Anatomy for 3D Artists: The Essential Guide for CG Professionals

By Chris Legaspi

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Anatomy for 3D Artists is an essential teaching guide for sculpting human anatomy. Non-software specific, it is packed with everything today's 3D artist needs to know to tackle the difficult task of recreating the human form in 3D. Starting with 2D references, and moving on to practical and advanced 3D sculpting—including topology and animation preparation—every stage in the creation of an ideal male and female figure is covered. Featuring established artists such as Chris Legaspi and Mario Anger, there are also several master projects for an informative and in-depth overview of the 3D sculpting process, showing how the ideal human form can be adapted to fit any shape!

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- Sales Rank: #35949 in Books
- Published on: 2015-12-15
- Original language: English
- Number of items: 1
- Dimensions: 11.60" h x .70" w x 8.20" l, .0 pounds
- Binding: Paperback
- 288 pages

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Editorial Review

About the Author

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: *Sketching from the Imagination*, *Beginner's Guide to Digital Painting in Photoshop* and *ZBrush Characters and Creatures*.

Chris Legaspi
Chris Legaspi is a concept artist currently working at Cryptic Studios, San Francisco. He is the founder and creator of Freshdesigner and a life-long artist, with over 10 years of drawing experience as both a student and a professional. He has worked as a professional concept artist in the videogame industry for several years. His concept art and illustration work has been seen in hit videogames and magazines.

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