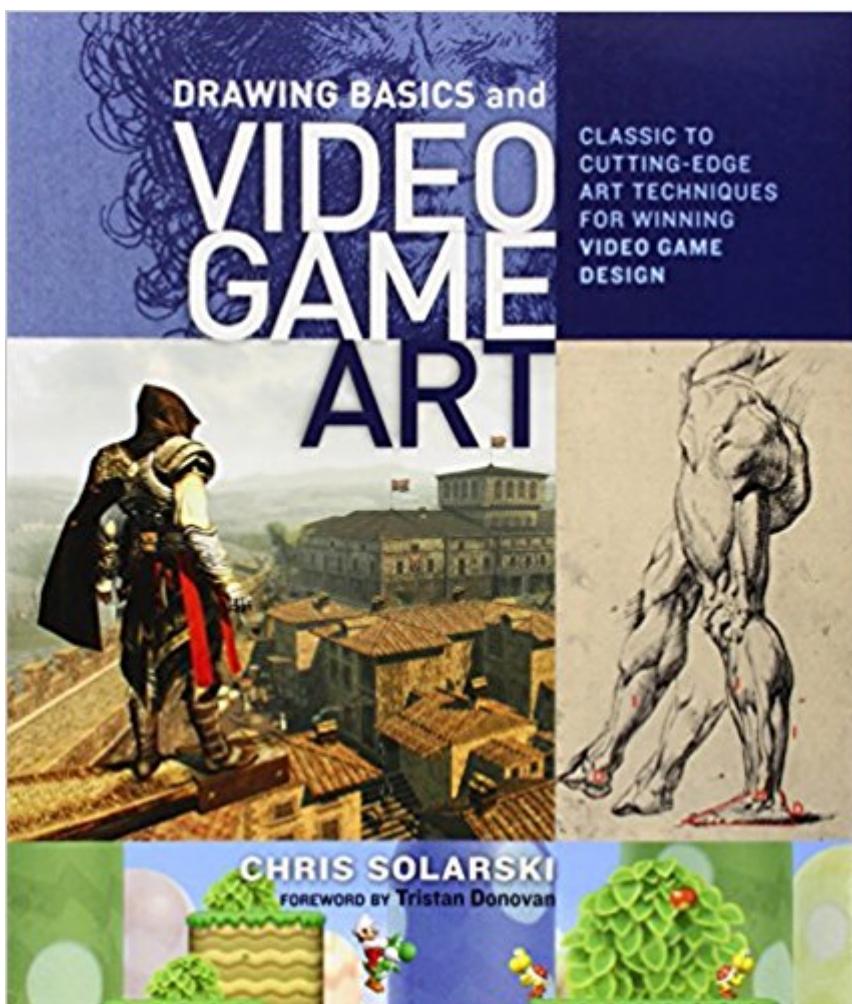


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# Drawing Basics And Video Game Art: Classic To Cutting-Edge Art Techniques For Winning Video Game Design



## 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

## 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.

I have 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 it is well worth reading. It almost seems like it is 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.

It is all very interesting, and I think would be helpful to not just artists but anyone working in gaming. Just be aware, the book doesn'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 don't think that was the author'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 my hands I praise it even more. Thanks!

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