



How to Draw and Paint Fantasy Architecture: From Ancient Citadels and Gothic Castles to Subterranean Palaces and Floating Fortresses

By Rob Alexander

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Advice and instruction from a leading fantasy illustrator guides art students who intend to pursue careers illustrating computer games, children's books, graphic novels, and other related media. This book's opening chapter analyzes traditional architectural shapes that include arches, columns, towers, vaults, and buttresses. Chapters that follow apply principles of lighting, shadow, and perspective to the architectural forms, and discuss ways of creating surface textures and adding dramatic atmosphere to illustrations. Readers are then guided through a series of projects of increasing complexity in which they create illustrations dominated by fantasy castles, palaces, dungeons, and more. Here is comprehensive instruction in the techniques required for capturing fantastic buildings, alien architecture, and alternate realities. More than 250 enlightening color illustrations.

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Editorial Review

Review

"This is a beautiful book, with lots of helpful illustrations. . . . includes the work of multiple artists, not just the author. This helps you to see a variety of approaches."

--Digital Image Magazine

About the Author

Rob Alexander is an award-winning Canadian artist whose illustrations appear in magazines, computer games, children's books, and collectable card game markets. He is also the author of *Drawing and Painting Fantasy Landscapes and Cityscapes*, available in North America from Barron's.

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