

The book was found

The Art Of Deus Ex Universe



Synopsis

The Art of Deus Ex Universe is the ultimate gallery of art from Deus Ex: Human Revolution and Deus Ex: Mankind Divided, featuring over 300 images, including sketches and concept art. With commentary throughout from the world-renowned art team, this extraordinary collection of groundbreaking game art depicts a dystopian future where mankind has evolved... at the cost of its humanity.

Book Information

Hardcover: 192 pages

Publisher: Titan Books (August 23, 2016)

Language: English

ISBN-10: 1783290986

ISBN-13: 978-1783290987

Product Dimensions: 9.4 x 0.8 x 12.2 inches

Shipping Weight: 3.2 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars 24 customer reviews

Best Sellers Rank: #120,583 in Books (See Top 100 in Books) #34 in Books > Arts &

Photography > Other Media > Digital #52 in Books > Arts & Photography > Other Media > Video

Games #88 in Books > Arts & Photography > Other Media > Mixed Media

Customer Reviews

• Deus Ex fans will definitely want The Art of Deus Ex Universe book as part of their collection. •
- Retrenders

Paul Davies has worked in gaming journalism for twenty years, writing and editing magazines and websites including Official Nintendo and Computer & Video Games. He is the co-founder of media agency Unlikely Hero Ltd. whose clients include Yahoo! UK and Microsoft.

The 2 newest entries in the Deus Ex series have been visually stunning, particularly with Human Revolution. HR introduced a neo-renaissance aesthetic based in a black and gold color scheme, and that helped it really stand out from many other games that tended to blend together design-wise. With Mankind Divided, both the renaissance and black/gold colors were muted, which makes sense in the fallout from HR. Both of these approaches are detailed in the Art of Deus Ex Universe book, which is a wonderful look into the creation of two very distinct games that share a

common world. As with many recent video game art books, you get a wide look at virtually every aspect of how the design of the game was realized. Concept art, weapon design, character development, world building imagery...it's all covered here. I really enjoyed having both of the games covered in the one book, as you can really get a sense of the change in the world and the culture clearly and quickly. For fans of the newer Deus Ex fans, or just video game design in general, this is an exceptional book.

Fantastic concept art, excellent background on character design development including tech and locations.

The book arrived as described within the stated timeframe. Impressed!

Cool work and art!

At the back, the plastic covering the book had a large tear and thus the back of the removable book cover was scratched and it is highly noticeable. Even though the book cover can be removed and the rest of the book is in good condition, the packaging and shipping of this item is the big let down. The content in the book so far is quite informative and intriguing. The commentary and look into how the game was designed from its major themes to the visuals of the cyberpunk renaissance time period is beyond compelling and comprehensive. It goes to show how coming up with all these elements of the game, from the clothing and appearance of the characters to the locations seen in the game, shows the challenging yet engaging and exciting development towards creating a game which honors to original and takes it to new heights. A true deus ex fan will need to have this in their collection. In fact, I feel that the deus ex mankind divided collector's edition would be even more complete if this was added with the package.

"They Cannot Stop Us, They Cannot Stop The Future".

Beautiful book and far superior to the included artbook with my collectors edition of Mankind Divided. Detailed pages including a couple "inside jokes" within the art team. Very detailed and very expansive collection of art.

I love it. For fans of the franchise, this is a must have. It full of all the amazing concept art used in

designing the world of Deus Ex. As a huge Deus Ex fan, this was money well spent.

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

DARK ENERGY: The Biggest Mystery In The Universe (dark matter, how the universe works, holographic universe, quantum physics) (black holes, parallel universe, the string theory) The Art of Deus Ex Universe Deus Ex Universe Volume 1: Children's Crusade Deus Ex Machina - The Best Game You Never Played in Your Life Homo Deus: A Brief History of Tomorrow Summary of Homo Deus by Yuval Noah Harari Summary: Homo Deus: A Brief History of Tomorrow God Is Love (Deus Caritas Est) (Benedict XVI) O Livro de Urântia: Revelando os Mistérios de Deus, do Universo, de Jesus e Sobre Nós Mesmos (Portuguese Edition) Deus ex machina: for Mythic Fantasy Role-playing Game First Meetings: In Ender's Universe (Other Tales from the Ender Universe) Mammals Who Morph: The Universe Tells Our Evolution Story: Book 3 (The Universe Series) From Lava to Life: The Universe Tells Our Earth Story: Book 2 (The Universe Series) DC Universe: Rebirth Deluxe Edition (DC Universe Event) Official Handbook of the Marvel Universe A to Z Volume 2 (Official Handbook to the Marvel Universe a to Z) Elementary Particles : The Building Blocks of the Universe - Physics and the Universe | Children's Physics Books Universe of Stone: Chartres Cathedral and the Invention of the Gothic AKA Universe of Stone: A Biography of Chartres Cathedral Steven Universe: Art & Origins Visualizing the Universe: Athena Tacha's Proposals for Public Art Commissions 1972 - 2012 The Art of The Mass Effect Universe

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)