



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

*Chris Solarski*

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"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 Details

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# From Reader Review Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design for online ebook

## **Jorge Silva says**

I expected much more depth.

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## **Molly says**

I'm an indie comic book writer/illustrator and I got this book mainly for its information on character design and environments--and I was not disappointed!

There is a lot of territory covered in this book and I was glad to see it managed to be both interesting to read and a useful reference afterward. Even though I consider myself having advanced past the need for basic anatomy drawing lessons, there were great little insights that I had not seen elsewhere that made it worth revisiting.

Because I plan to turn my comic book story into a simple game (in a few years' time), I read this section with interest from both a print and a digital perspective, and I'm pleased to say that it satisfied both. I got plenty of ideas that will help my comic book take a better defined shape, as well as some thoughts on how I'll proceed with a video game.

The book's many excellent examples from all over the gaming world easily shows how the principles he describes actually come into play in professional designs. This knowledge then becomes one of those great moments in life where you see an idea in action everywhere. You'll never take video game design for granted again!

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## **Diane says**

Really enjoyed reading this book and just paging through it! I kept showing my teenage kids the illustrations and brief descriptions ~ had to share what I was reading. Made me pick up a pencil and start sketching the next day!

Nice book for anyone who enjoys art and is familiar with gaming characters.

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## **Christian says**

This was a bit beyond my level, but it didn't pretend to be a 101 course for beginning drawers. It's a showcase of the innovative, detail-oriented mastery of graphic design that goes into nothing nobler than our video games. Audiences demand ever-greater thrills, and designers challenge themselves to excel at certain

aspects of reality, anything from viable architecture to specific muscular framework and unconscious behavior. It's really a fascinating study, and the illustrations are highly impressive. This is a great tome by which to lose a few hours of daydreaming.

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### **F.P. says**

An awesome find. In my opinion, this is a great art book in general because it focuses so much on the classics. I learned some things I'd never come across.

I've been using this while/for doing digital art. The tips inside are excellent, and though I'm not pursuing any professional status in gaming, the book also contains practical information for people who are pursuing a career in that.

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### **Kyara says**

This is one of the best books that I have ever read.

(More of a review later.)

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### **Kailey (BooksforMKs) says**

I know absolutely nothing about video games, art, or design, or any of it, but I found this book to be quite interesting. It made me think about color and perspective and contours and shapes and all that stuff that I had never considered before!

I think if I were an artist or at all interested in video games, then I would find this an invaluable resource and inspiration. As it is, I only gave it 3 stars because this is not my area of interest.

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### **Nelson Zagalo says**

A book about the basics of drawing characters for videogames, beautifully designed with plenty of colour images, amazing game art, but that fails in really teaching anything about the art itself.

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### **Dale Moore says**

Awesome book on the art of video games!

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