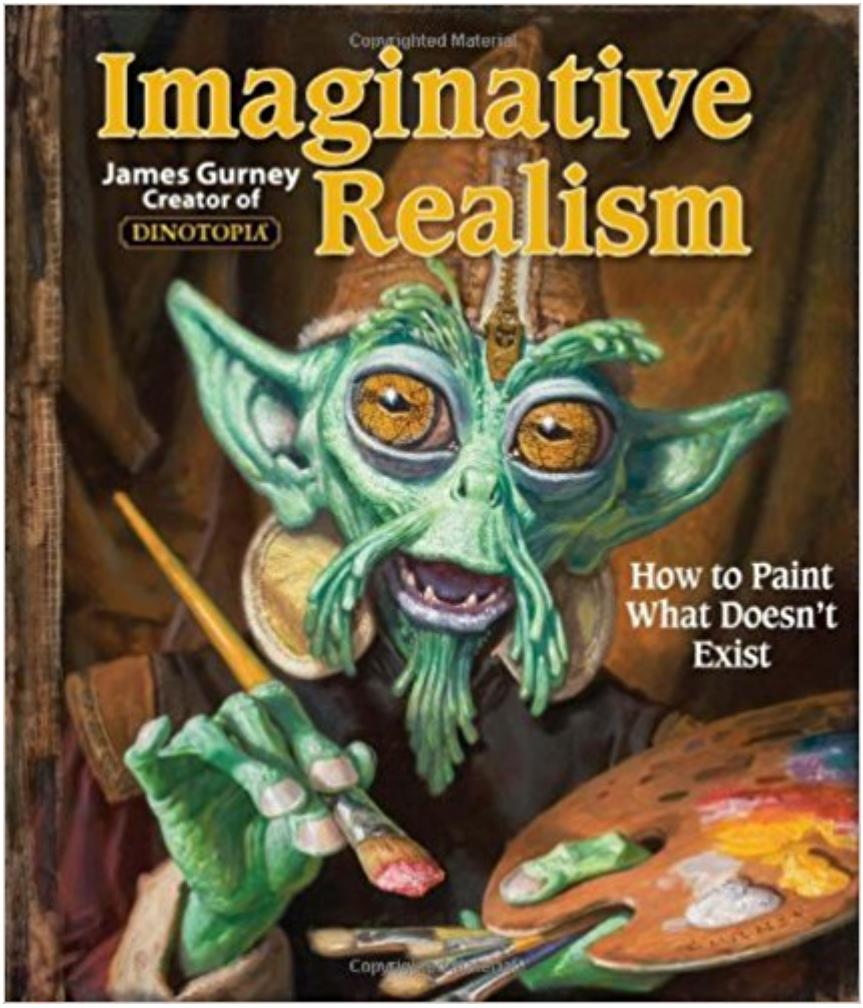
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Imaginative Realism: How To Paint What Doesn't Exist (James Gurney Art)



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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

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Customer Reviews

More than an instruction book, this is a guide for fans of science fiction and fantasy.Ã Â Ã Â (Sue Brettingen, Model Retailer)

Ã¢â ¬Æ'James Gurney's unique blending of fact and fantasy has won Hugo, Chesley, Spectrum, and World Fantasy Awards. His work has been featured in one-man exhibitions at the Smithsonian Institution, the Norman Rockwell Museum, the Delaware Art Museum, and the U.S. embassies in Switzerland and Yemen. He lives with his wife, Jeanette, in the Hudson Valley of New York State.

Another classic. Great book that makes fantasy art concepts and related "art theory" highly approachable for virtually anyone. The cover does give you pause as to the quality of the material that might be inside, but as grandma used to say, "never judge a book by it's cover!" So right she was! Actually, a very practical book filled with invaluable information that can help any artist or aspiring artist improve his or her work in very tangible ways. It's that good!

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. There's lack of heat protection for the dinosaur, lack of understanding on how water hose works and a complicated water pump

design. The revised concept is a huge improvement in believability that I thought it actually might work.He has provided lots of photos and his own work in the book. You'll get to see how he stages the props for reference, sketches and drafts, plenty of commissioned work (especially from National Geographic), the bird on his shoulder while he's drawing, the lousy-art incinerator he created from mirrors and other entertaining stuff.Imaginative Realism is an enlightening and fun read. Highly recommended to professionals, beginning art students and those who wish to push their art to the next level in terms of depth.(More pictures are available on my blog. Just visit my profile for the link.)

This is a great collection of tips of how to draw what does not exist, like dinosauruses, space crafts, cyborgs and imaginative cities. The artist shows first how he has sketched the idea of the original picture, how he has used the colors to show the mood and the shadows to draw the attention to some details.This is not for beginners. You need to know something about drawing, sketching, painting in order to try these out. However, just the illustrations of this book are great! I would recommend this to anyone.

REASON TO BUYGurney makes lucid every primary aspect of illustration and fantasy in this book. His descriptions are clear, beautifully illustrated by his personal works. I've been studying art on my own, trying to utilize online resources, but those resources pale in comparison to this. This book does an amazing job of breaking down the complex and ineffable problems painters face. I learn something new everytime I open it! Not only that, but Gurney approaches art in such a passionate, humble, patient way that you just get so invigorated to make art alongside him. A steal for the price.CONTENTThis book focuses on Methods and Design Elements: How to research/ do studies correctly, how a thumbnail progresses to a final piece, and tips for compositions. Loads of stuff from useful studio tools, to career options. It is a bible for the illustrator, an all in one that you can refer to whenever you are unsure.

First art book I've read cover to cover. I've been a professional artist for 2 decades now, and know a lot of trade methods, but this was such a find! I've learned so much, and it inspires me to pursue my best work with better methods. Gurney brings the breathtaking and overwhelmingly involved, masterfully executed paintings -within reach to each of those of us artists who used to find them simply daunting. Not since Loomis have I loved such a How-To. I'd give it more stars if they were available. I'd have paid more money if it cost more. Do yourself a favor: buy this book, and a couple

backups just in case your artist friends insist on borrowing one... because you won't get it back!

As a painter, I have a hard time making everything look as if it's solidly grounded in the same world. I can tell that Gurney's book will become a staple in my art library as I muddle through things like, "Why does that rocket ship look like it's gonna fall right out of the sky, and why does that pony look like it's gonna float up into the stratosphere?"Not just why it looks like crap... but how to fix it. Bless you, Mr. Gurney!

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