

D Artiste Character Design Digital Artists Master Class

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Digital Painting - Philip Straub 2004

Features step-by-step tutorials presented by digital painting master artists.

Character Modeling - Steven Stahlberg 2005

The definitive 3D character tutorial book showcasing the astonishing work and technical skills of leading artists Pascal Blanch, Francisco A. Cortina and Steven Stahlberg. Each master artist presents their character modeling techniques through a series of step-by-step tutorials from concept to creation.

A Sketchy Past - Peter De Sève 2009

"Copiously illustrated with hundreds of paintings and drawings, including never-before-published New Yorker cover roughs, behind-the-scenes animation development artwork, and personal sketches, A Sketchy Past is the first comprehensive survey of De Sève's work"--Dust jacket.

Beginner's Guide to Digital Painting in Procreate - 3D Total Publishing 2020-03-24

Delve into the world of digital painting on an iPad with step-by-step tutorials, hints, and tips from professional artists.

The Art of Inside Out - 2015-05-26

From an adventurous balloon ride above the clouds to a monster-filled metropolis, Academy Award®-winning director Pete Docter ("Monsters, Inc.," "Up") has taken audiences to unique and imaginative places. In Disney•Pixar's original movie "Inside Out," he will take us to the most extraordinary location of all—inside the mind. Growing up can be a bumpy road, and it's no exception for Riley, who is uprooted from her Midwest life when her father starts a new job in San Francisco. Like all of us, Riley is guided by her emotions – Joy, Fear, Anger, Disgust, and Sadness. The emotions live in Headquarters, the control center inside Riley's mind, where they help advise her through everyday life. As Riley and her emotions struggle to adjust to a new life in San Francisco, turmoil ensues in Headquarters. Although Joy, Riley's main and most important emotion, tries to keep things positive, the emotions conflict on how best to navigate a new city, house and school. In this groundbreaking and illuminating film, Pixar Animation Studios examines the extraordinary depths of the mind and the powers of emotion and imagination. The Art of Inside Out provides an exclusive look into the artistic exploration that went into the making of this vibrant film. Featuring concept art—including sketches, collages, color scripts, and much more—and opening with a foreword by actress Amy Poehler and introduction by the film's writer and director Pete Docter, this is the ultimate behind-the-scenes experience of the making of this landmark film. Copyright ©2015 Disney Enterprises, Inc. and Pixar. All rights reserved.

Digital Painting Techniques - 3DTotal.com (Firm) 2009

Discover the tips, tricks and techniques that really work for concept artists, matte painters and animators. Offers digital inspiration with hands-on insight and techniques from professional digital artists.

Digital Art Masters - 3dtotal Publishing 2013

Discover how some of the world's best digital artists create their stunning artwork in this essential digital art annual.

Character Design - Gonzalo Ordonez Arias 2011

The newest edition in the d'artiste range features talented character artists Anne Pagoda, Katarina Sokolov-Latans'ka, Lois van Baarle, and more.

Digital Painting 2 - Mélanie Delon 2010-07

Features twelve detailed tutorials and even more inspirational artwork.

Angel Claw - Moebius 1996

Sketching from the Imagination: Characters - 3dtotal Publishing 2017-03-14

An inspiring collection of drawings and articles exploring the sketchbooks and artistic practices of 50 talented character artists.

Character Design Quarterly 15 - Publishing 3dtotal 2021-01-19

Character Design Quarterly is a creative, bright, and engaging magazine for artists, animators, illustrators, and character designers of all levels.

The Art of Rush: Serving a Life Sentence - Hugh Syme 2021-09-21

Newly expanded and updated, this beautiful coffee table book delves into the 40-year relationship between Rush and their longtime artist and illustrator, with a foreword by drummer and lyricist Neil Peart!

Containing original illustrations, paintings, photography, and the incredible stories behind each album that Hugh Syme has designed with the band since 1975. The book's narration was written by music journalist Stephen Humphries and includes in-depth interviews with each Rush band member and the artist. The Art of Rush also contains entertaining anecdotes and commentary from a wide array of notable musicians, actors, athletes, writers, radio personalities, and Rush insiders about their favorite Rush album covers, which clearly reveals how vital and impactful the visual representation of their music has been through the years. One of the hallmark's of Rush releases is the considerable care and consideration that goes into each one—including the conceptual artwork. Readers may be surprised to discover just how much effort went into each concept and the execution for every album cover! Some of the regaled stories include furtively crossing the border for a guerilla-style shoot for A Farewell to Kings, trying to herd a warren of rabbits for the cover of Presto, descending into the depths of an autopsy lab to find a brain for Hemispheres, and a stunt involving fire, whiskey, and photographer Deborah Samuel for Moving Pictures. But no history of the band's art would be complete without the story of the creation of arguably the band's most iconic image, The Starman from 2112. "From the first time Hugh and I met, we shared a level of communication that would sustain us through all the years of discussing art by long distance," says Rush's Neil Peart. The Art Of Rush is a must for fans of Rush, art, and music everywhere.

Albert Dorne - David Apatoff 2013-01-20

This is the first ever career spanning survey of Albert Dorne's prodigious artistic output. Dorne was one of the most influential artists of the 1940's, yet is now almost forgotten. Dorne's art is brought vibrantly alive in this comprehensive collection which covers Dorne's entire oeuvre. Dorne was born into abject poverty and rose to fame through sheer determination and a natural talent for drawing. This humble background led him to found, along with Norman Rockwell, the Famous Artists School which offered correspondence courses in art.

Beginner's Guide to Digital Painting in Photoshop - 3DTotal Publishing 2011

A step-by-step guide to digital painting in Photoshop that covers the fundamental aspects in an accessible and comprehensive fashion.

Sketch Every Day - Simone Grunewald 2019-09-03

Absorb the extensive illustrative knowledge of Simone Grunewald and learn to create your own engaging characters and scenes.

Artists' Master Series: Color and Light - Publishing 3dtotal 2022-04-05

Brand-new series! Elevate your art skills with definitive advice, tutorials, and inspiration from the world's most talented art masters.

Beginner's Guide to Creating Portraits - Publishing 3dtotal 2022-01-14

Meet modern portraiture head-on with this step-by-step beginner's guide to creating stylized portrait, written by the industry's leading character designers.

Character Modeling Three - Daniel Wade 2010-07-01

d'artiste: Character Modeling 3 presents the techniques of leading character modelers Jan-Bart van Beek, Giovanni Nikipil, and Cesar Dacol Jr.

Digital Painting Techniques - 3dtotal.Com, 2012-10-12

Discover the tips, tricks and techniques that really work for concept artists, matte painters and animators. Compiled by the team at 3dtotal.com, Digital Painting Techniques, Volume 1 offers digital inspiration with hands-on insight and techniques from professional digital artists. More than just a gallery book - within Digital Painting Techniques each artist has written a breakdown overview, with supporting imagery of how they made their piece of work. Beginner and intermediate digital artists will be inspired by the gallery style collection of the finest examples of digital painting from world renowned digital artists. Start your mentorship into the world of digital painting today with some of the greatest digital artists in the world and delve into professional digital painting techniques, such as speed painting, custom brush creation and matte painting. Develop your digital painting skills beyond the variety of free online digital painting tutorials and apply the most up to date techniques to your digital canvas with Digital Painting Techniques for Animators.

Character Modeling 2 - Daniel Wade 2007

d'artiste: Character Modeling 2 presents the techniques of leading character modelers Kevin Lanning, Zack Petroc, and Timur "Taron" Baysal.

Matte Painting - Mark Andrew Snoswell 2005

"d'artiste Matte Painting" presents the skills and techniques of leading Hollywood matte painters Alp Altiner, Dylan Cole, and Chris Stoski. The book takes readers through the matte painting techniques used to create breathtaking, photo-realistic sets and backdrops for films including "Star Wars: Episode III--Revenge of the Sith" and the "Lord of the Rings" trilogy.

Beginner's Guide to Procreate: Characters - 3DTotal Publishing 2021-09-14

Unleash the creative power of Procreate to bring characters to life on your iPad, from thumbnail designs to final pose.

Beginner's Guide to Digital Painting in Photoshop: Characters - Charlie Bowater 2015-02-01

Following the very successful Beginner's Guide to Digital Painting in Photoshop, this latest book explores techniques used in character creation.

Perspective Sketching - Jorge Paricio 2015

This book offers a command of the basic principals of perspective that is essential to creating dynamic, plausible compositions.

The Art and Science of Digital Compositing - Ron Brinkmann 1999-06-02

The digital compositing process is being applied in many diverse fields from Hollywood to corporate projects. Featuring over 30 pages of color, this tutorial/reference.provides a complete overview of the technical and artistic skills necessary to undertake a digital composition project. The CD-ROM contains composition examples, illustrations, and development software.

Matte Painting 2 - 2008

Our talented and experienced Master Artists provide you with priceless matte painting techniques to help you improve your own skills. With more than 30 Hollywood blockbuster movies to their credit these three Master Artists show you the approaches and techniques they use to create unforgettable movie environments. Matte Painting 2 covers the process from concept, right through painting and 3D techniques and tricks, to the completion of complex environments including the famous Coruscant sequence from 'Star Wars: Episode III -- Revenge of the Sith'.

Sergio Toppi - None 2009-10-15

Sergio Toppi is an Italian-born artist who's work debuted with renowned Italian publisher UTET, before moving on to work on advertising campaigns, as well as with the finest European titles. This is his second time featured by Sparrow.

Fundamentals of Character Design - 3dtotal 3dtotal Publishing 2020-10

An eye-opening, visual-led exploration of the fundamental aspects of character design, including narrative, shape language, proportion, and expression.

Digital Mayhem 3D Landscape Techniques - Duncan Evans 2014-08-21

Compiled by Duncan Evans, founder and inspiration behind 3DArtist Magazine. The Masters at Work titles will offer digital inspiration with hands-on insight and techniques from professional digital artists. More than just a gallery book - each artist has written a breakdown overview, with supporting imagery of how they made their piece of work. Start your mentorship into the world of digital art today with some of the greatest digital artists in the world and delve into professional techniques.

We are asking you to comment on the series itself and then the first title in the series. The first title in the series will focus on 3D Landscapes. You will be able to develop your landscape and background skills beyond the variety of free online tutorials and apply the most up to date techniques, like colour and contrast enhancements, sharpening, composition, lighting and more! Expand your digital canvas to include a variety of new software tools with Masters at Work: 3D Landscapes. There will be a supporting website with source files, downloadable content and artist tutorials, demonstrating key techniques of some of the greatest digital artists.

Art Of... Pernille Ørum - Pernille Ørum 2020-03

This is the first major publication from popular visual development artist and character designer, Pernille Ørum. It follows on from the success of Pernille's two previous showcase art books (Blush and Coral) but is a more ambitious volume filled with even more art, behind the scenes and plenty of tips and tutorials. An ideal read for any budding animation artist.

Sketching from the Imagination - Publishing 3dtotal 2019-06-04

Sketching from the Imagination: Monsters & Creatures showcases sketches and insights by fifty artists from the field of creature design.

Fake Love Letters, Forged Telegrams, and Prison Escape Maps - Annie Atkins 2020-02-12

A behind-the-scenes look at the extraordinary and meticulous design of graphic objects for film sets Although graphic props such as invitations, letters, tickets, and packaging are rarely seen close-up by a cinema audience, they are designed in painstaking detail. Dublin-based designer Annie Atkins invites readers into the creative process behind her intricately designed, rigorously researched, and visually stunning graphic props. These objects may be given just a fleeting moment of screen time, but their authenticity is vital and their role is crucial: to nudge both the actors on set and the audience just that much further into the fictional world of the film.

Design Your Own Anime and Manga Characters - TB Choi 2022-09-06

With Design Your Own Anime and Manga Characters, you'll learn character design for these popular entertainment genres from renowned concept artist and teacher TB Choi. Constructing a Character. Build a character right from the start with the basics of human anatomy and proportion. Simplifying Forms for Poses and Gestures. Streamline form to develop effective poses and gestures from a variety of angles. Drawing Hair, Clothing, and Accessories. Render authentic details that support your characters and enrich your stories. Conveying Dimension, Emotion, and Character. Refine your use of line, shadow, and form to create visual variety, depth, and emotion. Pets, Chibis, and Sidekicks. Create pets, chibis, anthros, and kemonomimi with personality. Exercise: Design and Draw a Character. Learn a simple method for developing an original character, from mind map to finished drawing. Filled with step-by-step demonstrations and expert guidance and advice, Design Your Own Anime and Manga Characters teaches you everything you need to bring unique characters to life.

The Art of God of War - Sony Interactive Entertainment 2018-04-24

It is a new beginning for Kratos. Living as a man, outside the shadow of the gods, he seeks solitude in the unfamiliar lands of Norse mythology. With new purpose and his son at his side, Kratos must fight for survival as powerful forces threaten to disrupt the new life he has created. The volume is an intimate chronicle of the years-long odyssey to bring Kratos and Atreus's beautiful and brutal world to life. Step into Midgard and explore beyond, as Dark Horse Books and Santa Monica Studio proudly present the quintessential companion to the enormously anticipated God of War. This is a document unlike any other that sets readers on an exhaustive behind-the-scenes journey to witness the creation of an epic of tremendous scale.

Creating Stylized Characters - 3dtotal Publishing 2018-06

Learn how to create vibrant character designs with the step-by-step guidance of professional artists from the illustration and animation industries.

Masters of Sketching - 3dtotal Publishing 2017-01-10

Explore the tried-and-tested techniques of 20 exceptional illustrators for capturing ideas in Masters of Sketching.

How to Draw - Scott Robertson 2013

Provides instruction on drawing objects and environments from the imagination, constructing accurate perspective grids, and experimenting with various mediums.

Digital Character Painting Using Photoshop CS3 - Don Seegmiller 2007-08

Provides a unique combination of ideas and techniques that teach both

the fundamentals of character design and the skills of digital painting by exploring the key principles of design and teaching conventional artists how to enhance their traditional skills and transfer them to the Web through a variety of tutorials, images, tools, and exercises, found on the

accompanying CD-ROM. Original. (Intermediate)

Beginner's Guide to Fantasy Drawing - 3dtotal Publishing 2020-02
Invaluable tutorials and insightful tips make Beginner's Guide to Fantasy Drawing a perfect start to a fantasy art journey.