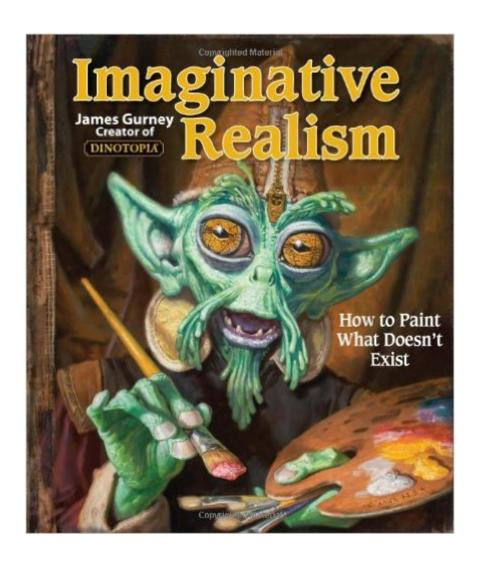
The book was found

Imaginative Realism: How To Paint What Doesn't Exist (James Gurney Art)





Synopsis

From the award-winning artist, learn to see and shape the world in a way you never before imagined. 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

Book Information

Series: James Gurney Art (Book 1)

Paperback: 224 pages

Publisher: Andrews McMeel Publishing; 1 edition (October 20, 2009)

Language: English

ISBN-10: 0740785508

ISBN-13: 978-0740785504

Product Dimensions: 9 x 0.6 x 10.5 inches

Shipping Weight: 2 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars Â See all reviews (165 customer reviews)

Best Sellers Rank: #20,917 in Books (See Top 100 in Books) #25 in Books > Arts & Photography

> Painting #71 in Books > Arts & Photography > History & Criticism > History

Customer Reviews

If you are a regular reader of James Gurney's blog, Gurney Journey, you would expect nothing less. This book is as good as I expected. He dispenses his knowledge as freely as he does on his blog. Here's what he says about his own book from the introduction:"This is not a book about figure drawing, anatomy, or perspective. It's not a step-by-step guide on how to draw dinosaurs. It's also not a recipe book for a particular paint technique, although all these topics are addressed in passing. What this book contains is a distillation of the time-tested methods that I've found to be most helpful for achieving realism in imaginative pictures." If you haven't got the hint from the title, this book is about making your art real and believable. In every chapter, James Gurney shares with us what he learned when creating his paintings. There are topics on people, dinosaurs, architecture, vehicles, composition and his step-by-steps (not techniques but process). The tips he gives can be applied on other subjects as well. The importance of research is emphasized and the amount of research he does really shows. While creating an illustration on ship wreckage for National Geographic, he talked to survivors to get an accurate account. He found out there's a drummer boy who used his drum as a float and drew that in. He also acted out the various poses of sailors in distress, rather than drawing them from imagination. The result is a painting that tells its story convincingly. The same goes for many of his other paintings. Another interesting read is the story of him trying to design a Dinotopian fire engine. When he presented his concept art to a professional fire engine designer, it was critiqued to have form but not function.

Download to continue reading...

Imaginative Realism: How to Paint What Doesn't Exist (James Gurney Art) Color and Light: A Guide for the Realist Painter (James Gurney Art) The Art of 3D Drawing: An illustrated and photographic guide to creating art with three-dimensional realism Acrylic Painting: Learn How to Easily Paint Beginners Techniques with Acrylic Paint. Discover the Art of Acrylic Painting (Acrylic Painting, acrylic painting techniques, acrylic painting books) Learn to Paint in Acrylics with 50 Small Paintings: Pick up the skills * Put on the paint * Hang up your art Tales of the Cryptids: Mysterious Creatures That May or May Not Exist (Darby Creek Publishing) Why Does the World Exist?: An Existential Detective Story The Economist Guide to Financial Markets (6th Ed): Why they exist and how they work (Economist Books) God - the Failed Hypothesis: How Science Shows That God Does Not Exist All Over the Map: An Extraordinary Atlas of the United States: Featuring Towns That Actually Exist! Colored Pencil Guide - How to Draw Realistic Objects: with colored pencils, Still Life Drawing Lessons, Realism, Learn How to Draw, Art Book, Illustrations, Step-by-Step drawing tutorials, Techniques Under the Sea Scratch and Sketch: An Art Activity Book for Imaginative Artists of All Ages (Scratch & Sketch) A Mathematician's Lament: How School Cheats Us Out of Our Most

Fascinating and Imaginative Art Form How to Spray Paint: Learn how to Spray Paint like a Pro Paint Red Hot Landscapes That Sell!: A Sure-Fire Way to Stop Boring and Start Selling Everything You Paint in Oils Acrylic: Landscapes: Learn to paint landscapes in acrylic step by step (How to Draw & Paint) 100 Ways to Paint Landscapes (How Did You Paint That?) (volume 1) The Realism Challenge: Drawing and Painting Secrets from a Modern Master of Hyperrealism Capturing Soft Realism in Colored Pencil The Making of American Liberal Theology: Idealism, Realism, and Modernity, 1900-1950

<u>Dmca</u>