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Beginner's Guide To Digital Painting In Photoshop: Characters



Synopsis

Beginner's Guide to Digital Painting: Characters is a comprehensive guide for artists wishing to create convincing and detailed characters. It features established artists such as Charlie Bowater (concept artist at Atomhawk) and Derek Stenning (freelance concept artist and illustrator, with clients such as Marvel Entertainment and Nintendo) who share their industry experiences by covering such aspects as posing characters, choosing the correct costumes, conveying emotions, and creating suitable moods. Conclusive step-by-step instructions make this an invaluable resource for artists looking to learn new skills, as well as those pursuing the next level.

Book Information

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Customer Reviews

Charlie Bowater is a concept artist working at Atomhawk, United Kingdom. Derek Stenning has spent over a decade working as a concept artist in the game development field. Over the years he has worked on projects in many different genres for clients such as Nintendo, Microsoft, Activision, Sega and Marvel Entertainment. 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, Art Fundamentals and Elysium: The Art of Daarken.

I ordered this book as a "throw in" just because I felt I might need it later, but it turned out to be the best book of my bundle! It is extremely detailed in ways to utilize Photoshop if you're interested in character design. It explains step-by-step how to achieve various textures and forms. If you're interested in digital art and character design, this book is a must!

Beginner's Guide to Digital Painting in Photoshop is a helpful guide for digital painters tackling character art. It's a 224-page paperback artbook published by 3Dtotal so the presentation style is quite similar to their other books which are filled with screenshots and instructions. The first few chapters by Benita Winckler covers the basics of character design, more on the design aspect than on digital painting, things like what makes a character appealing or an idea work. It deals with colours, anatomy and postures, compositions and other portrait drawing related topics. The next few chapters on Bram "Boco" Sels goes into the digital painting of a character and builds on the art fundamentals covers in the first few chapters. Bram's use of colours and understanding of tone looks amazing. The other chapters feature several artists which each going through their digital painting process of a character from start to finish. So you get to see more variety of characters which includes sci-fi, fantasy and the traditional portraits. Then it's followed by a Quick Tips section with many little mini tutorials that focus on certain features of the characters, e.g. different types of hair, skin, eyes, nose, mouth, clothing material. The last two chapters are the artists gallery and a glossary of terms for beginners. It's a helpful and insightful book for digital painting beginners. If you need something more basic on digital painting, check out [Beginner's Guide to Digital Painting in Photoshop](#). The full list of instructor artists included are Admed Aldoori, Charlie Bowater, Carlos Cabrera, Romana Kendelic, Devon Cady-Lee, Tim Lochner, Markus Lovadina, Gerhard Mozzi, Alex Negrea, Yong Sub Noh, Pyeongjun Park, Andrei Pervukhin, Bram "Boco" Sels, Derek Stenning, Chase Tools, Benita Winckler. (See more pictures of the book on my blog. Just visit my [profile](#) for the link.)

This book is very detailed and helpful. I already knew the basics of photoshop, so the big focus for me was shading and blending. The book does a wonderful job of explaining everything you need to know.

Its a godsend, although anyone who's looking to use this would need to have some experience with (or at the very least, basic understanding of) Photoshop. An essential book to have. Step by step processes and techniques are very easy to understand and follow. Looking forward to buy more books from 3dtotal because this stuff is really good. Glad I took the plunge and bought this book. It's quite expensive but it's worth every penny

Very informative book that not only showcases brilliant artists and their process, but also goes back to the fundamental basics that all artists need to master. From color theory to form and structure these artists know what a beginner character designer needs to learn in order to create something spectacular.

As a fine art painter crossing the digital valley this book is a huge help for character design from start to finish using photo shop. Beautiful examples and it even provide's keyboard shortcuts as well to help you learn. Worth every penny in my opinion.

Love the book, some missing links for the absolute beginner, you need to learn to draw first, and then some basic photoshop, but it's a good and fun book. Would recommend it.

gorgeous book. i LOVEEEE IT! beautiful art work. great tips. you'll definitely see an improvement in your work with this book.

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