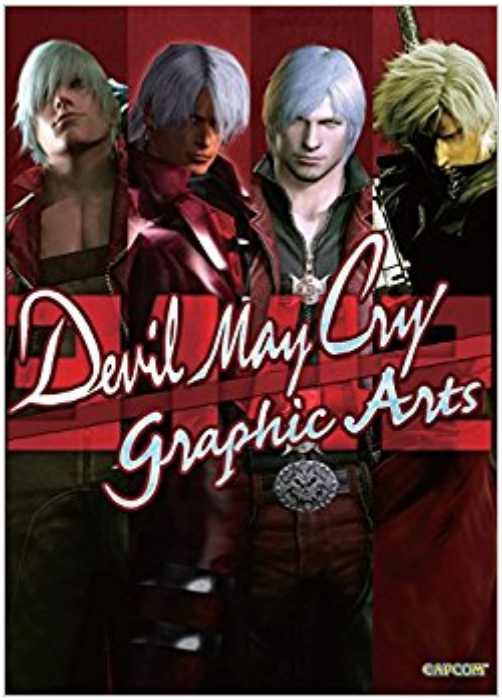
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Devil May Cry: 3142 Graphic Arts



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Synopsis

ItÃ¢â ¬â„¢s the ultimate art tome for the iconic Devil May Cry franchise! Collected are materials from all four classic Devil May Cry games and the Devil May Cry anime series. Inside youÃ¢â ¬â„¢ll find character artwork, weapon designs, creatures, locations, and more. Also included are over 20-pages of exclusive interviews with the developers and artists behind the long-running series, as well as plenty of creator commentary!

Book Information

Paperback: 224 pages

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Average Customer Review: 4.8 out of 5 stars 16 customer reviews

Best Sellers Rank: #362,339 in Books (See Top 100 in Books) #121 inÃ Â Books > Arts & Photography > Other Media > Video Games #862 inÃ Â Books > Humor & Entertainment > Pop Culture > Art #913 inÃ Â Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games

Customer Reviews

The book is a collection of illustrations and images for the first four games in the Devil May Cry franchise. The book contains translated materials never before released in English. The last chapter contains interviews with several people involved in the development if each game.The book is a gold mine of information and art. Devil May Cry 2, especially, never had it’s concept art released anywhere in the world and the other games have had a lot of the information here only available to Japanese readers so this is a treat for DMC fans that quite honestly, we should’ve gotten years ago.For the most part the book is great but it does have a few flaws.The print on the interviews and the illustrations is pretty small. It’s not an issue with the tag under the illustrations but in the interviews in the back of the book they can be taxing on the eyes.Most of the commentary seems to be from memory rather than what has already been written in each game’s respective artbooks. This isn’t so bad for the later 3 games but the original DMC gets the short end of the stick since there is only commentary from a small part of the staff that worked on it and they can only

remember so much after all this time. It would've been better to include the material from the original art book, which was more recently to the game's release.On that note, there are some key people missing from the book, like Hideki Kamiya (director of DMC1, Resident Evil 2, Okami, and Bayonetta), Shinji Mikami (DMC1 producer, RE creator and director of RE 1, 4, Zero, and Dino Crisis.) or Hiroyuki Kobayashi (Producer of DMC1 and 4). While the perspectives of the people that ARE in the book are insightful there are more key people that one wishes had participated or at the very least to have the material from previous art books been presented in this one.The Japanese release of this book had sleeve cover which is the cover for this release but the cover under that sleeve was pretty cool so it's a shame it couldn't be transferred to this publication.Other than that the book is nice, thick and sturdy. I made sure to look at every page in case one of the prints was off but it all checked out fine. the content is fantastic and the interviews are full of behind the scenes information you can't get elsewhere. It's a great buy for all DMC fans and one hopes that there might be other DMC art books translated in the future since they are full of information only Japanese readers get to know but that didn't get to make it to this particular release.

So youÃƒÂ¢Ã â ¬Ã â„¢re a fan of the classic (and very disjointed and unorganized) Devil May Cry games, you like the art of the series and want to know some production information. ThereÃƒÂ¢Ã â ¬Ã â„¢s this book, which came out in Japan years ago, but is released to USA now, should you get it? Is Date a cocky, stylish, fun dude? Well, sometimes he is, there was 1 where he was more subdued and 2 where he was barely the Dante from 1 and much more serious-minded character for some reason, but you know what I mean, just get this book if you are a fan!So what are the contents in this book? A lot actually, there is pieces of art, graphic, concept, dev notes, etc., and pretty much every single piece has some amount of comment made by one of the many game series artists. A personal favorite of mine is the 2 section of this book where an artist for 2 (who constantly comments how he views his old DMC 2 art as embarrassing) comments on a piece of art he made that has Dante and Lucia looking at opposite directions and a coin being flipped in between them. He comments that even he has no idea why DMC 2 has this coin motif going on for it, and that is honestly a great example that shows how much personality this book has. While you will get basic information that just sound like facts with no infliction in the tone, there a lot of artists that will give there personal outlook and stories of the development history of these games, and each artist feel like different people with different stories. And thatÃƒÂ¢Ã â ¬Ã â„¢s because they are different people, duh right? But that little amount of personality and history added really makes this art book feel special, and not just something lazily slapped together.There are also

interviews at then end of this book involving the series artists, with each interview having different artists that worked on whichever entry they worked on. The interviews are also sometimes done in a group setting, so you have a bunch of people talking to each other as well, trying to fully grasp their history on the DMC entry they worked on, and sometimes they make funny comments here and there with each other and it shows some level of comradery between the artists. Also we get a lot of interesting behind the scenes info that may or may not be known to DMC fans before. While many DMC fans know about the whole Resident Evil 4 to DMC transition, IÃƒÂ¢Ã â ¬Ã â„¢m not sure how many know that Kamiya intended even DMC 1 to have QTEs. Some things never change for the man.But that brings me to one semi-issue I have with this book, and itÃƒÂ¢Ã â ¬Ã â„¢s that Hideki Kamiya and Shinji Mikami arenÃƒÂ¢Ã â ¬Ã â„¢t at all involved with this book. While this book is about the art more than the development of this series, it would have been interesting to get some info from two of the most important people in DMC history. Instead we get an interview from Hideaki Itsuno and Motohide Eshiro, and arguably these two are more important to DMC than Kamiya and Shinji, at least at the moment. For those who donÃƒÂ¢Ã â ¬Ã â„¢t know, Kamiya is the director of DMC 1 (among many other top-notch games) and Mikami is the producer of DMC 1 (and father of Resident Evil), while Itsuno is the director of the series from 2 onwards (and was the cause for DMCs ÃƒÂ¢Ã â ¬Ã Å“golden ageÃƒÂ¢Ã â ¬Ã Â• with 3 and 4) and Eshiro is the producer of DmC DMC (and a reason why DmCÃƒÂ¢Ã â ¬Ã â„¢s gameplay stayed as close to DMCs gameplay as much as it could).While I doubt it be probable to get Kamiya and Mikami to be interviewed for this book since both work for different companies now (help founded PlatinumGames, and founded and runs Tango Gameworks respectively), I donÃƒÂ¢Ã â ¬Ã â„¢t think it would have been impossible. Plus the interview with Itsuno and Eshiro was very much DmC focused (which makes sense since DmC is the latest entry and the focus point of Capcom when this book was released in 2013 in Japan), and we donÃƒÂ¢Ã â ¬Ã â„¢t get into DMC2ÃƒÂ¢Ã â ¬Ã â„¢s odd development history as much as I think they should have, plus Eshiro is only now producing DMC games (DmC), so he seems less important to the series than the other 3 guys I mentioned.So... what about the art itself? Well theyÃƒÂ¢Ã â ¬Ã â„¢re pretty good to cool to amazing, for the most part. The art that looks bad usually involve really old graphic art that were made by then novices. A good example is some of the CG DMC4 art, which even the artist, is like ÃƒÂ¢Ã â ¬Ã Å“jeez, this looks unprofessionalÃƒÂ¢Ã â ¬Ã Â• or some of the DMC2 art which looks sometimes a bit too cringe-worthy by the over-the-top edgy feel that the artist were going for, but thatÃƒÂ¢Ã â ¬Ã â„¢s another pro for this book. This book isnÃƒÂ¢Ã â ¬Ã â„¢t afraid to show the weaker art and the artists comments makes them all the more personal. Speaking about the

DMC4 CG artist, we go through pieces of art he made, and as we turn the pages more, his art looks better and more professional. It really shows an interesting progress that is complimented by an artist admitting regret over their work but to also show pride in it. But if you want the art from this art book, most of it is already online, so to me the real selling point is the comments and interviews, which is why they took so much focus in this review. Buy it if youÃƒÂ¢Ã â ¬Ã â„¢re a fan because itÃƒÂ¢Ã â ¬Ã â„¢s well worth it.

As a fan of the original Dante and Devil May Cry, the very fact this book exists makes me very happy. The quality of the book itself, in terms of printing, is quite good. The rest of my review is just my personal feelings about the contents and what I wish the book had but didn't. The interviews, very interesting. However, nothing from Kamiya Hideki, the director of the original game, which is a shame. A lot of nice pictures, but the images of the backgrounds were too small, which is also a shame. One of the other regretful decisions was to squash the reference pictures for the animated series. It would have been nice to see more about the animated series as well. Coverage seemed to lean towards DMC3, and seemed sparse for the original DMC. I could have also, personally, done without the stuff from the Ninja Theory reboot.Nevertheless, it IS a gorgeous book, just not as awesome as it could have been. It is worth it, if you're a fan of the original DMC series.

It's a thick, heavy paperback book with durable pages and crisp binding. The artwork is incredible and the comments left by the designers were not only insightful, but even funny! There's a lot of cool information giving a glimpse into the creation of the characters and their transition into what they are today. Definitely a must-have for any big DMC fan.I would only take away maybe .5 of a star because there are no interviews with Hideki Kamiya, but at the same time it's understandable... Still a shame!

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