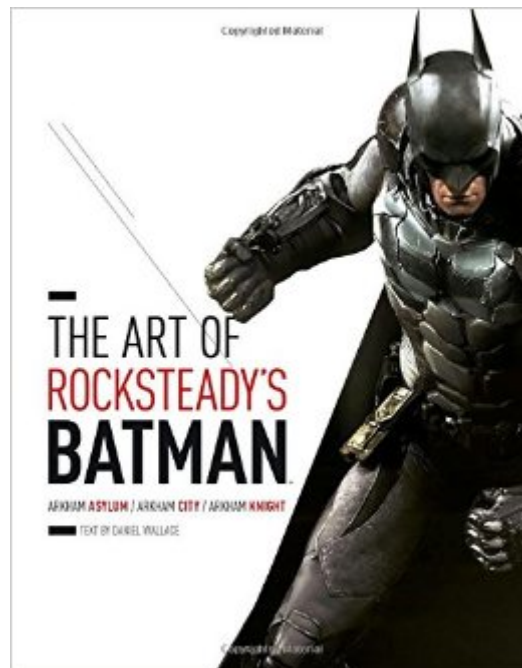


The book was found

The Art Of Rocksteady's Batman: Arkham Asylum, Arkham City & Arkham Knight



Synopsis

This book is the first official look behind the scenes of one of the most critically acclaimed and bestselling video-game franchises of all time. Collecting the best character sketches, concept art, background paintings, and more from all three of Rocksteady Studios' Arkham games—Arkham Asylum, Arkham City, and Arkham Knight—The Art of Rocksteady Studios; Batman takes fans through every stage of the creative process. Key creative and development talent offer commentary through exclusive interviews, making the book a definitive look back at seven years of gaming innovation that have helped reimagine the Batman mythos in yet another iconic incarnation. TM & (c) DC Comics. (s15)

Book Information

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Customer Reviews

Here's the ultimate artbook companion to the Arkham games and it's well worth the wait. This hardcover book comes in at 304 pages. It's big and heavy. The book covers all the three Arkham games namely Arkham Asylum, Arkham City, and Arkham Knight. When I first played Arkham Asylum, I was taken in by the details of the design of the environment and the overall mood. It felt really immersive. Now we have an artbook that goes behind the scenes to show you what it took to create the games. There are over hundreds of artworks, the concept art that comes in form of sketches, character designs, digital paintings, environment layouts and 3D stills from the game. The artworks are reproduced big and look great. There are things like 3D renders of Arkham Asylum, paintings of streets in Arkham City, props and many more. I like the art direction for the game. It visually departs from the usual comic style art associated with DC comics. Somehow, the game just

makes the world feels more real, just like how the games also let you experience what it's like to be running around in the Arkham universe, or as they call it the Arkhamverse in the book. There's quite a good amount of commentary and interviews to go with the art. There are creators of the game talking about the design of the game, the characters and the production. There's also a one page writeup on the programming aspect of the game. Overall, it's an insightful read and helps you understand more about the world. There are some downsides. Arkham City's coverage only has 55 pages while the other two games were given over hundreds of pages each. Not all the enemy characters are included. Would have been good even more enemies, even the miscellaneous ones could be shown.

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