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Fantasy Genesis: A Creativity Game for Fantasy Artists



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Description :

Prsentation de l'diteurGet Rolling on Your Most Inventive Artwork Ever! What lurks in the shadows of your imagination? This book takes you deep into the dusty corners and dark recesses where your most original ideas lie in wait, showing you how to lure them out into daylight, and shape them into fantastic yet believable concept art.Experimentation is the cornerstone of Fantasy Genesis. A series of dice rolls and corresponding word lists present you with an infinite variety of jumping-off points and visual problems to solve. The challenge (and the fun) is to meld seemingly unrelated and everyday elements such as a caterpillar, seashells, fire or a hammer into exceptionally curious, grotesque, oddly beautiful and totally unexpected creations.40+ step-by-step mini-demonstrations illustrate basic techniques for drawing a wide range of fantasy elements and forms3 game variations (complete with game sheets) lead you to create fiercely imaginative objects, creatures and humanoids3 full-length demonstrations show how to play the

game from your first rolls of the die to finished concept drawings Use this art-game as a warm-up, a bulldozer for creative-block or a daily sketching exercise to generate a stockpile of inspired beasties, heroes, costumes, weapons and other never-before-dreamt creations. It all starts with a roll, a word and your imagination. Prsentation de l'diteur Get Rolling on Your Most Inventive Artwork Ever! What lurks in the shadows of your imagination? This book takes you deep into the dusty corners and dark recesses where your most original ideas lie in wait, showing you how to lure them out into daylight, and shape them into fantastic yet believable concept art. Experimentation is the cornerstone of Fantasy Genesis. A series of dice rolls and corresponding word lists present you with an infinite variety of jumping-off points and visual problems to solve. The challenge (and the fun) is to meld seemingly unrelated and everyday elements such as a caterpillar, seashells, fire or a hammer into exceptionally curious, grotesque, oddly beautiful and totally unexpected creations. 40+ step-by-step mini-demonstrations illustrate basic techniques for drawing a wide range of fantasy elements and forms 3 game variations (complete with game sheets) lead you to create fiercely imaginative objects, creatures and humanoids 3 full-length demonstrations show how to play the game from your first rolls of the die to finished concept drawings Use this art-game as a warm-up, a bulldozer for creative-block or a daily sketching exercise to generate a stockpile of inspired beasties, heroes, costumes, weapons and other never-before-dreamt creations. It all starts with a roll, a word and your imagination. Biographie de l'auteur Chuck Lukacs has a BFA from the Center for Creative Studies College of Art and Design in Detroit, Michigan. He attends major gaming conventions regularly and maintains a website at www.chucklukacs.com.