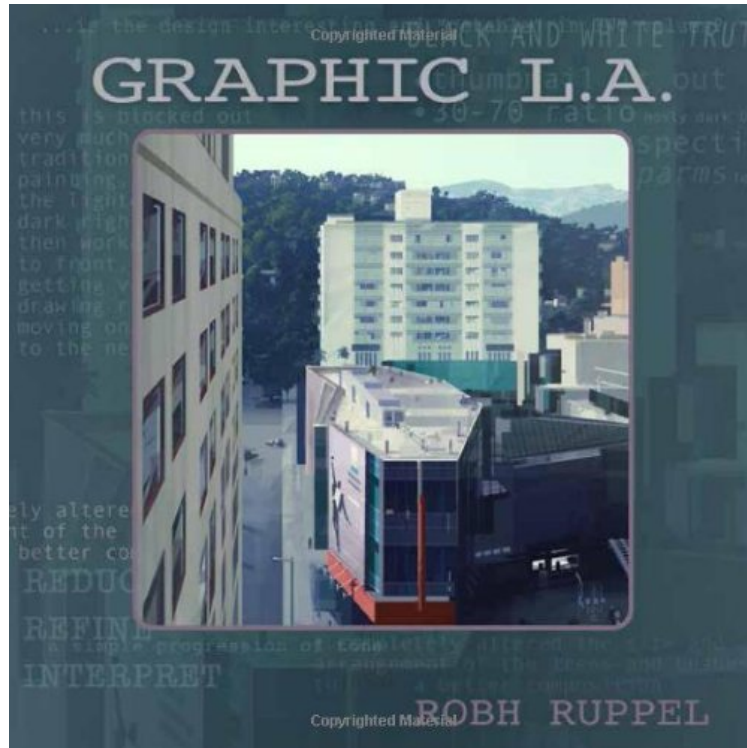


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#136360 in Books Ruppel Robh 2014-09-15 Original language: English PDF # 1 7.97 x .49 x 8.051, .0 #File Name: 1624650171144 pages Graphic L A | File size: 66.Mb

Robh Ruppel : Graphic L.A. before purchasing it in order to gauge whether or not it would be worth my time, and all praised Graphic L.A.:

0 of 0 people found the following review helpful. Great book for Visual Artists! By Stefan de Groot This is a great book of the artist Robh Ruppel. The images and art are amazing in this book. I first learned about Ruppel's work while watching Brother Bear. He painted a lot of backgrounds for that Disney movie. Then I discovered his other art on Instagram and his website. This book concentrates around his paintings of L.A. and progression images on how he painted them. The images are accompanied by his thought process on how he approaches art and his paintings. Most of them are painted digital, but there are also some samples from his sketchbook. This book is a must have for visual developers who want to learn about making better compositions, work on their values and improving as an artist. 0 of 0 people found the following review helpful. Awesome! By Karolyn This book is beautiful. It came safely packaged and is obviously brand new. My only qualm is that some of the edges of the pages were stuck together like it hadn't been fully cut through. Other than that it's great! 0 of 0 people found the following review helpful. Pretty insightful for those who are trying to understand form ... By Eugene G Pretty insightful for those who are trying to understand form and how to break any scene down into its most basic components. Useful for improving your composition.

Graphic L.A. is part practical instruction, part guided meditation on the importance of color values and objects in art. The reader is led by the professional instruction of Robh Ruppel; instructor at the Art Center College of Design,

Gnomon School of Visual Effects, and Concept Art Academy. He is also a multiple award-winning art director of video games. By reducing environments down to basic shapes and colors (or symbols), Robh builds astounding images. Robh documents the progression of building an image while referencing basic techniques. By using color with surprisingly bold brushstrokes, he produces images of incredible depth with intricate handling of light and shadow. It is a rare exploration into simplicity without resorting to minimalism. Readers will be certain to take away both a sense of admiration for Robh Ruppel's work and a greater understanding and appreciation for the importance of color value relationships in all forms of art.

About the Author Robh Ruppel has designed for video games, feature films and animation, and theme parks. Uncharted 2 and 3 from video game developer Naughty Dog won Best Art Direction; both of which Robh art directed. While at Disney Animation Studios, he worked on Mulan, Brother Bear, and Meet the Robinsons. He has also worked for Dreamworks, Blue Sky, Disney TV Animation (TRON Uprising) and Paramount (Star Trek, the ride). Ruppel has taught at Art Center College of Design, Gnomon and Concept Design Academy. He has received Gold and Silver awards from the Spectrum Fantasy Art Annual and has already been published in several other annuals and collections. When not painting, he paints.