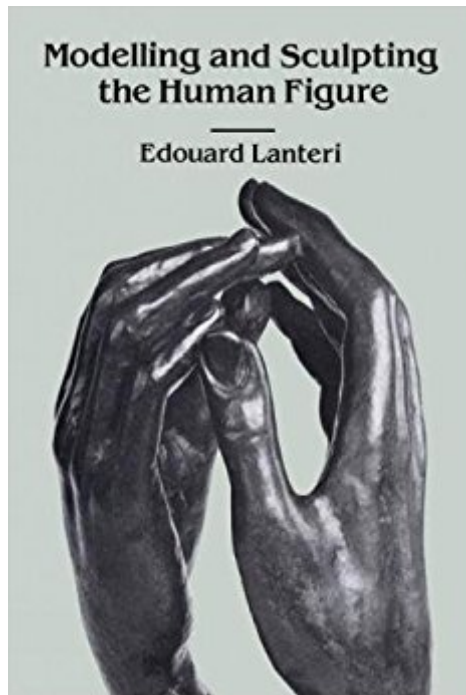




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# Modelling And Sculpting The Human Figure (Dover Art Instruction)



## Synopsis

Is there art after modernism? Many of today's art students and professionals are finding the answer â "yes" â lies in the long-neglected field of figurative sculpture, a demanding form of expression that requires extremely rigorous technical training. Most modern schools, however, are simply not equipped to provide the necessary technical background. The republication of this highly valuable text by Edouard Lanteri, renowned teacher, sculptor, and intimate friend of Rodin (Rodin called him "my dear master, my dear friend"), makes it possible for serious students to gain the requisite skills and bridge the gap between artistic concept and figurative realization. Representing at least three thousand years of studio lore, this readily understandable, authoritative guide is a goldmine of technical information, easily comprising a four-year sculpture curriculum unavailable elsewhere. Beginning with a detailed study of modelling a head from a cast model, Lanteri gives meticulous descriptions of the anatomical features that comprise the head. Next, there are instructions for sculpting a bust from a live model: how to place the model, use the clay, take measurements, set up the all-important framework, put on hair, etc. The author also covers modelling the figure from nature, including such factors as the scale of proportions, posing the model, the chief line, contrasts of line, building up the figure, and more. Part III covers sculpting in relief (poses, fixing the background, tools, superposition of planes, color, change of light, etc.); drapery (arrangement of folds, principles of radiation, flying drapery, etc.); and medals (proportion, working the mold, inscriptions, etc.). Also discussed are principles of composition, both in relief and in the round. Profusely illustrated with hundreds of photographs, drawings, and diagrams, this work is the kind of comprehensive resource that should be a lifelong studio companion to the figure sculptor. 107 full-page photographic plates, 27 other photographs, 175 drawings and diagrams.

## Book Information

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## Customer Reviews

Is there art after modernism? Many of today's art students and professionals are finding the answerâ""yes"âlies in the long-neglected field of figurative sculpture, a demanding form of expression that requires extremely rigorous technical training. Most modern schools, however, are simply not equipped to provide the necessary technical background. The republication of this highly valuable text by Edouard Lanteri, renowned teacher, sculptor, and intimate friend of Rodin (Rodin called him "my dear master, my dear friend"), makes it possible for serious students to gain the requisite skills and bridge the gap between artistic concept and figurative realization. Representing at least three thousand years of studio lore, this readily understandable, authoritative guide is a goldmine of technical information, easily comprising a four-year sculpture curriculum unavailable elsewhere. Beginning with a detailed study of modelling a head from a cast model, Lanteri gives meticulous descriptions of the anatomical features that comprise the head. Next, there are instructions for sculpting a bust from a live model: how to place the model, use the clay, take measurements, set up the all-important framework, put on hair, etc. The author also covers modelling the figure from nature, including such factors as the scale of proportions, posing the model, the chief line, contrasts of line, building up the figure, and more. Part III covers sculpting in relief (poses, fixing the background, tools, superposition of planes, color, change of light, etc.); drapery (arrangement of folds, principles of radiation, flying drapery, etc.); and medals (proportion, working the mold, inscriptions, etc.). Also discussed are principles of composition, both in relief and in the round. Profusely illustrated with hundreds of photographs, drawings, and diagrams, this work is the kind of comprehensive resource that should be a lifelong studio companion to the figure sculptor. 107 full-page photographic plates, 27 other photographs, 175 drawings and diagrams.

As a student of clay sculpture, I am looking for all sorts of help with my attempts at making creations of humans that look realistic. This book REALLY is easy to understand and is therefore quite helpful.

The writer of the 'Forward', claims this book to be "A Four Year Art Course, if the artist performs all of the 'Lessons'". After using the book for three years, I completely agree. Lanteri has even included

sections on Sculpting Drapery, and creating The Relief. As far as a comprehensive 'How to Sculpt' book, this is the best one I have ever seen. Let's not forget, Auguste Rodin referred to Edouard Lanteri, as "Dear Master..."

This is a must have for anyone who wants to master clay. You will learn more about the anatomy of the face and the tendencies of the human body than any anatomy book will teach you. Fantastic book, if its good enough for Rodin its good enough for me!

Diagrams are great, the text is more than a little 'old-fashioned'. There is a lot of assumed knowledge, and it is also assumed you have access to certain tools and models. The pictures alone are more than worth the price though. Forewords by Edward Onslow Ford and Rodin.

I used this book to learn how to sculpt realistic human faces and heads out of modelling chocolate. I found quickly that while it has great depth of information in terms of muscular structure, I was able to skim that for the pertinent details relative to my project and skip the rest. I appreciate that Lanteri took the time to list all of the names of the different facial muscles, but I didn't need to learn them in order to work my project. The advice about using different lighting, the breakdown and order of construction of facial elements, emulating hair, and other instructions were extremely helpful. At a meeting of my local cake club, I did a demonstration of how I made the head on my award-winning Wolverine cake based on Lanteri's book and told everyone that this book is a vital manual should any of them wish to attempt to construct a realistic human sculpture. The instructions for clay translate well to modelling chocolate, so I highly recommend this book for any cake artist looking for tips on how to branch beyond cartoonish figures. That being said, where it fell short for me was the assumption that I'd have the subject in person before me in order to use calipers for measurements. Since Hugh Jackman hasn't yet seen fit to come to my kitchen to be measured, I had to go by a series of images found online. I recognize that Lanteri's book predates using Google Images for sculptural inspiration, but I really could have used a lot more advice on translating two-dimensional images into a three-dimensional form. I tried to wing it on my own via lots of measurements and ratio calculations, and got close, but not quite right. All in all, I recommend it to those who have varying levels of experience but a high level of patience and willingness to go slowly and practice. The instructions should work well for a variety of media including clay, modelling chocolate, polymer clay, or anything else that can be kept soft for long-term working.

This is the top rated book according to our instructor. It is the most thorough book of its kind since sculpting has become a sort of lost art. Our instructor is a professional sculptor and his work is in museums around the country and has sculpted for Hollywood films. I find the book very interesting and helpful. It is a bit old for today but it is an excellent guide for the beginner as well as the professional.

Love this!

A good reference book to have on hand. Covers basic concepts and can't be beat for all the information contained in a small book, which is easy to take along to classes and studio.

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