

[Library ebook] Costume Design Illustration: for Film, Video Games and Animation

Costume Design Illustration: for Film, Video Games and Animation

Carlo Arellano, Phillip Boutte Jr., Kevin Chen, Keith Christensen, Christian Cordella, Anthony Francisco, Jerad Marantz, Neville Page, Scott Robertson, Constantine Sekeris
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#117898 in Books 2014-07-15 Original language: English PDF # 1 12.25 x 9.00 x .501, 1.63 #File Name: 1933492589128 pages | File size: 16.Mb

Carlo Arellano, Phillip Boutte Jr., Kevin Chen, Keith Christensen, Christian Cordella, Anthony Francisco, Jerad Marantz, Neville Page, Scott Robertson, Constantine Sekeris : Costume Design Illustration: for Film, Video Games and Animation before purchasing it in order to gauge whether or not it would be worth my time, and all praised Costume Design Illustration: for Film, Video Games and Animation:

14 of 15 people found the following review helpful. I do appreciate the beautiful art, but it is not what I pay ...By journalistI agree with the previous review. The description for this book was promising but it didn't deliver. I do appreciate the beautiful art, but it is not what I pay for. It is indeed a showcase of beautiful art with a few comments and thoughts but nothing else. Might use it as a source of inspiration and independently study their illustrations, something I could have done for free by visiting their websites. If you want a coffee table book, with art from these

artist then go ahead, but if you want in depth instruction just forget about it. 1 of 1 people found the following review helpful. Five Stars By Mrs. Patricia Hill amazing book. fast post. nice dealing 1 of 1 people found the following review helpful. Get this if you're after ideas and inspiration. By Jennie Knoll Great if you're in need of costume inspiration and ideas. It does have some step-by-step guides on how to achieve various costumes, but generally it's more of an inspirational concept art book that can give you great ideas. Which was what I was looking for but it might not be for everyone. Don't get this book expecting a detailed lesson on how to create costumes, because it's not what this book is about. The concept art within is amazing.

Spearheaded by Constantine Sekeris, author of *MetamorFX*, this book is an in-depth look at costume design and illustration. Showcasing an educational process breaking down the problematic areas of costume design for the film, video game and animation industries. From 10 top leading artists in the field, this title will have a wide range of aesthetic and design solutions. One will learn how to design and illustrate a costume from start to finish with educational tips and the process from sketches to finished Photoshop images to 3D ZBrush sculptures to fabrication.

About the Author Contributors Carlo Arellano, Phillip Boutte Jr., Kevin Chen, Keith Christensen, Christian Cordella, Anthony Francisco, Jerad Marantz, Neville Page, Scott Robertson, and Constantine Sekeris have worked on countless award-winning projects including, but not limited to, *Planet of the Apes*, *Clash of the Titans*, *The Amazing Spiderman*, *Battleship*, *Snow White and the Huntsman*, *Star Trek 2*, *Inception*, *Thor*, *Thor 2*, *Madonna Tour*, *The Hunger Games*, *The Girl with the Dragon Tattoo*, *Men in Black*, *AVP: Alien vs. Predator*, *Tron*, *Green Lantern* and *Avatar*.