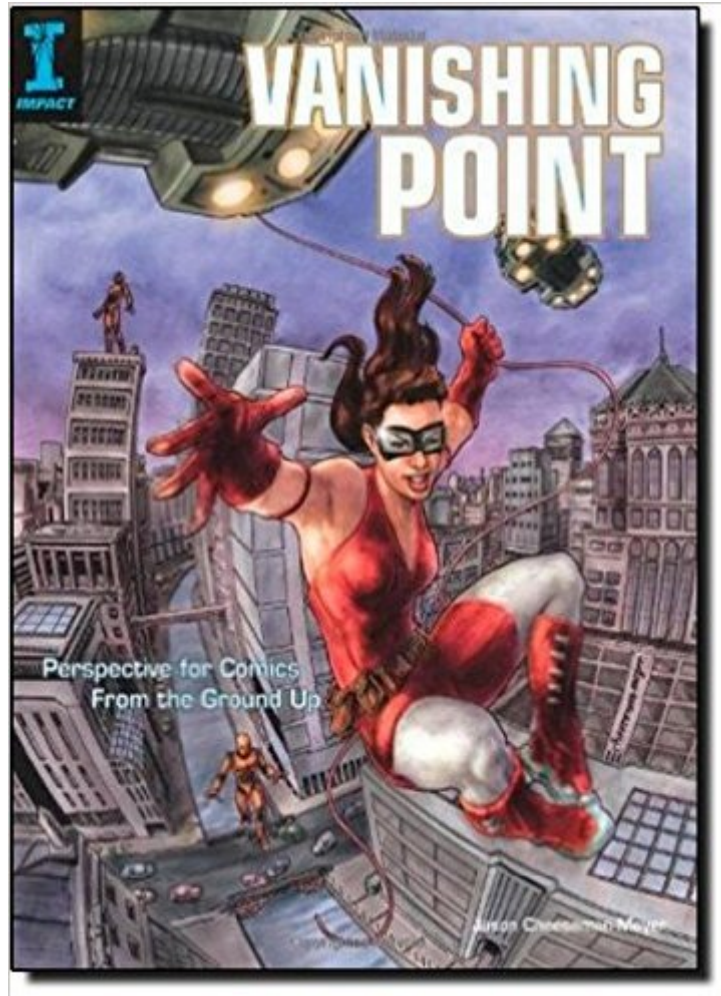


The book was found

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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Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (89 customer reviews)

Best Sellers Rank: #248,398 in Books (See Top 100 in Books) #45 in [Books > Arts & Photography > Drawing > Cartooning > Comics](#) #3161 in [Books > Arts & Photography > History & Criticism](#) #8449 in [Books > Comics & Graphic Novels](#)

Customer Reviews

This is my first book review, but this product demands it! Background: I am a comic illustrator and graphic artist with an educational background in architecture. I know my comics and I know my perspective. Yet, in execution, I find that without frequent practice, it's more difficult to capture proper hand-drawn perspectives than I'd like to admit. One of the key disconnects in my education has always been how to translate the technical perspective techniques as applied to large

architectural renderings, and apply those methods to panel-based comic illustration, where your needs may more frequently be interior shots, unusual angles, and scenes where a technical perspective is not always the best fit. This book concisely and clearly helps you understand where those techniques work and where they don't, where to modify your image, your camera placement and your composition in order to maximize the visual impact, and best of all, reads equally well to the experienced artist and beginner alike. This book is everything I expected, which is great, but there's more here than that. Sure, it covers the basics in an articulated, easy to follow manner, but Jason Cheeseman-Meyer delves into more advanced areas of perspective drawing that really impressed me. There's plenty of gorgeous, full-color art here, and there are many details that really work for a book like this appealing to artists exploring different genres.

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