Drawing for Beginners: Learn How to Draw Anything

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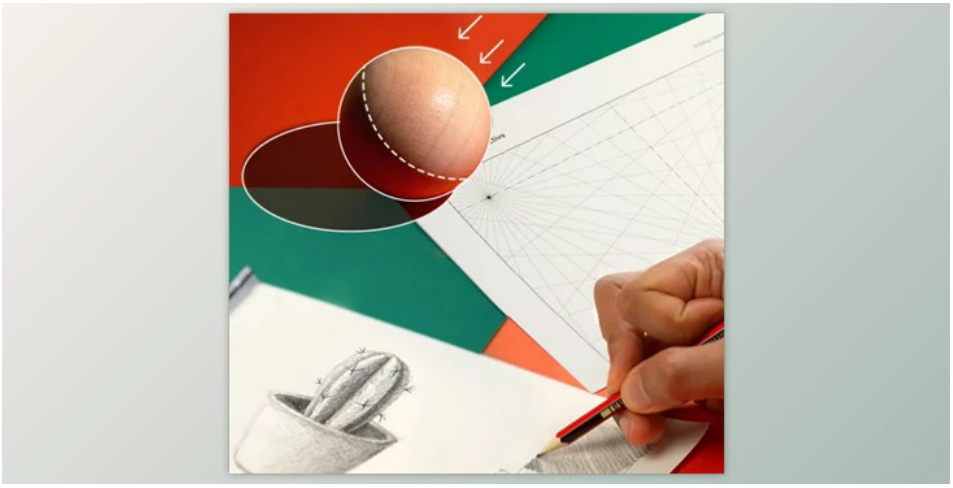

Drawing for Beginners: Learn How to Draw Anything: Drawing may be a daunting task at first but knowing how to apply perspective, value, and Composition when drawing can let you create whatever you want. Drawing is a fantastic method to convey complex ideas and creatively express yourself. The skeleton of your body is the basis of every drawing and illustration.

Join the Content Creator and Illustrator, Smitesh Mistry, as He teaches you the basics of drawing so you are set up with a solid base to build upon for your next art.

In this course, you will be taught the fundamentals of drawing, which include:

- Perspective
- One, Two & Three Point Perspective
- 3D Mesh
- Value
- Shading & Cross hatching
- Lighting Demonstration
- Cast Shadow
- Composition
- Balance
- Contrast
- Unity

Smit walks you through all three parts step-by-step by step, explaining what each component is, as well as providing illustrations of each. He will demonstrate how they work and how to use these elements in your following projects.

The techniques you will learn through this program will give you solid foundations that will allow you to develop these skills following the class by watching, practicing, and using them.

This class is ideal for those who haven't drawn previously or for someone who has just started. The course has plenty of resources and explanations, so you can be a part of all the sections.

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