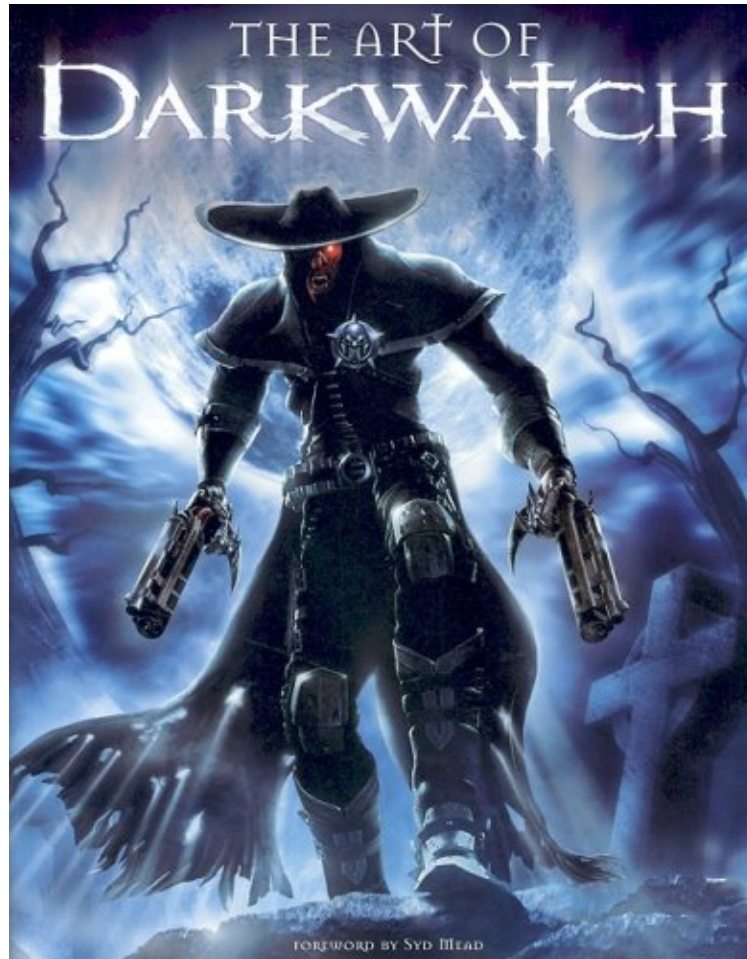


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The Art of Darkwatch

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Farzad Varahramyan, Chris Ulm : The Art of Darkwatch before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of Darkwatch:

0 of 0 people found the following review helpful. Four Stars By Ilya Sadchikov Good book with art form Darkwatch I and unreleased Darkwatch II. 1 of 1 people found the following review helpful. A great buy By Logan Run This is a great buy for any game art fan. If you love game art, this is a book for you. I was also impressed with how fast it was shipped. 3 of 3 people found the following review helpful. Western meets gothic game art By Robert Moyses This book is from the sleeper hit game Darkwatch. There is talk of a new game being created but nothing 100% at this time. While playing this game I fell in love with the artwork which has a unique blend of Western, Gothic and a touch of Victorian. Packed with 175 pages you will see the early development of an almost Lucky Luke cartoon western to this more contemporary dark design. The books structure is as follows conceptual sketches, rough art, final art, this is performed with every character and then moves into environments and vehicles. There are no in game screen shots, no

cg images only beautiful hand drawn and hand rendered artwork. This is a great book for someone into building their skills in character development or just using this as a reference book. It's a shame this game didn't get the attention it deserved, I am amazed this book was even available. If you like the game you will love this book, if you are a 3D modeller you will use this as a great resource.

This title showcases the concept art that went into creating the video game Darkwatch. It demonstrates the process and development of the concepts, as well as the evolution of the intellectual property itself.

From the Inside Flap The Darkwatch team has worked together for over two years to create a video game that will surely set new standards. This team of highly skilled and experienced specialists has created from scratch a visionary new world. Game designers, concept artists, 3-D production artists, character animators, programmers, and many others have all reached deep within themselves to find and harness their creative energy. The result is a video-game development project that is surely greater than the sum of its considerable parts. The book you hold in your hands is a testament to the efforts of the concept artists, the only part of that team whose work is traditionally never seen or heard outside the walls of the game-development studio. Working together with the game designers, the concept art department draws on its unique mix of talent, training, and years of experience to bring to life the world of the Darkwatch. The imagery they produce describes the world, characters, tools, and vehicles in depth and in detail, which is then used to guide the 3-D artists as they build the Darkwatch universe from the ground up. The work contained in this book shows examples from all stages of the visual-development process—from initial character thumbnail sketches to full-color environmental paintings and from the graphic design of the user-interface elements to detailed production paintings used for marketing purposes. The work contained in this volume represents just a fraction of the thousands of pieces of artwork generated by the visual development process. This body of work represents one of the main building blocks used to construct the fully immersive world of the Darkwatch.

From the Back Cover The Darkwatch spans the history of the ages. Their ranks and deeds are woven deeply and secretly into the events that shaped the world. Well camouflaged, Darkwatch agents move silently through the masses, keeping vigilant check on the horrors that stalk humanity. The hidden heroes of this secret society routinely sacrifice their lives to protect a civilization which is blind to their efforts, and fearful of their designs. Rome did not fall to barbarian hordes, civil war, or treachery. It was vampires.