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# Mechanika, Revised and Updated: Creating the Art of Space, Aliens, Robots and Sci-Fi

*Doug Chiang*

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**Doug Chiang : Mechanika, Revised and Updated: Creating the Art of Space, Aliens, Robots and Sci-Fi** before purchasing it in order to gage whether or not it would be worth my time, and all praised Mechanika, Revised and Updated: Creating the Art of Space, Aliens, Robots and Sci-Fi:

1 of 1 people found the following review helpful. Pretty dang good, but could be better!By NH Man in the mountainDecent look into a technique of illustrating sci-fi, but pretty beginner based. The artist is great! It is inspirational pulp from the likes of Siggraph more than it is a variety pack of methodology, but hey, it's entitled "Mechanika", A mech-nut like myself will love the techniques revealed, and it is a nice glimpse at a single artist and his method, but that's what a beginner longs to see. How the successful guys do it. It is not an exploration of multiple techniques and styles. I wanted more from it, more variety more art, but maybe that's the point. Make more. It is worth the price of most industry based magazines to see this guy's stuff, but again, I wanted more from it. More bang. It was

supposed to be "updated". I didn't get that from it. It felt dated, relative to current techniques, but it is something I'm glad I have! I hate giving it just a three. A lot of people could get a lot of good info from it. I'll upgrade it to a four! Good technique and developmental drawing is key to good work! 4 of 4 people found the following review helpful. This is a pretty good book By Agent8796 This is a pretty good book. It seems to be focused towards the already skilled painter. I have just started in digital illustration and concepts so it can be confusing at times. Often it'll say things like "Refine your painting" which is an empty statement to new people. It shows step by step methods for various kinds of mechanical/futuristic things with instructions worded to allow the artist to create unique pieces. Good for both the digital illustrator and the old fashioned illustrator. 0 of 0 people found the following review helpful. very detailed outstanding By Charles Don't know where the person who said to basic is coming from outstanding deeply detailed for star wars level characters

You can design the future! In a post-apocalyptic alien landscape, starfighters crash land in desert terrain, dino riders rear up, rusted crab walkers litter the horizon and men work with--or fight against--giant iron robots. You control it all and Academy Award-winning sci-fi film production designer Doug Chiang tells you how. In this revised and updated version of his best-selling book, *Mechanika*, Chiang uses his 25 years in the film industry working on such films as the Star Wars franchise, *Terminator 2: Judgment Day* and *War of the Worlds* to teach you the techniques, tools and tips to draw and think like a master sci-fi artist. Inside you'll find: The six keys to good design and how to build an expert toolkit. Basic sketching techniques and the rules of perspective--even in imaginary worlds. 25+ step-by-step demonstrations showing how to draw everything from monopods and labor beasts to aliens and steam-powered robots by mixing traditional drawing and marker techniques with digital painting technology. How to create compelling science fiction scenes inspired by movies, books, comics and games from conceptualization to completion. Tips and details on how to use Adobe Photoshop to design, draw and enhance your creations--including author secrets! Learn design secrets from one of the sci-fi artists behind Star Wars, *War of the Worlds* and *Terminator 2: Judgment Day*!

About the Author Doug Chiang, San Rafael, CA, currently hard at work as Vice President and Executive Creative Director for the new Star Wars films, got his start with stop-motion animation for Pee Wee's Playhouse. He has since won a Clio, an Academy Award and two British Academy Awards for his work. His work has been in major exhibitions including those at the Brooklyn Museum, Houston Museum of Fine Art, San Diego Museum of Fine Art, Field Museum and Kyoto and Tokyo National Museums, among others. [www.dchiang.com](http://www.dchiang.com)