

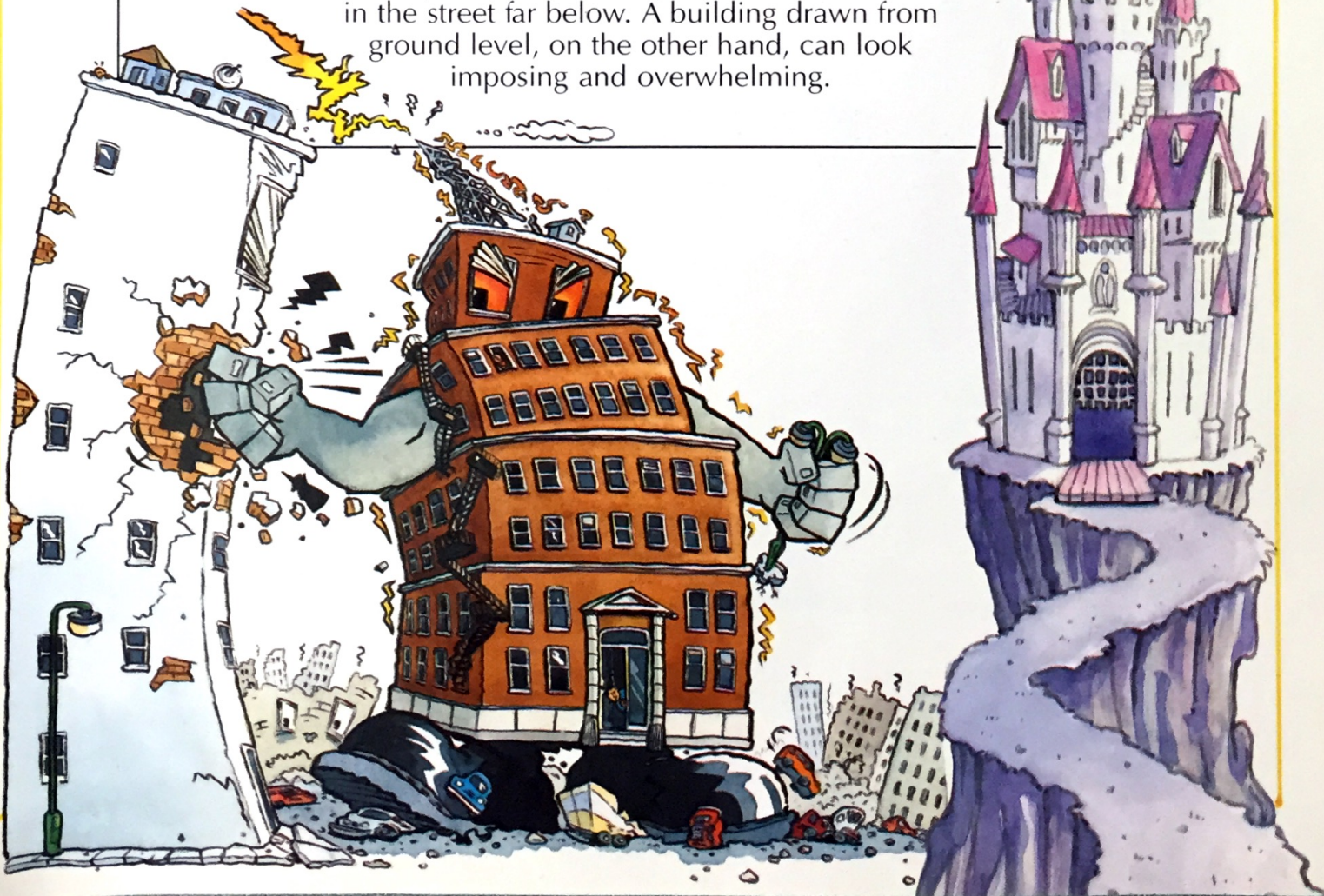


BUILDINGS

Drawing buildings is a good way to improve your general drawing skills.

You could take a sketchbook with you when you go out and draw details such as interesting doors and windows. Drawing the front and side of a building will help you practice showing things in the correct proportion and perspective. The technique of drawing things in perspective is explained on pages 120-121.

Pictures of buildings can look very dramatic if you draw them from an unusual perspective. For instance, you could draw skyscrapers from high above, with tiny cars in the street far below. A building drawn from ground level, on the other hand, can look imposing and overwhelming.



A fairytale castle

Fairytale castles are fun to create, because you can draw them with exaggerated details, such as long, thin towers topped with pointed roofs. For a dreamy effect, you can leave out realistic details such as stonework and tiles. To complete the fantasy scene, place your castle at the top of an impossibly high, narrow mountain.

Use watercolors mixed with lots of water. This will give the picture a soft, misty feel, and will make it look magical.

The outlines, windows and other details can look a little haphazard and unreal.

Inside the iron gate, or portcullis, it is dark and mysterious.

Paint very soft, flat shadows on walls facing away from the sun.

Giant banners fluttering in the breeze show that the king is at home.

The sun is shining from this side of the castle. Leave the walls facing the sun pure white.

Sketching the castle

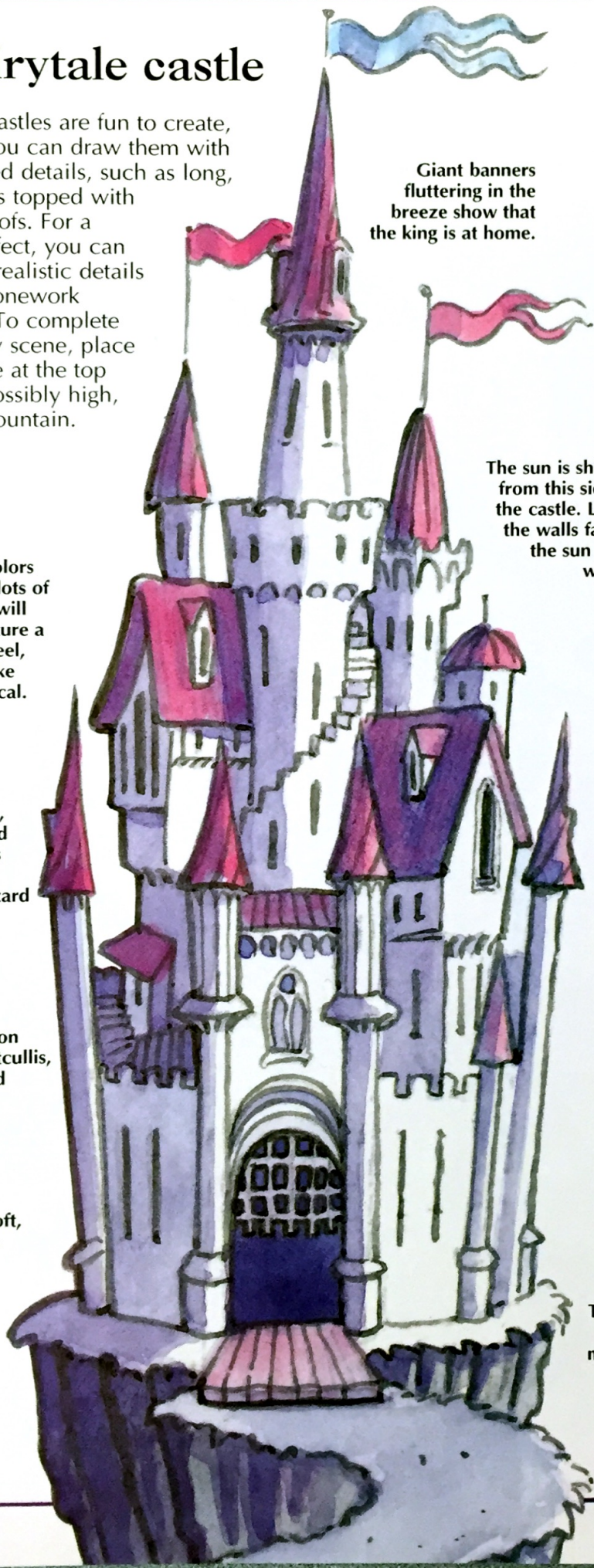
When sketching the basic shapes, make the castle look wider toward the top than the bottom. Make the towers lean slightly outward, to emphasize the height and precariousness of the castle.



Next, add turrets at the tops of the towers and other details such as spiralling staircases, arched windows and a gate. Draw the details freehand, so that the picture has a casual, rather than formal, feel.



The lowered drawbridge and raised portcullis make the castle look less forbidding than if they were closed.

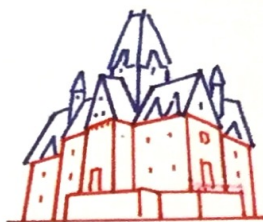


A haunted house

An abandoned, derelict house can be made to look creepy if you show it with ramshackle walls and gaping holes in the roof. Bats, a strange shadow inside an eerily-lit window and angular, dark trees will add to the spooky atmosphere of your picture. If you add ghostly shapes swooping around the house, and a flash of lightning, you will make it look even more terrifying.



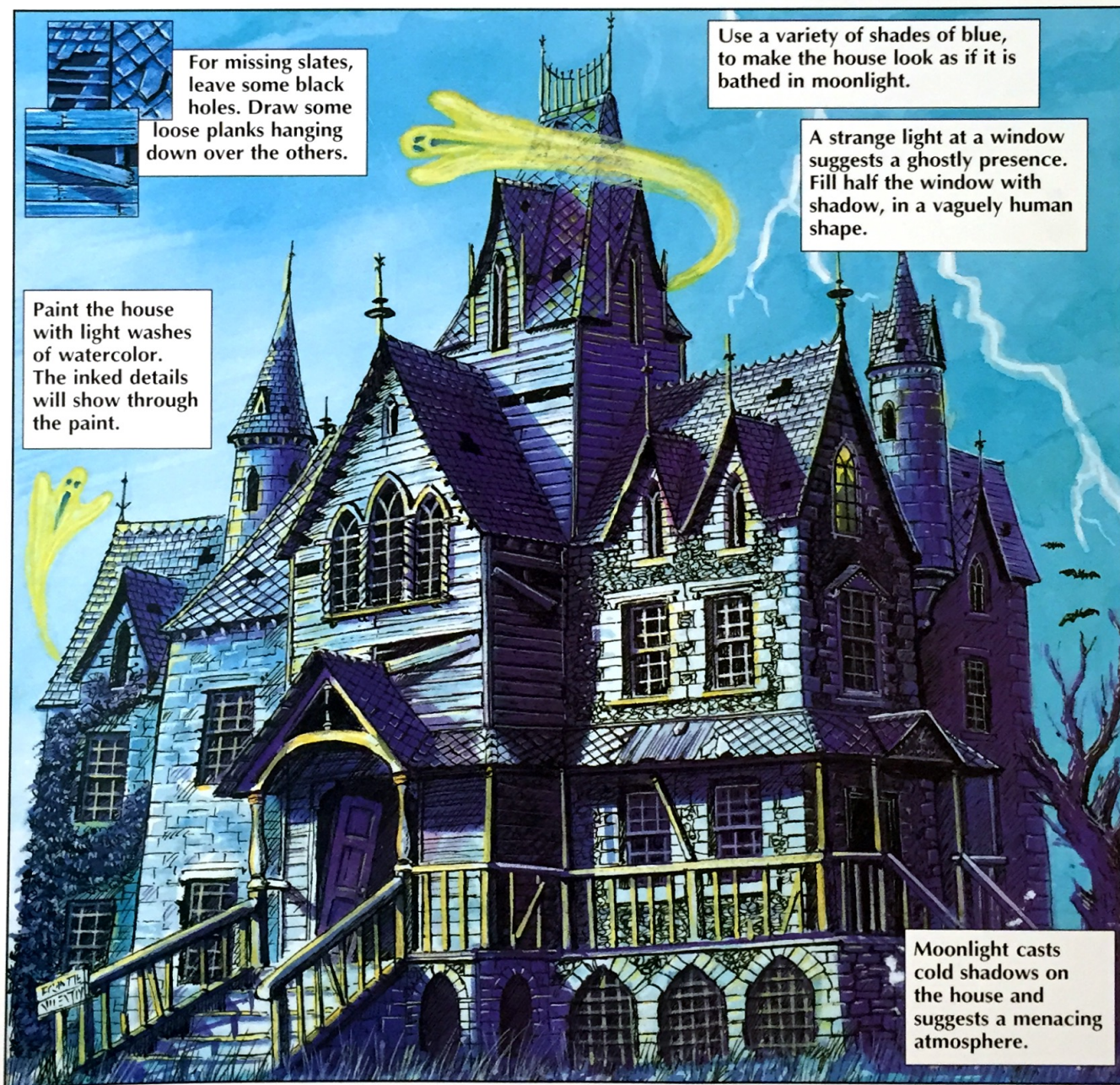
Start by sketching the basic shape of the house. Draw the walls so that they slope toward one another as they approach the top. This emphasizes the forbidding size of the house, and gives a dramatic look to the picture.



Add the windows, doors, turrets and the pointed sections of roof. Draw these lines faintly, using a ruler. You can use these straight lines as guidelines when you produce a more random, tumbledown look at a later stage.



Finally, sketch the steps and balcony at the front of the house. Then, in pencil, draw the details of the house, such as the stonework, slates, wood paneling and windows. Finally, go over the details with a fine ink pen.



For missing slates, leave some black holes. Draw some loose planks hanging down over the others.

Use a variety of shades of blue, to make the house look as if it is bathed in moonlight.

A strange light at a window suggests a ghostly presence. Fill half the window with shadow, in a vaguely human shape.

Paint the house with light washes of watercolor. The inked details will show through the paint.

Moonlight casts cold shadows on the house and suggests a menacing atmosphere.

Space city

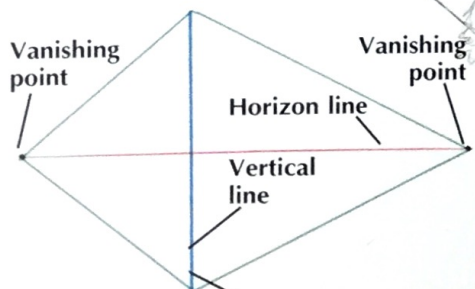
This scene is divided into three sections, to show how it was created. The left-hand section shows the pencil sketch. The middle section shows the inked outline. The right-hand section shows the finished stage.

A picture like this has to be drawn in perspective (see pages 120-121, and the initial sketch at the bottom of this page). First, sketch a horizon line. Then draw two vanishing points* on it. Draw a vertical line between the vanishing points, where you want the area closest to you to appear. Join the top and bottom of this line to the vanishing points and sketch the buildings between these lines.

Vertical lines on the buildings remain vertical. Horizontal lines slope toward the vanishing points.

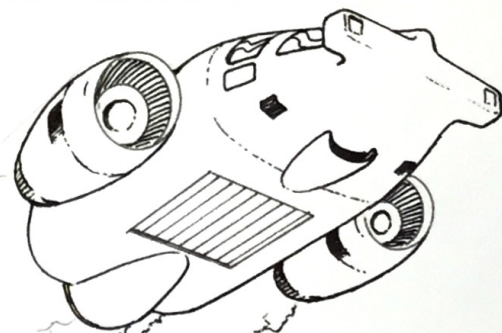
Vanishing point

Here is the initial sketch for the picture as described above.



This vertical line corresponds with this line in the scene.

Vegetation will prevent the scene from looking sterile. Improbable colors for plants will emphasize the science fiction, fantasy look.



Spaceships and other means of transport help to enliven the scene.

Curved lines behind the spaceship give the impression of movement and show where it has come from.

Sealed walkways connect the buildings.

Tiny, dot-sized people inside the walkways make the buildings look gigantic.

Communications mast for beaming messages to distant planets.

Include a nearby planet, painted with blurred shades of brown and yellow.

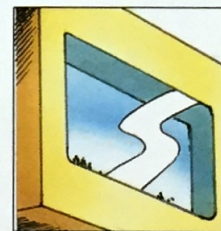
A feature emerging from the background, such as this monorail, increases the sense of foreground and background.

Draw the posts of the monorail closer together as they recede into the background.

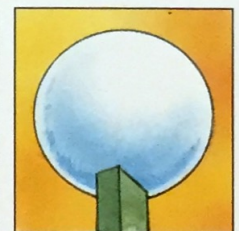
This scene was painted with an airbrush, to give a smooth, regular look to the picture.

Highlights and shadows

Objects with shiny finishes, such as windows and metal sheets, can have obvious highlights. To draw convincing shadows and highlights, you need to imagine the shape of the object and where the light will fall on it.



Flat surfaces, such as windows, can have zig-zagged areas of highlight.



Add shadows to a curved surface using soft, curved strokes of color.

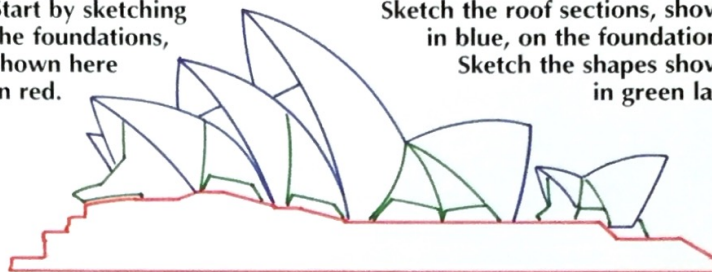
Amazing architecture

Some real buildings, like the two shown here, would not look out of place in science fiction movies. To make an impressive picture of a building, it is important to show it from an angle which emphasizes its design. However, a building such as the Sydney Opera House in Australia is so unusual that it looks stunning from any angle.

In this drawing, a spectacular sunset completes the scene. Concentrate on finishing the Opera House first, before you add the sky.

Start by sketching the foundations, shown here in red.

Sketch the roof sections, shown in blue, on the foundations. Sketch the shapes shown in green last.



For the sunset, paint a wash of light yellow ink or watercolor over the whole sky. Deepen some parts with a second wash while the first is still damp.

To complete the sky, add light tones of red and orange to the scene.

Using colored pencil, put a very light, soft shade of grey all over the roof.

The roof sections of the Opera House are designed to look like gigantic billowing sails on an old ship. They are covered with shiny white ceramic tiles. This gives them a bright, clean appearance.

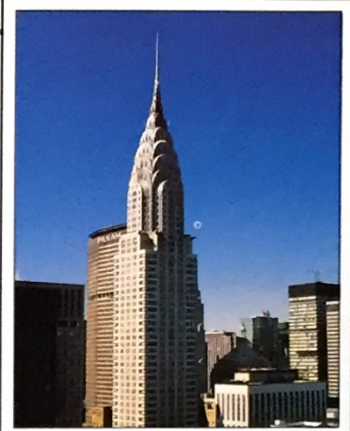


Show the darkest shadows with pure black ink or watercolor. For lighter shadows, apply grey washes.

The Chrysler Building

The Chrysler Building is in New York, USA. It is a perfect example of a design style called Art Deco, which was popular in the 1920s and 30s. By drawing the building from an extremely high angle, called a bird's eye view, you can emphasize its height. In fact, when it was built, the Chrysler Building was the tallest building in the world.

Paint the building with light fawn washes, to make it look as if it is bathed in warm evening sunshine.



The building contains typical Art Deco features such as symmetrical shapes and decorative arches. Also, it is made from shiny materials such as metals and lots of polished stone.

To sketch the building in perspective*, first plot a vanishing point on your paper, then draw a line up from it (shown here as a broken line).

Next, roughly sketch a diamond shape, with the broken line going through its middle. Then sketch lines going from each of the diamond's corners to the vanishing point.

Add another diamond, with edges parallel to the first diamond.

Vanishing point

Draw the shape of the curved section on top of the building. Each of its curves should end at a point on the broken line.

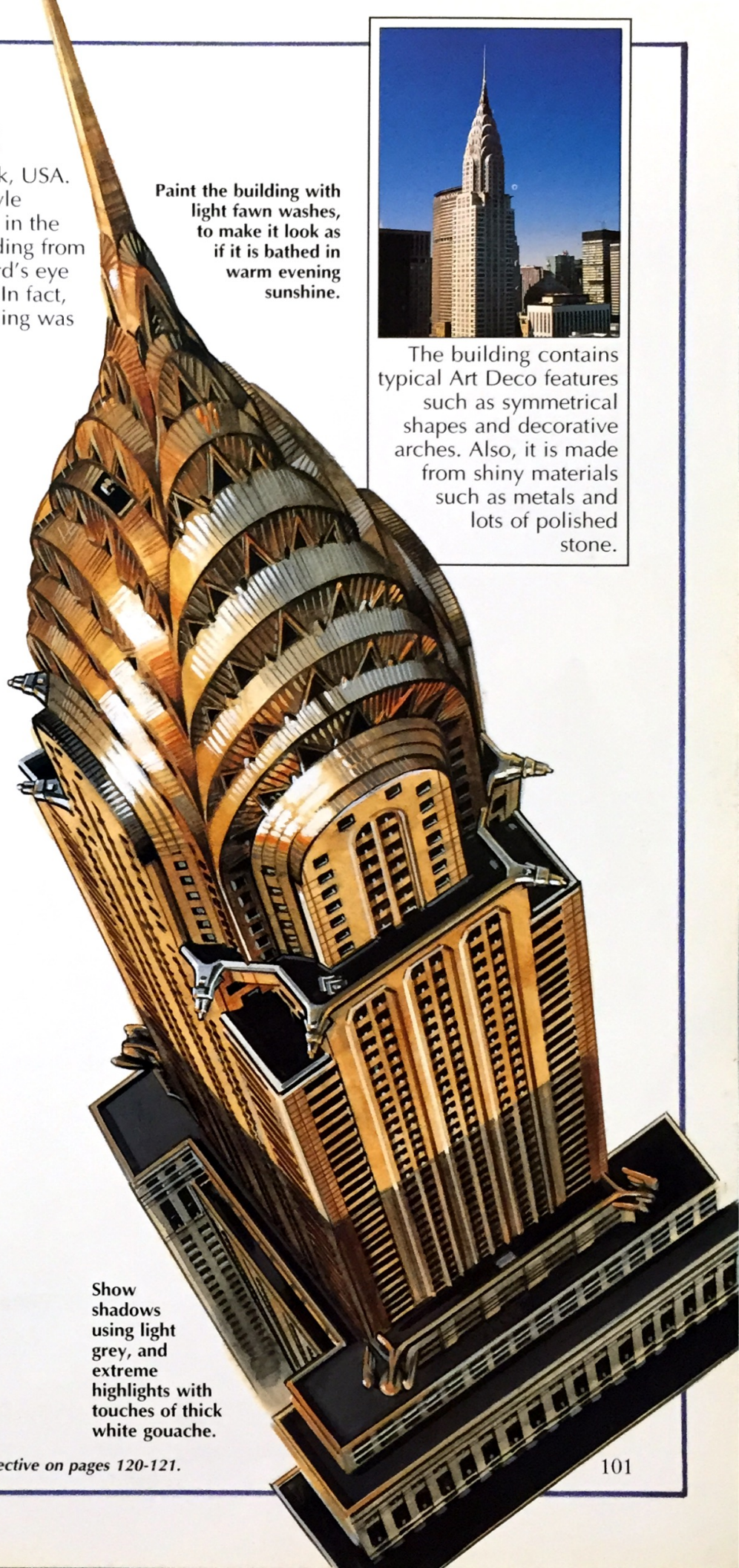
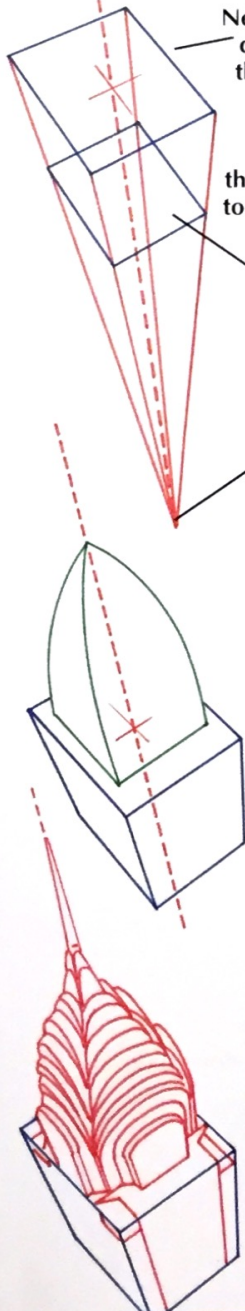
Add details to the building, using the lines that you have already sketched for guidance.

Erase the sketched guide lines that you no longer need.

Go over the outlines of the building and its details (including the windows) with an ink pen.

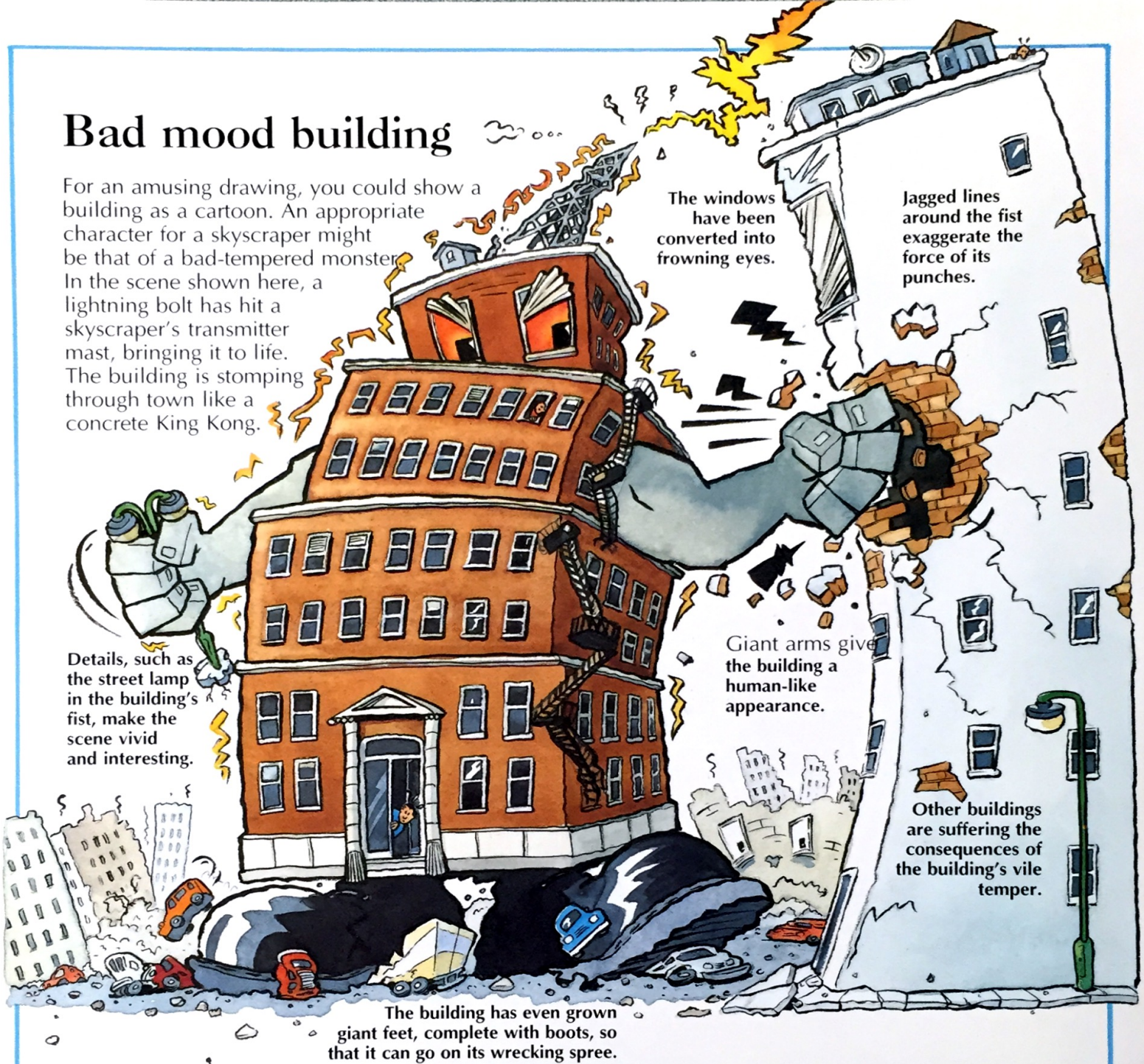
Show shadows using light grey, and extreme highlights with touches of thick white gouache.

*There is more about perspective on pages 120-121.



Bad mood building

For an amusing drawing, you could show a building as a cartoon. An appropriate character for a skyscraper might be that of a bad-tempered monster. In the scene shown here, a lightning bolt has hit a skyscraper's transmitter mast, bringing it to life. The building is stomping through town like a concrete King Kong.



The windows have been converted into frowning eyes.

Jagged lines around the fist exaggerate the force of its punches.

Details, such as the street lamp in the building's fist, make the scene vivid and interesting.

Giant arms give the building a human-like appearance.

Other buildings are suffering the consequences of the building's vile temper.

The building has even grown giant feet, complete with boots, so that it can go on its wrecking spree.

You can show cartoon buildings in any situation you like. For example, these buildings are dancing.

Movement lines emphasize the action of the buildings.



Factory monster

Cartoon techniques can be used to make a serious point. In this drawing, a chemical factory has been made into a monster, spouting pollution from its mouth.

Dingy colors help to convey the grim message of the cartoon.

