

Digital Art Masters Volume 2 Digital Art Masters Series

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Foundations of Digital Art and Design with the Adobe Creative Cloud - Xtine Burrough 2013

"Teaches art and design principles with references to contemporary digital art alongside basic digital tools in Adobe Creative Cloud"--Cover, page [4].

The Art of Masters of the Universe: Revelation - Mattel 2022-05-03

A one of a kind, oversized hardcover exploring the newest addition to the Masters of the Universe world!

Diving deep into the process of the show, this tome features detailed explorations into your favorite aspects of the show. Explore character art from the development stages to the finished product, as well as extensive looks at the world and locations of Eternia! Dark Horse Books, Mattel, and Powerhouse Studios proudly present The Art of Masters of the Universe: Revelation. A look into the world that will leave you yelling "I have the Power!"

Digital Art Masters - 3DTotal.com (Firm) 2005

50+ artists and 900 stunning color images show the best in today's digital art

Fantasy Art Techniques - Boris Vallejo 1985

In a captivating, behind-the-scenes look into the creative process of a fantasy artist, renowned artist Boris Vallejo discusses in depth the techniques of a personal style that has placed him among the leading international fantasy and science fiction artists of today. 91 color images; 32 line drawings.

Digital Art Masters - 3dtotal.com, 2017-08-02

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 their piece of work. With Digital Arts Masters you'll understand the artists' thought process and discover the tips, tricks and techniques which really work.

Digital Art History - Anna Bentkowska-Kafel 2005-01-01

This book looks at the transformation that Art and Art history is undergoing through engagement with the digital revolution. Since its initiation in 1985, CHArt (Computers and the History of Art) has set out to promote interaction between the rapidly developing new Information Technology and the study and practice of Art. It has become increasingly clear in recent years that this interaction has led, not just to the provision of new tools for the carrying out of existing practices, but to the evolution of unprecedented activities and modes of thought. This collection of papers represents the variety, innovation and richness of significant presentations made at the CHArt Conferences of 2001 and 2002. Some show new methods of teaching being employed, making clear in particular the huge advantages that IT can provide for engaging students in learning and interactive discussion. It also shows how much is to be gained from the flexibility of the digital image, or could be gained if the road block of copyright is finally overcome. Others look at the impact on collections and archives, showing exciting ways of using computers to make available information about collections and archives and to provide new accessibility to archives. The way such material can now be accessed via the internet has revolutionized the search methods of scholars, but it has also made information available to all. However the internet is not only about access. Some papers here

show how it also offers the opportunity of exploring the structure of images and dealing with the fascinating possibilities offered by digitisation for visual analysis, searching and reconstruction. Another challenging aspect covered here are the possibilities offered by digital media for new art forms. One point that emerges is that digital art is not some discreet practice, separated from other art forms. It is rather an approach that can involve all manner of association with both other art practices and with other forms of presentation and enquiry, demonstrating that we are witnessing a revolution that affects all our activities and not one that simply leads to the establishment of a new discipline to set alongside others.

The Digital Matte Painting Handbook - David B. Mattingly 2011-04-18

The only how-to guide dedicated to mastering the technique of digital matte painting! Matte painting affords seamless integration between an artist's painting with live action film footage and allows for greater flexibility and creative input in the appearance of movie settings. This unique book reveals a variety of tools and techniques that are both industry and classroom tested and will enhance your existing skill set. Veteran author and instructor David Mattingly walks you through the process of creating a matte painting, starting with rough concept sketches, working out the perspective drawing, adding light and shadow, and texturing all of the elements in the painting. You'll gradually upgrade to using Adobe After Effects and Autodesk Maya in order to fulfill your matte painting vision. Escorts you through the process of creating a matte painting, starting with the initial concept sketch, adding light and shadow, texturing elements, and incorporating motion and depth Author is an experienced matte artist and teacher and shares a plethora of unique industry- and classroom-tested tools and techniques Features helpful step-by-step instructions accompanied by screen shots and photos to illustrate the process of creating a matte painting Whether you're creating a background for a studio production, independent film, TV commercial, or YouTube video, The Digital Matte Painting Handbook helps you successfully complete your project. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Deep Learning - Ian Goodfellow 2016-11-10

An introduction to a broad range of topics in deep learning, covering mathematical and conceptual background, deep learning techniques used in industry, and research perspectives. "Written by three experts in the field, Deep Learning is the only comprehensive book on the subject." —Elon Musk, cochair of OpenAI; cofounder and CEO of Tesla and SpaceX Deep learning is a form of machine learning that enables computers to learn from experience and understand the world in terms of a hierarchy of concepts. Because the computer gathers knowledge from experience, there is no need for a human computer operator to formally specify all the knowledge that the computer needs. The hierarchy of concepts allows the computer to learn complicated concepts by building them out of simpler ones; a graph of these hierarchies would be many layers deep. This book introduces a broad range of topics in deep learning. The text offers mathematical and conceptual background, covering relevant concepts in linear algebra, probability theory and information theory, numerical computation, and machine learning. It describes deep learning techniques used by practitioners in industry, including deep feedforward networks, regularization, optimization algorithms, convolutional networks, sequence modeling, and practical methodology; and it surveys such applications as natural language processing, speech recognition, computer vision, online

recommendation systems, bioinformatics, and videogames. Finally, the book offers research perspectives, covering such theoretical topics as linear factor models, autoencoders, representation learning, structured probabilistic models, Monte Carlo methods, the partition function, approximate inference, and deep generative models. Deep Learning can be used by undergraduate or graduate students planning careers in either industry or research, and by software engineers who want to begin using deep learning in their products or platforms. A website offers supplementary material for both readers and instructors.

Digital Painting in Photoshop - Susan Ruddick Bloom 2012-11-12

Have you ever considered using Photoshop to create fine art? Photoshop is usually used for enhancing photos, but this extremely powerful software package is capable of so much more. Every feature, from brushes to background, can be customised and optimised for artistic effect. With a little guidance from a pro, your photoshop results can go from competent retouching of images to visually stunning re-interpretations of them, turning everyday pictures into breathtaking works of art. In this beautiful and inspiring book, acclaimed artist, author and lecturer Susan Bloom shows you how to do just that. Starting with the fundamentals: creating your own artistic brushes and textured papers virtually, she goes on to demonstrate how to create a variety of classic artistic styles in Photoshop, with chapters on watercolours, pastels, charcoal and oil. Further chapters cover illustration techniques in photoshop, and using third-party software to create painterly effects. While the results are highly polished and realistic, this is not a book written specifically for artists. The techniques are aimed squarely at the Photoshop user looking to broaden their palette, with emphasis on altering photographs to create artwork, rather than creating artwork from scratch. Beautifully written, clearly laid out, and guaranteeing inspiring results, this book is a must-have for every Photoshop user.

Beginner's Guide to Digital Painting in Photoshop 2nd Edition - Publishing 3dtotal 2020-01-07

The definitive beginner's guide to digital painting gets an impressive cover-to-cover update, featuring all new tutorials and stunning artwork from top industry professionals

Camera & Craft: Learning the Technical Art of Digital Photography - Andy Batt 2014-09-19

#2 on Photo.net's list of Best Photography Books of 2014! To create successful imagery, you need to balance technical know-how and aesthetic vision. In *Camera & Craft*, we deconstruct photographic principles in new ways to help you think through your process. Together with nine guest photographers, we explore photographic practice and follow up with inventive exercises and demonstrations that challenge you to engage with your tools—all with the goal of helping you work more creatively. Along the way are conversations with our guest photographers that address each topic, from how the professionals work with clients and models to what they think about as they look through the viewfinder. Here's what you'll find inside: Advice and insights from professionals working in a variety of fields, from photojournalism and portraiture to fine-art, landscape and commercial photography Technical explanations about how photographic tools work—so you can connect knowledge to your practice and work more instinctively and creatively Key steps for improving digital workflow Innovative exercises at the end of each chapter as well as on our companion website that encourage you to experiment with and understand the photographic process—from learning how far you can push your camera's sensor to exploring the effects of neutral vs. creative color Interviews with technical and creative experts about developing skills and making images that matter This book is part of The Digital Imaging Masters Series, which features cutting-edge information from the most sought-after and qualified professionals and instructors in the photography field. Based on the progressive curriculum of the Master of Professional Studies in Digital Photography (MPS DP) program created by Katrin Eismann at the School of Visual Arts (SVA) in New York City, these books are the next best thing to being in the classroom with the Digital Photography Masters themselves.

Digital Art Masters: - 3dtotal.Com, 2012-11-12

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 5 includes over 50 artists and 900 unique and stunning 2D and 3D digital art. Beyond the breath taking 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. New to this volume will be 5 artist video tutorials. Five artists will

specifically detail an aspect of their gallery image from start to finish, offering further technique driven insight and expertise offering 2 1/2 hours of additional inspiration. With a click of a mouse, artists will be able to apply the leading techniques to their own work with access to additional video tutorials, source files, textures and digital brushes at the companion website:

<http://www.focalpress.com/digital-art-masters/index.html>.

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 breathtaking 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 segment 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.

Digital Painting Techniques - 3DTotal Publishing 2012

A unique and valuable insight into the latest digital painting techniques, presented by some of the industry's top artists.

Master the Art of Speed Painting - 3dtotal Publishing 2016-06

Explore the process of creating digital art in no time at all with this comprehensive guide to speed painting.

Artists' Master Series: Color and Light - Publishing 3dtotal 2022-04-05

Brand-new series! Elevate your art skills with definitive advice, tutorials, and inspiration from the world's most talented art masters.

Digital Art Through the Looking Glass - Oliver Grau (Hg) 2019-12-11

Digital art challenges archiving, collecting and preserving methods within and outside of gallery, library, archive and museum (GLAM) institutions. By its media, art in the digital sphere is processual, contextual, modular and ephemeral, and its creative process is collaborative. From artists, scholars, technicians and conservators-to preserve this contemporary art is a transdisciplinary task. This book brings together leading international experts from digital art theory and preservation, digital humanities, collection management, conservation and media art histories. In a transdisciplinary approach, theoretic and practice-based research from these stakeholders in art, research, education and exhibition are presented to create an overview of present preservation methods and discuss demands and opportunities for the future. Finally, the need for a new appropriate museum and archive infrastructure is shown to preserve the art of our time.

Digital Painting Techniques: - Carlos Cabrera 2014

Brush up on the latest digital painting techniques with the sixth volume in this essential series for any digital artist.

Masters and Legends of Fantasy Art, 2nd Expanded Edition - Editors of Imaginefx Magazine 2018-09-11

Masters and Legends of Fantasy Art, 2nd Edition is the ultimate guide to fantasy, sci-fi, and comic art techniques, advice, and theory. Packed with 22 in-depth interviews and amazing workshops from the biggest names in the genre, you'll learn everything you need to know to paint like these fantasy art masters. Discover how to create classic fantasy, imaginative sci-fi, and comic art, with advice on how to tell visual stories, make inspired illustrations, and create strong characters. You'll also learn how to paint better spaceships, faeries, aliens, and elf rangers, with plenty of tips about creating a traditional or modern look using digital techniques. A core skills section offers basic training on topics such as using custom brushes and rendering realistic materials like cloth, rock, silk, fur, and shiny metal. A free CD and download link offers video workshops with the artists, layered image files and more. Featured artists in the new 2nd edition include: * Frank Frazetta * H.R. Giger * Syd Mead * Boris Vallejo & Julie Bell * James Gurney * Chris Foss * Charles Vess * Adam Hughes * Andrew Jones

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 their piece of work. With Digital Arts Masters you'll understand the artists' thought process and discover the tips, tricks and techniques which really work.

Digital Art Masters - 3dtotal.com 2012

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 their piece of work. With Digital Arts Masters you'll understand the artists' thought process and discover the tips, tricks and techniques which really work.

Digital Painting Techniques - 3Dtotal.com (Firm) 2013

Covers current digital painting trends and techniques, featuring such topics as weapon design, battle scenes, cartoon characters, and painting materials.

Masters of Contemporary Fine Art - Art Galaxie 2016-03-17

"Masters of Contemporary Fine Art" is the first edition of an annual publication dedicated to the promotion and dissemination of high quality Contemporary Art. Painting, Sculpture, Drawing and Digital Art are the categories that we have chosen to publish in this art book. The vast range of expressive techniques and also the different styles in each category add value, depict fascinating rhythm and captivate diversity. The book is also a powerful tool for research, consultation or study for Artists, Collectors, Galleries, Art Dealers and Art Lovers.

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.

How to Sell Your Art Online - Cory Huff 2016-06-28

An essential guide for artist that teaches them how to skip the gallery system, find their niche, and connect directly with collectors to profitably sell their art. For years, galleries have acted as gatekeeper separating artists and collectors. But with the explosion of the Internet, a new generation of savvy, independent artists is connecting with buyers and making a substantial living doing what they love. How to Sell Your Art Online shows any artist how to make a successful living from their work. Cory Huff dispels the myth of the starving artist and provides the effective business strategies necessary to make artistic creations pay. He helps individual artists find their niche; outlines the elements essential for an effective website; and provides invaluable advice on e-mail marketing, blogging, social media marketing, and paid advertising—explaining how to tie all these online activities into offline success. Most importantly, he shares the secret to overcoming the biggest challenge artists face when self-marketing: learning how to tell their unique stories. Every artist has a reason for making art, but can't always find the right way to express it. Huff provides exercises artists can use to clarify the intellectual and emotional process behind their art, and teaches them how to turn that knowledge into stories they can tell online and in person—and expand their reach through blogs and social media to build their art business. Drawing from the stories of successful artists, thoroughly describing how art is sold today, and providing tips on how to build connections personally and electronically, How to Sell Your Art Online illustrates the countless ways artists can take control of their creative careers—and sell their work without selling out.

Erotic Fantasy Art - Paul Peart-Smith 2011

This sensual compendium of all that is erotic in the realms of fantasy and imaginative art will delight all lovers of the genre. Picking up where Ilex's first best-selling volume left off, it explores a wide variety of styles and genres: sensational oils alongside innovative digital work, darkly gothic tableaux and light, playful pieces. Selected by art editor Paul Peart-Smith, all of the images are presented with the artists' own words giving fascinating insights into their inspirations and techniques. The artists featured range from established professionals in the field, to up-and-coming newcomers whose work is being published for the

first time, making this a unique visual celebration of an exciting not to say sensuous corner of the contemporary visual arts.

New Masters of Photoshop - Josh Fallon 2013-11-27

Computer Arts Magazine, Dec 2001 If you use Photoshop and want to progress your skills, this book will open your eyes www.pixelsurgeon.com This book is a tempting, friendly design gigolo, and will do absolutely anything you ask of it. DT & G Magazine - www.Design-Bookshelf.com If you care for your craft, you'd be foolish indeed to let this opportunity slip away. Book of the year. Photoshop User Magazine, January 2002 The variety of artwork and approaches is a definite plus. CGI Magazine, February 2002 Not just a book about graphics, it's a work of art in itself. As a piece of software, Adobe Photoshop is rare - perhaps alone - in evoking genuine passion from its users. As it evolves, it finds its way into the lives of more and more professional creators, tempting them away from their traditional materials, and expanding their horizons. Yes, it can alter photographs. It can also alter careers. New Masters of Photoshop is a showcase of Masters who use Photoshop, and Masters of Photoshop use. The photographers, animators, artists, and designers assembled here have a myriad of different skills: some manipulate, some animate, some create from scratch. All of them produce remarkable, beautiful things. In these pages, the authors will demonstrate examples of their print work, web work, public work, and private work, explaining the techniques they use to achieve their results. More than that, though, they'll tell you how they think: who their influences are, where their ideas come from, and how they find inspiration when the well has run dry. friends of ED has scoured the world for the leading exponents of Photoshop technique. This book is a gallery of Photoshop practice and theory, backed with essays on the influences and inspirations that lie behind the sharpest digital art in today's media-saturated world. The book deconstructs sophisticated, complex, and astonishing Photoshop graphics, providing motivation, skills and inspiration in equal parts. Support for this book is available on the friends of ED web site (friendsofed.com). From the Publisher Creating a Photoshop image is a process that occurs as much in the head as it does on the screen.

Uniquely, New Masters of Photoshop documents it all, from the seeds of an idea, to the outcome on screen, paper, or canvas. The projects include examples of collage and montage that involve manipulation of whole images and tiny fragments - working on a grand scale, and at a pixel-by-pixel level. Layers and masks, with all their subtleties, are used in fascinating ways; and filters are treated with the sensitivity and discretion they require. The CD contains: Audio, video, and written interviews with the authors Source files for the tutorials Unflattened Photoshop files for closer inspection About the Author Michael Cina Michael Cina is an artist and designer living in a small village outside of Minneapolis. He creates stuff (mikecina.com) and things (trueistrue.com) out of his house in that village. Companies like MTV or Adobe may even call him to do some work. Every now and then he leaves his village to speak at design conferences. Often he will leave his house to buy CDs or books (or both if he got paid). Otherwise he rides his bike, fishes, chases his cat or girlfriend, takes pictures, makes fonts, paints, e-mails people, struggles over writing things like books and bios... currently Michael is working on his new company, weworkforthem.com, with Michael Young.

WeWorkForThem is half art and half design studio. Mike Young Mike Young is an artist currently residing in Washington, DC, USA. Mike has created and maintained sites such as designgraphik.com and submethod.com, and is currently starting weworkforthem.com with Michael Cina of trueistrue.com. While working on these projects, Mike has also served as art director for two years at Vir21 Studios, where he directed and designed on projects such as vir21.com, which won prestigious awards such as the New York Festivals New Media Competition, Cannes Cyber Lion: Gold, Clio Award, Art Directors Club, and also Invision Award. Not only has Mike worked on many personal and experimental web art-based projects, but also he has worked with clients such as MTV, DC Shoes, Mercury Automobiles, DJ Dieselboy, DJ Dara, DJ Ak1200, and Walker Art Center. Jens Magnus Karlsson Jens Karlsson is a Swedish digital artist and designer. He studied information and advertising for four years, partly in the US, and later graduated from Hyperisland School of New Media Design. At Hyperisland, Jens worked as a freelance art director, along with his studies, doing print, animation, and online work for clients such as CBS, Sony, Volkswagen, and Digital Vision. From there he moved on to a position as Senior Designer at Kioken Incorporated. Jens is currently a freelance designer through Chapter3.net, and he is actively involved in enriching the online design culture with news, articles, and events, mainly as assistant creative director at threeoh.com.

Digital Painting Techniques - 3DTotal.com (Firm) 2009

Discover the tips, tricks and techniques that really work for concept artists, matte painters and animators. Offers digital inspiration with hands-on insight and techniques from professional digital artists.

Masters & Legends of Fantasy Art - The Editors at Future Publishing 2012

Discover how to paint classic fantasy, imaginative sci-fi, and comic art, with advice on how to tell visual stories, make inspired illustrations, and create strong characters using digital techniques. A core skills section offers basic training on topics such as using custom brushes and rendering realistic materials like cloth, rock, silk, fur, and shiny metal. Artist Henning Ludvigsen presents 20 tips to better fantasy paintings including color, texture, and light.

Masters of Science Fiction and Fantasy Art - Karen Haber 2011

Take an inside look into the creative world of masters of the science fiction and fantasy art genre.

Beginner's Guide to Digital Painting in Photoshop - 3DTotal Publishing 2011

A step-by-step guide to digital painting in Photoshop that covers the fundamental aspects in an accessible and comprehensive fashion.

Digital Painting for the Complete Beginner - Carlyn Beccia 2012

Teaches the techniques of digital painting, looking at fundamentals and more advanced procedures as well.

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 their piece of work. With Digital Arts Masters you'll understand the artists' thought process and discover the tips, tricks and techniques which really work.

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 their piece of work. With Digital Arts Masters you'll understand the artists' thought process and discover the tips, tricks and techniques that really work.

Digital Art Masters - 3dtotal Publishing 2013

Discover how some of the world's best digital artists create their stunning artwork in this essential digital

art annual.

Matte Painting 2 - 2008

Our talented and experienced Master Artists provide you with priceless matte painting techniques to help you improve your own skills. With more than 30 Hollywood blockbuster movies to their credit these three Master Artists show you the approaches and techniques they use to create unforgettable movie environments. Matte Painting 2 covers the process from concept, right through painting and 3D techniques and tricks, to the completion of complex environments including the famous Coruscant sequence from 'Star Wars: Episode III -- Revenge of the Sith'.

Fantasy Creatures - Pavilion Books 2011

Everything you need to know to create Sci-fi art With reference to creative painting programmes including Photoshop, the book explains, with the help of step-by-step instructions and screen grabs, how to progress from basic 'pencil' roughs to the finished colour art.

Digital Painting Techniques - 3dtotal.Com, 2012-10-12

Discover the tips, tricks and techniques that really work for concept artists, matte painters and animators. Compiled by the team at 3dtotal.com, Digital Painting Techniques, Volume 1 offers digital inspiration with hands-on insight and techniques from professional digital artists. More than just a gallery book - within Digital Painting Techniques each artist has written a breakdown overview, with supporting imagery of how they made their piece of work. Beginner and intermediate digital artists will be inspired by the gallery style collection of the finest examples of digital painting from world renowned digital artists. Start your mentorship into the world of digital painting today with some of the greatest digital artists in the world and delve into professional digital painting techniques, such as speed painting, custom brush creation and matte painting. Develop your digital painting skills beyond the variety of free online digital painting tutorials and apply the most up to date techniques to your digital canvas with Digital Painting Techniques for Animators.

Masters of Contemporary Fine Art Book Collection - Volume 3 (Painting, Sculpture, Drawing, Digital Art) - Art Galaxie 2018-11-20

Boaventura brings together an excellent compilation of artists who, with an active voice, reflect the current artistic panorama. A cross-sampling of various means of creative expression - from Painting to Sculpture, from Drawing to Digital Art. He analyzes the works of art on numerous aspects and in an engaging manner.

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.