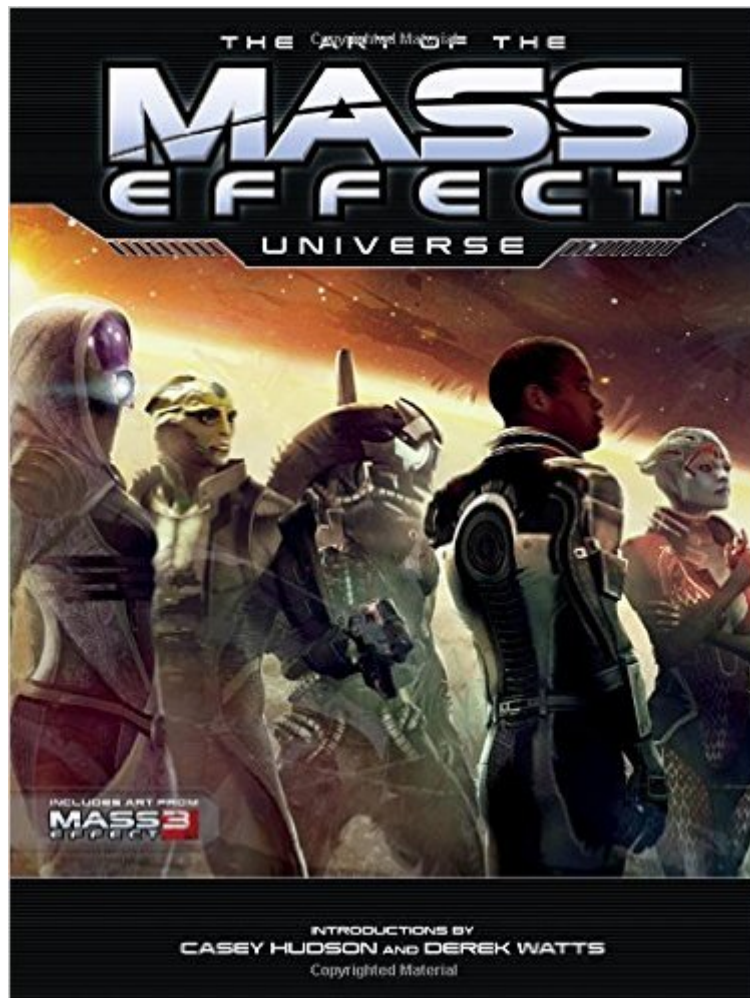


The book was found

The Art Of The Mass Effect Universe



Synopsis

The Mass Effect trilogy is a groundbreaking epic that has immersed gamers in one of science fiction's richest universes. Now BioWare and Dark Horse are proud to invite fans deeper than ever into the Mass Effect saga with *The Art of the Mass Effect Universe!* Featuring concept art and commentary by BioWare on the games' characters, locations, vehicles, weapons, and more (including Mass Effect 3) *The Art of the Mass Effect Universe* is the most complete companion available to gaming's most compelling series!

Book Information

Hardcover: 184 pages

Publisher: Dark Horse Books; First Edition edition (February 7, 2012)

Language: English

ISBN-10: 1595827684

ISBN-13: 978-1595827685

Product Dimensions: 9.3 x 0.7 x 12.3 inches

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

Average Customer Review: 4.8 out of 5 stars [See all reviews](#) (182 customer reviews)

Best Sellers Rank: #76,582 in Books (See Top 100 in Books) #26 in [Books > Arts & Photography > Other Media > Video Games](#) #226 in [Books > Humor & Entertainment > Pop Culture > Art](#) #271 in [Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games](#)

Customer Reviews

I am a huge fan of the ME series and in addition to the game, own several of the comics and previous art books. In advance of the ME3 release, I was happy to pick up this universe art book too. The book itself is big, hard bound, and features terrific, colourful, glossy images. If you are a ME fan you are sure to enjoy this. However, since I own several other ME books I figured this review would be more useful highlighting the differences as far as I can tell.

Mass Effect 1, pages 10-59 This section details a lot of the concept work in ME1 including the alien species and the design aesthetic, such as the vehicles, mass relays, and weapons. I have the 2007 *Art of Mass Effect* book that came with the Prima strategy guide and some of the content in the *Universe* book overlaps it. However, I was pleasantly surprised to see new content as well. Given the 170+ pages of the 2007 book they could have easily poached from it wholesale to fill 49 pages so I am very pleased they added in stuff that I hadn't seen before; quite a feat given ME1's release 5 years ago.

Mass Effect 2, pages 62-129 This section is awesome and I have been eagerly awaiting the

ME2 art content for some time now. I have the Prima Collector's Edition strategy guide for ME2 that has a small art section which is disappointing, showing mostly in game shots and some 3D renders. I have the ME2 Collector's Edition art book as well, the one included in the game, 48 pages long and about the size of a 4x6 picture, give or take. This one contained more concept work of the various worlds and some of the technology, like the Normandy 2, but was also underwhelming given it's size. Thus, I was very pleased to see the content in the Universe book for ME2.

[Download to continue reading...](#)

The Art of The Mass Effect Universe The Art of Video Games: From Pac-Man to Mass Effect Mass Effect: Retribution Burn Chambers for Rocket Mass Heaters: A short introduction to 4 types of burns chambers for rocket mass heaters Mass Motorization and Mass Transit: An American History and Policy Analysis What in the Universe? (Steven Universe) Mammals Who Morph: The Universe Tells Our Evolution Story: Book 3 (The Universe Series) From Lava to Life: The Universe Tells Our Earth Story: Book 2 (The Universe Series) First Meetings: In Ender's Universe (Other Tales from the Ender Universe) Art: Painting For Artists - Styles: Acrylic And Oil Painting (art history, art books, art theory, art techniques Book 2) The Advertising Effect The Confidence Effect: Every Woman's Guide to the Attitude That Attracts Success The Compound Effect: Jumpstart Your Income, Your Life, Your Success Internet Password Organizer: Butterfly Effect (Discreet Password Journal) Clause and Effect: Prolog Programming for the Working Programmer The Dragonfly Effect: Quick, Effective, and Powerful Ways To Use Social Media to Drive Social Change The Slider Effect: You Can't Eat Just One! Prodded Hooking for a Three-Dimensional Effect The Greened House Effect: Renovating Your Home with a Deep Energy Retrofit Lake Effect: Tales of Large Lakes, Arctic Winds, and Recurrent Snows

[Dmca](#)