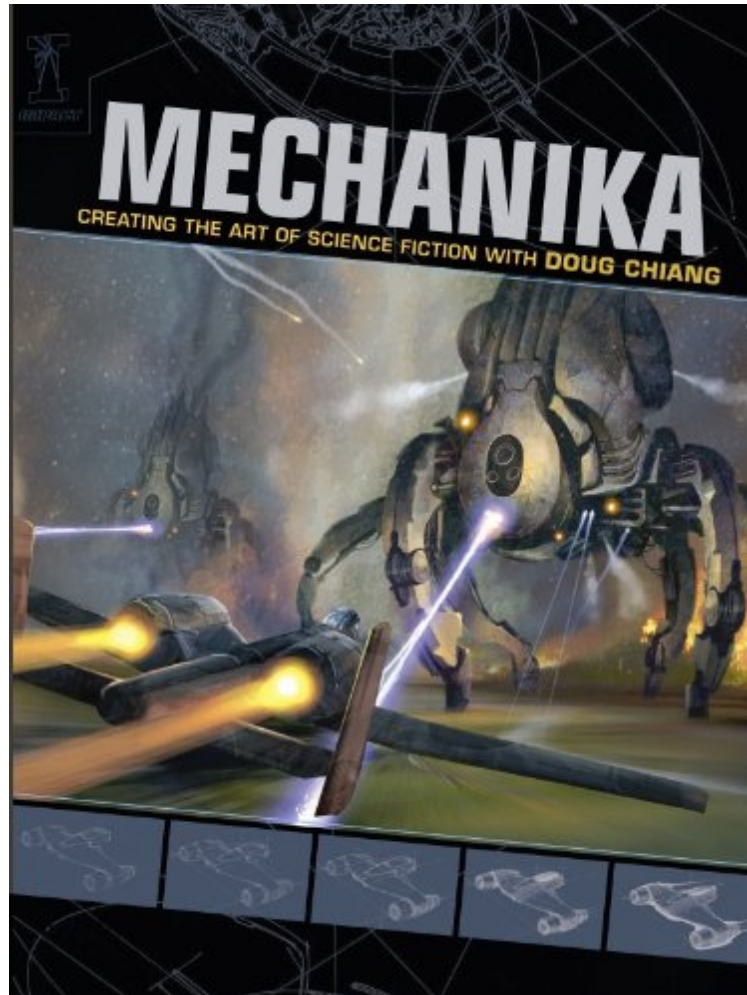


[Free and download] *Mechanika: Creating the Art of Science Fiction with Doug Chiang*

## **Mechanika: Creating the Art of Science Fiction with Doug Chiang**

*Doug Chiang*

*ebooks | Download PDF | \*ePub | DOC | audiobook*



DOWNLOAD



READ ONLINE

#618772 in eBooks 2008-05-30 2008-05-30 File Name: B00597VYAE | File size: 39.Mb

**Doug Chiang : Mechanika: Creating the Art of Science Fiction with Doug Chiang** before purchasing it in order to gauge whether or not it would be worth my time, and all praised *Mechanika: Creating the Art of Science Fiction with Doug Chiang*:

0 of 0 people found the following review helpful. I loved it so much By Spyder3Dfx I would give this 10 stars if allowed here on . This book is a marvel. I loved it so much, I've turned to it for my gift to give this year. Excellent and beautiful. 10 stars!!!! 2 of 2 people found the following review helpful. and now I can draw sci fi! By J.J. Kilroy This book is incredible! I followed Doug's methods, and now I am turning out work that is leagues better than before. Firstly, the book teaches you to draw sci-fi machinery. Maybe you thought you had to go to engineering school to work out the drive-train for a walking tank or a rocket-powered aircraft? Well, the book teaches you to invent and draw all the mechanisms and pseudo-engineering that make sci-fi machines look realistic. And Doug makes it fun. It takes practice, but he gives you simple guidelines to work it out. For example, you would use an actual photo of a

tractor engine and drive-train construction to develop the design for the leg mechanisms of a walking robot, etc. Secondly, this book does not cover 3-D digital imagery/auto-CAD/computer-generated-imagery. It does cover digital painting, but only as a method to color render designs; usually first rendered on paper in black-and-white. The book focuses on developing designs on paper, first. The author often draws the designs on paper with full tone rendering, and then he scans them into the computer, and renders effects, color, texture, background, error correction, and much much more. There isn't a great depth of technique discussion on digital painting, but the book does much to specifically detail many fundamentals of digital painting, with screen-shots to teach many tools and tips and tricks of digital painting. Still, it is the focus on paper-drawing that is exactly what I was looking for. The methods are easy and versatile; yielding quite varied styles. The author varies the sequence and combinations of mediums and techniques depending on the subject to be rendered. The mediums covered are blue-line pencil, varied strengths of cool-grey markers (20%, 40%, 60%), a simple airbrush technique for background haze effects (optional), and finally digital painting 101. I was able to follow the majority of the digital painting methods without using a computer drawing tablet! But, I have now purchased one, so my quality should improve all the more. The paper-based methods covered in the book have been staples in concept-drawing for decades, apparently. After viewing the book, I now recognize the techniques in concept-design drawings going back to the 80's. The book covers many wheeled machines, space-ships, an ornithopter, 2 jet-fighters, and more, but the author is obsessed with walking machines/tanks/robots of all sorts. Personally, I think walking machines are a silly concept (1 leg down, and it ceases), but I have no complaints about this book! The author discusses the impracticality of walking-machines, and windows on a spaceship, and a steam-powered tank, but his focus is on aesthetic design, iconic design, and sellable designs. He's got to sell his designs to get them on the big-screen, after all. You will appreciate and learn and enhance your own design ability! Lastly, the book has a really strong plastic-coated dust-jacket that seems to hold up against abuse of all sorts, and the pages are printed in super high quality resolution of strong paper. 1 of 1 people found the following review helpful. Show Your Process By J. Rucker In this book Doug Chiang leads you through a number of his drawings from marker sketch to final render. One of the great things about this method is it offers a rare look into the step-by-step changes that occur during the development of a conceptual render. This is an excellent guide for up and coming concept designers and a good source of inspiration for established artists. I highly recommend this book to anyone who wants a look into how great Sci-Fi illustration is developed.

Delve into a world of imagination populated with giant robots, strange vehicles, alien creatures and other fantastic inventions. For generations artists have created imagery destined for the entertainment of others, and now you can too. Revered science fiction artist and film designer, Doug Chiang, reveals the thought processes and techniques he used working on blockbusters such as the Star Wars prequels, War of the Worlds, Terminator, and Beowulf. You'll learn from Chiang's visionary experience as he shares his design processes, giving expert advice and showcasing the groundbreaking style that has earned his creations a spot in the Brooklyn Museum, Houston Museum of Fine Art and the Tokyo National Museum. Inside you'll discover: 30+ lessons for creating out-of-this-world science fiction scenes in the style featured in films, books, comics, toys and games using both traditional and digital techniques Details and tips for using Adobe Photoshop to conceive, design, draw and enhance your creations 25 step-by-step demonstrations of outrageous robots, vehicles, creatures and environments with finished color images Foreword by film producer/director Robert Zemeckis (Monster House, The Polar Express, Back to the Future, Beowulf) With tips on everything from basic skills like blue-line sketching and assembling a toolkit to conceptualization and painting for digital art, Mechanika has everything you need to get great results and make your science fiction worlds come alive!

About the Author Currently Executive Vice President of ImageMovers Digital, a Walt Disney Company, Doug Chiang has earned an Academy Award, two British Academy Awards and a Clio Award. He joined Industrial Light and Magic in 1989 and Lucasfilm LTD in 1995, becoming creative director and visual effects art director. He has worked on many blockbuster films including Terminator 2, Forrest Gump, Jumanji, The Mask, Star Wars Episode I: The Phantom Menace and Episode II: Attack of the Clones, Polar Express, and War of the Worlds. He has written and illustrated several books, including Robota (Chronicle Books 2003), which he created and co-wrote with Orson Scott Card. His artwork has been in major exhibitions around the world. [www.dchiang.com](http://www.dchiang.com) [www.imagemoversdigital.com](http://www.imagemoversdigital.com)