

TGW Releases New Robot Design DVD

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The Gnomon Workshop announced a comprehensive new concept design title: Robot Design with Josh Nizzi. In this DVD, Josh leads you through his production process for designing a fighting robot. He covers everything from sketching thumbnails and modeling a 3D proxy model to rendering and detailing. Throughout the lecture Josh discusses various features and elements to focus on for a stronger design, and he shows techniques for efficiently and quickly making your next robot design a lot cooler when you present it to your art director or client.

"Michael Bay took one look at Josh Nizzi's Constructicon, put the design into production for Transformers 2, and hired Nizzi on the spot," says Ben Procter, feature film art director and concept designer. "If you want kick-ass robots, go to Josh Nizzi."

Robot Design: Concept, Model & Paint with Josh Nizzi

In this DVD Josh Nizzi reveals his techniques for designing robots. He demonstrates his entire robotic design process, from sketching concepts in Photoshop® and creating a rough 3D model in 3ds Max®, to rendering the model in HyperShot™ and finishing the design in Photoshop®, Josh's approach is particularly valuable in a production setting because it enables the artist to deliver high quality concepts very quickly while simultaneously producing a proxy 3D model that could be used in pre-vis or as a starting point for a final model.

Instructor Bio

After graduating from the University of Illinois, Josh Nizzi was hired by Volition, Inc. to work on Red Faction 1, Red Faction 2 and The Punisher. Moving on to Day 1 Studios he worked on Mech Assault 2 and Fracture. Josh then became a freelance artist and has worked on feature films such as Transformers: Revenge of the Fallen, G.I. Joe, Robot Taekwon V and Tarzan, as well as other projects for video games, comic books, toys and theme parks.