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Book Description. The secrets to creating stunning landscapes are at your fingertips with Digital Mayhem 3D Landscapes Techniques. Compiled by Duncan Evans, launch Editor of 3D Artist Magazine, Digital Mayhem features a variety of beautiful art from some of the finest digital artists working today. Inspiration and technique meet here as you learn how to create every type of landscape from harsh desert savannahs to icy tundra.

Digital Mayhem 3D Landscape Techniques: Where Inspiration ...

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Digital Mayhem 3D Landscape Techniques: Where Inspiration, Techniques and Digital Art Meet November 2013

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INTRODUCTION : #1 Digital Mayhem 3d Landscape Techniques Publish By Penny Jordan, Digital Mayhem 3d Landscape Techniques Where Inspiration digital mayhem 3d landscape techniques is a book for digital artists interested in creating 3d landscapes and environment its a mixed bag as far as im concerned the books divided into three sections the first

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Compiled by Duncan Evans, founder of 3D Artist Magazine, this book is the next installment of the Digital Mayhem series. Explore, page after page, spectacular machine images created by the industry's top talent. With over 500 stunning images, Digital Mayhem 3D Machine Techniques is not your basic software manual. It is where technique and inspiration meet – a detailed and innovative guide to great machine images.

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You will be able to develop your landscape and background skills beyond the variety of free online tutorials and apply the most up to date techniques, like colour and contrast enhancements, sharpening, composition, lighting and more! Expand your digital canvas to include a variety of new software tools with Masters at Work: 3D Landscapes.

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Compiled by Duncan Evans, founder and inspiration behind 3DArtist Magazine. The Masters at Work titles will offer digital inspiration with hands-on insight and techniques from professional digital artists. More than just a gallery book - each artist has written a breakdown overview, with supporting imagery of how they made their piece of work. Start your mentorship into the world of digital art today with some of the greatest digital artists in the world and delve into professional techiques. We are asking you to comment on the series itself and then the first title in the series. The first title in the series will focus on 3D Landscapes. You will be able to develop your landscape and background skills beyond the variety of free online tutorials and apply the most up to date techniques, like colour and contrast enhancements, sharpening, composition, lighting and more! Expand your digital canvas to include a variety of new software tools with Masters at Work: 3D Landscapes. There will be a supporting website with source files, downloadable content and artist tutorials, demonstrating key techniques of some of the greatest digital artists.

Inspire your own creativity with Digital Mayhem 3D Machine Techniques. Compiled by Duncan Evans, founder of 3D Artist Magazine, this book is the next installment of theDigital Mayhem series. Explore, page after page, spectacular machine images created by the industry's top talent. With over 500 stunning images, Digital Mayhem 3D Machine Techniques is not your basic software manual. It is where technique and inspiration meet – a detailed and innovative guide to great machine images. Each chapter contains vibrant images and an explanation of the artist's workflow, including a step-by-step tutorial to help you achieve similar results. From pre-viz to post production, this book takes you through the whole process of creating your very own machine masterpiece! Get inside the minds of the artists with breakdown overviews and supporting imagery to explain what went into their piece. Expand your digital canvas to include a variety of software techniques, tools and workflows. Visit the companion website for additional resources to help you develop your machine technique skills.

From Icy Tundras to Desert savannahs, master the art of landscape and environment design for 2D and 3D digital content. Make it rain, shower your digital scene with a snow storm or develop a believable urban scene with a critical eye for modeling, lighting and composition. Move beyond the limitations of gallery style coffee table books with Digital Mayhem: 3D Landscapes-offering leading professional techniques, groundbreaking inspiration, and artistic mastery from some of the greatest digital artists. More than just a gallery book - each artist has written a breakdown overview, with supporting imagery of how they made their piece of work. Compiled by Duncan Evans, founder and inspiration behind 3DArtist Magazine, start your mentorship into the world of digital art today with some of the greatest digital artists in the world! Develop your landscape and background skills beyond the variety of free online tutorials and apply the most up to date techniques, like colour and contrast enhancements, sharpening, composition, lighting and more! Expand your digital canvas to include a variety of software techniques, tools and workflows featuring Photoshop, Painter, Maya and 3ds Max examples. A source of inspiration for digital artists everywhere: more than 50 artists and 700 stunning color images are showcased with an in-depth companion website that includes professional source files and further technique based skills development.

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Creative Direction in a Digital World provides designers the tools they need to craft compelling digital experiences across screens, devices and platforms. Readers will learn how to take a multi-disciplinary, human-centered approach to digital creative direction that will help them uncover target audience insights, concept more creative campaigns, change consumer behavior, and create more user friendly digital experiences. Divided into ten chapters. Each focuses on a different key aspect of the creative director's job from start to finish. Learn how to understand the client's biggest challenges and distill insights about the audience into creative strategies. Develop the skills needed to communicate your ideas to a skeptical client. Learn how to more effectively manage your creative team. And most importantly craft digital experiences that get results.

The indie game developer's complete guide to running a studio. The climate for the games industry has never been hotter, and this is only set to continue as the marketplace for tablets, consoles and phones grow. Seemingly every day there is a story of how a successful app or game has earned thousands of downloads and revenue. As the market size increases, so does the number of people developing and looking to develop their own app or game to publish. The Indie Game Developer Handbook covers every aspect of running a game development studio—from the initial creation of the game through to completion, release and beyond. Accessible and complete guide to many aspects of running a game development studio from funding and development through QA, publishing, marketing, and more. Provides a useful knowledge base and help to support the learning process of running an indie development studio in an honest, approachable and easy to understand way. Case studies, interviews from other studies and industry professionals grant an first-hand look into the world of indie game development

The UX Careers Handbook offers an insider's look at how to be a successful User Experience (UX) professional from comprehensive career pathways to learning, personal branding, networking skills, building of resumes and portfolios, and actually landing a UX job. This book goes in-depth to explain what it takes to get into and succeed in a UX career, be it as a designer, information architect, strategist, user researcher, or in a variety of other UX career specialities. It presents a wealth of resources designed to help readers develop and take control of their UX career success including perspectives and advice from experts in the field. Features insights and personal stories from a range of industry-leading UX professionals to show readers how they broke into the industry, and evolved their own careers over time. Accompanied by a companion website that provides readers with featured articles and updated resources covering new and changing information to help them stay on top of this fast-paced industry. Provides worksheets and activities to help readers make decisions for their careers and build their own careers. Not only for job seekers! The UX Careers Handbook is also a must-have resource for: Employers and recruiters who want to better understand how to hire and retain UX staff. Undergraduate and graduate students who are thinking about their future careers Those in other related (or even unrelated) professions who are thinking of starting to do UX work

The ultimate resource to help you create triple-A quality art for a variety of game worlds; 3D Game Environments offers detailed tutorials on creating 3D models, applying 2D art to 3D models, and clear concise advice on issues of efficiency and optimization for a 3D game engine. Using Photoshop and 3ds Max as his primary tools, Luke Ahearn explains how to create realistic textures from photo source and uses a variety of techniques to portray dynamic and believable game worlds.

Create compelling, original characters using archetypes and design elements such as shadows and line with the tips and techniques found in this image-packed book. Bryan Tillman bridges the gap between the technique of drawing characters and the theory of good character design by using case studies, examples of professional art, and literary and pop culture references to teach you how to develop a character, not just draw one. The book also features Character Model Sheets that will guide you through the creation of new and unique characters. Finally, Bryan will break down established character archetypes to show you why and how the different aspects of good character design work. The content on the book is based on Bryan's popular 2009 Comic-Con course on 'Character Design'. Learn what makes a character unique and powerful by using shapes, shadows, and form - this title includes 'character model sheets' so you can put it all together yourself, as well as case studies from established artists. It bridges the gap between the technique of drawing characters and the theory of good character design in a practical, hands-on way - learn how to use story and archetypes to develop compelling, new characters. Based on a standing-room only presentation at Comic-Con 2009 in San Diego, it features the artwork of a collection of professional artists as examples to the techniques shown in the book.

White Space Is Not Your Enemy is a practical graphic design and layout guide that introduces concepts and practices necessary for producing effective visual communication across a variety of formats—from web to print. Sections on Gestalt theory, color theory, and WET layout are expanded to offer more in-depth content on those topics. This new edition features new covering current trends in web design—Mobile-first, UI/UX design, and web typography—and how they affect a designer's approach to a project. The entire book will receive an update using new examples and images that show a more diverse set of graphics that go beyond print and web and focus on tablet, mobile and advertising designs.

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