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# Sci Fi Art A Graphic History By Steve Holland

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How to Draw and Paint Science Fiction Art

On a Sunbeam

ImagineFX: Sci-Fi

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Spacecraft, 2000 to 2100 AD

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## **HANCOCK SKYLAR**

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How to Draw and Paint Science Fiction Art Chronicle Books

A "massive work of dizzying originality" (Boston Globe), *XX* is an inventive and boldly designed science-fiction epic by acclaimed graphic designer Rian Hughes—now in paperback The battle for your mind has already begun. At Jodrell Bank Observatory in England, a radio telescope has detected a mysterious signal of extraterrestrial origin—a message that may be the first communication from an interstellar civilization. Has Humanity made first contact? Is the signal itself a form of alien life? Could it be a threat? If so, how will the people of Earth respond? Jack

Fenwick, artificial intelligence expert, believes that he and his associates at tech start-up Intelligencia can interpret the message and find a way to step into the realm the signal encodes. What they find is a complex alien network beyond anything mankind has imagined. Drawing on Dada, punk, and the modernist movements of the 20th century, *XX* is assembled from redacted NASA reports, artwork, magazine articles, secret transcripts, and a novel within a novel. Deconstructing layout and language in order to explore how ideas propagate, acclaimed designer and artist Rian Hughes's debut novel presents a compelling vision of humanity's unique place in the universe, and a realistic depiction of what might happen in the wake of the biggest scientific discovery in human history. Propulsive and boldly designed, *XX* is a gripping, wildly imaginative, utterly

original work.

**On a Sunbeam** Spectrum: The Best in Contempo

Do you dream building a new future on the farthest-spanning reaches of your imagination, but feel like your art skills are somewhere in a black hole? Do your flying objects come out unidentified by accident? Do your new life and new civilizations seem more like old hat? Accept this mission, and let it take you to the final frontier of sci-fi art! Our intrepid captains of comicdom guide you through the furthest reaches of the possible, from spaceships and ray guns to alien life, other planets, strange stars and galaxies! Learn enough, and your art will go where no one's has gone before!

ImagineFX: Sci-Fi Collins & Brown

Every kid worries about making friends at a new school, but when nine-year-old Bud accidentally catches the wrong bus and finds himself launched into deep space, new friends are the least of his problems! At Cosmos Academy, Bud learns that Earthlings are the most feared creatures in the galaxy, and even Earth's location has been hidden! With the help of his new friend, Gort, Bud goes undercover as a Tenarian exchange student.

Unfortunately that means everyone thinks he's a pro at anti-gravity Zero-Ball (even though he's really only a pro at watching sports). And with paranoid Principal Lepton threat ening to expel any Earthlings (into outer space) and only Gort's hacked Blip computer to help them determine Earth's co-ordinates, will Bud ever find his way home?

*Frank R. Paul Father of Science Fiction Art* Woodwork, Wally Wood Classics

Visit [www.MachinesAndMagic.com](http://www.MachinesAndMagic.com) for discount coupon CODES!

Machines and Magic Vol. 1 Is a compilation of exciting new Fantasy and Sci Fi images by a stellar array of 91 International artists hailing from all 6 continents. The book is 156 pages of stunning full colour works, judged by an international panel of 5 award winning artists working in the genre. The book features both digital and traditional media by master artists working in all categories and techniques. This book measures a full 8.5x11 inches with a perfect bound style, thick, softback glossy cover and with an interior filled with over 250 stunning full colour images as well as several additional sketches and concept drawings to pique your interest. Makes a great gift for those "hard to buy for" teens or men and women in your life! If you love and have been inspired by the annual compilations of Sci Fi and Fantasy art by Spectrum and Expose you will love this book! I have unleashed the personal visions of dozens of new artists, many in print for the first time along with seasoned veterans working as designers and artists for movies and games. The index lists the websites of all of the artists so you can explore their work in more detail, and contact them on how to buy their work and commission your own from their studios. The artists would all love to hear from you if you have seen their work so feel free to leave comments on the site and bookseller venues. Visit [www.MachinesAndMagic.com](http://www.MachinesAndMagic.com) for a gallery of more of their work, find out how to be in this book next time or other books I have planned and links to the best prices on where to buy the book and ask about special rates for large orders! If you are an artist, [CraigMusselman.com](http://CraigMusselman.com) has a series of books in different genres coming soon. visit my portal to see other book types of interest that may be recruiting people just like YOU! I always love to hear

from new artists and as a graphic designer am available for making books, websites and other art projects.

*Wally Wood* B.E.S. Publishing

- Author is an established industry insider and a master graphic storyteller
- Unique, dynamic format allows readers to "look over the artist's shoulder"
- Sales of graphic novels are booming

Graphic novels are changing the face of media. Now *The Making of a Graphic Novel* is here to explain the creation of a graphic novel in a way that springs organically from the very concept: It includes an entire new 86-page graphic novel by master of the genre Prentis Rollins. The novel is preceded by Rollins's own clear, straightforward text explaining how to conceive, write, and finally draw, ink, and letter a graphic novel. Tasks are broken down into manageable pieces that can be understood even by beginners. The unique process allows readers to look over the shoulder of an artist as he creates—and then read the final masterwork. *The Making of a Graphic Novel* is sure to make a sensation among the many admirers of graphic novels, as well as everyone who appreciates fine storytelling and fine art.

*Mechanismo* Pie International

Take an inside look into the creative world of masters of the science fiction and fantasy art genre.

**Sci-Fi Art** Simon and Schuster

Following the success of *Fantasy Workshop*, *Fantasy Creatures* and *Manga*, the ImagineFX team have turned their expertise to Sci-Fi art for digital artists who want to progress to the next level. With reference to creative painting programs (including Photoshop, Illustrator and Corel Painter), the book explains, with the help of step-by-step instructions, Q&A's, screen grabs, how to

progress from basic 'pencil' roughs to first stage line art and, ultimately, finished colour art. Creating all sorts of amazing Sci-Fi characters, futurescapes and stunning scenarios using the very latest expert techniques, you'll soon be able to design your own digital paintings and first-class Sci-Fi art. Other titles in the Imagine FX series: *Fantasy Workshop* (9781843404729), *Fantasy Creatures* (9781843406020) and *Manga* (9781843405788), available August 2011. Word count: 25,000

*Star Rigger's Way* IMPACT

*Sci-Fi Art: A Graphic History* traces the evolution of this popular art form from the earliest illustrations of Jules Verne and H.G. Wells through the classic cover art of pulp magazines from the 1920s and 30s, to graphic novels in the 60s and 70s, and right up to contemporary film posters, movies, and television shows. Chapters bring to light the most groundbreaking and talked about sci-fi art in media ranging from comic books, movies, and TV programs to art, posters, toys, literature, collectibles, board games and video games. *Sci-Fi Art* is a comprehensive compilation that reveals fascinating background information, anecdotes, ideas, and inspirations relied on by iconic artists from Chris Foss, Jim Burns, and David Mattingly to Moebius, Albert Robida, and Frank Kelly Freas. Illuminating analyses of these sci-fi masters' use of technique, tools, materials, and media are also featured. All images are richly illustrated and seemingly three-dimensional making *Sci-Fi Art* the perfect nostalgia book for sci-fi fans and collectors, as well as an inspiring resource for art lovers, designers, illustrators, writers and creative minds.

*Parable of the Sower: A Graphic Novel Adaptation* White Lion Publishing

"Electrical Banana is the first definitive examination of the international language of psychedelia, focusing on the most important practitioners in their respective fields. With a deft combination of hundreds of unseen images and exclusive interviews and essays, Electrical Banana aims to revise the common perception of psychedelic art, showing it to be more innovative, compelling, and revolutionary than was ever thought before."--P. [4] of cover.

Frank Kelly Freas The Monacelli Press, LLC

Creative Computer Graphics presents the dynamic visual power of images created with computer technology. From the pioneering efforts in the 1950s to the current achievements of modern exponents in the US, UK, France and Japan, the book explores computer graphic images through the techniques and technology used to create them. Scientific research laboratories, video games, NASA space simulations, feature films, television advertising and industrial design are some of the areas where computer graphics has made an impact. The book traces the history, assesses the current state of the art and looks ahead to the future where computer graphic images and techniques are to become progressively more important as a means of expression and communication.

Modesty Blaise Ilex Press

From renowned artist Gregory Manchess comes a lavishly painted novel about the son of a famed polar explorer searching for his stranded father, and a lost city buried under snow in an alternate future. When it started to snow, it didn't stop for 1,500 years. The Pole Shift that ancient climatologists talked about finally came, the topography was ripped apart and the weather of the world

was changed—forever. Now the Earth is covered in snow, and to unknown depths in some places. In this world, Wes Singleton leaves the academy in search of his father, the famed explorer Galen Singleton, who was searching for a lost city until Galen's expedition was cut short after being sabotaged. But Wes believes his father is still alive somewhere above the timberline. Fully illustrated with over 120 pieces of full-page artwork throughout, *Above the Timberline* is a stunning and cinematic combination of art and novel.

*The Making of a Graphic Novel* Harper Collins

NPR Best Books of 2018 A teen girl and her robot embark on a cross-country mission in this illustrated science fiction story, perfect for fans of *Ready Player One* and *Black Mirror*. In late 1997, a runaway teenager and her small yellow toy robot travel west through a strange American landscape where the ruins of gigantic battle drones litter the countryside, along with the discarded trash of a high-tech consumerist society addicted to a virtual-reality system. As they approach the edge of the continent, the world outside the car window seems to unravel at an ever faster pace, as if somewhere beyond the horizon, the hollow core of civilization has finally caved in.

**Electrical Banana** Springer

Science fiction has always been about visions as much as ideas, and this richly illustrated book surveys the landmarks of sci-fi arts last 150 years. *Sci-Fi Art: A Graphic History* traces the evolution of this popular art form from some of the earliest illustrations of the works of Jules Verne and HG Wells, through the classic cover art of the pulp magazines of the 1920s and 30s, to paperbacks in the 1960s and 70s, right up to contemporary film posters. There

are chapters on sci-fi art in every medium including comic books from around the world, great movie and TV concept art, toys, RPGs, and video games. All the great artists are represented, from Chris Foss, Jim Burns and David Mattingly to Moebius, Albert Robida and Frank Kelly Freas. The history of this largely ignored genre of fine art is at last revealed in this fascinating overview.

*Earthling!* Simon and Schuster

Adrift in space! His shipmates dead, star rigger Gev Carlyle is adrift in the Flux, the subjective hyperspace that carries ships between the stars. His lone companion, and sole hope for survival, is a suicidal catlike alien named Cephean. Only a compatible rigger team, their visions meshed in psychic unity, can safely harness the turbulent currents of the Flux—and Carlyle's ship is sailing inexorably toward the deadly maelstrom of the Hurricane Flume. For even a chance at survival, he needs Cephean's help. But the price for that is a complete merging of minds and memories. And Carlyle, at war with his own past, dreads that union more than death itself. A grand space adventure, from the Nebula-nominated author of *Eternity's End* and *The Chaos Chronicles*. Reviews: "A novel of character-change, maturation, abandonment of illusions and discovering-of-self . . . it's an engaging science fantasy and the novel will leave you saying to yourself, 'Yeah!'" — Richard E. Geis, *Galaxy*  
 "Learning to communicate, to accept change, to understand the past, to express intimacy become rites of passage for the human Gev Carlyle and his feline cynthian crewmate Cephean."

—Publishers Weekly

[Fantasy Art Masters](#) Harper Collins

The increasing popularity of fantasy and science fiction themes in

art is celebrated in the annual Spectrum series. This is the premier venue for such art, a lavishly illustrated volume and an invaluable resource, eagerly awaited by art directors, illustrators, and readers alike. Drawn from books, comics, magazines, art galleries, advertisements, and portfolios, each Spectrum represents a who's who in fantasy today. With a wider reach than any previous edition, Spectrum 12 features 350 works by artists from Germany, England, the Netherlands, Korea, Australia, Japan, Canada, France, and the United States. Divided into seven categories, including one each devoted to comics and graphic novels, the illustrations expand the boundaries of the imagination and explore new realms of creativity. Among the artists included are Justin Sweet, Brad Holland, Greg Ruth, Lawrence Northey, Arthur Suydam, and H.R. Giger. A handy index provides contact information for each artist.

*Extreme Worlds* Antarctic Press

"Aspiring art students who have a special interest in science fiction-inspired graphic novels, computer games, book illustrations, and posters will find the help they're looking for in this comprehensive self-teaching course. The author instructs on ways to blend the exotic with the familiar in order to create believable yet dramatic future cityscapes, vehicles, extraterrestrial creatures, and more. From rough concept to finished illustration, his book shows artists how to convert their imaginings into dynamic and memorable images. He deals with all standard media, from pencil and acrylics to digital software, and he shows students how to blend colors in ways that give their pictures ethereal and futuristic atmospheres. Each lesson includes an "Idea File " sidebar feature that offers special tips and

useful insights. Art students will also find helpful cross-references to closely related lessons. Vivid, how-to illustrations in color fill virtually every page of this highly instructive book"--Publisher's description.

*Tales From the Loop Search*

Journey through time and space with this graphic novel history of the science fiction genre.

XX Cambridge University Press

Discovering unknown worlds. An illustration anthology focusing on Science Fiction. A devastated apocalyptic world, a society with advanced science, humans and cities that are a fusion of machines and advanced technology, characters traveling through an infinite universe, novel gadgets with huge potential, the future that we dreamed of during childhood... This book is a large-format anthology that introduces 32 contemporary creators and their works depicting near-future and imaginary worlds with a variety of illustration styles and outstanding techniques. Enjoy these highlights from the world of science fiction illustration printed in vivid color and with beautiful binding. Also, at the end of the book, a feature showing the making of the illustrations by Atsuya Uki, a visual artist and illustrator who has been creating a unique world with his vivid colors and bold compositions. These dramatic and captivating visions invite us to explore unknown worlds and remind us of the discoveries of a future yet to be seen. From the "S"ukoshi "F"ushigi (A Little Weird) world hidden in the daily lives of boys and girls to mysterious creatures and robotic mecha that stir up the imagination of the story, you'll

come to appreciate various genres of the "S"cience "F"iction world. Immerse yourself in the breathtaking and astounding worldview and images created by 32 creators.

**The History of Science Fiction: A Graphic Novel Adventure**  
Starstream Publications

"Tillie Walden is the future of comics, and *On a Sunbeam* is her best work yet. It's a 'space' story unlike any you've ever read, with a rich, lived-in universe of complex characters." —Brian K. Vaughan, *Saga* and *Paper Girls* Two timelines. Second chances. One love. A ragtag crew travels to the deepest reaches of space, rebuilding beautiful, broken structures to piece the past together. Two girls meet in boarding school and fall deeply in love—only to learn the pain of loss. With interwoven timelines and stunning art, award-winning graphic novelist Tillie Walden creates an inventive world, breathtaking romance, and an epic quest for love. LA Times Festival of Books 2018 Book Prize Winner, Graphic Novel/Comics A Publisher's Weekly Best Book of 2018 One of The Washington Post's "10 Best Graphic Novels of 2018" A School Library Journal Best Book of 2018 A YALSA Top Ten Great Graphic Novel A 2019 Hugo Award Nominee, Best Graphic Story A Harvey Award Nominee, Book of the Year A Harvey Award Nominee, Best Children's or Young Adult Book

*Creative Computer Graphics* Random House Worlds

In her first adventure for British Intelligence Modesty Blaise with her loyal lieutenant, Willie Garvin, must foil a multi-million pound diamond heist. They travel from London to the South of France, across the Mediterranean to Cairo before battling, against impossible odds, a private army of professional killers.

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