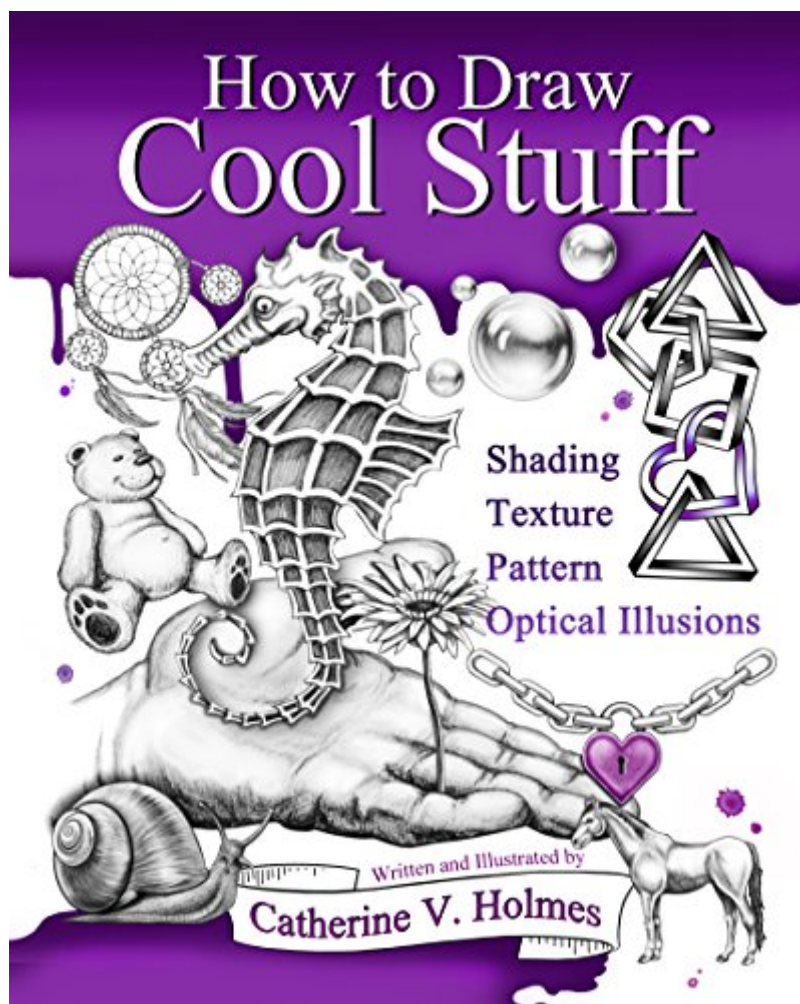


# How to Draw Cool Stuff: Shading, Textures and Optical Illusions PDF



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How to Draw Cool Stuff: Shading, Textures and Optical Illusions by Catherine Holmes ISBN B00UCLC6LI

“How to Draw Cool Stuff: Basics, Shading, Texture, Pattern and Optical Illusions” is the second book in the How to Draw Cool Stuff series. Inside you will find simple illustrations that cover the necessities of drawing cool stuff.

Specific exercises are provided that offer step-by-step guidelines for drawing a variety of subjects. Each lesson starts with an easy-to-draw shape that will become the basic structure of the drawing. From there, each step adds elements to that structure, allowing the artist to build on their creation and make a more detailed image.

Starting with the basic forms, the artist is provided a guide to help see objects in terms of simplified shapes. Instructions for shading to add depth, contrast, character and movement to a drawing are then covered. The varieties of texture and pattern that can be included in an artwork offer another layer of interest and depth to a design. These elements are necessary to indicate the way something looks like it feels in a work (texture) or creating the repetition of shapes, lines or colors (patterns). Illustrated optical illusions involve images that are sensed and perceived to be different from what they really are, showing examples of how the mind and the eyes can play tricks on each other.

All you need is a piece of paper, a pencil and an eraser and you are ready to draw cool stuff. Once the drawing is complete, it can be colored, shaded or designed in any way you like to make it original. Following these exercises is a great way to practice your craft and begin seeing things in terms of simple shapes within a complex object.

## **How to Draw Cool Stuff: Shading, Textures and Optical Illusions Review**

This How to Draw Cool Stuff: Shading, Textures and Optical Illusions book is not really ordinary book, you have it then the world is in your hands. The benefit you get by reading this book is actually information inside this reserve incredible fresh, you will get information which is getting deeper an individual read a lot of information you will get. This kind of How to Draw Cool Stuff: Shading, Textures and Optical Illusions without we recognize teach the one who looking at it become critical in imagining and analyzing. Don't be worry How to Draw Cool Stuff: Shading, Textures and Optical Illusions can bring any time you are and not make your tote space or bookshelves' grow to be full because you can have it inside your lovely laptop even cell phone. This How to Draw Cool Stuff: Shading, Textures and Optical Illusions having great arrangement in word and layout, so you will not really feel uninterested in reading.