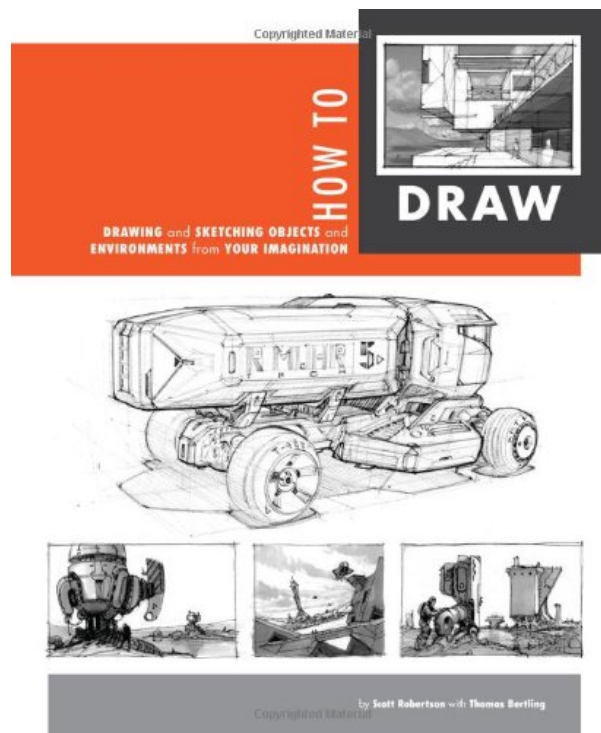


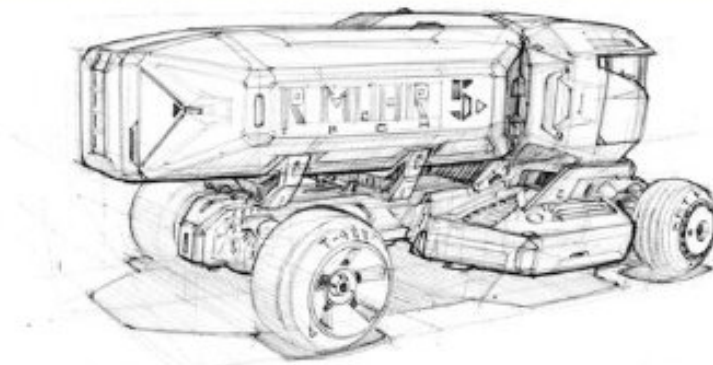
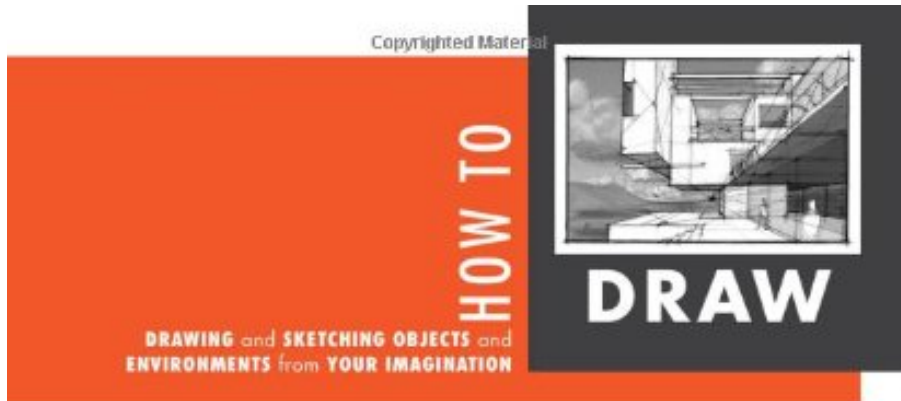
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About the Author

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How to Draw is for artists, architects and designers. It is useful to the novice, the student and the professional. You will learn how to draw any object or environment from your imagination, starting with the most basic perspective drawing skills.

Early chapters explain how to draw accurate perspective grids and ellipses that in later chapters provide the foundation for more complex forms. The research and design processes used to generate visual concepts are demonstrated, making it much easier for you to draw things never-before-seen!

Best of all, more than 25 pages can be scanned via a smartphone or tablet using the new Design Studio Press app, which link to video tutorials for that section of the book!

With a combined 26 years of teaching experience, Scott Robertson and Thomas Bertling bring you the lessons and techniques they have used to help thousands of their students become professional artists and designers.

This book is indispensable for anyone who wants to learn, or teaches others, how to draw.

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Features

- Used Book in Good Condition

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Most helpful customer reviews

7 of 7 people found the following review helpful.

If you want to understand the fine details of perspective

By Joshua Johnson

Scott Robertson is an extremely talented concept and environment artist, without a doubt.

I have to say that the title of this book is somewhat misleading, though. Buying this book, I expected a more general approach to drawing practice, but I received a book that covered some basic warm-up exercises followed by an in-depth perspective study that evolved into vehicle and architecture design.

If you want to understand the fine details of perspective, mirroring, vehicle design and architecture - this is the book for you. The warm-ups in this book are also fantastic for any artist.

30 of 32 people found the following review helpful.

Fantastic Primer on Perspective Drawing.

By Jason Cox

This is a fantastic reference for anyone who desires to learn the basics of sketching in perspective. Perspective drawing is the key focus on this book, but it also does a good job at showing how perspective in your drawing compares to scenes in reality.

There are other books out there that teach things that are shown well in this book, but the thing that I think makes this one unique is that it brings so many different aspects of perspective, sketching, and object design together in one place. And while it doesn't include every technique available to a designer or artist, this explains a tremendous toolset that you'll be able to use (very quickly!) to produce most anything you can imagine. Isn't that the goal?

The quality of the book is fantastic (I got the "paperback" version) with some of the thickest paper of any book I own. Each page is in full color (most publishers would have cut corners as many of the images only include spots of color and the temptation to make it greyscale had to be high).

Also included is a link list to video lessons. There is an upcoming app that will allow you to scan images from many of the pages to trigger the videos, but it's not yet available on iOS or Google Play store (at least it didn't show up as linked from the QR code and separate searches). The link list works with your computer or a tablet. I'll update this review when the app becomes available.

If you are unfamiliar with Scott Robertson, I highly recommend searching for him in YouTube. I've been following him for years and have 7 of his drawing, rendering, and designing DVDs from the Gnomon workshop. This book and the videos is a nice companion to those, but much less expensive! (Those DVDs were \$30 each). Even with that background, I'm very happy with Scott's latest book.

5 of 5 people found the following review helpful.

LOVE this book

By Stephen Glasgow

LOVE this book. I bought it because I wanted to expand on what Scott teaches in his videos, but when I got it I realized that it is more valuable than any book I got in college. The perspective lessons alone make it worth the price of admission so to speak. The other night I was trying to figure out a particularly complicated angle/foreshortening problem. After I was about ready to give up, I flipped through the book and used Scott's techniques to work it out. Can't recommend this enough. Anyone who wants to get better at technical drawing - sci-fi or otherwise - would do well to making this part of their reference library.

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