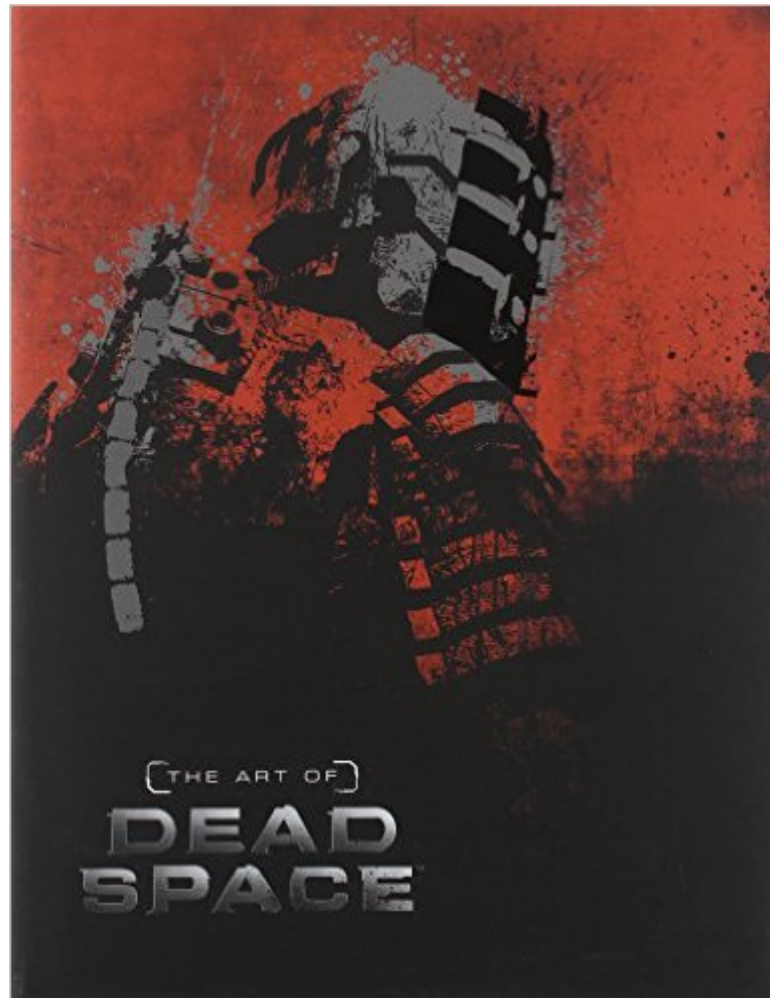


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# The Art Of Dead Space



## Synopsis

The Art of Dead Space is the ultimate gallery of the Dead Space universe, with over 300 images including sketches and concept art by acclaimed artists from breathtaking spacescapes to terrifying necromorphs, character designs to creating a religion, plus commentary from the artists themselves. Includes art from Dead Space, Dead Space: Extraction, Dead Space: Ignition, and Dead Space 2.

## Book Information

Hardcover: 192 pages

Publisher: Titan Books (February 5, 2013)

Language: English

ISBN-10: 1781164266

ISBN-13: 978-1781164266

Product Dimensions: 9.4 x 0.9 x 12.2 inches

Shipping Weight: 3 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (84 customer reviews)

Best Sellers Rank: #219,765 in Books (See Top 100 in Books) #76 in [Books > Arts & Photography > Other Media > Video Games](#) #100 in [Books > Arts & Photography > Other Media > Digital](#) #359 in [Books > Computers & Technology > Programming > Graphics & Multimedia](#)

## Customer Reviews

This is an impressive book. Its hard cover with a dust jacket and weighs in at 192 pages and almost all of the art is color. Many of the pieces are full blown paintings. Most of the material in this book (about 45%) is concept art from Dead Space 3. While around 35% being from Dead Space 2, 15% from the first game and the rest from the graphical novel and spin off games. There are sections on Isaac Clarke, other characters, weapons, suits, the USG Ishimura, vehicles, Unitologists, Necromorphs, the Blood Moon, The Sprawl, Culture, Tau Volantis and the Wrecked Flotilla and the graphic novel. All of these sections are filled with commentary which is great. Having something to read in addition to the pictures always makes for a better, deeper and longer experience in an art book. I do have complaints. They all stem from one general complaint: I wish there was more! What's here is so amazing but there are some things missing. The other characters section only contains art from Dead Space 3. So no Nicole Brennan, Alex Stross, Hammond, Tiedemann or \*spits\* Kendra Daniels. There are a few suits missing from the second and third games. Some weapons are missing. I am sure this is because there is already an artbook for the previous two games and they didn't want to reproduce too much content but both of those are quite hard to come

by. I hope they do another book with more art from the other games. The Necromorphs section is pretty thorough and cool beans. Slashers, wasters, stalkers, leapers, lurkers, The Snowbeast, The Tormentor, tripods, The Pack, alien necromorphs, The Nexus, crawlers, twitchers, exploders, Hunters (from 1 and 3), The Ubermorph, brutes and pukers are all present. Weirdly missing are Feeders from the new game.

Before this, the only other artbook I've gotten was "The Art of Mass Effect", so that's where most of my reference will be to when reviewing this book ...The presentation, both in the material of the book itself, and the general design layout of the pages is top-notch; no complaints there. And I love any hardback with thick, crisp, gloss pages, so major kudos there. On that and the number of sections and the quality of the illustrations, I would almost give this book a 4 star review. However, there's a couple of general disappointments. First, I like my artbooks to be a good balance of original concept drawings and explanations on the thought process that drove those illustrations and concepts. This book does that, but only so often, and when it does, it tends to be rather sparse. Additionally, it tends to show just an illustration of what you can already see in pixels in the games themselves ... I don't want that; I want to see what I CAN'T see in the game, the stuff that DIDN'T make it into the game, the stuff that was so crazy and imaginative it was considered, but ultimately cut. My second complaint is related to this, in that I feel like many of the illustrations and paragraphs are filler material. There are several 2 page spreads with (admittedly cool) illustrations, but not of stuff that is ultimately spectacular or original looking; most of these, again, tend to be illustrations of what's in the game. Going with this are paragraphs that tend to ramble a bit, to the point that a few 3 or 4 paragraph bits end up really only telling you one or two things.

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