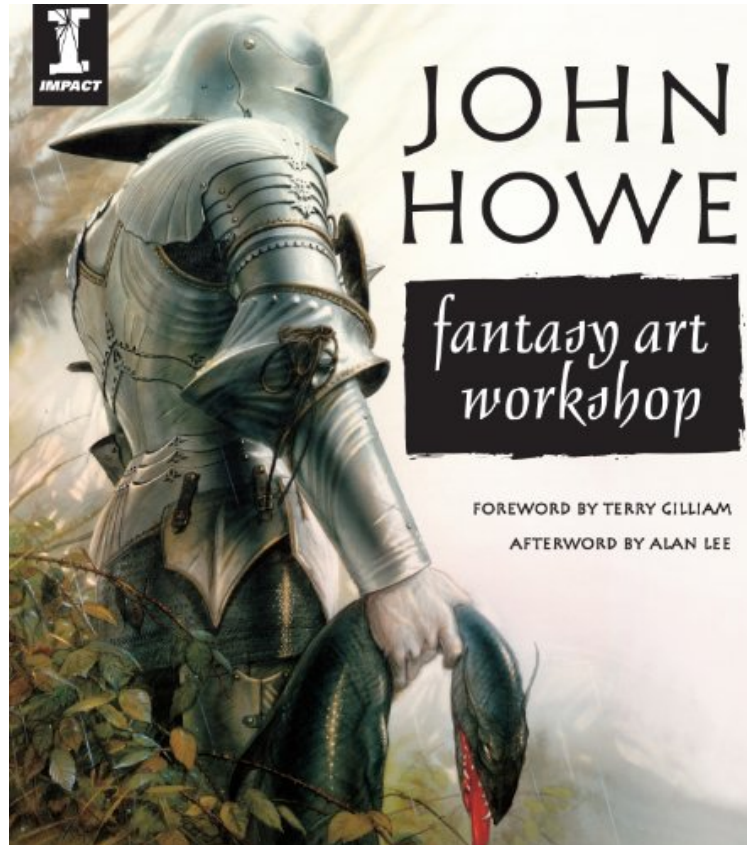


[Free pdf] John Howe Fantasy Art Workshop

John Howe Fantasy Art Workshop

John Howe

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John Howe : John Howe Fantasy Art Workshop before purchasing it in order to gage whether or not it would be worth my time, and all praised John Howe Fantasy Art Workshop:

3 of 3 people found the following review helpful. The title is misleading to potential buyers/readers, it's a gallery, not a workshop. By joshDo not buy this book if you are looking for an actual real workshop, which will aid you in learning how to draw/paint. Buy it however if you would like to see some of John Howe's work. The book is a beautiful gallery of work, but the fact that it was even allowed through editing to be published with "workshop" in the title is rather mediocre. this book is a gallery and nothing but Howe talking about his moods/feelings when painting/drawing and a tad bit of seemingly pretentious philosophical rambling about "why one paints". I have respect for Howe and his work, however, it was grossly inappropriate for this book to be titled "fantasy art workshop" when it should have been called "fantasy art gallery by john howe", the book is filled with nothing but his already completed drawings/paintings, leaving nothing for the person to learn about the process (and no, despite the other very praising reviews who talk about how the book is john howe talking about his "process", it is not a process of work or skill from which you will be able to learn, it is about the process of his moods/thoughts. "Workshop" implies that "How-to" (you know, the building block and basic fact of life on learning anything, is to learn "how") will be included in a manner of which the student/reader/or whatever in whatever workshop it is is going to see HOW things are done, from beginning to end. 16

of 16 people found the following review helpful. InsightfulBy Parka[[VIDEOID:mo353LHHR8S9V8Q]]This book is a collection of tips and insights on creating fantasy art, with material covering the course of his career. There are no step-by-step tutorials so you won't see how he actually paints. That's the only thing lacking in this book that would make it perfect. Instead, each chapter is filled with his past work and sketches with commentary on how they were created. The lessons are mainly on a conceptual level rather than at a technical level, like mixing colours or how to draw. He talks about his inspiration, research process, working style and includes lots of information on things to look out for when painting certain subjects, like characters, scenery, armour, etc. Towards the back, he shares some career related tips on how to tackle commissions, promoting yourself, and working on set design for the big screen. This should be an inspiring book for fantasy artist. (More pictures are available on my blog. Just visit my profile for the link.)

0 of 0 people found the following review helpful. A refreshingly honest look into an artists mindBy Lars ArnesenJohn Howe is an artist. You notice it by his constant self berating style of description very quickly. Nothing is ever something to be proud of for Mr. Howe. And yet people continue to love and adore his work. So maybe he's just being a little bit hard on himself. The book is spread out over a large amount of topics. Fantasy art. General art. Skill. Inspiration. Drive and motivation. The methods of his craft and even what he has had to go through to get things sold. It's a great read for any up and coming artist trying to make a name for themselves and earn money. And it's a wonderfully inspirational one for any hobbyist. The writing is refreshingly personal. As many art related books does have a tendency to get very academic, Howe instead relates everything through his own opinions and experiences. I didn't expect this to be as consuming reading as it was when I first opened it. But it seems to be a little gem after all. Artists of any lineage will probably pick up something useful from this.

"Here's how I do it, and why" This is the premise behind John Howe's first practical exploration of his artistic inspirations, approaches and techniques. This title will appeal to practical artists and fans of John Howe's work by providing step-by-step demonstrations, sketches and outstanding finished paintings, some designed specifically for this book. It covers a wide range of subjects essential to any aspiring fantasy artist, including materials and the creative process, and drawing and painting humans, beasts, landscapes and architecture. The final section of the book provides further inspiration and guidance on presenting work in various forms including film work, book covers and advertising, all areas John Howe has vast experience in. It includes a foreword written by groundbreaking film director, Terry Gilliam, with an Afterword by Alan Lee, the Oscar winning world-class illustrator.

Filled with Howe's amazing and fantastical artwork. He knows what he's talking about when it comes to fantastic creatures and scenery. Knights, dragons, castles, and beasts of all shapes and sizes fill up these pages. It's a great read (with a forward by none other than Terry Gilliam) that will entertain, educate, and inform. -- Ain't It Cool News, October 17, 2007

About the Author John Howe was born in Vancouver, Canada in 1957. He attended the Ecole des Art Decoratifs in Strasbourg. He has had three monographical titles published on his work, including *Myth and Magic* (Harper Collins, 2001) and worked extensively on the conceptual art for *The Lord of the Rings* films with artist Alan Lee and director Peter Jackson. He lives in Switzerland.