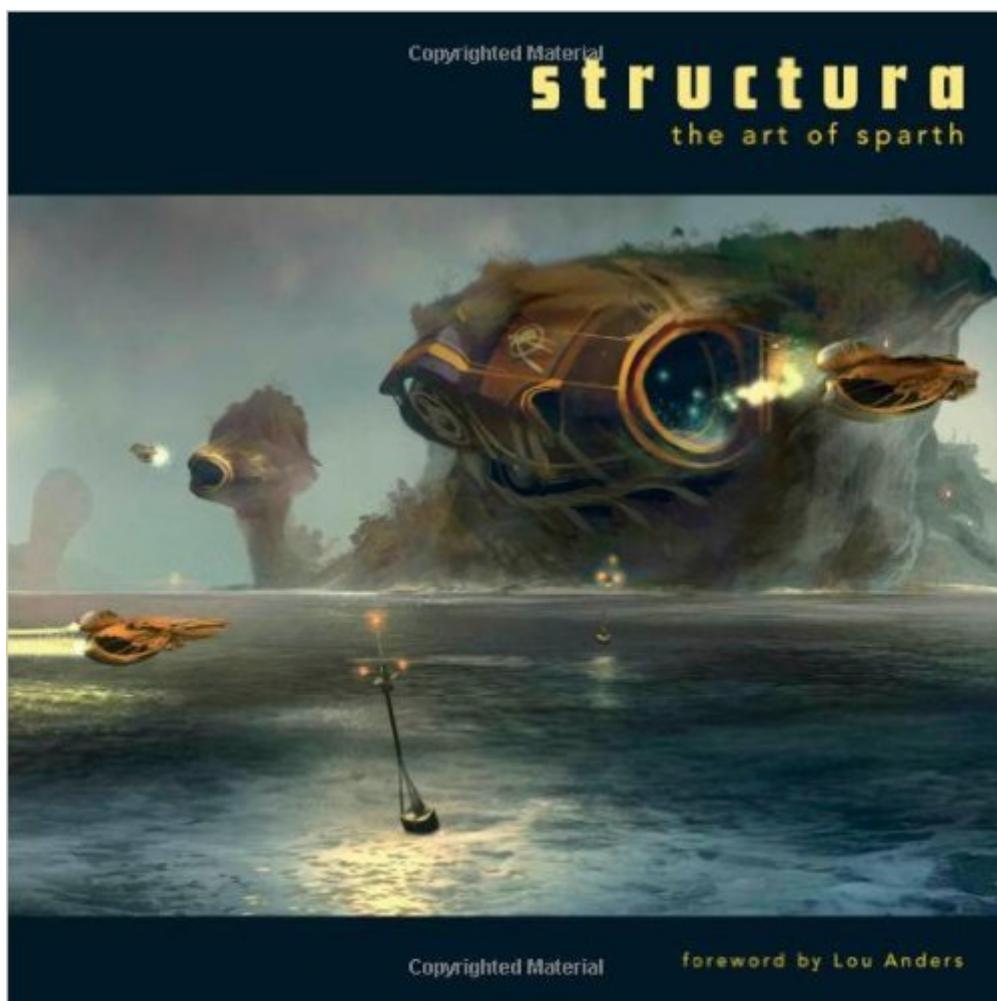


The book was found

Structura: The Art Of Sparth



Synopsis

Structura: The Art of Sparth is a collection of his personal artwork. Sparth has been an active artistic director and concept designer for the gaming industry for over ten years. Currently with idsoftware in Texas, a renowned leader in the gaming world with such titles as Wolfenstein 3D, Doom I and II, and Quake I and II, Sparth has been integral in designing the games that the video game enthusiasts of today devour. In both his professional and personal work, there are no limits to Sparths creativity when it comes to translating forms and concepts with an creativity when it comes to translating forms and concepts with an experimental and original approach. Born in France and having traveled the globe extensively, he was influenced greatly by the various world cultures he encountered, and this is largely responsible for his multiple creative passions, which range from space to architecture, robotics and beyond.

Book Information

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Customer Reviews

Length: 0:16 Mins

Sparth (aka Nicolas Bouvier) is an amazing concept designer and illustrator with an impressive portfolio. You might have been awed by some of the paintings he post on his blog. Now with this book, you can enjoy his work easier. This book features his concept art and matte paintings. Some of the projects included are, just to name a few, Prince of Persia - Warrior Within (2004), Assassin's Creed (2007) and those not included are Alone in the Dark (2004) and Cold Fear (2005). The theme is mainly futuristic science fiction, except the some he created for the game. There are quite a few

cityscape paintings with flying ships. The worlds he created as just as imaginative as Star Wars. They are beautiful and believable. There's a good sense of space and the vastness for the environment painting that I really like. This is a book I can easily recommend to sci-fi art lovers. If you like sci-fi art, you can also check out *Quantum Dreams: The Art of Stephan Martiniere* and *Quantumscapes: The Art of Stephan Martiniere*. (More pictures are available on my blog. Just visit my profile for the link.)

I've been a huge fan of Sparth's work for years and have awaited the arrival of this book for almost as long. Sparth's work is warm and highly creative and his influence over a generation of digital fantasy artists is only beginning to be seen as his style is frequently imitated. It's certainly a great book and a must-own, especially for a concept art book at this price. My only disappointment is the format size (which is why I still give this 5 stars, as I don't think this is the fault of the artist). These works deserve a much larger format than the medium/smallish 9 x 9 inches. Also, and this probably has more to do with who owns the image licenses than anything, there is a bit of "sameness", a slight lack of variety, about some of the work that's not apparent when viewing his website. Still, a great book by any standard and an essential addition to any fantasy/sci-fi/art lover's book collection.

I love Sparth's work. This book is just page after page of pure inspiration. My only complaint is that I wish it were bigger. Some of the images are too small that I can't enjoy them as much. I hope the next volume is bigger.

Sparth's work is great. The imagination is great, execution great and so on. This book is not just dedicated to "concept" art or imagination. There are a brief few pages packed with exteriors painted from life that really show you Sparth's skill. Many artists can't handle both speculative work and plein air equally, Sparth accomplishes both handily. The book is a nice flight of fancy and I'd happily recommend it. Others have provided more detail, I won't bore you with another recap. I do wish the book was larger and, probably more importantly, had a darker color for the "empty" portions of the pages. These are white and much of the art in the book has a distinctly darker palette. This contrast makes the work look muted, my 40-something year old eyes needed pretty bright light to be able to appreciate many of the works. The fact that it's digital art just adds to this. Digital art tends to be darker as a computer screen projects its own light (not something I think a lot of people stop and think about).

If you are interested in concept art, this compact book is like a master's class in how to represent ideas with freshness, clarity, and good design. I keep it next to my computer at work for inspiration, and if you are a concept artist you should too.

I first saw this book in Europe and loved it. After searching for it I found multiple copies available at reasonable prices. This book contains some beautiful graphic art. If you love design for video games - you will love this book. My only complaint is that much of the art is printed rather small. However, considering the price, the book was a steal

I love this book. This is a great compilation of a great artist. The works contained here are true to the title of the book and I feel the art chosen is a great credit to the quality of work produced by Sparth. The pictures are detailed and wonderfully illustrated throughout the pages of the book with brief descriptions provided by the artist. I think this book works well for people who love art or want to gain inspiration for their own artwork.

[...]Structure: The Art of Sparth is a good collection of his early work. I'm glad that such a great artist finally has some well-reproduced good paper good print artifacts. Can't wait for the next one!

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