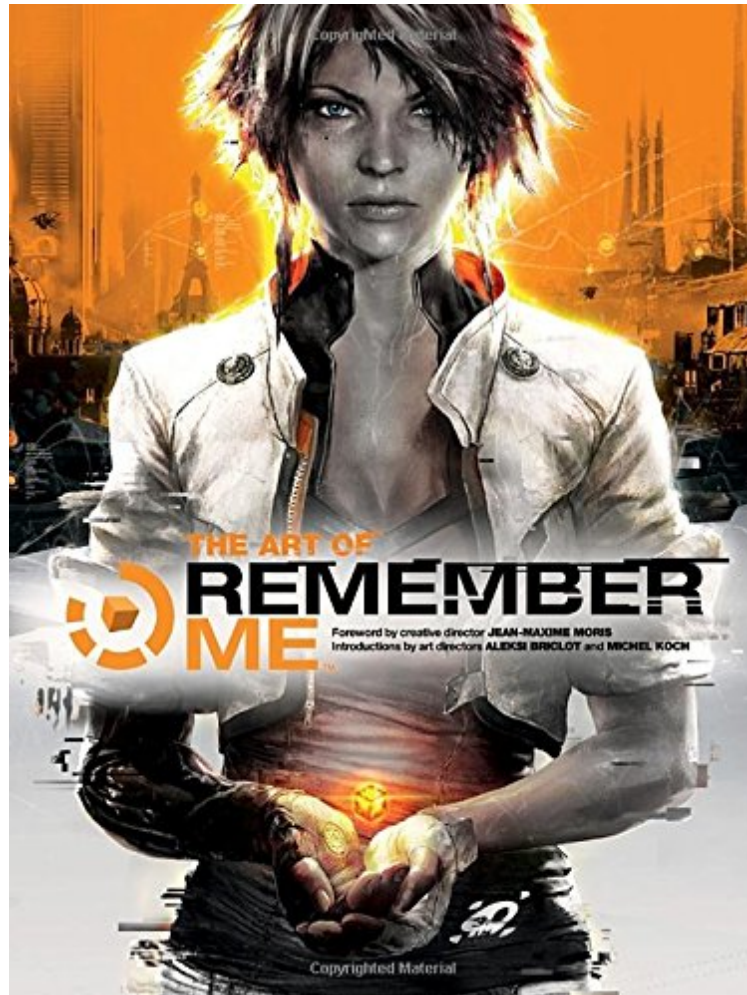


(Mobile pdf) The Art of Remember Me

The Art of Remember Me

Aleksi Briclot

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Aleksi Briclot : The Art of Remember Me before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of Remember Me:

0 of 0 people found the following review helpful. A Beautiful Trip Through The Creative ProcessBy Ozone JoeWhen I originally played through Remember Me, I was immediatly reminded of playing the first Mirror's Edge game. In both cases, what made the games memorable for me was more the art style than the actual gameplay. Remember Me takes place in a class riven dystopian future Paris. In this future, the technology of memory alteration is the driving force behind the narrative. In playing the game, I loved how vividly this 'Neo-Paris' was depicted. There was a excellent delineation between the privileged part of society and the mutated lower classes who exist in the underground. The art book for the game captures all of this, as well as adding in concepts that were never used or changed as development progressed. This book is equally as good as the Fallout 4 art book, which is probably my

favorite video game art book yet released. Like that book, *The Art of Remember Me* takes the reader through the entire process of constructing the world the game exists in, from character design to the signage and graffiti on the walls. One of the great benefits of these books is having a window into the creative process, seeing how a visual designer works from early ideas to a finalized concept. This is another book doesn't require the reader to be a fan of the game, instead rewarding those enjoy seeing the creative process.0 of 0 people found the following review helpful. Gorgeous book, Wonderful concept and developmentBy Aldo Giovanni VisiniTL,DR: Lots of concept, plenty of whys and hows into the decisions made of development, amazing art work for inspiration.I usually buy art books to read about the concept and decisions around the art, not just for pure pictures of the subject. This book did not disappoint me at all, in fact I think if you're looking at any game dev, this should be one of your textbooks.If you want to gain some incredible understanding into the story of *Remember Me*, while a very average game, the story and art style is among some of the best. I feel the game came to short comings as the story was almost too good to fit into a singular game, or within the confines of such a player base.This is coming from a student studying BCT at AUT and game dev so I'm looking critically into this in how it would help me, not just a purely entertainment purpose, although I feel this book nails both. You're greeted by a very well designed book cover and then 3 pages of text by the Creative Director and Art Directors. This is a great intro and allows you to really get the feel of the book. Every page usually has text about the decisions made and why. The world in *Remember Me* is so intricately detailed and this book goes even more in depth, its a book into the mind of the studio and its such a shame the game didn't hit higher ratings.Overall, if you want a genuinely engrossing art book, that you can easily pick up for inspiration and detailed concepts of stunning scenery, just buy the damn thing.0 of 0 people found the following review helpful. Stunningly GorgeousBy TylerAbsolutely wonderful. Aghhh I can't explain how much this book means to me. The artwork is superb. Every page was a treat, it was like my eyes couldn't get enough.I played *Remember Me* a while back and I was really impressed by the art of the video game. It made a huge impression on me (because I LOVE cyberpunk) and dare I say, it's definitely a game I'll remember for being different and original.I could tell the art director and the concept artists had a lot of love for this project because it was reflected in their stunning artwork. Boy, and do I mean stunning. I was just mindblown by how gorgeous the pieces were. Ugh, there are no words to describe how I felt. Please check out this game and the art if you haven't already. You'll see what I mean.In the back of the book there's a message that says "I hope this book inspires you" and indeed it does inspire me. There are days when I feel really bad about my artwork, but these books give me incentive to work harder until I reach my goals. Hopefully someday I'll be a concept artist with my work featured on beloved projects just like this.Five stars. I loved it. I wish I could give it more. One of my favourite books, definitely.

Just in time for the hotly anticipated action puzzler's release, Dark Horse, Capcom, and Dontnod Entertainment invite fans to explore the intricate, enigmatic dystopia of *Remember Me*! Guided by the game's creators, readers will traverse the darkly beautiful avenues and alleyways of 2084 Neo-Paris and examine the complex technology that enables memory hunters to manipulate and remix the innermost secrets of society's most powerful leaders. Dontnod founder and comics veteran Aleksi Briclot sheds light on the genius that inspired the creation of this alluring, daring, and dangerous new universe! * Sure to be one of the gaming highlights of 2013! * Introductions by the game's creative and art directors! * Experience the creation of *Remember Me*'s innovative, arresting visuals!