Ebook Directory
the best source of ebook

The book was found

The Art Of Paperblue



PDF
Adobe
DOWNLOAD EBOOK

Synopsis

The Art of the Paperblue is a must have art book for artists, entertainment designers, and anyone who wants to learn to paint creative environment paintings. Paperblue shares his knowledge of creating environment conceptual paintings for movies, games, and other entertainment industry fields. This book shows more than 10 full-length step-by-step tutorials with detailed explanations and hundreds of stunning art works and numerous quick sketches. In addition, Paperblue shares his techniques of using custom brushes, smudge tools, color theories, compositions, and many other techniques helpful in creating imaginative art works. This book features Sci-Fi environment paintings, fantasy paintings, vehicle designs, Mechs, ships, fighters, aircrafts and more. Get ready to be inspired by the gorgeous artwork of Paperblue, all while learning his painting techniques via step-by-step tutorials.

Book Information

Paperback: 192 pages
Publisher: Design Studio Press (November 15, 2014)
Language: English
ISBN-10: 1624650147
ISBN-13: 978-1624650147
Product Dimensions: 0.8 x 12.2 x 10.2 inches
Shipping Weight: 2.8 pounds (View shipping rates and policies)
Average Customer Review: 4.7 out of 5 stars 28 customer reviews
Best Sellers Rank: #557,191 in Books (See Top 100 in Books) #152 inÃ Â Books > Arts & Photography > Other Media > Conceptual #217 inÃ Â Books > Arts & Photography > Other Media > Digital #1476 inÃ Â Books > Arts & Photography > Painting

Customer Reviews

Jae-Cheol Park, also known as Paperblue, has been a concept artist for more than a decade. He has been creating environment concept paintings for well-known, blockbuster games and movie projects including Lineage, Sun, The Day, Ion, and Blood and Soul, to name a few. He is a self-taught artist who learned digital painting by studying Miyazaki's animation. Aware of the difficulties in learning this craft, he was inspired to create a book to help anyone in need of improving their artistic skills. The Art of Paperblue shares Jae-Cheol Park's knowledge acquired from the last decade to educate the next generation of concept artists.

When I preordered this book, there really wasn't much to the description on , but being an admirer of Jae-Cheol Park's (Paperblue's) work and having a habit of collecting these books, I went ahead and ordered it. (Just about anything Scott Robertson recommends is immensely worthwhile). I am so glad I did!This is more than just a collection of artwork (which is what I was originally expecting). There is a TON of his work, for sure, and produced on excellent quality paper in large format with vivid color. The real beauty, though, is that this is really more of a collection of tutorials on how he produces his work.The first section of tutorials covers the creation of custom brushes (in Photoshop, but it should be applicable to most any application). The process is detailed, and does a great job getting you to a point where you can get useful results manipulating your brushes for specific purposes.After that is a series of 16 tutorials (9 cover vehicles/spacecraft and 7 cover landscape creation) which are quite detailed. Each of these starts with a basic pen sketch and then he goes through the steps which take that to the final production result, including what brushes he uses in many cases. How he adds little details which make all the difference. What tools he's using for each additive effect. Each of the main tutorials covers roughly 8-10 pages with lots of focus on the specific steps.This is great stuff, folks.There are 6 videos that you can access through a QR reader app on your phone or tablet (it takes you to a simple webpage with the videos embedded). The videos are time-lapse demos and have no sound. These video demos are beautiful. I do wish there was an overdubbed discussion of what's going on, but it's useful nonetheless.After the landscape tutorials, there's about 40 pages of mini-tutorial spreads. These are truly amazing as there is just so much information conveyed in the spreads. Not a lot of type explanation, but once you've read through the earlier in-depth tutorials, you can put together what is going on.Finally, the last 40 or so pages are filled with an amazing gallery of Paperblue works. Gorgeous, gorgeous stuff. And tons of it. Great for inspiring the imagination. This is a book I keep coming back to and I expect most people who are actually reading this far down in this review will get a lot out of it as well.Highly recommended.

While I can admire the highly polished, sometimes hyper realist nature of most of the concept art now around, much of it seems to fall short on poetry. Spaceships and droids so intricately conceived and detailed that they look more like space born precision watches turned inside out; Trolls and wise ones with every wrinkle and every scale rendered with excruciating realism. Park's work on the other hand is almost impressionistic, his mechs are as loosely rendered as his forests, but, every one of his images make you dream and an imagined world come to life. I Love this man's work. The tutorials focus more on general art concepts than on technical recipes. Make sure to use the links to

the book’s accompanying videos that’s where all the learning is.

This is a beautiful book. My only reservation would be that the brush tutorials are not really what I would call "in-depth". For Photoshop beginners looking to learn how to build custom brushes, this might not be very helpful. He does explain some of his strategies on how he uses brushes, but doesn’t go into great detail about how to customize them.That aside, there is some great work in here, and the video demos are a pleasure to watch. What amazes me is what I would call the implied detail in paintings which are, in fact, very loose.

I was eyeing this book and finally bit the bullet and purchased it when one of my professors (she teaches perspective) recommended this for inspiration when trying to design concept art. There is great quality with the paper and ink as well as the designs that this artist has put into this artbook. Not only does it show you amazing concepts there is an explanation of the process from designing towards the finish product. I would recommend this for those who enjoy looking at beautiful art as well as artists who want to gain inspiration as well as learn the process of creating such art.

Amazing!I did not know much about Jae Cheol Park (Paperblue) before this book, but the art did seem fine, so i ordered it for inspiration.And i became a big fan of him!Trough i only wanted an album with pictures, it also has some tutorials on digital painting (that i dont care for). The art is totally amazing. There can be like 10 artist in the world that can paint digitally so awesome!Along with Marta Nael, and Sparth i recommend this hardly.

This is one of those books that, if you don’t have it, then shame, shame, shame, Sargent Carter! It is chock full of GOOD tutorials and MINI tutorials from one of the premier digital artists, Paper Blue aka Jae-Cheol Park (I can actually spell Paper Blue). It’s beautifully crafted easy to understand and insightful--it’s like he’s standing there over your shoulder glaring at your every little mistake (just kidding). Seriously, GET this book--it’s an invaluable book worth your very valuable time.

Dumbest tutorial book ever...The format takes a huge dump on the tutorials: many pages give almost as much real estate to the instructions as the images, which is absurd. Nowhere in the book is this space needed; what IS needed, is bigger images throughout. Repeatedly, there are screenshots that are far too small and too low resolution to be of any help: Photoshop menus that are too small to decipher, and brush settings that can’t be replicated because they are shown too

small.The only reason it gets two stars instead of one is that the overall collection of images is pretty inspirational, even if it’s a bit repetitive.

Book was delivered quickly, and in great condition. This book is really meant for intermediate, and advanced artists. You will definitely get better if you follow along with the demos.

Download to continue reading...

The Art of Paperblue Selling Fine Art Photography: How To Market Your Fine Art Photography Online To Create A Consistent Flow Of Excited Art Buyers Who Love What You Do Beer, Art And Philosophy: The Art of Drinking Beer with Friends is the Highest Form of Art Concerning the Spiritual in Art (Dover Fine Art, History of Art) The Art of Teaching Art: A Guide for Teaching and Learning the Foundations of Drawing-Based Art The Collins Big Book of Art: From Cave Art to Pop Art The Art of Art History: A Critical Anthology (Oxford History of Art) Gardner’s Art through the Ages: The Western Perspective, Volume II (with Art Study & Timeline Printed Access Card) (Gardner’s Art Through the Ages: Volume 2) Interesting Facts About The Ancient African Art - Art History for Kids | Children’s Art Books DK Art School: An Introduction to Art Techniques (DK Art School) Native American Art - Art History Books for Kids | Children’s Art Books Pop Art vs. Abstract Art - Art History Lessons | Children’s Arts, Music & Photography Books The Art of The Ancient Egyptians - Art History Book | Children’s Art Books The Severe Style of Ancient Greek Art - Art History for Kids | Children’s Art Books The Art Nouveau Style Book of Alphonse Mucha (Dover Fine Art, History of Art) Shakespeare Illustrated: Art by Arthur Rackham, Edmund Dulac, Charles Robinson and Others (Dover Fine Art, History of Art) Living with Art (B&b Art) Early Art and Architecture of Africa (Oxford History of Art) Cities of Belgium Ã¢â ¬â œ A Travel Guide of Art and History: A Comprehensive Guide to the Belgian Cathedrals, Churches and Art Galleries - Bruges, Ghent, Brussels, Antwerp Art and Architecture in Mexico (World of Art)

Contact Us

DMCA

Privacy

FAQ & Help