

Obsah

6 Úvod

7 Jak pracovat s touto knihou

8 KAPITOLA 1

Základní techniky

Get up to speed on the basic Photoshop selection, adjustment and shading techniques.



34 KAPITOLA 2

Nastavení scény

Working with wood: using our wood texture to create a door, skirting board and dado rail. Plus creating torn wallpaper, painting light and shade, and distorting a view through frosted glass.



56 KAPITOLA 3

Hluboký vesmír

From a simple and quick way to paint a field of stars to super-fast planetary construction, this chapter will look at building everything from suns and spaceships to entire galaxies.



182 KAPITOLA 7**Technika budoucnosti**

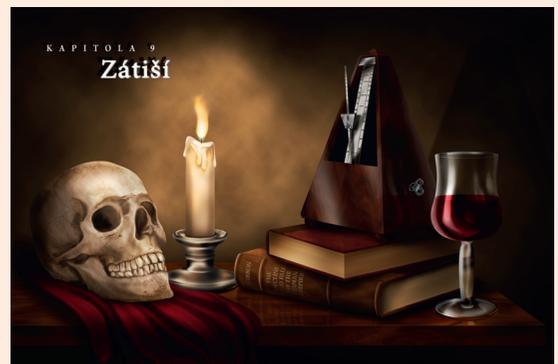
Another fantasy chapter – but this one's quite different. The textures, glowing lights and illuminated screen of a science fiction device are explained in detail.

**202** KAPITOLA 8**V přírodě**

Natural objects can be the hardest to draw in Photoshop – but this chapter takes the pain out of drawing grass, flowers, trees and ivy, and throws in a ruined building and a reflecting pool for good measure. And don't forget the easy way to draw realistic clouds.

**256** KAPITOLA 9**Zátiší**

This chapter shows how to bring the scene to life with a skull, a glass, a metronome, a couple of books and a candle.

**252** O autorovi**253** Rejstřík