

Tutorials

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In this section you will find all different kind of hopefully helpful resources and explanations.

I have to warn you though that you won't find a lot of "how-to-paint random item"-explanations in my collection. In my personal opinion it is more important to understand why you paint something in a specific way and not just learn which tools a particular artist likes to use. In this cases most artists wonder why a specific tutorial doesn't work out for them.

Well that is pretty much the reason. If you don't understand the object you are painting and how it reacts to light, for example, no tutorial in the world will give you the effect you might be striving for.

Additionally I would like to mention a few books I personally find very helpful to have as an artist:

Anatomy Books

Every Book by Andrew Loomis

Dynamic Figure Drawing by Burne Hogarth

Digital Painting Books

Digital Character Painting by Don Seegmiller (version for Painter and Photoshop available)

Inspiration

Any Ballistic Publishing Book you can get your hands on

3D Total's Digital Art Master Book Series