



20 Ways to Draw a Star and 44 Other Far-Out Wonders from the Sky and Galaxy: A Sketchbook for Artists, Designers, and Doodlers

Salli S. Swindell, Nate Padavick

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Let your imagination shine with *20 Ways to Draw a Star and 44 Other Far-Out Wonders from the Sky and Galaxy*. Beautifully illustrated, this inspirational sketchbook will help you learn how to draw anything in the sky and beyond. From satellites, space ships, and asteroids, to crystals, raindrops, clouds, suns and moons, *20 Ways to Draw a Star* is perfect for illustrators, cartoonists, doodlers, and anyone who loves to sketch.

This is not a step-by-step technique book--rather, the extra-terrestrial objects in this volume--astronauts, comets, craters, robots, and more--are simplified, modernized, and reduced to the most basic elements, showing you how simple abstract shapes and forms meld to create the building blocks of any item that you want to draw. Each of the 20 interpretations provides a different, interesting approach to drawing a single item, providing loads of inspiration for your own drawing. Presented in Salli S. Swindell's and Nate Padavick's uniquely creative style, this engaging and motivational practice book provides a new take on the world of sketching, doodling, and designing.

Get out your favorite drawing tool, and remember, there are not just *20 Ways to Draw a Star!*

In this volume: geodes, crystals, raindrops, clouds, suns, moons, shooting stars, constellations, storms, lightning bolts, flying saucers, planets, solar systems, moon boots, aliens, craters, asteroids, space clothes, helmets, space gear, ray guns, comets, tornados, space bugs, astronauts, space vehicles, spaceships, milky ways, space sparkles, rainbows, space hair styles, swirls, satellites, telescopes, jets, molecules, space monsters, space flowers, space trees, big bangs, space houses, space pets, robots, space foods

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