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# Digital Painting Tricks Techniques: 100 Ways to Improve Your CG Art

Von Gary Tonge

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**Von Gary Tonge : Digital Painting Tricks Techniques: 100 Ways to Improve Your CG Art** before purchasing it in order to gage whether or not it would be worth my time, and all praised Digital Painting Tricks Techniques: 100 Ways to Improve Your CG Art:

KundenrezensionenHilfreichste Kundenrezensionen5 von 5 Kunden fanden die folgende Rezension hilfreich. Too vague to be usefulVon Parka[[VIDEOID:mo2PTSE70LOMW09]]I don't find this book very useful.While there are tutorials, the instructions are often vague. The subject matter are often too brief and not comprehensive enough.They do tell you the tips and techniques involved in achieving certain effects, but they either don't show you the process of getting there or several steps are missing and you have to guess how it was achieved.There's a beginner example on using photos as reference. It's about putting a car onto a background with mountains behind basked in beautiful sunset. Step 1 involves finding a beautiful photo of the background. Step 2 involves finding a photo of the car. Step 3 is the

final result of the car basked in the same beautiful sunset as the mountains. The example do mention that lighting and reflections were wrong in the car to begin with, but it never actually showed how they were corrected. And just like magic, the final result painted itself. That happens often in the book. If you're absolutely new to digital painting with no knowledge at all, yes, you can learn from some of the tips. But even then, I won't really recommend this book because for the same amount of money, you can get better books. (There are more pictures of the book on my blog. Just visit my profile for the link.) 0 von 1 Kunden fanden die folgende Rezension hilfreich. TOP Autor - TOP Buch Von Björn Schmitz Dieses Buch ist ein weiteres außerordentliches Werk von GARY TONGE. Dieses Buch ist einfach ein MUSS wenn man mit Digital Painting beginnen möchte. Zum Buch selber kann man nur sagen, das alles in absoluter Bravour beschrieben und gezeigt wird. Es ist natürlich auf Englisch, aber alle Inhalte lassen sich auch ohne englische Kenntnisse umsetzen und leicht verstehen. Im Großen und Ganzen einfach TOP. Ich bin selber 3D-Artist und Entwickler. Dieses Buch ist einfach sehr cool. Auch wenn man es einfach nur sammelt um seine Bibliothek an hochwertigen und besonderen Büchern zu vergrößern.

**Kurzbeschreibung** This book provides all the advice artists need to transform their digital painting--from brush, lighting and color basics to special effects, working with layers, and speed and matte painting. The 100+ expert tricks provide quick and easy solutions to all aspects of digital painting through clear instructions, step-by-step demonstrations and breathtaking annotated art. The book is divided into core elements of digital painting providing beginner, improver and advanced techniques to ensure progression and relevance to all skill levels, making it ideal for beginners and essential for more experienced digital painters. This is the ultimate tool to help emerging CG artists get started with digital painting, and help advanced CG artists improve their digital painting techniques.

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ber den Autor und weitere Mitwirkende Gary Tonge is one of the UK's foremost concept designers with more than 20 years experience as a digital artist. He currently works as Art Director for electronic games, Swordfish Studios. Recent products he has project managed include 50 Cent: Blood in the Sand and Operation Flashpoint: volumes 2 and 3. He also has a successful freelance business, VisionAfar, whose client base is as diverse as his art and includes the BBC, Vivendi, Capcom, Eidos, Sims Snowboards and National Geographic. He is a regular contributor to Imagine FX magazine and recently launched a new website, [www.VisionAfar.com](http://www.VisionAfar.com). Tonge lives in Coventry, England.