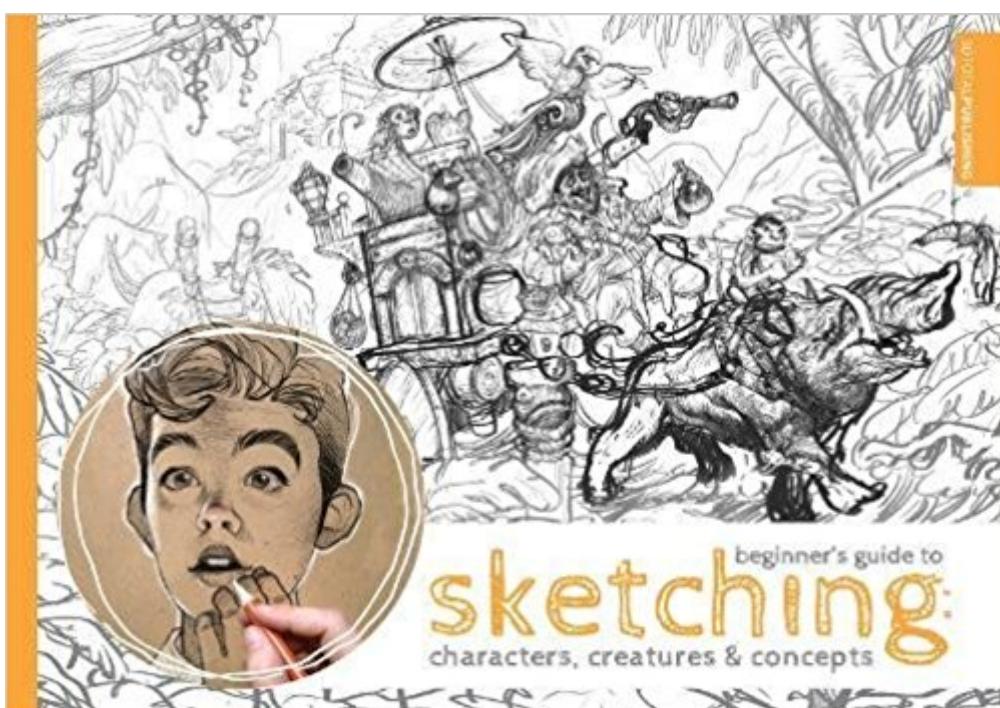


The book was found

Beginner's Guide To Sketching: Characters, Creatures And Concepts



Synopsis

The ability to sketch confidently is an integral part to the beginning of any concept artist's workflow! The Beginner's Guide to Sketching: Characters, Creatures and Concepts teaches the fundamentals of sketching, showing how important concept sketching is to artists of all levels. Established artists such as Rovina Cai, Justin Gerard, Nick Harris, and Rebeca Puebla explain how and when to use a variety of sketching materials, before moving on to warm-up exercises and top tips. The book also features master projects that show how to progress from early concepts, through poses, designs and costume elements, to a completed scene. Rovina Cai is a freelance illustrator from Melbourne, Australia, and has been featured in publications such as Spectrum Fantastic Art and American Illustration. Justin Gerard specializes in fine art and illustration and is based in Georgia, USA. He provides high-quality, original artwork for the publishing, game, and movie industries. Nick Harris is an established UK-based illustrator, having worked in the industry since 1982, who has specialized in artwork for various children's publications. Rebeca Puebla is a Spanish 3D senior character artist living in Madrid, Spain, working for Gameloft. Projects have included design, animation, and post-production for Ender's Game.

Book Information

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Customer Reviews

3dtotal Publishing 3dtotal was founded in 1999 as a simple 3D resource website. Over the last decade the site has evolved into one of the premier CG art websites in the world, offering a variety of training products, an inspirational gallery, a free texture library and hundreds of free tutorials on a

variety of subjects. In 2006, 3dtotal entered into partnership with Focal Press and launched the popular book series Digital Art Masters and Digital Painting Techniques. The premise for these books was to provide high quality content that would inspire and educate the next generation of digital artists. Featuring the work of top industry professionals, detailed tutorials and image breakdowns, these series have become firmly established as indispensable resources for any digital artist. After five successful years working with Focal Press, 3dtotal Publishing was launched in early 2010. As well as self-publishing the next volumes in the pre-existing Digital Art Masters and Digital Painting Techniques series, 3dtotal Publishing has launched a number of new titles including: Sketching from the Imagination, Beginner's Guide to Digital Painting in Photoshop Elements and ZBrush Characters and Creatures.

If you see 3d total publishing on the book--just get it already. I have a BUNCH of their books and not one is a stinker. This book is no exception. What I like about it is that it pulls me, as an artist, back to the very basics--if you are a beginner, you need this book--it's sorts out a LOT of stuff for you and won't rattle your brain and the projects are really neat. If you are medium or advanced--it won't kill you to get this and have it on hand as a handy reference--if you are as advanced as you think you are, then you know that you don't know everything --3dtotal takes the rough edges off that problem. Get this book. I did.--cat

This book is not for the absolute beginner like myself, it does however give a lot of inspiration to sketch. I leave it on my coffee table and flip through it regularly.

Incredibly useful information broken down into easy to understand segments. Highly recommended.

Is a good book.

lot of fun learning exercises and concepts

LOVE THESE BOOKS.

I'm OLD and have been drawing since I was a child--so I'm very familiar with a variety of drawing guides. The cover of this looks so promising, but I feel like that's where the promise ends. I wish I had been able to flip through this book before I bought it. I bought this with the intent of giving it to a

12 year old boy who is interested in drawing. I'll be sending it back. The drawings are average in ability and the guidance to get to a finished product is not well thought out. I hated the organization, and the actual practice procedures make large jumps between an outlined drawing, a medium-finished drawing, and a fully finished drawing. There's too much imprecise text and not enough process pictures. I can't really tell who the audience for these books is. You would have to be a fair to good artist to complete drawings using their recommendations, yet if you're a good artist, the drawings in this book would not inspire. If you're a beginning artist you would need far more pictures of the process and less and more precise text. This book doesn't work as a guide, nor does it work in terms of inspiration. I found 3dtotal Publishing's Drawing from the Imagination to be much more inspiring than their Beginner's Guide to Sketching, but not suitable for the young artist. While the majority of Drawing from the Imagination is fantastic and would be perfect as a gift for the 12 year old, there are a very few pages that are highly gruesome and extremely sexual (two pages out of ~316 had dismembered female bodies); which is a shame, because it was such a small section, and omitted it would gain a much bigger audience that includes kids. To clarify I have no problem with gruesome or soft-pornographic drawings for myself, but I don't want my sensitive young artists viewing hacked-up bodies and overtly-sexualized women. Hopefully 3dtotal's Sketch Workshop will be what I'm looking for.

I love this book. This gave me some solid basic principles that I overlooked for years.

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