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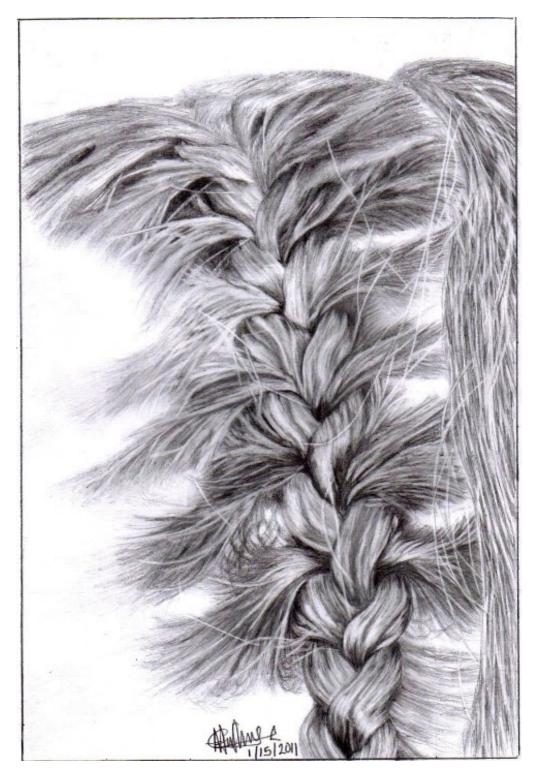
Complete Drawing: Pencil on Bristol Vellum Strathmore Drawing Paper: Pencils Used:

H1,HB,B2,B4



Complete Drawing: Pencil on Bristol Vellum Strathmore Drawing Paper: Pencils Used:

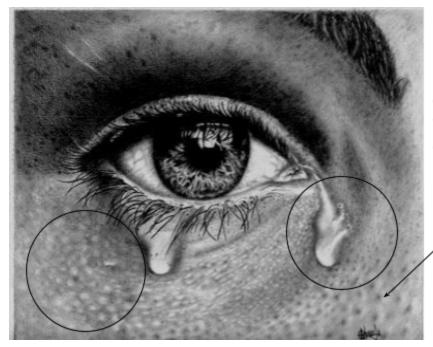
H1,HB,B2,B4



Pencil on A4 Printing Paper: Pencils Used: H1,HB,B2,B4



Complete Drawing: *Pencil on Bristol Vellum Strathmore Drawing Paper: Pencils Used: H1,HB,B2,B4*

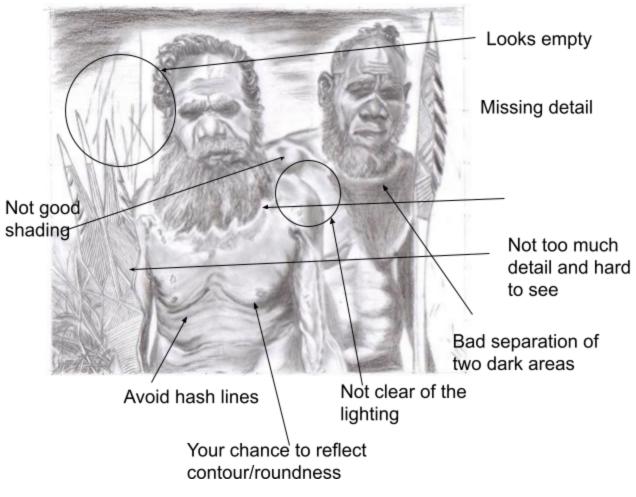


Pay attention to direction of the shading. Make sure you communicate this effectively.

Image used to portray what is discussed about in one of the chapters



Drawing in Progress: Pencil on Vellum Strathmore Drawing Paper: Pencils Used: H1



Pencil on A4 Printing Paper: Pencils Used: H1,HB,B2,B4

About the Author

Ernest has written eBooks about Art, Ethics and Technology. He holds a degree in Computer Programming and Development. He is a self-taught artist and currently works as a Software Developer. Ernest has researched numerous topics and brought insights to technology and art, his work can be followed at his website <u>https://www.ernestech.com</u>.

Why this book is worth reading

This book teaches you skills to use when drawing a realistic photo. Learn tricks professional artists use to bring the drawing close to realistic. Inside the book, you will find two sections, one for beginners and another for advanced.

In the beginner's section there are seven steps showing how to use one popular Drawing Method step by steps. This section will get you started creating drawing outlines with insights to guide you along when drawing realistically.

In the Advanced Section you will find tips and tricks to expand your knowledge about realism drawing, the chapters are written in a friendly and easy to understand manner. They include illustrations of the Authors Drawings and royalty free images. The content discussed in the book is the Author's experience and knowledge accumulated during the drawing sessions. However, the Author encourages learning by hands on, read the book and apply what is talked about in your own drawings.

Reading the book and not applying tips and tricks discussed herein, might not bring the results you anticipate to achieve realism. Therefore, the Author and anyone involved in producing this book imposes no liability of any loss or damage this book might cause.

How to use this book

In this book you will find tips and tricks to help you understand how to draw realistic photos. The steps include some of the best experiences while drawing and advice given in this context are personal experiences only, they may or may not help. I encourage you to practice drawing and find what works best.

This book can be used as a reference guide to drawing realistic objects. It can be used as an Introduction to Realism Drawing for Beginners as well as skilled Artists who want to expand their knowledge about Art in general.

Read the book and apply the concepts to your own drawings, allow other artists to critique your work and accept feedback with a grain of salt. Only pivot as you can see fit, not all advice is valid.

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Preface

Drawing an eye or any other object, takes skill to reflect realism at different levels. When embarking on a new drawing, planning is an essential part of achieving accuracy. It is important to have a plan in mind, lay down your plan on paper and try to think through some obstacles you might encounter. Thinking through your plan helps identify problems that lead to finding solutions.

If you want to draw a realistic eye or any other object, it is important to be aware of different textures of paper and pencils along with different sets of supply. Apart from knowing the tools that work for your style of art, shading is one of the most important skills to have when drawing realistically. To my knowledge, most Pencil Artists are successful because of mastering their unique shading techniques and expressing that in their drawing so much that eyes can't escape. In this book, we will talk about how to use different shading techniques and types of pencils that are used to achieve the most optimal results.

In addition, Erasers play a bigger role in realistic drawing, they come in different forms, shapes and some of them are electric. In chapter 3, we will look at how to choose the best eraser and see the technique behind utilizing an eraser to achieve best results. The science of Light can be showcased using erasers and pencils, this creates an illusion of light reflection.

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Mistakes are part of the process, whether a professional or beginner drawing, what matters is how you correct or incorporate them into your drawings without letting it be noticed. In chapter 4, we will look at what kind of destruction to avoid and how to better protect your drawing. This is normally overlooked and could impose a risk to archiving realism in your drawing.

Reference photo is an image you prepare to draw from, for example, you find a real picture of a dog (your dog) and you want to make a drawing out of it. The Reference photo is equally important as the actual drawing itself, the better you know how to choose the best reference photo, most likely the drawing will be captivating. In chapter 5, we will talk about how to choose and prepare a good reference photo. Chapter 6 main focus will be about how to create the best outlines which will then transition into chapter 7 when you find out how to use a well known method to draw.

Beginner's Section

The beginner's section is intended for a more entry level to drawing realistic images. As for every realistic drawing the key is preparation and knowledge about tools and techniques to use to achieve a realistic look for your drawing.

In the next chapter, we will take a look at what materials to gather in the preparation phase, understand one popular method of drawing and learn about how to outline (form structure, shapes) the reference photo that acts as foundation to your drawing and eventually, introduction to shading.

Steps to Creating Drawing Outlines

1. Step 1: Plan and Brainstorming

Think about the motivation behind drawing a certain subject. What will be the ramification of drawing that subject, this could be to show the drawing to your family and friends how much you have developed your drawing skills or could be that someone asked you to draw one of their family members.

Whatever reason you might have, make sure it is the driving force to your drawing. After finding your motive, imagine your drawing completed and hanging on the wall, hold that vivid image in your mind as if it was a clear tangible reference image to base your drawing on.

While imagining a complete drawing of what you are about to start drawing, think about what obstacles you might encounter when drawing, this could be things like:

- 1. How you are going to find good pencils
- 2. Do you want to use different kind of pencils, erasers or try a new paper for drawing
- 3. Time the drawing is going to be completed
- 4. Think about the end results, is this going to be printed on a paper for presentation purposes or are you keeping the original drawing for your own reference.
- 5. What dimensions of the drawing are you try to plot on the paper

6. Is there something unique or different about this drawing that you have never done before, how do you intend to overcome those differences.

7. Think about the end user, how are they going to perceive the drawing, what focal points or attributes in the drawing is the end user most likely going to say "Wow" about?

8. Think about where the drawing is going to live, is it going to be hung on the wall? Is it going to be displayed on the website. Either way, make sure the shading is dark enough to be shown from far away from the audience.

[Tip]: Sometimes when you work on the drawing that is too close to you, important elements will be forgotten. You might not shade too dark for the drawing to be viewed from far away at least a couple inches away from the drawing.

Keep in mind how the drawing is going to be viewed and consider the distance from the Audience so the drawing has enough value to be visible in a room.

- 2. Step 2. Gather Drawing Materials:
 - Pencils: For creating outlines use H1 or HB Pencil as they are lighter in shades and do

not leave dark strokes of pencil that might be hard to remove. The recommended pencils brand is Faber Castell.

- Not affiliated by no means



Image of Faber Castell B Pencil

[Optional]: <u>https://www.ernestech.com</u> has created a tool to help you create a plan and give it subtasks.