Digital Painting Techniques Volume 2 Practical Techniques Of Digital Art Masters

Master the Art of Speed Painting
Digital Painting Techniques
Digital Mayhem 3D Landscape Techniques
Digital Painting Techniques Art and Lyric Book
Beginner's Guide to Digital Painting in Photoshop: Sci-Fi and Fantasy
Sci-Fi Fantasy Creatures
Digital Art Masters: The Photoshop and Painter Artist Tablet Book
Digital Painting Techniques
Digital Mayhem 3D Machine Techniques
Beginner's Guide to Digital Painting in Photoshop: Characters
Digital Painting Fundamentals with Corel Painter X3 Color and Light
Digital Texturing & Painting
Aaron's Revenge
New Feelings, New Confusions
Complete Digital Illustration
Digital Art Masters: Digital Fantasy Painting Workshop
Infinite Travels
Art Fundamentals 2nd Edition
The Adobe Illustrator CS Wow! Book
Digital Art Masters
Art Fundamentals
Luminar Sketching
from the Imagination
Digital Painting Techniques

Infinite Travels: World of Digital Art
Infinite Travels: The Ultimate History Book for Kids!
Infinite Travels: Explore the FUN facts of history hands-on with Billy, your Infinite

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

Covers current digital painting trends and techniques, featuring such topics as weapon design, battle scenes, cartoon characters, and painting materials.

There's no question that applications like Photoshop have changed the art world forever. Master digital artists already use these tools to create masterpieces that stretch the limits of the imagination—but you don't have to be a master to create your own digital art. Whether you're a beginner who's never picked up a pen or paintbrush, or a traditional artist who wants to explore everything a digital canvas might inspire, digital artist and arts educator Scott Ligon guides you and inspires you with clear instructions and exercises that explore all the visual and technical possibilities. Featuring the work of 40 of the finest digital artists working today, Digital Art Revolution is your primary resource for creating amazing artwork using your computer.

Meet some of the finest 2D and 3D artists working in the industry today and discover how they create some of the most innovative digital art in the world. More than a gallery book or a coffee table book, Digital Art Masters Volume 4 includes over 50 artists and 900 unique and stunning 2D and 3D digital art. Beyond the breathtaking images is a breakdown of the techniques, challenges and tricks the artists employed while creating stunning imagery. This volume, much like the previous volumes is not your standard coffee table book nor is it our usual how-to-book. This book offers inspiration and insight for the advanced amateur and professional CG artists. The Digital Art Masters series has expanded upon the competition's gallery book concept and has added the insight and experiences of professional CG artists worldwide. Divided into 5 sections, Sci-Fi, Scene, Fantasy, Character and Cartoon, Each featured artist segment will include the thought processes behind creating unique digital images and an artist portfolio for further inspiration. Find your inspiration and discover the tips, tricks and techniques that really work.

Meet some of the finest 2D and 3D artists working in the industry today and discover how they create some of the most innovative digital art in the world. More than a gallery book or a coffee table book, Digital Art Masters Volume 5 includes over 50 artists and 900 unique and stunning 2D and 3D digital art. Beyond the breath taking images is a breakdown of the techniques, challenges and tricks the artists employed while creating stunning imagery. This volume, much like the previous volumes is not your standard coffee table book nor is it our usual how-to-book. New to this volume will be 5 artist video tutorials. Five artists will specifically detail an aspect of their gallery image from start to finish, offering further technique driven insight and expertise offering 2 1/2 hours of additional inspiration. With a click of a mouse, artists will be able to apply the leading techniques to their own work with access to additional video tutorials, source files, textures and digital brushes at the companion website: http://www.focalpress.com/digital-art-masters/index.html.

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.

Meet some of the finest digital 2D and 3D artists working in the industry today. from Patrick Beaulieu, Philip Straub, Benita Winckler, Alessandro Baldasseroni to Khalid Al Muharraqi, Marcel Baumann and Marek Denko and see how they work. More than just a gallery book - in Digital Arts Masters each artist has written a breakdown overview, with supporting imagery of how they made their piece of work. With Digital Arts Masters you'll understand the artists' thought process and discover the tips, tricks and techniques which really work.

Compete in the Space Race with Infinite Travels! The Ultimate History Book for Kids! *FUNDRAISER* please help. If you liked Where The Wild Things Are, You'll love Infinite Travels! Explore the FUN facts of history hands-on with Billy, your Infinite
Travels guide! In this issue, Billy takes you to the year 1957, when the Space Race began. Take a ride in outer space and discover what it took to set foot on the moon for the first time! Learn about famous satellites, spaceships and astronauts that brought us to the new frontier in this fun-filled, action-packed history lesson for kids! Fun games and trivia inside every issue! VISIT: www.INFINITETRAVELSWORLD.com FOR MORE GAMES AND FUN! LIKE INFINITE TRAVELS ON FACEBOOK! Infinite Travels actively supports education; donating 10 percent of all proceeds directly to fundraisers WORLDWIDE, pertaining to kids’ education! please help us with your support. About the Author Stephen Palmer is known world-wide for his wild canvas style and endless imagination. Creator of Burt the Worm(tm) as seen on Adult Swim(tm) Williams Street Stream(tm), JungleVille(tm) on Eugene's PBS(tm), The Escape from Swiss Cheese Island(tm) and Infinite Travels(tm) available on Amazon(tm) and Barnes and Noble(tm) all under SP Productions. Other affiliated projects include cartoon and animation for Anitopia(tm), InTour(tm) and Story Drops(tm) available on the iTunes App Store(tm) and Google Play(tm). Stephen illustrates Buddy the Motorcross Bike(tm) available on Amazon(tm) and Barnes and Noble(tm). He works with a wide variety of mediums from graphic and motion design to illustration, animation and VFX. Stephen is well known for his consistent reputation of creating professional, and distinctive products while working within an art style that is unlike any other. At a young age, Stephen enjoyed reading Bill Watterson's 'Calvin and Hobbes' and tracing illustrations out of Shel Silverstein's poem books like 'Light in the Attic' and 'The Giving Tree'. Today whenever he has the spare time, he enjoys watching cartoons and movies, playing lacrosse, gold panning and cooking. Stephen aims to bring happy, sadness joy and laughter to all his viewers, young and old. *For more information on Stephen Palmer visit his IMDB or view Stephen's Demo Reel: IMDB: http://www.imdb.com/name/nm5057685/ Vimeo: https://vimeo.com/54503716 Author's Note It all started with an idea, which led to an animation. The idea came from my childhood - I used to dress up as my favorite action-figure and run around the neighborhood pretending I was that toy. I wanted to run with this idea of imagination - a boy with his imagination. However, I had another passion - education. I truly wanted to show young souls how much fun it could be to learn about topics such as History with just a touch of imagination. So I created Billy - a young boy eager to travel not just to different places, but to different time periods. Kids will enjoy flipping each page, seeing the beautiful colors, characters and events that formulated our world. Billy uses his trusty Time Machine to take kids to these places, teaching them everything they need to know. Best part is, the books are interactive, as I have added fun games and trivia in the back of every book, just like I remember ruining the lovely books my mother bought for me, scribbling in them as a young child. With Infinite Travels, you don't need to worry about that. The kids can color and fun as well as learn in the process. To see the animation I've created before Infinite Travels was even an idea yet, please visit this link: https://vimeo.com/22664441 The overall idea was to have fun with this particular project of SP Productions. We want to make sure every product of ours moves our consumers. Stay tuned for more Infinite Travels issues in the future! *BUY YOUR COPY AND HELP CHILDREN TODAY!* Following the very successful Beginner's Guide to Digital Painting in Photoshop, this latest book explores techniques used in character creation.

From New York Times best-selling author of the Dinotopia series, James Gurney, comes a carefully crafted and researched study on color and light in paintings. This art instruction book will accompany the acclaimed Imaginative Realism: How to Paint What Doesnâ€™t Exist. James Gurney, New York Times best-selling author and artist of the Dinotopia series, follows Imaginative Realism with his second art-instruction book, Color and Light: A Guide for the Realist Painter. A researched study on two of art's most fundamental themes, Color and Light bridges the gap between abstract theory and practical knowledge. Beginning with a survey of underappreciated masters who perfected the use of color and light, the book examines how light reveals form, the properties of color and pigments, and the wide variety of atmospheric effects. Gurney cuts through the confusing and contradictory dogma about color, testing it in the light of science and observation. A glossary, pigment index, and bibliography complete what will ultimately become an indispensable tool for any artist. This book is the second in a series based on his blog, gurneyjourney.com. His first in the series, Imaginative Realism, was widely acclaimed in the fantastical art world, and was ranked the #1 Bestseller on the Amazon list for art instruction. "James Gurney's new book, Color and Light, cleverly bridges the gap between artistic observation and scientific explanation. Not only does he eloquently describe all the effects of color and light an artist might encounter, but he thrills us with his striking paintings in the process." --Armand Cabrera, Artist

Monet in the Digital Age! Luminair presents a collection of digitallife paintings by noted concept designer, Nick Pugh, who has developed this novel approach to traditional representational art. Painting from life, Pugh's canvases are the laptop computer screen and his palette is the multitude of colors available to the digital artist.

A back-to-basics look at the fundamental concepts, conventions and theory that should be considered when creating art.

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.
different style of book.

Concept art and creator commentary from Academy Award Winner Guillermo del Toro and the talented minds behind the Emmy® Award-winning animated series! Dark Horse Books and DreamWorks Animation have crossed Arcadia Oaks, the Troll Market, and the Darklands to bring you the definitive chronicle of the making of Trollhunters. Including hundreds of pieces of never-before-seen concept art and exclusive artists' commentary, this masterfully designed and gorgeously printed volume offers readers the chance to take in the magic of these fantastical worlds and unforgettable characters like never before!

"Meet some of the finest digital 2D and 3D artists working in the industry today - from Patrick Beaulieu, Philip Straub, and Alessandro Baldasseroni to Marcel Baumann and Marek Denko - and see how they create their incredible imagery."--BOOK JACKET.

The age of Nore. A time of hardship, war, enchantment, and evil. These events lead of to the story of Tecoco's Earth, where the inhabitants within the world of Tecoco are embroiled in a tide of suffering and terrible predicament. A brother swears vengeance on the suffering of a populace. A wicked king seeks the world for his own. A chief makes a decision that will decide the fate of his people. This is the age of Nore.

From Icy Tundras to Desert savannahs, master the art of landscape and environment design for 2D and 3D digital content. Make it rain, shower your digital scene with a snow storm or develop a believable urban scene with a critical eye for modeling, lighting and composition. Move beyond the limitations of gallery style coffee table books with Digital Mayhem: 3D Landscapes-offering leading professional techniques, groundbreaking inspiration, and artistic mastery from some of the greatest 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. Compiled by Duncan Evans, founder and inspiration behind 3DArtist Magazine, start your mentorship into the world of digital art today with some of the greatest digital artists in the world! 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 software techniques, tools and workflows featuring Photoshop, Painter, Maya and 3ds Max examples. A source of inspiration for digital artists everywhere: more than 50 artists and 700 stunning color images are showcased with an in-depth companion website that includes professional source files and further technique based skills development.

This volume includes the digital illustrations of 60 artists, each showing how their image was created. Each artist talks about his working process, on techniques, challenges and inspiration behind each piece. Topics range from the basics like choosing canvas size to technical talk like setting up shaders and bump maps. This is a work flow process book. The illustrations are mainly on scenes, characters, fantasy, sci-fi and a little bit on cartoon style.

Provides instructions for blending traditional drawing and painting skills with technological advances to create digital art.

A unique and valuable insight into the latest digital painting techniques, presented by some of the industry's top artists.

Adult coloring book . A fantastic adult coloring book with insults from Brazil for you to release your anger inside you and relax. Insults notebook coloring and textures that will allow you to get away from your stressful routine and get you a state of total relaxation. 130 pages you will find insults, textures, pages for drawing and cutting. In addition you can give them to whomever you want or deserve If you want to tell him, tell him, but Tell it beautiful! The concentration required to give a color or to draw is a technique that carries a balance with your inner, a state of escape and tranquility, peace and harmony. The notebook size is 8.5" x 11" (21.59 cm x 27.94 cm) if you want to enjoy sitting at the table quietly listening music. But you will find in 5.5 "x 8.5" (13.97 cm x 21.59 cm), a perfect size in case you want to carry it when you go on a travel, you have a break from the office, or you like a smaller and comfortable format. Bon appetit!


Everything you need to know to create Sci-fi art With reference to creative painting programmes including Photoshop, the book explains, with the help of step-by-step instructions and screen grabs, how to progress from basic 'pencil' roughs to the finished colour art.

Nathan knew his relationship with both of these men was growing stronger but that only made his personal feelings that much worse. He didn't know what to do, or even where to go with this, since he wanted to express his love, but due to tumult in the past, a dark part of his heart, he refused to let those feelings in. However, he learns that he's unable to hold it back as Travis and Melvin start to grow closer to him, and finally, one night while on a yacht, the truth comes out. Despite his fears, he tells them everything, and soon, he's left with nothing but silence. But of course, Nathan hopes that silence means something more, and not just a sign of hate. Will he hear the words he wants to hear from their mouths? Or will his confession be a sign that it's over between them and any potential relationship they might have? WARNING: These stories are Super Hot with explicit scenes of desire and passion that do not leave much to the imagination. This ebook is intended for adult eyes only!!

Learn painting techniques from some of the world's greatest digital artists in the second volume of this popular series.

Presents time-saving techniques and tips for users of Adobe Illustrator CS, exploring the software's basic tools and latest features with full-color examples and samples from leading Illustrator artists and designers.
An evil as old as time is heading for Echo Lake seeking to reclaim what was lost to the sons and daughters of darkness. Just hours after watching Dragan's death, and then resurrection and while still struggling with his lack of faith - Aaron Reynolds quickly realizes that all is not as it seems with the arrival of the beautiful, redheaded stranger sent to kill his twin. Struggling to convince everyone at the Manor that Chavali is not to be trusted; Aaron plays a dangerous game to win her over in an attempt to learn the truth of the evil heading for them.

Explains how to use digital painting programs to create science fiction art, with tips and techniques for beginners and details on creating images from the initial line drawings to the finished color art.

A fully revised and updated edition of this back-to-basics title, packed with the fundamental concepts, conventions and theory needed when creating art.

Explore the process of creating digital art in no time at all with this comprehensive guide to speed painting.

Accompanying CD includes exercise files and products to assist with working with the book.

Produced in association with magazine ImagineFX, this book instructs readers on a step-by-step basis how to produce top quality digital fantasy images in a variety of styles from manga to gothic.

An exclusive selection of awe-inspiring traditional and digital concept designs and sketches from some of the world's most talented artists.

Fantasy painting has a long tradition. It went through a stylistic revolution in the 1980s with the widespread adoption of airbrush as a medium of choice. Now, with the emergence of various computer modeling and rendering applications, fantasy painting is going through another revolution. Digital tools and techniques have made it easier for artists to realize their visions and the images they now create are more vivid, more realistic, and more compelling. A must-have book for anyone working in the area of fantasy art and for anyone who admires the work of fantasy illustrators. Digital Fantasy Painting Workshop tackles the genre’s three main categories—fantasy; science-fiction; and horror— and employs detailed step-by-step walkthroughs to show exactly how the images are produced. Featuring work from some of the world’s leading fantasy artists, the book also explores the “tradigital” movement of mixing traditional and digital skills.

Complete Digital Illustration is an informative and practical guide to this in-demand area of design. Alongside step-by-step tutorials, top image-makers from around the world provide real and practical advice on setting up a studio, creating a killer portfolio, and winning commissions. The work featured in the book reflects the wide and exciting range of image-making practice that thrives today, from music and fashion to character and toy design. The book reveals the secrets of the industry’s most successful creatives who transfer traditional illustrative skills into digital dimensions, producing the highest quality, most commercially successful animation, three-dimensional, and vector-based illustration. This book offers a master class for students and professional designers and illustrators who want to take their work beyond the constraints of two-dimensions and gain greater commercial success. An inspirational, must-have guide, Complete Digital Illustration is also of real value for professional image-makers.

Meet some of the finest digital 2D and 3D artists working in the industry today, from Patrick Beaulieu, Philip Straub, Benita Winckler, Alessandro Baldasseroni to Khalid Al Muharraqi, Marcel Baumann and Marek Denko and see how they work. More than just a gallery book - in Digital Arts Masters each artist has written a breakdown overview, with supporting imagery of how they made their piece of work. With Digital Arts Masters you'll understand the artists' thought process and discover the tips, tricks and techniques which really work.

Corel Painter has long been one of the most popular applications for creating digital art. Now in version X3, Corel Painter offers more artistic fun and capability than ever. DIGITAL PAINTING FUNDAMENTALS WITH COREL PAINTER X3 offers step-by-step, full-color instruction for getting started with the digital art software and hardware that are the industry standard: Corel Painter and a Wacom graphics tablet. With these computer tools, you can experiment with things like color theory, composition and brush strokes— but without the toxins, mess, and expenses associated with traditional art. The powerful Corel Painter X3/Wacom combination offers a level of texture and detail that no other digital painting tools can match. The book's many exercises and projects will teach you to control Painter's tools and techniques, and along the way you'll learn traditional art concepts such as composition, line quality, contrast and focal point. Even if you've never painted before, you will be astounded by the creative freedom and expressive possibilities of Corel Painter X3. Pick up your copy of DIGITAL PAINTING FUNDAMENTALS WITH COREL PAINTER X3 and start creating today.


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