

D Artiste Character Design Digital Artists Master Class

Features step-by-step tutorials presented by Concept Art master artists.

The newest edition in the d'artiste range features talented character artists Anne Pagoda, Katarina Sokolov-Latans'ka, Lois van Baarle, and more.

In the far distant future, the sun's premature expansion has irradiated Earth, sending humanity to the lowest depths of the seas, hidden within radiation-shielded cities, while probes scour the universe for inhabitable worlds to relocate to. After tens of thousands of years, a single probe returns, crashing on Earth's surface, a now-alien place no human has seen for many millennia. Frequent collaborators RICK REMENDER (BLACK SCIENCE, Uncanny Avengers) and GREG TOCCHINI (Last Days of American Crime, Uncanny X-Force) dive into an aquatic sci-fi/fantasy tale following two teams from the last remaining cities undersea as they race to the most unexpected alien world of all -- the surface of Earth. Special introductory issue features 30 full pages of painted art!

Go beyond the horizon with Perspective Sketching. This book offers a command of the basic principles of perspective that is essential to creating dynamic, plausible compositions. With a user-friendly approach, this step-by-step guide will help you master the basics like scale drawing, contour line drawing, linear perspective, tone and texture, and more. Freehand skills like intuitive perspective and concept sketching help you to deepen your technique. Artist and designer Jorge Paricio also includes lessons on working with 3-D modeling in SketchUp and painting in Photoshop and provides a full chapter in blending traditional hand skills with digital media. This effective technique that draws on a broad sense of artistic qualities, coupled with mastering perspective, creates a sketching book unlike any other.

When Virginia wakes up feeling "wolfish," her sister, Vanessa, tries to cheer her up. After treats, funny faces and other efforts fail, Vanessa begins to paint a glorious mural depicting the world of the sisters' imagination. Will it help lift Virginia from her doldrums?

Equipped with a needle and a rice bowl, Issun Boshi, an inch-tall boy, leaves home for the city and finds work as the companion to a nobleman's daughter, whom he uses his wits to save from a gigantic ogre.

In d'artiste Fashion Design, four Master Artists show you how they design costumes and clothing for their games, TV, animation, collectables and comic book characters. Alessia Zamboni, Lois van Baarle, Annie Stegg and Anne Pogoda present their techniques through a series of in-depth tutorials, and a personal gallery of their finest work. There is also an invited artist gallery, which features character work from some of the most talented character/fashion artists in the world.

Our talented and experienced Master Artists provide you with priceless matte painting techniques to help you improve your own skills. With more than 30 Hollywood blockbuster movies to their credit, these three Master Artists show you the approaches and techniques they use to create unforgettable movie environments. Matte Painting 2 covers the process from concept, right through painting 3D techniques and tricks, to the completion of complex environments including the famous Coruscant sequence from 'Star Wars: Episode III -- Revenge of the Sith'.

[The One-Inch Boy](#)
Character Design

[The Story of Alpha and the Sisters of Mercy in Jamaica](#)
You Did It Unto Me

[Speculative Everything](#)
Digital Painting in Photoshop
Character Modeling
101 Fun Creative Exercises for Everyone
Beginner's Guide to Realistic Drawing Techniques
Freehand and Digital Drawing Techniques for Artists & Designers
Matte Painting

Features step-by-step tutorials presented by digital painting master artists.

Have you ever considered using Photoshop to create fine art? Photoshop is usually used for enhancing photos, but this extremely powerful software package is capable of so much more. Every feature, from brushes to background, can be customised and optimised for artistic effect. With a little guidance from a pro, your photoshop results can go from competent to them, turning everyday pictures into breathtaking works of art. In this beautiful and inspiring book, acclaimed artist, author and lecturer Susan Bloom shows you how to do just that. Starting with the fundamentals: creating your own artistic brushes and textured papers virtually, she goes on to demonstrate how to create a variety of classic artistic styles in Photo. Further chapters cover illustration techniques in photoshop, and using third-party software to create painterly effects. While the results are highly polished and realistic, this is not a book written specifically for artists. The techniques are aimed squarely at the Photoshop user looking to broaden their palette, with emphasis on altering photographs to create artwork written, clearly laid out, and guaranteeing inspiring results, this book is a must-have for every Photoshop user.

d'artiste: Character Modeling 2 presents the techniques of leading character modelers Kevin Lanning, Zack Petroc, and Timur "Taron" Baysal.

Features twelve detailed tutorials and even more inspirational artwork.

A companion to the Dreamworks animation comedy adventure traces its creative evolution with concept art, character sketches, storyboards, and digital paintings as well as interviews with key animators.

Supreme in their dominion over seasons, storms, and sea, the witches have forgotten the unmatched destructiveness of mankind. And among the weapons men seek are the magical songs of the witches. Born of witches but raised among their enemies, Lilette searches for a way to heal the rift between mankind and the witches. But it may be too late to save either that all things fall.

This publication is a comprehensive survey of the entire range of digital art from its beginnings in the 1960s to the present.

Take an expert-level course in folding breathtakingly beautiful origami flowers. Arranged by designer, this book offers you step-by-step instructions to make 12 of the most complex flower models ever designed.

[Creative Essence](#)

[Origami Master Class Flowers](#)

[Perspective Sketching](#)

[Matte Painting 3](#)

[Finest Digital Art in the Known Universe](#)

[Tatsuyuki Tanaka Artbook](#)

[The Fountainhead](#)

[Character Modeling Three](#)

[D'Artiste Fashion Design](#)

[Cleveland's Sense of Place](#)

[A Look Behind the Scenes](#)

It's tech prowess meets undead mayhem! In this tale of carnage from the Eisner Award-nominated team of artist Ashley Wood (Popbot) and writer Chris Ryall (The Great and Secret Show). A post-apocalyptic world overrun by zombies has only one chance at recovery - a team of robots that must protect and clone a lone surviving human baby. They just need to do this amidst the endless hordes of zombies who have been driven rabid by their frustration at inedible bots and their lust to eat the one living brain left on the planet.

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 canvases with Digital Painting Techniques for Animators.

Draw, doodle, make, and have fun! There are no mistakes in this wild and wonderful world from doodle artist and illustrator Jon Burgerman. Packed with prompts for 101 unexpected art projects, It's Great to Create offers artists of all ages loads of fun ways to get inspired and kick-start the creative process.

From drawing with your eyes closed or doodling on your clothes to putting faces on your condiments or finding colors that rhyme, every page offers a new opportunity to embrace creativity and make something awesome. This unique ebook invites readers to lower their artistic inhibitions and offers a glimpse into the mind of a truly original artist.

A study of regional culture in northern Ohio looks at Cleveland's contributions to the visual arts and architecture, in a study that is complemented by full-color reproductions of the work of notable Cleveland-area architects and artists, past and present.

Whether they appear as painted stones, smiling houses, Nick Park-like clay figures or classical cartoons, characters are still the best way to create visuals with which one can identify. Peter Thaler has built upon the success of "Pictoplasma," one of dgv's best-selling titles of all time. Avoiding the lure of creating a straightforward sequel or the simple repetition of his winning formula, he has once again distilled a fine selection of first-rate works from over 9,000 entries. While the traditional role of these lovable icons as commercial branding tools remains important, this volume also touches on the vital new design impulses that have enriched the picto realm during the last few years. More and more often, designers are taking their favourites from the drawing board and computer to the streets as customised objects, urban art and graffiti. Parallel to an overall trend to shake off the shackles of two dimensions, even more of Thaler's selections have made the jump into the third dimension. For example, cute to grotesque action figures, which are increasingly coveted by adult collectors, are spread across the pages in perfect harmony with traditional graphic design and illustrations by both talented newcomers and stars like Peter Fowler. No matter if it's scribbles, freehand or vector designs, puppets, street art or abstraction: Pictoplasma 2's prime focus remains the development of interesting character ideas and the fertile exchange between different styles and media.

planet Papathes. Collecting: Sky Doll Space Ship #1-2; Sky Doll: Lacrima Christi #1-2

Discover the world of digital artist Lois van Baarle, a.k.a. Loish, in this high-quality collection of her most beautiful work.

Learning How to Draw Has Never Been Easier! Lee Hammond's All New Big Book of Drawing is the culmination of nearly forty years of teaching. No matter what your experience level YOU CAN DRAW by following along these easy step-by-step demonstrations. Whether you want to create drawings of flowers, learn how to draw animals or how to draw a person, these drawing techniques, all-new projects, and expert tips will show you how to get great results with both regular pencils and colored pencils. • Two books in one. The first half is a comprehensive course on using pencils to capture shape, form and likeness. The second half explores adding color using colored pencils • 88 step-by-step projects. You will learn to draw everything with this book! Starting with a simple sphere and working up to sea shells, sunsets, flowers, birds, horses, clothing, people--and so much more! • A lifetime of know-how! Lee covers it all--from big picture concepts (selecting tools, shading techniques, making sense of perspective) down to techniques for creating the look of feathers, capturing skin tones, and making surfaces look shiny or transparent. Using her straightforward, three-stage approach to lifelike drawings, Lee makes any subject approachable, from still life and landscapes to animals and even people. This project-driven tome will help you create realistic, frame-worthy artwork. Project by project and subject by subject, you will gain confidence and cultivate great joy in drawing.

[Matte Painting 2](#)

[Zombies Vs. Robots](#)

[Digital Painting Techniques](#)

[Lee Hammond's All New Big Book of Drawing](#)

[Contemporary Character Design](#)

[Digital Arts Master Class](#)

[Virginia Wolf](#)

[Codex Espangliensis](#)

[D'artiste - Character Design](#)

[Digital Artists Master Class](#)

[It's Great to Create](#)

[Pictoplasma 2](#)

For Jamaica, W.I, the nineteenth Century had lured slowly...painfully...to its last quarter of the Century. It was a time of trial and tribulation never before seen...sugar in decline...squalour in the yards...rampant disease...and yes...the darkness of life bereft of hope. Jessie Ripoll saw the suffering of her people...their cries pierced her soul...what could she do at this point in her life's journey? She dreamed of freedom for the oppressed...and true equality of opportunity and social justice. And at the appointed time...a vision so clear and luminous came to her. She came to know the great work God had chosen for her. So it was that on May 1, 1880, holding a little orphan girl by the hand, she made her pilgrimage through the gate of Alpha to the cottage that sat on forty-three acres of virgin land...waiting for the sound of her footsteps. There began the socio-educational experiment that would receive the respect and admiration of Jamaica. Within a decade, word of her success and an invitation reached the Sisters of Mercy in Bermudsey...It spoke to their hearts in a language that only those who have received the Call can understand...like Abraham, they heard...Leave your country...for a land which I shall show you. They arrived on Dec.12, 1890 to join Jessie. How could the four little girls who enrolled as the first students of Alpha Academy in 1894 have imagined that, a century later, fourteen hundred girls would be retracing their footsteps through the gates of Alpha? In his Proclamation of April 20, 2005, declaring the week of April 25 to May 1, 2005 as Alpha Week, the Governor General Sir Howard Cooke paid tribute to the Institution of learning that [produced a parade of graduates, men and women of excellence...who have made significant contributions to the development of our nation.] The Citation granting Alpha the freedom of the City of Kingston and St. Andrew

Corporation and the Keys to the historic City speaks of the 'tremendous contribution of the Boys' School to the musical treasures of Jamaica' and lauds 'the students of Alpha who have served in every sphere of National and International life.'Such is the power of that tiny, mustard seed of faith and hope, planted in the fertile soul of Jessie Ripoll over a century ago. New Hardcover Edition! Awakened by the End of Days, Death, the most feared of the Four Horsemen of the Apocalypse, embarks on a quest to undo Armageddon! The Art of DarkSiders II collects the dark and dynamic artwork behind the second installment in the fan-favorite DarkSiders video game series. Featuring the artwork of legendary comic artist Joe Madureira (X-men, Battle Chasers) and the Vigil Games art team, the book collects full-color illustrations, character and environment designs, unused concepts, and more!

Character DesignD'artiste : Digital Artists Master ClassBallistic Pub

This volume includes the digital illustrations of 60 artists, each showing how their image was created. Each artist talks about his working process, on techniques, challenges and inspiration behind each piece. Topics range from the basics like choosing canvas size to technical talk like setting up shaders and bump maps. This is a work flow process book. The illustrations are mainly on scenes, characters, fantasy, sci-fi and a little bit on cartoon style. d'artiste: Character Modeling 3 presents the techniques of leading character modelers Jan-Bart van Beek, Giovanni Nakpit, and Cesar Dacol Jr.

Features step-by-step tutorials presented by character modelling master artists.

d'artiste Matte Painting presents the skills and techniques of leading Hollywood matte painters Alp Altiner, Dylan Cole, and Chris Stoski. The book takes readers through the matte painting techniques used to create breathtaking, photo-realistic sets and backdrops for films including Star Wars: Episode III--Revenge of the Sith and the Lord of the Rings trilogy.

Beyond radical design? -- A map of unreality -- Design as critique -- Consuming monsters: big, perfect, infectious -- A methodological playground: fictional worlds and thought experiments -- Physical fictions: invitations to make believe -- Aesthetics of unreality -- Between reality and the impossible -- Speculative everything. Inhab: Today designers often focus on making technology easy to use, sexy and consumable. In this book the concept is proposed, that design is used as a tool to create not only things but ideas. Design means speculating about how things could be - to imagine possible futures. This is not the usual sort of predicting or forecasting, spotting trends and extrapolating; these kinds of predictions have been proven wrong again and again. The "what-if" questions that are intended to open debate and discussions about the kind of future people want (and do not want).

[Exposé 6](#)

[Masters Collection](#)

[D'Artiste: Concept Art 2](#)

[The Art of the Crosses](#)

[The Art of DarkSiders II](#)

[D'artiste - Digital Artists Master Class](#)

[Jane, the Fox and Me](#)

[Low #1](#)

[The World of Digital Art](#)

[Issun Boshi](#)

[Concept Art](#)

[Digital Art Masters](#)

Learn award-winning techniques from the masters of game and film matte painting.

Tatsuyuki Tanaka a.k.a. CANNABIS's long-awaited 2nd art book!

Inspired by the pre-Hispanic codices that escaped immolation during colonial invasions, this artists' book opens out in accordion folds expanding to a length of over 21 feet. Rice has created a series of beautiful and jarring montages in which the mixture of languages, slang, poetry, and prose of Gomez-Pena's performance texts are woven through and around Chagoya's collages filled with pre-Hispanic drawings, colonial-era representations of New World natives, and comic book superheroes. Irreverent to the last, Gomez-Pena and Chagoya employ iconic figures and persistent stereotypes to overturn the fantasies of nationalism, ethnocentrism, and historical amnesia that cloud international relations. Rice's masterful typographic compositions orchestrate the text's many voices and views, offering a history of the Americas which must be read forward and backward, in fragments and in recurring episodes - in short, as history itself tends to unfold. About the Authors Guillermo Gomez-Pena was born in Mexico City in 1955 and came to the U.S. in 1978. His work, which includes performance art, poetry, journalism, criticism, and cultural theory, explores cross-cultural issues and North/South relations. He is the recipient of an American Book Award for The New World Border (City Lights) and a MacArthur Foundation Genius Award, among many other honors. Enrique Chagoya is a Mexican-born painter and printmaker who has been living and working in the U.S. since 1977. The recipient of two NEA Fellowships, his most recent show of paintings was at the DeYoung Museum in San Francisco. He currently teaches at Stanford University. Felicia Rice is a book artist, typographer, printer, and publisher whose work has earned her many honors. She lectures and exhibits internationally, and her books are represented in the collections of various museums and libraries. She currently directs the graphic design and production program at the University of California, Santa Cruz Extension.

With 334 inspiring images by 257 artists from forty-three countries, you will discover the very best work in twenty categories.

When The Fountainhead was first published, Ayn Rand's daringly original literary vision and her groundbreaking philosophy, Objectivism, won immediate worldwide interest and acclaim. This instant classic is the story of an intransigent young architect, his violent battle against conventional standards, and his explosive love affair with a beautiful woman who struggles to defeat him. This edition contains a special afterword by Rand' s literary executor, Leonard Peikoff, which includes excerpts from Ayn Rand' s own notes on the making of The Fountainhead. As fresh today as it was then, here is a novel about a hero--and about those who try to destroy him.

[The Art of Loish](#)

[Witch Fall](#)

[Design, Fiction, and Social Dreaming](#)

[Character Modeling 2](#)

[From Columbus to the Border Patrol](#)

[Digital Painting 2](#)

[Sky Doll Spaceship](#)

[CANNABIS WORKS 2 Tatsuyuki Tanaka Art Book](#)