

INTRODUCTION

I remember growing up in a small town in southern Idaho. Our high school didn't have an art teacher. The only place that I could gain any instruction in art was from books. I loved reading about artists and I loved the step-by-step instruction books. Now, after years of success in commercial art, I felt it was time to help the young students who are looking for guidance with their dream of becoming game artists.

This book is designed to give real-world instruction with solid examples of game art creation. The chapters are full of step-by-step projects that show you in detail how game art is created. The examples are taken from projects that could be right out of any game.

To best understand and learn from this book, you should complete each project as shown in the step-by-step instructions. From there, you should practice the concepts on your own to broaden your knowledge of the tools and master the techniques.

The CD contains tools and links to all the resources you will need to complete the projects. The tools are trial versions or learning versions of professional software.

I hope you enjoy reading this book and doing the projects. I wish you success and fulfillment as an artist in this dynamic and exciting field. If you need help or just want to talk, you can e-mail me at les@alpine-studios.com.

