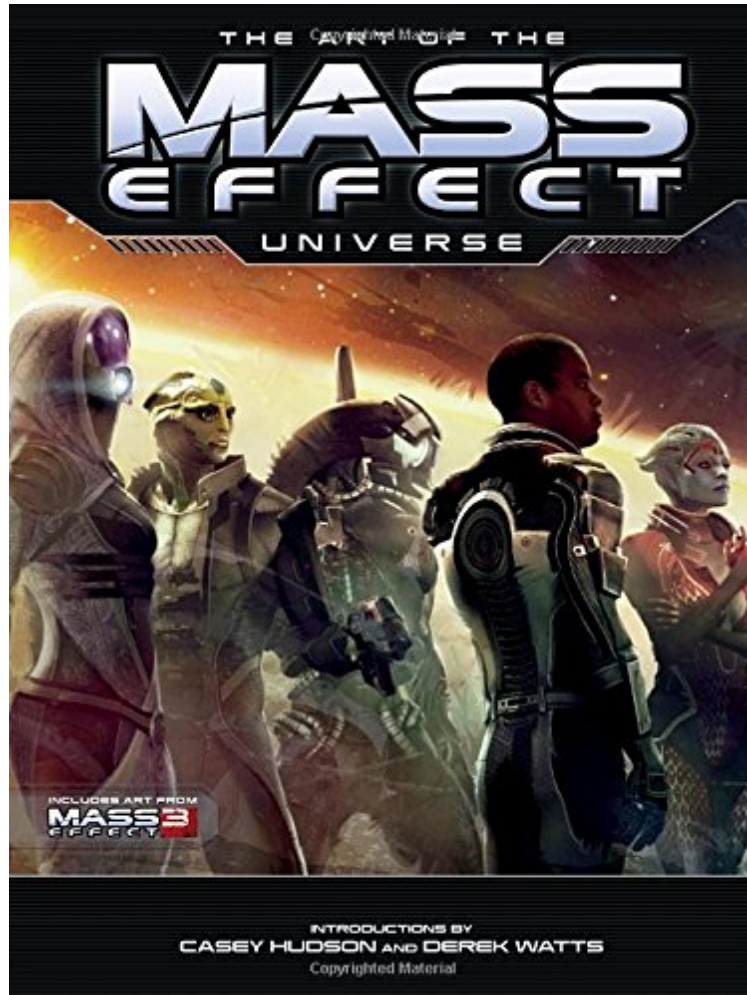


(Free download) The Art of The Mass Effect Universe

The Art of The Mass Effect Universe

Casey Hudson

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Casey Hudson : The Art of The Mass Effect Universe before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of The Mass Effect Universe:

3 of 3 people found the following review helpful. Amazing! A Must Buy For Mass Effect Fans!By OrangeCrushI openly admit, I am a Mass Effect junkie. Its my single favorite video game and I am absolutely enthralled with the characters and universe as a whole. When it comes to the overall quality and depth of a story, Bioware certainly doesn't disappoint. The sheer amount of lore and history they infuse with their games is truly amazing. Dragon Age: Inquisition is just the latest example. For those willing to take the time to really dig in, their game universes take on a level of depth and realism that most games can't come close to matching. Personally, I believe games like this have such amazing artwork because the overall quality of the story and universe inspires the artists. I see this sort of thing in

the comic market all the time as certain titles and characters really bring out the best in the artists depicting them. Well, that is certainly the case with Mass Effect as the artwork that has been created for this series is nothing short of amazing. I have collected just about every Mass Effect collectible that has come to market including the limited edition lithographs from Bioware. I actually have a few of the lithographs framed and up on my walls, including "The Team" lithograph which is actually the cover for this book. It's one of my favorite lithographs in the series and was definitely the perfect choice for the cover. All in all, this book is 184 pages and is chock full of amazing artwork from all 3 Mass Effect games. Concept art, character studies, weapons, vehicles, landscapes, ect. You find a little bit of everything in here, including highly insightful commentary. This is ultimately a perfect example of how to create a proper video game art book. It's just hugely satisfying and ultimately made me want to jump right back into the game. Bottom line - Mass Effect moved me in a way that very few games have been able to match. It has one of the best rosters of characters in the entire history of gaming, has an absolutely brilliant story, and it has some of the best artwork ever to come out of a video game title. For fans of the series, this book should be considered absolutely mandatory. I am a big collector of art books and this is without question one of the best video game related art books I have ever seen come out of the gaming market. No matter what Mass Effect collectibles you may already own, your collection is simply incomplete without this book. It's just amazing in every sense of the word and really should be on every Mass Effect fan's bookshelf. 5 Stars and then some!! 24 of 25 people found the following review helpful. Fantastic

By J. W. Mullins
I am a huge fan of the Mass Effect games the world created around it. So with Mass Effect 3 on the horizon I jumped when this book came up for pre-order. And it was well worth the wait. It is full of the unique feel and art of the Mass Effect world. But it isn't endless amazing art, a lot of it shows the various sketches and design changes that different characters went through. It is broken into three sections for each of the Mass Effect games. This shows how some characters have changed over the course of this universe spanning adventure. Since the game is not out there are a few spoilers you will run across in the book in the Mass Effect 3 section. It doesn't give away any story that I could see, but it does show the art for some characters you will meet and recruit that haven't been mentioned yet in the previews. If you read between the lines it also strongly hints at some story elements. That said I saw no harm in it and was actually a little excited to know a little more before the game releases. It just increases my desire for the game. All in all I was very happy with this book. The hardcore Mass Effect fans will see it as a must have. But for any fan of the Space Opera genre will find a lot of wonderful art and design elements in this book. 19 of 20 people found the following review helpful. Credit Where It's Due?

By C. Fisk
The contents of this hardcover book are amazing! The book's of a decent size (9.25" x 12" @ 182 high-gloss pages) with rich shades of colour that include paintings and 3D mockups spanning the entire Mass Effect trilogy. I particularly enjoy the evolution of character, weapon and location designs! The horrors of the Reaper-victim enemies are reminiscent of H.R. Giger and among my favourites in the book! Sadly, the book is missing some character designs from the upcoming Mass Effect 3 but the major characters look impressive enough. I would have also appreciated the novel covers (which are missing in this book). My biggest complaint - the anonymity of the grunts that churned out this artwork. Why do I care about what Casey Hudson and Derek Watts have to say when neither really had anything to do with the creation of this book's contents? Seriously, the video games industry needs fewer figureheads and more credit where it's due.

The Mass Effect trilogy is a groundbreaking epic that has immersed gamers in one of science fiction's richest universes. Now BioWare and Dark Horse are proud to invite fans deeper than ever into the Mass Effect saga with The Art of the Mass Effect Universe! Featuring concept art and commentary by BioWare on the games' characters, locations, vehicles, weapons, and more (including Mass Effect 3) The Art of the Mass Effect Universe is the most complete companion available to gaming's most compelling series!