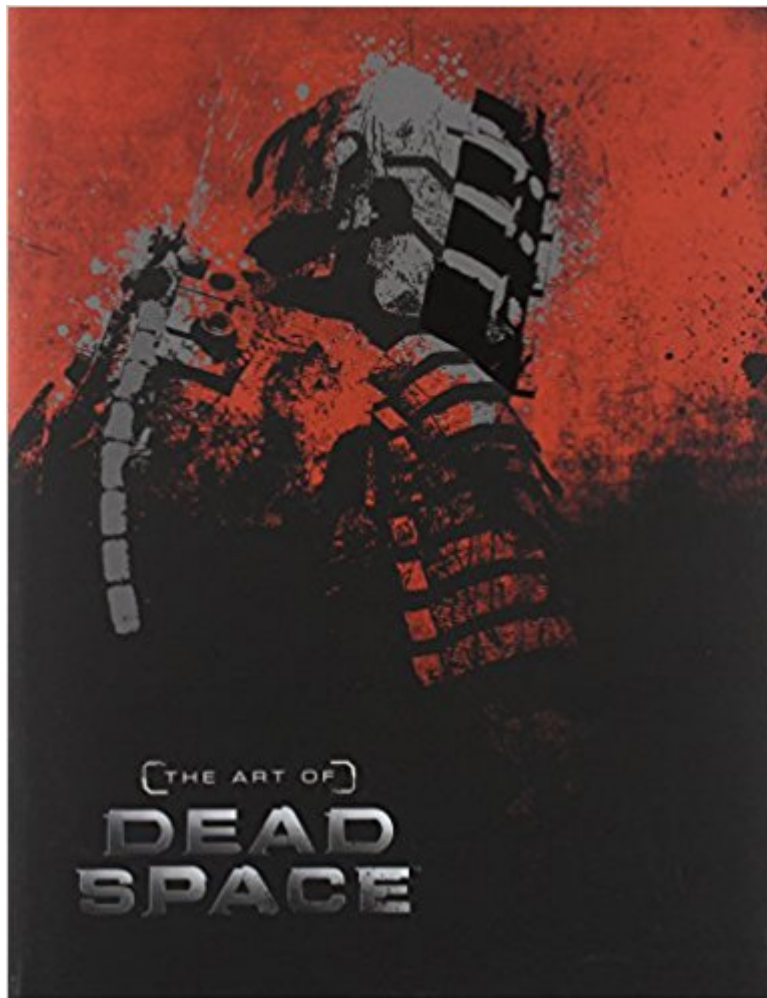


The book was found

The Art Of Dead Space



Synopsis

The Art of Dead Space is the ultimate gallery of the Dead Space universe, with over 300 images including sketches and concept art by acclaimed artists from breathtaking spacescapes to terrifying necromorphs, character designs to creating a religion, plus commentary from the artists themselves. Includes art from Dead Space, Dead Space: Extraction, Dead Space: Ignition, and Dead Space 2.

Book Information

Hardcover: 192 pages

Publisher: Titan Books; 1st Edition edition (February 5, 2013)

Language: English

ISBN-10: 1781164266

ISBN-13: 978-1781164266

Product Dimensions: 9.4 x 0.9 x 12.2 inches

Shipping Weight: 3 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars 88 customer reviews

Best Sellers Rank: #132,466 in Books (See Top 100 in Books) #39 in Books > Arts &

Photography > Other Media > Digital #60 in Books > Arts & Photography > Other Media > Video

Games #243 in Books > Computers & Technology > Programming > Graphics & Multimedia

Customer Reviews

"An incredible collection of art, with a good amount additional background information that gives you lots of perspective into the amount of work that went into this series." - Bricks of the Dead "Titan put this book out and it looks gooooooooood." - Ain't It Cool Holiday Gift Guide "As far as video game art books go, this has to be one of the best that I have seen. It is jam packed with beautiful content. Fans of the Dead Space franchise are going to love this book." - Examiner "Hot Damn, this Dead Space concept art is stunning" - io9 "You don't have to relive to horror to fully appreciate the design thanks to the gorgeous Art of Dead Space hardback, featuring over 300 images, sketches and concept art." - SFX Short Review "Your backstage pass to the nightmare that is Dead Space, and fans of the series are sure to eat up every page." - Delta Attack "Full of gruesome delight." - Goozer Nation "This lavish hardcover is filled to the brim with never-before-seen concept art" - Destructoid "As far as video game art books go, this has to be one of the best that I have seen. It is jam packed with beautiful content. Fans of the Dead Space franchise are going to love this book." - Examiner "The ultimate Dead Space resource." - Wired.com "Every bit the prestigious coffee table book we wanted." "One of the nicest art

books Iâ€™ve seen in awhile.â€•â€• Titan Books has created a gorgeous, old school offering which is sure to impress your gamer friends.â€•â€• Forbes.com â€œPacked with just the right quotient of horror and science fiction to satisfy either fan base. Definitely worth checking out.â€•â€• Strange Kids Club â€œA great collection of sci-fi/horror art.â€•â€• TG Daily â€œThe book provides amazingly detailed conceptual renderings of key characters, creatures, environments, and props while explaining the thought process that allowed the artists to arrive at the final product.â€•â€• 4 Player Network â€œA phenomenal collection of art.â€•â€• Total Gaming Network â€œA beautiful collection.â€•â€• Unwinnable â€œThe fresh ink smell and the stylish cover tell you to get ready to see some wonderful visuals. The book goes over every little detail from the series. How the universe was designed and conjured up. You get some glances at early designs. You also get some lengthy info on each piece of art be it plasma cutter to just doors in the game. It's more than just tidbits, it more like a cultural guide book to the Dead Space universe.â€•â€• Things To Do In LA â€œVery few companies are putting out art books of this quality these days â€œ my hat is off to Titan for making a book worth owning. Â It is an amazing peek behind the curtain.â€•â€• Gaming Trend "Titan Books has done its usual stellar job on this volume, from the embossed, glossy black covers to the Rorschach-like endpapers to the stunning amount of work between them. â€œTake it from a guy totally unfamiliar with Dead Space â€œ liking the videogame is not a prerequisite for enjoying this book." â€œ The October Country â€œFrom carnage-filled hallways to desolate planetscapes, this book will transport you into the Dead Space universe and immerse you in its depth.â€•â€œThis book is epic in its scope and lavishly illustrated.â€•â€œ Shattered Ravings â€œThe artwork is also positively stunning.â€•â€œ Horror News â€œFor anyone interested in the art behind the video games, this is an amazing glimpse into the detail, the creativity and the effort that comes before we get to sit and play.â€•â€œThis is a great addition to anyone addicted to the Dead Space trilogy, as well as a very interesting look at the inner workings of a video game from an art perspective.â€•â€œ Hearts on Fire ReviewÂ Â

Martin Robinson is an award-winning journalist and author of Halo: The Art of Building Worlds for Titan Books.

This is an impressive book. Its hard cover with a dust jacket and weighs in at 192 pages and almost all of the art is color. Many of the pieces are full blown paintings. Most of the material in this book (about 45%) is concept art from Dead Space 3. While around 35% being from Dead Space 2, 15% from the first game and the rest from the graphical novel and spin off games. There are sections on

Isaac Clarke, other characters, weapons, suits, the USG Ishimura, vehicles, Unitologists, Necromorphs, the Blood Moon, The Sprawl, Culture, Tau Volantis and the Wrecked Flotilla and the graphic novel. All of these sections are filled with commentary which is great. Having something to read in addition to the pictures always makes for a better, deeper and longer experience in an art book. I do have complaints. They all stem from one general complaint: I wish there was more! What's here is so amazing but there are some things missing. The other characters section only contains art from Dead Space 3. So no Nicole Brennan, Alex Stross, Hammond, Tiedemann or *spits* Kendra Daniels. There are a few suits missing from the second and third games. Some weapons are missing. I am sure this is because there is already an artbook for the previous two games and they didn't want to reproduce too much content but both of those are quite hard to come by. I hope they do another book with more art from the other games. The Necromorphs section is pretty thorough and cool beans. Slashers, wasters, stalkers, leapers, lurkers, The Snowbeast, The Tormentor, tripods, The Pack, alien necromorphs, The Nexus, crawlers, twitchers, exploders, Hunters (from 1 and 3), The Ubermorph, brutes and pukers are all present. Weirdly missing are Feeders from the new game. No bosses Proper from the first game are present. And no *sniff* Dividers. A great section though. Something else of merit to note is how large the environment sections are. Some paintings span two pages. This is great as in a lot of video game art books the environment sections are small and the art is reduced to puny thumbnail size. This book really lets these beautiful pieces shine. I love Dead Space. I love this book. I have already been through the new game three times in two weeks and I have been through this book twice as many times. This book is essential for fans of the series. Horror/sci fi enthusiasts would find joy in these pages also.

If you're a fan of the games (and like artbooks). this artbook is a must buy. It's an oversized hardcover, with a slipcover. Other reviewers have broken down the contents, but while the emphasis is on the later content of the franchise (i.e., particularly Dead Space 3), there's plenty of everyone here. I especially appreciate the detailed commentary on nearly every piece of work. Very interesting. And while I might have preferred more focus on the earlier games, anecdotes such as buying a butchered goat to pull apart for artistic reference--apparently, fish guts are useful, as well--easily make the book worthwhile. I mean, pending the upcoming Art of Hannibal book, how can you beat the (mental) image of game developers elbow-deep in goat entrails?!

This book is blessed with absolutely phenomenal artwork. Its easily one of the best video game art books i've seen. If you're a Dead Space fan, simply love the game's art style, or are a fan of the

horror genre this is a must. Get it, especially for the \$20 price (which is honestly a steal.)Warning: If body horror (displaying horror through mutilation or disfigurement of human bodies) disturbs you then this book may not be for you. There is a section in the book that deals with the game series's principle antagonists, the necromorphs, that will probably upset you. This is aimed towards those who stumbled upon the book, as anyone who knows even the slightest bit about Dead Space will know what's in store in such sections.

I enjoyed the presentation of the book right off. The oversized hardcover with a dust jacket featuring contrasting texture on the details of Isaac's helmet and a lush yet distressed palette of red, black and gray is very appealing. I like looking beneath the dust jacket to find a different cover, with raised lettering front and back. The endpapers are of a Rorschach watercolour style suggesting necromorph elements. I would have given this book five stars were the sections longer; some were two pages and I found myself turning the page and wanting more. On the other hand, despite the short sections in some places, the text was interesting, particularly in three areas: *comparing and contrasting aspects of all three games *citing influences ranging from subways to movies to Japanese malls *discussion of the work by various artists involved not just the directors. While showing development of concepts isn't the main focus, the chance to really look at environments I was often too terrified to examine in-game makes up for that in spades. Elements are discussed that I admired or reacted to in the games but hadn't considered, such as the psychological effects of architecture and lighting, the mechanics of armour suiting machines, and necromorph anatomy. I recommend this to Dead Space fans (obviously) as well as anyone interested in a visual exploration of world-building.

An excellent look into the art of Dead Space, spanning the three core games and Extraction. Everything included looked great and the layout was spot on. Even the cover art is a spectacular hero shot done over in black and red with the eerie blue glow from Isaac's suit. The art is gritty and wonderful, a true must have for any Dead Space fan. My only disappointment was in the content for the first game. When i pre-ordered the first Dead Space game back in 2008, I was given a free art book that offered really cool content and got me even more excited for the game. Sadly, the art work in this book for the first game is almost exclusively from that pre-order book, with little other new content. That was just a personal gripe because it is still some of my favorite artwork in the book. Otherwise, this is great buy for any Dead Space fan.

[Download to continue reading...](#)

Burrows on the Dead Sea Scrolls: An Omnibus of Two Famous Volumes: The Dead Sea Scrolls / More Light on the Dead Sea Scrolls Launch Vehicles Pocket Space Guide: Heritage of the Space Race (Pocket Space Guides) The Art of Space: The History of Space Art, from the Earliest Visions to the Graphics of the Modern Era Day of the Dead: Skull Coloring book Unique White Paper Adult Coloring Book For Men Women & Teens With Day Of The Dead ... Relaxation Stress Relief & Art Color Therapy) The Art of Dead Space Living with the Dead: Twenty Years on the Bus with Garcia and the Grateful Dead Speaking Ill of the Dead: Jerks in Connecticut History (Speaking Ill of the Dead: Jerks in Histo) Dead or Alive (Plus Bonus Digital Copy of Dead or Alive) (Jack Ryan Series) Calendars in the Dead Sea Scrolls: Measuring Time (The Literature of the Dead Sea Scrolls) The Archaeology of Qumran and the Dead Sea Scrolls (Studies in the Dead Sea Scrolls and Related Literature) THE ESSENES AND THE SACRED SCROLLS FROM NAG HAMMADI AND THE DEAD SEA: The Origin of the Essenes Brotherhood and The Discovery of The Manuscripts from Nag Hammadi and The Dead Sea Library The Archaeology of Qumran and the Dead Sea Scrolls (Studies in the Dead Sea Scrolls & Related Literature) Robert Kirkman's The Walking Dead: Search and Destroy (The Walking Dead Series) Skulls to the Living, Bread to the Dead: The Day of the Dead in Mexico and Beyond The Walking Dead Volume 23: Whispers Into Screams (Walking Dead Tp) The Walking Dead Volume 24: Life and Death (Walking Dead Tp) The Walking Dead Book 12 (Walking Dead (12 Stories)) The Walking Dead Book 11 (Walking Dead (12 Stories)) The Walking Dead En Espanol, Tomo 1: Dias Pasados (Walking Dead (6 Stories)) The Walking Dead Psychology: Psych of the Living Dead

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)