Sketching The Basics 2nd Printing Book Library

This is the first volume of a modern introduction to quantum field theory which addresses both mathematicians and physicists, at levels ranging from advanced undergraduate students to professional scientists. The book bridges the acknowledged gap between the different languages used by mathematicians and physicists. For students of mathematics the author shows that detailed knowledge of the physical background helps to motivate the mathematical subjects and to discover interesting interrelationships between quite different mathematical topics. For students of physics, fairly advanced mathematics is presented, which goes beyond the usual curriculum in physics.

This is an introductory course textbook in electronics, programming, and microprocessing. It explains how to connect and control various electronic components, how to wire and read common types of sensors, and how to amplify, filter, and smooth sensor readings. This will allow the learner to start designing and building their own equipment for research projects. The course starts at a beginner level, assuming no prior knowledge in these areas. Programming and microprocessing are taught using the Arduino IDE. This book can serve as a stand-alone crash course for a self-motivated learner. It can also be directly adopted as a course textbook for an elective in a college, university, or high school context. Sections include various fun lab activities that increase in difficulty, and enough theory and practical advice to help complement the activities with understanding. Resources are provided to the instructor to organize the lectures, activities, and individual student design projects. These tools will help any reader turn their electronic project ideas into functional prototypes.

Shafarevich's Basic Algebraic Geometry has been a classic and universally used introduction to the subject since its first appearance over 40 years ago. As the translator writes in a prefatory note, ``For all [advanced undergraduate and beginning graduate] students, and for the many specialists in other branches of math who need a liberal education in algebraic geometry, Shafarevich's book is a must.'' The second volume is in two parts: Book II is a gentle cultural introduction to scheme theory, with the first aim of putting abstract algebraic varieties on a firm foundation; a second aim is to introduce Hilbert schemes and moduli spaces, that serve as parameter spaces for other geometric constructions. Book III discusses complex manifolds and their relation with algebraic varieties, Kähler geometry and Hodge theory. The final section raises an important problem in uniformising higher dimensional varieties that has been widely studied as the ``Shafarevich conjecture''. The style of Basic Algebraic Geometry 2 and its minimal prerequisites make it to a large extent independent of Basic Algebraic Geometry 1, and accessible to beginning graduate students in mathematics and in theoretical physics.

Introduction to Sports Biomechanics has been developed to introduce you to the core topics covered in the first two years of your degree. It will give you a sound grounding in both the theoretical and practical aspects of the subject. Part One covers the anatomical and mechanical foundations of biomechanics and Part Two concentrates on the measuring techniques which sports biomechanists use to study the movements of the sports performer. In addition, the book is highly illustrated with line drawings and photographs which help to reinforce explanations and examples.

Ever since its original publication in Germany in 1938, Max Schweidler's Die Instandsetzung von Kupferstichen, Zeichnungen, Buchern usw. has been recognized as a seminal modern text on the conservation and restoration of works on paper. This volume, based on the authoritative revised German edition of 1950, makes Schweidler's work available in English for the first time, in a meticulously edited and annotated scholarly edition. An extensively illustrated appendix presents case studies of eleven Old Master prints that were treated using the techniques Schweidler discusses.

This is an established textbook on Basic Electronics for engineering students. It has been revised according to the latest syllabus. The second edition of the book includes illustrations and detailed explanations of fundamental concepts with examples. The entire syllabus has been covered in 12 chapters.

A book for anyone who wants to learn programming to explore and create, with exercises and projects to help the reader learn by doing. This book introduces programming to readers with a background in the arts and humanities; there are no prerequisites, and no knowledge of computation is assumed. In it, Nick Montfort reveals programming to be not merely a technical exercise within given constraints but a tool for sketching, brainstorming, and inquiring about important topics. He emphasizes programming's exploratory potential—its facility to create new kinds of artworks and to probe data for new ideas. The book is designed to be read alongside the computer, allowing readers to program while making their way through the chapters. It offers practical exercises in writing and modifying code, beginning on a small scale and increasing in substance. In some cases, a specification is given for a program, but the core activities are a series of "free projects," intentionally underspecified exercises that leave room for readers to determine their own direction and write different sorts of programs. Throughout the book, Montfort also considers how computation and programming are culturally situated—how programming relates to the methods and questions of the arts and humanities. The book uses Python and Processing, both of which are free software, as the primary programming languages.

"This publication is issued on the occasion of the exhibition Book of Beasts: The Bestiary in the Medieval World, on view at the J. Paul Getty Museum at the Getty Center, Los Angeles, from May 14 to August 18, 2019."

The new edition of an introduction to computer programming within the context of the visual arts, using the open-source programming language Processing; thoroughly updated throughout. The visual arts are rapidly changing as media moves into the web, mobile devices, and architecture. When designers and artists learn the basics of writing software, they develop a new form of literacy that enables them to create new media for the present, and to imagine future media that are beyond the capacities of current software tools. This book introduces this new literacy by teaching computer programming within the context of the visual arts. It offers a comprehensive reference and text for Processing (www.processing.org), an open-source programming language that can be used by students, artists, designers, architects, researchers, and anyone who wants to program images, animation, and interactivity. Written by Processing's cofounders, the book offers a definitive reference for students and professionals. Tutorial chapters make up the bulk of the book; advanced professional projects from such domains as animation, performance, and installation are discussed in interviews with their creators. This second edition

has been thoroughly updated. It is the first book to offer in-depth coverage of Processing 2.0 and 3.0, and all examples have been updated for the new syntax. Every chapter has been revised, and new chapters introduce new ways to work with data and geometry. New "synthesis" chapters offer discussion and worked examples of such topics as sketching with code, modularity, and algorithms. New interviews have been added that cover a wider range of projects. "Extension" chapters are now offered online so they can be updated to keep pace with technological developments in such fields as computer vision and electronics. Interviews SUE.C, Larry Cuba, Mark Hansen, Lynn Hershman Leeson, Jürg Lehni, LettError, Golan Levin and Zachary Lieberman, Benjamin Maus, Manfred Mohr, Ash Nehru, Josh On, Bob Sabiston, Jennifer Steinkamp, Jared Tarbell, Steph Thirion, Robert Winter

Long-awaited revision of this best-selling book on the Arduino electronics platform (35,000+ copies sold). Readers gain an in-depth understanding of the Arduino -- beyond just making simple projects. The Arduino is an affordable, flexible, open source microcontroller platform designed to make it easy for hobbyists to use electronics in homemade projects. With an almost unlimited range of input and output add-ons, sensors, indicators, displays, motors, and more, the Arduino offers you countless ways to create devices that interact with the world around you. This second edition of Arduino Workshop has been updated for the latest version of Arduino IDE. It begins with an overview of the Arduino system and then moves on to coverage of various electronic components and concepts, including revised content reflecting advances in displays, touchscreens, sensors, motors, GPS, and wireless technology. You'll learn about new hardware and find updated projects that cover areas like touchscreens and LED displays, robotics, using sensors with wireless data links, and even controlling projects remotely through a cell phone. Brand new chapters include coverage of MAX7219-based LED numeric displays, LED matrix modules, and creating your own Arduino libraries. Throughout the book, hands-on projects reinforce what you've learned and show you how to apply that knowledge. As your understanding grows, the projects increase in complexity and sophistication. Along the way, you'll learn valuable lessons in coding, including how to create your own Arduino libraries to efficiently reuse code across multiple projects. Among the book's 65 projects are useful devices like: • A digital thermometer that charts temperature changes on an LCD • A GPS logger that records data from your travels, which can be displayed on Google Maps • A handy tester that lets you check the voltage of any single-cell battery • A keypad-controlled lock that requires a secret code to open You'll also learn to build Arduino toys and games like: • An electronic version of the classic six-sided die • A binary quiz game that challenges your number conversion skills • A motorized remote control car with collision detection to keep it from crashing Arduino Workshop will teach you the tricks and design principles of a master craftsman. Whatever your skill level, you'll have fun as you learn to harness the power of the Arduino for your own DIY projects.

"We finally have the definitive treatise on PyTorch! It covers the basics and abstractions in great detail. I hope this book becomes your extended reference document." —Soumith Chintala, co-creator of PyTorch Key Features Written by PyTorch's creator and key contributors Develop deep learning models in a familiar Pythonic way Use PyTorch to build an image classifier for cancer detection Diagnose problems with your neural network and improve training with data augmentation Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands. Instantly familiar to anyone who knows Python data tools like NumPy and Scikit-learn, PyTorch simplifies deep learning without sacrificing advanced features. It's great for building quick models, and it scales smoothly from laptop to enterprise. Deep Learning with PyTorch teaches you to create deep learning and neural network systems with PyTorch. This practical book gets you to work right away building a tumor image classifier from scratch. After covering the basics, you'll learn best practices for the entire deep learning pipeline, tackling advanced projects as your PyTorch skills become more sophisticated. All code samples are easy to explore in downloadable Jupyter notebooks. What You Will Learn Understanding deep learning data structures such as tensors and neural networks Best practices for the PyTorch Tensor API, loading data in Python, and visualizing results Implementing modules and loss functions Utilizing pretrained models from PyTorch Hub Methods for training networks with limited inputs Sifting through unreliable results to diagnose and fix problems in your neural network Improve your results with augmented data, better model architecture, and fine tuning This Book Is Written For For Python programmers with an interest in machine learning. No experience with PyTorch or other deep learning frameworks is required. About The Authors Eli Stevens has worked in Silicon Valley for the past 15 years as a software engineer, and the past 7 years as Chief Technical Officer of a startup making medical device software. Luca Antiga is co-founder and CEO of an AI engineering company located in Bergamo, Italy, and a regular contributor to PyTorch. Thomas Viehmann is a Machine Learning and PyTorch speciality trainer and consultant based in Munich, Germany and a PyTorch core developer. Table of Contents PART 1 - CORE PYTORCH 1 Introducing deep learning and the PyTorch Library 2 Pretrained networks 3 It starts with a tensor 4 Real-world data representation using tensors 5 The mechanics of learning 6 Using a neural network to fit the data 7 Telling birds from airplanes: Learning from images 8 Using convolutions to generalize PART 2 - LEARNING FROM IMAGES IN THE REAL WORLD: EARLY DETECTION OF LUNG CANCER 9 Using PyTorch to fight cancer 10 Combining data sources into a unified dataset 11 Training a classification model to detect suspected tumors 12 Improving training with metrics and augmentation 13 Using segmentation to find suspected nodules 14 End-to-end nodule analysis, and where to go next PART 3 - DEPLOYMENT 15 Deploying to production

Introduction to Art: Design, Context, and Meaning offers a comprehensive introduction to the world of Art. Authored by four USG faculty members with advance degrees in the arts, this textbooks offers up-to-date original scholarship. It includes over 400 high-quality images illustrating the history of art, its technical applications, and its many uses. Combining the best elements of both a traditional textbook and a reader, it introduces such issues in art as its meaning and purpose; its meaning and purpose; its structure,

material, and form; and its diverse effects on our lives. Its digital nature allows students to follow links to applicable sources and videos, expanding the students' educational experiences beyond the textbook. Introduction to Art: Design, Context, and Meaning provides a new and free alternative to traditional textbooks, making it an invaluable resource in our modern age of technology and advancement.

Anderson's text captures both the toughness and the tenderness of the greatest work of Latin literature. Includes examinations of each book of the Aeneid, extensive notes, suggestions for further reading, and a Vergil chronology.

Looks at the basic techniques of drawing people, covering proportion, perspective, and composition, along with step-by-step instructions for drawing specific body parts.

Understanding anatomy is the foundation of great art, and this new collection of workshops from the world's best professional artists enables artists of all levels to bring their work to life. How to Draw and Paint Anatomy, 2nd Edition is the complete artist's guide on how to draw the structures and forms of humans and animals in easy-to-follow steps. In this superb collection of human and animal anatomy workshops, the finest artists in the world share their essential figure-drawing techniques, to ensure that readers of all skill levels will create fantastic images every time. Art students, professional illustrators, and creative amateurs alike will find inspiration and encouragement to develop their core skills and embrace innovative digital techniques. This second edition is filled to the bursting point with the best anatomy advice around. Every page is packed with easy-to-follow, step-by-step guidance on how to create better human and creature figures, written and illustrated by professionals. Essentially, it's years of art college training, distilled into one place! Eight detailed workshops are devoted to drawing and painting the human body. They present easy ways to master the art of human anatomy, with practical advice from head to toe. Readers learn how to create basic forms, and improve figure drawings by establishing the underlying structure of the human body. Clear instructions are provided for depicting all of the most challenging areas, from feet, hands and torsos to legs, heads and arms. Six workshops provide practical guides to animal anatomy. Starting with the basic forms of beasts, they offer the building blocks for better animal art and creature design. The authors describe how to discern the shapes beneath skin and fur, revealing how the core of the animal body operates and how to use it to bring life to animal art. Readers find out what animal faces have in common with human faces, and the crucial ways in which they differ. An accompanying CD supports the anatomy and painting workshops with the opportunity to get closer to the annotated sketches, watch videos of anatomy drawing in action, and examine high-resolution art files that illustrate how develop digital software skills.

In the present book, How to Win Friends and Influence People, Dale Carnegie says, "You can make someone want to do what you want them to do by seeing the situation from the other person's point of view and arousing in the other person an eager want." You learn how to make people like you, win people over to your way of thinking, and change people without causing offense or arousing resentment. For instance, "let the other person feel that the idea is his or hers" and "talk about your own mistakes before criticizing the other person." This book is all about building relationships. With good relationships, personal and business successes are easy and swift to achieve. Twelve Ways to Win People to Your Way of Thinking 1. The only way to get the best of an argument is to avoid it. 2. Show respect for the other person's opinions. Never say "You're wrong." 3. If you're wrong, admit it quickly and emphatically. 4. Begin in a friendly way. 5. Start with questions to which the other person will answer yes. 6. Let the other person do a great deal of the talking. 7. Let the other person feel the idea is his or hers. 8. Try honestly to see things from the other person's point of view. 9. Be sympathetic with the other person's ideas and desires. 10. Appeal to the nobler motives. 11. Dramatize your ideas. 12.Throw down a challenge.

In recent years, there has been a rapid growth of interest in the establishment of hybrid educational programs which merge design and engineering. Due to the condensed and multidisciplinary nature of this type of education, instruction in studio-based drawing must be intensified and communicated more efficiently. Two additional factors have redefined the need for conventional drawing skills as well: the domination of CAD-rendered drawings for detailed product depiction and the increased focus on product development collaboration. New textbooks which target communication and visual thinking through industrial design drawing have been hard to find until now. Nenad Pavels book assumes that a student has prior knowledge of the basics of form, perspective and shading. He presents a toolbox of techniques and instructions for how industrial designers can improve their hand-sketched visual communication. He also addresses diverse issues which a designer often confronts: product conception, aesthetics, construction, form and interface. The clear, practical and illustrative approach makes the authors points easy to implement in a short amount of time. This insures that it will be of interest to many related disciplines, including architecture and engineering, as well as being appropriate for the general public with an interest in skill-based design drawing.

Program Arduino with ease! Using clear, easy-to-follow examples, Programming Arduino: Getting Started with Sketches reveals the software side of Arduino and explains how to write well-crafted sketches using the modified C language of Arduino. No prior programming experience is required! The downloadable sample programs featured in the book can be used as-is or modified to suit your purposes. Understand Arduino hardware fundamentals Install the software, power it up, and upload your first sketch Learn C language basics Write functions in Arduino sketches Structure data using arrays and strings Use Arduino's digital and analog inputs and outputs in your programs Work with the Standard Arduino Library Write sketches that can store data Program LCD displays Use an Ethernet shield to enable Arduino to function as a web server Write your own Arduino libraries In December 2011, Arduino 1.0 was released. This changed a few things that have caused two of the sketches in this book to break. The change that has caused trouble is that the classes 'Server' and 'Client' have been renamed to 'EthernetServer' and 'EthernetClient' respectively. To fix this: Edit sketches 10-01 and 10-02 to replace all occurrences of the word 'Server' with 'EthernetServer' and all occurrences of 'Client' with 'EthernetClient'. Alternatively, you can download the modified sketches for 10-01 and 10-02 from here: http://www.arduinobook.com/arduino-1-0 Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

This book explains the basic sketching techniques and decisions more in depth and provides much more step-by-step example drawings, which makes it even more suitable for students and professionals who want to become better sketchers. Sketching the Basics can be seen as the prequel to Sketching as it is more targeted at the novice designer. The Basics explains the essential techniques and effects more in detail, taking the reader by the hand and guiding him step by step through all the various aspects of drawing that novice designers come up against. Sketching the Basics starts with the white sheet of

paper or the empty screen and explains the rudiments of learning to draw both clearly and comprehensively, using step by step illustrations, examples and strategies. You will learn to use and master the different techniques and also how to apply sketches in the design process. Internationally leading Designers from various cultures around the world contributed Designer Showcases to illustrate the sketching theory. They contributed series of sketches that reflect the process of the design, from thumbnail to final drawing. Drawings that have proven to be important in the decision-making The authors believe in active observation and participation by the student. During the drawing process there are many moments when choices alter the outcome. Being aware of those moments and the variety of choices and opportunities makes your attitude more flexible and less rigid. Sketching the Basics helps you to sketch with an open mind. And an open mind is key to a good design process.

A facility is only as efficient and profitable as the equipment that is in it: this highly influential book is a powerful resource for chemical, process, or plant engineers who need to select, design or configures plant sucessfully and profitably. It includes updated information on design methods for all standard equipment, with an emphasis on real-world process design and performance. The comprehensive and influential guide to the selection and design of a wide range of chemical process equipment, used by engineers globally • Copious examples of successful applications, with supporting schematics and data to illustrate the functioning and performance of equipment Revised edition, new material includes updated equipment cost data, liquid-solid and solid systems, and the latest information on membrane separation technology Provides equipment rating forms and manufacturers' data, worked examples, valuable shortcut methods, rules of thumb, and equipment rating forms to demonstrate and support the design process Heavily illustrated with many line drawings and schematics to aid understanding, graphs and tables to illustrate performance data

"Nobody asked you to show up." Every experienced product manager has heard some version of those words at some point in their career. Think about a company. Engineers build the product. Designers make sure it has a great user experience and looks good. Marketing makes sure customers know about the product. Sales get potential customers to open their wallets to buy the product. What more does a company need? What does a product manager do? Based upon Product School's curriculum, which has helped thousands of students become great product managers, The Product Book answers that question. Filled with practical advice, best practices, and expert tips, this book is here to help you succeed!

Describes the techniques of computer hacking, covering such topics as stack-based overflows, format string exploits, and shellcode.

Strengthen family and community engagement to promote equity and increase student success! When schools, families, and communities collaborate and share responsibility for students' education, more students succeed in school. Based on 30 years of research and fieldwork, this fourth edition of a bestseller provides tools and guidelines to use to develop more effective and equitable programs of family and community engagement. Written by a team of well-known experts, this foundational text demonstrates a proven approach to implement and sustain inclusive, goal-oriented programs. Readers will find: Many examples and vignettes Rubrics and checklists for implementation of plans CD-ROM complete with slides and notes for workshop presentations

"If you're looking for the next tool to help you solve your hardest (and most interesting) challenges at work, try a paper and pencil. This book teaches you how to use them well - and have a bit of fun along the way."--Back cover.

Whereas Sketching shows you how to draw various aspects of shape and form, and serves more as a reference book, The Basics explains things in more detail, taking the reader by the hand and guiding him step by step through all the various aspects of drawing that novice designers come up against.

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

Written to the core practical units of competency from the UEE11 Electrotechnology Training Package, Electrical Trade Practices 2e by Berry, Cahill and Chadwick provides a practical yet comprehensive companion text, covering the practical units within the UEE30811 Certificate III in the Electrotechnology Electrician qualification. Electrical Trade Practices is the practical volume to accompany Phillips, Electrical Principles.

DIVIn this long-awaited follow-up to the best-selling first edition of How to Draw Cars Like a Pro, renowned car designer Thom Taylor goes back to the drawing board to update his classic with all-new illustrations and to expand on such topics as the use of computers in design today.Taylor begins with advice on selecting the proper tools and equipment, then moves on to perspective and proportion, sketching and cartooning, various media, and light, shadow, reflection, color, and even interiors.Written to help enthusiasts at all artistic levels, his book also features more than 200 examples from many of today's top artists in the automotive field. Updated to include computerized illustration techniques./div

A must have for product design students! Are designers still making drawings by hand? Isn't it more advanced to use a computer in this computer era? Some may think sketching is a disappearing skill, but if you ever enter a design studio, you will find out differently. Studios still make sketches and drawings by hand and in most cases, quite a lot of them. They are an integral part of the decision-making process, used in the early stages of design, in brainstorming sessions, in the phase of research and concept exploration, and in presentation. Drawing has proved to be, next to verbal explanation, a powerful tool for communicating not only with fellow designers, engineers or model makers but also with clients, contractors and public offices. This book can be regarded as a standard book on design sketching, useful for students in product design.

A fully revised and updated edition of the essential companion to Drawing on the Right Side of the Brain--over half of the exercises are new! Millions of people around the world have learned to draw using the methods outlined in Dr. Betty Edwards's groundbreaking Drawing on the Right Side of the Brain. In this workbook, the essential companion to her international bestseller, Edwards offers readers the key to truly mastering the art of drawing: guided practice in the five foundational skills of drawing. Each of the forty carefully constructed exercises in this updated second edition is accompanied by brief instruction, sample drawings, ready made formats and blank pages on which to draw, and helpful post-exercise pointers. You will explore wide-ranging subject matter—still life, landscape, imaginative drawing, portraits, and the figure—and gain experience with various mediums, such as pen and ink, charcoal, and Conte crayon. Learning to draw is very much like mastering a sport or a musical instrument: once you understand the basic skills, you must practice, practice, practice. This brilliantly designed and practical workbook from a world-renowned art teacher offers the perfect opportunity to improve your skills and expand your repertoire.

With its tutorial-based approach, this is a practical guide to both hand- and computer-drawn design. Readers will learn to think three-dimensionally and build complex design ideas that are structurally sound and visually clear. The book also illustrates how these basic skills underpin the use of computer-aided design and graphic software. While these applications assist the designer in creating physical products, architectural spaces and virtual interfaces, a basic knowledge of sketching and drawing allows the designer to fully exploit the software. Foundational chapters show how these technical skills fit into a deeper and more intuitive feeling for visualisation and representation, while featured case studies of leading designers, artists and architects

illustrate the full range of different drawing options available. Hundreds of hand-drawn sketches and computer models have been specially created to demonstrate critical geometry and show how to build on basic forms and exploit principles of perspective to develop sketches into finished illustrations. There's also advice on establishing context, shading and realizing more complex forms.

From how to sketch to why to sketch

Imagination is the source of creativity and invention. This volume of essays has been collected expressly to bring readers new ideas about imagination and creativity in education that will both stimulate discussion and debate, and also contribute practical ideas for how to infuse daily classrooms with imaginative activities. Researchers and educators around the world have taken up the discussion about the importance of imagination and creativity in education. This global relevance is represented here by writings from authors from Brazil, Canada, China, Denmark, Italy, Israel, Japan, and Romania.

If you've ever wanted to draw or design cars, this book is for you.

Do you feel like your thoughts, ideas, and plans are being suffocated by a constant onslaught of information? Do you want to get those great ideas out of your head, onto the whiteboard and into everyone else's heads, but find it hard to start? No matter what level of sketching you think you have, Presto Sketching will help you lift your game in visual thinking and visual communication. In this practical workbook, Ben Crothers provides loads of tips, templates, and exercises that help you develop your visual vocabulary and sketching skills to clearly express and communicate your ideas. Learn techniques like product sketching, storyboarding, journey mapping, and conceptual illustration. Dive into how to use a visual metaphor (with a library of 101 visual metaphors), as well as tips for capturing and sharing your sketches digitally, and developing your own style. Designers, product managers, trainers, and entrepreneurs will learn better ways to explore problems, explain concepts, and come up with well-defined ideas - and have fun doing it.

Packed with exquisite artwork and illustrations, EXPLORING THE BASICS OF DRAWING, 2e delivers a comprehensive introduction to the art of drawing. This new edition offers thorough coverage of the fundamental skills needed to learn still-life drawing, basic shapes, and the key concepts of perspective, light, value, and space. Its reader-friendly format offers clear instructions and detailed descriptions. The author thoroughly explains and illustrates each step of the drawing process--reflecting her three decades of professional illustration experience. With new chapters on figure and landscape drawing, as well as unique projects demonstrating the step-by-step process, readers will gain the knowledge and practice they need to build their skills and confidence. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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