



Digital Painting Techniques, Vol. 3

Rob Ruppel, Ignacio Bazan Lazcano, Chee Ming Wong, Richard Tilbury

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Digital Painting Techniques: Volume 3 presents another collection of inspiring and motivational tutorials for artists of all levels. A range of top professionals share the benefits of their experience in the digital art industry and offer tips, tricks, and advice intended to help the next generation of artists reach new heights.

The chapters contained within this book are wide-ranging and comprehensive. Robh Ruppel and Ignacio Bazan Lazcano tackle the subject of futuristic cities, Thomas Pringle and Craig Sellars look at creating concept art for games, and Peter Swigut rounds things off by covering matte painting. Their in-depth tutorials are rich in advice about how to improve workflows and produce portfolio-worthy artwork, making *Digital Painting Techniques: Volume 3* an essential resource for any digital artist.

Chee Ming Wong is the director of Opus Artz Ltd, and has over ten years of creative visualization and industrial design experience.

Robh Ruppel designs for video games, feature films, and publishing, and has worked on titles including the critically acclaimed *Uncharted 2*.

Ignacio Bazan Lazcano is an illustrator and concept artist at TimeGate Studios, Argentina, and has been working in the games industry for four years.

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