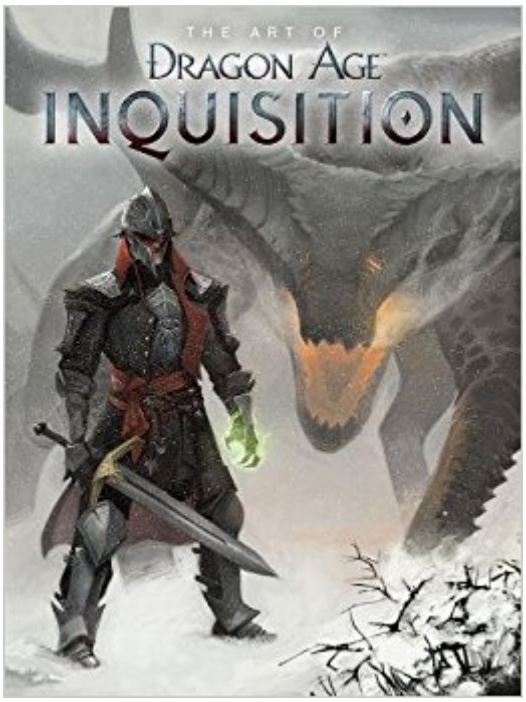
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The Art Of Dragon Age: Inquisition



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Synopsis

The next generation of fantasy is here! Go behind the scenes of Dragon Age: Inquisition, the most ambitious game ever created by legendary developer BioWare!Featuring hundreds of never-before-seen artworks and captions from the developers themselves, this volume offers revealing insight into the inspiration and creation of every facet of Dragon Age: Inquisition, from the heroes, to the wondrous weapons they wield, the powerful beasts that they battle, and the extraordinary world that they inhabit.

Book Information

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Customer Reviews

BioWare is a Canadian video game developer founded in February 1995 by newly graduated medical doctors Ray Muzyka, Greg Zeschuk, and Augustine Yip. BioWare is currently owned by American company Electronic Arts. The author lives in Edmonton, Alberta, Canada.

The Art of Dragon Age: Inquisition is a large hardcover artbook that’s much thicker than I expected. Although it’s listed at 184 pages on and publisher Dark Horse’s website, the book’s actually 264 pages. That’s an additional 80 pages!Collected within is a huge amount of beautiful concept art created for the game. There are designs for characters, props, landscapes, storyboards and some story scene paintings.More specifically, you’ll see castles on hilltops, cavernous throne rooms and interiors, exquisite carvings that adorn the walls and ceilings, props such as thrones designed to reflect power of the rulers, faction banners, ancient ruins in deep jungles and other mysterious

places imagined by the artists. Even the few screenshots of locations in the game looks great in terms of lighting and mood. The design is very cohesive.Character designs are mainly influenced by medieval warriors in armour. The book includes many variations of costumes and characters. I prefer the environment and prop art to the character designs although they are pretty good as well. There are some creatures and dragons but not much. The captions that come with the artworks talking about the designs are quite insightful but too brief.The style of art is mainly painterly, quite detailed at times to show off the architecture and history of the places. There are some rough pieces but for the most part they look wonderful in terms of textures, composition and invite you to marvel at the details.The recent video game artbooks published by Dark Horse are all pretty good, including this one. Considering the extra pages, amount of content and quality of the art, this is certainly fantastic artbook for fans of the game and fantasy art. Good value for money.(See more pictures of the book on my blog. Just visit my profile for the link.)

First of all, fair warning if you buy this art book: there are spoilers for major plot points in the game (duh)!Pros:The book is large, just the right dimensions to allow you to really get a good look at the art offered. There's a wide selection of art, ranging from early concept sketches of characters and areas, storyboards for scenes, creature designs, and even objects. Accompanying all the art are extensive and detailed commentary from the artists, so you can get a really good idea on what was going through their minds when they chose certain elements and finalized designs. The game itself is beautiful, and the artbook lives up to it.Cons:All the pictures are dark. Incredibly dark. It's not possible to see fine details on the vast majority of the pictures. I feel like this isn't a problem with the art itself, but a problem with the printing process. Certain page finishes and inks contribute to darker images. You can really see the difference when you compare some of the promotional concept pieces provided in the book to the same pieces that were published online. It actually is a huge problem and is the whole reason why I deducted a star. The dark quality of the pictures brings down the book as a whole and is really my only big problem with the artbook. A really small problem is that the art book isn't comprehensive and can only be considered a sampler. There is a lot of material that simply isn't represented extensively in the book (weapons, armor, tarot cards, etc), and you might only see one or two examples of each category in the book.TL;DR:The book is a fine sampler of art and details the dedication that went into crafting Dragon Age: Inquisition. It is a great choice for any fan of the game, just be prepared to squint at the dark images.

Incredible art, good build on the book as well, its sturdy. There are also 260 pages in this book, not

180 or whatever is listed.The book is broken up into chapters that match the games mission so you don’t get spoilered.There are usually small descriptions about the motivations behind design decisions. Two examples that aren’t spoilers. The chantry in haven is made out of only stone and wood because that’s what they would have access to in the mountains, no gold because its too risky of a travel to bring it that far. The second is that varric was designed with a beard to make him look more traveled, but it was thrown out because Varric is against dwarven culture and tradition.The book follows a format of showing pages with tons of character designs, then architecture, moving into larger concepts and finally into two page spreads of some very stunning work.Its a great art book if you are interested in the universe, a great book if you enjoy art and illustration, a fantastic book if you want to see the insight into the process and a no brainer buy if you love all the above.I’ll put it right next to hyrule historia, its just as good.

It’s always interesting to peek behind the scenes and learn about the creative process that make the characters and world of a game. Bioware, despite their flaws in game design, always excells in creating unique characters and environments and for Dragon Age Inquisition, it’s no different.This coffee table sized artbook is a real treat, with over 200 pages detailing the process that lead to life everything in this game. Separated by chapters following each of the game’s main missions, it shows how the artists approached each character concept and the feelings they wanted to convey through the various environments.Some pages can be quite dark, however, so I’d definitely recommend reading through under good light. Just a minor inconvenience, but something to keep in mind. Worth the money, though, the little notes by each of the artists adds a lot to an already great artbook.Obviously, there are spoilers in this book and references to past games in the franchise as well.

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