Digital Painting Techniques For Character Design Introduction

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Blender for Animation and Film-Based Production - Michelangelo Manrique 2014-11-06
See Why Blender Is Right for Your Studio's Pipeline Blender for Animation and Film-Based Production explores why Blender is ideal for animation films. It demonstrates Blender's capability to do the job in each production department. Whether you are a beginner or more advanced user, you'll see why Blender should be taken into consideration in animation and film production. This Blender reference will

help you: Manage your projects from start to finish Understand the different stages in any animation production See how studios work and develop their animation projects Describing the versatility and power of Blender, the book shows you why studios should incorporate Blender in their pipeline. It avoids tedious tutorials and incomprehensible examples. Instead, the book guides you toward finding efficient solutions for issues with your production files or pipeline. It familiarizes you with the animation industry and explores the risks involved in choosing Blender as a primary tool in animation studios.

Digital illustrieren mit Clip Studio Paint - 2018-12

ZBrush Character Creation - Scott Spencer 2011-05-18
ZBrush's popularity is exploding giving more CG artists the power to create stunning digital art with a distinctively fine art feel. ZBrush Character Creation: Advanced Digital Sculpting is the must-have guide to creating highly detailed, lush, organic models using the revolutionary ZBrush software. Digital sculptor Scott Spencer guides you through the full array of ZBrush tools, including brushes, textures and detailing. With a focus on both the artistry and the technical know-how, you'll learn how to apply traditional sculpting and painting techniques to 3D art while uncovering the "why" behind the "how" for each step. You'll gain inspiration and insight from the beautiful full-color illustrations and professional tips from experienced ZBrush artists included in the book. And, above all, you'll have a solid understanding of how applying time-honored artistic methods to your workflow can turn ordinary digital art into breathtaking digital masterpieces.

Transactions on Edutainment V - Xubo Yang 2011-01-27
This journal subline serves as a forum for stimulating and disseminating innovative research ideas, theories, emerging technologies,

empirical investigations, state-of-the-art methods, and tools in all different genres of edutainment, such as game-based learning and serious games, interactive storytelling, virtual learning environments, VR-based education, and related fields. It covers aspects from educational and game theories, human-computer interaction, computer graphics, artificial intelligence, and systems design. The 5th volume in this series represents a selection of 12 contributions from DMDCM 2010, the 5th International Conference on Digital Media and Digital Content Management, held in Chongqing, China, in December 2010, as well as 9 regular papers. The papers cover topics such as human-computer interaction, virtual exhibit, face recognition, character animation etc.; they moreover present a large number of application examples in the area of e-learning, game, animation, multimedia, and virtual reality which gives more broad view on the application of edutainment-related techniques.

Digital Media Foundations - Richard Lewis 2020-08-05
This book is a creative and practical introduction to the field of digital media for future designers, artists, and media professionals. It addresses the evolution of the field, its connections with traditional media, up-to-date developments, and possibilities for future directions. Logically organized and thoughtfully illustrated, it provides a welcoming guide to this emerging discipline. Describing each medium in detail, chapters trace their history, evolution, and potential applications. The book also explains important, relevant technologies—such as digitizing tablets, cloud storage, and 3-D printers—as well as new and emerging media like augmented and virtual reality. With a focus on concepts and creative possibilities, the text's software-neutral exercises provide hands-on experiences with each of the media. The book also examines legal, ethical, and technical issues in digital media, explores career possibilities,

and features profiles of pioneers and digital media professionals. Digital Media Foundations is an ideal resource for students, new professionals, and instructors involved in fields of graphic and visual arts, design, and the history of art and design.

Hybrid Animation - Tina O'Hailey 2014-11-26 Expand your imagination by letting go of the limitations of traditional animation mediums, software packages, or workflows and integrating 2D and 3D assets. With the updated and expanded second edition of Hybrid Animation you'll learn how to choose the techniques that best express the artistic and narrative direction of your project and get the technical support you need to bring your ideas to life. Learn how different pipelines of hybrid animation can be broken down and rethought in different packages. Does the 3D character lead a 2D character? Or, does the 2D character have 3D parts? Perhaps a 3D prop is interacting with a 2D character? All of these hybrid patterns are explored from high end to open source software. By the end of the book you'll be able to see how to apply these techniques to the software you have now. Insight and inspiration are at your fingertips with exercises, step-by-step tutorials and featured interviews with Todd Render of Floyd County Productions and Marty Altman, former CGI Technical Director at Walt Disney Feature Animation. Features: Now with updated software methodologies, new tricks, and expanded sections on Toon Boom Animate Pro, Toon Boom Harmony and more. Produce high-quality 2D and 3D narratives in a variety of software workflows, including Photoshop, Corel, Flash, After Effects and Maya, Nuke, Houdini, Smoke, and Toon Boom workflows. Think critically about visual styles, the effects of 2D/3D overlaying and the entire pipeline from start to finish. Explore additional chapters and over 6 gigs of sample files available in the companion data found at www.hybridanimation.com Tina O'Hailey is Dean of Digital Media at the

Savannah College of Art and Design with locations in: Atlanta, Savannah and Hong Kong. Having worked for Electronic Arts, Walt Disney Feature Animation, she has extensive experience in feature animation and game development. O'Hailey has served as an Artist Development Trainer for Brother Bear (2003), Lilo and Stitch (2003), Mulan (1998) and Prince of Egypt (1998).

Advances in Design and Digital Communication III - Nuno Martins 2022-10-26
This book reports on research findings and practical lessons featuring advances in the areas of digital and interaction design, graphic design and branding, design education, society and communication in design practice, and related ones. Gathering the proceedings of the 6th International Conference on Digital Design and Communication, Digicom 2022, held on November 3–5, 2022, as an hybrid event, from Barcelos, Portugal, and continuing the tradition of the previous book, it describes new design strategies and solutions to foster digital communication within and between the society, institutions and brands. By highlighting innovative ideas and reporting on multidisciplinary projects, it offers a source of inspiration for designers of all kinds, including graphic and web designers, UI, UX and social media designers, and to researchers, advertisers, artists, and brand and corporate communication managers alike.

Maya Character Creation - Chris Maraffi 2003-09-11
A unique, in-depth approach to creating realistic characters in Maya. Maya Character Creation: Modeling and Animation Controls' author, Chris Maraffi, has expertise in the field and in the classroom that translates to the knowledge and solid teaching skills needed to make this book a "must-have"! The current trend in computer graphics is greater organic realism. Many of the top-grossing movies today, such as Spiderman, Lord of the Rings, Jurassic Park 3 , and Star

Wars Episode 2, all feature realistic 3D characters. There is a major need in the 3D community for educational material that demonstrates detailed techniques for achieving this organic reality. Maya is one of the main packages used on such cutting-edge films, and has an established toolset for creating believable 3D characters. Maya Character Creation: Modeling and Animation Controls is designed to take you through the process of designing, modeling, and setting up animation controls for complex 3D characters. The concepts, techniques, and Maya tools used for each step in the process are presented in each chapter, followed by many hands-on exercises. NURBS, polygon, and subdivision surface modeling techniques are shown for creating the character's skin, and skeleton-based animation controls are covered in detail. You will learn how a character's skin should deform when the skeletal joints and muscles move. Advanced MEL scripted animation controls are also covered extensively.

Applying Innovative Technologies in Heritage Science - Pavlidis, George 2020-01-03 Heritage science, a cross-disciplinary field of study that emphasizes research on cultural interpretation and management, has seen significant development in recent years. Modern technology has opened new innovations and possibilities for scientific cooperation that produces several benefits that affect multiple aspects of this scientific field. Applying Innovative Technologies in Heritage Science is a collection of progressive studies on the methods and applications of the technological implications and scientific advancements within heritage and cultural research to bridge the once unbridgeable gap between science and humanities. While highlighting topics including digital archives, cultural data, and chemical documentation, this book is ideally designed for archaeologists, museologists, conservationists, preservationists, librarians, researchers,

educators, cultural heritage professionals, academicians, and students.
National Bureau of Standards Miscellaneous Publication - 1965

Character Design for Mobile Devices - NFGMan 2006
This work looks at the creative challenges of designing sprites and icons for mobile phones, portable games platforms and computers. It also explores how the limits of designing for small screens are the inspiration for vibrant and colourful art.
Digital Art Masters: - 3dtotal.Com, 2012-12-06
Meet some of the finest digital 2D and 3D artists working in the industry today, from Patrick Beaulieu, Philip Straub, Benita Winckler, Alessandro Baldasseroni to Khalid Al Muharraqi, Marcel Baumann and Marek Denko and see how they work. More than just a gallery book - in Digital Arts Masters each artist has written a breakdown overview, with supporting imagery of how they made there piece of work. With Digital Arts Masters you'll understand the artists' thought process and discover the tips, tricks and techniques which really work.
Koe Illustration Collection Tutorial - Emiko Kouji

The Complete Guide to Drawing Dynamic Manga Sword Fighters - Natsuo, 2020-11-10
The legendary Samurai, and the sharp-edged katanas they mastered, are the point of this thrill-seeking guide to drawing swordfights, battle scenes and skirmishes. The Complete Guide to Drawing Dynamic Manga Sword Fighters provides a highly detailed series of lessons—ideal for digital artists—starting with the body, the fighter's stance and the various ways your characters can be twisted, torqued and turned into powerful poses. No detail is overlooked: from the grip on the weapon to the intense look on your character's face. Also included is an entire chapter devoted to the various razor-sharp weapons your characters

can come armed with. This invaluable manga drawing guide then concludes with a gallery of full-color scenes, poses and anime stills showing important, aspirational details: captivating scenes, compelling characters and powerful weapons at the ready. With this book, intermediate artists of all ages can refine their style and add intensity, authenticity and drama to their stories. Enjoy as your characters slash, fence and fight their way through your own custom-designed action manga.

The Software Encyclopedia - 2000

Computer Literature Bibliography: 1946-1963 - W. W. Youden 1965

Animation from Pencils to Pixels - Tony White 2006
Just add talent. This book gives today's digital animators all the lessons they never had-classical animation techniques used by the most original animators of our time. Animation from

Pencils to Pixels is the most comprehensive book on the principles, processes, and profession of animation ever written. Within the covers of this one book is just about everything required to conceive, produce, direct, animate, assemble, publish, and distribute an animated film. The tips and techniques in this book are timeless and applicable whether you want to make a 2D or 3D film, or a Web-based animation or a game. The book includes a comprehensive DVD containing a full version of the author's film, "Endangered Species," which showcases the great and classic moments of animation's history. In addition there is an extensive analysis section on "Endangered Species," explaining how the film was made on a scene-by-scene basis, using movie clips and other demo material to illustrate the text. Completing the DVD is a unique and informative section on 'repetitive stress disorder' for animators (mega-hurts), which will help make the entire process of animation a much more enjoyable and pain free experience for the

long term professional. The appendix of the book includes a complete course structure, which educators and independent students may follow. * Valuable DVD contains a complete animated film made by the author and teaches how to apply the techniques in this book! * Chock full of tips and secrets from this award-winning animation veteran * The glossary of animation-related terms is worth its weight in gold

Holistic Game Development with Unity - Penny de Byl 2017-04-07
Master game design and digital art principles simultaneously with this all-in-one guide to creating games in the cutting-edge game engine Unity 5. Bursting with images and tutorials, Penny de Byl's Holistic Game Development with Unity will help the reader gain the multidisciplinary skills needed to succeed in the independent game industry. Holistic Game Development includes new coverage on Augmented Reality, Networking and Virtual Reality such as the Oculus Rift. Supplementary material, including instructional videos, discussion forms and art assets are provided in the companion website located at www.holistic3d.com. Learn to combine the beauty of art and the functionality of programming in de Byl's second edition for Unity game development. Key Features Art and programming in unison-the only one-stop shop for individual developers and small teams looking to tackle both tasks. Proven step-by-step tutorials show you how to design and structure an entire game in Unity with art assets. Revised to cover the Unity 5 game engine. New coverage of Augmented Reality, Networking, and Virtual Reality. An introduction to essential two- and three-dimensional mathematical and physics concepts. A portfolio of royalty free reusable game mechanics. Revamped and expanded accompanying web site, www.holistic3d.com, features project source code, instructional videos, art assets, author blog, and discussion forums. Additional challenge questions and

lesson plans are available online for an enhanced learning experience.

Drawing Basics and Video Game Art - Chris Solarski 2012-09-18
"This book supports my own 30-year crusade to demonstrate that games are an art form that undeniably rivals traditional arts. It gives detailed explanations of game art techniques and their importance, while also highlighting their dependence on artistic aspects of game design and programming." — John Romero, co-founder of id Software and CEO of Loot Drop, Inc. "Solarski's methodology here is to show us the artistic techniques that every artist should know, and then he transposes them to the realm of video games to show how they should be used to create a far more artful gaming experience ... if I were an artist planning to do video game work, I'd have a copy of this on my shelf." — Marc Mason, Comics Waiting Room Video games are not a revolution in art history, but an evolution. Whether the medium is paper or canvas—or a computer screen—the artist's challenge is to make something without depth seem like a window into a living, breathing world. Video game art is no different. Drawing Basics and Video Game Art is first to examine the connections between classical art and video games, enabling developers to create more expressive and varied emotional experiences in games. Artist game designer Chris Solarski gives readers a comprehensive introduction to basic and advanced drawing and design skills—light, value, color, anatomy, concept development—as well as detailed instruction for using these methods to design complex characters, worlds, and gameplay experiences. Artwork by the likes of Michelangelo, Titian, and Rubens are studied alongside AAA games like BioShock, Journey, the Mario series, and Portal 2, to demonstrate perpetual theories of depth, composition, movement, artistic anatomy, and expression. Although Drawing Basics and Video Game Art is primarily a practical reference for artists and

designers working in the video games industry, it's equally accessible for those interested to learn about gaming's future, and potential as an artistic medium. Also available as an eBook
Designing Creatures and Characters - Marc Taro Holmes 2016-10-12
All You Need Is a Pencil, Paper and Your Imagination! Ever wondered how you could become a character designer for video games, film or animation? Veteran art director and concept artist Marc Taro Holmes shares proven methods for honing the skills and building the portfolio necessary to become a pro gaming artist. This is the first and only work-at-your-own pace home study program that teaches the crucial insider knowledge needed to break into the entertainment-design industry and develop your own style--all you need are a pencil, paper and your imagination. The projects within this straightforward guide are constructed to help you apply your existing drawing and digital art skills to character design. Or, if you're still working on your skills, it will help you improve while at the same time turning your mind into an idea-generating machine. Unlock the Secrets to Character and Creature Design • Follow the creature design process from start to finish: 35 projects are divided into 4 challenge levels, ranging from brainstorming and drawing character blueprints to completing market-ready illustrations. As the levels advance, the projects become more complex. • Learn to solve design problems: Every project introduces you to an open-ended fictional assignment inspired by industry experience. Each project has a list of minimum deliverables--the basics to get to the next stage--plus bonus goals. You receive virtual merit badges for each achievement you complete. • Think like a pro: Over the 155 possible artistic achievements, you'll be asked to find a solution to every type of conceptual problem you might encounter as a professional creature or character designer. • Build your portfolio: Work toward creating an outstanding

portfolio. Improve your skills and push yourself to create a fine-tuned presentation that could get you your eventual dream job. "This is a workout for the imagination, a boot camp for creativity." --Marc Taro Holmes

Advanced Painter Techniques - Don Seegmiller 2011-02-02
If you are interested in developing techniques for using Corel's Painter, Advanced Painter Techniques is full of the author's compelling digital paintings with instructions on how you too can create similar effects. You will gain an understanding of the method, reasons, techniques and thought processes behind each detailed image and how they can be adapted to suit your own artistic process. If you have been searching for a resource that contains advanced painter techniques and shows you the tools and the theories that drive their use, this book is your ultimate resource.

Computer Literature Bibliography - United States. National Bureau of Standards 1965

Beginner's Guide to Digital Painting in Procreate - 3D Total Publishing 2020-03-24
Delve into the world of digital painting on an iPad with step-by-step tutorials, hints, and tips from professional artists.

Digital Art Masters: - 3dtotal.Com, 2012-11-12
Meet some of the finest digital 2D and 3D artists working in the industry today, and discover how they create some of the most innovative art in the world. More than just a gallery book - in Digital Arts Masters each artist has written a breakdown overview, with supporting imagery of how they made there piece of work. With Digital Arts Masters you'll understand the artists' thought process and discover the tips, tricks and techniques that really work.

ZBrush Creature Design - Scott Spencer 2012-04-06
Zero in on the most cutting-edge trend in creature design for film and games: ZBrush! ZBrush allows you to develop a creature for film and games in realistic, 3D format. With this

book, you will learn how to create a unique creature from start to finish and search for and repair any foreseeable problems. Clear instructions guide you through using Photoshop in combination with ZBrush to finely render a creature so you can see how it will appear on screen. Experienced ZBrush author and designer Scott Spencer shows you how to start with your concept in ZBrush as a preliminary digital model and then further refine it in Photoshop in order to fabricate a hyperrealistic image. Guides you through artistic concepts to visualize your creature Walks you through the process of conceptualizing a creature in ZBrush Details techniques for using Photoshop to refine your design Encourages you to use ZBrush as a sculpting and designing tool and then use Photoshop as a painting and finishing tool ZBrush Creature Design helps you bring your creature concepts to life.

NBS Special Publication - 1965

Raster Imaging and Digital Typography II - Robert A. Morris 1991-11-29
The papers presented in this book were given at the RIDT 91 conference in Boston. State of the art techniques in digital typography and raster imaging, including curve-fitting, shape manipulation, font design, and page-description languages are discussed by some of the most highly regarded international figures.

Learn Clip Studio Paint - Inko Ai Takita 2021-09-30
Discover the tools to tell your own manga story with Clip Studio Paint and develop your digital drawing skills Key FeaturesA helpful guide to gain a clear understanding of Clip Studio Paint and create your own manga stories with key images printed in colorLearn to put CSP into practice by implementing it in real-world drawing scenariosDiscover how to apply digital drawing techniques to your creation using CSPBook Description Clip Studio Paint is a versatile digital painting program for creating

manga and illustrations, helping artists expand their digital portfolio. This software is packed with tools that make panel laying, speech adding, toning, and editing much easier. This easy-to-follow guide is clearly divided into chapters covering drawing tools, interface customization, and using various visual effects so you can focus on specific techniques in detail one at a time. Learn Clip Studio Paint is a comprehensive introduction for those who are new to Clip Studio Paint that will have you up to speed in no time. You'll start by experiencing what it's like to create manga digitally and find new ways to shape your drawing. Next, using practical tips and rich visual references, the book shows you how to apply techniques to your creations, giving you the opportunity to expand your range of visual expression. As you advance, you'll explore how to create special effect brushes using an in-depth example, along with discovering how to color, blend, and edit your art digitally. Finally, you'll find out how to print, use the Clip Studio Paint Assets, and learn how to create unique and inspiring art that stands out from the rest. By the end of this Clip Studio Paint book, you'll have gained a clear understanding of its tools and be able to start telling your own manga story using your improved digital drawing skills. What you will learnExplore Clip Studio Paint and create your own manga storiesFamiliarize yourself with the CSP ecosystemUse Clip Studio Paint Pro's inking tools and find ways to customize your artExplore the flexibility of the brush engine in Clip Studio Paint ProUse palettes to generate colors between foreground and background colorsFind out alternative ways of coloring your manga art using black, white, and greyDiscover how to use layer blending to add textures to your imagesWho this book is for If you're just starting out as a digital artist or want to switch to Clip Studio Paint from a different graphics software package, then this book is for you. Those with no prior knowledge of digital art or intermediate-

level users looking to explore the unique features of Clip Studio Paint will also find this book useful.

Fantasy Clip Art - Kevin Crossley 2007-06 * Create your own dragons to slay, orcs to kill, and every warrior, weapon, and warlock you could possibly conceive using the thousands of possible designs included on the CD. It's estimated the fantasy market has over nine million consumers. Fantasy enthusiasts who yearn to create their own alternate realities can do so easily with this indispensable resource. This book-and-CD combo provides high-resolution clip art and digital instruction allowing users to create personalized artwork. * Well-known fantasy artist Kevin Crossley created art for the CD. Weapons, characters, equipment, and landscapes are all included in a variety of customizable styles.

Introducing ZBrush 3rd Edition - Eric Keller 2012-05-11 Learn ZBrush inside and out with this updated new edition Get totally comfortable sculpting in a digital environment with the latest edition of this bestselling beginner's guide to ZBrush. Fully updated for the newest version of the software, ZBrush 4R3, this book dispels any fears you might have about the difficulty of using ZBrush and soon has you creating realistic, cartoon, and organic models with flair. Learn all the essentials, as you complete fun tutorials on painting, meshes, organic scripting, hard surface sculpting, lighting, rendering, and more. Introduces you to ZBrush, the sculpting software that lets you create digital art with a fine-art feel, which you can transfer into Maya or other 3D applications Covers painting, meshes, organic sculpting, hard surface sculpting, textures, lighting, rendering, working with other 3D applications, and scripting Walks you through a series of fun and engaging tutorials where you can start creating your own work, including human, cartoon, and organic models Fully updated for the newest version of ZBrush,

ZBrush 4R3, including full coverage of its robust rendering tools Includes a DVD with helpful video examples and files to help you complete the tutorials Design remarkably realistic creatures, people, and objects with ZBrush and the new edition of this top-selling guide. The DVD is not included as part of the e-book file, but is available for download after purchase.
Complete Digital Illustration - Lawrence Zeegen 2010-02
Complete Digital Illustration is an informative and practical guide to this in-demand area of design. Alongside step-by step tutorials, top image-makers from around the world provide real and practical advice on setting up a studio, creating a killer portfolio, and winning commissions. The work featured in the book reflects the wide and exciting range of image-making practice that thrives today, from music and fashion to character and toy design. The book reveals the secrets of the industry's most successful creatives who transfer traditional illustrative skills into digital dimensions, producing the highest quality, most commercially successful animation, three-dimensional, and vector-based illustration. This book offers a master class for students and professional designers and illustrators who want to take their work beyond the constraints of two-dimensions and gain greater commercial success. An inspirational, must-have guide, Complete Digital Illustration is also of real value for professional image-makers.
Holistic Game Development with Unity 3e - Penny de Byl 2019-04-30
Master game design and digital art principles simultaneously with this all-in-one guide to creating games in the cutting-edge game engine Unity. Reworked for C# and Unity 2018 & 2019, and bursting with images and tutorials, Penny de Byl's Holistic Game Development with Unity will help the reader gain the multidisciplinary skills needed to succeed in the independent game industry. Holistic Game Development with Unity

includes new coverage on Augmented Reality, Networking, and Virtual Reality such as the Oculus Rift. Supplementary material, including instructional videos, discussion forums and art assets are provided in the companion website located at www.holistic3d.com. Learn to combine the beauty of art and the functionality of programming in de Byl's third edition for Unity game development. Key features: Art and programming in Unity, the only one-stop shop for individual developers and small teams looking to tackle both tasks. Proven step-by-step tutorials show you how to design and structure an entire game in Unity with art assets. Revised to cover the Unity game engine versions 2018 and 2019. New coverage of Nav Meshes, Augmented Reality, Mobile Builds and Mecanim. An introduction to essential two- and three-dimensional mathematical and physics concepts. A portfolio of royalty free reusable game mechanics. Revamped and expanded accompanying website, www.holistic3d.com,

features project source code, instructional videos, art assets, author blog, and discussion forums. Additional challenge questions and lesson plans are available online for an enhanced learning experience.

Introducing ZBrush 4 - Eric Keller 2011-02-02 Design remarkably realistic creatures, people, and objects using ZBrush and the new edition of this top-selling book. Professional Hollywood animator and ZBrush artist Eric Keller combines his firsthand experience with detailed, step-by-step explanations to make you feel right at home with the interface and tools. The book reinforces the core concepts of ZBrush through fun, hands-on tutorials that will help you achieve amazing results. Understand ZBrush's unique sculpting and painting technology Take a tour of ZBrush 4's innovative interface and powerful toolkit Work with digital clay and effectively use the full array of sculpting brushes Master ZSpheres for armature and ZSketching for creating meshes Explore exciting new tools for creating hard

surface objects Learn how to set lighting, create materials, and render in ZBrush Create animated turntables within ZBrush to show off your work The book includes a DVD with example files and models to help guide you through each lesson, as well as movies to show you the sculpting techniques used to create many of the digital sculptures. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Introduction to Media Production - Gorham Kindem 2012-08-21
Offering both hands-on instruction and theoretical information, readers learn about various forms of media, how to choose and make the best use of them, and the techniques used to create a media project. With an emphasis on the creative, aesthetic, and technical aspects of creating media, this new edition sheds light on why the reasonings behind production choices are as important as knowing how to push the right buttons and turn the correct knobs.

Technologies for E-Learning and Digital Entertainment - Zhigeng Pan 2006-03-22
This book constitutes the refereed proceedings of the First International Conference on E-learning and Games, Edutainment 2006, held in Hangzhou, China in April 2006. The 121 revised full papers and 52 short papers presented together with the abstracts of 3 invited papers and those of the keynote speeches cover a wide range of topics, including e-learning platforms and tools, learning resource management, practice and experience sharing, e-learning standards, and more.

Digital Art Masters - 3Dtotal.com (Firm) 2008
Meet some of the finest digital 2D and 3D artists working in the industry today, from Patrick Beaulieu and Alessandro Baldasseroni to Marcel Baumann and Marek Denko, and see how they work.

Digitale Illustration - Peter Hoffmann 2019-03-22

Spatial Visualization and Professional Competence - Andrew Paquette 2018-08-30 The computer graphics (CG) industry is an attractive field for undergraduate students, but employers often find that graduates of CG art programmes are not proficient. The result is that many positions are left vacant, despite large numbers of job applicants. This book investigates how student CG artists develop proficiency. The subject is important to the rapidly growing number of educators in this sector, employers of graduates, and students who intend to develop proficiency for the purpose of obtaining employment. Educators will see why teaching software-oriented knowledge to students does not lead to proficiency, but that the development of problem-solving and visualisation skills do. This book follows a narrow focus, as students develop proficiency in a cognitively challenging task known as 'NURBS modelling'. This task was chosen due to an observed relationship between students who succeeded in the task, and students who successfully obtained employment after graduation. In the study this is based on, readers will be shown that knowledge-based explanations for the development of proficiency do not adequately account for proficiency or expertise in this field, where visualisation has been observed to develop suddenly rather than over an extended period of time. This is an unusual but not unique observation. Other studies have shown rapid development of proficiency and expertise in certain professions, such as among telegraph operators, composers and chess players. Based on these observations, the book argues that threshold concepts play a key role in the development of expertise among CG artists.

Miscellaneous Publication - National Bureau of Standards - United States. National Bureau of Standards 1965

Digital Art Masters: Volume 4 - 3dtotal.Com

2012-10-12
Meet some of the finest 2D and 3D artists working in the industry today and discover how they create some of the most innovative digital art in the world. More than a gallery book or a coffee table book- Digital Art Masters Volume 4 includes over 50 artists and 900 unique and stunning 2D and 3D digital art. Beyond the breaktaking images is a breakdown of the techniques, challenges and tricks the artists employed while creating stunning imagery. This volume, much like the previous volumes is not your standard coffee table book nor is it our usual how-to-book. This book offers inspiration and insight for the advanced amateur and professional CG artists. The Digital Art Masters series has expanded upon the competition's gallery book concept and has added the insight and experiences of professional CG artists worldwide. Divided into 5 sections, Sci-Fi, Scene, Fantasy, Character and Cartoon, Each featured artist segement will include the thought processes behind creating unique digital images and an artist portfolio for further inspiration. Find your inspiration and discover the tips, tricks and techniques that really work.