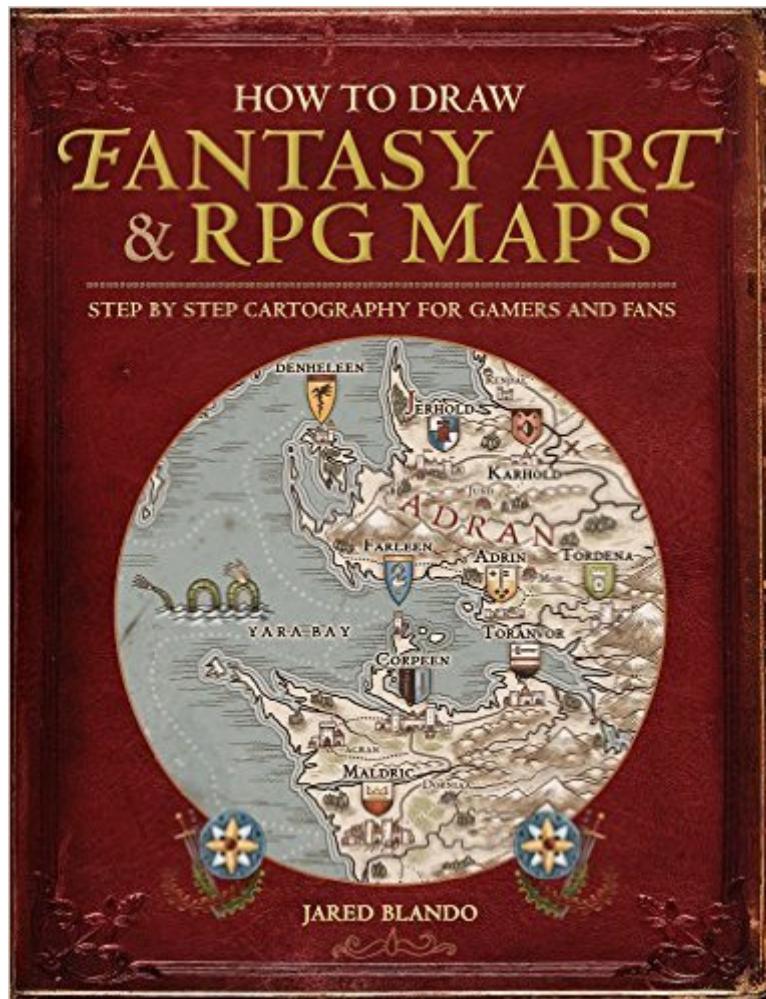


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# How To Draw Fantasy Art And RPG Maps: Step By Step Cartography For Gamers And Fans



## Synopsis

The power of creation is at your fingertips! Orcs prepare for battle against high Elves, Dwarves retreat to the mountains and men march to the sea to reclaim crumbling fortresses. Fortunes are decided. Kingdoms are lost. Entire worlds are created. This book will teach you to bring your fictional realm to life with simple step-by-step instructions on how to draw authentic fantasy maps. Set the stage for adventure by illustrating domains, castles and battle lines, mountains, forests and sea monsters! Learn to create completely unique and fully functional RPG maps time and time again on which your world can unfold. All the skills necessary to create awe-inspiring maps are covered! Landscapes. Add depth, balance and plausibility with rocky coastlines, towering mountains, dark forests and rolling plains. Iconography. Mark important places--towns and cities, fortresses and bridges--with symbolic iconography for easy-to-understand maps. Typography. Learn how to place readable text and the basics of decorative script. Bonus instruction teaches you to create fonts for Orcs, Elves, Vikings and dragons. Heraldry and shield design. Depict cultural and political boundaries with shields and colors. Advanced cartography. Includes how to draw landmarks, country boundaries and political lines. Build roads to connect merchants and troops, troll cairns and dragon lairs. And complete your maps with creative backgrounds, elaborate compasses and thematic legends. 30+ step-by-step demonstrations illustrate how to construct an entire fantasy world map from start to finish--both digitally and by hand!

## Book Information

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## Customer Reviews

I just received my copy in the mail today, and I think this book is very well done. I was looking for something a little less "rudimentary" regarding Mr. Blando's process and style, but I can already tell

this is going to be a go-to book for many budding and aspiring young cartographers. If this book had existed when I was discovering RPGs in junior high, I think I'd have developed into a better artist all around as it provides a process to explore one's own map-making and drawing skills. The book seems to be written to directly address a person who is inspired by their imagination to create their own RPG world. How do you get the ideas out of your head and into a map that will help you play out the stories you want to tell? It's not necessarily written for more advanced and developed map-makers or cartographers, but speaks right to the heart of the need of those that have never made a map before and are bursting with ideas. The step-by-step methods he outlines are simple, and he takes it from an analog rather than a digital perspective. Anyone using a computer can certainly follow his outline, but he assumes his readers don't have a fancy computer program they've somehow mastered with all its bells and whistles. This book is more of pencil-and-paint approach, not a Photoshop recipe. It also has a LOT of visual examples. The vast majority of the book gives examples but doesn't delve into specifics: "Step 1, Draw the henge. Step 2, Add detail. Step 3, Add finishing detail." It doesn't ever tell you how to draw the henge or add the details, it instead shows visual examples of how Mr. Blando does it. So there are lots and lots and LOTS of visual illustrations that are really inspirational.

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