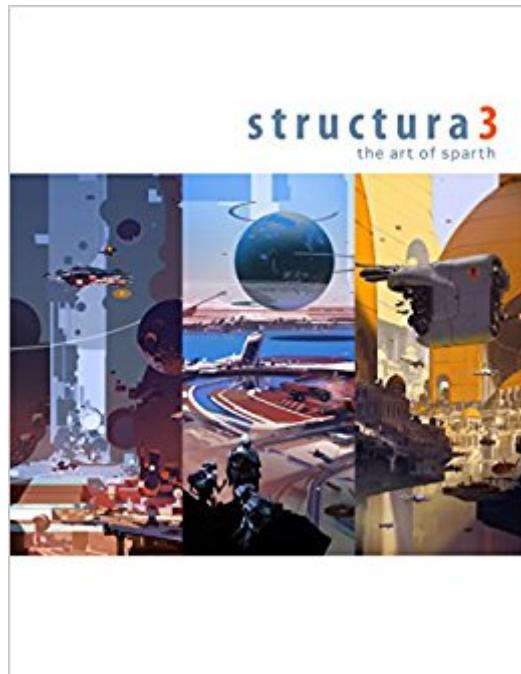


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# Structura 3: The Art Of Sparth



## **Synopsis**

The highly anticipated follow up to Structura and Structura 2, Structura 3 is the newest collection of images from HALO art director, Sparth, which takes viewers on an amazing journey to imaginary lands. As with his prior best selling books, Structura 3 will not only share his fascinating artwork but will also have tips of the trade for creating believable digital environments and lands. Step-by-step tutorials will provide anyone with the educational tools necessary to design their own fantastical worlds. This next addition to the Structura library is not to be missed!

## **Book Information**

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## **Customer Reviews**

"Art giants such as Sparth remind us thereâ™s still room to experiment, to change and grow as artists, in an industry overtly concerned with the zeitgeist. As Nicolas Bouvierâ™s (his real name) colossal career rumbles to the outer edges of its second decade, Structura 3 gives us a snapshot of three years of his work. . . . [it] certainly delivers on inspiration, and has us looking to the horizon for Structura 4â | and beyond.â • â•Imagine FX

Sparth (Nicolas Bouvier) has been an artistic director and concept designer in the gaming industry for almost two decades. Born in France, he had the privilege to travel extensively at an early age to such places as Singapore, China, and the United States, where he enjoyed observing people and making note of all the tiny details of life that he was witnessing. His varied influences are largely responsible for his many creative passions, which range from space and buildings to robotics and beyond. Professionally, Sparth worked for six years at Darkworks Studio, the Paris-based game

studio responsible for *Alone in the Dark 4: The New Nightmare* (2001), before leaving for Montreal in 2003 to join Ubisoft on their ongoing projects, *Prince of Persia* and *Assassinâ™s Creed*. He then left Montreal for Dallas in 2005, where he spent more than three years working for id Software. Finally, in early 2009, he moved to Seattle to work on *Halo* adventures with Microsoftâ™s 343 Industries, where he currently serves as art director of *Halo 5: Guardians*, the next installment in the popular series. Sparth has contributed to the development of several other games since 1997, including *Cold Fear* (2005) and *Rage* (2011), and he has also published more than 80 book covers in France, Canada, and the United States. There are no limits to Sparthâ™s creativity when it comes to translating forms and concepts. One of his greatest passions remains to be contemporary architecture, the principles of which he applies to his own art, with an experimental and original approach. He also harbors a fascination for modern skyscrapers, although he admits that he himself wouldnâ™t be able to live too high above the ground.

So this artbook got postponed a few times but it's finally out. This is Sparth's third artbook. It's still has 160 pages but the size has increased to slightly larger than A4 size. His first and second books are smaller. Majority of the artworks are in portrait mode and the new presentation allows them to be printed huge. Size does make an impact when viewing the art and it's awesome to see those beautiful paintings so big. Several horizontal pieces are printed across two pages so that's even bigger. Reproduction quality from publisher Design Studio Press is high as usual. It's always a delight to see new works from Sparth. I love the style of his sci-fi art, the play on shapes, textures, composition, lighting, details and colours. The designs look great. Featured in the book are work created for book covers, video games (*Halo 4*) and his personal pieces, some of which are created in 30 minutes but definitely do not look so. Other than the art, there are 24 pages of tutorial that looks at the design and thought process of Sparth. He talks about the brushes and his digital techniques that he uses. This book is available in paperback and hardcover. Highly recommended to those who like sci-fi and environment art. (See more pictures of the book on my blog. Just visit my profile for the link.)

This is my third Sparth book and this time I was smart enough to buy the hardcover. His work continues to be inspirational to the extreme; environments, vehicles and the lonely soul in a vast landscape. I always want to see more process in his books... ALWAYS. So please Scott and Sparth, give us more process. But this isn't a criticism, just a request. Strong work Sparth! And thanks to you and your employers for letting us see what happens behind closed doors. Here's a link to Sparth and

Scott Robertson walking us through the book.<https://www.youtube.com/watch?v=j-32IGzhn4E>

It's a little weird talking about Sparth and not be a gamer (Sparth is one of the artists behind 343/Halo). Sparth's Structura books are, for me, soothing to look at even though he's a space war guy. His worlds and infrastructure are fabulous. Like to see his Dune work collected in one book.

It reminds me of some of Walt Disney's lesser known grand views of the future in epic scale. You can find a lot of the images online (as with most tangible content these days). But, having a book to flip through in the analog world is also good.

This is an excellent guide by one of the masters.

Tremendous artist. Compositions are something to learn from. Hard to believe it's electronic art.

Love Sparta's Art!

Amazing art, as usual - Sparth can make a person realize how really insig

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