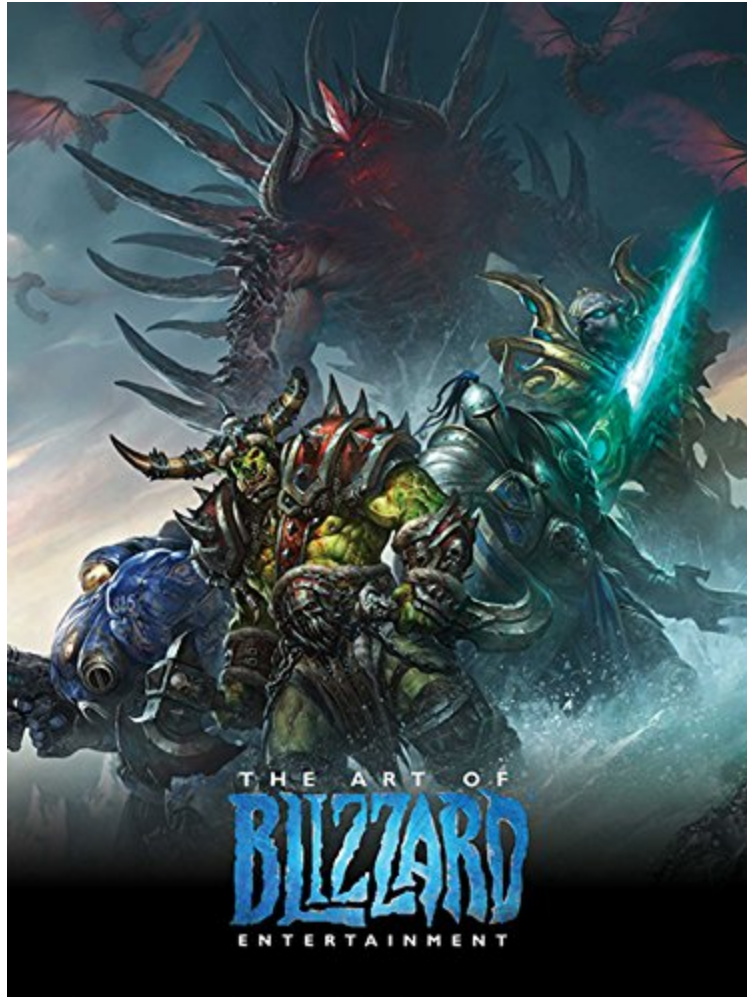


[Download] The Art of Blizzard Entertainment

## The Art of Blizzard Entertainment

*Nick Carpenter, Samwise Didier, Chris Metzen*  
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#136129 in Books Insight Editions 2013-02-12 2013-02-12 Original language: English PDF # 1 12.75 x 1.60 x 9.251, 8.00 #File Name: 1608870278376 pages coffee-table sized hardcover on the Art of Blizzard | File size: 15.Mb

**Nick Carpenter, Samwise Didier, Chris Metzen : The Art of Blizzard Entertainment** before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Art of Blizzard Entertainment:

14 of 14 people found the following review helpful. Absolutely Beautiful By Goblin Town The first thing I noticed about The Art of Blizzard was its weight. This is one big, hefty tome. Chock full of full color art from front to back, this book is amazing. It covers the Warcraft, World of Warcraft, Diablo and Starcraft series. I have been taking my time going through it, because a lot of the artwork has notes on the background from the artists or other Blizzard staff that oftentimes sheds an interesting or amusing tidbit that you may never have known...like the Pit Lord's teeth were based on Gary Busey's teeth. I own a number of art books for anime and video games, and I have to say the quality of the book is top notch. Quality heavyweight paper, sewn binding, many full or double page portraits in vibrant color. I

have spent about 3 hours reading it tonight after opening it for the first time. Looking at the beautiful details in everything and at times the evolution of things and reading all the little side comments, has certainly captured my attention. If you are a fan of any of Blizzard's games or enjoy good fantasy art, I cannot recommend this book high enough. I look forward to reading more tomorrow. Absolutely beautiful, and worth every penny. 0 of 0 people found the following review helpful. Love it as a fan and an artist!!! By AParkRI was always peripherally aware of Warcraft, Diablo, and Starcraft since the 1990s, but I'd never really delved into them until after purchasing this book. Man, did I miss out on some great characters and awesome art. Well, since I got this thick, beautifully illustrated tome for under \$50, I've been searching online for the backstories to the characters and their universes. If I were pressed, I would have to say that Starcraft is my absolute favorite of the three. All of the art, from the pencil drawings, pen ink, and fully painted illustrations are breathtaking, many of them in the style of the heroic illustrations of Earl Norem and Joe Jusko. This is the kind of art that inspires me to keep on creating. This book is worth every dollar I paid for it and I greatly recommend to anyone who loves great fantasy and science-fiction/space opera artwork. Whether you're an artist, a gamer, or a fan, this magnificent book should definitely be added to your collection while it's still in print and available at less than cover price. 0 of 0 people found the following review helpful. One of the Must Have Art Books for Gamers! By OrangeCrushI have been collecting art books for well over 10+ years and gaming is definitely one of my favorite genre's for art books, probably due to the fact that gaming has played such a large role in my life. Unfortunately, many of the art books released in this genre are really mediocre at best, especially the smaller art books that get included with many special edition games. I really wish the gaming market in general would become far more serious about the overall quality of these books. That being said, there have been a small handful of releases that have been exemplary in every way possible and The Art of Blizzard Entertainment sits at the top of that small handful. This art book is epic in every sense of the word. First and foremost, the book itself measures roughly 10x13, which is bit larger than most gaming art books. That of course is a very good thing! If there is any market where the saying "the bigger the better" holds true, its the art market (books, prints, etc.) and this book certainly doesn't disappoint in this regard. When you combine the overall size and the overall length, which is 376 pages....well, you ultimately wind up with one massive tome dedicated to Blizzard's artwork for Diablo, Starcraft, and Warcraft. It should really come as no surprise to Blizzard fans that they have some of the most talented artists in the entire gaming industry. Their in game cinematics have continually pushed the boundaries for in game cut scenes and are renowned the world over. I still watch the original World of Warcraft video from time to time and even 10+ years after initially seeing it....well, its still as breathtaking today as it was when it was first released. Again, the titles covered in this art book are Blizzards 3 main IP's, those being Diablo, Starcraft, and Warcraft. For those familiar with these games, you know there is just a massive amount of artwork with which to choose from with these series and thankfully, Blizzard did an absolutely brilliant job choosing which artwork to include in this book. For those that have purchased previous art books, you will recognize a lot of artwork from previous books, but don't let that deter you as there is also a lot of new content in here, enough to make this a worthwhile purchase even for people that purchased previous art books. One could really think of this as the definitive edition. If you really have a problem with this, I would recommend selling your older copies and buying this version. The book itself is really quite beautiful. It has a nice quality cover and binding and the paper is actually nicer than I was expecting. Its just a quality art book all the way around. I really like the cover picture as well. They could have easily gone with a much more dynamic piece for the cover, but I actually really like this more basic approach. In my opinion, it really is a perfect cover piece. I usually put more stock in covers than I should, but thats just how I am. I just love beautiful covers and this one certainly doesn't disappoint. All in all, there are over 700 pieces of art in here including paintings, concept pieces and sketches. It also has invaluable insight and commentary by Nick Carpenter, Sam Didier, and Chris Metzenary all of whom have played an important role in making Blizzard the studio it is today. The bottom line - The Art of Blizzard Entertainment is without question one of the best video game related art books I have ever purchased. Its just massive in scope and is definitely the one Blizzard art book you don't want to miss. Its chock full of beautiful paintings, sketches and concept work and has extremely entertaining insight from the people that have made Blizzard what it is today. Again, if owning previous volumes bothers you, due to much of the same artwork being used, sell your previous books and buy this one. I myself own all of the previous art books and while those are still amazing in their own right, this book trumps them all. If your a Blizzard fan, an art book fan, or just an avid gamer that enjoys looking at amazing video game artwork, you really owe it to yourself to add this to your collection. This is really the pinnacle of video game art books. It simply doesn't get any better than this. 5 Stars!

Over the past two decades, Blizzard Entertainment has had a tremendous impact on the world of games and global pop culture. From its humble beginnings as a three-person console-game development studio in 1991 to the creation of the blockbuster Warcraft, StarCraft, and Diablo series, Blizzard has a history of crafting stunning worlds of science fiction and fantasy. The companys distinctive gameplay and storytelling styles have captivated an international audience numbering in the tens of millions whose passion cannot be quelled. Twenty years after Blizzard opened its doors, the companys World of Warcraft boasts the title of the worlds most popular subscription-based massively multiplayer online role-playing game, and the studio is widely recognized as one of the leaders in creatively driven game

development. An epic volume of art and behind-the-scenes insights, *The Art of Blizzard* celebrates the studio's genesis by examining the creative forces behind these games and showcasing their artistry through more than 700 pieces of concept art, paintings, and sketches. Commentary on the art is provided by Blizzard Entertainment's own Nick Carpenter, Sam Didier, and Chris Metzen, who've each played important roles in shaping Blizzard's game universes over the years.

**About the Author** Nick Carpenter is vice president of art and cinematic development at Blizzard Entertainment; Sam Didier is senior art director at Blizzard Entertainment; Chris Metzen is senior vice president of story and franchise development at Blizzard Entertainment. They live in Southern California.