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Foreword

This book is designed to provide learners with an overview of colour theory and core rendering techniques and materials often used by designers: coloured pencil, marker pens, pastels, watercolour.

Most designers use only a few of the materials available for rendering, depending on their preferences. Being able to sample a variety before developing your skills further will enable you to choose which one(s) works best for you.

The first part of this book explores colour perceptions and introduces colour theory. The second part introduces the principles of modelling and explores different rendering techniques for each type of material, how to create smooth or textured finishes.

Each section includes images of examples to supplement text, making it easily accessible to complete beginners, those who want to refine their current techniques and/or if English is not your first language.

Each technique described in this book should be practiced on its own as an exercise and then applied to chosen scenes and objects in a sketch book. As often when learning new skills, practice makes better.

I hope this introduction to colour rendering will inspire you and help you to enhance your drawing, rendering and ultimately visual communication skills.