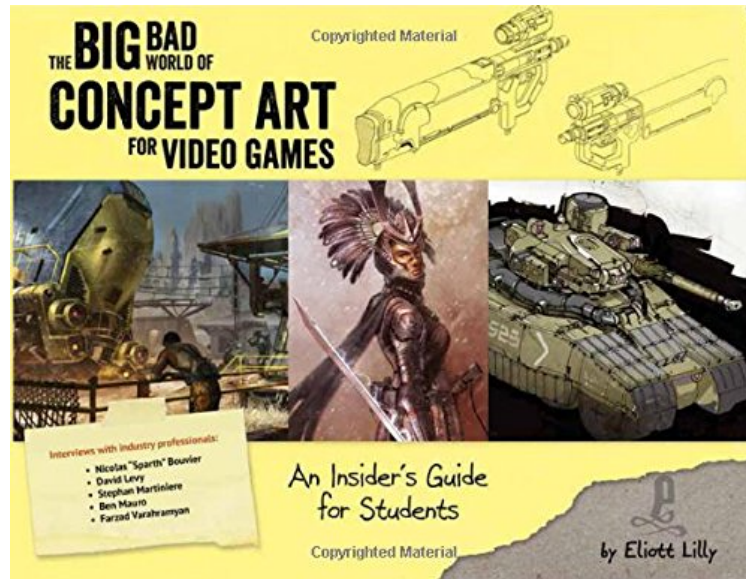


Big Bad World of Concept Art for Video Games: An Insider's Guide for Students

Elliott J. Lilly

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Elliott J. Lilly : Big Bad World of Concept Art for Video Games: An Insider's Guide for Students before purchasing it in order to gauge whether or not it would be worth my time, and all praised Big Bad World of Concept Art for Video Games: An Insider's Guide for Students:

1 of 1 people found the following review helpful. Really helpful for understanding what goes into building a career ...By VReally 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.0 of 0 people found the following review helpful. This is a great book for anyone trying to understand what concept art ...By Little Hawk (Darla)This is a great book for anyone trying to understand what concept art is all about and the demand for having 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!1 of 1 people found the following review helpful. This is a great book, as soon as I picked it up ...By KHuffyThis is a great book, as soon as I picked it up I didn't want to put it down. It is very informative and I highly recommend it for student artists looking to enter the games industry.

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.

About the Author 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.