



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

By Chris Solarski

 Download

 Read Online

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

"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

 [Download Drawing Basics and Video Game Art: Classic to Cutt ...pdf](#)

 [Read Online Drawing Basics and Video Game Art: Classic to Cu ...pdf](#)

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

By Chris Solarski

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

"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

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

- Sales Rank: #88667 in Books
- Brand: Books

- Published on: 2012-09-18
- Released on: 2012-09-18
- Original language: English
- Number of items: 1
- Dimensions: 10.00" h x .66" w x 8.52" l, 1.98 pounds
- Binding: Paperback
- 240 pages

 [Download Drawing Basics and Video Game Art: Classic to Cutt ...pdf](#)

 [Read Online Drawing Basics and Video Game Art: Classic to Cu ...pdf](#)

Download and Read Free Online Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design By Chris Solarski

Editorial Review

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.

Users Review

From reader reviews:

Bobby Miller:

The experience that you get from Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design may be the more deep you looking the information that hide in the words the more you get serious about reading it. It does not mean that this book is hard to understand but Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design giving you enjoyment feeling of reading. The author conveys their point in selected way that can be understood simply by anyone who read it because the author of this book is well-known enough. This particular book also makes your own personal vocabulary increase well. Therefore it is easy to understand then can go along, both in printed or e-book style are available. We propose you for having this specific Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design instantly.

Teresa Cook:

Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design can be one of your beginning books that are good idea. Most of us recommend that straight away because this publication has good vocabulary that can increase your knowledge in vocabulary, easy to understand, bit entertaining but nonetheless delivering the information. The article writer giving his/her effort to put every word into joy arrangement in writing Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design yet doesn't forget the main position, giving the reader the hottest as well as based confirm resource facts that maybe you can be certainly one of it. This great information may drawn you into new stage of crucial considering.

Sean Mills:

The book untitled Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design contain a lot of information on that. The writer explains the woman idea with easy approach. The language is very clear and understandable all the people, so do not necessarily worry,

you can easy to read it. The book was written by famous author. The author will take you in the new period of literary works. You can easily read this book because you can continue reading your smart phone, or device, so you can read the book throughout anywhere and anytime. In a situation you wish to purchase the e-book, you can wide open their official web-site along with order it. Have a nice study.

Robert Bryant:

This Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design is fresh way for you who has attention to look for some information since it relief your hunger of information. Getting deeper you upon it getting knowledge more you know otherwise you who still having tiny amount of digest in reading this Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design can be the light food in your case because the information inside this kind of book is easy to get by means of anyone. These books build itself in the form which can be reachable by anyone, yeah I mean in the e-book web form. People who think that in guide form make them feel drowsy even dizzy this book is the answer. So you cannot find any in reading a guide especially this one. You can find actually looking for. It should be here for you actually. So , don't miss that! Just read this e-book type for your better life and also knowledge.

Download and Read Online Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design By Chris SolarSKI #10SIMZ6VANX

Read Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design By Chris Solarski for online ebook

Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design By Chris Solarski Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design By Chris Solarski books to read online.

Online Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design By Chris Solarski ebook PDF download

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

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

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