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Art of Patrick Brown: Video Game Art Character Design (MASTER COLLECTION SERIES) (English Edition)



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#799374 dans eBooksPubli le: 2012-12-30
Sorti le: 2012-12-30
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Description :

Prsentation de l'diteur "In the end, it's not going to matter how many pieces you've created, but how many of them blew our minds" In this worlds first interactive Video Game Fan Art Book, you'll find plenty of intense action illustrations based on the biggest and baddest video game characters ever created. Step into the mind of the renowned artist patrick brown and prepare to be blown away. Video Game Fans.. WATCH GAMEPLAY TRAILER VIDEOS GET PROFESSIONAL ART ADVICE. Patrick is a very respected artist and illustrator from australia. Drawing inspiration from movies, television, comics, video games and the

like, he masterfully creates striking images blending traditional and digital art techniques. Patrick is best known for his unique comic-like style that encompasses raw action and movement. Much of his work encompasses popular video game characters including GTA series, Hitman series, Assassins Creed series, UNCHARTED series and others, his style has been duplicated over the years and yes, he does take on private commission projects from time to time. see madartistpublishing.com for details. Patrick worked with IO Interactive and the creators of Hitman to create fan art illustrations for a Hitman: absolution marketing campaign. HE HAS contributed to clothing designs for action moviestar and stuntman Scott Adkins (Expendables 2, Undisputed 2 and 3). Patrick has had numerous magazine features over the years, during 2010 he had worked with The Official Playstation Magazine France and had a monthly 2-page feature in which he created artwork based on the latest games. In June, 2010, he was awarded for Fan Artist of the Month by DeviantART.com. He also had a number of online features with websites such as Kotaku, Geektyrant, Gods-of-Art and more. in early 2012 patrick's work was published in anthony geoffroy's world famous caricatures book. Patrick Browns passion for illustration only grows stronger with time. he finds new challenges in each new piece he creates, aiming to improve to his maximum potential. THIS BOOK IS long overdue and we hope you are blown away by his talent. Stay tuned for a possible comic and exclusive video workshop and lessons that will turn you into a fanatic artist!. visit all the patrick related things at <http://madartistpublishing.com>. Find patrick at www.facebook.com/PatrickBrownArt and say hi. Presentation de l'auteur "In the end, it's not going to matter how many pieces you've created, but how many of them blew our minds" In this worlds first interactive Video Game Fan Art Book, you'll find plenty of intense action illustrations based on the biggest and baddest video game characters ever created. Step into the mind of the renowned artist patrick brown and prepare to be blown away. Video Game Fans.. WATCH GAMEPLAY TRAILER VIDEOS GET PROFESSIONAL ART ADVICE. Patrick is a very respected artist and illustrator from australia. Drawing inspiration from movies, television, comics, video games and the like, he masterfully creates striking images blending traditional and digital art techniques. Patrick is best known for his unique comic-like style that encompasses raw action and movement. 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Drawing inspiration from movies, television, comics, video games and the like, he creates striking images using pencil, paper, digital tablet and illustration programs to bring it all together. Patricks best known for his unique comic-like look that encompasses raw action and movement. Much of his work encompasses popular video-game characters including GTA series, Hitman series, Assassins Creed series, Uncharted series. Patrick has had numerous magazine features over the years, in 2010 he had worked with The Official Playstation Magazine France and had a monthly 2-page feature in which he created artwork based on the latest games. In June, 2010, he was awarded for Fan Artist of the Month by DeviantART.com, in which he did an online interview for. He also had a number of online features with websites such as Kotaku, Geektyrant, Gods-of-Art and more. In July, 2011, Patrick had a live podcast interview with Coolshite to speak about his artwork and its relation to gaming and was featured in Anthony Geoffroys World Famous Caricature Collection book. In 2012 Patrick worked with the creators of Hitman, IO Interactive, and made 6 pieces of fan art to help amp up the release for Hitman Absolution. In early 2012 Patrick also did some T-shirt designs for movie star Scott Adkins (Expendables 2, Undisputed 2

and 3) featuring his character Boyka from Undisputed 3. Patrick Browns passion for illustration only grows stronger, he finds new challenges in each new piece he creates, aiming to improve to his maximum potential.

To keep track of his progress, check out patrickbrown.deviantart.com or
www.facebook.com/PatrickBrownArt.