

(Free and download) The Art of Titanfall 2

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Andy McVittie

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Andy McVittie : The Art of Titanfall 2 before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Art of Titanfall 2:

2 of 2 people found the following review helpful. Focus might be off but the work is great By Aidan Hodge-McNutt Though there is plenty of beautiful art in "The Art of Titanfall 2", I think the focus and spread might have been improved. There are roughly as many pages of the game's somewhat identical firearms as there are of its varied and highly detailed pilots and Titans, and I feel that we only see one iteration of many of the concepts for in-game models. That aside, the written descriptors are concise but well-written, and the book does go into some detail of the creative process at Respawn Entertainment, showing some of the evolution from basic sketch concepts and individual works to final products. The art itself is almost all truly gorgeous- from mecha to starships to robots to alien planets, there's plenty inside to tickle your sci-fi fancy. Respawn's best achievement is the detail and variety, the care they put into their work that shines here. You can see colorful alien fauna flitting through the trees of planet Typhon's jungles, and

nearly every scratch, ding, spot of dirt, bolt, joint, piston, and running light on a piece of equipment, Titan, or other vehicle is rendered in full detail and multiple paint and color schemes. It's easy to get overwhelmed but the base concept is simple enough so as not to give you a headache. There is a longish letter from art director Joel Emslie at the start of the book, and some nice little chapter openers with gorgeous overlays. At the end is a shorter section describing the model-making process Mr. Emslie uses in a tradition begun by the first game of using a combination of random parts, 3-d printing, and sixth-scale action figure components to make physical concept models of some of the characters seen in-game. The combination of familiar and unfamiliar, modern and sci-fi elements ended up defining the visual language of Titanfall, and there are plenty of big pictures of the models, whose descendants are eventually encountered in digital form. All in all, "The Art of Titanfall 2" is a little short, and might well have been better organized, but the end result is nonetheless inspiring. 11 of 12 people found the following review helpful. The art overall is quite nice. The complaint I have is, just like the first book (In My Opinion) there's not enough art/pics of the technology. Half the book is art about the planets/world settings. I would have liked more images of all the different pilot weapons/uniform designs and the titans themselves. But overall, it's a quality book. 0 of 0 people found the following review helpful. Your Titan is ready. By Jamil Bhatti I always thought Titanfall had a fairly strong design aesthetic, kind of like District 9. It was future tech, but realistic. Near-future, but also singularly designed, it was like real life but skewed to be cooler. This book highlights those feelings I had pretty strongly, but also brings to light some very interesting pre-production details like how the game wasn't necessarily heading in the direction we know and love today. It's easy to forget that Respawn was born out of the ashes of Infinity Ward's Call of Duty 4 and that the game started out heading in a more character and story centered way than was ultimately released (check out the giant monster on page 139 which I'm pretty sure is relegated to background status only in the actual game). While I don't find looking at wire-frame models or CG renders to be that interesting, there are plenty of concept and character art to tide me over, plus insight from the creators on almost every page. A nice art book for fans and collectors to treasure.

The Art of Titanfall 2 is the ultimate guide to the development of Respawn Entertainment's fast-paced, visually stunning first-person shooter. Featuring an exclusive array of highly stylized concept art, sketches, 3D renders, maquette modelling, and commentary from key Respawn Entertainment team members, this is a must-have for any fan of the dynamic and destructive world of Titanfall.

Beautiful artwork and a hyper level attention to detail make this more than just an art book, but a doorway into the minds of the developers that help bring the games we love to play, to life. -Xbox Addict "Need a closer look at Titans BT-7274, Bison, Legion, Northstar, Scorch, Ronin and Tone? This book has it." -Retrenders The Art of Titanfall 2 is a great book for fans of the franchise, but also for those of you who appreciate the creative process that goes into making a AAA title -Entertainment Buddha Art books like this one are a shining example of the wealth of used and unused artwork that make the games we play possible. -Gaming Trend Really well thought out and oddly beautiful -Aint It Cool News About the Author Andy McVittie has worked in the video games industry for more than twenty years and has written, edited and published such newsstand titles as Mean Machines, Nintendo Official Magazine and PlayStation Plus. He is co-director of media agency Unlikely Hero Limited, whose client list features Microsoft, and BBC Worldwide. He has authored several gaming books including The Art of Titanfall, and The Art of Rise of the Tomb Raider.