

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.

- Title: How to Draw: drawing and sketching objects and environments from your imagination
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 - Language:
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