



# How to Draw: drawing and sketching objects and environments from your imagination

By Scott Robertson, Thomas Bertling

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How to Draw is for artists, architects and designers. It is useful to the novice, the student and the professional. You will learn how to draw any object or environment from your imagination, starting with the most basic perspective drawing skills.

Early chapters explain how to draw accurate perspective grids and ellipses that in later chapters provide the foundation for more complex forms. The research and design processes used to generate visual concepts are demonstrated, making it much easier for you to draw things never-before-seen!

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With a combined 26 years of teaching experience, Scott Robertson and Thomas Bertling bring you the lessons and techniques they have used to help thousands of their students become professional artists and designers.

This book is indispensable for anyone who wants to learn, or teaches others, how to draw.

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### **Editorial Review**

#### **About the Author**

Scott Robertson has almost two decades of experience teaching how to design, draw, and render at the highest college level. He has authored or co-authored 11 books on design and concept art. In addition to books, he has co-produced over 40 educational DVDs with The Gnomon Workshop, of which nine feature his own lectures. For several years, Scott chaired the Entertainment Design department at Art Center College of Design. He frequently lectures around the world for various corporations, colleges, and through his own workshop brand, SRW. In addition to teaching, Scott has worked on a wide variety of projects ranging from vehicle and alien designs for the Hot Wheels animated series Battle Force Five, to theme park attractions such as the Men in Black ride in Orlando, Florida for Universal Studios. Some of his clients include the BMW subsidiary Design-works/USA, Bell Sports, Giro, Mattel Toys, Spin Master Toys, Patagonia, the feature film Minority Report, Nike, Rockstar Games, Sony Online Entertainment, Sony Computer Entertainment of America, Buena Vista Games, THQ, and Fiat to name just a few.

Thomas Bertling has an extensive background as a successful industrial designer and engineer, with a varied array of clients such as Disney, Samsung, and Whole Foods, and a diverse portfolio of completed products on the market, from state-of-the-art medical innovations to combat-ready military vehicles. This hands-on expertise gives him a distinct approach and remarkable edge in addition to being an acclaimed design educator. With substantial experience teaching all levels of perspective sketching and construction to both university students and corporate clients, he has created comprehensive and proven curricula rooted in practicality and real-world application. He currently serves as Director of Entertainment Design at Art Center College of Design as well as teaching several courses and training faculty members.

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