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# The Art Of Alien: Isolation



## Synopsis

The Art of ALIEN: ISOLATION is a high-end art book featuring over 300 images from the latest game in the critically and commercially acclaimed Alien franchise. Taking players back to the survival horror atmosphere of the first film, ALIEN: ISOLATION features Amanda Ripley as the hero trying to survive on a decommissioned space station. The Art of ALIEN: ISOLATION is the ultimate gallery of the eagerly anticipated game, featuring extensive concept and development art, and creator and artist commentary throughout.

## Book Information

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Average Customer Review: 4.8 out of 5 stars [See all reviews](#) (36 customer reviews)

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## Customer Reviews

Alien: Isolation is a breath of fresh air among the video games that nowadays depend on more gore and grotesque creatures to up the shock and horror. If you want grotesque creature designs, go for the Resident Evil artbooks. This game is designed more towards Ridley Scott's Alien which uses the-less-you-see-the-more-frightening-it-is concept. It works very well in the movie, in this game and even in this artbook. If you don't already know, there's only one alien in the game, which means in this artbook, the bulk of the concept art on the characters, weapons, spaceships, interior design and environment. I love the style of the character designs. They are drawn in anime style with thin outlines and simple shading but are based on real human proportions of course. There are lots of character designs and iterations. The cool part for me are the 3D models based off the crew from the original Alien movie. It's really nostalgic. Not only that, it's quite amazing to see them back. The spaceship designs are really beautiful. The high resolution 3D renders are just gorgeous to look at. There are the textured versions as well as simple grey monotone renders. The details are amazing.

There are a few ships and they are rendered from different angles, some with the blueprints provided. What's weird though is there are wireframes for Nostromo but it's not actually rendered. The same level of intricate detail is used for Sevastopol space station and all the interiors. By the way, the designs are all inspired by the original Alien movie. Creative Assembly managed to get the production art from the movie studio and expanded on the source materials to include new locations, equipment, costumes and the characters.

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