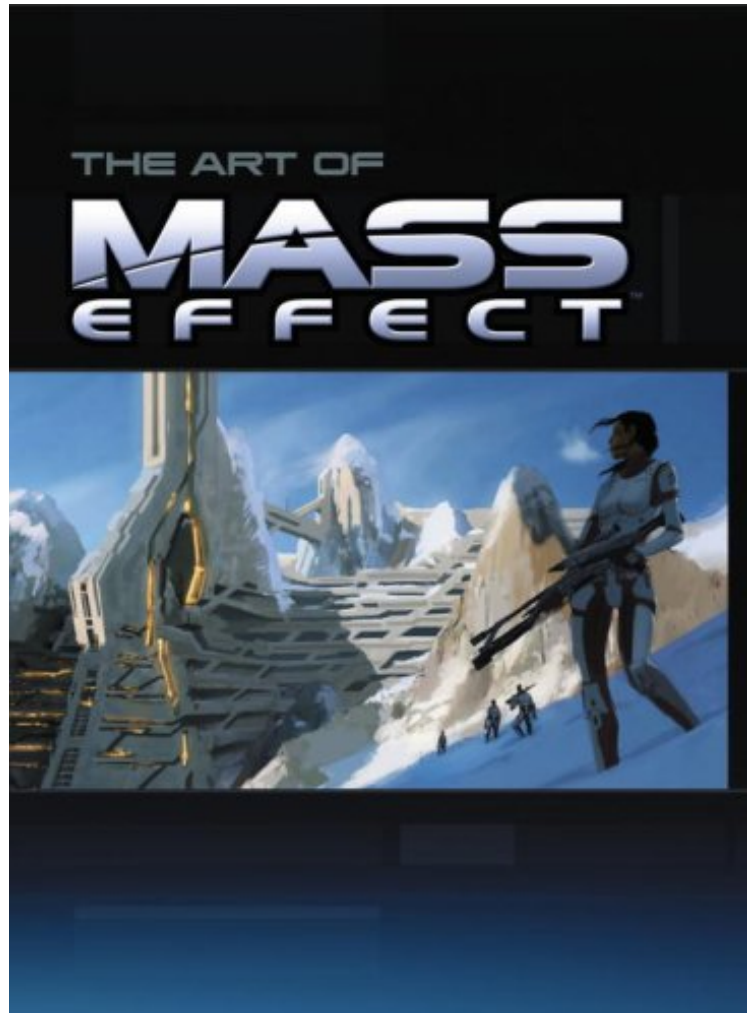


(Free download) The Art of Mass Effect

The Art of Mass Effect

Fernando Bueno

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#983118 in Books Prima Games 2007-11-20 2007-11-20Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 10.90 x .60 x 8.30l, #File Name: 0761558519176 pages | File size: 35.Mb

Fernando Bueno : The Art of Mass Effect before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of Mass Effect:

0 of 0 people found the following review helpful. Bookworm Speaks! - The Art of Mass EffectBy Jordan T. BrantleyBrushworm Speaks!The Art of Mass Effectby Fernando Bueno****Acquired: .comSeries: Mass EffectHardcover: 176 pagesPublisher: Prima Games (November 20, 2007)Language: EnglishSubject: Science-Fiction****The Story: Mass Effect is set in a rich and diverse universe hundreds of years in our future. The challenge of creating a plausible vision for humanity and a galaxy of ancient and exotic alien races was given to BioWare's talented art and design teams. They began in a formless void and shaped their worlds, their races, and their civilizations to finish with a living breathing setting exclusive to the Xbox 360.From a massive space citadel whose

origins are lost in time to the utilitarian clothing of frontier colonists, each component, whether small or colossal, anomalous or common, within Mass Effect's universe need to be brought to detailed life. In this stunning volume, take an exclusive step back to when this universe was still forming in this compilation of art, images, and commentary taken directly from the artists' sketchbooks as they created the universe of Mass Effect.

The Review: As of the time of this writing, Brushworm has yet to complete an entire game of the original Mass Effect video game. This is largely due to being a follower of the Playstation system. Brushworm has, however, watched multiple playlists on Youtube of the game play and has steadily devoured the entirety of the Mass Effect Wiki. Brushworm's interest has waned somewhat in recent years but Mass Effect continues to hold a special place in Brushworm's heart. It continues to stand as an inimitable work of science fiction as well as a gaming icon. Brushworm loves concept art. Not only is it more detailed than what is found in the final game, it is also a deeper insight into how the game was put together and the minds of the artists who brought the game to life. The look of Mass Effect is unmistakable. The curving shapes and lines of lights lend it a style that is rarely seen in science fiction literature. Modern day stuff is dominated by rigid lines and blocky shapes that echo the aesthetics. One of the minor complaints, about this book though is ironically that it may be too much of an art book. Some of the best art books in Brushworm's collection, also have a significant amount of text to accompany all the artwork. It is an opportunity to expand upon the lore as presented to us in the game. It also gives the reader a chance to look into the backgrounds of the creative process that created all of these species, planets, and technology. In this book, the text is very limited. Only appearing in brief paragraphs before the spreads of art. The art may be what the reader came for but text can be just as important in order to put the images into context. What we receive instead, is by no means inadequate, make no mistake.

Final Verdict: The Art of Mass Effect is a thrilling glimpse into the genesis of one of the most iconic games of the 21st Century. While it could have used a bit more background information the stunning and distinctive art is more than enough to satiate the reader.

Rating: Four

Renegade Icons Out of Five
The culture worm.blogspot.com 33 of 33 people found the following review helpful. Very polished concept art

By Parka [[VIDEOID:32965151]] This book was published in 2007 and so I have the chance to read through a few reviews on before I bought mine. After reading the book, I'm surprised that their reaction were pretty mixed. There are five chapters in the book. The first two chapters are on the design of characters and creatures in the game. Chapter Three: Transport is on the different vehicle and airship designs. Chapter Four looks at concept art of objects like furniture, equipments and weapons. The last chapter contains matte paintings for the environment. This book packs a lot of full colour illustrations with a few pencil sketches. All the art shown are very polished, as in they can be shown to any director who would then give the go ahead order. There are short captions on each page. The very few game screenshots included are used mainly to compare the final rendering with the concept art. For example, there will be 3D model renderings compared to an actual set which is rendered with texture. There are plenty of matte paintings to look through, with several 3D models to go with some. What's missing are the individual credits for each illustration. So we'll not know who did what. However, there's a list of artists who worked on the project are at the back of the book on a page. They are: * Derek Watts * Matthew Rhodes * Sung Kim * Adrien Cho * Fran Gaulin * Mike Spalding * Mike Trottier * Michael Jeffrey * Sasha Beliaev * Mike Higgins

This is a nice book for concept designers, sci-fi and game artists. (More pictures are available on my blog. Just visit my profile for the link.)

0 of 0 people found the following review helpful. Shows the Birth of not Just a Game, but a Universe

By Nero Been looking for this book for several years and now that I finally have it, I can say that I'm greatly satisfied. Backstory time. Mass Effect is what made me buy an Xbox 360 over a PS3, as I was still on the fence at the time, and I have yet to look back and say, "I regret this decision." This is also probably why I have 3 generations of Xbox on my active gaming shelf, yet only my PS3, which I did eventually get, representing something else. Anyway, concept art has always fascinated me and I've always tried to get CE editions of games I so loved and enjoyed, sometimes at high expense, to see of this great art that often gets lost and/or dumped. To see something take shape is what give me the final push to declare my major in Game Design. The art in the book shows not only the evolution of a game, but the evolution of a universe and series that became of the most awarded series of the last decade. Mass Effect is probably one of the great RPG games and anyone who loved the game, will love this book because it shows where things started and then you see the final product, my reaction is typically "what's the backstory there." Well now I know a lot of it, not everything, but more than enough to pacify me for dinner. But I've always like desert but that sadly won't happen. Books like this have a special place on my bookshelf so that I can find them easily. The only reason they have that spot is because my massive 70 book WWII collection takes up an entire shelf or they would be sharing.

Mass Effect is set in a rich and diverse universe hundreds of years in our future. The challenge of creating a plausible vision for humanity and a galaxy of ancient and exotic alien races was given to BioWare's talented art and design teams. They began in a formless void and shaped their worlds, their races, and their civilizations to finish with a living breathing setting exclusive to the Xbox 360. From a massive space citadel whose origins are lost in time to the utilitarian clothing of frontier colonists, each component, whether small or colossal, anomalous or common, within Mass Effect's universe need to be brought to detailed life. In this stunning volume, take an exclusive step back to when this universe was still forming in this compilation of art, images, and commentary taken directly from the artists'

sketchbooks as they created the universe of Mass Effect.