



Digital Painting Techniques: Volume 5

By Brian Sum, Shaddy Safadi, Levi Hopkins

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Celebrating its fifth year, *Digital Painting Techniques: Volume 5* continues to present the latest digital painting trends and techniques, courtesy of experts including Brian Sum (*Mass Effect* series) and Levi Hopkins (*Guild Wars* series). This year's volume features such topics as weapon design, cartoon characters, painting materials, and battle scenes, and is a worthy addition to this groundbreaking series.

Brian Sum is a concept artist and video games developer for BioWare and his credits include the award-winning *Mass Effect* series.

Levi Hopkins is a versatile artist who has worked in a variety of different positions on the best-selling *Guild Wars* series.

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Editorial Review

About the Author

Brian Sum is a concept artist at top video games developer BioWare and his credits include the award-winning *Mass Effect* series.

Shaddy Safadi specializes in concept art and counts popular Playstation 3 game *Uncharted: Drake's Fortune* among the projects he has been a part of.

Levi Hopkins is a versatile artist who has worked in a variety of different positions on the bestselling *Guild Wars* series.

3DTotal Publishing

3DTotal was founded in 1999 as a simple 3D resource website. Over the last decade the site has evolved into one of the premier CG art websites in the world, offering a variety of training products, an inspirational gallery, a free texture library and hundreds of free tutorials on a variety of subjects.

In 2006, 3DTotal entered into partnership with Focal Press and launched the popular book series Digital Art Masters and Digital Painting Techniques. The premise for these books was to provide high quality content that would inspire and educate the next generation of digital artists. Featuring the work of top industry professionals, detailed tutorials and image breakdowns, these series have become firmly established as indispensable resources for any digital artist.

After five successful years working with Focal Press, 3DTotal Publishing was launched in early 2010. As well as self-publishing the next volumes in the pre-existing Digital Art Masters and Digital Painting Techniques series, 3DTotal Publishing has launched a number of new titles including: *Photoshop for 3D Artists: Volume 1*, *Beginner's Guide to Digital Painting in Photoshop*, *ZBrush Character Creation* and *Elysium - The Art of Daarken*.

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