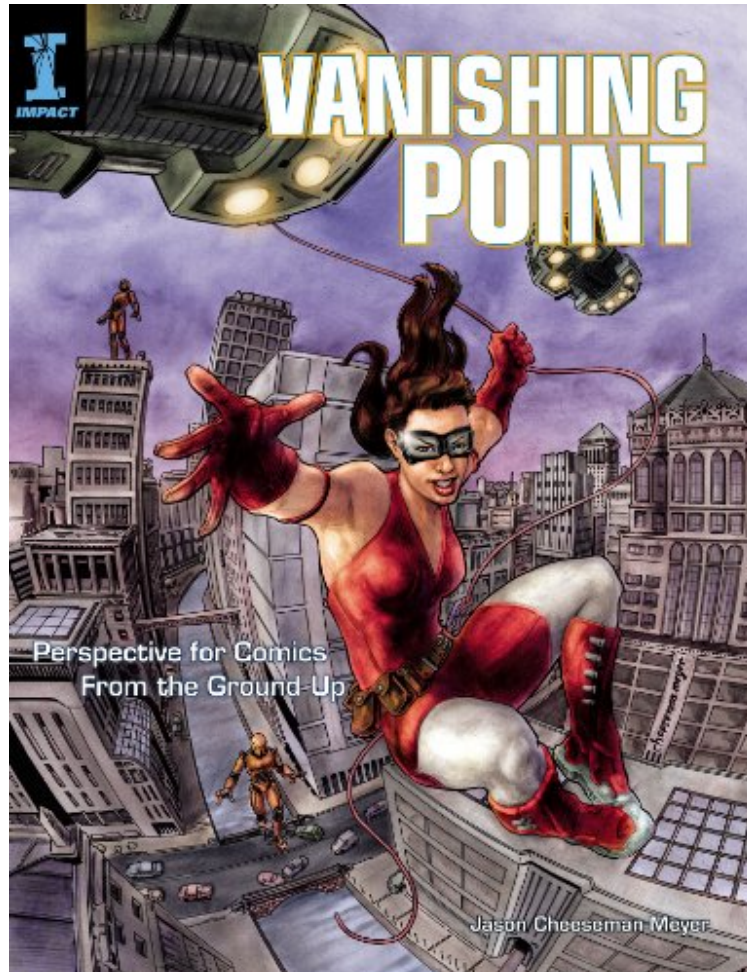


[Free] Vanishing Point: Perspective for Comics from the Ground Up

Vanishing Point: Perspective for Comics from the Ground Up

Von Jason Cheeseman-Meyer

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Von Jason Cheeseman-Meyer : Vanishing Point: Perspective for Comics from the Ground Up before purchasing it in order to gage whether or not it would be worth my time, and all praised Vanishing Point: Perspective for Comics from the Ground Up:

KundenrezensionenHilfreichste Kundenrezensionen6 von 6 Kunden fanden die folgende Rezension hilfreich. Good for artists of all skill levelsVon Parka[[VIDEOID:6024964]]For comic artists who want to start on perspective, this is the book for you. This is a step-by-step tutorial book that teaches perspective drawing, specifically for comics. And that means creating perspective from concept rather than observation.It explains all the foundational perspective rules (those point perspectives, drawing eclipses etc.), as well as tips on drawing characters in perspective. The explanations are simple and illustrated examples clear.This book even teaches curvilinear perspective, where "straight" lines are drawn as curves, such as the cover illustration. This is more commonly used in comic books and are not taught in other basic perspective books. In photographic terms, this is the fish-eye effect.Right at the end are pages of tricks and

techniques aimed at solving perspective problems, such as fixing distortions, good places to place vanishing points etc. This is a recommended book for artists at all skill levels. There are more pictures of the book on my blog. Just visit my profile for the link.

1 von 1 Kunden fanden die folgende Rezension hilfreich. interessant fr Comiczeichner, die an ihren Backgrounds arbeiten wollen

Von peEin Buch fr Comic-Zeichner, visierte Zeichner und passionierte Perspektive-Freaks. Fr Zeichen-Anfnger eher ungeeignet. Dieses Buch bietet einiges, setzt jedoch ein gewisses Talent voraus. Es gibt Bcher, die jeden Leser schlauer machen, dieses gehrt nicht dazu, weil es zu sehr auf die Grandiositt der Zeichnungen setzt, aber viele Zwischenschritte unterschlt. Das mag zunchst verwundern, gibt es ja gerade einige Step-for-Step-Anleitungen. Doch fehlen hier viele Steps.....Auch im Text zeigt sich das etwas selbstverliebte Beeindrucken-Wollen, das andere Autoren neben sich nicht gelten lsst, dabei gab es auch schon frher Publikationen zum gleichen Thema (kurvilineare Perspektive)....Andererseits gefllt mir der frische, zupackende, informative und auch leicht humorvolle Stil recht gut. Sehr gelungene Verbindung zwischen erster Concept-Sketch und sptem Rendering. Man sieht der Mann kommt aus der Praxis. Auch das fast durchgngige vierfarbige Seitendesign berzeugt und ldt zum Schm kern ein.

Fr Comiczeichner sicherlich ein Musthave. Mir selber htte es gefallen, wenn das Buch umfangreicher wre. Auch htte ich gern noch Kapitel zu interessanten Problemen der Schlagschattenkonstruktion gelesen.

Fazit: Tolle Kapitel zur kurvilinearen Perspektive, ansprechende Schaubilder, interessante Illustrationen und Comicseiten.

0 von 0 Kunden fanden die folgende Rezension hilfreich. Essential, very educational

Von Roger EugsterContratulation Mr. Cheeseman-MeyerAs an CG-amateur seeking a foundation for perspective issues - in your book I've found it. You cover essential terminology and apply it to substantial One- up to Five-Point-step-by-step-tutorials: You start very basic and guide up to complexity. Also very interesting and helpful are troubleshooting recommendations and the chapter "Putting It All Together".As a result I'm now able to set perspective groundings in my 3D-Modelings. I know out of experience how difficult it is to develop didactic-projects; you've done an exeptional job. Thank you very much for writing this book. Greetings from Switzerland

Kurzbeschreibung Master perspective like the pros! Vanishing Point shows you how to conquer the fundamentals of perspective drawing and then equips you with technical tricks and tools that make dynamic and complex scenes a snap. This complete guide helps you build your understanding of perspective to an intuitive level so you can draw anything you can imagine. Inside you'll find: Complete instruction on drawing in one-, two- and three-point perspective and four- and five-point curvilinear perspective (where "straight" lines are drawn as curves). Curvilinear perspective has not been taught in any other perspective book - until now! Full-color, step-by-step demonstrations move you beyond the theories and let you practice the techniques in real scenes. A special chapter on drawing curves helps you break out of the box and draw cylinders, ellipses, cars and, most importantly, people in perfect perspective. Shortcuts and tips show you how to create believable perspective in no time flat. No matter what your skill level, Vanishing Point offers you a new way of looking at perspective and lets you draw as though you have decades of drawing experience - even if you don't. You'll learn everything you need to know to pour your imagination on the page with power and confidence.

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Synopsis It can take thousands of drawings to develop a sense of perspective. With "Vanishing Point", readers will learn how to create successful perspective drawings fast the first time around by understanding where to place their vanishing points. No other book on the market features a detailed section devoted to five-point curvilinear perspective. "Vanishing Point" covers five-point perspective in depth, opening an endless range of possibilities for dramatic effects. Ideal for comics and fantasy artists, the book focuses on how artists can create detailed drawings of scenes that before had existed only in their head.