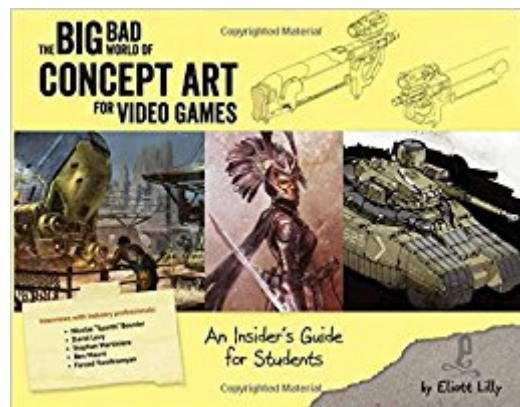


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Big Bad World Of Concept Art For Video Games: An Insider's Guide For Students



Synopsis

Do you aspire to become a concept artist in the video game industry but don't know where to start? *The Big Bad World of Concept Art for Video Games: An Insider's Guide for Students* is a comprehensive book that gives aspiring artists an honest, informative, and concise look at what it takes to do just that. Author Elliott Lilly uses his own student work as a teaching tool along with personal experiences to help you on your journey. From finding the right school and getting the most out of your education, to preparing your portfolio and landing your first job, the advice and strategies Elliott offers are organized for easy reference and review. The book also features an extensive list of resources that students will find useful, as well as interviews with renowned concept artists David Levy, Sparth, Stephan Martiniere, Ben Mauro, and Farzad Varahramyan, all offering their own invaluable advice. With his firsthand knowledge about the ins and outs of the video game industry, Elliott Lilly is an exceptional guide who can help prepare you for the long journey toward realizing your ambitions.

Book Information

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Customer Reviews

Elliott Lilly is a highly sought after concept artist with nearly a decade of experience in the video game industry. He has worked for such prominent game companies as id Software, Treyarch, and Activision, and he has contributed to several popular franchises including *Rage*, *Doom*, and *Call of Duty*. Also an educator, Elliott teaches introductory concept art classes to college students.

There are hundreds of beautiful books on Concept Art for video games, but virtually none that actually give you insight to the role of Concept Artist. Elliott Lilly is on the front lines, and knows his stuff. He does a great job giving artists clear, practical advice and strategies. The book layout and sequencing is outstanding. Also unique is Elliott's balanced presentation. Working in the industry isn't all bunny rabbits & rainbows, it can be really hard work in the midst of inordinate chaos. He gives you both sides of the coin while keeping things positive. A huge bonus are the interviews with his peers & mentors in the industry. This book is invaluable for students & up-and-comers exploring at a career as a concept artist, highly recommended!!

Not only as a proud father but also as an instructor for 18 years at the School of Visual Arts, New York City.... I would recommend this book to any student who thinks they've got what it takes to enter the "Real World of Video Game Art". Elliott pulls no punches... it's real.... not for those who can't compete or deal with a few setbacks from time to time. You can make "crazy" money if you're good.... Elliott's really good... check your art out against his to get an idea as to what he was doing before, "CALL OF DUTY", "DOOM", "RAGE", "FEAR 3" and several other video games. There's also interviews with other professional "Concept Artists" that will give you an idea of how they got started and their experiences along the way.... very helpful!

let me first start this review by saying that this is not a "how to" book, instead this provides you with a large amount of resources that lets you explore the route that you want to take. It is an easy and enjoyable read that gives you a thorough description of what to expect from the video game industry as a concept artist. He keeps everything blatantly honest and includes other industry professionals that also give feedback and answer some questions. It also includes real life stories along with his graduate portfolio that he used to apply when he first started. I would highly recommend this to anyone that wants to go into this field!!!

When I bought this, I was hoping that it would provide more instruction, but it mainly just gave insight and that's fine, but most of the insight was based on being a student and provided with the assumption that the reader is a student. The author has had a tremendously different path than I have and that was evident within the first few pages. The author also has a tremendously different expectation for the reader than is realistic to me. It's a good book to have read, but it was not useful to me. If I could afford art school, I would not have purchased this book. I bought this book to figure out what I could do on my own, but it didn't really point me in the right direction. I'd been studying

the field extensively on my own, granted. So, perhaps I just already knew what he was telling me. It's a pretty good book for you, maybe. I just didn't take much away from it.

I am a freelance concept artist and just picked up my copy. Awesome book! Contains tons of valuable information. Only wish that I could have had a book like this years earlier. Excellent tool for beginners and a fresh perspective for pros.

I got this book because I have been studying on my own trying to get the skills necessary to become a concept artist. I have a long way to go but every little bit helps and this book really helped me understand what I am aiming for. This book has a lot of information you don't find in most art books or concept art books such as portfolio development and samples of portfolios, QA's from industry professionals regarding artist qualities and advice, organization tips, breakdown of a working concept artist's routine and more. I now know where I stand and how far I need to go and having that information is invaluable. If you are interested in production art, this will give you a very broad survey of the job and the skills necessary.

Really helpful for understanding what goes into building a career in concept art. The book does not go over drawing techniques. It does however suggest some Exercises that will improve one's drawing, such as painting stills from films, and also advises on the types of skills which should be demonstrated in a portfolio. The strength of this book is that it improved the quality of my decision making when it comes to presenting my work to potential employers.

This is a great book for anyone trying to understand what concept art is all about and the demand for having the the basics down pat before venturing into trying to make a career, because like the say ONE DAY YOU ARE IN THE NEXT DAY YOU COULD GO OUT!

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