

[Ebook pdf] Digital Painting Tricks Techniques: 100 Ways to Improve Your CG Art

# Digital Painting Tricks Techniques: 100 Ways to Improve Your CG Art

Gary Tonge

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**Gary Tonge : Digital Painting Tricks Techniques: 100 Ways to Improve Your CG Art** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Digital Painting Tricks Techniques: 100 Ways to Improve Your CG Art:

0 of 0 people found the following review helpful. YESH!By BlahManLove it, something to help learn digital painting, and it's a good resource!4 of 5 people found the following review helpful. Digital Painting Experience RequiredBy BreeDespite the low rating of this book I bought it anyways because I enjoy Gary Tonge's artistry and techniques. Being a digital artist myself I found Tonge's techniques/tricks to be useful. However, I do not recommend this book for a beginner. As stated in the title this book is meant to improve your all ready existing cg art/skill. If you are looking for a digital painting book to learn the basics of drawing, shading, color, or even perspective this book will not be much help. Instead, I would recommend on buying a book dedicated to the area you are desiring to improve on.

However, this book is a good resource to have in your collection for when you are at a more advanced level. 0 of 1 people found the following review helpful. Great Book! Don't Dismiss it Simply Because of the Lower Reviews! By Marcus Unlike 90% of the people that review this book, I feel like this book was a steal at the price. It provides a very useful overview of many of the things that go into creating very successful digital paintings. I think the reason that it receives so much negative feedback is that it doesn't teach you the exact techniques he uses to paint (those are something you can't learn from a book, anyway), but it does teach you exactly what to think about while painting, and outlines a smooth workflow that allows you to quickly practice and work up to paintings like his. It touches on many important principles that can make or break a painting. This is not a book for people who have never touched photoshop or a drawing tablet before, but it gives intermediate artists invaluable insights into taking their paintings to the next level. It's not perfect, but I highly recommend it!

This book provides all the advice artists need to transform their digital painting--from brush, lighting and color basics to special effects, working with layers, and speed and matte painting. The 100+ expert tricks provide quick and easy solutions to all aspects of digital painting through clear instructions, step-by-step demonstrations and breathtaking annotated art. The book is divided into core elements of digital painting providing beginner, improver and advanced techniques to ensure progression and relevance to all skill levels, making it ideal for beginners and essential for more experienced digital painters. This is the ultimate tool to help emerging CG artists get started with digital painting, and help advanced CG artists improve their digital painting techniques.

About the Author Gary Tonge is one of the UK's foremost concept designers with more than 20 years experience as a digital artist. He currently works as Art Director for electronic games, Swordfish Studios. Recent products he has project managed include 50 Cent: Blood in the Sand and Operation Flashpoint: volumes 2 and 3. He also has a successful freelance business, VisionAfar, whose client base is as diverse as his art and includes the BBC, Vivendi, Capcom, Eidos, Sims Snowboards and National Geographic. He is a regular contributor to Imagine FX magazine and recently launched a new website, [www.VisionAfar.com](http://www.VisionAfar.com). Tonge lives in Coventry, England.