Digital Painting Techniques: Practical Techniques Of Digital Art Masters (Digital Art Masters Series)

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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.

**Synopsis**

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**Book Information**

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**Customer Reviews**

Digital Painting Techniques is a compilation of tutorials written by various talented digital artists. It is broken up into eight chapters with roughly five to seven tutorials apiece, and a gallery at the end. The physical book itself is well bound so that when open it lies flat for easy reference while you work. The chapters are: Custom Brushes, Speed Painting, Matte Painting, Creatures, Humans, Environments, Sci-Fi and Fantasy, and Complete Projects. The tutorials, with the exception of a few, use Photoshop; the noted exceptions also use Painter. (In the final chapter, one artist also uses...
Artweaver and Gimp, while another uses Cinema 4D. But for sake of argument, assume this is a Photoshop digital painting book.) And some of the tutorials also come with assets available to download from the book’s website. As for the content, let’s say that some tutorials were more thorough and useful than others. While the visuals that went alongside them were stunning, a few of the brush tutorials amounted to little more than how to save a new brush in Photoshop. But the remaining brush tutorials delved into the why and how of creating a custom brush for useful application and saving time, then illustrated its use. Some of the subsequent tutorials were vague; one example step stating "use a textured brush"—with no indication or example of the texture, only a screenshot of the elapsed painting. Luckily that didn’t happen too often. Most of the tutorials provided screenshots of software settings, brushes used, and picture progress with clear explanations. Creature Concept 101 by Mike Corriero, Paint Luscious Lips by Anne Pogoda, The Human Face by Nykolai Aleksander, and The Environmental Series by Carlos Cabrera immediately spring to mind. Finally, the book could have used another round of edits for consistency, especially in reference to software terminology. Also, some of the page layouts made it difficult to locate referenced figures throughout (i.e. see Fig 4, which would be an inset of another figure on a previous page). Nothing too egregious, but something to be aware of. Overall, this is an excellent resource for digital artists looking for inspiration and to learn some new techniques. It comes with the caveat, however, that this is not a book for beginners; you won’t find tutorials for preparing a digital canvas, mimicking paint consistencies, or color blending. So while this book won’t replace a good foundational book on digital painting, it would make a great supplement.

A professional artist and friend said that one could not make original art in Photoshop. Here is the book that proves her wrong. Gifted artists take the reader step by step, predominately in Photoshop, through their technical process. Practically speaking this is a reference book, not a series of lessons, each one building on the previous lesson. The first chapter is custom brushes. Six artists describe their technique. The second chapter is speed painting, how to quickly lay out your painting. Again several artists share their approaches. The third chapter is on matte painting, at which point I realized that I could not read and comprehend everything in every tutorial. The chapter on creatures had several approaches. Probably the most valuable lesson was "Creature Concept Design 101," which illustrates the practical considerations when creating your own creatures. The chapter on humans applies to almost any 2-D medium. "The Human Face" is a magnificent tutorial. "Painting Realistic Skin" was amazing, with surprising techniques. The next two chapters are "Environments" and "Sci-Fi & Fantasy" that show techniques for overall painting. Carlos Cabrera takes one painting
and modifies it into five different weather conditions. The final chapter shows complete projects, followed by a gallery of paintings that exemplify the techniques of the book. Sometimes the word awesome is a cliche and sometimes it truly applies to what one sees. This book assumes that you either already are proficient at Photoshop and/or you have a manual handy. Or you can simply leave this book out as a coffee table book. One word of caution: Because of the number of illustrations in color, the book has a heavy chemical smell. I have had this book for several weeks and it still is off-gassing.

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