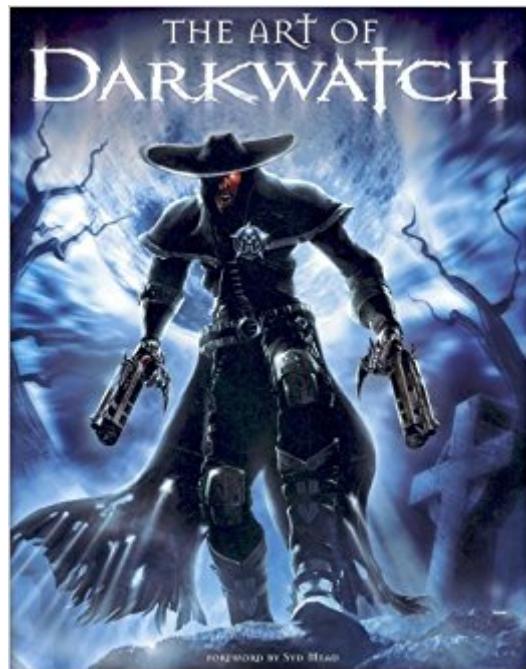**The book was found**

The Art Of Darkwatch

Synopsis

This title showcases the concept art that went into creating the video game Darkwatch. It demonstrates the process and development of the concepts, as well as the evolution of the intellectual property itself.

Book Information

Paperback: 175 pages

Publisher: Design Studio Press (August 1, 2005)

Language: English

ISBN-10: 1933492015

ISBN-13: 978-1933492018

Product Dimensions: 8.6 x 0.6 x 11 inches

Shipping Weight: 1.9 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars   5 customer reviews

Best Sellers Rank: #2,701,148 in Books (See Top 100 in Books)   #42 in Books > Health, Fitness & Dieting > Children's Health > Special Needs Children   #946 in Books > Arts & Photography > Other Media > Digital   #5770 in Books > Arts & Photography > Graphic Design > Techniques

Customer Reviews

The Darkwatch team has worked together for over two years to create a video game that will surely set new standards. This team of highly skilled and experienced specialists has created from scratch a visionary new world. Game designers, concept artists, 3-D production artists, character animators, programmers, and many others have all reached deep within themselves to find and harness their creative energy. The result is a video-game development project that is surely greater than the sum of its considerable parts. The book you hold in your hands is a testament to the efforts of the concept artists, the only part of that team whose work is traditionally never seen or heard outside the walls of the game-development studio. Working together with the game designers, the concept art department draws on its unique mix of talent, training, and years of experience to bring to life the world of the Darkwatch. The imagery they produce describes the world, characters, tools, and vehicles in depth and in detail, which is then used to guide the 3-D artists as they build the Darkwatch universe from the ground up. The work contained in this book shows examples from all stages of the visual-development process-from initial character thumbnail sketches to full-color environmental paintings and from the graphic design of the user-interface elements to detailed production paintings used for marketing purposes. The work contained in this volume represents

just a fraction of the thousands of pieces of artwork generated by the visual development process. This body of work represents one of the main building blocks used to construct the fully immersive world of the Darkwatch. --This text refers to an out of print or unavailable edition of this title.

The Darkwatch spans the history of the ages. Their ranks and deeds are woven deeply and secretly into the events that shaped the world. Well camouflaged, Darkwatch agents move silently through the masses, keeping vigilant check on the horrors that stalk humanity. The hidden heroes of this secret society routinely sacrifice their lives to protect a civilization which is blind to their efforts, and fearful of their designs. Rome did not fall to barbarian hordes, civil war, or treachery. It was vampires. --This text refers to an out of print or unavailable edition of this title.

Good book with art form Darkwatch I and unrealeased Darkwatch II.

This is a great buy for any game art fan. If you love game art, this is a book for you.I was also impressed with how fast it was shipped.

This book is from the sleeper hit game Darkwatch.There is talk of a new game being created but nothing 100% at this time.While playing this game I fell in love with the artwork which has a unique blend of Western, Gothic and a touch of Victorian.Packed with 175 pages you will see the early development of an almost Lucky Luke cartoon western to this more contemporary dark design.The books structure is as follows conceptual sketches, rough art, final art, this is performed with every character and then moves into environments and vehicles.There are no in game screen shots, no cg images only beautiful hand drawn and hand rendered artwork.This is a great book for someone into building their skills in character development or just using this as a reference book.It's a shame this game didn't get the attention it deserved, I am amazed this book was even available.If you like the game you will love this book, if you are a 3D modeller you will use this as a great resource.

I've continued to enjoy books of film and video game conceptual art and, upon finding out that a book of art from Darkwatch had come out, I had to check it out. While I wasn't expecially a fan of the game itself, I loved the concept behind it (cowboys fighting zombies and vampires in a gothic-style version of the old west? Neat!) as well as the look on the game. And The Art of Darkwatch does not disappoint. Taking us from the early days of the game when it was going to be a kooky, light-hearted romp and the characters were styled to match, to the dark and brooding (and

downright creepy) version that made it to a PS2 near you, The Art of Darkwatch shows you character designs, designs for equipment, vehicles, monsters and locales in rich detail and vibrant, frightening color. Fans of video games, conceptual art, or horror/fantasy art would do well to pick up this volume.

This Book is an AMAZING Resource for any Artist or Designer looking for that elusive "Concept Art Sketch Look"... their are SO MANY Sketches in the book, of Both Character & More... This Book is Not only a MUST HAVE FOR YOUR reference collection, a smorgasbord for the Visual SENSES !!! definite 5 star *****

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