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The Art Of World Of Warcraft



Synopsis

Timed to the twentieth anniversary of the blockbuster Warcraft franchise, The Art of World of Warcraft celebrates the groundbreaking art of the complete series to date. In the ten years since its inception, World of Warcraft® has revolutionized the role-playing genre, creating the immense world of Azeroth and filling it with iconic characters and legendary weapons and environments. Featuring interviews with key developers and telling the complete story of the game's evolution, this fully illustrated book vibrantly displays the renowned artwork at the heart of the franchise. Including never-before-seen art from the latest World of Warcraft expansion, Warlords of Draenor, The Art of World of Warcraft will contain hundreds of drawings and concept art, forming the ultimate tribute to the epic gaming franchise.

Book Information

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Customer Reviews

Simply put if you played World of Warcraft for any great length of time or are an aficionado of fantasy art The Art of World of Warcraft is for you. It is 224 pages of pure beauty celebrating one of the longer lived and certainly one of the most popular games of all time. Northwest Cable News Online "It's an absolutely stunning piece of work that demonstrates and showcases the incredible imaginations and skills of its creators and developers." Boyce McClain Collectors' Corner

Known for blockbuster hits including World of Warcraft® and the Warcraft®, StarCraft®, and Diablo® franchises, Blizzard Entertainment, Inc. is a premier developer and publisher of

entertainment software renowned for creating some of the industry's most critically acclaimed games. Blizzard Entertainment's track record includes thirteen #1-selling games and numerous Game of the Year awards.

Here's another wonderful artbook put out by Blizzard Entertainment and publisher Insight Editions. The Art of World of Warcraft is a huge 224-page hardcover. The cover has a smooth almost velvet treatment with glossy prints of the title and cover art. The binding is great. The first thing I want to point out is there is actually another book with the same title that was published in 2005 by BradyGames. I'll not be comparing this book against the previous one because I don't have that book. This new artbook is a collection of illustrations and concept art for the game. The games included are World of Warcraft (2004), The Burning Crusade (2007), Wrath of the Lich King, Cataclysm (2010), Mist of Pandaria (2012) and Warlords of Draenor (2014). So we have six games featured in this 224-page hardcover. I do feel that they could have included more pages, especially so when The Art of Blizzard Entertainment has 376 pages. And there have been game specific artbooks such as The Cinematic Art of World of Warcraft: The Wrath of the Lich King (154 pages) and the one that came in the collector's edition for Mists of Pandaria (208 pages). And because there has been other artbooks that feature WOW art before, some of those artworks are duplicated in this book. It's not a big issue because there are a lot of new artworks included too. What I like about the book is it's huge. The artworks look wonderful printed in high resolution on the huge pages. Some of the artworks spread across two pages. Others take a whole page by themselves. It's satisfying to look at the huge reproduction of detailed coloured illustrations. The colours came out really well. The artworks themselves are beautiful to begin with. The WOW style of art is very recognisable. Most artworks are fully coloured with the occasional sketches. There's a good mixture of character and environment art. The captions are printed in classy gold fonts against black. The commentary are from Bill Petras, Samwise Didier and Chris Robinson and they are interesting to read. However, not all artworks have captions and the last 20 or so pages are devoid of any captions. This is a fantastic video game art companion. Highly recommended to all fans of WOW. (See more pictures of the book on my blog. Just visit my profile for the link.)

This is exactly what "The Art of Blizzard" left me wanting. Over 200 pages of beautiful Drawings and Paintings from Blizzard's best ranging from a myriad of rough concepts to fully rendered illustrations - from Vanilla to Draenor. A lot of the content is in other books, like the monolith, "The Art of Blizzard." The majority of the content exclusive to this book seems to be in the form of Environment

Concept Paintings and, obviously, the art of "Warlords of Draenor." As an aspiring artist inspired by Blizzard for well over half of my life, I must say that I am happy with the high quality of this product and the content within it. I will cherish it, share it and, most importantly, study it!

A great book with awesome art that was darker than I thought it would be. I'm very happy with that. Be careful handling the pages though. Fingerprints leave behind oils that are very visible on the glossy paper this book uses. While I love what's in the book, I do wish they had a more thorough and even representation of the expansions. Entire zones are left out of their respective chapters.

Good book, except mine came with a ripped corner. Sorta disappointed to that fact.

Got this art book as a gift for my girlfriend. Beautiful book, looks great on the shelf and is full of awesome art. It's a must have for anyone's WOW collection.

If you are a Blizzard fan, make sure not to let this one slip by, beautifully printed book filled with an impressive collection of artworks. The spot embossing over the artworks on each page adds a great touch to the quality and presentation of the book. Well done Blizzard.

I bought this for my boyfriend who is an extreme WOW fan, and he absolutely loves it! This is definitely something any WOW fan would want for their collection. A very sturdy book with thick pages, and the pictures are beautiful.

Great book, great detail and art. If you enjoy playing World of Warcraft you'll enjoy sitting down and looking through this book. Covers all expansions up to warlords. Definitely recommend for the price.

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