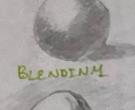


88 - THE BASICS OF LIFE DRAWING



CROSS HATCHING



BLENDING

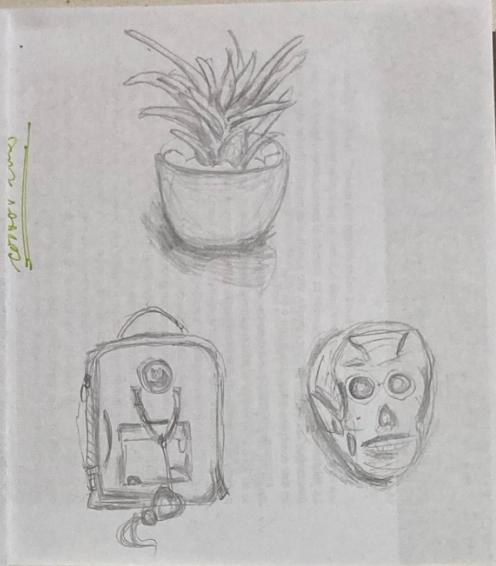
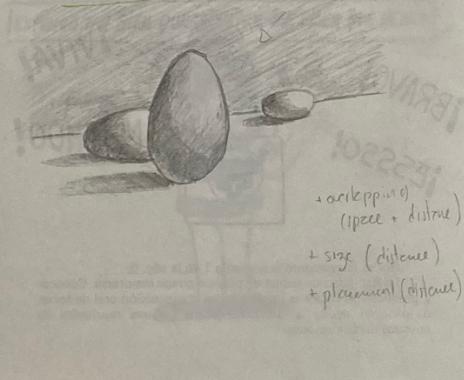


RENDERING

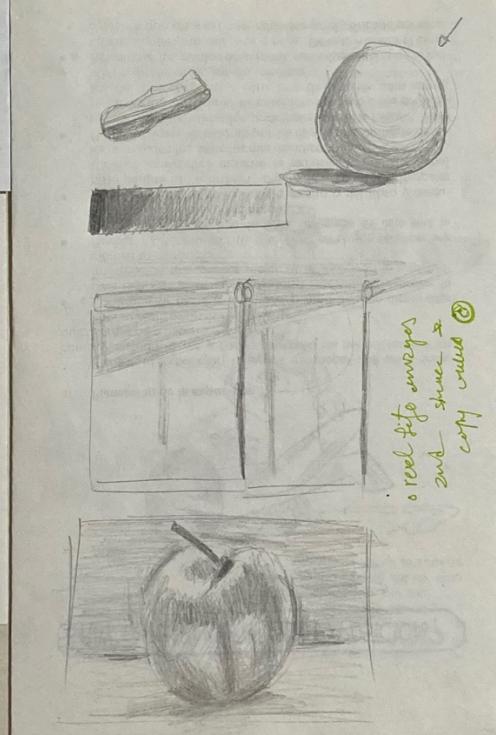
89 - HOW TO SKETCH A FRUIT STILL LIFE



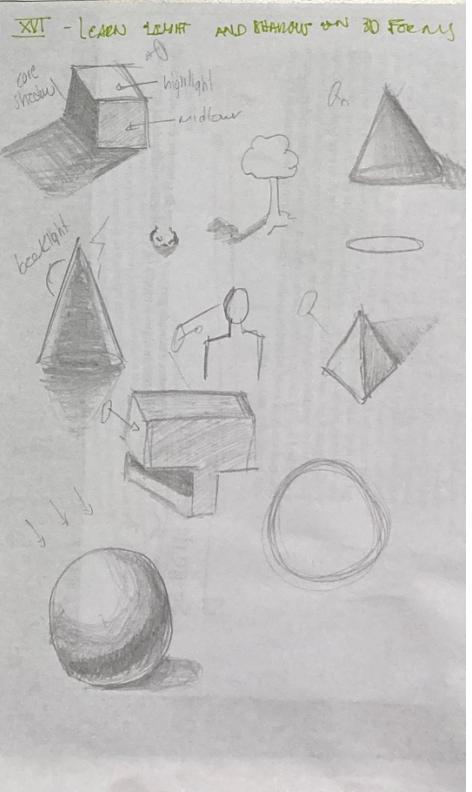
90 - OVERLAP SIZE AND PLACEMENT



90 - The value scale and how it works



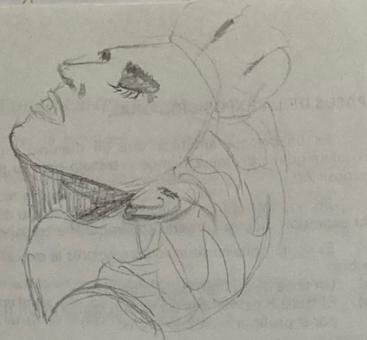
real life shapes
and sizes &
copy values



II - Realistic eye

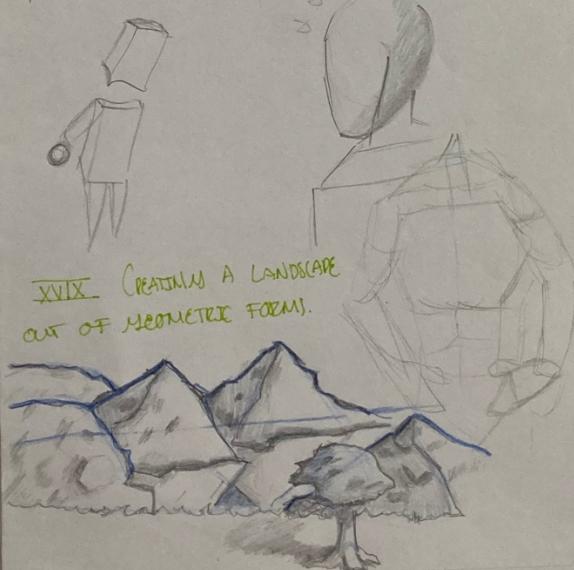


III - Line fundamental



XVII FRONAL
MEOMETRIC FORMS
IN THE HUMAN FACE

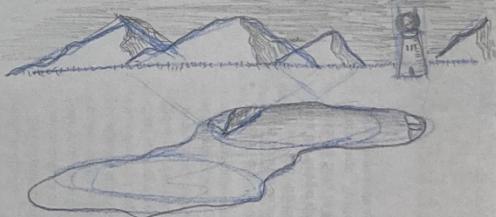
350.00
Delta + C 07390 MM
12 - 3 Jue \$16000
MM.



XVIII CREATING A LANDSCAPE
OUT OF MEOMETRIC FORMS.

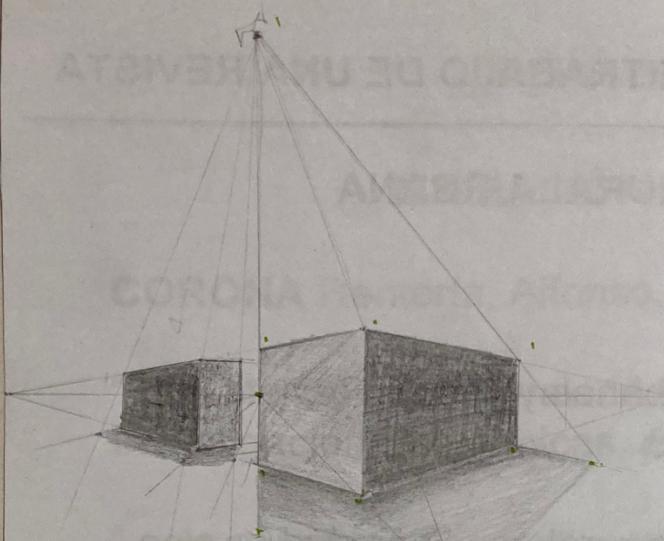


XIX - DRAWING A LANDSCAPE w/ MEOMETRIC FORMS

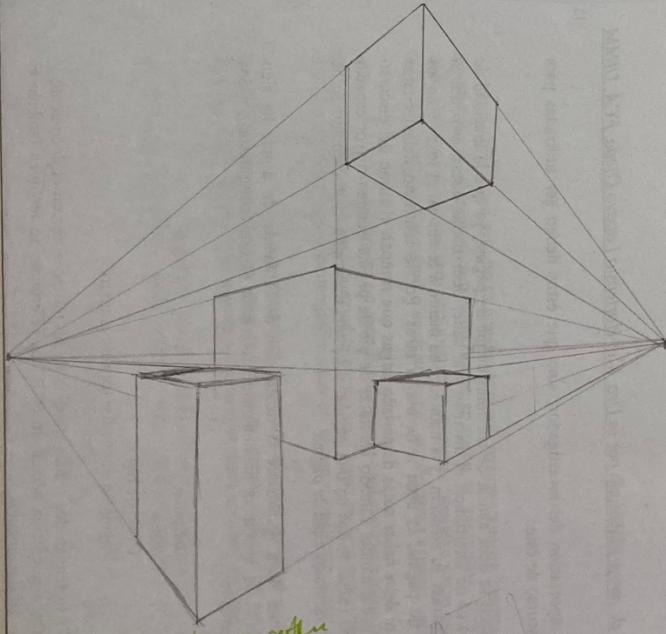
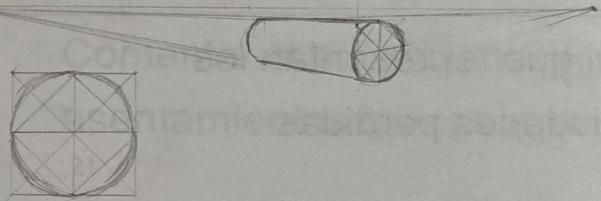


XIX Drawing a character w/ MEOMETRIC SHAPES





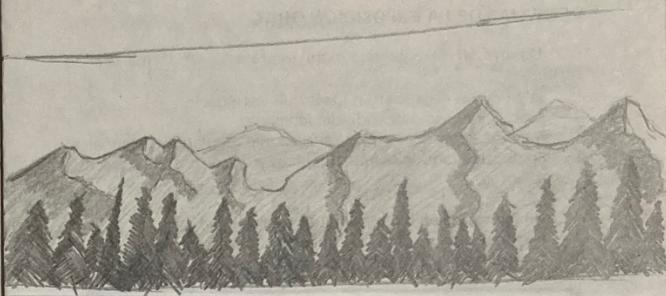
32 - CIRCLES IN PERSPECTIVE



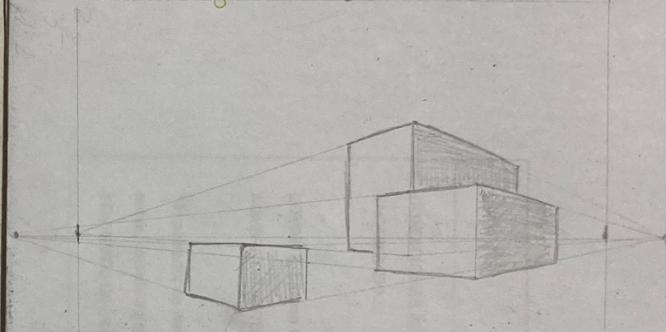
① Two point perspective shapes.



27 - CREATING SPACE w/ VALUE AND DETAIL IN YOUR DRAWINGS



34 - THE 60 Rule of TWO Point Perspective
only show 60 of your horizon line



35 - REALISTIC PERSPECTIVE DRAWINGS

