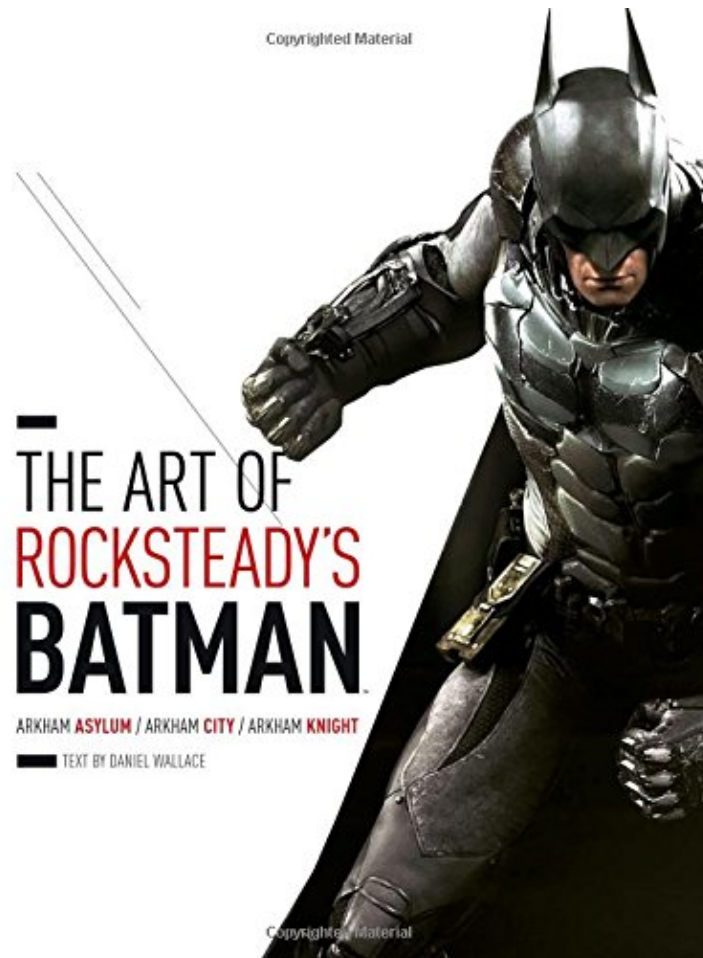


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Daniel Wallace, Rocksteady Studios
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Daniel Wallace, Rocksteady Studios : The Art of Rocksteadys Batman: Arkham Asylum, Arkham City Arkham Knight before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of Rocksteadys Batman: Arkham Asylum, Arkham City Arkham Knight:

4 of 4 people found the following review helpful. The Arkhamverse aesthetic explored is a must own for fans of art, games or comicsBy Kevin J. LoriaDaniel Wallace (author of The Joker: a visual history of the Clown Prince of Crime Batman: The World of the Dark Knight) compiles this beautiful Coffee-table book celebrating Rocksteady Studios' award-winning games (including Studio if the Year at thr 2009 Spike Video Gsme Awards) set within their unique perspective on DC's Batman also known as the Arkhamverse. The immersive narrative created between 2009-2015 (releases including the Arkham Asylum, Arkham City and Arkham Knight) have offered an amazing exploration and

twist on Batman canon while, I think, truer to the spirit of the world than any film, tv or game has even come before. Using minimum text to diminish the glorious promotional and conceptual art the book shares how artists, writers, programmers and a small developer with no track record to speak of reimagined Batman for whole generation gamers. Rocksteady's wonderful aesthetic of rethinking the classic looks of heroes and villain via hyperrealistic stylized character design brought something classic but fresh to the comic standards. It's this accuracy and exaggeration that most reminds me of Burton's milestone re-envisioning of the late 80's and I think the Arkhamverse will have equal impact on pop culture and comics. Filled with hundreds of images and interviews with creators and details from all three games (Arkham Origins is not included) this book is a MUST have for any fan of art, The Dark Knight or any gamer who has stopped mid game to appreciate the striking quality of design throughout every inch of Gotham thanks to Rocksteady Studios. I hope that this end of the Arkham games is only the beginning of their partnership with DC, I'd love to see their take on Metropolis.

2 of 2 people found the following review helpful. Disappointing Presentation. By Hengky Tanoyo I bought this book expecting a lot of behind the scene concept sketches and designs that go into the making of the popular Rockstaeady Batman's Arkham series. Instead, what I found was a lot of blown-up murky shots of the environmental designs. Characters designs make up only a small portion of the book contents. While they are good, I was just not impressed with any of them. Anyway, maybe it's just not my cup of coffee, but there are other great video-game based art books out there. I would've preferred a presentation along the lines of Dead Space, Evolve, and The Last Of Us art books.

0 of 0 people found the following review helpful. Worth the money spent. By J. Clem What an amazing book! There are looks behind the scenes on the development of all three Rocksteady Batmar Arkham games and the book is worth the purchase. It is amazing to see the artwork and some of the thoughts that went into the development of these games. The book is a very nice hard bound edition and I found it useful and worth the time and effort for the purchase. I'm amazed at the time and effort the developers put into the game, even getting into the boots that the TYGER guards wore. It looks like I'll have to play through these games again when my next vacation hits so I can start looking for all these little details that are scattered throughout.

This book is the first official look behind the scenes of one of the most critically acclaimed and bestselling video-game franchises of all time. Collecting the best character sketches, concept art, background paintings, and more from all three of Rocksteady Studios' Arkham games Arkham Asylum, Arkham City, and Arkham Knight The Art of Rocksteady Studios' Batman takes fans through every stage of the creative process. Key creative and development talent offer commentary through exclusive interviews, making the book a definitive look back at seven years of gaming innovation that have helped reimagine the Batman mythos in yet another iconic incarnation. TM (c) DC Comics. (s15)

The new book . . . provides insight into the creative process behind the groundbreaking games.