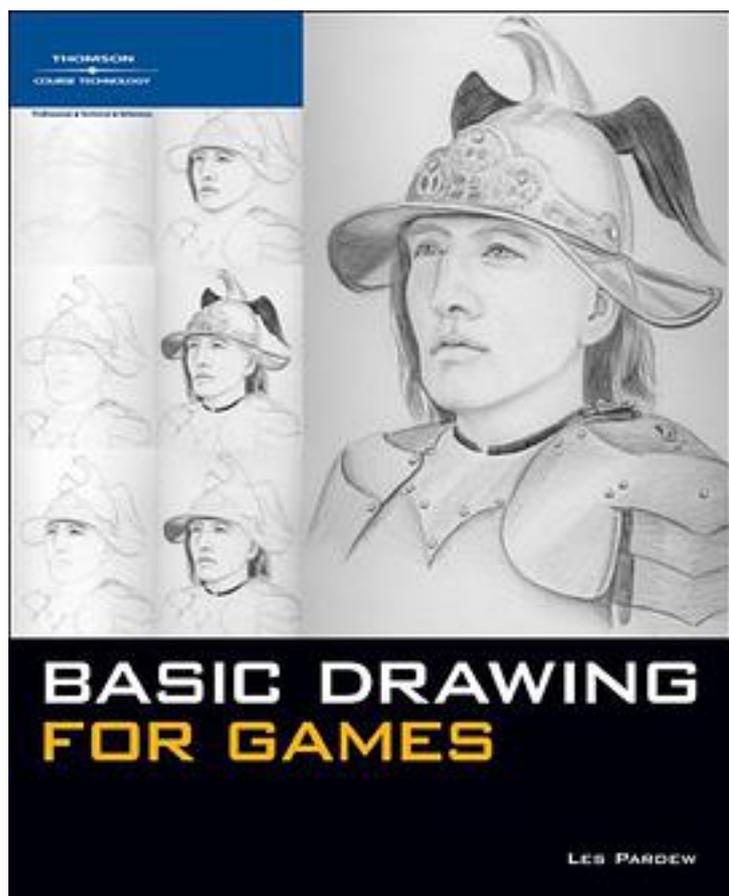


Basic Drawing for Games



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Drawing is an imperative skill for all game artists. It is the foundation of creative game art. Any artist must master basic drawing skills before moving on to different areas of art, such as graphics and creative art used in games. Important steps to master include everything from how to hold a pencil and the types of paper to use, to the basic

concepts and fundamentals necessary for sketching everything from backgrounds to the characters themselves.

作者介绍:

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