Beginner's Guide To Digital Painting In Photoshop
Beginner’s Guide to Digital Painting in Photoshop is a new series dedicated to providing a comprehensive guide to the basics of digital painting in this versatile program. Whether you’re new to this artistic medium or simply looking to improve existing skills, this book offers up a wealth of suggestions and advice to get you started, improve workflows, perfect techniques, and produce stunning images. The step-by-step tutorials within this book don’t just describe techniques, but actively demonstrate how these techniques can be applied to an artwork. Industry veterans including Nykolai Aleksander and Richard Tilbury share the benefits of their years of experience in a clear and methodical fashion. They examine the various basic Photoshop tools on offer, shedding light on these features and establishing ways of successfully integrating them into an artistic workflow. Fundamental art theory is also covered, including classic topics such as composition, story-telling, portraying emotion, lighting, and color, leading to a thorough understanding of the components that make up a successful image. Instructive and inspirational, Beginner’s Guide to Digital Painting in Photoshop is an ideal resource for anyone taking their first steps into the digital painting world. Nykolai Aleksander is a UK-based freelance character illustrator and portrait painter, who has been working in the CG field for the past eight years. Richard Tilbury is a freelance artist from the United Kingdom who works in both 2D and 3D and has been featured in a number of popular publications.

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Customer Reviews
Received this book this week and I must say I am thoroughly happy with it. As I expected from the preview I've seen on 3DTotalPublishing's site, this book is not only intended for those just beginning to learn about painting in Photoshop, but instead presents rendering techniques valuable even for professional artists, like some of the artists presenting this book state (for example Kekai Kotaki from ArenaNet's "Guild Wars" and Daarken). Still, if you're looking for a more images-filled type of book this is not the one for you, since it goes in-depth providing a lot of written information and just the necessary amount of imagery. Each chapter of the main parts is written and illustrated by an artist who presents his own approach, but following the matter of study. You will also be provided with a reminder inside the book to download the accompanying resources for the tutorials in this book from 3DTotalPublishing's site (there you can also see a small format full preview for this book). The book starts off with the basics: presenting the Photoshop workspace, optimizing it for your own needs and in accordance to your computer's resources, introducing the main features such as working with colors, brushes, textures, blending modes, how to establish composition, perspective and basic tonal values, using photographs for texturing or as matte painting bases, working with masks, wand tool, filters and more. Great insight for beginners and medium-level users of PS. It continues with art fundamentals, where you will find a more in-depth presentation of what makes a painting good or great. Lighting, value, color, composition, perspective and depth, portraying emotions in your character or landscape and even storytelling.