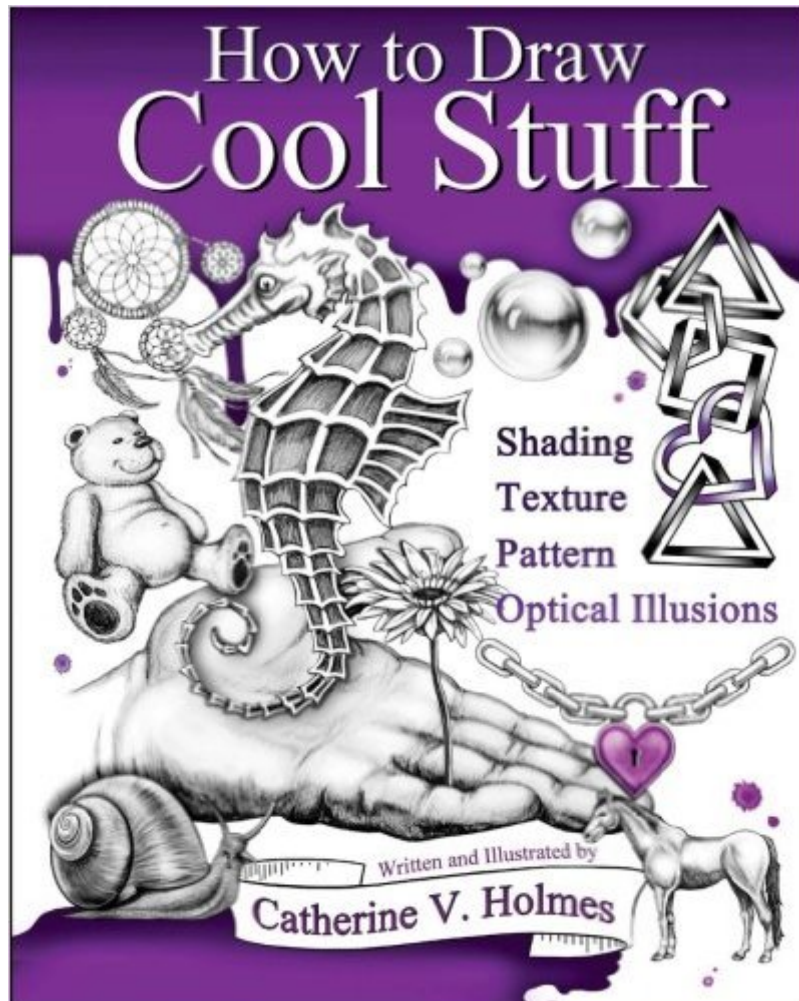


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# How To Draw Cool Stuff: Shading, Textures And Optical Illusions



## 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

Series: How to Draw Cool Stuff

Paperback: 240 pages

Publisher: Library Tales Publishing, Incorporated; 1 edition (March 7, 2015)

Language: English

ISBN-10: 0692382518

ISBN-13: 978-0692382516

Product Dimensions: 8 x 0.6 x 10 inches

Shipping Weight: 1.3 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars • See all reviews • (103 customer reviews)

Best Sellers Rank: #45,142 in Books (See Top 100 in Books) #32 in Books > Arts & Photography > Drawing > Pencil #38 in Books > Arts & Photography > Graphic Design > Commercial > Illustration

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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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