3dtotal

Art resources 2017

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3dtotal Anatomy

Whether you use pencil and paper, paintbrushes, clay, or any form of digital art software, our range of anatomical reference figures is invaluable if you want to understand the form and structure of human anatomy. All figures are cast in neutral gray resin to make the variation in the surfaces easy to discern.

Perfect for students!

Only £60 (approx. $80*) each + VAT

Half and half

A side-by-side comparison allowing you to study full skin and muscle flow

Male | 27.5 cm tall | 340 g approx.
Female | 26.5 cm tall | 250 g approx.

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Full écorché

Sculpt and draw with confidence by studying human musculature from all angles

Male | 27.5 cm tall | 340 g approx.
Female | 26.5 cm tall | 250 g approx.

Full skin

Study the full body from all angles with complete skin

Male | 27.5 cm tall | 340 g approx.
Female | 26.5 cm tall | 250 g approx.

* Subject to change depending on currency conversions

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Planar

Visualize the body in its simplest forms; great for light and shading studies

Male | 27.5 cm tall | 340 g approx.
Female | 26.5 cm tall | 250 g approx.

Planar busts

With one side featuring basic planes and the other consisting of more complex ones, develop your studies by starting off with simplified landmarks then move on with increased complexity

Male | 27.5 cm tall | 340 g approx.
Female | 26.5 cm tall
250 g approx.

Only £45 (approx. $60*) each + VAT

* Subject to change depending on currency conversions

Only £165 (approx. $215*) + VAT

Adaptable male figure

Use the slightly larger scale and magnetic interchangeable parts to see the arms in different poses and study different surfaces of the head with ease

Male | 34 cm tall | 1.9 kg approx.

We offer discounts on bulk orders for schools, universities, and other centers for education. Please contact **support@3dtotal.com** for more details.

Building the foundations

Every artist needs an understanding of the fundamentals, including anatomy, color, light, composition, and perspective. Whether you are a new artist discovering these principles for the first time or a professional looking for a refresher, the books here offer the support you need.

The Artist's Guide to the Anatomy of the Human Head

Key to portraying relatable characters and realistic portraits is accurately capturing the subject's expression. *The Artist's Guide to the Anatomy of the Human Head* is a comprehensive manual designed to help you understand the forms and features of the face, and how to portray the vast range of human emotion. Packed with invaluable reference images presented by leading artists from a variety of disciplines, including 3D modeling, illustration, and concept art, the extensive knowledge shared makes this book a must-have for all artists looking to successfully portray emotions and create relatable characters.

ISBN: 978-1-909414-45-7
Soft cover: 210 × 260 mm
Published June 2017
TBC full-color pages
$34.99/£21.99

Anatomy for 3D Artists

Anatomy for 3D Artists is an essential guide for sculpting human anatomy. Non-software specific, it is filled with everything that today's digital 3D artist needs to know in order to tackle the difficult task of recreating the human form in 3D. Covering practical and advanced 3D sculpting, the book encompasses every stage in the creation of a variety of male and female figures.

ISBN: 978-1-909414-24-2 | Soft cover: 210 × 297 mm
Published November 2015 | 288 full-color pages
$49.99/£29.99

Visit shop.3dtotal.com today and save 10% on your order by using code 3DCAT10 at the checkout

Figure Drawing for Concept Artists

Accessibly written and lavishly illustrated by respected concept artist Kan Muftic, this book celebrates the common ground between traditional life drawing and the fast-paced world of the concept art industry. Learn about the materials, tools, and observational skills needed to make successful life drawings, how to capture the forms of the human body on paper, and how to improve your character and concept art with a dynamic approach to figures and anatomy. *Figure Drawing for Concept Artists* offers a unique, up-to-date perspective on classical skills, with the contemporary practitioner in mind.

ISBN: 978-1-909414-44-0 | Soft cover: 216 × 279 mm
Published May 2017 | TBC full-color pages
$34.99/£22.99

Art Fundamentals

Art fundamentals are the bread and butter of any artist; an understanding of them is essential when it comes to producing a successful piece of work. This book addresses key topics in a series of insightful chapters written by some of the industry's most experienced artists, giving newcomers the tools they need to start their artistic journey and offering veterans a chance to brush up on their theory. It's a must-have for anyone who is pursuing a career in an artistic industry.

ISBN: 978-1-909414-00-6 | Soft cover with slipcase: 210 × 297 mm
Published August 2013 | 272 full-color pages
$49.99/£29.99

Beyond Art Fundamentals

Building on the foundations set by the popular *Art Fundamentals* book, *Beyond Art Fundamentals* shows artists how to take their work a step beyond techniques and mechanics. A memorable, unique image requires more than just accurate anatomy and choosing the right tools, after all. This impressive volume offers in-depth guidance on conveying mood and emotion and improving your images' storytelling through composition, character details, and atmosphere.

ISBN: 978-1-909414-36-5 | Soft cover: 210 × 297 mm
Published September 2016 | 224 full-color pages
$37.99/£25.99

Grab a coffee, sit down, and be inspired

GRAPHITE is a quarterly publication featuring inspirational artwork, interviews, and tutorials on drawing, sketching, and illustration. Each issue features content by an eclectic mix of industry professionals and talented newcomers, including illustrators, urban sketchers, concept designers, and comic artists. GRAPHITE's focus on traditional media, elegant presentation, and in-depth resources makes it a timelessly valuable addition to any art lover's shelf.

GRAPHITE 01

Featuring:
Kim Jung Gi
Matthew Filipkowski
Sam Wolfe Connelly
Eleanor Doughty
Benze
Jerel Dye
Jan Buragay
Plus 7 fantastic gallery artists!

ISBN: 978-1-909414-41-9
Soft cover: 210 × 270 mm
Published September 2016
104 full-color pages

GRAPHITE 02

Featuring:
Jakub Rebelka
Tin Salamunic
Thomas Cian
Susan Yung
Rob Turpin
Molly Mendoza
Brynn Metheney
Yrgane Ramon
Plus 7 gallery artists!

ISBN: 978-1-909414-42-6
Soft cover: 210 × 270 mm
Published January 2017
104 full-color pages

Subscribe now from just £35 a year!

Image © Thomas Cian

Discover sketching

The humble sketch is the foundation of great art, where thoughts and concepts first come to life as an image. The books in our sketching range bring you the chance to see inside an artist's mind and learn more about how and why they sketch; if you haven't tried it before and fancy giving it a go, use our Sketch Journal or Sketch Workshop bundles, designed to teach you how to unleash your inner artist.

Sketching from the Imagination: Characters

From the creations of veteran artists with years of experience to those of brilliant students and new artistic talent, *Sketching from the Imagination: Characters* showcases character art with an incredible range of styles, techniques, and inspirations. Featuring personal reflections and creative insights from fifty artists, and hundreds of lavishly presented images, *Sketching from the Imagination: Characters* is a perfect book for any lover of sketching or character design, whatever the genre or medium.

ISBN: 978-1-909414-39-6 | Soft cover: 210 × 230 mm
Published February 2017
320 full-color pages
$29.99/£17.99

Sketching from the Imagination: Sci-fi

Rarely are sketches celebrated like they deserve to be for their power to explore, inspire, and entertain. In this stunning volume, you will find just that. Following on from the series' previous successes, *Sketching from the Imagination: Sci-fi* presents a hand-picked collection of the best sketches and drawings by sci-fi artists from around the globe – each with their own unique style.

ISBN: 978-1-90941422-8 | Soft cover: 210 × 230 mm
Published June 2015
320 full-color pages
$29.99/£17.99

Sketching from the Imagination: Fantasy

Fifty talented traditional and digital artists have once again been chosen to share their sketchbook works, from doodles and sketches of creative creatures to fully rendered drawings of invented worlds. Another incredible volume of artistic insight and an excellent-value resource to inspire artists of all abilities.

ISBN: 978-1-90941412-9 | Soft cover: 210 × 230 mm
Published October 2014
320 full-color pages
$29.99/£17.99

Sketching from the Imagination

In each title in the *Sketching from the Imagination* series, fifty fantastic artists have been chosen to share their sketchbooks and explain the reasons behind their design decisions. The result is visually stunning collections packed full of useful tips offering inspiration for everyone.

ISBN: 978-1-90941402-0 | Soft cover: 210 × 230 mm
Published October 2013
320 full-color pages
$29.99/£17.99

Masters of Sketching

Sketching is a versatile medium used by artists of all backgrounds and disciplines, from the old Renaissance Masters to modern concept artists today. Learning from other artists is one of the best things you can do to improve your own technique, and it is with this in mind that *Masters of Sketching* brings you a wide range of inspiring sketches and insightful pearls of wisdom from twenty outstanding artists. Through fascinating and unique step-by-step breakdowns, these master sketchers share how they approach and think about their sketching process, making this book an impressive compendium for any artist who wants to expand their creative horizons.

ISBN: 978-1-909414-38-9 | Soft cover: 210 × 260 mm
Published December 2016 | 272 full-color pages | $35.99/£23.99

Visit shop.3dtotal.com today and save 10% on your order by using code 3DCAT10 at the checkout

How to Keep a Sketch Journal

How to Keep a Sketch Journal is an essential guide to observational sketching and keeping a creative journal. Whether you're a habitual sketcher or just starting out, this book offers tips on how to sketch from life, indoors or outdoors, whether you're using pens, pencils, watercolors, pastels, or mixed media. It covers essential drawing techniques, as well as how to stay motivated and cultivate good creative habits.

Perfect as a gift

ISBN: 978-1-909414-26-6
Soft cover: 148 × 210 mm
Published December 2015
112 full-color pages
$19.99/£13.99

Get creative on the move with Sketch Journal's high-quality sketch pads, quintessential artist tools, and a soft leather cover to wrap everything up as a compact artistic companion.

Sketch Journal leather sleeve | $27.00 (approx.*)/£19.99 | **Sketch Journal leather sketchbook** | $17.00 (approx.*)/£11.99
Tool set | $25.00 (approx.*)/£17.99 | **Sketch Journal premium bundle** | Includes *How to Keep a Sketch Journal*, leather sleeve, leather sketchbook, & tool set | $65.00 (approx.*)/£49.99

* Subject to change depending on currency conversions

Sketch Workshop

Sketch Workshop incorporates a luxury leather-style folder that securely holds a workbook and up to twenty quality drawing tools. We've created five guides that cover anatomy, characters, creatures, robots and spaceships, and cityscapes, all loaded into ready-to-go sketch workbooks.

DOWNLOADABLE RESOURCES

Sketch Workshop: Anatomy
ISBN: 978-1-90941415-0

Sketch Workshop: Characters
ISBN: 978-1-90941416-7

Sketch Workshop: Cityscapes
ISBN: 978-1-90941419-8

Sketch Workshop: Creatures
ISBN: 978-1-90941417-4

Sketch Workshop: Robots & Spaceships
ISBN: 978-1-90941418-1

Sketch Workshop workbooks | $11.99/£6.99 each | **Sketch Workshop folder** | $32.00 (approx.*)/£22.99
Drawing tools | $15.00 (approx.*)/£11.00 | **Sketch Workshop bundle** | Includes five workbooks, folder, & drawing tools $77.00 (approx.*)/£58.99

* Subject to change depending on currency conversions

Embark on your first creative journey

Start a new artistic adventure with the ever-popular *Beginner's Guide* series, which teaches you all you need to know to get started in clay sculpting, digital painting in Adobe Photoshop, comic art, and more!

Beginner's Guide to Sculpting Characters in Clay

Discover the immersive art of clay sculpting with comprehensive tutorials from renowned professional sculptors including Glauco Longhi and Romain Van den Bogaert. Explore key tools and materials, following the sculpting process from developing a character and creating armatures through to perfecting the final details. Featuring an introduction to sculpting by The Shiflett Brothers, this fantastic volume is suitable for both complete sculpting novices and digital sculptors wanting to explore traditional techniques.

ISBN: 978-1-909414-40-2 | Soft cover: 210 × 260 mm
Published March 2017
256 full-color pages | $35.99/£24.99

Beginner's Guide to Digital Painting in Photoshop: Sci-fi & Fantasy

Create imaginative and compelling genre art by learning about topics such as how to design an interesting composition, achieve correct perspective, and convey moods. Step-by-step tutorials, and handy quick tips that cover how to paint elements integral to sci-fi and fantasy art, make this an invaluable resource for those looking to learn new skills, as well as those pursuing the next level.

ISBN: 978-1-909414-35-8 | Soft cover: 210 × 297 mm
Published August 2016 | 224 full-color pages | $49.99/£29.99

DOWNLOADABLE RESOURCES

Beginner's Guide to Digital Painting in Photoshop: Characters

An expert guide for artists wishing to create convincing and detailed characters in Photoshop. Learn from the pros as established artists such as Charlie Bowater and Derek Stenning share their industry experiences by covering such aspects as posing characters, choosing the correct costume, conveying emotions, and creating suitable moods.

ISBN: 978-1-90941414-3 | Soft cover: 210 × 297 mm
Published February 2015 | 224 full-color pages | $49.99/£29.99

Beginner's Guide to Digital Painting in Photoshop Elements

Photoshop Elements is perfect for beginner digital artists, with a simplified interface and fewer variable parameters than its big brother, Photoshop. This volume offers easy-to-follow steps that cover the fundamentals of the software, basic art theory, and how to paint various artistic styles.

ISBN: 978-1-90941409-9 | Soft cover: 297 × 210 mm
Published August 2014 | 232 full-color pages | $34.99/£21.99

DOWNLOADABLE RESOURCES

Beginner's Guide to Digital Painting in Photoshop

Industry veterans share the benefits of their experience in a clear and methodical fashion, examining the basic Photoshop tools and looking at fundamental art theory. The step-by-step tutorials within this book don't just describe techniques, they actively demonstrate how these methods can be applied to an artwork.

ISBN: 978-0-9551530-7-5 | Soft cover with slipcase: 297 × 210 mm
Published December 2011 | 224 full-color pages | $49.99/£29.99

DOWNLOADABLE RESOURCES

Beginner's Guide to Comic Art: Characters

Start your journey to comic success and learn the traditional and digital tools of the trade. From inking and coloring to anatomy and poses, discover everything there is to know about creating impressive characters for comic art, with invaluable tricks from the professionals!

ISBN: 978-1-909414-27-3 | Soft cover: 297 × 210 mm
Published February 2016 | 208 full-color pages | $24.99/£16.99

For artists of all mediums

Beginner's Guide to Creating Manga Art

Industry greats open a window into their world and present tutorials covering everything from drawing features, anatomy, and expressions to designing clothing, perfecting poses, and coloring characters with a variety of traditional and digital artistic tools.

ISBN: 978-0-95681716-7 | Soft cover with slipcase: 297 × 210 mm
Published March 2013 | 208 full-color pages | $24.99/£15.99

Beginner's Guide to Sketching

Discover the fundamentals of sketching, learning about the variety of materials that can be used and the techniques that can be employed. From gesture drawing to finding simple shapes, from line quality to shading, established artists share their knowledge and finest techniques.

ISBN: 978-1-90941423-5 | Soft cover: 297 × 210 mm
Published August 2015 | 208 full-color pages | $37.99/£23.99

DOWNLOADABLE RESOURCES

Visit shop.3dtotal.com today and save 10% on your order by using code 3DCAT10 at the checkout

Further explore the world of digital art

After you've taken your first steps and become confident as a beginner, it's time to take your work and methods to the next level. The best way to do this is to learn from practiced artists in the industry, and that's what our books here offer; even if you are an experienced veteran there is always something to learn from fellow artists.

Master the Art of Speed Painting

For matte painters and concept artists working in the movie, video game, and TV industries, it is often important to be able to quickly and efficiently create artwork. With invaluable time-saving tips on custom brushes and photobashing, and guides for painting in 10-, 30-, 60-, or 120-minute periods, this book will help you on your way to becoming a speed-painting master!

ISBN: 978-1-909414-34-1 | Soft cover: 250 × 210 mm
Published June 2016
256 full-color pages | $34.99/£21.99

DOWNLOADABLE RESOURCES

Digital Painting Techniques

With the series now in its eighth year, *Digital Painting Techniques* showcases the latest digital painting trends and techniques, from a host of industry experts including Loopydave, Randy Bishop, Daarken, Ian McQue, Serge Birault, and many more. Packed full of exciting tutorials and expert advice, this series is another fantastic addition to any digital artist's shelf, allowing you to learn from other artists' workflows for a multitude of genres and subjects.

Each volume: $49.99/£29.99 | Soft cover: 216 × 279 mm
288 full-color pages

DOWNLOADABLE RESOURCES

Digital Art Masters

Digital Art Masters has long been supporting the up-and-coming talent in the digital art industry, showcasing artists' work to a global audience and helping to bring them the recognition they richly deserve. In each volume of this series, fifty 2D and 3D artists display their talent and imagination. With a mixture of veterans and newcomers, the series provides the perfect cross-section of the best artwork the industry can offer.

Each volume: $52.50/£15.99 | Soft cover: 216 × 279 mm
288 full-color pages

Admire others in the art community

A whole host of exceptional talent exists in the world of CG, so we wanted to shine a special spotlight on a few artists in our enticing "art of" books. Immerse yourself in the artists' skill and discover more about the creativity behind their craft.

funded with KICK STARTER

The Art of Loish

Successfully funded on Kickstarter in two hours, *The Art of Loish* is the first published compendium of the works of digital artist and animator Loish, offering you inspiration, insight, and exclusive artwork. Featuring a wide range of Loish's illustrations, the book shows her development from someone who drew digitally as a hobby into a highly popular professional artist. Browse the stunning range of finished digital paintings, never-before-seen artwork, rough sketches, sketchbook pages, and client work as a coffee table book or read through the tutorials to learn how to create digital paintings yourself.

ISBN: 978-1-909414-28-0
Hardcover with slipcase: 255 × 255 mm
Published March 2016 | 152 full-color pages | $34.99/£22.99

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e338: The Art of Loïc Zimmermann

ISBN: 978-1-909414-06-8
$34.99/£22.99

Elysium: The Art of Daarken

ISBN: 978-0-956817-13-6
$34.99/£21.99

The Art of Atomhawk Design: Volume 1

ISBN: 978-0-955153-02-0
$14.99 (approx.*)/£9.99

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Essential 3D titles

3dtotal began as a 3D resource website in 1999 and since that time we have created a range of 3D software books in our ever-expanding library. Covering 3ds Max, Maya, ZBrush, and more, all titles are written by top digital artists to ensure you receive the best tuition around.

Sculpting from the Imagination: ZBrush

Get a glimpse inside the minds of the masters as *Sculpting from the Imagination: ZBrush* brings together the 3D sketches of 50 incredible digital artists in an inspiring display of talent and technique. For 3D artists of all abilities looking to try new approaches and searching for inspiration, this book is a first-class anthology of stunning images, invaluable tips, and artistic insights that will leave any creative mind wanting more.

ISBN: 978-1-909414-33-4 | Soft cover: 210 × 230 mm
May 2016 | 320 full-color pages | $29.99/£17.99

DOWNLOADABLE RESOURCES

Beginner's Guide to Character Creation in Maya

3D animator and trainer Jahirul Amin gives an insightful breakdown of how to model from scratch using Maya and Mudbox. Not only will you learn about rigging and animation, with a step-by-step guide on how to link the joints and create constraints and controls for animation, you will also learn about anatomy and how to correctly light and render your scene for portfolio-worthy presentation.

ISBN: 978-1-90941420-4
Soft cover: 210 × 297 mm
Published April 2015
288 full-color pages | $49.99/£29.99

30+ hours of video tuition!

DOWNLOADABLE RESOURCES

ZBrush Characters & Creatures

Aimed at aspiring and experienced modelers alike, and featuring world-class artists including Mariano Steiner and Kurt Papstein, *ZBrush Characters & Creatures* is a go-to resource for those looking to learn tips, tricks, and professional workflows from the ZBrush masters, taking you from concept to completion across a variety of imaginative projects.

ISBN: 978-1-90941413-6
Soft cover: 220 × 297 mm
Published December 2014
280 full-color pages | $49.99/£29.99

DOWNLOADABLE RESOURCES

3ds Max Projects

If you've ever wanted to know more about modeling, texturing, rigging, animating, and lighting in Autodesk's 3ds Max, this is the book for you. Written by top industry artists including the award-winning Matt Chandler and Andrew Hickinbottom, *3ds Max Projects* is designed to be a one-stop resource for those looking to create their own 3D masterpieces.

ISBN: 978-1-909414-05-1
Soft cover: 210 × 297 mm
Published March 2014
304 full-color pages | $49.99/£29.99

DOWNLOADABLE RESOURCES

The Unreal Game Engine

Environment artist Andrew Finch looks at how to create game levels using the free Unreal Development Kit, starting with modeling the environment. He then addresses two different ways you can create accessories for your scene before adding textures and lighting. If you've ever wondered what it would be like to be a level designer, look no further!

ISBN: 978-1-909414-04-4
Soft cover: 210 × 297 mm
Published February 2014
240 full-color pages | $49.99/£29.99

DOWNLOADABLE RESOURCES

ZBrush Character Sculpting

Brimming with detailed character-based tutorials covering topics such as monsters, manimals, and fantasy creatures, *ZBrush Character Sculpting* contains a wealth of advice and knowledge that will benefit aspiring and veteran modelers alike.

ISBN: 978-0-955153-08-2
Soft cover: 220 × 297 mm
Published March 2012
240 full-color pages
$49.99/£29.99

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Photoshop for 3D Artists

Whatever 3D software artists use, Photoshop remains a key tool throughout the production pipeline. The techniques presented in *Photoshop for 3D Artists* are intended to show how 2D techniques can be seamlessly blended into the 3D production pipeline, resulting in a high-quality image and a versatile and streamlined workflow.

ISBN: 978-0-955153-03-7
Soft cover: 216 × 279 mm
Published May 2011
224 full-color pages | $49.99/£29.99

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