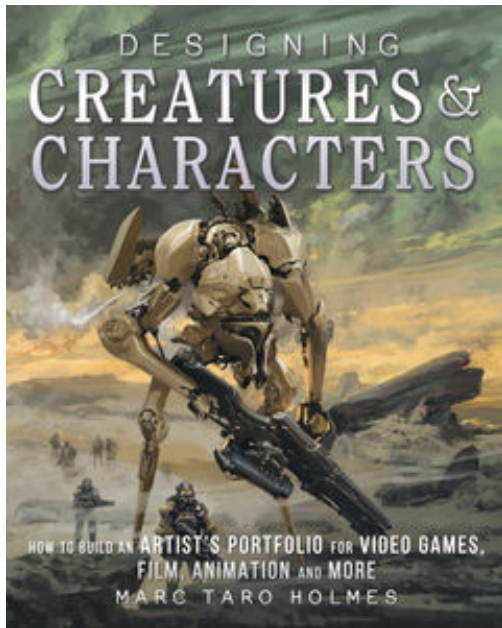


Designing Creatures And Characters Read EBooks PDF English Marc Taro Holmes



Designing Creatures and Characters download or read online Marc Taro Holmes PDF gratuito per e-book / ePub / Mobi / Mp3 / Txt, 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

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If you realise your designing creatures and characters so overwhelming, you are able to go ahead and take instructions or guides in the manual individually. Select a special feature you wish to give attention to, browse the manual thoroughly, bring your product and execute what the manual is hinting to complete. Understand what the feature does, using it, and don't go jumping to a different cool feature till you have fully explored the actual one. Working through your owner's manual by doing this assists you to learn everything concerning your digital product the best and most convenient way. By ignoring your digital product manual and not reading it, you limit yourself in taking advantage of your product's features. When you have lost your owner's manual, look at product instructions for downloadable manuals in PDF

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