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Draw 500 Things From Space A Sketchbook For Artists Designers And Doodlers

20 Ways to Draw a Tulip and 44 Other Fabulous Flowers
Draw 500 Awesome Animals
The Threads of Reading
Draw 500 Ways to Get Around
Pen & Ink
20 Ways to Draw a Doodle and 44 Other Zigzags, Twirls, Spirals, and Teardrops
Python Data Science Handbook
A Wrinkle in Time
Draw 500 Everyday Things
Draw 500 Things from Space
Draw 500 Winged Things
Inspired Artist: Draw Every Little Thing
Drawing Ideas
Draw 500 Things from Nature
Draw 500 Amazing Sea Creatures
The Draw Anything Book
Draw 500 Dazzling Doodles
50 Ways to Draw Your Beautiful, Ordinary Life
20 Ways to Draw a Tree and 44 Other Nifty Things from Nature
The Architecture of Happiness
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The City of Ember
Drawing on the Right Side of the Brain
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How to Draw Astronaut & Other Space for Kids
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20 Ways to Draw a Butterfly and 23

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Other Things with WingsUtterly Awesome 501 Things to Draw

20 Ways to Draw a Tulip and 44 Other Fabulous Flowers

A modern-day classic. This highly acclaimed adventure series about two friends desperate to save their doomed city has captivated kids and teachers alike for almost fifteen years and has sold over 3.5 MILLION copies! The city of Ember was built as a last refuge for the human race. Two hundred years later, the great lamps that light the city are beginning to flicker. When Lina finds part of an ancient message, she's sure it holds a secret that will save the city. She and her friend Doon must race to figure out the clues before the lights go out on Ember forever! Nominated to 28 State Award Lists! An American Library Association Notable Children's Book A New York Public Library 100 Titles for Reading and Sharing Selection A Kirkus Reviews Editors' Choice A Child Magazine Best Children's Book A Mark Twain Award Winner A William Allen White Children's Book Award Winner "A realistic post-apocalyptic world. DuPrau's book leaves Doon and Lina on the verge of undiscovered country and readers wanting more." -USA Today "An electric debut." -Publishers Weekly, Starred "While Ember is colorless and dark, the book itself is rich with description." -VOYA, Starred "A

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harrowing journey into the unknown, and cryptic messages for readers to decipher.” –Kirkus Reviews, Starred

Draw 500 Awesome Animals

The Threads of Reading

Draw the Flow Way “Create whatever causes a revolution in your heart.”
–Elizabeth Gilbert “I cannot rest, I must draw, however poor the result, and when I have a bad time come over me it is a stronger desire than ever.” –Beatrix Potter “Drawing, painting, creating...it’s like a muscle. You have to work on it every day.” –Sarah Walsh “Draw the art you want to see, start the business you want to run, play the music you want to hear, write the books you want to read, build the products you want to use—do the work you want to see done.” –Austin Kleon “Drawing is the discipline by which I constantly rediscover the world. I have learned that what I have not drawn, I have never really seen, and that when I start drawing an ordinary thing, I realize how extraordinary it is, sheer miracle.” –Frederick Frank “Have no fear of perfection, you’ll never reach it.” –Salvador Dalí “Creativity is a

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way of living life, no matter what our vocation or how we earn our living.” -Madeline L’Engle “I believe the most important single thing, beyond discipline and creativity, in any artistic work, is daring to dare.” -Maya Angelou “I sometimes think that there is nothing so delightful as drawing.” -Vincent van Gogh In this innovative approach to drawing instruction, the illustrators from Flow magazine open up their tool kits, sharing secrets and techniques to teach the creatively curious how to draw. The lessons, 50 in all, curated from the best of Flow's two special drawing issues, show how to render the kinds of things we see every day: a bouquet of flowers, a beloved teacup, colorful mittens, the kitchen table, a bike, jam jars, a cat, an apple tree. Along the way we learn about color, materials, perspective, tools, and negative space. With its bound-in paper goodies, this book is also a canvas for artistic exploration—reminding us of the mindful pleasure of doing creative work. Filled With Paper Goodies: Mini daily drawing pad DIY postcards Watercolor, tracing, and colored papers House interiors to unfold and decorate

Draw 500 Ways to Get Around

Developed from celebrated Harvard statistics lectures, Introduction to Probability provides essential language and tools for understanding

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statistics, randomness, and uncertainty. The book explores a wide variety of applications and examples, ranging from coincidences and paradoxes to Google PageRank and Markov chain Monte Carlo (MCMC).
Additional

Pen & Ink

Bring out your child's creativity and imagination with more than 60 artful activities in this completely revised and updated edition Art making is a wonderful way for young children to tap into their imagination, deepen their creativity, and explore new materials, all while strengthening their fine motor skills and developing self-confidence. The Artful Parent has all the tools and information you need to encourage creative activities for ages one to eight. From setting up a studio space in your home to finding the best art materials for children, this book gives you all the information you need to get started. You'll learn how to: * Pick the best materials for your child's age and learn to make your very own * Prepare art activities to ease children through transitions, engage the most energetic of kids, entertain small groups, and more * Encourage artful living through everyday activities * Foster a love of creativity in your family

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20 Ways to Draw a Doodle and 44 Other Zigzags, Twirls, Spirals, and Teardrops

"The best way to learn to draw is the DRAW! And this fun sketchbook is going to help you do just that. It's filled with 500 quirky, modern drawings of all your favorite everyday things--from chairs to spoons and lamps to fans--and plenty of room for drawing favorites from your own home. Get out your favorite drawing tools and see what interesting everyday objects you can imagine!"--

Python Data Science Handbook

This inspiring sketchbook is designed to offer artists, designers, and doodlers a fun and sophisticated collection of illustration fun.

A Wrinkle in Time

How to Draw Astronaut & Other Space for kids Learning to draw is easy with the grid copy method! The grid method has been used for centuries and is a wonderful way to work on your observation and proportion skills while drawing!

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Draw 500 Everyday Things

DIVThis inspiring sketchbook is part of the new 20 Ways series from Quarry Books, designed to offer artists, designers, and doodlers a fun and sophisticated collection of illustration fun. Each spread features 20 inspiring illustrated examples of 45 themes—cat, giraffe, seal, elephant, whale and much, much more—over 900 drawings, with blank space for you to draw your take on 20 Ways to Draw a Cat. /div

DIVThis is not a step-by-step technique book—rather, the stylized animals 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 the author’s uniquely creative style, this engaging and motivational practice book provides a new take on the world of sketching, doodling, and designing. /div

Draw 500 Things from Space

With each right-hand page empty for your sketching and drawing, each

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left-hand page of this book provides instructions for drawing animals, people, everyday objects, and more. Lambry breaks down the process of drawing into a series of simple shapes and lines, enabling you to recreate even complex things in a few steps. -- adapted from publisher info and perusal of book

Draw 500 Winged Things

Perfect for artists, crafters, illustrators, cartoonists, comic artists, designers, and doodlers, this book offers inspiration, hints and tips to draw anything that swims!

Inspired Artist: Draw Every Little Thing

Bestselling author Alain de Botton considers how our private homes and public edifices influence how we feel, and how we could build dwellings in which we would stand a better chance of happiness. In this witty, erudite look at how we shape, and are shaped by, our surroundings, Alain de Botton applies Stendhal's motto that "Beauty is the promise of happiness" to the spaces we inhabit daily. Why should we pay attention to what architecture has to say to us? de Botton asks

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provocatively. With his trademark lucidity and humour, de Botton traces how human needs and desires have been served by styles of architecture, from stately Classical to minimalist Modern, arguing that the stylistic choices of a society can represent both its cherished ideals and the qualities it desperately lacks. On an individual level, de Botton has deep sympathy for our need to see our selves reflected in our surroundings; he demonstrates with great wisdom how buildings – just like friends – can serve as guardians of our identity. Worrying about the shape of our sofa or the colour of our walls might seem self-indulgent, but de Botton considers the hopes and fears we have for our homes at a new level of depth and insight. When shopping for furniture or remodelling the kitchen, we don't just consider functionality but also the major questions of aesthetics and the philosophy of art: What is beauty? Can beautiful surroundings make us good? Can beauty bring happiness? The buildings we find beautiful, de Botton concludes, are those that represent our ideas of a meaningful life. The Architecture of Happiness marks a return to what Alain does best – taking on a subject whose allure is at once tantalizing and a little forbidding and offering to readers a completely beguiling and original exploration of the subject. As he did with Proust, philosophy, and travel, now he does with architecture.

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Drawing Ideas

John Reynolds Gardiner's classic action-packed adventure story about a thrilling dogsled race has captivated readers for more than thirty years. This middle grade novel is an excellent choice for tween readers in grades 5 to 6, especially during homeschooling. It's a fun way to keep your child entertained and engaged while not in the classroom. Based on a Rocky Mountain legend, Stone Fox tells the story of Little Willy, who lives with his grandfather in Wyoming. When Grandfather falls ill, he is no longer able to work the farm, which is in danger of foreclosure. Little Willy is determined to win the National Dogsled Race—the prize money would save the farm and his grandfather. But he isn't the only one who desperately wants to win. Willy and his brave dog Searchlight must face off against experienced racers, including a Native American man named Stone Fox, who has never lost a race. Exciting and heartwarming, this novel has sold millions of copies and was named a New York Times Outstanding Children's Book.

Draw 500 Things from Nature

"The best way to learn to draw is the DRAW! And this fun sketchbook is

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going to help you do just that. It's filled with 500 quirky, modern drawings of all your favorite everyday things--from chairs to spoons and lamps to fans--and plenty of room for drawing favorites from your own home. Get out your favorite drawing tools and see what interesting everyday objects you can imagine!"--

Draw 500 Amazing Sea Creatures

"The best way to learn to draw is to DRAW! And this fun sketchbook is going to help you do just that. It's filled with 500 inspiring, modern drawings of all your favorite ways to move about -- from scooter to surfboards and trains to sailboats -- and plenty of room for drawing favorite modes of transportation"--Back over.

The Draw Anything Book

A pocket-sized sketchbook filled with 500 inspirational illustrations featuring a variety of things with wings. A new fun format for Quarry's best-selling 20 Ways to Draw a Butterfly and 44 Things with Wings by Trina Dalziel, this cute chunky volume features 500 inspirational illustrations in a perfect small size for drawing on the

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go! From fairies, bats, and airplanes, to dragonflies, gargoyles, and angels, Draw 500 Winged Things is perfect for illustrators, cartoonists, doodlers, and anyone who loves to sketch. This is not a step-by-step technique book--rather, the winged things in this volume are simplified, modernized and reduced to the most basic elements, offering simple abstract shapes and forms that meld to create the building blocks of any item that you want to draw. This all-in-one pocket-sized sketchbook lets you draw right on the pages making it easy to keep all of your most inspired creations at hand.

Draw 500 Dazzling Doodles

Provides information on using HTML5 to build interactive multimedia applications and computer games, covering such topics as creating bitmap images, manipulating video, and adding audio.

50 Ways to Draw Your Beautiful, Ordinary Life

A primer for design professionals across all disciplines that helps them create compelling and original concept designs by hand--as opposed to on the computer--in order to foster collaboration and win

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clients. In today's design world, technology for expressing ideas is pervasive; CAD models and renderings created with computer software provide an easy option for creating highly rendered pieces. However, the accessibility of this technology means that fewer designers know how to draw by hand, express their ideas spontaneously, and brainstorm effectively. In a unique board binding that mimics a sketchbook, Drawing Ideas provides a complete foundation in the techniques and methods for effectively communicating to an audience through clear and persuasive drawings.

20 Ways to Draw a Tree and 44 Other Nifty Things from Nature

"The best way to learn to draw is to DRAW! And this fun sketchbook is going to help you do just that. It's filled with 500 inspiring, modern drawings of all your favorite ways to move about -- from scooter to surfboards and trains to sailboats -- and plenty of room for drawing favorite modes of transportation"--Back over.

The Architecture of Happiness

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20 Ways to Draw a Jellyfish and 44 Other Amazing Sea Creatures

The book received the Emme Award for Astronautical Literature at the March 20 2000 luncheon of the Goddard Memorial Symposium, sponsored by the American Astronautical Society. Named in honor of the first NASA Historian, Eugene Emme, the Emme award was created in 1982 to annually recognize an outstanding book that increases public understanding of the past and potential impact of the field of astronautics.

The City of Ember

A Wrinkle in Time is the winner of the 1963 Newbery Medal. It was a dark and stormy night—Meg Murry, her small brother Charles Wallace, and her mother had come down to the kitchen for a midnight snack when they were upset by the arrival of a most disturbing stranger. "Wild nights are my glory," the unearthly stranger told them. "I just got caught in a downdraft and blown off course. Let me sit down for a moment, and then I'll be on my way. Speaking of ways, by the way, there is such a thing as a tesseract." A tesseract (in case the reader doesn't know) is a wrinkle in time. To tell more would rob the reader

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of the enjoyment of Miss L'Engle's unusual book. A Wrinkle in Time, winner of the Newbery Medal in 1963, is the story of the adventures in space and time of Meg, Charles Wallace, and Calvin O'Keefe (athlete, student, and one of the most popular boys in high school). They are in search of Meg's father, a scientist who disappeared while engaged in secret work for the government on the tesseract problem.

Drawing on the Right Side of the Brain

For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use: IPython and Jupyter: provide computational environments for data scientists using

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Python NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python Matplotlib: includes capabilities for a flexible range of data visualizations in Python Scikit-Learn: for efficient and clean Python implementations of the most important and established machine learning algorithms

20 Ways to Draw a Cat and 44 Other Awesome Animals

DIVThis inspiring sketchbook is part of the new 20 Ways series from Quarry Books, designed to offer artists, designers, and doodlers a fun and sophisticated collection of illustration fun. Each spread features 20 inspiring illustrated examples of a single item, such as a tree, tulip, shell, owl, peacock feather, mushroom, cloud, or berry.—with blank space for you to draw your take on “20 Ways to Draw a Tree.”
/divDIVThis is not a step-by-step technique book—rather, the stylized flowers, trees, leaves, and clouds 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

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inspiration for your own drawing. Presented in the author's uniquely creative style, this engaging and motivational practice book provides a new take on the world of sketching, doodling, and designing.

/divDIVGet out your favorite drawing tool, and remember, there are not just 20 Ways to Draw a Tree!/div

Draw 500 Fabulous Flowers

500 inspirational illustrations in a perfect small size for drawing on the go!

WHO Guidelines on Drawing Blood

This inspiring book is part of the new 20 Ways to Draw series, designed to offer artists, designers, and doodlers a fun and sophisticated collection of illustration exercises.

20 Ways to Draw Everything

Find anything you need to draw flowers with 500 simply amazing images.

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Introduction to Probability

Learn to draw and paint more than 100 of your favorite everyday items! Step-by-step projects and creative inspiration make it fun and easy. The Inspired Artist series invites art hobbyists and casual art enthusiasts to have fun learning basic art concepts, relaxing into the creative process to make art in a playful, contemporary style. With Draw Every Little Thing, the first book in this new series, you can learn to draw and paint your favorite everyday items. From learning to draw and paint plants, flowers, and bicycles to the neighborhood café and the contents of the kitchen cabinet, this contemporary drawing book demonstrates just how easy it is to render the world around you with little more than a pencil, paper, and paint. Following a brief introduction to the joys of simplistic drawing and painting, this aesthetically pleasing book familiarizes you with a range of drawing tools and materials, including graphite pencil, pen and ink, colored pencil, and gouache, before offering a quick overview of basic color theory. Each subsequent chapter is then devoted to a specific theme—kitchenalia, hobbies, neighborhood haunts, and much more—and packed with simple step-by-step drawing projects. This accessible book encourages you to jump around so you can draw what immediately inspires you. Interactive prompts, creative exercises, and inspiring

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ideas make the process fun and engaging. Easy techniques and helpful instructions show you how to develop your own personal style, as well as add color to your drawings using gouache and colored pencil. Crafty projects round out the book, allowing you to use your newfound drawing and painting skills. Filled to the brim with whimsical artwork and loads of creative ideas, Draw Every Little Thing encourages artists of all skill levels to draw any time inspiration strikes.

Adventures in Drawing

Pen & Ink is packed with page after page of bite-sized creative sketching tips and accessible advice, and offers aspiring artists the freedom to dip in and out for practical information or flick through for fresh inspiration and ideas. Exploring around 200 pieces of artwork by young contemporary artists, Pen & Ink highlights and examines the different techniques, qualities, and effects relating to each piece. Organized into chapters according to the technique exemplified (e.g. water soluble, mixed media) artwork is featured large and luscious, accompanied by extended captions, insightful tips, and practical advice. A detailed index at the front of the book also groups the paintings according to three main categories: Principles (e.g. composition), Media, Type of sketch (e.g. abstract), and Subject

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(e.g. nature). Listing each page where similar examples may be found, this category index enables the reader to easily identify and cross reference subjects that have been painted in similar styles. Throughout the book, useful information and practical tips are provided on a wide range of topics such as tone, perspective, color, and much more besides. Readers are encouraged to discover the various ways in which similar subjects and styles are executed by different artists, while also being inspired to use the tips in the book as a way of building on their existing skills. Offering a bold, refreshing change from other run-of-the-mill art books, Pen & Ink adopts the unique approach of accessing practical information via the images, focusing on the way subjects can be treated using a whole range of different drawing techniques, rather than looking at how to master one single style. This gives the reader a much wider skill set—allowing them to capture or create the essence of any image in a variety of different ways.

How to Draw Astronaut & Other Space for Kids

How can teachers make sure that all students gain the reading skills they need to be successful in school and in life? In this book, Karen Tankersley describes the six foundational "threads" that students need

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to study in order to become effective readers: phonemic awareness, phonics and decoding, vocabulary, fluency, comprehension, and higher-order processing. For each area, the author explains how students acquire the reading skills they need and offers a series of skill-building strategies and activities that teachers can use in the classroom. Although reading is perhaps most intensely taught in the kindergarten and 1st-grade classrooms, Tankersley emphasizes that helping students become lifelong readers is a task for all teachers, including content-area teachers in middle and high schools. The Threads of Reading addresses key questions about literacy, such as * What makes a difference in reading achievement? * How much reading time is enough? * How can teachers use writing to build reading skills? * How can teachers help students make meaning from their reading? The strategies in this book address many situations, from individual instruction to small- or large-group instruction, from kindergarten to high school. Teachers will appreciate the multitude of activities provided, and administrators will learn to better evaluate the reading programs in place in their districts and schools. Grounded in both research and "teacher lore" from actual classrooms, this book is a solid guide to helping students become lifelong readers. Note: This product listing is for the Adobe Acrobat (PDF) version of the book.

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Challenge to Apollo

A Sketchbook for Artists, Designers and Doodlers.

Draw 500 Fabulous Fashions

The best way to learn to draw is to DRAW! And this little book is going to help you do just that. It's filled with 900 inspiring, modern drawings of tulips, roses, zinnias, and more!

The Artful Parent

HTML5 Canvas

Be inspired by this fun compilation sketchbook of four favorite volumes from Quarry Books' "20 Ways series!" Designed to offer artists, designers, and doodlers a fun and sophisticated collection of illustration fun, each spread features 20 inspiring illustrated examples of 135 themes, over 3600 drawings total! From trees and flowers to animals and sea creatures and everything in between. Don't

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worry, there's tons of room for you to draw your own versions of these amazing doodles right on the pages. This is not a step-by-step technique book - within the pages you'll find drawings simplified, modernized, and reduced to the most basic elements, showing you how simple abstract shapes and forms 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. These four artists each have a uniquely creative style, resulting in an engaging and motivational practice book that provides a new take on the world of sketching, doodling, and designing.

Draw 500 Everyday Things

Step-by-step instructions guide young artists on how to draw 501 pictures across eight different themes including animals, things that go, space aliens, pirates and funny people. This title develops visual and drawing skills--simply copy a basic shape, look to the next box to see what has been added, then copy it. Ideal for children age 5 and up.

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Stone Fox

A pocket-sized sketchbook filled with 500 inspirational illustrations featuring a variety of doodles. A new fun format for Quarry's best-selling 20 Ways to Draw a Doodle and 44 Zigzags, Hearts, Spirals and Teardrops by illustrator and designer Rachael Taylor, this cute chunky volume features 500 inspirational illustrations in a perfect small size for drawing on the go! From clouds, anchors, and circles to stars, twizzles and twirls, Draw 500 Dazzling Doodles is perfect for illustrators, cartoonists, doodlers, and anyone who loves to sketch. This is not a step-by-step technique book--rather, the doodles in this volume are simplified, modernized and reduced to the most basic elements, offering simple abstract shapes and forms that meld to create fun patterns and designs. This all-in-one pocket-sized sketchbook lets you draw right on the pages making it easy to keep all of your most inspired creations at hand.

20 Ways to Draw a Bike and 44 Other Incredible Ways to Get Around

A new fun format for from Quarry Books, these cute chunky volumes

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feature

Draw 500 Ways to Get Around

Find anything you need to draw animals with 500 simply amazing images.

20 Ways to Draw a Butterfly and 23 Other Things with Wings

Explore Scott C.'s world of imaginative art with this charming coloring and activity book. A master of unique and charismatic illustrations, paintings, comics, and more, Scott C. has delighted fans around the world for over two decades. *Adventures in Drawing: A Guided Sketchbook* brings the artist's imaginative world to his young fans, encouraging them to tap into their creative potential and discover their own hidden talents by participating directly in the making of art. Through a series of original vignettes, prompts, and guided activities, Scott C. turns the creative process into an irresistibly fun and relaxing journey through a series of whimsical lands—from medieval kingdoms to enchanted realms above the clouds—that are sure to inspire both the young and the young-at-heart and bring out everyone's inner artist.

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Utterly Awesome 501 Things to Draw

Phlebotomy uses large, hollow needles to remove blood specimens for lab testing or blood donation. Each step in the process carries risks - both for patients and health workers. Patients may be bruised. Health workers may receive needle-stick injuries. Both can become infected with bloodborne organisms such as hepatitis B, HIV, syphilis or malaria. Moreover, each step affects the quality of the specimen and the diagnosis. A contaminated specimen will produce a misdiagnosis. Clerical errors can prove fatal. The new WHO guidelines provide recommended steps for safe phlebotomy and reiterate accepted principles for drawing, collecting blood and transporting blood to laboratories/blood banks.

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