

Imaginative Realism



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An award-winning fantasy artist and the creator of Dinotopia, James Gurney instructs and inspires in *Imaginative Realism: How to Paint What Doesn't Exist*. Renowned for his uncanny ability to incorporate amazing detail and imagination into stunningly realistic fantasy settings, James Gurney teaches budding artists and fans of fantasy art step-by-step the techniques that won him worldwide critical acclaim. This groundbreaking work examines the practical methods for creating believable pictures

of imaginary subjects, such as dinosaurs, ancient Romans, alien creatures, and distant worlds.

Beginning with a survey of imaginative paintings from the Renaissance to the golden Age of American illustration, the book then goes on to explain not just techniques like sketching and composition, but also the fundamentals of believable world building including archaeology, architecture, anatomy for creatures and aliens, and fantastic engineering. It concludes with details and valuable advice on careers in fantasy illustration, including video game and film concept art and toy design.

More than an instruction book, this is the ultimate reference for fans of science fiction and fantasy illustration.

"Gurney's Imaginative Realism is a gold mine for artists who want to create images that sing with authority and delight the viewer with rich otherworldly visuals." --Erik Tiemens, concept artist, Star Wars: Episodes II and III

"Imaginative Realism is an indispensable, flawless reference for vision makers in any discipline to create their own imaginative realms." --Frank M. Costantino, ASAI, SI, FSAI, JARA, cofounder, American Society of Architectural Illustrators

作者介绍:

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标签

绘画

概念设计

美术

色彩

幻想

艺术

JamesGurney

drawing

评论

发工资，第一个就定了这本书。太经典，看过在评价。

如今google+photoshop+zbrush搞定一切插画的今天回望上古时代，画个图还要跑图书馆、找专家、做模型、搭布景、打灯、请模特、现场写生……但是此书仍不失为绘画方法论的一部经典

超级好看！学到好多酷炫的东西

如何真实地描绘不存在之物

這本真的是經典，可以看到在還沒3D軟件前的設計師是如何創造一個幻想又真實的世界，裡面除了繪畫外，大量的知識與閱讀更是當好一個設計師的不二法門…

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书评

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