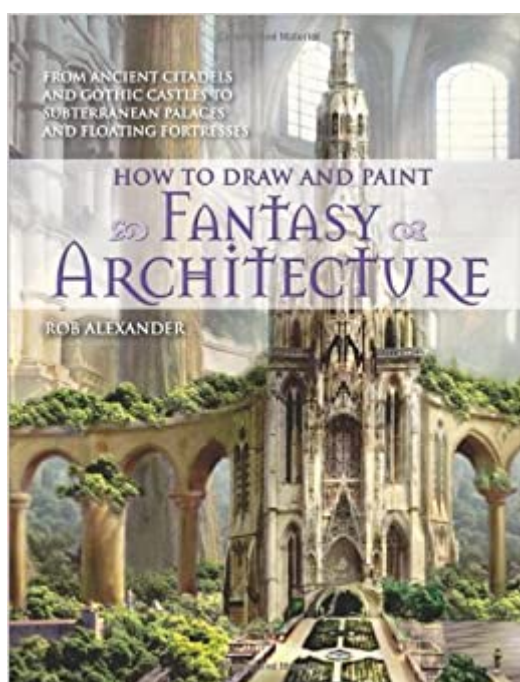


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# How To Draw And Paint Fantasy Architecture: From Ancient Citadels And Gothic Castles To Subterranean Palaces And Floating Fortresses



## Synopsis

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.

## Book Information

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## Customer Reviews

“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](#)

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.

This book has an amazing title and concept but the execution left me sorely disappointed. I love creative architecture and happen to be working on an art project that could benefit from having such a book, so I thought it would be a win win. The title and preview of this book caught my eye, and I judged a book by it's cover, preview and title. There is a nice section on Gothic architecture, about 3 pages long of drawing references, but the other sections are pathetic in comparison. The Middle Eastern section (some of the most beautiful architecture in the world) was short and repeated similar images of virtually identical cubic buildings. Many of the sections repeated imagery that was virtually identical and some boorish. I am giving it 3 stars because it had some nice references and some good drawing details on Gothic architecture, and a scarce few in the other sections. The digital paintings were hit and miss. Some appeared lovely (like the cover), and some were blurry and hard to reference detail. This would be fine if detail was provided in the drawing example of each styled section as much as it was in the Gothic section, but it's not. I recommend looking at the book in a bookstore before buying it on here. It does not hold up to it's title which is how to draw fantasy architecture. It's more like a poor reference book with some drawings and basic advice on what tools to use (which for some reason is in the back of the book rather than the front). If you are going into fantasy architecture drawings, I think it's safe to say you are not a beginner, but if you are this section is not bad, but not great either. There were also references and explanations of different lighting in the back which were helpful. Either way the Gothic section showed what this book could have been, a nice reference book with several pages of well thought out detail for each section. But for whatever reason the author did not follow through in this manner with the other sections at all.

I have to agree with other reviewers. There is no actual instruction on how to draw anything. It's more of a theory book. For example, it talks about perspective but doesn't show you how to draw in perspective. So if you're looking to learn how to draw a cathedral or other structures, you won't get that. The area I was excited about was details and textures because I thought it was going to teach how to draw those textures, but those weren't great tutorials. I read the instructions, but it didn't quite help me achieve the techniques on the canvas. The other issue that I have is that about 50% of the book isn't even about architecture. It was about color theory, composition, perspective, etc. Which was all interesting, but those are things you learn from other books. More theory books. I didn't think it was all bad though. What I did love and wished there was more of was the first chapter that talked about different styles and history of architectural structure. This was very inspiring and gave me a direction to go when researching references for my drawings. While I didn't believe that chapter that talked about lighting, composition, and color were useful for the type of book I thought I

was reading, I did feel there was a lot of great knowledge there that was really helpful. If you don't mind having these subjects in this book, then you will find that to be a positive, because it was really well put together and in depth. The same is true for the texture section as well. Overall, it's a great book for my collection, because there was a lot of good information that is useful to me, so I will be returning to it again and again. However, if you're looking for a how to book that shows you how to draw these structures, then this is not the book.

I've wanted to buy this book for a long time and I'm glad I finally did! Rob Alexander presents us with background information about various historical architectural periods, how and why certain types of architecture were built, and gives us basic artistic construction information. After showing examples from artisans of the period (from kings to paupers), he puts these skills to work and creates wonderful fantasy architecture and amazing landscapes where anything in our imagination can be possible. His skills and talents are amazing and his architecture is fascinating. He provides basic explanations, general instructions for the architecture, and insightful guidance concerning the use of light, dark, color, shape and form to direct the viewers eyes throughout the landscape created. He provides keypoints and strategies for light, shadow, values, shade, perspective, distance, depth, composition, concept, color, mood, and drama. He provides information about the grain and texture of wood, how it's carved, painted, and joined--so we can recreate authentic looking artwork. He provides similar information concerning working with stone--in walls, buildings, and nature. He provides details about creating marble--in new, weathered, and crumbling buildings. He also details how to create mosaics and painted tiles that look new or aged. Finally, he details how to create the look of fire damage to exterior and interior buildings--what's the value of a fantasy world where there aren't opponents, demons, or dragons to bring destruction and decay to whatever humans create? Alexander's brilliant illustrations presented throughout this book provided me with lots of examples to practice on, and they have initiated even more ideas for scenes I want to create. I've had fun exploring the various architectural styles and artistic techniques. I highly recommend this book for anyone interested in fantasy architecture.

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