

Basic Sketching Techniques For The Industrial Designer

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First steps in drawing - First steps 1863

Sketching User Experiences: Getting the Design Right and the Right Design - Bill Buxton 2010-07-28

Sketching User Experiences approaches design and design thinking as something distinct that needs to be better understood—by both designers and the people with whom they need to work— in order to achieve success with new products and systems. So while the focus is on design, the approach is holistic. Hence, the book speaks to designers, usability specialists, the HCI community, product managers, and business executives. There is an emphasis on balancing the back-end concern with usability and engineering excellence (getting the design right) with an up-front investment in sketching and ideation (getting the right design). Overall, the objective is to build the notion of informed design: molding emerging technology into a form that serves our society and reflects its values. Grounded in both practice and scientific research, Bill Buxton's engaging work aims to spark the imagination while encouraging the use of new techniques, breathing new life into user experience design. Covers sketching and early prototyping design methods suitable for dynamic product capabilities: cell phones that communicate with each other and other embedded systems, "smart" appliances, and things you

only imagine in your dreams Thorough coverage of the design sketching method which helps easily build experience prototypes—without the effort of engineering prototypes which are difficult to abandon Reaches out to a range of designers, including user interface designers, industrial designers, software engineers, usability engineers, product managers, and others Full of case studies, examples, exercises, and projects, and access to video clips that demonstrate the principles and methods

I Draw Motos - IDRAW Creative Goods 2019-12-29

I DRAW MOTOS is the essential Motorcycle Design guidebook for students, designers, builders, and motorsport enthusiasts. Designed in collaboration with Dave Mucci of Moto-Mucci in Portland, Oregon, I DRAW MOTOS Sketchbook is part premium sketchbook, part intuitive textbook, and part handy reference guide. IDRAW MOTOS includes critical info like motorcycle anatomy, engine configurations, suspension types and basic bike physics to help inform your designs. The instructional section includes step-by-step tutorials, perspective lessons, wheel lessons and layout fundamentals, paired with 100+ templates to sketch over. I DRAW MOTOS is a hard cover sketchbook, perfect bound and covered in a premium linen-textured cover with bright painted edges and elastic band. Bright white 100gsm paper carries ink well and won't bleed.

The Industrial Design Reference & Specification Book - Dan Cuffaro 2013-09-15

To make designs that work and endure (and are also legal), designers need to know—or be able to find—an endless number of details. Whether it's what kind of glue needs to be used on a certain surface, metric equivalents, thread sizes, or how to apply for a patent, these details are essential and must be readily available so designers can create successful products efficiently. The Industrial Design Reference & Specification Book provides designers with a comprehensive handbook they can turn to over and over again. These pages are filled with information that is essential to successful product design, including information on measurement conversions, trademark and copyright standards, patents and product-related intellectual property rights/standards, setting up files for prototyping and production runs, and manufacturing and packaging options to optimize the design. It is an essential resource for any industrial or product designer.

Sketching People - Jeff Mellem 2009-07-22

Life Lessons: Learn How to Capture a World Constantly in Motion Fluid, fast and expressive life drawing starts here. Step by step, you'll learn to render fleeting gestures from memory, capture expressions simply and more quickly, give your drawing a life of its own with body language, and more. Along the way, you'll develop a more spontaneous approach for successfully working from life. Inside you'll find: • A comprehensive course on drawing from life, based on classic principles • Essential techniques for drawing gesture, figures, clothing, expression, body language and more • Lots of exercises that bring lessons to life The skills you'll learn from this book are so fundamental that every artist will find something in these useful lessons for making the most of all the inspiration that life has to offer.

Lee Hammond's All New Big Book of Drawing - Lee Hammond 2018-01-24

Learning How to Draw Has Never Been Easier! Lee Hammond's All New Big Book of Drawing is the culmination of nearly forty years of teaching. No matter what your experience level YOU CAN DRAW by following

along these easy step-by-step demonstrations. Whether you want to create drawings of flowers, learn how to draw animals or how to draw a person, these drawing techniques, all-new projects, and expert tips will show you how to get great results with both regular pencils and colored pencils. • Two books in one. The first half is a comprehensive course on using pencils to capture shape, form and likeness. The second half explores adding color using colored pencils • 88 step-by-step projects. You will learn to draw everything with this book! Starting with a simple sphere and working up to sea shells, sunsets, flowers, birds, horses, clothing, people--and so much more! • A lifetime of know-how! Lee covers it all--from big picture concepts (selecting tools, shading techniques, making sense of perspective) down to techniques for creating the look of feathers, capturing skin tones, and making surfaces look shiny or transparent. Using her straightforward, three-stage approach to lifelike drawings, Lee makes any subject approachable, from still life and landscapes to animals and even people. This project-driven tome will help you create realistic, frame-worthy artwork. Project by project and subject by subject, you will gain confidence and cultivate great joy in drawing.

Innovative Product Design Practice - Carl Liu 2007

9 Heads - Nancy Riegelman 2012

'9 Heads' is a clear and comprehensive guide to the fundamentals of fashion drawing in black and white. It demonstrates that drawing can be learned by the application of a set of rules and guidelines, together with commitment and practice.

The Industrial Designer's Guide to Sketching - Nenad Pavel 2005

In recent years, there has been a rapid growth of interest in the establishment of hybrid educational programs which merge design and engineering. Due to the condensed and multidisciplinary nature of this type of education, instruction in studio-based drawing must be intensified and communicated more efficiently. Two additional factors have redefined the need for conventional drawing skills as well: the domination of CAD-rendered drawings for detailed product depiction and

the increased focus on product development collaboration. New textbooks which target communication and visual thinking through industrial design drawing have been hard to find until now. Nenad Pavels book assumes that a student has prior knowledge of the basics of form, perspective and shading. He presents a toolbox of techniques and instructions for how industrial designers can improve their hand-sketched visual communication. He also addresses diverse issues which a designer often confronts: product conception, aesthetics, construction, form and interface. The clear, practical and illustrative approach makes the authors points easy to implement in a short amount of time. This insures that it will be of interest to many related disciplines, including architecture and engineering, as well as being appropriate for the general public with an interest in skill-based design drawing.

Drawing Ideas - Mark Baskinger 2013-11-19

A primer for design professionals across all disciplines that helps them create compelling and original concept designs by hand--as opposed to on the computer--in order to foster collaboration and win clients. In today's design world, technology for expressing ideas is pervasive; CAD models and renderings created with computer software provide an easy option for creating highly rendered pieces. However, the accessibility of this technology means that fewer designers know how to draw by hand, express their ideas spontaneously, and brainstorm effectively. In a unique board binding that mimics a sketchbook, Drawing Ideas provides a complete foundation in the techniques and methods for effectively communicating to an audience through clear and persuasive drawings.

How to Illustrate and Design Concept Cars - Adrian Dewey 2011-11-15

The automobile seems to be as popular now as it ever was. Posters of cars still adorn many a child's bedroom wall, and school exercise books are full of doodles of cars. This book takes those notebook sketches and teaches you how to develop them into the car designs you see in magazines. Using simple to follow step-by-step drawings it guides you from pencil sketch to marker rendering, from doodle to highly visual computer generated artwork. Adrian Dewey has worked on designs as diverse as small sports cars to double decker buses, modified motors to

concept Formula 1 cars, using various techniques and styles. In this book, he uses his knowledge of the different styles to guide the reader in creating great artwork and designs of their own. The book shows in detail how to use different materials and how to get the most out of each one, whether it be a great pencil sketch or a photo realistic vector illustration. The book also features an easy to follow index for quick reference on different types of drawing.

Interdisciplinary Practice in Industrial Design - Yong-Gyun Ghim and Cliff (Sungsoo) Shin 2022-07-24

Interdisciplinary Practice in Industrial Design Proceedings of the 13th International Conference on Applied Human Factors and Ergonomics (AHFE 2022), July 24-28, 2022, New York, USA

Making It - Chris Lefteri 2012-03-26

There are many ways in which a product can be manufactured but most designers know only a handful of techniques. Informative and incredibly easy to use, this bestselling book discusses more than a hundred production methods in detail. Making It appeals not only to product designers but also to interior, furniture, and graphic designers who need access to a range of production methods, as well as to all students of design. This expanded edition includes nine new processes and an all-new section of over 40 finishing techniques.

Sketching User Experiences: The Workbook - Saul Greenberg 2011-12-14

Sketching has long been a best practice for designers. Through sketches, designers follow a generative process of developing, honing, and choosing ideas. Designers also use sketches to discuss, exchange, and critique ideas with others. When designers sketch user experiences, their drawings also need to incorporate the actions, interactions, and changes of these experiences that unfold over time. This can be challenging if you are a non-artist, or have not been trained within a conventional design discipline that specifically practices the time element that is so critical to interactive interfaces. In Sketching User Experiences: The Workbook, you will learn, through step-by-step instructions and exercises, various sketching methods that will let you express your design ideas about user experiences across time. Collectively, these methods will be your

sketching repertoire: a toolkit where you can choose the method most appropriate for developing your ideas, which will help you cultivate a culture of experience-based design and critique in your workplace.

Design Sketching - Erik Olofsson 2007

Drawing for Designers - Alan Pipes 2007-08-09

There is a dearth of books covering drawing and product design. Drawing for Designers fills this gap, offering a comprehensive guide to drawing for product/ industrial designers and students. As well as industrial product design, the book encompasses automotive design and the design of other 3D artefacts such as jewelry and furniture. Covering both manual and computer drawing methods, the book follows the design process: from initial concept sketches; through presentation drawings and visualizations; general arrangement and detail drafting; to fully dimensioned production drawings; and beyond to technical illustrations and exploded/assembly diagrams used for publicity and instructing the end user in the product's assembly, operation, and maintenance. Case study spreads featuring famous designer products shown both as drawn concepts and the finished object are interspersed with the chapters. There are also several 'how-to-do-it' step-by-step sequences.

Sketch Like an Architect: Step-by-Step From Lines to Perspective - David Drazil 2020-01-31

Master the basics of architectural sketching with this proven 6-step framework: 01/Lines & 2D Objects 02/Basic Perspective Rules 03/Shadows, Textures & Materiality 04/Populating Your Sketch 05/Adding Vegetation 06/Awesome Perspective Sketch This book also includes 40+ specific tips & tricks, 15 worksheets, and countless finished sketches.

Breaking In(r) - Amina Horozic 2014-05-01

"Get specific advice from the exact people you want to work for; learn what creative directors are looking for in your portfolio; avoid the common traps that most portfolios fall into"--Page [4] of cover.

Design Process Hand-Sketching for Interiors - Rick Bartholomew 2013

This book is designed to develop your student's hand-sketching skills. The book will enhance your students basic knowledge of drawing techniques they can use throughout the educational "design process." A review of basic drawing types is discussed in Ideation Chapters 2 through 4. The text is also intended to be a visual resource to aid design students. Various types of visual presentation techniques used to portray concepts are demonstrated. The practice of creating hand-sketched concept presentations is still viewed as an important design process and the building blocks prior to final CAD-generated documents. One course in hand drafting and/or sketching is not enough experience for the student learner; it must be fostered, developed and practiced in subsequent coursework that enhances the design process. Hand-sketching techniques for plans, elevations, sections, various 3-dimensional illustrations, millwork and construction details are covered in the book. Also covered are important issues used in the initial design processes of bubble diagramming, block and space plans. The topics of information graphics, delineations, and visual composition are addressed to enhance the visual communication of preliminary design concepts. Ideation Chapter 10 is a series of copyright-free line drawings your students can use to explore skill building through practice exercises referenced within each chapter. The book will be a valuable resource for each student's educational career, as well as a refresher from time-to-time during their professional endeavors.

Making It Second Edition - Chris Lefteri 2012-03-12

There are many ways in which a product can be manufactured but most designers know only a handful of techniques. Both informative and incredibly easy to use, this bestselling book explains over 100 production methods in detail. With specially commissioned diagrams, case studies and step-by-step photographs of the manufacturing process, Making It uses contemporary design as a vehicle to describe production processes. It lists their pros and cons, suitable production volumes, costs involved, speed of production, relevant materials and typical applications. The new edition of this inspirational book also evaluates each process in terms of sustainability and its effects on the environment. Making It appeals not

only to product designers but also to interior designers, furniture and graphic designers who need access to a range of production methods, as well as to all students of design. The expanded edition includes nine new processes and an all-new section of 40 finishing techniques.

Sketching - Koos Eissen 2011

Following the global success of *Sketching*, which has sold over 50,000 copies in two years, authors Koos Eissen and Roselien Steur will in 2011 be bringing out the sequel entitled *Sketching: The Basics*. In fact, prequel would be a better word for this new book, since it is aimed towards the novice designer. *The Basics* explains the rudiments of learning to draw both clearly and comprehensively using step by step illustrations, examples and strategies. You will learn to use and master the different techniques and also how to apply sketches in the design process. It is the perfect book for those just starting out in sketching, for the first years of art and design courses, and for those who wish to revise the basics of good sketching; it is a simple and efficient way of learning all you've ever wanted to know but have never had explained to you.

Beginner's Guide to Sketching the Fashion Figure: Croquis to Design -

Lisa Steinberg 2020-04-02

Rendering in Pen and Ink - Arthur L. Guptill 2014-07-01

Arthur L. Guptill's classic *Rendering in Pen and Ink* has long been regarded as the most comprehensive book ever published on the subject of ink drawing. This is a book designed to delight and instruct anyone who draws with pen and ink, from the professional artist to the amateur and hobbyist. It is of particular interest to architects, interior designers, landscape architects, industrial designers, illustrators, and renderers. Contents include a review of materials and tools of rendering; handling the pen and building tones; value studies; kinds of outline and their uses; drawing objects in light and shade; handling groups of objects; basic principles of composition; using photographs, study of the work of well-known artists; on-the-spot sketching; representing trees and other landscape features; drawing architectural details; methods of architectural rendering; examination of outstanding examples of

architectural rendering; solving perspective and other rendering problems; handling interiors and their accessories; and finally, special methods of working with pen including its use in combination with other media. The book is profusely illustrated with over 300 drawings that include the work of famous illustrators and renderers of architectural subjects such as Rockwell Kent, Charles Dana Gibson, James Montgomery Flagg, Willy Pogany, Reginald Birch, Harry Clarke, Edward Penfield, Joseph Clement Coll, F.L. Griggs, Samuel V. Chamberlain, Louis C. Rosenberg, John Floyd Yewell, Chester B. Price, Robert Lockwood, Ernest C. Peixotto, Harry C. Wilkinson, Bertram Grosvenor Goodhue, and Birch Burdette Long. Best of all, Arthur Guptill enriches the text with drawings of his own.

Presentation Techniques - Dick Powell 1990-01-01

This guide, which attempts to aid designers to visualize their concepts, uses all the developments that have taken place within the field of design over the last five years. The author runs his own design consultancy.

Drawing for Product Designers - Kevin Henry 2012-08-27

With its tutorial-based approach, this is a practical guide to both hand- and computer-drawn design. Readers will learn to think three-dimensionally and build complex design ideas that are structurally sound and visually clear. The book also illustrates how these basic skills underpin the use of computer-aided design and graphic software. While these applications assist the designer in creating physical products, architectural spaces and virtual interfaces, a basic knowledge of sketching and drawing allows the designer to fully exploit the software. Foundational chapters show how these technical skills fit into a deeper and more intuitive feeling for visualisation and representation, while featured case studies of leading designers, artists and architects illustrate the full range of different drawing options available. Hundreds of hand-drawn sketches and computer models have been specially created to demonstrate critical geometry and show how to build on basic forms and exploit principles of perspective to develop sketches into finished illustrations. There's also advice on establishing context, shading and realizing more complex forms.

Design - Karl T. Ulrich 2011

Freehand Drawing and Discovery - James Richards 2013-02-04

Features access to video tutorials! Designed to help architects, planners, and landscape architects use freehand sketching to quickly and creatively generate design concepts, Freehand Drawing and Discovery uses an array of cross-disciplinary examples to help readers develop their drawing skills. Taking a "both/and" approach, this book provides step-by-step guidance on drawing tools and techniques and offers practical suggestions on how to use these skills in conjunction with digital tools on real-world projects. Illustrated with nearly 300 full color drawings, the book includes a series of video demonstrations that reinforces the sketching techniques.

Perspective Sketching - Jorge Paricio 2015

This book offers a command of the basic principals of perspective that is essential to creating dynamic, plausible compositions.

Sketching Product Design Presentation - Koos Eissen 2014

From how to sketch to why to sketch

Sketching - Koos Eissen 2019-11-05

A must have for product design students! Are designers still making drawings by hand? Isn't it more advanced to use a computer in this computer era? Some may think sketching is a disappearing skill, but if you ever enter a design studio, you will find out differently. Studios still make sketches and drawings by hand and in most cases, quite a lot of them. They are an integral part of the decision-making process, used in the early stages of design, in brainstorming sessions, in the phase of research and concept exploration, and in presentation. Drawing has proved to be, next to verbal explanation, a powerful tool for communicating not only with fellow designers, engineers or model makers but also with clients, contractors and public offices. This book can be regarded as a standard book on design sketching, useful for students in product design.

Architectural Sketching and Rendering - Stephen A. Klimont 1984

Informative, beautifully illustrated and ready for immediate use, this

book is an unparalleled guide book for gaining a stronger grasp of rendering in pen and ink.

Sketching the Basics - Koos Eissen 2019-11-05

This book explains the basic sketching techniques and decisions more in depth and provides much more step-by-step example drawings, which makes it even more suitable for students and professionals who want to become better sketchers. Sketching the Basics can be seen as the prequel to Sketching as it is more targeted at the novice designer. The Basics explains the essential techniques and effects more in detail, taking the reader by the hand and guiding him step by step through all the various aspects of drawing that novice designers come up against. Sketching the Basics starts with the white sheet of paper or the empty screen and explains the rudiments of learning to draw both clearly and comprehensively, using step by step illustrations, examples and strategies. You will learn to use and master the different techniques and also how to apply sketches in the design process. Internationally leading Designers from various cultures around the world contributed Designer Showcases to illustrate the sketching theory. They contributed series of sketches that reflect the process of the design, from thumbnail to final drawing. Drawings that have proven to be important in the decision-making The authors believe in active observation and participation by the student. During the drawing process there are many moments when choices alter the outcome. Being aware of those moments and the variety of choices and opportunities makes your attitude more flexible and less rigid. Sketching the Basics helps you to sketch with an open mind. And an open mind is key to a good design process.

Basic Flower Painting Techniques in Watercolor - Rachel Rubin Wolf 1996-09-15

You need only look at a field of sunlit daisies or the elegance of a single rosebud to know why flowers have always been a favorite subject of artists. This book will show you how 24 water color painters capture their subjects' brilliant colors, subtle shadings, graceful shapes and delicate textures. Assembled from some of the best teaching available, this comprehensive, step-by-step instruction will help you create your

own, breathtaking watercolor gardens.

Sketchbook Kit - Angela Gair 2001-06

Enclosed in a handy, portable case, this innovative kit contains everything you'll need to become the artist you've always wanted to be. The informative instruction book explains techniques in detail and simplifies the art of sketching, tackling problems ranging from the casting of light and shade, to creating correct proportions, to representing objects in three dimensions. With a blank sketchbook and sketching materials included, you'll be on your way to creating masterpieces in no time!

Sketching - Koos Eissen 2007

A guide to design sketching for product designers also looks at the significance of sketching and drawing in design studios and analyzes the effectiveness of drawings in relation to their intended purpose.

Observational Sketching - Mariko Higaki 2020-01-07

Learn to draw by sketching what surrounds you everyday. In *Observational Sketching*, author Mariko Higaki—an ISDA Gold Award-winning industrial designer based in Japan—teaches you how to practice and learn to sketch by using well-established observational techniques. Perspective, proportion, lines, shapes, shading, and many other techniques can be learned through everyday practice and observation of the items you come in contact with everyday, from a backpack to your sunglasses. This book addresses how to approach sketching a range of shapes and materials and how to disassemble each object to accurately capture its unique design elements. Inspiration and examples from the author and other well-known artists accompany a variety of projects that you can try right away and skill-building projects that will strengthen your talent. Find within: An introduction to observational sketching The basic concepts and tools used in observational sketching Observation techniques Illustrated step-by-step instructions for creating observational sketches of 20 common objects, from a alarm clock to a wooden stool Hone your artistic skills with this daily sketching practice. Whether you are an urban sketcher or an industrial designer, this books should be part of your reference

collection.

How to Draw Women's Wear - Irina V Ivanova 2019-12-09

"How to Draw Women's Wear" is a hands-on, actionable guide to fashion drawing for busy fashion professionals who want to develop a highly productive drawing process; for fashion students who are in the process of developing their drawing style; and for clothing designers who want to make illustrations properly interpreted by all team members. The book focuses on drawing by hand (pencil and black marker), demonstrating methods and techniques of illustrating clothing and structural elements of design. Created for visual learners; the book contains virtually no text, only captions. The book includes a collection of fashion drawing templates for main women's wear figure types allowing you to focus on apparel drawing to illustrate clothing the way it is actually designed. Avoid mistakes in clothing design illustration; the book includes a special section with dos and don'ts of garment drawing. The book combines features of a reference book, a visual guide, tutorial, and template book. Figure templates, garment templates, terminological references, step-by-step drawing demos, sketching examples illustrating a progression of an idea from a sketch to completed illustration: all are parts of the same book. Irina V. Ivanova is a fashion designer by trade, a classically trained visual artist, and an experienced educator. "How to Draw Women's Wear" is the latest book in the Fashion Croquis book series.

Creative Sketching in Product Design - SendPoints 2018-05-15

Though computer rendering has been a huge boon to designers, drawing by hand is still indispensable when it comes to developing ideas and presenting concept art. *Creative Sketching in Product Design* offers readers a square-one guide to all the skills required to create professional, realistic product drawings: perspective, including one-, two-, three-point and cavalier perspective; light & shadow, including shadow boundaries and projections; and coloring techniques, which includes material effects for wood, plastic and metal. Step-by-step diagrams and exercises make this an ideal resource for the classroom, while also being fully accessible to the self-directed learner. A broad selection of existing products, with photographs alongside the original concept development

sketches, offer a look into the ways in which sketching can be the bridge between an idea and a usable product.

Presto Sketching - Ben Crothers 2017-10-19

Do you feel like your thoughts, ideas, and plans are being suffocated by a constant onslaught of information? Do you want to get those great ideas out of your head, onto the whiteboard and into everyone else's heads, but find it hard to start? No matter what level of sketching you think you have, Presto Sketching will help you lift your game in visual thinking and visual communication. In this practical workbook, Ben Crothers provides loads of tips, templates, and exercises that help you develop your visual vocabulary and sketching skills to clearly express and communicate your ideas. Learn techniques like product sketching, storyboarding, journey mapping, and conceptual illustration. Dive into how to use a visual metaphor (with a library of 101 visual metaphors), as well as tips for capturing and sharing your sketches digitally, and developing your own style. Designers, product managers, trainers, and entrepreneurs will learn better ways to explore problems, explain concepts, and come up with well-defined ideas - and have fun doing it.

Beginning Drawing Atelier - Juliette Aristides 2019-04-16

Written by a well-known artist and best-selling art-instruction author with almost rock-star popularity in the contemporary world of representational art, *Beginning Drawing Atelier*, with its unique workbook/sketchbook approach, and high-quality paper, offers a comprehensive and contemporary twist on traditional Atelier art

instruction practices. Atelier education is centered on the belief that working in a studio, not sitting in the lecture hall, is the best place to learn about art. Every artist needs to learn basic drawing skills. In this elegant and inspiring workbook, master contemporary artist and best selling author Juliette Aristides breaks down the drawing process into small, manageable lessons; presents them progressively; introduces time-tested principles and techniques in the Atelier tradition that are easily accessible; and shares the language and context necessary to understand the artistic process and create superior, well-crafted drawings. What makes this approach unique is the fact that it includes blank pages for copying and practicing within each lesson, facilitating traditional Atelier methods. Ateliers have produced the greatest artists of all time--and now that educational model is experiencing a renaissance. These studios, in a return to classical art training, are based on the nineteenth-century model of teaching artists by pairing them with a master artist over a period of years. Students begin by copying masterworks, then gradually progress to painting as their skills develop. *Beginning Drawing Atelier* is like having an atelier in a book--and the master is Juliette Aristides, a classically trained artist. On every page, Aristides uses the works of Old Masters and today's most respected realist artists to demonstrate and teach the principles of realist drawing and painting, taking students step by step through the learning curve yet allowing them to work at their own pace. Unique and inspiring, the approach in this new book offers serious art courses for serious art students.