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Structura 2



Synopsis

Nicolas Sparth • Bouvier, has been an active Artistic Director and Concept Designer for the gaming industry for over 15 years. In Structura 2, he delights us with what he has been imagining for the last three years since the release of his first best selling book, Structura. This visually stunning book includes images from HALO, over seventeen new gorgeous books covers (for authors Greb Bear, Michael Flynn, L.E. Modesitt, Paul mcauley, Frank Herbert, Jonathan Strahan, Peter Watts and Christian de Montella, to name a few) and never before published personal science fiction pieces that will have your imagination running to the future! Not to ignore the past, Sparth also shares his world of fantasy art pieces influenced by medieval times. In addition to the amazing images that you will want to devour over and over, Sparth shares his expertise with several step by step tutorials focusing on specific Photoshop techniques using custom brushes, custom shapes, clone stamping and the smudge tool, to name only a few. Be swept away into the imaginative and gorgeous world of Sparth's imagination and then pick up a few Photoshop tips to assist you in improving your digital artistic knowledge and visual communication skills!

Book Information

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Customer Reviews

Sparth (Nicolas Bouvier) has been an active artistic director and concept designer in the gaming industry since 1996. Born in France, he now lives in Seattle, Washington, working for Microsoft. Having had the privilege of traveling extensively at an early age to such places as far a field as the USA, Singapore, China, France and Europe, he was influenced greatly by the various cultures, and he enjoyed observing people and making notes of all these tiny details of life that he was

witnessing. The varied influences are largely responsible for his multiple creative passions, which range from space, to buildings, to robotics and beyond.Â There are no limits to his creativity when it comes to translating forms and concepts. One of his greatest passions remains contemporary architecture, of which he applies principles in his own art, with an experimental and original approach. He also harbors a fascination for modern skyscrapers, although he admits that he wouldn't be able to live too high above the ground himself.Â Sparth has contributed to the development of several released games since 1997. Alone in the dark 4 (2001), Cold Fear (2005), Prince of Persia - Warrior Within (2004), and Rage, a project still in development at IDsoftware, and has participated with Darkworks-Studio, to a lot of game projects in collaboration with large companies like Capcom and Namco.Â In 2003, he decided to leave Paris for Montreal in order to join Ubisoft on their ongoing projects, Prince of Persia Warrior Within, as well as Assassin's Creed. He left Montreal for Texas in October 2005, where he spent more than three years working for IDsoftware in Dallas. Finally, in January 2009, he joined Microsoft to participate to the future HALO adventures.

This is a good book. Well printed and fast to read. My favorite work is "Hoovering Postmen" The art is futuristic, militar ships and buildings (as I guess for the lack of windows) that are fortress. Said that although the art is perfect I cannot avoid to feel a certain distance, usually art try to express something and although the drawings are great and perfect mostly I don't feel in them expression but more technical experimentation. So the four star rating.

I love conceptual art books that have a sci-fi theme. The images just make my mind wander and think of all kinds of stuff that's hard to describe. I have seen the work of Sparth before though I didn't know who he was, his signature style made an impression upon me. He definitely inspires as his friend says in the foreword. This book is a real pleasure for me to browse through and simply admire. Defintely worth having if you simply enjoy art of any kind.

With 33 pages more than the first "Structura" artbook, this second collection of Nicolas "Sparth" Bouvier's works amazes the concept art enthusiast yet again. As with the last book we are presented mostly with landscapes, spacescapes and spaceships, therefore it's not the best deal for fans of character, creature and/or normal vehicle design let's say. But for those who like this type of subjects, and especially for Sparth fans, this is certainly a "must have". In terms of book quality and design you can expect the same well-bound, sleek looking pages type of binding and printing, with

the same simple yet stylish interior design, perfect for this type of subject. Great book to have if you're a concept design fan and especially a Bouvier fan like myself!

Sparth does what he does best, and arguably does it better in this book than the last. The addition of the tutorials in this one is a great feature i was glad to see. I dabble a bit in digital painting and it was interesting seeing how he sets these masterpieces up. As far as the book itself, it's chock full of fantastic work. I absolutely feel like i got my money's worth. He's the best there is at what he does and this book showcases it quite well. I highly recommend picking it up.

Sparth is amazing, definitely at the top of his field... This book is every bit as good as the first one. I love the hard cover, and towards the end of the book he breaks down some of his paintings into a series of steps with descriptions so you can get an idea of how he works... A must have!

I love this book. Very inspiring artwork.

If you are into environments and scifi - this is a book for you! There is so much to learn from this book and Sparth does a great job in every area. So much inspiration - just soak it in.

Elusive images and little text

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