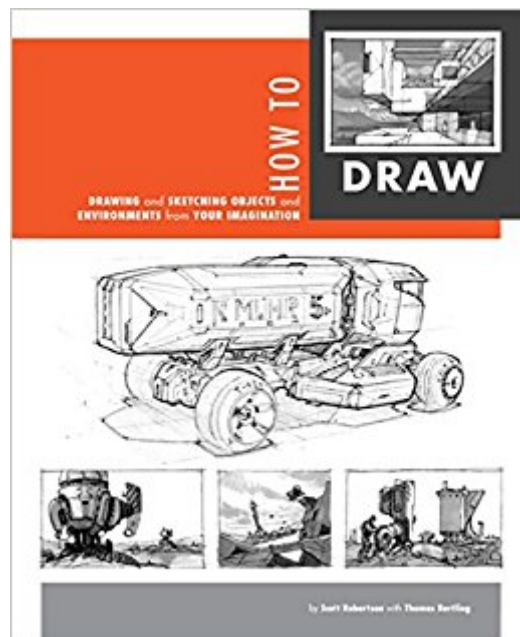The book was found

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

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Customer Reviews

Scott Robertson has almost two decades of experience teaching how to design, draw, and render at the highest college level. He has authored or co-authored 11 books on design and concept art. In addition to books, he has co-produced over 40 educational DVDs with The Gnomon Workshop, of which nine feature his own lectures. For several years, Scott chaired the Entertainment Design department at Art Center College of Design. He frequently lectures around the world for various corporations, colleges, and through his own workshop brand, SRW. In addition to teaching, Scott has worked on a wide variety of projects ranging from vehicle and alien designs for the Hot Wheels

animated series Battle Force Five, to theme park attractions such as the Men in Black ride in Orlando, Florida for Universal Studios. Some of his clients include the BMW subsidiary Design-works/USA, Bell Sports, Giro, Mattel Toys, Spin Master Toys, Patagonia, the feature film Minority Report, Nike, Rockstar Games, Sony Online Entertainment, Sony Computer Entertainment of America, Buena Vista Games, THQ, and Fiat to name just a few.Thomas Bertling has an extensive background as a successful industrial designer and engineer, with a varied array of clients such as Disney, Samsung, and Whole Foods, and a diverse portfolio of completed products on the market, from state-of-the-art medical innovations to combat-ready military vehicles. This hands-on expertise gives him a distinct approach and remarkable edge in addition to being an acclaimed design educator. With substantial experience teaching all levels of perspective sketching and construction to both university students and corporate clients, he has created comprehensive and proven curricula rooted in practicality and real-world application. He currently serves as Director of Entertainment Design at Art Center College of Design as well as teaching several courses and training faculty members.

This is probably *the* book on perspective, iteration of concept, and basic presentation.The book is technical, it is certainly not built around the tereotypical tropes of fine arts books. However, anyone given to the plunge should most certainly have this book. If I were teaching a course on this material, then this would be the primary text.

This is a fantastic technical book. It's a bit dry and may be a little confusing to the novice artist, but it does a fantastic job of teaching someone how to draw objects and environments in correct perspective. That isn't to say that the book can't be used by beginners. The early chapters are geared towards explaining the basics of perspective. However, it may take some extra time to properly absorb all this information. Recommended to anyone wanting to perfect their perspective skills.

I had no idea that this book would be so detailed and so technically complex. There is quite a high learning curve as you progress through the chapters, but it is well worth it. It starts off quite abstract with planes and explanations of how perspective works, and slowly eases into cutting volumes and 3D shapes out of rectangular blocks and planes. Concepts like mirroring, splitting in perspective, foreshortening, and correctly drawing ellipses are covered in-depth.I think it's the most detailed book that exists on the topic of perspective. I'm only a quarter of the way through and I feel way more

confident in understanding how perspective works than I was in the beginning. You definitely can't just read through and expect to become a perspective expert. You actually need to work through all the examples and ingrain these ideas into your brain so that when you start drawing on your own, you can draw from all the knowledge you've gathered. Excellent work by Scott Robertson and cannot wait for the next one!

I've been waiting for this book to come out for months and got it in the mail today. I'm happy to say that I am very impressed. This book is an indispensable item for those who need to learn perspective (especially if you don't go to art center or have access to this type of perspective teaching). It's comprehensive but not technically loaded and provides clear step by step instructions. It's more like a distillation of the most effective techniques to learn perspective geared towards drawing. I think with this book alone, it is possible for someone to reach proficiency in drawing things in perspective (provided that they heavily practice the exercises in the book). The additional 5 hours worth of video content is a great companion to see in video how some of the images are constructed. Highly recommended!

I am returning to school to pursue industrial design and this book is one of the essential texts for building my drawing and perspective skills. You can sit and read through the pages to absorb the information, however the book is really meant to be read with pen and paper in hand. I highly reccomend

I'm enrolled in my senior year at the Academy of Art and I have have taken perspective drawing. This book is a real stand-out because it teaches BOTH the fundamentals and Advanced perspective techniques together. I was worried that this book would be too simple but it has turned out to be as complex as you want it to be. As if that weren't enough, the video tutorials are amazing! I feel like this is a complete college-level drawing class in a book.I'm working through the examples right now and it is challenging and fun. This is the best drawing book I have ever bought (and I have dozens).

This book is a great companion to Scott's Perspective drawing series dvds. There are some parts in the videos that are hard to see because there is so many construction lines. This is cleared up in his book where everything has been drawn out step by step. This book is packed with information on form construction. The book is surprisingly cheap for a hardcover of this size however it does not effect the quality. The paper is so thick I actually think the pages are stuck together sometimes.

Scott Robertson is one of the top in his field and there is no one better to learn from. If you have a chance look up some of his lectures hes done at various schools they are helpful as well.

I teach a lot of drawing so I buy or read 2 to 3 books per year on drawing and/or perspective mainly to find new exercises and/or ways of better explaining things to my high school students. This is easily the best book I have read about the subject in the last 10 years. I've already reserved my copy of their new book on rendering.Furthermore, the examples they use (their own awesome drawings and the awesome drawings of their friends) are right up the alley of what students are interested in drawing anyway (enough of the brick buildings already!). Some of my students have duplicated the images in the book simply because they like the drawing.The explanations are easy to understand even though the concepts or outcome-drawings are complex. This is a book for a beginner who wants to become a master very quickly.

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 Best Guide to Learn How to Draw, Sketch, and Doodle like a Pro in a Few Minutes (sketching, pencil drawing, how to draw, doodle, drawing, drawing techniques) 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) 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 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: The Complete Guide to Drawing, Sketching, Zendoodle & More! (Sketching, Pencil drawing, Drawing patterns) Drawing For Beginners to Expert: How to Draw Comics (Drawing, Comics, Sketching, Inking, Doodle Drawing, Drawing Manga, Cartoons) How to Draw Manga 2: A Step-By-Step Manga Drawing Tutorial for Beginners! Part II (How to Draw Manga Characters & Scenes) (how to draw, how to draw manga, how to draw anime) Drawing for Beginners: How to Draw Sea World, Drawing Comics, Drawing

Animals, Drawing Cartoons (how to draw comics and cartoon characters Book 11) 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 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 Anime Drawing Complete Guide: From Simple Sketching to Professional Drawing (Drawing Anime Faces, Anime Emotions, Anime for Beginners from scratch) (Anime and Manga Drawing Lessons Book 1) How to draw cat's face: Colored Pencil Guides for Kids and Adults, Step-By-Step Drawing Tutorial How to Draw Cute Cat in Realistic Style, Learn to Draw ... and Animals, How to Draw Cat, Close-up Eyes How To Draw Anime: The Essential Beginner's Guide To Drawing Anime and Manga (How To Draw Anime, How To Draw Manga, Anime Manga, How To Draw Comics Book 1) How to Draw Action Figures: Book 2: More than 70 Sketches of Action Figures and Action Poses (Drawing Action Figures, Draw Action Figures Book, How Draw Action Poses, Draw Comic Figures) How to Draw Realistic Portraits: With Colored Pencils, Colored Pencil Guides, Step-By-Step Drawing Tutorials Draw People and Faces from Photographs (How to Draw Faces, How to Draw Lifelike Portraits) How to Draw Manga: A Step-By-Step Manga Drawing Tutorial (how to draw, how to draw manga, how to draw anime)