Making Everything Easier!™

2nd Edition

Drawing

FOR DUMMIES®

Learn to:

- Draw animals, people, still life, and more
- Master shading, blending, composition, and perspective
- Create your drawings from simple geometric shapes to finished artwork

Jamie Combs
Professor at the Herron School of Art & Design

Brenda Hoddinott
Award-winning artist and art educator

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Drawing For Dummies®, 2nd Edition

Visit www.dummies.com/cheatsheets/drawing to view this book's cheat sheet.

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How Can I Prove That I Own Copyright?
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How Do I Use the Copyright © Symbol?

Cheat Sheet

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by Jamie Combs and Brenda Hoddinott

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Jamie Combs is an artist and educator who grew up and lived in the Midwest until making a recent relocation to the East Coast. She earned a BFA in painting from Kendall College of Art and Design in Grand Rapids, Michigan, and an MFA in painting from Indiana University in Bloomington, Indiana. For several years, she has been teaching courses in drawing, painting, color theory, and design at various schools, including the Herron School of Art and Design in Indianapolis, Indiana, DePauw University in Greencastle, Indiana, and Ivy Tech Community College in Bloomington, Indiana. Jamie’s work as an artist and teacher is heavily informed by her training in and love for drawing.

Brenda Hoddinott is a self-educated visual artist, forensic artist, and illustrator. Her favorite drawing subjects are people, and her styles include hyperrealism, surrealism, and fantasy.

Dedication

For my mom – JC

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Introduction

Welcome to *Drawing For Dummies,* 2nd Edition, a book that focuses on the basics of drawing for beginning artists but also includes plenty of challenges for more experienced artists.

Most people begin to draw as soon as they can hold a crayon and then continue drawing enthusiastically throughout childhood. Some people keep drawing right into adulthood, while others wander off in different directions for a while and then rediscover drawing later in life. Because we've designed this book to be a helpful, user-friendly resource that assumes nothing about your experience, *Drawing For Dummies,* 2nd Edition, meets you wherever you are.

Our philosophy is simple: If you know how to see and make comparisons, you have what it takes to draw. Throughout this book, we show you a solid, manageable approach to drawing that works no matter what you're drawing. As you make your way through the book, you may be surprised to discover that after you figure out how to draw one subject, you can apply the same concepts to draw just about anything.

About This Book

Within this book, you discover everything you need to know to get started with drawing, including what supplies, techniques, and processes you need to use to create different types of drawings. The most valuable parts of this book are the numerous exercises and

projects we include for you to try, so be sure to keep your drawing supplies handy while you read! Along the way to each exercise and project, you find ideas, tips, and strategies that will help you finish it.

We cover a variety of subjects that all aim to reinforce the notion that good drawing comes from good seeing and to help you develop your drawing skills in a fun and efficient way. But don’t feel like you have to read it cover to cover. You can pick and choose what you read without missing the central ideas of the book. In most chapters, you find issues that are covered more fully in other chapters, but don’t fret; we provide plenty of cross-references to take you where you need to go to find the information you need.

The hundreds of illustrations you find in this book are there to show you what a solution to an idea or exercise may look like. They’re meant to illuminate and inspire, not to be exact replicas of your own drawings. When you work through the exercises and projects in this book, don’t worry if your drawings look different than the illustrations. The point is to master the concepts, not to adopt a particular drawing style. Your drawings will be unique creations — even if you follow the instructions exactly.

Your development as an artist is personal. Expect it to be unlike anything you’ve ever seen or known. Of course, you don’t have to navigate the journey by yourself. This book is here to help you understand key ideas about drawing and master important techniques and skills that artists throughout time have discovered again and again. All you need is an open, curious mind and a little patience and persistence.

Conventions Used in This Book

We've established the following conventions to make it easier for you to navigate this book:

- New terms are in *italics,* and we define them for you.
- **Bold** text highlights key words in bulleted lists and action parts in numbered lists.
- `Monofont` sets off Web addresses. When this book was printed, some Web addresses may have needed to break across two lines of text. If that happened, rest assured that we haven't put in any extra characters (such as hyphens) to indicate the break. So, when using one of these Web addresses, just type in exactly what you see in this book, pretending as though the line break doesn't exist.
- Before each project or exercise, you find a list of recommended supplies. If you don't have exactly those supplies, don't worry; you can do all the projects in this book with whatever supplies you do have. The results may be a little different, but not having the "right" supplies shouldn't be a barrier to drawing.

What You're Not to Read

It's not every day you're told to skip part of a book, and, in all honesty, we certainly won't mind if you read every

page of this one. But if you're strapped for time or just in a hurry to get to what interests you most, feel free to skip the following:

- **Any text marked with a Technical Stuff icon:** Although these paragraphs are interesting and may give you more insight into the world of drawing, they aren't essential to your growth as an artist.
- **Sidebars:** These gray-shaded boxes of text house information that's often fun and interesting (at least to us!) but slightly off topic.

If you're serious about learning to draw, don't skip over the stuff that looks more like work than fun. If you do skip over it initially, go back to it later because the work-oriented sections contain a lot of info about skills you need to have to kick-start your artistic growth. Art is work, but, as you may already know, the work is totally worth it and, in some cases, is actually the fun part!

Foolish Assumptions

In writing this book, we've made some assumptions about you:

- You've drawn a little but not in a serious way, and you'd really like to find out how to do it well.
- You may be afraid that drawing well depends on obvious natural ability.
- You may think drawing well means being able to draw realistically from your imagination.

- You may think drawing is only good if you create a good product.

We've used these assumptions to help us explain a whole new way of looking at drawing. As you make your way through this book, you find that our philosophy of drawing allows you to believe the following: that drawing is more than making a good product, that the act of drawing is a healthy and fulfilling experience in itself, that talent alone isn't enough to lead to good drawings, and that you can learn to be excellent at drawing no matter where you're starting from.

How This Book Is Organized

This book begins by helping you feel comfortable with drawing. From there, you discover the basics, from buying supplies to holding a pencil and from drawing lines to rendering shading. The rest of the book is loaded with various drawing subjects and topics; feel free to skip around in no particular order. Read a little, then draw a little, and then read and draw some more.

Part I: Discovering What It Takes to Draw

The title of this part says it all. If you're not totally convinced that drawing is for you, read through this part chapter by chapter and do the exercises and projects we include here. By the time you finish, you may be

surprised by how many of your concerns about taking up drawing are gone.

Here, you find information about what you need to know to start drawing from a list of drawing supplies to use to different ways to find inspiration to a summary of the steps you go through to make a drawing. You also discover what it means to look at the world around you as an artist.

As an added bonus, you find everything you need to know about the world of digital drawing (drawing with your computer and other similar devices) in case you're curious about how that type of drawing compares to traditional pencil and paper.

Drawing is a perfectly natural human ability. As with anything new, taking the first step is the most difficult part. But once you start working through this part, you'll likely discover a whole new, exciting, enjoyable, and productive activity.

Part II: Developing the Basic Skills

If you're a beginner to drawing, you won't want to miss the six chapters in this part. The basic skills we present here offer answers to many of the perplexing drawing questions you've probably been wondering about, like how to get started on a drawing, how to create dimension on a flat piece of paper, and many more. Even if you're a pro at drawing, you don't want to skip this part because you may find some new slants on old skills.

Here, you discover strategies you can use to transform three-dimensional objects into believable two-dimensional illusions. You find out how to use shading to render light and shadow as they move across objects and through space. You also figure out how to arrange and draw your subjects to create a complete and balanced drawing with a convincing sense of depth.

Whether you work your way through this part of the book in a few days or a few months doesn’t matter. Just stick with it, and give yourself the gift of a solid foundation for drawing. By taking your time to develop the basic skills you need in drawing, you’ll save yourself a ton of frustration down the road.

Part III: Experimenting with Subject Matter

In this part, you find a handful of chapters focused on the four major categories of drawing subjects: still life, landscape, animals, and people. Each chapter presents the drawing issues that come up when you’re drawing its particular subject of focus. You find out how to start your drawings in a simple way for both maximum control and maximum flexibility, and you get several opportunities to practice creating finished drawings of each type of subject.

By working through all or even two or three of the chapters in Part III, you discover that you really do have the tools you need to draw anything, because the act of drawing is essentially the same no matter what your subject is.

Part IV: The Part of Tens

This part of the book includes a buffet of tips to help make the drawing process a little easier for you, as well as ideas for drawing cartoons. If you've never thought about cartooning, perhaps this part will inspire you.

In case you finish all the projects we include in this book and still want more, we also include ten ways for you to grow as an artist. Finally, we answer some copyright questions to help you keep your work secure and to keep you from infringing on the rights of other artists.

Icons Used in This Book

In the margins of almost every page of this book, you find little circular drawings called *icons.* The icons are there to alert you to different types of information. Here's what they mean:

This icon saves you time and energy by showing you a helpful method for doing something.

This icon points out important information you need to know as you develop your drawing skills. Sometimes it's a reminder of something covered elsewhere in the book, and other times it lets you know that you need to remember this particular tidbit later.