



# Computer Graphics for Artists II

*Andrew Paquette*

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## **Computer Graphics for Artists II** Andrew Paquette

In this second volume of Computer Graphics for Artists the author, Andrew Paquette, guides the reader through the creation of realistic computer-generated backgrounds and characters. Rather than teach using a specific program, the author focuses on the theory required to ensure that the artist can create a convincing landscape, building, person or whatever they turn their attention to. Part One covers the core areas of background generation, such as CG terrain, plant life and architecture, but also deals with specific concepts such as photo-texturing and lighting, explaining all the advantages and pitfalls involved. Part Two introduces the reader to the study of the body-shape and movement and their consequent effects upon successful digital-recreation, as well as addressing some of the fundamental elements of appearance; hair, skin and fat. It is assumed that readers will be familiar with the terms and concepts described in the first volume of this work.

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