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Titolo	Digital Painting Techniques [[electronic resource]] : Using Corel Painter 2016 // by Wallace Jackson
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2015
ISBN	1-4842-1736-5
Edizione	[1st ed. 2015.]
Descrizione fisica	1 online resource (225 p.)
Disciplina	004
Soggetti	Computer graphics Multimedia information systems Computer Graphics Multimedia Information Systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index. "Using Corel Painter 2016"--Cover.
Nota di contenuto	1. Foundations of Digital Painting: Canvas and Brush -- 2. Hardware of Digital Painting: Tablet and Stylus -- 3. Brushes of Digital Painting: Patterns and Paths -- 4. Depth of Digital Painting: Using Gradients -- 5. Imagery of Digital Painting: Using Patterns -- 6. Rendering of Digital Painting: Data Formats -- 7. Syntax of Digital Painting: SVG Commands -- 8. Vectorization of Digital Imagery: Creating Shapes -- 9. Algorithms of Digital Painting: Plug-In Filters -- 10. Customization of Digital Painting: Brush Design -- 11. Airbrush of Digital Painting: Physics Engines -- 12. Compositing of Digital Painting: Using Layers -- 13. Flexibility of Digital Painting: Image Editing -- 14. Automation of Digital Painting: Programming -- 15. Publish Digital Paintings: Content Delivery Platforms.
Sommario/riassunto	Digital Painting Fundamentals covers concepts central to digital painting using the Inkscape 0.91 open source software package as well as the Corel Painter 2016 professional digital painting software package. What You Will Learn • The Terminology of Digital Painting • What Comprises a Digital Painting 2D Modeling and Rendering Pipeline • Concepts and Principles behind Digital Painting Content Production • How to Install and Utilize 64-bit Inkscape 0.91 and Corel Painter 2016

- Concepts behind Curves, Strokes, Fills, Patterns, Rendering and Physics
- Digital Painting Data Formats and Data Footprint Optimization.
