

[Free pdf] The Art of Naughty Dog

## The Art of Naughty Dog

*Naughty Dog Studios*  
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#110876 in Books Dark Horse Books 2014-10-14 2014-10-14 Original language: English PDF # 1 12.25 x .86 x 9.271, 2.20 #File Name: 1616554770184 pages Dark Horse Books | File size: 77.Mb

**Naughty Dog Studios : The Art of Naughty Dog** before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Art of Naughty Dog:

2 of 2 people found the following review helpful. A Must Have For All Of Naughty Dog's Fans By Adam Silvia  
Naughty Dog has produced some awesome video games over the years making them one of my all time favorite developers. This art book is a must have for all of Naughty Dog's fans, and it's packed with breath-taking concept art, and a 30 year span of their history with hand-picked art work that has never been seen before now. This book includes a Foreword, The Early Years, Crash Bandicoot (one of my all time favorites), Jak and Daxter, Uncharted, The Last of Us, Undeveloped Projects, Future Projects, and Fan Art. The bottom line is if you love these games then, you won't regret owning this great book.  
0 of 0 people found the following review helpful. It's a fantastic addition to a fan of Naughty Dog's games. By EzyPzy  
I am a massive fan of The Last of Us, Uncharted games and the early Crash Bandicoot games and I just couldn't resist the urge to get this lovely artbook by Dark Horse. They never disappoint, the

quality of the paper and the hardcover itself is just always top notch. I enjoyed browsing through this book, especially the Last Of Us section where I saw a few new art pieces. I consider The Last Of Us one of the best games ever made, so looking through that particular section made me happy and appreciate the work, the developers put into making this true gem of a game. It's a fantastic addition to a fan of Naughty dogs games. 0 of 0 people found the following review helpful. AwesomeBy NichelleI got it because I have always been interested in the history of Naughty dog. Why? Because it is one of my favorite companies. It's because of their awesome artwork from artists that worked there that I want to be a better artist. Anyway, the art is really good in this book. I loved the fan art too. Fan art is great. The information on how the company started is quite interesting. Overall I liked the book. Recommend it.

Jak and Dexter. Uncharted. The Last of Us. One studio has been responsible for the most iconic video game experiences of this generation. Now, Dark Horse Books invites you on a thirty-year retrospective tour, observing Naughty Dog's rise from an ambitious upstart to one of the most influential game studios in the world! This beautifully designed volume collects decades of production art, introspective essays from studio staff, art inspired by Naughty Dog's incredible array of titles, and much more. Don't miss out on an opportunity to own a piece of video game history with The Art of Naughty Dog!

About the AuthorAlthough we at Naughty Dog sometimes claim to have started in 1984, we were just working on garage titles back then to be honest. Things really got started in 1994 when we began working on the inaugural title of what would become the wildly successful Crash Bandicoot franchise. We developed the four Crash titles--Crash Bandicoot, Crash Bandicoot 2: Cortex Strikes Back, Crash Bandicoot 3: Warped and Crash Team Racing--exclusively for the PS one game console. These four titles combined sold over 22 million copies worldwide and led to Naughty Dog being the most successful video game developer in the United States for that console generation. Naughty Dog became a wholly owned subsidiary of Sony Computer Entertainment, publishers of our Crash franchise and creators of the PlayStation family of consoles, in 2001. We then moved on from Crash and spent days, and occasionally nights, working on our next project: the first Jak and Dexter title. Jak Dexter: The Precursor Legacy, came to life over a period of two years, although some of the Naughty Dog team had spent up to three years on the game by the time it was released. The author lives in Santa Monica, CA..