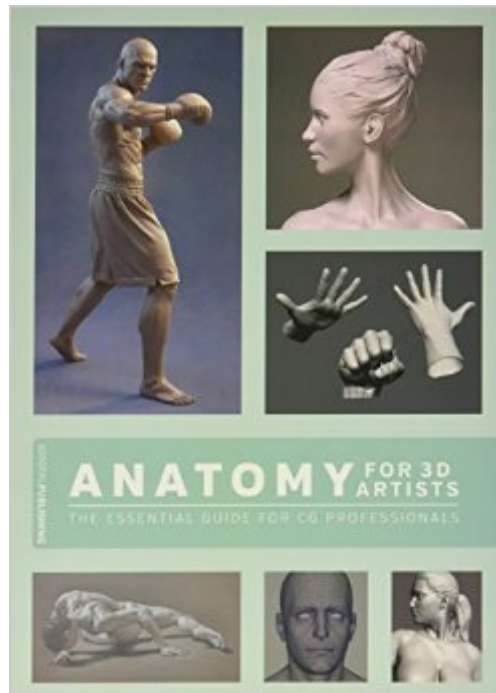# Anatomy For 3D Artists: The Essential Guide For CG Professionals

Synopsis

Anatomy for 3D Artists is an essential teaching guide for sculpting human anatomy. Non-software specific, it is packed with everything today's 3D artist needs to know to tackle the difficult task of recreating the human form in 3D. Starting with 2D references, and moving on to practical and advanced 3D sculptingâ "including topology and animation preparationâ "every stage in the creation of an ideal male and female figure is covered. Featuring established artists such as Chris Legaspi and Mario Anger, thereÂ are alsoÂ several master projects for an informative and in-depth overview of the 3D sculpting process, showing how the ideal human form can be adapted to fit any shape!

Book Information

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Customer Reviews

This is a surprisingly detailed resource on sculpting 3D human figures.The book's for intermediate and advanced 3D artists. You'll definitely need to know your 3D software quite well because the book assumes you already know the basics of modelling and also posing. For example, when a figure is posed, the book talks about the muscles that are affected rather than instructions on how the figure was posed.There are three parts to the book. The first part focuses on drawing the human figure. This section talks about the skeletons, muscles and proportion, and ends with many pages of graphite figure drawings with commentary.Part two covers 3D sculpting. There are 4 lessons each for modelling the male and female figures. First one's on creating the basic form, followed by sculpting the muscle, touching up the skin (veins, pores, etc) and finally more detailed instructions on the head, arms and shoulders.Third part of the book has three detailed tutorials for creating models for a male bodybuilder, curvy woman and slim woman.The tutorials are actually more like

step-by-step breakdown of how each artist goes about with the workflow from start to finish. The book provides insight rather than those click-this-and-that-software-specific instructions. The techniques taught can be applied regardless of the 3D software you're using, although the book uses mainly ZBrush with occasional 3ds Max and Maya tips.There's also a chapter dedicated to topology to help you create the best figure that can be used for animation. You'll learn things like edge flows, joints, polygon density, quads vs triangles, and many more tips to create a clean topology.

This book really is â œThe Essential Guideâ • for 3D character artists. Though you can probably make a decent model just following reference images and common sense, I think a solid basis of knowledge of the human form really is the foundation for taking your art to the next level of realism. If you are looking for that foundation, or just want to up your skills in the character department, look no further.The chapter structure in Anatomy for 3D Artists has a variety of different artists tackling a few chapters each, giving the book some different flavor and allowing for these best-in-breed artists to highlight their strengths. It begins with 2D study, and has several chapters each detailing both male and female figures. This beginning part is very much foundational, and shows the basic proportions of the body as well as the basics of bone and muscle structure. This follows up with similar treatments of bone and muscles in a 3D context. Finally, they finish the book with some full sculpts of both male and female bodies in dynamic poses.It really goes deep into the names and relationships between the bones and muscles, moreso than I was even expecting. And to put this into context, I went to art school for college and I donâ ™t even recall ever going this deep. For example, the text is peppered with lines like: â œThe bone of the femur rotates inward around its longitudinal axis. The tensor fasciae latae, the gluteus medius, and parts of the gluteus minimus allow this movement.â • I wonâ ™t lie, some of this descriptions are thick and I doubt I will remember the specifics. Though it is still helpful to understand, and you could always refer back to the text in cases of confusion. And, despite some of the heavily worded descriptions, the text remains very approachable.

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