

Video Game Art Books

The Art of Fire Emblem Awakening contains an in-depth, behind-the-scenes look at the smash-hit 3DS game, from beautifully illustrated renditions of your favorite characters, to storyboards for in-game events, character designs, weapon designs, character profiles, and the entirety of the script with every possible branch of dialogue! Relive some of the most

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poignant moments of the game, or see what might have been if you had made different in-game decisions with the Art of Fire Emblem Awakening!

Shovel Knight is a sweeping classic action adventure game with awesome gameplay, memorable characters, and an 8-bit retro aesthetic created by Yacht Club Games. Shovel Knight: Official Design Works collects the fun and original artwork behind this landmark title. Inside you'll find key art,

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character concepts, enemy designs, sprite sheets, unused ideas, and an all-new Shovel Knight tribute art gallery! This epic tome is also packed with creator commentary, as well as exclusive interview with the Yacht Club Games team.

Composing Music for Games is a guidebook for launching and maintaining a successful career as a video game composer. It offers a pragmatic approach to learning, intensified

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through challenging project assignments and simulations. Author Chance Thomas begins with the foundation of scoring principles applicable to all media, and then progresses serially through core methodologies specific to video game music. This book offers a powerful blend of aesthetic, technique, technology and business, which are all necessary components for a successful career as a video game composer.

- Featuring the character designs of

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Shigenori Soejima! Go behind the scenes of Persona 3, one of the most unique and respected RPG's ever. Inside you'll find character designs, rough sketches, storyboards, backgrounds and settings, an exclusive interview with the game's creators, and more!

The Art of Battlefield 1

The Art of Video Games

The Book of Classic Arcade Game Artwork

The Art of Fire Emblem: Awakening

A Storytelling Framework for Game

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Design

Artcade

every video game has concept art...UNDERTALE is no exception...the difference being that toby fox isnt an artist lol

"Crash Bandicoot. Jak and Daxter. Uncharted. The Last of Us. One studio has been responsible for the most iconic video game experiences of this generation. Now, Dark Horse Books invites you on a thirty-year retrospective tour, observing Naughty Dog's ascension to its place as one of the most influential production studios in the world!"--Publisher's website.

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The success of storytelling in games depends on the entire development team—game designers, artists, writers, programmers and musicians, etc.—working harmoniously together towards a singular artistic vision. Interactive Stories and Video Game Art is first to define a common design language for understanding and orchestrating interactive masterpieces using techniques inherited from the rich history of art and craftsmanship that games build upon. Case studies of hit games like The Last of Us, Journey, and Minecraft illustrate the vital components needed to create emotionally-complex stories that are mindful of gaming's principal relationship between

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player actions and video game aesthetics. This book is for developers of video games and virtual reality, filmmakers, gamification and transmedia experts, and everybody else interested in experiencing resonant and meaningful interactive stories.

The Art of Splatoon contains 320 inkredible pages of artwork, including 2D and 3D illustrations of your favorite characters, maps, concept art, weapon and gear design, storyboards, sketches, hand-drawn comics . . . and that's only an inkling of what's inside. We're not squidding around: this is a must have for all fans of Splatoon! Character illustrations! Concept art! Behind the scenes notes! All the content that splatters

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most!

Creation, Direction, and Careers

How to Become a Video Game Artist

The Art of Metal Gear Solid V

Creating the Art of the Game

*ARTCADE - THE BOOK OF CLASSIC ARCADE GAME
ART (EXTENDED EDITION).*

Pac-Man: Birth of an Icon

Draws on interviews with leading professionals to provide a crash course in the different skills video game artists need, in a work that features screenshots from popular games, step-by-step game

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art lessons, and portfolio samples.

Master the hunt and forge your legend! Dauntless is a fresh take on the action-RPG genre, developed by industry veterans from Riot Games, BioWare, and other acclaimed studios. After a cataclysmic event, mankind survives in a harsh, yet majestic world of floating islands. Ferocious beasts known as Behemoths now stalk the earth. You are a Slayer, an elite warrior who risks life and limb hunting the Behemoth threat. On your journey, you'll forge an extraordinary arsenal of weapons and gear to overcome formidable challenges threatening our

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survival. Now, you have a unique opportunity to witness the creation of this magnificent epic like never before. Dark Horse Books and Phoenix Labs are thrilled to present the most intimate look at the development of the game with *The Art of Dauntless*, a meticulously curated tome full of hundreds of pieces of concept art each paired with exclusive commentary from the team that created it. You won't want to miss this unique opportunity to experience the Shattered Isles in a whole new way! Celebrating the first twenty-five years of Mana adventures! Since the first game's release in 1991,

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Square Enix has been dazzling fans worldwide with the fantastical and action-packed world of Mana. More than twenty-five years later, the magic of Mana still lives on and now Dark Horse Books and Square Enix are proud to present The Art of Mana. The first official art book of Square Enix's hit Mana video game series, The Art of Mana collects more than twenty-five years' worth of memories with over 200 pages featuring more than 400 illustrations from the original creative team along with detailed explorations of every character, original sketches, world designs, and much more. Presented in English

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for the first time, this beautiful collection is not to be missed.

This is a gorgeous, hardcover retrospective, the first-ever history of PAC-MAN. Full of historical imagery, concept designs, marketing photos and more, the book examines the game 's design philosophy and origins through the artists, designers, developers, and other creative teams who brought PAC-MAN to life. This new non-fiction book will journey from creator Toru Iwatani's "pizza slice" inspiration to the game 's incredible success in arcades and beyond. The book also dives into PAC-MAN 's unprecedented

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impact on pop culture, with more than 40 new interviews from key players around the world.

Exploring the Unwritten Wizarding World

The Art of Creating Digital Worlds

Undertale Art Book

Classic to Cutting-Edge Art Techniques for Winning Video Game Design

The Art and Making of Hogwarts Legacy

The next generation of fantasy is here! Go behind the scenes of Dragon Age: Inquisition, the most ambitious game ever created by legendary developer BioWare! Featuring hundreds of never-before-seen artworks and captions from the

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developers themselves, this volume offers revealing insight into the inspiration and creation of every facet of Dragon Age: Inquisition, from the heroes, to the wondrous weapons they wield, the powerful beasts that they battle, and the extraordinary world that they inhabit.

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

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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.

An exploration of why we play video games despite the fact that we are almost certain to feel unhappy when we fail at them. We may think of video games as being "fun," but in *The Art of Failure*, Jesper Juul claims that this is almost entirely mistaken. When we play video games, our facial expressions are rarely those of happiness or bliss. Instead, we frown, grimace, and shout in frustration as we lose, or die, or fail to advance to the next level. Humans may have a fundamental desire to succeed and feel competent, but game players choose to engage in an activity in which they are nearly

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certain to fail and feel incompetent. So why do we play video games even though they make us unhappy? Juul examines this paradox. In video games, as in tragic works of art, literature, theater, and cinema, it seems that we want to experience unpleasantness even if we also dislike it. Reader or audience reaction to tragedy is often explained as catharsis, as a purging of negative emotions. But, Juul points out, this doesn't seem to be the case for video game players. Games do not purge us of unpleasant emotions; they produce them in the first place. What, then, does failure in video game playing do? Juul argues that failure in a game is unique in that when you fail in a game, you (not a character) are in some way inadequate. Yet games also motivate us to play more, in order to escape that inadequacy, and the

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feeling of escaping failure (often by improving skills) is a central enjoyment of games. Games, writes Juul, are the art of failure: the singular art form that sets us up for failure and allows us to experience it and experiment with it. *The Art of Failure* is essential reading for anyone interested in video games, whether as entertainment, art, or education.

Teaches artists how to adapt their 3D skills to create fantastic game art, including the latest techniques used for mapping objects for today's consoles, and explains the art director's process when planning and implementing the art direction of a game. Original. (Intermediate)

A book of lenses

The Art of Failure

Art of Mana

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A Book of Lenses, Second Edition

Drawing Basics and Video Game Art

Interactive Stories and Video Game Art

Explores the art and design of video games and discusses the new medium's relationships to traditional art and design forms.

Videogame art is developing as an area of burgeoning interest, departing from embryonic roots into a flourishing division of scholarly study. The collection provides both an overview of the field, positioning it within a social and commercial context with reference to other forms of digital and pictorial art, and to the mainstream videogames industry.

Celebrating over 25 years of Ys, the flagship series of

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Japanese RPG publisher Nihon Falcom! Ys: The Art Book collects the fantastic artwork of more than a dozen titles in the Ys franchise, from the original game all the way up to the brand-new Ys: Memories of Celceta. Includes pinups, character designs, rare concept art, and more!

"This book supports my own 30-year crusade to demonstrate that games are an art form that undeniably rivals traditional arts. It gives detailed explanations of game art techniques and their importance, while also highlighting their dependence on artistic aspects of game design and programming." — John Romero, co-founder of id Software and CEO of Loot Drop, Inc. "Solarski's

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methodology here is to show us the artistic techniques that every artist should know, and then he transposes them to the realm of video games to show how they should be used to create a far more artful gaming experience ... if I were an artist planning to do video game work, I'd have a copy of this on my shelf."

— Marc Mason, Comics Waiting Room Video games are not a revolution in art history, but an evolution. Whether the medium is paper or canvas—or a computer screen—the artist's challenge is to make something without depth seem like a window into a living, breathing world. Video game art is no different. Drawing Basics and Video Game Art is first to examine the connections between classical art and

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video games, enabling developers to create more expressive and varied emotional experiences in games. Artist game designer Chris Solarski gives readers a comprehensive introduction to basic and advanced drawing and design skills—light, value, color, anatomy, concept development—as well as detailed instruction for using these methods to design complex characters, worlds, and gameplay experiences. Artwork by the likes of Michelangelo, Titian, and Rubens are studied alongside AAA games like BioShock, Journey, the Mario series, and Portal 2, to demonstrate perpetual theories of depth, composition, movement, artistic anatomy, and expression. Although Drawing Basics and Video Game

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Art is primarily a practical reference for artists and designers working in the video games industry, it's equally accessible for those interested to learn about gaming's future, and potential as an artistic medium. Also available as an eBook

The Art of Dragon Age: Inquisition

An Insider's Guide for Students

The Art, Technology and Business of Video Game Scoring

The Art of Splatoon

From Pac-Man to Mass Effect

The Reignited Trilogy

Traces the evolution of Blizzard Entertainment from a three-person console-game development

studio in 1991 through the evolutions of the blockbuster Warcraft®, StarCraft® and Diablo® series, in an account that examines the studio's creative forces as reflected by more than 700 pieces of concept art, paintings and sketches. 25,000 first printing. Video game tie-in.

A masterfully designed hardcover collecting over 200 pages of art and commentary from the creators of the brutal and thrilling Days Gone! Set in the beautiful and rugged landscape of the Pacific Northwest high desert, a global pandemic has wreaked havoc on everyone and everything in sight. Now, former outlaw biker turned bounty

hunter Deacon St. John must fight for survival against all odds. Witness the creation of Deacon's epic adventure with The Art of Days Gone! From Dark Horse Books and Bend Studio (Syphon Filter, Resistance: Retribution, Uncharted: Golden Abyss), The Art of Days Gone takes an unflinching look at the lovingly detailed production of this hugely anticipated game, featuring hundreds of pieces of concept art and exclusive commentary directly from the team who created it!

Do you aspire to become a concept artist in the video game industry but don t know where to

start? The Big Bad World of Concept Art for Video Games: An Insider's Guide for Students is a comprehensive book that gives aspiring artists an honest, informative, and concise look at what it takes to do just that. Author Elliott Lilly uses his own student work as a teaching tool along with personal experiences to help you on your journey. From finding the right school and getting the most out of your education, to preparing your portfolio and landing your first job, the advice and strategies Elliott offers are organized for easy reference and review. The book also features an extensive list of resources that students will find

useful, as well as interviews with renowned concept artists David Levy, Sparth, Stephan Martiniere, Ben Mauro, and Farzad Varahramyan, all offering their own invaluable advice. With his firsthand knowledge about the ins and outs of the video game industry, Elliott Lilly is an exceptional guide who can help prepare you for the long journey toward realizing your ambitions."

Anyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board games, card games and athletic

games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be

inspired to become a better game designer - and will understand how to do it.

The Art of Days Gone

The Art Book

The Art of Naughty Dog

An Essay on the Pain of Playing Video Games

The Art of the Last of Us Part II

Official Design Works

Making Videogames is an extraordinary snapshot of modern interactive entertainment, with insight from pioneers about the most important games in the world. Illustrated with some of the most arresting in-game images ever seen in print, this

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book explores the unique alchemy of a technical and artistic endeavor that constitutes the magic of videogames, striking a captivating balance between insight and accessibility. Across eleven chapters, each focusing on a specific game from AAA blockbusters such as Tom Clancey's *The Division*, *Control*, and *Gran Turismo* to cult breakthrough games including *No Man's Sky* and *Fortnite*, the book will document the incredible craft of videogame worldbuilding and visual storytelling via the world's most popular, but seldom fully understood, entertainment medium. The book's text orbits breathtaking, specially

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created imagery "photographed" in-engine by the author, demonstrating the magic and method behind each studio's work. A book not only for die-hard videogame fanatics, but also for designer-creatives and the visually curious, *Making Videogames* is a thrilling showcase of the boundless creativity of this amazing industry. Witness the concept and design behind the genre-defining science fiction military action and drama with *The Art of Metal Gear Solid V*! Chronicling the development of Kojima Productions's magnum opus, and featuring hundreds of pieces of never-before-seen art, this beautifully assembled

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volume is an essential addition to any gamer's collection. Dark Horse is proud to offer a piece of gaming history with *The Art of Metal Gear Solid V!* Presents over 100 sets of questions, or different lenses, for viewing a game's design. Written by one of the world's top game designers, this book describes the deepest and most fundamental principles of game design, demonstrating how tactics used in board, card, and athletic games also work in video games. It provides practical instruction on creating world-class games that will be played again and again. New to this edition: many great examples from new VR and AR

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platforms as well as examples from modern games such as Uncharted 4 and The Last of Us, Free to Play games, hybrid games, transformational games, and more.

Drawing Basics and Video Game Art Classic to Cutting-Edge Art Techniques for Winning Video Game Design Watson-Guptill

The Art of The Last of Us
Game Art

Ys

Big Bad World of Concept Art in Video Games

A Book of Lenses, Third Edition

Senran Kagura

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Delve behind the scenes and learn the secrets of the making of this epic wizarding world video game, Hogwarts Legacy. The Art and Making of Hogwarts Legacy takes readers on a journey through the creation of this immersive, open-world action RPG set in the world first introduced in the Harry Potter books and the films. Go beyond the game with exclusive interviews with the development team, stunning concept sketches, renders, and illustrations to really explore the creation of this unique take on a beloved world.?

ORIGINAL CONCEPT ART: Includes many never-before-seen pieces of beautiful concept art

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used to craft the compelling wizarding world locations from Hogwarts to Hogsmeade to Gringotts and more. EXCLUSIVE INTERVIEWS: Hear from the development team on the process of creating this exciting chapter in the history of the wizarding world. PEOPLE, PLACES, AND MAGIC: Get an in-depth look at the compelling characters, detailed environments, and amazing magic system that bring Hogwarts Legacy to life. GO BEHIND THE GAME: Filled with behind-the-scenes fun facts and information about the game-making process, from crafting the setting to developing the gameplay, see the incredible

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work and talent that goes into creating such an immersive gaming experience. THE PERFECT COMPANION TO THE GAME: This beautiful volume is an ideal collectible for gamers and fans of the wizarding world.

A full-color digital art book containing concept art and commentary from the development of DOOM Eternal, the next entry in the iconic first-person shooter series. The newest chapter in the quintessential game franchise from id Software is here. Witness DOOM Eternal! This epic volume explores the art and development of the hotly anticipated sequel to the 2016 Game Award-winner for Best

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Action Game! Explore the twisted demonic invasion of Earth, the cultist UAC facilities, and plunge into otherworldly and unknown locations new to the DOOM universe. Admire the dangerous glimmering edges of the Slayer's arsenal and armor. Examine the ancient designs and breeds of Hell's soldiers and lords--all in gloriously designed full color images straight from the files of the game's artists themselves! Dark Horse Books and id Software join forces to present The Art of DOOM Eternal, encompassing every detail you've come to love from DOOM! Immerse yourself in the universe of Marvel's

Guardians of the Galaxy game with this incredible collection of concept art, final designs and artist commentary. Jump on a wild ride across the cosmos in Marvel's *Guardians of the Galaxy*, a story-driven action-adventure with a fresh take on everyone's favorite ragtag group of legendary heroes. When the Guardians accidentally set off a chain reaction of catastrophic events, Star-Lord must live up to his skills, resolve, and swagger to hold this combustible band of misfits together. With half the galaxy after them and some of the most powerful entities in the universe on the loose, what could go

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wrong? Embark on the epic journey behind the scenes of Marvel's Guardians of the Galaxy in this beautiful hardback book. Accompanied by fascinating insights from the talented artists and developers behind the game, Marvel's Guardians of the Galaxy: The Art of the Game features exclusive concept artwork and final designs of the characters, costumes, gear, ships, creatures, planets, and environments that make up its vast universe.

Designed with the busy mum in mind, The Little Big Cookbook for Moms pairs the charming design of Welcome's best selling

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series with 150 recipes to please the whole family.

The Art of Spyro

The Art of Dauntless

Persona 3

The Art of Blizzard Entertainment

The Art of Game Design

Making Videogames

As the Great War wages, heretofore inconceivable engines of destruction shake the ground and pierce the sky. Cavalries charge across the smoky landscape, legions of riders and beasts locked in a fierce

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new form of combat. This is the war to end wars. This is Battlefield. Dark Horse Books is proud to present The Art of Battlefield, collecting hundreds of pieces of art chronicling the production of EA DICE's latest entry in the iconic first-person action series. Visit the scenes of the history-shaping conflicts of World War I and examine the gear of some the 20th century's most intimidating soldiers. This is a volume that will thrill gamers in a stylish package that collectors will adore. This official Art Book for EA

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DICE's Battlefield contains:

- An intimate look into EA DICE's new Battlefield opus!
- The Battlefield franchise travels back in time to World War I!
- Featuring Hundreds of never-before-seen art!

Naughty Dog Studios and Dark Horse proudly present the essential companion to The Last of Us, a richly detailed and compelling game set in a postpandemic world where humans have become an endangered species. Featuring concept art, character designs, and astonishing settings and landscapes, The Art of The

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Last of Us provides a unique look at one of the gaming world's most eagerly anticipated titles. * A must-have companion to the game. * Incredible full-color artwork! * The latest project from Naughty Dog Studios. * The Last of Us swept the top Game Critics awards at 2012's E3 conference.

In 2018 Toys for Bob Studios thrilled fans worldwide by releasing Spyro(TM) Reignited(TM) Trilogy, a faithful remaster encompassing all three titles from the beloved Spyro(TM) trilogy introduced in

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1998. The Art of Spyro(TM) is a meticulously crafted compendium filled with in-depth behind-the-scenes content, insightful quotes from top illustrators in the industry, anecdotes from the game developers, and a dazzling assortment of incredible concept art, some of which has never been seen by the public. It is a must-have for art lovers, gamers, fans... and the fun-loving adventurer in all of us.

The key word here is art: the dynamic 3D art that defines the world of computer

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games. This book teaches you everything you need to know about the planning, modeling, texturing, lighting, effects creation, and interface design that go into creating today's most advanced and stunning video games. You'll be learning from a master-veteran 3D artist and instructor Matthew Omernick—as you progress through the carefully chosen, software-agnostic tutorials that make up this beautiful, full-color volume. The end result will be skills you can apply to whatever 3D tool you choose and whatever

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wildly imaginative game you can think up. Through a unique combination of explanation, tutorials, and real world documentation—including discussions of the creative process entailed in some of today's most popular games augmented by screen captures and descriptions—you'll quickly come to understand the workflow, tools, and techniques required to be a successful game artist. In addition to learning the ropes of game art, you'll also find in depth tutorials and techniques that apply to all aspects of 3D

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graphics. Whether you are using Photoshop, 3ds max, Maya, or any other computer graphics software, you'll find a wealth of information that you can continue to come back to time and time again.

Marvel's Guardians of the Galaxy: The Art of the Game

Art from 40 Video Games and Interviews with Their Creators

Shovel Knight: Official Design Works Videogames and Art

Video Game Art

The Art of DOOM: Eternal

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Gamers who cut their teeth in the arcades will love this trip down memory lane.

Artcade is a unique collection of coin-op cabinet marquees, some dating back 40 years to the dawn of video gaming.

Originally acquired by Tim Nicholls from a Hollywood props company, this archive of marquees - many of which had suffered damage over time - have now been scanned and digitally restored to their former glory. The full collection of classic arcade cabinet artwork is presented here for the first time in this stunning

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landscape hardback book, and accompanied by interviews with artists Larry Day and the late Python Anghelo. Relive your mis-spent youth with artwork from dozens of coin-ops including Asteroid, Battlezone, Street Fighter II, Out Run, Moon Patrol, Gyryss, Q*Bert, Bubble Bobble and many more. Each marquee takes up a full double-page spread in the book, and is faithfully recreated using beautiful lithographic printing on the highest quality paper. Tim has spent over a thousand hours assembling the high-resolution scans, restoring the

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images in Photoshop and color-correcting them back to their vibrant, as-new appearance. The results of all that hard work are now available as a lasting record of the amazing artwork that adorned the arcades during the golden era of coin-op video gaming.

Good game design happens when you view your game from as many perspectives as possible. Written by one of the world's top game designers, *The Art of Game Design* presents 100+ sets of questions, or different lenses, for viewing a game's

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design, encompassing diverse fields such as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, puzzle design, and anthropology. This Second Edition of a Game Developer Front Line Award winner: Describes the deepest and most fundamental principles of game design Demonstrates how tactics used in board, card, and athletic games also work in top-quality video games Contains valuable insight from Jesse Schell, the former chair of the International Game Developers Association

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and award-winning designer of Disney online games *The Art of Game Design, Second Edition* gives readers useful perspectives on how to make better game designs faster. It provides practical instruction on creating world-class games that will be played again and again. Follow Ellie's profound and harrowing journey of vengeance through an exhaustive collection of original art and intimate creator commentary in the full-color hardcover volume: *The Art of The Last of Us Part II*. Created in collaboration

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between Dark Horse Books and the developers at Naughty Dog, *The Art of The Last of Us Part II* offers extensive insights into the making of the long-awaited sequel to the award-winning *The Last of Us*.

"The illustrations in this book are presented in the same order that their corresponding games in the *Senran Kagura* series were released."--page 3.
Composing Music for Games