



Drawing Basics for Video Game Art: Classic to Cutting Edge Art Techniques for Winning Video Game Design (Paperback) - Common

By (author) Chris Solarski

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A guide to learning the basic drawing skills needed to successfully create video game art. It demonstrates how fine art principles like drawing skills, anatomy, values and lighting and colour all apply to the creation of artwork for video games. It features artwork from such hit video games as "Halo Reach", "Zelda", and "Super Mario Galaxy 2".

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