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Pop Culture Now!: A Geek Art Anthology



Synopsis

Where art meets pop culture! More than 400 pages containing the work of over one hundred international artists, inspired by videogames, comic books, toys, movies, and cartoons. Every year, this Geek Art anthology compiles the best of the geek art scene into a just over 400 pages. Following on the huge success of the first Geek-Art book, a simultaneously published by Chronicle Books in the United States and Huginn & Muninn in France in 2015, we are pleased to present the second volume. With a combined print run of over 50,000 copies for the first edition, these books will continue to be a source of inspiration and joy for fans and graphic designers worldwide.

Book Information

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Customer Reviews

Thomas Olivri is an old-styled geek, who grew up with the Game boy and the Sega Megadrive. He quickly develops a passion for graphic design and illustration and discovers that thousands of artists from all over the world are paying tribute to their childhood heroes through their art. Video games, comic books, cult movies, TV shows, nothing is left aside! Master and Commander of his blog, <http://www.geek-art.net/>, he highlights the artworks that glorifies these geekdom's heroes. A fitting tribute to this new kind of pop culture!

If you love nerd art, pick this up. I own the first two volumes and the 3rd has not made to an English version yet

Love the books. Needs to be padded as the book was moving about in its package in transit and was a little smashed on the edges.

Great book!

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