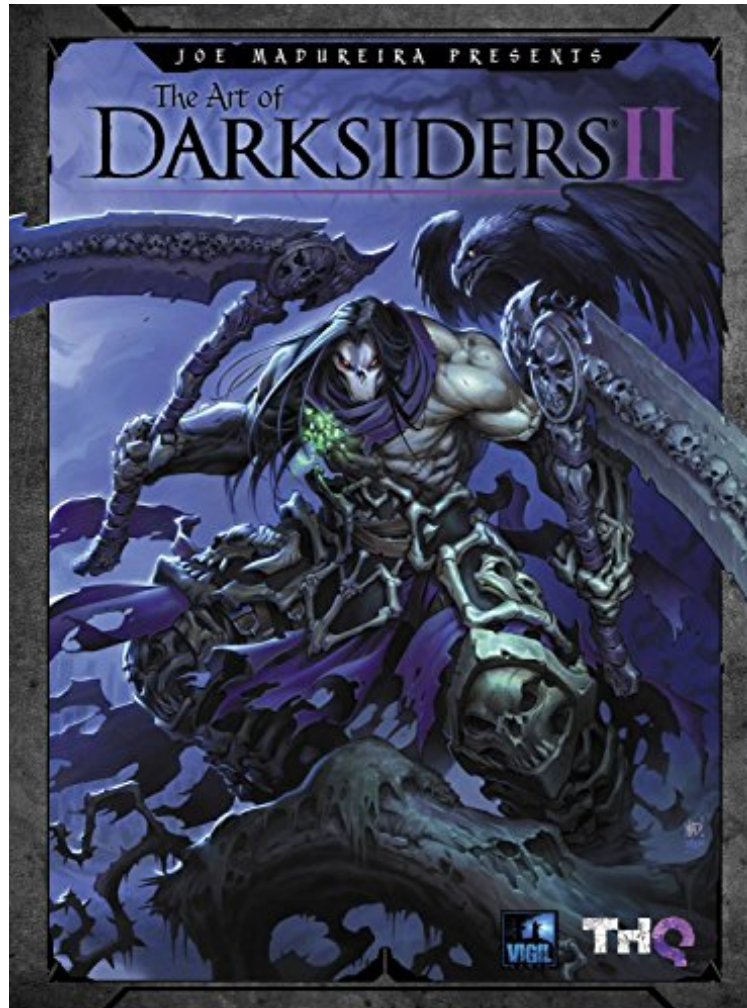


[E-BOOK] The Art of Darksiders II (Art of Darksiders SC)

The Art of Darksiders II (Art of Darksiders SC)

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THQ : The Art of Darksiders II (Art of Darksiders SC) before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of Darksiders II (Art of Darksiders SC):

3 of 3 people found the following review helpful. Packed with Mad style art.By DiogmitesThis book is positively stuffed with Darksiders 2 art. Most of it is concept art by some really talented guys who emulate Joe Mad's art style and philosophy with deft competence. And Mad himself has a few pieces of course. There's over two hundred pages; 217 of content to be exact.I know everyone has different criteria for what they like in an art book, and my complaint with this book is something that may or may not bother you: there is almost no commentary. There is a couple of pages at the end but other than that you get no written insight to the process of design. That being said, there is such an immense amount of art in this volume, so many sketches and painted pieces that they almost tell the story themselves.As a Darksiders fan I found this volume great to flip through and every time I go back I noticed something

I hadn't noticed before. The book covers characters, enemies, weapons and places. The places section is pretty sparse, but the rest of the sections are not. There are a couple of missing enemies but they are mostly all there. There's a couple that appeared in the first game that didn't make it in and then there is a boss and a couple of regular enemies that I don't recall seeing but it's possible I missed them due to the vast plethora of enemy art. Oh, there's a section with CGI models as well, which is a nice addition. The binding is good. The pages are thick. 's asking price makes this killer visual tribute to a killer game a must-have for any fan. The only reason i dock it a star is because of the lack of commentary. 0 of 0 people found the following review helpful. It's a Mad Mad world, and I LOVE IT!!! By Herbert Gustafson I'm not a fan of the Darksiders video games, but Joe Mad has been my favorite comic artist since he started drawing the Uncanny X-Men in the '90s. I bought the first volume (The Art of Darksiders) when the first game came out and couldn't have been happier with the ART. The binding on the first book was TERRIBLE though. With this book it seems that the binding issues have been improved, and the art is again AMAZING. The only complaint I have (it's not really a complaint though) is that I wish some of the images were bigger. There are literally 100s of small pictures that I wish I were bigger so I could see all of the details! If you're a Joe Mad fan, you must add this book to your collection! 1 of 1 people found the following review helpful. Simply amazing By M. Gill This book is beautifully put together and full of amazing art from cover to cover. I am immediately surprised by just how much art is in this book and how well organized it is. The Art of Darksiders 2 also appears to have been better made than The Art of Darksiders 1. The first book had major problems with the binding and fell apart immediately even when gently flipping through. I am being super careful with Darksiders 2 (just in case) but so far I am not seeing any issue with the binding. Crossing my fingers that it stays that way! In any case, a must have book for Darksiders fans or art lovers.

Awakened by the End of Days, Death, the most feared of the Four Horsemen of the Apocalypse, embarks on a quest to undo Armageddon! The Art of Darksiders II collects the dark and dynamic artwork behind the second installment in the fan-favorite Darksiders video game series. Featuring the artwork of legendary comic artist Joe Madureira (X-men, Battle Chasers, Avenging Spider-Man) and the Vigil Games art team, the book collects full-color illustrations, character and environment designs, unused concepts, and more!