

## **BALLISTIC PUBLISHING ANNOUNCES—d'artiste: MATTE PAINTING 2**

### **LEARN FROM THE MASTERS**

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**Adelaide, South Australia - 16th September 2008**

The seventh book in the d'artiste series—Matte Painting 2—features Master Artists, Yusei Uesugi (the first digital movie matte painter), Max Dennison and Chris Thunig. With more than 30 Hollywood blockbuster movies to their credit, they show you the approaches and techniques used to create unforgettable movie environments.

Each of the artists present their matte painting techniques through a series of in-depth tutorials covering 2D and 3D environments. The 192-paged book also contains the Artists' personal gallery, the artists' work and thoughts, and an invited artist gallery, featuring work from some of the most talented matte artists in the world. The combination of artist interviews, their own artwork and art that inspires them, gives the reader a comprehensive and personal insight into the mind of the Master Artist—their approaches, their techniques and what influences them in their own work.

Yusei Uesugi, Max Dennison, and Chris Thunig have worked on an epic number of high-profile movie projects including: 'Star Wars: Episodes I, II & III', 'The Lord of the Rings Trilogy: The Return of the King', 'The Two Towers', & 'The Fellowship of the Ring', 'Eragon', 'AVP: Alien vs. Predator', 'Troy', 'Wanted', 'The Golden Compass', 'Superman Returns', 'Harry Potter and the Goblet of Fire', 'Harry Potter and the Prisoner of Azkaban', 'The League of Extraordinary Gentlemen', 'Artificial Intelligence: AI', 'Star Trek: Generations', 'Jurassic Park', 'Indiana Jones and the Last Crusade', 'Sunshine', 'The Da Vinci Code', 'Kingdom of Heaven', 'Pitch Black', 'The Hitchhiker's Guide to the Galaxy', and many more.

Each artist provides wonderful insights into their approaches and thoughts on the direction and challenges of their careers. They also cover in detail, their process from concept, right through painting and 3D techniques and tricks to the completion of 1-3 major environments—including the famous Coruscant sequence from 'Star Wars: Episode III—Revenge of the Sith'.

d'artiste Matte Painting 2 celebrates the creative talents of digital artists worldwide. It is the digital art industry's premier how-to series, featuring the world's best artists' own art and techniques and gives all aspiring artist's the chance to 'Learn from the Masters'.

#### **Pricing and Availability**

d'artiste Matte Painting 2 is available in two editions: Paperback with slipcase (USD\$69); Limited Edition (USD\$170).

#### **Publication Details:**

\* ISBN: 978-1-921002-41-0 (Slipcased), 978-1-921002-42-7 (Limited Edition)

\* Pages: 192 pages (Slipcased)/192 pages (Limited Edition)

\* Dimensions: 220 x 297mm

\* Editors: Daniel Wade, Paul Hellard

\* Co-Publishers: Mark Snoswell, Daniel Wade

\* Shipping: Mid November 2008

\* More details about the books and availability can be found on the Ballistic Publishing **website at:**

[http://www.ballisticpublishing.com/books/dartiste/matte\\_painting\\_2/](http://www.ballisticpublishing.com/books/dartiste/matte_painting_2/)

#### **Exclusive Offer to the first 300 Ballistic Customers who pre-order Matte Painting 2!**

• A specially created Camtasia walkthrough by Frederick St. Arnaud, the artist who created the front and back cover of Matte Painting 2 (The Decline of Babel Myth). Frederick describes each layer he uses to highlight and design the action scene, showing how he created a futuristic image inspired by 'Blade Runner'.

• Also a set of four bonus prints From Yusei Uesugi, Max Dennison, and Chris Thunig as well as the cover artist Frederic St. Arnaud, are yours free, when you purchase d'artiste: Matte Painting 2 Limited Edition. The bonus prints also come with the first 300 slipcased editions.

#### **Praise for Matte Painting & the d'artiste series:**

*"Ballistic Publishing has quickly worked its way to the top of the list of instructive books about digital art with the d'artiste series and Matte Painting does not disappoint the readers either."*

#### **Art Scene International**

*"These "Invited Artist Gallery" sections are another example of the smart thinking that goes on at Ballistic. Not only do readers get the opportunity to see what is inspirational and exciting for the featured artists, but we also get commentary on many of these pieces. There is nothing quite like reading an accomplished creator examining the work of others."*

#### **VFX World**

#### **About The CGSociety and Ballistic Media**

Ballistic media operates two major divisions—The CGSociety and Ballistic Publishing. The CGSociety is the world's largest society of professional digital artists and provider of forums, portfolios, training, job and event services for the digital arts industry. Ballistic Publishing is the leading, award-winning, independent publisher of books for the digital arts industry. Dedicated to publications of the highest quality celebrating the talents of digital artists worldwide, Ballistic has set the benchmark as a quality boutique publisher. Ballistic Media is based in Adelaide, South Australia, with offices in Melbourne (Victoria, Australia) and Tampa (Florida, USA).

Digital assets can be downloaded from <http://www.ballisticpublishing.com/press/>

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