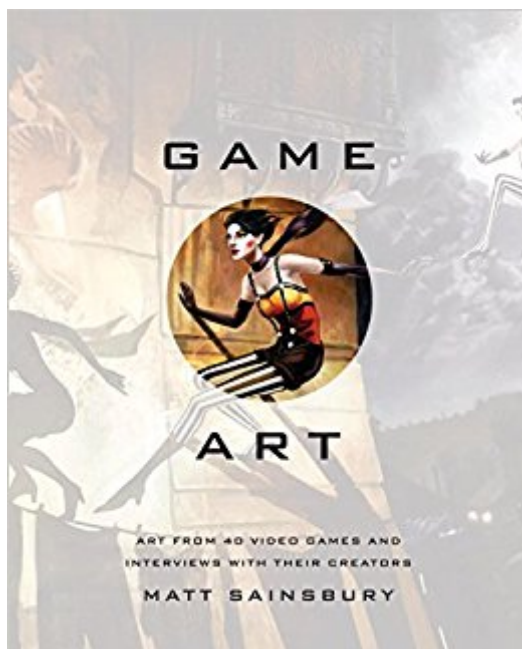


The book was found

Game Art: Art From 40 Video Games And Interviews With Their Creators



Synopsis

Game Art is a collection of breathtaking concept art and behind-the-scenes interviews from videogame developers, including major players like Square Enix, Bioware, and Ubisoft as well as independent but influential studios like Tale of Tales and Compulsion Games. Immerse yourself in fantastic artwork and explore the creative thinking behind over 40 console, mobile, and PC games. A lone independent developer on a tiny budget can create an experience as powerful and compelling as a triple-A blockbuster built by a team of 1,000. But like all works of art, every game begins with a spark of inspiration and a passion to create. Let Game Art take you on a visual journey through these beautiful worlds, as told by the minds that brought them to life.

Book Information

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Customer Reviews

Twisted Fairy Tales Concept art from Alice: Madness Returns (Ken Wong/ Electronic Arts Inc.), featured in Chapter 8.

Indie Freedom in a Triple-A Studio In-game art from Child of Light (Ubisoft Montreal), featured in Chapter 3.

Roots in Film In-game art from NaissanceE (Mavros Sedes/Ætæo), featured in Chapter 6.

Representing Native Cultures In-game art from Never Alone (E-Line Media), featured in Chapter 7.

Serenity and Wonder Promotional art for Tengami (Ryo Agarie), featured in Chapter 1.

Matt Sainsbury is an Australian art critic who has been writing about video games for 15 years. His work has appeared in GamePro, PCWorld, and PC GameZone. He is the founder of DigitallyDownloaded.net, a leading Australian website for news and reviews on Asian entertainment.

Well written, fantastic artwork and great interviews. This book is great for gamers and non-gamers alike. Very easy to read and a great snapshot into the gaming world. Would be a great gift for anyone interested in gaming and/or art, or a good addition to your own collection.

Video game art books tend to stray towards a couple basic types. There are collaboration ones which take a shotgun approach by hitting several titles, and there are title specific books which give you both concept art and finished cinematic still frame type art. Game Art: Art from 40 Video Games and Interviews with Their Creators takes the first approach. For me, this really makes the book feel more like a collection of snapshots rather than any sort of in-depth view into video games or video game art. The interviews with the game developers is a nice touch, but even then, the amount of insight is small - each interview probably consisting of less than two full pages worth of text. While the book is filled with very beautiful glossy pictures of games, quite a few of the pieces are publicity photos. Final Fantasy is probably one of the more well-known franchises in this book, and quite a few of the images in the FF spread are directly from their promotional library. For instance, the giant splash page image of characters riding chocobos is lifted directly from the Final Fantasy XIV image catalog and very easily found online (search: final fantasy xiv chocobo). Out of curiosity, I did a few Google searches on some of the smaller indie titles (Tengami, Child of Light, and Never Alone) and found that most of the art in this book could be found on the first page of image search results. Also worth mentioning was that most of the images Japanese games (specifically the JRPGs) other than Final Fantasy were not actual game art at all, but rather character or concept art. There are several pieces from the Atelier series but zero actual in-game photographs - only concept art. So to summarize, most of the images in this book are "public" photographs that you can easily find online by doing a simple image search for the relevant titles. The interviews with the creators and developers are a nice touch, but only surface interviews with very little substance - finding an interview with the creator done by a gaming site would probably give you more insight. The book itself is beautifully done. The colors and pictures are very sharp and the paper heavy and glossy. If

you wanted a coffee table book about game art, or just a nice compact collection of general game art information, this is a good book to pick up. If you were hoping for a real "Game Art" book which lots of different images from games that can't be found anywhere else, this is not the book to grab. There have been a couple of books done about video game art and they tend to pale in comparison to title specific or studio specific books. If you were looking for a book on video game art, I'd suggest sticking with the more specific books for now, these shotgun approach titles just aren't up to par yet. Suggested titles to pick up instead: UDON's Art of Capcom: Complete Edition, The Art of The Last of Us, and/or The Art of Naughty Dog, The Legend of Zelda: Hyrule Historia. And pretty much anything from a Japanese studio with the words "Works" or "Complete Works" in the title (example: Breath of Fire: Official Complete Works).

I am a video gamer enthusiast and have quite a few video game artbooks in my collection. Over the years, I have developed an appreciation for the artistic and creative talents of many game artists who have brought so many memorable characters and unforgettable worlds to life in their games. This one is a beautiful book that I'm pleased to add to my collection. The book features the art from 40 video games and the interviews with their game creators. They represent many different genres such as JRPG (Atelier series and Final Fantasy XIV), action RPG: (Dragon Age: Inquisition), survival horror (Fatal Frame), hack & slash (Dynasty Warriors), action (Lollipop Chainsaw, Ninja Gaiden 3) as well as American classics (Alice: Madness Returns, American McGee's Alice), just to name a few. They represent a creative and artistic era of video game work over the past one and half a decade. The book primarily explores the artistic aspects of these games. There are pages upon pages of game arts vividly and wonderfully portrayed - beautiful imagery artistically drawn or created from the ground up instead of being in-game screen captures. Most of these arts are existing properties that may be found online. Nevertheless, it is nice to have them collected in one high-quality book. As icing on the cake, there are also insightful interviews with the creators - exposition of the concepts and designs behind those creative minds. Many of these interviews give us a new perspective on the process of designing and creating those games. The book is printed on heavy, high-quality paper and bound in hardcover. It is about 8 1/4" x 10 1/4" x 15/16". It is a nice art book that video game lovers would be pleased to have in their collection.

The ad campaign for this book was pretty misleading. Although it is simply titled "Game Art" the vast majority of the games featured are Japanese RPG and anime oriented games. The art design on the interior is rather poor.

Strange and cool!! I know my introduction may be confusing but this book was not at all what I was expecting. I was thinking about a retrospective of the video games. Instead, I got the vision about gaming and how it would evolve from independent artists. It was interesting and pretty cool to discover other stuff than the usual best sellers. I'm not a gamer but I've always been attracted by animation and the art behind the programming. So this book was also a good way to have a glimpse into the gaming world without being too scary. ;-)) I've enjoyed the different perspectives about art, inside a game, given by the interviewers. Like Jennifer Schneidereit's vision of a game that should be more about details and beauty than a commercial story. I've also appreciated her Japanese approach in "Tengami". It's beautiful. Like the title of "Purveyors of Beauty and Joy" or the way Auriea Harvey and Michaël Samyn describe themselves and their vision of a video game. The difficulty of joining art and programming and creating a game that will please the gamers and the non-gamer too. Frustrating for them as much as for the people outside the video industry. So even if it was not what I was expected, it was a cool way to spend an afternoon in company of talented artists. Have fun reading this book! Lucienewbooksonmyselfs.blogspot.fr

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