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The Art Of Titanfall



Synopsis

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.

Book Information

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Customer Reviews

Length: 1:55 Mins

Fans of the game, mecha robots, and sci-fi art would be delighted with The Art of Titanfall. Game developer Respawn Entertainment has filled all the 192 pages of this hardcover with wonderful concept art. The artworks are a mixture, about half each, of in-game 3D models and digital art. And about half the book covers the mechas, characters, weapons, spaceships and vehicles. The latter half, about 100 pages, covers the environment art. Even though the book features 3D models as art

from the game, these models are rendered really well with high resolution textures, good lighting and most importantly high poly-count models. They look great. You can still tell that they are texture-mapped, but they are not jarring or distracting. Designs are fantastic. The artworks are printed huge so most of the minute details are even visible. The mechas and spaceships look really cool. Last few pages shows some actual maquettes (small) and a full-size Titan in some workshop. There are a lot of environment art included, such as Demeter's futuristic cityscapes, devastated landscape of Fracture, exotic planets with Leviathan bones everywhere, laid back tropical lagoon, and more. Again, lots of wonderful designs. As mentioned earlier, there are also 3D game graphics used here, and they do feel lacking in charm as compared to paintings. Nevertheless, all art pieces are good looking, just different in style. *The Art of Titanfall* is a great video game art book companion. Highly recommended. (See more pictures of the book on my blog. Just visit my profile for the link.)

My book arrived today. Nicely bound, and as quality of a book as you would hope for. However, I was hoping for a LOT more artwork about the Titans themselves. Each of the three titan models gets a couple of pages of images, but the bulk of the book is human character art, weapons concept art, and the entire back half of the book is environmental studies, landscapes, etc. For a 190 page book about *Titanfall*, I think I should point out that there are TEN pages about the titans themselves. I was rather hoping for some looks at alternate designs in concept art, detail sketches from the artists showing how they developed them, and maybe some "Chilton's Manual" level of detail about them. Eh, not so much. Nothing here that you can't get yourself by taking screenshots within the game, unfortunately. However, there is a good bit of textual exposition that I haven't dug into yet. If you want to see an example of my expectations completely met, check out the *Pacific Rim* art book. It covered all bases. <http://www..com/Pacific-Rim-Man-Machines-Monsters/dp/1608871827>

I'm an environmental 3D modeler. Almost done with school getting my BFA. I love getting art books because of the inspiration they can give but also the references. This book is full of them. It's got awesome environments, characters, guns, and concepts. I'm pretty sure the gun collection for the concepts in this book is my favorite part. Very easy to scan and model over because of the layout they chose. I would definitely recommend this book to anyone who wants to be inspired or just loves *Titanfall*.

This book....what can I say, I love this book, it really sheds so much light on the background, setting,

etc. of this IP. I loved the game, as brief as it may have been for populations on the PC, amazing while it lasted, and I fell in love with it all over again with this book, it left me with a greater appreciation for the game itself, and inspires me in many of my own artistic projects.

I didn't know the game or played it before, but ordered because I'm a big fan of mechas and robots. This book have some very nice made drawings and pictures and, as an art book, fulfills its purpose since it displays versions of the robots and explanations between different versions of the mechas and armament. Nice book.

This book is full of stunning, incredible art! If you love the future and giant mechs, you'll love this book. If you've played the game, you'll love this book. If you're an artist and want inspiration for your tech/sci-fi work, you'll love this book. Front to back and cover to cover it's filled with beauty. I highly recommend.

Beautiful book. Art is gorgeous and highly detailed. As others have pointed out, there is not enough coverage of the titans themselves. Massive in page count and broad in scope. Have very much enjoyed perusing each page. Must buy if you love this game.

Even though I have not played the game, I love the concept art and designs that were done for the game. Even though I expected a little more, I still got a lot of things to appreciate. Overall a good book to have.

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