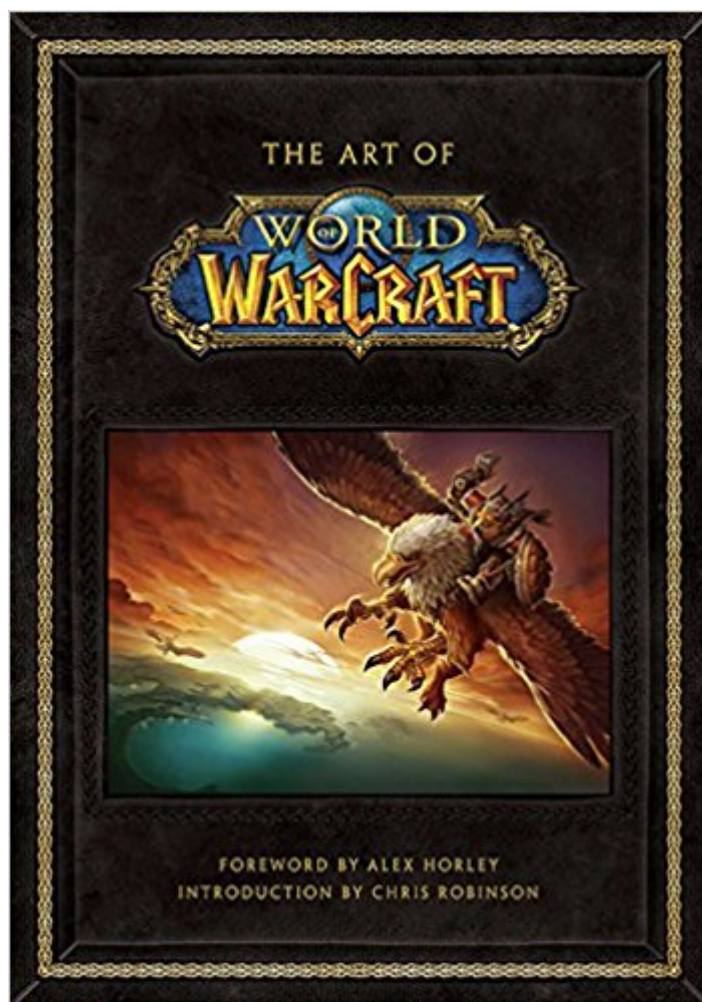


The book was found

The Art Of World Of Warcraft



Synopsis

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.

Book Information

Hardcover: 224 pages

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Average Customer Review: 4.9 out of 5 stars See all reviews (15 customer reviews)

Best Sellers Rank: #134,440 in Books (See Top 100 in Books) #49 in Books > Arts &

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Gaming #368 in Books > Humor & Entertainment > Pop Culture > Art

Customer Reviews

Here's another wonderful artbook put out by Blizzard Entertainment and publisher Insight Editions. The Art of World of Warcraft is a huge 224-page hardcover. The cover has a smooth almost velvet treatment with glossy prints of the title and cover art. The binding is great. The first thing I want to point out is there is actually another book with the same title that was published in 2005 by BradyGames. I'll not be comparing this book against the previous one because I don't have that book. This new artbook is a collection of illustrations and concept art for the game. The games included are World of Warcraft (2004), The Burning Crusade (2007), Wrath of the Lich King, Cataclysm (2010), Mist of Pandaria (2012) and Warlords of Draenor (2014). So we have six games featured in this 224-page hardcover. I do feel that they could have included more pages, especially

so when The Art of Blizzard Entertainment has 376 pages. And there have been game specific artbooks such as The Cinematic Art of World of Warcraft: The Wrath of the Lich King (154 pages) and the one that came in the collector's edition for Mists of Pandaria (208 pages). And because there has been other artbooks that feature WOW art before, some of those artworks are duplicated in this book. It's not a big issue because there are a lot of new artworks included too. What I like about the book is it's huge. The artworks look wonderful printed in high resolution on the huge pages. Some of the artworks spread across two pages. Others take a whole page by themselves. It's satisfying to look at the huge reproduction of detailed coloured illustrations. The colours came out really well. The artworks themselves are beautiful to begin with.

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