

[PDF] Draw 3-d: A Step By Step Guide To Perspective Drawing

D. C. DuBosque - pdf download free book



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Description:

From School Library Journal Grade 4 Up-Using easy-to-follow, step-by-step sketches, DuBosque introduces readers to the techniques of three-dimensional drawing. Beginning with such elementary concepts as depth, he progresses logically through shading, reflections, and multiple vanishing points. The supportive tone encourages novices to keep trying and not become discouraged. The drawings of what can go wrong and how to correct these errors are particularly helpful. Sure to be popular with budding artists of all ages, this is a good choice for any collection.

Michele Snyder, Chappaqua Public Library, NY

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From the Author "You can draw." I've heard that a lot, since I was a kid. "You're really talented."

I have 2-point perspective drawings I did at age 5.

Was that simply talent? No, you need more than talent: you need skills (nobody's born with skills!). You need practice (you don't get practice if you don't try - and try again). And you need encouragement - otherwise you may start to believe, in a weak moment, that you "can't" draw.

The reason I could draw buildings in perspective at age 5 is that my father saw how much I loved to draw, and showed me how to draw in perspective. That was a happy match: a kid eager to learn and a father eager to teach. How could I *not* want to pass along the joy of learning to draw 3-D pictures?

Here's some advice that I hope will encourage you:

1) Draw easy stuff when you're "off." Draw difficult stuff when you're "on." The cartoon character you've drawn three gazillion times is easy - great to cheer you up on a rainy day. But if you want to get good, forget your cartoon character for a while. Really LOOK at something real and then draw it: your hand. Your foot. Your face in the mirror. Your mother. Your cat.

2) Don't worry about special pencils or paper if you don't already have them. DO make sure you have good light when you draw.

3) Put your name on your drawing, and the date, and keep it. The Great Unsolved Mystery of the World (IMHO) is why some drawings get better when they just sit around for a while - sometimes a year or more. Don't throw them out!

4) Have fun! --This text refers to the edition.

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