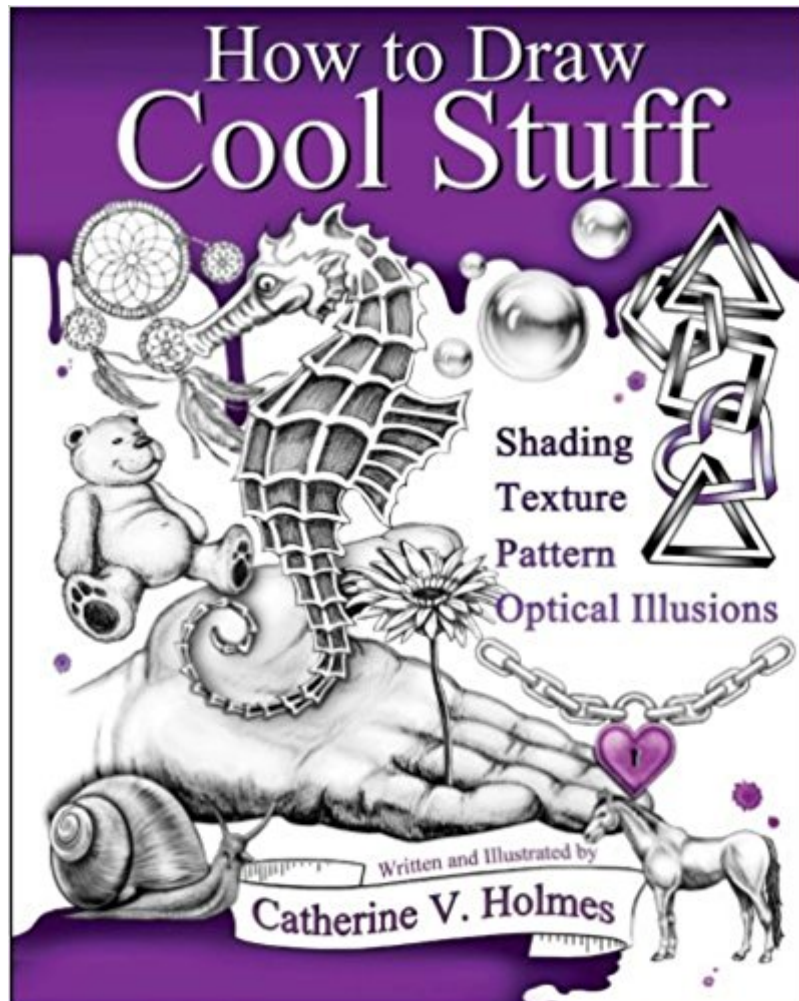


The book was found

How To Draw Cool Stuff: Shading, Textures And Optical Illusions



Synopsis

• How to Draw Cool Stuff: Basics, Shading, Texture, Pattern and Optical Illusions • is the second book in the How to Draw Cool Stuff series. Inside you will find simple illustrations that cover the necessities of drawing cool stuff. Specific exercises are provided that offer step-by-step guidelines for drawing a variety of subjects. Each lesson starts with an easy-to-draw shape that will become the basic structure of the drawing. From there, each step adds elements to that structure, allowing the artist to build on their creation and make a more detailed image. Starting with the basic forms, the artist is provided a guide to help see objects in terms of simplified shapes. Instructions for shading to add depth, contrast, character and movement to a drawing are then covered. The varieties of texture and pattern that can be included in an artwork offer another layer of interest and depth to a design. These elements are necessary to indicate the way something looks like it feels in a work (texture) or creating the repetition of shapes, lines or colors (patterns). Illustrated optical illusions involve images that are sensed and perceived to be different from what they really are, showing examples of how the mind and the eyes can play tricks on each other. All you need is a piece of paper, a pencil and an eraser and you are ready to draw cool stuff. Once the drawing is complete, it can be colored, shaded or designed in any way you like to make it original. Following these exercises is a great way to practice your craft and begin seeing things in terms of simple shapes within a complex object.

Book Information

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Don't read this. Just get the book. If it really disappoints you, you can return it. But it probably won't. If I had to travel with one book, it would be this. And massive value for the contents. If you're unsure, read on but either way, click and get this thing. I've combed HUNDREDS 'how to draw' books, bought costly tomes, scoured and tried many many free and at-cost websites, online videos etc. No there's no substitute for say, a four year fine-art degree or a massive graphics and art book and media tutorial library. But of the zillion books in the \$5-\$150 dollar range (imagine building a library in that price range) - at least THIS BOOK- puts an impressively vast, but well broken-down and easy to understand- array of techniques and also- and this is big- of styles and basic shapes, and design methods most of us want to draw, but even with practice, find the principles and proportions elusive-- all here, between two covers. Under \$20. Why are you still reading this? Get it. Pros- (so much here) - basic "never drew anything" folks can get started right away. The book has basic 2-d and 3-d figures, guidelines, shading and texture. NO need to get twenty books to comb for the same information-advanced drawing - to BOTH- engage advanced draftspersons and illustrators get into 3-D, optics and also styles that most, even advance books don't show. WHILE breaking down the process so beginners can ALSO grasp and actually draw the really tricky stuff.- Major difficult stuff in here, simply shown. eg- figure proportions, HANDS (yes THAT tough bit-made easy, anatomical proportions laid out simply. ,- Complex figures (seahorses, snails, etc) broken down, so a beginner can see and add the basic principles up to complex drawings right away.

If you liked Catherine Holmes' first book, How to Draw Cool Stuff: A Drawing Guide for Teachers and Students, then you'll like this sequel as much. Once again, Holmes opens with similar encouragement and general tips for students, slightly reworded (and some saved/elaborated upon for an ending in this book rather than ending abruptly with a lesson). The teacher specific instructions aren't as extensive; personally I think inserting the same instructions verbatim from the first book would be fine for continuity and a refresher. This book includes a table of contents (hooray!) whereas the first didn't. This book is structured like the first with each lesson containing the know, understand, do and vocabulary prior to actually drawing. I think this works great for teachers and students alike. If students understand the principles behind the lesson, they are more prepared for the actual mechanics of drawing. Many will probably produce better, more skilled artwork with this background knowledge. This book, as the title suggests, covers shading, textures and optical illusions. Lessons are new and not repetitive from the first book. Shading lessons include flowers, ribbon, a pear, and a portrait. Then some lessons are broken down into a line art drawing (studies simple shapes, curves, etc.) and their counterpart shaded version. Other lessons include the

skeleton, mandalas (I especially like the personalized mandala), a dreamcatcher, Zen Doodles, optical illusions, and "impossible objects" (MC Escher-esque geometrics). Zen Doodles are basically zentangles, but covered briefly from a beginner standpoint.

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