



# Big Bad World of Concept Art for Video Games: An Insider's Guide for Students

By Elliott J. Lilly

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Do you aspire to become a concept artist in the video game industry but don't know where to start?

The Big Bad World of Concept Art for Video Games: An Insider's Guide for Students is a comprehensive book that gives aspiring artists an honest, informative, and concise look at what it takes to do just that. Author Elliott Lilly uses his own student work as a teaching tool along with personal experiences to help you on your journey. From finding the right school and getting the most out of your education, to preparing your portfolio and landing your first job, the advice and strategies Elliott offers are organized for easy reference and review. The book also features an extensive list of resources that students will find useful, as well as interviews with renowned concept artists David Levy, Sparth, Stephan Martiniere, Ben Mauro, and Farzad Varahramyan, all offering their own invaluable advice.

With his firsthand knowledge about the ins and outs of the video game industry, Elliott Lilly is an exceptional guide who can help prepare you for the long journey toward realizing your ambitions.

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### **Editorial Review**

#### **About the Author**

Elliott Lilly is a highly sought after concept artist with nearly a decade of experience in the video game industry. He has worked for such prominent game companies as id Software, Treyarch, and Activision, and he has contributed to several popular franchises including Rage, Doom, and Call of Duty. Also an educator, Elliott teaches introductory concept art classes to college students.

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