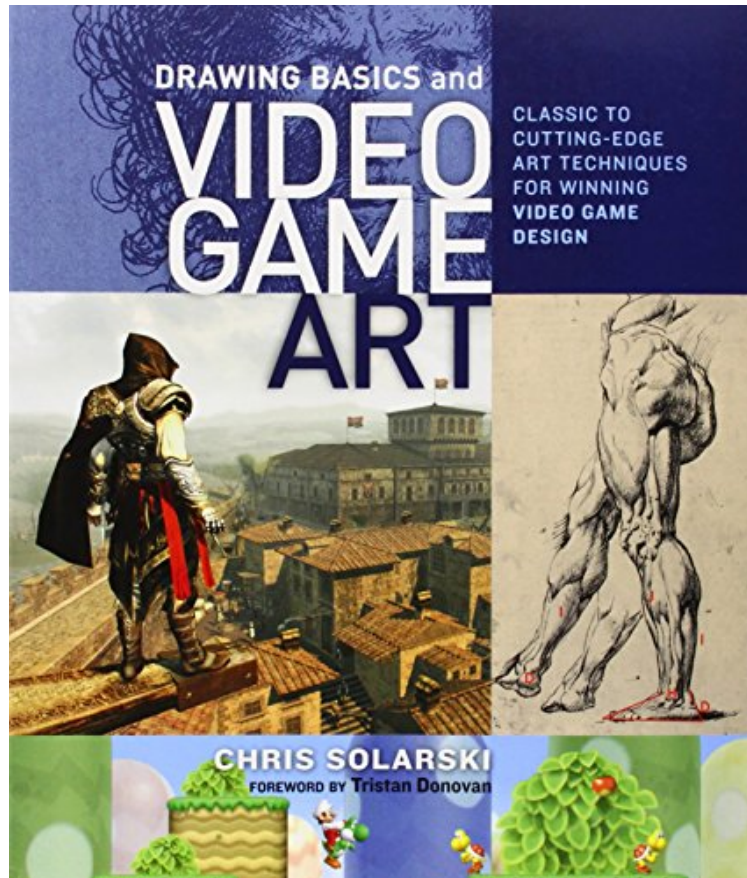


[Download ebook] Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design

Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design

Chris Solarski

DOC | *audiobook | ebooks | Download PDF | ePub



[Download](#)

[Read Online](#)

#237614 in Books Books 2012-09-18 2012-09-18Original language:EnglishPDF # 1 10.00 x .66 x 8.521, 1.98 #File Name: 0823098478240 pages | File size: 44.Mb

Chris Solarski : Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design before purchasing it in order to gage whether or not it would be worth my time, and all praised Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design:

13 of 14 people found the following review helpful. Decent Introductory Book to DrawingBy David CMost 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.1 of 1 people found the following review helpful. Very helpful.By LhieesyAmazing awesome.18 of 20 people found the following review

helpful. Love this book
By Cosmo Topper
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.

"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. John Romero, co-founder of id Software and CEO of Loot Drop, Inc." Solarski'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, I'd have a copy of this on my shelf." Marc Mason, Comics Waiting Room
Video games are not a revolution in art history, but an evolution. Whether the medium is paper or canvas or a computer screen the artists' challenge is to make something without depth seem like a window into a living, breathing world. Video game art is no different. *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 skills: light, value, color, anatomy, concept development 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. Although *Drawing Basics and Video Game Art* is primarily a practical reference for artists and designers working in the video games industry, it's equally accessible for those interested to learn about gaming's future, and potential as an artistic medium. Also available as an eBook

About the Author
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.