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Hardware: The Definitive SF Works Of Chris Foss



Synopsis

Foss' groundbreaking and distinctive science fiction art revolutionized paperback covers in the 1970s and 80s. Dramatically raising the bar for realism and invention, his trademark battle-weary spacecraft, dramatic alien landscapes and crumbling brutalist architecture irrevocably changed the aesthetic of science fiction art and cinema. Featuring work for books by Isaac Asimov, E. E. Doc Smith, Arthur C. Clarke, A. E. Van Vogt and Philip K. Dick, and in design for Ridley Scott and Stanley Kubrick, this volume brings together many rare and classic images that have never been seen or reprinted before. The first comprehensive retrospective of Chris Foss' SF career. "Chris Foss' name has become pre-eminent among sf artists... He is in love with the monstrous, with angular momentum, with inertia-free projectiles and irresistible objects." Brian Aldiss "[Foss'] creations are real machines, not just an artist's dreams. They combine the two elements so essential to science fiction: realism and a sense of wonder... A medieval goldsmith of future eons." Alejandro Jodorowsky

Book Information

Hardcover: 240 pages

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Average Customer Review: 4.7 out of 5 stars 37 customer reviews

Best Sellers Rank: #521,972 in Books (See Top 100 in Books) #118 in Books > Arts & Photography > History & Criticism > Themes > Science Fiction & Fantasy #274 in Books > Arts & Photography > Individual Artists > Artists' Books #439 in Books > Arts & Photography > Graphic Design > Commercial > Illustration

Customer Reviews

"An incredible selection of Foss' work." - io9 "An indispensable collection of out-there space art." - SciFi Bulletin "There's a real sense of wonder all over this book and personally, I still find it all very inspiring. [Hardware] truly is a terrific book and certainly highly, highly recommended." - The Trades "A great art book, and one you should definitely own... this belongs on your coffee

table next to the work of other great artists like Ansel Adams and Roy Lichtenstein." - Never Not a Nerd "I was constantly blown away by Foss's ability to turn fiction into reality. [Foss's art is] full of things we'll likely never see but it looks so authentic, like a history book of the future. It's grounded in such a reality that you can't help but believe it might be real." - Very Aware "... this book will turn you into a fan..." - We Love Cult "I absolutely love this thing." - Topless Robot

Chris Foss's evocative science fiction book covers pioneered a much-imitated style featuring vast, colourful spaceships, machines and cities. He also illustrated the original black and white edition of The Joy of Sex. He produced the UK pb covers for Asimov's Foundation Trilogy, worked with H.R. Geiger on concepts for the unrealised Jodorowsky Dune movie and on Alien, as well as on Superman. Rian Hughes is an award-winning graphic designer, illustrator, font designer and comics artist, noted for his work on 2000AD, and Dan Dare. His illustration work is highly distinctive, wearing its design influences on its sleeve. Clients include Virgin Airways, Penguin Books, DC Comics (for whom he has designed numerous logos), Eurostar, the BBC and a range of magazines and newspapers. He is the editor and designer of several books including Lifestyle Illustration of the 60s and the recently released Cult-ure. "One of the most successful and prolific designer/illustrators of the past 20 years." • Roger Sabin, Eye magazine

Amongst the 580 pieces displayed, 342 are sized 1/2 of a page or smaller. It's a shame really, because at least a half of those are 4 or 5 star pieces worthy of a full page. In order for the rating not to be biased I opted not to include those 342 images in the rating.

SPECIFICS:
Page Count: 240
Number of images: 580
Small images: 342
Half page images: 162
Full page images: 64
2-page spreads: 12
BW images: 3
TEXT:
Introduction: 8 pages
Foreword by Moebius - 1 page
Foreword by Alejandro Jodorowsky - 1 page
Title and year for each piece
ART:
48 images: 5 stars
116 images: 4 stars
74 images: 3 stars
0 images: 2 stars
0 images: 1 star
Overall: 3,5 Stars

My father introduced me to Sci-fi world when I was about 6 or 7 years old. My dad used to have a copy of Space Wars: Worlds & Weapons, and I remember that the ships impacted me most were the ones by Chris Foss. After 25 years I decided to investigate and I found this one. I would completely recommend it to anyone that is a fan of Chris Foss, but mostly to those who aren't but do like immense ships, space wars, or mecha in general. Chris Foss is an amazing artist and this is a perfect compilation of his work. The images are sharp and the colors are vivid and there are a lot of

them. Given that he is a prolific artist I think the format of the book is good enough, it would be impossible to have this amount of work on bigger pictures format. The hardcover is flawless and it has some UV coatin with a big "F" printed with glossy varnish that is only visible on certain angles, the rest of the cover is matte. It has a LOT of images, a really nice buy at a very nice price. I think this is an amazing book for fans, and will do an amazing gift for anyone interested in this kind of stuff. EDIT: So I finished reading this book and wanted to give an update on my review. I didn't have any books on my own from Chris Foss, my father has some, but I didn't. I think for the price is an AMAZING book, probably (as others reviewers said) others books were better in the past, but for someone who only have 1 book this is a must. I found all the pictures I knew from other compilation works on this one, and the pictures are bright and colorful. It has some introductory text at the beginning but after that it's only eye candy. I really liked it. Probably the only think I didn't like about the book is that the footnotes for each picture are located placed vertically on the edges of the pages. You have to turn your head 90° to read the name of each picture, and after some time it gets really frustratig. I ended up looking the pictures and then reading again the book rotated, just to read those footnotes. That's a really bad design but, anyway, the pictures of Mr. Foss are what you bought this book at the end. Highly recommended book.

What can You say, Chris Foss has done it all. He has done Art Work for every great sci fi author and for several movie companies. His work has influenced Sci Fi art for decades. To see the scope of his work Watch Jodorowsky's Dune. You will see where all most every major movie studio has stolen the ideas and work from both Foss and Jodorowsky. Though not all, the Alien series used Foss's work in many places because of his working with others from Jodorowsky's Dune.

Fantastic art.

If you're a fan of sf art, or even glanced at the sf section of a bookstore during the 1970s or 1980s then you know Chris Foss. This collection includes virtually all (if not all) of his published sf works. Many of these have been published in previous Foss collections (21st Century Foss and Diary of a Spaceperson), but I think this includes all of those and then some. This book is virtually all artwork, very well reproduced in color, mostly one to four paintings per page, which for the most part is large enough. There doesn't seem to be much organization or structure in presenting the paintings for the most part, other than the groupings of Dune concept work, military/thriller book covers mostly in one place, but if there is an order to the sf paintings it eludes me. There's basic information on each

painting (title/book/publisher/date of the book cover it appeared on), an introduction by Rian Hughes, bio profile by daughter Imogene Foss, and brief appreciations/recollections by Moebius and Alejandro Jodorowsky who worked with Foss on an abortive 1970s film version of Dune. There are well over 120 sketches from Dune concept work and other sf efforts, as well as a few samples of Foss's earlier and non-sf works. I would have liked to see a few more sketches from his Diary of a Spaceperson work, or unpublished personal or other conceptual works. Overall, however, this book lives up to its title as the definitive collection of Foss's work -- it has essentially all of his major commercial works, and good samplings of his other art. Finally, this book is a bargain at this price. Well worth purchasing by anyone who enjoys science fiction and space art, or commercial illustration.

Many people have seen Chris Foss's influence, in the many films he did conceptual art for, while never knowing his name. Then there are those of us that have followed his work in Heavy Metal magazine... Foss is not Sid Mead, he has his limits, but in what he does, he is prolific and brilliant. This book is PACKED with drawings!!! Worth every penny.

A "must have" book for all scify fans. Thick and full of his best illustrations. The reader can check some of his sketches.

All those pulp SciFi paperbacks you had when you were a kid - well chances are that Chris Foss created the artwork for those covers. Create trip down memory lane. Book itself is perfect. It is substantial and good quality, decent size images. If I knew a friend who shared my passion I would certainly buy them a copy.

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but True Stories; Wild Camel Hunt in Tibet; Patterson Brothers Hardware; Dogs, Wolves and Sheep; Sports; Science; Adventure; Hunting (Vol. 35, No. 223) Rubber Band Engineer: Build Slingshot Powered Rockets, Rubber Band Rifles, Unconventional Catapults, and More Guerrilla Gadgets from Household Hardware Handmade Electronic Music: The Art of Hardware Hacking Great Big World of Computers - History and Evolution : 5th Grade Science Series: Fifth Grade Book History Of Computers for Kids (Children's Computer Hardware Books) Getting Started with 3D Printing: A Hands-on Guide to the Hardware, Software, and Services Behind the New Manufacturing Revolution Price Guide to 2000 Winchester and Marble's Hardware Collectibles Computer Organization and Design MIPS Edition, Fifth Edition: The Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design) Airborne Electronic Hardware Design Assurance: A Practitioner's Guide to RTCA/DO-254 The Architecture of Computer Hardware, Systems Software, and Networking: An Information Technology Approach AVR Programming: Learning to Write Software for Hardware Make: Arduino Bots and Gadgets: Six Embedded Projects with Open Source Hardware and Software (Learning by Discovery) Programmable Logic Controllers: Hardware and Programming

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