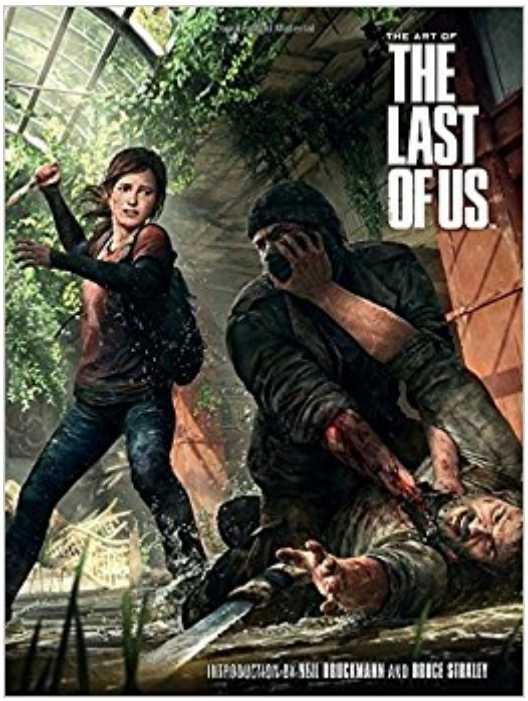
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The Art Of The Last Of Us



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Synopsis

Naughty Dog Studios and Dark Horse proudly present the essential companion to The Last of Us, a richly detailed and compelling game set in a postpandemic world where humans have become an endangered species. Featuring concept art, character designs, and astonishing settings and landscapes, The Art of The Last of Us provides a unique look at one of the gaming world's most eagerly anticipated titles. * A must-have companion to the game. * Incredible full-color artwork! * The latest project from Naughty Dog Studios. * The Last of Us swept the top Game Critics awards at 2012's E3 conference.

Book Information

Age Range: 3 and up

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Customer Reviews

Allow me to start off with: The Last of Us was just a wonderful cinematic game. There hasn't been anything that could compare. Now being a big fan of the game, I was more importantly interested in the conceptual art due to being an Animation major, I have always admired their wonderful landscaping. When I saw they had it for such an amazing price on I had to get it. I was a bit wary because you can take a sneak peek of the book on here and thought maybe I had just seen the whole book on there.After ordering, it arrived ten days later in a box encased with padded bubble wrap and air cushions.What they show on the sneak peek is not even half of what you actually get in the book. The book has a beautiful hard cover and is sectioned off into "chapters" It goes in chronological order of what happened in the game. Everything from Young Joel and Sarah's conceptual design down to the University of Eastern Colorado's logo. There are pages and pages

on Ellie’s designs. It’s interesting how it shows how she was a short-haired redhead once. It’s also pretty hilarious how the infected designs are in the back, like the team that put the art book together were saving it for a big finale and boy, do they not disappoint. The infected conceptual art is mindblowingly amazing and creepy. They used to look really alien, I’m talking about severed heads being dragged behind by a two legged monster, but I’m glad they reigned it in and we got our Clickers.I could honestly go on and on about the book, but really take my word for it, it’s worth every cent.

Let me start of by saying that I am an artist. I have an ever-evolving art style that switches between photo-realistic and idealistic. That being said, when I see the art in this book, I see true talent. Everything about the artwork is well thought out. Every detail makes them beautifulÃƒÂ¢Ã â ¬Ã â œÃƒÂ¢Ã â ¬Ã â œthe use of color to change the tone and feel of the piece, the use of natural, organic subjects for inspiration, and the realistic, contemporary, cinematic feel that each piece tries to, or does, denote. From the first page to the last, I was in awe by the sheer talent that each artist had and the care that they used for each stroke of the paintbrush. It is, quite simply, filled with masterpiece after masterpiece of stunningly inspirational pieces and each is better than the last. My one and only complaint, however, is this: not all of the art used in the game is included. Despite this small disappointment, it is a book that I will treasure for years to come; I’ll be looking at it whenever I need that extra boost of inspiration that’s required before I can finish a piece. This is a treasure to behold, and I recommend anyone, not just artists, to purchase this book. I promise you that your decision will not be regretted.

JUST BEAUTIFUL!This is certainly a big and beautiful assemble of the greatest conceptual artworks I ever saw together, I must say Naughty Dog have some of the most talented artists in the industry nowadays, the artworks are really beautiful and it’s nice to see some earlier versions of characters and environments of the game in those pages, it really added more dept in the understanding of the game goal and artistic vision.Why not give credits for the artists?As I said, Naughty Dog have some the most talented artists in the industry nowadays, like Maciej Kuciara, James Paick, Aaron Limonick, John Sweeney, Eytan Zana, Shaddy Safadi, Marek Okon, Nick Gindraux, Hyoung Nam, and Alexandria Neonakis, people that worked hard to make this game beautiful but in the end, this compilation or celebration of great artworks end up not having a single artist name on it. It’s a shame that they didn’t gave the artists some recognition for their big hit as well. I just couldn’t find credits for the artists anywhere in the book, just the directors are credited. I think it is a bit unfair and

very close minded for a company with such a big creativity in making games.I know that from a company point of view give to much credit for a employee can be a path to lose them to another company, but in a internet generation of easy to find information, they should know that there are other and nicer ways to keep a employee happy enough to not leave the company. Anyway, just unfair.This is a GREAT BOOK! One of the best game art-books on the last 2 years.

My hubby and I love, love, LOVE the game. It's probably one of our all time favourites and when I saw this on deal for $30 I could not resist. My fingers did all the decision making and here it is.The quality of this book is superb. Hardback, not the cheap sort either, A4 size and each page is simply beautiful (okay infected aren't exactly beautiful but, you know). Contains not just art and minor lore, but also takes a look at the development of certain characters or infected. I have yet to get all the way through it but the detail and page finish is stunning. Can't wait to take a look at it, it's the top fave of my Game Art/Guides books right now. I just want to put it in plastic to preserve how wonderful it smells and looks (sorry if too creepy?).Can not recommend this enough. If you enjoyed the game you will appreciate this beautiful book.Also the 1 star review here makes no sense. It's not just images from the games so I've no idea what he was on. How the hardback could get less than a 5 I will never understand. If you get a damaged one why not talk to ?

Top notch art for a top notch game. Lovely prints, good range of environment/character/zombie concepts. Most pieces are depicted in the painterly/photo-bash style you expect for a grounded game, nice lighting and colors in the best concepts. A great view into what it takes to visually design a game these days- highly recommended for art students trying to break into games- both a good bar for quality, variety, and presentation that's expected in a portfolio.

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