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The Art of Titanfall

Andy McVittie

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#408311 in Books McVittie Andy 2014-02-25 2014-02-25 Original language: English PDF # 1 12.20 x .84 x 9.42l, 3.20 #File Name: 178329194X192 pages The Art of Titanfall | File size: 71.Mb

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

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.

Titanfall has already accumulated a plethora of prestigious gaming awards and gained worldwide media attention ahead of its release. The Art of Titanfall offers fans of this ground-breaking game an exclusive insight into its visual development through all stages of production. The Art of Titanfall offers an intricately detailed look at the concept and development art behind arguably the most eagerly anticipated game of 2014, Titanfall. The Art of Titanfall will be released ahead of the launch date for the game, offering fans a sneak-peak at what they can expect. Titanfall won over 60 awards at E3 2013, including Best Original Game, Best Console Game, Best PC Game, Best Action Game, Best Online Multiplayer, and the coveted Best of Show. Titanfall has won several critics choice awards from reputable gaming websites such as IGN, Game Informer, and Destructoid. Titanfall will be a launch game released on the next-gen console Xbox One and will have a huge marketing campaign behind it from both the game developers and Microsoft.

"A monster of an artbook." - DualShockers "With so much material, this is a whopper of a book, and that's no understatement." - Gamenguide "A worthy investment for fans of Titanfall looking to get some great concept art." - Geek Smash "Some of the images on display are worthy of hanging on the wall of an art gallery." - Continue Play "It's a beautiful addition to any collection, and fans of the game shouldn't pass it up." - Delta Attack "Titan Books did a fantastic job capturing the energy and spirit of the creative process and if you're a fan of Titanfall, this is the perfect coffee table companion." - What's Your Tag "An impressive tome." - Destructoid "The book's construction is typically high quality, pleasing to the eyes and the hands alike." - OnlySP "It would make a great addition to any gamer's coffee table or library." - Entertainment Buddha "A gorgeous, coffee table-sized book." - Suvudu "You will be amazed at the level of detail they discuss in the book." - Don't Forget Your Towel "The Art of Titanfall is worth picking up for the fantastic artwork alone. That's probably the case for any art book, but this one in particular ticks all of the boxes for someone who likes military SF." - SF Signal "This book is spectacular. The breathtaking views, up close details of the Titans and the back story are captivating." - Geek Dad "It's really impressive the amount of detail that went into creating this game and the art work definitely highlights this." - Fansided "Titan Books is definitely on a roll with releasing these quality artbooks!" - Nerd Reactor "I got my hands on the art book and I must say, it made me even more excited to play the game." - Nerdy But Flirty "The book effectively immerses you in the universe and delivers interesting details on the world you might not get from the game. Highly recommended." - Adventures in Poor Taste "If you're a fan of art books, the The Art of Titanfall has it all. Much like its source material, its massive, shiny and the sheer weight will crack your coffee table." - Lazy Gamer "There's a lot of beauty and soul on the pages contained in The Art of Titanfall. It's an impressive collection." - Arcade Sushi "For an inside look at how this amazing world was put together, crack the cover of The Art of Titanfall." - Red Orbit "The book features a nice thick hard cover, dust jacket, and thick gloss pages that just scream quality. This is what we have come to expect with the publisher Titan Books which with every title they seem to one up the last." - Urban Vinyl Daily "The actual book itself is slick and nice to look at, like those expensive tomes you see at Barnes and Noble full of high quality reproductions

of famous paintings. If someone breaks into your house and this is all you have to defend yourself, you stand a fighting chance. You could definitely bludgeon an intruder into unconsciousness with this, and theres a distinct possibility it could stop at least a small-caliber bullet, its rather substantial. If youre a gamer, especially one particularly excited for Titanfall, this book is definitely worth your time." - Giant Freakin Robot "The Art of Titanfall is a well-crafted, visually pleasing book that would make a great addition to the collection of any gamer or art fan." - Xbox One Daily "If youre as big a fan as I already am for this game, youll want to pick this up because it is a must have." - Project Fandom "The Art of Titanfall also does something I would not have expected after I had played the beta for Titanfall. It has made me even more excited for the game." - The Flickcast "If you just cant get enough Titanfall, this is the definitive companion piece, and a must-have for any fan." - Gaming Trend "The artwork itself is gorgeous." - Video Games Artwork "A must-have for every Titanfall fans coffee table, full of gorgeous artwork, behind-the-scenes info on the games development and some shocking surprises thrown in." - Titanfall Gamer "The Art of Titanfall Book is Must Have For Every Titanfall Fan...The Art of Titanfall clearly defines how an art book should look like!" - Segment Next "The Art of Titanfall is a behemoth of a book, and its a must-have for video game and art enthusiasts alike...The intricate amount of detail and knowledge put into this book is a feat within itself, and I praise every page of this masterpiece." - Max Level "I highly recommend this." - Nerdology 101 "It is beautiful." - Mighty Mega "This book is another great masterpiece from Andy McVittie and the Titan Books crew." - EGM Now "After taking the time to look through The Art of Titanfall book I was thoroughly impressed. This book acts as proof that an insane amount of time and effort was put into the creation of the game. This is a gorgeous piece of art within itself and would be an excellent addition to any art collectors, Titanfall fan or even general gamers collection. I dont think that any gamer in their right mind wouldnt display this book on their coffee table." - SteamFirst "Truly The Art of Titanfall is a must have for fans of the game, and can easily be thought of as a conversation starter that begins around a coffee table." - Thumb Destruction "Overall I highly recommend picking up The Art of Titanfall if you are interested in the game or its universe. The book provides a great amount of insight into the artistic side of the development of the game." - Game Cavern "With 192-hundred pages filled with some of the neatest conceptual designs available, The Art of Titanfall is a beautiful and fascinating look into next-gens most anticipated game." - Another Castle "All the images are crisp, clear and show tons of detail. For those of you who like to collect video game art books this is definitely not one you would want to pass up." - Game Chup "Proving to be an essential read for those looking to get their fill on the TitanFall universe, as well as being a great companion to the game itself, The Art of TitanFall is an amazing piece of work that delivers on the message of what Joel Emslie, Vince Zampella, and the entire team of Respawn Entertainment are hoping to give the players once they experience the game for themselves. This isnt a book filled with 200 pages of sketches displaying what worked and what didnt work, this is a journey that can only be realised through the turn of the page and the press of the button." - Gaming Bolt "You really wont get a good sense of Titanfalls massive scale and rich universe until flipping through these pages." - MP1st "Overall it is a very impressive collection and one that any gamer I think would enjoy. Ive loved Titan Publishings art-collections in the past, and with such a terrific title being the centerpiece of another new art-book, I would say collecting it is an easy decision to make." - The Slanted "The Art of TITANFALL is the image of manufactured perfection. The size alone is impressive. It walks the fine line between an art book and a strategy guide with finesse. Giving just enough information to have you begging for more. I definitely recommend that every fan of TITANFALL go out and pick up a copy of this book. It is definitely worth the investment." - Active Respawn "Whether you like sci-fi artwork, giant robots, the game or anything in-between, youll find this is well worth picking up and adding to your collection." - Diehard GameFAN "Amongst The Art Of Titanfalls nearly 200 pages theres more than a few surprises." - Enemy Slime "Definitely worth picking up for fans." - Examiner "Gorgeous." - Escapist News "Im so pleased to have The Art of Titanfall gracing my video game art book shelf. I cant recommend it enough for video game art book connoisseurs." - Gaming Angels "The Art of Titanfall reminds of those Japanese technical art books for Gundam and Macross, because I grew up with anime and just loved the technical robot designs and details. You dont have to be a fan of the videogame Titanfall to enjoy this art book. If you like military costumes, mecha designs, exotic future sci-fi city landscapes, and of course the weapons, this book will be a solid reference book in your library and an inspiration for creative artists." - Retrenders "Whether youre already a Titanfall junkie, or youre just a sucker for a great art book, The Art of Titanfall has a lot to offer." - Games Fiends "This book does a great job at exploring all facets of this game." - Irate Gamer "A great addition to any persons art collection gamer or not." - Pixel Related "Titan has been crushing it on the art book front lately, and this newest release only continues the trend." - VG Bloggers "The Art of Titanfall is a gorgeous." - Steam First Most Anticipated Game of 2014 - VGX Awards About the Author Andy McVittie has worked in the video games industry for more than twenty years, writing and editing magazines such as Nintendo Official Magazine and PlayStation Plus.