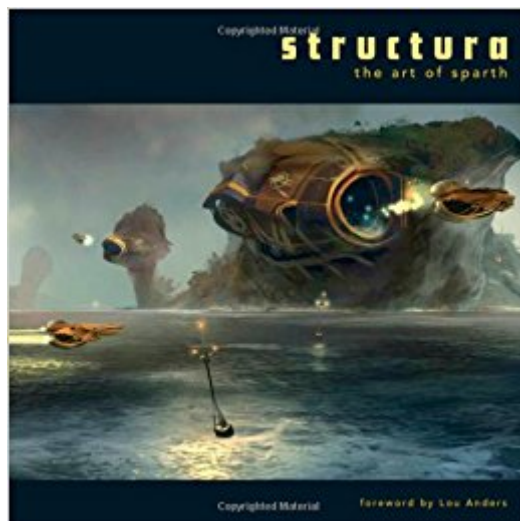


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# Structura: The Art Of Sparth



## 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 Sparth's 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

A 2007 Hugo Award nominee, Lou Anders is the editorial director of Prometheus Books' science fiction imprint Pyr, as well as the anthologies *Outside the Box* (Wildside Press, 2001), *Live Without a Net* (Roc, 2003), *Projections: Science Fiction in Literature & Film* (MonkeyBrain, December 2004), *Futureshocks* (2005) and *Fast Forward #1* (2007). He is the author of *The Making of Star Trek: First Contact* (Titan Books, 1996), and has published over 500 articles in such magazines as *The Believer*, *Publishers Weekly*, *Dreamwatch*, *Star Trek Monthly*, *Star Wars Monthly*, *Babylon 5 Magazine*, *Sci Fi Universe*, *Doctor Who Magazine*, and *Manga Max*. --This text refers to the Paperback edition.

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.

Beautiful art, as expected of Sparth. But the way they are presented could have been done way better. There is quite a bit of white space on practically every page, the paintings are quite small and I can't appreciate the details as much as I like...I wish only that the layout had been planned a little more creatively, then maybe the art pieces could have stood out still more.

I was expecting to see text about the art concepts, about the process of creation, but the only thing this book has is... images. And even the images are not that good, because they're so small. Most of the pages have 2 images sharing the same space, so... it's even worse. I've bought the 2 Sparth books and I am very disappointed. There's a lot of sci-fi artbooks out there which are really better than these 2 Sparth books.

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.

Sparth is definitely a master at his craft. This hardcover, perfect bound book is a must-have item for any professional or aspiring concept artist. His work is exquisite even in some of his speed paintings. The only thing I wish that the book covered was his process of development on some of his pieces like Doug Chiang's book *Mechanika*. I'd like to know what custom brushes he has created and some insight on his methodology. I had the privilege of seeing him do a quick demo at Gnomon. He's got a massive library of custom brushes. But his talent is what makes his work superb, not the tools.

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.

Nicolas 'Sparth' Bouvier is a fantastic artist, and this book is filled with his works, so expectedly it's a fine book. It is a little on the small side in terms of its physical dimensions, but the prints are nice. If you follow his work online, you probably won't see much here that you haven't seen on a website, but it's always nice to have a print that you can hold and look at, as opposed to just staring at glowing pixels. If you like sci-fi environments in particular, this won't let you down!

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