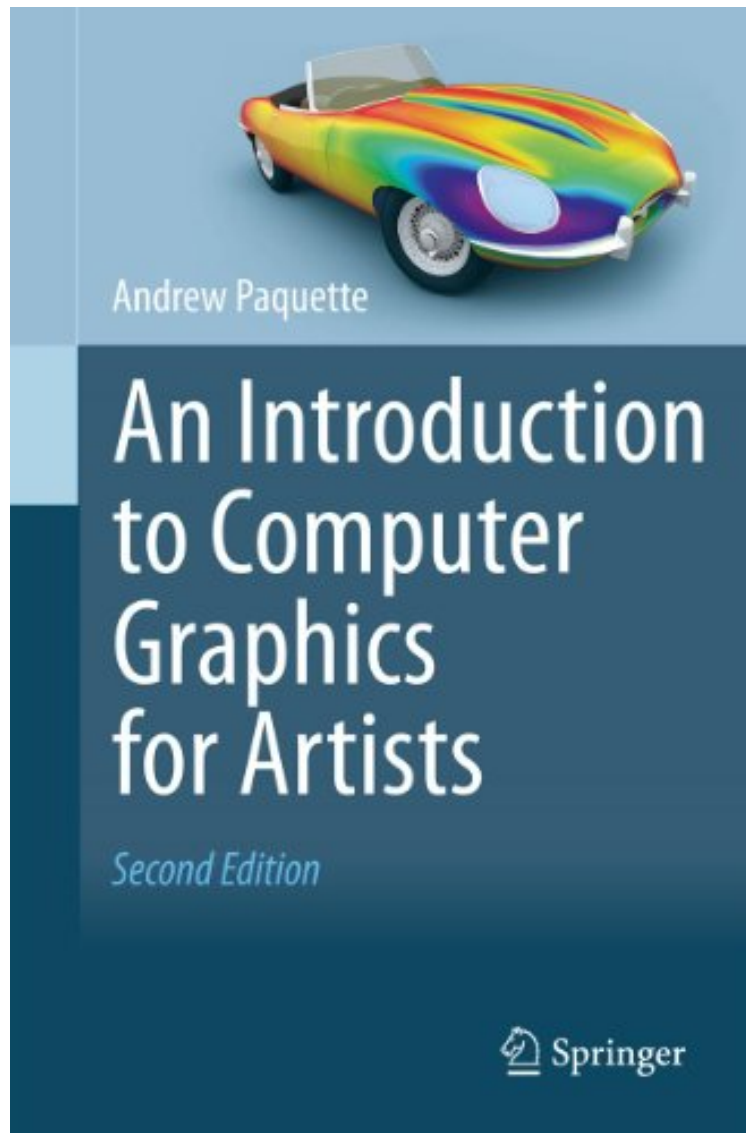# An Introduction to Computer Graphics for Artists

Andrew Paquette
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Andrew Paquette : An Introduction to Computer Graphics for Artists before purchasing it in order to gage whether or not it would be worth my time, and all praised An Introduction to Computer Graphics for Artists:

An Introduction to Computer Graphics for Artists is an application-independent, reader-friendly primer for anyone with a serious desire to understand 3D Computer Graphics. Written by a veteran of the computer graphics industry whose previous career included film animation and various spells as Art Director for video games, Andrew Paquette

draws on his experiences both as an artist and a manager. Far too often artists, even professionals, lack a basic understanding of the principles of computer graphics. The result is inefficiency and lower quality of work. This book addresses these issues by providing fundamental information in a university course format, with theoretical material, detailed illustrations, and projects to test the readerrsquo;s understanding of the concepts covered.Opening with the first and most basic elements of computer graphics, the book rapidly advances into progressively more complex concepts. Each of the elements, however simple, are important to understand because each is an essential link in a chain that allows an artist to master any computer graphics application. With this accomplished, the artist can use technology to satisfy his goals, instead of the technology being master of the artist.All students wanting to learn more about computer graphics from an artistic viewpoint, particularly those intending to pursue a career in computer game design or film animation, will find this book invaluable.

From the reviews of the second edition:ldquo;This book presents basic CG topics in a novel, skill-related way that better reflects real-world, entertainment-related industry expectations and standards. hellip; this attractive full-color book is an excellent resource for study topics and curricula. I recommend it to professionals in the entertainment industry hellip; and to any other readers interested in state-of-the-art innovations and improvements and new modeling technologies as applied to artistic design.rdquo; (Athanasios D. Styliadis, Computing s, November, 2013)From the Back CoverAn Introduction to Computer Graphics for Artists is an application-independent, reader-friendly primer for anyone with a serious desire to understand 3D Computer Graphics. Written by a veteran of the computer graphics industry whose previous career included film animation and various spells as Art Director for video games, Andrew Paquette draws on his experiences both as an artist and a manager. Far too often artists, even professionals, lack a basic understanding of the principles of computer graphics. The result is inefficiency and lower quality of work. This book addresses these issues by providing fundamental information in a university course format, with theoretical material, detailed illustrations, and projects to test the readerrsquo;s understanding of the concepts covered.Opening with the first and most basic elements of computer graphics, the book rapidly advances into progressively more complex concepts. Each of the elements, however simple, are important to understand because each is an essential link in a chain that allows an artist to master any computer graphics application. With this accomplished, the artist can use technology to satisfy his goals, instead of the technology being master of the artist.All students wanting to learn more about computer graphics from an artistic viewpoint, particularly those intending to pursue a career in computer game design or film animation, will find this book invaluable.About the AuthorAndrew Paquette formerly worked in the video game industry as a modeler, texture artist, concept designer, storyboard artist, animator, and art director. In the film industry, he worked primarily as a texture artist but also as a CG lighter and modeler. Some of the companies he has worked for include: Epic Games, Square USA, THQ, Cinesite, Sony Picture Imageworks, and Rhythm Hues. Some of the more prominent projects he has worked on are: Unreal (PC), Parasite Eve (PSX), Full Spectrum Warrior (XBOX), and the feature films Spider-Man, Space Jam, and Daredevil. Prior to becoming a CG artist and art director, he worked as an illustrator and comic book artist. He currently teaches computer graphics at the top-ranked game development bachelorrsquo;s program in the Netherlands.