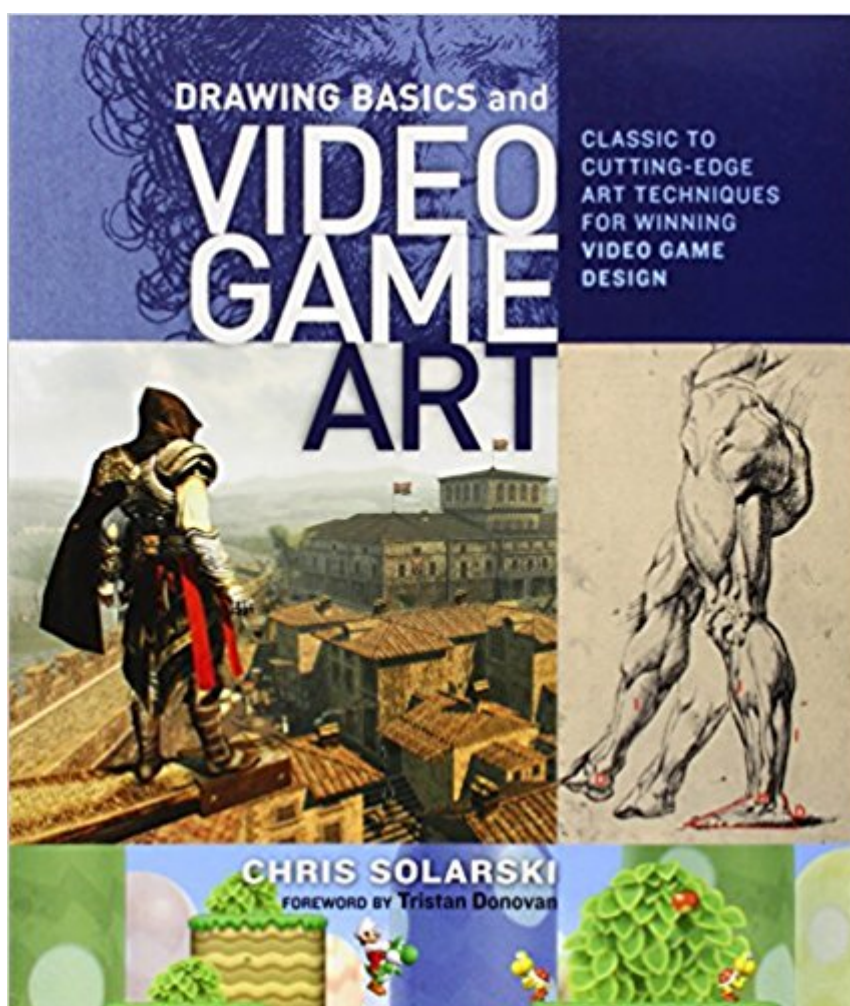The book was found

Drawing Basics And Video Game Art: Classic To Cutting-Edge Art Techniques For Winning Video Game Design

Synopsis

"This book supports my own 30-year crusade to demonstrate that games are an art form that undeniably rivals traditional arts. It gives detailed explanations of game art techniques and their importance, while also highlighting their dependence on artistic aspects of game design and programming.â •Â â " John Romero, co-founder of id Software and CEO of Loot Drop, Inc."Solarskiâ ™s methodology here is to show us the artistic techniques that every artist should know, and then he transposes them to the realm of video games to show how they should be used to create a far more artful gaming experience ... if I were an artist planning to do video game work, Iâ ™d have a copy of this on my shelf."â " Marc Mason, Comics Waiting RoomVideo games are not a revolution in art history, but an evolution. Whether the medium is paper or canvasâ "or a computer screenâ "the artistâ ™s challenge is to make something without depth seem like a window into a living, breathing world. Video game art is no different. Â Drawing Basics and Video Game Art is first to examine the connections between classical art and video games, enabling developers to create more expressive and varied emotional experiences in games. Artist game designer Chris Solarski gives readers a comprehensive introduction to basic and advanced drawing and design skillsâ "light, value, color, anatomy, concept developmentâ "as well as detailed instruction for using these methods to design complex characters, worlds, and gameplay experiences. Artwork by the likes of Michelangelo, Titian, and Rubens are studied alongside AAA games like BioShock, Journey, the Mario series, and Portal 2, to demonstrate perpetual theories of depth, composition, movement, artistic anatomy, and expression.Â Although Drawing Basics and Video Game Art is primarily a practical reference for artists and designers working in the video games industry, itâ ™s equally accessible for those interested to learn about gamingâ ™s future, and potential as an artistic medium.Also available as an eBook

Book Information

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Customer Reviews

CHRIS SOLARSKI received a BA in computer animation and began working as a 3D character and environment artist for Sony Computer Entertainment in London. Eventually, Solarski enrolled in art classes at the Warsaw Academy of Fine Arts. During that time, he discovered the exciting connection between classical art techniques and video game design. He currently develops his own video games under Solarski Studio. He also works as creative director of the Swiss-based social gaming startup Gbanga, and lectures at SAE Institute in Zurich.

IÃ¢Â Â™ve been trying to get back into making art (I did go to art school, after all) and this seemed like a well reviewed book. Plus, the Kindle edition was very reasonably priced at $12. Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design by Chris Solarski is not a long book (at 240 pages) but itÃ¢Â Â™s well worth reading.It almost seems like itÃ¢Â Â™s two different books sandwiched together. The start is with basic drawing techniques and a study of classical artists. Anatomy, proportions, perspective, composition and layout, etc. Then the second part is more of a study of modern games with things like how color sets a mood, use of different shapes to evoke feelings, horizon lines, etc. ItÃ¢Â Â™s all very interesting, and I think would be helpful to not just artists but anyone working in gaming.Just be aware, the book doesnÃ¢Â Â™t really teach you how to be a good artist. There are various topics covered that can certainly help an artist, but there is little direct instruction (outside of the brief introduction at the beginning). I donÃ¢Â Â™t think that was the authorÃ¢Â Â™s intention, and there are really tons of more general art books out there if you are so inclined. Drawing Basics and Video Game Art is more about theory and I feel the author is successful in that aspect. Solarski also managed to get screenshots of many popular games to analyze in the text, and thankfully all the images were in full color on my Kindle Fire tablet.Overall, I liked the book and I think you will too.

Most of the focus is on drawing fundamentals, human body, and comparing classical art to modern videogame art. This is not a comprehensive guide to creating video game art. It is missing other important topics such as creating art digitally, inorganic objects such as buildings, and color. More

useful for the beginner artist such as me than an expert traditional artist transitioning to game design. I have improved greatly in my drawing skills over the past month despite only spending 30 minutes a day on this book. Another good thing is that the materials to learn from this book you need can be found easily and cheaply. All you need is paper, pencil, and an eraser to do most of the tutorials.

Amazing & awesome.

I'm an art teacher who teaches foundations and I've been searching for years for a book that connects the import of knowing the basics and their application to today's technology and media. This is the book. A Rembrandt on one page, a Halo still on the other. The book discusses perspective, foreshortening, atmosphere, composition, figure - all the things an artist should know but students who want to do digital work think the computer will do for them. This book is fun and really integrates the two genres (traditional and digital artwork) in a way that is useful and cohesive to the reader. Highly recommend for students and teachers alike. Not for art snobs who discriminate against the genre, but it would do them good to read. Venues that pay commercial artists and designers are just as dependent on the artful use of basics as the masters of traditional fine art were, and let's face it, digital is making headway into fine art too. Highly recommend.

Way before I purchased this book, I already saw a copy on a bookstore here in the Philippines but I never bought it because I know I can get it way cheaper here. I waited patiently and I'm really am happy of its content. Though the title says its for Video Game Art, the author discussed the fundamentals of drawings which can be used in any format, video game or not. Superb book for artists who loves games!

This book is incredible. I am only half way through but just wanted to go ahead and write my review because even if the second half of the book is crap, the first half has been worth it. If you're interested in video game art, either as a hobby, future career, or general interest, I definitely recommend checking out this book. It goes more in-depth with better examples than any other book I've seen so far, and includes traditional drawing examples... so many other books focus on pure digital.

What is really excellent about this book is that it not only shows character design, but it delves into

anatomy and positions of limbs in steps. It shows a beginning student steps and recommendations of how to make the character look believable.

Without knowing I've been a Chris Solarski follower, from a gamasutra article to some of his projects and now this book (I just wasn't very interested in knowing the author). But from the first time I found this book and took a look into the previes, I felt in love and now that I have it in may hands I praise it even more. Thanks!

Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design Drawing: Drawing For Beginners - The Complete Guide to Learn the Basics of Pencil Drawing in 30 Minutes (How To Draw, Drawing Books, Sketching, Drawing ... Drawing Girls, Drawing Ideas, Drawing Tool) ANIME Drawing BOX set 5-in-1: Anime Drawing for Beginners, Drawing Anime Faces, Drawing Anime Emotions, Manga Drawing for Beginners, Anime Drawing Practical Guide Drawing: Drawing for Beginners:The Best Guide to Learn How to Draw, Sketch, and Doodle like a Pro in a Few Minutes (sketching, pencil drawing, how to draw, doodle, drawing, drawing techniques) Cutting Edge Medical Technology (Cutting Edge Technology) Cutting Edge Military Technology (Cutting Edge Technology) Drawing: Drawing and Sketching,Doodling,Shapes,Patterns,Pictures and Zen Doodle (drawing, zentangle, drawing patterns, drawing shapes, how to draw, doodle, creativity) Drawing: Drawing For Beginners- The Ultimate Guide for Drawing, Sketching,How to Draw Cool Stuff, Pencil Drawing Book (Drawing, Learn How to Draw Cool Stuff) Drawing For Beginners: The Ultimate Crash Course on How to Draw, Pencil Drawing, Sketching, Drawing Ideas & More (With Pictures!) (Drawing On The Right ... Analysis, Drawing For Beginners) Anime Drawing Complete Guide: From Simple Sketching to Professional Drawing (Drawing Anime Faces, Anime Emotions, Anime for Beginners from scratch) (Anime and Manga Drawing Lessons Book 1) Drawing for Beginners: How to Draw Sea World, Drawing Comics, Drawing Animals, Drawing Cartoons (how to draw comics and cartoon characters Book 11) Drawing For Beginners to Expert: How to Draw Comics (Drawing, Comics, Sketching, Inking, Doodle Drawing, Drawing Manga, Cartoons) Drawing: The Complete Guide to Drawing, Sketching, Zendoodle & More! (Sketching, Pencil drawing, Drawing patterns) Annuals with Style: Design Ideas from Classic to Cutting Edge Graphic Design Success: Over 100 Tips for Beginners in Graphic Design: Graphic Design Basics for Beginners, Save Time and Jump Start Your Success (graphic ... graphic design beginner, design skills) Drawing Cutting Edge Anatomy: The Ultimate Reference for Comic Book Artists Drawing Cutting Edge Comics Drawing Cutting Edge Anatomy:

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