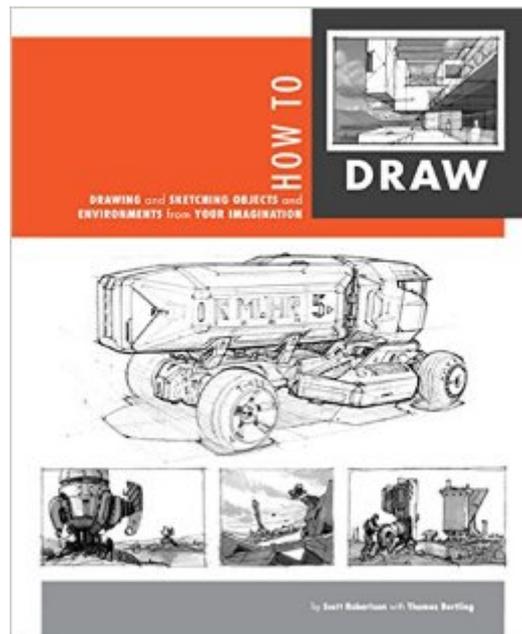# How To Draw: Drawing And Sketching Objects And Environments From Your Imagination

Synopsis

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.

Book Information

Paperback: 208 pages

Publisher: Design Studio Press (December 15, 2013)

Language: English

ISBN-10: 1933492732

ISBN-13: 978-1933492735

Product Dimensions: 9.1 x 0.8 x 11 inches

Shipping Weight: 2.4 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 starsÂ Â See all reviewsÂ (287 customer reviews)

Best Sellers Rank: #12,120 in Books (See Top 100 in Books)   #9 inÂ Books > Arts & Photography > Decorative Arts & Design > Industrial & Product Design   #188 inÂ Books > Arts & Photography > Drawing

Customer Reviews

Concept designer and educator Scott Robertson has finally come up with his own book on how to draw, after teaching that to students for years. It's wonderful to finally have a book from him that we can learn from directly.This is a book for artists, architects and designers.The focus of the book is on perspective, and learning to draw from imagination. There are a lot of step by step instructions. Just copy them and the lesson points will sink in as you practice.The information is technical, but explained concisely. There are even videos online that goes through the main lesson points again for even more clarity.Perspective fundamentals are covered comprehensively, and subsequent

chapters build on that knowledge to draw subjects of different form, environments, vehicles and aircrafts.You'll learn stuff like the usual 1-2-3 point perspectives, vanishing points, and also additional bits on cutaways, exploded views, ultra wide angles and more. There are lots of drawing tips.Compared to other perspective books, examples here are more challenging and stylish, such as cars, planes. curved bodies, instead of the usual houses, railway tracks vanishing to a point. There are plenty of illustrated examples.One part I like is where he shows off drawing as if they were taken from camera lens at different focal length. The difference in effect is quite stunning and can make a drawing look either dull or dynamic. Throughout the book, he emphasises on using grids and you'll be able to see immediate effects on how that affects the look of your drawing.There's nothing on drawing shadows though.

(bought this book on another account) I had high hopes for this book but unfortunately it suffers from the same lack of instruction that most " how to" books fall victim to. First of all the order of chapters seems to be very counter intuitive. An example of this is the division and mirroring of planes chapter. It tells you how to divide a plane but it doesn't tell you to be aware of distortion when doing so (I had to figure that out on my own). After it shows you how to divide it, it tells you to mirror a plane but when it does it just says " draw a rectangle and perpendicular mirror plane". Okay do they mean a rectangle in perspective? And if so, with 2 vanishing points or 1? It's the assumptions they make of the user that isn't conducive to teaching. This issue would have been alleviated with just a few extra words in their instructions.Another example is the mirroring of tilted planes. It specifically says " constructing a perspective grid is essential in determining where the planes fall in space" but guess what, that chapter isn't until LATER in the book. To me, that doesn't make sense. Also, a perspective grid is essential for aiming to vanishing points off the page but It doesn't tell you that almost all the examples in the book are made with vanishing points OFF the page. The perspective grid seems really crucial to me, but they don't bother with that until later in the book (a chapter after the planes chapter but it would have been awesome to know before hand).This book isn't for beginners. It assumes you know how to determine the degrees of the cone of vision, which is required to make an accurate perspective grid (what? see above). This is odd to me since a protractor isn't in the materials list.

Drawing: Drawing For Beginners - The Complete Guide to Learn the Basics of Pencil Drawing in 30 Minutes (How To Draw, Drawing Books, Sketching, Drawing ... Drawing Girls, Drawing Ideas, Drawing Tool) How to Draw: drawing and sketching objects and environments from your imagination

Drawing: Drawing For Beginners- The Ultimate Guide for Drawing, Sketching,How to Draw Cool Stuff, Pencil Drawing Book (Drawing, Learn How to Draw Cool Stuff) Drawing For Beginners: The Ultimate Guide To Successful Drawing - Learn The Basics Of Drawing And Sketching In No Time! (Drawing, How To Draw Cool Stuff, Sketching) Draw in Perspective: Step by Step, Learn Easily How to Draw in Perspective (Drawing in Perspective, Perspective Drawing, How to Draw 3D, Drawing 3D, Learn to Draw 3D, Learn to Draw in Perspective) Draw Faces: How to Speed Draw Faces and Portraits in 15 Minutes (Fast Sketching, Drawing Faces, How to Draw Portraits, Drawing Portraits, Portrait Faces, Pencil Portraits, Draw in Pencil) Drawing: Drawing and Sketching,Doodling,Shapes,Patterns,Pictures and Zen Doodle (drawing, zentangle, drawing patterns, drawing shapes, how to draw, doodle, creativity) Drawing: Made EASY: Learn - Sketching, Pencil Drawing and Doodling (Drawing, Zentangle, Drawing Patterns, Drawing Shapes, How To Draw, Doodle, Creativity) Drawing For Beginners: The Ultimate Crash Course on How to Draw, Pencil Drawing, Sketching, Drawing Ideas & More (With Pictures!) (Drawing On The Right ... Analysis, Drawing For Beginners) Drawing: 48 Incredible Tips on Drawing for Beginners. Teach Yourself How to Draw Cartoons With This Drawing for Beginners Book (how to draw, drawing, things to draw) how to draw pirates - english edition: how to draw pirates. this drawing book contains 32 pages that will teach you how to draw how to draw pirates. ... (how to draw comics and cartoon characters) How to Draw Portraits: How to Draw Realistic Pencil Portraits: 10 Simple Steps to Draw People and Faces from Photographs (How to Draw Faces, Drawing People, How to Draw People) How to Draw Realistic Pencil Portraits: 10 Simple Steps to Draw People and Faces from Photographs (How to Draw Faces, Drawing Faces, Drawing People, ... from Photographs, Drawing from Photographs) ANIME Drawing BOX set 5-in-1: Anime Drawing for Beginners, Drawing Anime Faces, Drawing Anime Emotions, Manga Drawing for Beginners, Anime Drawing Practical Guide DRAWING: For Beginners - Mastering the Basics of Pencil Drawing (How to Draw, Sketching, Art, Drawing for Beginners) Colored Pencil Guide - How to Draw Realistic Objects: with colored pencils, Still Life Drawing Lessons, Realism, Learn How to Draw, Art Book, Illustrations, Step-by-Step drawing tutorials, Techniques How To Draw Manga: Sketching Manga-Style Volume 1: Sketching As Composition Planning (How to Draw Manga (Graphic-Sha Numbered)) The Urban Sketching Handbook: Reportage and Documentary Drawing: Tips and Techniques for Drawing on Location (Urban Sketching Handbooks) Start Sketching & Drawing Now: Simple techniques for drawing landscapes, people and objects Sculpting from the Imagination: ZBrush (Sketching from the Imagination)