

(Free) The Art of Mirror's Edge: Catalyst

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DICE

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#354565 in Books 2016-06-07 2016-06-07 Original language: English PDF # 1 12.30 x .90 x 9.30l, .0 #File Name: 161655911X184 pages | File size: 59.Mb

DICE : The Art of Mirror's Edge: Catalyst before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Art of Mirror's Edge: Catalyst:

3 of 3 people found the following review helpful. Enjoyable For Fans Non-Fans Alike By Ozone Joe I think the best summary to how I feel about this book is that I'm very happy to own it even though I don't have the game. I played the first Mirror's Edge, and I enjoyed it. It wasn't a landmark game in the mechanics department, but I vividly remember being struck by the art style. It was cold and monotone for the most part, but streaked through with bold color choices. The visual language was simple but very effective. I picked up the art book for Mirror's Edge: Catalyst hoping to see an evolution of that art style, and that's exactly what I found. This book makes me want to play the game, and that's a testament to how much great work it contains. The book covers all aspects of the game design, from character creation to world building. You get a real sense of the intelligence that the designers used. As an example, there's a section just

focused on the footwear for the main character. That may seem a bit much, but keep in mind this game is centered around a parkour runner who ultimately tries to avoid combat and just keep moving. In that context, the shoes she wears would be a big part of the character and it's that type of thinking that permeates the book. A very enjoyable book for fans of the game or those who are simply fans of good artwork and design. 0 of 0 people found the following review helpful. Stellar book if you're not looking for concept art. By Aldo Giovanni Visini TL,DR: It's a good book, lots of architecture and scenery, not much text for actual concepts. I'm coming from this having not yet played the sequel to the franchise *Mirrors Edge*. Why did I buy the book if I haven't played the game? Well I wanted to see the concept of the development more than I wanted to play a game that has been hit with mediocrity. I see art books as a concept of, not purely just art of the subject, but the why and how. Now that it's aside: The art book is your standard Dark Horse Art book, it's got a nice front cover design, although the background red shading makes you think it's always dirty and stained more than a background. Moving inwards you're greeted with a nice introduction to Glass as the main city point and where the story of Faith is held. After this you'll find text and descriptions dotted around the gorgeous architecture and occasional concepts. What I find very frustrating is that there's a whole page about Faith's shoe design, and some other sections will be brilliant highlights of core development, but then all of a sudden nothing else to show. You flick through pages of beautiful concept art and paintings, but there is very little in the way of text. The text that is there is of a high standard, but if you want an insight into why things are in *Mirrors Edge*, this won't tell you. I bought this book as a student game developer purely for the educational purpose on how parkour is integrated into the environment of games and how it interacts with the player, so I think I got a lot out of the architecture and what concept they did give, but for actual interest of reading it's ok. It feels like the book has been written by some writers and artists after the game was finished and they were provided minimal documentation from the lead designers and creative director. If you want a wonderful concept book that runs from sketch to game ready dev, *Art of Remember Me* is a great pick. 0 of 0 people found the following review helpful. For the Most Dedicated Collectors and Fans of the Series. By Rukan Ahmed *Mirror's Edge: Catalyst* contains a world unlike any other ever seen in video games and media alike to date. It exudes an almost unreal level of sincere atmosphere that is unmistakably charming yet challenging to pinpoint in any way. The outside of the art book consists of a hardcover 'clam shell' design that contains the actual limited edition art book along with the inspired tattoo print and an insert containing the redemption code for the digital version of the standard edition art book. The actual book itself is hardcover, pure white, and the outsides of the pages themselves are red creating an elegant, solid red color when the book is closed. It consists of two hundred pages containing an appropriate selection of varied art with associated narrative that really immerses one into its world. Each page is wonderful to the touch and every single part of every page is used to add to the subject and narrative (somewhat unlike the poster collection). It is an amazing experience to be able to get into the minds of the creators, designers, and entire team to see what all and just how much work went into the most minute details, how they approached creating its world and setting the stage, and why they did it all as such. After previously reviewing the poster collection for *Mirror's Edge: Catalyst*, this Limited Edition art book adds more thoughtful context and both literally and figuratively paints a much better picture of this game than any other form of media ever could aside from the masterpiece that is the game itself. If you already love the game; this will add so much more to the experience. Seeing and reading how Faith inspired her own iconic reimagining for *Mirror's Edge: Catalyst*, the outer and inner workings of Cascadia, the City of Glass, the internal power struggles of the various families and corporations, and the citizens' lifestyles, hopes, and dreams that comprise it all make this the best art book and narrative context in all my personal experiences. Even so, while the price is certainly steep for an art book (Limited Edition as it may be) and is honestly somewhat ironically significantly more expensive than the base title itself (almost double the current game price), it is still most certainly a necessary addition for any serious fan of the series. Highly recommend this.

Take a behind-the-scenes journey into the richly detailed yet minimalist totalitarian futuristic universe of *Mirror's Edge Catalyst* with this oversized hardcover art book! Each glossy page is jam-packed with never before seen art, commentary, and insight from the creators of the game! See the concepts behind Faith and her world take shape! From freerunning up the tallest skyscrapers to delving into the secrets of the *Mirror's Edge* world, both fans and newcomers alike won't want to miss this beautiful art book experience! The *Art of Mirror's Edge Catalyst* will be released by Dark Horse simultaneously with the game.

About the Author *Mirrors Edge* is a trademark of Electronic Arts Inc. DICE was founded in May 1992 in Växjö, Sweden by Ulf Mandorff, Olof Gustafsson, Fredrik Liliegren, Andreas Axelsson and Markus Nyström, members of the former demogroup The Silents. For an extended period of time, while the employees were also students at Växjö University, the company's office consisted of a small dorm room. During those days the company developed popular pinball games for the Amiga computers, such as *Pinball Dreams*, *Pinball Fantasies* and *Pinball Illusions*. The company moved to Gothenburg in 1994 where it was headquartered until 2005, when that office was merged with the ex-Refraction Games office in Stockholm.