

[Mike Jefferies](#)

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## From Library Journal

Inspiration may be the most important element in the psyche of an artist. These volumes represent three widely different sources of inspiration, one from the spiritual world of Zen, another from the personal guidance of an accomplished mentor, and the last from the wildest reaches of the imagination. Carbonetti had a surprise hit with her first book, *The Tao of Watercolor*. This one may also find a wide audience, despite its rather superficial use of Zen. It is a bold attempt, but those seriously interested in Eastern religion as artistic inspiration will be disappointed. Howard is a master of light in both watercolor and oil. Appointed Official Artist in Northern Ireland and a member of the Royal Academy, he is a stimulating teacher with strong views. Going from the sublime to the hideous, Jefferies's book on fantasy art will either stimulate the imagination or provoke nightmares. His is one of the best manuals for creating beasts, angels, demons, wizards, and cursed castles. He even gives tips on making maps for lands where your creatures can roam. Three good volumes, each sure to find an audience.

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## Product Description

This guide aims to make learning to draw fantasy art as simple as possible. All the basics are covered, to provide a sound foundation in drawing techniques, and illustrations and step-by-step drawings show how these are put into practice. The book includes practical information on tools and equipment, drawing beasts, angels and demons, costumes and props, expressions and gestures, backgrounds and scenery, and creating drama and atmosphere.

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## Customer Reviews

*Fantasy Art (Learn to Draw (HarperCollins))* rated 4.0/5.0 based on 1 ratings 1 reviews

2000-03-18T17:20:38+00:00 "**jackalwere**" rated 4.0/5.0:

The book teaches the reader basic technics of drawing, focusing on certain figures and objects common to the fantasy world. I found it excellent in starting to learn how to draw these figures (from nearly nothing), and how to use the basic figures I have learned, to draw others - made by my imagination. The only fallback in this book - as in any is that you only learn the basics and are left with a limited bank of figures you know to draw well (usually from only one point of view) and with a lot more in you

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