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BLAST: Spaceship Sketches And Renderings



Synopsis

Following in the successful tracks of DRIVE, vehicle sketches and renderings, BLAST takes the readers on a visual exploration of spaceships. The team from DRIVE, Scott Robertson, Annis Naeem, and Danny Gardner are together again for BLAST, with each of the three artists exploring spaceships and sci-fi environments with concept sketches executed in wide range of mediums through to final full color Photoshop and 3D digital renderings. BLAST also features a guest artist section with spaceship art from Harald Belker, Ian McQue, Thom Tenery, David Hobbins, Darren Bacon and Joon Ahn. Take off with these visionaries as they launch us out of this world with their captivating spaceship creations. Following on the fast and successful treads of DRIVE, vehicle sketches and renderings, BLAST takes the readers on a visual development journey of spaceships. The formula from DRIVE is applied again to BLAST, with each of the three artists taking spaceships from preliminary concept sketch to final, fully rendered, photorealistic detail. Take off with these visionaries as they launch us out of this world with their captivating spaceship creations.Â

Book Information

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Customer Reviews

This is another concept art book collaboration between Scott Robertson, Annis Naeem and Daniel Gardner. The previous book they worked on wasÂ DRIVE: vehicle sketches and renderingsÂ which features ground vehicles. With BLAST, they take to the skies and design aircrafts and flying ships. The 128-page book is filled with concept sketches and paintings. There are lots of aircrafts coming in all sorts of interesting shapes and designs. There are bulky ones, those that look like they have sails, vertically skewed ones, others, and one that I found the front to look like Iron Man.

However, there are no gigantic deep space exploration crafts like those from Star Trek. There is also an invited guest artist section featuring work from Harald Belker, Ian McQue, Thom Tenery, David Hobbins, Darren Bacon and Joon Ahn. It's a great book recommend to those who like sci-fi flying ships and art. It's an inspiring collection if you're looking for ideas. There are both hardcover and paperback editions. (There are more pictures of the book on my blog. Just visit my [profile](#) for the link.)

I am a big fan of Scott Robertson and his fellow artists. I usually buy these books for inspiration and appreciation for science fiction art. This book does not disappoint. I can always look through it over and over and see something new and inspirational.

I should preface my review with an admission that I am a fan of the books that design studio press puts out and Scott Robertson's work (some of these other artists are fantastic but new to me). The books have always been fantastic visual explorations and Scott Robertson has always been incredibly open in showing his methods, ideas, techniques, and design philosophy. Blast is a...um...blast! The book does a great job of showing the thought process in developing these ships with everything from pencil sketches and marker comps to well detailed digital paintings and renderings. These iterations and final works give a great breakdown of the development that goes into pushing an initial concept through periods of exploration and iteration before finally taking them to something that feels like it has a place in this imaginative universe of spaceships, flying racers, and their environments... zooming through atmospheres, resting in hangers and launching from futuristic spaceports. I think blast is for anyone that is into creating or learning concept art, 3d modeling studies, and just outright fans of science fiction art. Another awesome book from designstudio press!

I do not know why I had being "SUPER LUCK" to receive a damaged book twice. And no one else got the same problem as me. The boxes were fine. But the books are damaged. Actually the second one is better than the first one. But still a little. As you can see the picture it's teared from middle.

Why do we love spaceships so much? I think they represent adventure and mystery. They don't have to abide by any particular rules or sense. Their designs often invoke stories of interplanetary travel accompanied by infinite possibilities . BLAST is no stranger to this concept. These spaceship

sketches and renderings look ready to launch right off the page. Strap in already.

I love Scott Robertson and team's vehicle design books and this one does not disappoint!!! own mostly the hard cover versions of all their different books. Great layout and book design and the illustrations are just awesome design work and very inspirational. Blast has lots of solid flying designs and the execution is right up there with the illustration quality on par or better than you'd find in design concept books! Even those from my all time favorite visual futurist/illustrator Syd Mead! Must have, must read for any designer or sci-fi/fantasy art fans.

Anything that Scott Robertson does is masterful and this Hardback Professional Bound book with beautiful quality pages in gloss and heavy stock is a must for anyone who love imaginingtrion but also a must for how one's rendering should look like throughout their carrier!

I knew that Robertson is a much better wheeled vehicle designer than spaceship creator, but I decided that the price was right to take a chance on this product. It is slick and professional - like all Design Studio Press offerings - but Blahst!, BLAST is no blast. There are a couple of nice renderings from other contributors, but the value is not really there.

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