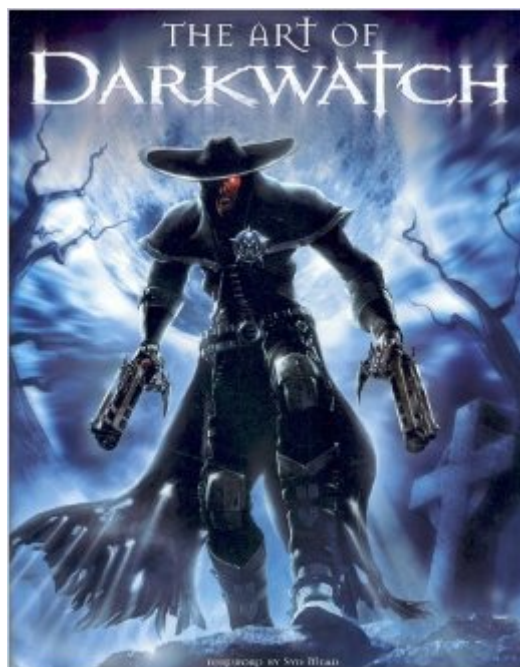


The book was found

The Art Of Darkwatch



Synopsis

This title showcases the concept art that went into creating the video game Darkwatch. It demonstrates the process and development of the concepts, as well as the evolution of the intellectual property itself.

Book Information

Paperback: 175 pages

Publisher: Design Studio Press (August 1, 2005)

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Average Customer Review: 4.6 out of 5 starsÂ Â See all reviewsÂ (5 customer reviews)

Best Sellers Rank: #2,908,135 in Books (See Top 100 in Books) #43 inÂ Books > Health, Fitness & Dieting > Children's Health > Special Needs Children #1025 inÂ Books > Arts & Photography > Other Media > Digital #6435 inÂ Books > Arts & Photography > Graphic Design > Techniques

Customer Reviews

The Darkwatch team has worked together for over two years to create a video game that will surely set new standards. This team of highly skilled and experienced specialists has created from scratch a visionary new world. Game designers, concept artists, 3-D production artists, character animators, programmers, and many others have all reached deep within themselves to find and harness their creative energy. The result is a video-game development project that is surely greater than the sum of its considerable parts. The book you hold in your hands is a testament to the efforts of the concept artists, the only part of that team whose work is traditionally never seen or heard outside the walls of the game-development studio. Working together with the game designers, the concept art department draws on its unique mix of talent, training, and years of experience to bring to life the world of the Darkwatch. The imagery they produce describes the world, characters, tools, and vehicles in depth and in detail, which is then used to guide the 3-D artists as they build the Darkwatch universe from the ground up. The work contained in this book shows examples from all stages of the visual-development process-from initial character thumbnail sketches to full-color environmental paintings and from the graphic design of the user-interface elements to detailed production paintings used for marketing purposes. The work contained in this volume represents

just a fraction of the thousands of pieces of artwork generated by the visual development process. This body of work represents one of the main building blocks used to construct the fully immersive world of the Darkwatch. --This text refers to an out of print or unavailable edition of this title.

The Darkwatch spans the history of the ages. Their ranks and deeds are woven deeply and secretly into the events that shaped the world. Well camouflaged, Darkwatch agents move silently through the masses, keeping vigilant check on the horrors that stalk humanity. The hidden heroes of this secret society routinely sacrifice their lives to protect a civilization which is blind to their efforts, and fearful of their designs. Rome did not fall to barbarian hordes, civil war, or treachery. It was vampires. --This text refers to an out of print or unavailable edition of this title.

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