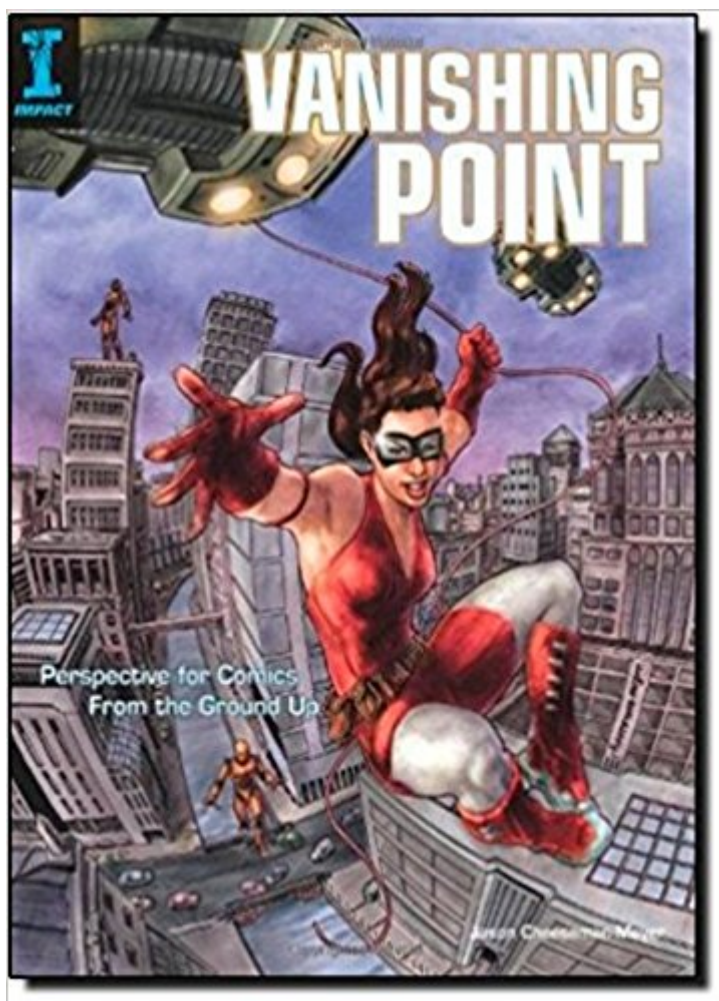




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Vanishing Point: Perspective For Comics From The Ground Up



Synopsis

Master perspective like the pros! Vanishing Point shows you how to conquer the fundamentals of perspective drawing and then equips you with technical tricks and tools that make dynamic and complex scenes a snap. This complete guide helps you build your understanding of perspective to an intuitive level so you can draw anything you can imagine. Inside you'll find: Complete instruction on drawing in one-, two- and three-point perspective and four- and five-point curvilinear perspective (where "straight" lines are drawn as curves). Curvilinear perspective has not been taught in any other perspective book - until now! Full-color, step-by-step demonstrations move you beyond the theories and let you practice the techniques in real scenes. A special chapter on drawing curves helps you break out of the box and draw cylinders, ellipses, cars and, most importantly, people in perfect perspective. Shortcuts and tips show you how to create believable perspective in no time flat. No matter what your skill level, Vanishing Point offers you a new way of looking at perspective and lets you draw as though you have decades of drawing experience - even if you don't. You'll learn everything you need to know to pour your imagination on the page with power and confidence.

Book Information

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Customer Reviews

Jason Cheeseman-Meyer is a professional artist who draws from his art, math, teaching and writing backgrounds for his expertise on perspective for comics and fantasy art. He knows how to approach technical subjects and present them in easy-to-understand formats. A Magna Cum Laude graduate of Oberlin College and the Otis College of Art and Design, he has written and edited teaching manuals, and has been working on the subject of curvilinear perspective for eight years, creating a

practical system for drawing and teaching it.

This book provides great insight on creating landscape perspective. Offers breakdowns of several perspective types with various vanishing points and horizon line relations. I recommend this to any artist looking to learn how to create freehand landscapes.

Very well written for whatever reason you need to draw. Step by step instructions that slowly take you through the skills you will need.

It doesn't matter if you've never drawn before in your life, or if you're a seasoned pro. This book is useful to anyone. It takes a practical and humble approach to teaching perspective. It's simple exercises make it easy to grasp each fundamental aspect of perspective drawing along the way to learning more complex techniques. The author briefly and concisely explains the methods used to create just about any perspective scene you could ever need, and provides practical exercises to apply what he teaches in "real-world" examples. I don't need to praise or describe the technical details of this book any more than I already have. I can sum it up with: Yes, it covers just about everything, and it covers it all very well. You will learn to draw perfect perspective if you study and practice from this book. Have a little patience, take the time you need to master each lesson and embed the info in your mind, and you will be drawing beautiful perspective scenes out of your head in no time! The real reason this book gets the 5-star, however, is it lacks the sort of pretentiousness that seems to plague most other educational material for artists. This book doesn't tell you that everything you're about to read is "difficult" and requires an uncanny amount of dedication, (which is really just a passive attempt by the artist to allude to their own masterful prowess in the subject they are about to try to explain to you *the inept one in need of an educational book on the subject.) No, this book is far from the condescending sort. This book actually makes you believe you can do what it's setting out to teach you, and it succeeds in doing that because of it's humble and encouraging tone. If you want to learn perspective - buy this book! You will not regret it. This has joined the limited ranks of truly great "How-To-Comics" books on my shelf. How to Draw Comics: The Marvel Way, Scott McCloud's Understanding/ Making Comics, Will Eisner's Educational books on Sequential Art, and now... Cheeseman-Meyer's Vanishing Point. Aside from a good anatomy book (Gray's or Simblet), and something on Color Theory - you don't need much else to get going in the right direction in Comics. What are you waiting for!?! Go get this book - post haste!

I have to admit, going into Vanishing Point, I had no clue perspective drawing could be so complex and fun! Reading it and following through some of the explanations has been great so far. The material is explained simple enough to follow for beginners and pros alike. My only gripe is the poor drawings within the text. The drawings are borderline bad and the inking appears to be done with a felt tip pen! This is barely worth mentioning but some may be surprised at the lack of eye candy within. The cover is by far the best drawing in the entire book. Again, this does not take away from this great book and shouldn't deter anyone from buying it if they really want to learn the ins and outs of perspective drawing. It is a PERSPECTIVE book after all and not a pin up book. I can't imagine that there could be more to perspective drawing than what is covered in this book. I'm very happy to own it!

I write this review as math teacher and technical drawing and comics enthusiast. In particular, I would like to compare this to the typical textbook in math. The book is perfect. It shows the tools needed and the most important concepts in perspective drawing. It builds them up from simplest--one point perspective--to more complicated. Within each type of perspective it also builds up, showing the most basic skeletal structures and then what you can do with them as more ideas are layered on. Most importantly, you get incredible bang for the reading buck. There is no fat, no unnecessary material, no inserted boxes telling distracting human interest stories. As a teacher accustomed to having to use book that have 10 times too much material done superficially, it is wonderful to work through a book that limits itself to the parts of the field of perspective that are critical and foundational.

This book gives a good account on perspective and it is always great to look into other sources, but I personally feel that The Perspective Drawing Handbook is a superior tried-and-true publication.

Awesome book covers perspective basics, advanced perspective, and how to use that knowledge in comics. It was very helpful but I wish it had more perspective examples with people and movement. Andrew Loomis "Successful Drawing" should be the purchase a comic artist makes after this one, as it includes great examples of people and movement. However it does 'not' cover the basics or the examples in great detail.

I have both this and "Perspective for Comic Book Artists" by Chelsa. Both are good and work very well at teaching you basics. I found that that this book is more approachable however both have

been invaluable in my learning as they take the same concepts and explain them in two different ways.

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