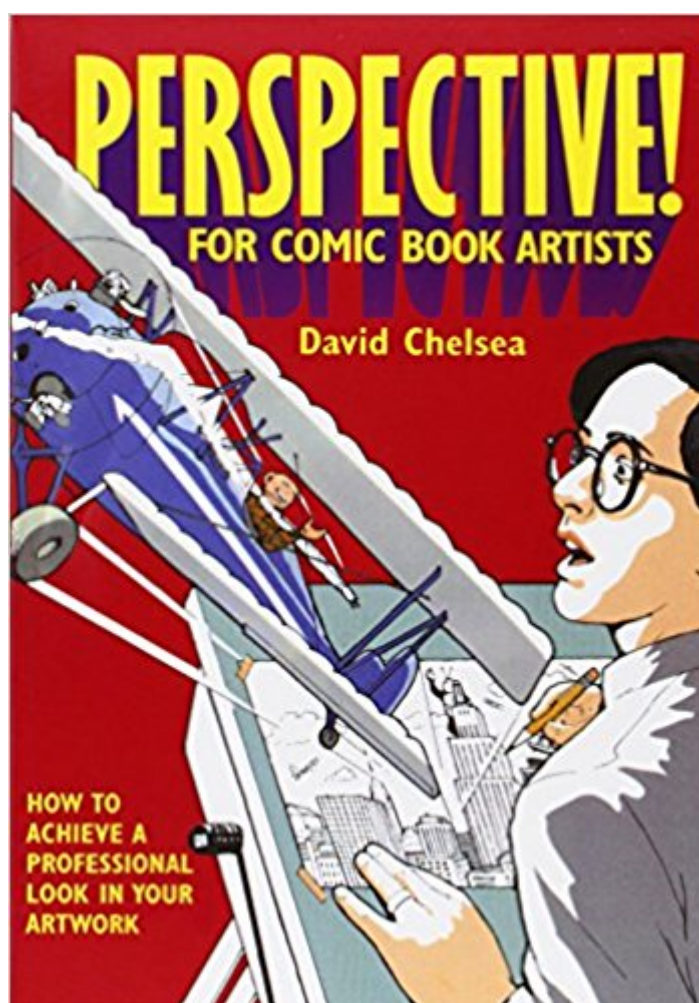


The book was found

Perspective! For Comic Book Artists: How To Achieve A Professional Look In Your Artwork



Synopsis

This clever book teaches artists the unique skill of drawing perspective for spectacular landscapes, fantastic interiors, and other wildly animated backgrounds to fit comic-strip panels.

Book Information

Paperback: 176 pages

Publisher: Watson-Guipill; 1st Printing edition (October 1, 1997)

Language: English

ISBN-10: 0823005674

ISBN-13: 978-0823005673

Product Dimensions: 7.1 x 0.5 x 10 inches

Shipping Weight: 15.2 ounces (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars 67 customer reviews

Best Sellers Rank: #61,223 in Books (See Top 100 in Books) #6 in [Books > Arts &](#)

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Customer Reviews

On par with similar books like Understanding Comics, really great for someone to learn more about art in general.

Great book! I'm a comic artist and make my own webcomic so i'm not a beginner but I've found this book immensely helpful in honing some of my skills further. Would recommend for amateurs and professionals alike.

I bought this book at the recommendation of Scott McCloud but was disapointed in its accessibility. I have basic drawing techniques but have never attended an art school or had a very formal art class. This led me to be very confused at times over the principles that Chelsea was describing, i would re-read and re-draw what i believed he was saying but still never felt too comfortable with anything he detailed beyond one point perspective. I enjoy learning comic principles in a comic form but i just wasn't as pleased with its accessibility as i had hoped. So if your just starting to draw this probably isn't the perspective book for you.

This is the DEFINITIVE book on Perspective. With Vertical and Horizontal lines drawn in, it really illustrates what Perspective is. But attempting to draw perspective in art is difficult to begin with, and this book is NOT for Amateur Nights. The art lines drawn here can really make you dizzy. It is a struggle to keep up with it, unless one does tons of practice. I am a cartoonist and I tried it, and I had to back off and give my eyes a rest. This book is complete, and interesting to study, but some pages may go over your head to attempt to grasp. This book is for serious people, not Amateur Nights. You really have to put your head into it, to get it right. But this book illustrates the Blueprint of perspective better than other books I've seen. If this book does not melt your brain, then try book "MAKING COMICS" by Scott Mc Cloud. It is the better drawing book.----- Luisa Felix

I am a professional artist with a fairly complete resume...and library! So I feel as though I can speak about this book with some amount of experience behind my words. I actually happened on this book as I really don't draw comics at all (I paint with my own hand-ground paints using methodology based on Renaissance techniques). Since I teach classical art and hadn't had time to draw up worksheets as I usually do about perspective for my students, I was searching bookshelves for a good text book to hand them. That's when I found this book...and I'm so glad that I did. Even people who don't paint even seem to enjoy reading it! The book is very well written and entertaining...everyone will learn something from it whether you've worked at your art for a day, a year or a lifetime. It takes the intimidating factors away from the theories of perspective. Adults can easily read it and kids are drawn to it in a second...a sneaky way to learn "complex" theories by reading "the funny pages"!

If you have problems with understanding perspective, then this book is a very good read. It teaches you how to see perspective and to use it. Thorough and informative, this book is a must have for people who want to add extra punch to their work.

This book was recommended by a top comicbook artist, and I ordered it blindly because I respected him. Of course I was a bit startled to see that it wasn't exactly a "how-to" book. But I decided to read it anyway. At first I was a little bored because it wasn't telling me anything that I didn't already know. Until it started to put things in a way that made me think. Some concepts down right confused me until I realized that I had never even thought about perspective in anyway that mattered before. From that point on, I was hooked, and would recommend this book to any artist of any skill. Its a must have!

This book was recommended to me by my art school drawing teacher and it helped me so much. The author focuses on how to create depth cues when drawing, especially on how to construct a perspective. Some art students use to find the rather technical construction of perspectives a rather boring topic but this book presents the topic in a really fun and engaging comic book story. Therefore, this book is both, a great learning tool but also fun to read.

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