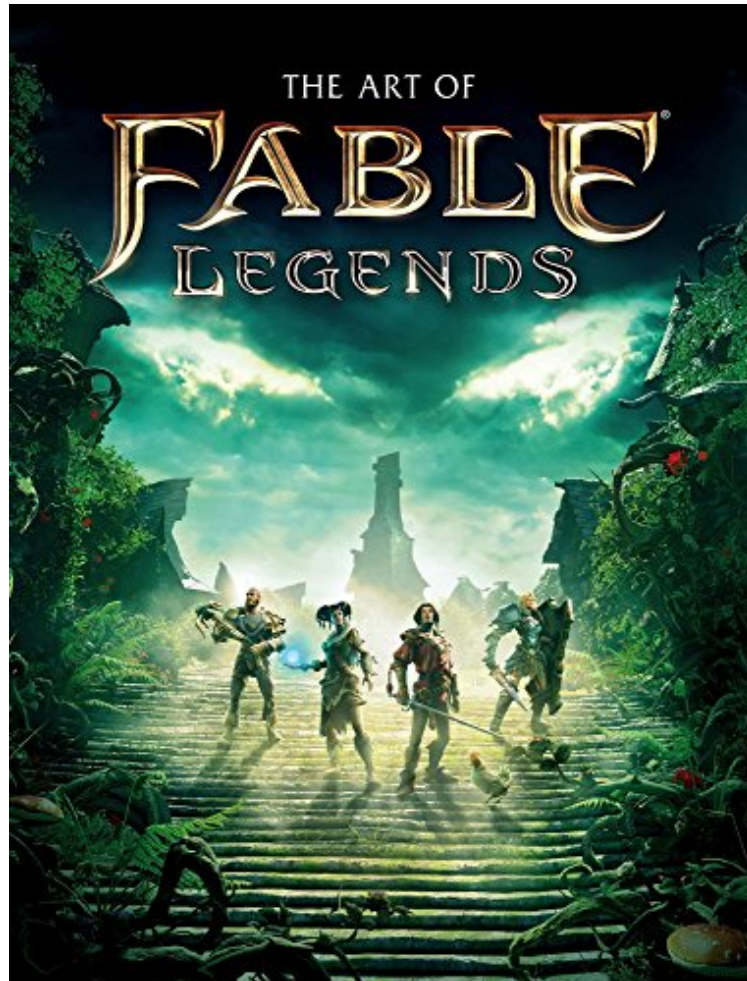


The Art of Fable Legends

Martin Robinson

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#586307 in Books 2015-11-24 2015-11-24 Original language: English PDF # 1 12.20 x .90 x 9.30l, 2.90 #File Name: 1783299401192 pages | File size: 59.Mb

Martin Robinson : The Art of Fable Legends before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of Fable Legends:

9 of 9 people found the following review helpful. Wonderful companion. Lots of great character art. By Parka[[VIDEOID:6dbb1feb9fd269f2b99b08632f94dea7]] Highlight for this book for me are the character and creature designs. All the characters look and feel so different from one another. There's so much personality that comes from the way they dress and also the way they stand. All of them look terrific and solid, like they have weight. Each main character, or each Hero, has a few pages of art that consists of three full page artwork of a game screenshot, a full coloured illustration and a 3D render in grayscale. Usually, I don't like game screenshots but in this case, there's actually some sort of painterly effect on the character screenshot and it actually looks quite good. The art direction and treatment is nice and often gives the characters a caricature and stylised feel. Even the 3D grayscale renders look like they were painted. In addition to the full page artworks, the other pages are filled with smaller sketches, and coloured

concepts and costume variations. Creature designs are also beautiful. I prefer the raw texture of the pencil sketches to the digitally coloured concept drawings. Character and human designs talk up 135 out of this 192-page hardcover artbook. The environment art look great too. I love the houses and the quirky way they look with the slight slant applied. The mood and atmosphere are terrific, especially the evening or night scenes with glowing elements with diffused lighting. There aren't a lot of prop designs, but mostly the trees, stone relics, Demon Doors, brickwork of the houses. Last few pages are the Hero cards and ability icons as they appear in game. There's a good amount of text too, not too lengthy, that talks about the designs for all the artworks. Overall, it's a wonderful companion to the game. Get it for the character designs. (See more pictures of the book on my blog. Just visit my profile for the link.) 3 of 3 people found the following review helpful. This is some of the most beautiful character and background art I've ever seen. By Anonymous This is some of the most beautiful character and background art I've ever seen, and I've seen lots of beautiful game art. I still can't believe this game got cancelled. Shame on you, Microsoft, you bastards! 1 of 1 people found the following review helpful. Big beautiful book, I wanted something to remember my time ... By Customer Big beautiful book, I wanted something to remember my time in the Closed Beta. Shame they cancelled the game, it was going to be so great.

Albion unveiled! Set off on a behind-the-scenes journey that delves deep into the design of the much anticipated Fable Legends. Featuring pages of high-quality concept art from Lionhead Studios, showcasing sketches, evolutions, renders, and more for each of the heroes, villains, creatures, and locations found throughout the game. Accompanied by exclusive developer interviews, this book is a must for any wandering hero - or malevolent villain...

Provides scores... of brilliant character designs, original concepts, and world building art work -Atomic Moo 100% Phenomenal -Gaming Trend Really cool to look at and have on your coffee table. -Irate Gamer Well worth looking through if you're a fan of the series -Adventures in Poor Taste "The Art of Fable Legends is a richly produced art book that gives players an insight into the development of the main characters and world... A beautiful book that will make you anxious to play the game. -Entertainment Buddha The Art of Fable Legends is a giant book filled with gorgeous art work for the upcoming game in the Fable franchise." -Gamers Sphere "Artistically speaking, Lionhead really did a spectacular job realizing the fairytale fantasy world of Albion that was to be depicted in Fable Legends. It's just too bad the masses will never get the chance to experience it as a playable game experience." -VG Blogger Fable Legends is no more, but that doesn't mean you shouldn't take a moment to admire and appreciate the gorgeous artwork (and the years of hard work) that went into its conceptualization. Artistically speaking, Lionhead really did a spectacular job realizing the fairytale fantasy world of Albion that was to be depicted in Fable Legends. It's just too bad the masses will never get the chance to experience it as a playable game. -VG Blogger gift guide About the Author Martin Robinson is an award-winning journalist and Features Editor at Eurogamer. Previously Content Editor at the UK office of IGN.com.