



Biomech Art: Surrealism, Cyborgs and Alien Universes

Martin de Diego Sádaba

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H. R. Giger created the world of the 1980 *Alien* movie without the benefit of a Mac and is still a major inspiration for today's obsessive digital artists. Now a collection of artists working in surrealist biomechanical graphics in art, computer games, and movies with far more powerful tools at their disposal to create their own alien art are pushing the boundaries of the visual—the new Gigers. This book features more than 50 top artists from around the world working in the genre where the boundaries between computer games and movies increasingly blur.

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