

(Download free ebook) Megaman Zero Official Complete Works

## Megaman Zero Official Complete Works

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**Capcom : Megaman Zero Official Complete Works** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Megaman Zero Official Complete Works:

2 of 2 people found the following review helpful. Some of Mega Man's very best art design By Relytia Mega Man, in all its forms, is truly a spectacular gaming franchise. A lot of aspects about the series are truly iconic, its extremely charming, stylistic art design not least of all. The Mega Man Zero series is no exception. I personally love the Zero series for many reasons, but one of the most compelling aspects for me has always been its spectacular art. To be able to have a book with the sole purpose of showcasing that art is truly a brilliant idea. It's pretty interesting to see progression in a gaming series' art direction. In the Classic Mega Man series, you had more of an old-school, classical cartoon anime vibe, with Mega Man X taking it in a slightly more detailed, hardcore direction. Zero continues that

trend, but instead of just adding a bit more edge and mature details to an already established design, it literally redefined the very core of the art design itself, taking it into radically new directions. It definitely still retains the spirit of Mega Man though. Personally, I find the art of the Mega Man Zero series to not only be some of the best in the Mega Man name, but in video games as a whole. It's that good. The organization of the book is intuitive and the lay-out is quite pleasing. It's organized by categories, like main characters, bosses, enemies, cyber elves, extras, etc. The characters are truly brimming with life and personality. The enemy designs are super compelling. The action shots are absolutely overflowing with kinetic energy and genuinely convey just how epic the events and battles are in the Zero series. In addition to art depicting finalized designs for characters, bosses, enemies, items, cyber elves, environments, and anything you can imagine, you also get to see some sketches and pieces so you can see the progression some things went through before a final design was decided upon. It helps you give you perspective on the series and its development. Throughout the whole book is commentary by the artists who helped shape this universe, and for the most part, it's all quite interesting. There are quite a few things included in this book that I didn't expect for an art book. Sketches from the initial proposal Inti Creates sent in to Capcom to get the greenlight for the game in the first place are included. There are extras in the back that are totally unexpected, like a group interview with four members of the Zero series team at Inti Creates, one of which could be give most credit for the art direction in the whole series, as his name constantly pops up in the book when accredited for his works. The interview gives some really great insight into what it took to make these games and gives a new perspective on the games themselves. That was a real highlight for me. There are other extras, like screen-shots depicting memorable moments/conversations in the game, a list of what possible ranking titles you can get in the various games and how to get them, a section showing what each character audibly says in-game, different logos used in the various region releases of the games, and art that came with the Inti Creates made remastered soundtracks to the titles (all of which are incredible, by the way). It's a great book, full of variety and including things I really didn't expect but was delighted to see in there. Some things like the ranking information is actually helpful when playing the games! As far as the quality of the publication of the book itself, this is actually very high. Udon books have a tendency to have binding that wears out quicker than I'd like, but since this book is a reasonable thickness with 180 pages in total, that isn't a problem at all. The cover art is particularly worthy of mention. Not only is the picture incredible in its coloring and composition, it also has a glowing, almost ethereal sheen to it. It really catches the eye and entices you to pick up the book and enjoy its contents. I have one single complaint that I must voice here. There is a lot of art that is repeated in the book, sometimes with one or two minor details changed, and sometimes literally copied and pasted again. Oftentimes these pieces are literally on the same page, or one or two pages away from each other. I am sure there was more work that went into these games' art direction than what was used in this book, and that's a big complaint. There's also virtually no environment designs either. It's pretty much a character design artbook. Again, it's some of the best video game character/boss design, period, but still, Zero's in-game universe is fascinating, and more would have been better. This was the first "Official Complete Works" art book Udon made for Capcom, and that lack of experience shows. Their later Capcom art books are much better in terms of content choice. It's still a great art book though, so don't let these complaints hold you back. Overall, this is one of my favorite official release art books, and in my opinion is on-par with my other two favorite Udon video game art books, Okami Official Complete Works and Mega Man Tribute. That is entirely due to the incredibly imaginative, beautifully inspiring art design that fuels the Zero games. Now I just wish they'd release an art book for the ZX series, which continued in the same art direction of Zero. I hope enough ZX games are made to justify an art book, but I digress. I know I keep saying this, but seriously, the Mega Man Zero series has some of my all-time favorite art design, of any game, period. It's awesome. That been said, this book gets my highest recommendation. Buy it, take in its glorious splendor, and marvel at some of the very best art design in Mega Man's iconic history.

1 of 1 people found the following review helpful. A wonderful collection of one of the best sagas ever. By Organikz

Mega Man Zero Official Complete Works is an art book that contains all the original illustrations, data, promotional images, sketches and content that never reached the final version of the Mega Man Zero series, that was comprised in four titles for the GBA and a subsequent collection for the DS. The book contains all the artwork of the games, beginning with the story of the games, as well as a time line for the events of the saga, whose are illustrated by in game images, cut scenes and artworks. It then continues with the main characters, comprised by protagonists (Zero, Miss Ciel, X), Antagonist (the Neo Arcadians, Omega and Weil) and supporting cast (the Resistance members and the human caravan), each detailed with high quality illustrations, earlier sketches and data from the designers. Next is the Enemies section, one of the most completed of the book, that contains all the bosses and sub bosses of the series, all of the them separated by game. All the bosses have their official artwork, a few sketches and some notes from the designers, as well as screen shots of them using their special skills and their death animations. This section also includes all the normal enemies, their artworks and in game images and death animations. The following section is for the Cyber-Elfs, and it contains detailed artworks for all of them, their evolution, specific class and the changes they suffered through the four games. The final part of the book is for Special Content, witch first includes a sketch section, that contains all kind of works, preliminary ideas for characters and enemies, environments, logos and more. It's followed by a section of endings and memorable events, this one contains a resumed version of the endings and the most iconic moments of the

series, all of them illustrated with in game screen shots. Next is the Data Archives, which contains detailed information of enemies, weapons, items and equipment from all four games. The Reploid Dialogue is a collection of quotes from all series's bosses, all of them which have been translated. The Mega Man Zero Enhancement Collection Cards is a series of illustrations for a Japan exclusive card collection of the Mega Man Zero series. The Idiom Dictionary is a collection of terms and phrases from the Mega Man Zero world. Finally the book closes with an interview made to the designers and those responsible for the creation of the Mega Man Zero series. This art book is an amazing collection of elements for one of the best sagas in the whole Mega Man series, and it's a must for any Mega Man Zero fan or even for any fan of the video games art. The book is made of top quality and its cover has a holographic image that makes it look even better, making it even more awesome than it already is. An extraordinary art book that you are not going to regret from having. 0 of 0 people found the following review helpful. For die hard fans and the curious By s34w33dl love this! Color sketches of the enemies and allies and even some sketches in the back of the book that were early versions of Zero during the development of the game. And there's even tidbits about those that created the games and their thoughts about the history of the MMZero games which is definite easter eggs galore! Artists and video game developer enthusiasts would love this book as a reference as well in my opinion. My sister has a copy and she uses it frequently for ideas for her sketches. A good companion to the Mega Man X Complete Works book and the Mega Man Complete Works books, especially for the fans of the Mega Man world.

Megaman is one of Capcom's classic franchises that appeals to all ages, and the artwork and designs of the Megaman Zero series are known to be the most innovative in the franchise. This inspiring art book is filled with character designs, concept sketches, location designs, event digests, data archives, character dialogue lists, item charts and exclusive interviews with the series' creators giving an in-depth look at the Megaman Zero world! A must-have for all video game fans and inspired artists!