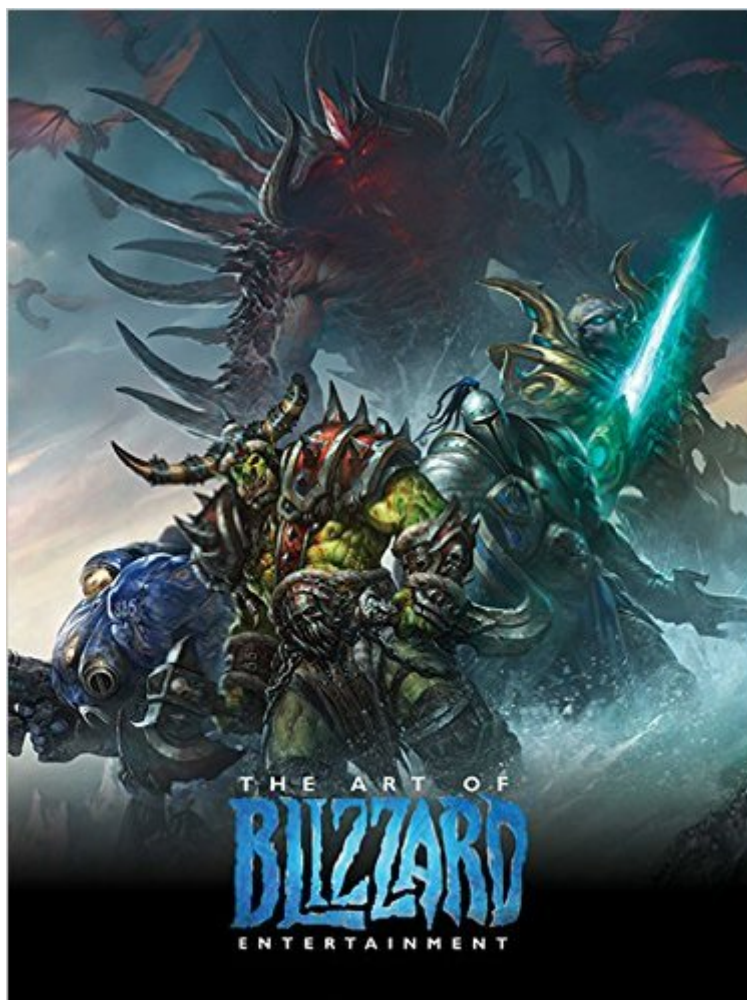


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The Art Of Blizzard Entertainment



Synopsis

Over the past two decades, Blizzard Entertainment has had a tremendous impact on the world of games and global pop culture. From its humble beginnings as a three-person console-game development studio in 1991 to the creation of the blockbuster *Warcraft*®, *StarCraft*®, and *Diablo*® series, Blizzard has a history of crafting stunning worlds of science fiction and fantasy. The company's distinctive gameplay and storytelling styles have captivated an international audience numbering in the tens of millions whose passion cannot be quelled. Twenty years after Blizzard opened its doors, the company's *World of Warcraft*® boasts the title of the world's most popular subscription-based massively multiplayer online role-playing game, and the studio is widely recognized as one of the leaders in creatively driven game development. An epic volume of art and behind-the-scenes insights, *The Art of Blizzard*® celebrates the studio's genesis by examining the creative forces behind these games and showcasing their artistry through more than 700 pieces of concept art, paintings, and sketches. Commentary on the art is provided by Blizzard Entertainment's own Nick Carpenter, Sam Didier, and Chris Metzen, who've each played important roles in shaping Blizzard's game universes over the years.

Book Information

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Customer Reviews

This is one gigantic book. Hardcover. 376 pages. Blizzard has finally released an official video game art book and it's not surprising it's so thick. The binding looks good enough. One thing to note is about the shipping cost of this book. It's heavy, so depending on where you're shipping to (overseas for example), it might incur an additional weight surcharge. The book features the three

flagship games of Blizzard, namely World of Warcraft, Diablo and Starcraft, and it has a small section of art from discarded game concepts. The art is fantastic and all printed big on good paper. They are mainly character designs. Many paintings and sketches come with brief commentary from the staff of Blizzard, Nick Carpenter, Samwise Didier and Chris Metzen. Of course there are a lot of artists featured and it's interesting to see how they can all stick to drawing the Blizzard style of art. There have been several Blizzard art books before this came along. So you might actually see artworks here from the earlier books, such as *WOW: The Art of the Trading Card Game*, *The Cinematic Art of World of Warcraft: The Wrath of the Lich King*, *Diablo III: Book of Cain*, *WOW: Mists of Pandaria Collector's Edition* art book and others. There are also many new pieces of art here. However, there are pieces of art which I thought should be included, especially (all) the detailed sketches from the *Diablo III: Book of Cain*. This is a wonderful collection for fans of Blizzard and fantasy art. (There are more pictures of the book on my blog. Just visit my profile for the link.)

The first thing I noticed about *The Art of Blizzard* was its weight. This is one big, hefty tome. Chock full of full color art from front to back, this book is amazing. It covers the Warcraft, World of Warcraft, Diablo and Starcraft series. I have been taking my time going through it, because a lot of the artwork has notes on the background from the artists or other Blizzard staff that oftentimes sheds an interesting or amusing tidbit that you may never have known...like the Pit Lord's teeth were based on Gary Busey's teeth. I own a number of art books for anime and video games, and I have to say the quality of the book is top notch. Quality heavyweight paper, sewn binding, many full or double page portraits in vibrant color. I have spent about 3 hours reading it tonight after opening it for the first time. Looking at the beautiful details in everything and at times the evolution of things and reading all the little side comments, has certainly captured my attention. If you are a fan of any of Blizzard's games or enjoy good fantasy art, I cannot recommend this book high enough. I look forward to reading more tomorrow. Absolutely beautiful, and worth every penny.

I've been a fan of Blizzard and their work since the start. They have a lot of talented artist and this book shows it. The amount of artwork in this book has a lot to go over and admire as the quality is excellent. It covers all three of their major series and is a perfect coffee table book to have. My problem with this book is that a lot of the artwork has been seen before and has been featured in all of the games Collector Edition artbooks. It does have some original stuff that hasn't been seen though a LOT of the content is from previous artbooks. I ONLY RECOMMEND this artbook to those that don't have the other Collector Edition artbooks or don't mind spending the money to have them

all combined in one bigger book.

I own literally every "Art of" book produced by Blizzard, and somehow this incredible tome manages to showcase so much art I have not seen before! I was skeptical that this book would just repeat what I already owned, but instead it had a vast amount of new material by my favorite Blizzard artists. The book is massive in size and the paper and printing is as high quality as the artwork within. I highly recommend purchasing this book.

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