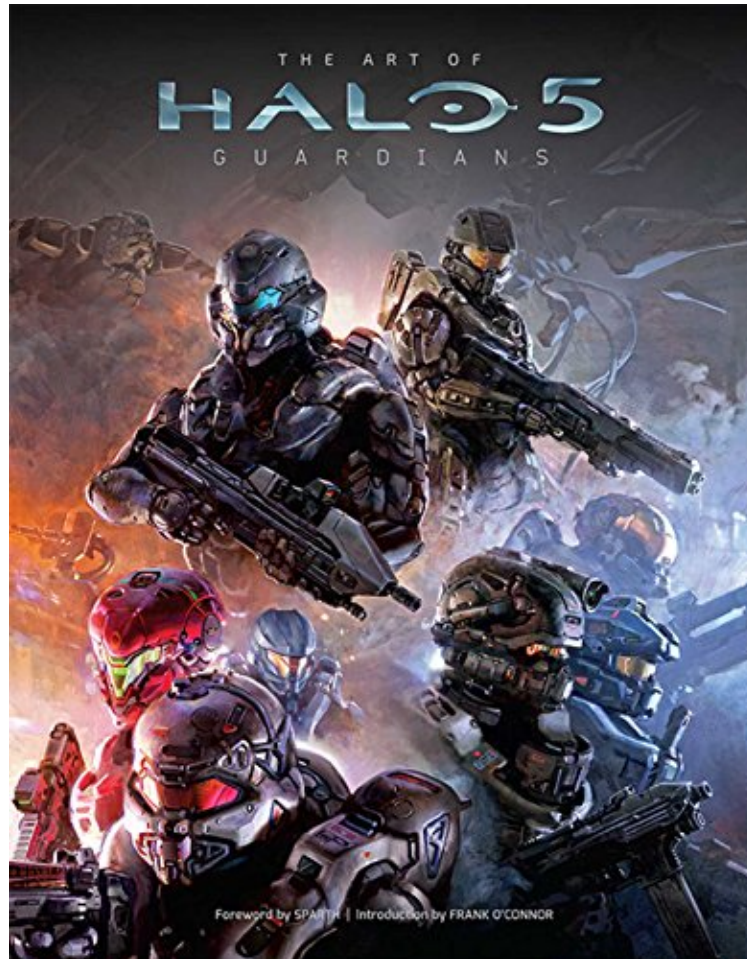


## The Art of Halo 5: Guardians

Microsoft

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#137699 in Books 2015-10-27 2015-10-27 Original language: English PDF # 1 12.00 x .90 x 9.251, .0 #File Name: 1608876497208 pages | File size: 28.Mb

**Microsoft : The Art of Halo 5: Guardians** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of Halo 5: Guardians:

32 of 32 people found the following review helpful. Loaded with wonderful artBy Parka[[VIDEOID:6ec3811c16d79028698cf6814f4bad92]]The Art of Halo 5 is an awesome sci-fi game artbook. It's as good as, if not slightly better than, Awakening: The Art of Halo 4 which is the artbook for the previous game. Nicolas Bouvier, aka Sparth, is the art director for Halo 5. No wonder the art direction and style looks so familiar. If you've seen Sparth's artbooks, you'll recognise the strong use of black as composition elements to frame scenes, and the subtle but colourful gradations in environment art. Highlight of the book to me are the amazing environment art, mostly by Sparth, Shae Shatz, John Liberto and Darren Bacon. The designed locations look breathtaking. The vastness, space, sci-fi-ness (if there's such a word) are well captured. To top it up, many of those pieces are printed across the spread which gives it an immersive feeling. I can imagine these as huge paintings that can be framed and mounted onto walls.

They look real good. Rest of the book comprise of designs for the characters and weapons. Character designs are more of an evolution because we have already see Master Chief countless time. It's just an update. There are the enemies, which aren't a lot, relatively speaking in terms of coverage in this book. Another thing to look out for would be the designers' commentary which are insightful and explains the rationale behind each design. As I'm writing this review, the game is not out yet, so I've to warn you that there are lots of spoilers within as the book covers a lot of ground. It's a fantastic video game artbook. It's hardcover with 208 pages. Highly recommended to Halo fans and those who love sci-fi art and environments. 1 of 1 people found the following review helpful. Great art book. By

WiltChamberlainPrimeGreat book. Packed with loads of behind the scenes art and concepts. As an artist this book and the artists featured in it are just inspirational. If you're a Halo or just a sci-fi art fan you owe it to yourself to have this book in your collection. My only wish would be if more of these books were available in digital format. It would be nice to be able to load up a device with some art books for trips or just to skim through while doing cardio at the gym without lugging large format books around. 0 of 0 people found the following review helpful. Gorgeous sci fi art book. By Dainis KundzinshSimply amazing artbook, I especially like John Liberto works, he's a very talented artist, the team did an incredible job creating such stunning artwork.

In Halo 5: Guardians, game developer 343 Industries continues to enthrall fans worldwide with the exploits of the legendary Spartan super soldier, the Master Chief, as well as new characters in the Halo universe, including Agent Jameson Locke and others. This deluxe art book chronicles the creative and breathtaking art of the worlds, vehicles, and characters of Halo 5: Guardians, with exclusive details behind the creation of returning characters such as the Arbiter and the Master Chief himself. Complete with commentary from 343 Industries, The Art of Halo 5: Guardians is the ultimate exploration of the intricate creature design and groundbreaking gameplay that define the Halo experience. 2015 Microsoft