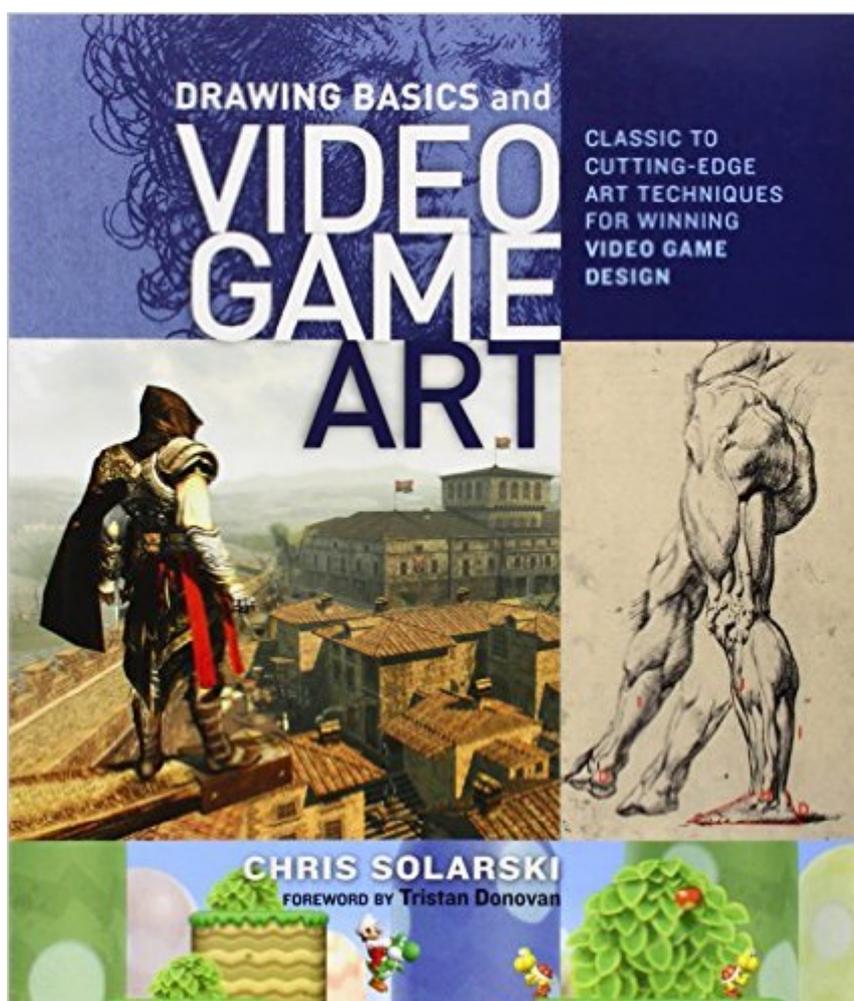


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# Drawing Basics And Video Game Art: Classic To Cutting-Edge Art Techniques For Winning Video Game Design



## 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." — 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 artist's 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

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## Customer Reviews

I just finished reading this book and absolutely loved it. I actually got it for my daughter who wants to be a video game artist. I started reading it myself and couldn't put it down. Other than the occasional sketch, I wouldn't consider myself an artist. This book explains things about perspective, figures, landscapes and overall themes in a way that really makes sense. I would recommend it for any artist, not just people interested in video game design. However, if you want to be in video game design, this is something you should read. I usually just skim through most art related books, but for some reason I read everything in this one. There's something about the way it was written and the connections between classic art and video games that really made sense. For example, using a classic painting of a landscape, he explains how objects in the distance have less contrast and less defined edges compared to the overall background. The further away it gets, the more the object and the background blend together. Then he shows the background of a very familiar video game and in my head I said "ah-ha".

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.

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.

Dont take me wrong. This is an excellent book for everyone willing to learn techniques of drawing. But its not regarding drawing for games, as it have nothing related to backgrounds, foregrounds, animation, sprites and so on. It uses "video game" as a way of selling. In short words, its a "Drawing Basics" Book. In some pages you will find video game images to make a point and use it as example. But you will learn to draw the human body, and not game characters. You will learn landscape, and not backgrounds... and so on. I really did love the book, as I do love drawings and to draw. But please dont think that you will learn video game art on this book.

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.

This book raises my respect for the cgi artist. This guy is serious about great art which elevates video art to a serious and beautiful endeavor. So those who spend so much time on those games are also getting an aesthetic treat.

I make games as a hobby and the art work is my main weakness. I have trouble drawing even drawing a circle or a fairly straight line. That means this book is way way above me, but it shows me

clearly where I need to go to create appealing artwork. The content is top notch and so is the presentation. Well worth picking up for anyone interested in game art or art in general!

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