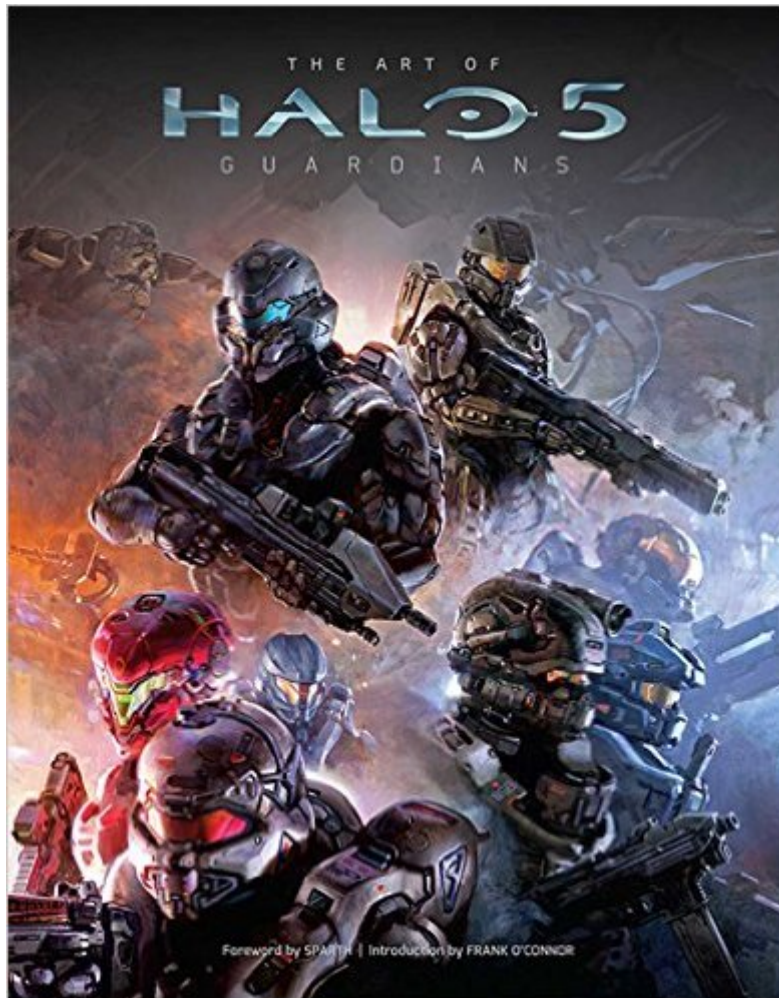


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# The Art Of Halo 5: Guardians



## Synopsis

In Halo 5: Guardians, game developer 343 Industries continues to enthrall fans worldwide with the exploits of the legendary Spartan super soldier, the Master Chief, as well as new characters in the Halo® universe, including Agent Jameson Locke and others. This deluxe art book chronicles the creative and breathtaking art of the worlds, vehicles, and characters of Halo 5: Guardians, with exclusive details behind the creation of returning characters such as the Arbiter and the Master Chief himself. Complete with commentary from 343 Industries, The Art of Halo 5: Guardians is the ultimate exploration of the intricate creature design and groundbreaking gameplay that define the Halo experience. © 2015 Microsoft

## Book Information

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Average Customer Review: 4.4 out of 5 stars See all reviews (13 customer reviews)

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## Customer Reviews

Length: 2:27 Mins

The Art of Halo 5 is an awesome sci-fi game artbook. It's as good as, if not slightly better than, Awakening: The Art of Halo 4 which is the artbook for the previous game. Nicolas Bouvier, aka Sparth, is the art director for Halo 5. No wonder the art direction and style looks so familiar. If you've seen Sparth's artbooks, you'll recognise the strong use of black as composition elements to frame scenes, and the subtle but colourful gradations in environment art. Highlight of the book to me are the amazing environment art, mostly by Sparth, Shae Shatz, John Liberto and Darren Bacon. The designed locations look breathtaking. The vastness, space, sci-fi-ness (if there's such a word) are well captured. To top it up, many of those pieces are printed across the spread which gives it an

immersive feeling. I can imagine these as huge paintings that can be framed and mounted onto walls. They look real good. Rest of the book comprise of designs for the characters and weapons. Character designs are more of an evolution because we have already see Master Chief countless time. It's just an update. There are the enemies, which aren't a lot, relatively speaking in terms of coverage in this book. Another thing to look out for would be the designers' commentary which are insightful and explains the rationale behind each design. As I'm writing this review, the game is not out yet, so I've to warn you that there are lots of spoilers within as the book covers a lot of ground. It's a fantastic video game artbook. It's hardcover with 208 pages. Highly recommended to Halo fans and those who love sci-fi art and environments.

Are you an artist and do you get very annoyed as well when books are called 'The Art of...' and contain mostly filler material, text and render/film shots? Then you're going to love this book. It's full of original drawn art by many concept artist working at 343. There are both smaller, more detailed sketches and also full page art prints. There's about a 70/30 split between environment art and characters and there is almost no filler material whatsoever. Definitely a book worth getting.

Great book. Packed with loads of behind the scenes art and concepts. As an artist this book and the artists featured in it are just inspirational. If you're a Halo or just a sci-fi art fan you owe it to yourself to have this book in your collection. My only wish would be if more of these books were available in digital format. It would be nice to be able to load up a device with some art books for trips or just to skim through while doing cardio at the gym without lugging large format books around.

Great book..amazing size and it came with a req pack (though it was a basic pack with almost useless stuff xD..so stingy)..but the book was great and the size was bigger than most of the other artbooks that I have. Recommended if you are a Halo fan

A good book of amazing illustrations, but Halo 4 had more interesting renderings of technology.

Amazing art. Too bad the campaign didn't reach the same level.

Son says "10 out of 10. Would read again."

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