

# God Of War Artbook Officiel

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The Art of Days Gone Bend Studio 2019-04-30 A masterfully designed hardcover collecting over 200 pages of art and commentary from the creators of the brutal and thrilling Days Gone! Set in the beautiful and rugged landscape of the Pacific Northwest high desert, a global pandemic has wreaked havoc on everyone and everything in sight. Now, former outlaw biker turned bounty hunter Deacon St. John must fight for survival against all odds. Witness the creation of Deacon's epic adventure with The Art of Days Gone! From Dark Horse Books and Bend Studio (Syphon Filter, Resistance: Retribution, Uncharted: Golden Abyss), The Art of Days Gone takes an unflinching look at the lovingly detailed production of this hugely anticipated game, featuring hundreds of pieces of concept art and exclusive commentary directly from the team who created it!

**Light Come, Light Go** Ralph Nevill 1909

**Sekiro** Ludovic Castro 2020-09-02 Discover an analytic work of Sekiro, a game that spectacularly marked the 2010s. Few video game series can boast having marked the 2010s as much as Souls. FromSoftware mainly owes this amazing and unexpected success to the talents of the now-famous Hidetaka Miyazaki, whose radical vision of video games was quick to charm and win around players. In May 2014, the director was promoted to president of FromSoftware. He could have continued to create Souls forevermore, but instead chose to develop new franchises. The first true representative of this new era was Sekiro: Shadows Die Twice, a game with unprecedented richness and flawless thematic consistency. This book will discuss the work's development process, an analysis of the storyline and characters, the soundtrack, themes, and its historical, cultural and artistic influences. It will also present an analysis of the problem with Sekiro's difficulty—which saw a lot of ink spilled at its release—and take a look at the evolution of Miyazaki's games. This book will provide you with an analysis of Sekiro: Shadows Die Twice : it will discuss the game creation process, as well as the themes, the storyline, the characters, the soundtrack and its diferent influences. The book will also present an analysis of the problem with the game's difficulty and the evolution of

Miyazaki's games. ABOUT THE AUTHOR It is by exploring the world of Super Metroid at the age of seven that Ludovic Castro finds himself for the first time captivated by a world of video games. A big fan of Japanese RPGs, he later became passionate about the background stories about his favorite games in Gameplay RPG magazine. Now a doctor of theoretical chemistry, he sometimes manages to find enough free time to write about his favorite series, Megami Tensei.

**The Art of The Last of Us** Various 2013-06-18 Naughty Dog Studios and Dark Horse proudly present the essential companion to The Last of Us, a richly detailed and compelling game set in a postpandemic world where humans have become an endangered species. Featuring concept art, character designs, and astonishing settings and landscapes, The Art of The Last of Us provides a unique look at one of the gaming world's most eagerly anticipated titles. \* A must-have companion to the game. \* Incredible full-color artwork! \* The latest project from Naughty Dog Studios. \* The Last of Us swept the top Game Critics awards at 2012's E3 conference.

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.

**Science of Creature Design** Terry Whitlatch 2015-11-15 What is creature design? We all have a notion--mostly consisting of evocative images of otherworldly beings galloping, swimming, flying, and often attacking the hero of an epic film or story. But what makes a creature believable? In the follow-up to her bestseller, *Animals Real and Imagined: The Fantasy of What Is and What Might Be*, world-renowned artist Terry Whitlatch reveals the secret behind believable creature design: anatomy. How anatomy applies practically to the natural history and story is the prime cornerstone on which successful creature design hangs, whether the creature is real or imaginary. Studying, understanding, drawing, and applying accurate anatomy to an imaginary creature will make viewers suspend their disbelief to welcome a new vision into their worlds. We invite you to immerse yourself in the intricate workings of numerous animal anatomies--and the beauty they possess--in the *Science of Creature Design: Understanding Animal Anatomy*. Whitlatch's delightful and charismatic illustrations will inform and thrill readers with every turn of the page. She shares valuable techniques reaped from years working for Lucasfilm and Walt Disney Feature Animation, and on such films as *Jumanji*, *Brother Bear*, and *The Polar Express*. In addition, Whitlatch exemplifies an endless love for real

animals that continues to inspire her fantastic imaginary creatures, which have captivated audiences around the world.

Alien RPG Free League Publishing 2019-12-10 "Space is vast, dark, and not your friend. Gamma rays and neutrino bursts erupt from dying stars to cook you alive, black holes tear you apart, and the void itself boils your blood and seizes your brain. Try to scream and no one can hear you - hold your breath and you rupture your lungs. Space isn't as empty as you'd think, either - its frontiers are ever expanding. Rival governments wage a cold war of aggression while greedy corporations vie for valuable resources. Colonists reach for the stars and gamble with their lives - each new world tamed is either feast or famine. And there are things lurking in the shadows of every asteroid - things strange and different and deadly. Things alien. This is the official ALIEN tabletop roleplaying game - a universe of body horror and corporate brinkmanship, where synthetic people play god while space truckers and marines serve host to newborn ghoulish creatures. It's a harsh and unforgiving universe and you are nothing if not expendable. Stay alive if you can"--Back cover.

The Art of Uncharted 4: A Thief's End Various 2016-05-10 Journey alongside Nathan Drake once again, as Naughty Dog and Dark Horse Books team up to bring you this comprehensive and breathtaking exploration into Uncharted 4: A Thief's End! Numerous never-before-seen designs and concept art accompanied by commentary from the developers give you behind-the-scenes access to the creation of this gaming masterwork. This beautiful oversized hardcover is a must-have for any fan of the Uncharted franchise and high quality video game art. The Art of Unchartend 4 will be released by Dark Horse simultaneoulsy with the new game, Uncharted 4.

*The Witcher 3: Wild Hunt Collector's Edition* David Hodgson 2015-05-19 Bundled With Exclusive Bonus Items: - The Witcher Grimoire: This 96-page book of lore is brimming with rare knowledge about the lands, monsters, people and pastimes of the world of The Witcher. Created by David S. Hodgson, this book can only be found in the Collectible Hardcover Guide. - Art Section featuring more than 30 pages devoted to the beautiful world of The Witcher 3. Collectible Hardcover Guide Includes: - Deluxe foil stamped hardcover strategy guide featuring exclusive art specifically created by the artists at CD Projekt Red. - 100% complete walkthrough for all the quests in the game! - Comprehensive Witcher Training including lengthy tutorials for combat, skills and abilities, crafting, the game of Gwent, and more! - A full atlas of locations and detailed information devoted to the areas within the world of The Witcher. - Complete bestiary covering all types of foes and monsters in the world of The Witcher 3—discover the best strategies for dispatching every enemy you face! - Free Mobile-Friendly eGuide: Unlock the enhanced eGuide for access to updated content, all optimized for a second-screen experience. These limited edition guides will only be printed once. When they are sold out, they will be gone forever!

**James Cameron's Story of Science Fiction** Randall Frakes 2018-05-15 This

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companion to the AMC's mini-series features the full interviews plus essays by sci-fi insiders and rare concept art from Cameron's archives. For the show, James Cameron personally interviewed six of the biggest names in science fiction filmmaking—Guillermo del Toro, George Lucas, Christopher Nolan, Arnold Schwarzenegger, Ridley Scott, and Steven Spielberg—to get their perspectives on the importance of the genre. This book reproduces the interviews in full as the greatest minds in the genre discuss key topics including alien life, time travel, outer space, dark futures, monsters, and intelligent machines. An in-depth interview with Cameron is also featured, plus essays by experts in the science fiction field on the main themes covered in the show. Illustrated with rare and previously unseen concept art from Cameron's personal archives, plus imagery from iconic sci-fi movies, TV shows, and books, James Cameron's Story of Science Fiction offers a sweeping examination of a genre that continues to ask questions, push limits, and thrill audiences around the world.

**The Art of the Last of Us Part II** Naughty Dog 2020-06-23 Follow Ellie's profound and harrowing journey of vengeance through an exhaustive collection of original art and intimate creator commentary in the full-color hardcover volume: *The Art of The Last of Us Part II*. Created in collaboration between Dark Horse Books and the developers at Naughty Dog, *The Art of The Last of Us Part II* offers extensive insights into the making of the long-awaited sequel to the award-winning *The Last of Us*.

Shadow of the Tomb Raider The Official Art Book Paul Davies 2018-09-18 Experience Lara Croft's defining moment as she becomes the Tomb Raider. In *Shadow of the Tomb Raider*, Lara must master a deadly jungle, overcome terrifying tombs, and persevere through her darkest hour. As she races to save the world from a Maya apocalypse, Lara will ultimately be forged into the Tomb Raider she is destined to be. *The Shadow of The Tomb Raider Official Art Book* features exclusive concept art and developer interviews detailing the climactic conclusion of Lara Croft's origin story where she will experience her defining moment in becoming the Tomb Raider. Game is due to release on 9/14/18 across all major platforms

*The Art of Immortals: Fenyx Rising* Ubisoft 2021-02-23 A fanciful full-colored tome chronicling the development of the hotly anticipated video game *Immortals Fenyx Rising*(TM) from Ubisoft Entertainment The creative team of Ubisoft Quebec presents a fantastical world based on mythological tales, rife with creatures such as bestial minotaur, gigantic cyclops, evil chimera, ferocious harpies, and the terrifying Medusa. This volume offers an inside look at the craft behind that massive and magical land, wherein readers will find themselves taking part in a heroic journey that spans the lush paradisiacal lands of Aphrodite the goddess of love, through the scarred battlefield and fortress of Ares the god of war, up Mount Olympus--home of the mighty Zeus, down into the darkest corners of the underworld. and much more! Not only does this book lend insights into designs of Fenyx, a new winged Greek hero, with their legendary weapons and armor, but also the environments that players will explore, the creatures they will encounter and--most importantly--the gods themselves, who

seek aid against the fearsome titan and father of all monsters, Typhon! The Art of Immortals Fenyx Rising gives readers unique insights into the masterful development of a memorable gaming experience. This collection of concept art and creator commentary is sure to engage any fan of games, art, or ancient myth!

**Image, Knife, and Gluepot: Early Assemblage in Manuscript and Print** Kathryn M. Rudy 2019-07-14 In this ingenious study, Kathryn Rudy takes the reader on a journey to trace the birth, life and afterlife of a Netherlandish book of hours made in 1500. Image, Knife, and Gluepot painstakingly reconstructs the process by which this manuscript was created and discusses its significance as a text at the forefront of fifteenth-century book production, when the invention of mechanically-produced images led to the creation of new multimedia objects. Rudy then travels to the nineteenth century to examine the phenomenon of manuscript books being pillaged for their prints and drawings: she has diligently tracked down the dismembered parts of this book of hours for the first time. Image, Knife, and Gluepot also documents Rudy's twenty-first-century research process, as she hunts through archives while grappling with the logistics and occasionally the limits of academic research. This is a timely volume, focusing on questions of materiality at the forefront of medieval and literary studies. Beautifully illustrated throughout, its use of original material and its striking interdisciplinary approach, combining book and art history, make it a significant academic achievement. Image, Knife, and Gluepot is a valuable text for any scholar in the fields of medieval studies, the history of early books and publishing, cultural history or material culture. Written in Rudy's inimitable style, it will also be rewarding for any student enrolled in a course on manuscript production, as well as non-specialists interested in the afterlives of manuscripts and prints. The Royal Society of Edinburgh has generously contributed to this Open Access publication. Due to the number and quality of the images in this book, we have provided the option of a more expensive hardback edition, printed on the best quality paper available, in order to present the images as clearly and beautifully as possible. We hope this range of options – the freely available PDF, HTML and XML editions; the economically priced EPUB, MOBI and paperback editions; and the more expensively printed hardback – will satisfy everyone. Furthermore the HTML edition allows readers to magnify the images of the manuscripts displayed in the book.

**Celtic Colouring Book of Irish Mythology Characters and Symbols** Aurélie Sanchis 2017-03-14 A gorgeous colouring book featuring over 50 pages of texts, original black line illustrations and Celtic knot ornaments designed for adults and children alike and inspired by Irish Celtic mythology. This Celtic Colouring book with a difference will carry you back to ancient times and help you discover - or rediscover- some of the most famous protagonists, may they be gods, heroes or creatures of Irish mythology. In the first 2 parts of the book, "Gods & Heroes" and "Fairy Creatures", a full page of intricate unique black line illustration will mesmerize you while the facing, richly ornamented explanation page will get you a little bit more familiar with the story behind

the character. In the third part of the book, "Animal Symbolism", you will find one page per animal to both colour in complex knotwork animal designs and read about their symbolism. In the last part of the book you will find a test page to try your pens or pencils safely. Note: Createspace paper (the printing paper chosen by Amazon) is rather thin. If paper thickness is important to you, please contact me directly for an artist edition or a digital printable edition of this book. If you go for the cheaper Amazon version, I recommend using colour pencils rather than markers. Use the blank test page at the end of the book for you to try your pencils safely. Join the group : Sign up for the Facebook group "Celtic Coloring Club - Fans of Aurelie S" and share your colorful pages with other fans! Enjoy your Celtic colouring adventure!

*The Art of God of War III* Daniel Wade 2010 Takes you behind the scenes of Sony's biggest 2010 game release, featuring character and environment concept art and production art.

God of War #1 Chris Roberson 2018-11-14 Kratos, God of War, has returned! His war on the gods of Olympus long past, Kratos builds a new life for himself in the remote Norse wilds. Seeking to put the rage that defined most of his life behind him, Kratos inadvertently sparks a feud with a mysterious cult of berserkers after attempting to save a stranger being mauled by a monstrous bear. But for the former Ghost of Sparta, no good deed goes unpunished. A brand-new story set in the world of Sony's hit video game God of War! Over 5 million copies of the God of War game sold!

**Kirby: Art & Style Collection** Various 2020-04-14 Celebrate more than 25 years of Kirby, the popular pink hero of the best-selling series of video games from Nintendo. A stylish new collection of art and designs from the best-selling Kirby video games. Featuring twenty-five years worth of sketches, artwork, Japanese video game box art, and more. With exclusive notes from creators and artists who have brought Kirby to life throughout the years.

**God of War** Chris Roberson 2019-06-11 The God of War takes on the world of Norse gods, starting with a cult of bear berserkers! Kratos, God of War, has returned! His war on the gods of Olympus long past, Kratos builds a new life for himself in the remote Norse wilds. Seeking to put the rage that defined most of his life behind him, Kratos inadvertently sparks a feud with a mysterious cult of berserkers after attempting to save a stranger being mauled by a monstrous bear. But for the former Ghost of Sparta, no good deed goes unpunished. This collection of pulse-pounding skirmishes includes God of War #0-#4.

The Art of the Uncharted Trilogy Naughty Dog 2015-04-28 Adventure alongside Nathan Drake, as Dark Horse Books and Naughty Dog team up to bring you this breathtaking, comprehensive exploration into the Uncharted saga! Encompassing Drake's Fortune, Among Thieves, and Drake's Deception, this epic volume offers a look at hundreds of never-before-seen designs and pieces of concept art from the creation of one of the most exciting game series of this generation, along

with insightful commentary from the games' creators! Don't miss out on this opportunity to own a piece of Uncharted history!

**The Art of Assassin's Creed Odyssey** Kate Lewis 2018 The newest game in the franchise, Assassin's Creed® Odyssey, takes players on an epic voyage through history. The Art of Assassin's Creed Odyssey collates hundreds of concept arts, including sketches, final paintings, and 3D renders, alongside in-depth commentary from the artists and developers, representing the ultimate insight into the design processes behind the game.

*God of War - The Official Novelization* J. M. Barlog 2018-08-28 The novelization of the highly anticipated God of War game. His vengeance against the Gods of Olympus years behind him, Kratos now lives as a man in the realm of Norse gods and monsters. It is in this harsh, unforgiving world that he must fight to survive... and teach his son to do the same. This startling reimagining of God of War deconstructs the core elements that defined the series-- satisfying combat; breathtaking scale; and a powerful narrative--and fuses them anew.

**Red Dead Redemption 2** Piggyback 2018-10-26 Red Dead Redemption 2 Complete Official Guide Standard Edition Compiled and crafted in association with Rockstar Games, this guide is your indispensable companion to the vast, dangerous, and breathtaking world of Red Dead Redemption 2. GUIDE DETAILS HUNDREDS OF UNTOLD TALES, TOLD: All events at your fingertips, from the most memorable missions to the rarest chance encounters – you need never miss a single moment of the story CHARTING THE WILDS: Hi-res annotated maps detail everything you might hope to find as you travel: special collectibles, hidden lock boxes, uncharted landmarks... they're all here 100% COMPLETION: Treasure hunts, gunslingers, robberies, loansharking, bounty hunting, table games – all streamlined for total completion VISUAL SOLUTIONS: Supported by annotated 4K screenshots COMPLETION ROADMAPS: Comprehensive flowcharts reveal the exact availability conditions of all missions and unlockables EXPERT ANALYSIS: All key systems and parameters fully documented, with exhaustive appraisals of all weapons, items, horse breeds, animals – and so much more EASE OF USE: Instant searches, print navigation systems and an extensive 2-page index give you immediate access to the information you need.

**God of War: Lore and Legends** Sony Studios 2020-09-08 A hardcover tome that authentically recreates Atreus' journal as seen in God of War, with expanded lore written in collaboration with the God of War writing team! The hit game is brought to life in a tangible and exciting new way as readers are invited to plumb the lore of God of War through the eyes of Kratos' son, Atreus. This hardcover volume chronicles Atreus and Kratos' journey through the fabled Nine Realms, from the Wildwoods of Midgard to the mountains of Jötunheim and beyond. In addition to the record of their mythic journey, this wondrous collection also includes a bestiary that was assembled during those travels, intimate dossiers of the characters that inhabit the masterfully crafted universe, and much more! Dark Horse Books and Santa Monica Studios present God of War: Lore and Legends. This lovingly produced edition is a must own item for any fan of

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God of War.

**The Art of Assassin's Creed Valhalla** Ubisoft 2020-11-17 The Assassin's Creed series is renowned for its skillful blend of historical fiction, epic environments, and exciting action. This art book offers an insider's look at the immersive art direction of Assassin's Creed Valhalla, the first title in the franchise to explore Norse culture and the Viking invasion of England in the 9th century. Featuring iconic artworks ranging from stunning settings to brutal weapons, as well as developer insights.

**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.

**Persona 3** Atlus 2014-12-16 - Featuring the character designs of Shigenori Soejima! Go behind the scenes of Persona 3, one of the most unique and respected RPG's ever. Inside you'll find character designs, rough sketches, storyboards, backgrounds and settings, an exclusive interview with the game's creators, and more!

**Phantom Wheel** Tracy Deebs 2018-10-16 The digital apocalypse has arrived and the future is here in this addictive technological thriller full of twists and turns. Perfect for fans of Nerve! Being recruited by the CIA to join a top-secret intelligence program should be the opportunity of a lifetime. For Issa, it's a shot at creating a new and better life for herself and her siblings. For clever con artist Harper, it's a chance to bury the secrets of her troubled past and make sure that those secrets stay buried. But for Owen--honor student, star quarterback, and computer-hacking genius--it sounds like a trap. He's right. Owen discovers that instead of auditioning for the CIA, they've all been tricked by a multibillion-dollar tech company into creating the ultimate computer virus. It's called Phantom Wheel, and it's capable of hacking anyone on Earth, anywhere, at any time. And thanks to six teenagers, it's virtually unstoppable. Horrified by what they've done, the hackers must team up to stop the virus before the world descends into chaos. But working together is easier said than done, especially as the lines start to blur between teammate, friend, and more than friend. Because how do you learn to trust someone when you've spent your entire life exploiting that same trust in others?

**Ultimate Game** Christian Lehmann 2000 When three high-school-age video game fanatics purchase a new virtual reality game they have no idea they are about to be transported to the battlefields of Verdun, Guernica, and Bosnia.

*Sekiro: Shadows Die Twice Official Artworks* FromSoftware, Inc. 2020-10-20

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Experience SEKIRO's unique take on the blood-soaked history of Japan's Sengoku Period with over 300 pages of storyboards, character designs, and concept art!

**Gwent: Art of The Witcher Card Game** CD Projekt Red 2017-11-21 Whether played on the exotic felt tabletop in a palatial casino, or on the rough-hewn bar in a tavern's smoky din, the game of Gwent is never a dull one! With cards that feature fantastic art that only adds to the strategic thrill of crushing one's opponent, Gwent: The Witcher Card Game offers a singular gaming experience. Now, Dark Horse is proud to present each cards' gorgeous artwork in a stunning hardbound volume. Celebrate wondrous artistry and cutthroat gameplay with The Gwent Gallery: Art of the Witcher Card Game!

*The Art of Ghost of Tsushima* Sucker Punch Productions 2020-09-01 On sale date subject to change. A beautifully realized tome inspired by traditional Japanese aesthetics and featuring art from the delicately crafted video game from Sucker Punch Productions. Dark Horse Books and Sucker Punch Productions are honored to present The Art of Ghost of Tsushima. Explore a unique and intimate look at the Tsushima Islands--all collected into a gorgeous, ornately designed art book. Step into the role of Tsushima Island's last samurai, instilling fear and fighting back against the Mongolian invasion of Japan in the open-world adventure, Ghost of Tsushima. This volume vividly showcases every detail of the vast and exotic locale, featuring elegant illustrations of dynamic characters, spirited landscapes, and diagrams of Samurai sword-fighting techniques, along with a look at storyboards and renders from the most intense, eloquent, and expressive cinematic moments of the game.

**The Overture of ELDEN RING** Famitsu editorial department 2022-02-03 Jump into the world of ELDEN RING, the much-anticipated release by FromSoftware, before it comes out in this primer packed with info you won't find anywhere else! Covering the network test that happened in November 2021, it goes into greater detail about the game's depth, scale, gameplay, and the gorgeous landscapes that players can explore. To top it all off, ELDEN RING director Hidetaka Miyazaki talks about the ELDEN RING's development process and design choices the team faced in an exclusive interview! What's more, the dark fantasy games developed by FromSoftware, such as Dark Souls and Bloodborne, are featured as well, with images of enemies and locales from the hit games! With tons of details ahead of the game's release, this book is a must-have for any fans who can't wait to get their hands on ELDEN RING!

**The Art of Simon Bisley** Simon Bisley 2002-03-01

*Rune of the Apprentice* Jamison Stone 2016-11 In a world where magic and technology have merged, those who control Runes control everything.

**Bloodborne Official Artworks** Sony 2017 In the terrifying video game Bloodborne, deranged mobs and nightmarish creatures lurk around every corner of a horror-filled gothic city. Bloodborne: Official Artworks collects the hair-raising artwork behind this modern action role-playing classic. Included are character

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concepts, creature designs, location illustrations, weapons, items, and more!

*God of War* Evan Shamoon 2018-05-24 *God of War* : le retour de la licence incontournable de Sony ! Kratos est de retour ! Sa vengeance sur les dieux de l'Olympe assouvie, il peut désormais se consacrer pleinement à son fils Atreus. Mais précédé par sa réputation, et évoluant désormais dans une contrée lointaine et inhospitalière, il ne tardera pas à se faire de nouveaux ennemis : les divinités nordiques. Dans cet artbook officiel du très attendu *God of War*, découvrez pour la première fois près de 600 travaux préparatoires et concept arts inédits ainsi que des centaines d'anecdotes exclusives des développeurs et de l'équipe artistique. Une plongée extraordinaire dans les archives du jeu phénomène de Santa Monica Studio !

**The Art of Assassin's Creed Origins** Paul Davies (Journaliste spécialisé dans les jeux vidéo) 2017

The Art of Dragon Age: Inquisition Bioware 2014-11-18 The next generation of fantasy is here! Go behind the scenes of *Dragon Age: Inquisition*, the most ambitious game ever created by legendary developer BioWare! Featuring hundreds of never-before-seen artworks and captions from the developers themselves, this volume offers revealing insight into the inspiration and creation of every facet of *Dragon Age: Inquisition*, from the heroes, to the wondrous weapons they wield, the powerful beasts that they battle, and the extraordinary world that they inhabit.

Outlander Diana Gabaldon 2010-12-22 Claire Randall is leading a double life. She has a husband in one century, and a lover in another... In 1945, Claire Randall, a former combat nurse, is back from the war and reunited with her husband on a second honeymoon—when she innocently touches a boulder in one of the ancient stone circles that dot the British Isles. Suddenly she is a Sassenach—an "outlander"—in a Scotland torn by war and raiding border clans in the year of our Lord...1743. Hurlled back in time by forces she cannot understand, Claire's destiny is soon inextricably intertwined with Clan MacKenzie and the forbidden Castle Leoch. She is catapulted without warning into the intrigues of lairds and spies that may threaten her life ...and shatter her heart. For here, James Fraser, a gallant young Scots warrior, shows her a passion so fierce and a love so absolute that Claire becomes a woman torn between fidelity and desire...and between two vastly different men in two irreconcilable lives.