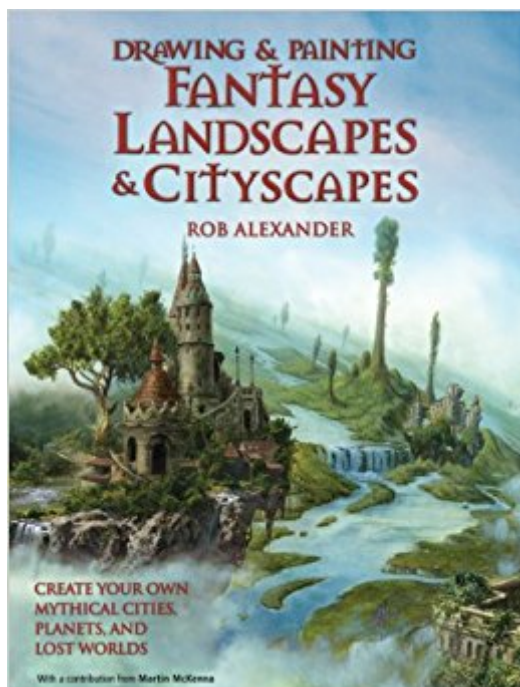


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# Drawing And Painting Fantasy Landscapes And Cityscapes



## Synopsis

Artists interested in graphic novels and comic book illustration will find all the guidance and inspiration they need to draw and paint landscapes that evoke myths and legends, lost empires, futuristic planets, dramatic dreamscapes, underwater worlds, and subterranean cities.

Easy-to-follow instructions and step-by-step illustrations demonstrate techniques for rendering a wide range of fantasy features, whether working in ink, watercolor, or computer pixels. Details covered in this heavily illustrated volume include -- choice of materials, with advice on getting the most from software programs . . . basics of perspective, architectural geometry, color, mood, and seasonal variations . . . landscape features, including skies, clouds, mountains, caves, deserts, snow, and water reflections . . . imagined landscapes from ancient cultures, future worlds, alien planets, undersea worlds, and surreal dreamscapes . . . cityscapes, from medieval towns to the metropolis of the future . . . famous fantasy worlds, from Atlantis to Middle Earth. This good-looking and instructive volume features a gallery of fantasy and science fiction images among its more than 200 color illustrations.

## Book Information

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## Customer Reviews

Rob Alexander is a Canadian artist working in the publishing, magazine, computer gaming, and collectable card game markets. He paints fine art, fantasy, science fiction, children's illustrations, and contemporary landscapes and has received numerous awards, including a prestigious Chesley Award from the Association of Science Fiction and Fantasy Artists.

I've given this book a 4 out of 5 not because I'm not entirely satisfied with it but because it's not exactly a "must have" book. It helps with, pretty much, what the title says, "Drawing and Painting Landscapes and Cityscapes". The book doesn't go in depth to teaching you step by step and stroke by stroke how to draw landscapes and cityscapes but what it does do I found helpful and excellent. The book begins in touching on basics art basics such as colour, moods, perspective, size, space, etc. Obviously it won't go in depth with these things because that's not the type of book it is nor is it this book's intention. Then, the book spends a good set of pages discussing different elements like weather, snow, trees, whatever. It points out things that some people often take for granted. After this section, the book discusses main aspects of 12 different types of land/cityscapes. This, I found extremely helpful as it gives you an idea of how to use reference images and photos. After all, environment design and landscape/cityscape drawing is very much a reference-based practice. Environment designers usually have a set of 10 to 20 photos around their actual canvas and then pick out features they find helpful in some, if not all, of those photos. I bought this book wanting hints and tips regarding landscape design. What I got was a little more. I was expecting to use this book simply for ideas. What I got was a touch up on 12 different types of landscapes, cityscapes, icescapes, seascapes, and what to look out for in each. It definitely gets your mind and vision working together so that your environment works out as a whole picture rather than having separate aspects of your environment contradicting each other. One example is having a storm in the background with a plain standing tree on a hill. The remark made is that the tree should be leaning with the storm [in that example it was leaning to the right]. This is something we take for granted. Surely, a storm will effect everything in its way. The problem is, when some artists draw environments, they often separate the environment and, although it may look fine at first glance, if one was to study the artwork it would become apparent that there are some crucial laws of motion that were disregarded by the artist. Before long, the environment becomes a pain to the trained eye. This books points out these sorts of things and more. If you're wanting to do environment design and just paint landscapes on any medium [drawings, paintings, digital, etc], I recommend this book. It's not a must have but definitely worth mentioning and having a look at. I bought it and don't regret it at all. In fact, I'm glad I bought it.

This book is amazing. It shows a lot of illustrations, tecniques, styles, but most of all it teaches how to do it very well. I keep this one close although it's for beginners. It makes a great gift for fantasy lovers who are now starting to learn how to draw and create worlds. This book inspires me to create more worlds.

I like this book, it explains procedures in a short manner which could be understood by a beginner, however, I found one big mistake on page 17."RGB: This emulates the way in which light of the three primary colors (Red, 'Green' and Blue) can be combined to produce any other color.""Green" is not a primary color, it is a "Secondary" color made by mixing Blue and Yellow. All and every color ever used are made from the 3 Primary Colors: Red, Yellow and Blue. They are called "Primary" because they cannot be made by "mixing" other colors. If you purchase this book please make note of this and correct it. I gave this 4 Stars because of the mistake and will look for others as I read more.

This book gives an overview o designing fantasy backgrounds. I myself have years and years of drawing and painting experience and I cannot even begin to do the quality of drawings explained in this book. This is really difficult work, you have to be taking college art courses (I'm studying at the Academy of Art University) and it will take me years to get to do this kind of work, but when I look at these pictures I know I will NEVER give up! For inspiration, this is ABSOLUTELY THE BEST. It is the most beautiful inspiring delicious book to have on your desk. You will look at the pictures over and over and over! So, good luck to everyone who aspires to be like Rob Alexander (the author)!

great book will use it often-----A+++++

This is a really great book, but it's not for beginners. It doesn't have step by step picture for you to follow along with. It's a nice book, but it didn't help me learn how to draw the cool landscape in it.

It's more a reference book with little to no step by step. Not for a beginner only for advanced users.

Absolutely a must for any artist wanting to learn how to draw or paint fantasy landscapes. It is a clear and concise book that teaches one how to do this easily. Love this book.

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