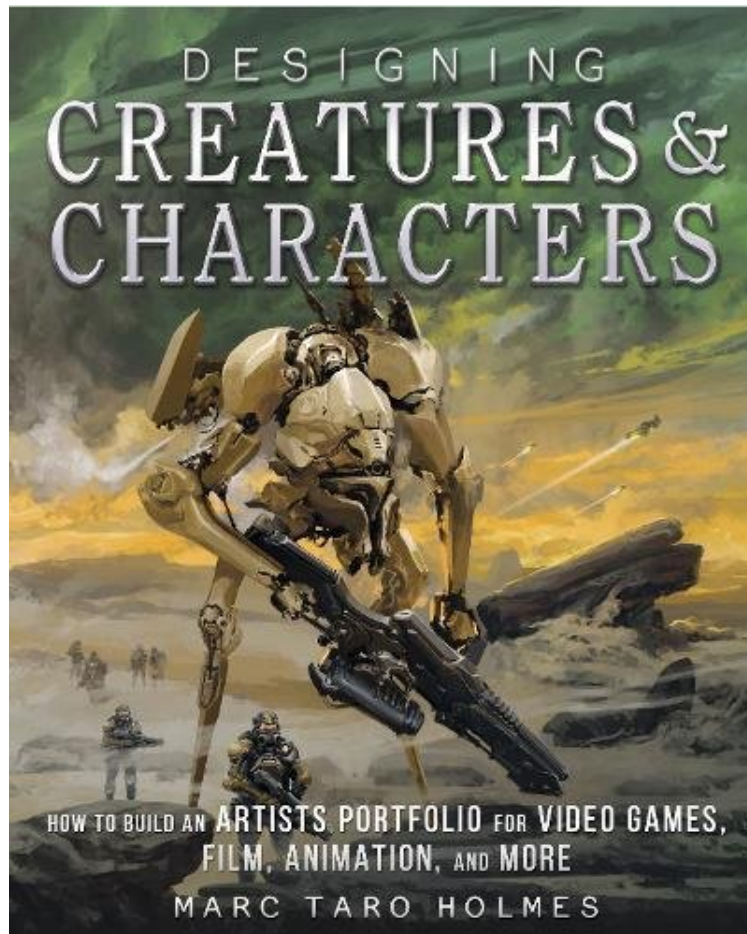


(Download free ebook) Designing Creatures and Characters: How to Build an Artist's Portfolio for Video Games, Film, Animation and More

## Designing Creatures and Characters: How to Build an Artist's Portfolio for Video Games, Film, Animation and More

*Marc Taro Holmes*

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#180555 in Books Impact 2016-10-12Original language:EnglishPDF # 1 10.00 x .50 x 8.001, .0 #File Name: 1440344094192 pagesDesigning Creatures and Characters How to Build an Artist s Portfolio for Video Games Film Animation and More | File size: 44.Mb

**Marc Taro Holmes : Designing Creatures and Characters: How to Build an Artist's Portfolio for Video Games, Film, Animation and More** before purchasing it in order to gage whether or not it would be worth my time, and all praised Designing Creatures and Characters: How to Build an Artist's Portfolio for Video Games, Film, Animation and More:

0 of 0 people found the following review helpful. Super resource for anyone seeking to improve their imaginative realism drawing skills!By Carole PI am familiar with the author through his urban sketching blog and book, and have enjoyed his work and generous teaching approach related to that. With a recent interest in imaginative realism, I discovered this book and all I can say is WOW! The book is full of instructional guidance, experiential tips, and great

drawings. The gameification of the exercises and the sheer number of projects to do are both amazing and give it value far beyond its cost if you actually devote time to doing them. For a young person looking to get into the art side of the gaming/entertainment industry, this is a fabulous resource. As an older person, I am not career-minded; I just love to draw and am a sci-fi geek, so this book is a fun way to explore imaginative realism more. As a gamer, I can really relate to those achievement medals! I can see this book used equally well as a self-study guide, common reference for drawing club group efforts, or course textbook. Great job, Marc!  
0 of 0 people found the following review helpful.  
Great book for beginning character artists  
By Thunderdr  
This book give the beginning character designer good ideas to use their own creativity.  
1 of 2 people found the following review helpful. I love it  
By Customer  
This is a great book to exercise creativity development and practice. It is fun to use, contains some useful tips, and I'd recommend it to anyone interested in making concept art. This book is not for beginners or people learning the basics of drawing.

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

About the Author  
Marc Taro Holmes, Montreal, Quebec, [citizensketcher.wordpress.com](http://citizensketcher.wordpress.com), has 20+ years as an Art Director and Concept Artist in video games and feature animation with studios such as Microsoft, Electronic Arts, and Disney. Besides video game work he also does urban sketching and authored *The Urban Sketcher* for North Light Books.