

Artistic Gurus Rental Catalog



Adobe Photoshop CS3 for Beginners

If you're just beginning to learn Adobe Photoshop CS3, this training DVD by Dave Cross, senior education and curriculum director for the National Association of Photoshop Professionals, is your perfect jumping-off point. Photoshop CS3 for Beginners will walk you through a full range of Photoshop functions, tools and techniques, and place you well on your way to working like a pro.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=9>



Spectral Atmospherics and Clouds

Learn about atmospheric lighting and cloud creation in Vue Infinite / xStream.
Training suitable for Vue version 7 and up, also a training solution for Ozone 4.
Training presented in Vue 8 xStream (standalone).

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=47>



Ecosystem Design & Control Techniques

Understand how to design and animate ecosystems in Vue 8 & 7.5 using advanced functions and graphs. Learn to create real-world forest-growth along with precisely controlled distributions. Discover how you can manage your scenes more efficiently and setup LOD ecosystem zones.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=25>



Copic Comic Book Illustration

This DVD series has something for everyone. A complete tutorial on our Airbrush system in three professional contexts- Papercrafting, Landscape Architecture and Comic Book Illustration. These DVD's include a full intro to the ABS as well as instruction on set-up, tear-down, maintenance and troubleshooting. Our guest professionals show you how they use the ABS for their art and take

you step by step through a project. Filmed in the artist's studios, each approach is different but equally rewarding and informative.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=22>



Advanced Particle Dynamics

Are you a LightWave 3D 9 user needing a better understanding of LW's powerful dynamic particle system? Then Advanced Particle Dynamics is the perfect training for you. With over 7 hours of in-depth training, you'll learn everything there is to know about creating complex particle effects in LightWave 3D.

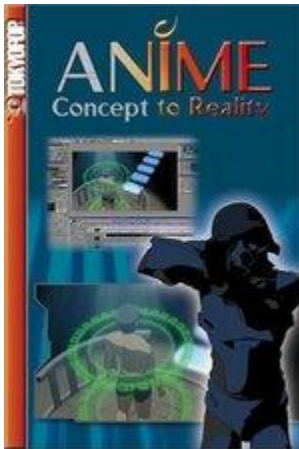
Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=10>



Animation Master Pro Series Training

Pro Series Training Videos from Siggraph 2005

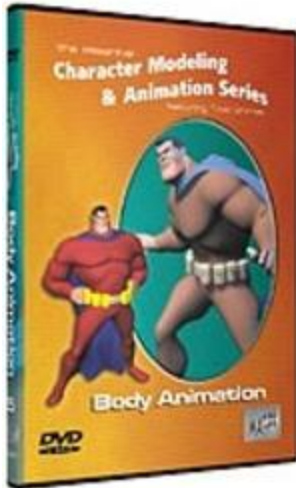
Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=11>



Anime: Concept to Reality with Terrance Walker

ANIME: CONCEPT TO REALITY provides both an inside look at the production of an animated feature and a how-to for fans interested in creating their own show. Containing two animated shorts along with an instructional segment that goes over the production process step-by-step, this program shows how it is possible to create your own anime with some popular software and a home computer.

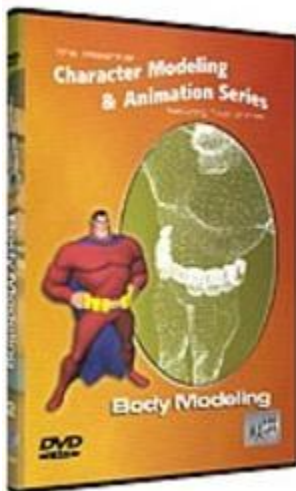
Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=12>



Character Modeling & Animation: Body Animation

Discover the techniques that enable you to give the character attitude & motion. Apply traditional techniques like squash & stretch, anticipation, exaggeration & secondary action for full character motion. Plot the dope sheet to set up key positions, then clean up the flow of inbetween frames. Incorporate facial animation into the overall scene to complete the animated sequence.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=19>



Character Modeling & Animation: Body Modeling

Continue the character modeling process by creating the character's body. Using the concept art as a guide, begin with the torso geometry and work through the entire model. Discover concepts that can easily be applied to any character animation project. Follow along with the artist as he takes you progressively through the creation of a fully modeled character body ready for rigging.

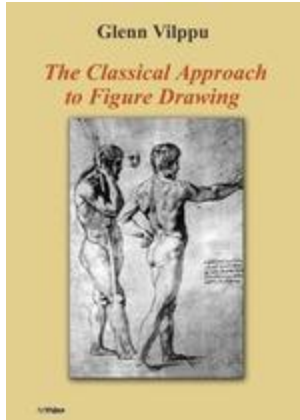
Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=16>



Character Design for Production Concept Techniques with Peter Han

BEHIND THE SCENES (BTS) is a new and exciting DVD series developed to showcase the creation of a game cinematic sequence. The series follows a team of artists as they demonstrate their production techniques from concept phase to final rendered animation. In this first chapter, concept artist Peter Han designs the lead character Geo, a seasoned veteran of numerous infiltration missions. Peter demonstrates his process for quick sketching, character exploration, prop design, gathering reference and producing orthographics and final illustrations for the 3D modelers. This DVD features production meetings with Art Director Mark Goerner, as he provides design direction for Geo.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=14>



Classic Approach to Figure Drawing with Glenn Vilppu

Glenn Vilppu gives detailed instruction in this one hour video on “The Classic Approach to Figure Drawing”. This is a very popular lesson

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=27>



Color Theory The Mechanics of Color Applied and Theoretical Color with Richard K

Beginning with some thoughts on how we define the concept of color, Richard explains various methods people in history have used to systemize color. These systems include the additive and subtractive color wheels, which are addressed as metaphorical maps of color. The basic vocabulary we use to describe color – hue, value and saturation – are explained through illustrative and graphic means. The majority of this DVD is concerned with color harmonies and contrasts, with references to over 350 paintings. This lecture is intended to do more than spend time defining this list of terms – advice is offered about how to best use these "Mechanics of Color" to your advantage, and a few traps to avoid.

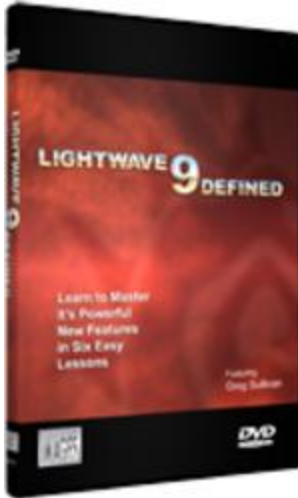
Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=20>



Comic Book Pencilling with Stephen Platt From Thumbnails to Finished Pencils

In this DVD, Stephen Platt covers how to create a fully penciled page from beginning to end. He begins with exploration in the thumbnail stage and enlarges the chosen rough thumbnail using a photocopier and lightbox. During the course of the demo, Stephen shows how he indicates change in form, graduated shadows, texture and mass, all while maintaining a dramatic graphic expression. In addition, he discusses industry conventions as well as advice on portfolios and earning a living in professional comics.

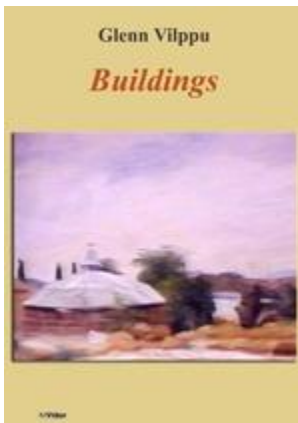
Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=21>



LightWave 9 Defined

Explore the great new features of LightWave 9 in six easy lessons. Each lesson introduces new tools as they are applied in a working project. Each project features a different style of animation; Cartoon Animation, Special Effects, Motion Graphics, Technical Animation and more.

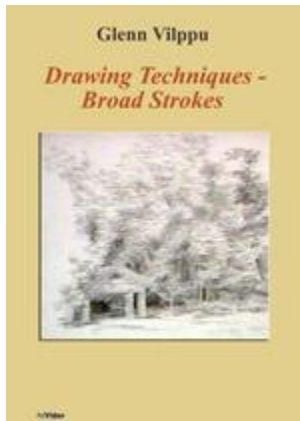
Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=43>



Drawing Techniques - Drawing Buildings With Glenn Vilppu

Glenn Vilppu, a master draftsman and drawing instructor, gives you a detailed look at how to draw buildings.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=28>



Drawing Techniques Broad Stroke With Glenn Vilppu

Glenn Vilppu, a master draftsman and drawing instructor, gives you a detailed look at a specific drawing technique using broad strokes for landscapes.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=29>

Drawing Techniques - Ink & Wash With Glenn Vilppu

Glenn Vilppu, a master draftsman and drawing instructor, gives you a detailed look at a specific drawing technique using broad strokes.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=30>



Drawing Sexy Manga

This three-hour DVD guides you, step-by-step, through the process of drawing body parts, clothes, movement and backgrounds, and it explains the coloring tricks the pros use to achieve high-quality images. Plus, you'll find 20 original black-and-white images that you can download and utilize to practice your coloring technique.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=24>



Countdown to Wednesday

First of its kind DVD gives fans insider's look at the Comic Book Business.

In this new DVD, top comic book veterans like Stan Lee, Marc Silvestri, Paul Dini, Mark Waid, and

numerous others provide an insider's look at the comic book buz, talking about their experiences, knowledge, and advice for how to make it in the comic book industry.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=23>



Dynamic Figure Drawing: Hands and Feet with David Finch

In this DVD, David Finch reveals his step-by-step process for drawing hands and feet. He starts with simple block shapes, and moves on to more complex shapes before showing how to place fingers and toes correctly. David discusses common mistakes and how to avoid them. He covers fingers and toes in detail, demonstrating how to draw them flat and in foreshortened perspective from multiple angles. He demonstrates some easy shortcuts and tricks, including use of negative space and dynamic folding between the fingers and thumb.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=2>



Dynamic Figure Drawing: The Body with David Finch

In this DVD, David Finch reveals his step-by-step process for drawing the human body. He starts with simple tube form shapes, and then covers the placement of muscle throughout both the male and female bodies. David demonstrates how to pose a simple tube form effectively, allowing you to block-in and draw a figure in perspective and in a variety of poses. He discusses balance, posture and presentation, emphasizing line weight and lighting. Finally, David puts everything together and draws fully realized bodies with a variety of intricate poses, and a variety of proportions and details. This constructive drawing process teaches you to draw convincing human bodies without the need for tracing or using reference.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=3>



Dynamic Figure Drawing: The Head with David Finch

In this DVD, David Finch reveals his step-by-step process for drawing the human head. He starts with a basic head shape and demonstrates the structural breakdown from multiple angles. He then focuses on the various features including eyes, noses, lips, ears, necks and hair. He discusses important landmarks, features and proportions. David brings it all together to draw a series of completed heads, from basic male and female heads to heroic examples.

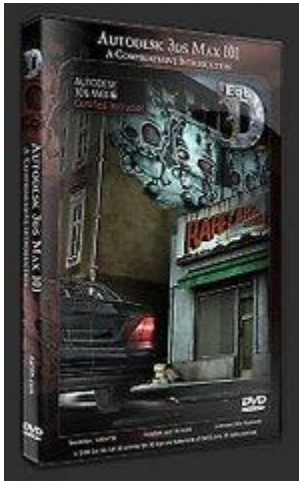
Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=1>



Visual FX Series Dynamics & Detail

A power substation is attacked causing an explosion that sends shrapnel and debris soaring into the air. The shockwave snaps the power cables sending the support pole falling to the ground. LightWave artist Greg Sullivan uses this scene to apply real world dynamics in LightWave while demonstrating the powerful features of Particle Dynamics, HardFX, SoftFX, Metalink and more.

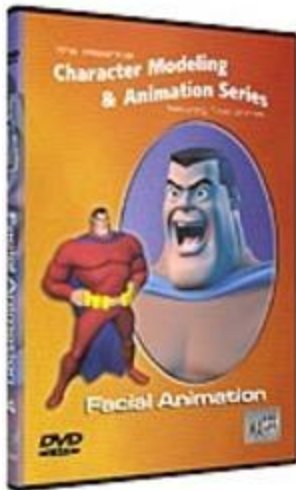
Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=51>



Autodesk 3ds Max 101

In this demonstration the instructor starts off by walking the viewer through the many fundamental concepts and techniques necessary to create a successful project. He starts off with a tour of the 3ds Max interface stopping at key areas to discuss proper viewport navigation, selecting objects, moving objects around your scene and combining basic shapes to flesh out an idea.

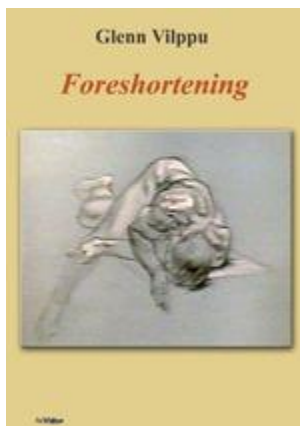
Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=13>



Character Modeling & Animation: Facial Animation

Apply the time honored traditions of 2D facial animation in the world of LightWave 3D. Create phoneme, eye & brow morph targets for lip sync & facial expression. Break down the dialog track using a dope sheet and apply lip sync techniques to bring the model to life. Give your character personality and charm by combining morph targets for eye & mouth movement to achieve the perfect expression and attitude.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=18>



Foreshortening with Glenn Vilppu

The Language of Drawing and Figure Drawing Series

One of the most popular instructional drawing series ever. Glenn Vilppu, a master draftsman and drawing instructor, gives you a detailed look at drawing and foreshortening.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=31>



Hollywood Camera Work

A groundbreaking learning tool used by everyone from beginners to Academy Award winners, the course teaches high-end camera work through over 9 hours of 3D animated instruction on 6 DVDs.

Stationary Blocking I

<http://www.artisticgurus.com/ProductDetails.asp?ProductCode=34>

Stationary Blocking II

<http://www.artisticgurus.com/ProductDetails.asp?ProductCode=35>

Stationary Blocking III: Moving Camera

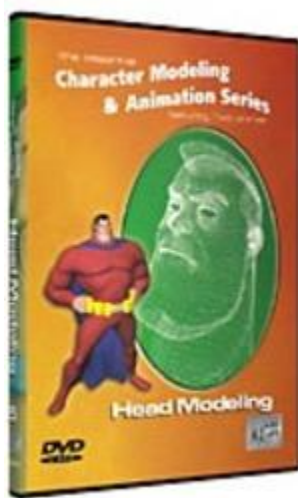
<http://www.artisticgurus.com/ProductDetails.asp?ProductCode=36>

Stationary Blocking IV: Moving Camera

<http://www.artisticgurus.com/ProductDetails.asp?ProductCode=37>

Stationary Blocking V: Staging High-End Scenes

<http://www.artisticgurus.com/ProductDetails.asp?ProductCode=38>



Character Modeling & Animation: Head Modeling

Discover professional organic modeling techniques for creating the character's base head object. Explore subdivision surface procedures that speed the organic modeling process. Apply the most useful tools for sculpting the geometry and insuring proper flow for accurate shading characteristics. Master the most effective modeling techniques & time saving tips for creating any organic character model.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=15>



How to Draw Comics From Script to Print

Let the pros show you how to create your own comic, from script to print! Write Now! Magazine Editor-in-Chief (and former Spider-Man Group Editor) Danny Fingerroth and Draw! Magazine EIC and artist Mike Manley have combined forces to create this one-of-a-kind instructional DVD!

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=40>



2D Animation - Happy Trails

The Happy Trails Animation team shares their 2D animation workflow secrets as they talk about the tools and techniques they use to create edgy, organic animation. Happy Trails is known for pushing the envelope of mediums, techniques and movements to create unique, humanistic animations for commercials and short-films.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=4>



Introduction to 3ds Max Tools and Workflow with Jeremy Engleman

3D Studio Max is an industry leading application for design visualization, game development and visual effects. 3DS Max is powerful and flexible enough for professionals, but intuitive enough for the beginner. Whether new to 3DS Max or new to 3D, these lectures provide ample discussion of the tools needed to create visually rich imagery and animations. User interface foundations are presented, focusing on 3DS Max's ease and simplicity. Learn core concepts as well as efficient, professional modeling, animation, texturing and lighting techniques.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=41>



Introduction to Maya Interface and Workflow with Alex Alvarez

Over the past many years, Maya has become the leading 3D application used in the film, broadcast and game industries. Hailed for its diverse toolset, Maya excels due to its integration, flexibility and performance in regards to modeling, texturing, lighting, rendering, animation, rigging and effects. Designed for the individual new to Maya, this DVD contains over five hours of lecture. The essential UI (user interface) is discussed, focusing on the work- flow of an experienced user.

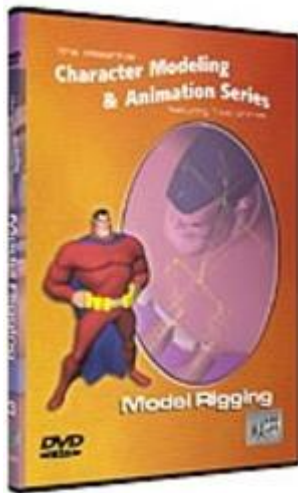
Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=42>



LightWave v9 Signature Courseware with Dan Ablan DVD 1 & 2

This course takes you on a visual journey from modeling, to texturing, lighting, animation and rendering. It is 20 hours of high-quality video training in Lightwave 3D.

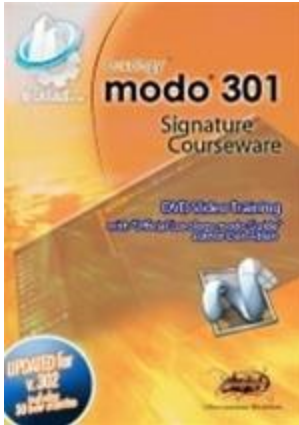
Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=5>



Character Modeling & Animation: Model Rigging

Before you can begin to animate a character model it must first be rigged. Start by building a virtual armature that will allow you to bend and twist your character into any position. Apply time saving techniques for managing bone selection. Incorporate Weight Maps to control deformation attributes. Perform deformation tests and correct problematic areas. Add Inverse Kinematics for complete animation control.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=17>



Modo 301 Signature Courseware with Dan Ablan DVD 1 & 2

This course is a beginner course, through intermediate lessons of Modo 301

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=7>



Pyrotechnics

Learn to create complex explosions with Pyrotechnics, the first tutorial in the Visual FX series from AsileFX. Step by step learn how to Model, Texture, and Animate a planet exploding. Then you'll learn to add dynamics and volumetrics to make the explosion come to life.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=44>



Pyrotechnics 2

Learn to create complex explosions and effects with Pyrotechnics 2, the second tutorial in the Visual FX series from AsileFX. This tutorial covers advanced collision objects, custom debris objects, techniques to speed up your HyperVoxels renders, and so so much more...

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=45>

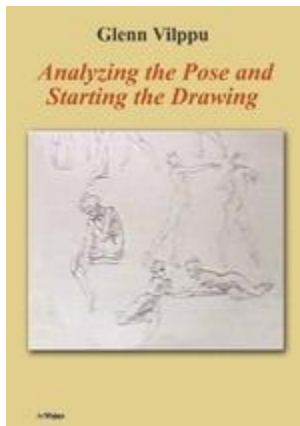


Sculpting Comic Book Style with John Brown

Inside "Sculpting Comic Book Style", John demonstrates how to sculpt a comic book superhero character. Beginning with a special illustrated montage "ORIGINS", the sculpted character morphs right off the comic book pages into the clay model where the student learns the origins of the character and the importance of creating a backstory for the superhero. Followed by a concept

sketch and a scaled illustration, students will quickly learn the essentials of male anatomy through a comparative study, learning how to extrapolate and overemphasize male anatomy to superhero proportions.

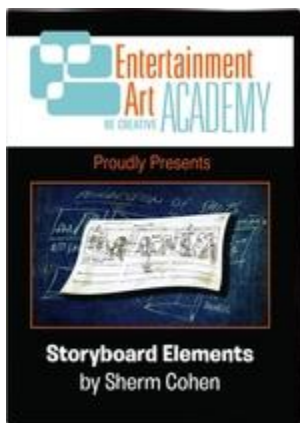
Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=46>



Start Drawing: Analyzing the Pose with Glenn Vilppu

One of the most popular instructional drawing series ever. Glenn Vilppu, a master draftsman and drawing instructor, gives you a detailed look at analyzing the pose and starting your drawing.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=32>



Storyboard Elements with Sherm Cohen

Learn How to Storyboard from Disney and SpongeBob Storyboard Artist Sherm Cohen.

Cartoonists, Comic Book Artists and everybody that wants to draw for a living: Find out how to make REAL money with your talent!

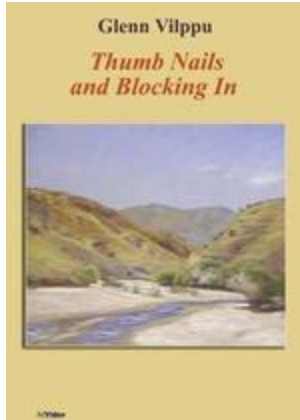
Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=48>



Visual FX Series Technical Direction

The skills of the Technical Director in 3D animation rely on the attention to detail, properly setting up a model so that it reacts accurately within a scene. Doors opening and closing, flaps moving, wheels turning, these are the elements of secondary animation. Now you can rig any model to automate secondary animation components, accurately and controllably.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=50>



Thumb Nails & Blocking In with Glenn Vilppu

Glenn Vilppu, a master draftsman and drawing instructor, gives you a detailed look at thumbnails and blocking in (for landscapes).

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=33>



Getting Started with Vue 8

Explore the features and workflow of Vue 8 Infinite and xStream standalone. Immediately dive right into this amazing application and learn to create amazing scenes. This training is useful to all Vue users, and requires no previous knowledge. Although, even advanced users will find this training helpful.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=26>



Visual FX Series 3D Effects Compositing

Take your computer generated imagery to a new level with the ultimate in compositing control. Using NewTek's LightWave 3D and Discreet Combustion, Digital Effects artist Jarrod Davis demonstrates advanced compositing techniques that can be applied to many 3D and compositing applications.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=52>



Visual FX Series Set Extensions

Set extensions and matte paintings have been used in film production for decades to create settings that are either too expensive or impossible to build. Now you can apply these same techniques to create professional quality scenic backdrops.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=53>



Visual Culture Visual Storytelling

Visual Storytelling: Story is the single most important element of any animation or film. This DVD is the first step in learning to visually tell stories of any length or magnitude with consistency and clarity. If your audience can relate to your characters, your animation will be a success; no amount of technical mastery will redeem an animation that lacks an empathic bridge to the audience. Visual Storytelling explores the techniques and tools of both the Story and Visual arts, so that you can make your animation clearer, compelling and ultimately more audience friendly!

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=49>



Vue Infinite Interface and Workflow Vue Explorations with Ethan Summers

In this DVD, Ethan Summers shares his techniques for e-on's Vue Infinite, an amazing landscape creation tool and general purpose rendering engine capable of handling scenes as large as 50 billion polygons. Starting at an introductory level, Ethan covers all the main windows and functions within Vue.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=54>



Watercolor and Gouache Painting The Techniques of Erik Tiemens

The essence of an exciting idea can be captured successfully using a limited palette gouache and watercolor thumbnail technique. Artist and designer Erik Tiemens presents a compelling demo and covers multiple topics, including how to start visualizing thru multiple mini-sketches that take into account lighting, atmosphere, high-key and low-key plans, palette mixing, and brush control.

Product Page: <http://www.artisticgurus.com/ProductDetails.asp?ProductCode=55>