

Oblagon Concepts Of Syd Mead

Provides techniques and tips for creating cartoon characters and stories in the style of the Japanese genre, including step-by-step directions on how to draw facial expressions, bodies in motion, and combat weapons.

'Cosmic Motors' shows the design process of unique futuristic vehicles, from the first initial sketches to the stunningly detailed 3-D models and final photorealistic full spread renderings. Spaceships, pods, racing cars, giant trains, warships and balloons are shown from concept to completion.

The official art book for Blade Runner 2049 and a companion volume to The Art and Soul of Blade Runner 2049. Film audiences experienced a bold, breathtaking vision of the future in 1982's ground-breaking Blade Runner. With the critically acclaimed Blade Runner 2049, director Denis Villeneuve returned to that world, as a young blade runner's discovery of a long-buried secret leads him to track down former blade runner Rick Deckard, who's been missing for thirty years. A companion to The Art and Soul of Blade Runner 2049, Interlinked offers an unprecedented look into the creative process that went into making Blade Runner 2049, illustrating how director Villeneuve and his team took Scott's 1982 movie as a starting point and expanded the world by creating a new visual language infused with the original Blade Runner DNA.

Discover the captivating art of Steven Spielberg's Ready Player One. Our dystopian world lies on the brink of chaos and collapse, but the people have found their salvation in the OASIS, an expansive virtual reality universe created by the brilliant and eccentric James Halliday. When Halliday dies, he leaves his immense fortune in the form of a digital Easter egg hidden somewhere in the OASIS, sparking a contest that grips the entire world. Wade Watts, an unlikely young hero, decides to join the contest and embarks on a reality-bending treasure hunt through a fantastical world of action, danger, and mystery. Directed by Steven Spielberg and based on author Ernest Cline's internationally best-selling book, Ready Player One is a hugely imaginative sci-fi adventure set in a rich virtual world. The Art of Ready Player One explores the creation of the incredible design work for this much-anticipated film, showcasing a wealth of concept art, sketches, storyboards, and other stunning visuals. The book also features exclusive interviews and commentary from the creative team, forming the perfect companion to one of the most exciting films of 2018.

Concept Designs of Syd Mead

An ABC of the Work of Hipgnosis

Dragon's Dream

The Art of Ready Player One

Syd Mead's Kronovid, Kronoteko, and Kronovecta

The Fundamentals of Light, Shadow and Reflectivity

Documents the creative process of concept design by 3 students from the Art Center College of Design under the guidance of their instructor, Scott Robinson. The concept design includes a host of intriguing places and people, inspired by the Brothers Grimm's tale "The skillfull huntsman". Discussion of ideas and techniques used to create this stunning collection of artwork between Robertson and his students reveal insights on the behind-the-scenes action of concept design.

World renowned fantasy illustrator Tom Baxa has released Get Work as a Fantasy Artist, a comprehensive success book filled with real world strategies and experience based insider secrets to help freelance artists formulate a winning plan to get illustration jobs in the fantasy art field. Topics include: how to build an effective illustration portfolio, how to find fantasy art job opportunities, how to identify companies to solicit and tips on how to do so, what art directors are looking for and what makes them hire artists, understanding art directors' motives, and many other ideas on how to freelance as a fantasy artist. The book arms artists with powerful information to guide them towards the many areas that offer jobs for artists. It's for anyone, beginners and working illustrators alike, who wants to laser focus their efforts to make money as a fantasy illustrator painting dragons and monsters for their favorite fantasy games, books, and films!

Explains how the human brain interprets the visual world around us, as well as the subject of visually communicating the form of an object in easy to understand lessons through the use of drawings, photography, and more.

After four critically acclaimed albums and nine years on the road, The Kills members Alison Mosshart and Jamie Hince announce "Dream and Drive," a portrait of the band's career by their lifelong friend and collaborator Kenneth Cappello. Having sold nearly 200,000 copies of their four albums combined, the U.K. duo is now internationally known for its unique blend of pop, blues and punk. "Dream and Drive" captures Alison and Jamie in their most playful, private, intense and intimate moments, both onstage and off, and is full of the high-energy punk vibe found in much of Cappello's work. Limited stock available.

The Complete Idiot's Guide to Drawing Manga Shoujo Illustrated

A Cover Story

Vehicles from the Outer Rim of Imagination

Sentury II

Studio Image

Kronovecta

The Mass Effect trilogy is a groundbreaking epic that has immersed gamers in one of science fiction's richest universes. Now BioWare and Dark Horse are proud to invite fans deeper than ever into the Mass Effect saga with The Art of the Mass Effect Universe! Featuring concept art and commentary by BioWare on the games' characters, locations, vehicles, weapons, and more (including Mass Effect 3) The Art of the Mass Effect Universe is the most complete companion available to gaming's most compelling series!

"This book is the first devoted to the work of Peter Saville. It is arranged in a rough chronology around several essays and an interview and covers everything from Saville's earliest designs for Factory Records to his most recent self-initiated projects" - preface.

An unrivaled visual guide to the cityscapes and buildings of the most celebrated and influential anime movies.

The only continuous, step-by-step tutorial for SolidWorks SolidWorks is a 3D CAD manufacturing software package that has been used to design everything from aerospace robotics to bicycles. This book teaches beginners to use SolidWorks through a step-by-step tutorial, letting you build, document, and present a project while you learn. Tools and functionality are explained in the context of professional, real-world tasks and workflows. You will learn the essential functions and gain the skills to use the software at once. SolidWorks is a popular design software for manufacturing, and this book introduces it in the context of actually creating an object Begins with an overview of SolidWorks conventions and the interface Explains how to create models and drawings, create a revolved part and subassembly, and model parts within a subassembly Explores modification capabilities and drawing and Bill of Materials templates Moves on to top-level assembly models and drawings, Toolbox components and the Design Library, mates, export and printing capabilities, and creating renderings Includes a glossary, a foreword from the SolidWorks product manager, and downloadable tutorial files SolidWorks 2010: No Experience Required quickly turns beginners into confident users of SolidWorks.

Star Wars Art

The Art of Syd Mead

The Art of The Mass Effect Universe

VEHICLES of SYD MEAD Coloring Book

The Skillful Huntsman

Futuristic Vehicles for Uncharted Lands

Ridley Scott's dystopian classic Blade Runner, an adaptation of Philip K. Dick's novel, Do Androids Dream of Electric Sheep?, combines noir with science fiction to create a groundbreaking cyberpunk vision of urban life in the twenty-first century. With replicants on the run, the rain-drenched Los Angeles which Blade Runner imagines is a city of oppression and enclosure, but a city in which transgression and disorder can always erupt. Graced by stunning sets, lighting, effects, costumes and photography, Blade Runner succeeds brilliantly in depicting a world at once uncannily familiar and startlingly new. In his innovative and nuanced reading, Scott Bukatman details the making of Blade Runner and its steadily improving fortunes following its release in 1982. He situates the film in terms of debates about postmodernism, which have informed much of the criticism devoted to it, but argues that its tensions derive also from the quintessentially twentieth-century, modernist experience of the city – as a space both imprisoning and liberating. In his foreword to this special edition, published to celebrate the 20th anniversary of the BFI Film Classics series, Bukatman suggests that Blade Runner 's visual complexity allows it to translate successfully to the world of high definition and on-demand home cinema. He looks back to the science fiction tradition of the early 1980s, and on to the key changes in the 'final' version of the film in 2007, which risk diminishing the sense of instability created in the original.

No. 1 consists of detailed concept sketches and illustrations. Futuristic Tokyo night clubs, sports cars, space creatures and more. No. 2 is packed with vehicle and product information. Work-up drawings for future offices, ATF aircrafts and ships. No. 3 brings together some of the finest illustration in Syd Mead's career.i

*Among the most useful tools in the production of any TV show or film is the storyboard, which is the visual blueprint of a project before it is shot. The director's vision is illustrated in the manner of a comic strip and handed on to the crew for purposes of budgeting, design, and communication. Storyboards: Motion in Art 3/e is an in depth look at the production and business of storyboards. Using exercises, real-life examples of working in the entertainment industry, interviews with people in the industry, and sample storyboard drawing, this book will teach you how to : * Develop and Improve your boards * Work with directors * Develop your resume and your portfolio * Market your talent * Create and improve a storyboard using computers Packed full of practical industry information and examples, this book will help the reader improve their skills to either land their first assignment or advance their career.*

In this futuristic screenplay vision of a strife-and-disease-plagued America in 1999, Burroughs finds the cure for a decaying civilization in the medicine practiced by underground physicians and surgeons. These heroic healers, in turn, are aided by 'blade runners, ' teenagers who smuggle banned surgical instruments past the watchful eyes of fascistic police. The novel-cum-screenplay follows one of these runners during the course of a race riot and the transfer of instruments between embattled doctors. Above the drama in the streets of New York is a world 'taken over by hang-glider and autogyro gangs, mountaineers and steeplejacks. A sky boy steps off his penthouse into a parachute on guide wires that drop him to a street-level landing ... Meanwhile, released animals and reptiles from the zoo and freed fish from the aquarium have control of the rovers and subways. The prose flashes with Burrough's own brand of outrageousness and fantasy.

Explorer

Oblagon

Kronoteko

Space Resources: Energy, power, and transport

Syd Mead - Retrospective

Walk Away René

This deluxe 240-page edition includes 5 hand-signed, archival-quality giclée prints by Doug Chiang, Ryan Church, Joe Johnston, Iain McCaig, and Erik Tiemens, as well as 50 extra pages of exclusive artwork. Featuring foil-stamped, real-cloth binding and housed in a lush clamshell case, this edition is limited to 350 copies. From Ralph McQuarrie and Joe Johnston to Doug Chiang, Ryan Church, Iain McCaig, Erik Tiemens, and the next generation of animation and video-game artists, *Star Wars Art: Concept* collects, for the first time ever, the very best *Star Wars* conceptual artwork. As curated by George Lucas, the artwork that helped bring the *Star Wars* Saga to life is revealed in all its glory, featuring pre-production drawings and paintings from the Original Trilogy, the Prequel Trilogy, the TV shows, and the video games, including an exclusive preview of artwork from the highly anticipated *1313*. Spanning the years from 1975 to the present, *Star Wars Art: Concept* is a fascinating look at the process of conceptual design. From pen and paint and paper to the digital realm, the result is the creation of breathtaking iconic worlds, vehicles, and characters that successive generations have embraced and made their own. Praise for *Star Wars Art: Concept*:
"Legendary production artwork gets the showcase it deserves." "Star Wars Insider magazine"
"Star Wars Art: Concept is a glorious coffee-table book that's chock full of great artwork by many of the masters who've worked on the film, from Ralph McQuarrie on down." io9.com

In partnership with SYD MEAD, INC. Fireball Tim has created another spectacular Coloring Book. This time, it's 19 of the coolest FUTURE VEHICLES ever conceived by the Master, SYD MEAD. PLUS, an EPIC FUTURE MAZE! This also features a QR Code to access the Official Syd Mead App WHEELMAN AR. All Fireball Books are available on Amazon. #sydmead #sydmeadcoloringbook #fireballtim #fireballpublishing

The first two volumes that chronicled the unique art and design of Roger Dean were met with huge critical and popular success. *Views* (1975) went straight to number one on the bestseller list and went on to sell more than a million copies, and its successor *Magnetic Storm* (1984) enjoyed similar success. *Dragon's Dream* makes up the Roger Dean trilogy. A more ambitious work than its predecessors, it celebrates Roger's work from the last twenty years. This encompasses a panoramic dreamscape of original paintings; album covers, logos, and stage designs for bands including living legends Yes as they celebrate their 40th anniversary; virtual worlds, characters, and logos for computer games companies such as Psygnosis, Bullet-Proof Software, and Tetris; and concepts and designs for both opera and animated movies. Finally, there is a review of Roger's lifelong and prophetic passion for eco-friendly architecture, featuring the visionary prototypes with which he has addressed the topical issue of sustainable living in the twenty-first century. The first published collection of Roger Dean's work in more than twenty years, *Dragon's Dream* celebrates the enduring vision of one of the most significant artists of our time.

This handsomely printed 12" x 12" volume contains 170 pages with over 200 illustrations, most of them in color. As in the first printing, the text written by Syd Mead is in both English and Japanese. With design concepts for Industry (Honda, LearFan). Fantasy (Flying cities, Moon Excavations, etc.) and Motion Pictures such as 2010, Bladerunner, and Tron, OBLAGON -- Concepts of Syd Mead provides a profound stimulus to the senses. Originally published in Japan in 1985, it soon sold out and has been much sought after by collectors and fans of Syd Mead for years.

The Art of John Harris: Beyond the Horizon

A Movie : [novel]

Studio Image One

The Kills

Techniques for Drawing, Painting & Digital Art from 36 Acclaimed Artists

Traverse

World-renowned visionary artist John Harris' unique concept paintings capture the Universe on a massive scale, featuring everything from epic landscapes and towering cities to out-of-this-world science fiction vistas. This collection focuses on his wide variety of futuristic art, as well as his striking covers for a variety of esteemed SF authors, including Arthur C Clarke, John Scalzi, Ben Bova, Hal Clement, Jack McDevitt, Frederik Pohl, Orson Scott Card's Enders books and many more.

With images from dozens of conceptual and realised projects, this book is a treat for architects and designers, sci-fi enthusiasts and movie buffs alike.

Three friends help a gigantic bunny find the way home after his egg falls out of Cloudland and he is born on earth.

No. 1 consists of detailed concept sketches and illustrations. Futuristic Tokyo night clubs, sports cars, space creatures and more. No. 2 is packed with vehicle and product information. Work-up drawings for future offices, ATF aircrafts and ships. No. 3 brings together some of the finest illustration in Syd Mead's career.

Kronolog

Imagined Worlds and Endless Megacities

SolidWorks 2010

Masters & Legends of Fantasy Art

Roger Dean

Terminal Identity

*How to use design as a tool to create not only things but ideas, to speculate about possible futures. Today designers often focus on making technology easy to use, sexy, and consumable. In *Speculative Everything*, Anthony Dunne and Fiona Raby propose a kind of design that is used as a tool to create not only things but ideas. For them, design is a means of speculating about how things could be—to imagine possible futures. This is not the usual sort of predicting or forecasting, spotting trends and extrapolating; these kinds of predictions have been proven wrong, again and again. Instead, Dunne and Raby pose “what if” questions that are intended to open debate and discussion about the kind of future people want (and do not want). *Speculative Everything* offers a tour through an emerging cultural landscape of design ideas, ideals, and approaches. Dunne and Raby cite examples from their own design and teaching and from other projects from fine art, design, architecture, cinema, and photography. They also draw on futurology, political theory, the philosophy of technology, and literary fiction. They show us, for example, ideas*

for a solar kitchen restaurant; a flypaper robotic clock; a menstruation machine; a cloud-seeding truck; a phantom-limb sensation recorder; and devices for food foraging that use the tools of synthetic biology. Dunne and Raby contend that if we speculate more—about everything—reality will become more malleable. The ideas freed by speculative design increase the odds of achieving desirable futures.

*Syd Mead is one of the most accomplished and widely respected artists and industrial designers alive today. His career boasts an incredible array of projects from designing cars to drafting architectural renderings, but he is most famous for his work as a concept artist on some of the most visually arresting films in the history of cinema. Since working on *Star Trek: The Motion Picture* in 1978 as a production illustrator Syd Mead has always aimed to render “reality ahead of schedule,” creating evocative designs that marry believable content with a neofuturistic form. It is this ability to predict technological potential that has helped Mead create such a distinctive and influential aesthetic. From his work with Ridley Scott on *Blade Runner*, to his striking designs for the light cycles in *Tron*, to his imposing concept art for the U.S.S. Sulaco in James Cameron’s *Aliens*, Syd Mead has played a pivotal role in shaping cinema’s vision of the future. *The Movie Art of Syd Mead: Visual Futurist* represents the most extensive collection of Mead’s visionary work ever printed, compiling hundreds of images, sketches and concept arts from a career spanning almost 40 years, many of which have never been seen in print before. Each entry provides a unique insight into the processes involved in Mead’s practice as well as illuminating the behind-the-scenes work involved in creating a fully realized, cinematic depiction of the future. With such a plethora of images from the many genre-defining films Mead has worked on, this is essential reading for film fans, artists and futurologists alike.*

Discover how to paint classic fantasy, imaginative sci-fi, and comic art, with advice on how to tell visual stories, make inspired illustrations, and create strong characters using digital techniques. A core skills section offers basic training on topics such as using custom brushes and rendering realistic materials like cloth, rock, silk, fur, and shiny metal. Artist Henning Ludvigsen presents 20 tips to better fantasy paintings including color, texture, and light.

*The year is 2065. The end of Earth and all its inhabitants is imminent. Using the world’s greatest technologies, a new generation of highly advanced, autonomous robotic vehicles is developed to explore new lands for human colonization. Inspired by legendary futurists such as Syd Mead (*Blade Runner*), German industrial designer and concept artist Christian Grajewski used his expert knowledge of automotive design and his fascination with animal anatomy to create fifteen stunning, interplanetary vehicles. Each varies in size and technological capabilities, yet they are unified by one overarching goal: to preserve the human race. From the stealth rotorcraft *Hornet* to the massive space transporter *Orca*, the designs of *Explorer* were fueled by Grajewski’s deep desire to launch vehicles beyond Earth’s solar system. He drew from his professional experience working on the design team at Volkswagen Design Center Potsdam, where he developed concepts for such carmakers as Lamborghini, Audi, and Porsche. *Explorer* compiles Grajewski’s early sketches, wondrous renderings, and design reflections that together make a case for historic multinational cooperation and the incredible innovations such collaborations can achieve.*

Space Resources: Social concerns

Anime Architecture

How to Render

No Experience Required

Get Work as a Fantasy Artist

Cosmic Motors

This long awaited third edition of the STUDIO IMAGE series completes the "RGB" collection & brings together some of the finest full color illustrations of SYD MEAD'S illustrious career. Never before seen concept drawings for theme park attractions & television shows such as JOURNEY TO THE CENTER OF THE EARTH along with movies, such as, PRINCESS OF MARS, ALIENS & SOLAR CRISIS take the viewer on a visual fantasy excursion to a place in time not yet seen by anyone but Syd Mead. Its 36 pages are bound to delight & fascinate everyone with an interest in the future. Available as a single copy or as part of the set with STUDIO IMAGE I & STUDIO IMAGE II, for \$50.00, a savings of \$7.00. To order write: Oblagon Inc., 1716 N. Gardener St., Hollywood, CA 90046. Phone (213) 850- 5225 or FAX (213) 850-5225. SRP \$21.00 plus \$3.00 S&H & CA Tax if applicable. Wholesale discounts available on orders of 5 or more. MasterCard & Visa orders accepted.

Following the success of four titles in the Nuthin' But Mech series, Lorin Wood pivoted skyward to his passion for space travel. Inviting the work of 51 artists, Wood has curated a collection of imaginative inventions sharing one common theme: Traverse. This compilation draws on each artist's proven ability to design an aesthetically pleasing mode of transportation, a clear narrative, and a stunning backdrop. Be it rustic freighters, streamlined sentries, or a fleet of modular ships, every original piece portrays an exceptional vision. Traverse celebrates an impressive lineup of contributors--from a range of industries including video games, animation, film, and transportation design--each recognized with their own unique biography. Featuring some familiar names from the Nuthin' But Mech series, Traverse also celebrates the work of dynamic new talent--delivering an exciting collaboration of innovative and inspired passion projects. Delve into the world of Traverse with this trove of intricate and compelling works, each as immersive and engaging as the next.

"A book of designs and photographs for rock 'n' roll bands"--Page 4 of cover.

Scott Bukatman's *Terminal Identity*—referring to both the site of the termination of the conventional "subject" and the birth of a new subjectivity constructed at the computer terminal or television screen--puts to rest any lingering doubts of the significance of science fiction in contemporary cultural studies. Demonstrating a comprehensive knowledge, both of the history of science fiction narrative from its earliest origins, and of cultural theory and philosophy, Bukatman redefines the nature of human identity in the Information Age. Drawing on a wide range of contemporary theories of the postmodern—including Fredric Jameson, Donna Haraway, and Jean Baudrillard—Bukatman begins with the proposition that Western culture is suffering a crisis brought on by advanced electronic technologies. Then in a series of chapters richly supported by analyses of literary texts, visual arts, film, video, television, comics, computer games, and graphics, Bukatman takes the reader on an odyssey that traces the postmodern subject from its current crisis, through its close encounters with technology, and finally to new self-recognition. This new "virtual subject," as Bukatman defines it, situates the human and the technological as coexistent, codependent, and mutually defining. Synthesizing the most provocative theories of postmodern culture with a truly encyclopedic treatment of the relevant media, this volume sets a new standard in the study of science fiction—a category that itself may be redefined in light of this work. Bukatman not only offers the most detailed map to date of the intellectual terrain of postmodern technology studies—he arrives at new frontiers, providing a propitious launching point for further inquiries into the relationship of electronic technology and culture.

Speculative Everything

Blade Runner 2049 - Interlinked - The Art

Design, Fiction, and Social Dreaming

Blade Runner

Dream & Drive

19 of the Coolest FUTURE VEHICLES Ever Conceived by the Master, SYD MEAD. PLUS, an EPIC FUTURE MAZE!