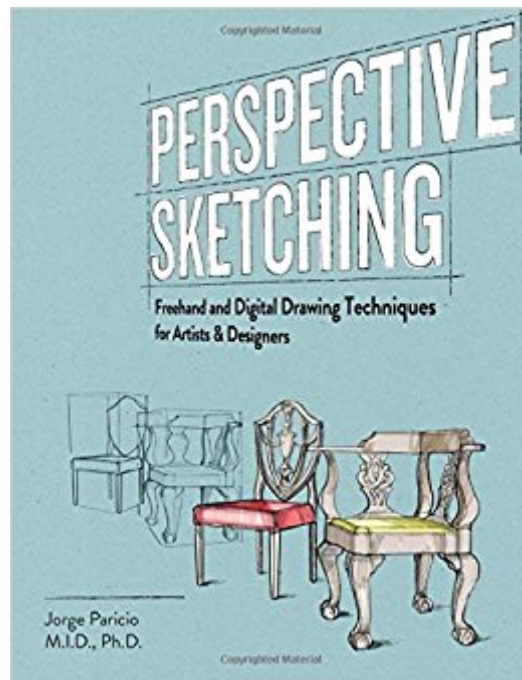


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# Perspective Sketching: Freehand And Digital Drawing Techniques For Artists & Designers



## Synopsis

Go beyond the horizon with Perspective Sketching. This book offers a command of the basic principles of perspective that is essential to creating dynamic, plausible compositions. With a user-friendly approach, this step-by-step guide will help you master the basics like scale drawing, contour line drawing, linear perspective, tone and texture, and more. Freehand skills like intuitive perspective and concept sketching help you to deepen your technique. Artist and designer Jorge Paricio also includes lessons on working with 3-D modeling in SketchUp and painting in Photoshop and provides a full chapter in blending traditional hand skills with digital media. This effective technique that draws on a broad sense of artistic qualities, coupled with mastering perspective, creates a sketching book unlike any other.

## Book Information

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## Customer Reviews

This book is very loosely written and glosses over many of the major topics in industrial design rendering. This book doesn't add anything of noteworthy compared to other ID books. I expected this book to teach a short hand to creating fast accurate design sketches. A short division technique to the usual long division that is setting up good perspective. It doesn't teach any of that and mostly tries to cover the breadth of presentation, sequential, Photoshop rendering. What it does teach is so badly executed. The efficiency sketching techniques of using 3D models, overlays, and basic form breakdown are all covered better in Scott Robertson's book "How to Draw. Not to mention Scott's book is like getting a college class in the subject. Compared with Jorge Paricio who loved listing his

Ph.D but lacks the skill to effectively teach an idea or even fully render a design to a competent level from someone with his credentials. This book uses no more than 4-5 sequential steps to the drawing demonstration. The steps that are shown are not the optimal steps to show off technique. This book is filled with large mostly rendered images, often taking up 80% of a page. The other 20% is text that glosses over information and comes off as basic or anecdotal. If you want to learn in depth perspective drawing/rendering I recommend Scott Robertson's books. If you want a book that attempts a little more overview of the full Product design rendering process get Drawing for product designers by Kevin Henry. His book not only covers all the information that Jorge Paricio tries to cover, but also does it more clearly and in depth. Kevin also lightly covers efficient approaches to drawing fast accurate design drawings. Something I really wish that perspective Sketching had covered better.

This book is an excellent guide to enhance freehand and digital drawing techniques as it outlines various types of perspective drawings with skillful illustrations and detailed explanations. Jorge Paricio effectively communicates these methods through different techniques and outstanding rendering details. This book is a great reference, and I would recommend it to any artists, designers, or anyone interested in the visual arts.

Are you looking for specific drawing techniques? Jorge Paricio, in his sketching book, will show you how to draw specific subjects (from sneakers to cars to a coffee maker) in a simple yet creative way that all drawing amateurs will be thankful for. I highly recommend it to anyone passionate about drawing and sketching.

Great book for perspective drawing! Extremely helpful with drawing and rendering products. This book helped me improve my drawing from loose sketches to polished renderings. I highly recommend this book if you are learning how to draw or if just want to improve and learn some new tips.

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