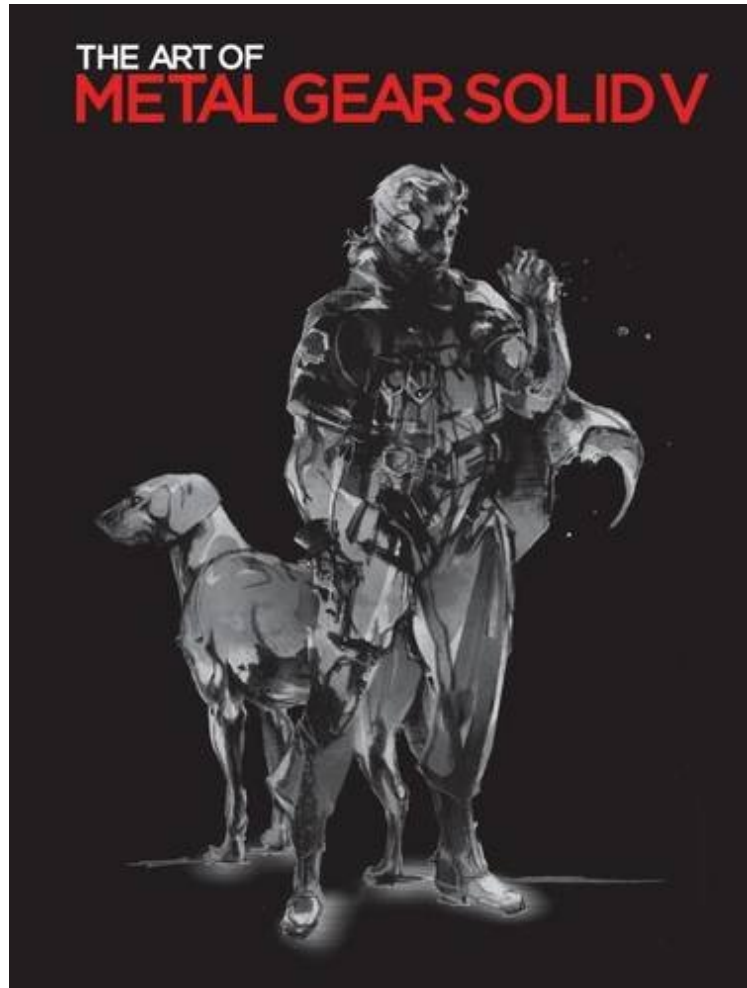


[FREE] The Art of Metal Gear Solid V Limited Edition

The Art of Metal Gear Solid V Limited Edition

Konami

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#676834 in Books 2016-12-06 2016-12-06 Original language: English 14.50 x 2.00 x 10.40l, .0 #File Name: 1506702678224 pages | File size: 33.Mb

Konami : The Art of Metal Gear Solid V Limited Edition before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Art of Metal Gear Solid V Limited Edition:

1 of 1 people found the following review helpful. Perfect for fans! Not without issues though By Castaway Ink. This collectible is awesome, let's just put that out there! Great limited edition copy that I had to own for one of the greatest gaming franchises ever! With that being said, quality assurance could have been a lot better. PROS:- Amazing art work- Limited edition- Limited lithograph from Ashley Wood- Kick ass Diamond Dogs hard case- Pages are thick- Pages has the iconic explanation mark painted (also a con)- Diamond Dog book mark (connected to the spine)- Free digital version CONS:- Some paint bleed due to the red ink exclamation point on the outer pages- Said paint bleed made a page stick together which ripped- The binding is hand woven by a single binding (don't abuse the book, could fall apart)- Said lithograph is from Ashley Wood, would rather have one from Yoji Shinkawa for the price (Quiet looks like a monkey) :p For the price I would have expected more, although the book is limited and sells for \$150 now, if it

was constructed better/ with Yoji's artwork it would have been a easy \$250-300 collectible. You should also know that the DD hard case has scratches throughout ON PURPOSE. It looks so good that I actually submitted a return thinking mine got scuffed up in transit. Definitely pick it up if you find it for \$80 or less. I like being part of a limited edition club ;D 0 of 0 people found the following review helpful. The Art Of V Has Come To By Ozone Joe I have loved every entry in the Metal Gear Solid series, so it would have been nearly impossible for me not to love this book. The Art of Metal Gear Solid V covers the making of the final game in the Kojima era, from the prologue game Ground Zeroes to the unfinished elements of the released full game. The book covers character design, location design, and various miscellaneous elements. What I really enjoy about this one is that one of the best known artists associated with MGS, Yoji Shinkawa, has a very fluid and loose art style that makes for a great comparison with what the finished product ends up as. You also see a lot of design work that was ultimately rejected, either in favor of a different approach (most notable the many ideas for Snake) or because idea was cut (Chico's alternate appearance). There are sections covering the weapons and items, and while the majority of the weapons are basically just rendered real world guns, some of items and vehicles are really well done, all the way down to the labels on the bait bottles. My favorite sections, as always for me, are the ones detailing the iconography and world building. Posters, icons, labels... I really enjoy seeing all the things that are mostly ignored in games as you're running by them or focusing on more prominent elements. All in all, this is one of the better art books I have, covering a lot of fascinating aspects of a great game. 21 of 21 people found the following review helpful. Artwork beautiful, packaging erm.... By Customer The book content itself is amazing, comes in a really nice cardboard sleeve. Also comes with a bonus print but why I gave it three stars is the packaging and craftsmanship of the book itself. Scuffs on the cover (of the BOOK, not the outer cardboard sleeve that is MEANT to be distressed), paint bleed on the pages, and the print was completely trashed in all four corners. Pretty unhappy about that. But I do recommend getting the cheaper one or a virtual one because the artwork made it worth it... I just think for the price I paid for it they should have been more thoughtful on the outer page paint or at least tested for that kind of bleeding, and also taking care of the print better. That's just awful packaging and its an unusable print now.

Witness the concept and design behind the genre-defining science fiction military action and drama of Metal Gear Solid V! Chronicling the development of Kojima Productions's magnum opus, and featuring hundreds of pieces of never-before-seen art, this beautifully assembled volume is an essential addition to any gamer's collection. Dark Horse is proud to offer a piece of gaming history with The Art of Metal Gear Solid V! This limited edition package is enclosed in a tactical slipcase with a metal Diamond Dog ID tag bookmark, and contains an exclusive fine art print by superstar illustrator Ashley Wood. The genre-defining stealth-game franchise reaches its groundbreaking conclusion! The Metal Gear series has been a fan favorite since its premier in 1987! Metal Gear Solid V sold over three-million copies in the first week of its release! This is the official Limited Edition Art Book for Metal Gear Solid V! Packaged in a limited edition tactical slipcase and includes: An exclusive fine art print by superstar illustrator Ashley Wood! Includes a metal Diamond Dog ID tag bookmark

About the Author Japanese game publishing and development giant, founded in March 1969 by Kagemasa Kozuki as a jukebox rental/repair business. The company was officially established under the name Konami Industry Co., Ltd. in March 1973. Made famous in the old days for the Teenage Mutant Ninja Turtles, Contra coin-ops series, and Castlevania, Konami expanded its brands over the years with titles like Metal Gear Solid, NBA In the Zone, NHL Blades of Steel and Silent Hill, as well as a large number of rhythm games like Dance Dance Revolution. Since then, it has successfully grown with increased product franchises and continues to expand its lineup for both the home and coin operated markets. In 1998, Konami became a \$700 million dollar publicly traded company in Tokyo. It also has offices in North and South America, Europe and Asia.