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How to Draw Cool Stuff: Basics, Shading, Texture, Pattern and Optical Illusions is the second book in the How to Draw Cool Stuff series. Inside you will find simple illustrations that cover the necessities of drawing cool stuff.

Review: How to Draw Cool Stuff: Shading, Texture, Pattern ...

How to Draw Cool Stuff: Shading, Texture, Pattern and Optical Illusions is a worthy sequel; even though the first book How to Draw Cool Stuff: A Drawing Guide for Teachers and Students is a very good book. However, the second book surpasses the first book in the respect that it not only accommodates almost every skill level, it s different to every other instructional drawing guide out there.

How to Draw Cool Stuff: Shading, Texture, Pattern and Optical Illusions - Book Preview

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How to Draw Cool Stuff: Shading, Textures and Optical ...

elcome to €eHow to Draw Cool Stuff: Basics, Shading, Texture and Pattern, Optical Illusions €; a guide for the enthusiastic artist. By having this book in your possession

How to Draw Cool Stuff: Shading, Textures and Optical ...

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