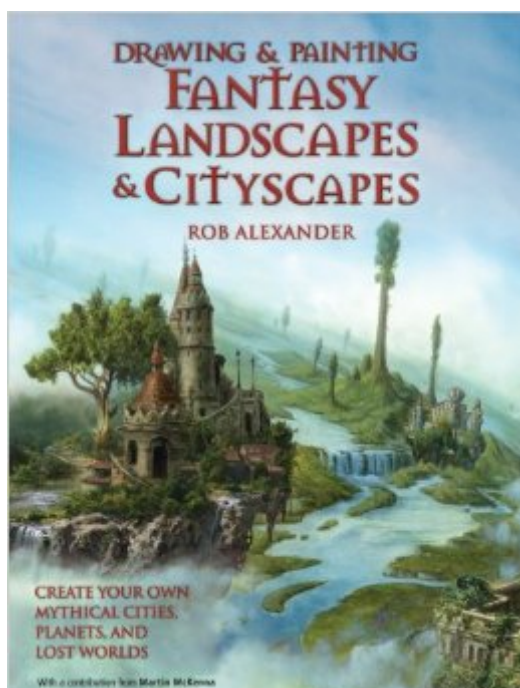


The book was found

Drawing And Painting Fantasy Landscapes And Cityscapes



Synopsis

Artists interested in graphic novels and comic book illustration will find all the guidance and inspiration they need to draw and paint landscapes that evoke myths and legends, lost empires, futuristic planets, dramatic dreamscapes, underwater worlds, and subterranean cities.

Easy-to-follow instructions and step-by-step illustrations demonstrate techniques for rendering a wide range of fantasy features, whether working in ink, watercolor, or computer pixels. Details covered in this heavily illustrated volume include -- choice of materials, with advice on getting the most from software programs . . . basics of perspective, architectural geometry, color, mood, and seasonal variations . . . landscape features, including skies, clouds, mountains, caves, deserts, snow, and water reflections . . . imagined landscapes from ancient cultures, future worlds, alien planets, undersea worlds, and surreal dreamscapes . . . cityscapes, from medieval towns to the metropolis of the future . . . famous fantasy worlds, from Atlantis to Middle Earth. This good-looking and instructive volume features a gallery of fantasy and science fiction images among its more than 200 color illustrations.

Book Information

Paperback: 128 pages

Publisher: Barron's Educational Series; 1st American Edition edition (July 1, 2006)

Language: English

ISBN-10: 0764132601

ISBN-13: 978-0764132605

Product Dimensions: 0.5 x 8.8 x 11 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 starsÂ Â See all reviewsÂ (43 customer reviews)

Best Sellers Rank: #76,532 in Books (See Top 100 in Books) #6 inÂ Books > Arts & Photography > Painting > Still Life #36 inÂ Books > Arts & Photography > Painting > Landscape #38 inÂ Books > Arts & Photography > History & Criticism > Themes > Landscapes & Seascapes

Customer Reviews

This book with the subtitle, "Create Your Own Mythical Cities, Planets and Lost Worlds" is more about learning the basics and using digital tools to become competent in creating fantasy worlds. This is a 125-page, softcover book the 1st half of the book covers such topics as: Pencils & Ink Watercolor/ Acrylics Oil Working Digitally Sketching Using references Perspectives Values, light and shadow Architectural details Distance, Depth and Scale Skies & Clouds Mountains & Caves Forests,

Trees & Foliage Sand and Snow Water & Reflections Learning these basic design skills leads the author, Rob Alexander, to discuss such topics like: Ancient Cities Aqua City Forest City Subterranean City Mountain Range Seascape Water World Dream Scape The last section, "Gallery," covers some of his jaw-dropping pieces such as: A Land of Giants Nightlands Desert of Ice and Sand Vistas of Ruins Watery Domains Towering Fantasy and Fantastic Viewpoints As an artist for well over 30 years, this is a great resource as a reference guide for artist and a great learning tool for up and coming artists. Great, great book.

I have an ever expanding library of art books focusing on techniques for drawing and painting. This by far is one of the best I have found. It covers every medium from oils to computer aided illustration, offering insight into seeking sources for inspiration, planning and design, and final implementation. The author provides examples from well known and well respected artists, helping both the professional and amateur develop their skills. I would recommend this book to anyone who is seeking guidance for their art.

I dabble in fantasy art, being much better at looking at it than actually creating the stuff myself. I did enjoy this work. While I will never be as good as the work displayed in this book, I use books such as this for inspiration and motivation. This work is well done. It gives some good, basic tips in developing this particular genre of art. It would be difficult to say if this work is good for beginners or if it is only for the advanced student. We all have our own level. I personally found it helpful, interesting and quite motivating. If nothing else, it is fun to thumb through and just look at the wonderful pictures.

Fantasy enthusiasts and artists who would create their own cities and worlds will learn much from Rob Alexander, a working illustrator who has moved between games and collectible card game markets to magazine art. He's known for his fantasy and science fiction works as well as for landscapes and fine art, and *Drawing & Painting Fantasy Landscapes & Cityscapes* combines all his talents, packing in color examples throughout to help with fine drawings of fine art works. An outstanding 'how to' guide any aspiring fantasy artist can learn from. Diane C. Donovan California Bookwatch

This book gives an overview of designing fantasy backgrounds. I myself have years and years of drawing and painting experience and I cannot even begin to do the quality of drawings explained in

this book. This is really difficult work, you have to be taking college art courses (I'm studying at the Academy of Art University) and it will take me years to get to do this kind of work, but when I look at these pictures I know I will NEVER give up! For inspiration, this is ABSOLUTELY THE BEST. It is the most beautiful inspiring delicious book to have on your desk. You will look at the pictures over and over and over! So, good luck to everyone who aspires to be like Rob Alexander (the author)!

I recently got stuck in a huge bookstore during a massive snowstorm. From the art and comics section, I culled a giant stack of these "how to draw fantasy characters and landscapes"-type books, and for about an hour browsed through dozens of them. This was the most impressive. Totally mind-blowing. Admittedly, I can't offer much judgment on whether the author lived up to the ostensible purpose of this book -- teaching you how to draw your own fantasy landscapes -- but the illustrations herein cannot be matched by anything currently on the market. They're mesmerizing.

I got this book on a whim because it was a 2 for 1 deal with the "Fantasy Illustrator's Technique book" and I didn't have any expectations for it. I found myself referring to this book a great deal, more than the original book I bought. I used it for techniques on getting depth/distance to paintings, lighting, and for inspiration from pictures of different fantasy landscapes. It had mostly oils and digital art in it. I wish it had more on acrylic techniques, such as specifics on glazing or textures, but oh well, it's been a great buy, and I would recommend it for the mid to advanced level amateur artist with fantasy interests.

A lucid and comprehensive guide to the fundamentals of modern fantasy art-making. There are several featured pieces throughout the book which take the reader step-by-step through the artist's creative process, something I found to be enormously instructive. This book won't make anyone a great artist (no book will) but it will certainly help focus and hone one's techniques, as well as introduce some possibilities one may not have considered before. I'd recommend for anyone from beginner to advanced skill level: beyond that you probably no longer need a book...

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