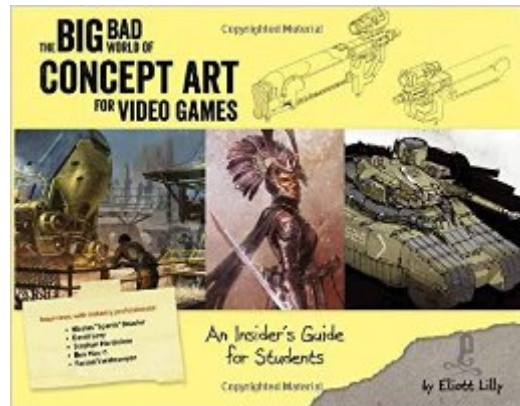# Big Bad World Of Concept Art For Video Games: An Insider's Guide For Students

Synopsis

Do you aspire to become a concept artist in the video game industry but donâ ™t know where to start? The Big Bad World of Concept Art for Video Games: An Insiderâ ™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 Eliott 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 Eliott 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, Eliott Lilly is an exceptional guide who can help prepare you for the long journey toward realizing your ambitions.

Book Information

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Customer Reviews

For many years, concept artist Eliott Johnson Lilly has been receiving questions regarding the concept art industry and how aspiring artists can get a job. Lilly is a concept artist with ten years of experience and this book is the response to those questions.The coverage is quite comprehensive. Even though I'm not an aspiring concept artist, I still found the information to be very illuminating. This book is based on Lilly's experience rather than all on facts.The content covers things like what it takes to be a concept artist and what they actually do. Lilly provides an insider guide and shows

you around the industry and how work actually gets done, and how the whole place functions. Its like following him like around the studio as he explains the job. He also talks about the daily life of a concept artist and gives an example of one of his good days and bad days.You'll also get tips on education, how to choose a school and what to study. There are self help tips on how to develop yourself artistically and technically, and how to create and present your portfolio.What I like about the book are the many examples and insider "secrets", like how you can get fired for leaking images, or posting work without permission, which is why it's so difficult to find game related art even on concept artists' websites. There are other miscellaneous things like how eating junk food will make you overweight, how people keep quiet when a video game flops, managing gossips and rumors, whether you're wasting your time and your parents money, talent vs hard work, internship. Everything is written in a no-nonsense and engaging manner and is brutally honest.Finally there are interviews with other selected well known concept artists such as Nicolas "Sparth" Bouvier, David Levy, Stephan Martiniere, Ben Mauro and Farzad Varahramyan. These guest artists will tell you their version of what it's like to be concept artists, and also provide useful tips and warnings. It's great to read about the different experiences.This is a highly insightful book. It's a 144-page paperback published by Design Studio Press.Recommended to all aspiring concept artists and students.(See more pictures of the book on my blog. Just visit my profile for the link.)

I liked it. I read it in 2 days, its not a big book, but it helps to cement down, what most people think or know (or actually dont know) about concept art.I might as well say art generally in Video games. It feels correct, no lies.The book was in fine shape, no delays.As content and quality, hmm, not sure, what do people expect?What you have to keep in mind is :Its not an art book .Its not a "how to draw" book.But it is : Helping you to know what you need to know about the career. Helps you understand, that this is a job, like any other, just more creative (in fact its a must have).Helps you understand the basic aspects, what and how differing skillsets work in the job.And most importantly, it pushes you to pick a goal, and not just "i want to be an artist" .In the end, you might feel dissapointed, but even so you feel, that it did help you in some way. For this price its worth it, i had worse books for two times more.The portfolio helping section is really something unique and amazing.

There are hundreds of beautiful books on Concept Art for video games, but virtually none that actually give you insight to the role of Concept Artist. Eliott Lilly is on the front lines, and knows his stuff. He does a great job giving artists clear, practical advice and strategies. The book layout and

sequencing is outstanding. Also unique is Eliott's balanced presentation. Working in the industry isn't all bunny rabbits & rainbows, it can be really hard work in the midst of inordinate chaos. He gives you both sides of the coin while keeping things positive. A huge bonus are the interviews with his peers & mentors in the industry. This book is invaluable for students & up-and-comers exploring at a career as a concept artist, highly recommended!!

When I bought this, I was hoping that it would provide more instruction, but it mainly just gave insight and that's fine, but most of the insight was based on being a student and provided with the assumption that the reader is a student. The author has had a tremendously different path than I have and that was evident within the first few pages. The author also has a tremendously different expectation for the reader than is realistic to me. It's a good book to have read, but it was not useful to me. If I could afford art school, I would not have purchased this book. I bought this book to figure out what I could do on my own, but it didn't really point me in the right direction. I'd been studying the field extensively on my own, granted. So, perhaps I just already knew what he was telling me. It's a pretty good book for you, maybe. I just didn't take much away from it.

I am a freelance concept artist and just picked up my copy. Awesome book! Contains tons of valuable information. Only wish that I could have had a book like this years earlier. Excellent tool for beginners and a fresh perspective for pros.

let me first start this review by saying that this is not a "how to" book, instead this provides you with a large amount of resources that lets you explore the route that you want to take. It is an easy and enjoyable read that gives you a thorough description of what to expect from the video game industry as a concept artist. He keeps everything blatantly honest and includes other industry professionals that also give feedback and answer some questions. It also includes real life stories along with his graduate portfolio that he used to apply when he first started. I would highly recommend this to anyone that wants to go into this field!!!

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