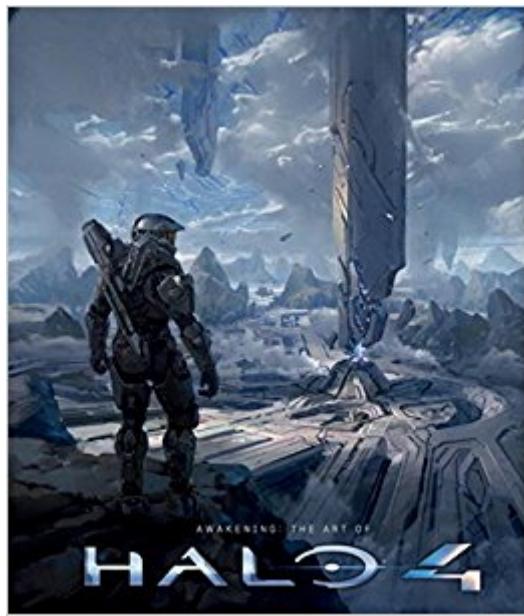


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Awakening: The Art Of Halo 4



Synopsis

A glimpse at the beginning of a new trilogy in the massive global gaming franchise, featuring a stunning array of concept art, character sketches and much, much more. *Halo 4* is the next blockbuster installment in the iconic franchise that shaped entertainment history and defined a decade of gaming. Set in the aftermath of *Halo 3*, it marks the beginning of a new trilogy as the Master Chief confronts an ancient evil that threatens the fate of the entire universe. *Awakening: The Art of Halo 4* will give gamers an in-depth look behind the scenes at the creation of the stunning worlds of *Halo 4*, with commentary from the art director and game designers throughout. Concept art, character sketches, detailed environments and an additional section on the forthcoming multiplayer game make this the definitive guide to 343 Industries' take on the *Halo* universe.

Book Information

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Customer Reviews

"Finding quality art books for anything related to pop culture is fairly difficult, and video games in particular suffer. Titan actually cares, and that care shows in their work. Just compare it to any art book from a 'Limited Edition' game bundle. Titan's printing is much better and the collection is much more complete; their art books are books in their own right ... one of the better gaming art books available." — Uproxx's Gamma Squad "It's jam-packed with beautiful concept art and sketches" — The Verge "Great for fans of the series, art book collectors, and those who are looking for a gift for the *Halo* fan that has most everything from the series already but doesn't yet have this book." — Total Gaming Network "Art lovers and fans

of the series will love this book. So if you're able to put down your controller for a moment and take a break from some war games, pick up *Awakening: The Art of Halo 4*, you're bound to be glad that you did." *Gamer Exchange* "This book is a testament to those people who worked tirelessly to create a visually appealing game." *Gaming Bolt* "The quality is outstanding and will make an excellent addition to any Halo fan's collection." *Co-Optimus* "A lavish coffee-table book that provides a detailed look at art created specifically for the new version of the game." *Military.com* "If you are any kind of fan of Halo, then this book is a must-buy for you" "this book will leave you almost as breathless as the game itself." *Shattered Ravings*

Paul Davies--an incurable Halo fanatic--has worked in gaming journalism for twenty years, writing and editing magazines and websites including *Official Nintendo* and *Computer & Video Games*. He is the co-founder and director of media agency *Unlikely Hero Ltd.* whose clients include *Yahoo! UK* and *Microsoft*.

The artwork for *Halo 4* is incredible. Admittedly, *Halo 4* isn't my favorite game, but the artwork is really next-level quality stuff. The artists really did a tremendous job expanding the universe while staying true to the original vision of the forerunners. My only wish is that the general direction of the art veer away from the more cartoony look of the Spartan IVs, and the covenant go back to the original vision of Bungie (namely the Elites and the grunts are vastly different, for no apparent reason other than to be different). Other than that, no complaints here. Not only is this an incredible Halo art book, this is a tremendous addition for any fan of science fiction.

Hands down some of the best concept art in the games and/or movie industry. A stellar, once in a lifetime team of talented artists came together to contribute to this game, and the artwork is just stunning. A huge range of all types of production art- mainly full-color illustrations, every page is jam packed with art. Really worth the buy!

Let me start out by saying that *Halo 4* was my first real *Halo* game. I had tried a few other previous *Halo* games but nothing compares to 4. Now, this book of art from the people who designed *Halo 4* is simply amazing! To see how the scenes, warriors, weaponry and vehicles went from idea to fruition is breathtaking. As an artist myself, I can honestly say that this book represents this generation's greats in the world of art. These people will be heralded as the da Vinci or

Michaelangelo of our time. This book is well worth more than the price tag attached to it. If you love Halo, or just love art in general, buy this book, you won't regret it!

I love concept art books and buy many but they can be a little disappointing when they're filled with pictures you could find browsing the internet. If you like halo or sci fi concept art this book is great. Plenty of sketches and final illustrations. Not really a negative, but I would love to see more information on the artist and what it took for them to create the image and what they were trying to convey with their design. The page material feels..... a bit cheaper than others I have experienced with the purchase of hard covers but for the price it was a "no regret purchase".Dev

Absolutely stunning concept art for one of the best games in the Halo series! Some very talented artists contributed to this game. It's incredible to see how close the final game was to a lot of the concept art. Lots and LOTS of things to look at and a great book to get if you're into video game art books/concept art. The amount and quality of the content is well worth the price!

High quality art book! The hardcover is great. Filled with amazing production concept art and insightful information on the Halo franchise. Pages have a great texture to it and is printed in high detail.

Its an art book. Really great art from story boards and concepts from the aliens and ships and environments to the various armors worn by Spartans. Really nice layouts and well worth the price of this book. Again the art is beautiful with little notes from the artists about their ideas and what they were going for. Again if you're a Halo fan it can't be missed. If you're an art lover it's got some beautiful environments and character concepts and just an overall great reference book as well for the aspiring artist.

YUP, simple as that. Don't waste your time reading any reviews about it - JUST GO GET IT!!!!!! Out-of-the-box ideations, stunning, fresh, most original concept art and design works ever. Sparth and Tom Scholes alone makes it worth, and there're a TON of badassery that can't be measured.GO. BUY. THIS. DAMN. BOOK.

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