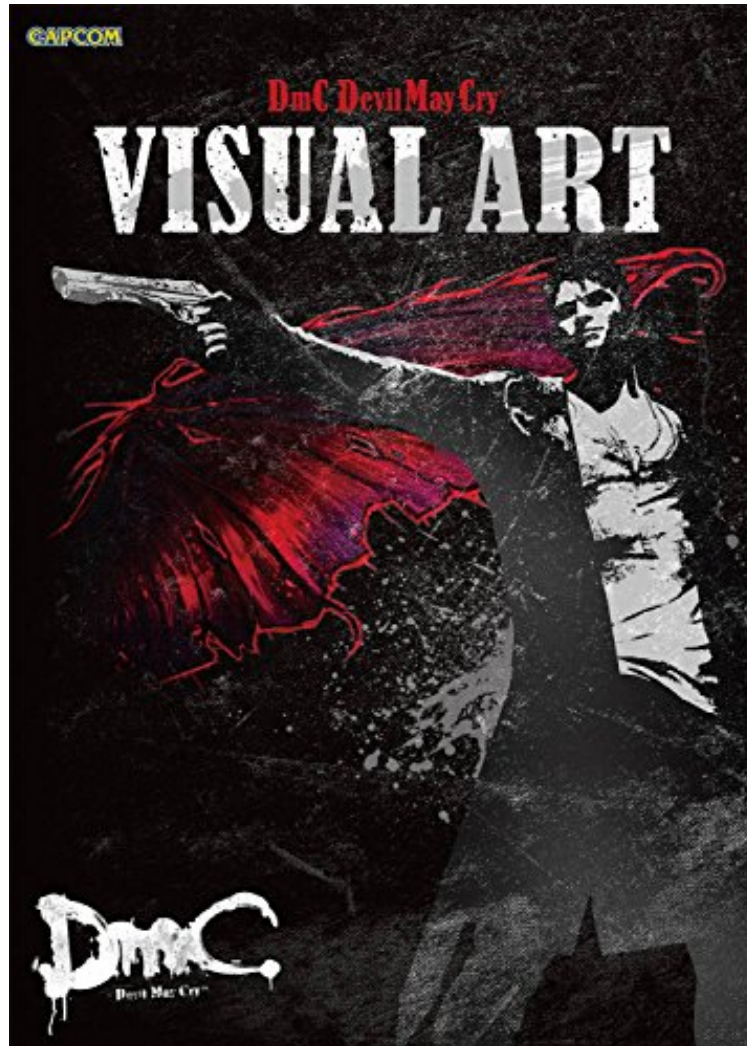


[Pdf free] DmC Devil May Cry: Visual Art

## DmC Devil May Cry: Visual Art

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**Capcom : DmC Devil May Cry: Visual Art** before purchasing it in order to gauge whether or not it would be worth my time, and all praised DmC Devil May Cry: Visual Art:

1 of 1 people found the following review helpful. Very cool  
By Ryan M Guinn  
I love the artwork in this artbook. Capcom did amazing job in backgrounds. If you love cool background and haunting looking scenery and some cool character designs buy it.  
4 of 5 people found the following review helpful. Stunning Artbook to Compliment a Great Game  
By Joelle Douglas  
Even after the uproar of old fans blasting this game with negativity for various reasons, I was on the critics side - this is a great game, despite the early difficulties being a walk in the park and Dante's lack of wittiness that we loved about Old Dante. It had fun hack and slash gameplay with awesome weapon choices, character development and an understandable story that lacked in previous Devil May Cry games, some of the most beautiful

original environments that I have seen in quite some time and perfect music composition by Combichrist and Noisia that fit with the gameplay like a Ebony and Ivory (see what I did there?). And thus, I also had to have the artbook and I am very happy with the purchase. The beginning of the book really reflects the tremendous talent in the Ninja Theory art department. It is full of beautiful full paintings in a renaissance style, but still making the artwork feel new and modern. You can see the dogmatic approach they attempted with the game, and really accomplished that. I was continuously blown away with detail and skill shown by the Ninja Theory art department, even inspired. I'll have to get a couple in poster size! Although the character concept pages aren't as full and developed as a book like Naughty Dogs' "The Last of Us Artbook", there were still some great progression concepts for the enemies and Dante. The enemy designs were thorough and showed a lot of the greatest parts of the book. They were able to focus on making horrifying characters, without being distasteful. With Dantes' new look being a huge focal point to the original Devil May Cry fanbase, it was great to see the dedication to the changes they went through when designing a whole new western look (and also appreciating the final decision as well). Just like in the game, the environment art in the book really shined and was in no way lacking. It filled most of the book and each one was fantastic. How much the final game reflected the original environment concept art was stunning, it's like playing through the game again. I really can't say much more here, except that you have to see them to really appreciate both the quantity and the quality of it all. A must have for any type of artist or DmC fan. 1 of 1 people found the following review helpful. Four Stars By Customer Amazing art style and production. Fully recommend it to anyone who loves game art.

DmC Devil May Cry depicts a duplicitous world where nothing is ever as it seems and the line between good and evil is constantly blurred. Spurred into action by the promises of a trusted relation, Dante bursts into this new world intent on revenge at any cost. DmC Devil May Cry Visual Art collects all the concept art behind this modern reimagining of the Devil May Cry universe and its characters. Included are key visuals, character and location designs, unused concepts, and creator commentary.