



Digital Painting Techniques: Volume 4

By Ian McQue, Simon Dominic Brewer, Serge Birault

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Digital Painting Techniques: Volume 4 By Ian McQue, Simon Dominic Brewer, Serge Birault

The successful Digital Painting Techniques series presents another volume bursting with advice, tips, and techniques for digital artists. Ian McQue (one of the driving forces behind the award-winning *Grand Theft Auto* franchise), Simon Dominic Brewer, and Serge Birault are just a handful of the talented artists who offer the benefits of their years of experience within these pages. Whether you're looking to learn more about creating new worlds, designing custom brushes and illustration, or simply want to know how to paint tribal warriors, vehicles, and pin-ups, *Digital Painting Techniques: Volume 4* is guaranteed to help you on your artistic journey.

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Editorial Review

Review

Praise for previous volumes in the Digital Painting Techniques series:

“A stunning visual collection from some of the top talents working in the industry today.”

- Brom, Illustrator: *Diablo 2*, *World of Warcraft* and *Sleepy Hollow* [Volume 1]

“It’s great to see such diversity of styles and techniques in one book.”

- Josh Nizzi, Senior Illustrator: *Transformers 2* and *3* [Volume 2]

“I have never seen one book that has such a diverse collection of inspiring techniques and subject matter, generously shared by incredibly talented artists.”

- Dylan Cole, Concept Artist: *Avatar*, *Alice in Wonderland* and *Clash of the Titans* [Volume 2]

"The artists featured are of a high calibre and there's plenty of quality artwork here to inspire both beginners and professionals alike."

- *ImagineFX* [Volume 3]

"3DTotal's guides to digital painting are getting to be something of a good habit, says Fernando Caire."

- CGChannel

"Professional digital painters and students will find this book invaluable"

- Photoshop Tutorials

About the Author

Ian McQue is Lead Concept Artist at Rockstar North Ltd and has been one of the driving forces behind the multi-award winning *Grand Theft Auto* franchise.

Simon Dominic Brewer is a freelance illustrator and concept artist whose work has been featured in publications including the acclaimed *Expose* and *Digital Art Masters* series.

Serge Birault specialises in 2D character art and his distinctive style has won him awards from a variety of forums including CGSociety, CGHub and 3DTotal.

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

indispensible 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: *Photoshop for 3D Artists: Volume 1*, *Beginner's Guide to Digital Painting in Photoshop* and *ZBrush Character Creation*.

Users Review

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