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<http://www.arts.ucla.edu/component/eventlist/details/736-chris-solarski-on-art-in-games>

Drawing Basics and Video Game Art : Classic to Cutting Edge Art Techniques for Winning Game Design, By Chris Solarski. 9780823098477, By Chris Solarski. Email. Print.

<http://www.torontopubliclibrary.ca/detail.jsp?R=2904555>

Drawing Basics and Video Game Art available on Amazon, iTunes, and Barnes & Noble

<http://www.solarskistudio.com/>

Introduction: Classical Art vs. Video Games. Video games are not a revolution in art history, but an evolution. Whether you are drawing on paper, canvas, or a

http://www.gamasutra.com/view/feature/178656/sponsored_feature_drawing_basics_.php

"Drawing Basics for Video Game Art" demonstrates how fine art principles like drawing skills, Drawing Basics and Video Game Art Chris Solarski

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Les Pardew, Game Art for Teens (Game Development Series) Course Technology | ISBN 1592003079 | March 2004 | PDF | 14,8 Mb | 304 pages

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Chris Solarski is the author of Drawing Basics and Video Game Art (4.15 avg rating, 53 ratings, 4 reviews, published 2012)

http://www.goodreads.com/author/show/5446895.Chris_Solarski

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Oct. 01 2012 4:15 pm - 6:00 pm. In Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design, author Chris Solarski

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About Drawing Basics and Video Game Art This book supports my own 30-year crusade to demonstrate that games are an art form that undeniably rivals traditional arts.

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<http://mobyfrancke.com/bio/>

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