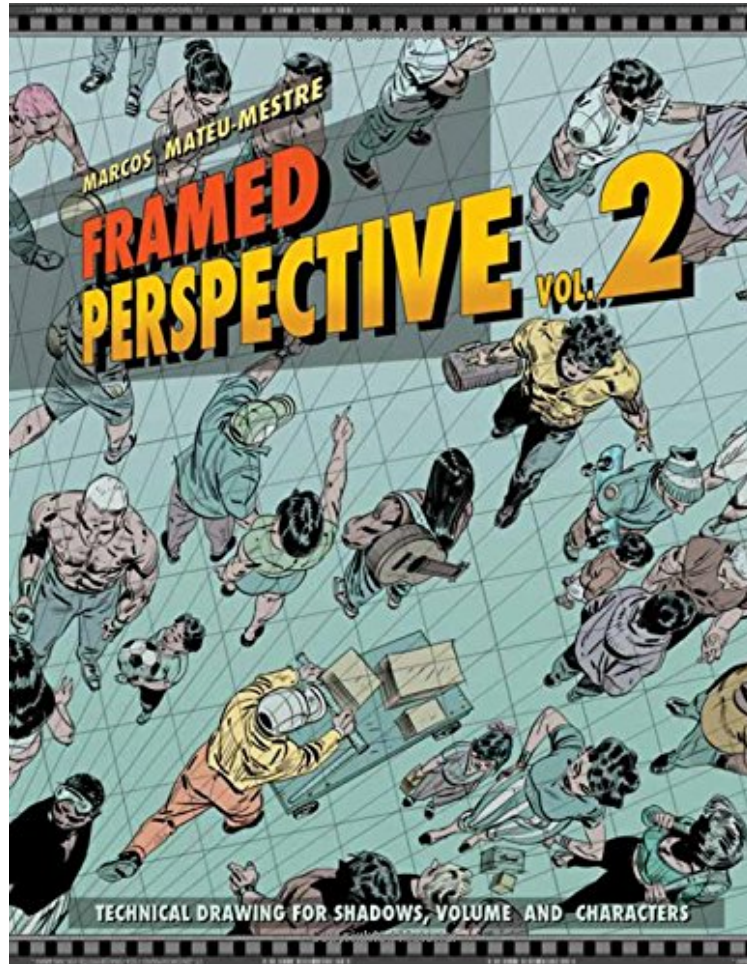


## Framed Perspective Vol. 2: Technical Drawing for Shadows, Volume, and Characters

Marcos Mateu-Mestre

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**Marcos Mateu-Mestre : Framed Perspective Vol. 2: Technical Drawing for Shadows, Volume, and Characters** before purchasing it in order to gage whether or not it would be worth my time, and all praised Framed Perspective Vol. 2: Technical Drawing for Shadows, Volume, and Characters:

9 of 11 people found the following review helpful. Advanced, but amazing!By DS IllustrationI've been a fan of Marcos Mateu-Mestre's work ever since discovering 'Framed Ink', which quickly became one of my most recommended art books. I'm happy to say, these new volumes live up to every bit of my expectations.Framed Perspective Volume 2 picks up where Volume 1 leaves off. Primarily, it focuses on how light and shadow fall on objects in perspective. Admittedly, this can get pretty advanced at times (ie. how long is the shadow from a steeple across a staggered roof?), but the resource of information is invaluable.For me, the highlight of the book (and the

majority of it's focus), is how Marcos describes and deconstructs the human form into simple geometric shapes so that you can apply the very same lighting principals to lighting the human figure. Aside from a few notable exceptions (ie. Burne Hogarth's Dynamic Lighting), I can think of VERY few other books that delve into the subject of creating accurate lighting from imagination. Aside from the wonderful cache of information in this book, much like Framed Ink, it is chock full of beautiful drawings that are sure to impress any artist. I think this book would be a great value at even double the cover price. 1 of 1 people found the following review helpful. Great for professionals  
By Pixelpusher Just what I needed. Great for professionals. 1 of 1 people found the following review helpful. Five Stars  
By Yong Zhou Very useful for me

Building on the foundation established with the first book in the series, Framed Perspective 2 guides artists through the challenging tasks of projecting shadows in proper perspective on a variety of environments and working with characters in perspective set in particular situation or setting. Author and artist Marcos Mateu-Mestre reveals the many techniques and mechanics he has used to become proficient in such endeavors, including using anatomy, shadows, and clothing folds to define the shape and volume of characters within an environment. He also shares how to effectively observe a model or object to extract the right amount of information to then translate it into an impactful graphic and visual image, the goal of every visual storyteller.

About the Author Born in Palma de Mallorca, Spain, Marcos Mateu-Mestre is a visual concept, traditional animation layout, and graphic novel artist with 25 years of experience in feature animation. Some of his film credits include Balto, The Prince of Egypt, Asterix and the Vikings, Surfs Up, and How to Train your Dragon 2. His work in film, primarily for DreamWorks Animation and Sony Pictures Animation, has been focused on both the design and cinematic aspects of frame composition, lighting, and visual continuity of many key animation sequences, experience he summed up in his international best-selling book Framed Ink: Drawing and Composition for Visual Storytellers. In addition to his work in film, he has taught drawing, illustration, and visual storytelling techniques for 12 years and been a member of several international film festivals. Mateu-Mestre currently lives in Los Angeles.  
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