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& DRAWING
TECHNIQUES



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VIDEOS & ILLUSTRATIONS BY
ANTHONY GEOFFROY

CONCEPT & DESIGN BY
MARCIN MIGDAL

V1.2

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ANTHONY GEOFFROY - ARTIST & ILLUSTRATOR & GRAPHIC DESIGNER

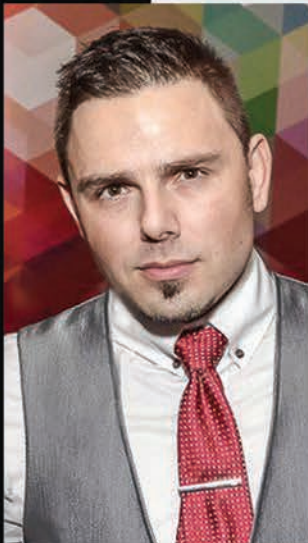
I'm a French Illustrator and Graphic Designer, I was born in Chalon-sur-Saône, France in 1983 and currently reside in Lyon, France. Ever since I was a kid I always handled a pencil better than a pen and it has never left my side. I was self-trained and my inspiration for drawing came from everything I saw and it's even more so today. I diversified my techniques for better learning and I shifted from drawing to painting and then digital painting. All this was motivated by my passion and a need to always excel. My sources of inspiration are movies, art books, some comics, and even music, anything that gives me an artistic sensibility.

Caricatures have always attracted and amused me, while attending high school I learned a lot by drawing them. You would find me drawing caricatures of my teachers all the time. Drawing caricatures allowed me to train myself and not be afraid to hesitate at the stroke of a pencil and to distort what I observed... and it was a good way to learn to draw and enough to achieve convincing results. Jean Mulatier (French Caricature Artist & Illustrator) is one of my great inspirations along with Sebastian Krüger (German Caricature Artist & Illustrator). Once I saw their work I was completely blown away which forced me to push the realism and details on my own caricatures.

In 2000 I spent two years studying computer graphics in SEPR in Lyon, France to expand my skills and I ever since then I was really interested in digital technology. After working for companies in the past, in 2005 I started working for myself and today I am an illustrator and graphic designer working full-time. I work digitally using a Wacom bamboo fun tablet, but I still have a base of traditional design, I still love the contact of a pencil with the paper. When I went on my own, my first client was a publisher in Lyon specializing role playing games. From there I gradually increased by client base through meetings and other opportunities within Communication Agencies, Companies, publishers etc.

Now, even though I love caricatures, I specialize in other forms of illustrations as well. I'm every eclectic in my work and do a diversity of projects that challenge me. I try to choose a fairly wide range of projects ranging from advertisements, cartoons, comic strips, heroic fantasy, logos for companies and model sheets for 3D animators. I invite you to visit my website to give you an idea of other types of works at www.anthonygeoffroy.com or play the video qr code within this book to enjoy examples of my work.

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MARCIN MIGDAL - CREATIVE DIRECTOR & FOUNDER OF MAD ARTIST PUBLISHING

Anthony is quite the perfectionist and an incredible artist. His skill, talent and attention to detail is remarkable and I'm very happy to have met him and designed this book and series of video workshops with him. His career and future is very bright and I'm proud to call him a friend. Thanks to all the guest artists that trusted in my vision, I can't wait to do your books!

I'm a forward thinking and sales centric Creative and Interactive Art Director with 14 years of experience in advertising, book publishing, web technology start-ups & software development. I specialize in online growth, customer retention and content acquisition. I've worked at top advertising agency Dentsu Boss, TMP Worldwide, Loyalty One, Robert Half International in senior Interactive and Art Director roles. I've produced web and print collateral for Rogers, Toyota, IamGold, Air Miles, Royal & SunAlliance Group, Flint Energy, URS, Husky Energy, Remax, General Mills, Lavalife, Canada Post, York University, AOL, Dell.

In 2006 I formed a creative and technology team to build and launch sophisticated iPTV software solutions that became Aerocinema.com. At ATVN, I have architected and supervised front-end development of white label CMS products: EducationCMSwebsites.com, EstoreCMSwebsites.com, VideoManagementWebsites.com and single handedly conceptualized architecture and front-end design of million dollar companies including CacheMetals.com, Schoolism.com as well as Sketchoholic.com. In 2011 I founded MadArtistPublishing.com, currently highly established brand with 26+ book titles, Youtube.com/MadArtistPublishing channel with 20K subscribers and secured partnerships and endorsements with Disney.com, Aston Martin, IO-Interactive, ArtBattles.com, Its Art Magazine and many prominent creative brands and celebrity artists.

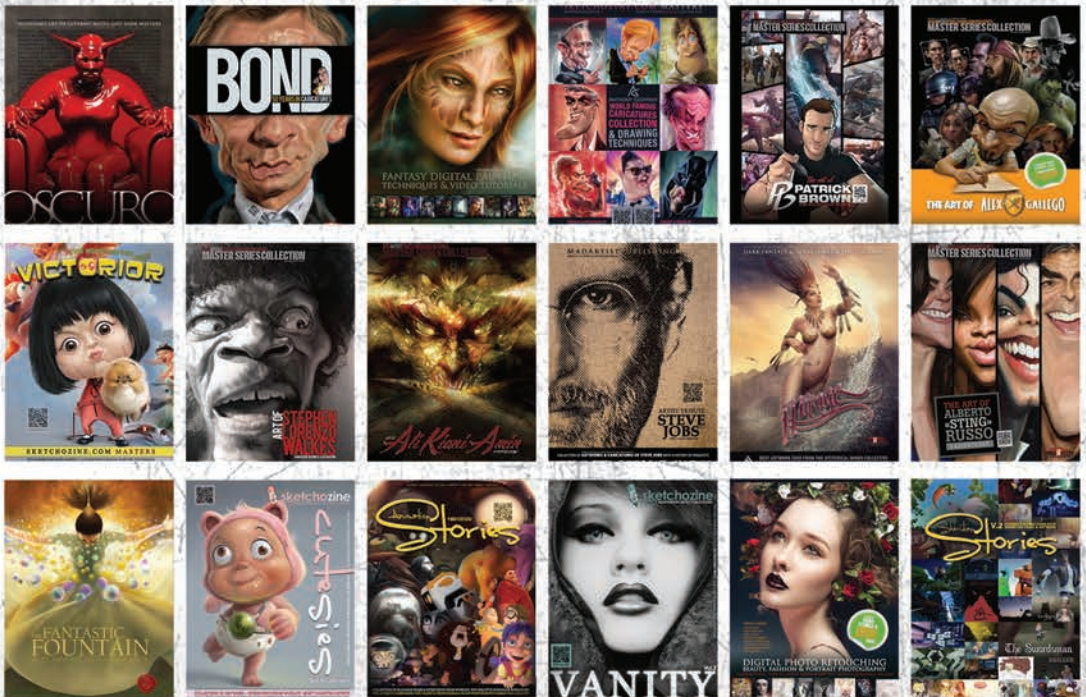
In 2010 I was recruited by the Canadian Youth Business Foundation, where I mentor small businesses and to-be-entrepreneurs. I am a results oriented team player with outstanding leadership qualities and apply multidisciplinary expertise to fuel and grow companies and their bottom line using technology, creative and marketing. I'm excited in the prospect of working with any organization and welcome all opportunities.

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A. GEOFFROY







CHRISTOPHER WALKEN

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 3 HRS TO COMPLETE - AUGUST 2011

CONTEXT: Tribute to a great actor, I was inspired several universe for this caricature.

There is no specific film but if it was closer to one, I would say "Dead Zone".



TIP

Before you jump into drawing a caricature, take some time to soak up the model or person you choose. If it is a very known person such as an actor or singer, draw in the expression which the person is most known for. For example, Christopher walken is known for having a blank, serious stare with his wide eyes in most of his movies, so that is what i focused on. Action Star, Jason Statham for example, always has the same expression.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/vSCyGpP>



BATMAN (MICHAEL KEATON)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 6 HRS TO COMPLETE - JUNE 2011

CONTEXT: Tribute to Tim Burton's "Batman". Scene where Batman drops Jack Napier into acid.



TIP

Start your caricature by drawing roughly what you see in your mind, exaggerate the defects or peculiarities as you move along. Do not hesitate to repeat several times the design by pushing it further and further every time. A good compromise is when the model is sufficiently deformed but it still looks like them.

Michael Keaton in the first batman always put on a pout with his lips, as that was his way of setting a serious mood, in my Batman caricature I strongly emphasized the lips and that also makes it funny.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/vSCFxb8>



BILL COSBY (THE COSBY SHOW)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 3 HRS TO COMPLETE - JULY 2011

CONTEXT: Tribute to Cosby show, I grew up with.



TIP

For a caricature to be good, we must respect three principles:

1. The original reference image must be substantially distorted
2. It must look like the person or model
3. Most importantly, the caricature must be funny and make your viewer laugh.

These rules may seem obvious but are sometimes very hard to collect. So train hard and practice.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/laP8Gf>



SNOOP DOGG (CALVIN CORDOZAR BROADUS, JR.)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 5 HRS TO COMPLETE - SEPTEMBER 2008

CONTEXT: Snoop Doggy Dogg doing what he is does.



TIP

Sometimes, leaving an unfinished drawing can be beneficial. If you are working hard on getting things right on a model, take a break and leave it aside from a while to get a fresh perspective later on. Put your drawing in a drawer and when you come back a few days later you will have a fresh look and be detached and more often than not you will be able to continue with a new approach and finish the drawing faster and better. When you step away from something and come back you'll notice the obvious mistakes you've made and how to fix them faster.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/siLLCW>



JENNIFER ANISTON

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 3 HRS TO COMPLETE - DECEMBER 2010

CONTEXT: Oops, it looks like it's cold...



TIP

When you start your caricature, you must exaggerate the hair, eyes, mouth, ears, nose, wrinkles, body. You must also have consistency in your exaggerations. A good caricature takes into account a complete exaggeration, no partial. Spend some time studying your model or reference to ensure you treat his element or part accordingly.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/sWFqCp>





ROBERT DENIRO









CLIVE OWEN

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 5 HRS TO COMPLETE - MAY 2010

CONTEXT: I like Clive Owen, physically interesting and it was not simple to do his caricature.

The scene is not taken from a particular film, but reflects his general expression.

TIP

Do not be afraid to exaggerate the angles, even "create" new ones as long as the final result looks like the model or reference. Try not to draw the entire photo or model, rather add style and movement into your lines for a set of different dynamics.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/rzphPI>



ROBERT DENIRO

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 10 HRS TO COMPLETE - SEPTEMBER 2009

CONTEXT: "Are you Talking to me?"

TIP

Take more pictures or find more references from various angles when possible, so you can have a complete view of your model in your head as you draw your caricature.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/ukH1RW>



DAVID CARUSO (HORATIO CAINE - CSI MIAMI)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 8 HRS TO COMPLETE - OCTOBER 2010

CONTEXT: The man that paralyzes everyone with a turn of his head :)

TIP

There are many ways to make your illustration in color, but if you made a set of Photoshop colors, remember to create multiple layers when working; One for the skin, one for the hair, one for maybe facial hair, one for the background, etc. You never know if later on you'll want to work on any details and it's much simpler with layers.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/SCsnmJ>



HUGH LAURIE (DR. HOUSE)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 17 HRS TO COMPLETE - MAY 2010

CONTEXT: "Where are my PILLS?"

TIP

To help you achieve brush effects in Photoshop, you can download a lot of brushes for free on the web. Deviantart.com is full of such brushes for example.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/snKFH3>



JACK NICHOLSON VIDEO WORKSHOP

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 6 HRS TO COMPLETE - FEBRUARY 2011

CONTEXT: "Here is Johnny!"

TIP

The workshop video tutorials are offered in several languages and more will be added soon. Scan the QR Code on the large version to see the first few minutes of the tutorial workshop or go to <http://bit.ly/GMZ09q>. The Video tutorials last anywhere from 1.5 hrs to 3hrs and show you a complete process of the drawing from beginning to end. Visit www.MadArtistPublishing.com to purchase Anthony's video workshops. If you have paid access, log into your Sketchoholic.com account and navigate to the book you purchased to access the workshop videos.

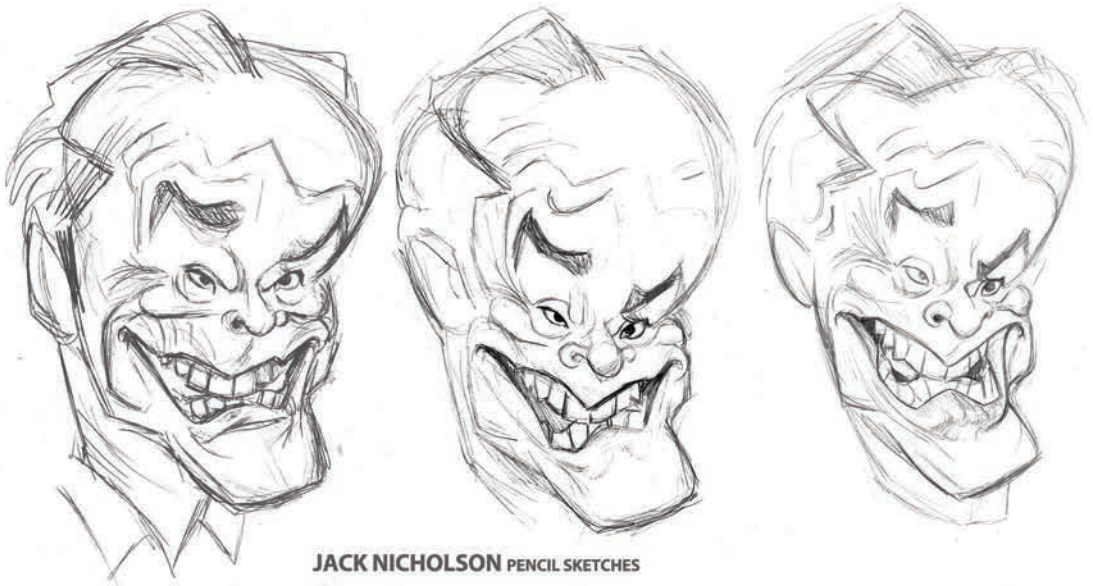
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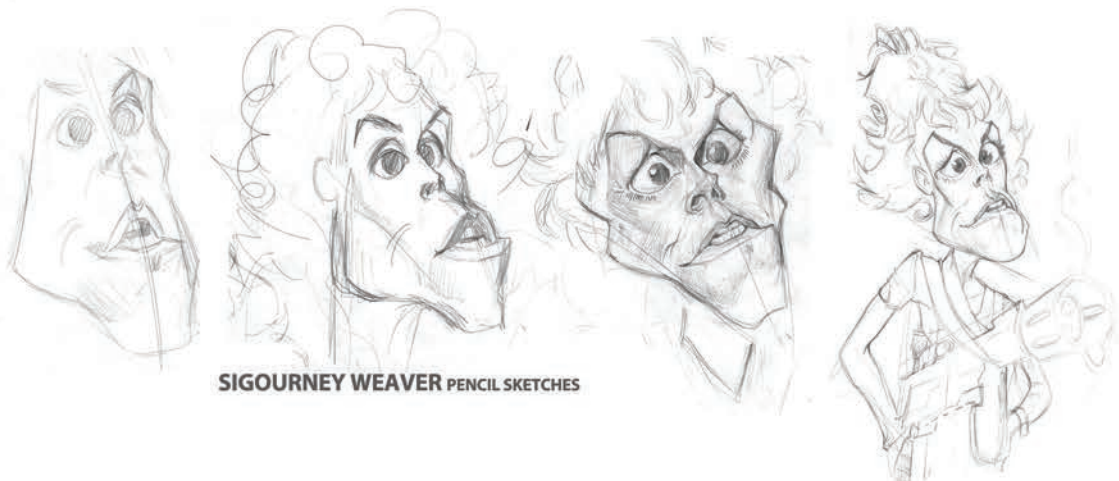




JACK NICHOLSON PENCIL SKETCHES



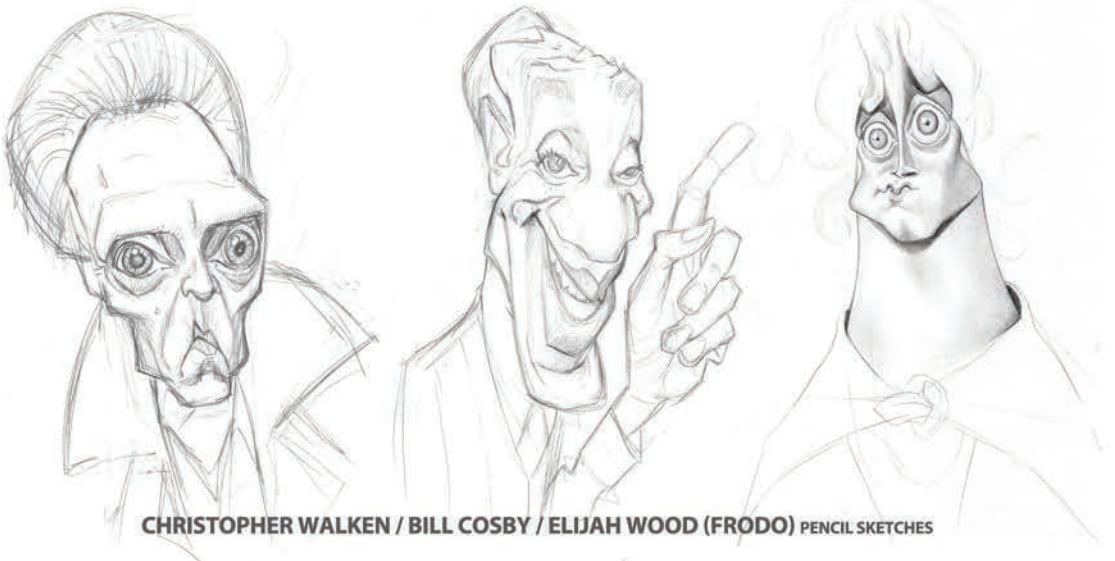
BILL MURRAY (GHOSTBUSTERS) PENCIL SKETCHES



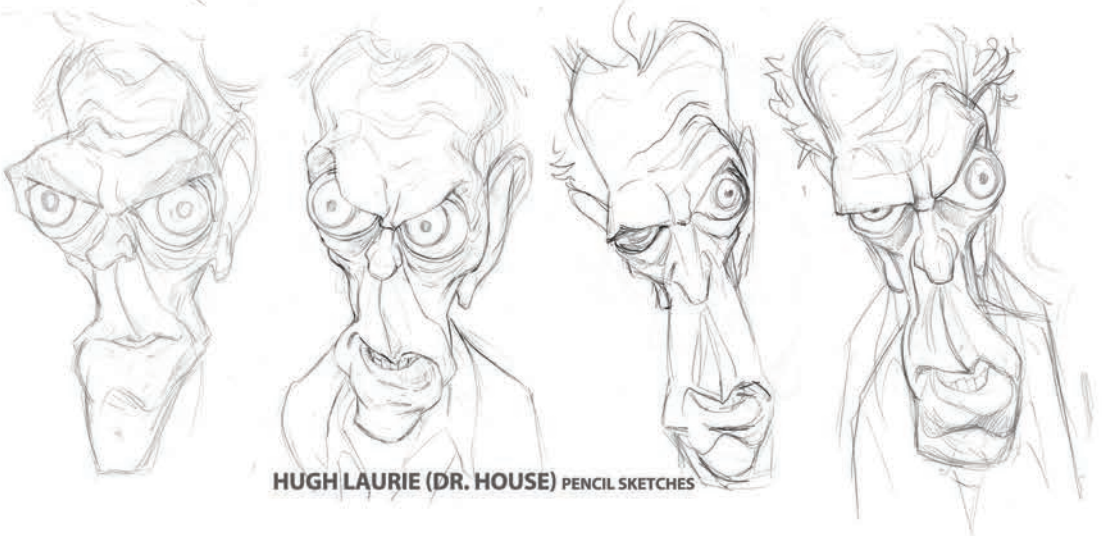
SIGOURNEY WEAVER PENCIL SKETCHES



BRUCE WILLIS (DIE HARD) PENCIL SKETCHES



CHRISTOPHER WALKEN / BILL COSBY / ELIJAH WOOD (FRODO) PENCIL SKETCHES



HUGH LAURIE (DR. HOUSE) PENCIL SKETCHES





A. GEOFFROY







RUSSELL CROWE (A BEAUTIFUL MIND)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop
COMPLETION: 5 HRS TO COMPLETE - MAY 2010
CONTEXT: I think Russell is smoking too much chalk...



TIP If you can't tell who it is supposed to be, then it is not successful. All good caricatures incorporate a good likeness of their subjects. Make a Statement about the subject or the situation the subject is drawn to, it's more than just big ears and a funny nose.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/rRCz61>



ELIJAH WOOD (FRODO - LORD OF THE RINGS)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop
COMPLETION: 9 HRS TO COMPLETE - SEPTEMBER 2009
CONTEXT: More than Gollum, Frodo is completely mesmerized by his ring throughout the film, it does not see?



TIP Beyond the 5 shapes that represent that human face (HeadSpace, Left Eye, Right Eye, Nose and Mouth) there isn't much to drawing a face. It's the details like wrinkles, cheekbones, dimples and their placement that make your subject or model unique. Caricature is about exaggeration of those details.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/rETHus>



BILL MURRAY (GHOSTBUSTERS)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop
COMPLETION: 10 HRS TO COMPLETE - MARCH 2011
CONTEXT: "Who you gonna call ??? " Tribute to the great and essential Ghostbusters



TIP Don't exaggerate everything, what is it about the model that you notice most, take those details and play with them first. Remember not to distort the details instead. If your model has a small nose, don't just make it a giant one and think that's exaggeration, maybe focus on the nostrils or the tip of the nose or the hairline like in the Bill Murray illustration.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/uxmrv6>



SIGOURNEY WEAVER (ELLEN RIPLEY - ALIEN)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop
COMPLETION: 15 HRS TO COMPLETE - JULY 2011
CONTEXT: "Be careful! Behind you!" Ellen Ripley in Aliens and tribute to Drew Struzan style.



TIP Place your models or subjects in a familiar environment, If you are focusing on someone famous, think of what their mostly known for, whether it's acting crazy, a particular movie or an expression they always make. Use props and background to bring recognition to your illustrations.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/skNmB9>



JULIA ROBERTS

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop
COMPLETION: 3 HRS TO COMPLETE - NOVEMBER 2010
CONTEXT: Julia and her smile contagious



TIP Eyes are the windows into a person's soul, keep that window open. Unless you are confident you can maintain the expression of your model while manipulating them, never exaggerate the eyes to the point they begin to look unreal.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/tWaQR7>













MEL GIBSON & DANNY GLOVER (LETHAL WEAPON)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 12 HRS TO COMPLETE - OCTOBER 2010

CONTEXT: Just like in their films, those two give me chuckles.



TIP

If you've never hand drawn before, here is a little 'cheaters' tip if you're good with photo editing programs: Scan in a photo of the person and examine it to see their distinguishing features. Then grab the smudge tool and play with those features (if they have big eyes, make them bigger etc). and then draw the caricature from that. There is a great Liquify filter in the newer version of Photoshop that can help you a lot.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/v10k>



BRUCE WILLIS (JOHN McLANE - DIE HARD)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 5 HRS TO COMPLETE - MAY 2010

CONTEXT: "Yeepyy-ki-yay motherfuc##r !" John McLane rocks!



TIP

Try to simplify your subjects and exaggerate them. Also keep in mind that if you are drawing friends or family you'll want to make sure the features you exaggerate or distort are humorous and not embarrassing to the subject, there is a fine line between those two.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/uAeHr3>



LESLIE NIELSEN (FRANK DREBIN - THE NAKED GUN)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 7 HRS TO COMPLETE - NOVEMBER 2010

CONTEXT: Tribute to troublemaker Leslie Nielsen aka Frank Drebin in The Naked Gun film.



TIP

There are hundreds of techniques for coloring your drawings in Photoshop. Feel free to try different styles, play with the layer modes and tools. You can watch many free video tutorials of photoshop on youtube.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/t98LpJ>



DOC BROWN & MARTY MCFLY (BACK TO THE FUTURE) (CHRISTOPHER LLOYD & MICHAEL J. FOX)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 16 HRS TO COMPLETE - DECEMBER 2010

CONTEXT: "Great Scott !" Tribute for the 25th Anniversary and one of my favorite movies



TIP

A quick tip when using Photoshop, remember to save regularly. You're never safe from a crash or a bug and they do happen, and you can lose all your work in progress, so remember to save.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/rx6w6U>



ANGELINA JOLIE VIDEO WORKSHOP

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 4 HRS TO COMPLETE - FEBRUARY 2012

TIP

The workshop video tutorials are offered in several languages and more will be added soon. Scan the QR Code on the large version to see the first few minutes of the tutorial workshop. The Tutorials last anywhere from 1.5 hrs to 3hrs and show you a complete process of the drawing from beginning to end. Visit www.MadArtistPublishing.com to purchase Anthony's video workshops. If you have paid access, log into your Sketchoholic.com account and navigate to the book you purchased to access the workshop videos.

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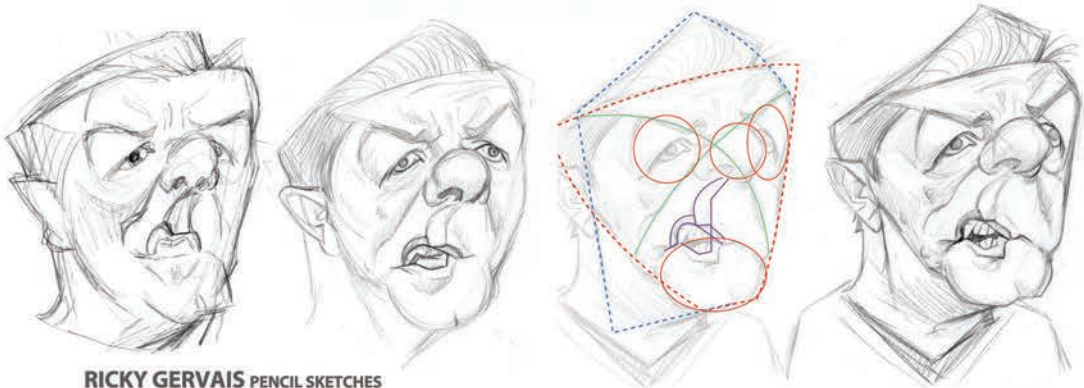


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ANGELINA JOLIE PENCIL SKETCHES



RICKY GERVAIS PENCIL SKETCHES



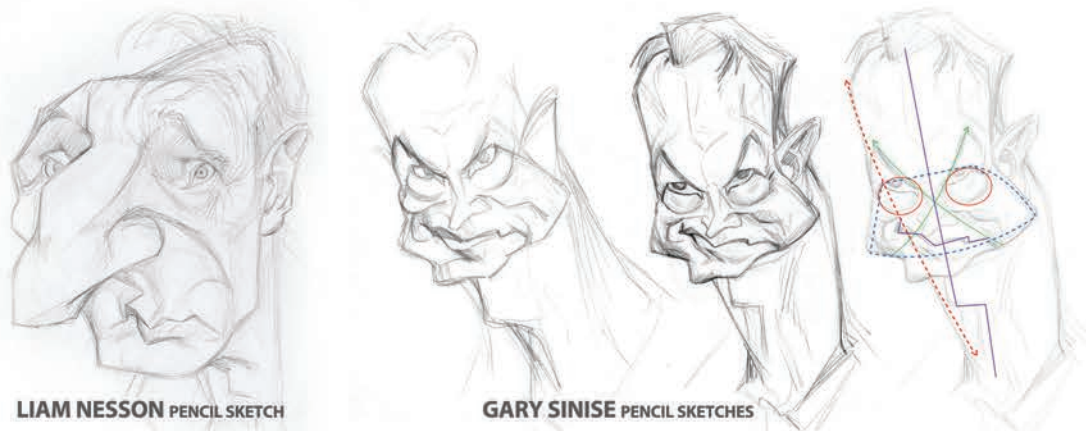
STEPHEN KING PENCIL SKETCHES



MICHAEL C. HALL (DEXTER) PENCIL SKETCHES



EPIC MEALTIME PENCIL SKETCHES

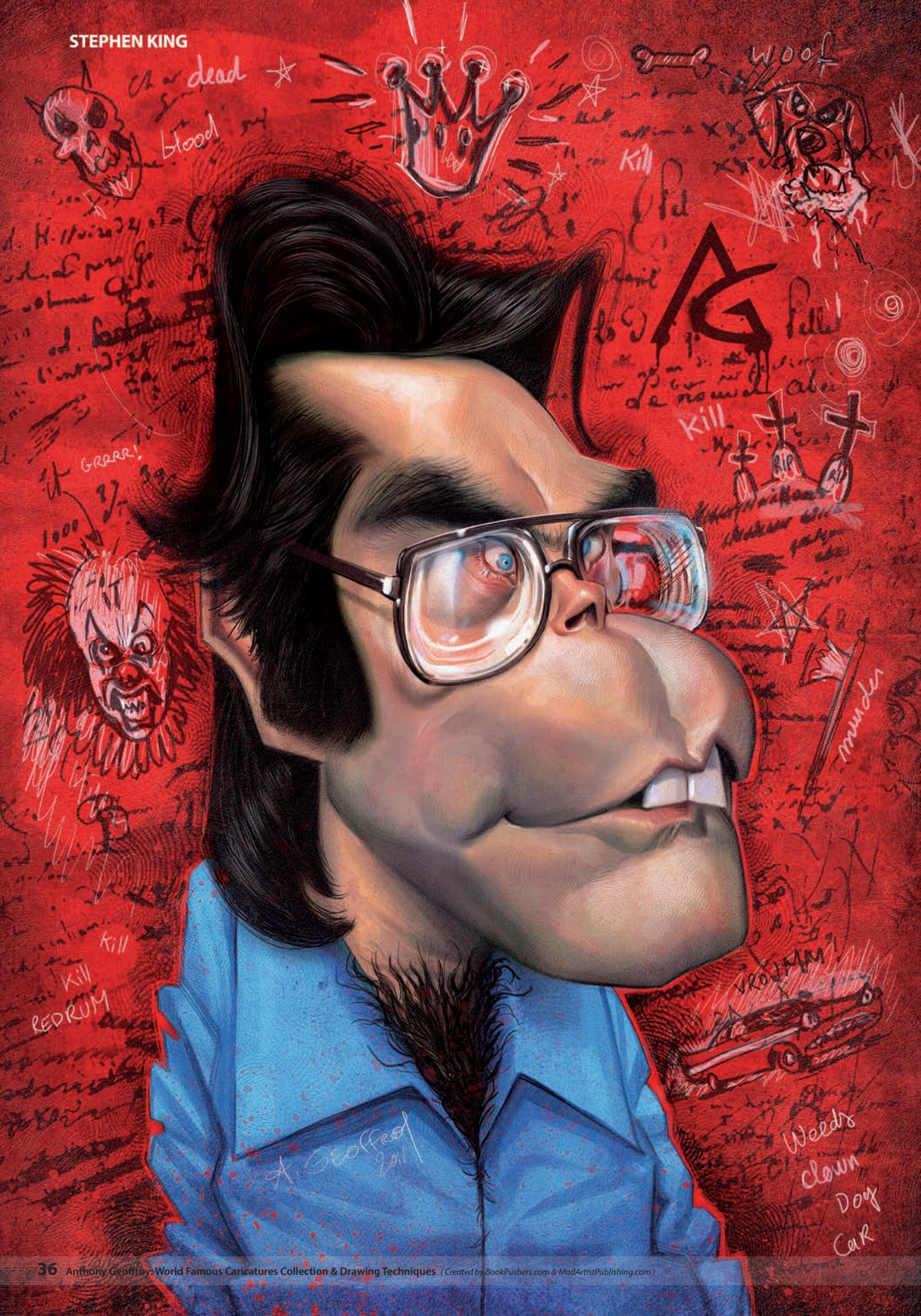


LIAM NESSON PENCIL SKETCH

GARY SINISE PENCIL SKETCHES









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A. GEOFFROY
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LIAM NEESON (TAKEN)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop
COMPLETION: 6 HRS TO COMPLETE - JULY 2011
CONTEXT: An actor I love, and no! it is not the Neanderthal man..)



TIP It is easy to learn how to draw a portrait, because we have all the same model under the eyes. Caricatures on the other hand are something of abstract in the direction and one must imagine what one could exaggerate. That's why each artist can and does draw caricatures with a different approach. Through hard work you will create your own personal style but you have to be armed with patience, even though we would love to get result right away, unfortunately it doesn't work like that.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/rzZNgP>



RICKY GERVAIS (COMEDIAN & ACTOR)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop
COMPLETION: 4 HRS TO COMPLETE - NOVEMBER 2011
CONTEXT: An actor and comedian that I loved in "extras". I deliberately made him look a fool rather than a smile, because in this hilarious show he is a sad clown.



TIP For starters, when you scan your initial caricature drawing, scan at 300 dpi resolution. Import his image into Photoshop into 8.5"x11" with 300dpi resolution. Edit your sketch drawing as you see fit and once you are happy with results click Multiply and vary the opacity of layer to 50%. Then Create a layer below this layer and begin setting your color. Feel free to create different layers for each element (the background, clothes, face, hair, etc.).

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/s7WTYw>



STEPHEN KING

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop
COMPLETION: 5 HRS TO COMPLETE - MAY 2011
CONTEXT: Tribute to a great writer. I decided to draw him in his beginnings because it was fun and I made him look like a writer nerd, but this nerd has become a legend...



TIP Familiarizing yourself with the world of caricature can take a long time. If you are a traditional artist and haven't used Adobe Photoshop, but would like to add color to your sketches, don't panic. As with anything, practice makes perfect. Consider purchasing a tablet and download a trial version of Photoshop graphic software from www.Adobe.com. Eventually with time and practice you will feel more and more comfortable with the software and your graphics tablet.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/VuchtU>



MICHAEL C. HALL (DEXTER)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop
COMPLETION: 12 HRS TO COMPLETE - JUNE 2010
CONTEXT: Tribute to one of my favorite TV series. I deliberately created a composition to accentuate the corner hard and without mercy dexter, all in a bloody and explosive atmosphere.



TIP Choosing the right angle to start drawing your caricature's face can be critical and have a big impact on the complete approach of your illustration. For example, a large nose appears more clear and defined within a drawing from 3/4 angle or profile rather than straight on. You should choose and adjust the viewing angle suitable for each models, remember get lots of reference angles.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/uDinnw>



HARLEY MORENSTEIN - EPIC MEAL TIME

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop
COMPLETION: 14 HRS TO COMPLETE - JUNE 2011
CONTEXT: "bacon, that's life" - Tribute to www.youtube.com/EpicMealTime



TIP There are many ways of adding volume and color to a caricature. Using simple crayonnes can give you great results. If you want further realism you can paint with oils, watercolors, or anything else, or if you are comfortable with colored pencils, give that a go. To get the type of quality as seen in this book, you must go digital and use Adobe Photoshop (CS1 - CS5) and a graphics tablet, without these two tools, it's impossible to get these types of results. Tablets aren't expensive anymore and the market leader is Wacom.com. Get the latest trial version of version of Photoshop CS5 from Adobe.com, it has a close brush painter software which will give you effects of realistic paintings.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/9rTnqq>







DANNY ELFMAN (COMPOSER)



A. Geoffrey 2010





GARY SINISE (MAC TAYLOR - CSI NEW YORK)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 5 HRS TO COMPLETE - MAY 2010

CONTEXT: Gary just looks constipated all the time, fart once or your veins will explode!
I'm kidding Gary, we love you :-)



TIP Do not despair if you don't succeed at first, the art of caricature is not innate, it's the fruit of hard work, patience and perseverance. Remember to have fun and you'll be rewarded.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/si2i15>



HUGO WEAVING (AGENT SMITH - THE MATRIX)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 4 HRS TO COMPLETE - AUGUST 2011

CONTEXT: "Mr.Anderson!" Great actor for a great movie!



TIP Once you finish your caricature drawing or painting. Seek advice around you, see if people recognize the person or not in your illustration without telling them who it is. Also pay close attention to their reaction to see what things they're noticing or like about the model.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/rzEgM8>



DANNY ELFMAN (MUSIC COMPOSER)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 20 DAYS TO COMPLETE - APRIL 2010

CONTEXT: This was probably the longest and toughest caricature to complete for me. I took my time to pay tribute to my favorite composer and his entire filmography...see the toys.



TIP If you get stuck or don't know how to get started on your caricature, i suggest you pick a particular feature of the face, nose, mouth, eyes that sticks out the most for you. As you get past this first feature, the rest should be little easier to draw. After a while the rest of the face features of your model will start becoming self-evident and you should have an easier time finishing it.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/sJmheC>



ZACH BRAFF (JD - SCRUBS)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 6 HRS TO COMPLETE - JULY 2010

CONTEXT: "Find the cracker!"



TIP When you make your initial sketch of the cartoon, ask yourself "What can I still do to push it further, so it makes a statement?".

Let yourself go, your caricature and sketch will be good when you feel you reached the right balance between exaggeration and reference likeness.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/sJxlxt>



GEORGE CLOONEY VIDEO WORKSHOP

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 5 HRS TO COMPLETE - MARCH 2012

CONTEXT: "Sexiest man alive"

TIP The workshop video tutorials are offered in several languages and more will be added soon. Scan the QR Code on the large version to see the first few minutes of the tutorial workshop. The Video tutorials last anywhere from 1.5 hrs to 3hrs and show you a complete process of the drawing from beginning to end.

Visit www.MadArtistPublishing.com to purchase Anthony's video workshops. If you have paid access, log into your Sketchoholic.com account and navigate to the book you purchased to access the workshop videos.

GEORGE CLOONEY VIDEO WORKSHOP

Scan QR Code to watch the first few minutes.

Visit www.madartistpublishing.com and click on Anthony's book

Purchase the Video Workshops to gain access to 6 hrs of videos

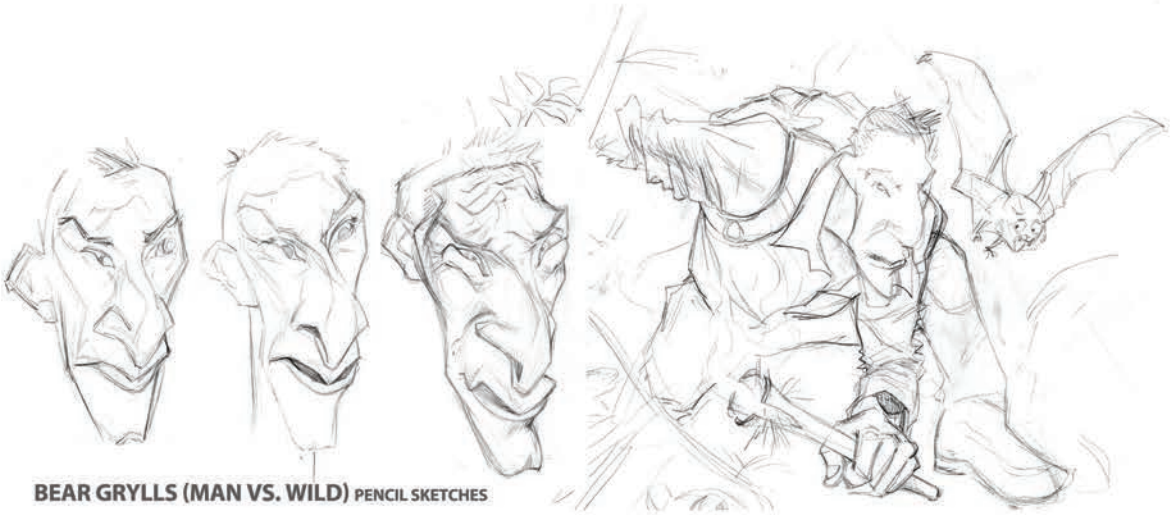


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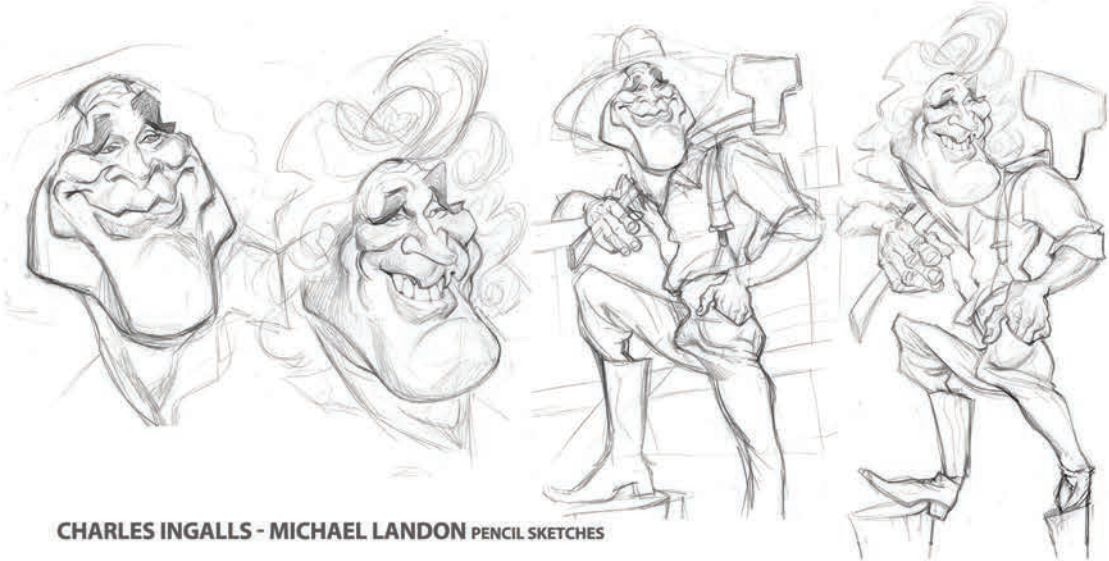




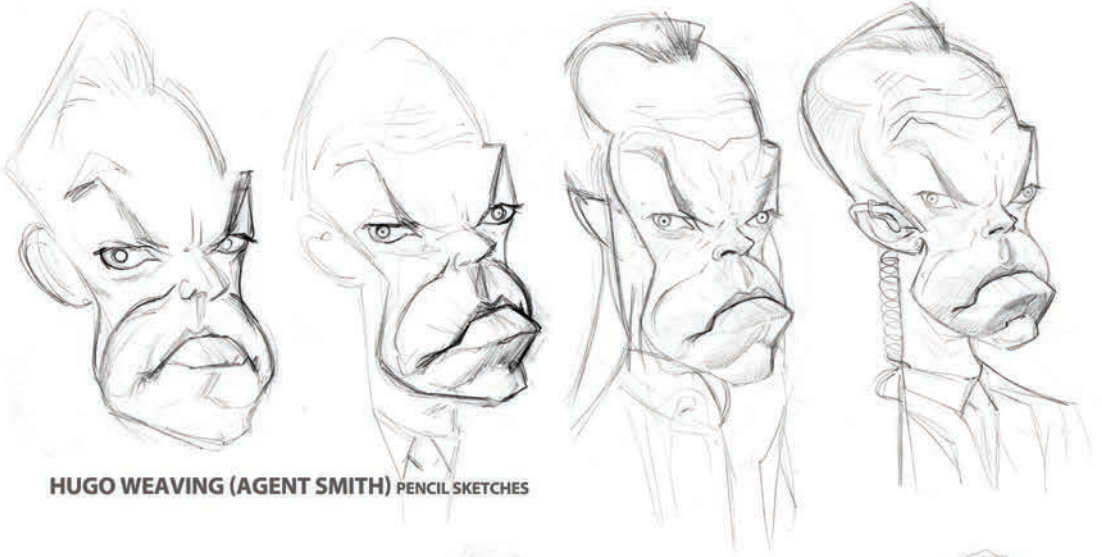
GEORGE CLOONEY PENCIL SKETCHES



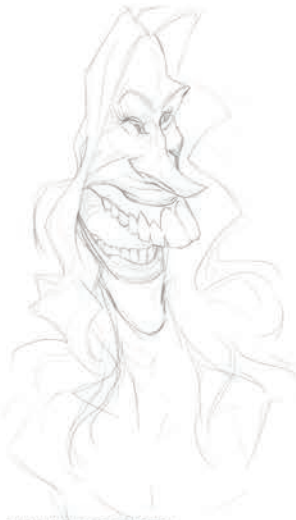
BEAR GRYLLS (MAN VS. WILD) PENCIL SKETCHES



CHARLES INGALLS - MICHAEL LANDON PENCIL SKETCHES



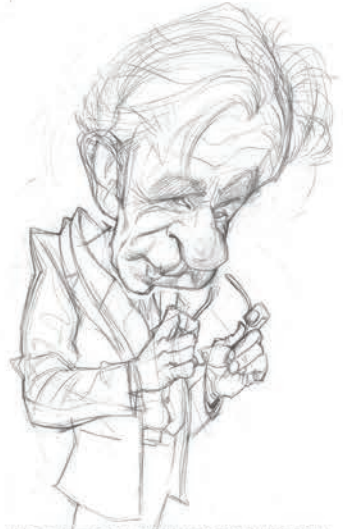
HUGO WEAVING (AGENT SMITH) PENCIL SKETCHES



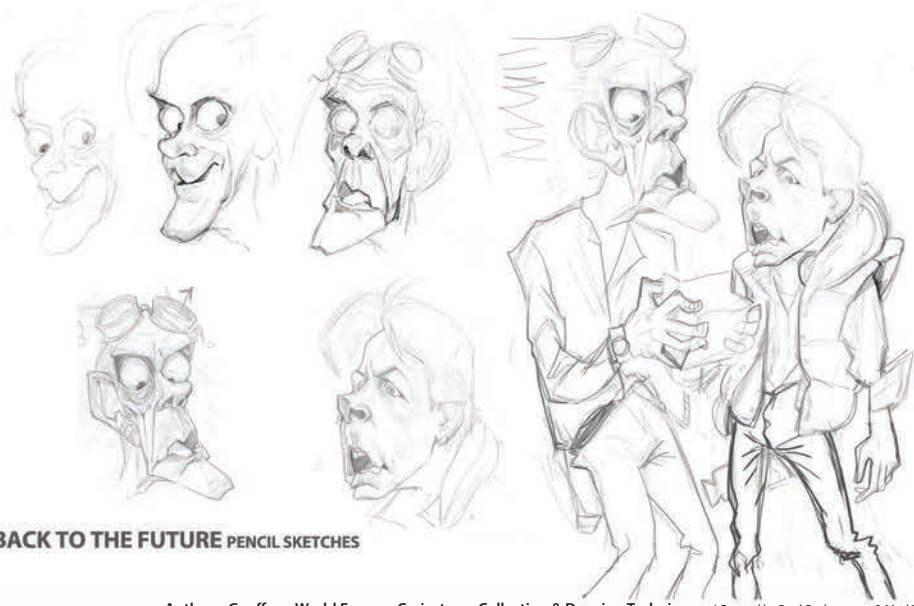
JULIA ROBERTS



LETHAL WEAPON



HORATION CAINE (CSI MIAMI)



BACK TO THE FUTURE PENCIL SKETCHES



<EXIT

A. GEOFFROY

BEAR GRYLLS (MAN VS. WILD)

Sketchozine.com Masters : ANTHONY GEOFFROY CARICATURES





A. GEOFFROY ©



Geoffroy



BEAR GRYLLS (MAN VS. WILD)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 12 HRS TO COMPLETE - JUNE 2011

CONTEXT: The crazy man who eats everything! A tribute to his show Man vs Wild.

TIP

A detail that can enhance the likeness of your model is the decor and background. Even if you just want to do a white background, choose an environment, make it simple. Try to make the environment match the personality of your caricature and make it recognized for your viewers. You'll see I placed Grylls in a jungle with a whole bunch of little critters to remind the viewer he is always in the jungles or in the wild. Feel free to incorporate some humorous details if you want.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/rC7Ebj>



TERRY O'QUINN (JOHN LOCKE - LOST)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 5 HRS TO COMPLETE - MAY 2010

CONTEXT: "Don't tell me what I can't do!" Another tribute to one of my favorite TV shows. His face is divided into a good side and bad side (BLACK & WHITE), he smoked too much the black smoke

TIP

Your final caricature should not look like the face of the model or reference, if it does, the viewer may feel it's a bad portrait instead. Soak in the peculiarities or defects of your model and exaggerate them tenfold! Do not be afraid of your pencil's stroke, learn to just let yourself go, then rework the exaggerations and proportions and just check to make sure your model is still recognizable.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/rFKJQY>



JOSH HOLLOWAY (SAWYER - LOST)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 6 HRS TO COMPLETE - JULY 2010

CONTEXT: "Son of the B****!" Another tribute to one of my favorite TV shows.

TIP

To learn drawing caricatures, start with someone famous. When you're done, compare your drawing or painting with other caricatures of the same model or famous person made by other artists. Look at the differences between yours and theirs and how they exaggerated the features of the model. Observe their methodology, but don't copy, remember there are a thousand ways to approach a face from a single photo. Do your best over time to find your style, it will come!

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/thfKv0>



MATTHEW FOX (JACK SHEPHARD - LOST)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 4 HRS TO COMPLETE - JUNE 2010

CONTEXT: "We have to go back!" Tribute to one of my favorite TV shows.

TIP

Choose the angle of the light on your subject. Projecting a light source or soft light is something that can help bring life into your character and emphasize the character of your model. Day, against day, light coming from the top or bottom will determine the volume of your exaggerations. Plus adding strong lighting will enhance the contrast.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/uBVzM3>



JEAN RENO (LEON - THE PROFESSIONAL)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop

COMPLETION: 5 HRS TO COMPLETE - SEPTEMBER 2010

CONTEXT: "I'm a Killer!". My french touch of a great action film, The Professional ;)

TIP

For those who are accustomed to drawing portraits and trained to respect symmetry, the caricature technique makes it possible to be more free in your illustrations. One can voluntarily make an eye higher than the other or a twist the mouth. Of course it's required that your choices make sense and are justified by the characteristics of your reference or model, one should not make eyes twisted just to make a funny expression if your model does not have droopy eyes or their slightly different from regular eyes.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/uZZt1b>









UGLY BETTY (AMERICA FERRERA)







MICHAEL LANDON (LITTLE HOUSE ON THE PRAIRIE)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop
COMPLETION: 9 HRS TO COMPLETE - DECEMBER 2011
CONTEXT: Nod to the series of my childhood



TIP Educate yourself in art history. Whether it is for caricature, portrait or other artistic expressions. It's important to know what has been done in the past, study the great masters, and that includes Leonardo da Vinci, who has drawn excellent caricatures as well.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/11BVhqR>



BRUCE LEE (ENTER THE DRAGON)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop
COMPLETION: 10 HRS TO COMPLETE - SEPTEMBER 2009
CONTEXT: The legendary Bruce Lee, I wanted to transcribe his visage when he gives the fatal blow to his enemies. His body trembles, it becomes red head and convulsing, shouting "yaaaaah".



TIP Take your time, don't try to get a good caricature in 5 minutes, this is impossible. Be patient and take your time, just relax :).

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/U0hxsp>



AMERICA FERRERA (UGLY BETTY)

TECHNICAL & PRODUCTION: Adobe Photoshop
COMPLETION: 7 HRS TO COMPLETE - DECEMBER 2010
CONTEXT: Caricature created for the "Impractical Jokers" show to broadcast on BBC three.



TIP Start with traditional painting techniques, it'll help you to handle colorimetry, light, shadows, relief. Learning these techniques will eliminate many mistakes later as you are painting.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/TzUxip>



PSY - PARK JAE-SANG (GANGNAM STYLE)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop
COMPLETION: 6 HRS TO COMPLETE - JANUARY 2013
CONTEXT: The Hit of 2012!



TIP When you are pricing your work, it is important to remember that there are many artists out there who will do work for less. But if you seem professional and you are perceived as a great artist, you will receive better pay. So do everything you can to make your work all around the web and promote yourself with the help of www.MadArtistPublishing.com for example.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/Msa40X>



ADAM WEST / BRUCE WAYNE (1960'S BATMAN)

TECHNICAL & PRODUCTION: Pencil drawing and coloring in Adobe Photoshop
COMPLETION: 16 HRS TO COMPLETE - JUNE 2012
CONTEXT: Tribute to the kitsch series 60s, see more batman on my Facebook page: <http://www.facebook.com/pages/Anthony-Geoffroy/60483347017>



TIP Just as Marcin helps many artists promote them through this and other books, you should start devoting at least 4 hours a week to self promoting yourself. There is a great article written by Marcin at the end of this book. And create an account on [Sketchoholic.com](http://www.Sketchoholic.com), and participate in contests on www.Wittygraphy.com for your chance to be published or even get your own book made. Remember, it is how you are perceived that matters.

Scan the QR code with your mobile device or tablet to watch a video to learn about the reference of this caricature. Or access this link to watch the youtube video <http://bit.ly/VLVOKV>





<http://bit.ly/11MycNy>



JAMES BOND : 50 YEARS IN CARICATURES

BOND

50 YEARS IN CARICATURES



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COVER CREDITS: GILBERTO BOBADILLA DE ANDA, BOB LIZARRAGA, ANTHONY GEOFFROY, ERIC SCALA, BOGDAN COVACIU, LUUK POORTHUIS
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A. GEOFFROY

DANIEL CRAIG (BOND)
« His weapon, it is he ! »
(Pencil drawing and Adobe Photoshop)
8 HRS TO COMPLETE - OCTOBER 2012

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WE THANK OUR BRILLIANT GUEST ARTIST



JASON SEILER

"Caricaturists are a dime a dozen and it's rare to find a caricaturist who has an original voice. Anthony's work not only has an original voice but has me coming back and wanting more..."



WOUTER TULP

"The first time I laid eyes on an illustration by Anthony I was blown away... Anthony is a master at capturing likeness, and at the same time bring so much design to his art... He's truly an amazing artist, and I hope he'll be putting out more books in the future."



TAE SOO KIM

"Anthony seems to have exaggeration technique that enables him to express humorous side of model. In addition to that, he also seems to have clear view on individual's uniqueness."



DOMINIC PHILIBERT

"Anthony's one brilliant star in the Sculpt'icatural universe!"

AND URGE YOU TO VISIT THEIR WEBSITES !



JEFF STAHL

"There are many talented caricaturists throughout the world. But those that really make a difference are those who go beyond the technical control and aspects of the illustrations and know how to develop their own style ; Anthony Geoffroy is one of them... his acute sense of observation and details is imparable, giving each one of his works a unique comic impact without peril."



COURT JONES

"Anthony's art is quite stunning, I love how dynamic and full energy they are."



PATRICK BROWN

"Anthony Geoffroy's work is phenomenal, I've always loved it and seeing the way he exaggerates those expressions just makes my day."



ALBERTO RUSSO

"Anthony is a real talented artist. His vision and technique are totally awesome ! He's a great friend and powerful caricaturist."

JASON SEILER

Jason Seiler began his professional career in a rather unorthodox way. After getting in trouble for drawing parodies of his history teacher in high school, Jason's quick-thinking principle hired him to draw caricatures of different faculty members. A professional artist was born.

Jason went on to study fine art illustration at the American Academy of Art in Chicago for two years before beginning his professional work in earnest. Jason's illustrations have been featured as covers and interior pieces for TIME, Rolling Stone, Business Week, The New York Times, Billboard, Adweek, The Wall Street Journal, The Weekly Standard, MAD magazine, GOLF magazine, KING magazine, Revolver, Guitar Player, The Village Voice, Penguin Group, Disney, The New York Observer, New Line Cinema, Universal Pictures, Aardman Animation, and Sony Image, among others. Jason also worked as a character designer on Tim Burton's Alice In Wonderland, helping to create such characters as the Red Queen, the Tweedles, the Bandersnatch and more.

www.richardsolomon.com www.jasonseiler.com www.jasonseilerillustration.blogspot.com

Favorite Quote: "Practice doesn't make perfect. Perfect practice makes perfect." ~Vince Lombardi



(#1 #2 #4 #5 ARE DIGITAL PAINTINGS - ADOBE PHOTOSHOP. #3 IS AN ACRYLIC PAINTING)



1. CONAN O'BRIEN 2. RAINN WILSON 3. GEORGE LUCAS 4. ARETHA FRANKLIN 5. FOREIGN POLICY MAGAZINE



SCAN QR CODE ABOVE TO
WATCH VIDEO PORTFOLIO
<http://bit.ly/rOpu9T>



DOMINIC PHILIBERT

"Once in every generation – once (?) – fortunately, it's even better! Everyone, in every generation, is born with an immanent sense of joy and wonder and the drive to recreate the immediacy of his/her existence; life seen via the naïveté of children. But how many of us stay connected to that wonder, that precious honest cognition? Dominic, through opportunity, deep inclination and constant daily effort, is one of the few who brings the sight and discipline of the adult, with the verve of the adolescent and the 'now' of the child to a constant and delightful yield.

Look at Dominic's works. We know who they (his characters) are, but we also know what they're feeling and, more often than not, what they're about to do next. They are so much a product of 'this' moment that we anticipate their next. That's not portraiture, that's alchemy, that's enchantment (albeit an enchantment informed and reinforced with lots and lots of hard work, effort and understanding). It's not distortion, but revelation.

Dominic paints moments of truth. Moments of truth with huge glasses, titanic chins and beady peering eyes... and yet this Frankenstein comedy, like all good comedies, attracts us, amuses us, and then reveals the truth in a way that no photo, no press release, no Biopic would. Thomas Edison said, "Genius [and the success it brings] is 1% inspiration and 99% perspiration", and Dominic certainly draws deeply on each to achieve his caricatures. But Dominic's real alchemy is such that we can share, we can witness that same inspiration when we look at this work – he just spares us all the effort. What a nice chap!" ~Nigel Bell

Artist Tip #1: The important points to pay attention to when you are attempting a caricature are: the eyes, mouth, shape of the face, and their relationship to one another.

Favorite Quote: "Free your mind and your ass will follow" ~Unknown

Dominic is available for commissions. Please contact him via the following points of contact.
www.facebook.com/dominic.philibert Facebook: www.facebook.com/dominic.philibert



(DIGITAL PAINTINGS - ADOBE PHOTOSHOP & WACOM TABLET WAS USED)

1. TIGER WOODS 2. BARACK OBAMA 3. THE MAD'ONNA HATTER 4. QUEENS OF THE STONE AGE



SCAN QR CODE ABOVE TO
WATCH VIDEO PORTFOLIO
<http://bit.ly/rAm1cU>



WOUTER TULP

There are people who have to sing, some can't sit still, and they have to dance... Wouter Tulp is someone who just has to draw. In high school his teachers tore out every page of his notebooks that had a drawing on it. (Often caricatures of the teachers...) This didn't keep him from attending the art academy, where he studied illustration. Even there his caricatures were not always appreciated, being considered a low form of art.

After graduating Wouter started his professional career as an illustrator, finally having the chance to freely explore the possibilities in caricature art. Since then his caricatures have been published in many authoritative magazines, on their covers, on books, in commercials and more. Lately Wouters caricature art has been published in the Dutch edition of MAD magazine, for which he is also the cover artist. Wouter's work includes more than just caricatures. Over the years he has made many children's books, editorial illustrations, and recently he is drawn towards animation, creating character designs and visual development art for feature animation films.

Artist Tip #1: When I draw a caricature, I like to give the drawing personality, character. I want to distinguish my drawing from every other drawing I make, and tell a specific story with it. You can compare it with music. If you hear the guitar riff of 'Satisfaction' by the Rolling Stones, you immediately know which song this is... It is like the fingerprint of the song. I want my drawing to be just as clear and recognizable as the Rolling Stones' guitar riff. This can be done in endless ways, for instance by use of color, or lack of it, contrasts, angle, material, highlighting only one area etc. One example: When I was looking at my photo reference for my caricature of Danny Trejo, the thing that stood out for me was the roughness of his face, and personality. I chose a red background, and a rough brush, placing only rough brushstrokes. This treatment was perfect for what I wanted to express in portraying Danny Trejo, and gave the drawing it's visual "riff". The choices I made derived from the things I noticed studying my reference.

Artist Tip #2: This is a bit more technical advice. When drawing a caricature, try to focus on the big shapes for as long as possible. Postpone putting in details like eyes or wrinkles. If you get the basic shapes really tight, those details will fall into place almost by themselves.

Wouter is available for commissions. Please contact him via the following points of contact.
www.woutertulp.nl www.woutertulp.blogspot.com <http://twitter.com/woutertulp>



1. BARACK OBAMA 2. STEVE JOBS 3. RAY LAMONTAGNE 4. NICK CAVE 5. POPE BENEDICT XVI, RATZINGER



SCAN QR CODE ABOVE TO
WATCH VIDEO PORTFOLIO
<http://bit.ly/uTmUKW>



Favorite Quote: "The eye always looks for the exception in an image" This is a quote I use to establish my point of interest. The exception can be anything, a red dot on a blue page, a sharp line against a blurry object, dark vs. light...

TAE SOO KIM

Tae Su begun to shape his skills in the field of caricature and illustration in 2005. Tao initially specialized in Fine Art Sculpture at Hong-ik University when a sudden encounter with Jan Op De Beeck's illustration book changed everything. The book inspired and motivated Tao to work on his caricature skills.

In the early stages, Tao's work was mostly done digitally using Adobe Photoshop software, however for exhibition purposes he started experimenting with various digital and traditional techniques which allowed a higher degree of freedom and completion. In 2009, one of Tao's caricature pieces was showcased at an Art Exhibition in South Korea and he never looked back, year after year Tao's magnificent pieces are on display at exhibits where he often wins best of shows.

Tao's caricature style is 'exaggerated portrait', making ones self more like ones self. His work is not merely deformation of surface to strive for humour or reflect current social situation, it superbly emphasizes the model's inner side by bringing out individuality perceived by the eyes of this brilliant artist, that is the key that makes his portraits so fantastic and lifelike. Moreover, instead of using expressive technique, Taoe focuses on expressing details of model using knowledge of human anatomy acquired from studying sculpture during his undergraduate years. While working on various pieces for exhibition purposes, Tao is a devoted high school art teacher and devotes his life to teaching young eager students. More recently you can find him working on detailed pencil drawings and oil paintings.

Tae is available for commissions. Please contact him via the following points of contact.
http://blog.naver.com/songfreedom.do Facebook: http://on.fb.me/sWOFYI

Artist Tip: Have confidence in the world of your own art work but at the same time have objective view of yourself, this seems to be the key for any artists.

Favorite Quote: "wishing to survive will die but wishing to die will survive" ~General Lee Soon Sin (In Joseon dynasty(from1392 to 1910) during the battle with Japanese invaders)



1. CARDINAL KIM-SOOHWAN 2. GANDHI 3. KOREA MOVIE POSTER 4. RUSSELL CROWE 5. HARRY POTTER 6.YU-NA KIM



SCAN QR CODE ABOVE TO
WATCH VIDEO PORTFOLIO
<http://bit.ly/umO405>



JEFF STAHL

The creative journey of Jeff Stahl, a French caricaturist and illustrator begun very early in life. More precisely it began at 4 years old when Jeff enthusiastically decided to scribble little monsters and other things on his grandparents' living room wallpaper.

Much later, and several years after studying of foreign languages, he decided to study graphic design to feed his passion for drawing, then he gradually shifted to caricature illustrations.

Through the many years of his work, Jeff Stahl has developed a unique style that can be found in his most recent caricatures.

Artist Tip #1: One or two things that I systematically use when working on my caricatures is to flip the picture (or look in a mirror). To me it's the best way to quickly find out what's wrong in a composition or features and symmetry of a face.

Artist Tip #2: Another thing that I always do is squint my eyes or resize the picture to a thumbnail to check if the values look right. I don't know if it works for everyone but it does work for me.

Jeff is available for commissions. Please contact him via the following points of contact.
www.facebook.com/JFStahl <http://jeff-stahl.blogspot.com>

Favorite Quote: "Painting is easy when you don't know how, but very difficult when you do" - Edgar Degas



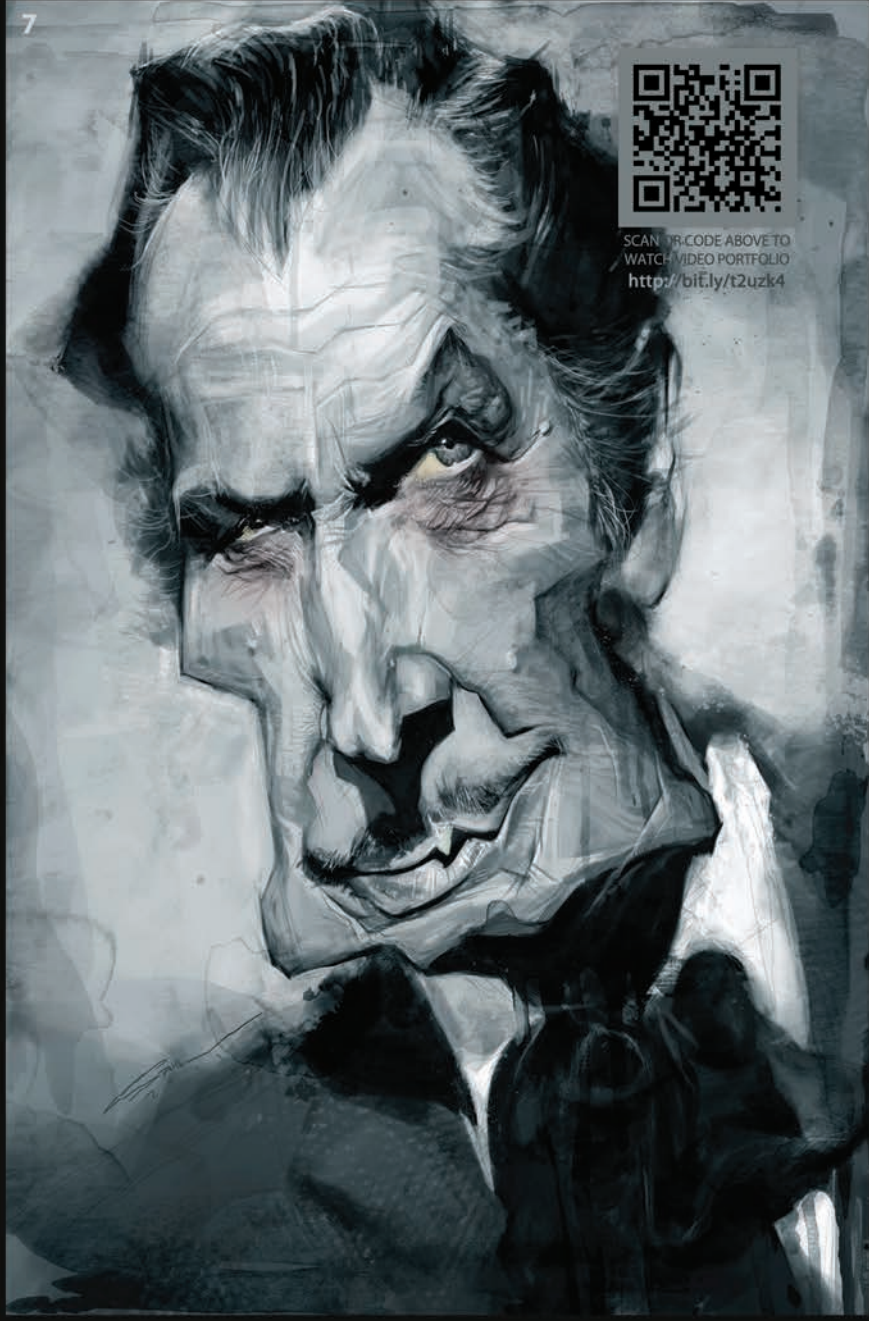
(DIGITAL PAINTINGS - ADOBE PHOTOSHOP & COREL PAINTER)



1. SIGOURNEY WEAVER 2. CHRISTOPHER WALKEN 3. MICHAEL C. HALL (DEXTER) 4. AMY WINEHOUSE 5. LIAM NEESON



6



7

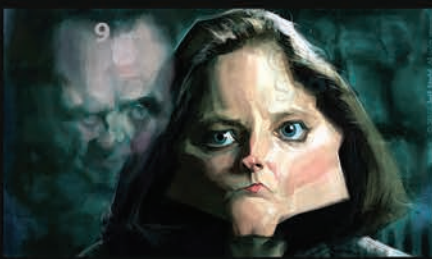


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WATCH VIDEO PORTFOLIO
<http://bit.ly/t2uzk4>



8

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9



10



11



12

FROM TOP TO BOTTOM

- 6. RUSSELL CROWE
- 7. VINCENT PRICE
- 8. OWEN WILSON
- 9. JODIE FOSTER
- 10. EDITH PIAF
- 11. SAM NEILL
- 12. UMA THURMAN

JEFF STAHL

Geoffroy: World Famous Caricatures & Drawing Techniques (Created by BookPushers.com & MadArtistPublishing.com)

COURT JONES

Court Jones is a freelance commercial artist and instructor at the Watts Atelier of the Arts in San Diego, California. He does editorial, conceptual and product illustration for clients such as Atlantic Records, Upper Deck, Rolling Stone Magazine, Barbed Wire FX, and Blizzard Entertainment among many others. Also, he has won several top awards over the years for his portrait and caricature work, including, most recently, Master Caricature Artist of the Year at the annual convention of the International Society of Caricature Artists in 2011.

Court's first goal in his caricature work is to create a strong humorous likeness which has its roots in the practices and techniques derived from traditional atelier portrait and life drawing. He has found that if the same rules of blocking-in and construction for a traditional portrait are applied to caricature, one can more easily get a structurally sound and three-dimensionally correct caricature. But once beyond those fundamental concerns, the larger goal is to breathe personality into the final work and saying something interesting and unique about the subject through colors, shape design and edges. Court draws on his atelier experience in alla prima painting from life to inform his brush handling, whether the medium be ink, watercolor, oil or digital.

Artist Tip 1: Spend most of your study time on developing strong fundamental drawing skills, because you will constantly fall back on them when tackling difficult subjects later in your career. You can't paint well in any medium without first being a strong draftsman. Ninety-nine percent of an artist's success in painting comes from the strength of his drawing skills.

Artist Tip 2: Try to avoid consciously painting in any particular style or like any individual artist. Just study and absorb the works of the artists you admire, and then resolve your own paintings efficiently in a way that makes the most sense to you. Your positive influences will show themselves naturally over time.

Favorite Quote: "Start each new canvas with the idea of doing a beautiful painting and only secondly of learning to paint." ~David Leffel

Court is available for commissions. Please contact him via the following points of contact.
<http://www.courtjones.com> <http://courtjones.com/blog> art@courtjones.com

(DIGITAL PAINTINGS - ADOBE PHOTOSHOP)



1. BILL MURRAY 2. MICHAEL JACKSON 3. KRISTIN DUNST 4. PABLO PICASSO 5. JEFF BRIDGES 6. EDGAR ALLAN POE 7. JACK BLACK



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PATRICK BROWN

Patrick Brown is an artist, he lives and works in Tasmania. He is best known for his fan art relating to gaming in which he has grown a true passion for. His work consists of a unique style in which Patrick has become recognized for. It has a comic-like look that thrives with modern/edgy feel.

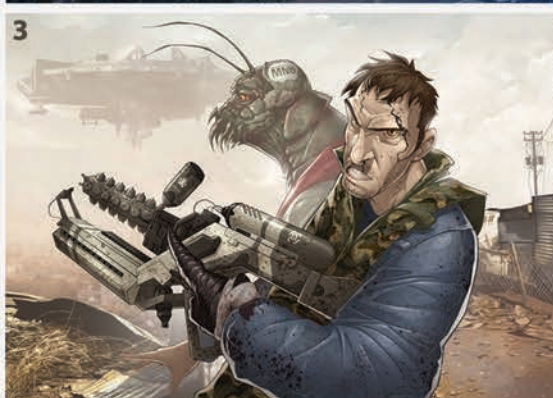
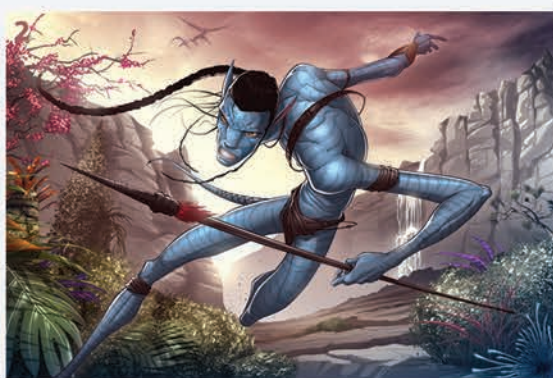
He makes a living as a Graphic Designer for The Examiner Newspaper and deals with magazine covers, logo design and sometimes the front page. When Patrick is not at work he is creating new pieces of art. He draws what inspires him, from gaming, to film, to TV. These are the things that fuel his skill and motivates him to create such vibrant work.

Patrick has had numerous magazine features over the years, during 2010 he had worked with The Official Playstation Magazine France and had a monthly 2-page feature in which he created artwork based on the latest games. He also had a number of online features with websites such as Kotaku, Geektyrant, Gods-of-Art and more. In July, 2011, Patrick had a live podcast interview with Coolshite to speak about his artwork and it's relation to gaming. In June, 2010, he was awarded for Fan Artist of the Month by DeviantART.com, in which he did an online interview for.

Patrick Brown's passion for illustration only grows stronger, he finds new challenges in each new piece he creates, aiming to improve to his maximum potential. To keep track of his progress, check out these websites: <http://patrickbrown.deviantart.com> <http://patrickbrown.cghub.com> www.facebook.com/PatrickBrownArt

Artist Tip : For me, doing a piece of artwork is FUN, from start to finish. I think it's very important that you do something that you enjoy drawing and motivates you. When I'm sketching it up at the beginning I like to make sure everything seems alive and shows interesting features. For instance, my Assassins Creed Revelations piece, I wanted to make sure it seems intense and crazy but still enjoyable to see, and easy to look at. I did this by using colour tones that aren't too much for the eye, and but making each person have an interesting action pose. The trick is to plan everything out on paper so you know exactly what you need to do digitally.

Personal Quote: "In the end, it's not going to matter how many pieces you've created, but how many of them blew our minds"



(DIGITAL PAINTINGS - ADOBE PHOTOSHOP & WACOM TABLET WAS USED)

1. INFAMOUS (VIDEOGAME) 2. AVATAR (MOVIE) 3. DISTRICT 9 (MOVIE)



ASSASSINS CREED REVELATIONS (ORIGINAL CHARACTERS BY UBISOFT MONTREAL)

Tools: Pencil Sketch, Photoshop. Approx.20 hrs to complete
<http://bit.ly/rQ643S> <http://bit.ly/sJDcsu>

ALBERTO RUSSO

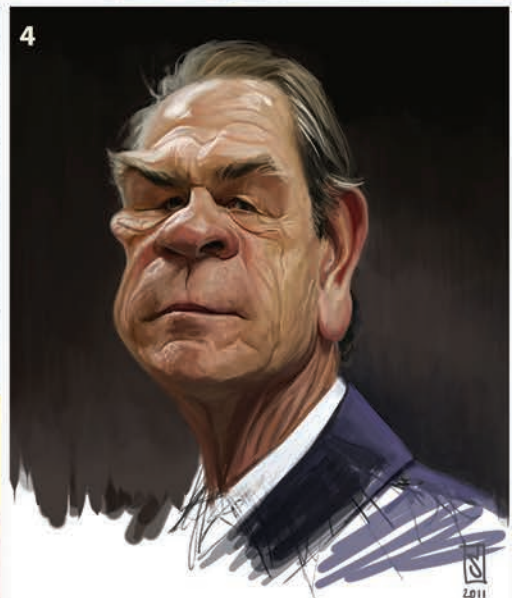
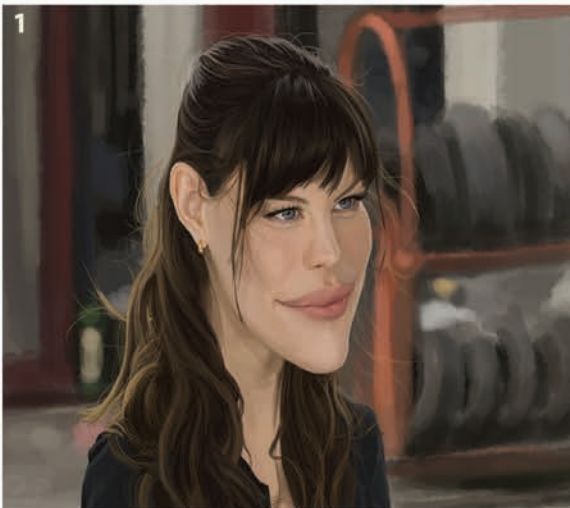
I'm a creative director and illustrator from Lausanne, Switzerland. I first started to draw portraits and play with caricature while doing graffiti in 1991. The Hip hop culture was a great way to develop my style and my passion for drawing and painting.

After studying Graphic Design at Ecole d'art de Vevey, and Eracom. (Switzerland) I started my own agency in 2000 to focus on illustration and type treatments. I've worked with clients including Nike, Puma, Universal Music, and various music artists. Since 2010 I've focused on portraits and caricatures. I am continually trying to find new techniques to paint and draw while mixing digital and traditional techniques. It is a great challenge every day.

Advice : Follow your dreams and your passion.

Alberto is available for commissions. Please contact him via the following points of contact.
www.sting-one.com <http://stingarea.blogspot.com> hello@sting-one.com

Favorite Quote: "Chi va piano va sano e lontano." (Translation: slow and steady wins the race)



1. LIV TYLER 2. AMANDA SEYFRIED 3. HULK HOGAN 4. TOMMY LEE JONES



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<http://bit.ly/tQi2qi>



AG
2011

WE'D CHECK THESE WEBSITES IF WE WERE YOU

Sites for inspiration:

www.MadArtistPublishing.com
www.Sketchoholic.com
www.Youtube.com/MadArtistPublishing
www.deviantart.com
www.Youtube.com/MadArtistReels
www.behance.net
www.Youtube.com/StudioReels
www.cgsociety.org
www.art-spire.com/en
www.sketchme.com
<http://thedesiginspiration.com>
<http://mycaricature.com>
www.planetcartoonist.com
www.pivenworld.com

Sites with amateurs and experienced artists:

www.facebook.com/groups/Caricartoonists
www.facebook.com/groups/caricaturama
www.wittygraphy.com
www.caricature.org
ecaricatures.proboards.com

Sites of some great caricaturists:

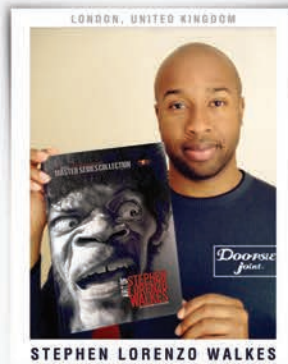
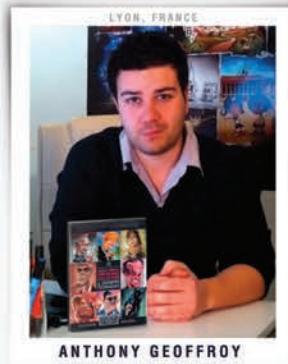
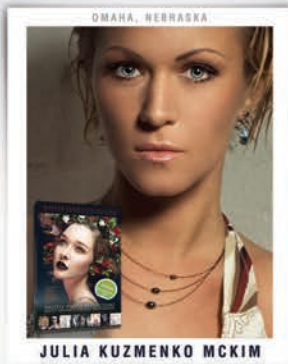
www.sebastiankruger.com
www.sebastiankruger.org
<http://jotaleal.com/index.php>
www.zachtrenholm.com
www.tomrichmond.com
www.glennfergusonarts.com
www.cfpayne.com
www.davidokeefe.com
www.drewfriedmanart.com
www.silvertoons.com

GET AWESOME BOOKS

The Mad Art Of Caricature by Tom Richmond
Sketchbook By Mulatier-Jean
How to Draw Caricatures by Len Redman
The Complete Book of Caricature by Bob Staake
Stones by Sebastian Krüger
Stars by Sebastian Krüger
Caricature, the Art of Jason Seiler by Jason Seiler
Rejects the Extreme Art of Retail Caricature by Joe Bluhm
Celebrity Caricatures in America by Wendy Wick Reaves
Cartooning the Head and Figure by Jack Hamm
Drawing the Head and Figure by Jack Hamm
Human Anatomy for Artists: The Elements of Form by Eliot Goldfinder
Savage Mirror: The Art of Contemporary Caricature by Steven Heller
The language of Drawing From an Artists Viewpoint by Sherrie McGraw

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HELP FELLOW ARTISTS PUSH THEIR BOOKS

THE ART OF SELF-PROMOTION

WRITTEN BY MARCIN MIGDAL, FOUNDER OF MAD ARTIST PUBLISHING

“Everyone deserves exposure” is the key idea and the essence of Mad Artist Publishing (MAP). It is the core of what drives the creative community Sketchoholic.com and primary reason I founded these two vehicles of promotion.

From 2011 the MAP team and I have had the honor and privilege of promoting, publishing and meeting incredibly talented people who entrusted us with the mission of showcasing and distributing their works through our websites, social media channels and printed books. While the **brilliance of imagination and skill shines bright in the creative community, there is a lack of self-promotion education and fundamentals of business know-how** from academic institutions that shape these great talents. This paradox fuels the existence of the “starving artist” stereotype and is the reason I undertook the writing of this article.

There is a lack of academic support and promotion for graduates of visual arts, animation, photography and other creative disciplines. Many of today’s occupations require some sort of practical creative skillsets, and yet school’s devotion lies in pumping out and supporting educated professionals for jobs that don’t yet exist. Most likely the majority of them will end up spending their lives tied to careers they don’t enjoy and will later wish they had the courage to express themselves and follow their dreams like you. And while you are pursuing your dreams, you may be drowning in your own creative genius. I am here to throw you a lifeboat. **With a few strokes of direction we will save your genius and grant you power to paint the world with your creativity.** The advice does come at a cost: the time and application of the information I share with you. It’s easy enough, but while this may be an inspiring read for you, ninety percent of the readers will forget all about this tomorrow and continue doing what they’re doing. If you’re happy that way, I’m happy for you. But if you are one of the few that decides to take my advice and apply it to your way of doing things, don’t hesitate to find me at Facebook.com/MarcinMigdal and tell me all about your goals, dreams and your progress.

You need to understand the simplicity of self-promotion and how it can propel you to the heights of creative and personal success that you’re striving for. Being good at what you do and possessing a talent does not mean you’ll become successful, look at Van Gogh who died poor and underappreciated. **You must inject promotion into your daily routine, you cannot rest on your achievements and skills alone.** You must become a self-branding and self-promotional machine. It’s pretty simple in our Internet age: create portfolios on various creative online communities. Create Facebook, Twitter and LinkedIn profiles to expand your network and connect with fellow artists and idols. Pump it up with a blog, add a Youtube channel and upload time lapse videos of your workflow and experiments. Trust me, your efforts will pay off over time and you will soon experience the power of online exposure. Continue by joining niche forum communities, Facebook groups, take part in the industry challenges and contests, even if you are still second guessing your talents and skills. Contribute, comment, communicate, be active and visible. Start working on your self-promotion right today, as you require nothing more than a computer.

You must **understand that it’s important to let people know about you as an artist and your work regardless of how you think you look and feel about yourself.** It is your art that speaks to people. You are already an interesting individual to your followers and your appearance is irrelevant in most cases. What I’ve learnt while running MAP and Sketchoholic is that usually people want to know the story behind artworks and what the artists were thinking while creating them. They want to connect and find commonalities with the creators of the art that they like. When I begun conducting interviews with artists and industry professionals I realized that it would take a lot of persuasion to get them in front of the camera. Talent is something very personal and by nature artists are introverted creatures, but you must get over this. The sooner you do, the more confident you will be in every aspect of your being, and **your confidence is what will propel you to the next level in your work, personal life and professional network.**

Successful people love to teach others and share their knowledge, as long as they feel valued and appreciated. I know the feeling because I have been a business mentor for years. I have donated my time to arts interns as well as business leaders. And I too was once a mentee. I have always been passionate and hungry to learn, and even today I pick the brains of people who peak my interest on a daily basis. Some of those whom I asked for advice and help while growing MAP were Patrice Leymarie, the founder of ItsArtMag.com, Sean Bono, the founder of ArtBattles.com, Julien Bocabeille, Oscar nominated animation director, Jason Seiler, an award winning artist and illustrator, Saturno Buttò, renown Italian surrealist painter. My point is don’t be intimidated by fame of your idols, reach out and ask for help. We all know it never hurts to ask, right? Someone will be happy to share their knowledge and expertise with you.

From what I've seen, there are a lot of artists who are unique, brilliant, creative and skilled, but a lot of them completely disregard the importance of self-promotion or aren't confident enough to get themselves out there and show what they do and are capable of. Stop procrastinating, **shift your mind, break out of your old habits and allocate time for it.** Self-promotion isn't something embarrassing, and the reality is that it is an important part of the modern life. Get out of your comfort zone and tell the world about yourself. Show your art and seek the company and support of like-minded people.

I believe confidence is something to be admired, but let's not forget there's always someone who's worked harder, gone further and more successful than you. The minute you get a big head is the same minute that the reality smacks you in that head and shows you that you aren't as good as you thought you were. Stay humble. **Self-promotion is the art of spreading ideas, concepts, and a greater vision,** it's not the same as bragging about your accomplishments. Often people will help you promote your work if you can simply make them feel good about it and appreciate their time and willingness to lend you a helping hand. Your ideas and creativity might inspire hope, ignite a creative spark, attract fellow artists, but bragging isn't going to help you create a sincere connection. Moreover, you may lose friends.

I will now attempt to present you with a seemingly basic promotional platform that can make a drastic change in your life as a creative individual. While the ideas here will apply specifically to careers in creative arts, these concepts can be adapted in any industry.

1. **Be confident.** If you don't believe in yourself, no one will. Be passionate about your art.

2. Start spreading your ideas and your work on the web. Devote a small portion of your time to create a stronger online presence on a daily basis and network in real life. **If you don't see yourself as a successful artist just yet, fake it till you make it!** I know you will, you're just not there YET! We all start out pretty much at the same level. It's hard work, persistence and devotion to our craft that take us further and sky is the limit.

3. **Seek company of like-minded people.** Build up a loyal following that believes in you. Inspire, help and empower your fans and followers to take action. Most of your success will come from other people referring and promoting you.

4. Work and live passionately. Don't focus on immediate gratification and **keep an eye out for opportunities.** Grab them with both hands even if you don't think you are good enough yet. Your hard work will pay off!

5. Write a promotional bio about yourself in third person. Write about your accomplishments and hype yourself up. Always have it handy and update it with your recent projects and achievements. **Believe in being great and express it in your promotional bio.** If anyone ever offers you any type of promotion (guest blogs, creative community features or even simple shares on social media sites) take it and don't forget to express your gratitude.

6. Lastly, don't be afraid to put yourself out there and talk about your ideas and your work. Just remember that it's not about you, **it's all about the art you create and how it inspires others.**

In conclusion, If you have a vision you want to share with the world, don't let anyone stand in your way. If you follow the guidelines I've set out in this article you will start increasing your exposure in no time. Be true to yourself. Remember that **there are fans out there who will love your work and cheer for you,** your mission is to find them and put your art in front of them, so that they can help you grow and succeed.

Don't wait, start today!

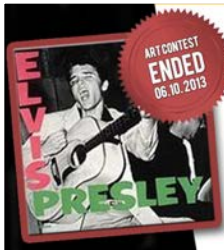


BOOKS CONTESTS GALLERIES FILMS & INTERVIEWS



“Thank you and congratulations to all the participants and the winners of “Elvis Presley Art Contest”. Many of you have participated and the choice was not easy. Again, congratulations to all and see you soon on the next contest.”

~ Anthony Geoffroy



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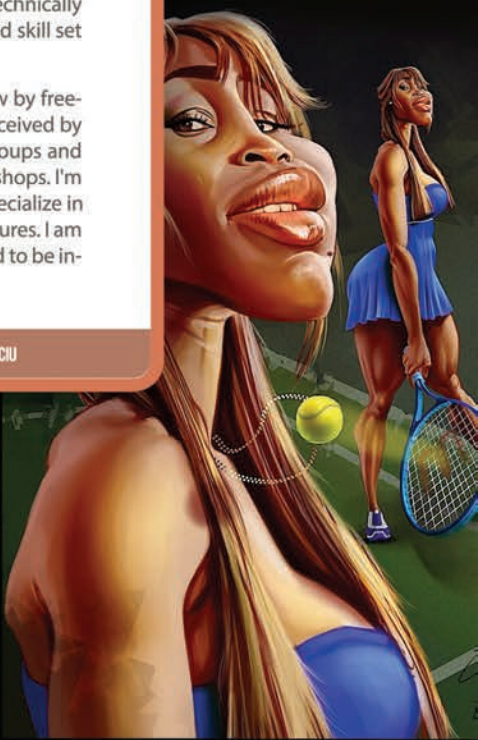
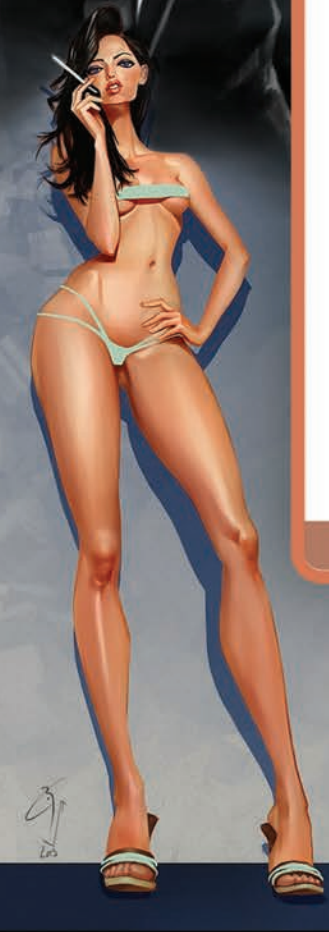
**PIN-UP ARTIST
+ CARICATURIST**

I was born in Baia Mare, Romania. I started my art interest in '86 at a tender age of 11. I completed a degree In Bio-Chemistry but shortly after I completed an Advertising & Public Relations Diploma and studied web-applications at the same Institution: Phoenix Institute Cluj-Napoca in Romania.

Since '93-'94 I was actively involved creatively and technically across various fields of work that used my education and skill set - non kept me interested as much as my love for art.

In 2010 I decided to "employ" my "artistic" point of view by free-lancing illustrations and caricatures which were well received by clients. I'm highly active within creative community groups and have won art challenges as well as conduct video workshops. I'm interested in working with advertising agencies and specialize in poster pin-ups and stylized character illustration caricatures. I am fluent in English, Spanish & Romanian and am honoured to be included in the Mad Artist Group roster.

SKETCHOHOLIC.COM/BOGDANCOVACIU FACEBOOK.COM/BOGDAN.COVACIU



sketchoholic
HANGOUT FOR BRILLIANT TALENT AROUND THE WORLD

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This promotional item is intended for promotion and exhibition use only. To recruit any of the talent featured in our publications or to receive a quote for a project or production contact us at madartistpublishing@gmail.com.

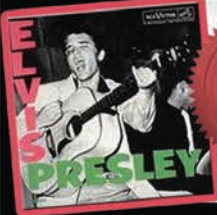
1st PLACE WINNER
ELVIS PRESLEY SKETCHOHOLIC CONTEST HOSTED BY ANTHONY GEOFFROY



"Thank you Marcin Migdal, Sketchoholic and Mad Artist Publishing teams for such a great opportunity and making our artworks known around the world. It's truly a big thing for people like me. Many thanks to Anthony Geoffroy for his kindness to share with all of us his magnificent works and inspire us to follow this road." ~ Bogdan Covaciu

2013

PARTICIPATE IN ANTHONY GEOFFROY'S ART CONTEST AND BE PUBLISHED IN HIS BOOK @ SKETCHOLIC.COM/FLIPBOOK/ANTHONYGEOFFROY



SUBMIT YOUR ENTRIES NOW!
CONTEST STARTED
APRIL 25 2013



SHARPEN YOUR PENCILS AND JOIN SKETCHOLIC.COM/CONTESTS WIN ORIGINAL & SIGNED DRAWINGS + BOOK PRIZES + BE PUBLISHED

SUBMITTED ENTRIES



Bogdan Covaciu



jiwenk wao



Paulo Pinto



Daniele Cerretti



Rich Conley



Walter Fornero



gabriel balazs



Andre Koekemoer



graziano dicarolo



gabriel balazs



zey aydabol



Juan Pablo Costa



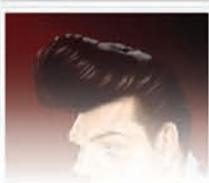
kamlesh bhalerao



Jackson Yeung



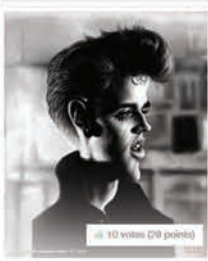
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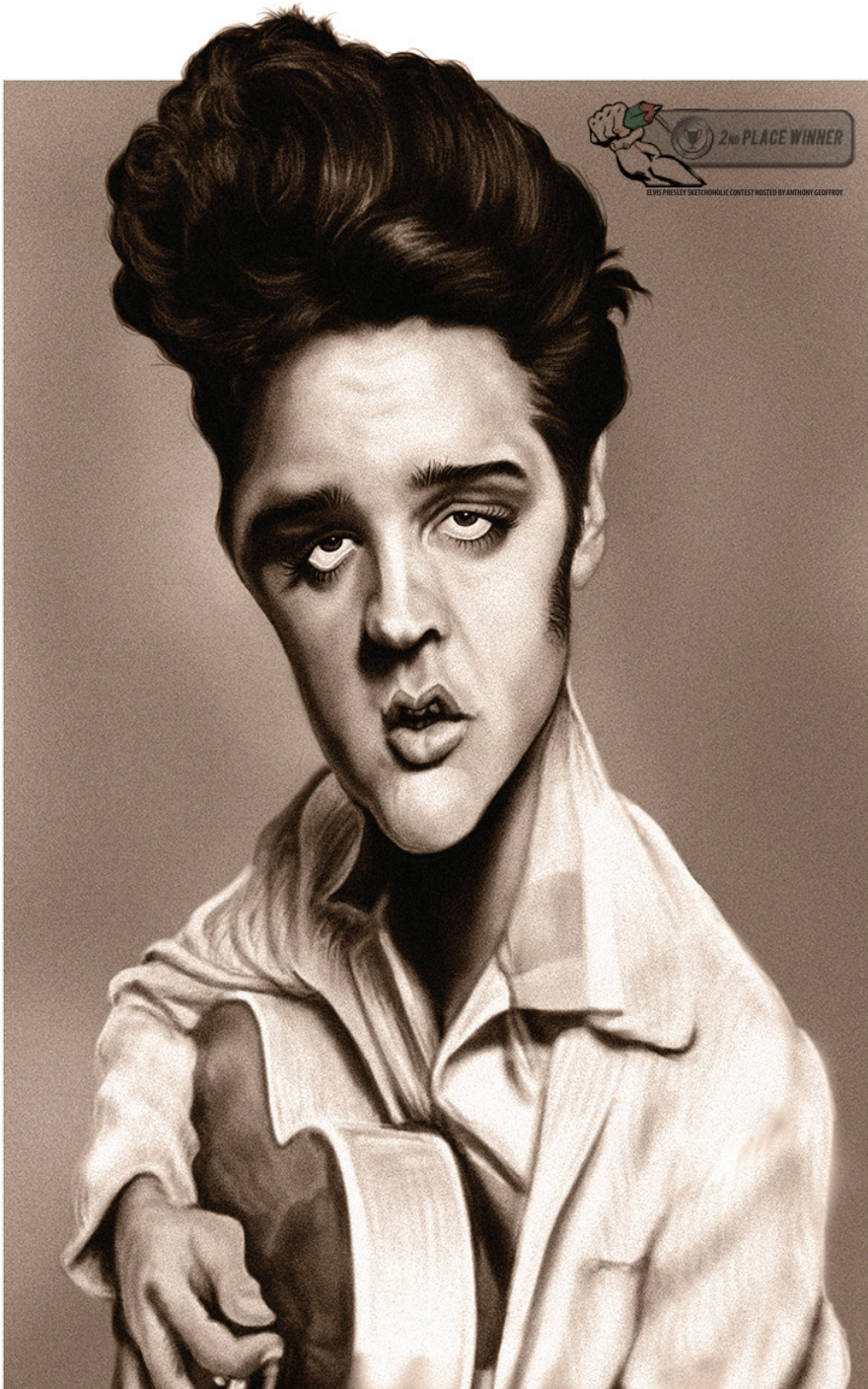
zey aydabol



zey aydabol



zey aydabol



"Once again, artists from all around the world had the opportunity to take part to a great drawing challenge, and get more exposure - fun and useful all in one. The most unique part of contests is that anybody can participate anonymously and then be published, from pros to amateurs... And this is quite unique. Thanks to Marcin Migdal and his teams at Mad Artist Publishing and Sketchoholic. Last but not least, being part of the great artist Anthony Geoffroy's first book is a real honor. Thank you all. " ~ Cedric Routier







All artwork featured in the contest section(s) of this book belongs to the artists themselves. Each artist claims their work as original and remain sole copyright owners of it. Mad Artist Group and Anthony Geoffroy claim no ownership of artwork submitted and featured within the contest itself.

THANKS TO ALL THE GREAT TALENT FOR PARTICIPATING
PRACTICE MAKES PERFECT. GET ANTHONY GEOFFROY'S WORKSHOP AT MADARTISTPUBLISHING.COM
LEARN DRAWING AND DIGITAL PAINTING TECHNIQUES. OVER 6 HRS OF VIDEO IN FRENCH & ENGLISH.

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THIS IS WHAT HAPPENS WHEN WORLD'S TOP ANIMATORS UNITE



PLAYABLE STUDENT & INDEPENDENT FILMS AWAIT INSIDE

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SPECIAL THANK YOU TO ART & ANIMATION SCHOOLS THAT SHAPE THESE WONDERFUL ANIMATORS: UTRECHT SCHOOL OF THE ARTS, SCHOOL OF VISUAL ARTS (SVA), SUPINFOCOM, THE ANIMATION WORKSHOP, GOBELINS, VANCOUVER FILM SCHOOL, SHERIDAN INSTITUTE OF TECHNOLOGY, RINGLING COLLEGE OF ART AND DESIGN, CALIFORNIA ARTS INSTITUTE (CALARTS), ESMA SCHOOL OF ARTS, THE BADEN-WÜRTTEMBERG FILM ACADEMY, ISART DIGITAL, SCHOOL GEORGES MELIES, THE CENTRE NAD.

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Produced at Sheridan College's Computer Animation Post Grad Program




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Little ICARUS

DYLAN KURP Sketchoholic.com/Kurp Film: www.bit.ly/nGyzXX

Produced at www.facebook.com/lascanofilms




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A SHORT LOVE STORY IN STOP MOTION

CARLOS LASCANO Sketchoholic.com/CarlosLascano Film: www.bit.ly/r5XfRQ

Produced at www.AnimationMentor.com




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Marcelino and Bartolomeo

Present:

MARIO POCHAT Sketchoholic.com/pochat Film: www.bit.ly/qc4lB

Produced at The Animation Workshop www.animwork.dk




SCAN QR CODE TO WATCH THE FILM

BIÖRN

BENJAMIN KOUSHOT Film: <http://bit.ly/oh1wv>

Animation Stories

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www.Sketchoholic.com/flipbook/AnimationStories

Produced at SV A School of Visual Arts www.schoolofvisualarts.edu




SCAN QR CODE TO WATCH THE FILM

RABBITKADABRA!

RABBITKADABRA Watch Film at <http://bit.ly/5mhkck>

Produced at The Animation Workshop (www.animwork.dk)




SCAN QR CODE TO WATCH THE FILM

THE BACKWATER GOSPEL

THE BACKWATER GOSPEL Watch Film at <http://bit.ly/yuf140>

Produced at www.AnimationMentor.com




SCAN QR CODE TO WATCH THE FILM

GRTEED (ALLI SADEGIANI) Watch Film at <http://bit.ly/WFvren>

Produced at Supinfocom (www.supinfocom.fr)




SCAN QR CODE TO WATCH THE FILM

YANKEE GAL Watch Film at <http://bit.ly/YJ88F>

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Daniel Klug (Animation Member) Bit.ly/10NwWw



Gene Ku (Shenden Grad) Bit.ly/Xo0Ks



Yeei Xue (CalArts Grad) Bit.ly/Xo0Ks



Toniko Paritaja (CalArts Grad) Bit.ly/123pdJ



Ecole Georges Millés (Grado) Bit.ly/1Y72UJ



Nelson Boles (CalArts Grad) Bit.ly/2Z3aC6

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ANTHONY GEOFFROY CARICATURE (Illustration by Jeff Stahl - www.jfstahl.com)



Here I hope that with this book I can share a little bit of my world with you. I also hope that my illustrations and imagination managed to get you to smile :). Feel free to get in touch with me for commissions or just to say hi. You can view many of my other works, illustrations and other caricatures on my website www.anthonygeoffroy.com or follow my news on Facebook at <http://on.fb.me/vweYfU>. Thank you All.

~ Anthony Geoffroy

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WHAT THE WORLD CARICATURE & ILLUSTRATION MASTERS ARE SAYING

"Caricaturists are a dime a dozen and it's rare to find a caricaturist who has an original voice. Anthony's work not only has an original voice but has me coming back and wanting more..." **Jason Seiler**

"The first time I laid eyes on an illustration by Anthony I was blown away... Anthony is a master at capturing likeness, and at the same time bring so much design to his art...He's truly an amazing artist, and I hope he'll be putting out more books in the future." **Wouter Tulp**

"Anthony seems to have exaggeration technique that enables him to express humorous side of model. In addition to that, he also seems to have clear view on individual's uniqueness." **Tae Soo Kim**

"There are many talented caricaturists throughout the world. But those that really make a difference are those who go beyond the technical control and aspects of the illustrations and know how to develop their own style; Anthony Geoffroy is one of them...his acute sense of observation and details is imparable, giving each one of his works a unique comic impact without peril." **Jeff Stahl**

"Anthony is a real talented artist. His vision and technique are totally awesome! He's a great friend and a powerful caricaturist." **Alberto Russo**

"Anthony's one brilliant star in the Sculpt'icatural universe!" **Dominic PHILIBERT**

"Anthony Geoffroy's work is phenomenal, I've always loved it and seeing the way he exaggerates those expressions just makes my day." **Patrick Brown**

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