

[Free and download] The Art of Bioshock Infinite

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Julian Murdoch

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#34588 in Books Dark Horse Deluxe 2013-03-26 2013-03-26 Original language: English PDF # 1 12.30 x .90 x 9.30l, 3.00 #File Name: 1595829946184 pages Dark Horse Comics | File size: 62.Mb

Julian Murdoch : The Art of Bioshock Infinite before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of Bioshock Infinite:

0 of 0 people found the following review helpful. Beautiful! By Tettey Nartey It is really amazing the kind of talent and minds working behind the project, and seeing just what the team at Irrational had in mind for the concept of Bioshock Infinite. So many very inspiring pieces to take a look at; the many versions of the main characters Dewitt, and Elizabeth, and the dreaded humbling companion known as the Songbird, along with a ton of different conceptual designs all show a very inspiring world possible. Even with the game being completed, this is still a remarkable piece to hold in dedication to the people who worked behind it. 0 of 0 people found the following review helpful. Great behind the scenes look By Moebius 1 So far in my experience with video game art books, I've found they come in two varieties: very polished and finished looking art, the kind that gets used in promotional materials and even on box art,

or alternatively, art that is more on the sketched out idea stage side of the spectrum. This book tends to me more the later. If you're interested to see the design iteration process for many of the characters/creatures in this game this is a great book. You'll get a good look at a lot of designs that never made into the game, as well as the evolution of some of the concepts that did make it into the game. I was hoping to use this book as a sort of visual reference guide for making fan art, basically I was hoping it would be like a complete visual catalogue of everything as it appeared in the actual game. If you're thinking the same you may want to adjust your expectations a little but it's still a great book for those who like art/illustration and are a fan of this game. To be clear, there are some finalized ideas in here, but the vast majority are quickly drawn concepts.

21 of 23 people found the following review helpful. A good artbook, but no commentary. By Nerdromancer. This book is packed with unused concepts, as well as visual development of characters and concepts that did make it into the game, such as Elizabeth, Booker, and Songbird. The book itself is quite large and the artwork is arranged very well. The one thing that this book is lacking is commentary; there's almost none. There's quite a few little captions that don't say anything about the artwork that isn't already obvious, and the names of the artists are not clearly mentioned, there was a total lack of effort to get the artists involved with the book. The artwork alone is worth the money, but I really wanted to see what the artists themselves had to say about the process. The best artbook I have ever seen is the Art of the Hobbit, which was written by an actual member of the design team that worked on the movie, and was full to the brim with artist commentary on the process. I have seen a lot of artbooks that assume the reader has an extremely low attention span and isn't interested in anything except finished promotional art. This book doesn't stoop that low, but a caption did refer to a brilliant and detailed color painting as "a sketch." As an artist, it would have frustrated me to no end to see a concept I had spent so much time on referred to as simply a sketch. Having ranted a bit about the lack of commentary, I have to say that this is not actually a bad artbook. In my opinion it is worth 20 bucks just to see the pages dedicated to Songbird. If you ravenously devour all things BioShock Infinite like I do, then you will probably want this on your shelf. We are going to need a more in depth look at the process somewhere down the road though, and I don't think the job of explaining how great the team at Irrational is should be relegated to youtube videos of Ken Levine, as brilliant as he is.

In *The Art of BioShock Infinite*, delve deeper into the city of Columbia, the fabled floating metropolis that serves as a beacon of technology and achievement for the early 1900s! This deluxe hardcover features production designs and concept illustrations focusing on main characters Booker DeWitt, Elizabeth, and Songbird from the BioShock Infinite video game. See the evolution of Sky-Hooks, Heavy Hitters, the populace of Columbia, Vigors, airships, and much more! * BioShock Infinite won over 75 video game awards, including Best Original Game and Best of Show! * Introduction by creative director Ken Levine.