

Impeccable Scene Design: For Game, Animation and Film

Weiye Yin



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Just as a landscape without a human element can be stark or impersonal, a character without an adequate setting deprives one's perception of context. Whether in animation, film or video game production, it takes a unique skill set to generate background art that compliments but does not compete with the actors employed or the creative output of character designers. Impeccable Scene Design presents in a cohesive manner the fundamental elements in the development of effective scene design, as well as the necessary tools and skill sets. Ranging from the basics of concept, perspective and composition to the key components that make up a scene: landscapes, environments, cityscapes, atmosphere and still objects - this book is a tremendous resource. Includes invaluable advice on client negotiation, tools and software that makes this title a must for students, teachers and practitioners alike.

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