**For those who want to draw better, here are a few recommendations:**

1. Go **draw** something....
   * Even spending a few minutes a day on sketch engages your brain with your art and helps you learn new techniques.
   * practice is the sure-fire way to improve your drawings
   * Draw different thing: everyday objects, still life, landscape, trees, flowers, animals, people
   * Best Drawing Exercises - Asking Pros <https://www.youtube.com/watch?v=HjUv0Zv0T8o>
   * Mark making not a Drawing don’t waste your time
   * Don’t draw same thing from same angle repeatedly, change your subject
2. Look at **drawings**. Whether simple line **drawings** or meticulously detailed renderings, you can learn a lot from looking at the work of others. Start to collect library of inspirational drawings – I use Pinterest to do it: <https://www.pinterest.com.au/>
3. **Draw** from **drawings**. ...
   * Practice coping - recreating classic drawings to learn from the masters –drawings have a lot to teach you.
   * Never trace – you don’t actually practice drawing, just making lines.
   * Analyse drawing, try to see the construction and 3D form not just surface details.

<https://i.pinimg.com/564x/5d/90/6a/5d906a43339747b210f806453a7b89cb.jpg>

1. **Draw** from photographs. ...
2. **Draw** from life. ...
3. **Study Human anatomy…** Human body is the pinnacle of all drawing subjects…you learn how to draw human body = you can draw anything
   1. Start with free online school , my current favorite – Proco <https://www.proko.com/> free videos: <https://www.proko.com/library/#.Xz4u9-gza70>
   2. Learn from contemporary masters my favorite - Will Weston <https://www.instagram.com/willwestonstudio/?hl=en>
4. **Learn from Art Books:** <https://www.youtube.com/watch?time_continue=1&v=nZHU91rRkFQ&feature=emb_logo>

1. How to Draw Comics the Marvel Way 2. Figure Drawing for All it's Worth (Also Other Loomis Books) 3. Creative Illustration 4. George Bridgman 5. The Human Figure 6. The Silver Way 7. Drawing Cutting Edge Comics 8. Simplified Anatomy for the Comic Book Artist 9. Drawing Dynamic Comics 10. The Art of Comic Book Inking 11. Color and Light 12. Oil Painting Techniques and Materials 13. Drawing Lessons from the Great Masters 14. The Animators Survival Kit 15. STORY 16. Framed Ink 17. Framed Perspective 18. Understanding Comics 19. Designing Characters and Creatures 20. Imagine FX Magazine 21. The Dynamic Bible 22. How to Draw - Scott Robertson 23. Step By Step Graphics Magazine

1. **Join art online community**
2. **Take a class.**

What’s drawing:

In my opinion it’s

1. Practice, practice, practice, practice,…….
2. Inquisitive Observation
3. Philosophy
4. Never ending quest for Knowledge
5. Strive for excellence
6. Way of thinking using hand – eye coordination to express ideas
7. Way to express yourself
8. Art form
9. Uncertain possibility earning money for living

What’s not drawing?

1. Mechanical Tracing
2. Abstract Mark making (good for learning about art materials though)
3. Repeat time and time again of the same cartoon character from the same angle