

Do You Want the Secrets to **Human Figure** Drawing, Painting, Illustrating and Sculpting?

Most artists do! And there's one body part in particular that plagues the majority of us. Whether we're fine artists, fashion illustrators, comic book illustrators or sculptors, we're forever striving to perfect

THE HANDS!

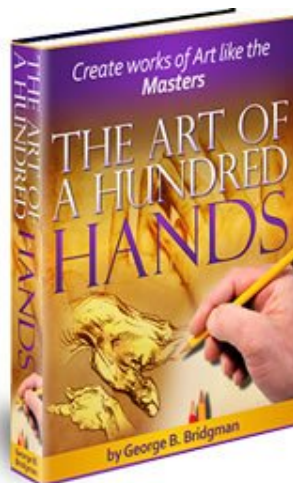
That's because hands are the most difficult to make realistic. They are dead giveaways. Like a sleight of hand trick, the irregularly configured hand mysteriously reveals that something we've done is terribly off. More than any other body part, they seem the most complex to render, and when not accurately depicted, are telling of our adeptness (or *not*) with a brush, pen or clay.

But not everyone finds hand work so difficult anymore...

If *you* need a firmer grasp of hands,

the late **George Bridgman** is the
Master Anatomy Illustrator you must study!

If you're not familiar with Bridgman and want to know why his illustrations are considered essential study among serious artists, please keep reading. The ability to produce more stunning work is closer than you know.



From: Stephen John

Re: The Ultimate Reference Material for Depicting the Human Hand

Dear Friend,

The human figure – it's one of the most enduring themes in the visual arts. The body is relevant in art disciplines ranging from cartooning to medical illustration – any field that requires depictions of the human form.

But to master drawing, sculpting or painting the delicate lines of a human body, a lifetime of study is required. Line, shape, mass and anatomy must work together to convey a convincing figure. And few artists mastered depictions of the human figure like the great George Bridgman.

Bridgman was Canadian born and studied art in Paris. However, his mark in art history was made in the United States, teaching anatomy and figure drawing at the Art Students League of New York. Among his students was cartoonist Will Eisner, the legendary artist who created *The Spirit*.

Now Bridgman has perhaps been called many things – *strange* and *eccentric* among them. There's no doubt that an artist known for walking around New York with an array of human fingers and bones in his pocket is, by any standards... let's just say *different!*

But I'm in no position to “point fingers.”

**I'm a sculptor who earns a living
creating fantasy characters and figurative sculptures
for the film industry.**

And this, indeed, is why
I revere George Bridgman's anatomy illustrations.

The truth is, without Bridgman's body illustrations as reference material, I might still be a starving artist. Well if not “starving,” I wouldn't be doing well sculpting props and moldmaking in the movie business!

Creating figurative sculpture and being involved in special effects for a living is fun, but mastering this craft wasn't at all easy. Like most serious artists whose work relies in any way on portraying human figures, I rely heavily on my collection of Bridgman art books to get just about every life form and limb just so.

Once *you* own George Bridgman's tome of hand illustrations, your art will soar to new heights, too. That's precisely what happened for many artist friends and colleagues I've introduced to Bridgman's remarkable anatomy study.

Armed with a Bridgman anatomy art book, the quality of people's artwork takes a quantum leap!

If you've never heard the name George Bridgman – never heard of his intricate body of human art work – then consider this a turning point in your artistic endeavors. You've stumbled upon what every sculpting professional considers the singular, best art ebook for mastering renderings of the human body.

And if you *have* heard of Bridgman but somehow never obtained a copy of his time-honored anatomical drawings, you probably suspect that something essential has been escaping your grasp. Perhaps your art looks good, but what you're really going for is **great**.

And let's face it: Art competition is too stiff to settle for less.

No matter where you currently are in the art world – professional, semi-professional, amateur, or hobby artist – you want a better showing. You don't just want people paying your art nice compliments; you want them drawn to it -- almost haunted by it...

Well, here's the undisputable truth:

ART IS ABOUT CREATING ILLUSION.

**BUT THE ILLUSION IS DESTROYED IF
YOU CANNOT CORRECTLY
REPLICATE HUMAN ANATOMY!**

This truism has powerful ramifications in the level of success you may achieve as an artist. You may possess an interesting style, but if you're in any way depicting a human body in your work, it's essential to understand the underpinnings of anatomy. Only then can you transcend the medium and compel potential employers, art collectors or others in the art buying public to embrace your creations.

Getting the anatomy right is so crucial, I've gone the distance to share my secret source with YOU. I am delighted and honored to have acquired the rights to offer you Bridgman's incredibly detailed 150-page ebook (e-book):

“The Art of a Hundred Hands”

by George Bridgman

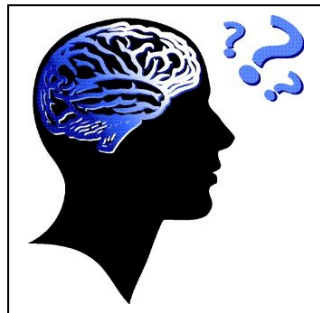
\$11.95



* * * PDF ebook instantly downloads upon payment * * *

It's tough to comprehend what complex machinery we humans are. Well, you obviously have a good idea, as you've been working to master representations of the body in your painting, illustrating, sculpting, and other work. But my point, really, goes much deeper...

What I'm alluding to is this:



**THE BRAIN HAS AN UNCANNY
ABILITY TO DETECT WHEN
SOMETHING WE'VE
REPRESENTED AS A HUMAN
JUST... ISN'T... RIGHT!**

In 2002, scientific researchers at the University of California, Berkeley discovered this: When the human brain is presented with conflicting information about an object, it finds a remarkably efficient way to sort out the discrepancies. When the discrepancy is too large, the brain makes a judgment about what is true.

This may, indeed, explain why even some gallery art is viewed as nice but not must-have. Unbeknownst to those viewing the images we produce, there's an

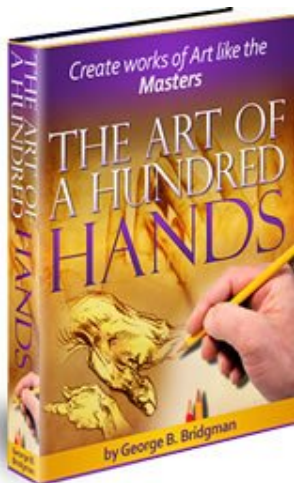
internal and undetectable “BS” meter. This perhaps explains why the art gallery owner, graphic novel publisher, or avid fine art collector has taken a pass on those “gems” we work so hard to polish!

I sculpt life-like fantasy characters and creatures for a living: I’ve had no choice but study for hours and hours George Bridgman’s classic anatomical illustrations. I sculpt life-like monsters – demons and vampires – for a living. My creations are used as the basis on which realistic latex forms are poured.

**If we don’t replicate the visual truisms of every muscle and vein in the human hands, faces, legs and fingers, the viewer’s 6th sense kicks in...
The suspension of belief is *shattered*.**

TAKE A LOOK AT WHAT’S INSIDE

“The Art o a Hundred Hands”



ALL THE CLUES, CUES & TECHNIQUES YOU NEED TO BETTER REPRODUCE THESE DIFFICULT-TO-RENDER BODY PARTS:

- ☑ 150 pages of flawless hand illustrations, universal anatomy insights, and a plethora of astonishing art tips.
- ☑ 350 unique hand illustrations showing every position imaginable – bent, straight, fistled – you name it. No other art reference material is this comprehensive!
- ☑ How-to steps for making one hand beautifully match the other... no more amateurish copying will be detectable.
- ☑ Exposition about why the human hand looks and moves as it does. Understanding this will allow you to get it right – time and time again.
- ☑ Hand formation details so precise that every line & wrinkle you create will have a realistic reference!

People viewing the art we produce don't need to have knowledge of anatomy to know when something doesn't look right. Whether you work in two dimensions or three, Bridgman's art guide to mastering hands will create a remarkable understanding of the form beneath the skin's surface.

Download this [now](#). You're finally minutes away from discovering *firsthand* why Bridgman's teachings are credited with developing fine artists known the world over. Armed with this knowledge, someday you may be among them!

Sincerely,

Stephen John

Sculptor & Mold Maker

“The Art of a Hundred Hands”

BY **GEORGE BRIDGMAN**

THE ONLY “TEACHER” YOU’LL

EVER NEED TO START DEPICTING MORE **REALISTIC**
HUMAN FIGURES!

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