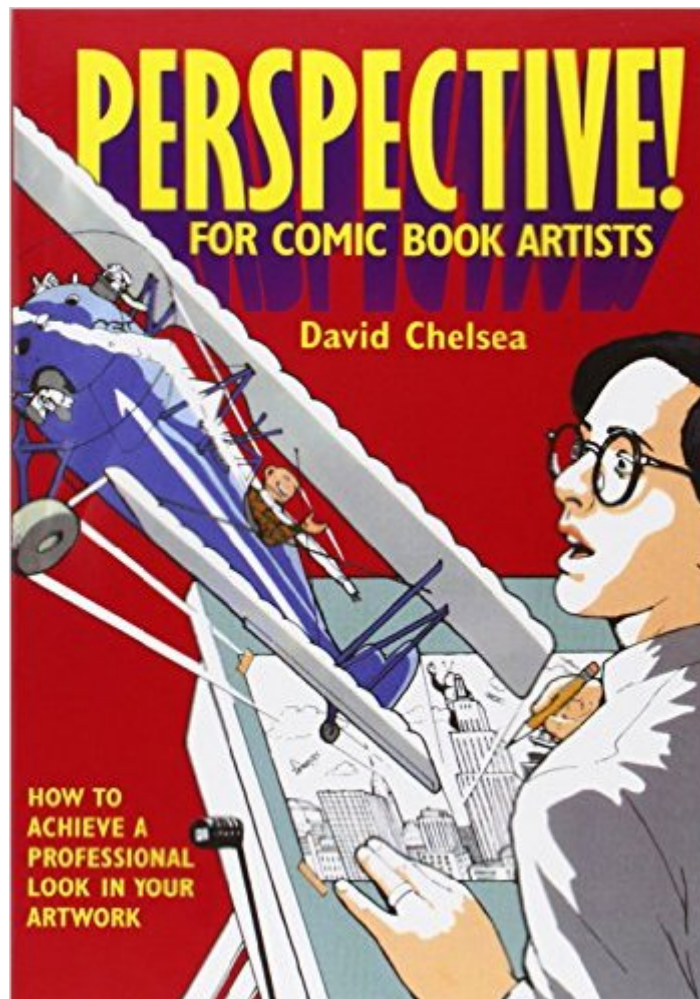# Perspective! For Comic Book Artists: How To Achieve A Professional Look In Your Artwork

Synopsis

This clever book teaches artists the unique skill of drawing perspective for spectacular landscapes, fantastic interiors, and other wildly animated backgrounds to fit comic-strip panels.

Book Information

Paperback: 176 pages

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ISBN-13: 978-0823005673

Product Dimensions: 7.1 x 0.5 x 10 inches

Shipping Weight: 15.2 ounces (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 starsÂ Â See all reviewsÂ (64 customer reviews)

Best Sellers Rank: #275,231 in Books (See Top 100 in Books)   #48 inÂ Books > Arts & Photography > Drawing > Cartooning > Comics   #230 inÂ Books > Reference > Encyclopedias & Subject Guides > Art   #249 inÂ Books > Comics & Graphic Novels > Biographies & History Graphic Novels

Customer Reviews

If you are a serious artist then you will probably have to study a few perspective books before you learn all you need to know about the subject. This book deserves to be in that collection. It covers the nuts and bolts of the correct methods for drawing in one, two and three point perspective and offers hints for shortcuts that you can use to build drawings with a perspective look, even if they are not technically accurate, when you have to work with a deadline.What I like about the book is that it provides thorough context for understanding not just the how, but the reasons behind the perspective techniques. If you know the rules you can do it, but if you understand the context in depth you can make informed decisions about when to follow the painstaking rules and when to use the shortcuts.The book is also written in a very approachable visual medium. Basically it is a comic book following in the tradition of Scott McCloud's "Understanding Comics".The book also includes some facinating bits of trivia about 3 point perspective, when it was developed and why, and the lengths that some artists, like M. C. Escher, had to go to in order to properly employ it.The book has two shortcomings. The first is a consequence of its comic format, there are a large number of pages which present more character development than is strictly necessary to get the information across. By contrast, most perspective books are very condensed, explaining as much as can be explained

with illustrations and diagrams. This not only goes into detailed discussion of perspective, its uses and theory, but does so within the voice baloons of two characters.The second shortcoming is one that I can't think of any other perspective book that treats, that is, it leaves out curvileniar or 5 point perspective, though apparently the author is aware of this kind of perspective, he tantalizes us by using it in a couple of illustrations in the book.

I found this book extremely helpful, in more ways the one. Instead of your usual text with diagram format, it has a refreshing comic book format. This means that examples are almost always right there, WITH the text that discusses it - so you can absorb what's being talked about with out having the "break concentration" and look for the relevant connection between explanation and example. Also, rather than discuss only the "terminology" and the like, I found the explanations were geared so that anyone who can read could understand them - without a dictionary being close to hand! I'd highly recommend picking up this book - to the beginners and pros alike! The gains from it's knowledge are definately worth the price.

A tome about comic perspective in comics form, this book helped me discover new principles in perspective and the REASON for these principle. Not just for your scenery, human bodies in perspective are also covered... but you had better know anatomy before hand. The reason for the missing star is because Chelsea uses two forms of curvilinear perspective, but suspiciously absent is the chapter ON curvilinear. Even with this oversight, Chelsea has written an engaging and fairly complete perspective guide. Look closely at the icecubes on page 131 and try to find the hidden pictures!

Thorough explanation of perspective but at times it becomes "too thorough". Some things become too technical for the general reader.At the same time, there's no section that deals with the really complex aspect of perspective - such as multiple perspectives in a single plane (for example, how do you draw a tilted boat on a beach?). Also, it doesn't deal much with putting people in perspective. Ok, so he does mention that you can use the horizon line but what if you're dealing with a single picture that has a person coming down a stairs, and another looking out a window, and another walking down the street? He doesn't explain how to draw them so that they look right. At least, he should have included how to tackle this issue.For a book this thick, it's certainly lacking. This would be my only disappointment.The only book I've seen that is much more helpful than David Chelsea's is the one written by Andrew Loomis (Successful Drawing, and Creative Drawing). But don't get me

wrong. This isn't a bad book. It's quite useful but not that useful.

If you are just learning to draw, learn some of the basics first. I suggest Doug Dubosques' Drawing 3-d and Ernest Norlings' Perspective Drawing. Then buy Mr. Chelseas' book. The book features 11 chapters, everything from diminution to 3-point perspective, ellipses; even short cuts and sampling of perspective grids. I hope you find this book as helpful to you as it is to me.

This book is probably the best perspective book i have ever read. I dont see how anyone can give it a bad review or call it useless. Author not only explains how to draw the perspective in the simplest way but also explains a bunch of different techniques that might work for you. The book is written as a large comic strip wich makes it very enterntaining and at times alsmot like you are watching a movie. Explanations are very straight forward and not hard to undestand with a little bit of thinking. It is quite amaizing what kind of depths about perspective this book goes into. If you draw, you got to have it. I also hope it will be printed in hardcover someday

Perspective! for Comic Book Artists: How to Achieve a Professional Look in your Artwork 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) Comic Book: Blank Comic Strips: Make Your Own Comics With This Comic Book Drawing Paper - Multi Panels (Blank Comic Books) How To Gain The Professional Edge: Achieve The Personal And Professional Image You Want Common Core Achieve, Reading And Writing Subject Module (BASICS & ACHIEVE) Positive Intelligence: Why Only 20% of Teams and Individuals Achieve Their True Potential AND HOW YOU CAN ACHIEVE YOURS Common Core Achieve, Social Studies Subject Module (BASICS & ACHIEVE) The Abandoned Village: The Enchanted Book - A Minecraft Comic Book: Minecraft Picture Book Graphic Novel for Kids and Children - Adventure, Battling, ... Village - Minecraft Comic Books 1) Art for Kids: Comic Strips: Create Your Own Comic Strips from Start to Finish Children's Books: Scientists That Changed the World: The Story of Penicillin, An Educational Comic Book for Kids (A Historical Science Comic Book for Kids 1) The Curse of Herobrine: The Ultimate Minecraft Comic Book Volume 1 (An Unofficial Minecraft Comic Book) Steve and the Swamp Witch of Endor: The Ultimate Minecraft Comic Book Volume 2 (An Unofficial Minecraft Comic Book) Kid's Comic Book: Journey to Minecraft (Part 1): An Unofficial Minecraft Comic Book (CreeperSlayer12) The Wither Attacks!: The Ultimate Minecraft Comic Book Volume 3 - (An Unofficial Minecraft Comic Book) American Comic Book

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