity to modify these basic designs allows the artist to generate a myriad of variations. 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: German, Russian
やさしいマンガの描き方
Retail Price: JPY 1,800

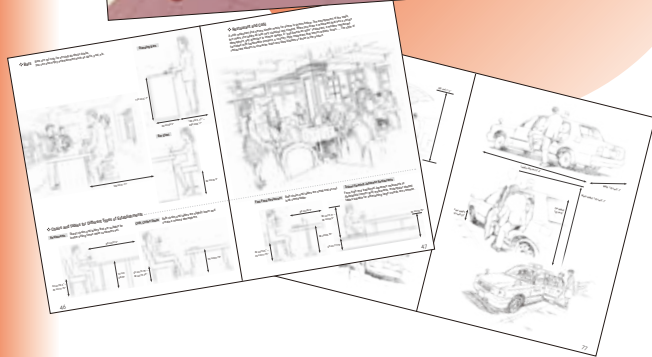
This is a primer that teaches how to draw *manga*. It comprises six chapters, the first of which covers the necessary materials and tools, the second discusses how to draw figures, the third covers the process, the fourth chapter teaches how to draw backgrounds, the fifth discusses character design, 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
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

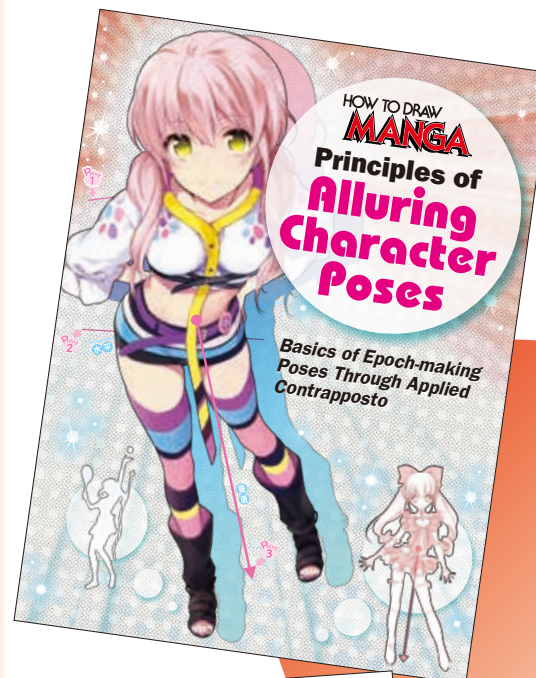
When artists who draw Manga and illustrations think, "I want to draw such-and-such a scene," they purposefully give special consideration to the size of each object in the scene and draw those objects together with a character in order to depict the scene more realistically. For example, if they intend 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
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.

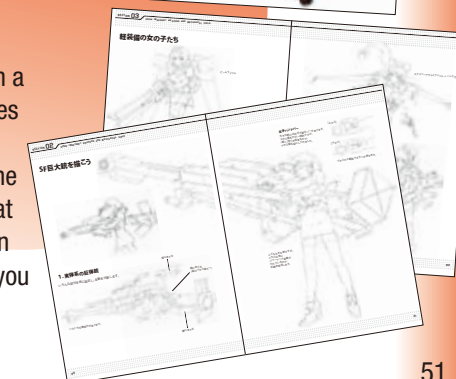
"Contrapposto," a visual arts concept in which human figures are drawn standing with most of their weight on one foot, began in ancient Greece and was inherited first by ancient Rome and then Renaissance Europe. "Contrapposto" teaches you the secret of drawing completely animated and attractive characters 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: S-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: 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

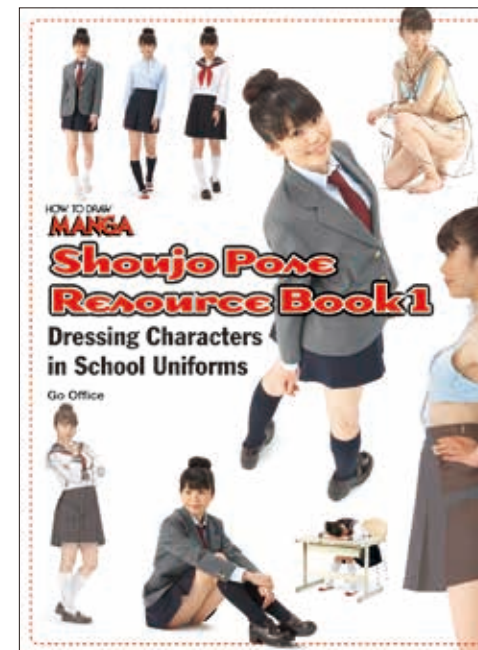
Period works with a historical flavor are currently all the rage in the comic and game worlds. Realizing the interests of today, we bring to our readers this photo collection featuring samurai and ninja action scenes. This volume comes chock-a-block with samurai in formal attire, samurai wielding spears, *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: 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 Methods for Character Illustrations that Change Impressions – Using Art Materials



This book introduces the concept of, “How to draw illustrations that fully utilize the art material characteristics” for those who find it difficult to use analog art materials. It showcases the characteristics of twelve types of analog materials and how they can be utilized in the production of illustrations. In addition, you will find explanations on how differences in impressions can be achieved based on combinations of analog materials. Everything is presented in a “making-of” format.

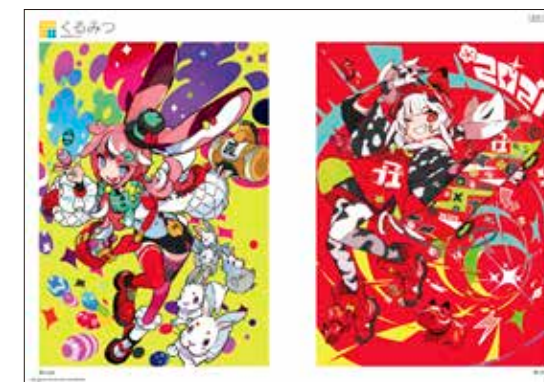
Author Profile

Renowned for illustrations using various analog art materials such as watercolor pencils. List of publication: *Drawing with Watercolor Pencils Ultimate Manga and Illustration Lessons* (Graphic-sha Publishing)

Con Cojima
 - 160 pages
 257 x 187 mm
 Paperback
 Retail Price: JPY 2,000
 978-4-7661-3839-9
 -
 画材で印象を変える
 キャラクターイラストの描き方
 -
 Rigths sold: T-Chinese

FLAT-POP ART STYLE ILLUSTRATIONS

This collection of illustrations features 12 popular up-and-coming illustrators with over 550,000 total followers on X.



This book is an anthology focusing on "flat coloring (anime-style coloring)" as its main theme. It showcases illustrations with excellent pop art styles and compositions and includes beautiful illustrations by 12 talented and emerging artists. Additionally, this wonderful book presents illustration-making processes by two artists and interviews with featured illustrators.

Contents

[Featured Artists]

- Kurumitsu (X: @krkrkr32 / 71K followers)
- Magotsuki (X: @haruno_168 / 89K followers)
- masumot (X: @matumot12 / 86K followers)
- Gaako (X: @Gaako_illust / 64K followers)
- 3° (X: @n79oqc3Yja6JLOF / 67K followers)
- Lazoo (X: @lazool_721 / 30K followers)
- PONKO (X: @PONKO517 / 44K followers)

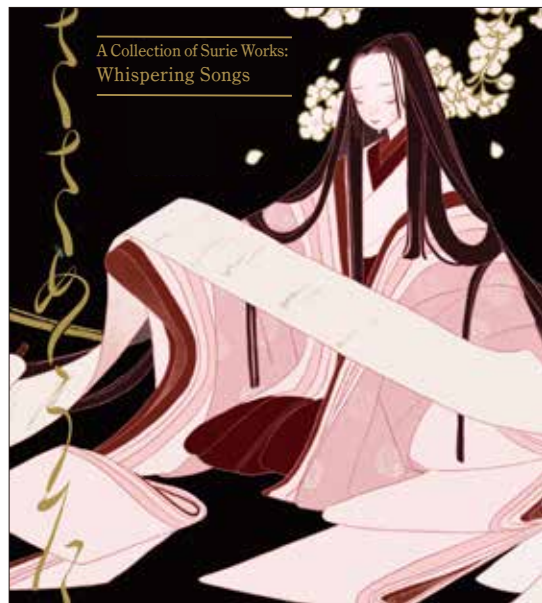
- Nekopota (X: @Illilli08 / 63K followers)
- Omura Village (X: @omura06 / 10K followers)
- Furushima Kon (X: @concon38 / 2K followers)
- Nishinoda (X: @nishinoda / 18K followers)
- Atori (X: @hizani_ya / 6.8K followers)

- Illustration Making • Interviews
- Work Index

Graphic-sha Editorial Department
 - 176 pages
 257 x 187 mm
 Paperback
 Retail Price: JPY 2,200
 978-4-7661-3877-1
 -
 FLAT-POP ART
 STYLE ILLUSTRATIONS

A Collection of Surie Works: Whispering Songs

A collection of 150 modern and traditional style illustrations inspired by 13th-century Japanese poetry.



POINT

- A collection of 150 modern and traditional style illustrations inspired by 13th-century Japanese poetry.
- X (Twitter) followers: over 80K
- This book can actually be enjoyed as a graphic novel because it includes the *waka* (classical short Japanese poems) that served as inspiration for the artwork.

This collection, which is mainly centered on the artist's interpretation of all 100 poems from *Ogura Hyakunin Isshu* (compiled in 1235), showcases over 150 elegant and traditional-style illustrations inspired by Japanese classical literature. It also includes commentary on the work and explanations regarding the creative process.

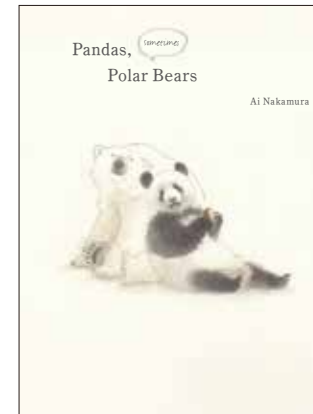
Ogura Hyakunin Isshu: In the 13th century one hundred of Japan's finest *waka* poems were selected. It is still popular in Japan today through *karuta* (a Japanese traditional card game).

Surie

- 176 pages
- 182 x 164 mm
- Paperback
- Retail Price: JPY 2,300
- 978-4-7661-3790-3
- ささめうた すり鯛作品集

Pandas, Sometimes Polar Bears

A collection of illustrations by a panda loving watercolor artist.

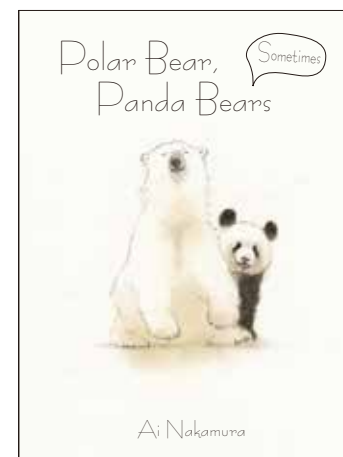


You're guaranteed to be delighted by the adorable gestures and movements of the pandas found in these original illustrations. Occasionally, polar bears make an appearance too. The book includes approximately 130 illustrations. There is even a sheet of stickers included!

- Ai Nakamura**
- 144 pages
 - 195 x 150 mm
 - Paperback
 - Retail Price: JPY 1,700
 - 978-4-7661-3876-4
 - パンダ、ときどきしろくま

Polar Bear, Sometimes Panda Bears

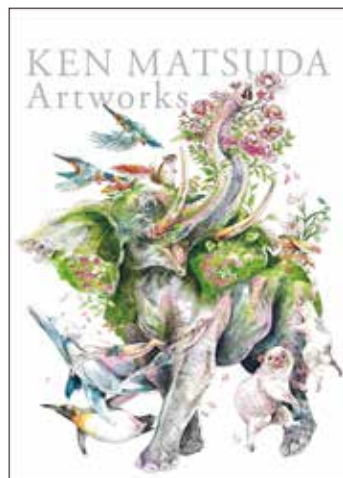
Overflowing Cuteness – A Collection of Watercolor Works



This book contains a collection of watercolor painting by polar bear lover and watercolor artist Ai Nakamura. It contains more than one hundred of Nakamura's watercolor artworks.

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

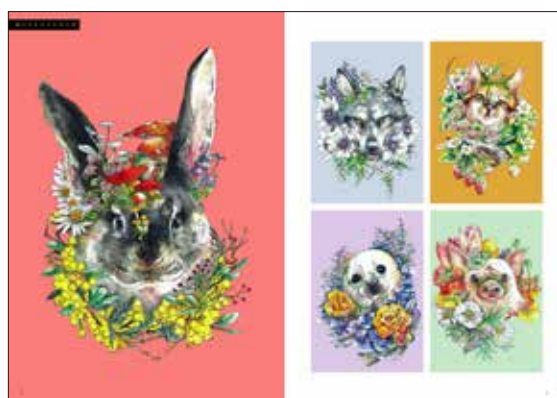
Ken Matsuda Artworks



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.

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.

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



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.

Graphic-sha Publishing
-
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: T-Chinese, Korean

Water, Hands and Eyes Yuta Toyoi (1041uuu) Pixel Art Works Collection



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.
X: 80.9K Followers

Yuta Toyoi
-
160 pages
252 x 182 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



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.

X: 22K Followers

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

A Collection of Illustrations: Flowers and Girls



Showcasing Female Artists' Delicate Brushwork and Expression



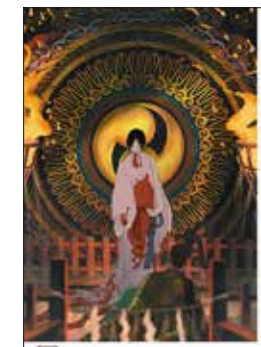
This book is an illustrated anthology with “Flowers & Women” as its main theme. It contains beautiful illustrations by twelve up-and-coming artists.

Graphic-sha Publishing
- 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, Russian

MYSTERIOUS: JAPANESE STYLE ILLUSTRATIONS



Showcasing Female Artists' Delicate Brushwork and Expression



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.”

Graphic-sha Publishing
- 176 pages
- 257 x 182 mm
- Paperback
- Retail Price: JPY 2,000
- 978-4-7661-3632-6
- 妖し JAPANESE STYLE ILLUSTRATIONS
- Rights sold: S-Chinese, T-Chinese, Russian

HIGH FANTASY STYLE ILLUSTRATIONS



Absolutely Full of “Western Fantasy” Style Illustrations!



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.

Graphic-sha Publishing
- 176 pages
- 257 x 182 mm
- Paperback
- Retail Price: JPY 2,000
- 978-4-7661-3636-4
- 幻想世界 HIGH FANTASY STYLE ILLUSTRATIONS

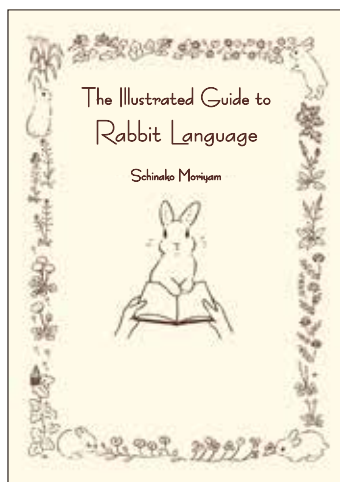
natsuki Artworks



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)*.

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

The Illustrated Guide to Rabbit Language

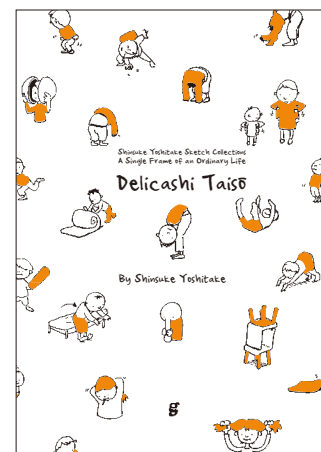


This rabbit-replete picture book for all ages is brimming with adorable references to rabbits from around the world. Proverbs about Rabbits from: Spain, Germany, France, Finland, Poland, Ukraine, Komi Republic, Turkey, China, Korea, Mongolia, Hausa people, Senegal, Thailand.

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 (7th Printing)

English sample pages are available.

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

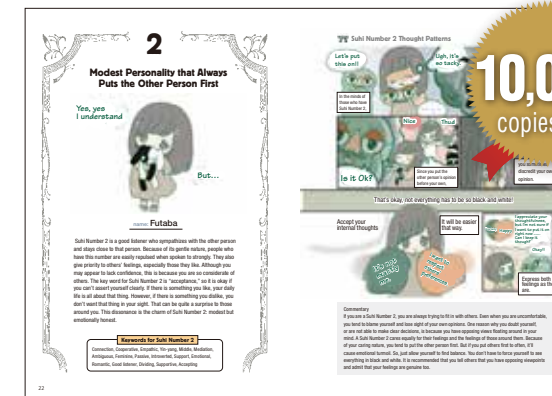
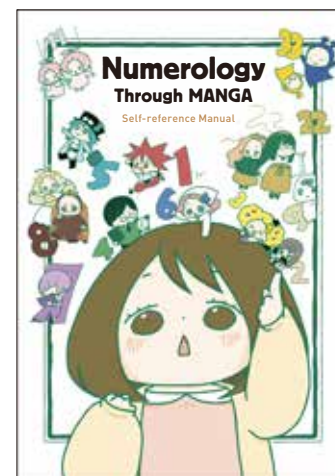


This is a collection of illustrations independently published during the early career of Shinsuke Yoshitake, now a popular children's book author. Yoshitake creates illustrations based on a scene or an action that occurs in our everyday lives.

English sample pages are available.

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

Numerology Through MANGA – Self-reference Manual



People have two kinds of numbers, their Life Path Number (LP) and their Birthday Number (B), both of which reveal thought patterns. This book carefully explains the characteristics and properties. X: 12K followers

Tsuzuri Masumoto
- 240 pages
210 x 148 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



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