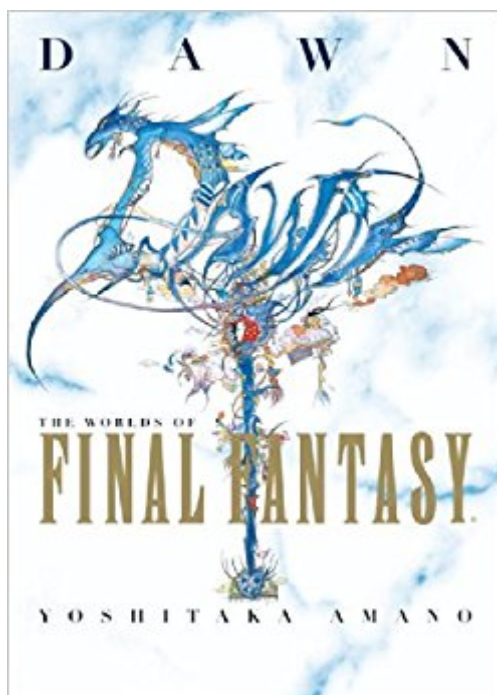


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# Dawn: The Worlds Of Final Fantasy



## Synopsis

There is only one Final Fantasy. Through more than a dozen wildly diverse adventures, from the release of the first game in 1987 to the most recent expansion on the story, the international influence of the game is legendary both inside the video-game industry and throughout popular culture. It is a tale of bold heroes and heroines, breathtaking landscapes and terrifying creatures. Through Final Fantasy, names like Luneth, Refia, Rosa Farrell, Cecil Harvey, and many others have become household names to millions of players across the globe. With two feature films, a host of action figures and apparel, posters, soundtracks, and more, the vast landscape, defined by the Final Fantasy storylines have all begun with the games, and for the first six games those worlds grew from the remarkable vision of one man: Yoshitaka Amano. Now, for the first time outside Japan, Amano and Square Enix, Inc. have permitted the artwork that inspired the designs of the Final Fantasy games to be published. In Dawn you will see the development of the first four games through Amano's paintings, detailed line art, and preliminary sketches. Plus, in a special afterward, you'll learn the genesis of this history-making collaboration.

## Book Information

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## Customer Reviews

Dawn: The Worlds of Final Fantasy contains the development sketches of the first four Final Fantasy games, I to IV. All the characters in this book are foreign to me since my first acquaintance with the game was Final Fantasy VII. All with the exception of the monsters and summons which are also used in later series. An index of titles is provided to identify the characters. This is a character

design book. Right at the start are a few foldout pages that unfold into larger illustrations. Most of the illustrations are done in pencil and watercolour. The designs are filled with detail although they are really sketches with furry pencil lines. A few black and white designs towards the end of the book. If you've played the games before, you'll see familiar characters like Cecil Harvey, Rosa Farrell and Cid, just to name a few. There are of course lots of creatures -- high level ones -- like dragons, Leviathan, Ifrit, Odin, Bahamut, Chocobo, etc. It's interesting to see how the designs of these traditional legendary creatures have evolved since the first game, which was released in dot matrix. I'm really glad to see that Chocobo is now cuter in the later versions (original Chocobo in the pictures below). There are no game screenshots or highly polished splash pages in this book. All are concept art by Yoshitaka Amano. This book is recommended to character designers and game artists with reservations. Whether you like the book will depend on how much you like the style of Yoshitaka Amano. There are more pictures of the book on my blog. Just visit my profile for the link.

I had to knock off a star for this purchase as the book arrived with some scuffing on the outside. Otherwise a beautiful collection of Amano's work on the Final Fantasy series. Whether you are a fan of the games or just a fan of Amano this book is definitely worth taking a look at. Book arrived quickly and well-packaged. I would definitely recommend.

I'm a huuuge fan of Amano. Even if he had no relation to the Final Fantasy franchise, I'd still be in love. I recommend this to any fan of art or illustration. Anyone buying this to just to see Final Fantasy concept art will, unfortunately, be disappointed. These are fresher, more raw conceptual illustrations that don't always directly tie in directly with the games. I don't mind this, but others might.

Loved this book came as expected and the packaging was great! The Book is a must have for any final fantasy fan.

Final Fantasy...Forever! Another immortal work by Amano!

Great.

This book is amazing. It has many illustrations that I've never seen before and that I can guarantee won't be found by simply sifting around online. Besides, it's very reasonably priced and well worth it. There is a generous amount of colored work, all in that very familiar, very endearing Amano style

that I love. Granted, his work (to me) is either the best thing I've ever seen, or very mediocre. I'm sure someone knows these style variations I'm referring to. Anyway, to those that understand, this book is gold. But, as it is a compilation of concept art for the first four installations of the Final Fantasy series, it's main focus is on character and monster design. What I particularly love about this book is the way that I can just prop it up when I'm working on my art school homework, and it pretty much acts as an infinite source of inspiration. That, and for my inner geek, it comes with a fabulous little index (in English) that names each character/monster/what have you and what page they are on. (The reviewer was compensated for posting this review. However, the opinion stated in the review is that of the reviewer and the reviewer alone. Further, the reviewer independently selected this product to review and has no affiliation with the product maker/distributor, or the review requester.)

Beautiful artwork from the early Final Fantasies, but overall the collection feels a little sparse for the price. Maybe worth it for purists and dedicated fans (which I am) but those who aren't should probably pass.

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