Beginner's Guide to Sketching: Characters, Creatures and Concepts

From 3dtotal Publishing

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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*.

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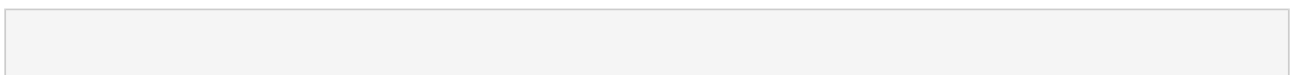
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Editorial Review

About the Author

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*.

Users Review

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Sandra Murray:

Here thing why this kind of Beginner's Guide to Sketching: Characters, Creatures and Concepts are different and dependable to be yours. First of all looking at a book is good however it depends in the content from it which is the content is as delightful as food or not. Beginner's Guide to Sketching: Characters, Creatures and Concepts giving you information deeper as different ways, you can find any book out there but there is no guide that similar with Beginner's Guide to Sketching: Characters, Creatures and Concepts. It gives you thrill reading through journey, its open up your eyes about the thing this happened in the world which is possibly can be happened around you. It is possible to bring everywhere like in playground, café, or even in your way home by train. For anyone who is having difficulties in bringing the imprinted book maybe the form of Beginner's Guide to Sketching: Characters, Creatures and Concepts in e-book can be your choice.

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