

(Mobile ebook) Digital Art Masters: Volume 2 (Digital Art Masters Series)

Digital Art Masters: Volume 2 (Digital Art Masters Series)

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Von 3dtotal.Com : Digital Art Masters: Volume 2 (Digital Art Masters Series) before purchasing it in order to gage whether or not it would be worth my time, and all praised Digital Art Masters: Volume 2 (Digital Art Masters Series):

KundenrezensionenHilfreichste Kundenrezensionen4 von 4 Kunden fanden die folgende Rezension hilfreich. Immense wealth of experience from over 50 artistsVon Parka[[VIDEOID:5813204]]The illustrations in this book shouldn't be unfamiliar if you're a frequent visitor of 3D Total. The artwork can be found in the art galleries over there.This book has compiled the working processes of more than 50 artists. It is not a step-by-step tutorial book and it doesn't focus on any specific software. But the frequently used software are 3D Max, Maya and Photoshop. The art techniques used by the artists can be easily achieved using similar software.One illustration from each artist is chosen. The workflow of creating the illustration is then explained in first person by the artists. They talk about the challenges,

tips, techniques and inspiration they have. For example, on the subject of creating realism in scenes, different artists will take different approaches. All these are discussed non technically that every reader should have no problem following. The book focuses heavily on 3D art. However, there's a small section with several artists featured on 2D digital painting as well. For 3D, you'll read about things like how textures are applied, how lighting is handled, the different approaches to modeling etc. For digital painting, it's basically on the process and how they achieve the look they planned out in the concept stage. This book is highly recommended to 3D and digital painting artists.

Kurzbeschreibung 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. Pressestimmen "A fascinating glimpse into the working practices of the pros."--3D World magazine, Nov 06 "This book not only exhibits the artists at the cutting edge of the digital art industry but also delivers valuable tips and advice that will usher in the next generation of Digital Art Masters."--Tim Warnock - matte painter / concept artist. www.thenextside.com "For those who are not satisfied with only a 'final picture' book and also want to know the techniques behind the images."--Rafal Wojtunik - 'Fallen Art' BAFTA winning movie Platige Image concept artist. www.platige.com Kurzbeschreibung 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.