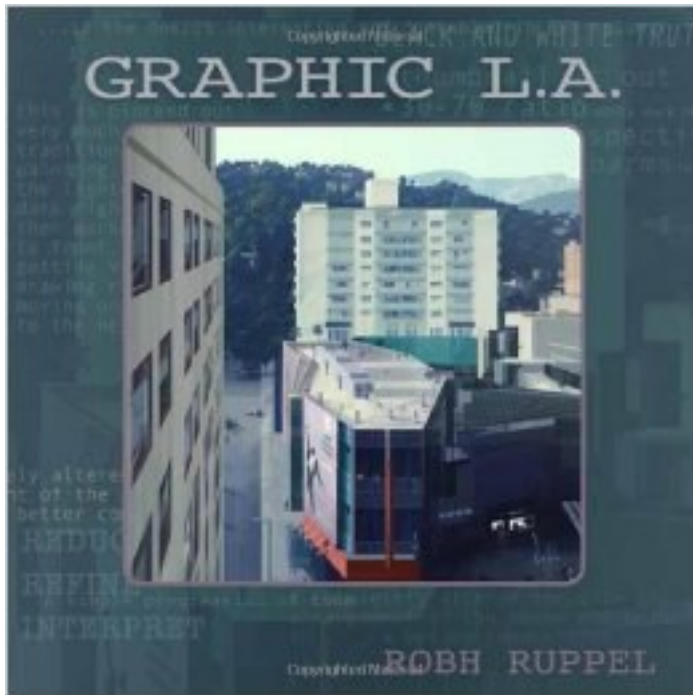


# Graphic L.A.



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著者:Robh Ruppel

出版者:Design Studio Press

出版时间:

装帧:平装

isbn:9781624650178

Graphic L.A. is part practical instruction, part guided meditation on the importance of color values and objects in art. The reader is led by the professional instruction of Robh Ruppel; instructor at the Art Center College of Design, Gnomon School of Visual Effects, and Concept Art Academy. He is also a multiple award-winning art director of video games. By reducing environments down to basic shapes and colors (or “symbols” ), Robh builds astounding images. Robh documents the progression of building an image while referencing basic techniques. By using color with surprisingly bold brushstrokes, he produces images of incredible depth with intricate handling of light and shadow. It is a rare exploration into simplicity without resorting to minimalism. Readers will be certain to take away both a sense of admiration for Robh Ruppel’s

work and a greater understanding and appreciation for the importance of color value relationships in all forms of art.

作者介绍:

Robh Ruppel has designed for video games, feature films and animation, and theme parks. Uncharted 2 and 3 from video game developer Naughty Dog won Best Art Direction; both of which Robh art directed. While at Disney Animation Studios, he worked on Mulan, Brother Bear, and Meet the Robinsons. He has also worked for Dreamworks, Blue Sky, Disney TV Animation (TRON Uprising) and Paramount (Star Trek, the ride). Ruppel has taught at Art Center College of Design, Gnomon and Concept Design Academy. He has received Gold and Silver awards from the Spectrum Fantasy Art Annual and has already been published in several other annuals and collections. When not painting, he paints.

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标签

绘画

构图

art

艺术|设计|建筑

色彩

concept

评论

一本画册，加上一小部分文字讲解，主要讨论了如何让画看起来更“真实”：并不是要

描绘出所有的细节，而是要把握好颜色深浅、边界钝锐等之间的关系。大部分画都是通过简单的几何形状构造出来，同时具有平面设计的那种干净的简化美感，但是又没有丧失画面其原本的真实感。中间还有几幅画有详细的构造过程。总之是很好看的一本画册，不过就讲解的内容本身，由于文字说明比较少，可能结合其他的参考资料一起看会能挖掘出更多有用的东西。

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书评

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