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How To Draw What You See
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**Synopsis**

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**Book Information**

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**Customer Reviews**

The beginning of this book and the idea behind it are simple and straightforward: behind every object you see there is some "skeletal" figure made of simple geometric shapes - the cube, the cone, the cylinder and the sphere. If you know how to draw these and string them together you can in theory make any drawing you want. Sounds simple, right? Well, it is. Only the book doesn't fully realize its potential. The first part of the book which deals with these basic shapes, how to draw them, shade them, etc... starts out well enough. But by the time the author reaches the more advanced subjects, such as drawing nature, portraits and the human figure the book degenerates into yet another book filled with the author implicitly saying, "look at how well I can draw!", filling pages upon pages with finished, beautiful drawing a beginner can never hope to achieve. For example: when discussing feet and hands, the author provides two drawings of the foot and briefly tells the student he should observe the foot and note its proportions. Really? And I thought I should
stand on my head and sing the star spangled banner. Sorry for the sarcasm, but that is not an acceptable way of teaching how to draw the foot. Another example: when discussing figure drawing the author does not explain the figure’s anatomy. Rather he says how he has followed his 14 years old daughter around the house and drew her in various natural positions. The reader is then presented with the final sketches, which by the way are very beautiful sketches. How did he achieve them? What are the principles he followed? How should one go about practicing sketching people? That the book does not reveal.

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