



## Synopsis

A broad understanding of the fundamental concepts, conventions, and theories of art is essential when it comes to producing a successful piece of work. Art Fundamentals addresses key basic subjects such as color and light, composition, perspective and depth, anatomy, and portraying emotions in a series of insightful chapters. Find out about color relationships and how to choose colors that work well together. Learn about the Rule of Thirds, Rule of Odds, Golden Triangle, and Divine Proportions, all of which are key when it comes to creating a realistic and dynamic composition. Discover the power of storytelling in an image and how the slightest tilt of an eyebrow can transform happiness into anger. Written by some of the most experienced artists in the games and film industries, including Gilles Beloeil (Assassin's Creed series) and Andrei Riabovitchev (Prometheus and X-Men: First Class), this title gives newcomers the tools they need to get them started on their artistic journey and offers veterans a chance to brush up on their theory. Gilles Beloeil is a senior concept artist and matte painter at Ubisoft Montreal who has spent the last several years working on titles in the best-selling Assassin's Creed video game series. Andrei Riabovitchev works for MPC in the United Kingdom as a concept artist and has an impressive résumé that includes Prometheus, X-Men: First Class, and Snow White and the Huntsman.

## Book Information

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## Customer Reviews

I created a short video that shows what the pages look like. Below is my brief summary of the actually written content. The first chapter on "Color and Light" is about 25 pages long. It is written by Gilles Beloeil (Assassin's Creed). Obviously, 25 pages (when there are lots of images included) isn't

enough to go into great detail--but he does introduce several key concepts and he provides some very good images to illustrate his points. I wish this chapter was longer because what it does contain is very good! In short, I feel this is the best chapter of the whole book. The second chapter on "Composition" is about 30 pages long. Most of the chapter deals with the Golden Ratio and how it is applied. While this is an important compositional device I was a bit surprised that so much of the chapter was devoted to this single theme and the mathematical approaches used in constructing it. The last few pages of this chapter do include material on topics such as rhythm, point of interest, size and ratio, light contrast, and five rules for creating a thumbnail--but the material is very brief. At the end of this chapter I felt a bit disappointed. The third chapter is on "Perspective and Depth" and it is about 25 pages long. It does a good job of showing the different types of perspective, but if you are hoping to learn how to draw in perspective I don't think this book will do it for you. The last couple pages briefly touch on topics such as using light and color to show depth--but it does not go into much detail. Once again, I was hoping for more. The fourth chapter is on "Anatomy" and it is 76 pages long--basically as long as the first three chapters combined. It includes a lot of drawings (see the video). If you are hoping for step-by-step instruction you may be disappointed--but the diagrams and written information are good. The last chapter is the "Reference Gallery" and it 100 pages long. Many of the images do contain a reference back to some key concept mentioned in the first four chapters. Personally, I would prefer fewer pages in this chapter and more pages in the first three chapters since there are already numerous books, magazines, and websites that display contemporary work. Bottom line: Overall, this is a good book and some of the parts are very good. It does introduce a lot of important art concepts. I just wish some of the areas were covered in more depth.

Art Fundamentals looks at the elements that contribute to a successful piece of art. The fundamentals covered in the book includes light and colour, composition, perspective and depth, and anatomy. It's written by several guest artists, among them Gilles Beloeil (Assassin's Creed), Andrei Riabovitchev (Harry Potter films), Roberto F. Castro and Matt Smith. The artists provide their own examples and commentary. There are whole books written specifically for each of those subjects mentioned earlier. Having four in a book, I felt that the depth of coverage is sacrificed at times. So do not expect in-depth complete coverage on each subject. Think of this as a book of tips rather than a detailed practice-along instructional book. The chapter on light and colour has 27 pages only. It's brief considering it's a huge subject - James Gurney wrote over 200 pages on the same subject in his book *Color and Light*. Here Gilles Beloeil uses his Assassin's Creed concept

art as examples and talks about the fundamentals of lighting. The next chapter on composition deals with the indispensable golden ratio. There are many useful composition diagrams and example paintings that highlight the importance of strong composition. The concepts are easy to grasp and the subject is sufficiently covered. Next is perspective and depth. There are basics of 1, 2 & 3-point perspectives, and vanishing points of course. What's missing are the rationals behind using the different point perspectives and the placement of viewpoint positions. Coverage of depth is too brief. I would definitely recommend a dedicated book on learning perspective instead. The chapter on anatomy has 76 pages. Emphasis is on muscle form of the body and there are many beautiful detailed illustrations of muscles of the torso, arms and leg. Other parts like head, nose, ears, expressions are briefly covered. There's mention of posing but not much. The last two chapters are sizable galleries with accompanying commentary discussing each image. The first of the two talks about the paintings with attention to the art fundamentals covered in the book. The last chapter has contributing artists talk about their own artworks, specifically the concept behind. The work featured are contemporary paintings. This book has useful tips and insights. But because of the limited space, each subject somewhat feels incomplete. Personally, I prefer books dedicated to single subject or aspect of drawing (I've listed some of my favourites in the comment section below). I'll recommend this book to beginners, probably as a supplement to what you've already learned. (There are more pictures of the book on my blog. Just visit my profile for the link.)

The first chapter on color and light does a great job explaining light, shadow, value and colour. I like the emphasis put on value, since I believe that can not be understated. Composition is next and here the contributing author delves deeply down in the realms of the golden ratio. Although a very important principle maybe some other bits and pieces on composition could be included here. Perspective and depth follows and I think this is a good, well balanced chapter. A great primer on perspective with handy advice sprinkled here and there. The chapter on anatomy was actually the selling point in my case. I'm very into the human body and the very generous section devoted to anatomy is in my opinion one of the strong points of this book. Good info, renderings and line drawings of the muscle groups and also methods of constructing the body (the Reilly method is briefly touched upon). Chapter 5 and 6 are devoted to galleries, reference and art as they are called. A nice selection of images that can be used both for reference and also as pure inspiration. I do think that this two last sections could be downsized to just one chapter though. The preview that allows potential buyers to check out all the pages in the book is what made me take the plunge (albeit pretty small images). Without it I probably wouldn't buy the book. Getting the right feel for the

book and its contents is important to me and the preview helped me with that. I definitely recommend people to use the preview function before ordering. All in all a great book with bread and butter fundamentals. I can see myself using this for quite a while and believe it's worth the money spend. I do however \*only\* give it four stars since I think it could be even better with a few changes here and there.

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