

The Art Of Blizzard Entertainment

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The Art of Overwatch - Blizzard 2017-10-24

Overwatch has taken the world by storm, boasting millions of players and gaining critical acclaim. Now, in this beautiful hardcover, Blizzard Entertainment reveals the creative process behind one of the most popular FPS games of all time! Filled with never-before-seen art as well as commentary provided by the game's development team, this book is sure to please any Overwatch fan. · Never-before-seen artwork! · Essential companion to the international best-selling game Overwatch! · Introduction and commentary provided by the game's development team! · Overwatch is a global phenomenon with 30 million players! · Produced in close partnership with Blizzard Entertainment! · Behind-the-scenes look at your favorite characters! · Overwatch creation revealed!

Overwatch: Anthology - BLIZZARD ENTERTAINMENT 2017-10-10

Your favorite Overwatch® heroes' backstories are revealed in this anthology from Dark Horse Books and Blizzard Entertainment®! From Soldier: 76 to Ana, Tracer to Symmetra, discover the history behind Overwatch's heroes. How did Bastion become part of the team? Why did Ana Amari disappear? Where did Tracer get her catchphrase? Learn all this and more in this

hardcover anthology of the first twelve issues of Blizzard's Overwatch comics, written and illustrated by an all-star creative team including Matt Burns, Robert Brooks, Micky Neilson, Nesskain, Bengal, and more. Whether you're an Overwatch novice or a Grandmaster, this is an essential companion! · Reveals backstories and new details about Overwatch's heroes. · Essential companion to the international best-selling game Overwatch! · Overwatch has won 100+ Game of the Year awards! · Overwatch is a global phenomenon with 30 million players! · Includes short stories by World of Warcraft: Chronicle writers Robert Brooks and Matt Burns!

Brutal - Samwise Didier 2020-10-20

The first monograph by the art director for leading video game company Blizzard Entertainment Brutal: The Art of Samwise is a career-spanning art book that assembles the many artistic creations of world renowned artist Samwise Didier into one volume. For nearly thirty years, Samwise's unique art style, which combines the use of bold colors, visual storytelling, and a touch of humor, has been featured in numerous art books, illustrated novels, album covers, comic books, and video games, and is instantly recognizable to his legions of fans. Brutal: The Art of Samwise celebrates all the artistic

creations of Samwise's imagination, including many images never seen before from his personal archives. This book also contains selections of Samwise's favorite and most iconic images he created for the video game company, Blizzard Entertainment, where he has worked since 1991. As a senior art director for Blizzard, Samwise was responsible for directing the art style for Warcraft, StarCraft, and Heroes of the Storm, as well as for creating artwork for the World of Warcraft, Hearthstone, and Diablo franchises.

The Art of Blizzard Entertainment - Nick Carpenter 2013-02-12

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.

Diablo III: Book of Cain - Blizzard Entertainment 2017-07-18

An exceptionally illustrated fiction for millions of Blizzard fans, *Diablo III: Book of Cain* is the source book for Blizzard Entertainment's Diablo franchise

and the best-selling *Diablo III* game, as told by the games' core narrator, Deckard Cain. In Blizzard Entertainment's *Diablo®* and *Diablo II*, the recurring character of Deckard Cain delivered quests, accompanied the brave adventurer, and, as the last of the Horadrim, provided a link to the greater history of the world of Sanctuary. Ever mysterious during these appearances, Cain hinted at a larger story, providing snippets of it in his notebook. *Diablo III: Book of Cain* is Cain's formal record of this greater tale—a dissertation on the lore of the Diablo universe, told by one who has witnessed and participated in some of the epic events that make up the eternal conflict between the High Heavens and the Burning Hells. Designed as an “in-world” artifact from the Diablo universe, *Diablo III: Book of Cain* includes Cain's revealing meditations, as well as dozens of sketches and color artworks depicting the angelic and demonic beings who wage constant war with one another.

Octopath Traveler: The Complete Guide - Square Enix 2020-12-01

Master Square Enix's critically acclaimed RPG *Octopath Traveler* with this comprehensive guide! Explore every corner of Orsterra with the help of this complete guide which includes insight and explanation of the main narrative as well as boss strategies for each of the games' eight protagonists! Dive deeper with detailed environment maps, subquest information, and beautiful illustrations that fully realize *Octopath Traveler's* HD-2D graphics with exclusive explanations and commentary from the development team. Dark Horse Books and Square Enix present a faithful localization of the original Japanese volume, offered in English for the first time! Whether you're a first-time player or looking to take your game to one hundred percent completion, this guide book is not to be missed!

The Art of Warcraft - Jeff Green 2002

BradyGames *The Art of Warcraft* features an inside look at the stunning art from the Warcraft series. Art from every stage of game development will be

included, from early concepts to finished pieces, along with behind-the-scenes commentary from the Blizzard development team. Enormous coverage including Warcraft III: Reign of Chaos, Warcraft II, and Warcraft, plus an exclusive glimpse at the upcoming World of Warcraft game. Anecdotal captions relevant to the story and events of the Warcraft series are also included. This timeless reference piece will give countless hours of enjoyment to avid Warcraft gamers everywhere!

Cinematic Art of StarCraft - Robert Brooks 2018-09-15

For more than two decades, players have led the zerg, protoss, and terrans into battle for galactic dominance in StarCraft, StarCraft II, and multiple campaign expansions. The Cinematic Art of StarCraft offers a detailed view into the history and philosophy of Blizzard's revolutionary cinematics team. Focusing on the craft and storytelling of cinematics and filled with anecdotes from the creators, The Cinematic Art of StarCraft gives fans a unique peek into the cinematics that have wowed millions of fans across the Koprulu sector.

The Art of Overwatch, Volume 2 - Matt Burns 2021-10-15

Complete your collection and dig deeper into the evolution of Overwatch with The Art of Overwatch Volume 2, your guide to the art, design, and creation of one of the most popular FPS games of all time! This gorgeous compendium showcases new content from summer 2017 onward, including the development process around fan-favorite heroes, environments, and cinematics. Beyond new content, this all-encompassing guide goes further, expanding on the construction of unique, event-driven game modes, NPC design, and more. Don't miss this beautiful collection, meticulously crafted with the Overwatch game team! Includes: Introduction and commentary from the Overwatch game team Development story behind skins, events, and unique game modes Never-before-seen concept art for new characters from Doomfist to Echo Sneak peek at Overwatch 2 Also available in stunning

Limited Edition from Dark Horse

[The Art of Crash Bandicoot: It's about Time](#) - Micky Neilson 2020-10-26

The Crash Bandicoot(TM) series has remained a beloved staple of platform gaming ever since the first game's release in 1996. The Art of Crash Bandicoot(TM)4: It's About Time(TM) is a rich repository overflowing with interviews, quotes, observations and anecdotes, accompanied by a treasure trove of concept art detailing the characters and environments of the game. Gamers of every type will cherish this all-encompassing look into the zany, wild and unpredictable world of Crash Bandicoot(TM) .

World of Warcraft: Chronicle - BLIZZARD ENTERTAINMENT 2016-03-15

World of Warcraft: Chronicle Volume 1 is a journey through an age of myth and legend, a time long before the Horde and the Alliance came to be. This definitive tome of Warcraft history reveals untold stories about the birth of the cosmos, the rise of ancient empires, and the forces that shaped the world of Azeroth and its people. This beautiful hardcover features twenty-five full-page paintings by World of Warcraft artist Peter Lee, as well as a cosmology chart, half a dozen maps charting changes through time, and other line art illustrations by Joseph Lacroix, and marks the first in a multipart series exploring the Warcraft universe; from the distant past to the modern era.

The art of blizzard Entertainment - 2013

The Art of Diablo - Jake Gerli 2019-11-03

For more than twenty years, the artists behind Diablo have conjured new visions of the heavens and the hells, built nightmarish corridors filled with monsters and demons, and unleashed swarms of malevolent creatures upon tens of millions of players worldwide. Featuring never before seen content, The Art of Diablo plunges into the concept, design, and environmental art that has defined the world of Sanctuary and the Eternal Conflict at the core of Blizzard Entertainment's action-packed dungeon-crawling game.

The Cinematic Art of World of Warcraft - Greg Solano 2019-10-15

With never-before-seen concept art and accounts of the creative and technical process, this is the definitive visual gallery of how countless artists brought the world of Azeroth to life in incredible detail and motion.

Overwatch Coloring Book - Blizzard Entertainment 2017-10-15

"Overwatch: An Adult Coloring Book" is an epic volume of art capturing the spirit and wonder of Blizzard Entertainment's award-winning top game of 2016. This deluxe coloring book showcases the video game's artistry through more than 75 pieces of concept art, paintings, and sketches. With breathtaking images of Overwatch's characters, settings, and thrilling adventures, this coloring book has something for every Overwatch fan.

The Art of Hearthstone - Robert Brooks 2019-10-15

The second volume of this series dives deep into the depths of the Year of the Kraken, the first year of the game's standard format. Consisting of hundreds of illustrations, this volume goes into detail about the Hearthstone team's artistic process for card art, game boards, and other visual designs.

The Art of Blizzard - Nick Carpenter 2013-06-17

World of Warcraft: Legion Hardcover Blank Sketchbook - . Blizzard Entertainment 2016-05-17

From Blizzard Entertainment, the gaming powerhouse behind Warcraft®, Diablo®, and Starcraft®, a deluxe illustrated sketchbook inspired by the celebrated art of the classic role-playing game series, World of Warcraft. From Azeroth to the frozen kingdom of the Lich King and the savage jungles of war-torn Draenor, Blizzard Entertainment's World of Warcraft has transported millions of players into an epic fantasy universe. Full of humor, adventure and brutal conflict, the game is beloved by fans for its immersive gameplay and colorful, highly stylized visuals. This deluxe blank sketchbook spotlights some of the most impressive artwork created for World of Warcraft

and invites fans to partake in the spirit of the series by creating their own works of art on over 170 blank pages. Copyright © 2015 Blizzard Entertainment, Inc. All rights reserved. Warcraft, World of Warcraft and Blizzard Entertainment are trademarks or registered trademarks of Blizzard Entertainment in the U.S. and/or other countries.

The World of Warcraft Pop-Up Book - Robert Brooks 2019-10-15

Choose your faction, pick your weapon, and prepare for an astonishing vision of the world of Azeroth like you've never seen before! Built by best-selling paper engineer Matthew Reinhardt, the World of Warcraft Pop-Up Book brings the beloved well-loved locations of Warcraft to life, from the classic faction hubs of Orgrimmar and Stormwind, to the battle-scarred lands of Lordaeron and Teldrassil, and even the new capital cities of Kul Tiras and Zandalar! Each page unfolds into an eye-popping treat, showing depicting iconic locations sites in with brand-new art and interactive pieces ways that you've never seen before. Unfold each individual spread to form a map of Azeroth!

Brutal - Samwise Didier 2020-10-20

The first monograph by the art director for leading video game company Blizzard Entertainment Brutal: The Art of Samwise is the first book to reflect all aspects of Samwise's prolific career and includes the most famous characters he's created, including Blizzard's biggest heroes. Samwise's unique art style, which combines the use of bold colors, visual storytelling, and a touch of humor, has been featured around the world and is instantly recognizable to his legions of fans. As senior art director at Blizzard Entertainment, where he's worked since 1991, Samwise has contributed art and art direction to many of Blizzard's games, including some of its biggest franchises (World of Warcraft, StarCraft), and is known as the father and creator of the "Blizzard art style."

The Art of Destiny - Bungie 2014-11-25

Presents the concept art, scenery landscapes, and character designs of the video game.

WORLD OF WARCRAFT - K. K. Kowling 2016-12-31

We present 25 warcraft coloring pages to calm yourself down and make you relaxed. K. K. Kowling is author of many best selling coloring books.

The Art of Overwatch Limited Edition - Matt Burns 2017-10-24

Overwatch has taken the world by storm, boasting millions of players and gaining critical acclaim. Now, in this beautiful hardcover, Blizzard Entertainment reveals the creative process behind one of the most popular FPS games of all time! Filled with never-before-seen art as well as commentary provided by the game's development team, this book is sure to please any Overwatch fan.

The Art of World of Warcraft - . Blizzard Entertainment 2015-06-16

Timed to the twentieth anniversary of the blockbuster Warcraft franchise, The Art of World of Warcraft celebrates the groundbreaking art of the complete series to date. In the ten years since its inception, World of Warcraft® has revolutionized the role-playing genre, creating the immense world of Azeroth and filling it with iconic characters and legendary weapons and environments. Featuring interviews with key developers and telling the complete story of the game's evolution, this fully illustrated book vibrantly displays the renowned artwork at the heart of the franchise. Including never-before-seen art from the latest World of Warcraft expansion, Warlords of Draenor, The Art of World of Warcraft will contain hundreds of drawings and concept art, forming the ultimate tribute to the epic gaming franchise.

The Cinematic Art of World of Warcraft - Blizzard Entertainment 2012-10-16

Gaming fans have been waiting for this reprint of The Wrath of the Lich King, with cinematic art from World of Warcraft that offers a rare, behind-the-scenes look for collectors. Fans can experience Northrend's icy steppes and uncharted mountains through the art and imagination of the creative team

behind this epic game.

World of Warcraft Tribute - Blizzard Entertainment 2013

Collects illustrations based on the game from professional and fan artists around the globe.

Beginner's Guide to Fantasy Drawing - 3dtotal Publishing 2020-02

Invaluable tutorials and insightful tips make Beginner's Guide to Fantasy Drawing a perfect start to a fantasy art journey.

The Cinematic Art of Overwatch, Volume Two - Gerli 2021-07-14

Follow the development story behind Overwatch's stunning cinematics, from "Rise and Shine" to "Reunion" and beyond! The first wave of Overwatch cinematics captured the imagination of millions of fans around the world. After the game released in 2016, Blizzard Entertainment embarked on a new mission to take cinematic storytelling to the next level. From the intense, action-packed rush of "Shooting Star" to the somber, noble ethos of "Honor and Glory," the creative team wanted to highlight a different side of the game's beloved heroes. In pursuit of their objectives, the crew added new artists in the mix, devised novel methods for making movies, and ventured into formats they hadn't tried before, such as in-game cinematics and stop-motion animation. Covering all the official Overwatch cinematics made from 2017-2020, including the Overwatch 2 announcement trailer, The Cinematic Art of Overwatch: Volume II showcases hundreds of pieces of never-before-seen artwork and documents the epic creative journey that Blizzard took to bring these films to life.

Forging Worlds: Stories Behind the Art of Blizzard Entertainment - Micky Neilson 2021-11-02

To celebrate Blizzard's 30th anniversary, a gorgeous retrospective on artistry at Blizzard and the impact the studio has left emblazoned on gaming history. For thirty years, Blizzard has been pushing boundaries and breaking expectations of what it means to draw for video games. Get a glimpse behind

the curtain at how art has evolved at Blizzard and meet some of the artists who've shaped Blizzard's style and range to what it is today. Discover how art cross-pollinated amongst game teams and how grassroots movements from fans inspired some of Blizzard's most iconic artwork. With insights from more than fifty artists, animators, designers, and storytellers, this sweeping compendium is fans' ultimate keys to the kingdom of three decades in Blizzard artistry. Dig into the technical side of Blizzard polish--how light bounces around optimistic Overwatch scenes but seeps through the cracks in Diablo. Explore the development history behind your favorite games, including how Blizzard's fallen games helped produce some of the studio's most iconic heroes. Pore over never before seen images of the worldbuilding process, how levels and landscapes were born from post-it doodles and whiteboard sketches.

World of Warcraft: Folk & Fairy Tales of Azeroth - Steve Danuser 2021-04-14
Monsters, mystery, and magic abound in this stunning, illustrated collection of original fairy tales from the World of Warcraft universe, as told by an all-star cast of bestselling, award-winning storytellers. The power of stories is felt and known in every corner of Azeroth. From the windswept fields of the Eastern Kingdoms to the bustling city of Gadgetzan, differences were bridged by common tales of average people overcoming incredible odds. Lessons learned from cautionary tales tempered many brave heroes and brought them safely home, while stories of adventure spurred history's most remarkable actors to greatness. Now you too can settle in, lay down your armor, and listen to the wondrous tales of adventure and peril in the Folk and Fairy Tales of Azeroth. Brimming with gorgeous artwork and twelve inspired stories crafted by fantasy's brightest authors including Garth Nix, Catherynne M. Valente, Kami Garcia, and more, this enchanting anthology brings new voices, new meaning, and new wonder to World of Warcraft.

World of Warcraft Chronicle - BLIZZARD ENTERTAINMENT 2018-03-27

Blizzard Entertainment and Dark Horse Books are proud to present the third installment of their bestselling World of Warcraft Chronicle series! Like its predecessors, Volume III features beautiful full-color artwork by Peter Lee, Emily Chen, Stanton Feng, and other fan-favorite artists, as well as intricately detailed maps and spot art by Joseph Lacroix. Bolster your knowledge of Warcraftlore with this striking third volume!

The Art of Hearthstone - Robert Brooks 2020-10-13

For over a quarter of a century, players of Warcraft and World of Warcraft have been treated to a treasure trove of artifacts, gear, weaponry, and trinkets of both awe and amusement. Now players can get an in-depth look at the items they have collected . . . and some they might not have just yet. With exquisite art, innovative design, and a framing story involving the no-nonsense Matthias Shaw and high-spirited Captain Flynn Fairwind, this book covers the continent of the Eastern Kingdoms, from Stormwind to Stranglethorn, plaguelands to palaces, and all the lands in-between.

The Art of Hearthstone: Year of the Raven - Robert Brooks 2021-03-16

The Year of the Raven reaches new heights on dark wings! With a few years under its collective belt, the Hearthstone team needed to find an edge: sharper and more striking than a corvid's beak. In The Art of Hearthstone, Volume IV: Year of the Raven, the designers, engineers, and artists of the smash-hit digital card game pour their cunning into innovative design changes, remarkable animated art, and all-new transmedia content. From the haunted lands of Gilneas in The Witchwood soaring to the laboratories of Outland in The Boomsday Project and touching down to the lively arena of Rastakhan's Rumble, the Year of the Raven has something unique for everyone. Fly alongside the Hearthstone team's creative genius (or madness?) to learn how it was done!

Hearthstone Card Back Journal - Blizzard Entertainment 2019-07-12

The Art of Overwatch Volume 2 Limited Edition - Blizzard 2022-01-18

A limited-edition compendium including never-before-seen concept art for new characters—from Doomfist to Echo! This volume showcases new content from summer 2017 onward, including the development process around fan-favorite heroes, environments, and cinematics. Beyond new content, this all-encompassing guide goes further, expanding on the construction of unique, event-driven game modes, NPC design, and more. Introduction text and a sneak peek at Overwatch 2, meticulously crafted with the Overwatch game team, complete this beautiful collection! Created in close collaboration with Blizzard Entertainment, who will be offering the standard hardcover edition. This set includes the hardcover art book with a unique metallic-ink printing on a new wraparound cover and two portfolios that house three unique prints, all secured in a custom clamshell case. The three Overwatch prints are by Overwatch Art Director Arnold Tsang, standard color cover artist Will Murai, and Blizzard artist Nesskain.

Forging Worlds: Stories Behind the Art of Blizzard Entertainment - Mickey Neilson 2021-11

To celebrate Blizzard's 30th anniversary, a gorgeous retrospective on artistry at Blizzard and the impact the studio has left emblazoned on gaming history. For thirty years, Blizzard has been pushing boundaries and breaking expectations of what it means to draw for video games. Get a glimpse behind the curtain at how art has evolved at Blizzard and meet some of the artists who've shaped Blizzard's style and range to what it is today. Discover how art cross-pollinated amongst game teams and how grassroots movements from fans inspired some of Blizzard's most iconic artwork. With insights from more than fifty artists, animators, designers, and storytellers, this sweeping compendium is fans' ultimate keys to the kingdom of three decades in Blizzard artistry.

Book of Adria - Robert Brooks 2018-09-15

Sanctuary is home to some of the most dangerous creatures to pull themselves from the pits of hell. Tread lightly, and never fall prey to monsters with the Diablo Bestiary. A celebration of the corrupted beasts and grotesque enemies that players have slain across the franchise's history, this book is the perfect companion to guide you through the next layer of torment.

The Art of God of War - Sony Interactive Entertainment 2018-04-24

It is a new beginning for Kratos. Living as a man, outside the shadow of the gods, he seeks solitude in the unfamiliar lands of Norse mythology. With new purpose and his son at his side, Kratos must fight for survival as powerful forces threaten to disrupt the new life he has created. The volume is an intimate chronicle of the years-long odyssey to bring Kratos and Atreus's beautiful and brutal world to life. Step into Midgard and explore beyond, as Dark Horse Books and Santa Monica Studio proudly present the quintessential companion to the enormously anticipated God of War. This is a document unlike any other that sets readers on an exhaustive behind-the-scenes journey to witness the creation of an epic of tremendous scale.

Tout l'art de Blizzard - Brom, 2013

Blizzard entertainment changé à jamais le monde du jeu vidéo. Depuis sa création en 1991, sous la forme d'un studio de développement de jeux pour consoles, Blizzard a créé de toutes pièces de fascinants univers de science-fiction et de fantasy, avec des séries historiques comme Warcraft, StarCraft et Diablo. Le volumineux ouvrage que vous tenez entre les mains, avec ses pages remplies d'illustrations commentées par l'équipe artistique, est une ode à la création. Cette compilation reprend plus de 800 dessins, tableaux ou esquisses accompagnés de réflexions des membres de l'équipe de développement de Blizzard, dont Nick Carpenter, Samwise Didier et Chris Metzen. Sans ces trois hommes, Blizzard n'aurait jamais pu développer les mondes qui en ont fait un acteur essentiel du jeu vidéo. Avec leurs illustrateurs venus de tous les pays, ils ont révolutionné aussi bien la narration

que les mécanismes des jeux. Des artistes comme Roman Kenney, Peter Lee, Bill Petras, Glenn Rane et Wei Wang ont aidé à donner chair aux inventions de Blizzard, et leurs contributions sont présentées ici au côté d'illustrations de Brom, qui signe aussi l'avant-propos. Des millions de personnes dans le monde jouent chaque jour aux jeux de Blizzard - Tout l'art de Blizzard permet d'explorer l'essence même de ce qui rend cette expérience si captivante.

The Cinematic Art of Overwatch - Matt Burns 2020-10-20

Starting with the announcement trailer in 2014, Overwatch's award-winning

cinematics captured the hearts of millions across the world, introducing them to a hopeful science-fiction world where heroes are needed. Crafting these animated shorts required the Blizzard cinematics team to explore new ways of animated film making with a bold new art style, more frequent releases, and intimate collaboration with the game team. The Cinematic Art of Overwatch chronicles this journey, featuring never-before-seen art and anecdotes that illustrate how Overwatch's richly imagined characters and world were brought to life through cinematic storytelling.