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# 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

Series: Beginner's Guide

Paperback: 208 pages

Publisher: 3DTotal Publishing (September 1, 2015)

Language: English

ISBN-10: 1909414239

ISBN-13: 978-1909414235

Product Dimensions: 11.6 x 0.8 x 8.2 inches

Shipping Weight: 1.8 pounds (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars See all reviews (21 customer reviews)

Best Sellers Rank: #89,329 in Books (See Top 100 in Books) #48 in Books > Arts & Photography

> Drawing > Pen & Ink #55 in Books > Arts & Photography > Drawing > Pencil #252 in Books

> Arts & Photography > History & Criticism > Themes

## Customer Reviews

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--its 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

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

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.

It's good for beginners art guide

I can only speak for myself but this is a fun book that does explain character sketching and design.

very nice. there isnt a single 3dtotal publishing book that i regret buying.

This might be good for some who have no clue about drawing but I just could not get past the bad art. The art in this book isn't great at all. It has advice that is so basic you could figure it out just by looking at good art. Don't expect art like you see in A Sketchy Past or any top artist. Expect very low armature type art. I see a decent drawing here and there - but could not get past the space slave or the next several drawings that are really poor. I got this as I saw a high rating from Parka Blogs - I think it's time for him to really be critical of what he tosses 5 stars on - which seems to be just about any book including this one. Line, for example, is one of the most important aspects of drawing - more so than getting the picture correct. Along with this is light, shadow, color. A brief bit here and there on a very brief level does not make up for the rest of the drawings in this book. Yes - a bit critical but having to make up for all those ratings over the top. If you are a beginner - just starting out - you might find some useful beginner tips. If you have been drawing at least a year and are looking to up your art and education - this probably isn't the best book. For beginner - I could see a recommendation. Everyone else - lots of better books out there (especially for the price of this paperback).

Very cool book but a little limited for the advanced artist.

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